

OVER James rated games rated & reviewed

Metal Combat Ninja Warriors Peace Keepers

4 Slammin' Baseball Sims

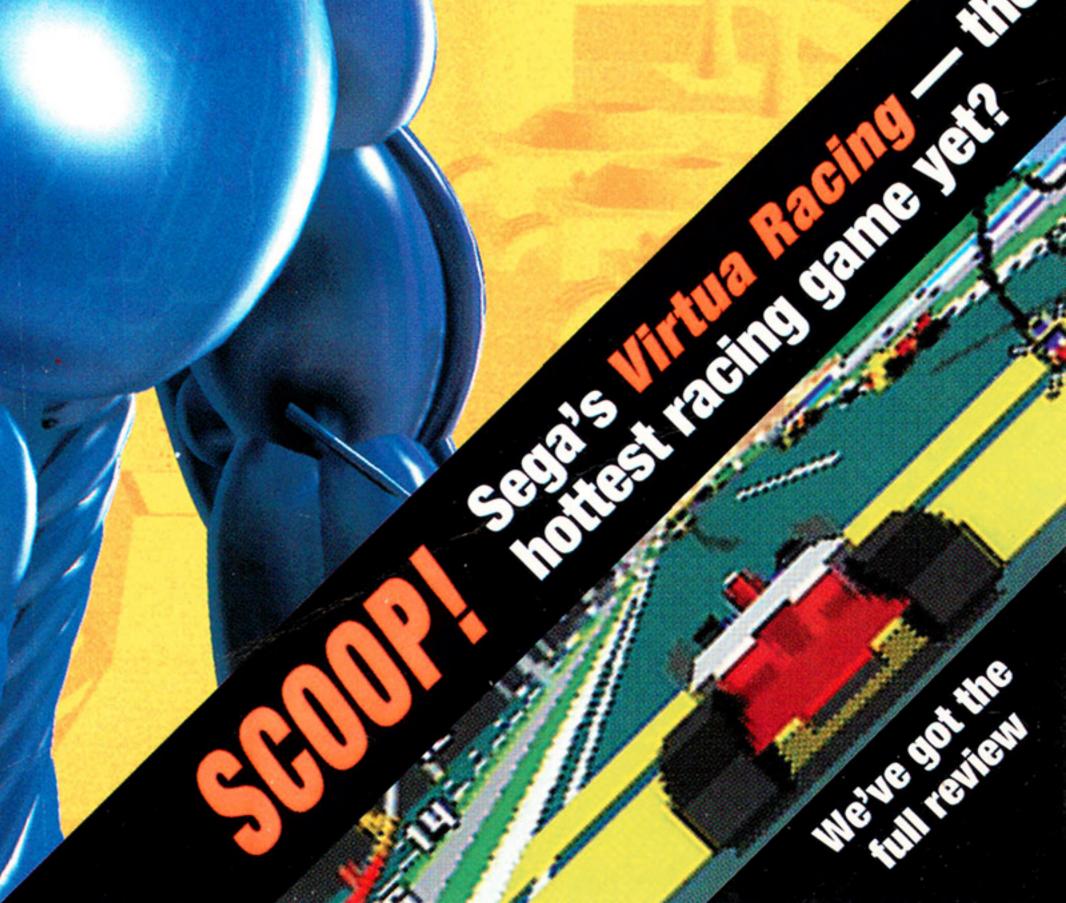
Not affiliated with Sega of America Inc. or Nintendo of America Inc.

\$4.50 U.S. & CANADA Vol. 7, No. 4 **APRIL 1994**

If you thought M. Bison and Goro were hard, wait 'til you see

Rise of the Robots

SNES • Genesis • Sega CD

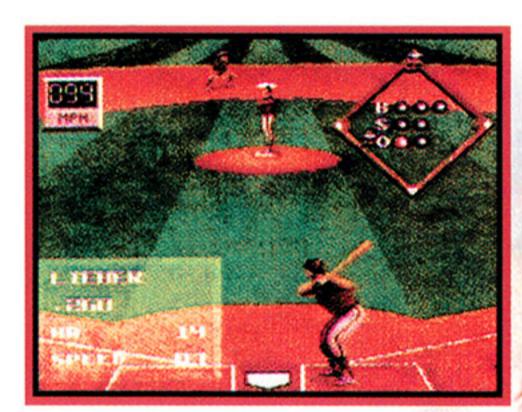


WHOOMP!

THERE IT IS!!

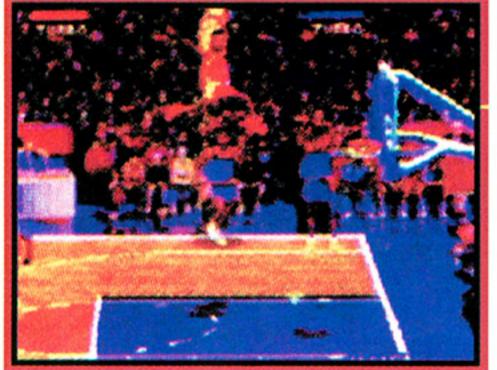
Are you into sports games, OR WHAT?! Then you're gonna love this STUFF!

We won't bore you with the Techno-Babble, just use our **Advanced Controllers** and you'll jam harder, pass longer and play faster! You'll be so pumped up that your competition will be afraid to leave the locker-room!



You'll have it all . . .

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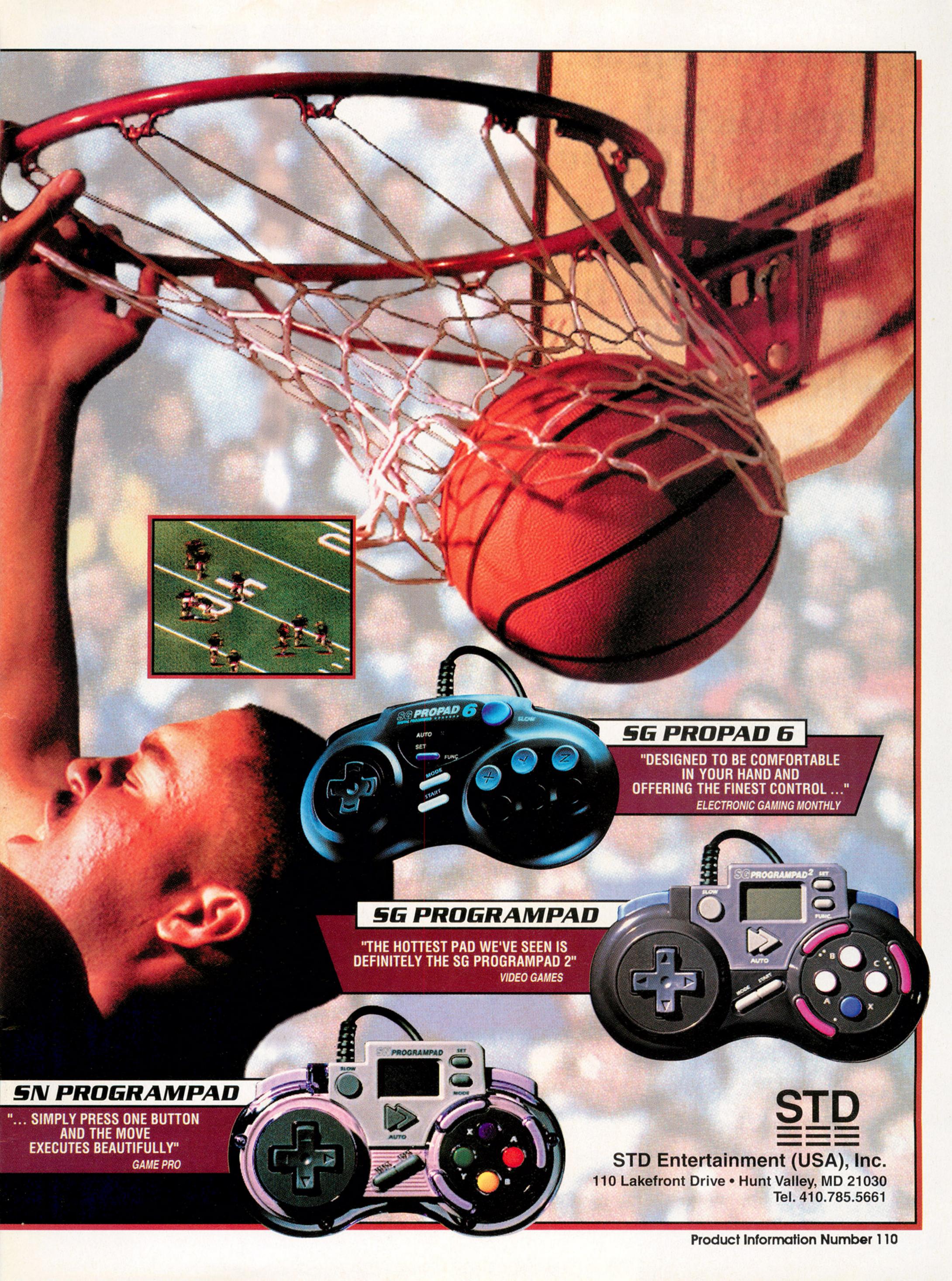
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Turbo Auto-fire (up to 35 shots per second) ergonomic design, slow motion control, and so you don't get caught short-handed - an extra long cord! If you want to be the game's MVP, you've gotta have STD CONTROLLERS!



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WELCOME TO GAME PLAYERS



Welcome to another issue of Game Players. This month, Rise of the Robots is leading the way. You can see that Rise of the Robots, with

some of the most incredible graphics ever, is ready to change the way you think about video games.

We've also got a great review of Sega's Virtua Racing (page 34), and within the next couple of months we'll bring you a review of Stunt Trax FX, Nintendo's contender in the racinggame war.

Besides our definitive reviews, keep an eye open for the pics of the team we've used throughout this issue. It took two days pulling faces in the mirror and an afternoon at the photographers to come up with them, and I reckon they were worth the effort... but maybe I'm just biased.

Write and let me know what you think of this month's issue. And don't just suck up to us... I want to know what you hate about Game Players as much as what you like.

- Mark, Editor.

COLOR KEY

Use this color key to identify systems throughout the magazine. Whenever you see red in a box marked "Product Info" or overall game rating, for example, you know you're looking at a Super Nintendo game; dark blue always signifies Genesis.

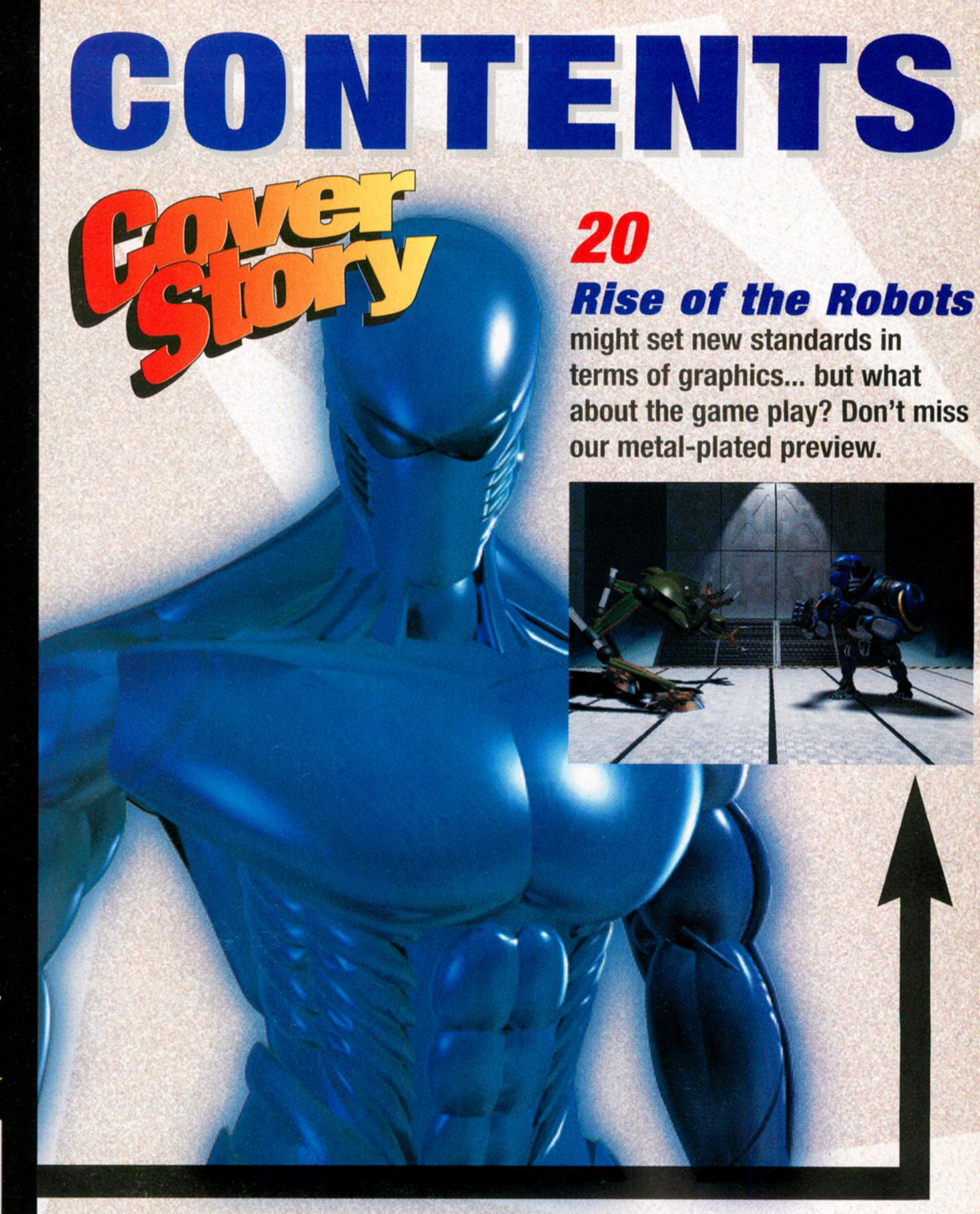
SNES

NES

GAMEBOY

GENESIS

SEGA CD



INFO TRAK 6

An update on Sega and Nintendo's next generation of video-game machines, plus news of Sega's plan to ditch the Summer CES, an update on the Sega Channel, and the new SFII coin-op.

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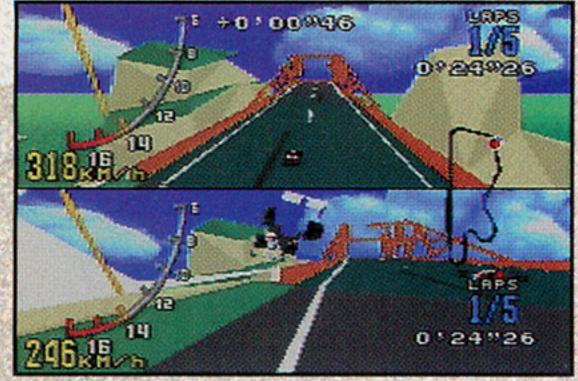
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Virtua Racing

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Don't ever get stuck in a game again. We've got all the answers.

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Sonic the Hedgehog 3

NOW PLAYING 106

Spend your money wisely! Check out what we thought of the games released over the last six

months.



SUBSCRIBE 17

Save money on your favorite magazine and make sure you get your copy as soon as we've finished it.



REVIEWS 33

Before you spend your cash, make sure the game's worth it. Our definitive, accurate, and tough reviews are the ones you can really depend on.

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The Ninja Warriors

NEXT MONTH 120

The mag you can trust is back again next month. See you again 30 days from now.

APRIL 1994

EDITOR Mark Higham SENIOR EDITOR Leslie Mizell ASSOCIATE PUBLISHER **Vince Matthews**

ART DIRECTOR **Laura Morris**

ASSOCIATE EDITORS Jeff Lundrigan • Chris Slate ASSISTANT EDITOR

Doug Brumley GRAPHIC ARTISTS Scotty Billings . Mike Wilmoth

INTERNATIONAL CORRESPONDENT Mike Ueda, CES International

GP PUBLICATIONS, INC. EDITORIAL, ART, PRODUCTION, MARKETING 300-A South Westgate Drive Greensboro, NC 27407 Phone: 910/852-6711 Fax: 910/632-1165

EXECUTIVE EDITOR Selby Bateman

SENIOR ART AND DESIGN DIRECTOR Amy L. Pruette

> EDITORIAL DIRECTOR Lance Elko

MANAGING EDITOR **Gary James**

PRODUCTION DIRECTOR Irma Swain

MARKETING MANAGER Kathleen Ingram

PRODUCTION COORDINATOR **Pamela Lambert**

SALES AND CIRCULATION 23-00 Route 208 Fair Lawn, NJ 07410 Phone: 201/703-9500 Fax: 201/703-9509

DIRECTOR OF CONSUMER MARKETING Maryanne Napoli

> CIRCULATION MANAGER Tom Funesti

SUBSCRIPTION MANAGER Lori Coppin

NATIONAL ADVERTISING SALES OFFICES 10055 Miller Avenue, Suite 201, Cuppertino, CA 95014 Phone: 408/255-5191 Fax: 408/255-6954

> ADVERTISING SALES DIRECTOR Jonathan Bint

ACCOUNT MANAGER **Caroline Simpson**

EAST COAST SALES OFFICE 23-00 Route 208 Fair Lawn, NJ 07410 Phone: 201/703-9500 Fax: 201/703-9509

> ACCOUNT MANAGER John McMahon

MARKETPLACE ADVERTISING Phone: 201/703-9500

Please send all advertising materials to Pamela Lambert, Production Co-ordinator; all editorial materials to Vince Matthews, Associate Publisher, Game Players Sega Nintendo, 300-A South Westgate Drive, Greensboro, NC 27407.

> GP PUBLICATIONS, INC - CORPORATE PRESIDENT **Chris Anderson**

VP/OPERATIONS & CFO Tom Valentino

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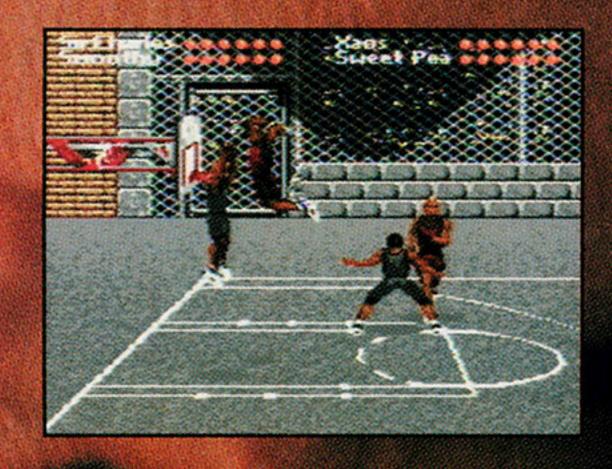
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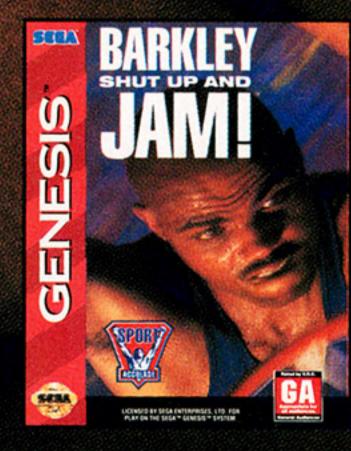
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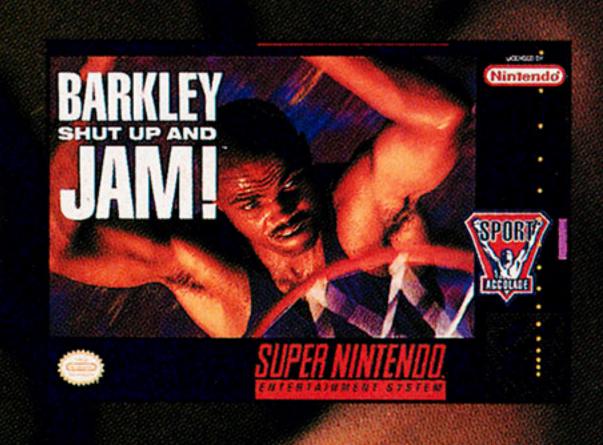
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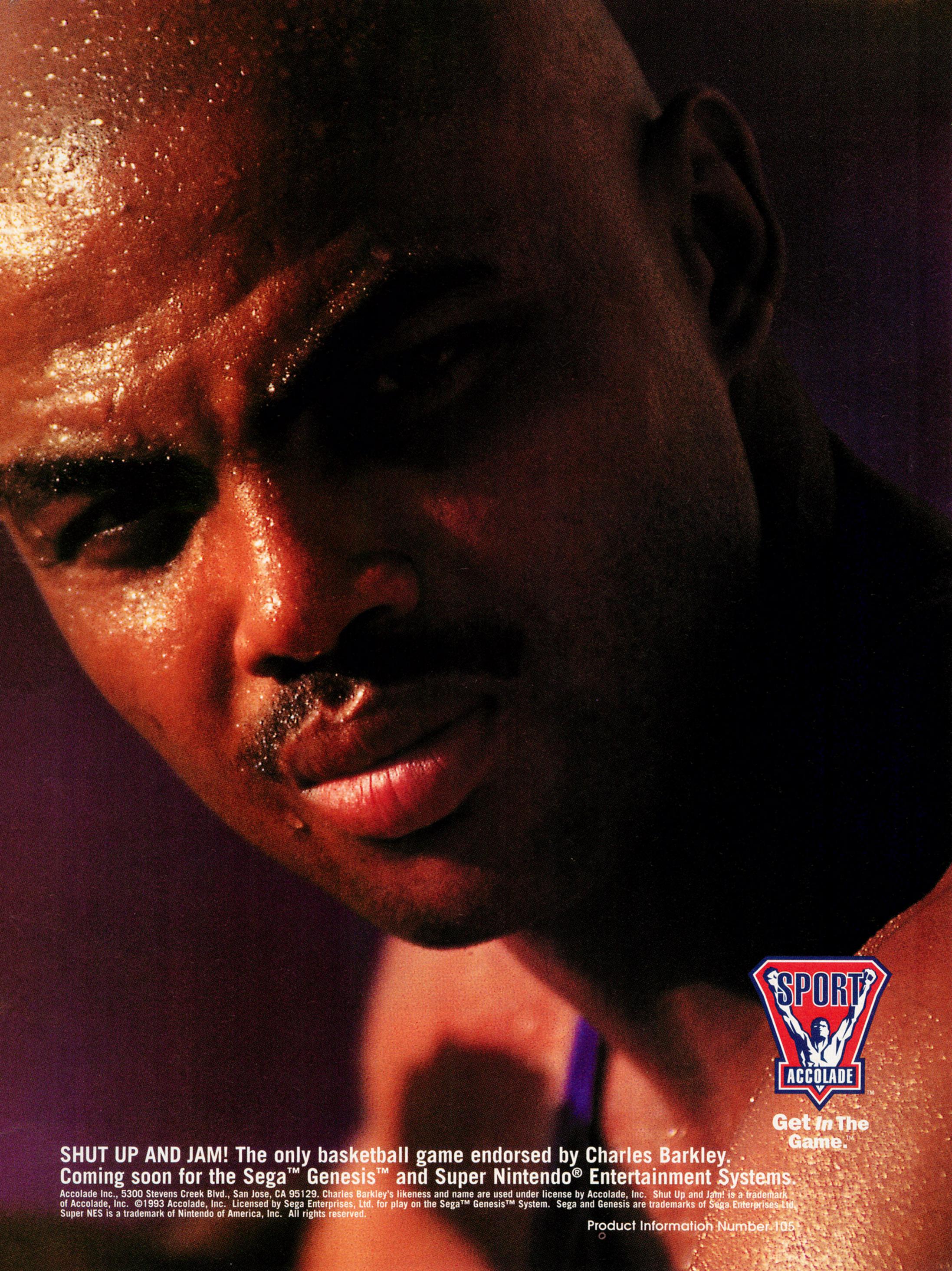
can't shoot outdoors.

Just Sautara and Eam.











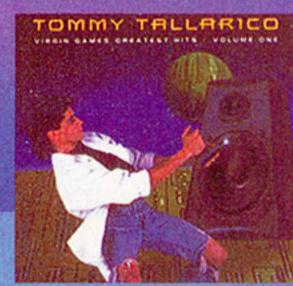
TOMMY'S TUNES

You probably don't know the name, but you know the music! During Tommy Tallarico's three-year gig with Virgin Interactive, he's composed music for games such as *Prince of Persia* and *Demolition Man.* He has just finished writing, programming, and producing the music for Virgin's *The Jungle Book* series, and he considers it one of his most ambitious projects to date.

"My goal over the last couple of years," he told *Game Players*, "has been to revolutionize the way people listen to video games. The game music has always been cheesy, and I wanted to make it respectable." He's succeeded — so well, in fact, that Capitol Records has just released a collection of his work called "Tommy Tallarico: Virgin's Greatest Hits, Volume 1." It's a compilation of tunes from games such as *Cool Spot, Robocop Versus the Terminator*, *Global Gladiators*, and *The Terminator* for Sega CD.

"There are 13 tracks on the record," Tallarico says, "all digitally recorded, remastered, and mixed. They're kind of the turbo-charged versions of Genesis and SNES blockbusters."

We previewed one of Tallarico's tracks for Demolition Man over the phone. It has a real blues-influenced techno sound that Tallarico says fit the moody and industrial atmosphere.



"Tommy Tallarico: Virgin's Greatest Hits, Volume 1" is now available on cassette and compact disc.

BIOGRAPHY

Who: Tommy Tallarico

What: Music, Video, and FX director for Virgin Influences: Eddie Van Halen, Boston, Aerosmith Easiest 16-bit machine to work on: Genesis Best 16-bit sound: Super Nintendo First project: Prince of Persia for Game Boy Current project: Demolition Man for 3DO Preferred equipment: Roland S-770 keyboard

Sega, Sega, Sega. That's what most of the news is about this month. So sue us — we can't help it if Nintendo doesn't want the publicity.

Next Generation Update All the latest on Sega and Nintendo's forthcoming 64-bit machines

he past six months have been filled with hype — new machines, new technology, new plans. But with all due respect to 3DO and the other guys, the game industry doesn't go anywhere until Nintendo and Sega decide to take it there.

Remember how amazed we all were at how much better the games were when 16-bit machines were first launched? Well, that's how it's going to be with Saturn and Project Reality. We're on the brink of a whole new era, not just the upgrade in graphics and sound offered by Sega CD. In a year or two, games are going to be unbelievably better than anything you've played at home before. It's not just advertising fluff — it's a fact.

We previewed Sega and Nintendo's "dream machines" last month as part of our coverage of the Consumer Electronics Show. But even in a month, we've learned a lot more about the industry's hot topic of discussion.

THE SATURN

aturn, Sega's new 32-bit system, is really gaining momentum as its November release in Japan draws closer. Some 70 third-party developers are interested in the system, and more than 40 software titles are rumored to be in production. Sega anticipates two million sales in its first year in Japan.

Because of Sega's enormous arcade division, the company already has an advantage over Nintendo because it can port its

1250 The Control of t

Ahhh... Virtua Fighter. This is a must buy — that is, if Sega doesn't decide to run with this as the pack-in.

extensive library of proven winners straight over to Saturn. Virtua Fighter is a good example because Saturn's amazing polygon capabilities practically mirror the guts of the coin-op. Virtua Racing could also be brought over without losing anything. Of course, if an arcade title turns out to be too big to fit on a cartridge, Sega can put it on CD, since you can play both formats on Saturn.

One advantage the Saturn may not have, however, is its

price tag. Sega
believes Nintendo is
unrealistic with its
announced \$250 price
for Project Reality, but
what's a "realistic"
price for the Saturn,
taking into account its
CD-ROM drive? Our
guess is that Saturn
will at most come in
just under \$300, and
Sega could try to
match Project Reality's
price.

Saturn puts its powerful polygon engine to use in this beautiful new shooter. Zoom through a silky smooth 3-D landscape riding atop a winged dragon.



This Saturn title boasts a large 3-D modeled toy soldier with animation so smooth it puts *Aladdin* to shame.

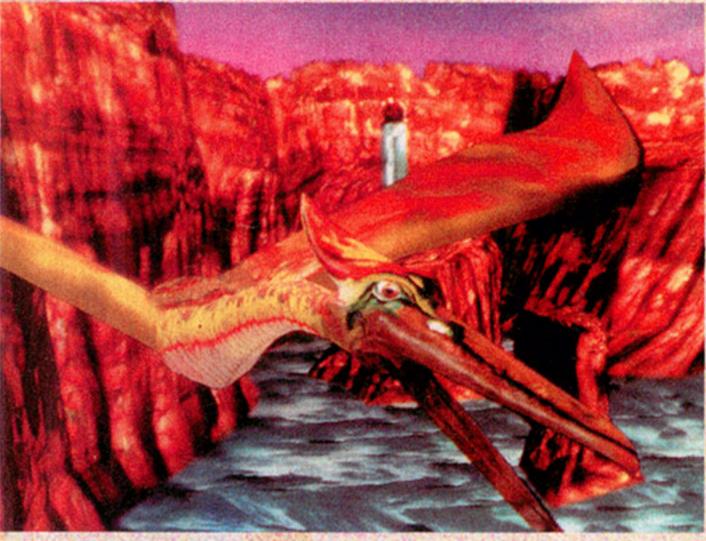
FINAL FANTASY BREAKS PRICE BARRIER

When the Japanese version of Final Fantasy VI (here it'll be called Final Fantasy III or IV) goes on sale April 2, it will be priced 16 percent higher than its predecessor and break an unwritten maximum cost for Super Famicom titles. FFVI will retail for around 11,400 yen (\$110), but it's a 24-meg RPG instead of a 16-meg game like

Final Fantasy V. Sound and picture quality have also been improved.

Despite a price tag that's over \$10 more than any other, more than 2.5 million copies of the game have been pre-ordered. The popular Final Fantasy series has already sold more than seven million carts in Japan.

It's also probable that both systems could drop further in price after their initial push, just as Genesis and SNES did (remember when they both cost more than \$200 each?). It's imperative that the new machines cost as little as possible so they can grab as large an installed base as possible. No matter how great the hardware is, price spells the difference between success and failure.



So you like those Silicon Graphics' designed polar bears in the Coke commercial? Well, get used to seeing this dragon, too. He features prominently in all the PR demos we've seen.

may sound lofty, but when you

think how much time designers

have to get their games devel-

oped, maybe not impossible. And

Nintendo remembers all too well

how it got burned by Genesis ads

was released, comparing Sega's

stack of games with Nintendo's

paltry handful. This time around,

Sega has 40 games in develop-

ment for the Saturn and plans to

So a wide variety of games

promises

smoother

movement

release a minimum of ten with

might be the edge PR needs —

especially if it's released simulta-

neously with the Saturn. And that,

my friends, just might be the

months ahead of schedule.

case: We hear the project's six

the system.

that ran shortly after the SNES

RELIV

e're all familiar with the promises Nintendo has already made: A 64-bit machine, developed by Nintendo and Silicon Graphics, will appear in arcades late this year and will be revised as a home system in early- to mid-1995 to retail for under \$250. But Nintendo still hasn't released any official specs, even though several developers are already rumored to be working on software.

Nintendo has come forth, however, with the system's chosen format: cartridge. "The cutting-edge silicon technology," says Peter Main, NOA vice president of marketing, "which will be housed in the new Nintendo cartridge, is the fastest technology available. When it comes to speed, no other format approaches the silicon-based cartridge."

Nintendo's trump card is the Mega-Memory cartridge, containing a minimum 100 megs of



Soccer, anyone? The unparalleled realism of the polygon players could give you shin splints.

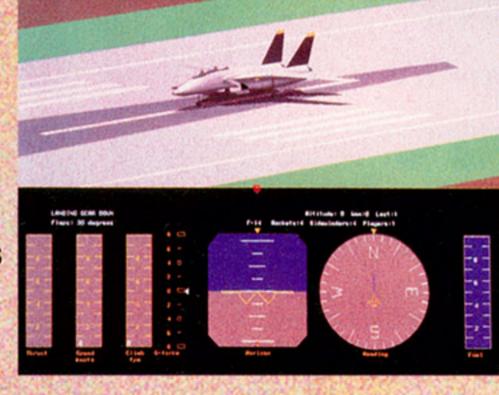
data for each game — that's five to six times the size of current SNES games. It's also supposed to be two million times faster than current CD formats. And that's not all - Nintendo claims that because of its proprietary compression technology, the massive new carts won't be more expensive than current SNES games. That may seem like wishful thinking, but so did the \$250 hardware.

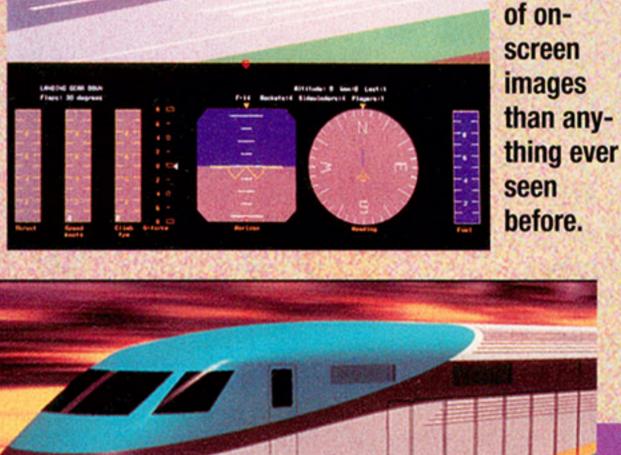
Main hasn't ruled out a Nintendo CD machine entirely. "Nintendo will continue to evaluate CD technology," he says, "and has designed Project Reality to accommodate a potential future CD-ROM accessory attachment. We're also continuing to evaluate other non-cartridge or CD soft-

ware mediums for potential use with Project Reality."

The word from Nintendo insiders is that the company plans to have 40-50 games in the PR library when the system is released. That

This demo from Silicon Graphics gives you an idea of how all the hype about sound and scenery can translate into remarkable gaming.







Night Trap Creator Surprised by Recall

If you were surprised by Sega's decision to recall Night Trap, you're not the only one — it startled the game's author, Terry McDonell as well.

McDonell, formerly of Esquire and now cohost of the late-night talk show "Last Call," came up with the idea for Night Trap a decade ago.

"It was work-for-hire," McDonell told Variety. "that I did at the Miramar in Santa Monica with a

Macintosh and room service. I wrote it as a campy parody of vampire moves, with girls in bikinis menaced by vampires dressed as vintners and things like that. I had nothing to do with the realization of the script. My kids saw it before I did, but I looked at it and thought that a couple of parts were kind of dumb, but I don't believe it's a great threat to the republic."



The loading time is really short you're almost able to play the games instantly!

PUBLIC ACCESS

In just a few months Sega will unveil the cable industry's first in-home interactive service nationwide. You've heard about it, you've called your cable company about it — and if Sega pulls it off, it could revolutionize that information highway you've been hearing so much about.

The Sega Channel is now being tested in a dozen limited markets from Oregon to Virginia and will debut nationally this fall. It uses cable interface and a special adapter connected to the Genesis to download games in about ten seconds.

"It's not a matter of if we can," says Ellen Beth van Buskirk who is the Director of Corporate Communications for the Sega Channel, "we can. Our partners in this venture, Tele-Communications and Time Warner really make the Sega Channel possible.

Here's the Japanese version of the Sega Channel hardware. **Tests have** already been run with great success in Japan.



We have to work out some pricing and programming issues, but aside from that everything is moving on schedule."

The 24-hour-a-day Sega Channel will offer gamers unlimited access to Genesis games, news, and special titles created exclusively for the channel. Don't expect Sega CD games, however; van Buskirk says they require too much memory. And don't expect to play games your parents don't approve of, either — there's a password feature that lets parents select rating levels so kids can't play "inappropriate" titles.



Gamers access the menu with hardware supplied by their cable companies.

Sega Pulls Out of Summer CES

n a real surprise move, Sega of America has withdrawn from the Summer Consumer Electronics Show in favor of its own Orlando show.

The company has invited its licensees and 75 key buyers to Florida from June 6-11 — those are around the usual dates for CES, but World Cup soccer in Chicago has pushed CES to June 23-26. Each licensee will be set up in a hotel suite to meet buyers and members of the press. On June 7, Sega's hosting a special event at Disney World's Epcot Center, and optional golf and fishing trips have been mentioned as well.

For years the video-game industry has talked about pulling out of CES — at which everything from stereo equipment to smoke alarms is previewed — and starting up its own trade show. The big question remains why Sega reached its decision, since it has won the past two shows hands-down. Sega is also still planning to exhibit at January's Winter Consumer Electronics Show in 1995.

When asked for possible reasons for Sega's pull-out, a spokesperson for Manning Selvage & Lee, Sega's public-relations agency stated: "We are not allowed officially to comment on that."

New Coin-Ops Announced

Just arriving in your local arcades is Super Street Fighter II Turbo, Capcom's new coin-op thrasher, with new combinations and at least one new character.

A spokesperson for Capcom was uncomfortable telling us much — since details Capcom USA thought were finalized were already changing — but she told *Game Players* that the new character's name is tentatively Akuma, and he's the younger brother of Ryu and Ken's master. She also wouldn't commit to a date for its release for home systems, or even if it would make the leap.

And there's not *tons* more information available on *Daytona GP*, Sega's new coin-op. It's a 3-D sim that shows up to eight players on the track on a 50" monitor. Players can alternate among four visual perspectives for a virtual-reality effect. The game also

uses the Intel i960 32-bit embedded RISC microprocessor. Phew! That load of jargon means that Sega is using the top microprocessor in the industry, according to research firm, Dataquest. It also means that *Daytona GP* will join *Virtua Racing* and *Virtua Fighter* as one of the first Saturn games.



Here's a preliminary screen of Daytona GP, another game headed for Saturn.



It's what makes Bomberman a blast and NBA Jam slamtastic. Multi-player options turn normal Super NES games into highly competitive action-fests. Bullet-Proof's **Super Link** is the latest multi-player controller on the market. It enables up to five gamers to play and is compatible with all multi-player games. The compact **Super Link** retails for \$19.95.

SOFTWARE ETC.'S TOP TEN LIST

based on unit sales for January

- 1 Mega Man X
- 2 NFL Football Starring Joe Montana Sega of America for Genesis
- 3 Mortal Kombat
- 4 Eternal Champions
- 5 The Secret of Mana
- 6 Madden NFL '94
- 7 Dragon's Lair
- 8 Lunar: The Silver Star
- 9 Tetris 2
- 10 Super NBA Basketball

- Capcom for SNES
- Acclaim for Genesis
- Sega of America for Genesis
 - Square Soft for SNES
 - Electronic Arts for Genesis
 - Doodwooff for Cogo CD
 - Readysoft for Sega CD
- Working Designs for Sega CD
- Nintendo of America for Game Boy
 - Tecmo for SNES

IT'S ALMOST LIKE BEING THERE!

Still waiting for that Sega VR to arrive in stores? Have you played *The Lawnmower Man* until your thumbs bleed? Then you're a perfect candidate for Virtual Reality Entertainment Forum '94, a conference and exhibition due to be held Tuesday April 5-7 in New York City.

For the VR-mad, the conference will include Virtual Reality applications in the entertainment, advertising, and marketing industries. More than 50 speakers are planned, as well as more than two dozen exhibits featuring the latest hardware and software. To register, call 212/717-1318.

THIS JUST IN

EA Mutates Another Sport

We don't know anything about this one except what we've read —read in the credits of *Mutant League Hockey*, EA's second "mutant" sports venture. But that says it all: watch for *Mutant League Basketball*. And, we guess, in a decade or so, we'll be announcing *Mutant League Croquet*.

Fantastic Four Flick Floored

When director Chris Columbus (Home Alone, Mrs. Doubt-fire) flexes his muscles, Hollywood listens. Evidently Columbus is responsible for the last-minute shelving of Concorde Pictures The Fantastic Four movie. He's decided that he wants to direct a big-budget translation of the comic book, and he doesn't want another version on video-store shelves to compete.

The Fantastic Four was to have premiered in January, then gone into wide release in March. But Constantine Films, co-producer of the flick and owner of the rights to the characters, pulled the plug December 28. There's no longer a theatrical or video release planned. Meanwhile Columbus's version won't even begin production until the end of this year.

Bandai Licenses CD-ROM Technology

Knoxville-based CD-ROM entertainment publisher CyberFlix has licensed its DreamFactory to Bandai. DreamFactory is a software tools kit that make it possible to include character and prop animations, voice synchronization, and digital environments in CD-ROM games. Bandai now has exclusive use of the technology for three years and plans to create titles for the Japanese home market, with the possibility of translating them for the U.S. market as well. Among Bandai's licensed characters are Ultraman and the Mighty Morphin' Power Rangers.

Yet Another "5NL" Movie Planned

Evidently Paramount didn't learn its lesson with last summer's dismal *The Coneheads*, based on a series of skits from "Saturday Night Live." In addition to the "It's Pat" spin-off movie, Paramount plans a flick about Stuart Smalley, that nerdy, therapy-obsessed talk-show host played by Al Franken. We don't know about you, but we flip the channel when he's on for five minutes, so we can't imagine enduring him for two hours, even if Harold Ramis *(Ghost-busters, Groundhog Day)* is directing.

Communication Companies Look at Games

GTE, the fourth-largest communication company in the world is looking very strongly at the Edge 16 system, which allows you to play games via modem. Already a game developer for arcades (*Jammit* from Virgin Interactive is one of its titles), GTE is probably about to become a licensee for both Sega and Nintendo.

And although it's way too early to say anything, Game Players recently got a call from MCl who wanted to pump us for information about Nintendo of America. Jump to your own conclusions.

Prizes Offered by Malibu Games

Malibu Games is offering a \$50,000 Fantasy Prize sweep-stakes in conjunction with its *Sports Illustrated for Kids: The Ultimate Triple Dare* release for Game Boy. Since the game features snowboarding, skateboarding, and mountain-biking, Malibu is offering its winner his or her choice of trip: snowboarding in the French Alps, skateboarding in Hawaii, or mountain-biking in Australia. For more details, contact Malibu or see the *Ultimate Triple Dare* box.

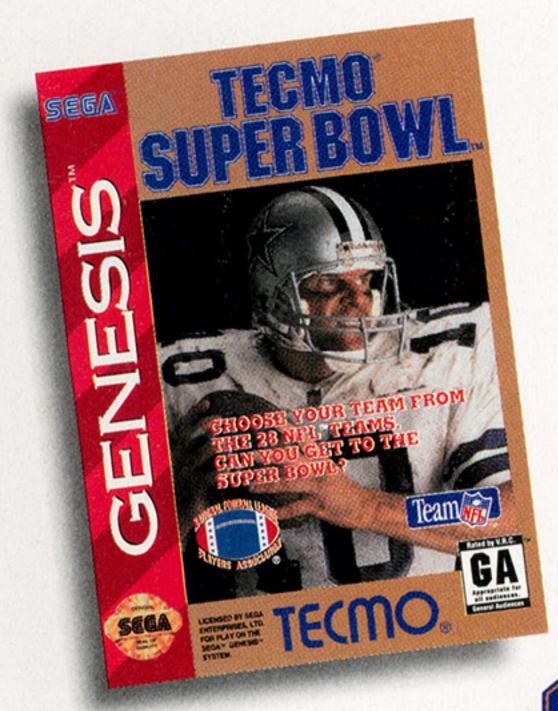
Broderbund Merges with EA

Former Nintendo licensee Broderbund is merging with Electronic Arts, with the final paperwork due to be signed by the end of May. Broderbund, although it has games such as *The Deadly Towers* in its background, has been a developer of education and personal productivity software for PCs for years.

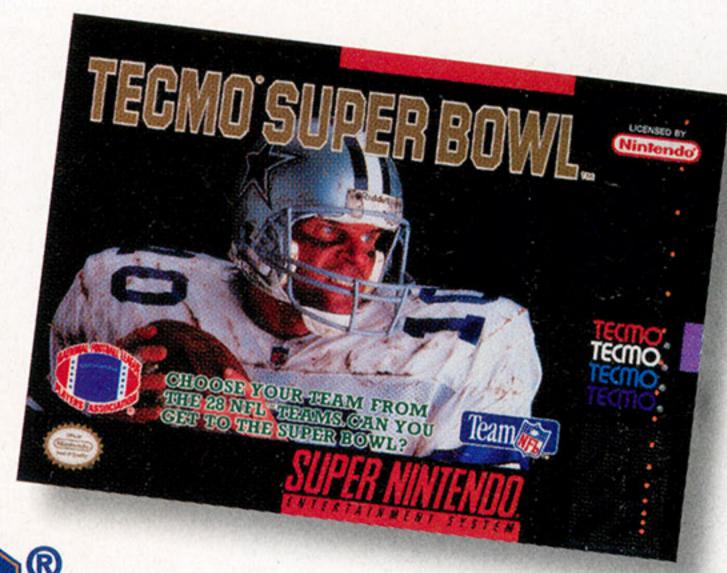
1997

The year Sega's plans to finish its 50th indoor virtual-reality theme park, according to the February 21st cover story in *Business Week*. Riders will sit in windowless, truck-sized capsules for VR experiences driving race cars or piloting space ships. Whee! The parks, scheduled worldwide with the first two opening in Japan this year, cost between \$20-40 million each.

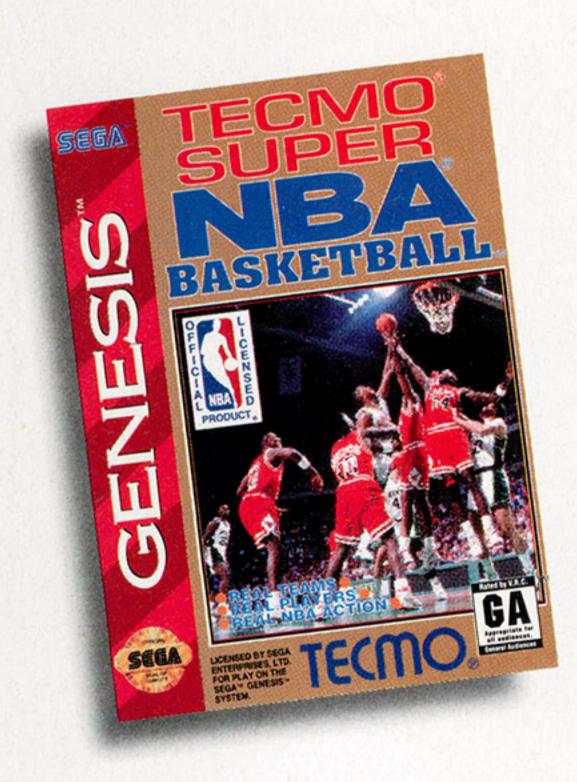
TECMO® SPORTS



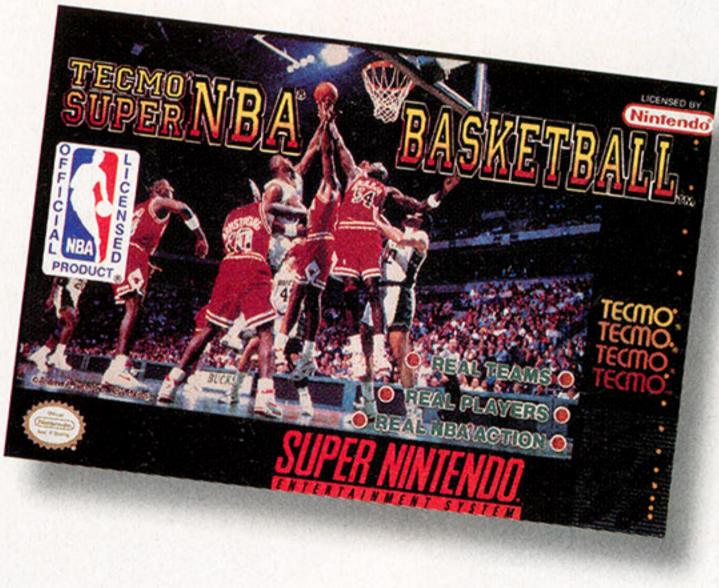




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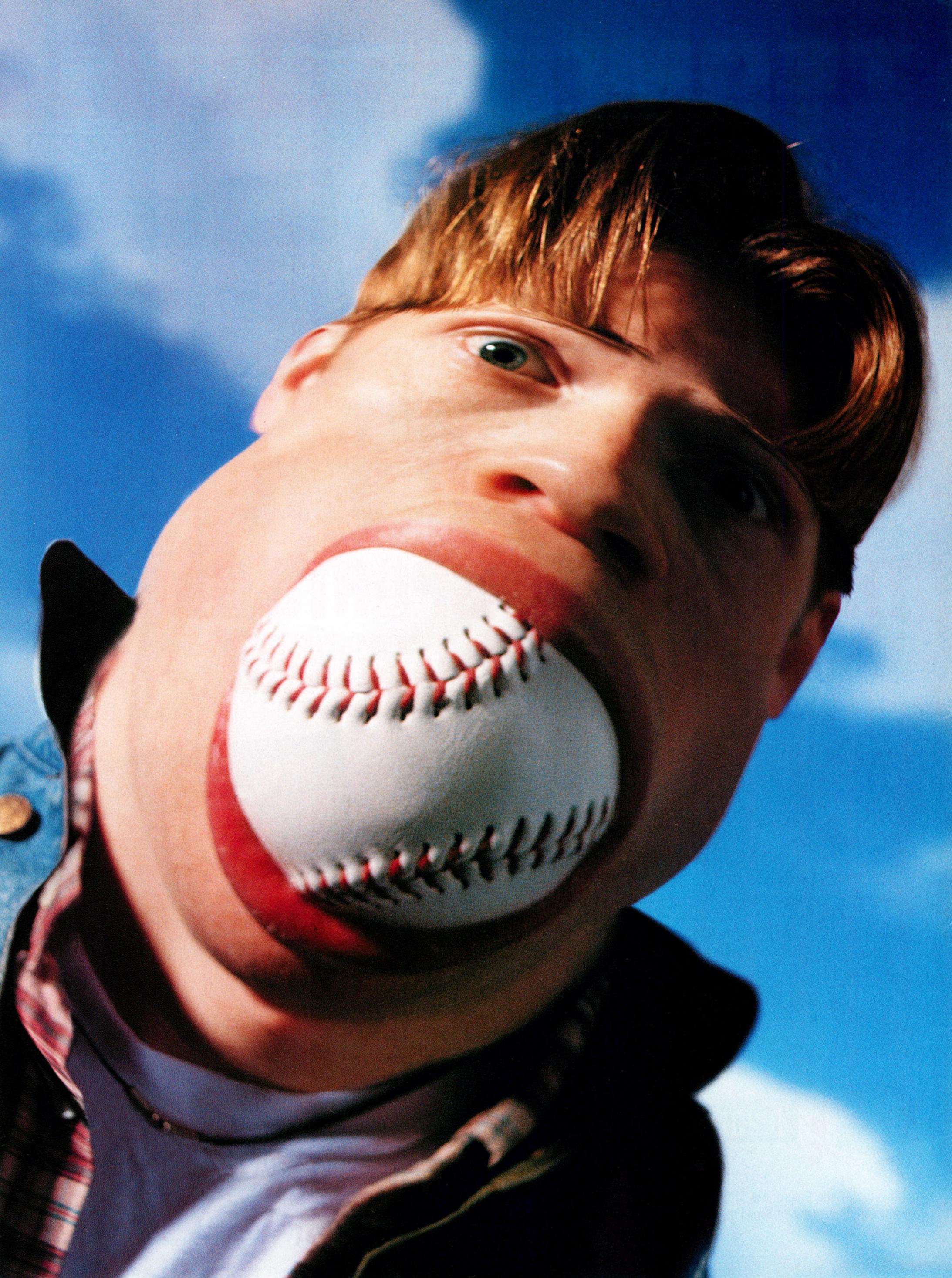
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So real you can taste it.

Ken Griffey Jr. Presents: Major League Baseball.

Until now, to get the feeling of major league baseball, you had to be willing to eat a 98-mile-per-hour horsehide sandwich.

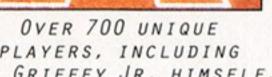
No more. "Ken Griffey Jr. Presents:

Major League Baseball^{*}"
gives you all the

excitement of real baseball.

For a fraction of the cost of recon-

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REQUESTED TO





EXTRA-HUGE BATTERS, EXTRA-CLEAR TEAM LOGOS. IT LOOKS AND PLAYS LIKE AN ARCADE GAME.

structive dental surgery. Because it's

Ken Griffey JR. Himself.

It look
And
the first and only baseball game that plays by Ken Griffey

Jr.'s hard and fast rules: Play hard. And play fast.

And the realism doesn't end there. Check out NHL® Stanley Cup® Hockey**and NCAA® Basketball*.** They've got Super NES'

exclusive Mode 7 perspective. So your viewpoint rotates with every change of possession, objects

shrinking and scaling with every step.

Just like you're on the field with the pros. (The best play here, remember?)

IN NHL STANLEY CUP HOCKEY, IF A SLAP SHOT DOESN'T SCRAMBLE YOUR OPPONENT'S BRAIN, A BODY CHECK MOST CERTAINLY WILL.

And those are just a few of the titles in the massive Super NES Sports
Network. We're talking over 75 games here.
With lots more to come.

So forget the next level. If you want a taste of the major

leagues, just open wide and say, "Gimme the games of the Super NES."

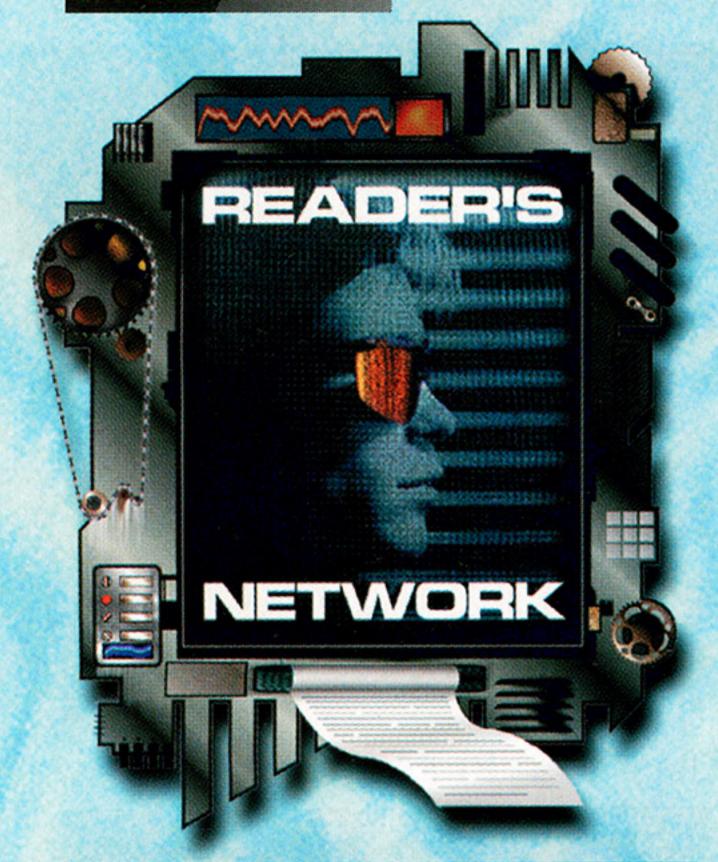
SUPER NAMENT SYSTEM





KINDS OF RIM-WRECKING MONSTER

INCLUDED. GOOD THING.)



You kids! If you're not playing video games, then you're out ripping out spines and hearts and funny bones. Or is that just what your parents think? You guys are still outraged at the whole violence topic. If Senator

Lieberman knew what some of you wanted to do to him, he'd be sleeping with a crossbow by his bed. Aw, who cares finish him! — LESLIE

FEBRUARY 00



THE BURNING QUESTION

The government's griping that arcade machines don't include ratings. Are they blowing hot re-election air? Or is it reasonable to think that ratings for arcade games can be enforced? After February's Burning Question on violence we were inundated with your letters...

Welcome back to the world's liveliest letters pages — the pages you guys get to write. This month we have more of your views about violence in games, more of your ideas for radical new games, and more eye-popping reader art. Keep it coming!

Video-Game Murder!

I think the U.S. government should lay off video games for a while. Forget the I.D. cards and roped-off sections for mature arcade games. They should pay more attention to the country's other problems. The first time I hear on the news that a murder has been committed and the murderer blames it on video games, then I'll stop playing.

> Kevin Awalt Danbury, CT

Ban the Banners

There shouldn't be ratings of any kind on arcade- or home-video games. Each time the government gets involved, it goes overboard. I resent being told what games I can or cannot play. Parents should take responsibility in deciding what their children should play instead of using video arcades as day-care centers and video games as babysitters.

Edward E. Hansen North Miami Beach, FL

Big Brother Is Watching You

I think the government should rate some games like Mortal Kombat and Lethal Enforcers, then the owner or someone who works at arcades should watch who plays the games.

Vincent Guglietta Staten Island, NY

It Can't Be Done

How are they going to stop you from playing games that are rated? What are they going to have — a 24-hour watchdog for kids under 13 and 17, or some kind of an ID machine? Give us a break - we just want to have fun with these

games. And besides, the higher the rating, the more a person will want to play that game.

> Seth Coleman Hixson, TN

Not for Five-Year-Olds

There's no need for a rating system in arcades! Can you think of a game that's so gory or disgusting that it needs a rating? If I had to put ratings on arcade games, I'd set up different areas for games like Mortal Kombat II which would be in the five-years-and-up section. There aren't any games that are worth censoring at the moment.

> Jared Jones Richmond, VA

Coin-operated video games are great as

HERE'S WHAT WE THINK ①

Why don't they just leave us alone?! Video games are good clean fun no matter how much blood there is! If your parents grew up watching Looney Tunes and never went out and tried to kill a road runner with a jet-pack and some Acme tornado pills, then you, too, will survive the mighty menace of Goro and his cronies. And if the 'rents think Night Trap is going to stunt your growth,



just imagine what they'd say if they knew you sneaked downstairs to watch Cinemax during the early hours of the morning. Give us a break! Give us our games! — Mark

PUSHING THE ENVELOPE

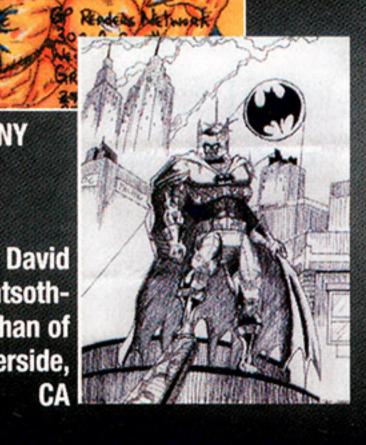


PUSHING THE ENVELOPE

And here's another selection of reader art. You guys just get better every month!



Edwin Rodriguez of Brooklyn, NY Chatsothiphan of Riverside

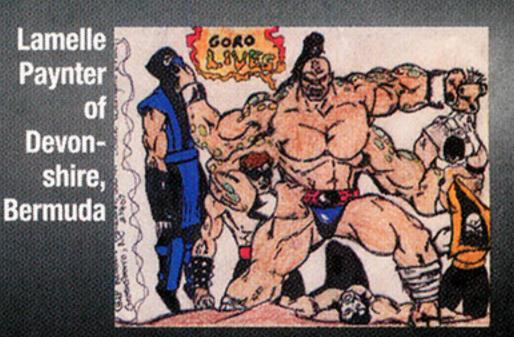


Winner!)

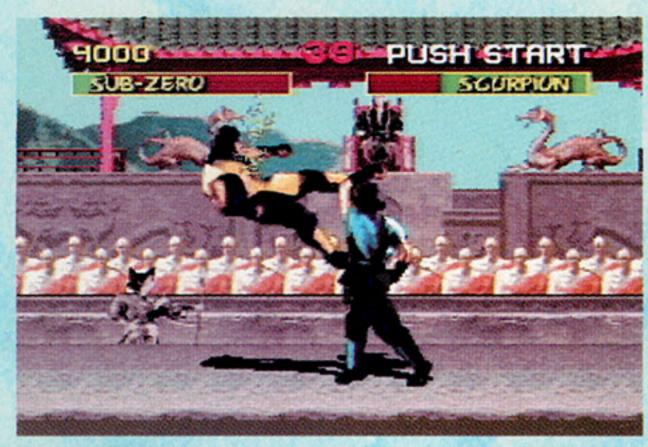
Phillip Hall, 14, of Tacoma, WA



Neil Hess of McDonald, PA



Neil Hess of McDonald,



Now what harm is this game really going to do to you, huh?

they are. If people keep restricting entertainment sources, we're going to have to go back to basics (like way back to the Last Action Hero thing). To me, it's not likely that a kid will play Mortal Kombat, then go rip off someone's head.

> Hershel Tucker Kentwood, MI

Who Does the Rating?

Why in the world would they rate arcade games? Most players are usually 13 or older. Ten-year-old children would still be able to watch violent games, so if they rate the violent games, it won't make much of a difference.

Ricky Ross McEwen, TN

Solutions Galore

How about if you had a special card that you'd buy by mail? It would cost \$30 bucks. You'd have to be at least 16. Then there would be a card slot on a "concerned game" machine. The player would enter the card in the slot. The game would turn from complete static to normal play. The "concerned game" machines would include realistic games such as Mortal Kombat, Castlevania: Bloodlines, Double Switch, and Ground Zero, Texas.

> Michael Marcum High Point, NC

THE PEN PAL CONNECTION

Playing video games needn't be a solitary pursuit. You wanna start meeting other guys and this is just the place to start...

I'm 11 and am looking for someone to write to between 10-13. I own an SNES, NES, and Game Boy, and I want to trade tips with someone or just be

David Glover; 6233 Robin Hood Way, Oakland, CA 94611

To serious gamers: I own SNES and Genesis and would like to chat and discuss upcoming games and systems. John Franklin; 1809 Oak Creek Lane, Apt. #D, Bedford, TX 76022

I'm 14 and would like a pen pal who's interested in Genesis and/or Game Gear. I have about 20 games for Genesis, and many codes to share: Peter Huber; 615 Southern Drive, West Chester, PA 19380

have an SNES and love sports. I'd write about games or just be pen pals. Andrew Maher; 74 Hillside Road, Dracut, MA 01826

am an oldie video-games player with an SNES and a 486 PC computer. I'd

like to write to someone in the U.S. or overseas with an SNES. I also have a MegaDrive [Genesis], but it's just gath-

Harvey A. Kong Tin, 2 Hall Street, South Dunedin; Dunedin, New Zealand

I'd like to be pen pals and trade tips with another SNES, NES, and Game Boy player. I'm 11 and like to watch "Star Trek" on the T.V.

Justin Maurer; Mt. Sherman Road Longmont, CO 80503

I'm 11, and my hobbies are playing video games and watching action movies. My favorite movies are Robocop and Terminator 2. I own an NES and am thinking about getting a Genesis. I'd like to be pen pals with anyone, but preferably a girl.

> Krystof Kunz; 45 Old Orangeburg Road Orangeburg, NY 10962

Are some of you big-time Mortal Kombat fans like I am? If you are, write to me.

I've painted an M.K. mural, and I've put up M.K. posters. I'm even making an M.K. magazine. There's only one problem — I don't have the game! Rebecca Ramirez; 1215 North 1st Ark City, KS 67005

I'm 14 years old and would like to talk to others who own an SNES, NES, Game Boy, or Genesis, or who just want to be pen pals. I'd prefer a boy.

Allison Frost; 1241 South Newton Street, Denver, CO 80219

I'm 16 and an avid RPG fan. I play and am very good at anything, but RPGs are my favorite. I'd like someone to talk games with, but more importantly, someone to become friends.

Shaymond Michelson; 3586 South E Street, Springfield, OR 97478

I'm 11 years old and own a Genesis (I'm not so crazy about Nintendo systems). I'd like to talk about games and exchange tips. I also like Dungeons & Dragons and other RPGs as well as sci-

Kris Vivian; 3100 Siringo Rondo, Sante Fe, NM 87505

I'd like to write to a total Mega Man nut. like to draw, write stories, and play Super NES.

Ben Lundy; 417 Mollicello Street, Harrisonburg, VA 22801

Hang the Senators!

I think there shouldn't be a video-rating system. I'd not enforce a video-rating system for coin-op titles. A video game is for pure enjoyment. Video games do not



QUESTION

So Sega doesn't want to play with Nintendo any more. Is Sega's decision to pull out of the Consumer Electronic Show (see page 8) to form its own Disney weekend a case of ego? Or is the company right to try to set itself apart from the ever-increasing competition?

promote violence. The senators of the U.S. are trying to blame violence on games because they can't blame the parents any more. There's something really wrong with society if we have to blame video games for violence.

Danielle Bird Niagara Falls, NY

Arcade Ratings

I'm not a big arcade dweller, but I believe that arcades could have a rating system but you couldn't get kicked out for playing a game. That would be like being arrested for stealing someone's money during a game of Monopoly.

> Chris Davidson N. Ft. Myers, FL



William Q. Fajardo of Cathedral City, CA



Amy Kruise of Juniata-Altoona, PA



Marshall Fread of Pleasanton, NE





Joseph Morrison, 17, of Bloomingdale, CA

Attention All Artists! Edwin Rodriguez is famous now. He's got one of his paintings in a national magazine! Careers have been based on less. You, too, can earn 15 minutes of fame with our help. Just send your best drawings or envelope art to the Network, and we'll print the best of 'em.

Oh, yeah, the winner gets a Game Genie, too, for his or her choice of system.



Am I My Brother's Keeper?

I'm the proud owner of a Genesis and about seven games. I want to expand my collection, but I have a problem - my brother is constantly misplacing games.

For example, last year we got a Game Genie for Christmas, but my brother took it to a friend's house. When he came back, he didn't have it and swore he never took it. We've also lost Sonic 2 and Michael Jackson's Moonwalker just to name two. Any suggestions?

Weston "Ready to Kill" Kemmerer Albuquerque, NM

LESLIE: Buddy! Why are you letting your brother leave the house with your games? And why are your parents, who presumably pay for most of the games, letting him leave the house? And why don't you march over to that "friend" and demand your stuff back? Don't you realize that Moonwalker is now worth a lot of money? He owes you, man. If it's your machine, take control of the games. If it belongs to both of you, divide up the games and decide which he can take out. Stick to it. And next time, write Dear Abby. We're here to give abuse, not advice.

Slap-Shot Survey

My dad loves hockey and is looking for the perfect hockey game. He usually buys any new one that comes out. What is the best hockey game out so far for SNES? It would really help me and may dad, and then I think my dad could stop buying one hockey game after another. We would also save some money.

Megan McGinnis Mendon, NY

DOUG: Well, Megan, you've come to the right place. As an avid hockey fan myself, there's nothing I like better than kicking back and playing a great hockey

MORTAL MAKE-BELIEVE 👁

I've heard there's a code where Sonya will fight naked. Robbie Rodman Salisbury, MD

I've heard from a lot of people at my school and in town that there's a swear code for Mortal Kombat on Genesis.

Peter Paulding II Plymouth, MA

I've heard that a losing character in Mortal Kombat II can be turned into a baby and hacked to pieces. Is this a vicious and disgusting rumor? Joseph Hauger Wheeling, WV

CHRIS: OK, those of you playing at home — which one of these rumors is actually true? Bzzt! Time's up! It's the last one, believe it or not. In an early version of the arcade game, you

could perform a Babality, but the action wouldn't stop for another four or five seconds, during which you could, indeed, hack away at a baby. Bally/Midway quickly realized (bet there was a pay cut involved there!) its mistake, and subsequent versions of the game don't include this bug.

cart. And while my all-time personal favorite is EA Sports' NHL '94 for Genesis, the SNES version of that game is also the cream of the crop for your SNES system.

While the SNES version of NHLPA '93 — EA Sports' second in its hockey sim series - lagged far behind its Genesis counterpart in animation and game play, the SNES NHL '94 has made huge strides and may be just what you and your father are looking for.

Now that you're able to afford that Project Reality, that new car, and that college education, you remember who gave you the advice.

Calling Ralph Nader...

I recently saw a Chips & Bits ad for Super Star Wars: Return of the Jedi for SNES. How come this company gets it before you do? Are they selling an incomplete version? If it is, why are they charging \$59 for half a game? They also had Final Fantasy 5 listed. Is that the Japanese version? That would be another inconvenience — for the purchaser to get a role-playing game that isn't in English. What's the deal?

> Patrick King St. Louis, MO

LESLIE: A quick call to the source proved what we thought — Chips & Bits just lists all the games it knows it will have, no matter how far in advance they raise your hopes. For example, Ardy Lightfoot won't be ready until mid-May, The Death of Superman and Super Return of the Jedi until June, and Final Fantasy V (actually III) for August.

Controller Command

Is the SN ProgramPad better than the AsciiPad for SNES? Will there ever be a programmable pad for the NES?

Erica Foltz Rothsville, PA

WINCE: Well, the AsciiPad has only a turbo option, so the SN ProgramPad is better simply because it's programmable. As for the programmable pad for the NES It's a dead system. Get used to it.

Why, You Sexist Pigs!

Why no women reviewers? Women unfailingly would review games differently. While I think your reviewers do a great job, I still would enjoy the opinion of a woman. Jennifer Greene Santa Ana, CA

LESLIE: Karie and I are very hurt that you don't realize that our mascara marks us as one of your fair sex. We're also not quite sure how our reviews are different from those of the folks in the other bathroom. Are you, perhaps, making a sexist comment? Are you saying that Karie can't whup up on the guys in Mortal Kombat? Take it from them, she can. Are you saying I can't destroy them in AH-3 Thunderstrike? Well, OK, you're right — but I hold my own in WildSnake!

SCHMOOZE CENTRAL

Is there any way I can get involved with your fine magazine, or, heck — who knows? — maybe a tour of the facility where it's put together and meet all the brilliant people (little brown-nosing there) who put the magazine together?

> Nathan J. Roedel Aloha, OR

LESLIE: Well, Nate, this isn't a Snapple ad, so we can't just fly you out. But if you're ever in lovely Greensboro with an hour to kill, give us a call. See Vince's Pez dispensers! Stare at Jeff's caterpillar-infested skull! Meet Chris's alter-ego, Violent Man! Share Krispy Kreme doughnuts with Doug! Complain about the U.S. with Mark! Touch the toys on my desk at your own risk! Fondle the purple dragon we won in Vegas!

MAGIC EIGHT $\mathbf{B}\mathbf{A}\mathbf{L}\mathbf{L}_{(tm)}$

Do you think there will there ever be a Genesis version of Turn and Burn? Khairul Abadi Hj Ibrahim, Brunei, Darussalam

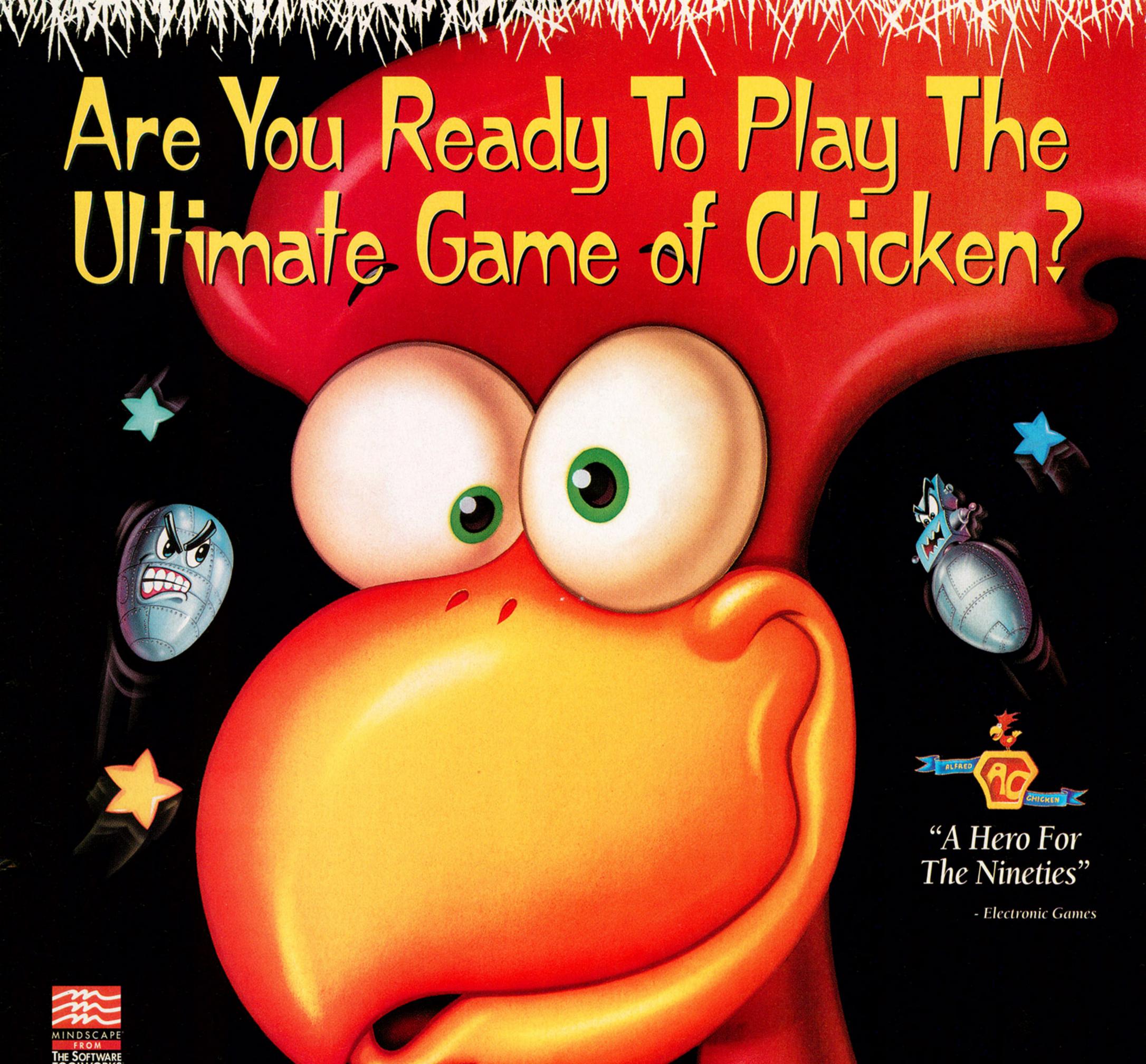
Outlook good.

Will there ever be a Mortal Kombat II? Jason Williams, Oxford, MS Without a doubt.

Do you think MK and SFII will ever be combined into a single game?

Hershel Tucker, Kentwood, MI

Very doubtful.





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Alfred Chicken[™] is the hottest new game to hit your video game system! Get ready for non-stop egg-citement with Alfred Chicken, the hero of the 90's!

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COMPLAINTS COUNTER

My complaint is about EA's supposedly hot football sequel John Madden Football '94. I've been waiting exactly five years for JMF to get an NFL license and add a full-season playing mode. So what does EA do? Change the player graphics, the play-selection options, and so on.

Other than the playflipping option, I think EA has disappointed many of us loyal fans who have been supporting JMF since year #1. Does EA thrive on riots, or do they live on hate mail?

> Darrell W. Hanlon Sugarcreek, OH

Well, Darrell, what can we say? We agree that EA Sports could be doing more to make each sequel more appealing to loyal players. But who knows — maybe some EA bigwigs will take your complaint to heart and reward you next year.

Why does it take so long for games to come out? I've been waiting for Rebel Assault and the Sega VR since I read about them in October. They said they would be out for Christmas, but everywhere I ask, I'm told there has been no release date set. Why?

James Weir Johnson City, NY

There are several reasons. Sometimes there are chip shortages or shipping problems that delay games and hardware. Sometimes companies don't want two big titles on sale at the same time. Rebel Assault needed some polishing, so it moved from a January release to April. And we

previewed the Sega VR last June — trust us, you wouldn't have wanted it in the shape it was in. It's been pushed back so many times, it may end up being the first peripheral for the Saturn!

I've used and memorized the famous Debug mode code for Sonic 2, and I have one thing to say—it's not fair! I say this because Sonic the Hedgerat (no offense, Sonic) can use the Debug mode, but Tails can't! Can you tell me how I can get Tails to use the Debug mode? Please! I want to win the game with Tails only.

Ana Leistner Altus, OK

So sorry. Nothing that we can do here. Life's not fair, but experiences like this build your character and make you a better human being.



I have an idea for a game everyone will like — it's called 90210 D.O.A. In the game, you're a real man sent out by every other normal person to destroy the cast of 90210 and return television to its right.

and return television to its rightful owners.
You run through Beverly Hills and rich families' houses to fight the evil cast of 90210. You fight Dylan, Kelly, Brandon, and the wicked Brenda as they try to kill you with their cosmetics, credit cards, and the ever-dreaded cashmere sweaters. The bonus is you get to wipe out Melrose Place. If you lose, Dylan and Brandon turn you into a wuss.

Bill Dillon Burlington, KY

boat, or rollercoaster, then ride the car through an obstacle course, the boat through a shark-infested ocean, or the rollercoaster fast enough to make the rider puke!

> Joseph Della Bella Somerville, NJ

Grunge Game Play

With the birth of the Seattle music scene, the game is called *Grunge*. The object? Get backstage to meet the band. Watch out for security, roadies and your parents (of all people!). Start from the back of the arena or stadium, collect concert sheets, bandannas, and programs to advance to the bottom floor. Eat junk food for health. Get past the band and encounter one last obstacle — Rocko the bodyguard.

Chris Byers Raytown, MO



More Game Ideas...

In Sonic the Hedgecutter, not only do you cut grass and hedges, you can also push the

lawnmower. Going from city to city dotting the map, you save grass seeds. In the end, you fight Dr. Robotractor.

Nicholas Hadley Olive Branch, MS screen, you'd get hit in the knee by John Bobbit and limp away.

Tyler Kempf Truckee, CA

You're sick. We like that in a person.

Shark-Infested!

In Build and Ride, you construct a car,

Attention All Game Designers!

Bill Ditlon joins the Network list of winners by sending us the best game idea of the month. He gets a Game Genie for his efforts and you could too. Send your game ideas to the Readers'

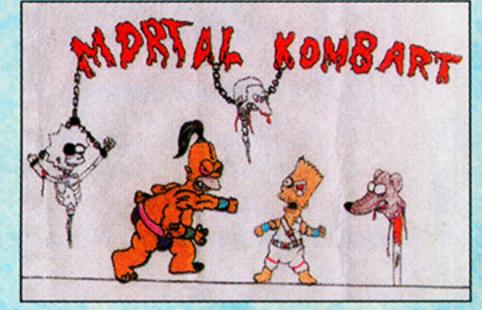
Network pronto!

Sick Ideas R Us!

It think that a neat idea for a video game would be one in which you're Nancy Kerrigan, and you are going around courthouses, jail cells, and ice rinks trying to find Tonya Harding, her bodyguard, and her ex-husband and hit them all in the

knees. On the way, you would pick up ice skates and crowbars for points.

In the bonus rounds, you would try to do ice-skating tricks. In the game-over



Thanks to Miguel Maturen of Caracas, Venezuela for this game idea — pretty inspired, don't ya think?

GOVERNMENT GROSSNESS?

This most scary and bloody game ever is *Mortal Senate*. It pits the senators of the U.S. against one another on some of the toughest turf in the U.S. Instead of breaking big hunks of metal, you must spend all the money you can. If you pass the senators, you must take on Bill Clinton, and if you last, you can fight the champion, Hillary and her pet, Socks. Then and only then will you be a true senator.

Steve Klemp Lynwood, IL

We could have the Senate/M.K. featuring moves such as the "Bribe of Doom" and "Vote No for Clean Air." How about "Vote Yes for the Death Penalty"?

> Rob Creamer Merchantville, NJ



Make yourself heard! If you've got a suggestion or observation about videogaming, an

answer for the Burning Question, ideas or art, tips or gripes, you've come to the right place! You can reach us any time — 24 hours a day, 365 days a year! And remember, published readers get a *Game Players* T-shirt. It's suitable for wearing!

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of getting
behind the
wheel of a
McLaren,
Williams

Renault or a



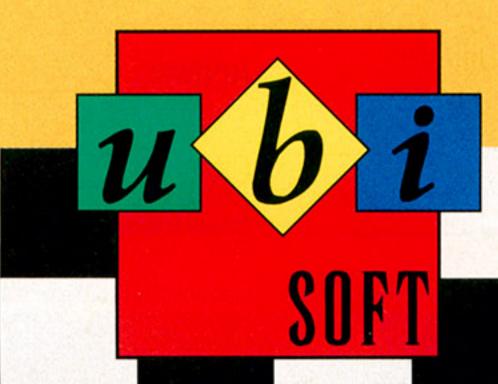
Ferrari and competing against some of the best F-1 Drivers in the world like Nigel Mansell, Michael Andretti or Gerhard Berger, then THIS GAME'S FOR YOU!



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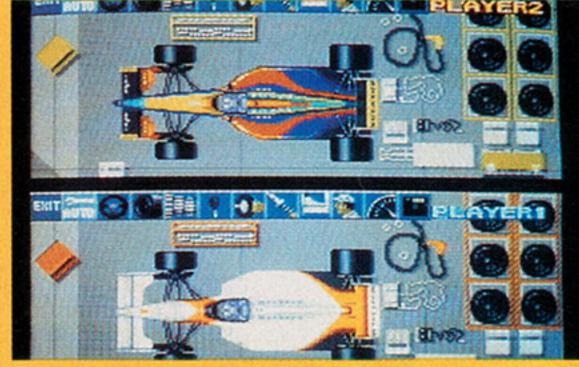




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The famous track at Monaco has many chicanes and a tunnel shown here by the dotted lines.



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INSTINCT DESIGN

ALBERDY HAS 18

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MAY OR JUNE.

WILL BE RELEASED IN

O Yes, muscle

MAGAZINES

WERE STUDIED

ENCE TOOLS.

AS REFER-

THE PROJECT.

Leslie Mizell previews this glinting new fighting game to see if its fists of steel are going to be worth

uess what, game fans! There's a new fighting game in the works. Yeah, another one. You've heard it before, but Rise of the Robots is more than just another brawler.

"For a combat game to be a success, it has to be bigger and better than those that have gone before," says Sean Griffiths, leader of Instinct Design, the in-house development team that created Rise of the Robots for U.K.-based Mirage Technologies. "We've spent a great deal of time on a specially developed artificial intelligence [Al] system and huge collision tables to provide the very best game play because we believe they're the most important elements in any combat game. There's nothing 'hit and hope' about Rise."

> Rise of the Robots is set in a robotics manufacturing plant called Electrocorp. At night when the human workers are gone, a very intelligent Supervisor robot is in charge. Unfortunately, she becomes infected by an "ego" virus that causes her to take over the other robots.

Players control a Cyborg that's sent into the plant to try to restore order. **Because of its** human elements, the Cyborg is immune to the ego virus. It's also unarmed to minimize damage — biiig mistake. Once inside, the **Cyborg must** defeat the robots in the plant one by one until it finally faces off against the Supervisor.

NAME: MIRAGE TECHNOLOGIES

Address: Cheshire, England Age: Established late in 1991

Vital Statistics: 20 full-time employees

Turn On: Snuggling up with a nice robot-run-amok.

Turn Off: People taking up valuable design time asking

for interviews.

Secret Ambition: The Adrenalin(e) Factor, a Cyberpunk strategy/shooter that's also a robot-fest. It's next on the drawing board for the Instinct Design team.



Despite appearances to the contrary, the Instinct Design team isn't really out in left field. Members include (left to right): Andy Clark, Amiga programmer; Gary Leach, PC programmer and martial-arts expert; Sean Griffiths, Rise game designer; Sean Naden, 3-D modeler and robot designer; and Kwan Lee, interior designer.

SEGA CD GENESIS Imfo PUBLISHER JVC DEVELOPER Mirage DATE May (CD); June-July (Genesis) GENRE fighting game

SNES	info
PUBLISHER	Absolute
DEVELOPER	Mirage
DATE	September
GENRE	fighting game

"I've been in the game industry for 17 years," says David Klein, vice president of sales for Absolute Entertainment, "but when I saw Rise of the Robots last year during the European Computer Trade Show, it was like nothing I had ever seen before. Mirage has really 'Steven Spielberg-ed' the marketplace in terms of creating a visual extravaganza. I did a fighting game once before, Best of the Best [released by Electro Brain], but this was the most extraordinary thing I'd ever seen. After about two minutes of discussion, I was saying 'where do I sign?".

Because of the little bidding war, *Rise* of the Robots will be released for SNES (and 3DO) by Absolute; for Genesis and Sega CD by JVC. The storyline will be the same for each platform, and each has both a one- and two-player option. In the one-player game, you play the Cyborg; in the two-player game, you and your opponent choose the robots to play. Release dates, however, are still sketchy; plans are to release the Sega CD version in June, the Genesis version in mid-summer, and the SNES version in September.

"What we've tried to do while developing *Rise*," Griffiths says, "is to get the most out of whatever machine we're working on. There have been no 'ports' to different machines, and each version has been programmed from scratch. That's enabled us to provide the best possible version of the game that each machine will allow. The element that the smaller machines lose is the cinematics, which in some cases will be replaced by stills.

"The PC CD-ROM is the lead development version of the game because designing for it allowed us to let our creative skills run riot. This, along with the Phillips CD-I, 3DO, Sega CD, and Amiga CD-32 ver-

sions, will contain all the cinematics along with the game play. The other versions will contain varying degrees of cinematics. We've been working hard on creating some very effective compression techniques. The

smaller the machine, the harder it is, but we're pleased — in some cases *amazed* — at what we've been able to achieve."

"We know they've got to beef up the fighting sequences in the Genesis version and take out the pretty pictures that will be in the Sega CD game," says Kelly Akers, marketing manager for JVC, "but that won't affect its clean, high-tech look. It's

very different from the standard fighting game. Technologically, it's a lot further out there, and that's what made it a match for JVC, that's what drew us to the product."

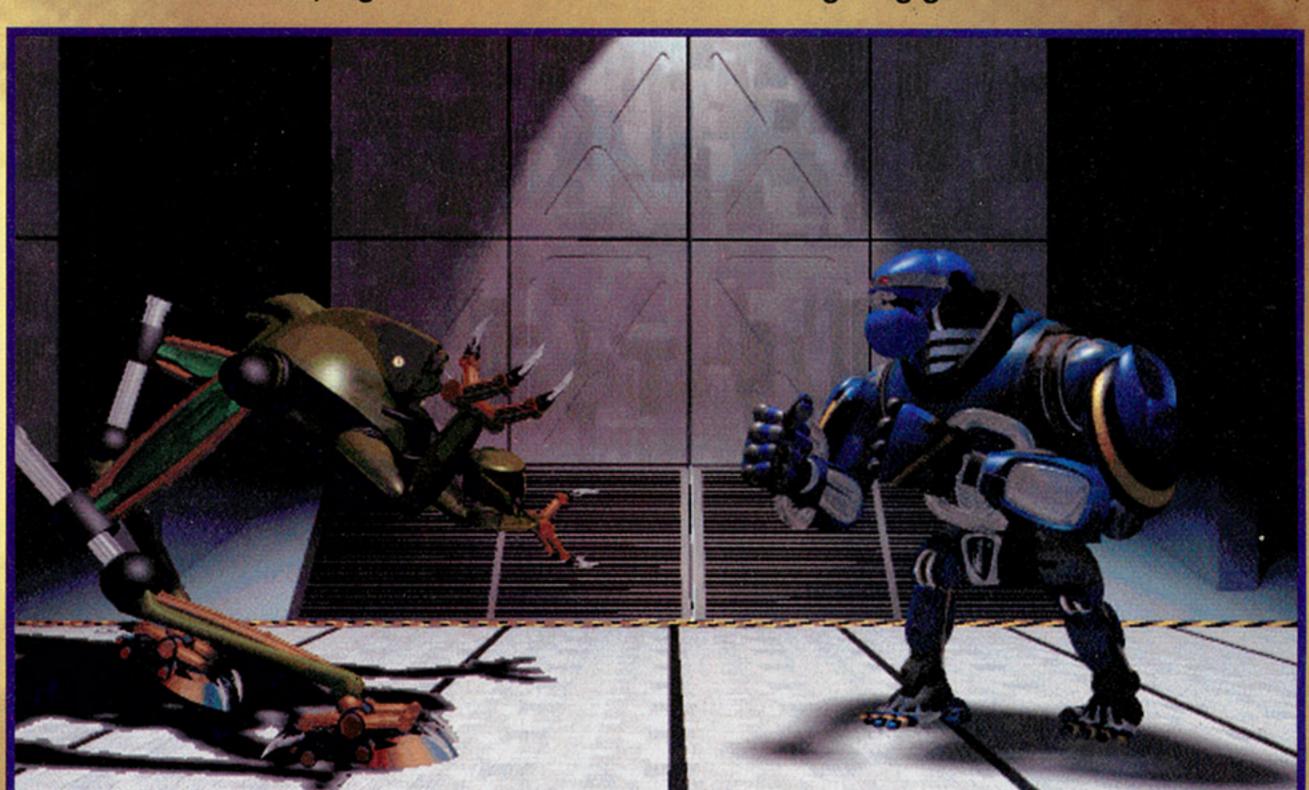
In the computer game, each robot takes up 1.5 megs of memory — that's more than a lot of Game Boy titles right there. But in the console versions, each robot takes up almost *two* megabits. And although Griffiths isn't sure how many of

the animated sequences in the PC game will survive their translation to cartridges, they'll definitely be in the Sega CD version.

"It's a case of great-looking visuals," Griffiths says, "but not just a case

of great-looking visuals. *Rise* is a combat game, and I can't emphasize enough the importance of playability."

Griffiths found that the toughest part of programming *Rise of the Robots* was creating the game's Al system, which gives the robots individual personalities and decision-making capabilities beyond that in other fighting games. These robots learn



"STREET FIGHTER II IS A CLASSIC

- I USED TO PLAY THE COIN-OP

VERSION ALL THE TIME. I HAVEN'T

SEER VIATUR FIGHTER, BUT IT

SOURDS VERY CLEVER. MORTAL

Hombar? Mmmm.

- Sean Griffiths, creator of

Rise of the Robots

The huge green crusher can grab opponents with its pinchers, then turn them into scrap metal.

HOUR YOUR BOTS

There are seven different types of mechanical monsters in *Rise of the Robots.* Designer Sean Naden explains the intricacies of each one, pointing out that the robots' artificial intelligences means they have unique personalities, special moves, and react to situations differently.



THE CYBORG:

The Electrocorp
Cybernetic Organism model EC035-2
is a part human/part
robot that's immune
to the Ego virus. It's
trained in a number
of combat techniques and has the
advantage of both
human intelligence

and computer logic. The Cyborg has a human shape and is very strong and muscular.



THE LORDER

was the first mass-produced Electrocorp robot. Now outdated, it's constructed from an

iron outer-casing with bolted joints. Despite being unintelligent, slow, and heavy, its upper body is relatively agile, and it has exceptional lifting capabilities. Limited leg movement is a major disadvantage with this robot.



THE Builder is

a huge robot used primarily for carrying heavy robotic parts. Its large body is very flexibility and has powerful lifting arms. Designed for balance and

strength — it has an ape-like appearance and can deliver awesome power-punches within a wide range. It's stupid, but its strength makes up for it.



A battle between the Loader and Builder isn't going to be a meeting of the braintrust — they're stupid, but really, really strong.

from their mistakes — if you repeat the same move once or twice, they'll quickly learn to block and retaliate. Each robot's aggression, speed, intelligence, and motivation also changes in each bout depending on your own defensive or offensive moves. Because of the fluctuations in each robot, no two bouts are ever the same.

"We believe our Al system," he says, "eliminates the 'hit and hope' element, yet retains the fast-and-furious speed of response which is essential to a good combat game. [We've kept that realism in] the Al and in the animations as well. All the graphics within the game are as realistic as possible — we've even employed a professional interior designer to create all the backgrounds. Our PC programmer, Gary Leach, is a martial-arts expert, so his experience has helped perfect some of the more humanoid characters such as the **Exterminator and the Sentry. Some of the** other, more unusually designed robots have moves that a human couldn't possi-

ROBOTICS 101

Griffiths and Naden initially designed the robots on paper, but Naden soon found it was easier to create them by computer. He used a key-framer program to set the start and end position of a movement, then the computer filled in the frames in between.

Each robot has more than 100 frames of animation, but it's built element by element from complex meshes on the computer in a process similar to stop-motion photography. Each mesh shape is stretched and molded to form different parts of the robot, then the shapes are linked to form the final image — a hand and an arm are built as two separate objects, then linked together with a pivot point so when the arm moves, the hand goes with it. Adding lighting, color, and texture is the last step, giving the game atmosphere and preventing everything from looking too clean or too new.

"An example of the complexity of the robots," Griffiths says, "is epitomized by the fact that some of our robot meshes are more complicated than those used to create the dinosaurs in *Jurassic Park*."

bly do. And that's another element that sets it apart from previous combat games."

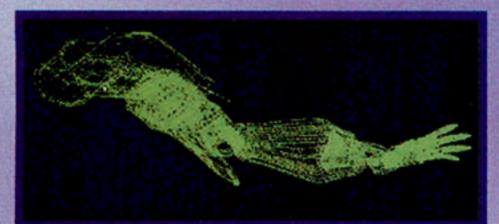
Like it or not, however, Rise is going to have a fight on its hands. The market is dangerously flooded with brawlers, and players are well aware that Mortal Kombat Il and Super Street Fighter are headed their way. How does a relatively low-profile game bulk up for the competition?

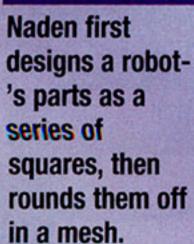
"It's not difficult to go against larger companies and products," says Julia Coombs, marketing manager for Mirage, "When the game is as good as Rise. I don't believe the consumer is so naive as to think that if a lot of money is spent on promoting a product, then it must be good. Purchasers are more perceptive than that."

Klein adds: "From a strategic point of view, it's a politically correct concept. Street Fighter II is a fine game, fun with good animation. Mortal Kombat was a decent game technologically, but the Congressional hearings said enough, and if you're going to have to tone down Mortal Kombat II, then what's the point? I'm sure Mortal Kombat II will outsell us — they'll probably sell nine kazillion of them. But we're going to give parents and kids an alternative and let them be 'wowed' by a great plot combined with fabulous special effects and animation." GP



The red Sentry is the robot you meet right before your ultimate fight against the Supervisor. Simple punches won't cut it — this one's a master of martial arts.







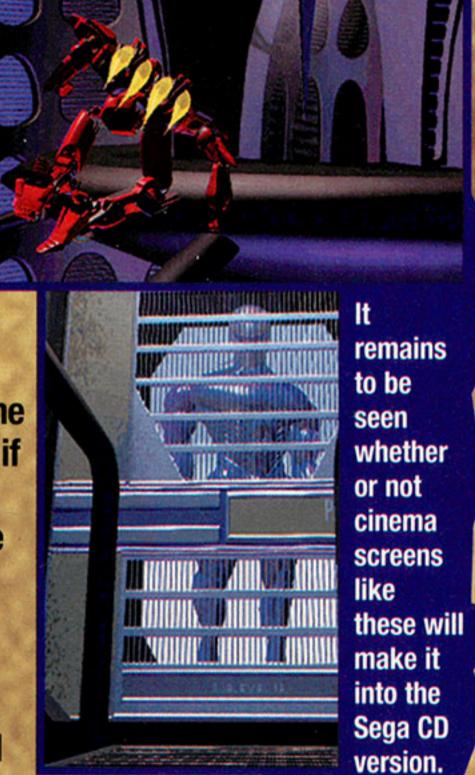
Then the surface is colored and shaded to give it a

Texture-mapping provides detailing for the finished arm.

3-D appearance.

The fighting scenes will be pumped up in the Genesis game to make up for the cinematic screens that had to be taken out.





HOOM YOUR BOTS

THE CAUSHER: Designed for waste disposal, it towers over other robots. Its long arms and legs



holding struggling 'droids while dismembering them with pinchers. It's both fast and agile and is fitted with high-resolution sensors that can analyze a robot's form to get technical information on its opponents.

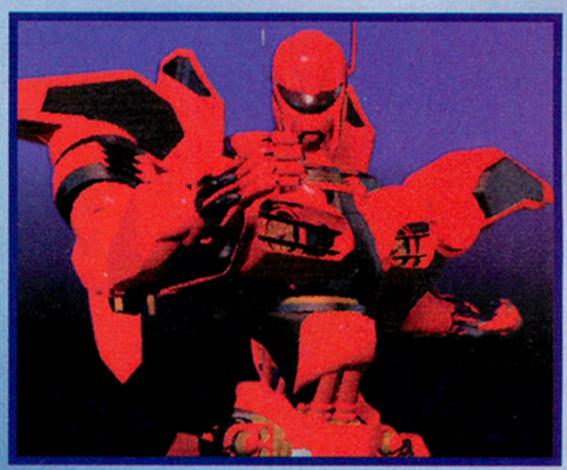


THE EHTER-**MINATOR** was designed as a pure fighting machine, with a specially designed software system that influences its attitudes, giving it extremely hostile

tendencies. Its flexible joints and light frame enable it to fight well on various terrains. It can adapt to any situation and learns from its mistakes.

THE SENTRY:

Built specifically for unarmed combat, it has a fiberglass outer shell that enables it to fight quickly and aggressively. Since its software procedures are based on



the martial arts, it uses many self-defense and kick-boxing techniques. The Supervisor uses this robot as its personal bodyguard.

THE SUPERVISOR:

This breakthrough in robotics is built from polymetamorphic titanium alloy. By adjusting the flow of her electrical charge, she can mold into any form. The Supervisor's special moves include melting to avoid a punch, forming anvils and spikes for hands, and turning into a metal block as a



defense. She's the ultimate challenge to the Cyborg.

AHEAD & HANDER

games of the show — I

look forward to playing it."

Jay Moon, Iguana Software

EARTH TO NINTENDO — YOU'RE BURNING UP ON RE-ENTRY

Welcome to yet another rambunctious edition of Ahead of the Game, your inside track to the future of video-gaming. A future that, for the most part, can be summed up in just three words: What's with Nintendo?

Nintendo claims to be stepping up its efforts with more marketing dollars and more games. What? More games? Nintendo promised during the Winter Consumer Electronics Show to produce more and better titles than Sega this year, but we've only seen one quality cart so far — Super Metroid, which is real high quality. There's also Stunt Race FX, but the jury's out on that until we dig into it a little more.

Sega, on the other hand, has had a good run recently. However, the company still isn't perfect. For all its marketing gusto, it still seems that the SNES is capable of making better quality games. Genesis carts such as Eternal Champions and Aladdin delivered big, but there are games like X-Men and Jurassic Park which could have been much better, despite their big license-based sales. The SNES can simply do so much more. Just look at any game that's been done on both systems — the SNES version almost always has better graphics and sound.

Then there's the Mortal Kombat question. Players were mad enough when Nintendo kept Acclaim from including a blood code and the real fatalities, but what does this mean for future arcade conversions? Fans of Mortal Kombat II are already dreading what's sure to be another cream-puff SNES version of the year's hottest coin-op. And no matter what side you take on the video-game violence issue, Nintendo's "no blood" policy still means new sales for Sega.

I just hope Nintendo comes out swinging at Summer CES this June. After all, the company can't possibly lose its third straight show to Sega when those guys aren't even showing up... can it?

— Chris Slate, still standing at the edge of the mushroom kingdom, waiting for Mario to come home. Trying to tear Chris Slate away from Super Metroid during CES was like, well, trying to defeat the Mother Brain without missiles. Here's his first impression of Nintendo's most-anticipated new game.

intendo may not have kn own what it had on its hands in 1986 when it released Metroid for the then-booming NES. Less

childish than Nintendo's other titles at the time, it still focused on exploration and discovery as you searched endless mazes for countless hidden weapons.

The Alien-esque storyline
was a cross between sci-fi technology and biological nightmares: Samus Aran, galactic bounty
hunter, accepted a contract with the Galactic
Federal Police to find and destroy the Metroid, a
deadly life form capable of obliterating entire
worlds. When the Metroid was stolen by space
pirates and taken to the planet Zebes, Samus
infiltrated their base and defeated the
pirates' leader, the Mother Brain.

In 1991's Metroid II for Game Boy,
Samus went to SR388, the Metroid's home
planet, and completely eradicated them except
for a larva. Samus took this "baby" Metroid to a
nearby research station, where federation scientists discovered that the Metroid's powers could
be harnessed for the good of civilization.

Satisfied that all was well, Samus looked for new bounty to hunt. But no sooner had she left the asteroid belt than she got a distress call from the research station — it's under attack! Thus the

stage is set for *Super Metroid*, the first 16-bit installment of this underrated series. I

"Nothing really impressed me at the show... Metroid looked like another side-scrolling action game — nothing that hasn't been done before."

Brian Wiklem, Sony Imagesoft

managed to sneak away and play it for more than two hours during the Winter Consumer Electronics Show and am pleased to report that it easily lives up to my sky-high expectations.

Because of its 24-megs of memory, Super Metroid is stuffed with an incredible number of rooms to explore, as well as the usual assortment of fantastic sound and graphics upgrades. Also look for an assortment of new weapons and items, mixed with old favorites like the Maru Mari. You'll recognize the old NES Metroid tunes, too—except this time they're coming at you

through the awesome SNES sound chip! And the preliminary version shown at CES had rock-solid game play just like its predecessors

It's surprising the Metroid series isn't mentioned in the same breath as its more famous cousins Mario and Zelda. Maybe Super Metroid will finally earn Samus the recognition she deserves. If not, she

could just blow away the other guys — mushrooms and wooden swords aren't much of a match for plasma cannons and battle armor. **GP**

released preliminary version shown at CES had rock-solid g NES. Less game play, just like its predecessors.

It's surprising the Metroid series isn't mentioned in the same



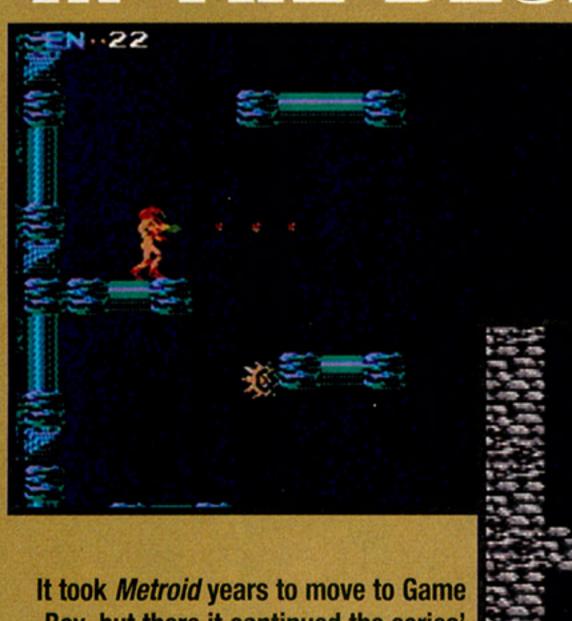
May

action

DATE

GENRE

IN THE BEGINNING...

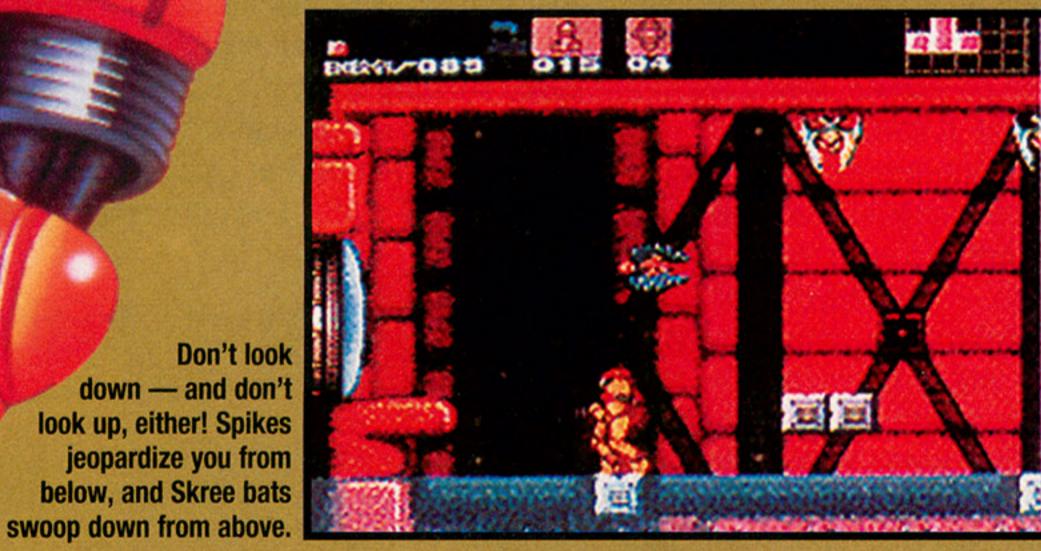


Here's a little trivia: Did you know the original Metroid was one of the first two games to include a password feature? The other was Kid Icarus, which was released by Nintendo on the same fateful day in 1986.

Boy, but there it continued the series' excellent "explore your world" formula, made famous by Mario and Zelda.



The Metroid series is unique because its lead character is a woman. This was first unveiled when you defeated the NES Metroid within a certain time limit and earned the special ending in which she took off her helmet.



Don't look down - and don't look up, either! Spikes jeopardize you from below, and Skree bats

SAMUS IS BACK!



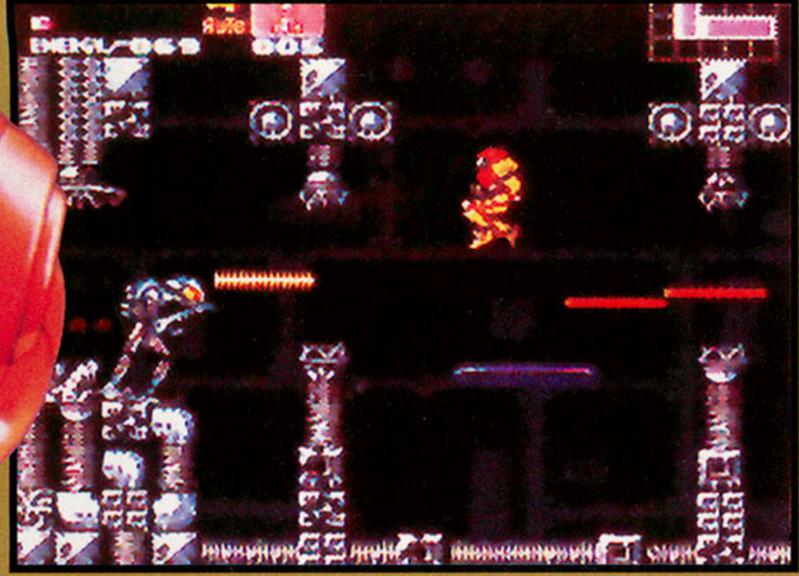
Even the plants don't want Samus snooping around! Blast these creepy crawlers fast or they become a real thorn in your side.



AHHH!! Bosses! Good thing Samus is packin' extra heat this time. After she's equipped a certain item, she can power up her normal cannon to unleash a huge blast of energy!

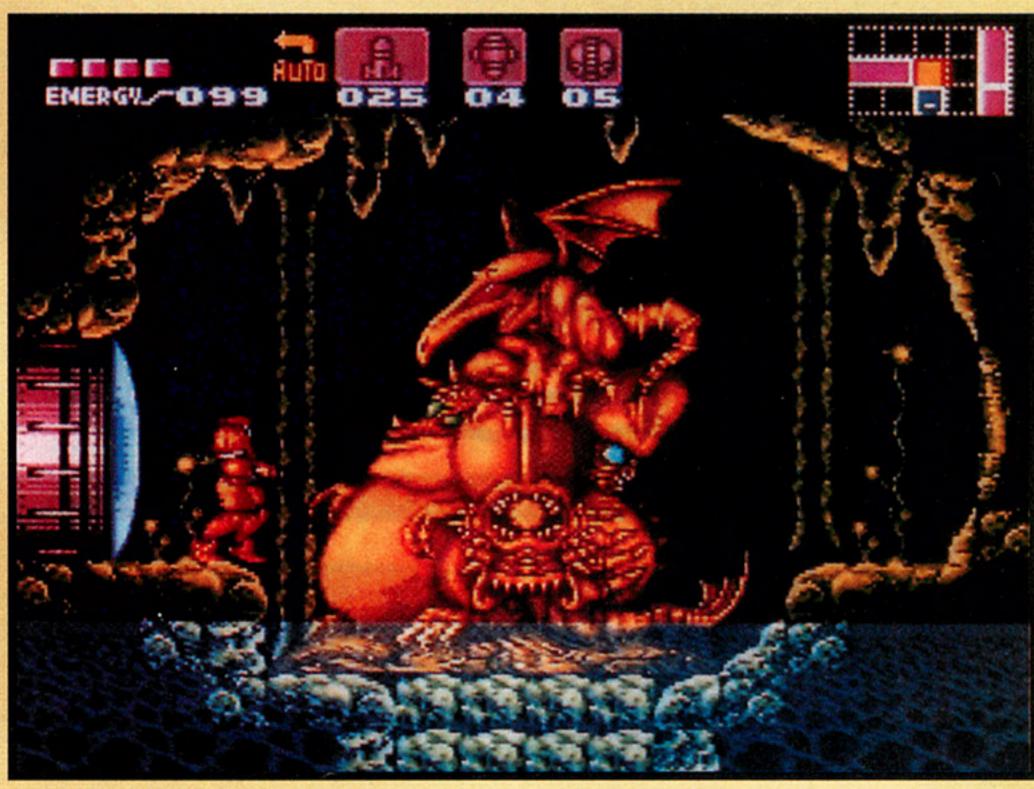
Metroid veterans recognize this as a place to pick up new weapons and items. Samus has found a new flashlight that reveals hidden passageways.





You'll get to re-visit the place where the climactic battle with the Mother Brain took place in the original Metroid for NES.

> Super Metroid has incredible graphics. Large, detailed bosses, the ever-lovely SNES color palette, and smooth-moving Samus herself help make each screen a real eye-popper.



Does the world really need another one-on-one brawler? Virgin Interactive reckons so and is ready to launch Dragon up against Mortal Kombat and Street Fighter II. Neil West talks to Dragon's U.S. producer, Ken Love.

SNES & GENESIS info **PUBLISHER** Virgin Interactive Virgin Interactive DEVELOPER DATE September **GENRE** action

fter last year's biopic on martialarts master Bruce Lee comes Dragon, a SNES and Genesis fighter

(3DO and Jaguar versions are in the pipeline). As every action fan knows, Lee starred in such classic martial-arts flicks as Fists of Fury (1971) and Enter the Dragon (1973) until his untimely — and mysterious — death in 1973.

Nine months after getting its hands on the rights to make the butt-kickin' game of the butt-kickin' movie of the butt-kickin' man, programmers at Virgin are giving Game Players a behind-thescenes look at the company's first-ever brawler. But does the world really need another beat-'em-up?

"Why not?" says Dragon's U.S. producer, Ken Love. "I mean, fighting games are what's selling right now, and this is Virgin's stab at it. Having based the game on the *Dragon* movie, we tried to make the moves as realistic as possible. Unlike Mortal Kombat and Street Fighter II where you have characters like Blanka who chews off your head — Bruce Lee is a real person. So we tried to make his moves more down to Earth, more like he would have used in real life."

Of course, we've all played scads of games that are movie translations, and many bear just a token resemblance to the films on which they're based. Dragon is also a fairly violent movie, and violence has come under attack recently. Virgin's already skating on thin ice and the weather's getting warmer.

"We've based the game completely on the movie," Love says, "so a lot of the fighters you're up against in the game appear in the film. Say, for instance, when Bruce Lee first arrives in the U.S. on the steamboat, he's taken on by a couple of Feds — this is implemented in the game. The very last level sees Bruce take on The Phantom, who in the film was Bruce's very worst nightmare.

"One big change is that in *Dragon* there will often be more than just two characters on-screen, so it's not always like other fighting games which have two guys facing each other. We've added the extra ingredient of occasionally having three characters on-screen, which we think is really cool. It adds an extra dimension to the one-player game since you have two opponents to worry about at the same time. And it's even better in two-player mode — two players can simultaneously take on the computer in a bid to reach the end of the game. The two human players can team together, or it can be an all-out brawl in which everybody's beating each other senseless."

Love admits that it sounds a little like Virgin's just reworked the old *Double* Dragon/Streets of Rage formula.

"It's kind of old hat," he says, "but made new — if you see what I mean. Certainly it's the first time that this multicharacter feature has been used for a one-on-one fighter. And this may sound like a cop-out, but it's as tough as all the other games. The important thing in my mind, though, is that everyone who's seen Dragon seems to dig it. They credit it with a very high replay value. It's a game that we're confident players will return to time and time again — it's not as if it will be completed, then forgotten."

At the moment — and the game isn't scheduled for release until late summer, so changes are bound to take place — Dragon features three skill levels, 12 levels with two bonus rounds, a separate

one-on-one two-player game, and the option to play as either Bruce Lee or "Evil Bruce." There are 18 basic moves to master with the promise of "a lot more than just two or three" hidden special moves. Dragon will utilize all six buttons in its SNES version, while the Genesis cart will feature both six- and three-button games.

"The three-button game still includes all the fancy stuff," Love promises. GP

PLAY THE GAME! WATCH THE MOVIE!

It's long-gone from theatres, but you can still catch Dragon in video stores. Didn't see it? No Blockbusters near you? Here's what you've missed:

In Dragon, Jason Scott Lee (no relation) shines in the title role, but if you're expecting a faithful biography of the martial-arts star, look elsewhere. Dragon is a full-blown action picture with a strong dramatic story, loosely - very loosely at times — based on the life of Bruce Lee.

As a young man, Lee travels to the U.S., where he marries, raises a family, and finds limited success in movies before becoming discouraged by the lack of roles for Asians and returning to Hong Kong. There Lee battles racism, the anger of local martial-arts instructors, his own inner demons, and a large number of extras in a series of exciting and wellchoreographed fight sequences. Hi-yah!



Dragon's stages are patterned after areas in which Lee fought during the movie. Here he's pitted against Han, his arch-villain from Enter the Dragon.

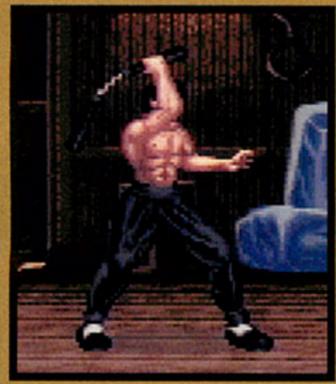


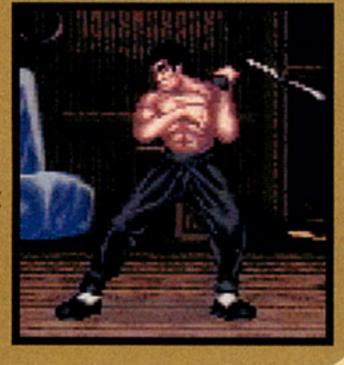


If you can nab enough Chi power, Bruce becomes "super-charged," allowing him to pull off unbelievable moves such as this rapid-fire barrage of kicks.



Power-up your Chi to use Lee's trademark weapon, the nunchuks. If you press the buttons fast enough and in the correct order, you can whip them around just like he did in the movies.

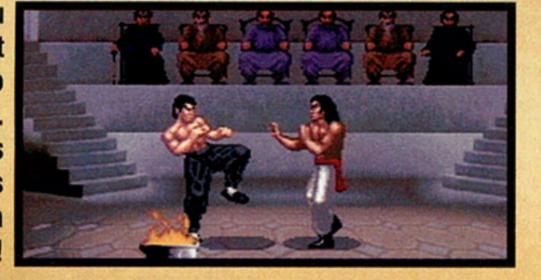






The Seattle Gym may not be as rough and dirty as the street, but this boxer still means business!

In the George Wu Gym level, Lee must defend his right to teach martial arts. In the movie, this guy broke Bruce's back! Talk about a grudge match!





Umm... I'm pretty sure this girl wasn't in the movie, but we'll let the mistake slide so Lee's female fans have someone to play. She looks pretty mean, too!

AND IN THE BLUE CORNER...

Following the success of Street Fighter II, Mortal Kombat, and Eternal Champions (really, their profits make the national debt look puny), it's no wonder that release schedules, for the second year running, are crammed with fighting games hoping to wrest away the brawler audience. Here's a list of the beat-'em-ups already scheduled to fight it out for your cash in '94:

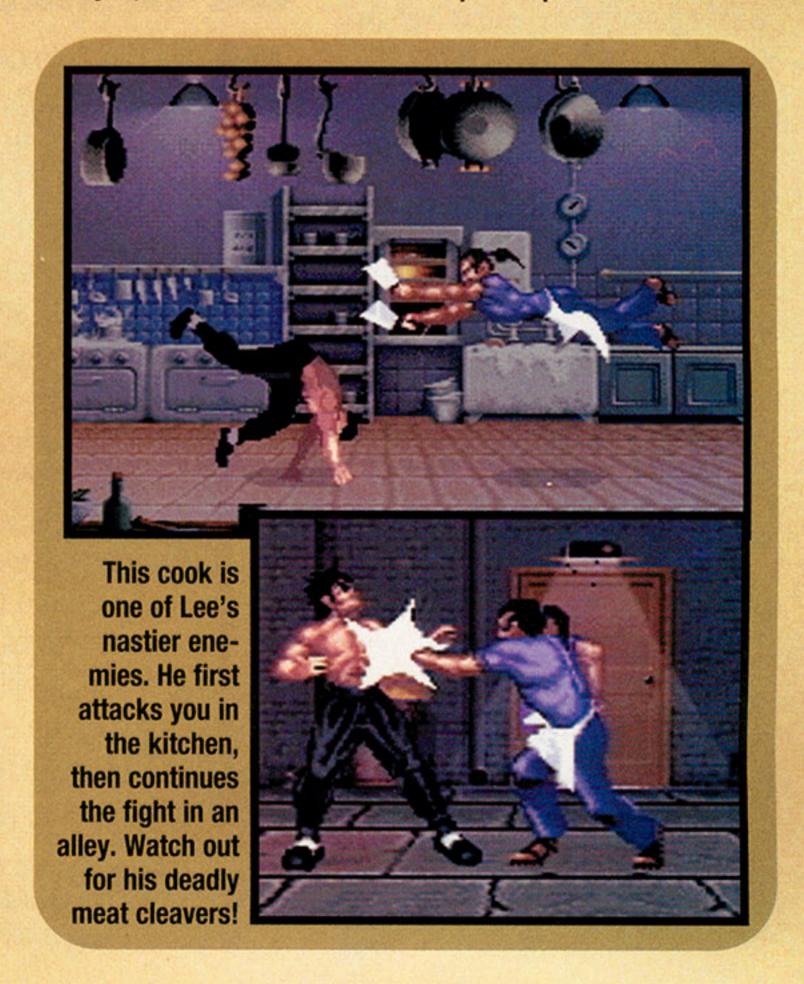
- Brutal (Gametek for Genesis)
- Fatal Fury 2 (Takara for Genesis and SNES)
- G2 (Kemco for SNES)
- Juggemauts: The New Breed (Accolade for Genesis and SNES)
- Mortal Kombat CD (Arena for Sega CD)
- Rise of the Robots (Absolute for SNES; JVC for Genesis and Sega CD) see p.22
- Super Street Fighter II (Capcom for Genesis and SNES)
- Ultimate Fighter (Culture Brain for SNES)



Eep! Bruce gets down and dirty in the second Ice House stage.



A friend can join the action and play not only against you, but with you, as well! Double-team some poor sap for some real fun.



AHEAD & HILL STATE

ALSO ON THE HORIZON...

European Racers

Revell/Sega CD

European Racers is actually two games in one. First, you build your model car — complete with "how-to" video footage — then you race in it. You get the best of both worlds, but not until next fall!



Fire Team Rogue

Accolade/Genesis & SNES

We're still waiting for more info on this one, which has a newly created *universe* just for the background story. If the game is half as good as the character sketches, get ready for fine gamin'!



Mickey's Magical Quest

Capcom/Genesis

The SNES hit finally makes its way to Genesis. Mickey dons different suits for different jobs in this sidescrolling adventure, which features some very hot game play.



Pitfall Harry: The Mayan Adventure

Activision/SNES

Pitfall was one of the first sidescrolling action/adventure games ever, and Activision hopes to return to that classic form with an all-new SNES adventure, plus new features and super graphics.



THE JUNGER BOOK

Mowgli Follows in Aladdin's Footsteps

irgin's at it again! The company's following the tremendous job it did with the Genesis version of *Aladdin* with another Disney classic, *The Jungle Book.* As in the cartoon, the game centers around a young Indian boy named Mowgli, who was raised by a pack of wolves and protected — and threatened — by jungle creatures. When word spreads that the treacherous tiger Sher Khan has returned, the wolf elders decide that, for his own safety, Mowgli must return to his own people.

Thus begins Mowgli's dangerous journey through the jungle to reach the Man Village. As the boy, you swing and climb on vines, fly on parrots, fling banana boomerangs, and more. The SNES version shares some levels with the Genesis game (expect-

ed around the same time), but each has individual stages as well. *The Jungle Book* is also being developed for Game Gear, Game Boy, and even NES.

Virgin Interactive

Virgin Interactive

action/adventure

July

SNES info

PUBLISHER

DEVELOPER

DATE

GENRE



Aladdin fans won't be surprised to hear that the character animation in *The Jun*gle Book is just as impressive as that in the movie.



The SNES graphics are absolutely gorgeous. Check out the depth of shading in the background, as the mist rolls in through the trees.



Sure, that monkey can throw coconut after coconut, but can he balance a banana on his nose?

KARRS OFFIER ROUND

Sir Arthur and His Posse Hit Medieval Streets

ased on the coin-op version of the same name, *Knights* of the Round is a 12-meg, side-scrolling, hack-'n'-slash game starring, of course, the Knights of the Round

Table. If you haven't played the arcade game, imagine *Golden Axe* mixed with... well... *Golden Axe*, and you have a pretty good idea of what it's like.

You can choose among Sir Arthur, Percival, and Sir Lancelot as you beat up hordes of medieval villains pouring onto the screen from the right. OK, so it doesn't sound like the most *original* game ever created, but pure action fans should still enjoy it.

Uh-oh! Looks like Percival's lost his horse and... ow! Yep, it cost him.



The graphics look great, and I'm sure the game play's fine, too. But what's with these names? "Fat Man"? "Bird Man"?





Wow! That's a mighty big axe you've got there, Percival! Mighty big horse, too!

SNES	info
PUBLISHER	Capcom
DEVELOPER	Capcom
DATE	April
GENRE	action

SNES info

PUBLISHER

Spectrum Holobyte

DEVELOPER

Spectrum Holobyte

DATE

May/June

GENRE

adventure



Choose your Away Team before you beam down. What's that bum Vince Matthews doing aboard?



The planet looks so peaceful from way up here. Let's bomb it. Uh, wait a second... I think that may go against the Prime Directive...



Enough diplomacy it's time for action! Switch among the members of your Away Team to carry out your mission. No killing, though. The future's much more civilized than we are.

PUBLISHER

DEVELOPER

DATE

GENRE

Now You Can Tell Picard What to Do

t's been a long time in the making, but Star Trek: The Next Generation is almost here — and the best part is, it's actually a good representation of the show! We half expected to see Captain Jean-Luc Picard running from left to right,

jumping on platforms, and blasting away Romulans. Thankfully, that's not the way things turned out.

After receiving your orders from Starfleet, you must help the crew of the *Enterprise* carry them out. Plot a course and engage warp engines. Go toe-to-toe with enemy ships. Send down an Away Team to check out the planet surface. Or, if you're in a real jam, go to the captain's ready-room and ask his advice.

Almost every aspect of TV's top-ranked syndicated show has been included. Now let's see what's out there....

Rocco's Modern Life: Spunky's Dangerous Day

Viacom New Media/SNES

Viacom's first SNES title is based on the Nickelodeon cartoon featuring a wallaby and his dog pal, Spunky. It's an action/puzzle-solving game that we hope is a little better than the cartoon.



Sound Factory

Nintendo of America/SNES

Mario Paint!, while a good program, didn't exactly blow the roof off your SNES. However, it did well enough to spark Nintendo into a kind of sequel based around creating sound and music.



Streets of Rage III

Sega of America/Genesis

This 24-meg cart is still pretty far down the line, but it should be hitting the streets of Japan any day now as Bare Knuckle III. Expect, well... more people to beat up.



Stunt Race FX

Nintendo of America/SNES

Only the second game to use Nintendo's Super FX chip, it looked good when we saw it in January, although the car seemed a little unresponsive. Still it has lots of great features.



GENESIS info

I Did! I Did Taw a **Puddy-Tat!**

hy mess with a tried-and-true formula — as Sylvester in TecMagik's Sylvester & Tweety, your job is to catch the everelusive Tweety bird.



Sylvester can move and stack furniture to reach high places. A handy thing, for sure.

TecMagik

May

action

Alexandria Inc.

While running after Tweety, you must watch out for familiar Looney Tunes characters such as Granny, who comes after you with a broom, or that bullying bulldog who lives in the backyard. You can stack furniture to reach high places or pick up items to help you achieve your goal. A bone, for example, helps you get rid of the bulldog if he comes around.

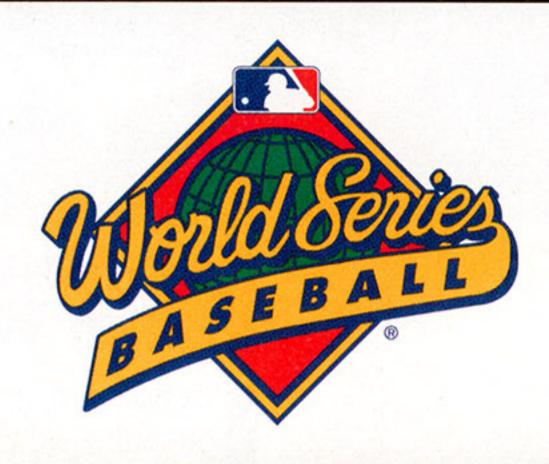
But the best thing about Sylvester and Tweety is that it's you against the bird. I mean, who hasn't wanted to see Sylvester just grab that lisping little nuisance and gobble him down? Also keep an eye out for a SNES Sylvester & Tweety from Sunsoft later this year. GP



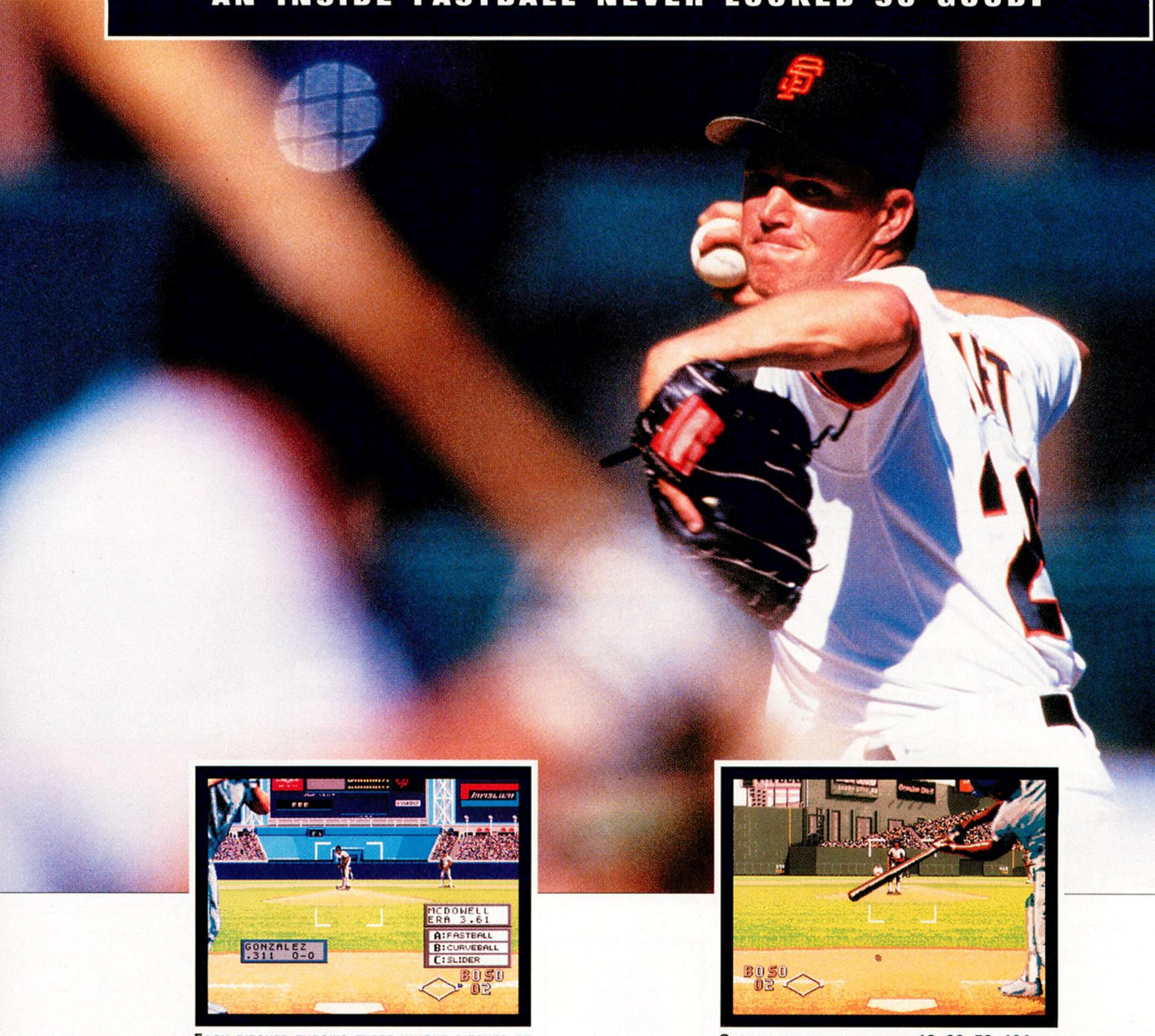
You can hide out under a lamp shade, but - ow! - be careful not to stick around too long.



The madcap chase takes you all over the house and beyond! Don't worry about damages just EAT THAT BIRD!!



WITH OUR NEW IN-THE-BATTER'S-BOX-VIEW AN INSIDE FASTBALL NEVER LOOKED SO GOOD.

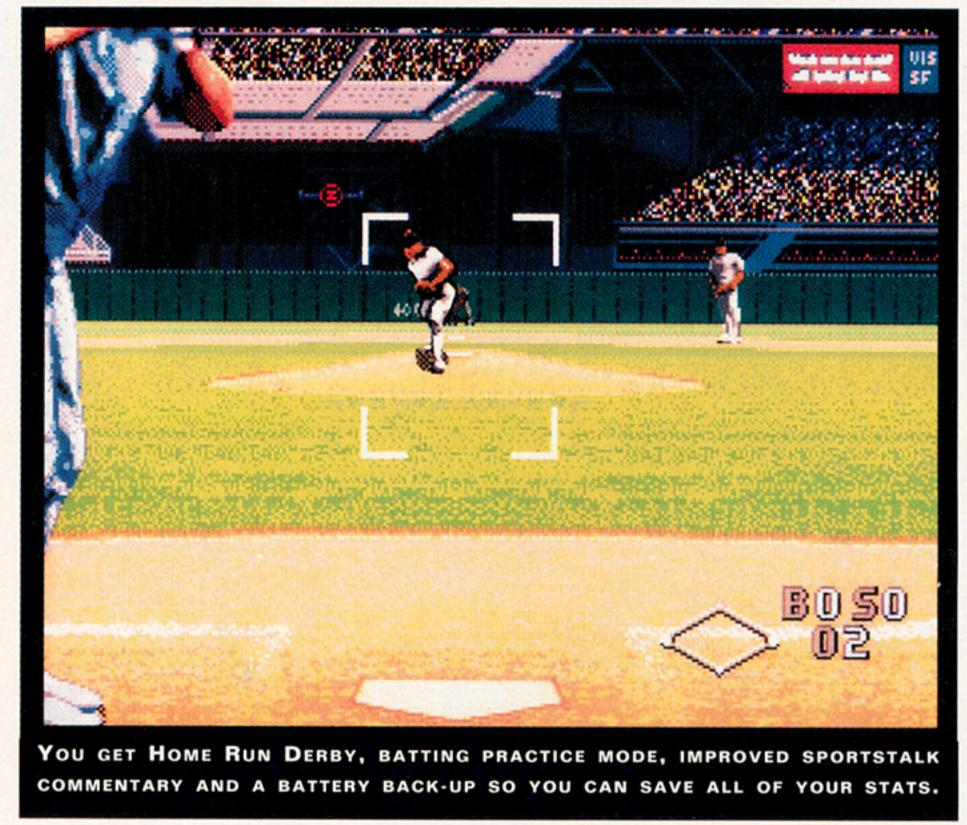


EACH PITCHER THROWS THREE UNIQUE PITCHES AT THREE SPEEDS. EVERY PLAYER HITS ACCORDING TO HIS LIFETIME STATS.

CHOOSE ANY SEASON LENGTH: 13, 26, 52, 104, OR 162 GAMES. CHECK OUT THE GREEN MONSTER HERE IN LEFT FIELD.

THE IN-THE-BATTER'S-BOXVIEW IS REASON ENOUGH TO
GET SEGA'S WORLD SERIES

BASEBALL* NO OTHER GAME
HAS THIS SPECTACULAR NEW



ANGLE. IT PUTS YOU RIGHT IN THE BOX WITH THE GAME'S BEST HITTERS. GUYS LIKE BARRY



BONDS, PAUL MOLITOR, CECIL FIELDER, FRED MCGRIFF, TONY GWYNN, KIRBY

PUCKETT, DARREN DAULTON, AND JOHN OLERUD. AND ONLY WSB FEATURES

ALL 700 PLAYERS AND 28 MAJOR LEAGUE CLUBS

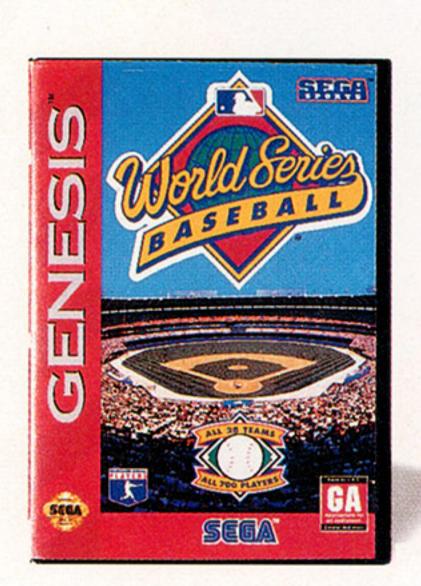
IN THEIR HOME BALLPARKS. YOU ALSO GET DIGITIZED PITCHING,

BATTING AND FIELDING, AND STATS FOR A FULL 162

GAME SEASON. GET WORLD SERIES BASEBALL.



AND GET THE BEST VIEW IN BASEBALL.





WE SWEAT THE DETAILS."



We don't want you to waste your money on terrible games — and we don't want you to miss the good stuff, either. So here's the definitive GP guide to what's hot and what's not. You know you can trust us because we have a cast-iron policy of editorial independence — our ratings aren't a reflection of how big a publisher is, or of how many ad dollars a company is spending. You know it makes sense.

IN BRIEF

Quite simply, should you buy the game or not? The reviewer sums up his or her opinion.

OVERVIEW

What's the game all about? What makes it special, and what type of action can you expect from it?

GAME SCREENS

We believe in letting the games speak for themselves, and we pride ourselves in not only having the best screens in the biz, but also having more of them than anybody else in the business.

INFO BOXES

An at-a-glance look at the nitty gritty of each game.

THE **GAME PLAYERS** ULTIMATE



Ultimate Awards are given to any game or any piece of hardware that scores 90% or more. It's an award that really means something - we see so many games that it's darn hard to please us.



MEET THE REVIEWS



Billy

Moon

Karie

Ward





Chris

Slate

Mike

Foster



Doug

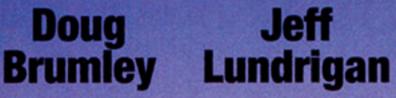
Patrick

McGee





Jonathan





Trent Ward

Vince Matthews

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OUR SCORING SYSTEM

Graphics: A feast for your pixel-pummeled eyes, or a migraine-inducing mess?

Sound Effects: Atmosphere-inducing sound? Or yawn-inducing white noise?

Music: Stirring themes & dramatic chords?

Control: Is the interface friendly? Are the controls well set up? Does your character do what you tell him/her?

Bells & Whistles: These are "extras," special options or features one game has that sets it apart from the pack.

Replay Value: How likely are you to return to the game after you've played it a while?

Overall Score: It breaks down like this:

Not Bad 100% Flawless 60% 90% **Excellent** 50% Average Very Good **Just Rotten** 75% 30%

5 6 7 8 CONTRACTOR OF THE STATE OF THE STATE

UP, UP, AND AWAY

The ability to play from four perspectives has — unbelievably — remained intact in the Genesis version.



You get the greatest sensation of speed inside the cockpit, but it really limits your view of the track.



The behind-the-car perspective not only gives you a great feeling of "being there," but affords you a decent look at upcoming curves as well.



It's easy to gauge the perfect line into tight bends from the blimp perspective. This is the best choice for novices.

Take a lift with the overhead view (if only to watch your Genesis effortlessly shift the polygon landscape) for a look at what lies ahead.





spectacular scenery jet by smooth and fast as you fly across this bridge. The polygon graphics give depth to the background so you feel like you're part of the environment.

Watch the



Is Sega's answer to the Super FX chip good enough to cram the Virtua Racing coin-op onto a catridge? Mark Higham takes a test drive to find out.

the first Genesis cart to feature Sega's new Digital Signal Processor (DSP) chip—which more than doubles the power of Genesis visuals (it's 23MIPS compared to the Super FX chip's 10MIPS). The bad news is that it also pushes up the price of the game to \$99.95. So is it worth your hard-earned cash?

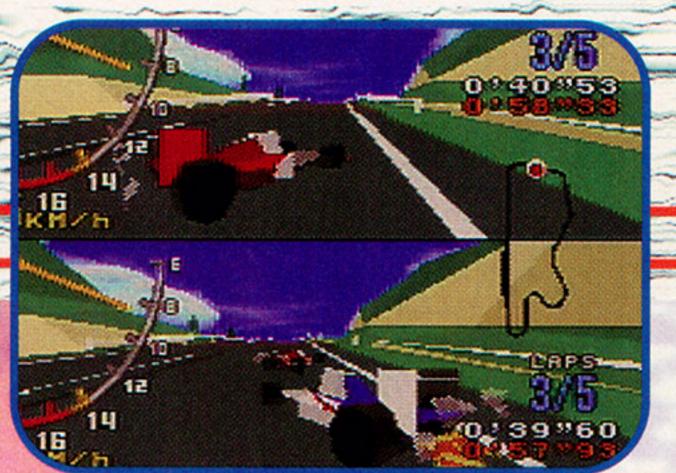
Well, it's one awesome game. No one really believed Sega could cram an entire state-of-the-art coin-op into one 16-bit cartridge. But *Virtua Racing* is as close to arcade-perfect as you've seen. Every turn of each of the three courses, every crash barrier, every rival car — even the ferris wheel — are so well rendered, with action so fast that Sega insiders claim they had to slow down the game before releasing it. OK, so the swinging pirate ship isn't quite as detailed, and the frame-update rate may not be quite as slick as the arcade game, but why quibble at such obvious success?

On the down side, however, you can tell that *Virtua Racing* was conceived as an arcade game — something to give players a quick three-minute thrill before new gamers slot in their quarters. It was never intended to provide long-term replay value, even with a new split-screen, two-player option; a "free play" option that lets you race around each track free of time constraints; and the ability to turn your tracks into mirror images, doubling your racing options. But in one-player mode, *Virtua Racing* will probably last only as long as an Indianapolis pit stop.

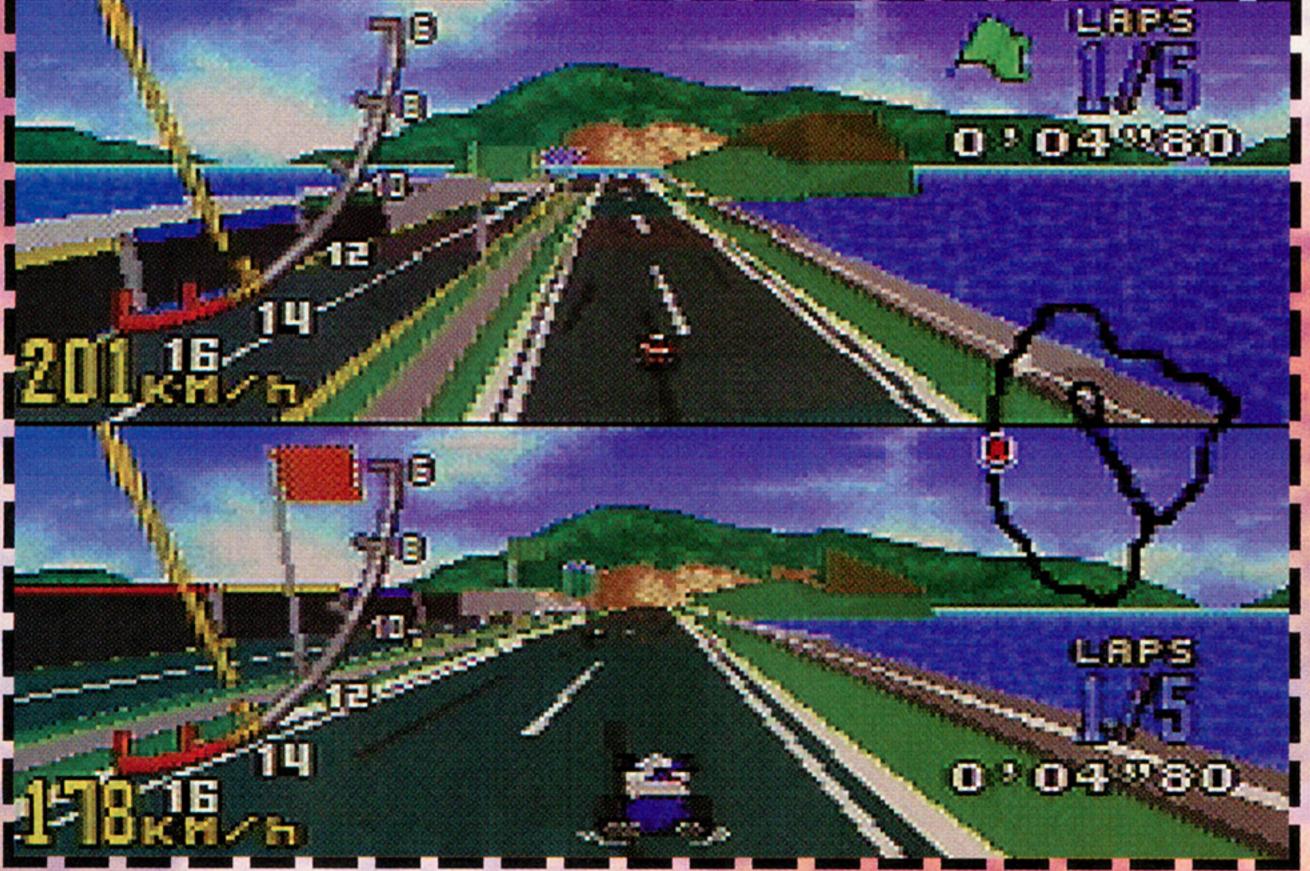
So the very thing that makes *Virtua Racing* such a great game — its resemblance to the arcade game — is also the thing that keeps it from being perfect. Unless you can split the price with a buddy who's as keen on racing as you, maybe you should think twice about coughing up the bucks for what's a short-lived visual thrill. **GP**



The pit crew gets you ready for each race. This is a section of the Genesis game that looks a lot choppier than the coin-op version.



Whoa, baby! Take a corner too fast and you slide into a skid.



Drivers don't have to agree on a perspective before they play — each player can choose the one they like best.



Catch a hill and you fly over part of the track - a great way to pick up valuable time.





A SECOND OPINION

Though I can't argue with anything in this review, I came out with a more positive opinion of the game. While there aren't a

lot of tracks - and it seems weird that there's not a tournament mode — the racing itself is still better than anything you've seen.



- Chris

GENESIS info

GENRE racing

PLAYERS 1, or 2 competitive

LEVELS three tracks

DIFFICULTY medium

SAVE FEATURE none

MEGS 16

RATINGS

GRAPHICS

◆ There's been nothing like it on the Genesis before.

The polygon backgrounds in the game occasionally break up.

MUSIC & SOUND FX

♠ Most music is lifted directly from the coin-op, and there are great engine revs and tire screeches.

But there's no speech and no extra FX.

BELLS & WHISTLES

◆ You can change your perspective on the fly, and the two-player mode is hot. But no matter how you manipulate them, there are only three tracks.

CONTROL

Although not as smooth as the coinop, the feel is exactly right. The occasional big jump between frames can be disorientating.

REPLAY VALUE

◆ Sega's added extra options to extend the game's lifespan. Still essentially just coin-op designed for quarter-crunching quick thrills.

Publisher: Mindscape • **Developer:** Twilight • now available • \$64.95



Its name made Doug Brumley skeptical, but after being cooped up with this SNES cart for a couple of

weeks, he soon found himself clucking the praises of the little feathered guy.

SNES info		
GENRE	action	
PLAYERS	1	
LEVELS	21	
DIFFICULTY	medium	
SAVE FEATURE	password every 7 levels	
MEGS	8	

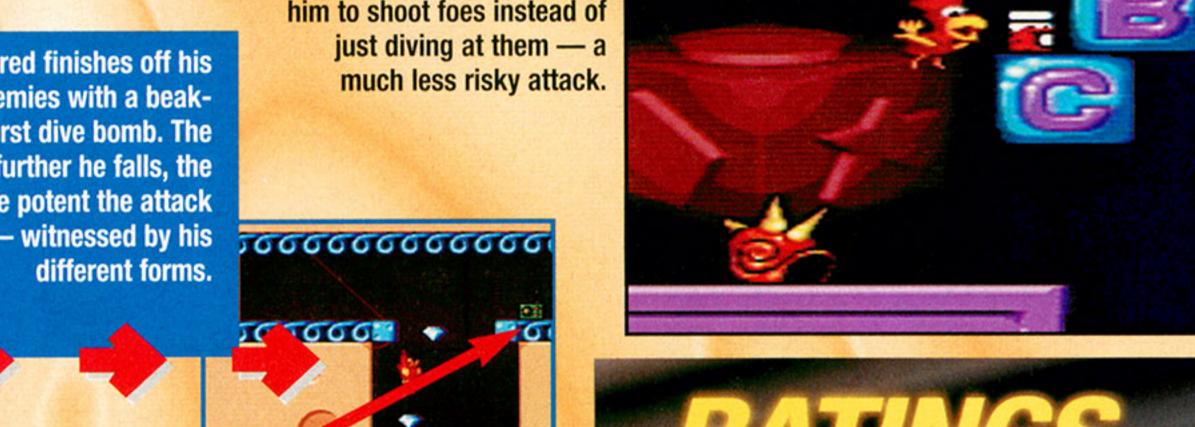
ccording to video-game history, the egg came first in the form of Codemasters' Dizzy games. Now the chicken arrives — Super Alfred Chicken, that is. And Alfred's no ordinary barnyard creature. When the eggs of Peklesville begin disappearing, he's the obvious fowl guy who can get to the bottom of things. As it turns out, evil Meka Chickens have stolen the eggs and plan to clone them into a Meka Chicken army capable of dominating the world. Alfred must flap through 21 maze-like stages, solving puzzles and dive-bombing enemies to foil the plot.

Cartoon-style music and graphics keep the game lighthearted, even as you guide Alfred past the three Meka Chicken bosses standing between him and the missing eggs. Alfred's beak is sharp, and he's ready for action. But then again, what do you expect from a chicken who has his own toll-free number? (Just call 800/ALFRED-C to hear him yourself!) GP

Alfred finishes off his enemies with a beakfirst dive bomb. The further he falls, the more potent the attack - witnessed by his

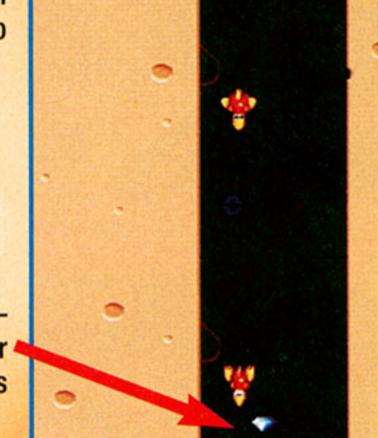
Alfred can periodically pick up jars of jam that allow him to shoot foes instead of just diving at them — a much less risky attack.







collect 100 for free chickens



If Alfred

falls far

can kill

that's

moving

around



♠ Campy cartoon-style graphics look great and move smoothly.

Background objects are sometimes indistinguishable from foreground ones.

MUSIC & SOUND FX

♠ Music score is loony and cartoony a great backdrop for this wacky game. You've heard all the FX on Saturdaymorning cartoons.

BELLS & WHISTLES

♠ The distinctly different stages and obstacles keep you on your toes. Too few passwords mean you retrace your steps again and again.

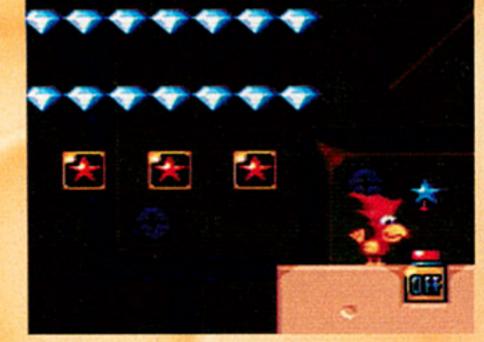
CONTROL

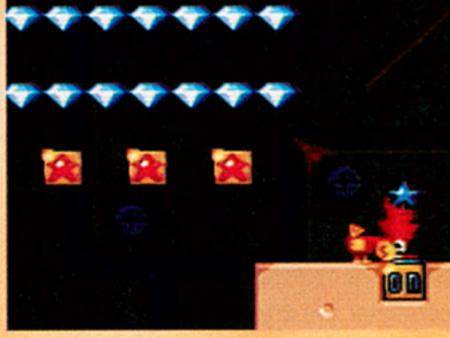
GRAPHICS

♠ Alfred handles like a dream — if a chicken can handle like a dream. Being picky, it's sometimes hard to peck a block directly under you.

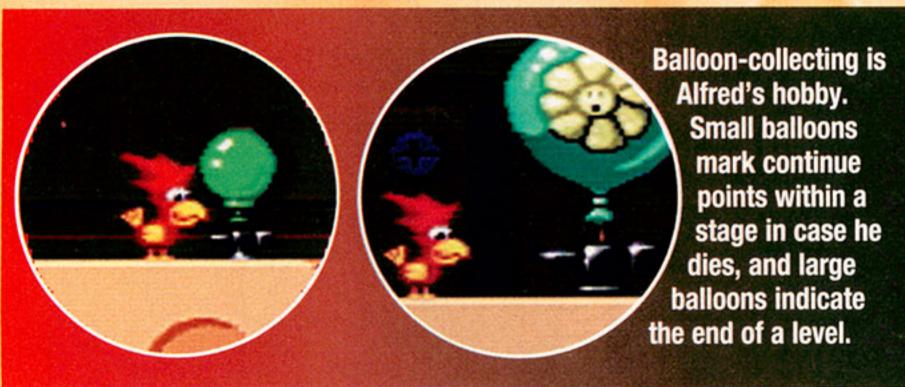
REPLAY VALUE

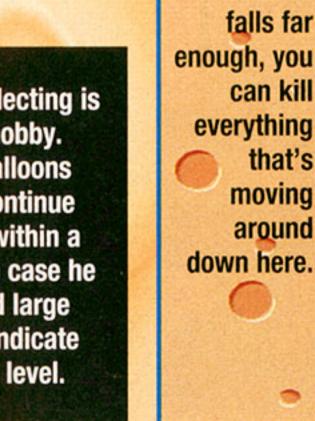
♠ 21 stages and lots of hidden areas mean you can peck away for ages. Sparse passwords and a one-hit-per-Alfred death system can be frustrating.



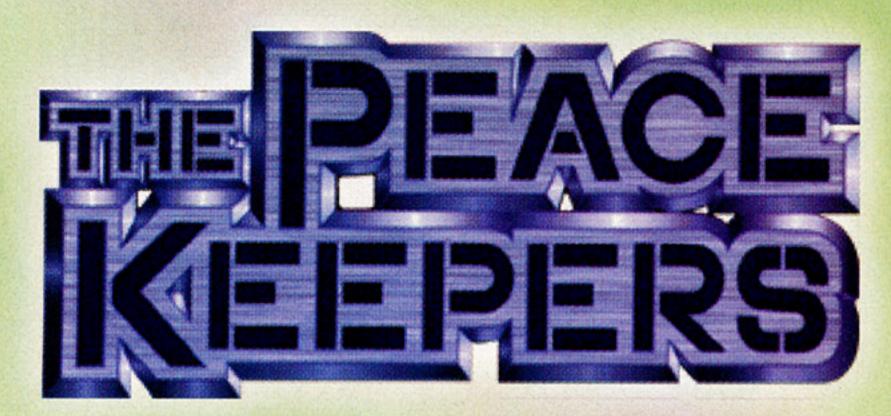


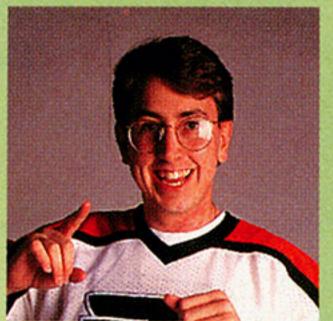
Super Alfred Chicken gives new meaning to the term "pecking order," since our hero often can't advance unless he turns switches on or off in order. Each marked switch toggles corresponding blocks between solid and empty.











Somebody hold Doug Brumley back! Once he found out that as many as four players could slug it out in Jaleco's new action game, he decided keeping the peace could be powerful fun.

Publisher & Developer: Jaleco • now available • \$54.95



You fight many of the same folks over and over again especially these genetically altered guys, Squash and Fnord.

Each character

has a special

injures all on-

screen enemies.

power that

he economic wars of A.D. 2011 left the world in chaos — until Trip lago, owner of Deutchland Moldavia Corporation (DM Corp.), came onto the scene, promising revitalization and a way back to peace and prosperity. Within four years, his corporation purchased most of the planet's valuable land, and lago began developing some pret-ty strange ideas about how the world should work.

nology firm, began working on genetic and artificial-intelligence experiments.

The company's power seems unrivaled, but now four people bent on revenge are ready to fight back.

In Peace Keepers, you can choose among Echo, Prokop, Flynn, and AI to lead

DM Corp., up to now a medical tech-

Be thrifty you have only two chances per life. SNES

Even after you've gotten bored with the Story mode, you'll still enjoy duking it out in the Tournament mode with your pals.

info

GENRE action

up to 4 with Multi-Tap

LEVELS

varies according to path

DIFFICULTY

MEGS

PLAYERS

1-player hard; 2-medium

SAVE FEATURE none

16

KEEPERS OF THE PEACE

Since each character has his or her own strength and speed levels, make sure you pick a good balance if you play with a friend. With one strong and one fast person, you're ready for anything!



Al's strength is strength as he piledrives villains like there's no tomorrow. His bazooka blast is nothing to sneeze at, either.



Echo is the quickest of the four characters. She can perform really speedy hit-and-run attacks on her foes.



Flynn blends speed and power, and his body-slams are particularly effective in clearing a room.



Prokop resembles Frankenstein — and he moves like him, too! But he uses fire against others... not vice versa.

a rebellion against lago. Each character has a different arsenal of attacks and reacts differently to events in the plot. You can also select from several routes through the action, but all invariably lead to a final clash with lago.

OK — the formula is stale. But there's variety in the Story mode because it changes according both to the player you choose and the route you select. And once you've squeezed all you can out of the Story mode, you can grab three buddies and Hudson Soft's Multi-Tap and square off in a tournament ring to see who's really the toughest. GP

RATINGS

GRAPHICS

The graphics are bright and colorful, and the characters are quite large. There's considerable slowdown when a lot's happening on-screen.

MUSIC & SOUND FX

◆ Some pretty realistic sound effects set the atmosphere during the action. Music introduces each new stage, but it stops when the action starts.

BELLS & WHISTLES

Up to four players square off against each other in the Tournament mode. ◆ Plot and dialogue in Story mode alter depending on your route and character.

CONTROL

◆ The moves are simple enough for your parents to pull off. You occasionally end up performing one move while attempting another.

REPLAY VALUE

A multi-player mode, along with several routes, keeps you playing... ...but despite its variations, the Story mode becomes old after a few times.

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We've got 111 great Speed Racer goodies up for grabs. Enter this great Accolade contest and you could win a bunch!

GRAND PRIZE!

Win absolutely everything in the Speed Racer Merchandise Catalog!

ALL ENTRIES MUST BE BY MAY 15, 1994

Look what the Grand Prize includes!

- lithographs
- T-shirts
- action figures
- model cars
- coffee mugs
- caps
- boxer shorts
- and Speed Racer video games for Genesis and SNES!

IO FIRST PRIZES! An official Speed Racer T-shirt and your choice of the new Speed Racer video games for Genesis or SNES!

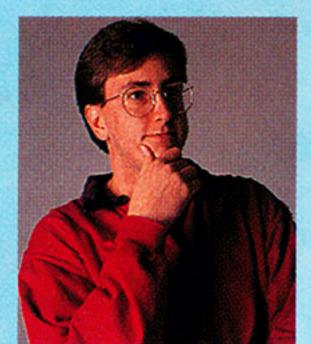
How to enter

Print your name, address, city, state, zip code, phone number, and the words "Speed Racer Contest" on a 3" x 5" piece of paper and mail to: Speed Racer contest; Accolade; P.O. Box 1946; Cupertino CA 95015-1946. For a complete list of contest rules and prize values, send your request in a self-addressed, stamped envelope by 5/15/94 to the above address.

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IOO SECOND PRIZES! The Speed Racer Memorabilia Kit a Speed Racer lapel pin and a Speed Racer license plate frame!

Games, Gadgets, Gizmos, and Glory!



An avid Double Dribble fan during his tumultuous youth, Doug Brumley reminisced while playing this 16-bit sequel. Unfortunately, the future looks a little bit too much like the past.

hen you think about the number of sports fans who cut their teeth on Double Dribble in arcade, NES, or Game Boy versions, you can just imagine how many people there are craving the 16-bit sequel, Double Dribble: The Play off Edition.

The differences between this Genesis version and its predecessors is obvious as soon as you turn on the game — Konami has beefed up the players (video steroids?) and taken out the classic dunk screens found in the originals. *Double Dribble* just doesn't look like a game that was designed by people who know basketball.

For one thing, the players perform virtually the same motion whether they're shooting or passing, which makes for really weird-looking jumpers. You can't dribble out of bounds even though you can throw the ball out of bounds. Fouls calls are very rare in a normal game as well as in arcade mode. And once you cross the half-court line, you can't dribble back over it for a violation. With the realism stripped out, the game has a purely arcade feel, but the play control isn't good enough to qualify it as a solid arcade game.

One thing *Double Dribble* has going for it, however, is strong artificial intelligence. The computer is a tough opponent, stealing the ball and keeping you away from the basket. It's adept at picking up loose balls and rebounds as well, while your poor controls make it frustratingly difficult to beat the computer to the punch. It doesn't help, either, that the players and basketball remain the same size whether they're on the far or near court. When combined with your angled perspective of the court, you might think a rebound is bouncing directly up while instead it's actually

Hard-core sports fans and Double Dribble junkies will probably be disappointed by this cart — especially if they were counting on a hot 16-bit sequel. While this Double Dribble version may be more graphically pleasing than the NES one, it still plays and feels a lot like an 8-bit game. GP

MARK YOUR CALENDAR April 27

NBA Playoffs begin and Double Dribble goes on sale!

Publisher & Developer: Konami • available April • \$59.95

TEAM SELECT

1P

NEW YORK
HEIGHT
STEAL
SPEED
TOMBER
STORM
STORM
CPU
PHOENIX
HEIGHT
STORM
S

Since
there's no
NBA license,
Konami had to
come up with its
own teams. I'd tell
you what they were...
if I could figure out
these wacky symbols.



Call a time-out if a player begins to drag his head with fatigue, then pull a reserve off the bench. Be sure to check out his ratings — the bar graphs make it a snap to identify strengths and weaknesses.

GENESIS info GENRE sports up to 8 with Team Player **PLAYERS** LEVELS not applicable DIFFICULTY medium SAVE FEATURE password MEGS 16

Talkin' Bout My Generation



ble (left) made quite a mark when it was released for NES. Double Dribble: The Playoff Edition (right), its

16-bit offspring, may be an improvement, but it can't hold a candle to the hot hoops titles already on the shelves.

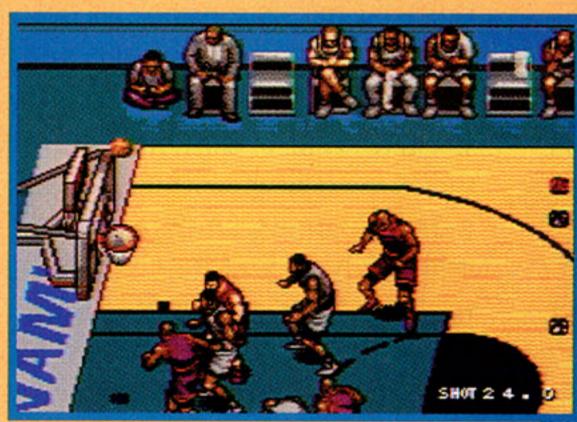


We Have Lift-Off!

Press the shoot button once you're close enough to the basket and the rest is history. Dunk animations are among the game's best.



Hey, isn't that supposed to be a technical?! Didn't your mother teach you any manners?



Dunks off rebounds are among the most exciting part of Double Dribble. After you practice it a bit, you might find yourself missing easy shots just so you can do



There's nothing like a good tauntin' after you slam the ball off some poor guy's noggin.

your best Shawn Kemp impression. Despite its name, the steal button is rather ineffective. A more successful

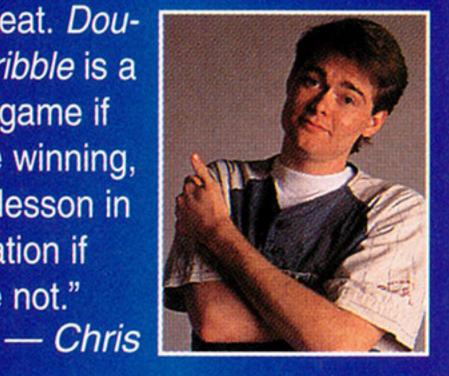
way to create turnovers is to stand in front of the ball-carrier and jump when he passes.

	GAME STATES	SUICS
	NEW YORK	PHOENIX
SCORE	014	944
REBOU	ID 002	027
BLOCK	000	999
FG	007/009	022/034
FG%	077.8	064.7
DUNK	005	009
3PT	000/008	000/008
ЗРТ%	000.0	999.0
STERL	001	004
	RESS START	BUTTON

A SECOND OPINION

"I'd rate this slightly higher only because of the hours I spent with the NES version. I was willing to sacrifice the NBA license for game play, but some sacrifices are just

too great. Double Dribble is a great game if you're winning, but a lesson in frustration if you're not."



Check out a breakdown of both team's key statistics after each quarter.



The players' form looks awful, but fortunately it doesn't affect their shooting ability.

RATINGS

GRAPHICS

Characters are large and detailed. Shades of 8-bit — the animation is choppy and players aren't in perspective with the court.

MUSIC & SOUND FX

A kickin' tune opens the game, and crowd noise pumps up the atmosphere. The commentator sounds like he's gargling throughout his comments.

BELLS & WHISTLES

You can play an exhibition or customize the playoff brackets. Where's the instant replay?

CONTROL

Jerky player movement and bad stealing and rebounding controls make defense frustrating.

Difficult to switch to player you want.

REPLAY VALUE

With a multi-tap adapter and up to 8 players, you've got a real party game. It's got no strategy value, and its simplicity may grow stale.



Bubble and Squeet GENESIS info



Publisher: Sunsoft • **Developer:** Audiogenic • now available • \$45.99



Could this be the beginning of a Bubble and Squeak dynasty?

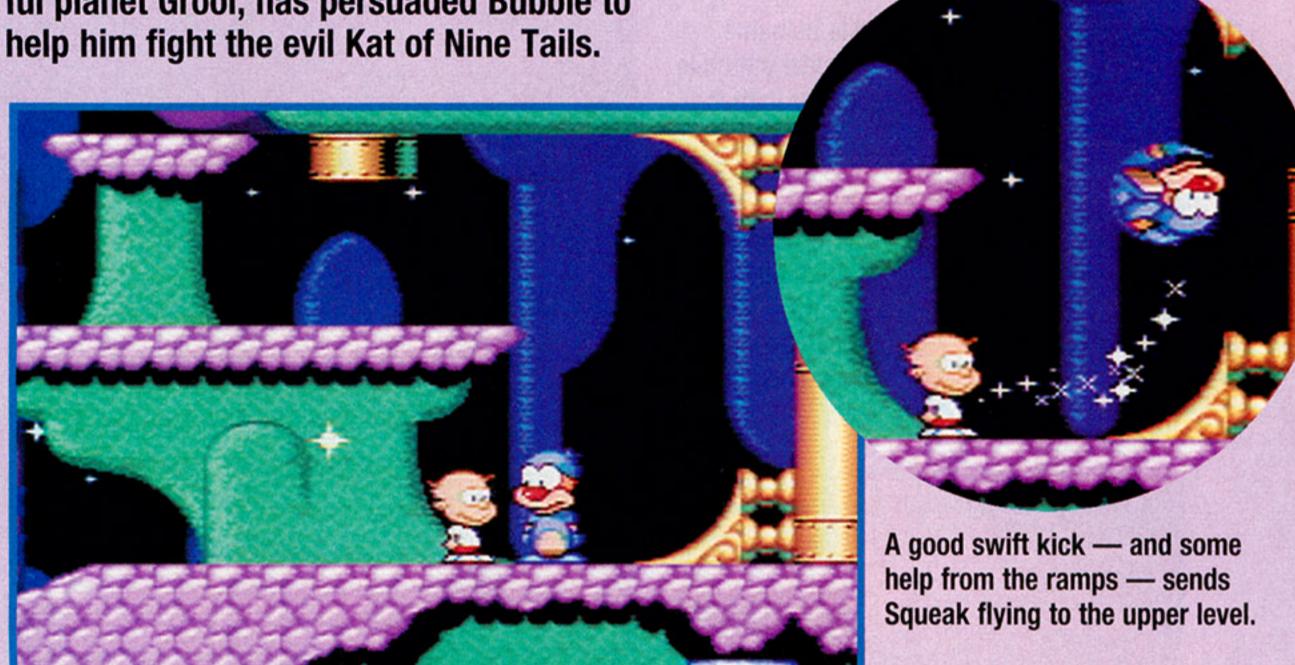
Jonathan Gagnon says Sunsoft's new game might have what it takes.

eroes in video games can be just about anyone or anything — and that's the case with Sunsoft's new release, Bubble and Squeak. This game features Bubble, who's like an even goofier Bonk, and his none-too-smart sidekick, Squeak.

Squeak, an inhabitant of the peaceful planet Grool, has persuaded Bubble to help him fight the evil Kat of Nine Tails. Kat has enslaved all the Grooleans and — egad! — taken all their precious tails. Will this madness never end?

Although it's only a four-meg game, this still packs a punch in graphics, control, and fun. There are enough levels and bonus rounds to keep you busy, but it's the characters' actions that make the game — trying to keep Squeak by your side is exciting since you can't exit a level without him, and he's slower and can't jump as high as you. But never fear. There are lots of ways to help him out.

Sunsoft should be proud of its adventure. The likeable, well-animated characters are supported by solid game play and an enjoyable storyline. You probably haven't seen the last of this duo. **GP**



LOST AND FOUND

Get your hands on submarines and capsules, and you discover whole new elements to the game.



Find the submarines, hidden in every level to advance to the lagoons at their end.



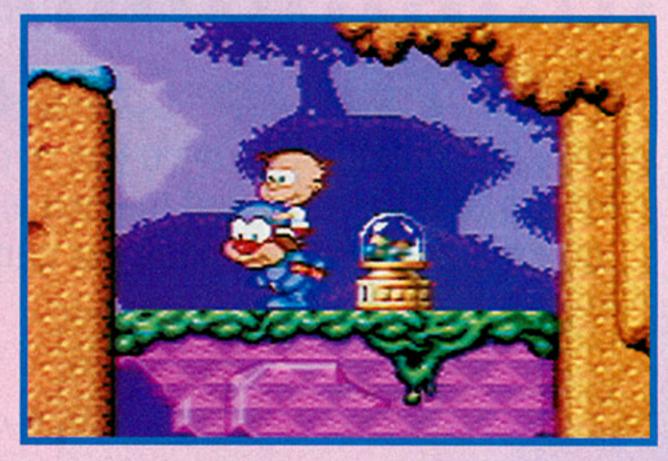
Reach a lagoon, and the game changes into a shooter. Blast the little critters for more points.



You also need to find capsules to rescue the Gooleans. Rescue four to advance to a bonus round.

GENESIS Imfo GENRE adventure PLAYERS 1 LEVELS 40 platform; 6 shooting DIFFICULTY medium SAVE FEATURE passwords

4



Feed Squeak a gumball to ride on his back — but deposit three coins first.

RATINGS

GRAPHICS

MEGS

Bright colors and cartoony graphics are better than in most four-meg games.

There could, however, be more variety in colors on some levels.

MUSIC & SOUND FX

Your interaction with Squeak has cool FX, and upbeat music matches game.

Most FX are mainstream, and music varies only slightly from level to level.

BELLS & WHISTLES

Items like gumball machines, bozo domes, and submarines make it unique.
 But after playing 40 levels, they begin to blur together.

CONTROL

Bubble's basic moves are pretty easy to master.

Bubble-and-Squeak combined moves, though, take more time to learn.

REPLAY VALUE

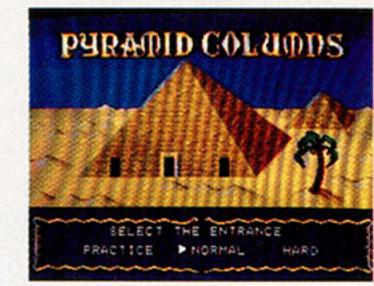
The variety in levels and bonus rounds keeps up your interest.

Most of the fun is gone once you've figured out a level.



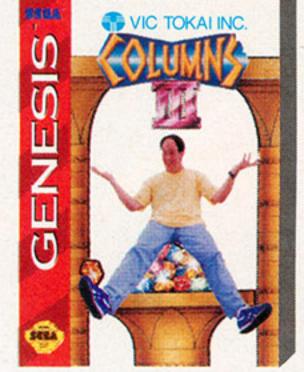
NOW FIVE OF YOU CAN PLAY COLUMNS.

If you've ever played Columns, then you know it's as hard to put down as a box of chocolates. But up until now it's been a fairly private habit. Not anymore. We've made Columns a free-for-all for you and four of your closest friends. Of course, if you prefer those private moments, you can still go solo. In the meantime, we'll tell your buddies that Columns III plays for five.

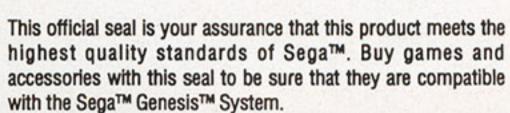


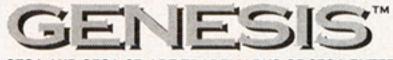












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VIC TOKAI INC.

22904 Lockness Ave. Torrance, CA 90501

Publisher: Sega of America • Developer: Zyrinx • available April • \$54.99

his almost defies categorizing: It's mostly a shooter, but there are puzzle elements tossed in. It plays like a cross between Lunar Lander (anybody still remember that?) and Choplifter. The idea is to pilot a craft round underground

00167277

The last three stages take place underwater — this is where things really get tough!

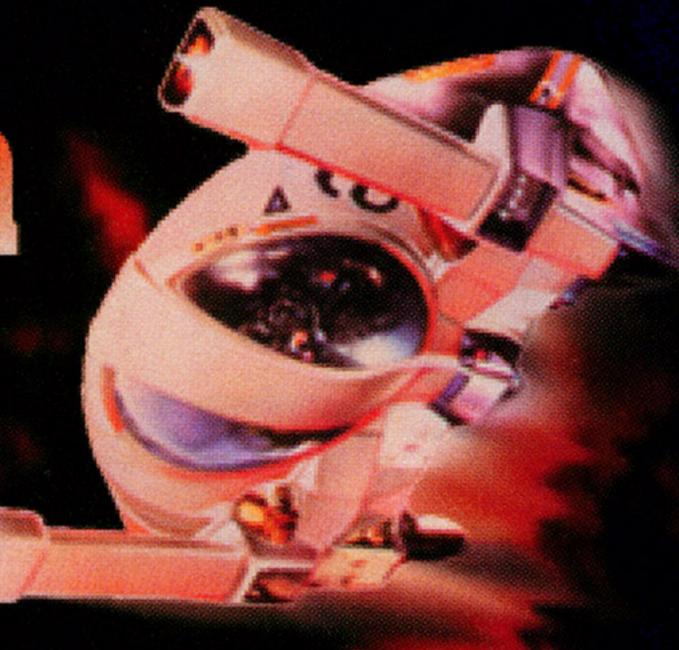
caverns, rescuing hostages, killing bad guys, and collecting power-ups.

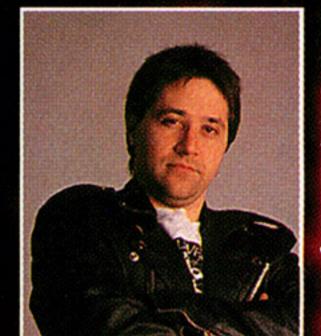
Besides a nifty (though brief) intro sequence, the main thing going for Sub-Terrania is its hellacious challenge. Ev the Easy mode is tough — especially the

last three stages, which take place both in and out of water. This is also the first action game in a while that requires you to use your brain almost as much as your trigger finger.

Other than its sheer challenge, Sub-Terrania falls a little flat. Big bosses are cool, but you've seen everything else a zillion times before. Experienced gamers who are after a real challenge should give it a

> look, but if you're expecting breakneck pace or wild originality, hunt down a different game. GP





If you want action, **Jeff** Lundrigan says this ain't your game. But if you want a tough challenge, you

could do a lot worse than this.

RATINGS

GRAPHICS

A few enemies look cool, and the intro sequence is great. You've seen it before, you've played

it before.

MUSIC & SOUND FX

The music lies there — nothing notable about it at all. Sound effects work, but you tune them out fast.

BELLS & WHISTLES

Almost every level has some welldone puzzles and crafty enemies. But it needs more stuff — once you've figured out a level, that's it.

CONTROL

◆ Controls respond well, and you can customize the layout any way you want. Ship's momentum changes; weaponselection isn't easy under fire.

REPLAY VALUE

♠ Tricky levels and multiple difficulty settings make you want finish. Once you've beaten a level, working through it again gets tedious.



GENESIS info

shooter GENRE **PLAYERS** LEVELS DIFFICULTY challenging SAVE FEATURE none MEGS 16



During half the game you rescue hostages and trapped mine workers - not exactly original.

The 5th Level

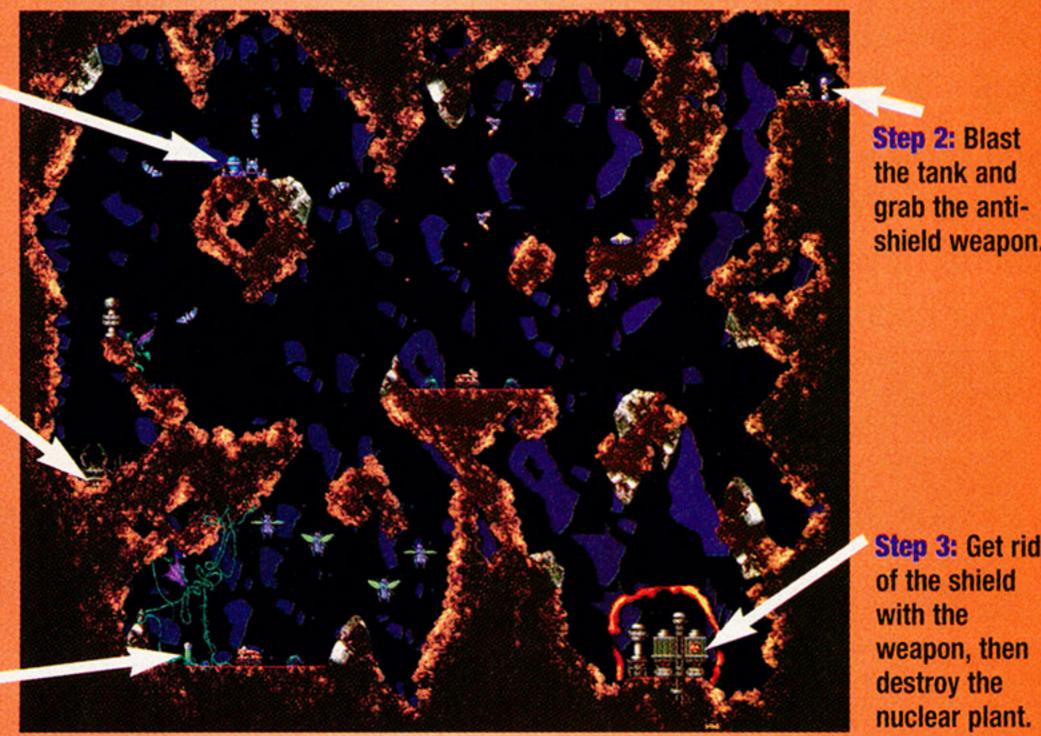
Each of the nine stages takes place in a big cave.

Step 5: Pick up the core from the reactor and then drop it on the big bug — ugh!

Step 1: Start the

mission here.

Step 4: Blast another tank and rescue the miners before they die from radiation poisoning!

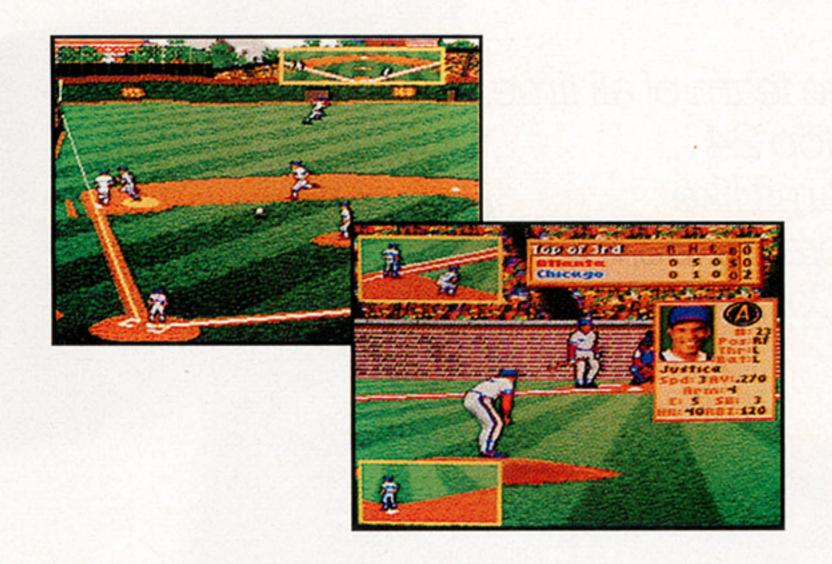


Step 3: Get rid of the shield with the weapon, then destroy the nuclear plant.



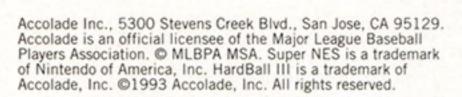
GOING, GOING, GONE.

You want big league power? Then take your cuts with the likes of Bonds, Puckett, McGriff, Galarraga, Grace, Gonzalez, Baerga and Dykstra. Just some of the 650 MLBPA superstars you'll muscle up with in HardBall III™ for the Super NES™. You'll get 28 big league teams playing a 162 game big league season in 28 authentically rendered ballparks. And to truly separate the slap hitters from the sluggers there's even a Home Run Derby. HardBall III for the Super NES. Take one out of the yard. To order, visit your favorite video retailer or call 1-800-245-7744.

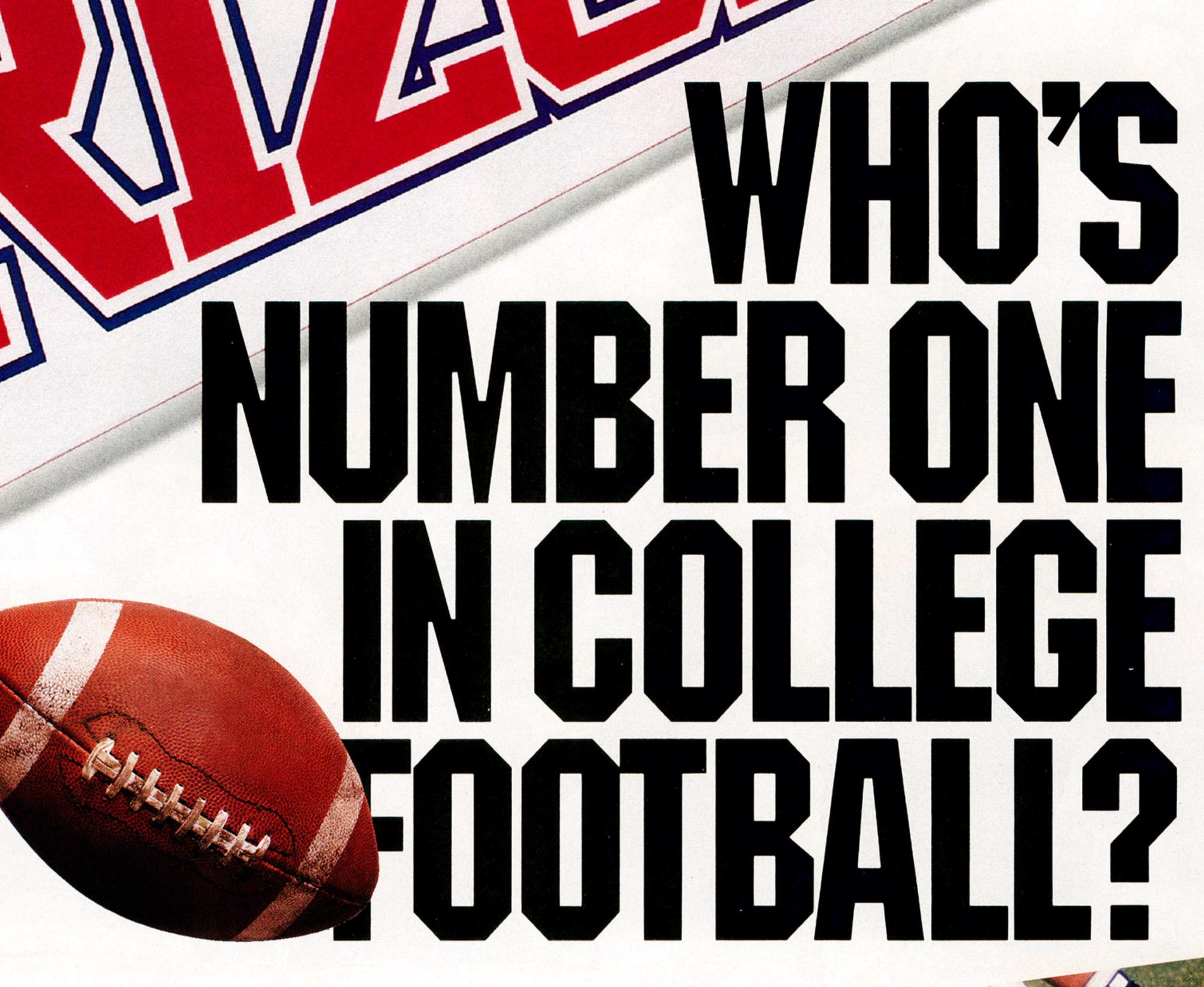




GET IN THE GAME."

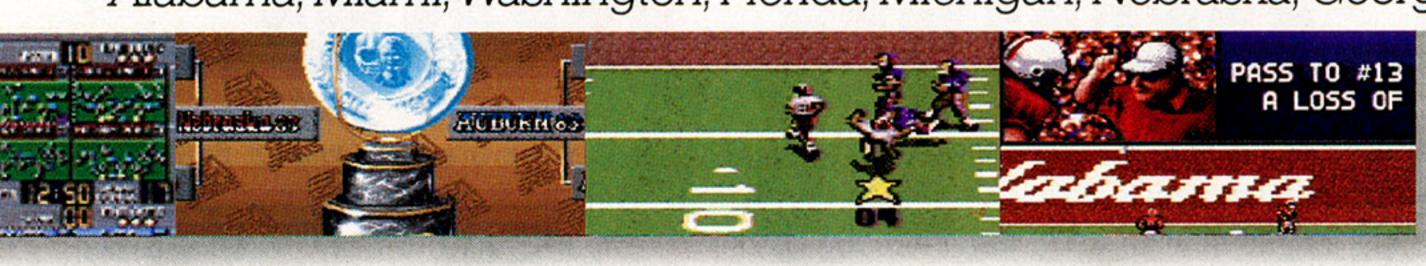


Product Information Number 105



Finally you can answer that question. With the National Championship Tournament in Bill Walsh College Football for Super NES."

It's the game that lets you pit the best 48 teams against each other. Like Alabama, Miami, Washington, Florida, Michigan, Nebraska, Georgia. And see



who's in a class by itself. Bill Walsh

captures the character of the college game. The triple

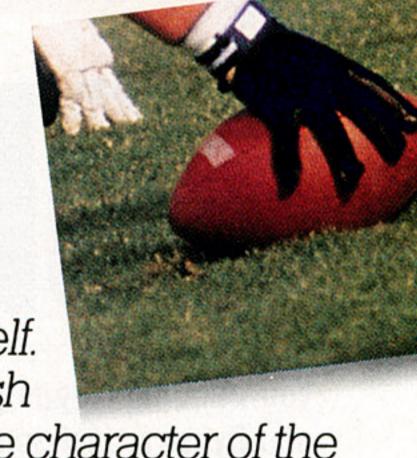
option, wishbone, and 2-point conversion. College rules, formations, and schemes. The wide-open gameplay. The speed of the South, power of the Midwest,

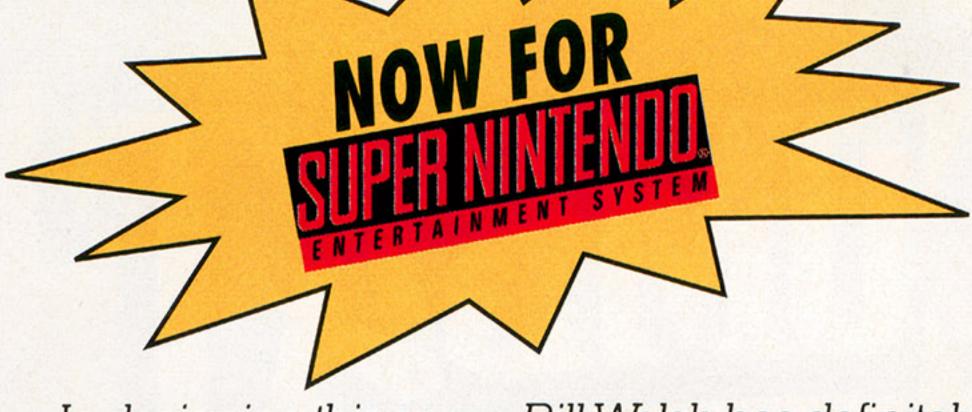
finesse of the West. Classic rivalries. Rabid fans. It's all there.

You can even settle the question of who's the best college team of all time.



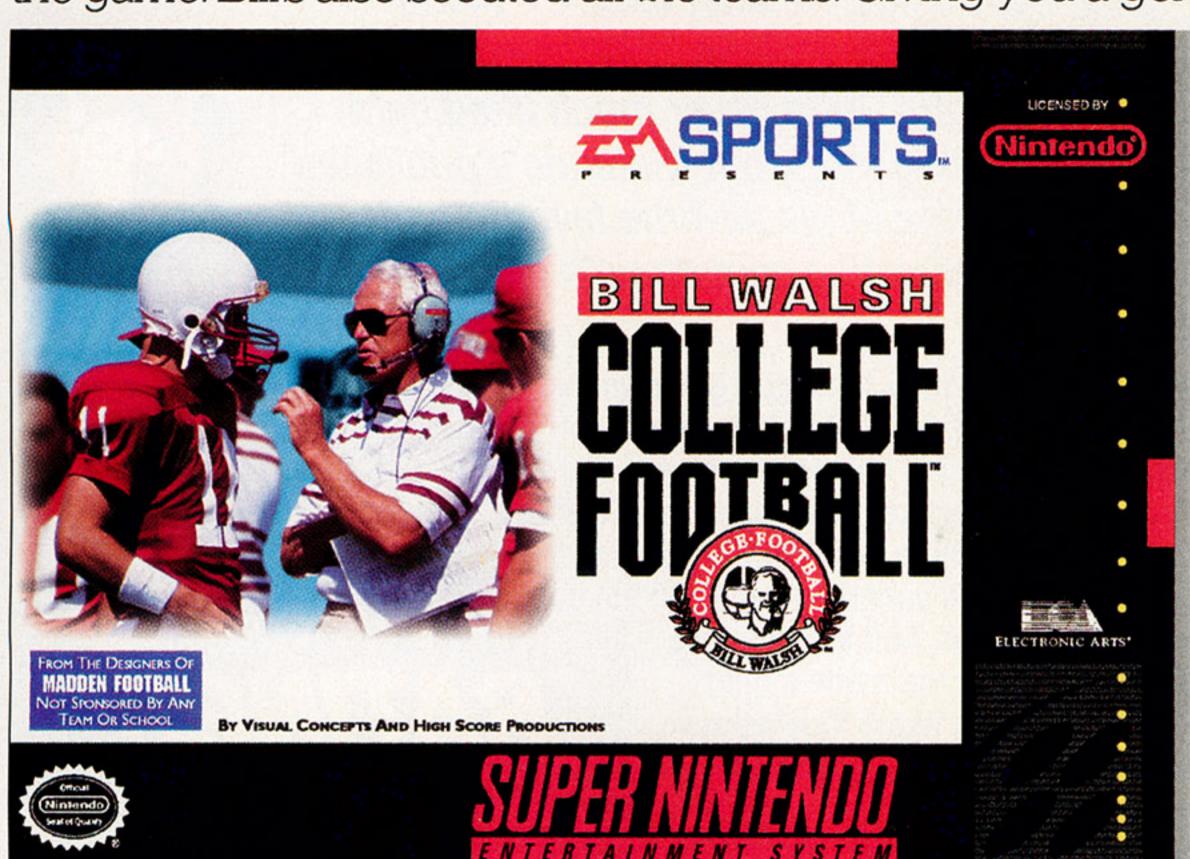
Because the game includes the top 24 greatest teams since the '70s. Teams like Alabama '78, Pittsburgh '80, Nebraska '83, Aubum '83, Oklahoma '85, and Colorado '90.





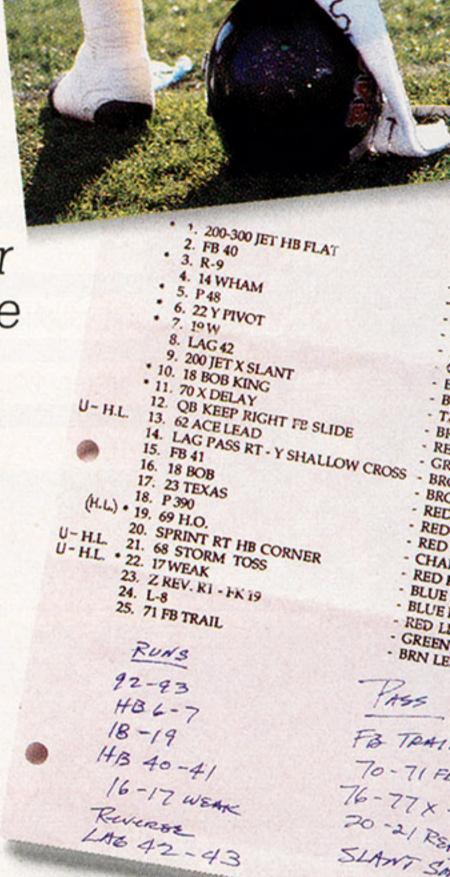
In designing this game, Bill Walsh has definitely done his homework. The famed coach has

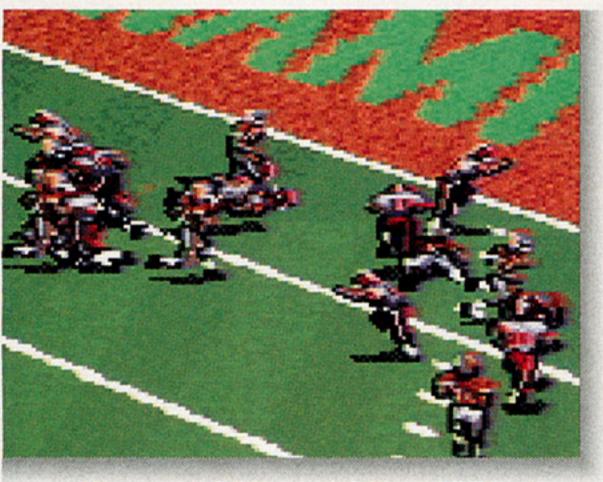
scripted a variety of gameplans. So you have the best line of attack to kick-off the game. Bill's also scouted all the teams. Giving you a gold mine of insider



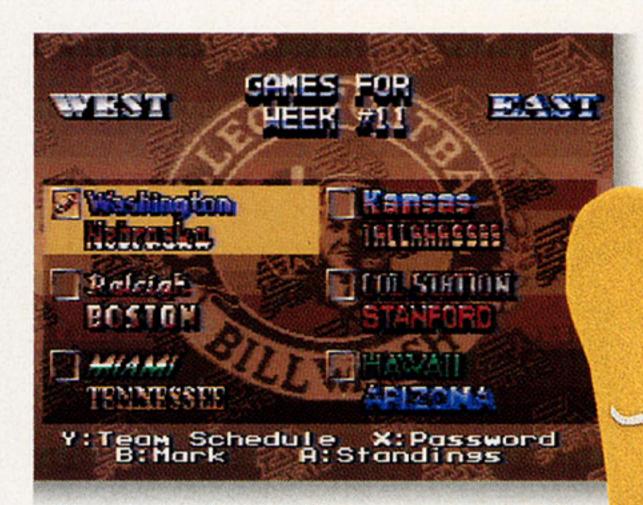
information and team tendencies.

It's the fastest, most explosive football yet. Bluff your plays. Set your own audibles. Make the right calls and you could wind up #1 in the rankings after the National Championship 12-team playoff tournament.

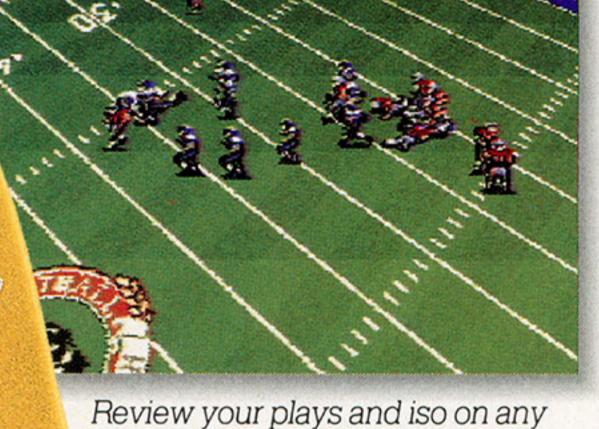




No time left. Your wishbone QB dives in from the two. But you're still down by one. Gut check time: kick for the tie or go for the two and the national championship?



Play through an entire 11-game season with the top 24 teams. Take them or the top 24 all-time teams through a 12-team national playoff tournament.



Review your plays and iso on any player with the 360° Roving Replay.
Use it to do your homework on the other team. Then crack their defense wide open with a score.

The action's never been more in your face. 360° roving replay and panning stadium cams deliver a closer view of the field. The gameplay is incredibly fast, the hits more intense.

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



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

Product Information Number 140



FALCON'S REVENGES

Publisher & Developer: Nintendo of America • now available • \$49.99

SNES

info

GENRE

shooter

PLAYERS

1, or 2 competitive

LEVELS

13

DIFFICULTY

adjustable

SAVE FEATURE

battery back-up

MEGS

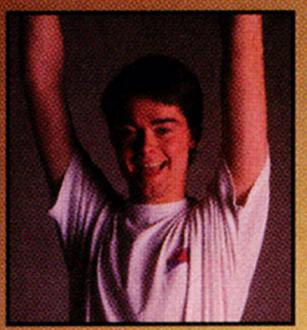
16



FAMIL T IEART

Huge enemy STs move like lightning!

三、三、三、八



Chris Slate never much liked lightgun games, but Nintendo's published some of his all-time favorite titles. Looks like something's gotta give....



his is unlike any other light-gun game you've seen... except perhaps its predecessor, Battle Clash. Most of these light-gun shooters reduce game play to two events: 1) something comes on-screen, and 2) you shoot it.

After all, the entire light-gun library is little more than a hundred versions of Duck Hunt. But the gaming gods at Nintendo have put much, much more into Metal Combat. The battles are very detailed: Each villain uses different battle strategies and

has a unique weak spot. And the taunting of the pilots helps give the game a neat storyline, too. It's more like a first-person robot version of *Street Fighter* than the normal target-shooter.

If you own a Super Scope, you can't afford to pass up *Metal Combat.* Not only is it a great game, but at the rate new lightgun titles are being published, you never know — it could be the last one. GP

Enter the training mode to practice on 'droids.

If you play through this mode at least once,
you won't need to read the instructions.



In a two-player game, Player 1 uses the controller to be any of the enemy STs, while Player 2 tries to blast him away with the

Super Scope.

DON'T SHOOT! It looks like the only way to win your final battle is to shoot Spika, who's forced to shield your enemy's weak spot. But you don't have to destroy her if you don't want to—you can look for other places to attack.



Your enemies always have something to say. Pay attention: Your pilot gives you clues just before battle.

RATINGS

GRAPHICS

Huge, super have lots of an What's not

Huge, super-fast enemy ST robots have lots of animations.

What's not to like? Even the menu screens look hot!

MUSIC & SOUND FX

ar F

Upbeat tunes, crushing explosions, and digitized voices get you going.

Music doesn't hit full-throttle; some FX could have been more "gun-like."

BELLS & WHISTLES

7

↑ There's a cool two-player Vs. mode, a training mode, and more.

Battle section is so close to Battle Clash you can't tell the difference.

CONTROL

9

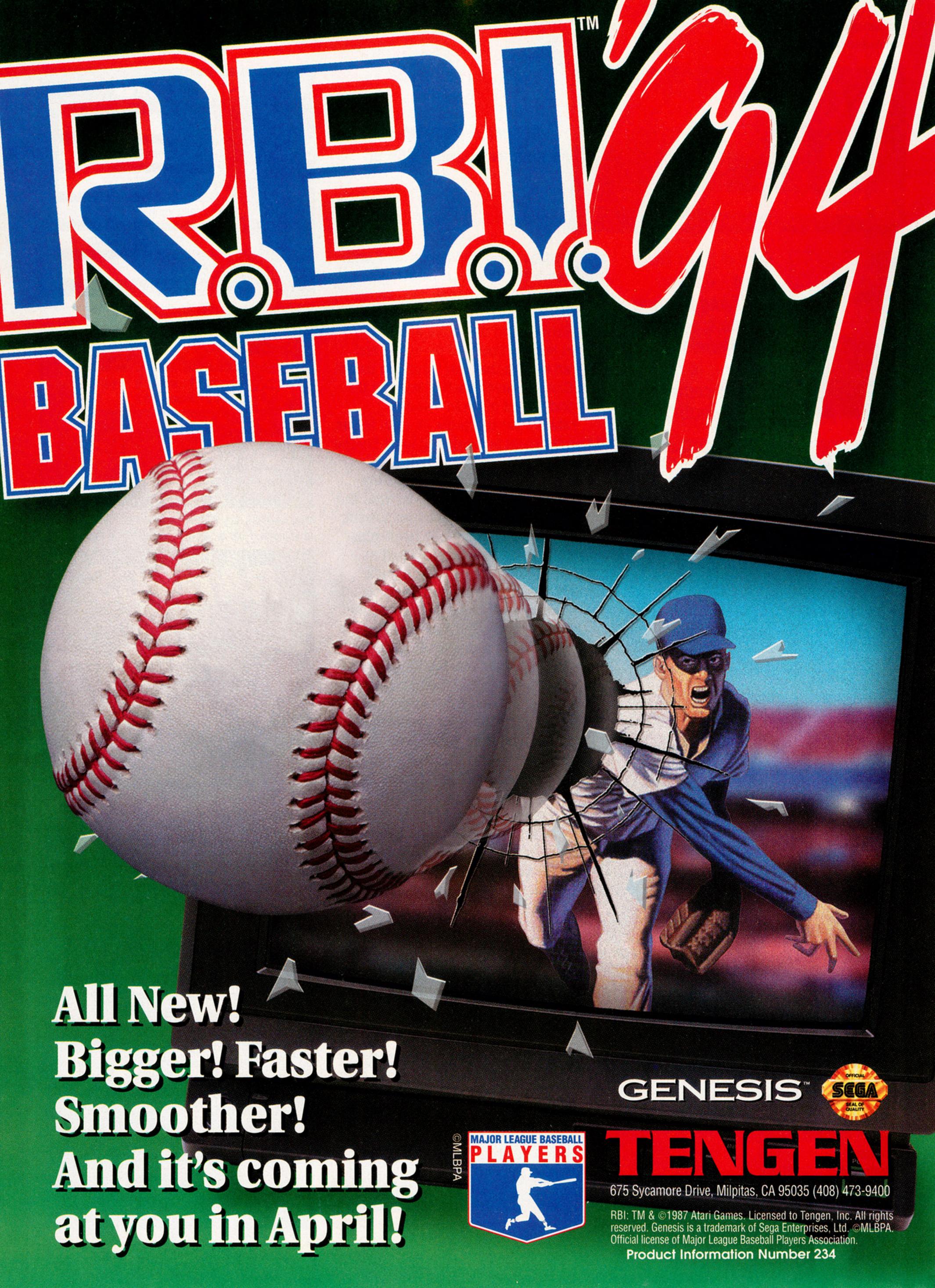
♠ It's simple for you to skip through the range of extra weapons, and the Super Scope is very accurate.

You point and shoot. Any questions?

REPLAY VALUE



It goes fast on Easy mode, but on
 Hard you're in for a real challenge!
 Physically, your arms eventually get tired of holding the Super Scope.



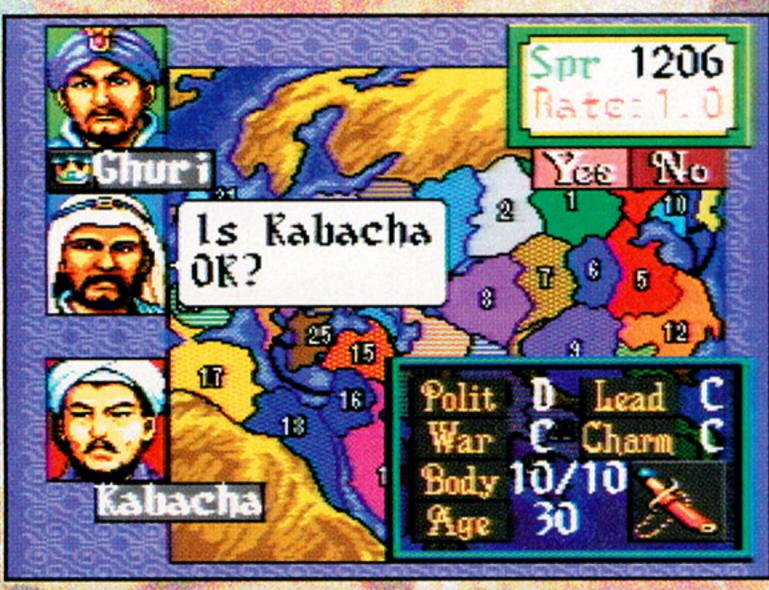


Publisher & Developer: Koei now available
 \$69.95

Take it from **Trent** Ward — if you don't like reading manuals, leave this alone. But strategists may think it conquers the competition.

1206 Person Market Info 21: Puniah

Most action takes place on the main map screen.



Watch your generals' strengths and weaknesses to determine where they can do the most good. Placing a great warlord in a diplomatic capacity isn't particularly helpful.

repare for battle! Koei's back with another entry in its long-running series of war games. In Genghis Khan II: Clan of the Gray Wolf, you begin your warmonging career as a young upstart in the steppes of Mongolia and forge an empire that can stand the test of time. Can you meet the challenge of the ages and earn a place in history?

Take on the computer or a pal in one of four different scenarios to unify Europe and Asia. Purchase troop types ranging from standard foot-soldiers to deadly artillery units, then get ready for war. But watch out! To keep his kingdom solvent, a successful emperor needs to exercise his economic and social skills just as often as military ones. If your population's not well fed and happy, you spend a lot of precious time quelling rebellions and military coups. Put some cash in the coffers by selling specialty items such as glass and silk, then use the funds to arm

> your horde and feed your population. Oh, and don't forget to be on the lookout for deception and betrayal from within your own ranks — don't trust anybody.

Genghis Khan II should keep strategy fans glued to their Genesis systems for many latenight games, but it's definitely not for the beginner. Even if your tactical skills are up to par, you still must wade through a 72page manual to learn the controls. But if you've got patience - and tons of time - then Genghis Khan II has exactly what you're looking for. GP

GENESIS info

GENRE

strategy

PLAYERS

1, or 2 competitive

LEVELS

DIFFICULTY

challenging

SAVE FEATURE one-slot battery backup

MEGS

8



Your advisors help you make decisions if you're unsure of yourself. Trust those with high political ratings.

RATINGS

GRAPHICS

The portraits of your generals and advisors are excellent, and the animation sequences are really good. The maps are often blurry.

MUSIC & SOUND FX

Oriental soundtrack stays fresh, and there are great clashing metal effects. But there aren't enough songs, and the effects are limited, too.

BELLS & WHISTLES

The two-player option and battery backup are both really nice. But fights may break out over domination of that single save slot.

CONTROL

Easy to get anywhere you need to go. It desperately needs to be mousecompatible, and the icons should be easier to understand.

REPLAY VALUE

With four different scenarios and your choice of country, you keep coming back. This doesn't give you anything over other Koei war games.

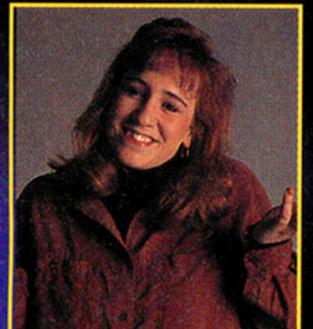
LET THE BATTLE BEGIN!

Position your armies on the main battle map, then go to the combat closeup to watch the conflict take place.





The Treasure of Sierra Madrock



A yabba-dabbadoo time? Well, maybe not. The modern Stone Age family has a rocky time, but Karie Ward

doesn't think the Bedrock boys have lost their touch ... yet.

red, Barney, and the other esteemed members of the **Loyal Order of Water Buf**faloes are attending a banquet at the lodge when the Grand Poobah suddenly announces his imminent retirement! But which lodge brother will inherit the noble title? The Grand Poobah has decided that the new leader shall be the member who is clever and skillful enough to uncover the famed Treasure of Sierra Madrock. And Fred is determined to be that guy!

Though it's a beginner-level cart, The Flintstones has all the elements of a good adventure game, and a few new surprises to boot. Progression through each stage is very much Mariostyle, with lots of bonus boards and special screens. You remain in each area until you determine what that level's goal is and successfully achieve it. Though a little more (OK, a lot more) variety in the challenges would be nice, The Flintstones is a fair enough game — it's just too easy for advanced players. GP



FRED: CAN YOU THINK OF ANYONE MORE QUALIFIED?

The Grand Poobah retiring?! Fred's got delusions of grandeur.



Avoid Wilma and Betty at all costs! If they catch you out-and-about, you're dragged right back where you started from!

Feeling lucky? You can visit the **Bedrock** amusement park if you've got enough clams, then gamble for goodies such



as restored health, extra lives, and bonus points.

Where do two mod- @ \$ action/adventure ern Stone Age guys go to settle a beef? To the coliseum, of course. All the stuff you really need to win is aequired here... if you defeat fellow lodge members.

Publisher & Developer: Taito • available April • \$59.99



You alternately control Fred and Barney, allowing you to split up and cover more ground!

SNES

RATINGS

GRAPHICS

Everything — especially the characters — looks just like the cartoon. More variety, please! Countless subscreens are all the same.

MUSIC & SOUND FX

♠ Each level has its own funky version of the classic theme song! Cool! Fred's wimpy squawk when he gets hit is an embarrassment to prehistoric men.

BELLS & WHISTLES

◆ You can collect money, buy goods, and "train" to increase strength and agility. Too bad you can't upgrade your hit points and belongings as well.

CONTROL

◆ There's a great new multi-jump ability I haven't seen in any other game! The Stone Age problem of sludgemotion when lots is happening on-screen.

REPLAY VALUE

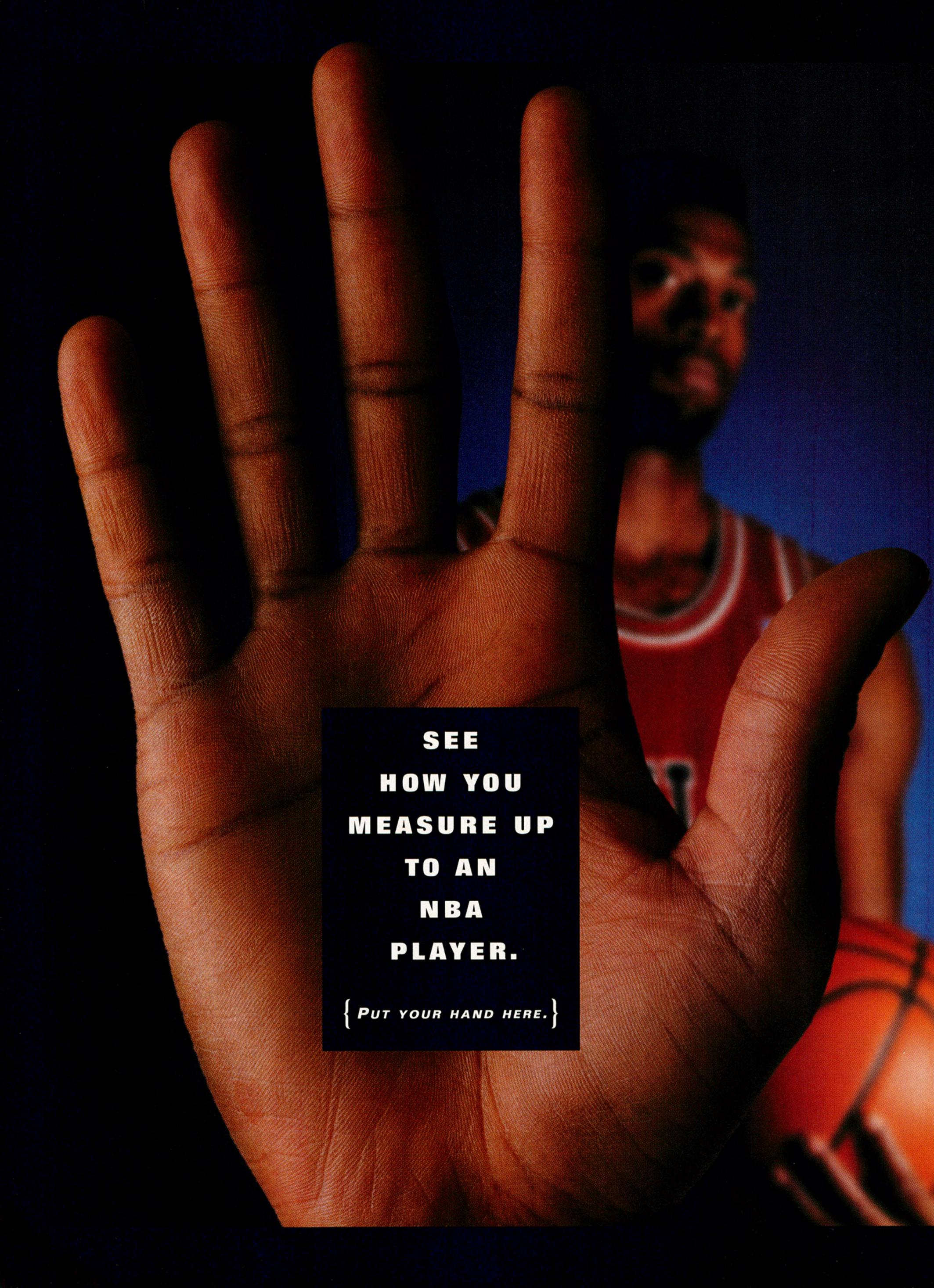
Storyline and stage-end "incentives" are interesting enough to keep you at it. Experienced gamers can beat The Flintstones in a day.

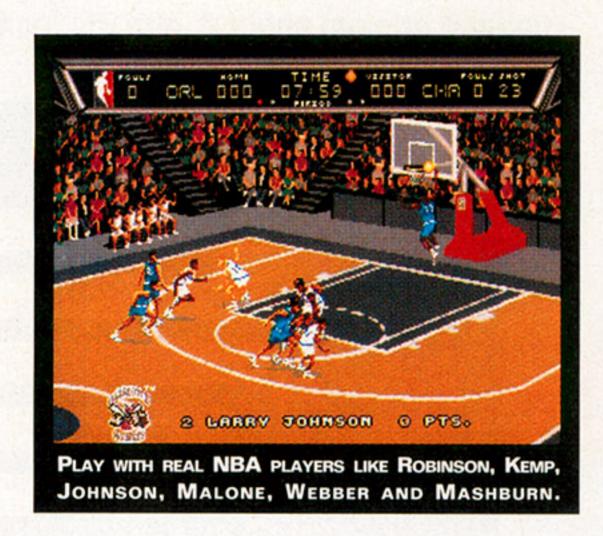
OVERALL

PLAYERS 1, or 2 alternating **LEVELS** DIFFICULTY easy to medium SAVE FEATURE password MEGS 8

info

GENRE





THIS IS THE HAND OF AN NBA PLAYER. THE REST OF HIM IS

JUST AS BIG. AND UNLESS YOU GROW TEN INCHES, DEVELOP

LIGHTNING-FAST REFLEXES AND A DEADLY JUMP SHOT, YOU

PROBABLY WON'T BE

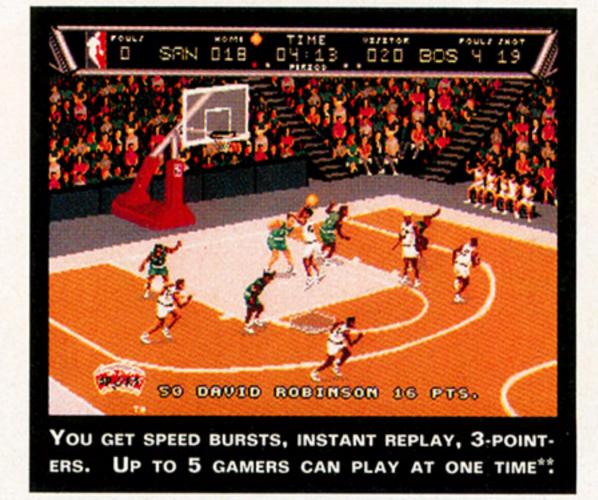
PLAYING WITH HIM

ANYTIME SOON. THAT'S WHERE NBA ACTION '94" FROM



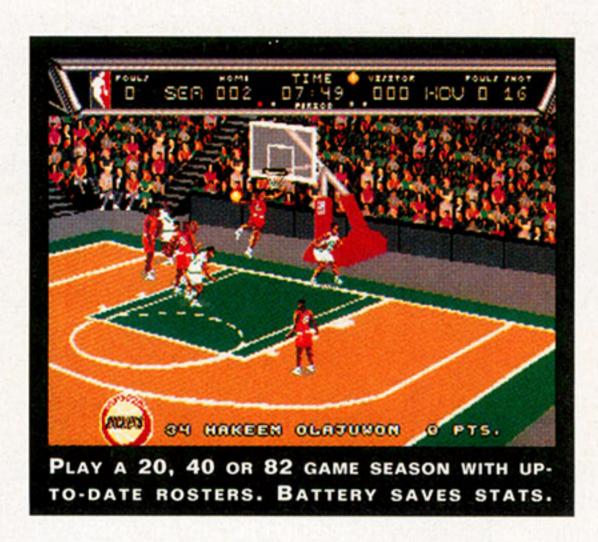
SEGA SPORTS COMES IN. THIS IS THE

MOST REALISTIC 16-BIT PRO BASKETBALL



GAME. WITH DIGITIZED PLAYERS THAT RUN, JUMP, PASS AND SHOOT JUST

LIKE THE REAL THING. AND UNLIKE SOME BASKETBALL GAMES, NBA ACTION HAS ALL 27 NBA



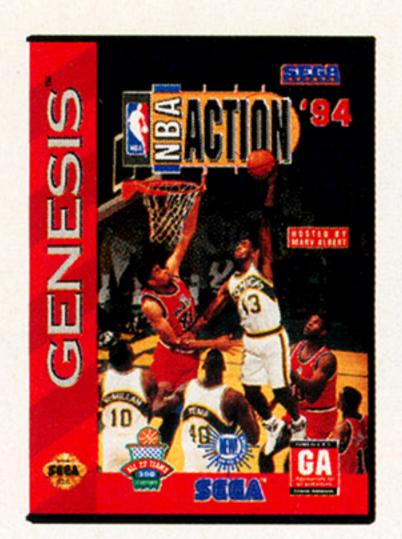
TEAMS AND STAR PLAYERS. THERE'S ALSO COLOR COMMENTARY

BY MARY ALBERT AND A HALL OF

FAME OPTION THAT LETS YOU

PLAY WITH 30 ALL-TIME GREATS.

SO GET NBA ACTION '94



FROM SEGA SPORTS AND EXPERIENCE NBA BASKETBALL.



WE SWEAT THE DETAILS."



Publisher: Sunsoft • Developer: Sunsoft of Japan • now available • \$59.99

ased on the Hanna-Barbara cartoon of the same name, The Pirates of Dark Water is centered around the struggle for control of the mysterious planet Mer. On one side, you've got the evil pirate, Lord Bloth. On the other, Octopon's royal family, which includes you, young Ren, heir to the throne. Since Mer is covered with patches of "dark water" that engulf anything in their path, the eventual winner of the conflict will be the one who manages to locate the Treasures of Rune, with

which the waters can be controlled.

panions loz and Tula to search for the treasures. Naturally, Lord Bloth has set his many minions to stop you. You also must avoid earthquakes, rock falls, fire pits, and any other gifts from Mother Nature.

You might think Pirates of Dark Water sounds action packed. But unfortunately, although the plot seems perfect for a video game, all you really get is another Streets of Rage-style fighting game with swords and TV-land characters. It's not bad, but there's nothing original about it, and it's really too easy to be much fun. GP

info

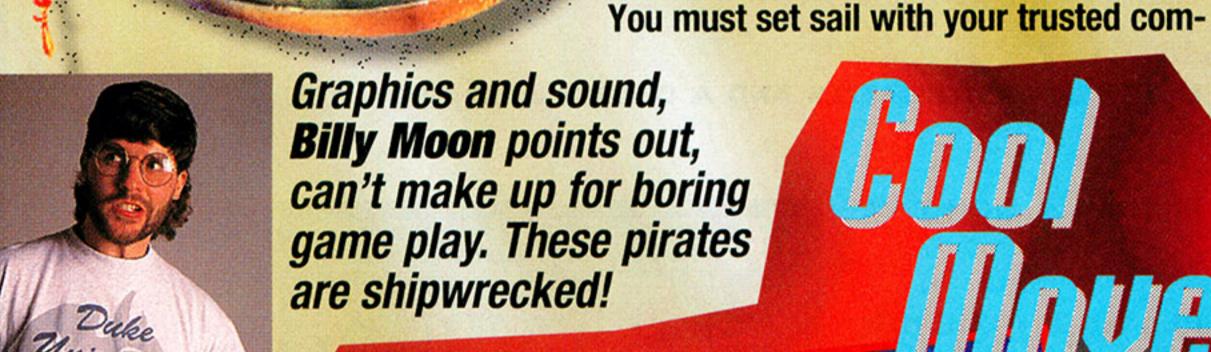
action

1, or 2

8

8

easy



G PIRATE

Press L or n " pick up enemies, and X to send them sprawling. Throw the fat guys to take the power out of a mob.

Press B, then Y for a jump-attack that knocks a whole slew of enemies off their feet.



Press the A button to implement a special attack that eliminates all nearby pirates. Use it only in emergencies, though — it really drains your energy.

Even standard attacks are fairly effective. A couple of overheads from the ol' sword does away with most opponents.



You can take out most bosses just by staying with them! Pick 'em up, throw 'em, bash 'em while they're down. If a boss is able to retreat across the screen, then you're in trouble.

RATINGS

GRAPHICS

SAVE FEATURE none

GENRE

PLAYERS

DIFFICULTY

LEVELS

MEGS

♠ Most character and background graphics are well rendered. Apart from color changes, you're looking at all the same guys all the time.

MUSIC & SOUND FX

As a whole, sound effects are pretty good for such a generic game. The music's too dominant, and it's sometimes repetitive.

BELLS & WHISTLES

Three characters from which to choose, and a couple of cool moves... ...keep Pirates of Darkwater from being totally worthless.

CONTROL

Those cool moves are easy to implement and fun to use. The power move (which depletes your energy) is a bit too easy to execute.

REPLAY VALUE

You'll finish the game in a snap. But there's no way you'll want to play this game ever again.

Hey kids!

Win Really Cool Prizes!

THE SOFTWARE TOOLWORKS

SWEEPSTAKES

There are really cool prizes for you in The Software Toolworks "Out Of This World Sweepstakes." Drawing is

scheduled on or about July 1, 1994. Entries must

be postmarked no later than May 31, 1994. So, enter to win now!





Complete Cynergy™ MPC™ CD-ROM computer system from Swan Technologies plus software (see rules) and a \$1,000 Shopping Spree! Total retail value \$3,300.







You must rescue Mario from the evil Bowser in a way cool geography adventure with all your favorite Mario Bros. characters! Available on NES®, Super NES®, Macintosh®, IBM® PC & Compatibles and IBM CD-ROM.

Travel through time and meet Cleopatra, Thomas Edison, Ben Franklin and more with Mario and the gang! Available on NES, Super NES and IBM PC & Compatibles.



One Schwinn High Plains adult mountain bike and one Schwinn "Z" bike for kids to 20 winners.



A Set of Microblade in-line skates from Rollerblade complete with protective gear pack to 20 winners.



One Flik Flak watch from the makers of Swatch to 100 lucky winners.



A. Rollerblade.

NO PURCHASE NECESSARY TO ENTER OR CLAIM A PRIZE. 1. HOW TO ENTER: Completely fill out the official entry blank (print only), or on a 3" x 5" card print your complete name and address telephone number and age, and the words "Out of This World Sweepstakes". P.O. Box 5939, Novato, CA 94948-5939. All entries must be postmarked no later than May 31, 1994 and received by June 30, 1994. Mechanically reproduced entries not eligible. All entries become the exclusive property of The Software Toolworks and will not be returned. Not responsible for printing errors on the entry blank or point of sale display, for incomplete, illegible entries or late, lost, mutilated, for postage due or misdirected mail. 2. JUDGING: Winners will be selected in a random drawing from all entries received on or about July 1, 1994 by Marden-Kane, Inc. an independent judging organization who reserves the exclusive right to interpret all conditions in regard to this promotion without claim for damage or recourse of any kind. By participating in the sweepstakes, entrants agree to be bound by the rules and the decision of the judges which shall be final. All prizes will be awarded. Odds of winning depend upon the number of entries received. Only one prize per person, family, organization or household. 3. NOTIFICATION: Winners will be notified by mail and will be required to sign an Affidavit of Eligibility; and Publicity/Liability Release which must be returned within 21 days from date of notification. If the winner is a minor, the affidavit must be signed by the parent or legal guardian. If the affidavit is not returned within this time period properly executed, or is returned from the post office as undeliverable, an alternative winner(s) will be selected. Winners grant permission to the use of their name, photograph/likeness for advertising and promotion for this and similar promotions without compensation. 4. PRIZES: Prizes and their approximate retail values are: (1) Grand Prize Cynergy™ MPC CD-ROM computer from Swan Technologies that includes 486D/40mhz, 4MB RAM, 2K Write-back and 128K external cache, 1.44 MB (3.5") and 1.2 MB (5.25" floppy drives) 260 MB hard disk, VESA Local Bus (1 MB video), mouse, CD-ROM drive (double-speed), sound card (16 bit), stereo speakers, microphone, 12 month on-site warranty, monitor included. Software includes MS-DOS® 6.0, MS Windows™ 3.1, MS Money, MS Productivity Pack, MS Entertainment Pack 4, PushButton™ Works and Software Toolworks CD-ROM products including The San Diego Zoo™ Presents The Animals! MPC®, The Software Toolworks® Presents Oceans Below MPC and World Atlas Version 4 MPC and (1) \$1,000 Toy Shopping Spree. Retail value of grand prize is \$3,300. First prize winners will receive one of 20 Schwinn High Plains adult mountain bikes (\$350 each) and one of 20 Schwinn "Z" bikes for kids (\$170). The second prize winners will receive one of twenty sets of Microblade* in-line skates from Rollerblade and protective safety pack (includes knee pads, elbow pads and wrist guards). Retail value is \$250 each. Third prize winners will receive one of 100 "Flik Flak" watches from the makers of Swatch (value \$25 each). Total value of all the prizes is \$21,000. Chances of winning are determined by the total number of valid entries received. 5. GENERAL CONDITIONS: Winners accepting prizes agree that all prizes are awarded on the condition that The Software Toolworks and their agents, representatives and employees will have no liability whatsoever for any injuries, losses, or damages of any kind resulting from acceptance, possession or use of the prizes. Winners further acknowledge that Software Toolworks has neither made nor is in any manner responsible or liable for any warranty, representation, guarantee expressed or implied, in fact or in law, relative to any prize, including but not limited to, its quality, mechanical condition or fitness. All taxes are the sole responsibility of the winners. No prize substitutions permitted except by sponsor due to unavailability, in which case a prize of equal or greater value will be awarded. Prizes are not transferable. 6. ELIGIBILITY: Sweepstakes open to all persons who are residents of the United States. Employees and their immediate family members of The Software Toolworks, Swan Technologies, Schwinn, Rollerblade, Swatch Watches, their divisions, subsidiaries, affiliates, advertising and promotion agencies, and any other persons or agencies involved with this promotion are not eligible. Void where prohibited by law and subject to applicable federal, state and local taxes and regulations. Not sponsored by Nintendo. 7. WINNERS LIST: For the names of the winners, available after July 30, 1994. send a self-addressed stamped envelope to The Software Toolworks Out of This World Sweepstakes Winners, 60 Leveroni Court, Novato, CA 94949.

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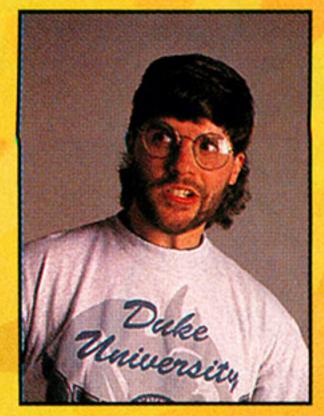
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Product Information Number 113

Publisher & Developer: Electronic Arts • available April • \$59.95



Kids! Billy Moon warns you not to try this at home. The sport, that is. You'll definitely want to give this totally cool game a try.

The game's "punk" feel extends to graffitifilled setup screens.



マント・マング 日本日本 マイン・マイン 日本 アン・マイ 日本

To hitch a ride, look in the rear-view mirror to watch for approaching cars, then edge toward the other lane while pressing the A button.



It's pretty satisfying to bash your fellow skitchers. Collect a crowbar as soon as possible to make this task both easy and fun.

Some of the ramp tricks are, well tricky. Screw up, and you're liable to go screaming head-first into the pavement.





Win races and perform cool tricks to get enough cash to upgrade your equipment. Be sure to use the spending money you already have wisely.

GENESIS info

GENRE racing

1, or 2 alternating or simult. **PLAYERS**

LEVELS 12 races plus bonus levels

DIFFICULTY medium

SAVE FEATURE password after each city

MEGS

16



You're given advice before each race - your life is easier if you heed these words of wisdom.

his game is a standard racing game with an ultra-cool twist - you're racing on in-line skates. EA has taken a game that could have been nothing more than a Paperboy or Rollerblade Racer rip-off and turned it into a rebel-

lious romp. Your goal is, of course, to beat the competition. But the best way to do that is to hitch a ride on car bumpers.

Grabbing the bumpers is easy enough, but trouble arises when you run into spikes, oil slicks, or — worst of all — a fellow skitcher wanting to share your ride. In that case, you can pound your opponent until he loses his balance, laying into

him with your fists, crowbars, iron pipes, and the like.

Parents may have problems with a game that glorifies a "sport" that's both dangerous and violent, but players are likely to enjoy a bit of skitchin' without having to risk life and limb. GP

RATINGS

GRAPHICS

◆ There are digitized photos between levels, and the characters look good. The scenery's weak, and there isn't enough variety in cars.

MUSIC & SOUND FX

You can choose tunes for each race, and car horns and "Yeah!" FX are good. There aren't enough effects, and that "Yeah!" thing is overused.

BELLS & WHISTLES

◆ Cool tricks, much violence. Whee! Let me emphasize that the "Yeah!" effect is overused.

CONTROL

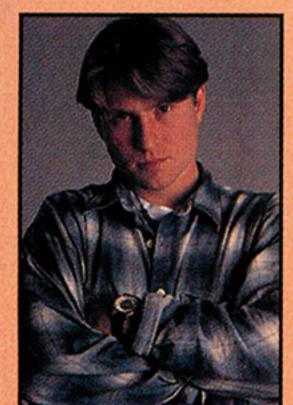
◆ Some tricks are easy to perform, others difficult — as it should be. The fights can be difficult to control, especially in a two-on-one situation.

REPLAY VALUE

A truly fun racing game, with trick jumps that keep it interesting after you've mastered the basics.

The action tends to repeat itself.

Publisher & Developer: Absolute • available May • \$27.95



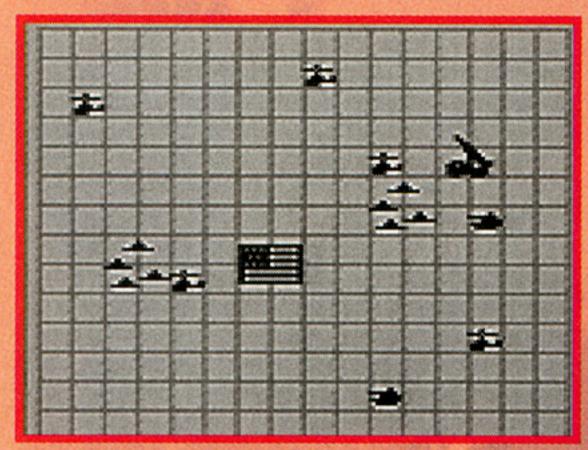
Jonathan Gagnon may not be Joe Military, but he thinks this actionfilled armored combat game can stand the heat in the trenches.

s an M1 commander of the Allied Armored Command, it's your job to

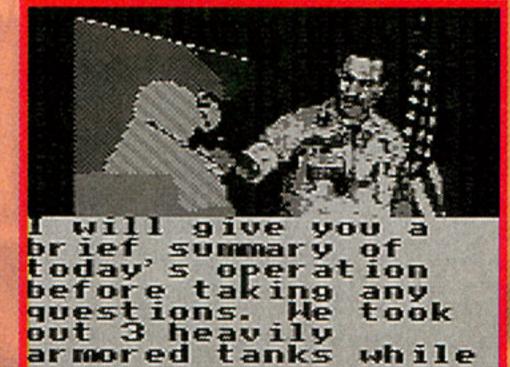
keep the peace — and also to be ready to retaliate against the enemy at any time. That time is now. An unknown aggressor has attacked one of your infantry units, and you must clear a path through hostile troops so the Allied forces can be assembled.

If you've ever had a thirst to prove your valor on the battlefield, this combat game should help quench it. Absolute has done a commendable job adapting its Super Battletank for Game Boy. What the game may lack in graphics is easily made up in overall strategy. Just as in the 16-bit versions, there are plenty

of Soviet-made T-72 tanks, helicopters, SCUD missiles, and anti-tank mines — not to mention your own arsenal of combative goodies. The radar screens, weapons, smoke screens, and SCUD missiles should keep any military fan extremely happy... and safely out of harm's way to boot. GP



You should eat, sleep, and dream about the long-range radar map. Use it to locate the enemy forces.



Study the

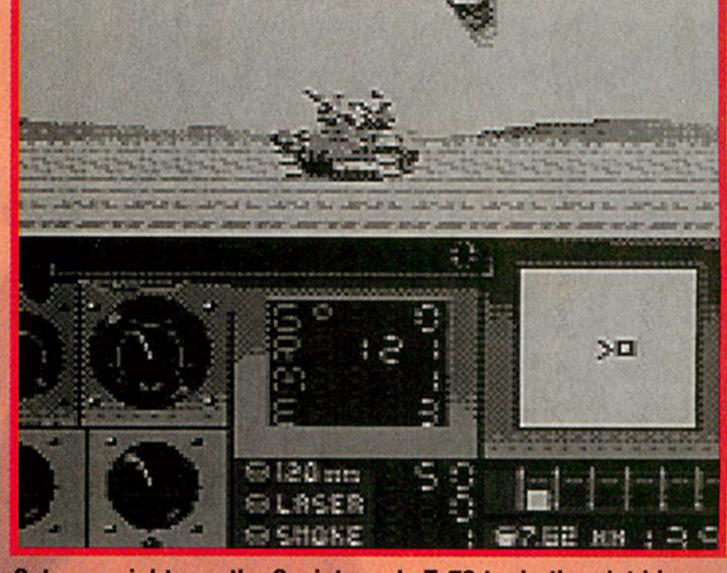
details of

your mis-

sion before

you start.

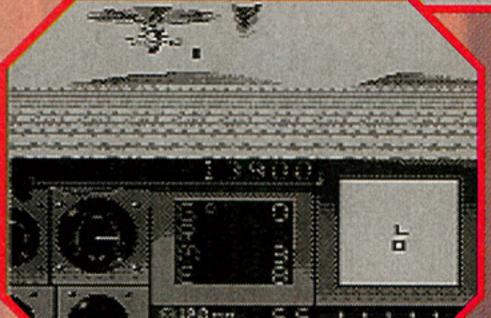
The congratulatory screen is nice, but it's exactly the same as the mission-failure screen with the exception of text changes.



Set your sights on the Soviet-made T-72 tank, then let him have it with your 120mm M-68E1 smooth-bore cannon.



MISSION 2: 2. 24. 91 1800 HOURS: 40 MILES NORTH OF AS SALMAN TERMINATE ENEMY TANK DIVISIONS, DESTROY SCUD LAUNCHER.



Helicopters are always fun to attack - just be sure to move out of their way if they nose-dive in your direction.

GENRE action

PLAYERS

LEVELS 10 missions

DIFFICULTY

medium

SAVE FEATURE none

MEGS

M1 A1 REARMED DAMAGE REPAIRED

Locate an Allied supply depot for repairs — but make sure you're badly damaged, since you can visit each location only once.

RATINGS

GRAPHICS

◆ Well-detailed screens are the highlight of the action sequences. The info-screen text is large enough

to be easily read.

MUSIC & SOUND FX

◆ The gung-ho music is serious and suspenseful.

A war game should have more sound effects than there are here.

BELLS & WHISTLES

Tons of different ammo, good tank specs, and lots o'stuff to blow away. All the military jargon might turn off some gamers.

CONTROL

◆ There's good overall response to every movement of your tank. You might have trouble getting used to the long-range radar.

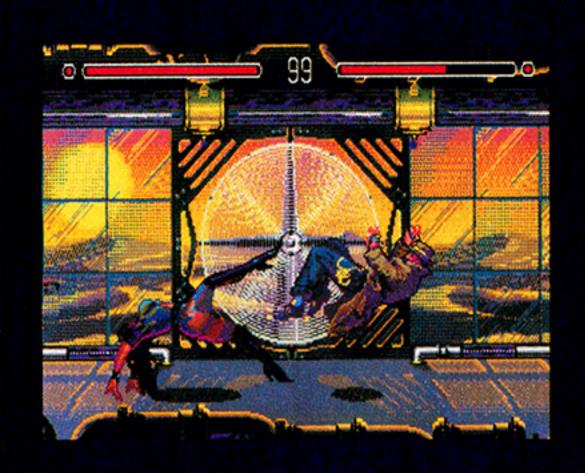
REPLAY VALUE

Strategy fans are going to stay with the campaign.

Play the same missions over and over and that desire eventually wears off.



Arena's Mortal Kombat®
Prepare yourself for a plunge into the pit as Johnny Cage delivers his patented, rib-shattering
Shadow
Kick.



Eternal Champions™
Use Shadow's Flying Step
to stomp on Larcen.





Streets of Rage 2[™]
Blaze flattens Galsia with her karate chop.



Electro Brain's Best of the Best Championship Karate™ Rearrange his brains when you hit this kick-boxing foe with a Round House.



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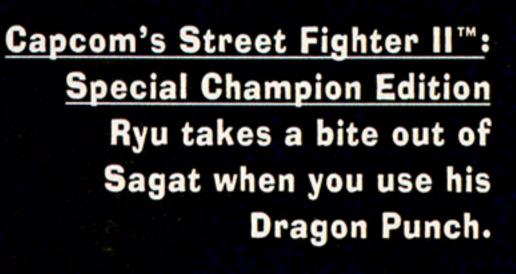
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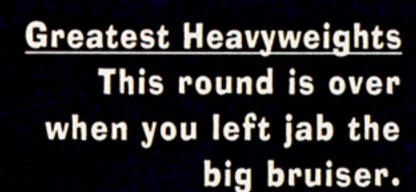
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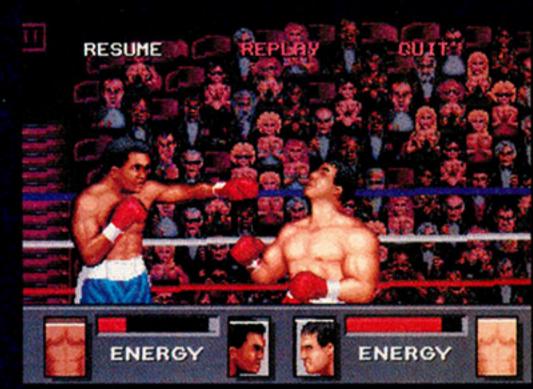
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T









actiVator

OF ACTIVATOR." THEN IT WILL HIT THEM.

FOR SEGA GENESIS™

figured it out. Your opponent You He's sitting over there moving his didn't. thumbs. You're in the middle of an infrared ring, punching and kicking. It'll hit him fast. You've got better moves because you're moving your whole body. He only uses two thumbs. With Eternal Champions, for example, you kick left and right and your character kicks left and right. When you punch back, your character punches back. The guy with the regular controller doesn't have a chance, unless you're completely out of shape. It's not exactly a fair fight, but who cares about being fair?

H 2 П П П П



means "simultaneously means "then press"

HP: high punch LP: low punch HK: high kick

LK: low kick

quarter-circle Toward: Down, quarter-circle Away: Down, Down/Toward, Toward

Down, Down, Down/Toward Down, Down, Down/Away half-circle Toward: Away/ half-circle Away: Toward/ Down/Away, Away

Pit Fatalities can be done only in the Pit II or Kombat Tomb stages.

BARAKA

Blue Flame: quarter-circle Away, HP Blade Swipe: Back + HP Blade Fury: 3 Back, LP

Fatality 2 (Lift on Blade): Back, Forward, P社 Fataffly: (hold Block) 4 Forward, HK Down, Forward, LP (stand close) (stand close)

Fatality 1 (Exploding Kiss): hold LK - 2

- release

Forward, Down, Forward –

Babality: 3 Forward, HK

Back-Breaker: hit Block in mid-air Grab: 2 Forward, LP

rapidly tap HP

Backhand: HP (close to opponent)

Double-Kick: HK twice (close to him) Fatality 1 (Decapitation): 4 Back, HP

Friendship: (hold Block) Up, 2. Forward, HK

Fatality 1 (Arm-Rip): tap Block 4 times, Quadro-Slam: throw opponent and Overhead Smash: HP (stand close) Energy Wave: half-circle Away, HK (close to jumping opponent)

LP (stand a step away)

stand across screen and guide hat Pit Fatality: 3 Forward, HP with joystick)

Friendship: 2 Back, 2 Forward, HK

Toward,

Flame (low): half-circle

opponent)

Drop-Kick: LK or HK (close to

JOHNNY CAGE

Babality: 2 Back, 2 Forward, HK

LIU KANG

Flame (high): half-circle Away, HP

Shadow-Uppercut: Back, Down,

Back, HP

Low Blow: LP + Block

Bicycle-Kick: hold LK 5 seconds, then release

Firehall (high): 2 Forward, HP (can be Double-Forearm: HP (stand close) Firehall (low); 2 Forward, LP done while jumping)

Forward,

Stomach-Punch: HP (stand close) Shadow-Klok: Back, Forward, LK

Fatality 1 (Mega-Uppercut): 2

Down, Up (stand close)

Fatality 2 (Torso-Rip): 2 Down

Pit Fatality: 3 Down, HK Friendship: 4 Down, HK

Forward, LP

Babality: 3 Back, HK

Fatality 1 (Cartwheel-Uppercut): rotate opponent (stand just out of Sweep joystick 360 degrees away from Plying-Kick: 2 Forward, HK

Babality: 2 Down, Forward, Back, LK Forward, 2 Back, HK (stand close) Fatality 2 (Dragon-Chomp): Down, Pit Fatality: Back, 2 Forward, LK Friendship: Forward, 3 Back, LK Kick range)

P (can do

Fan-Throw: 2 Forward, HP + L

while jumping)

Elbow-Smash: HP (stand close

Fan-Strike: Back + HP

Fan-Lift: 3 Back, HP

As Attack: half-circle Away, H

KITANA

Fatality 1 (Inhale): hold HK 2 seconds, then Sai-Throw hold HP for 2 sec., then release Elbow-Smash: HP (stand close) (can be done while jumping) MILEENA Marp-Kick: 2 Forward, LK release (stand close) Roll: 2 Back, Down, HK

tap Block

Fatality 2 (Fan-Decapitation):

LK (stand close)

3 times, HK (stand close) Pit Fatality: Forward, Down,

Friendship: 3 Down, Up, LK

Forward, HK

Babafity: 3 Down, LK

P锥 Fatallly: Forward, Down, Forward, LK Fatality 2 (Lift & Stab): Forward, Back, Forward, LP (stand close) Friendship: 3 Down, Up, HK

RAIDEN

Babality: 3 Down, HK

I inhthring Risch marter-circle toward I P Electric Shock; hold HP 4 seconds, then release (stand close)

Mid-Air Kick: Down + HK (must be done

Tolonoria Down IIn (fact)

in mid-air)

Hat Throw: Back, Forward, LP

Head-Butt: HP (stand close)

KUNG LAO

2 Rack HP (1 skull)

Flaming Skulls:

seconds, then release (stand close), Fatality 1 (Electrocution): hold LK 5 then tap Block + LK repeatedly Fatality 2 (Uppercut): 2 Forward, Back, HP

(those earlier than 2.0) may not jive

completely with this list. Check with the arcade manager to see what ver-

sion you're playing.

WARNING: Old versions of MKII

Midway R Manufacturing

Company. All rights

1994. Licensed from Mortal Kombat II r c

> Friendship: Down, Back, Forward, HK Pit Fatality: (hold Block) 3 Up, HP Babality: 2 Down, Up, HK

REPTILE

Fatality 1 (Torso-Slash): 2 Forward, Down, Invisibility: (hold Block) 2 Up, Down, HP Slide-Nick: Back + LP + Block + LK Energy Ball: 2 Back, HP + LP Backhand: HP (stand close) Acid-Spit 2 Forward, HP HK (stand close)

Fatality 2 (Eat Head): 2 Back, Down, LP P社 Fatality: Down, 2 Forward, Block (stand a jump's length away) Friendship: 2 Back, Down, LK Babaility: Down, 2 Back, LK

Sub-Zero — Forward, Down, Forward, HP

Fatality 1 (Mist): hold HK 2 seconds,

then release (stand just within

Sweep Kick range)

Mileena — hold HP 3 seconds, release

Liu Kang — Back, 2 Forward, Block

Kung Lao — Back, Down, Back, HK

Johnny Cage -2 Back, Down, LP

Kitana — tap Block 3 times

Jax — Down, Forward, Back, HK

Baraka —2 Down, LK

Morphs:

Reptile — (hold Block) Up, Down + HP

Scorpion — (hold Block) 2 Up

Raiden — Down, Back, Forward, LK

SCORPION

Backhand: HP (stand close)

Fatality 2 (Life-Drain): (hold Block) Up,

Friendship: 2 Back, Down, Back, HK

Pit Fatality: ????? Down, Up, LK

Babality: Back, Forward, Down, HK

SUB-ZERO

Fatality 1 (Fire Breath): (hold Block) 2 Up, HP (stand just out of Sweep Kick range) Fatality 2 (Slice & Dice): hold HP — Down, 3 Forward — release HP (stand close) Teleport Punch: quarter-circle away, PM Fatality: Down, 2 Forward, Block Wid-Air Throw: hit Block in mid-air HP (can be done while jumping) (close to jumping opponent) Leg-Grab: half-circle Away, LK Friendship: 2 Back, Down, HK Babality: Down, 2 Back, HK Harmoon: 2 Back, LP

Slide-Kick: Back + LP + Block + LK

Fatality 1 (Ice Grenade): hold LP -

ice Bolt: quarter-circle Toward, LP

tee Slick: quarter-circle Away, LK

Backhand: HP (stand close)

SHANG TSUNG

To freeze: 2 Forward, Down, HK (stand To then shatter: (move close) Forward just out of Sweep Kick range). Down, 2 Forward, HP Back, Down, Forward -(stand across screen) Fatality 2 (Cold Snap):

201 Eatality: Down 2 Forward Block

Babalities/Friendships-Don't use the punch buttons on the winning round or the moves won't work.

Head-Smash): hold LP -Babailty: (hold Block) Down, Up, Pit Fatality: 2 Up, Down, LK Friendship: 2 Down, 2 Up, LK Fatality 2 (Head-Smash): rorward — release LP Down, Up, LK

(stand just within Sweep Kick range) Fatality 2 (Hat Decapitation): hold LP rd, LK 2 Back, 2 Forward — release LP Fatality 1 (Hat Slice): 3 Forwa

Whirhwing: (hold Block) 2 Up, 🕊

Superman: 2 Back, Forward (can be done April Uppercut: HP (stand close) Teleport: Down, Up (fast) while jumping)

2 Back, 2 Forward, HP (3 skulls) 2 Back, Forward, HP (2 skulls)

Frankhip: 2 Back, Down, HK

4

Babailty: Down, 2 Back, HK

ΚEV

means "then press"

means "simultaneously press"

Def: Defend P: Punch K: Kick

Diagonal (for example, Down/Forward)

you've got an opponent near the edge of the ring, press into him/her with PUNCH: Throwing a punch makes your character lurch forward a bit. \$0 if

KICK: It's cool to see your opponent's head snap back, but don't get

get pushed backward when you block, so it doesn't do you much good **DEFEND:** This protects you from damaging attacks; however, you still

CHOUCHING

does when standing, but remember that now you ust like it **DEFEND:** Works

Instant Perlays

One of the coolest things about winning a round in Virtua Fighter is getting to see the instant replay. The camera swoops up, down, over, and around the action, making even the simplest victory look like a show-stopper. But in the heat of battle, maybe you just want to get back on the mat. No problem! Hit the **Start** button to skip the replay -

CHARACTERS

Attack fallen foe: Up + P while enemy is down

Roll away to get up: hold Back as you get up Sliding Low Kick: Hold Down/Forward + K

Roundhouse — tap K

hold Down + tap K Sweep -

 just don't expect your opponents to take it too well when you rob them of their victory pose!

STANDARD MOVES FOR ALL

Kick from a prone position:

Neck-Breaker: Back, Forward + P

nch Opponent on Ground: Flip-Kick: tap Back/Up + K From a standing position Backflip: tap Back/Up

Down/Forward + Def + P. P. Roundhouse Kick: Down Crescent Move; De

III: Def + P

Sweep: Down

Head-Grab: Forward, Down, Back + P b Opponent's Punch or Kick: Back + P

HOP-F

From a standing position

Dashing Clothesline: Forward, Forward + P

ing Shoulder-Tackle: Back, Forward + P

Kick from a prone position: tap K

only (if close)

Flip-Kick: tap Back/Up + K

From a standing position

SHRAH

Backflip: tap Back/Up

Leaping-Knee: Forward + K

Reverse Suplex: Def + P (from behind) Spin-Throw: Back, Down, Forward + P **Body Slam:** Forward + P Throws

Virtua Fighter is a trademark of Sega Enterprises Inc.

ex: Def + P

Hying Clothesline:Forward, Forward + P

selly-to-Belly Suplex: Def + P

ake Down: Def + P (from behind)

riple Kick: hold Down/Forward + K 3x

Low Side-Kick: Down, Def + K Leaping-Knee: Forward + K

Forso-Kick: tap Down + K

BASIC MOVES

a few quick punches to knock them off.

carried away — it's not very damaging.

if you're near the edge of the mat.

PUNCH: You don't move forward when you punch if you're crouching, but you won't be doing much damage, either.

KICK: It's still a weak attack, but it's better than the low punch.

- and a few standing ones, too. can be damaged by jumping attacks -

Roundhouse Kick: Down, Back + K Sweep Kick: Down, Def + K Side-Kick: Def + K

Fall-Away Slam: Back + P Arm Toss: Def + P While in close

Backward Roll: Forward, Down, Back

Forward Roll, Sweep: Back, Down,

Forward + K

Dashing-Elbow: Forward, Back + P

JEFFREY

Grab arm, knee, & shove: Down/Back,

Push over: Back + P

Forward + P

Grab arm & uppercut: Back, Down,

Back + P + K

Dashing-Palm: Down, Forward + P Jump-Kick: Forward, Forward + K

Elbow: Forward + P

While in close

From a standing position

PHIPP

Dashing-Elbow: Forward,

Forward + P

rom a standing positio

Dashing Low Punch: Forward,

Forward Roll, Jump-Kick: Forward,

Forward + all

Forward Roll: Back, Down, Forward

Leaping-Knee: Down, Forward + K

Flip-Kick: tap Back/Up + K

Elbow: Forward + P

Backflip Kick: Back, Back + K

Sweep Kick: Forward, Forward + K Roundhouse Kick: Down, Def + K

While in close

Take Down: P + Def (from behind) Push Over: Back, Forward + P Shoulder-Throw: P + Def Upward Kick: Back + P Trip: Forward + all

Grab & Throw: Back, Down, Forward + P

Fall-Away Slam: Def + P

Side-Kick: Down, Del 1.

p-Kick: tap Back/Up + K

Crescent-Kick: Def + Kick

Elbow: Forward + P

Backflip: tap Back/Up

rom a standing pos

Backfist: Back, P

ide Kick: Forward, Forward + K

Quick Kick: tap Down + K

Body Slam: Forward + P

Press Slam: Back, Back + P

From a standing position

Flying Clothesline: Forward, Forward + P

Power-Slam: P + Def

DDT: P + Def (from behind)

While in close

HPEF

Backflip: tap Back/Up

Back-Breaker: Def + P (from behind)

Quick Kick: tap Down + K, P

While in close

Knee: Forward + K

Forward + P

-rom a standing position Backflip: tap Back/Up Elbow: Forward + P Flip-Kick: tap Back

Karate-Ch

own/Forward

Jump on Enemy: Back, Forward + P Irip & Punch on Ground: Forward, Forward + P + K SEGA CD review

Publisher & Developer: Sega of America • now available • \$59.99

fter a very long wait (remember our CES coverage last August?) Jurassic Park finally arrives for Sega **CD.** The Genesis version was pure action, but the CD title is a more moderately paced graphic adventure. The premise

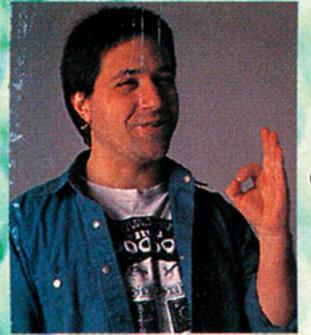
is interesting: There's no Dr. Grant, no kids, and (sigh) no Laura Dern. The game takes you "beyond the movie" — i.e., what happens after the initial killing spree when you're sent back to the park to recover dinosaur eggs for future study. Do we smell the plot of the movie's inevitable sequel here?

There's no denying that the game looks good. Some areas, such as the Visitor's Center, drainage pipes, and T-Rex complex are complete 3-D computer models. Genesis color still makes things pretty grainy, but you're treated to some amazing, sweeping pans as you look around and move through them. The game also uses Q-sound (a technique used in Madonna's *Erotica* album, among others) that makes sound effects and music seem to come from any direction — even behind you!

The game play in Jurassic Park is almost as awesome as the graphics and sound. The solutions to a few of the areas are just a lilitle obscure (honk the jeep's horn once and the Triceratops stomps you

> into a pulp. Why would you think to honk it three times?), but most graphic adventures have sticky spots, so it's no more than you'd expect.

My biggest complaint — and I've made it a lot over the last few months — is that Jurassic Park's kind of short. Once you get past an intricate stretch or two, it's over. In fact, the game runs on a timer, and you must be off the island by sundown! But for as long as it lasts, Jurassic Park is a pretty wild ride. GP



Isn't that park deserted by now? That's the point! Jeff Lundrigan takes a look at the latest dinoadventure.

SEGA CD info

GENRE graphic adventure

PLAYERS

not applicable

LEVELS

DIFFICULTY medium

SAVE FEATURE

save at the Visitor's Center

MEGS

not applicable



Do you dare to challenge the Raptor in her den? How about running through the legs of a T-Rex? Good luck!

FIFEDME TO SHAND SHAND

You've seen the movie. You've survived the other games. Now journey back to the island.



Oops! Your chopper crashed! Looks like you're on your own - just you and a couple of hundred hungry lizards!

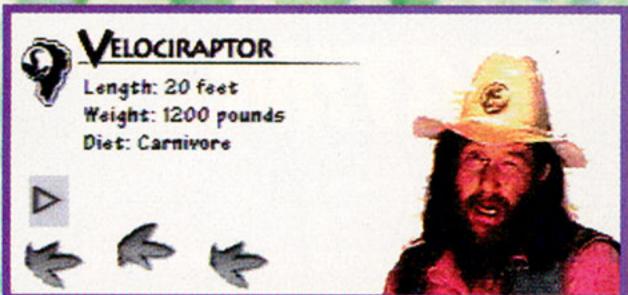
"Welcome, to Jur---" ...aw, forget it! You know where you are.



Each area of the park has a full 360-degree field of view. A quick look around the ol' T-Rex pen shows the movie has already happened.

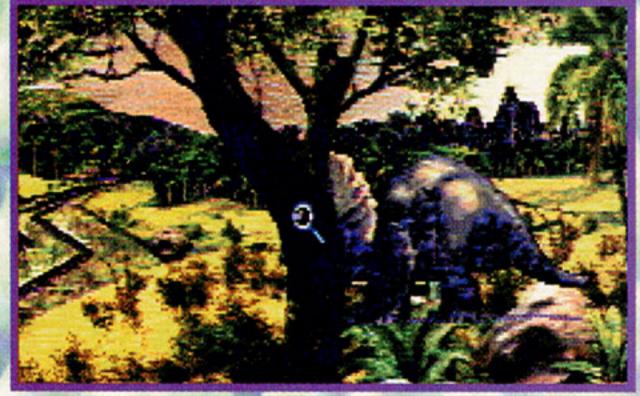






Psst! Hey, kid — wanna learn about dinosaurs? You can get vital information from Dr. Robert T. Bakker at kiosks throughout the park. Most of it's even true!





You can pick up tons of stuff - good luck finding some of it, however. A few spots take some patience on your part. For example, this tree can be examined only when the Triceratops moves out of the way.

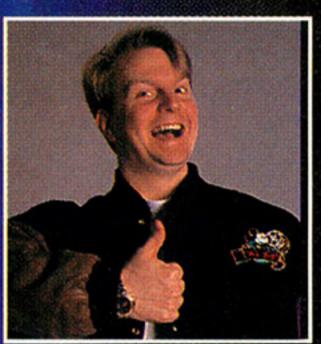


A SECOND OPINION

The Sega CD version of Jurassic Park is a far cry from the sucky Genesis version. I think Jeff was tough on the graphics — Sega put a lot of work into this title, and it shows. I've got more of a problem with the Q-sound, simply because most people can't get it to sound right in their own living rooms. And sure the game's short, but the game play's still there, and the puzzles really keep you busy. Plus that T-Rex

is lookin' mighty fine! I would have scored it slightly higher, but Jeff's pretty much right on the money.

- Vince



RATINGS

GRAPHICS

♠ Lush jungles, digitized video, and 3-D buildings — everything moves, baby! Grainy, pixilated images are still the hallmark of Sega CD.

MUSIC & SOUND FX

♠ Oh, the roar of the beasts! The thundering thunder lizards! The Q-sound! But the music isn't, shall we say, inspired, or even distinctive.

BELLS & WHISTLES

Tons o'coolness! Dino lessons from Dr. Robert T. Bakker, an evil egg-raider subplot, and a biiig T-Rex!

Some puzzles have dumb solutions.

CONTROL

The controls are responsive, and it's simple to select things. You must "trawl" the screen to find

the things you can pick up and activate.

REPLAY VALUE

The numerous, challenging puzzles keep you coming back.

The adventure is short; there aren't any extra plot twists to pull you back in.

Pub: Bullet-Proof • Dev: Manley & Assoc • available May •



Expecting another boring Tetrisclone, Karie Ward is surprised . and delighted — to find WildSnake sharper than a serpent's tooth!



eah, yeah — I know what you're thinking. Does the world really need another Tetris-style puzzle game? How many more falling blocks, bubbles, and beans can we endure? Well, if you think they're all the same, you need to think again — WildSnake gives puzzle fans a new twist (literally!) that's hard to resist!

Your main objective is, of course, to keep your pit as empty as possible. But this time, instead of seeing boring blocks or other ho-hum objects drop, you get yep, you guessed it — snakes slithering down your screen! When the head of a falling serpent touches any part of a settled snake of the same pattern, the settled snake is "eaten" and disappears. You can guide the dropping vipers, but you never know for sure just where, or in what position, they'll land! Every time a snake is eaten, the others wriggle into the empty space. Your whole screen changes each time those slippery serpents re-situate!

WildSnake looks good and sounds incredible, but its best quality is its versatility. When you can choose from so many different screens, grid setups, play modes, and levels of difficulty, it's never the same game twice. If you've ever been interested in a puzzle game, this one is sure to have you hooked! GP

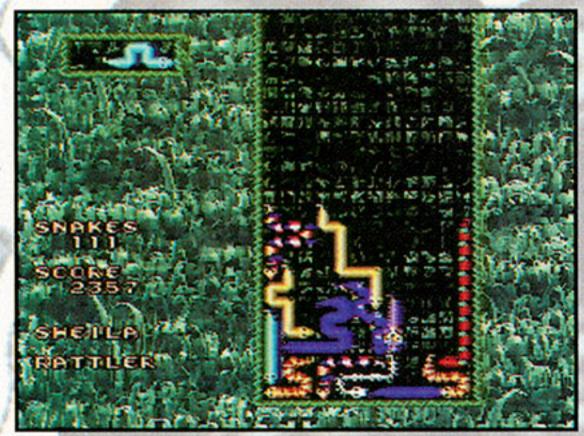




You start out as a nestling in a one-player game, then work your way up through the eight ranks to Cobra-dom.



There are also seven grid shapes from which to choose in addition to the standard rectangle. Warning: There's very little margin for error on these grids!



Remember this guy — you spend a lot of time praying to see him again. The purple eel eats every snake he touches, probably

just in time to save your game!

King Cobra mode pits you, the mongoose, against the big guy himself in a series of tricky challenges! With each win or loss, you see more of the animated fight sequence.

SNES info

GENRE

puzzle

PLAYERS

1, or 2 competitive

LEVELS

10 in King Cobra; 8 in others

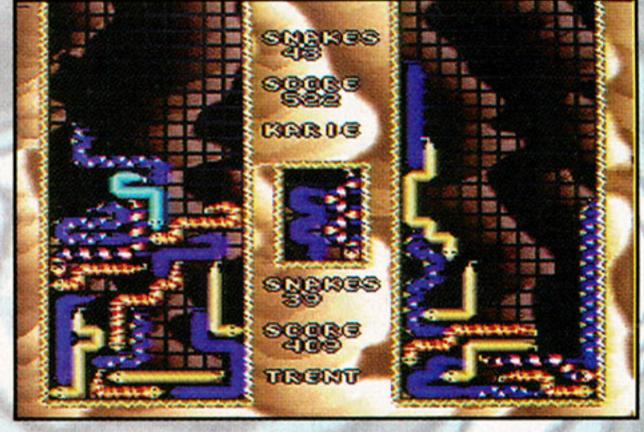
DIFFICULTY

adjustable

SAVE FEATURE none

8

MEGS



The desert background — complete with Egyptian "mood music" — is one of the four scenes available.

RATINGS

GRAPHICS

Background scenery is impressive, with plenty of color and detail. Some snakes match the backgrounds — and it's hard to track of them.

MUSIC & SOUND FX

♠ If watchin' that slitherin' doesn't give you the creeps, rattles and hisses will! The bird calls in some settings drives you (and your cats) nuts after a while.

BELLS & WHISTLES

The King Cobra mode lets you face the master's most difficult challenges... ...but without a save or continue, it's back to square one if you mess up.

CONTROL

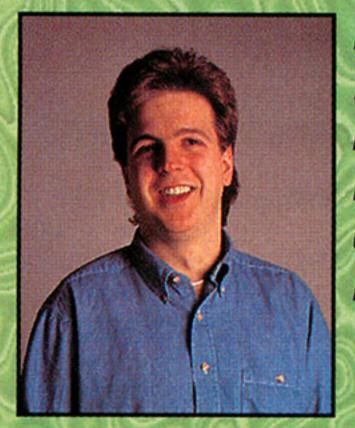
♠ No buttons needed — it's all D-pad. Snakes can't be dropped faster in King Cobra mode — timed challenges are nearly impossible.

REPLAY VALUE

With so many game types and skill levels, you'll never get sick of this game! Don't start playing unless you've got some time — it's hard to put down!

Of the three kingdoms I of the three kingdoms I of Destiny

Publisher & Developer: Koei • Available Now • \$74.95



It was love at first sight for Mike Foster.
But, of course, even love has its pitfalls.

ncient China has been ravaged for years by war and famine. Out of this chaos, one man must come—a ruler who can unite China and save its people. You hold the country's fate in your hands.

In this third Romance of the Three King-doms game, you can choose from

33 different rulers (each based on an actual characters) in six different scenarios. Guide your monarch-in-the-making to success by cultivating crops and training soldiers, thereby increasing his wealth and strength. And don't forget about defection, exile, rebellion, and loyalty — all factors in your reign.

Romance is a complicated game.

Any "action" lies in careful strategy and planning instead of fast-paced combat.

To be honest, the combat scenes are the worst part of the game. But if you view them as a means to an end, you'll find Romance one of the purest strategy games ever. Commit the time you need to get into it, then enjoy days of seemingly endless campaigning. GP





You're almost always victorious if you outnumber your enemies.

RATINGS

GRAPHICS

The portraits of the leaders look very good.
Unfortunately, combat doesn't.

MUSIC & SOUND FX

Authentic Chinese folk music.

Authentic Chinese folk music.

BELLS & WHISTLES

You can play in historical or fiction mode, and you can learn by watching the computer play itself.

No action or animated sequences.

CONTROL

Intricate menus help make your choices easy.

You have no real control of your army during war.

REPLAY VALUE

Because of its depth, it's never the same game twice.

Whether you want to delve into that depth, however, is a different story.

THE DANGERS OF ANCIENT CHINA

In this game of conquest, nature itself may be your enemy.



Locusts! Insectus numerus! They come to destroy your harvest.



Floods! They consume the land and break the will of the people.



Epidemics! Will the survivors be enough to man your army?

SNES info GENRE strategy PLAYERS 1-8 LEVELS not applicable DIFFICULTY medium SAVE FEATURE battery backup MEGS 12

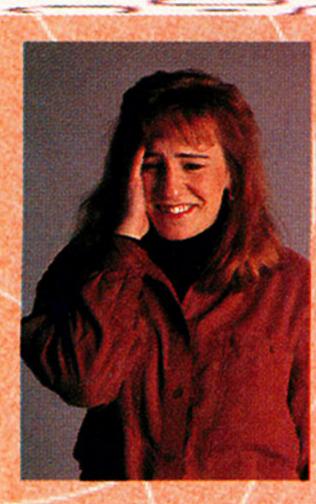
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Invest in cultivation and development during every game turn. A good harvest means more gold for your objectives.

Till Control of the Planet Prates

Good luck, George! Your family bids you a fond farewell as you embark on your planetpreserving journey.





Ruh-Roh, Rorge! Karie Ward thinks would-be superhero George Jetson should keep his day job. the nefarious SPREE (Space Pirates
Revelling in Evil Enterprises) try to create
a new paradise by sapping natural resources
from other worlds. And now these intergalactic
villains have set their sights on Earth!

Resident superhero Captain Zoom, rendered powerless by the bandits' neutron beam, seeks out (go figure) the one-and-only George Jetson for help. Armed with his Pneumo Osmatic Precipitator (that's cosmic code for

"vacuum cleaner"), our reluctant champion sets out to defeat the menacing miscreants and save the solar system.

Though *The Jetsons* has great graphics, there's little else to recommend it. Some of the traps seem entertaining at first, but the control is so unmanageable that you're soon ready to throw your whole SNES out the window. And even on its easiest setting, *The Jetsons* is much too difficult for the younger gamers it's targeting. If you're not easily frustrated, you may want to check it out, but if you've got the crazy idea that video games should be *enjoyable*, better leave this one on the shelf. **GP**

PLAYER 6 SC 20720 STAP 241 STA

Keep that power pack full by grabbing every food, energy, and specialty items you see. Hint: Bonuses are hidden everywhere — leave no stone unturned.

ARMED & READY



Your futuristic weapon of choice is the Pneumo Osmatic Precipitator, or the P.O.P. Use it to suck in the bad guys...

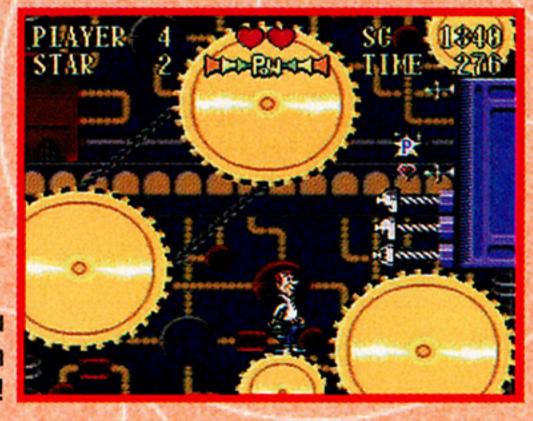
...and send 'em packing!





They may not look like space pirates, but don't scoff at these boisterous bosses. Foil their plans by staying on the move.

Watch it — you risk certain death with every step!



SNES info

GENRE action/adventure

PLAYERS 1

LEVELS 20

DIFFICULTY adjustable

SAVE FEATURE none

MEGS 8

RATINGS

GRAPHICS

Graphics are without a doubt the game's best feature — see for yourself.

Cartoony — of course! The characters look just like they do in the series.

MUSIC & SOUND FX

George's yelps are perfect, and the soundtrack changes with each stage.

Passible music. Rubber-band boinking for jumping. Yawn.

BELLS & WHISTLES

Fighting the bosses is great — they play as good as they look!

Too bad that the rest of the game isn't like this.

CONTROL

Options menu lets you change difficulty, add lives, and reassign buttons.

No amount of adjustment can improve the crummy game play.

REPLAY VALUE

You can easily spend hours and hours trying to get through this game.

But who really wants to?



The game begins with an incredible snazzy intro sequence, as you can see from these two pics.

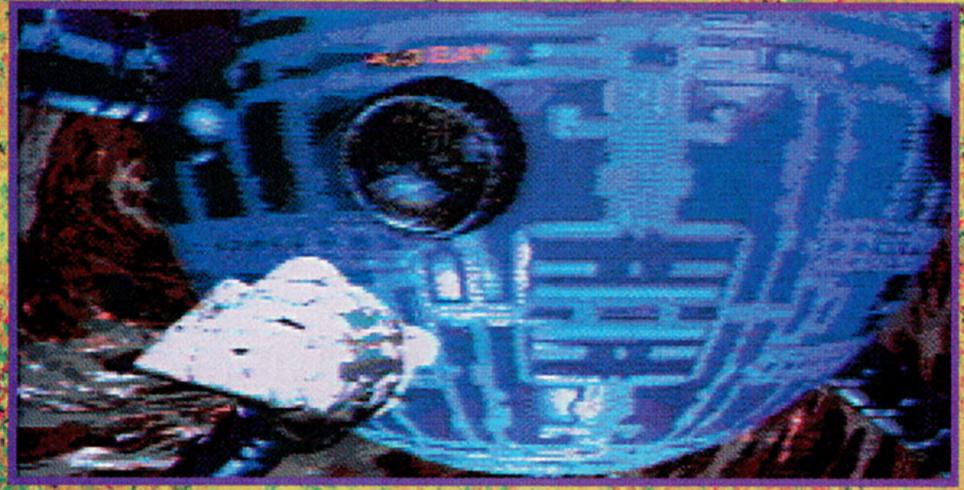
he most jaw-dropping intro sequence ever is the first thing you see in Microcosm: You watch two mega-corporations battle for control of a planet and see a dazzling combination of digitized video and 3-D animation. One of the companies, Axiom, has injected a miniaturized brain-control device into the president of its chief rival, Cybertech. Your job is to follow the device inside the president's body and destroy it.

Trouble is, once this sequence ends, the game turns out to be a not-so-hot shooter set in a tube — think of a cross between Sewer Shark and Silpheed. The blood vessels and other... um... bodily pathways look great, and the enemy crafts are interestingly designed, but everything fol-

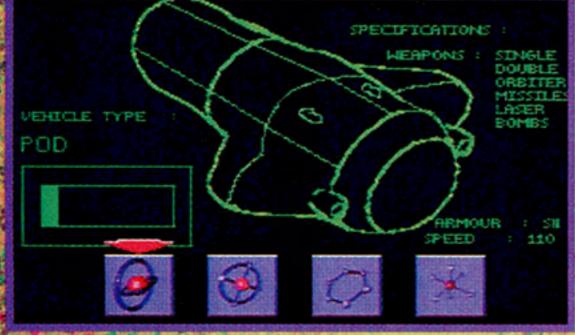
> lows preset paths, and your own ship gets in your way more often than not. **Even the passwords** are 3-D rendered molecules for cryin' out loud — they look nice, but good luck figuring out how to write them down! If you like your

games with "gee-whiz" good looks and don't mind so-so game play, Microcosm's worth your time. But the rest of us want something more — Microcosm looks absolutely amazing, but it ends up

absolutely nothing. GP One of the game's biggest problems is clear even from the password screen it looks nice, but try writing this down.



The 3-D animation continues throughout the game between stages, during stages, and when you (and the patient) die!



DACANIC SHOOTER





Once you're past the intros the rest of the game is a disappointing shooter set in a series of organic tubes.

info

GENRE

shooter

PLAYERS

LEVELS

medium

DIFFICULTY

SAVE FEATURE passwords at each level

MEGS

not applicable



Jeff Lundrigan stopped yawning long enough to tell us that the best intro sequence of the year leads into one of the most ho-hum shooters ever.

RATINGS

GRAPHICS

Amazing 3-D designs, and the animations between stages are breathtaking. Why didn't they spend some of that energy on game play?

MUSIC & SOUND FX

◆ The music is quite good. The sound effects are less than exciting, and even the music gets old after you're been playing for a while.

BELLS & WHISTLES

But there's nothing else extra.

Incredible animations are scattered through the game.

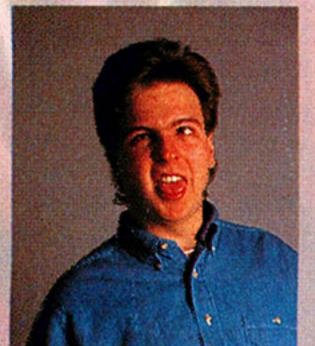
CONTROL

Well, you can move your ship around. But the ships vary in speed and maneuverability, and you can't spot enemy ships around them.

REPLAY VALUE

It's difficult enough to take you more than an afternoon to finish. But it's not that tough, and there are only five stages.

Publisher & Developer: Capcom • available April • \$45.95



Mike Foster's a sucker for anything with a sword or some sorcery, but even he didn't enjoy this dragon king.



You discover treasure chests on your way - hit them with your sword to get any of five gems. Here's the fire gem — if you don't hit it quickly, it fades away.



To avoid the long-range attack most bosses use, get in as close as possible — even if it means standing directly beside them.

on, had ravaged the land of Malus for more than 100 years when, in desperation, the wizard Guindon cast a spell that put the dragon to sleep for a year. His hope was that a warrior would be able to kill the dragon before it awoke stronger than ever. Although several knights attempted the quest, none were ever heard from again. Now it's your turn.

If you remember Golden Axe, Capcom's latest game is going to seem familiar. King of Dragons has the same basic game play and the same option to use magic, although you don't have to collect magic — it's taken directly from your health meter so you have to use it sparingly. That's part of the strategy of the game. The rest comes from choosing the character that best fits your style of play. You can be a fighter, cleric, elf, wiz-

info

action/adventure

Well, this quest ildiss, a mighty red dragadventure isn't going to keep you awake at night. ard, or dwarf. The elf and wizard, for example, are good long-range warriors,

but they can't beat the speed and strength of the fighter or the power of the dwarf.

It's not too hard to reach the great Gildiss, but he turns out to be a formidable opponent. Unfortunately, the rest of King of Dragons isn't as good. Capcom isn't known for its quest-adventures, and it looks like the company still needs a little practice before releasing Wizardry V later this spring. GP

RATINGS

GRAPHICS



◆ The graphics are clean, with good use of color.

They're a little cartoony for such a gritty-themed game.

MUSIC & SOUND FX

♠ The music complements the game without being overbearing.

There's maybe one sound effect in the whole game.

BELLS & WHISTLES

◆ You gotta love those cool orbs that turn your opponents into frogs.

And you've gotta wish there were more hidden surprises or treasures.

CONTROL



Characters are quick to respond. You get that moving-through-syrup feeling when too many things are onscreen at once.

REPLAY VALUE



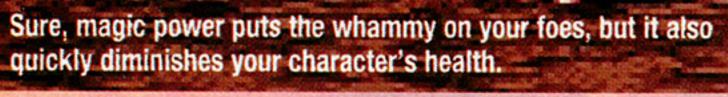
You can try all five characters to discover their strengths and weaknesses... ...but the game play doesn't change no matter which character you use.



SNES

GENRE







In a two-player game, pick characters that compliment each other like the fighter and elf one fights at close range and the other fights from afar.

Dwa2

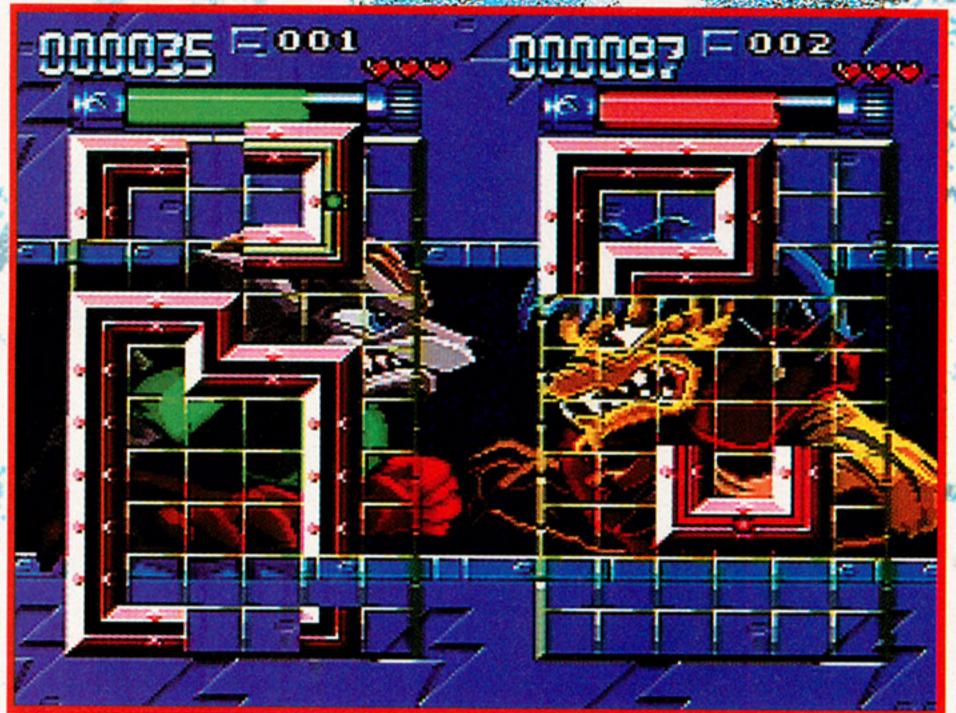
You occasionally earn new weapons

- usually by beating a boss - and

these make you stronger.



Some treasure chests contain traps. Escape this blue cocoon by wiggling your directional pad and quickly pressing the buttons.



In the two-player competitive mode, you try to complete the best loop while your buddy constructs his or her own out of the same pieces.

Sometimes the Pieces Just Fit

Four play modes! Gotta love it! Gotta play it!



Now you see them, now you don't. In the brainteaser, you must put pieces back where you originally saw them in a completed loop.

GENRE

PLAYERS

LEVELS

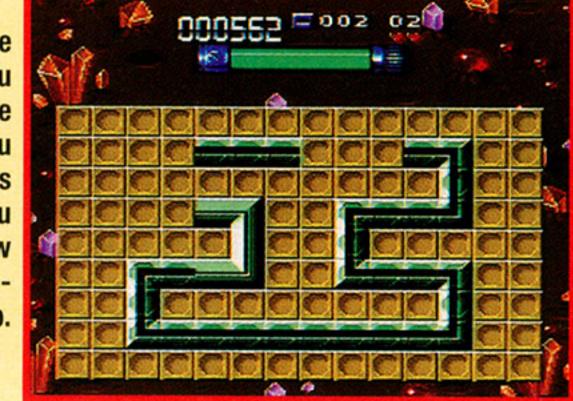
MEGS

DIFFICULTY

The standard game is a no-frills version of the same.

SAVE FEATURE password

arcade game gives you great graphics and a roaring soundtrack, too.



It's a crazy new fast-paced puzzle game that left Patrick McGee feeling loopy — but in a good sort of way. Curve your hand around this hyper-fast frenzy of puzzle-mania.

Il right — puzzle maniacs who have been craving something different at last have their wishes fulfilled. Super Loopz

is a fast-on-its-feet puzzler packed with four different styles of game play. First released in 1990 for Game Boy (by Mindscape), this SNES version adds strong graphics and a solid soundtrack to what's still essentially a simple teaser.

You try to form the most complex loop you can on a rectangular grid from a variety of straight edges and corners. Since the final

shape of your loop doesn't matter, strate-

gy comes into play as you try to connect pieces you've already dropped into position. And challenge comes into play as you try to beat the time limit you have to complete each loop.

If you're fingers are itchin' for some fast-and-furious puzzle action, Super Loopz is right around the corner — and it'll drive you round the bend! GP

info

1, or 2 cooperative or Vs.

9 (with 4 play modes)

puzzle

medium

RATINGS

GRAPHICS

The puzzle pieces are big and clear, making your job easier to see.

The background in the arcade mode can distract you from the task at hand.

MUSIC & SOUND FX

♠ Your timer chimes as it runs low so you can keep your eyes on the action. Not a wide variety of music, but it's paced to keep up with the action.

BELLS & WHISTLES

♠ Four styles of game play, and you can change the limit on the timer.

You must make too much progress to get a password.

CONTROL

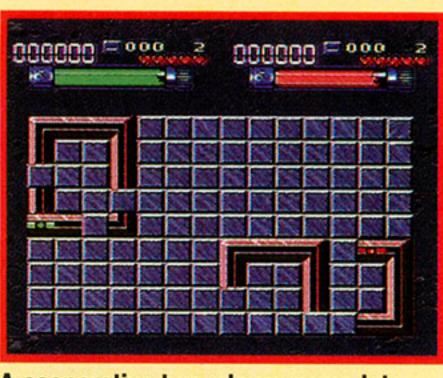
One button rotates the pieces, the other locks them in.

You can't cheat by pausing to study the board — the screen clears if you do.

REPLAY VALUE

♦ With all the play options, you'll want to keep at it.

Your personal life might suffer.



A cooperative two-player game lets a duo work together to complete a super-loop. Of course, you can sabotage the action....



WINUTA WARRIORS



This game may be old by coin-op standards, but Doug Brumley finds that there's still fight left in it for action fans.

anglar has taken over a peaceful country and is using his evil forces to spread terror and brainwash the population. Fortunately, a group of underground revolutionaries, led by Mulk, has a plan in the works — three androids capable of smashing Banglar's army and overthrowing the tyrant. But before tests could be completed on the mechanical soldiers, Banglar launched an attack to crush the rebellion. The freedom fighters had no choice but to send in the untested androids and hope for the best.

It's your job to pick one of these androids — each of which has distinctly different attacks and abilities — and fight your way to Banglar. Of course, eight levels full of soldiers, robots, and bosses (just to name a few) stand in your way.

Most left-to-right fighting games can get old, especially when they make you feel as if you're not getting anywhere because you're fighting the same enemies over and over. But *The Ninja Warriors* avoids this problem with a steady progression of various and increasingly difficult foes. And the stages are just long enough for you to feel like you've accomplished something, yet just short enough to keep you from getting bored. **GP**

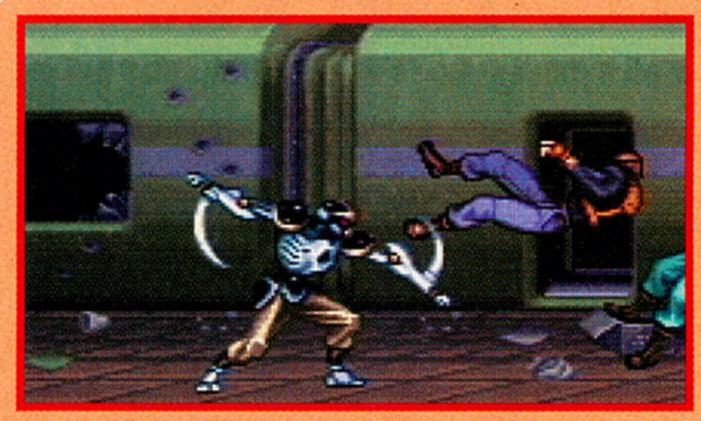
Publisher & Developer: Taito • available April • \$69.99

"Jeopardy!" won't be calling these guys!
Often your computer foes walk right into obstacles (such as these spinning propeller blades), taking damage and making your job a little bit easier.





Pick up heavy items such as motorcycles and computer consoles to throw at attackers. The items usually explode after two tosses, with metal boxes revealing an energy power-up.



Kamaltachi's arm blades are sharper than a Ginsu and make short work of anyone in his way. His spinning-blade attack and front kick allow him to put down several henchmen easily.



ER THE WARR

They may be untested, but they can sure clean house. Each of the

three fighters has a different style, so give each one a try.

Ninta is a big lug (over 1,500 lbs.), but his jet-pack makes him quite agile. He tosses around most opponents like rag dolls, and his lengthy nunchucks wipe out foes at long range, too.

Kunoichi, the smallest of the trio, is extremely quick and lithe. While her main attacks employ her daggers and sword, her running body-block has enemies wondering what hit them.



SNES info

action

GENRE

PLAYERS

LEVELS

DIFFICULTY

SAVE FEATURE none

MEGS

12

adjustable, but challenging

Your trio has exploding special attacks that damage all on-screen enemies. Charge the blast fully to use it, but if you're knocked down before it charges, the power meter drops back to zero.

RATINGS

GRAPHICS

♠ Large, well-animated characters make this game graphically impressive. ♠ There's no noticeable slowdown, even when the screen is full of bad guys.

MUSIC & SOUND FX

A smooth soundtrack provides a nice backdrop for the action.

Sound effects risk falling into the "stock fighting game" category.

BELLS & WHISTLES

You can choose from three characters, with different appearances and attacks. What happened to the two-player mode that made the arcade version fun?

CONTROL

♠ You've a variety of accurate throws, attacks, and jumps at your fingertips. The characters won't crouch while you're fighting an opponent.

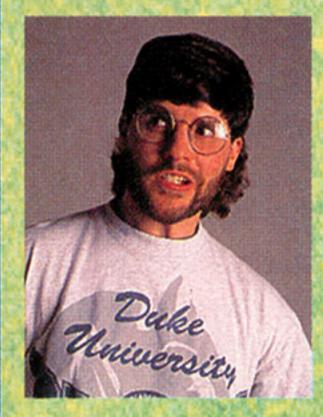
REPLAY VALUE

The three different characters and diverse attacks add variety to later playthroughs in the game.

But none of the action ever changes.

OVERALL

Pub: Acclaim • Dev: Software Creations • now available • \$27.95

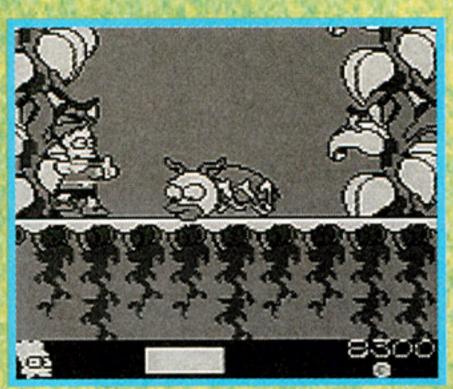


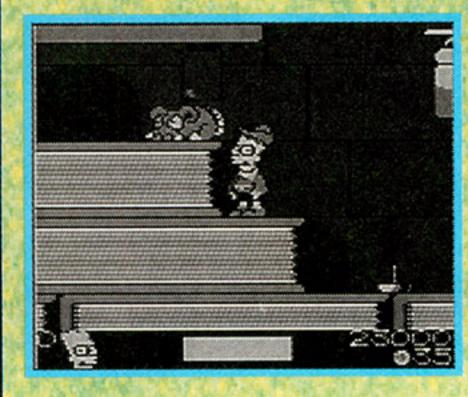
Good graphics and sound, says Billy Moon, are the only highlight in this dull Simpsons adventure. Don't trade the family cow for it.

art & the Beanstalk places our favorite dysfunctional TV family in the middle of a Ren & Stimpy-esque fairy tale. When Bart heads to town to trade the Simpsons' cow for doughnuts, he meets Monty the Miser. Bart refuses the old geezer's offer to trade the cow for magic beans... until Monty throws in a slingshot. Back in the bosom of his family, **Bart finds Homer's not as enthusiastic** about his deal — yeah, yeah, you know how it goes. The next morning there's a giant beanstalk in their yard.

It may sound promising, but the designers of this cart took a standard storyline, plastered the Simpsons faces on boring characters, then threw in some of the show's running jokes. The most annoying thing is that the game's not even acceptable on a Game Boy level. Levels are tedious, the control is weak, and there's no continue feature. The game's only possible audience consists of young simpletons, and the designers made it too frustrating for that crowd. Argh!! GP

To defeat the **Honer Hornet** boss, move toward him, wait for him to descend, then whack him with your slingshot. Jump to defeat his divebomb attack.

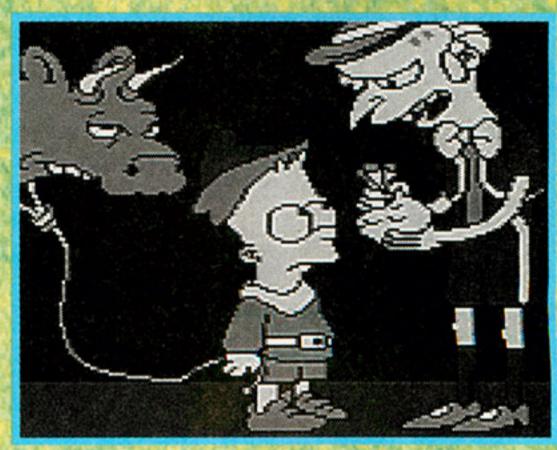




The Bart-sized mice in the giant's castle think you're intruding on the turf. Look for a slingshot powerup, then take them out with one shot.

info

GENRE action **PLAYERS LEVELS** 6 DIFFICULTY medium SAVE FEATURE none **MEGS**



This cool intro pic gives you no warning of the horrible things that are to come.

RATINGS

GRAPHICS

◆ The biggest redeeming feature is that the characters are well rendered. But the people and backgrounds tend to meld together.

MUSIC & SOUND FX

♠ Most tunes are more interesting than average Game Boy fare. The effects aren't exciting, and the music can get repetitive.

BELLS & WHISTLES

♠ Well, Bart can get new ammunition for his slingshot... ...but that's about it.

CONTROL

♠ It's not bad — most of the time. The exceptions are painful — Bart walks on ice and accidentally jumps to his death.

REPLAY VALUE

♠ At first, you say to yourself "Man, this is pretty fun!" You realize all too soon that you're

very, very wrong.



Pinball wizard **Vince Matthews** takes a trip back the good ol' days when arcade players had balls of silver.

inball probably ranks up there with baseball and mall-cruising as a nationally recognized pastime. But video games stole most of pinball's thunder in the last few years, and a lot of old uprights are now gathering dust at the local arcades. But gaming might finally be coming full circle — players are rediscovering the steel marble, aided in part by video icons ranging from Sonic to Kirby. You can see what we mean by

checking out the new titles we've reviewed over these four pages.

Boldly Go to the Arcade

But the arcades are fighting back. To try to revive interest in those flagging arcade machines, the next generation of pinball machines has just hit arcades.

Almost overnight, Williams' Star Trek: The Next Generation has become a top-earner, largely due to the impressive **CD-quality** sound bites that have been taken from cast regulars; seven distinct missions represented as different tables; confrontations against Romulans, Ferengi, and Cardassians; and its unique targets — which include a Borg ship. Trekkies and hard-core pinball enthusiasts alike are warping to Star Trek's authentic silver-ball action.

While the Next Generation machine is relying on CD sound as its main attraction, Bram Stoker's Dracula manages to get movie footage into standard pinball fare. Using Williams' Dot-Mation technique, the movie footage runs in a video screen on the "headboard." Additionally, the film's score and special custom

> speech from Gary Oldman spice up the action.

So check out your local arcade



Super Pinballi Behind the Mask

Publisher: American Technos • Developer: Meldac • available April • \$59.95

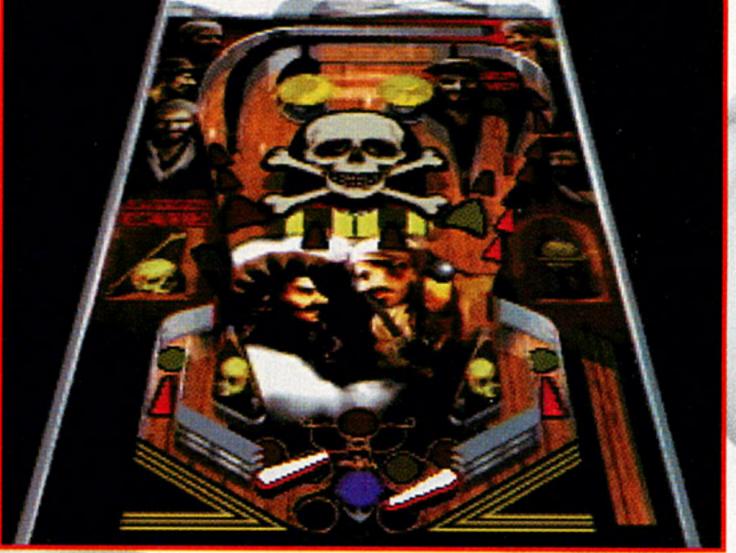
hen Meldac creates a pinball sim, it goes straight to the source — three real pinball machines were copied for this fantastic SNES game. But that's not even its best feature: The entire playing field is always displayed. No scrolling! No disap-

pearing balls! No unseen obstacles! Wu-hoo! The table graphics are bold and bright, there are authentic pinball drop targets and multi-balls, the music is great, and you can configure your controls. In short, it's the most faithful translation of actual pinball you've seen!

GP RATING: 89%



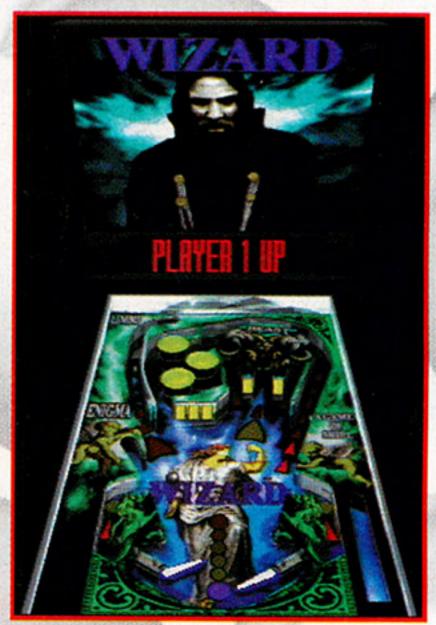
Super Pinball — With mystery bonuses and multiballs, it plays like the real thing.



There's great music — and a pirate theme - in the **Blackbeard** & Iron Men table, plus a skull that looks like it has visited Disney World. Check out those mouse ears!



The Jolly Joker table, with its funhouse theme, is the easiest.



The Wizard table has the best graphics of the three.

CHECK YOUR CLOSET

Hey you! Yeah, you the one belly-aching about your finances. OK, so you can't afford any of these titles yet. What about the pinball games you already own, or that can be found in bargain bins at toy stores and rental joints. Go dig into your closet. Dig deep. Look under 1987's gym suit and that moldy peanut-butter sandwich. There's probably some classic pinball action just waiting for you. Remember these titles?

Crue Ball

Electronic Arts for Genesis
This one's only a year old, so
it should be the easiest to
find. And Beavis and Butthead fans take note: Its
soundtrack is by Motley
Crue. That's the biggest thing
in its favor, though.

Devil's Crush

Tengen for Genesis
The sequel to the
TurboGrafx-16's Alien Crush
is... uh... demon-filled pinball
at its finest. Screeching creatures roam the table — you
don't play in this game, you
attack! Fantastic graphics,
tons of bonus levels, and

Dragon's Fury

even more monsters.

Tengen for Genesis

Not as good as *Devil's Crush*,
but still a good game dominated by great graphics and

— you guessed it — demons and monsters running around, exploding when you smash 'em with a pinball.

Pinball

Nintendo of America for NES
All the springs, bumpers, and
flippers of a real pinball
machine. Lots of fun bonus
rounds, animated obstacles,
and even Mario making a
guest appearance. Solid fun.

Pinball Quest

Jaleco for NES

By trying to be both a pinball game and a quest adventure, it falls short of both goals. But it's an interesting experiment that lets you rescue a princess with a pinball on six playing fields.

Revenge of the Gator
HAL America for Game Boy
Not a monster movie, but a

four-screen pinball game with three bonus rounds. There are lots of good extras here — you can make stoppers appear, flippers disappear, reverse players' scores, and lots more.

Rock 'n' Ball NTVIC for NES

This one's actually seven games in one. There's old-fashioned pinball, three flipper-battle games, two sports games (hockey and soccer), and a nineball game that's like bingo. Cool!



Crue Ball

Kirby's Pimball

Publisher: Nintendo of America • **Developer:** HAL America • now available • \$29.95

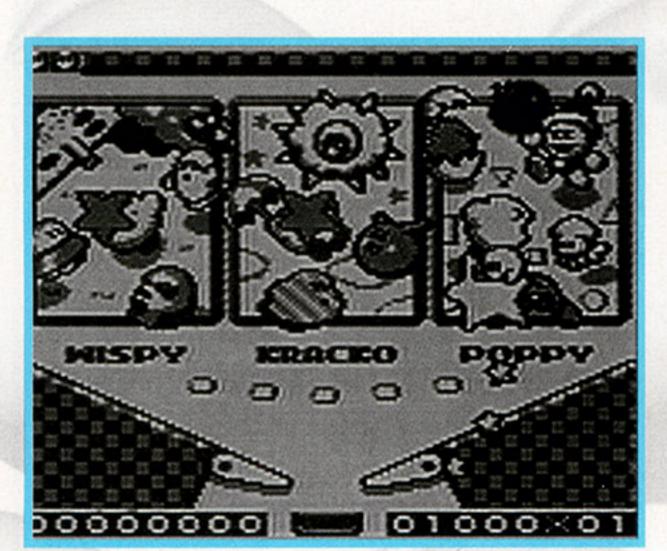
o refresh your memory if you've forgotten my review back in February, I like Kirby!

Aside from the fact that Nintendo runs all its characters into the ground (not that Sega doesn't), this game's really good. The animations are done to perfection and recognizable even on the tiny Game Boy screen.

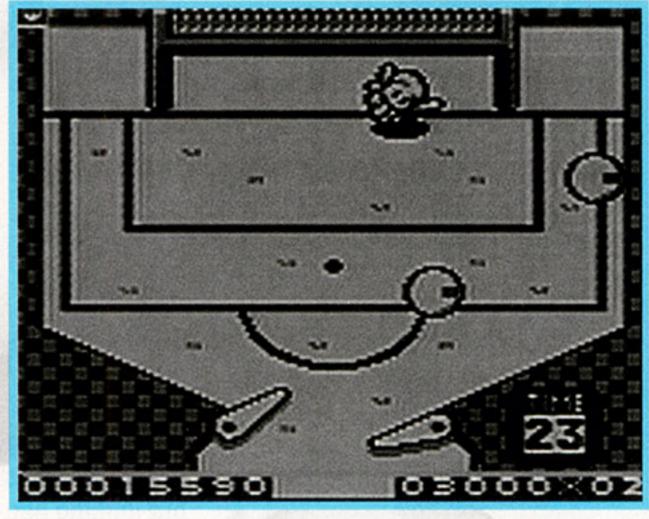
Bonus stages highlight the game and add variety, plus a wacky plot keeps the whole thing tied together.

The game's only setback is that the scrolling of the playing field is jerky—it's easy to lose Kirby among the targets. But *Kirby's* still well worth a look.

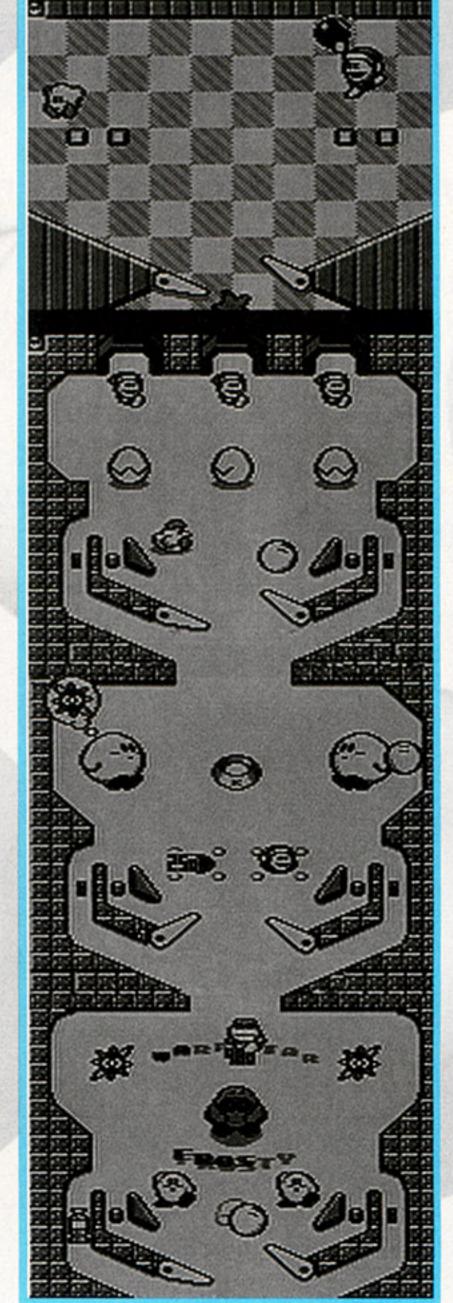
GP RATING: 88%



Kirby can choose from three flipper-flappin' tables.



Bonus games add a great touch for the Kirbster.



Kirby's
Pinball Land
— Sure he's
cute, but
how about
some new
characters
to spice up
the action?

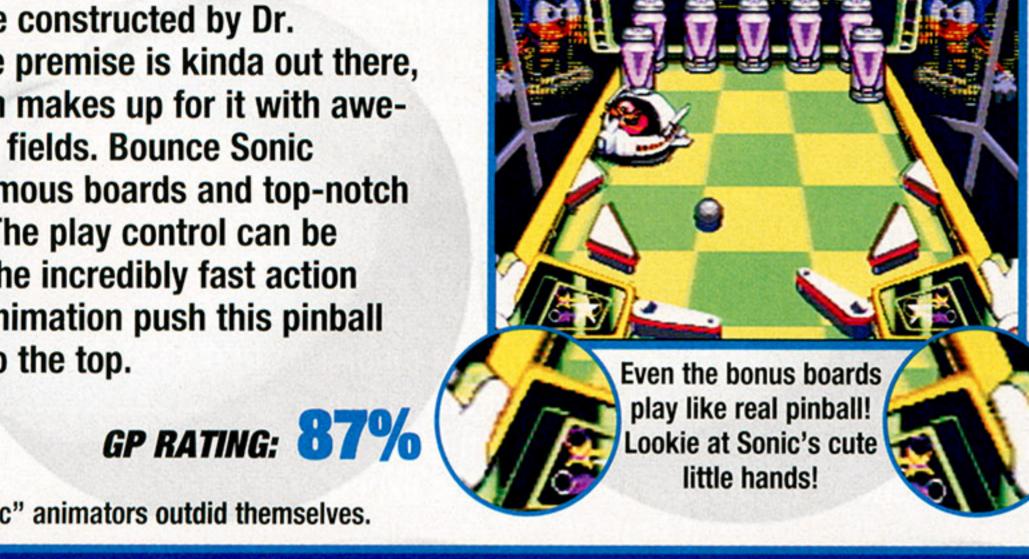
Sonic Spinball

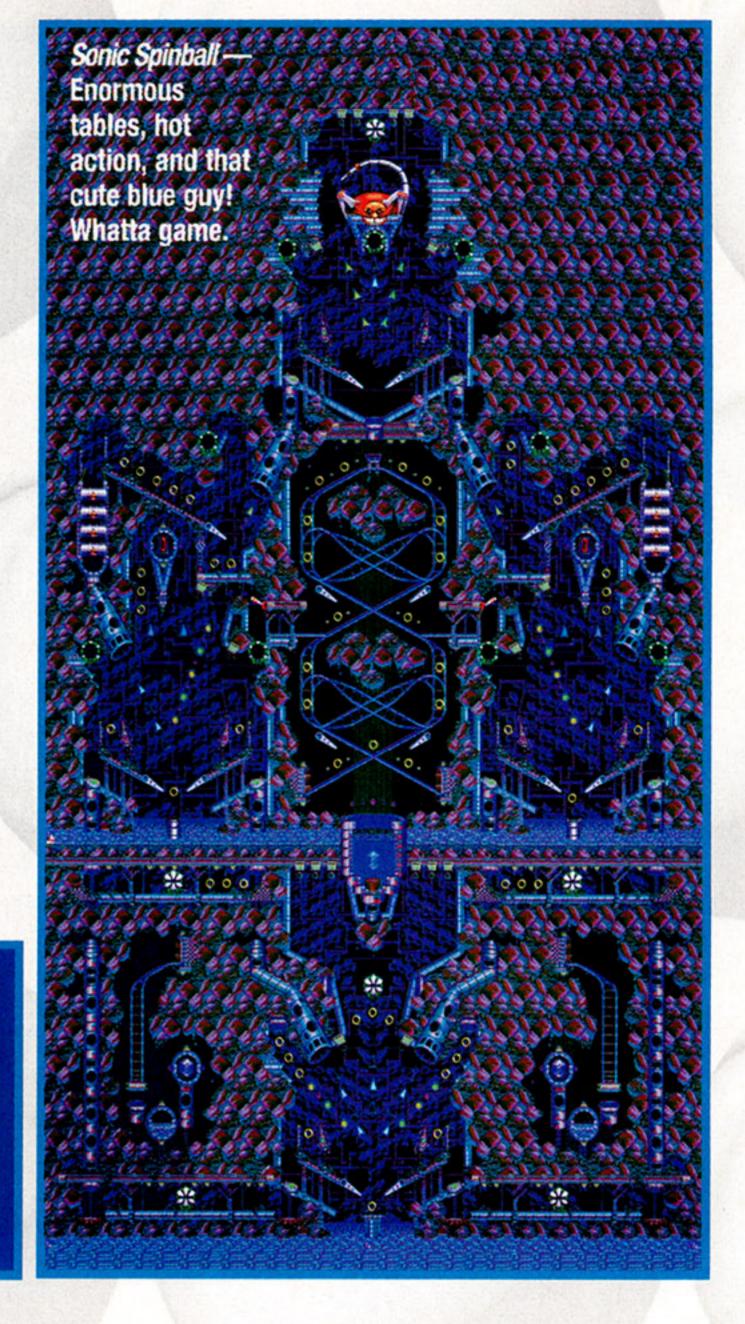
Publisher & Developer: Sega of America • now available • \$54.95

he hedgehog is back, saving the world through a giant pinball machine constructed by Dr. Robotnik. The premise is kinda out there, but the action makes up for it with awesome playing fields. Bounce Sonic through enormous boards and top-notch sub-games. The play control can be uneven, but the incredibly fast action and terrific animation push this pinball game close to the top.

Sega's "Son-eriffic" animators outdid themselves.









Publisher & Developer: Tengen • now available • \$54.95

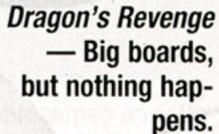
engen's most recent follow-up to Devil's Crush unfortunately doesn't measure up to earlier versions (see sidebar on page 73). OK, sure it still looks good, but the flipper controls and shot angles are rough around the edges, and even the graphics aren't up to the

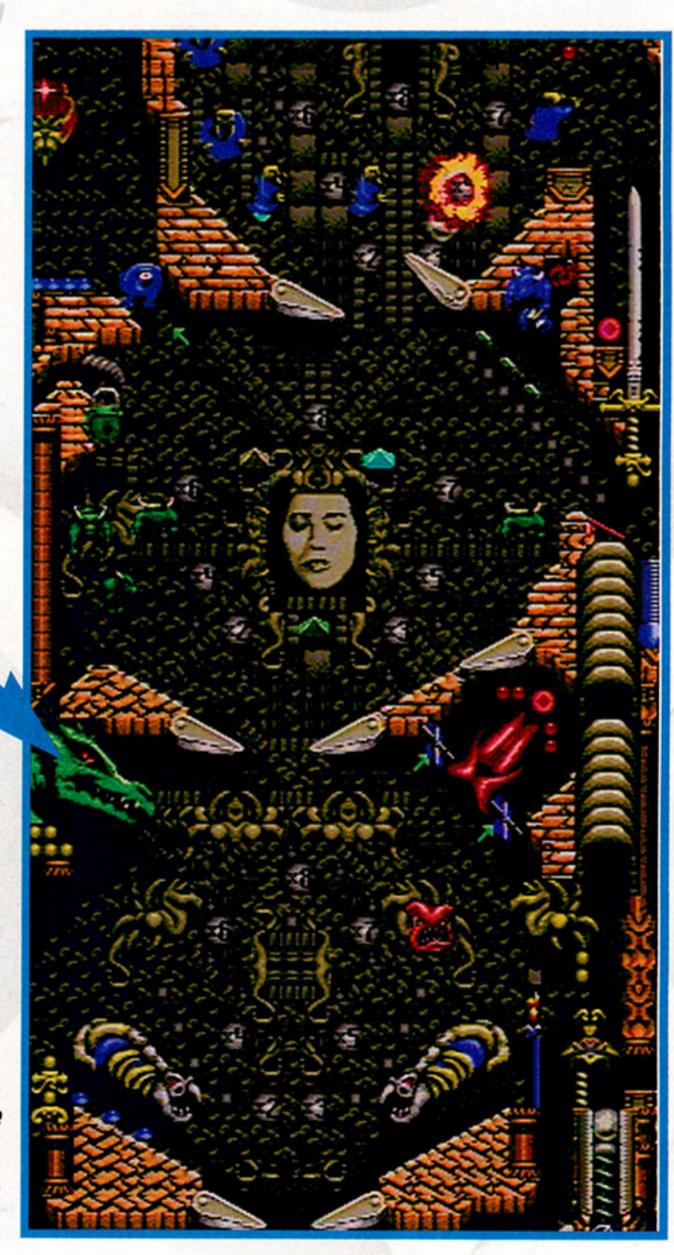
earlier games. The game does feature a few voice bits, but they're pretty weak, as well. In fact, the only reason I mention them at all is because there's nothing else nice to say about it.

GP RATING: 46%



Access the scantily clad bonus stages from this dragon. They're a highlight of the game, but they still can't save the game's poor play.





Pinball Dreams

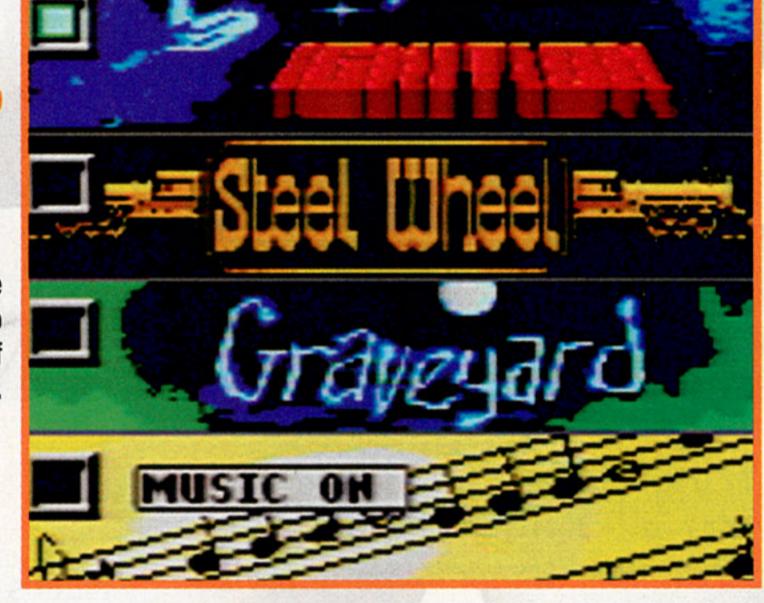
Publisher & Developer: 21st Century • available April • \$39.95

he conversion of this PC game is really poor, which is a shame because it was a classic on the PC. Most of the Game Gear tables are badly designed, the shot angles are erratic, and the flipper control is sticky. In other words, players don't feel as "connected" to the machine as they should. Sure, you can play on three different tables, but the graphics are really boring in each of them, and the themes they've been given aren't carried out in targets or backgrounds, either. In its favor, though, *Pinball Dreams* isn't plagued by the scrolling problems that hurt Kirby, and the

drop targets resemble real pinball targets.

GP RATING: 55%

You've got three tables from which to choose — but all of them are bad.





Pinball Dreams — Here's the entire Ignition table. Because scrolling hides half the table, you may find it hard to keep up with the ball.

Virtual Pinball

Publisher & Developer: Electronic Arts • now available • \$54.95

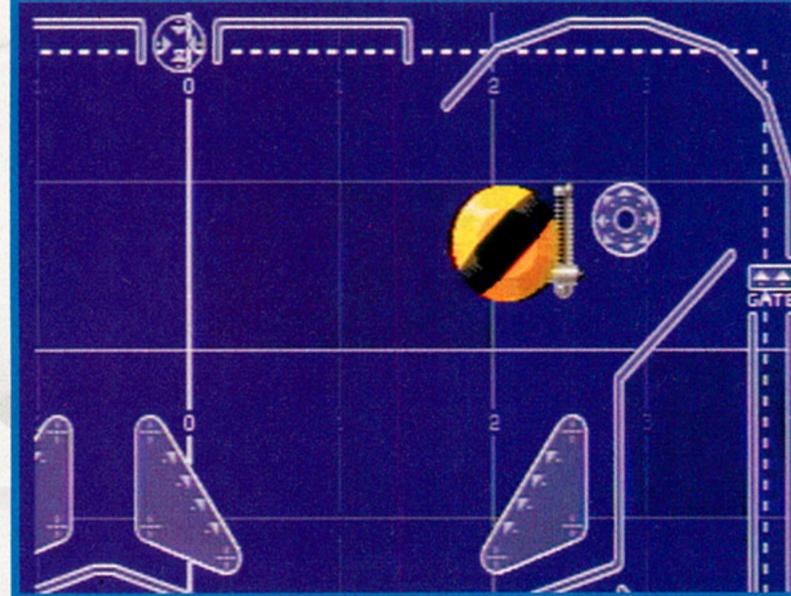
ell, EA may know sports, but it should leave pinball alone. *Virtual Pinball* is a shoddy version of Bill Budge's extremely popular PC game *Pinball Construction Set* (Budge programmed this one, too).

Like Construction Set, you can design your own pinball machines, but you have limited components, and construction is very cumbersome. And how generic can you get? The tables look more like Crash Dummies roadways than fast-and-furious pinball games. Without great graphics to help them out, you'll probably find the pre-designed tables oddly shaped and not worth playing.

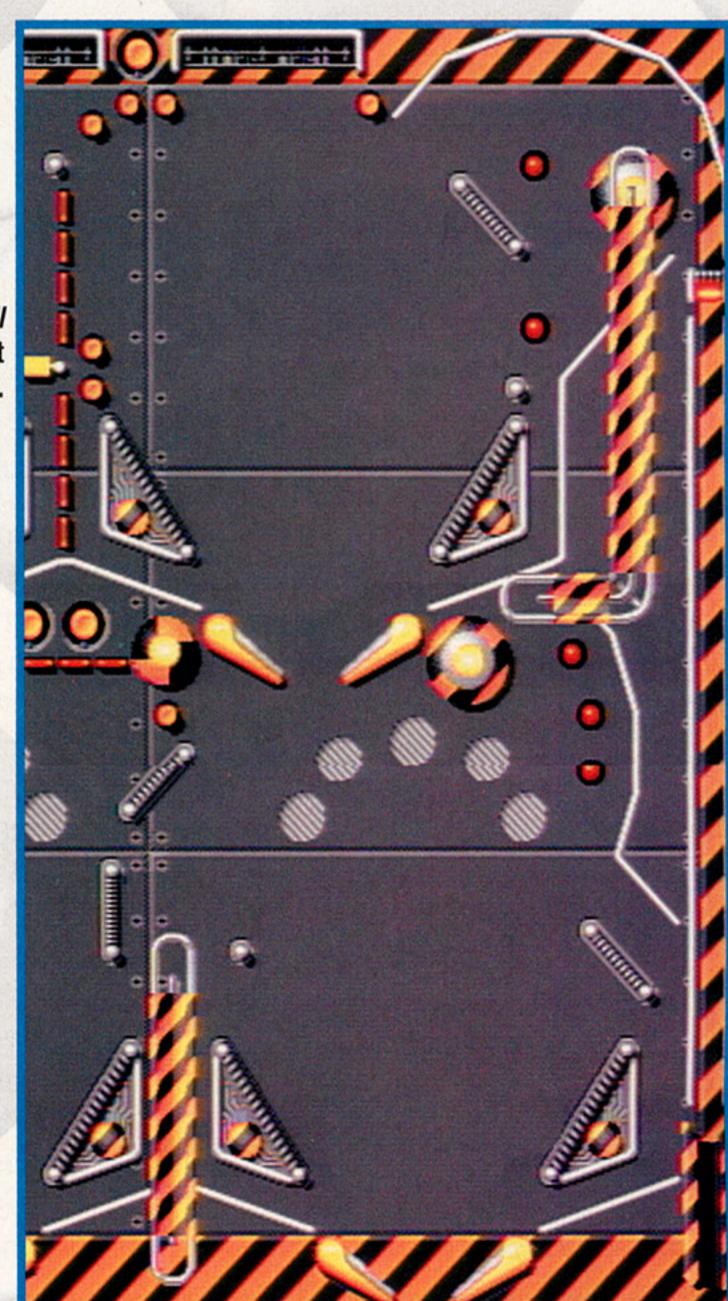
Virtual Pinball falls way short of almost every other pinball sim.

GP RATING: 44%

The clumsy construction interface hampers the fun.



Virtual Pinball
— Nice try, but
no cigar.





Bill Walsh for SNES

Game Players

College Football Comes to SNES

Listen up, tailgaters! Bill Walsh College Football, EA Sports' Maddenlike gridiron simulation that has already let Genesis owners experience the sights and sounds of college football like no other, is now on its way to SNES. Look here next month for a full review, and find out how the SNES version stacks up against its Genesis counterpart.

More Jam, Please.

What's that we hear? Another coin-op version of NBA Jam? Could it be? Well, sure! The rumor out of Bally/Midway is that NBA Jam: Tournament Edition is soon headed for an arcade near you. New players, new passwords. We can hardly wait! Stay tuned for more.

Doug Brumley, Editor

New Sims Take

Whew! It just takes a quick look at this month's GP Sports to see what's looming on the horizon. Baseball dominates this section, proving that diamonds are a gamer's best friend.

We're here to help you choose the titles that make the cut and which one should be sent back to the minors. But don't think this is it until the World Series — we'll be reviewing Ken Griffey Jr. Presents Major League Baseball and Super Bases Loaded II in the next few issues.

Tiny out-

can make

shagging

pop flies

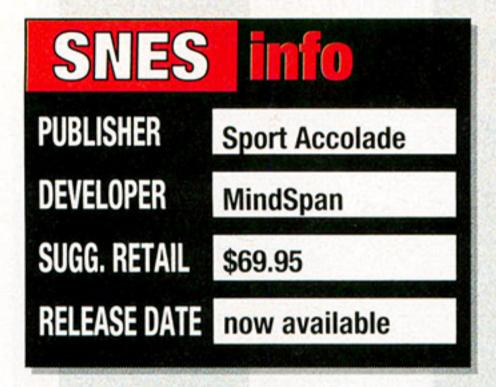
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should be.

than it

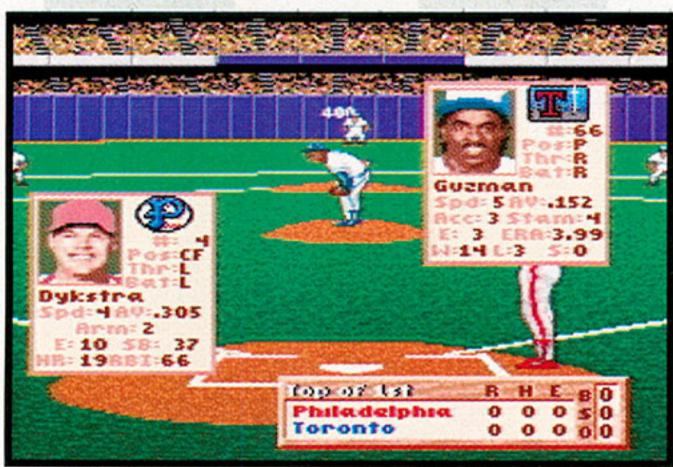
more

fielders

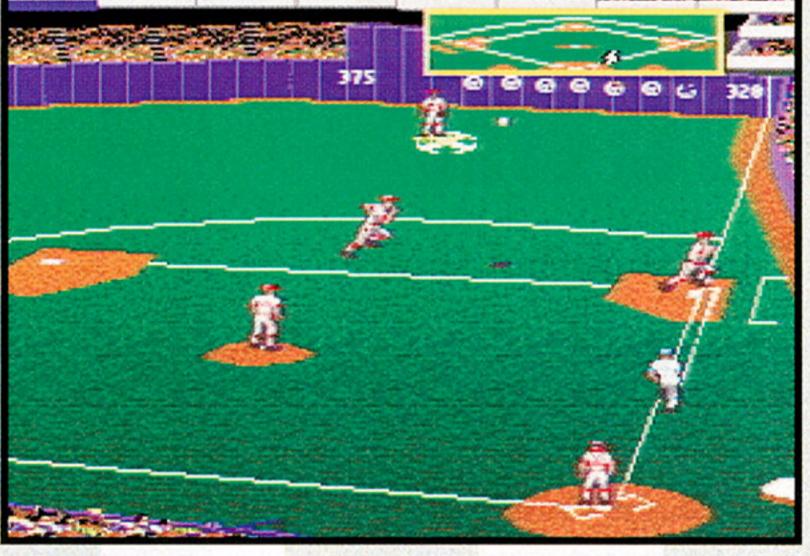


Rest easy, hard-core SNES baseball fanatics. Hardball III has just taken the field. Accolade follows up its earlier successes by bringing last year's Genesis game to SNES.

Hardball III is crammed with stats and features for those who follow the intricacies of the game,



Each player, his stats from last year, and his performance in the present game are presented in baseball-card format.



ers, while each of the 28 teams, although lacking the official team logo and uniform, has its own

realistically rendered ball park. Hardball III also lets you satisfy that craving for calling all the shots. As team owner, you can buy one or two teams and edit everything from your ace pitcher's name to your cleanup

hitter's batting average (.999 sounds pretty good to me). You can play every game for every team in seasonal play or — if you have a life — you can simulate all games but the ones involving your team(s). League standings are updated after each game, and a password feature saves all your changes and lets you resume play at your leisure.

The action on the field is entertaining, although the graphics could be better. The outfielders are especially small, and when you combine that with poor control, that routine fly ball no longer



Whether you're pitching or hitting, use the directional pad to choose your pitch or swing type.

games to short, half, or full 162game season play. And, of course, there's an All-Star game as well as

but it has enough exciting game

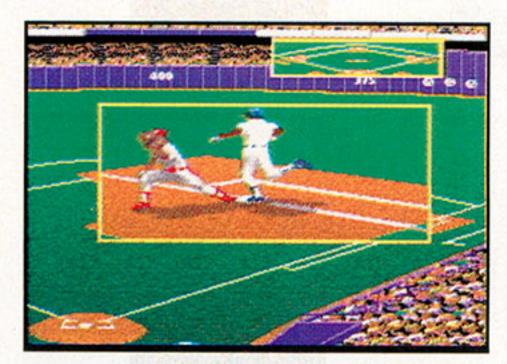
action to keep even marginal

baseball fans entertained. There

are plenty of play options — from

playoff, league, and world championship games. A MLB Players Association license fills Hardball III with more than 650 real play-

one-time exhibition



You must be in the front row! The close-up option lets you have the best seat in the house for all the tight plays.

seems so routine. A marker indicates where the ball will land, so theoretically you just move your man over that marker. However, the outfielders seem to gain momentum as they run, so you must be careful not to overrun the mark. But *Hardball III* has an overall lifelike feel, and it looks and plays like an actual game.

Because of its many optional features, Hardball III appeals to a wide range of players. It can be as

simple or complex as you want, making it a full slate for statminded rotisserie players and recreational sports game fans alike.

Bullpen Sta	fUS)	Marmup Substitute Return	In 11
On The Mound Mutholad Bo		.25 Ok:	
Starters Greene Rivera Jackson Schilling Relievers Williams West Thigpen Anderson Mason	R 16 4 0 3. R 13 9 0 5. L 12 11 0 3. R 16 7 0 4. T W L 5 EI L 3 7 43 3. L 6 4 3 2. L 3 1 0 6. R 3 2 0 2.	77	RA *12 02 .77 02 34 92 05 92 06

Your pitchers' control can be unpredictable unless you warm them up for an inning before bringing them in.

RATINGS GRAPHICS
SOUND FX & MUSIC
BELLS & WHISTLES
1 2 3 4 5 6 7 8 8 10
1 2 3 4 5 5 7 8 9 10
0WERALL

MLBPA Baseball

PUBLISHER Electronic Arts

DEVELOPER High Score Prod.

SUGG. RETAIL \$59.95

RELEASE DATE May

With Electronic Arts' reputation for sports games, I couldn't wait to fire up *MLBPA Baseball* and take a look. And although it's a solid game, it falls just short of what you might expect from the designers of *John Madden Football*.

The graphics are clear and crisp, with large characters and fluid animations. Instead of switching to a wider view of the field following a hit, your view

Pittsburgh

Herrin Van Slaka Haraad

Beraid

Cooke Vours

Slaushi

SB Garcia

SB Garcia

SB Sell

FF Merced

CF Van Slak

SB Kina

C Slaushi

FF Young

FF Young

FF Cooke

centers tightly on the ball as it rockets toward the outfield. While this means your players don't become mere dots on the field, it often makes it difficult to find the ball in relation to the player you're controlling. This is probably *MLBPA's* biggest trouble spot—it makes playing defense very tough until you adjust to it. And

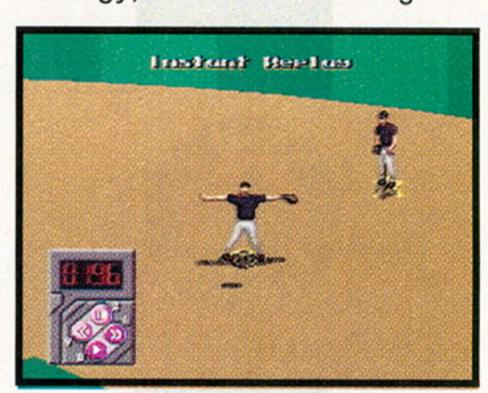
If you're feeling overworked, you can let the computer control each player's batting or fielding duties, or both.

here's how you adjust: To catch a fly ball, you

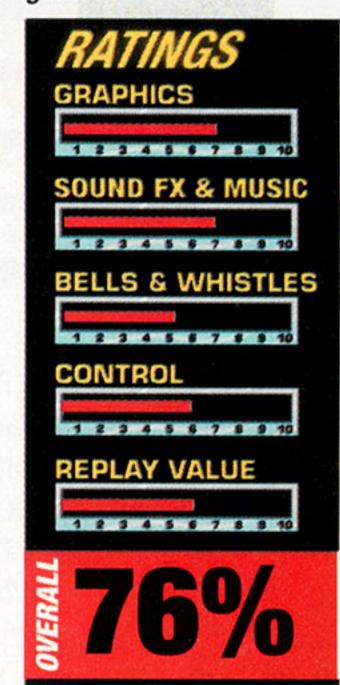
must look at a radar in the bottom corner to see who you're controlling, then move your man to the X that indicates where the ball's landing. You won't actually see if your man is in position until the ball gets near him.

All in all, MLBPA Baseball is a no-frills game — it doesn't go out of its way to impress you with bells and whistles. It has the standard single game, playoff series, championship series, and fullseason options, with passwords to save your progress. You can manipulate your roster as you wish, but MLBPA doesn't save player stats over the course of a season or even a whole game. Crowd noise provides the backdrop for the game, with occasional organ music to get things going in crucial situations. The Braves' famous "Chop" tune is also included!

Naturally, MLBPA Baseball features every player in the MLBPA with his accurate 1993 player stats, but the lack of a MLB license—hence, team logos—is noticeable. But for sports fans looking for an arcade-style cart that focuses more on action than strategy, it's worth checking out.



An instant-replay feature lets you look at those really close plays again and again.

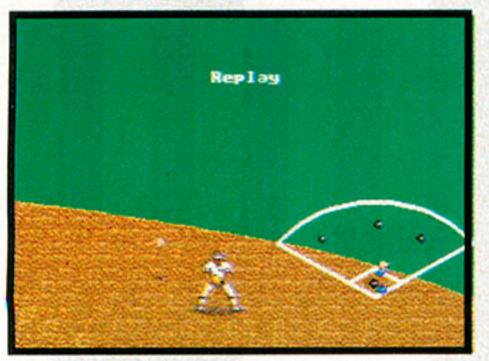




R.B.I. Baseball '94

PUBLISHER Tengen DEVELOPER Tengen SUGG. RETAIL \$64.95 RELEASE DATE April

Many video-game baseball fans have turned to the *R.B.I.* series time and time again. While not as realistic as some, they've provided plenty of exciting arcade-style action. But now the public is



This second baseman needs to earn that big paycheck — his lack of movement has you chasing balls in the outfield while runners have a party on the base pads.

demanding games with more realism, and the upcoming *R.B.I.* '94 for Genesis might not be able to hold its own.

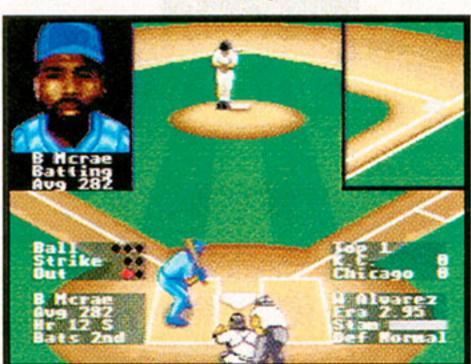
Tengen has made several improvements to R.B.I. '93, the most significant of which is its graphics. The higher frame rate creates incredibly smooth batter and pitcher movements, making graphics the game's highlight. There's also a Crazyball sound option for younger players, which replaces realistic sound effects with "boings" and other cartoon effects, and radio announcer Jack Buck occasionally chimes in on the play-by-play — but he says so little you'd think Tengen was paying him by the word.

But it's on game play that *R.B.I.* '94 drops the ball. It moves faster than *R.B.I.* '93, but faulty computer intelligence removes any fun-and-fierce competition. Most one-player games result in a blowout, and even in two-player games, the intelligence — or lack

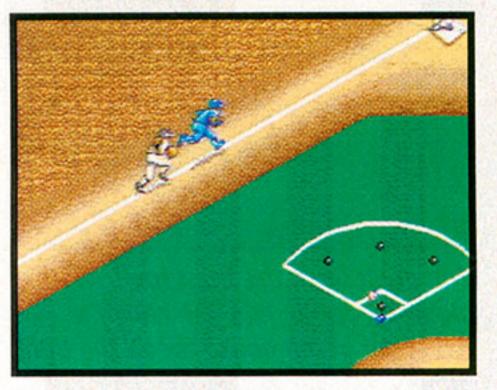
thereof—of the computer fielders gives way to high-scoring contests

As in *R.B.I.* '93, you can swing for the cheap seats in a home-run derby, practice your defense, or set the stage for a thrilling conclusion with a Gamebreakers option. Now you can also practice trapping players in a "pickle" (or rundown), trying to keep a runner from advancing.

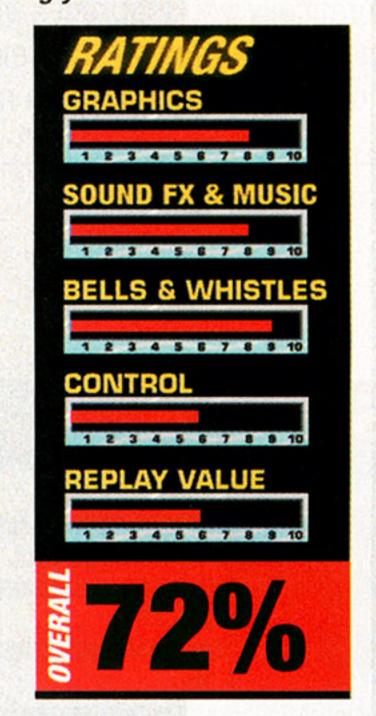
Those loyal to the *R.B.I.* series are going to like the improved graphics and updated stats, but poor game play will have others looking elsewhere.



Player portraits and a MLBPA license give you a good look at each team's top players as they step up to the plate.



Even if you're the fastest player on your team, the defensive players run much faster than you as they're running you down.



World Series Baseball



PUBLISHER Sega Sports DEVELOPER Sega of America SUGG. RETAIL \$59.99 RELEASE DATE April

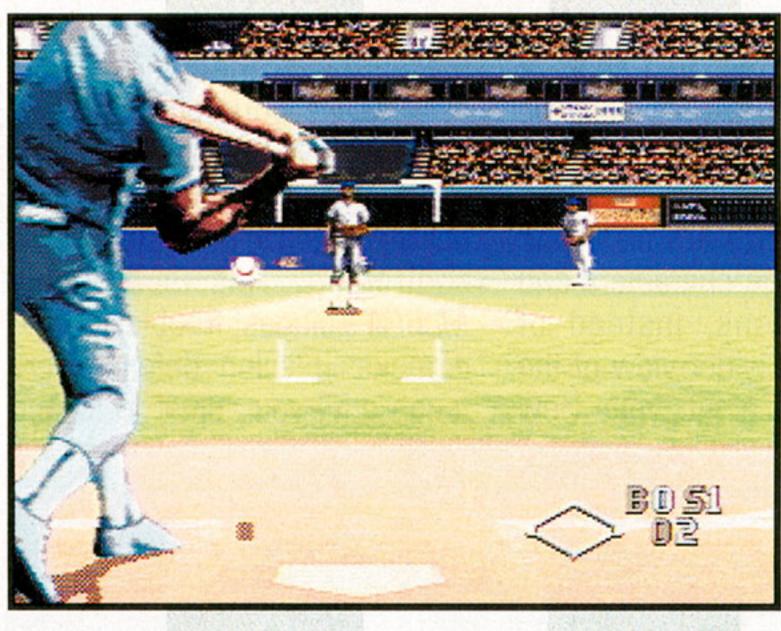
Sega Sports impressed us all when it introduced a redesigned NFL '94 Starring Joe Montana, featuring extremely detailed players and silky smooth character animations. The same look has made its way to baseball in World Series Baseball. The unique view of the action and snappy

SportsTalk commentary put this one above any other Genesis baseball sim.

But World Series Baseball doesn't rely on its looks. Game play is largely realistic—although the ball does have a tendency to jump out of the park in a hurry (corked bats, maybe?). With both a MLBPA and MLB license, you not only get a ton of actual major-league players and ballparks, but you also get all the official team



The scoreboard keeps you on top of the action ... and provides some laughs as well.



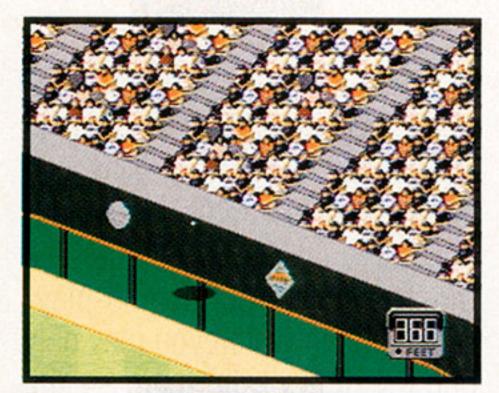
The strikezone view
takes some
getting used
to, but it
certainly
gives you a
good look at
the pitch.

logos.

Take the field for batting practice, compete in a home-run derby, play an exhibition matchup, or try your hand at seasonal play. There are quite a few options for season length, but it all wraps up with the World Series.

Your field of vision while pitching or batting resembles a

catcher's-eye view (without the mask). The strike zone is the center, and you actually see very little of the batter as he stands at either edge of the screen. Depending on the difficulty setting, batting ranges from merely swinging at the right time to placing the cursor on the precise area in the strike zone you plan to hit. When



Bonds away! You don't have to be Barry Bonds to rip one out of the park, although it sure doesn't hurt!

pitching, you first place the ball where you want it to cross the plate, then pick the type of pitch, then the speed. You have no control of the ball once it leaves your pitcher, and since you indicate precisely where the ball crosses the plate, batting could be easier in a two-player game.

As a whole, World Series Baseball captures the sights and sounds of major-league baseball. Extremely detailed graphics and entertaining (albeit occasionally annoying) digi-

tized speech makes it the next best thing to an afternoon at the ballpark.

GIANT	B	ULLP	EN	Ŝ	
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How do you spell "relief"? Go to the bullpen, but make sure you've warmed up your pitcher first.



March Madness Ain't Over Yet!

The college hoops tournament has already reached its climactic conclusion and the NBA regular season is winding down. But Genesis titles are heating up store shelves. The offerings vary from a realistic simulation to arcade-style action, so if you're suffering from March Madness withdrawal, check out these games.

Barkley: Shut Up and Jam

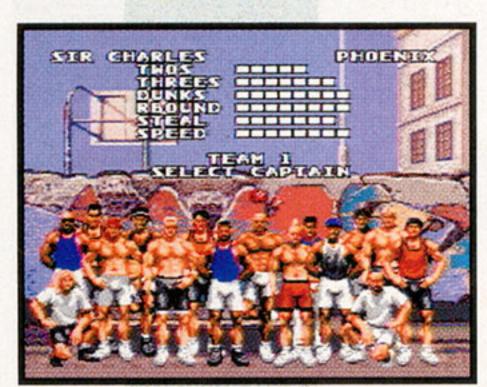
PUBLISHER GSport Accolade

DEVELOPER Accolade

SUGG. RETAIL \$69.95

RELEASE DATE now available

He's not a role model, but Charles Barkley is the star of his very own video game, available next month for SNES, but new this month for Genesis. As a big Barkley fan, I was anxious to see what Barkley: Shut Up and Jam! had to offer. Unfortunately, it offers poor graphics and herky-jerky control. The fun just doesn't last very long.



Choose your weapons. I'll bet Sir Charles isn't left standing much as teams are chosen.

The game looks extremely—even suspiciously—like NBA Jam, taking a streetball angle instead of going the NBA route. Sir Charles is the only professional player represented among a cast of 16 streetballers of varying abilities who go head-to-head in two-on-two action in eight sandlot venues across the U.S. The action is rough since there's no ref or out-of-bounds, but so is play control. Your movements are very sudden and jerky, making game play anything but fluid.

But Barkley's most obvious fault is the lack of a shot clock. You can hold the ball as long as you like with no pressure from the computer's really weak artificial intelligence! Computer players take forever to track down loose balls and often choose to make a risky pass instead of an uncontested dunk.

Like NBA Jam, there's a "turbo" meter for each player which allows him briefly to kick up his game a notch. A player must hit a three-pointer to recoup turbo power, but even the

dunks that turbo lets you pull off aren't that impressive.

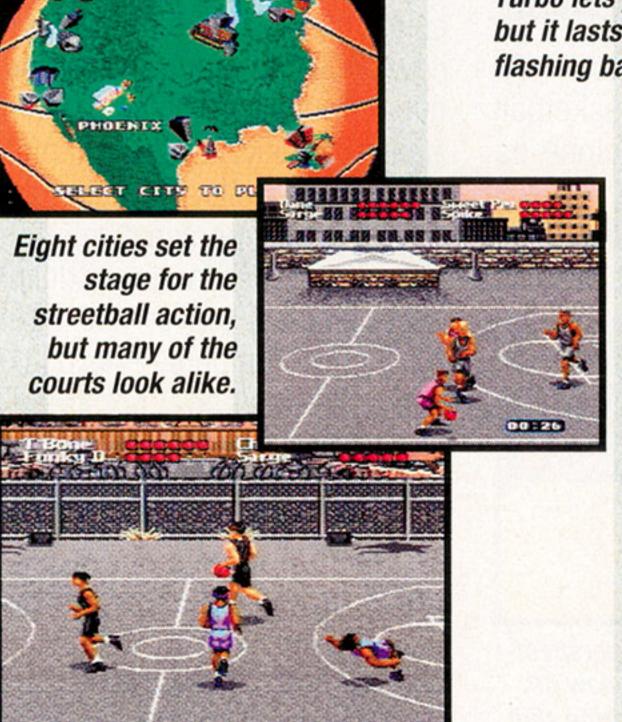
The game gets its aggressive edge from funky music as well as comments and opinions from Charles himself. But Shut Up and Jam! provides little real challenge for an experienced game player, with the seven-game tournament easily won in a single sitting. And

dunks, you'll likely bench Barkley.

once you've seen all eight arenas,

the pushes, the shoves, and the

Turbo lets you pull off intense moves, but it lasts only as long as the flashing ball at the top of the screen.



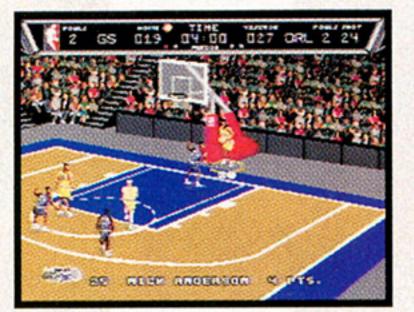


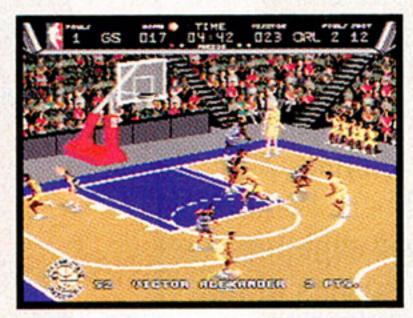
NBA Action '94



What do you think about when you hear the phrase "NBA basket-ball"? Shaq performing a monster jam? Dan Majerle hitting a three at the buzzer to win? Or perhaps Marv Albert adding his vocal flair to a play-by-play? Sega Sports' NBA Action '94 captures all this and more.

This Genesis game, which contains all 27 NBA teams and their players, also includes 30 Hall of Famers so you can experience the NBA's roots. Choose an exhibition game, a 20-, 40-, or 82-game season, or a playoff series, then play with up to four buddies (with Sega's Team Player adapter).





Is your nose bleeding yet? Your view rotates as the ball crosses half-court.

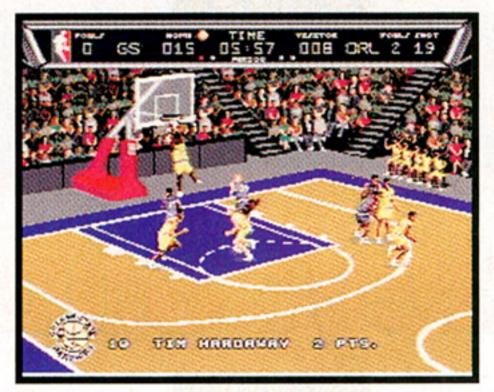
A battery saves your stats and your season or playoff progress.

You view the court at a 45-degree angle, but see only half of it at a time. While on the right side of the half-court line, the floor runs from the bottom left to the upper right, but when you cross the mid-line, the screen re-orients with the court running from the lower right to the top left.

Despite the small size of the players, however, the animation is smooth, and your distant view of the court gives you a feel for its size. You can also see all the fans packed around the floor who—along with cheering sound effects—help establish the high-

intensity atmophere of professional basketball.

Passing and shooting are easy enough, and a speed burst is handy when you're caught behind the play. But stealing and blocking are more difficult, partly because of player size. The action moves at a fast clip, and the com-

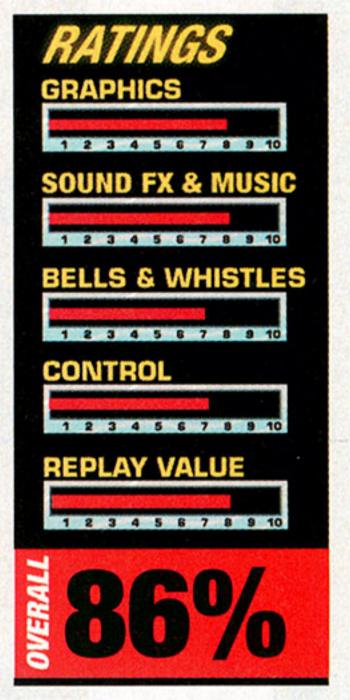


puter offense is pretty tough to shut down (use time-outs to substitute players and switch your defensive pairings). The game's most unique aspect is a role-playing mode, in which you play only one member of the team — the others are computer controlled.

While NBA Action '94 isn't great gaming, it certainly looks nice and offers a lot of arcade

hoop entertainment for yourhardearned bucks.

Your
players
make a
pretty
move to
the hoop if
you get
close
enough to
the basket.



NBA Showdown '94

PUBLISHER EA Sports

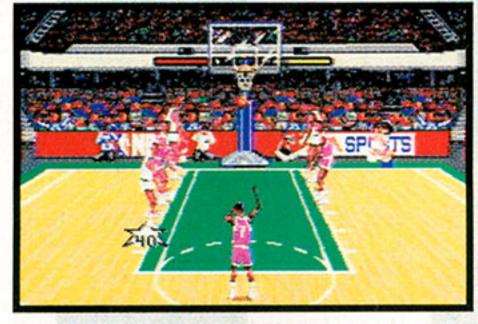
DEVELOPER Creative Development

SUGG. RETAIL \$59.95

RELEASE DATE now available

If EA Sports' *NBA Showdown '94* isn't the authoritative basketball sim, it's certainly as close as we've seen.

Showdown looks like several early EA Sports titles such as



The redesigned free-throw perspective gives you a straight-on view of the basket. It requires the same skill level, however, as earlier EA games. Bulls vs. Blazers, but a new engine means faster game play and tougher defense. The game modes are essentially the standard, and the 4 Way Play adapter lets four friends take the court cooperatively or competitively.

But once you've taken the court, it won't take long to see how Showdown routs the competition. New player animation and signature dunks add to the game's excitement, while a new straight-on free-throw perspective offers a change to the standard sideline view. When a player hits three consecutive jumpers—not dunks or layups—he's on a "hot streak,"







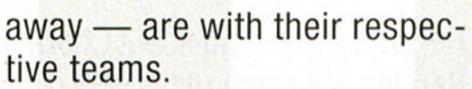
Call for an isolation play while you're coming upcourt. When your teammates clear out to one side of the basket, take your defender to school.

which increases his accuracy by 15 percent until he misses two shots in a row.

The addition of offensive and defensive plays is a major boost to game play. You can call 13 offensive plays (such as the give-and-go and back-door screen) and four defensive plays (including a full-court and half-court trap). It takes some practice, but once you master a few, you can quickly become an unstoppable force.

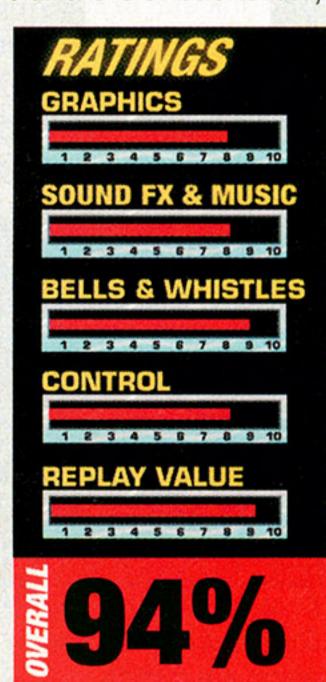
And speaking of unstoppable forces, four teams are set aside for you to customize. You can even put five Shaquille O'Neals on the floor at once. And all the latest

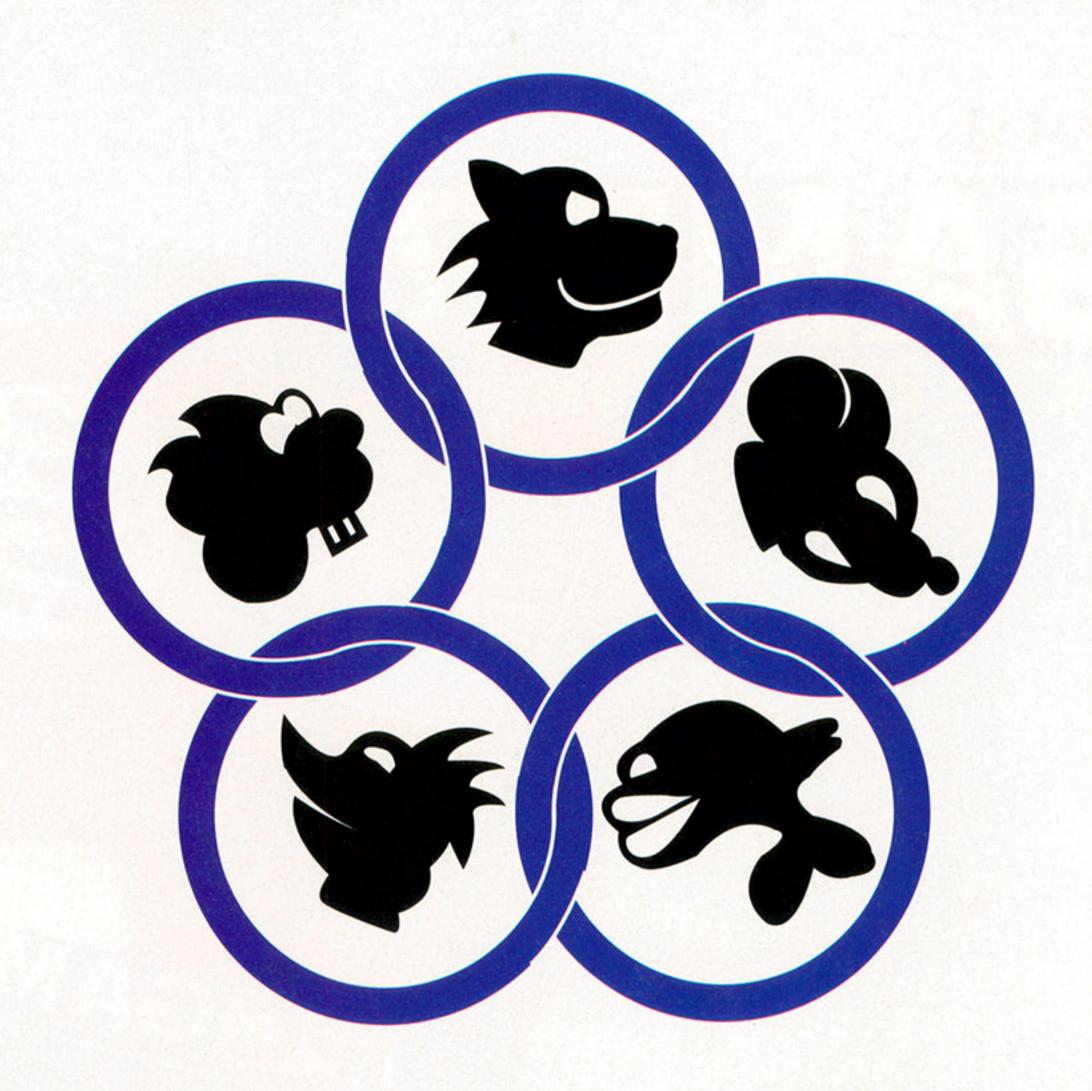
rookies — including Chris Webber and Anfernee Hard-



With all this packed into one game, how can you resist? Whether you're into the real strategy, the X's and O's of basketbal,

or just like to p l a y g r e a t games, this one's for you.





FROM THE MINDS THAT BROUGHT YOU CLAY FIGHTER.

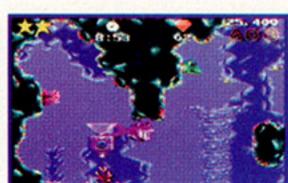


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the clay animation heroes that hilariously ruled the Super Nintendo action scene. Now, the Interplay team introduces *Claymates*TM — five amazing clay animation characters to bring you hours of action-packed fun.

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Product Information Number 182



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RAVEREACTIONS

We've already launched a European edition of **PC GAMER** (whose cover is shown here), and the reactions have been tremendous! Listen to these reader comments:

"Why's it taken so long to bring this great idea to press? I've been waiting for a magazine like this for simply ages!" lan Davies

"Keep up the excellent disk. It was blinding this month! Brilliant!"

Daniel Taylor

"You managed to fit so many reviews into your magazine."

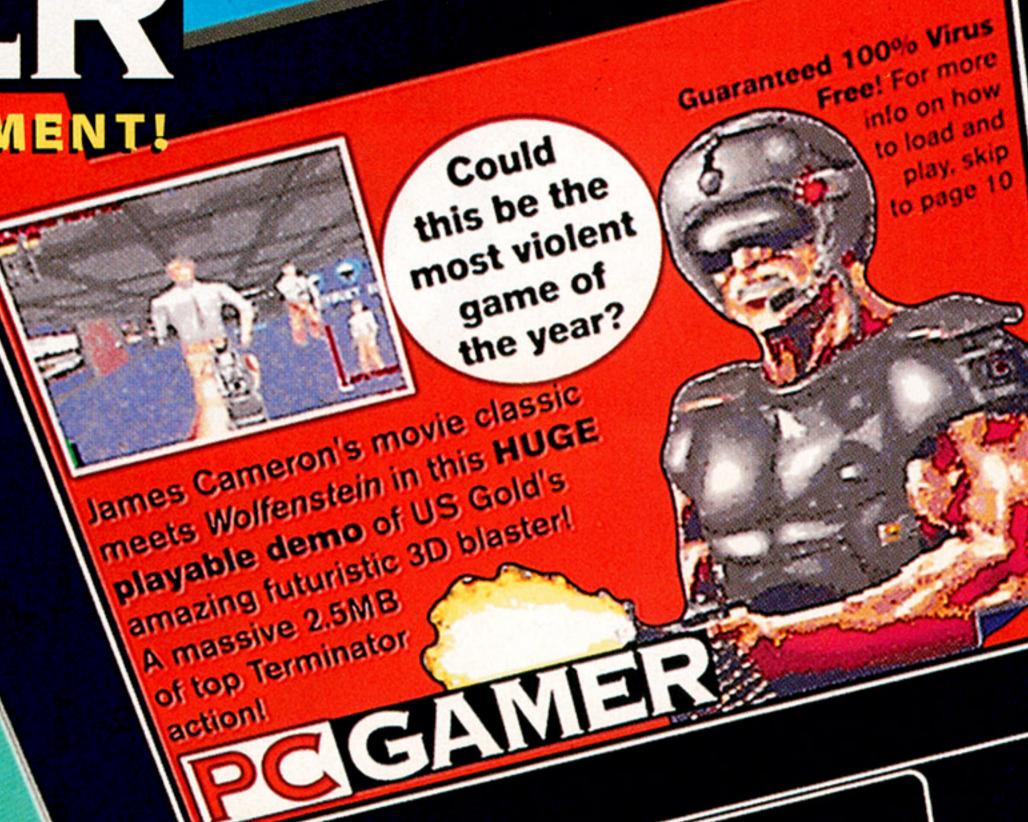
Paul Rutter

"At last a sensible rating system. I've just spent four hours reading the mag!"
Neil Tickner

"Good start — keep it up! This magazine has the best layout I've seen!"

Kevin Marshall

"Keep it just like it is!"
Robert McComack



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Laff-fest on Page 68

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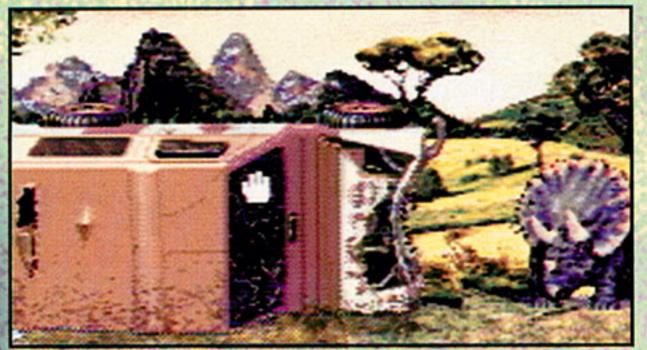




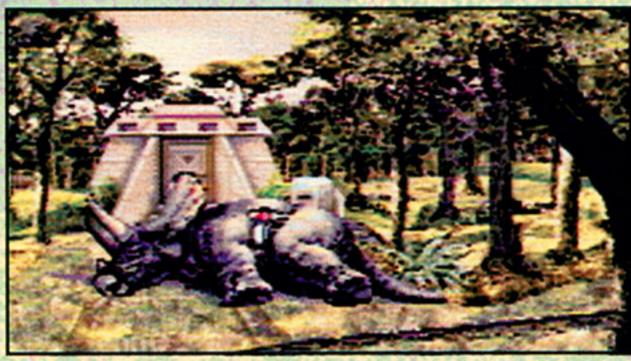
This month introduces "Lucky's Little Helpers," a column devoted to printing the best tips you loyal readers send in.

Jurassic Park CD

I'm having trouble with *Jurassic Park* for Sega CD. Where can I find the crowbar



Honk the horn, wait until the Triceratops is facing you, then honk again. Do this two more times.



Grab the injector and heal the sick dino, then pick up the other two items.

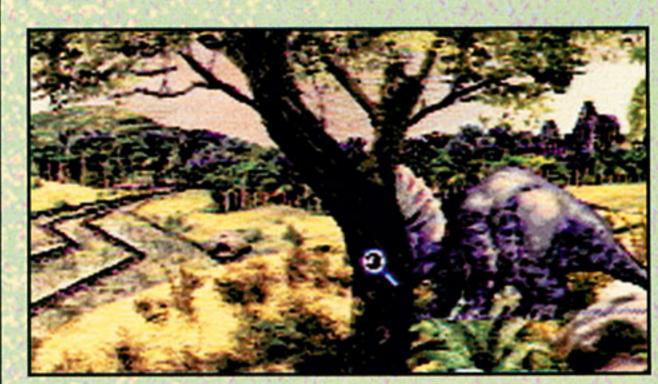
and any card key except the white and blue ones? I've been working on the game since Christmas evening. Can you help me? I'm desperate!

> Dennis Minana Baldwin Park, CA

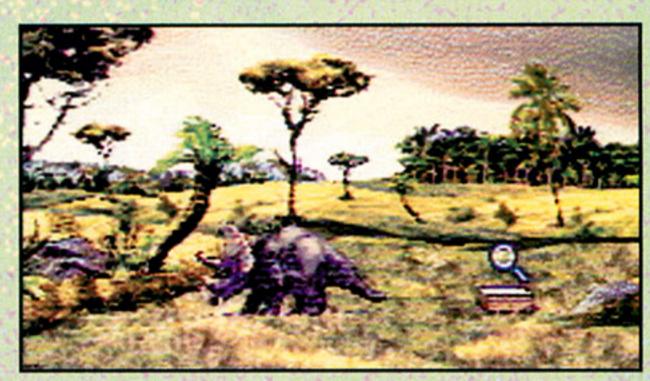
Here's what you do: You know the Triceratops that stomps you to death when you blow the

jeep's horn? Well, beep the horn once — but keep the cursor over the horn. The Triceratops attacks the jeep, then turns toward you. Just as she faces you, blow the horn again, and she attacks the jeep again. Once more, wait until she's just facing you, then blow the horn a third time.

As she hits the jeep, items come spilling out. The last one is the injector — quickly



Hold the cursor over the tree until the Tricera-tops moves. Then examine the tree.



Feed the branches to the baby, then examine the box beside it. You need the crowbar to open the box.

Lucky's Little Helpers

Mega Man X

My cousin Ryan found an eighth heart tank (besides the ones you found in the Mega Man X hint book). It's in the Chill Penguin stage. When you get to the giant robot suit — the one Mega Man can ride — get in and move to the right until you reach the cave's entrance. Get out and climb the wall to the ledge at the top. Use the Fire Wave on the first small dome (little robots come out of it) to burn it. Then you should see a heart tank! Sorry I'm not sending a picture.

Marcus Smith Van Nuys, CA



Blast open the dome with a Fire Wave to reach the heart tank inside! Don't worry about the picture. I'll take care of it — that's why I get paid the big bucks.



Have the robot suit jump when you reach the cave, then hold Up and jump again to get enough height to reach the ledge.

Final Fantasy II

I'm writing to answer Mario's question about a "hard" version of *Final Fantasy II* (or *Final Fantasy IV* as it's known in Japan). In Japan, there's an "easy" version of this game for RPG novices, and

that's the one released in the U.S.
There's an additional, "normal," game in Japan.

It's been a long time since I played Final Fantasy IV, but I remember that some characters had special commands not included in the SNES version, and that every spell had a different name — for example, Fire, Fira, and Faiga were Fire1, Fire2, and Fire3 respectively.

I hope this clarifies things for Mario. And by the way, I heard that Alcahest is in no way related to the Final Fantasy series.

Rika Takahashi Thousand Oaks, CA

Thanks a bunch, Rika, and you're right about Alcahest — its only connection to the Final Fantasy series is that both games are from Square Soft of Japan. They look a lot alike, and use the same programming engine besides, but otherwise they have nothing to do with each other.

grab it and use it on the sick Triceratops. She instantly gets well and walks away, and the angry one calms down. Now you can pick up the other two items — the crowbar and the Triceratops CD.

Go back to the other two Triceratops and put the cursor over the trunk of the tree. If you wait a bit, the Triceratops next to the tree moves, and the cursor changes to a magnifying glass. Look at the tree, then grab some branches. Feed the branches to the baby Triceratops to make it move, then search the metal box beside it. Use the crowbar on the box, then pick up the Triceratops card key inside.

Night Trap

Help! I've been playing Night Trap, but I'm about ready to call it quits. I can't save Megan at 19:07 in Hall 1 no matter how hard I try! If I hit the trap, the Augs drop her in it. If I don't, the Augs take her out through a side door. Whether I have ten Augs in the house or two, they catch her every single time. You gotta tell me! Where am I going wrong?

Also, am I supposed to capture "Weird Eddie" at 15:31 (I believe that's the right time) in Hall 1? I think he's a good

guy, but he's wearing Aug clothes. Help — I'm going *crazy!*

Janet McKechnie Richmond, KY

Two things. One, why is it that kids can't seem to hang on to their sanity these days? And two, what's the deal with all the Night Trap questions lately? For eight months practically nothing, then there's a metric ton cluttering up the mailbox.



It's a tense moment as Kelly and Megan try to hide from the Augs. Megan's nerve

doesn't hold out, and she cuts and runs.

Keep a very
close eye on
the trap
meter. Don't
spring the
trap when it
goes red.
Wait until



it goes red again a split-second later.

Could all the adverse publicity have generated new sales? Could it be that if the Senate had left it alone, the game would have died a lonely death on store shelves? Hmmm... could be.

But I digress. For starters, leave Weird Eddie alone. He's a nerd, but he's OK — and he did bring along his handy laser disintegrator. As for Megan, everyone seems to have trouble saving her. It's true that if you spring the trap when the meter tells you to, the Augs throw her in. So don't spring it, just keep your finger over the trap button, and pay very close attention to the meter. A split second later, the indicator bar pops into the red very briefly. Hit the trap and a couple of Augs fall in, allowing Megan to get away.

Shadowrun

I'm hoping you can help me with Shadowrun for SNES. I really enjoy the game, but I'm utterly stuck. How do I deal with the Boatman? He won't give me passage to Bremerton because of the mermaids. I've done everything I can think of. I have explosives, but no detonator. I'm down to picking on Orcs just to have something to do. Please, for pity's sake, enlighten a weary gamer.

Chris Edwards Woodlawn, VA

Ground Zero, Texas

To stay alive a long time, put on your battle-cam shield in all four locations at once. That way, when you have to fight two battles at the same time, you can fight one without the other cam getting damaged as much.

Matt Dunn Olympia, WA

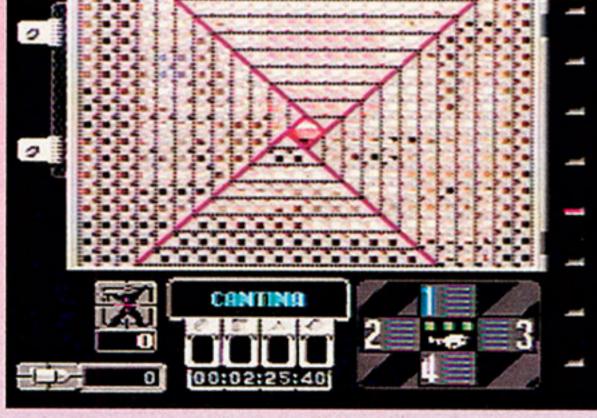
I needed this tip when I was playing!

Sonic Spinball

There's a great multi-ball stage in Sonic Spinball. Collect all the rings in the stage, then find the gate — it looks like a large, sparkling ring. Jump into the gate and voila! Multi-ball play!

Melody Hawman San Jose, CA

Great balls of fire! You're right!



OK, so it looks boring. It keeps your camera working, and that's what's important.

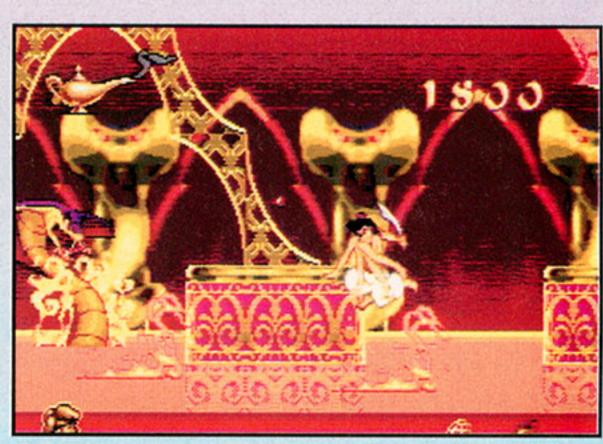
Zombies Ate My Neighbors

In the January issue of your most fantastic mag, a reader asked for tips on getting past the Snakeoids in level 20 of *Zombies*. Another method is to wait until one attacks you, then drop a clown decoy. The Snakeoid keeps popping up to attack the decoy, and you can stand on the other side and blast away. It still takes a lot of ammo (and usually more than one decoy), but you don't get killed as easily.

Now how about some advice on defeating Jafar in the final level of *Aladdin* for Genesis?

Michael Welch Colchester, IL

Thanks for the tip, but there's not much advice to give about defeating Jafar. Just make sure you keep jumping over the fire he throws at you, then hit him with apples at the height of your jump. Our only advice is to stay alive — it's all between you and that snake.



Concentrate on staying alive by jumping Jafar's fire. Hit him with apples when you can — it's all a matter of skill.

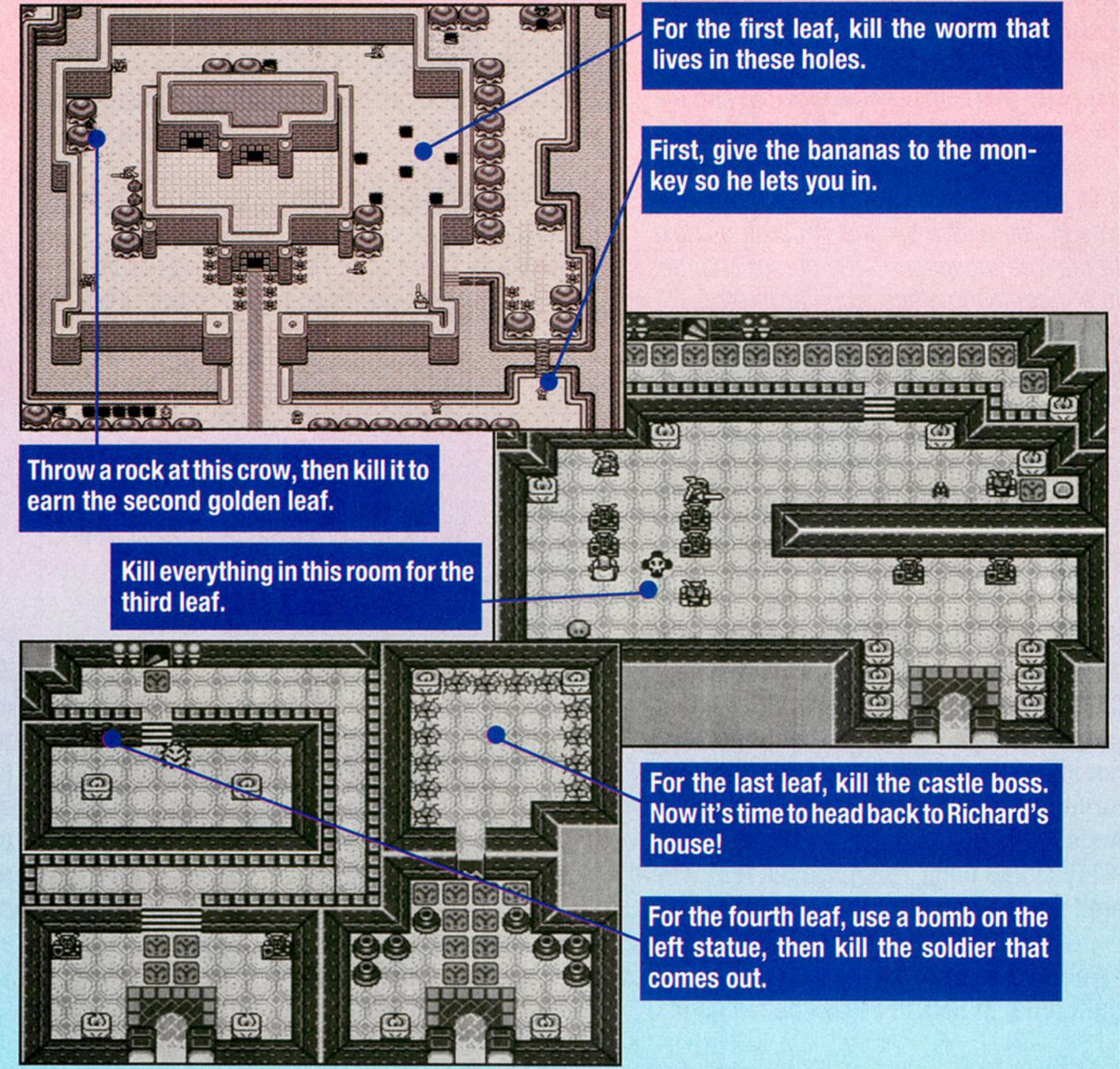
The Legend of Zelda: Link's Awakening

I can't find the Slime Key to get into the level 3 dungeon. If I don't get the key I will go insane — repeat, *insane*!

David Bryan Sebestopol, CA

Take it easy, Dave, take it easy. Now, just give me the knife — that's it... get him boys! Whew!

The big hurdle to reaching the third dungeon is collecting the so-called five golden leaves. Take Bow Wow back home, then head to the beach. Find Sale's House O'Bananas and trade him your can of food. Richard's house is south of the entrance to the third dungeon. When you talk to Richard, he asks for the leaves. Go north to Kanlet Castle and give your bananas to the monkey east of the castle gate so he lets you in the back way. Search the castle until you find the leaves, then return to Richard. Now he'll show you where the Slime Key is.



OK, let's assume you've gotten into the Dark Blade, defeated the Vampire, and learned the Jester Spirit's name (check out "27407" in November for a lengthy explanation if you haven't). Since you have the orc's explosives, you've evidently killed an orc at the docks. Talk to the boatman, and he tells you that mermaids are blocking the harbor.

Once you've learned the Jester's name, go back to the Wastelands bar and talk to the bartender about ice. He won't have any before you deal with the vampire, but the iceman arrives with a delivery once the vampire's gone. Talk to the iceman about ice, then about the docks, and for a hundred Nuyen, he dumps the ice in the harbor and kills the mermaids. With them dead, the boatman's more than happy to take you to Bremerton. Cool, huh?

Clay Fighter

I'd like to know how to get the "bomb attack" for The Blob in Clay Fighter.

Richard Grand Forks, ND

Oops — we helped cause the confusion on this

one. The feature on Clay Fighter that we ran last October was based on an early version of the game sent to us by Interplay. Blob had more moves than any other character, and in the interest of game balance, Interplay removed the Bomb before releasing the game — although the move's still pictured on the game box. If there's ever a Super Clay Fighter II Special Edition with Eight Vitamins and Iron, maybe it will show up again. Then again, maybe not.

Sorry folks, but this picture is the only way you'll see the Blob's Bomb — it was taken out of the release version.



Eternal Champions

My question pertains to the two "hidden" characters in *Eternal Champions*. Who are they? Can you use them with a code? In January you said that you can choose one of 11 fighters.

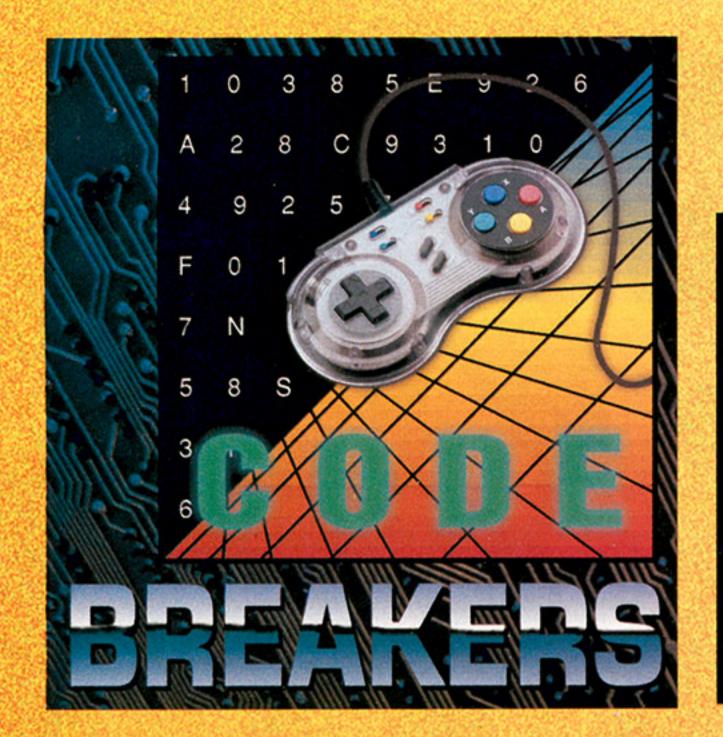
Jason Criswell Cedar Falls, IA You're very observant, but we've got to disappoint you — there aren't "hidden" characters. The original design for Eternal Champions included a Green Beret named Blast, and Chen Wo, a Chinese Alchemist who was master of monkey-style kungfu. Most previews (ours included) were based on an early version that only had four characters, but showed all eleven on the title screen. The problem was that even with only nine characters, the final release version clocks in at an incredible 24 Megs — eleven characters just wouldn't fit! Something had to go, and these two didn't make the cut.

However, the story doesn't end there. A source at Sega has told us that Eternal Champions CD, due out sometime later this year, "...would include some hidden characters..." Anyone out there know monkey style?

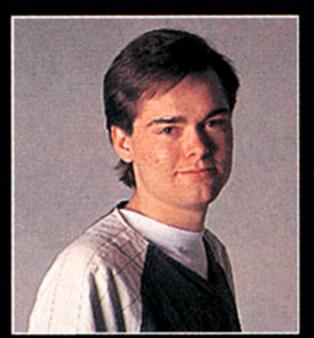
Write to Us!

Send your questions or tips to: Game Players 27407; 300-A South Westgate Drive; Greensboro, NC 27407. Because of the volume of mail we receive, we regret that we can't send personal replies. Please be as specific about your problem as possible — include the name of the game, level or experience points, and so on. And don't forget that "Lucky's Little Helpers" receive fabulous Game Players T-shirts!





Matchsticks couldn't keep **Chris Slate's** eyes open after he spent a night trying to discover these elusive codes. But we found a sledge-hammer worked wonders... didn't like that squishy noise, though.



Day 27 with no food. It's been so long since I've eaten that I can no longer separate hallucinations from reality. I could swear I actually talked last night with Ermac, the red ninja. He was sitting in a tree trying to convince me I

could play *Mortal Kombat* as Nimbus Terrafaux if I plugged in 12 controllers and simultaneously pressed all the B buttons to the beat of a drum.

I'm still searching for "Codus," the famed Lost City of Codes. Legend tells that the people who lived there were prophets, although the neighboring villages mocked their abilities because their visions were limited to arcade button combinations. Before the Codians disappeared, they compiled their knowledge into a vast single tome called *The Book of Cheats* and buried it deep underground.

This could be my last log entry. I'm nearing the entrance to an ancient cave... I think it may lead to the book. Who knows what deadly traps the people of Codus have left waiting for me?

READER TIPS

We can't do all the hard work on our own. Here's what you guys had to offer this month...

ALADDIN

GENESIS/Sega of America

Secret Options Screen

Jon D. Cleaver from Odessa, DE discovered this one: Select and enter the Options mode from the Title screen. Press A, C, A, C, A, C, A, C, B, B, B, B on Controller 1 — you should hear Aladdin's voice say "yeah!"



AH! . DAVID PERRY, WHAT IS YOUR WISH?

Now a picture of a programmer appears, with the message "David Perry, what is your wish?"



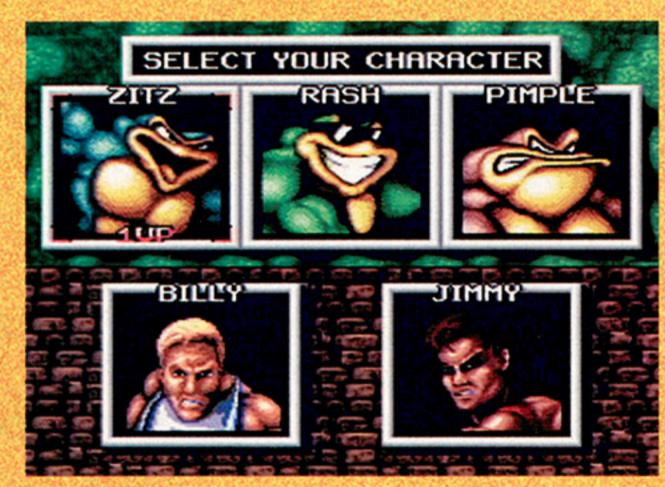
A new Options screen appears, with cool stuff such as a cheat mode, level-select, freezability, and map view.

BATTLETOADS/DOUBLE DRAGON

SNES/Tradewest

Mega-Warp

Looking for the ultimate code for the Ultimate Team? Try this out for size:



Press Up, Down, Down, Up, X, B, Y, and A at the Character Select screen.



Lo and behold, out of nowhere you get a level-select and ten lives!

BATTLETOADS/DOUBLE DRAGON

Genesis/Tradewest

Whole Lotta Warps

Input these codes at the Character Select screen:

- Standard Warp (five lives): Up + A + B + Start
- Super Warp (level-select & five lives): B, A, Down,
 C, A, Down
- Mega Warp (level-select & ten lives): Down, Up,
 Up, Down, C, A, B

BATTLETOADS/DOUBLE DRAGON

NES/Tradewest

More Warps

Input these codes at the Character Select screen:



Standard Warp (five lives): Up + A + B + Start **Super Warp** (level-select & five lives): B, A, Down, B, Up, Down

Mega Warp (level-select & ten lives): Down, Up, Up, Down, A, B, B, A.

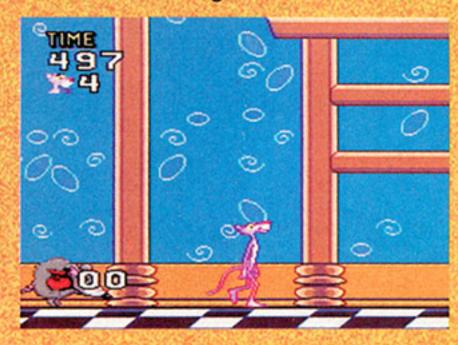
PINK GOES TO HOLLYWOOD

SNES/TecMagik

Three Cool Codes

For an **exploration mode**, press the **B** button on Controller 2 while the Pink Panther is standing (no swinging tail animation). Now you can move him all around the screen like a cursor with Controller 1. To move him extra-fast, also hold down the Y button on Controller 1. Press the **B** button again on Controller 2 to return to normal play.

You can be **invincible** as long as the L button is being held on Controller 2.



For super-slow motion, hold down the R button on Controller 2.

PINK GOES TO HOLLYWOOD

Genesis/TecMagik

Hidden Cheat Menu

As you turn on your Genesis machine, hold down the A and C buttons on Controller 1 and the B button on Controller 2 — if you hear a crash after the TecMagik logo fades, you know it worked! Now press Start to pause the game while you're playing and press C on Controller 1 to bring up the cheat mode. Finally, press Left or Right on Controller 1 to change the level, B to become invincible, or A to restore your health meter. Pretty cool, huh?

METAL COMBAT

SNES/Nintendo of America

Real Mode

After you've completed the game, you get a Real Mode code that makes the game tougher. But hey — why go through all that trouble when your pals at *Game Players* have done it for you?



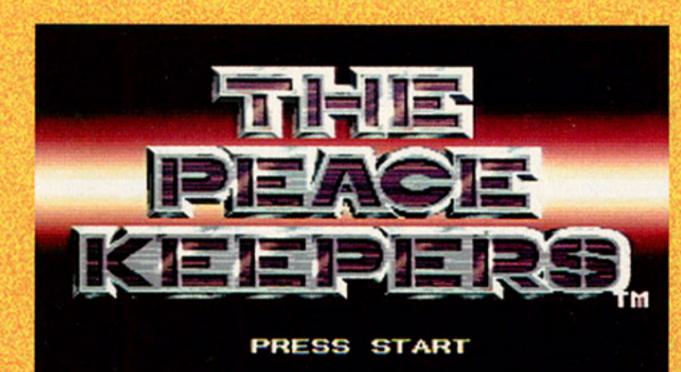
Press B, A, L, and L on Controller 1 at the Title screen... ...the screen turns pink so you know the code worked. Now you're in Real Mode — let the fighting begin!

THE PEACE KEEPERS

SNES/Jaleco

Select All Characters

With this code you can select any of the six characters right from the beginning!



TM AND © 1994 JALECO LICENSED BY NINTENDO

Hold the L, R, and A buttons on Controller 1 and turn on the power. Continue to hold down the buttons until "Press Start" appears on the Title screen, then enter either the one- or two-player Story game.



Whoa! Now you can pick Norton and Orbot along with Al, Flynn, Echo, and Prokop (Er... not a very dangerous-sounding bunch, are they?)

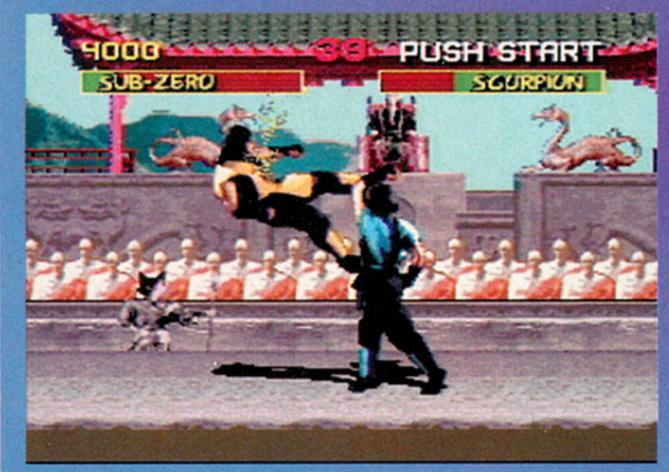
MORTAL KOMBAT

AHUEBA"

SNES/Acclaim

All the Blood in the Rainbow

So you Mortal Maniacs still can't get enough blood? Well, get a load of these Game Genie codes provided by *Ryan* and *Justino Bereckzy* from *Wavkegan, IL* and *Kevin Dillion* of *DeWitt, AR.*



What color's your blood?

Red Blood ... BDB4-DD07
Purple Blood ... EDB4-DD07
Dark Purple Blood ... EAB4-DD07
Orange Blood ... DFB4-DD07
Yellow Blood ... DEB4-DD07
Blue/White Blood ... EEB4-DD07
Blue Blood ... EBB4-DD07
Bright Green Blood ... BEB4-DD07
Green/White Blood ... E8B4-DD07
Green Blood ... A4B4-DD07
Brown Blood ... B9B4-DD07

READER

PAC-ATTACK

SNES/Namco

Goofy Stage-Select

Ed Carriere from **Gatineau, Quebec, Canada** discovered this little trick to help you work your way through Namco's *Pac-Attack* game.



When you're asked to "retry" or "end" in the Puzzle mode at the Game Over screen, press the L button once for each level you want to skip, or push the R button once for each level you want to skip backward.



Also, if you get past stage 100 and begin back at level 1, the screen goes black and puzzle pieces fall right off the screen!

WORLD HEROES

SNES/Sunsoft

Change Colors

Using this tactic from **Pok Khem** in **Long Beach, CA,** you can change the color of your uniform.



To pick a different color uniform, simultaneously press Start and Select when selecting your character. Now you've got a whole new fightin' wardrobe to play with!

READERTIES

INSPECTOR GADGET

SNES/Hudson Soft

Debug Menu

Hold the L, R, and B buttons at the Title screen and press Down, Down, Up, Left, Right, Down, Right, and Left. The screen changes color and a hidden Debug menu appears, allowing you to stage-select, increase your number of items, and much, much more! Thanks must go to **Scott Ford** from **Buckhamon**, **WI** for this gem of a game tip.

DEBUG	MENU VER, 001-04
STAGE	1-1
HATS	20
TIME	300
LIFE	NORMAL UNDEAD
OPT	
BGM	01
SE	01

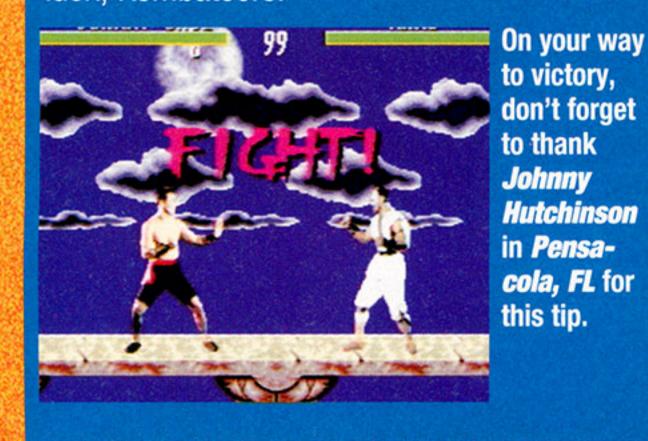
Here's the Gadget's gadget — a Debug menu!

MORTAL KOMBAT

Genesis/Arena

Reptile 2?

If you get a Double Flawless and Fatality (without blocking) in either the first or second Endurance match at the Pit stage, Reptile appears like normal. But since you're fighting an Endurance match, he's followed by another, even stranger character who's a distorted version of one of the other fighters. To make this trick easier, enter the cheat code at the Title screen (Down, Up, Left, Left, A, Right, Down), and turn on Flags 0, 2, 3, 5, and 6. Now set the first map to the pit and select the third battle. If you own a Game Genie, these codes help out a lot: ANJT-DA9W (most fights are in the Pit), and AKXA-AA22 (always get a Flawless victory bonus). Good luck, Kombateers!



TMNT TOURNAMENT FIGHTERS

SNES/Konami

Ten Extra Credits

That's right, you get *two* great *TMNT* codes this month! This one gives you the option to select ten credits at the Option screen:



01993 KONAMI ALL RIGHTS RESERVED

At the Title screen, press B three times, A three times, and X seven times — you should hear an explosion if it worked.



Shazam! When you advance to the Option screen, you can get ten continues! A little extra help never hurts, does it?

TMNT TOURNAMENT FIGHTERS

SNES/Konami

Play As the Bosses!

You knew that there had to be one, and you were right — there's a boss code lurking in *Tournament Fighters* on the

SNES, and we've discovered what you need to do to use it!!! Sadly, though, you can choose it only in the two-player Vs. mode. Still, it's better than nothing!



At the Title screen, press X, Up, Y, Left, B, Down, A, Right, X, and Up on Controller 2 — you should hear Aska's voice if it worked.



Select Vs. mode, go to the Character Select screen and move the cursor off the left side. Kari and Ratking appear!



Once you leave the Turtles behind, you'll discover that the boss characters can really kick some butt!!

WIN! WIN! WIN! WIN!

As an added incentive to get you guys to send us your tips, we've come up with a contest, arranged in conjunction with STD Entertainment. We're offering the readers who send us the best tips from games reviewed in this month's issue, either the SNProPad, the original clear controller; the SGProPad-6, the best-selling six-button controller for the Genesis; the SNProgramPad, a fully programmable SNES controller, or a SGProgram Pad-2, the most powerful Genesis controller you can get.

Winners should call STD on 1-800-929-STD1 to take their pick.

The SGProgram Pad-2
— the ultimate controller? Send us your tip, and you could find out for yourself.



C'MON, GIVE US A HELPING HAND

You've gotta be a real game addict to discover those secret tips and tactics that's why we're so smart. But we want every game code we can get, and we can't do it all on our own. We're giving away a T-shirt for the best reader tips and you get your name in print, too. So if you've discovered a cheat, get it down on paper and get it in the mail to us at: Codebreakers, Game Players, 300-A South Westgate Drive, Greensboro, NC 27407.

T'S LIKE CHINESE FOOD ... AS SOON AS YOU FINISH, YOU'RE HUNGRY FOR MORE.



Ahh! Shanghai II. Millions have been amazed, intrigued and tantalized by the greatest strategy game ever devised. It's easy to get started. And even easier to get hooked.

Just match pairs of tiles to remove them. But removing



them all requires an observant eye and strategic mind.

Shanghai II's tiles are never arranged the same way twice, so every game is a whole new challenge. And ever more stuff indeed. For not only can you try out 13 different tile layouts, but you can also choose from a variety of eye-catching tile designs and three challenging game modes. And now our newest Shanghai for Sega™ Genesis™ satisfies a larger appetite for exciting animation.

Enter a new dimension in Shanghai by challenging the computer or an opponent to a game of Dragon's Eye, where one tries to bring the dragon to life while the other attempts to slay it.



difficult levels await you as your skill improves.

So, if variety is the spice of life, Shanghai II is hot



Help yourself to Shanghai II: Dragon's Eye, but beware . . . once you start, you'll never get enough!

X-Men X-pase

GAME GEAR

PUBLISHER
Cose of Ass

Sega of America

DEVELOPER

Sega of America

SUGG. RETAIL

\$44.99

GENRE

action



Billy Moon discovers that this game makes better use of the mutants than any title yet. Let him show you how to unleash their power. -Alert! Sega of America proves itself the master of Marvel Comics with this Game Gear X-Men.

The Genesis X-Men was a huge hit—a standard in 16-bit superhero games—and the Game Gear version will surely establish the pace in the hand-held market as well.

Magneto has captured most of the X-Men team in yet another scheme to conquer the planet. You have access to only two of the guys at the beginning of the game, although

they're two of the most useful — Wolverine and Cyclops. Each time you defeat one of Magneto's boss flunkies, another X-Man is released. By the time you're ready to face Magneto, you've got seven super-mutants at your disposal.

There's not the depth in this Game Gear *X-Men* that there is in the Genesis game, but it nonetheless has great graphics, cool sound, and enough action to set itself apart from most action games — the super-mutant powers have never been used so well. And, of course, you've got strategy, too, as you try to determine which member of the team to use in a given situation. Just can't decide? Then let us help out. **GP**

This level is super-hard because it's so darned easy to get lost. Enter the numbered doors in the appropriate sequence to advance.





If you lose energy to the henchmen, enter the B elevator to go to the basement, then look for a trap door to the right that leads to health and mutant power bonuses.



Your mutant powers just make Sebastian stronger—and madder. Lure him to the top of the level and through his own traps. Wolverine's regenerative powers make him a good choice here.

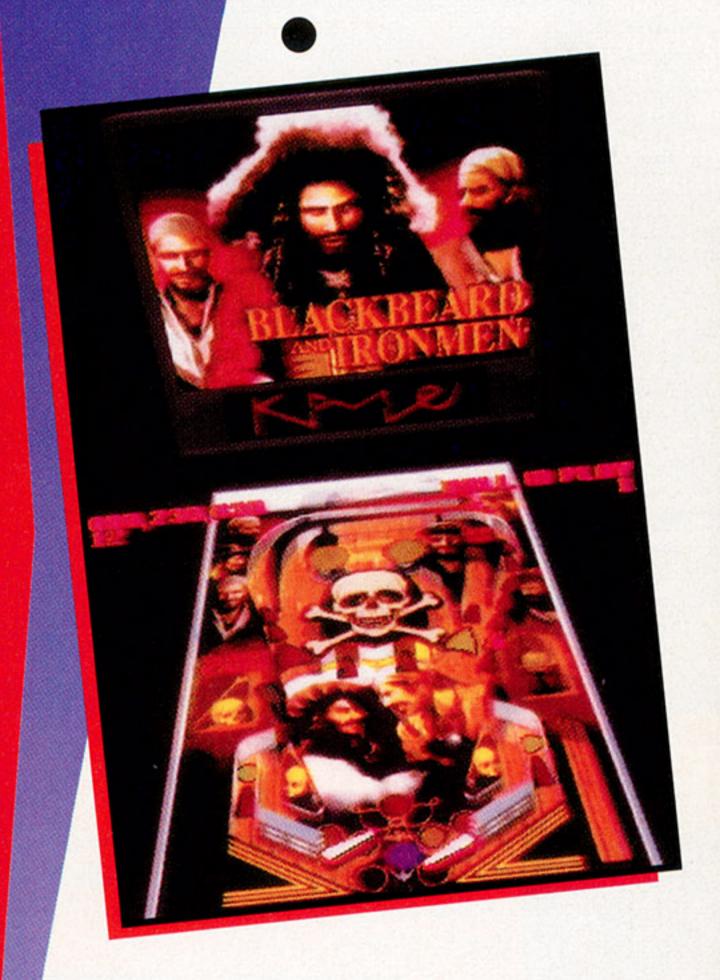




The First and Only Pinball Game for the Super NES!

Experience the look, sounds, and feel of real arcade pinball action. Thumper bumpers, multi-ball play, skill shots, huge bonuses, jackpots – all of the things you love about pinball,

without adding quarters!







If you're a pinball wizard, just try to master this one!

- 1 to 4 player alternating play
 3 varied, dynamic, and distinct playfields
 - Awesome graphics, music, and sound effects
 Special "TILT" feature
 - 2 different gameplay modes: Alternate play straight competition; Conquest mode – reach the forbidden door

"Serious pinball for serious pinball players."

- Game Players Sega/Nintendo Magazine



Product Information Number 211







Most enemies in this level are overgrown worker bees that are easily taken out. When they come to the edge

of a plat-

in and

form, move

punch away.

Jump in the middle of this bridge until it gives way, but be prepared to leap off to avoid a long fall. Explore the lower level thoroughly - there's hidden stuff to be found.



The queen is powerful, but she can't fly. If you stand on a low platform as Cyclops or Storm, you can blast her as she passes under you.

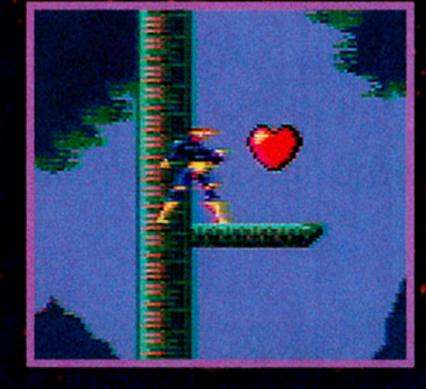


When you run out of mutant energy, hop up on either side of the screen and wait for her to approach. Then jump over her, punch her quickly, and retreat to the other side. Repeat until she's history!





Most enemies here are rockthrowing prehistorics who copy your every move. Jump to the right, and when a caveman follows, edge back to the left until he hops over you. Punch him while he's still confused, then continue on your way.



Most power-ups are hidden in treetops or in underground caves. If your energy dwindles, do a little climbin' or spelunkin' and everything will be OK.



You fight your way through this flock of pterodactyls before you face the boss. They're pretty ruthless in their pursuit, so slay them as soon as they appear.



To defeat Sauron, the half-man/half-pterodactyl, use your mutant powers to blast him as he flies overhead. He lands and adopts the same "monkey see, monkey do" attitude of the other cave dwellers, so convince him to jump over you, then reward him with a punch.

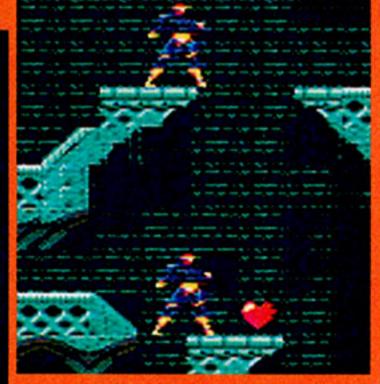


When you meet Magneto's mutated army, watch out for the ones hurling spears or other weapons at you. Find a platform slightly below their own, then use your special power to destroy them.



These guys run to the side of a platform as soon as they see you and stay there until you leave. Get in close and use standard punches or kicks to get them out of your way.

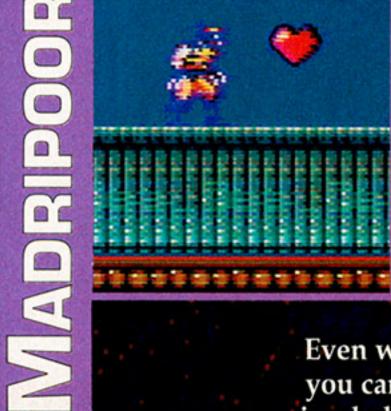
MORLOCK TUNNEL



Explore the tunnel thoroughly — it's relatively easy to walk over a bunch of power-ups without realizing they're there.



The strategy you used on the brood queen works even better here. Get on a platform and let Callisto walk under you as you blast away. With good aim, you need never meet her face to face.



The rooftops provide your safest path through this level. You can not only avoid most enemies, but you're also rewarded with frequent power-ups.

Even when you hit the street, you can avoid most bad guys simply by jumping over them.



There aren't any special tricks to defeating Omega Red just be quick and ruthless. Get next to him, punch a few times, then jump over or retreat before he can retaliate. Wolverine's deadly claws make him a good choice here.



YOU'LL KICK YOURSELF IN THE BUTT IF YOU'RE LEFT SITTIN' IN THE STREET WITHOUT CLAY FIGHTER™!



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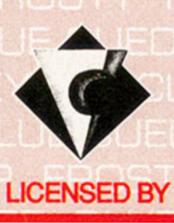
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SVRP!

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AFFYETING HELGA BLOB BON

Product Information Number 182



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GENESIS

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DEVELOPER

Sega of America

SUGG. RETAIL

\$59.99

GENRE

sports

oe may have not made it to the big game this year, but there's no reason you shouldn't be able to get there in NFL '94 Starring Joe Montana. Brush up on your X's and O's, and you'll soon be blowing out the best teams in the league even as an AFC team (insert your own Buffalo Bills' joke here).



You die-hard pigskin fans are undoubtedly playing NFL '94 Starring Joe Montana to tide you over until next season's kickoff. Get the edge on your friends or that stingy computer defense with **Doug** Brumley's strategic look at every aspect of Joe Montana. Uh, the game, not the man.

BUNNING

Heed the lesson Buffalo learned in the past two Super Bowls: If you turn over the ball, you usually pay. And as much as you're likely to be intercepted, it's crucial to establish a running game —you're better off moving the ball without putting it in the air.

Naturally, there are exceptions. When the defense puts more men on the line of scrimmage to stop the run, throw deep for big yards. But if you consistently drive the ball up the field, you're chewing up the clock and leaving little time for your opponent's offense to get anything going.





You've got to make plays such as "buck strong," "slash strong," and "counter-gap strong" work to establish a successful running game. Sometimes you're able to break it open for big yardage, and sometimes you run into a wall at the line of scrimmage. But if you can average about four yards with these plays, you're in good shape.

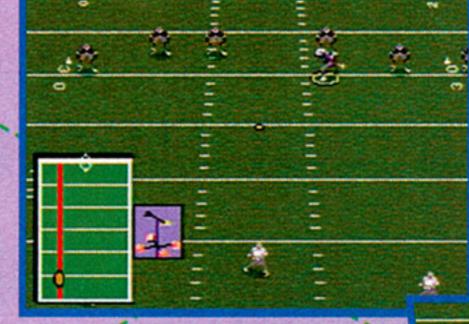


When your running back takes the hand-off, immediately look for a hole in the line. You may want to use your speed burst (C button) to help you blast through, then use the spin move (B button) to bounce off tacklers and gain more of those precious yards.

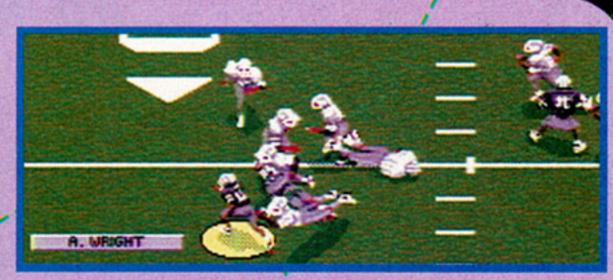


The Kicking

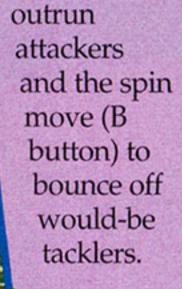
In a game where every yard counts, it's crucial that you make your opponent earn every yard. If you can keep him from getting good field position, your chances of keeping him off the scoreboard are greatly improved. The often-overlooked kicking game plays a huge role in keeping the ball in his half of the field.



Contain the other team when you kick off, keeping your opponent as deep in his own end as possible. Kick the ball deep to a corner, then switch to the player closest to the sideline and zero in on the ball-carrier for a vicious hit. You may even cause a fumble!

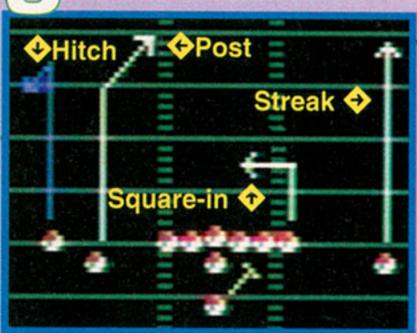


When returning a punt or kickoff, your blockers really aren't much help — work some magic on your own. Use the speed burst (C button) to





Timing is the key to accurate passing. Your receivers run their routes and usually are only able to break away from defenders for a split second — if ever. If you throw the ball too early, the receiver can't complete his route, and if you throw it too late, your man's standing still waiting for the pass with defenders draped all over him.

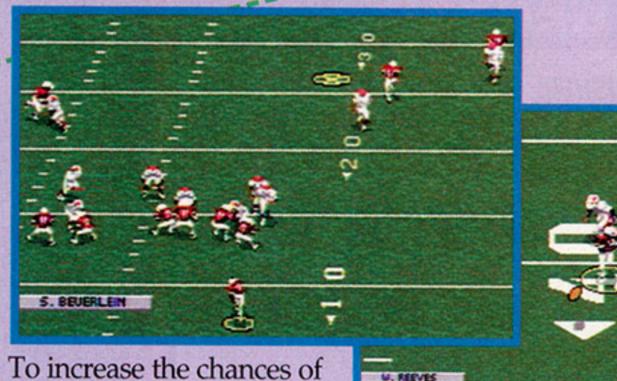


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The most successful patterns are usually square-ins and hitch patterns. Post patterns and straight

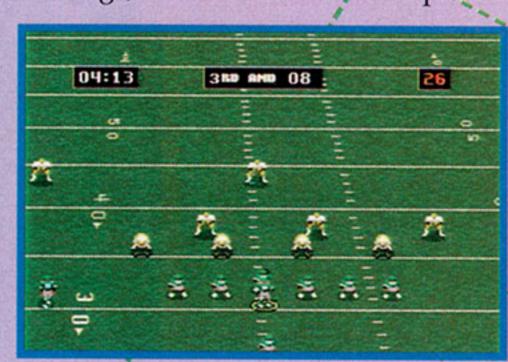
streaks can pay off, but you're more prone to interceptions using them than six-point payoffs.

15T AND 15



completing a pass, release

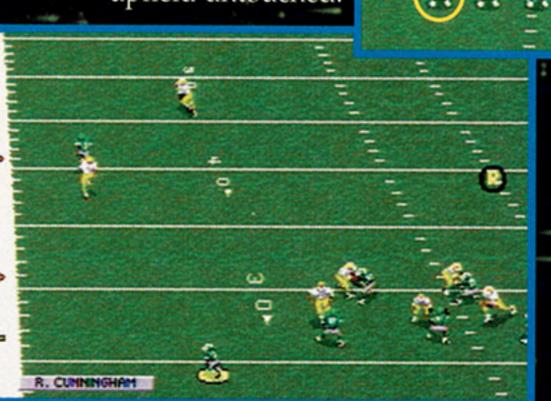
the ball before the intended receiver makes his cut. The receiver should make his cut while the ball's in the air, momentarily putting distance between himself and his defender. If the defense is in zone coverage, you can often hit your receiver while he's in holes in the zone — i.e., after one defender drops coverage, but before another one picks up your man.

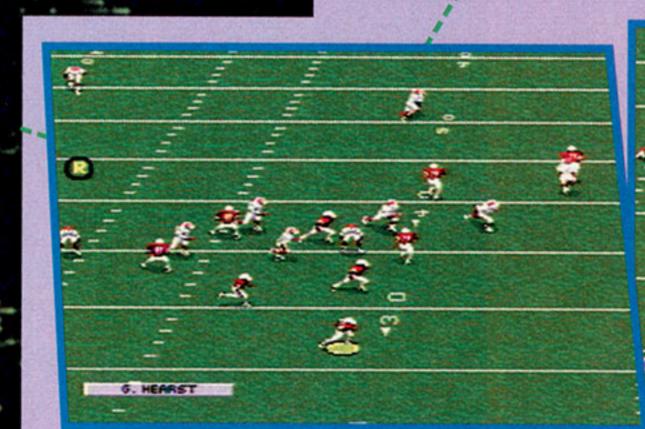


Even after you choose a pass play, make sure you analyze the defense. If the defense is in the "preyent" set, let your quarterback keep the ball and run it up the open middle.



The quarterback's "fake slash boot" play is almost always good for eight or nine yards. The key is making sure you have a tight end (circled) on the left side of the line to block the outside linebacker. If he's held up, your QB can turn the corner and head upfield untouched.





The halfback pass can be your hid-

den trump card. As with any passing play, you run the risk of tossing an interception, but if this play connects, you're almost assured of points on the scoreboard. When the halfback takes the hand-off, run to the right, hit the B button once to change to the far-left receiver, then fire away. But don't forget to cross your fingers.

You may be able to score at will, but if you can't stop your opponent's offense, you won't finish the season with many marks in the win column.



Choose the 46 defense to stop a running game. You might want to try this on first down, but don't risk getting beaten deep on later downs.



The **even** defensive set - also known as the 4-3 — puts four men on the line. Use it when you expect a running play but don't want to leave yourself vulnerable to a pass.



your opponent's going to pass. Always a good choice on third and long, this defense



The goal-line defense is pretty self-explanatory. It's handy in third-and-one situations, but be aware that you're leaving yourself open for a deep pass.



No matter what defensive set you choose, your best bet is to

lets you keep all the action in front of you. choose a lineman and make a point of putting heat on the quarterback. The cornerbacks are much better at guarding

the wide receivers than the average player could ever be, so don't switch to them until a catch or interception is made.



Choose odd (or 3-4) when you want a balanced defense with emphasis on pass defense.

Casie Mana

GENESIS

PUBLISHER

Konami

DEVELOPER

Konami

SUGG. RETAIL

\$49.95

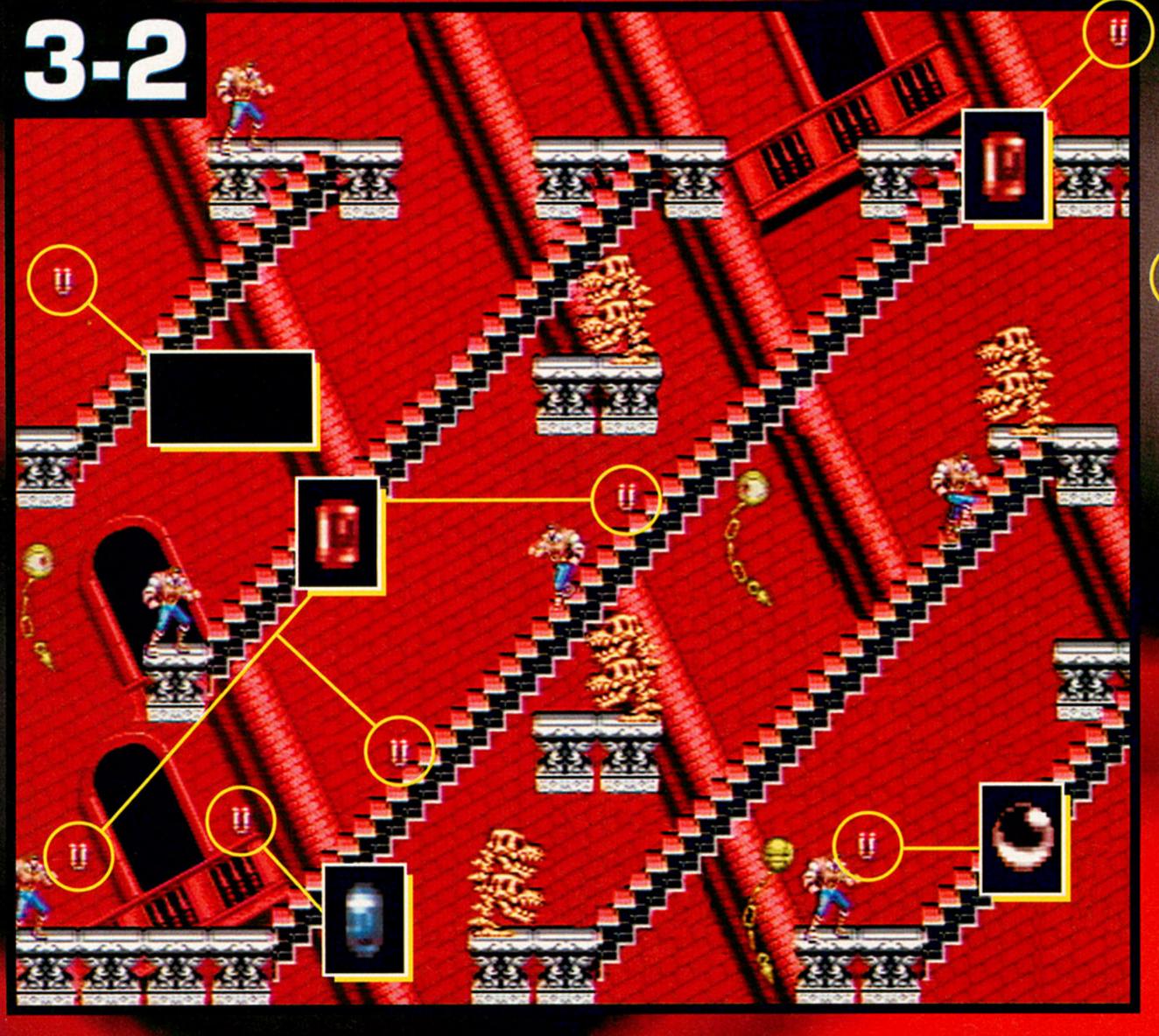
GENRE

action/adventure

ast month we dove head first into the dark netherworld of Dracula's twisted realm. Now, just like the Count, we're back! In the second part of our gore-engulfed mapping guide, we take you past the beasts from below and point out a few handy items along the way.

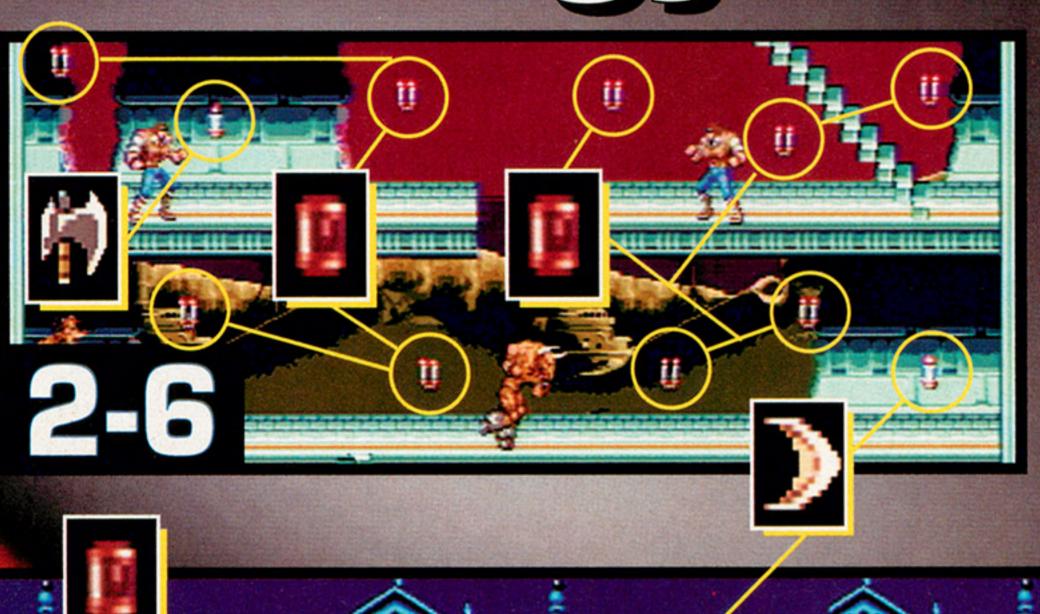
To be exact, we're taking you as far as the last two levels — you don't want us to spoil away *all* the challenge, do you? Have fun, you nasty blood-mongers, you!







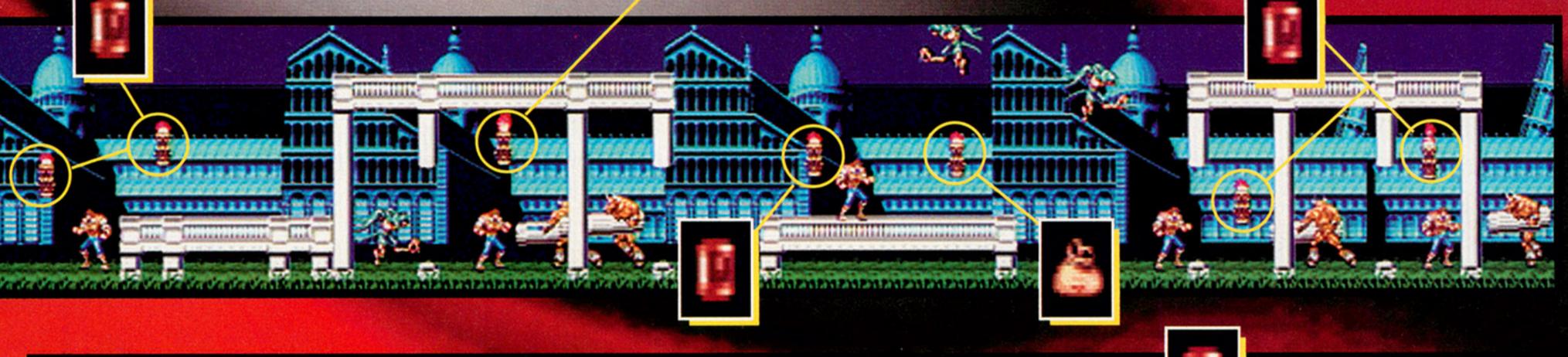
BIOCHITES Strategy Guide, Part 2

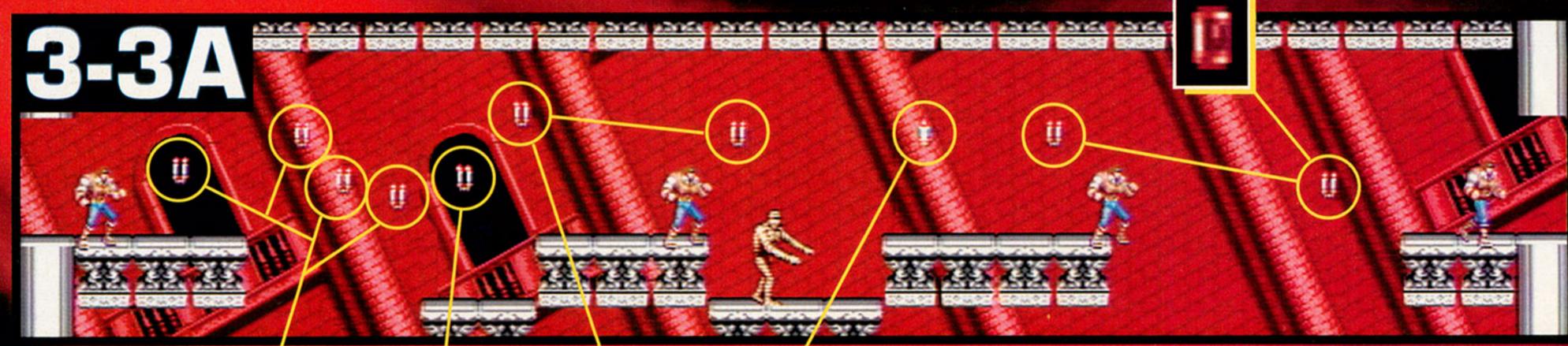


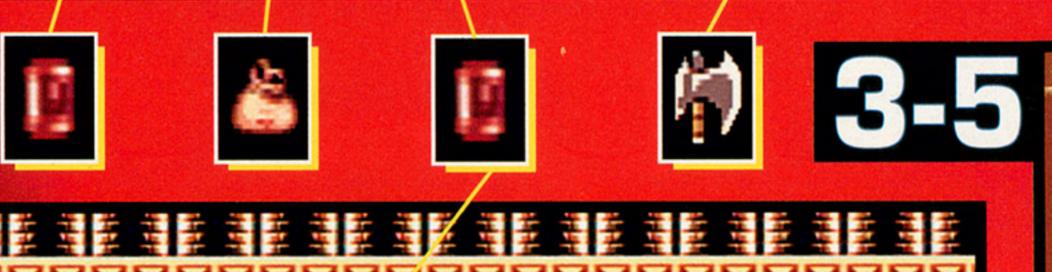
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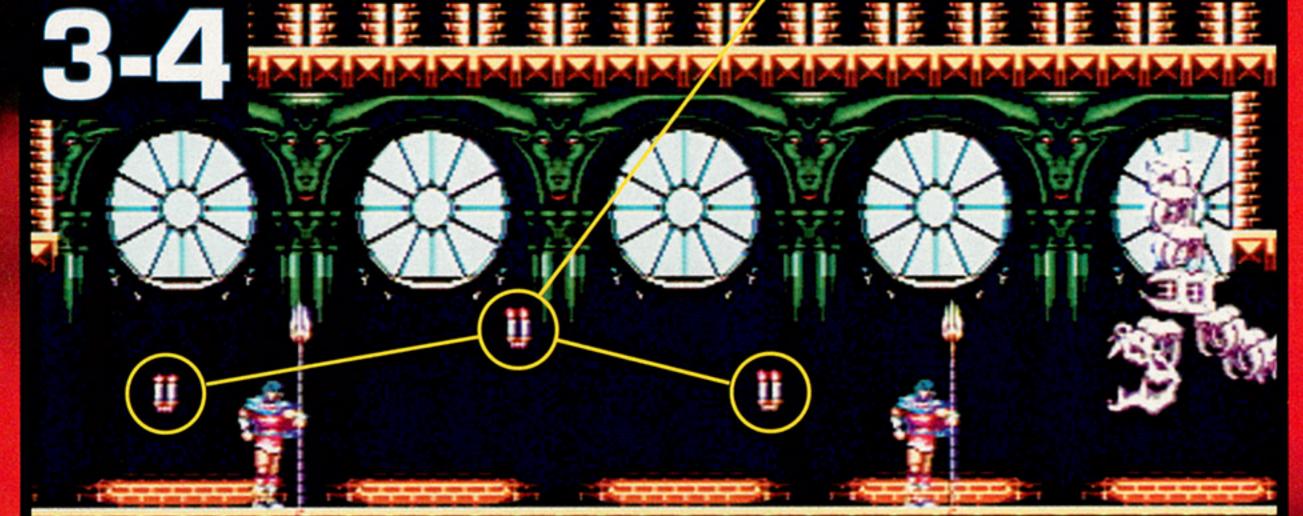
This giant "rock-guy" can only be hurt in his eye. Chop away at his mid-section to lower the eye into reach, then keep hitting it.





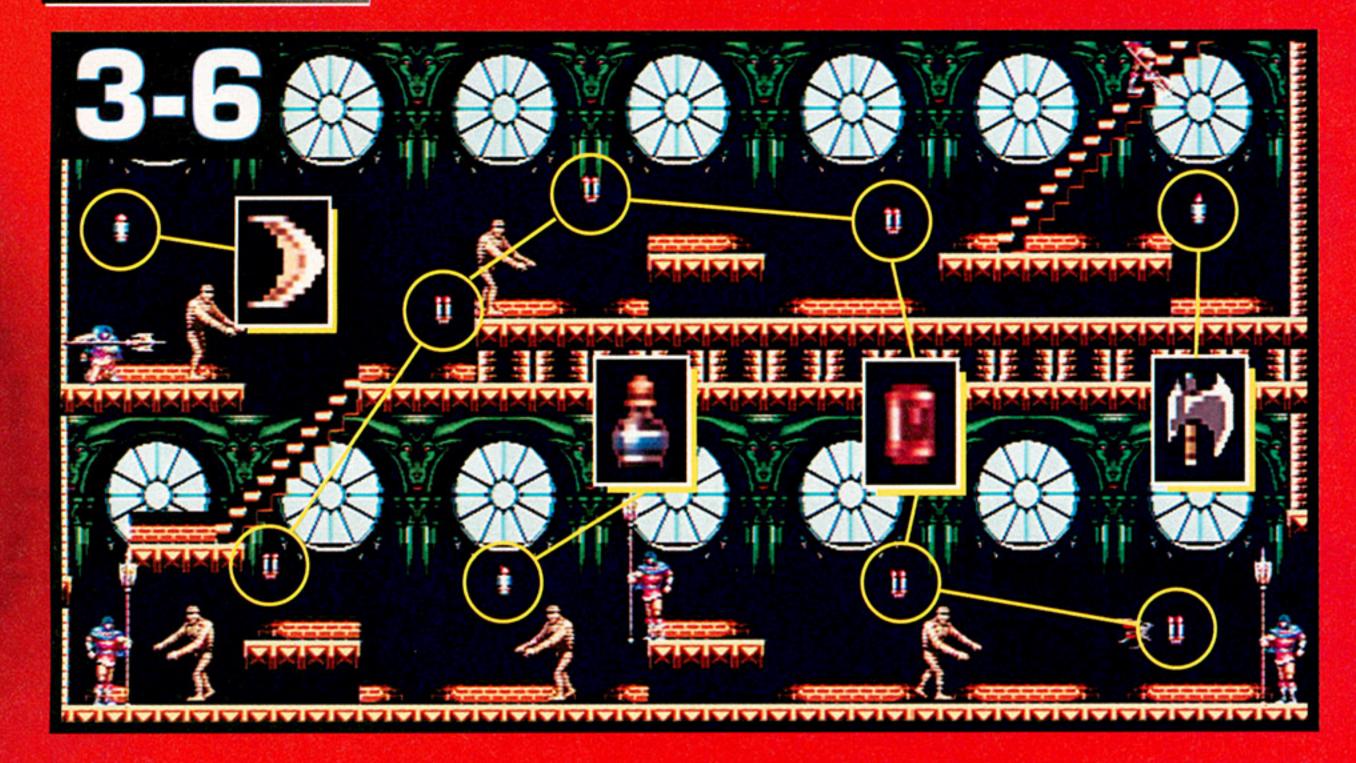


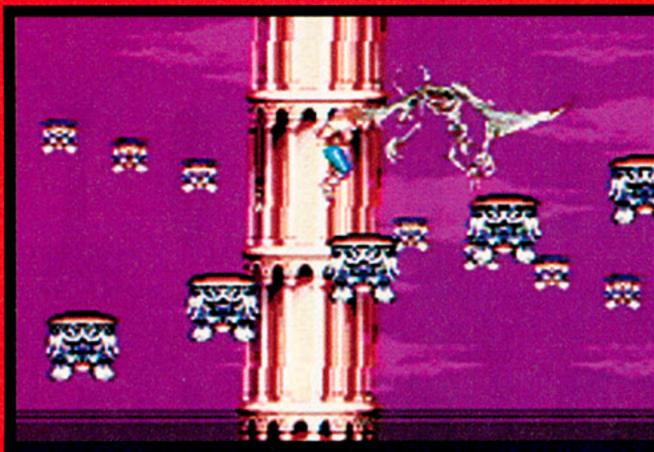




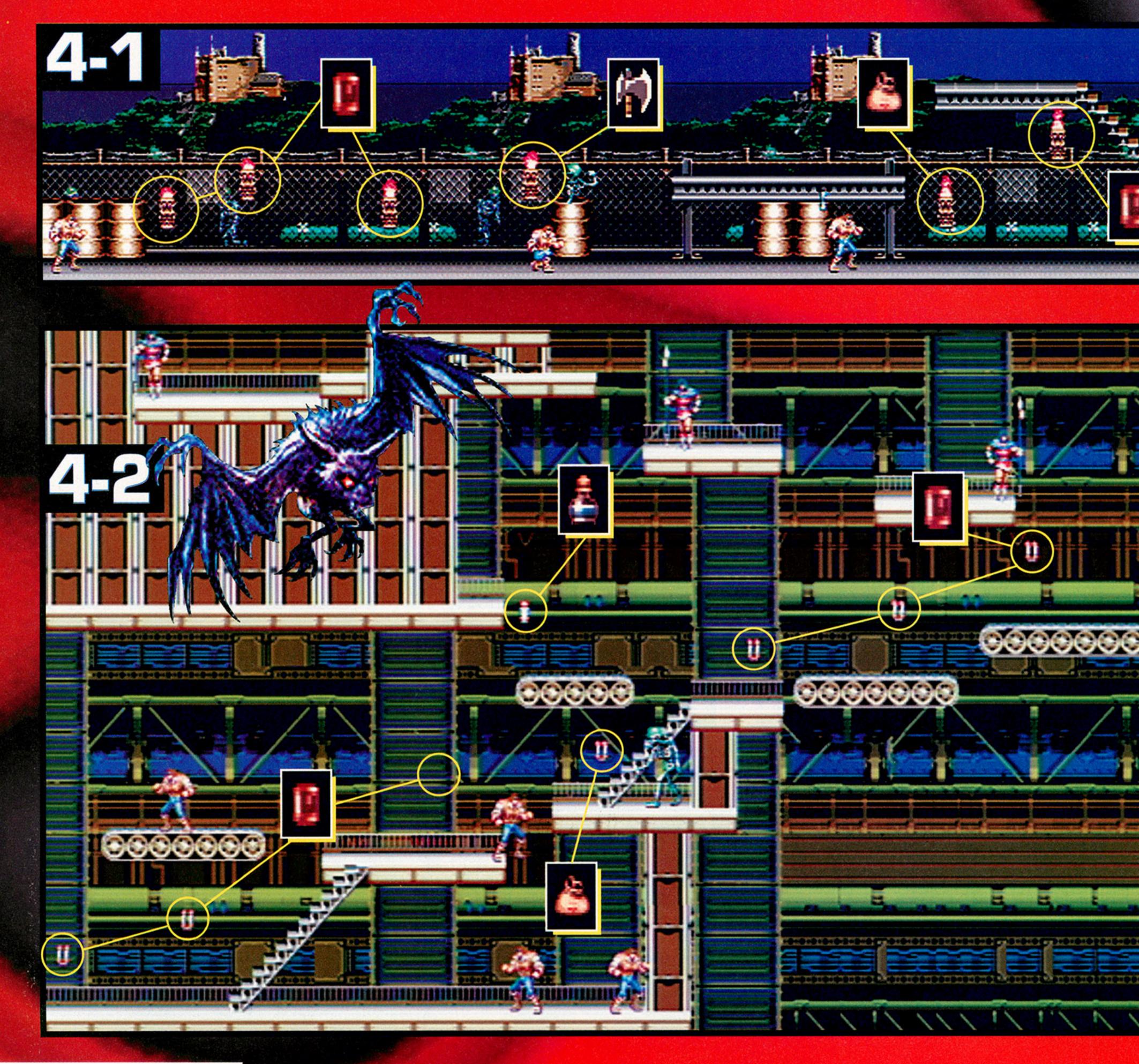


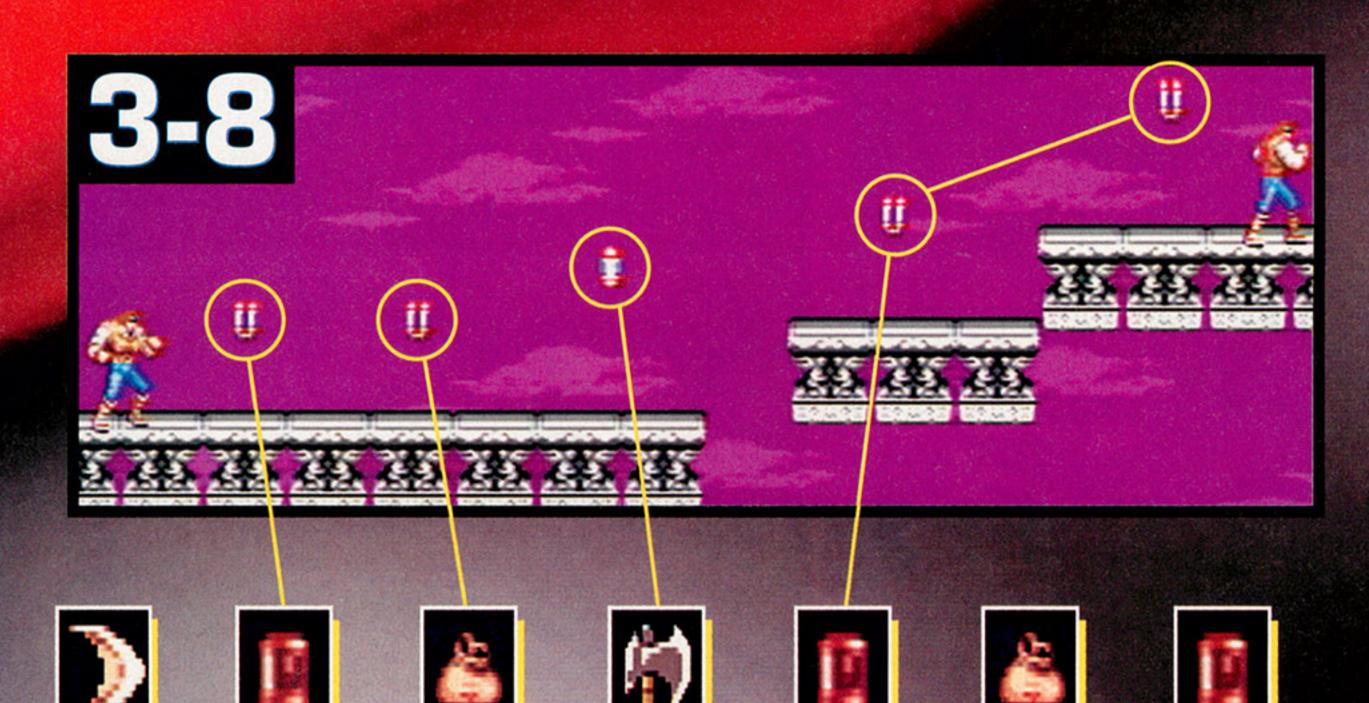
Level 3-5 drops you in the "rocking" Tower of Pisa. It's important to keep climbing as the screen scrolls upward because if you fall off the bottom of the screen, you instantly die. Also watch out for flying heads, zooming in from both sides of the screen.

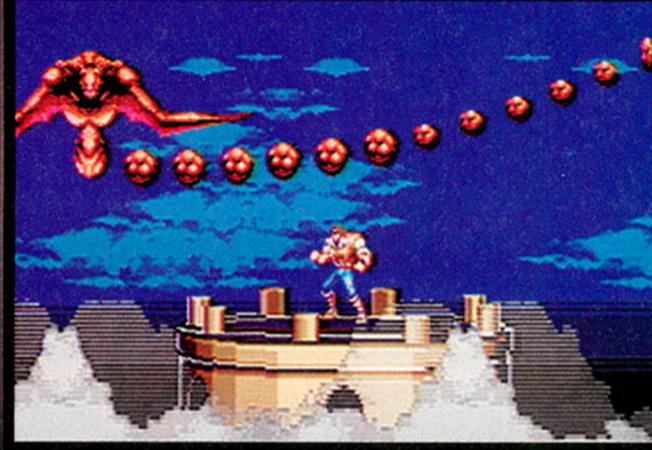


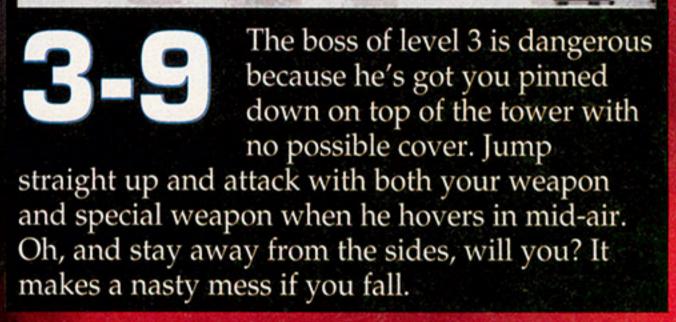


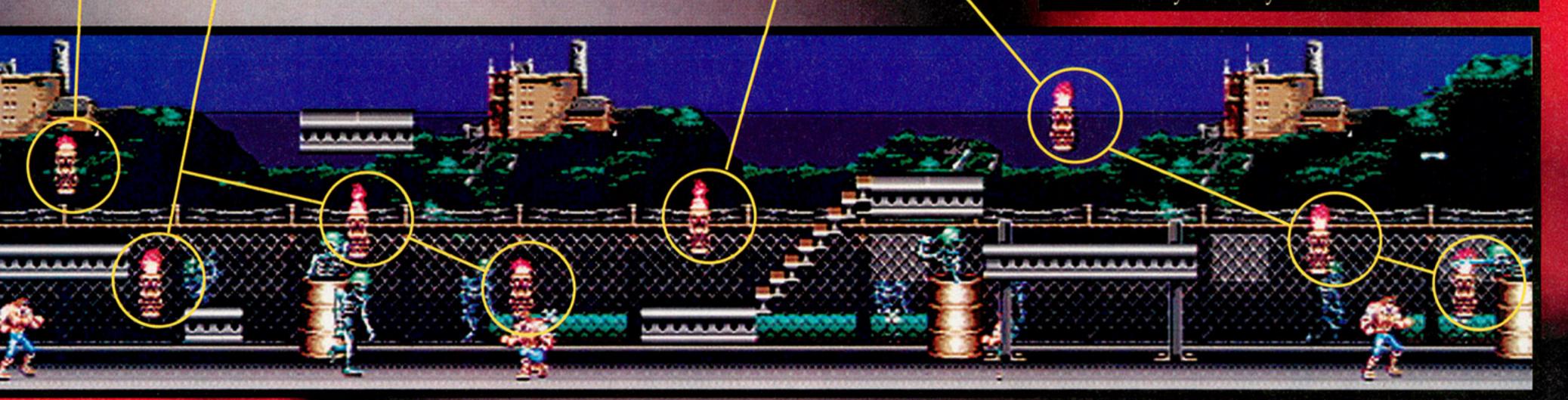
Stage 3-7 is all about jumping on platforms. Follow the screen as it leads you left, then up, then to the right. Attack the flying bat-creatures as you go, being careful not to land on one as it swoops underneath you. Watch your step—one missed jump is all it takes to do you in.

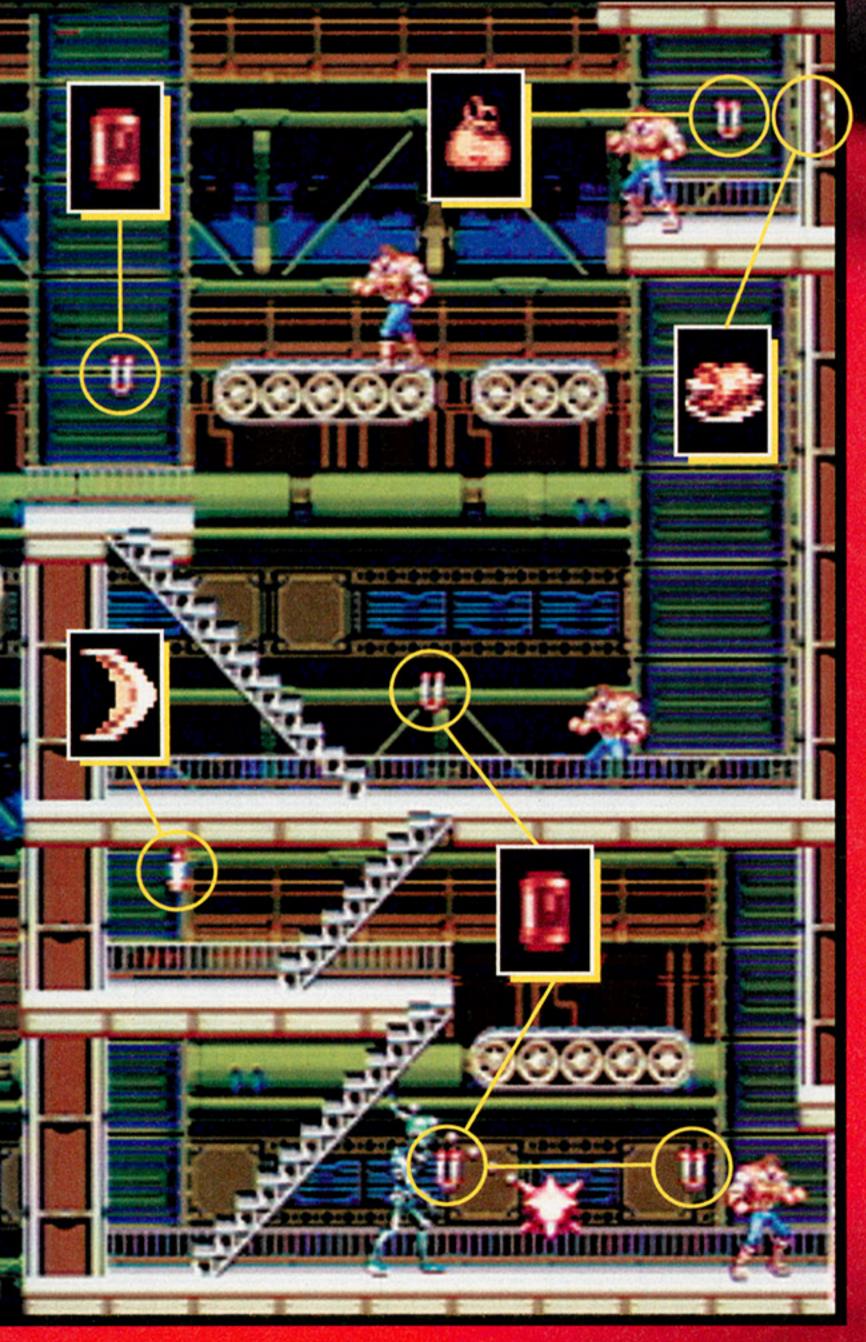


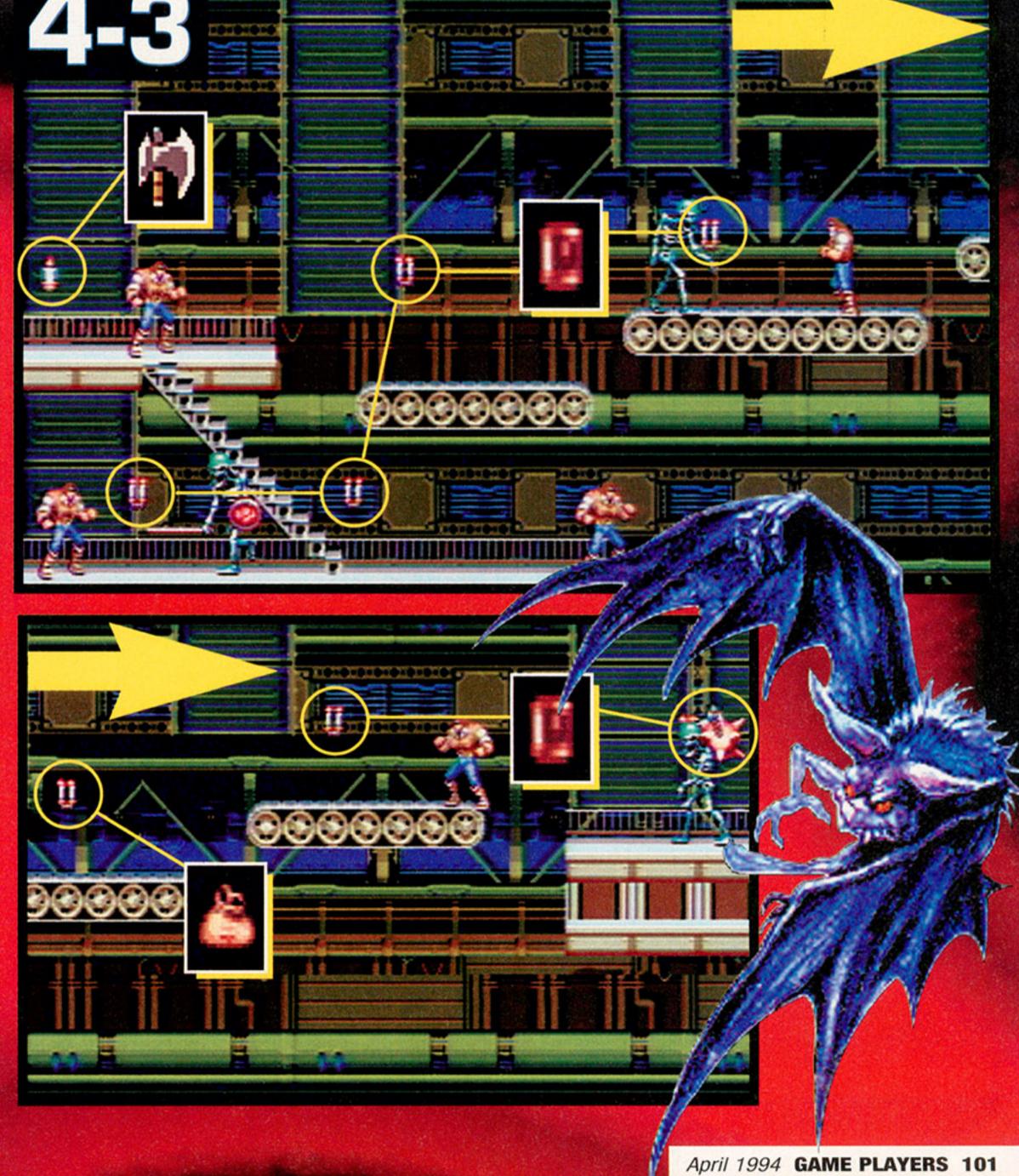


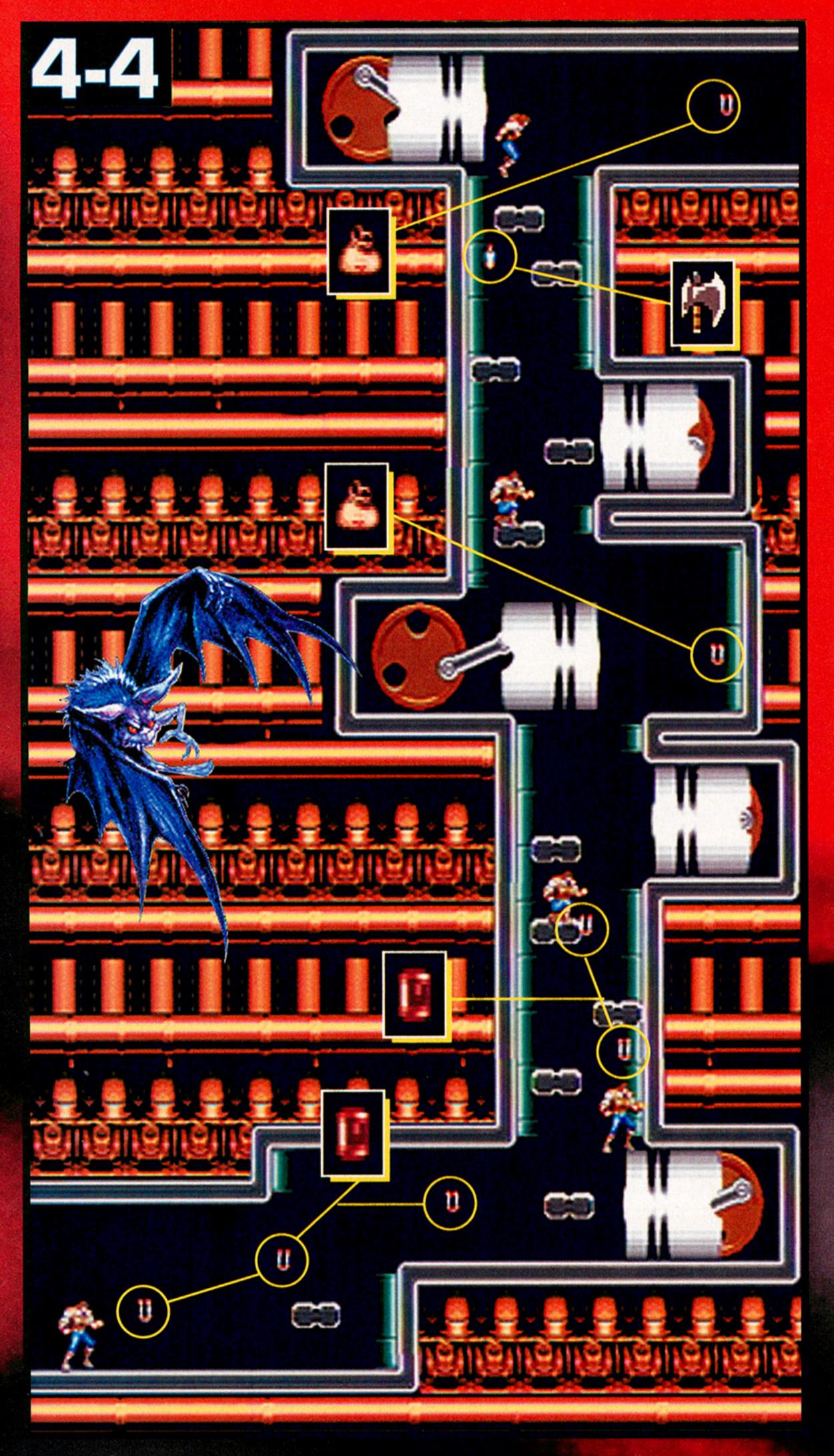














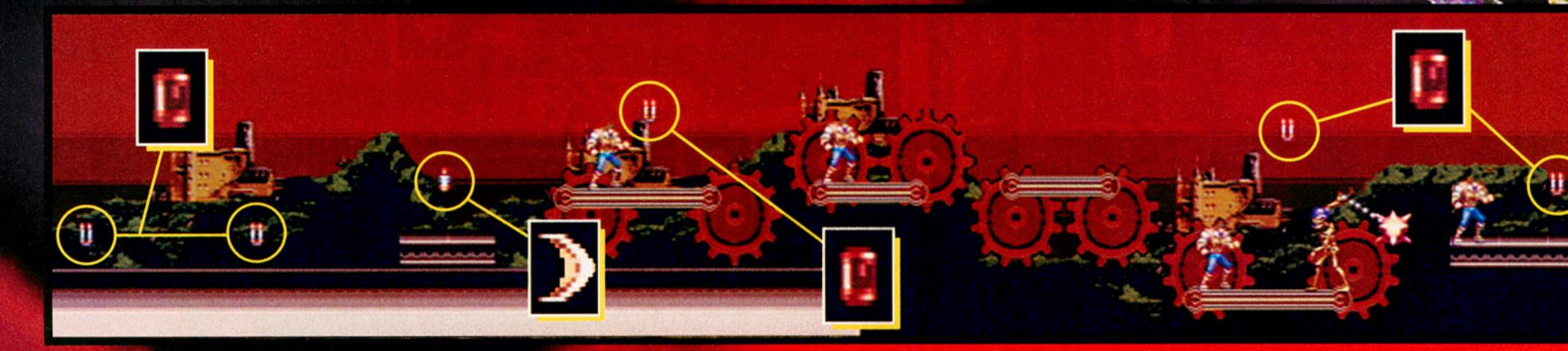
Stage 4 is chock-full of gears. You can climb on the larger ones to make your way to the top of the room, but you must be careful not to lose your footing as they turn. Walk against their rotation to stay safely on top, but also watch out for sword-wielding skeletons. You must look hard to spot the candles against the confusing background, but you need what they hold to help you through the next few levels. One more thing—even though there's "technically" a platform or something

cally" a platform or something below, you still die if you happen to fall off-screen. I know, I know, it sucks. But hey, I don't make the rules.



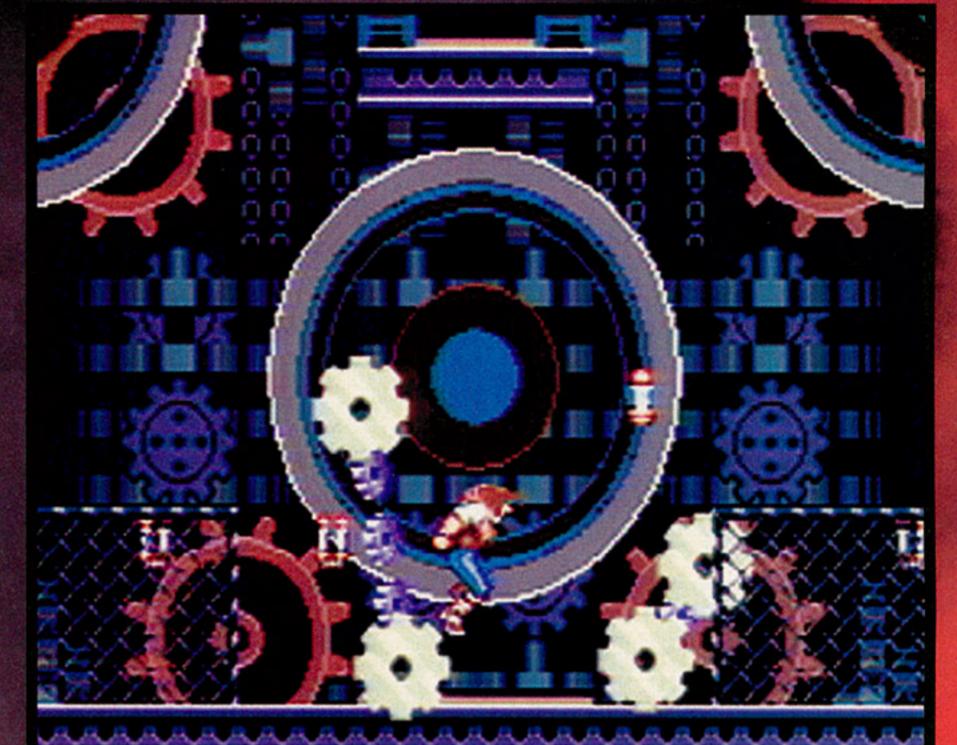
More "gear-grinding" action in 4-6, this time with a twist. There are several hooks hanging from chains near the end of the room. You must stand on

one long enough to raise the next one, then jump over to it before the one you're standing on sinks too low. I know it sounds tricky, but it's actually not that hard if you do it very quickly.

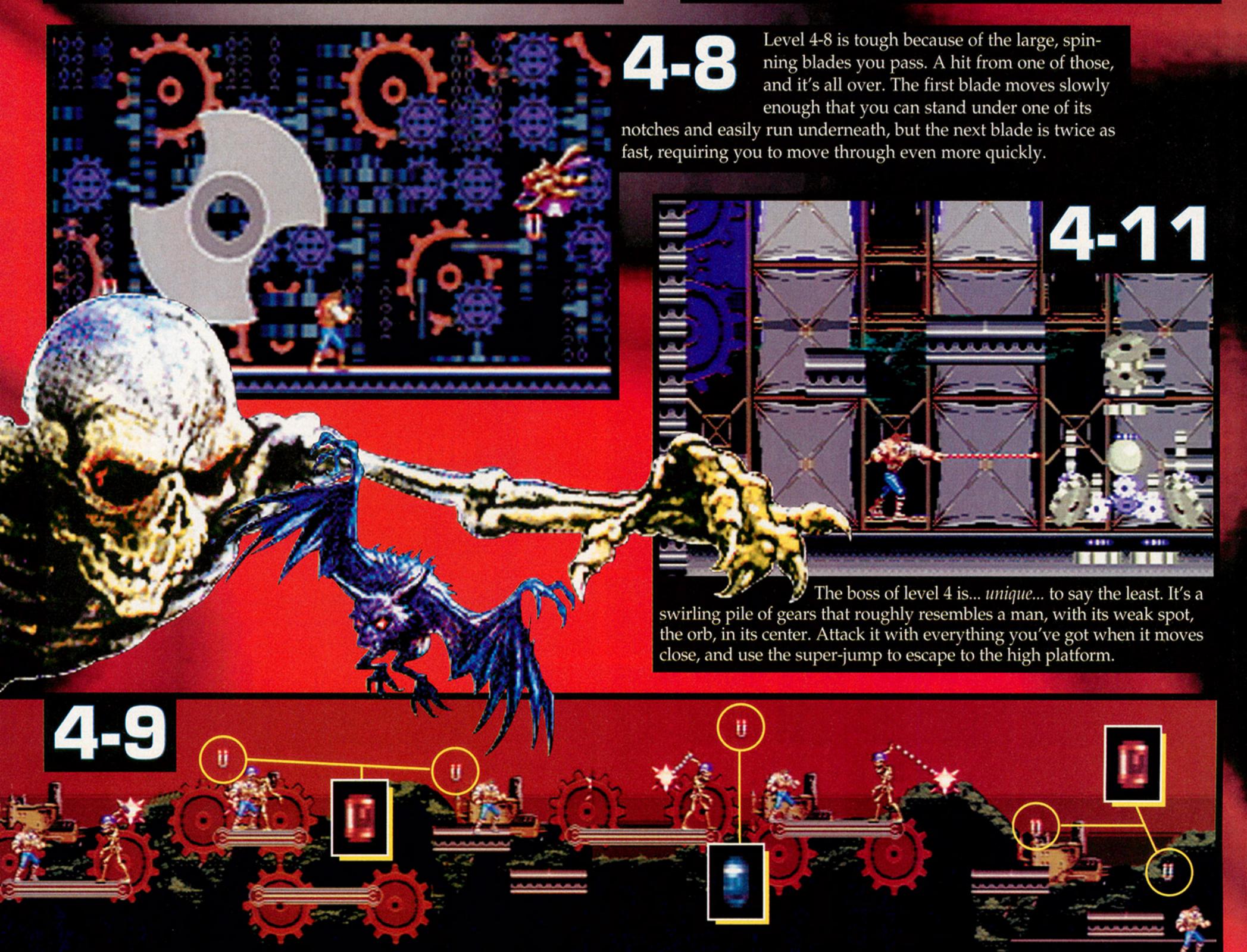




Frankenstein's monster is bigger than ever! Don't worry, though — he's still a pushover. If you have any special weapons, use the "charged-up" versions (Up on the control pad + the attack button) and attack him from across the screen. Stay on the left platform, just out of Franky's reach, and jump back to avoid his longer-ranged attacks. It's important to have not only a good special weapon, but a lot of rubies, too. You don't wanna go toe-to-toe with the big guy.



This room is only one screen wide, but it can still cause a lot of trouble because of the kooky gears. They slide down from the ceiling and roll over you if you don't act quickly. Try to beat them across the room and exit before they ever reach you. There are no platforms to jump to or hide behind, so you must move quickly to avoid getting caught on the open floor. Also try a super-jump.



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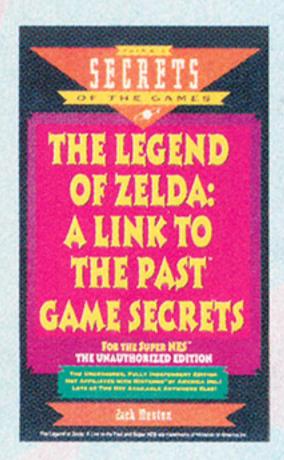
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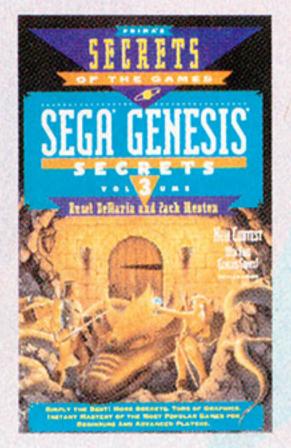
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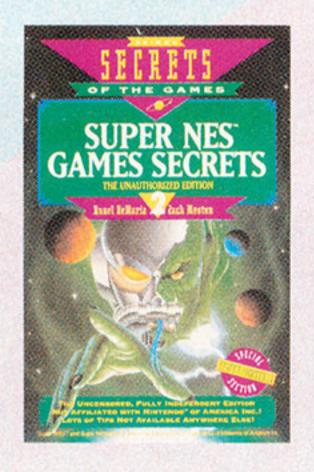


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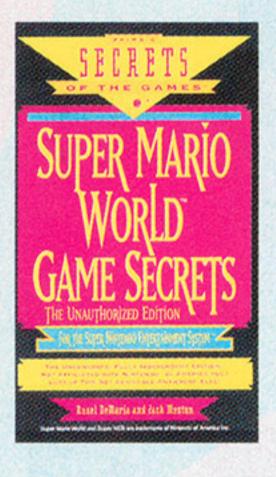
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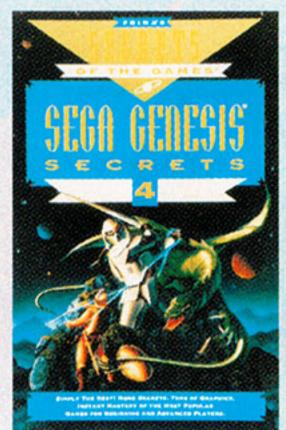
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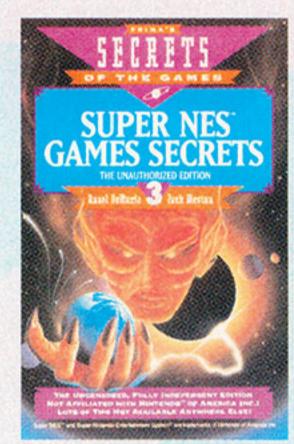
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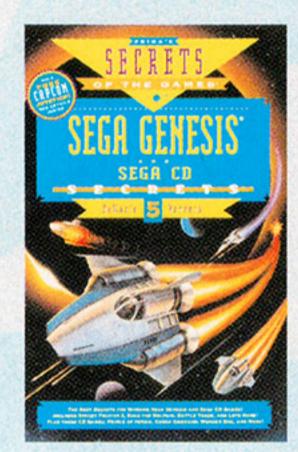
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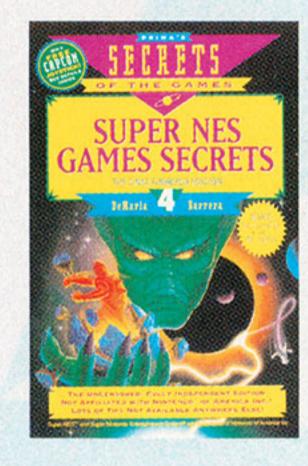
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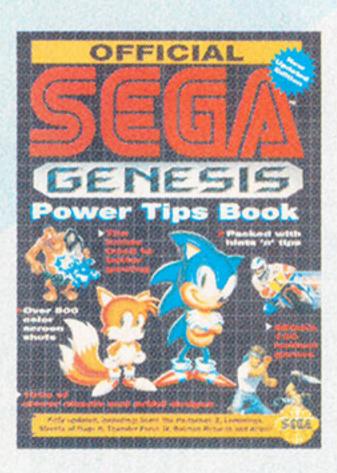
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50NIG 3H mmocent Hedgehog? Or Harbinger of Doom?



Emeralds got you down? Don't feel blue! Let Jeff Lundrigan guide you through the special stages!

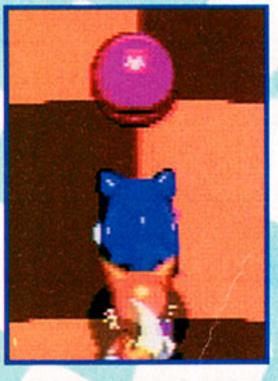
ere it is — the first part of our incredible Sonic the Hedgehog 3 strategy! It's amazing! It's remarkable! It's complete ... well, it's not complete; it's only Part 1. We're so committed to cracking every last secret of the Floating Island (and bringing the answers right to your doorstep) that we just can't stop exploring! Stop us before we map again!!

Besides figuring out how Sonic grew a new finger on each hand — check it out; would we lie to you? — one of the toughest hurdles in Sonic 3 is finding all the Chaos Emeralds. The special stages are some of the most unique challenges ever to hit Genesis, and we here at Game Players have blown the lid off all seven of 'em! Are we incredible, or what?

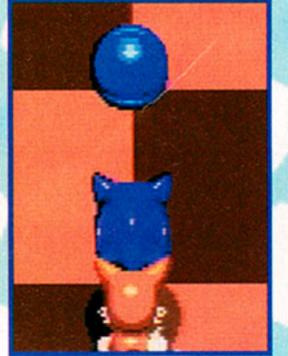
LOOKING FOR 50 METHING SPECIAL?

OK, here's the skinny: Each of the seven special stages is a 32-by-32 checkerboard dotted with red, white, and blue spheres. Each stage "wraps" from top to bottom and from left to right — if you go off the bottom of one of these maps, you reappear at the top. The idea is to collect all the blue spheres without touching any red, since touching a red one immediately zaps you out of the stage.

Get it? Good!



Bang into a red sphere, and it's over 'til next time. Avoid 'em like the plague!

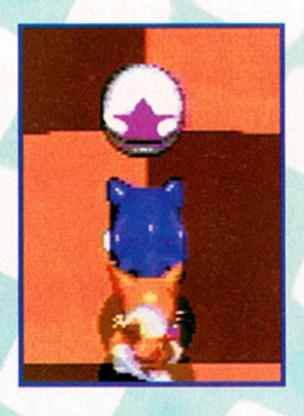


The blue spheres are the ones you're looking for. Run over them, and they turn red.



If you can "surround" a group of blue spheres, they turn into rings. Collect the rings for an extra bonus!

If you hit a white sphere, you bounce and start running backward. Be careful you can get slammed into a red sphere!



GENESIS

PUBLISHER

Sega of America

DEVELOPER

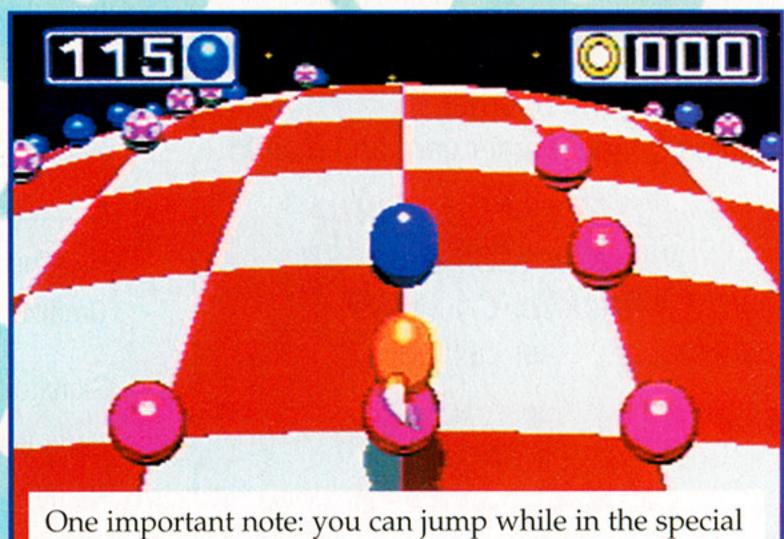
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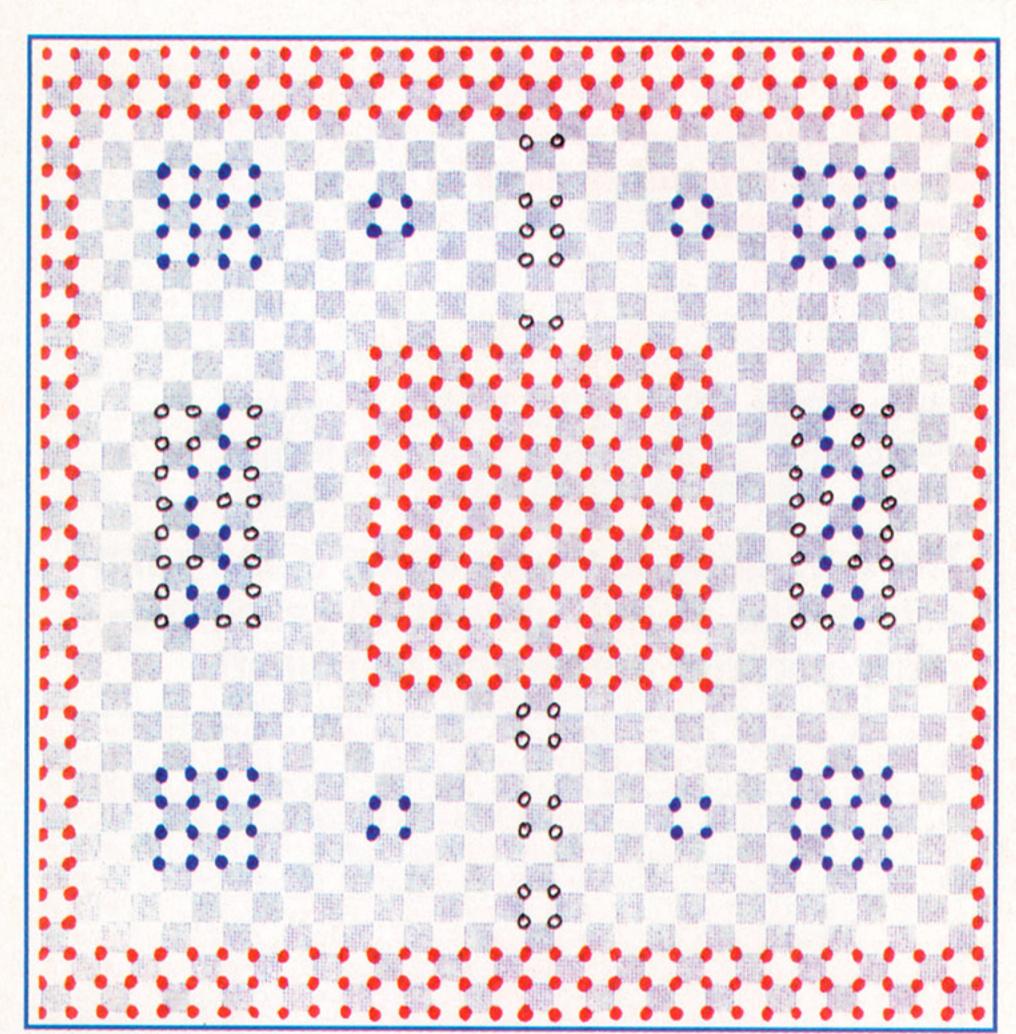
GENRE

action/adventure



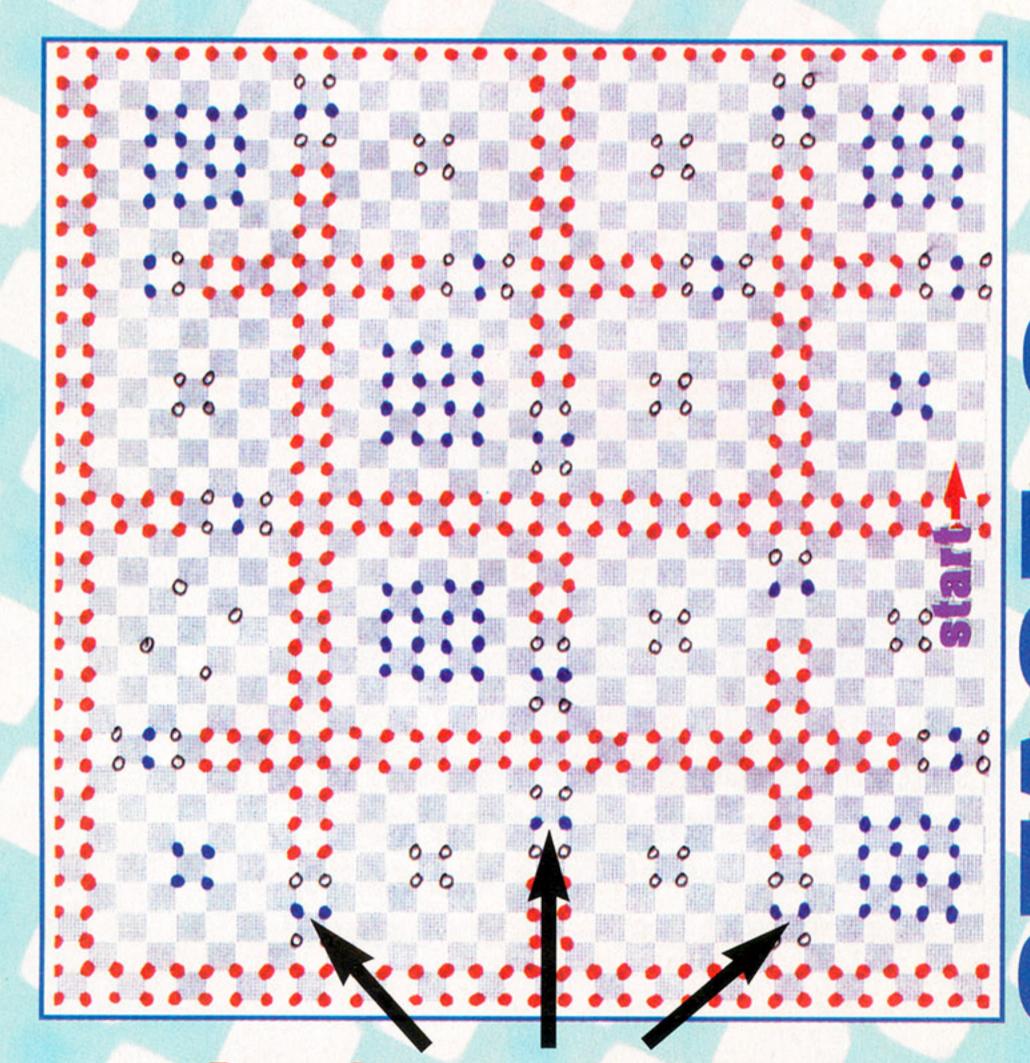
stage — in fact, sometimes you have to!

MAPS! SWEET MAPS!



STAGE 1

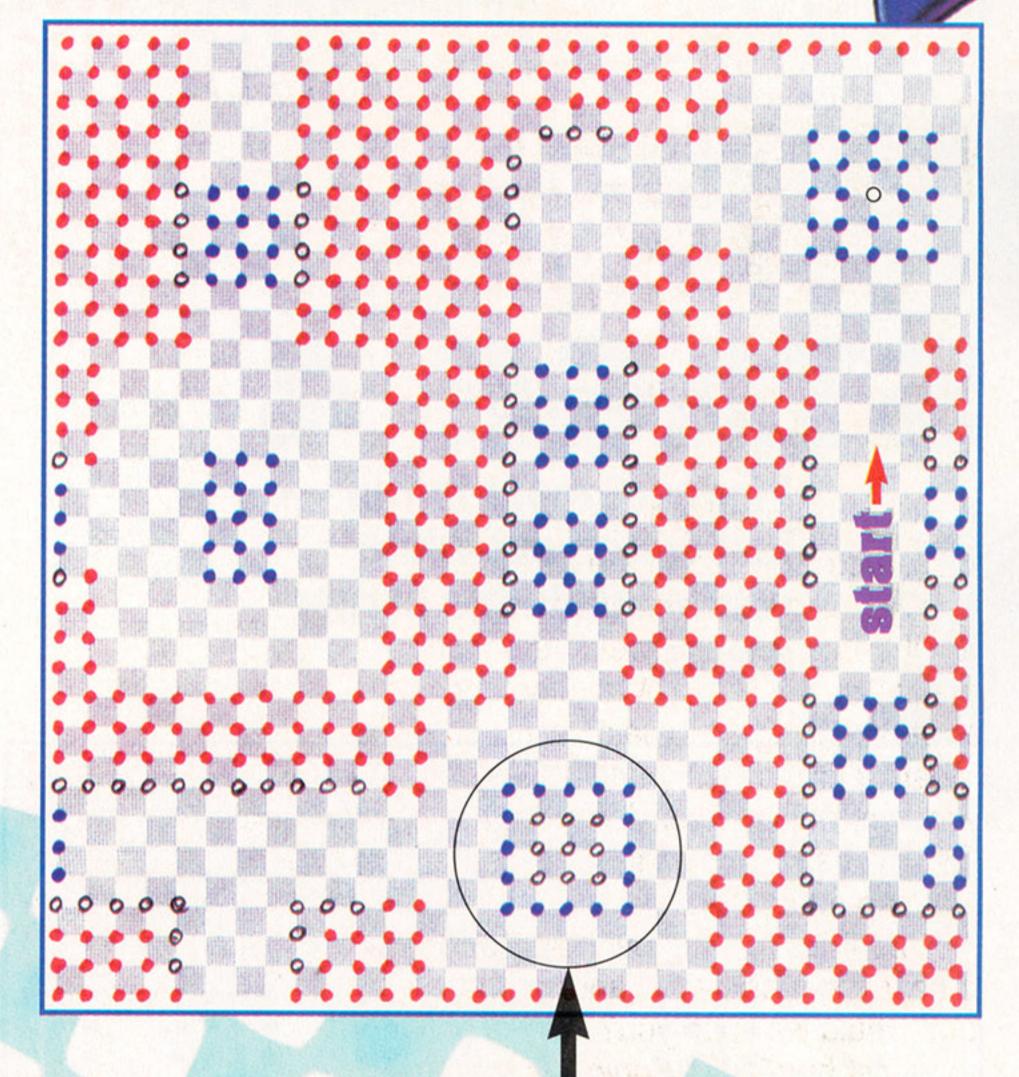
Your basic starter — lots of empty space and lots of room to move.



Remember — once you leave a room, you can't go back!

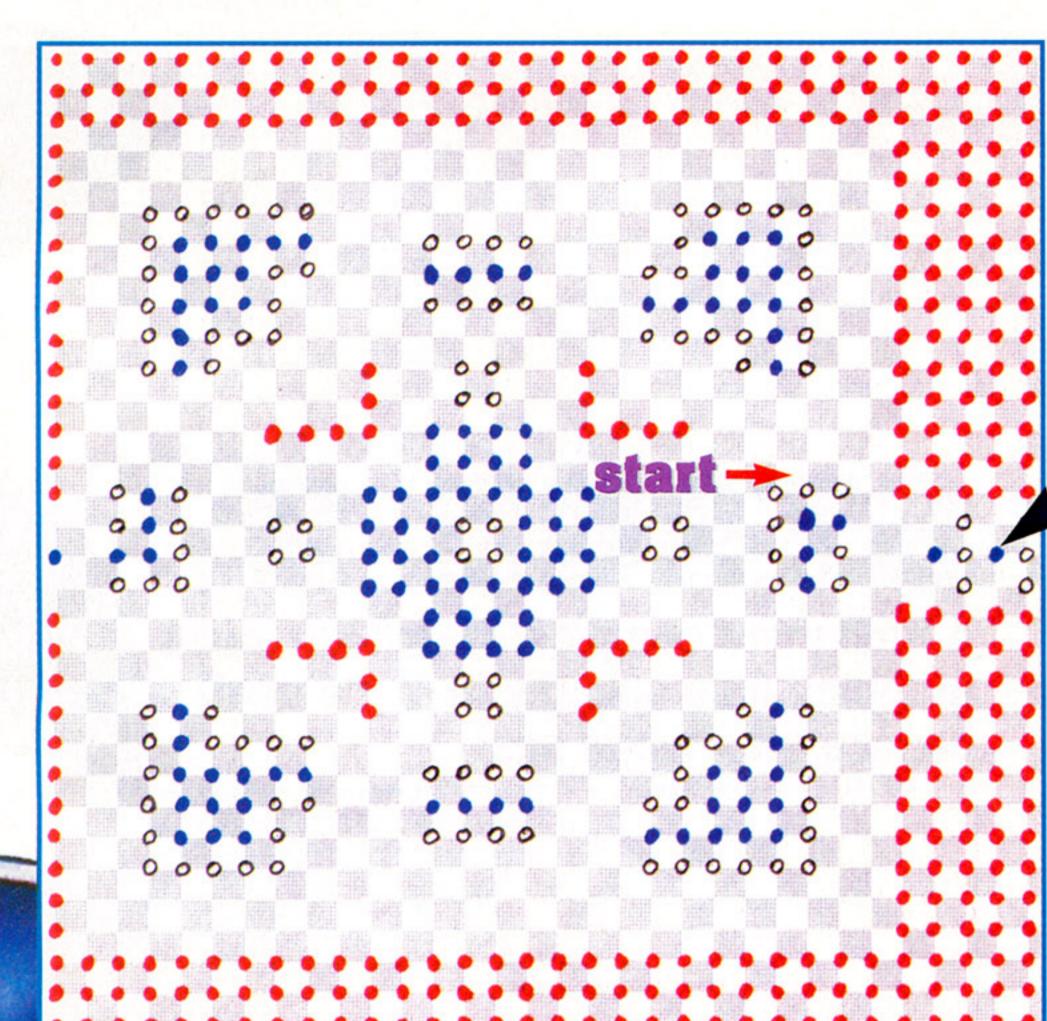
STAGE 2

A little more complex. Watch out when grabbing blue spheres that you don't bounce off a white one!



Grab the spheres in this room last so you can pick up every possible ring.

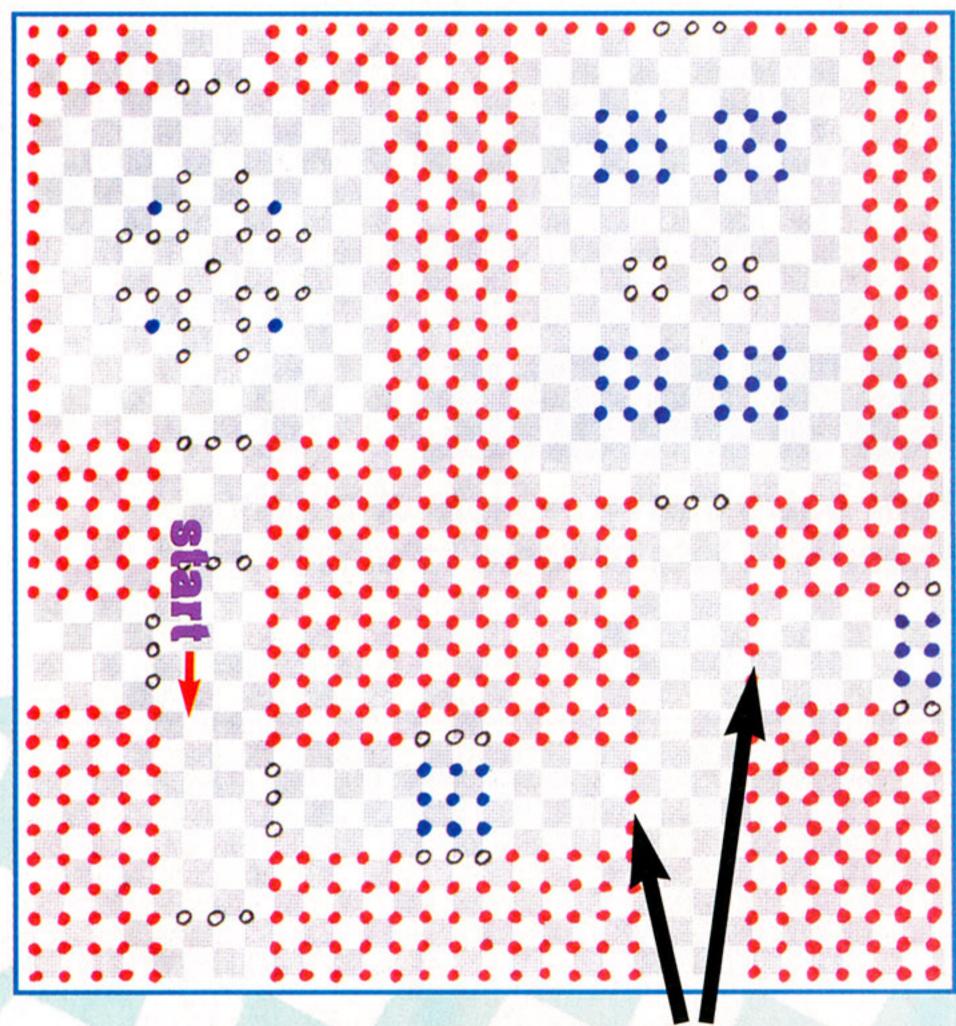
There's a tricky bit near the end—jump over the entrance to the last area and pick up the rings, then jump back out to grab the last sphere!



Save the one sphere in the middle of the connecting path in STAGE 4 for last. Getting in and out of there is just too tough!

STAGE 5

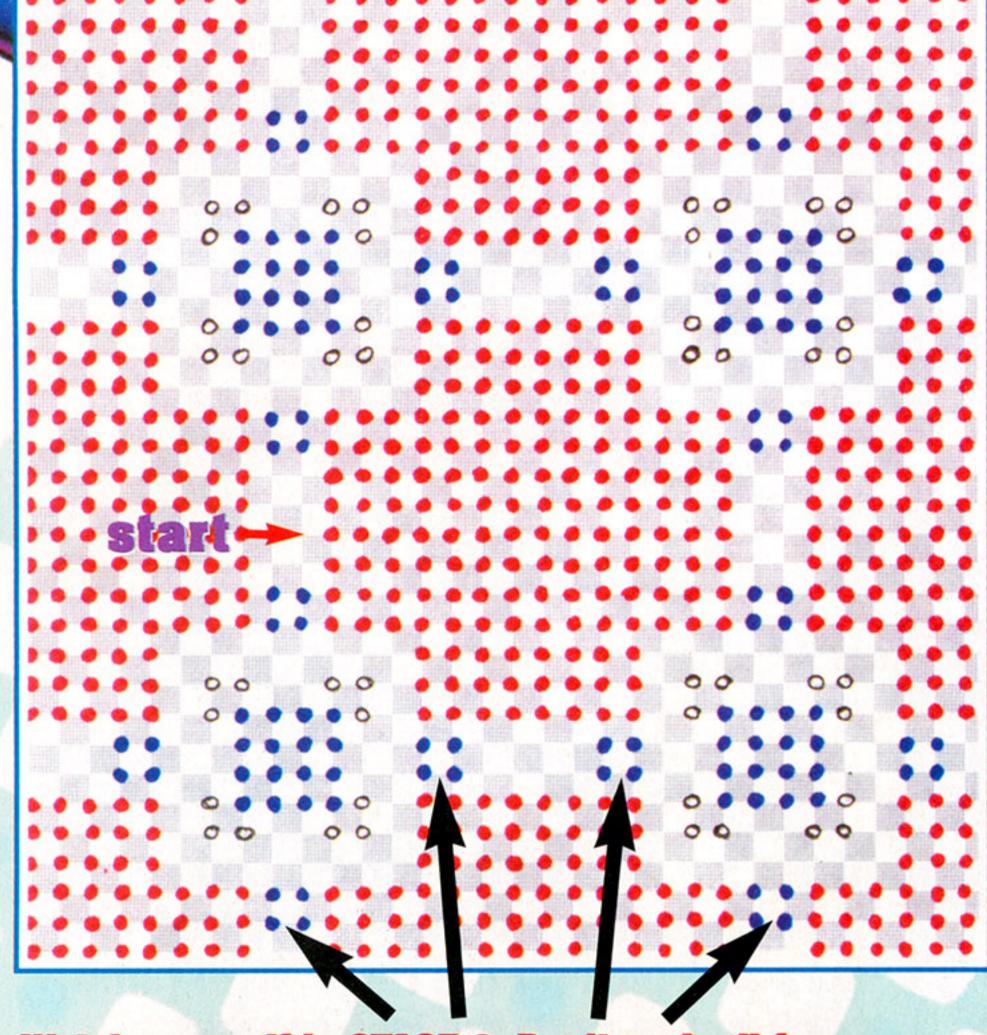
The only thing to worry about is the jumpover-a-line-of-red-spheres-to-reach-theother-corridor maneuver. No sweat!



Jump these red spheres. Be careful, there's no second chance!

STAGE 4

Plenty of room to run—just watch out while you're inside the corner rooms!



Watch yourself in STAGE 6. Don't grab all four spheres in the entrance to each room — leave yourself a way out!

STAGE 6

It's nothing more than a series of rooms connected by narrow corridors. Since they all look the same, it's easy to get lost — stay awake!

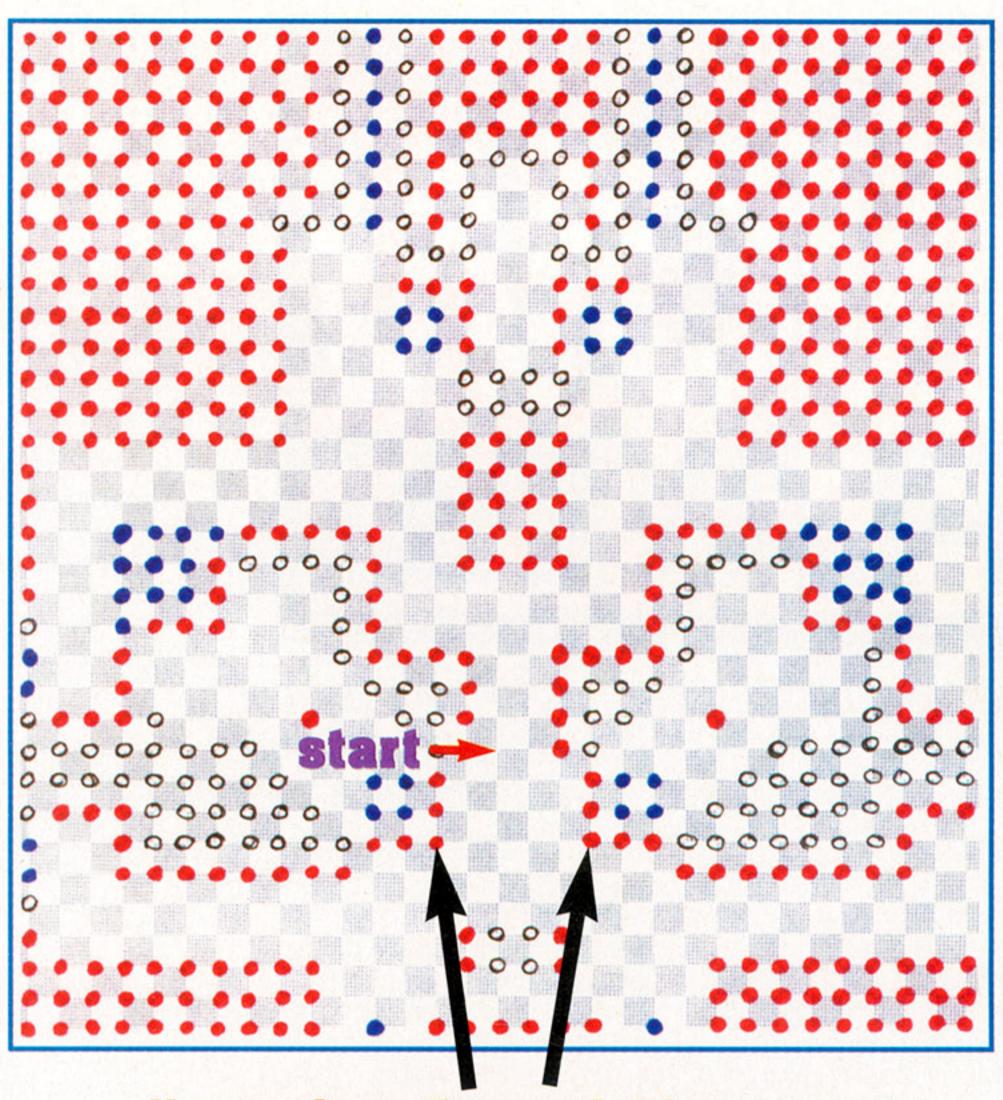
STAGE 7

It's the toughest stage. You can grab a total of 68 rings here, but you've got to be <u>very</u> clever to do it!





Once you've collected seven gems, reap your reward. Just as in Sonic 2, you collect 50 rings, jump, hit button A and become ... Super Sonic! Behold!



You can jump these red spheres to get at the blue ones, but there <u>is</u> another way inside....

Now that you've recovered the Chaos Emeralds and transformed into Super Sonic, you're ready to take on Robotnik's baddies. But as you can see, we've run out of pages — oops! So next month Lucky Lundrigan covers the soft spots and weak points of each one of Robotnik's cronies. **See you then!**





Defeat the evil one on water, land, and air!





Cash burning a hole in your pocket, but you don't know how to spend it? Check this out and you'll never waste a penny. Here's an at-a-glance view of more than 160 games from the last six months.

ActRaiser 2

Enix for SNES; strategy, 6#12 The sequel to one of the first SNES games is as good as the first. The "Sim Village" aspects of the original are missing but demon-infested action stages are top notch.

Overall: 85%

The Addams Family

Ocean for Genesis; review, 6#12 Gomez saves the rest of the clan in what could have been a boring Mario clone. Instead, it's a not-bad, variety-filled game that's complex without being impossible.

Overall: 62%

The Adventures of Dr. Franken

DTMC for SNES; review, 7#1

Help green-skinned Dr. Franken search the world for pieces of his robot girlfriend. DTMC targets younger players, but they're the ones most likely to be frustrated by its lack of a password feature.

Overall: 73%

The Adventures of Rocky & Bullwinkle and Friends

Absolute for Genesis; strategy, 6#12 Moose and Squirrel's first 16-bit cart isn't much in the graphics department, but it has some very hard — sometimes frustrating game play.

Overall: 42%

Aero the Acro-Bat

Sunsoft for Genesis and SNES; Genesis strategy, 6#11

Sunsoft's mascot character is a daredevil bat who performs amazing feats while fighting off foes in the Big Top. Great graphics and animation are the highlight.

Overall: 76%

After Burner III

Sega of America for Sega CD; review, 6#10

Cinematic screens, CD sound, and the Navy's hottest fighter can't save this typical shooter. It's a good shooter, but it's more of a disappointment than a standout.

Overall: 78%

Aladdin

Capcom for SNES; review, 7#1; strategy, 7#2

This is the one without Digicel animation, but who cares? It's got smooth moves, tons of personality, and a final boss that's better than the Genesis version. Its only drawback is that it's too short and easy.

Overall: 85%

Alien³

Acclaim for SNES; strategy, 6#9 Intense action for those "Banzai!!" types

who love to waste anything that moves. The 1992 movie becomes an adrenalineboosting game with good music ... and tons

> and tons of aliens. Don't expect to finish fast!

> > Overall: 84%

Amazing Tennis Absolute for Genesis; sports, 6#9

Not as good as the SNES version, but still featuring large, lifelike graphics and realistic balland-racket sound effects. Although the player at the far court is at a disadvantage, this one is aces.

Overall: 79%

Avenging Spirit Jaleco for Game Boy: review, 6#10

You're dead, you see. But you still have to rescue a maiden in distress. Good graphics and an inventive storyline help this one

stand more than a ghost of a chance against the competition.

Overall: 74%

Awesome Possum Tengen for Genesis; strategy, 6#12

This ecologically correct crusader wants to rid the world of polluters. You'll just want to shut him up he talks constantly through four worlds of three levels each.

Overall: 60%

AWS Pro Moves Soccer ASCII for Genesis; sports, 7#1 Lots of extra features can't make

up for frustrating game play. It's got a low price tag, however, so if you can get used to the strange moves, it's a bargain.

Overall: 60%

Bart vs the World

Flying Edge for Game Gear; review, 7#3 The twisted humor of other Simpsons games isn't here and the action segments could be from any game. Ignore it for home, but pack it for the beach.

Overall: 62%

Bart's Nightmare

Flying Edge for Genesis; strategy, 6#10 Join Bart's search for homework through five Simpsons-filled worlds. "Windy World" is repetitive, and "The Temple of Maggie" is impossible, but the rest are a wacky treat. (Also available for SNES.)

Overall: 70%

Bartman Meets Radioactive Man Flying Edge for Game Gear; review, 7#3

Radioactive Man is in limbo and only Bart can rescue him in this four-level action game. It's full of frustrating jumps, and there are no passwords.

Overall: 44%

Batman: The Animated Series Konami for Game Boy; review, 7#1

There aren't many new action-adventures for Game Boy, and this one's not bad. But you'll strain your eyes controlling these stiff characters.

Overall: 70%

Battle Cars

Namco for SNES; review, 6#10

This big, bad, ballistic driving game takes the best of racing favorites and adds tons of other options. Its blow-up-the-other-guy fun is definitely a must-play for racing fans.

Overall: 85%

Beauty and the Beast: **Belle's Quest**

Sunsoft for Genesis; review, 7#1 Although it's easy, the graphics and well-

crafted mix of problem-solving and arcadeaction make this one worth your time.

Overall: 83%

Beauty and the Beast: Roar of the Beast

Sunsoft for Genesis; review, 7#1

The graphics may be beautiful, but the controls are a beast! Combine that with its repetitive nature, and this game may have you pulling out your fur ... er... hair.

Overall: 51%

Bill Walsh College Football EA for Genesis and Sega CD;

Genesis, sports, 6#10; CD, sports, 7#3 Including last year's top 24 college teams



So it's not a flight sim — no big deal. Despite a few annoying quirks, it flies like a dream. Thunderstrike is hard-core action at its finest.

Overall: 90%

plus another two dozen all-time best, this one really shines. The overall effect is a more exciting, emotional game than John Madden. (4-Way Play compatible.)

Genesis: 83%: Sega CD: 83%

BioMetal

Activision for Super NES; strategy, 6#12 Your mission: Destroy the alien BioMetals within 32 hours. Die-hard arcade fans might find the stages short in this souped-up shooter, but the challenge makes up for it.

Overall: 70%

Boxing Legends of the Ring Electro Brain for Genesis and SNES; sports, 6#10

Eight of the best boxers fight it out in this cart, which features huge characters and a first-person perspective. It packs a punch for boxing fans and novices alike.

Overall: 87%

Bram Stoker's Dracula

Sony Imagesoft for Sega CD and Genesis; CD, 6#10, Genesis, 6#12 Jonathan Harker's out for blood in this movie adaptation. Sure, the graphics are nice, but these games really lack bite.

Sega CD: 66%; Genesis: 54%

Bugs Bunny Rabbit Rampage

Sunsoft for SNES; review, 7#3

Our beloved bunny is in danger from a lunatic animator who's throwing him into one misadventure after another. Inconsistent technical quality and over-used sound effects are a drawback.

Overall: 75%

Cacoma Knight in Bizzyland Seta for SNES; review, 6#10

A variation of the QIX, this one's a fun

adventure with crisp graphics, three difficulty levels, a nice, simple concept, and a whole bunch o'puzzles.

Overall: 62%

Captain America and the Avengers Mindscape for SNES; review, 6#12

Basic when compared to other recent comic-book based games, but it has an oldtime comic-book feel. Special moves keep it interesting.

Overall: 63%

Castlevania: Bloodlines

Konami for Genesis; review, 7#2; strategy, 7#3

A little rough, but still a great first outing for the series on Genesis. You'll be eager to beat it a third or even a fourth time. Falls a little short of the SNES version, though.

Overall: 88%

Aladdin Sega of America for Genesis; strategy, 6#11 and 7#2

One of the best action games ever, this one has incredible graphics and animation (thanks to Virgin's Digicel process), tons of humor, and, of course, great action.

Overall: 95%

Spar With The Gods,

Not The Game Manual.



Prove your vikinghood by wrestling wild boars and rescuing feisty barmaids.



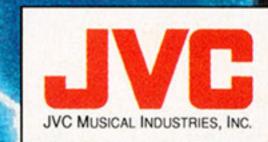
Innovative "point-andclick" interface gives you total character control. Why spend your time thumbing through stacks of game documentation when you can be thumbing your way through the Dark Ages as a viking godsend?

Thanks to an intuitive game design, you don't need to know how to read the runes on a wizard's staff to indulge in the legend of Heimdall. Pillaging, plundering and battling sword-wielding hordes is as simple as "point-and-click."

Whether you're an RPG-pro or just getting into fantasy games, Heimdall gives you all the rich detail and enduring action of the most popular role-playing titles—without the brainfry.



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Get into the viking spirit by hack-'n-slashing with giants and gods.



Champions World Class Soccer Acclaim for SNES; sports, 7#2

Realistic graphics and sound effects, combined with smooth control and accurate game play, put this one the soccer elite. The one drawback is its lack of options.

Overall: 84%

Championship Pool

Mindscape for SNES; strategy, 6#12 Rough around the edges, but it has just about every game-play option you could want — and then some! Perfect for serious pool players who can't afford a table.

Overall: 79%

Eternal Champions

An 11-fighter tournament game that takes the

best qualities of the leading fighting games

and adds new features. Man!

Chip 'n Dale Rescue Rangers 2

Nintendo of America for NES; review, 7#3

All you'd expect from a Capcom/Disney col-

laboration - great mystery-solving plot, top

graphics and it's easy to control. The game-

play's simple but hard bosses compensate.

Our boys have been captured by the ene-

mies and it's your job to get them back.

"boss" weapons and great backgrounds.

This action/shooter features some big

Interplay for SNES; strategy, 6#10

any time with the "join-in" feature.

Interplay for SNES; strategy, 7#3

passing resemblance to Sonic the

A decent game that bears more than a

Hedgehog. The shape-changing nature of

the main character pulls it above average.

Sony Imagesoft for SNES; review, 6#12

Stallone's movie becomes a sub-standard

beat-up-the-bad-guys game following the

save your progress, so it gets frustrating.

same plot. Control is sluggish and you can't

Virgin Interactive for SNES; strategy, 6#9

Spot's personality pulls this up from your

typical Spot-rescues-fellow-Spot game. He

leaps, he yo-yos, he keeps time to music.

Cool, Spot. (Also available for Genesis.)

The title's self explanatory, really: Play

dough fighters take on formidable combat.

Its quirky characters and settings work in its

favor — and another player can jump in at

Extreme for SNES; review 7#3

Choplifter III

Clay Fighter

Claymates

Cliffhanger

Cool Spot

Sega of America for Genesis;

strategy, 6#11, special section, 6#12

Overall: 97%

Overall: 84%

Overall: 78%

Overall: 87%

Overall: 62%

Overall: 40%

Overall: 84%



Ocean for SNES, strategy, 6#9

In this tedious action adventure - which could use a heavy dose of strategy - Jack Deebs tries to keep Holli Would and the rest of her cartoon Doodles from taking over the real world. (Also available for NES and Game Boy.)

Overall: 52%

Daffy Duck: The Marvin Missions Sunsoft for SNES; strategy 6#12

Based on the cartoon "Duck Dodgers in the 24 1/2 Century," Daffy tries to keep Marvin from blowing up Earth in 20 levels of non-

stop action, wacky humor, and excellent graphics.

Overall: 79%

Dashin' Desperadoes Data East for Genesis; review, 7#1

If you overlook the overbearing goofiness of the game - that the whole plot revolves around a couple of cowpokes competing in foot races - it's pretty amusing.

Overall: 71%

Deep Duck Trouble Sega of America for Game Gear; review, 7#2

Scrooge McDuck works with Donald and Huey, Dewey, and Louie to return a pendant to a mysterious statue. The graphics are great, and the action's fun for kids, too.

Overall: 87%

Dr. Robotnik's Mean Bean Machine Sega of America for Genesis; review, 7#3. The best puzzle game for the Genesis -

so far. You line up rows of falling colored beans into groups of four - complete a group and you send a clear bean to your opponent's side.

Overall: 86%

Double Dragon

Virgin for Game Gear; strategy, 6#9 It hasn't lost its charm even after all these years! Graphics won't disappoint you, but the movement could be a little faster.

Overall: 75%

Double Switch [MA-13]

Sega of America for Sega CD; review, 7#2 If you don't have the patience to work through the same sequences a hundred times, it drives you crazy. On the other hand, it holds up pretty well as an interactive mystery.

Overall: 71%

Dune

Virgin Interactive for Sega CD; review, 7#2 Dune makes great strides in taking Sega CD into the "multimedia revolution," but the heart of this audiovisual extravaganza is a straightforward, overly linear adventure that just isn't fun.

Overall: 65%

Dune: The Battle for Arrakis Virgin Interactive for Genesis; review, 7#3

Military simulation and strategy fans are going to stay up all night playing this one. The difficulty level is perfect - really challenging, but not too hard.

Overall: 87%

Dungeon Master

JVC for SNES; review, 6#11

This PC translation occurs entirely in one enormous maze, and you must meticulously map every inch. As you work deeper into the place, puzzles get fiendishly difficult.

Overall: 69%

E.V.O.: The Search for Eden Enix for SNES; strategy, 6#9

Work your way from lowly fish to upright life form in this primeval game - where only the strongest and fittest survive. Very inventive, very playable, very much fun.

Overall: 81%

Fantastic Dizzy

Codemasters for Genesis; strategy, 7#2 The "Mario" of Europe stars in this sidescrambling adventure that's a kind of eggcellent scavenger hunt. Colorful and cheerful, but a little basic for 16-bit.

Overall: 73%

Fire n' Ice

Tecmo for NES; review, 6#9

A puzzle game without fancy graphics or play control - an enjoyable game in which you push, create, and destroy blocks of ice to extinguish the Flame Monsters.

Overall: 69%

Flashback

U.S. Gold for SNES; review, 7#3

An adventure with incredible graphics. This is a great challenge, loaded with realism. If you loved Prince of Persia, you'll go wild over this.

Overall: 88%

Football Fury

American Sammy for SNES; sports, 6#10 Fake teams, fake players, fake strategy. It's simplistic football without any realism or special touches. Keep it out of your playbook - life's too short to spend time on it.

Overall: 26%

Gauntlet IV

Tengen for Genesis; review, 7#1

To update the arcade game, Tengen adds three new play modes as well as making

FIFA International Soccer Elec. Arts for Genesis; sports, 7#1



EA's first soccer sim definitely scores, with detailed and diverse animation, stellar sound effects, a truckload of options, and — most importantly - easy-to-master game play that's totally true to the sport.

Overall: 93%

the game compatible with Sega's Team Player adaptor. It's Gauntlet, if you like that sort of thing - and we do.

Overall: 80%

Gear Works

Sony Imagesoft for Game Gear; review, 6#10

Start with a screen full of pegs, on which hang two or more red cogs. Your goal is to hook up gears until all the red ones are turning. Challenging ... and more fun than it sounds like.

Overall: 74%

General Chaos

Electronic Arts for Genesis; strategy, 6#10

Whether fighting the computer or head-tohead against other players, the principle is the same — two teams, one battlefield, and last survivor wins. (4-Way Play compatible.)

Overall: 77%

Goof Troop

Capcom for SNES; strategy, 6#9

Goofy and Max embark on a quest to stop Keelhaul Peter from taking over Spoonerville. Zelda fans will feel right at home with this solid adventure that relies more on puzzles than action.

Overall: 74%

Goofy's Hysterical History Tour

Absolute for Genesis; review, 7#3 Some refreshing elements make this a better-than-average action game - just. The incredible number of precise jumps required is maddening.

Overall: 58%

Greatest Heavyweights Sega of America for Genesis; sports, 7#2

Even harnessing the power and pride of eight of history's top fighters doesn't help distinguish this boxing sim from others. Its only bright spot is its compatibility with the Activator and Sega's six-button controller.

Overall: 56%

Ground Zero, Texas [MA-13]

Sony Imagesoft for Sega CD; review, 7#2 Three million bucks of digitized video isn't impressive enough — you've gotta have good game play, too. Even if you like shooters, this one doesn't deliver.

Overall 47%

Haunting Starring Polterguy

Electronic Arts for Genesis, strategy, 6#10 As the title ghost, you must scare the Sardini clan out of its house, room by room. A neat

premise hampered by so-so graphics and repetitive game play.

Overall: 78%

High Seas Havoc Data East for Genesis; review, 7#2

Emerald gems, a blue animal hero, and rolling hills? It may look like Sonic, but action fans will probably find that this little pirate adventure stands up on its own.

Overall: 73%

The Incredible Crash **Dummies**

Acclaim for SNES, review, 6#12 Travel through four zones each with a time limit, multiple stages, a boss to dismantle, and a bonus stage. "Extras" like hidden screens help this one out. (Also available for NES and Game Boy.)

Overall: 68%

Indiana Jones and the Last Crusade

Ubi Soft for NES; strategy, 6#11

As in the 1989 movie, Indy is on a quest to find the Holy Grail and save his father, Prof. Henry Jones. It's not bad, but it's nowhere near as good as watching the video.

Overall: 52%

James Pond 3

Electronic Arts for Genesis

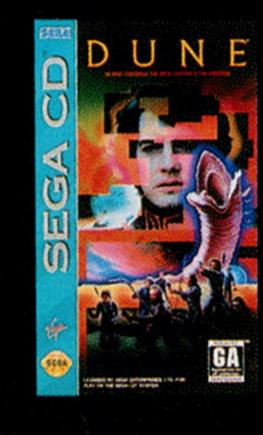
Strategy and problem-solving make this

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more than the average action cart. With over 100 levels and plenty of hidden passages, this has incredible replay value.

Overall: 74%

Jim Power: The Lost Dimension in 3-D

Electro Brain for SNES; review, 7#3 It's visually exciting - a great-looking game with lots of action and challenge. But it's tough, even on the easy setting, since you die after one hit.

Overall: 76%

Jurassic Park

Sega of America for Genesis; strategy, 6#11

In the huge sea of JP paraphernalia, this one stands out if for no other reason than it lets you rip into Dr. Grant as the raptor. Hey - sometimes, it's enough.

Overall: 74%

Jurassic Park

Ocean for SNES, NES, and Game Boy; special section

Dr. Grant loves dinosaurs — unless they're trying to eat him. So the paleontologist heads out for a little big game hunting biiggg game. SNES

> SNES: 88%; NES: 69% Game Boy: 65%

Kendo Rage

Seta for SNES; review, 6#11

A solid game about Kinjutsu, the art of the sword. It has crisp graphics, a female heroine, and some interesting enemies including a women's volleyball team with very deadly spikes.

Overall: 70%

King of the Monsters

Takara for Genesis; review, 6#12

Four super-monsters fight each other while being attacked by airplanes, tanks, and other weapons of war. But the whole thing seems generic: the fighters are alike, the cities are alike

Overall: 50%

Kirby's Adventure

Nintendo of America for NES; strategy, 6#9 Based on characters introduced in a Game Boy title, this one's geared toward younger gamers. But the unique attacks and tons of hidden bonuses make it a game to be enjoyed by all.

Overall: 82%

Kirby's Pinball Land

Nintendo of America for Game Boy; review, 7#2

The popular pudgy hero stars is a solid little pinball game, featuring three different tables and enough bonus stages to keep you busy.

Overall: 88%

Land of Illusion

Sega of America for Game Gear; review, 6#9

After you notice the great graphics, you'll realize that Mickey's as easy as pie to control, making it a blast to play. Alas - it's also too easy. (Also available for Genesis.)

Overall: 70%

The Last Action Hero Sony Imagesoft for Game Gear; strategy, 6#10

Not "action" after all — collect tickets to help you collect the tools you need to finish a stage. More like the Last Strategy Hero," with puzzlers likely to be its only fans.

Overall: 19%

The Last Action Hero

Sony Imagesoft for SNES; review, 7#1 If dull, lifeless and frustration-filled fight games are your thing, Last Action Hero has what you're looking for. Quite frankly, it's a flop - just like the movie.

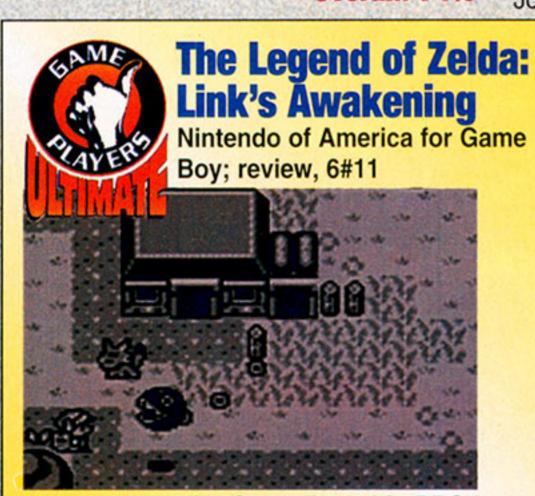
Overall: 33%

The Lawnmower Man

THQ for SNES; review, 7#1

Players who crave VR excitement can satisfy their cyber-appetites with this one. Although it's no "complete" virtual world, it's about as close as you can find.

Overall: 74%



Long overdue for Game Boy, this RPG has very good graphics and music that remain true to the series — and there aren't any signs that Nintendo scaled it down to fit it on Game Boy.

Overall: 90%

Lemmings

Ocean for Game Boy; special section, 6#11 It's been on every system from PC to NES, now it's Game Boy's turn to get this strategy. If 100+ levels of puzzles sound like your idea of fun, take a walk on the wild side!

Overall: 62%

Legend

Seika for SNES; strategy, 6#12

Two heroes try to keep an evil leader from taking over their land - whoa, sounds like an RPG to us! Its strength is in its moody good looks. But get used to those jumpkicks. You do them incessantly.

Overall: 80%

Lethal Enforcers [MA-17]

Konami for Genesis; strategy, 6#11

Robberies, hijacking, drugs - now this is gaming! A faithful adaptation of the arcade hit with terrific digitized graphics and its own gun. Kill, kill, kill!

Overall: 84%

Lock-On

Vic Tokai for SNES; review, 6#12

Combining air combat with ground-attack strike mission, the pace is fast - there are 22 enemies to destroy in your first mission! Sadly, there's no password feature!

Overall: 68%

The Lost Vikings

Interplay for Genesis; review, 7#3

The combination of fiendish puzzles, Viking humor, and rave music makes this strategy/action game too good to pass up. Great use of the six-button controller.

Overall: 84%



Lufia & the Fortress of Doom

Taito for SNES; review, 7#1 From its detailed graphics to its immense size, Lufia's hot. If you

think the age-old confrontation between good and evil has been done to death, give it a try. It's as good an RPG as you could hope for.

Overall: 90%

Lunar: The Silver Star

Working Designs for Sega CD; review, 7#2; strategy, 7#3

This may be the first "guilty pleasure" RPG: Its game play is god, but its goofy humor gives it that special something.

Overall: 75%

Mad Dog McCree

American Laser Games for Sega CD; strategy, 6#9

Journey back to the Old West and then try to destroy everyone in it. The graphics aren't quite as good as in the arcades, but the full-motion video killin' is pretty fun.

Overall: 83%

Madden NFL '94 **Electronic Arts for SNES**; sports, 6#11

Teams and speed! 80 teams. Fast speed. Add an NFL license, new visuals, full-season play, and terrific control. This one has it all but solid artificial intelligence.

Genesis 89%; SNES: 87%

Mario's Time Machine

The Software Toolworks for SNES; review, 7#1

This edutainment game has good audio and visuals, but since it's so short, that's highly linear, most

kids will play through it only once or twice. It's best for family and classroom use.

Overall: 75%

Mega Man IV

Capcom for Game Boy; review, 7#3 Great graphics and terrific play. If you can find the four letters B-E-A-T, then Mega Man's old friend Beat joins you for some robot-kickin' action.

Overall: 86%

NBA Jam Acclaim for SNES; review, 7#2; strategy, 7#3

This sports cart has more action than most action games. It does everything right — and it does it with the blazing speed of an action playoff game.

Overall: 91%

Mega Man 6 Capcom for NES; strategy, 7#1

Dr. Wily's about to unleash a new crew of robot villains on a peaceful world, and only

you-know-who can stop him. You've seen the framework before, but this is still the one.

Overall: 88%



Mega Man X Capcom for SNES; review &

special section, 7#1 It was a long time coming, but definitely worth the wait. Here's

a near-perfect cart with classic game play,

excellent graphics and sound, and tons of hidden items and power-ups. Whew!

Overall: 95%

Micro Machines

Codemasters for Genesis; review, 6#12 Who needs hot asphalt when you can race across school desks and pool tables? There's no way you're going to tire of this game (no pun intended). Original, fun, humorous, and colorful!

Overall: 79%

Mr. Nutz

Ocean for SNES; special section, 6#11 This irrepressible defender of the forest, already a cable TV star in the U.K., tries for the U.S. market in a fairly standard action

adventure. Not bad ... but undistinguished.

Overall: 77%

Monday Night Football

Data East for SNES; sports, 6#11 Here's a gridiron sim that doesn't take advantage of its recognizable license: limited digitized voice, poor cinema screens, and no NFL or player's license. lck!

Overall: 43%



Mortal Kombat

[Sega versions MA-13] Acclaim for SNES, Genesis, Game Boy, and Game Gear; strategy, 6#10

Bone-crunching action — and blood for the Segans! - makes this one of the top fighting games. Love those finishing moves!

SNES: 90%: Genesis, 90% Game Boy: 78%: Game Gear: 82%

NBA Showdown

Electronic Arts for SNES; sports, 7#2 The game's seasonal play feature, updated 12-men rosters, and trade-player option make this game a must-buy for basketball fans. It slam-dunks the competition.

Overall: 87%

NFL Football

Konami for SNES; sports, 6#9 Impressive looking (Mode 7) and sounding (hot FX) ... but NFL is tackled at the scrimmage by jumpy animation and poor play control - it's too hard to track your man.

Overall: 68%



NFL '94 Starring Joe Montana Sega of America for Genesis; sports, 7#2 The addition of a

SportsTalk play-by-play feature makes this fantastic simulation that much better. Nigh on perfect!

Overall: 93%

NFL Quarterback Club Acclaim, Game Boy; sports, 6#12

Not a sports sim, but a competition of the NFL's top 13 QBs.

Send your fave into four events that test his skills against the pack. Since players don't retain actual strengths and weaknesses, there's not much to it.

Overall: 48%



 NHL Hockey '94 EA for Genesis and Sega CD; Genesis, sports, 6#11; Sega CD, sports, 7#3 This is the answer to a hockey

fan's dreams — this cart features NHL and NHLPA licenses, much quicker goalies, and brand new offensive weapons. Icy bliss! (4-



Then, when no one was looking, Switchblade Sam made off with Mr. Wilson's prize coin collection. Now I gotta track down Sam and those coins...or of Mr. Wilson's gonna make furtle soup out of poor George!!!

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Way Play compatible.)

Genesis: 91%: Sega CD: 96%

NHL Stanley Cup

Nintendo of America for SNES; sports, 7#2 Its rough-around-the-edges quality and lack of an NHLPA license sends this hockey sim back down to the minor leagues. And Mode 7 hinders the game play! A disappointment.

Overall: 62%

Obitus

Bullet-Proof for SNES; review, 7#3. A repititive adventure that's not worth taking. Where are all the puzzles and traps that you expect from an RPG?

Overall: 36%

Operation Logic Bomb

Jaleco for SNES; review, 6#9

Basically an action game, but there's a certain amount of reasoning required in this, an overall strong, interesting game. Big flaw: a limited continue feature.

Overall: 66%

Out to Lunch

Mindscape for SNES; review, 6#12 Scout through 48 levels for ingredients for your soup. Once you find a vegetable or other item, cage it, then head off again. Nonviolent, sort of fun, and kind of clever.

Outrun 2019

Sega of America for Genesis; review, 6#10 Sure, the car's fast, but that's the only challenge here. You don't even race opponents - only the clock. The only special features seem to be afterthoughts. Blah.

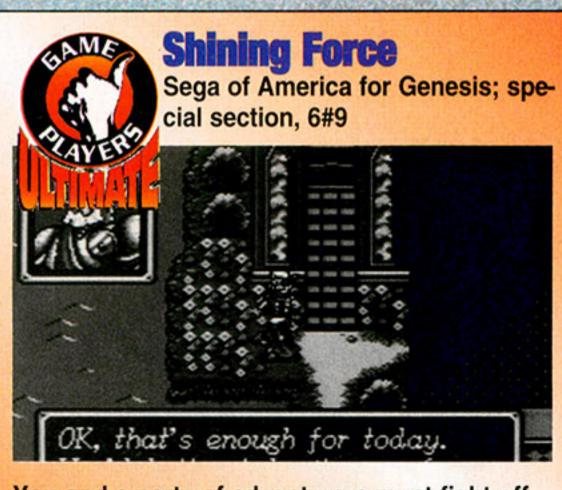
Overall: 38%

P.T.O.

Koei for Genesis; strategy, 6#10

Not quite up to the standards of Koei's other historic simulations, but armchair admirals will get a kick out of this warfare game involving the Pacific Campaign in WWII. (Also available for SNES.)

Overall: 77%



You and a party of adventurers must fight off battalions of Runefaust soldiers to reach the evil Darksol in this shining example of an RPG, sequel to Shining in the Darkness.

Overall: 94%

Pac-Attack

Namco for SNES; review, 6#10

The Pac is back in a Tetris-type game with bright, colorful graphics. The two-player option is always short, however, because critters are constantly dropping, making it hard to plan future moves.

Overall: 67%

Paladin's Quest

Enix for SNES; strategy, 7#1

If you like your RPGs big, don't miss this one. The familiar elements of combat,

adventurers, puzzles, and magic are given a fresh twist that makes the game interesting for both novices and experts.

Overall: 83%

Paperboy 2

Tengen for Game Gear; review, 6#12 Deliver the local news while you dodge skateboarders, dogs, and other obstacles. If

you liked it for other systems, you'll like this, too. But if you already own it, you don't need another. (Also available for Genesis, SNES (?), NES, and Game Boy.)

Overall: 47%

Pele!

Accolade for Genesis; sports, 7#3 Despite flaws in play control and perspective, Pele!'s fast action, seasonal-play option, and large character animations make it an enjoyable, though not top notch,

soccer game.

Pink Goes to Hollywood

TecMagik for Genesis; review, 7#1 You steer the Pink Panther across nine different movie sets, each with its own Clouseau boss. Tongue-in-cheek instead of action-packed, it's a good diversion.

Overall: 68%

Overall: 71%

Pirates! Gold

MicroProse for Genesis: review, 7#1; strategy, 6#9

This faithful PC translation lets you loot and pillage to your heart's content - no two adventures are ever the same! It's easy to get into... and hard to put down.

Overall: 89%

Prize Fighter [MA-13]

Sega of America for Sega CD; review 7#2 Until you defeat it, it's a fun and unique boxing sim. But it soon becomes a minimotion picture with a steep admission price.

Overall: 67%

Pro Sport Hockey

Jaleco for SNES; sports, 7#1

This sim is unfortunately checked by weak game play. You've got large characters, but they're sooo slow - and there's limited shot selection, too. Bad ice.

Overall: 49%

Race Drivin'

Tengen for Genesis; review, 6#12

Race Drivin' doesn't capture the realism and excitement of its arcade counterpart. But for armchair racers, it's worth buckling up and giving it a test drive.

Overall: 60%

Ranma 1/2

DTMC for SNES; review, 7#1

Ranma 1/2 is both a satire of Street Fighter-esque fighting games and an interesting competitor in the genre. It's very

Japanese, but who could resist cuddling up in the ring with a giant panda?

Overall: 84%

Ren & Stimpy: The Quest for the Shaven Yak

Sega of America for Game Gear; review, 7#1

Stop watching the reruns and play this one! Sega's first R&S game is much fun, and it, like recent THQ games for Nintendo formats, ably captures the feel of the cartoons.

Overall: 84%

The Ren & Stimpy Show: Buckaroo\$

THQ for NES; review, 7#1

Even if this weren't a solid game based on real R&S cartoons, NES fans would want it just because it's a new game for their system. But, hey — it's a good blend of action and puzzles, too.

Overall: 75%

Ren & Stimpy: Stimpy's Invention

Sega of America for Genesis;

review, 7#2

Even though it has its problems, it's true to the cartoon - although it's way too short. Still, you'll really laugh at the variety of crazy, kooky moves the pair can pull off.

Overall 78%

Rex Ronan — **Experimental Surgeon**

Raya Systems for SNES; review, 6#12

If you want to learn of the dangers of smoking from a video game instead of health reports, here's the place to do it. Rex does a decent job decoding dull stats into an action game.

Overall: 63%

Riddick Bowe Boxing

Extreme for SNES; sports, 7#1 The latest in a long line of average boxing simulations, Bowe isn't bad - it's just been done before. Create a fighter, then go for the title. Stop us if you've heard it before.

Overall: 53%

Road Rash

U.S. Gold for Game Gear; review, 7#3 A racing game with personality but aside from the fact that you can punch other riders, this doesn't really offer much that's dif-

ferent from other racing games. Overall: 78%

Robocod

U.S. Gold for Game Gear; review, 7#3

This colorful action game is aimed at a younger audience. Unfortunately, the levels are long and tend to repeat themselves.

Overall: 45%

Rock n' Roll Racing

Interplay for SNES; review, 6#9

If you like hot, futuristic racing action mixed with heavy-duty firepower and topped off with a kickin' soundtrack, you're gonna love this one. Lots o' replay.

Overall: 80%



Rocket Knight Adventures Konami for Genesis; strategy, 6#7, review 6#12

This one gives you the classic game play that established

Konami in the early days, as well as the 16bit state-of-the-art technology of today. And hey - you're a possum!

Rocky Rodent

Irem for SNES; strategy, 6#11

OK, you're a rodent in search of pizza. You're fast, and you're up against the mob. You also have an arsenal of killer hairdos. We're not making this up. Give it a go.

Overall: 71%

The 7th Saga

Enix for SNES; strategy, 6#8 and 7#2

Another sprawling RPG from Enix, this one distinguishes itself because the game fol-

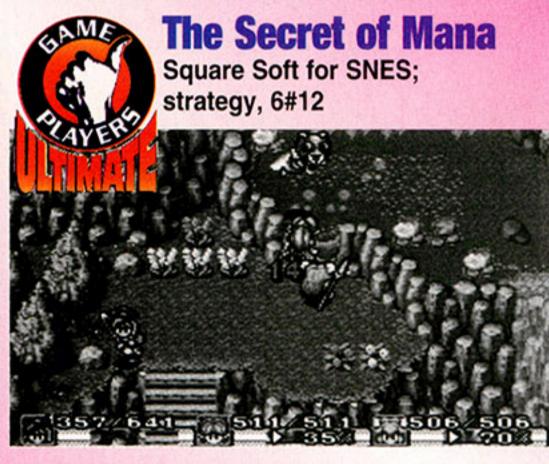
lows slightly different paths depending on which of the seven characters you choose - adding unheard of replay value!

Overall: 88%

Sherlock Holmes Consulting Detective Vol. 2

Sega of America for Sega CD; review, 6#11 The second in the series is basically the same as the first — digitized video of actors revealing clues to solve mysteries. Once you've solved them - or maybe even before — you're through with this game.

Overall: 61%



Let's cut to the chase: here's one of the best SNES RPGs ever. It's huge, and the graphics are lush and large. The arcade-style combat is smooth and challenging.

Overall: 93%

Shinobi 3

Sega of America for Genesis; strategy, 6#9 The Musashi-nator returns! There's no kidnapped girlfriend to distract you this time it's just you against the forces of evil. The third adventure is ninja action ... in spades.

Overall: 81%

Side Pocket

Data East for SNES; strategy, 6#12

This is slick, with excellent graphics of both the table and the between-round babe. But despite its easy interface, it's not really a pool simulation — just a fun distraction.

Overall: 87%

Silpheed

Sega of America for Sega CD; strategy, 6#12

This one's translated from the smash PC arcade shooter - and we mean "shooter." Invest in an auto-fire controller: You can't let up until Earth's back in friendly hands.

Overall: 84%

SimAnt

Maxis for SNES; strategy, 7#1

Here's your chance to rule a colony of black ants — we know you've wanted to. Actually this PC translation takes you inside ne hill, so to speak, to help your colony prosper. It's complex, yet still goofy enough to keep you coming back.

Overall: 74%

Skyblazer

Sony Imagesoft for SNES; review, 7#2

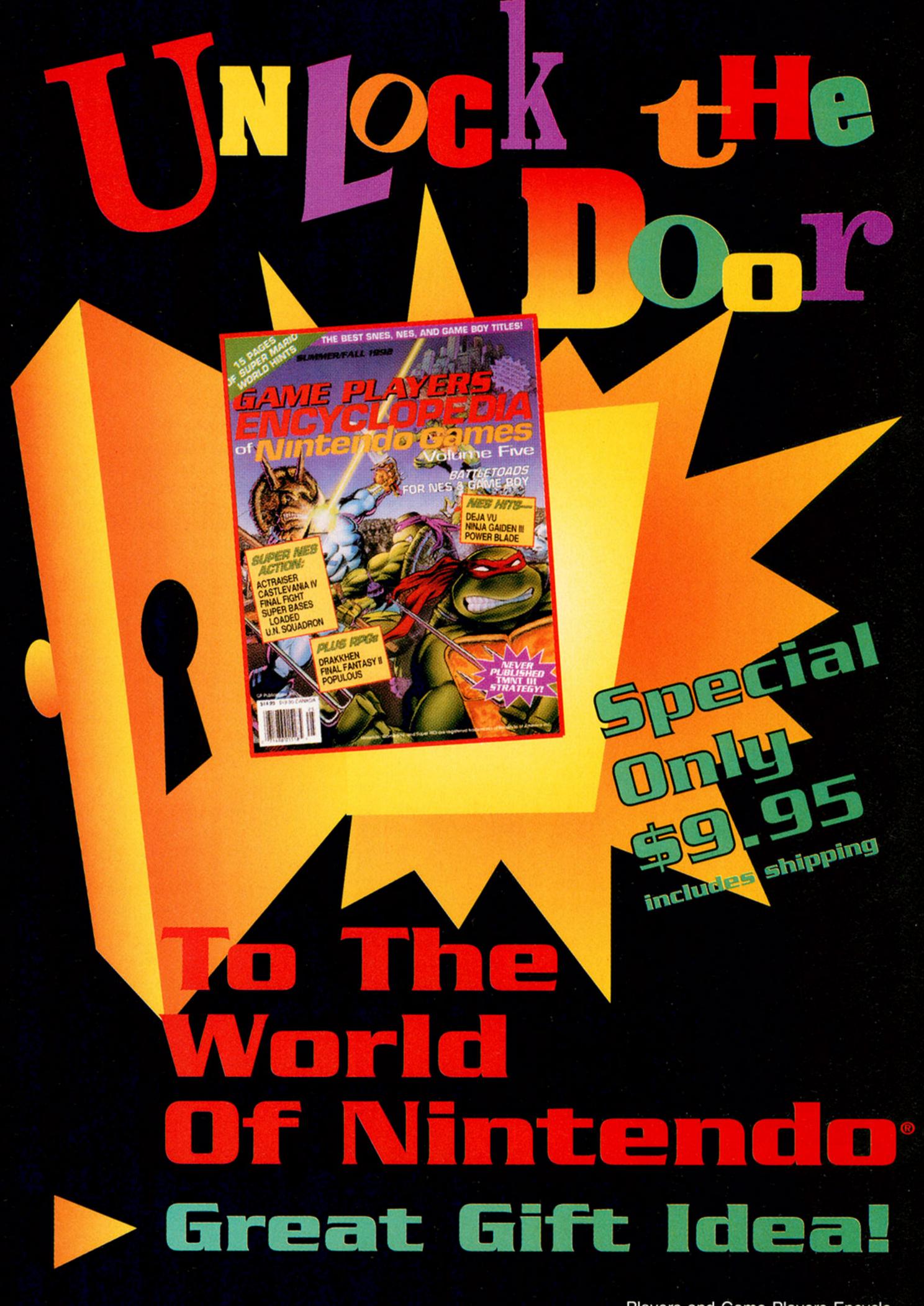
The variety and solid play make this action game worth checking out. With few exceptions, each of the 16 areas has its own look and game play, and you can choose the order in which you want to take them on.

Overall: 80%

Sonic Chaos

Sega of America for Game Gear; strategy, 6#11

Dr. Robotnik's after emeralds and Sonic's after rings. Some things never change.



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d like to receive: U Volume One U Volume Four	Address
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Tails is around in this one too, but only Sonic can reach the emerald-laden levels.

Overall: 84%

Sonic Spinball

Sega of America for Genesis; strategy, 6#11

Forest creatures are enslaved in a giant pinball machine. Naturally, it's Sonic to the rescue, complete with a new Super Spin Attack. Definitely different. Definitely fun.

Overall: 87%



The more you play, the more you'll enjoy! Sure, it's the same old Sonic, but he's made it to the top for a very good reason. Our 1993 CD Game of the Year.

Overall: 91%

Speedy Gonzales

Sunsoft for Game Boy; strategy, 6#9

The Mexican mouse gets a starring role, but guess what? He's rescuing kidnapped friends. Lots of levels, easy play control, and a continue option keep you playing.

Overall: 73%

Spellcraft

ASCII for SNES; review, 6#12

A good game, but fairly generic - and dated. The easy "cookbook" approach to spellcasting is nice, but that's really its only original element. It can't compete with more up-to-date RPGs.

Overall: 61%

Spider-Man 3: Invasion of the Spider-Slayers

LJN for Game Boy; review, 6#9 LJN's third GB Spider-Man is true to the comic books - so true you can find clues for solving the game in Marvel's Amazing Spider-man issues 368 to 373. But the graphics and character movements could sure use some refining.

Overall: 45%

Spider-Man and X-Men Flying Edge for Genesis; strategy, 6#11

A terrific concept turns into a nottoo-good game. When three X-Men disappear, Spidey and the crew try to spoil the plot. Too hard to continue, and you must repeat the first boring level too often.

Overall: 55%

Star Trek: The Next Generation Absolute for NES; review, 6#11

A decent space-combat simulator, it's not bad. But as a translation of the TV series, it falls short. Who cares what Piccard says kill the alien races! All of 'em!

Overall: 50%

Stellar Fire

Dynamix for Sega CD; review, 7#3 A tank simulation set across the five moons of the planet Arctura. Lots of variety from planet to planet, a sneaky bunch of bosses and hot music, but the game is hard and even the easy mode has enough enemies to keep you busy.

Overall: 82%



Street Fighter II Turbo Capcom for SNES; strategy, 6#10

This time round, your opponents know new moves and use old ones in new ways - and you've never had this much speed before. You control the bosses, too.

Overall: 97%



Street Fighter **Special Champion** Edition Capcom forGenesis;

The Genesis version was worth the wait - not only do you get all-new moves, but you can also play bonus stages missing from the SNES version.

Overall: 96%

Summer Challenge Accolade for Genesis; sports, 6#9

Ten players compete in eight different Olympic events, a good mix of simple and dauntingly complex. It's something to try if you can't make the cut for Atlanta.

Overall: 58%

Super Aquatics

Seika for SNES; review, 6#9

The James Pond Aquabats make their crossover debut on SNES in a twist on Olympic-competition games. It's amusing - but not as exciting as a true sports sim. For one or two players.

Overall: 56%

Super Baseball 2020

Elec. Arts for Genesis; sports, 6#12 Unlike the SNES version, this translation of



After a disappointing Sonic 2, this one really blasts onto the scene. Detailed modeling and amazing animation make it even better than Sonic CD! Blue lightning strikes!

Overall: 92%

the NEO-GEO robotic-baseball game uses "crackers" — land mines placed on the field. Graphics aren't much, though.

Overall: 64%

Super Battletank 2 Absolute for SNES; review, 7#1

Who says sequels aren't better than the original? This has more of everything than the original. Still, the action gets repetitive after the first eight-to-ten missions.

Overall: 72%

Super Bomberman

Hudson Soft for SNES; strategy, 6#10 It may be based on an old NES puzzle game, but the multi-player option turns this into an awesomely addictive blast. Once you and your friends tie into a few rounds, you'll be hooked. (Multi-Tap compatible.)

Overall: 87%

Super Goal! 2

Jaleco for SNES; sports, 7#3

This isn't the best SNES soccer game, but it's one of the easiest to learn. Goal! fans will be pleased with the improvements.

Overall: 74%

Super Empire Strikes Back JVC for SNES; strategy, 6#12

This Super Star Wars sequel boasts the same fantastic graphics and movie-quality soundtrack of the first. You go from Hoth to Degobah to Cloud City until you take on Darth Vader mano-a-mano.

Overall: 85%

Super Ninja Boy

Culture Brain for SNES; review, 6#9 If you enjoy big quest games that take a while to finish, but you want more action in the experience, try this one. It's not bad fun

Overall: 65%

Super Off Road: The Baja Tradewest for SNES; review, 6#11

to play, and the fights are interesting.

A realistic simulator set on the track of offroad's most prestigious event. Listen to Ivan Stewart's advice, then go head-tohead with the competition, or compete against a "ghost" of another player's route.

Overall: 72%

Super Putty

U.S. Gold for SNES; review, 7#2

Its repetitive nature keeps it from being truly outstanding, but overall, it's a first-rate effort. Turned by a wizard into a ball of blue clay, you can also transform into all manner of creatures.

Overall: 77%

Surf Ninjas

Sega of America for Game Gear; strategy, 6#10

It has a good share of action, and icons and special items help you on your quest, which follows the movie plot. But all in all, Surf Ninjas winds up beached.

Overall: 57%

Technoclash

Electronic Arts for Genesis; review, 6#9 Although it's basically an action game, there are hefty RPG and adventure elements. Loads of spells, and a neat two-

player mode let you play with the computer.

Overall: 61%

The Terminator

Virgin Interactive for Sega CD; review, 7#3 This is a pretty average platform game but the CD-quality soundtrack and digitized cut scenes bring it to life.

Overall: 62%

Time Trax THQ for SNES; review, 7#3

Battle through time and Washington D.C. in an attempt to subdue one of the future's worst criminals. Tons of hidden items but most of the game is just run and shoot.

Overall: 62%

TMNT III: Radical Rescue

Konami for Game Boy; review, 7#2 Konami proves that there's still life in the

hard-shelled quartet. This time around, the Turtles have special moves and an improved half-man/half-cyborg Shredder really makes them necessary.

Overall: 86%



TMNT: Tournament Fighters

Konami for Genesis and SNES; SNES strategy, 6#10; Genesis review, 7#1

The Turtles are all grown up — but still looking for a good brawl. The SNES version gives you ten fighters to the Genesis's eight, and its graphics are much better, too. There's one clear winner even before the fighting starts.

SNES: 92%: Genesis: 69%

Tesserae

Gametek for Game Gear; review, 6#9 You jump tiles in this puzzle game — lots

and lots of tiles, all different colors, until you clear boards of them. It's a solid game with a lot of replay value, but the learning curve's a little steep.

Overall: 66%

Tetris 2

Nintendo of America for NES; review, 7#2

It's got bombs, all right - a great big one that goes off when you hit the power switch. This is truly a disappointing attempt for puzzle fans who have patiently waited for this sequel.

Overall: 52%

Time Killers

THQ for Genesis; strategy, 6#12

This translation of the coin-op hit has smaller characters, and the graphics have suffered a little, but little else differs. Eight warriors from throughout the ages mix it up. Come out fighting!

Overall: 58%

Tom & Jerry: The Movie Sega of America for Game Gear, strategy, 6#12

Rooted in the cat-bash-mouse tradition, T&J captures that Saturday morning spirit with cartoony graphics and hectic, bounceback violence. Not much originality, though.

Overall: 44%

Tony Meola's Sidekicks Soccer Electro Brain for SNES; sports, 6#11

A super-fast paced, 8-meg simulation for one or two players that's also easy to learn. There's a wide diversity of scoring, but defensive play falls short.

Overall: 72%

Top Rank Tennis

Nintendo of America for Game Boy; sports, 6#9

Top Rank Tennis is a great game — it's just hard on the eyes. It gives you lots of interesting features, a behind-the-nearcourt-player perspective, and solid sound. But bring your glasses!

Overall: 78%

Top Gear 2

Kemco for SNES; review, 6#11

A great racing game has been made better, with 64 tracks and 16 countries. You can race on the full screen even in one-player mode this time around, and the split-screen two-player mode's still hot.

Overall: 85%

Total Carnage

Malibu for SNES; review, 7#1

It's all about staying alive while shooting



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everything in sight. Sure, it's a generic arcade-action premise, but if you're trigger finger is itchy, here's the scratchin' it needs.

Overall: 77%

Turn and Burn

Absolute for SNES; review, 7#1

It's not as detailed as most PC flight sims, but it's still a great effort. Arcade fans should take note, however, that this game is a "real" combat game, not a blast-em-up.

Overall: 82%

Utopia

Jaleco for SNES; review, 6#9

No standout in the resource-management sims. Technically, it's only average, and the combat portion — the one thing that makes it more than just a *Sim City* clone — is more frustrating than challenging.

Overall: 52%

Veediots

THQ for SNES; strategy, 6#10

Based on episodes such as "Marooned" and "The Boy Who Cried Rat" from the TV series, this one really captures the mood of the bizarro cartoons. Lock up your common sense and just enjoy the ride.

Overall: 71%

We're Back — A Dinosaurs' Story Hi Tech for SNES; review, 6#12

Time-traveling dinosaurs hit New York in this cartoon adaptation. The light-hearted action isn't too elaborate, and several difficulty levels help even the odds.

Overall: 59%

Where in Time Is Carmen Sandiego?

Hi Tech for SNES; review, 6#9
Step into a time machine to track down

Carmen and her cronies as well as the artifacts and landmarks they've stolen. Hey — you might also learn a thing or two.

Overall: 68%

Wimbledon

Sega of America for Genesis; sports, 6#12 Feature-filled tennis. You can alter the color of the ball, give it a 3-D look, test the flight path of every serve ... oh, yeah, you can actually play the game, too.

Overall: 81%

Wing Commander: The Secret Missions

Mindscape for SNES; strategy, 6#10
Improved game play helps this sequel, but some die-hard fans of Wing Commander might not like changes in piloting the Claw or taunting the enemy.

Overall: 82%

Winter Extreme: Skiing and Snowboarding

Electro Brain for SNES; review, 7#3
An extremely realistic and fast ski and snowboarding simulation. Unfortunately, there's only so many timesyou can ski down a mountain before you get bored.

Overall: 77%

The Wizard of Oz

Seta for SNES; review, 6#12

If you're going to base a game on a movie, would you mind sticking to the plot?! This has new action, while scenes such as the tornado are just filler cinema screens.

Overall: 57%

Wolfenstein 3D

Imagineer for SNES; strategy, 7#1
This PC cult favorite isn't quite the same on SNES (i.e., no blood, Nazis, or savage

guard dogs). While changes will amuse some players, most will be frustrated by its poor graphics, and watered-down "guts."

Overall: 47%

World Soccer '94: Road to Glory Atlus for SNES; sports, 6#12

This has just about every feature you could wish for — even an indoor soccer mode!
Graphics aren't great, but the number of options and fantastic replay make it a treat.

Overall: 81%

World Heroes

Sunsoft for SNES; strategy, 6#11

An improvement on the arcade game, this brawler lets you travel by time machine to fight seven battles against opponents from different eras. Its drawback is that there are only eight matches. Ever.

Overall: 83%

WWF: King of the Ring LJN for Game Boy; strategy, 6#12

This has only one purpose: to pit wrestler against wrestler, with no holds barred. If your heart races at the sight of a beautiful body slam, here's your key to hours of fun.

Overall: 73%

WWF: Rage in the Cage Arena for Sega CD; review, 7#2

It's basically the same great game
Acclaim's been tweaking for years — but a
CD version should have been a lot better.
You get good game play, but not the feeling
of being at a match or in the ring.

Overall: 85%

X-Kalibur 2097

Activision for SNES; review, 7#3.

A cross between an action game, a duel to the death and the look and feel of Blade

Runner. The levels are short and tough, so you can hack your way through to the sub boss pretty quickly.

Overall: 77%



Yoshi's Cookie Nintendo of America for NES; review, 6#9

A follow-up of sorts to *Tetris*, you rotate rows of cookies to match

new ones coming from the top and the right. That's it, but it gets *very* challenging.

Overall: 92%

Young Merlin Virgin Interactive for SNES; strategy, 6#12

If you're looking for a game that's both different and good, check out this sleeper. Part action, part RPG, part puzzler, every part of Young Merlin looks great and plays even better.

Overall: 88%

Zombies Ate My Neighbors Konami for SNES and Genesis; SNES strategy, 6#7; Genesis strategy, 6#12 A video-game adaptation of just about every B movie every filmed, you need a warped sense of humor to enjoy killing with a weedeater, but we've got that. More than 40 levels keeps you busy. Tell Tongue Jr.

SNES: 85%; Genesis: 85%

Zool

we said hi.

Gametek for Game Gear; review, 7#2

Zool has all the hidden rooms and secret places of a Sonic game — if only it had the graphics and game play to match. The little

alien deserves a better game.

Overall: 65%

Coming next month...

We're tops for REVIEWS

- Super Metroid
- Mortal Kombat CD
- Fire Striker
- R-Type III
- Mega Turrican
- The Jungle Book
- Mutant League
 Hockey
- Aladdin for Game Gear

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- Akira
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- Another top-secret cover feature you just can't afford to miss.

That's right, <u>another</u> issue of Game Players

We'll get our hands on all this stuff and more, assuming the publishers get the carts to us as promised.

YES, You Can Take it Everywhere.

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



little brother. After all, he's always spilling stuff on it and dropping it. It's only a matter of time before he totally destroys it. The Handy Gear's unique outer casing makes it little brother-proof. Plus, the Handy Gear's carrying strap goes around your neck to make sure he can't grab it without a fight. And it makes things easier when you're playing on the move too. The Handy Gear also has hot extras to make game play even better: 2x screen magnification for better visibility, adjustable screen protector to reduce glare, and inner storage for an extra cart. So seal up your GameGearTM and take it anywhere you want to go 'cause this is one game that won't get rained out.



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