The #1 Video Game Magazine!

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SNES, Genesis, and Game Gear!
Plus: President Clinton Jams!

Monster Guide to the
GAME GEAR
Strategies & PreViews!

39 ProReviews!
Sonic the Hedgehog 3 • Raiden
Bugs Bunny in Rabbit Rampage
Alfred Chicken • NHL Stanley Cup
Ground Zero, Texas • Double Switch
Young Merlin • Kirby's Pinball Land
Castlevania Bloodlines and MORE!

PreViews!
Fatal Fury 2 • Bubsy II
Skitchin' • The Horde
Mortal Kombat II
Beginner's Survival Guide
See Page 168.

Super Soccer Roundup!
See Page 126.
Konami unveils Castlevania: Bloodlines for Sega Genesis, the most challenging, most chilling adventure in vampire hunting history! As whip-wielding John or master lanceman Eric, pursue your bloodstained destiny across Europe chasing the latest, evilest incarnation of horror, Countess Bartley. Shudder at 6 stages of shocking new graphic sights and sounds from your worst nightmare. Skele-dragons, spear thrusting minotaurs, grotesque giants and ghastly creatures are dying to slay you with gruesome attacks and strange powers. So take up your sacred weapons and begin. Just remember that you already have one foot in the grave.

KONAMI

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The Plot Thickens.
And the #1 reason to play Clay Fighter™ is...

The #1 reason for playing Clay Fighter™

It will make you laugh out loud until you need to change your under-wear.

(by Jared Shapiro)

Summerville, S.C.

DENNIS C. McMillan
Pendleton, Oregon

1. It beats playing CandyLand with Aunt Edna.

JAMES HAUSER
Fairfax, VA.

#2

It will give you ideas to use on your little sister.

Smith Wilkinson
Westfield, MN 56381

The number one reason to play Clay Fighter

Because Helga sings better than anyone on the glee club.

ZACHARY CHILCOTT
Tucson, AZ

Reid Wilson
Phoenix, AZ

Blue Suede Goo is having a killer hair day.

JOEY ARNDT
Philadelphia, PA

Bad Mr. Frosty is really cool.

He makes all the girls stare and drool.

Brandon Handley
Clinton, MD

Help! These aren’t no windy raisins.

Paul Albini
Champaign, IL

The number one reason to play Clay Fighter is...

Because Helga has a bigger mouth than Hillary Clinton.

Joey Arndt
Philadelphia, PA

We asked you why Clay Fighter™ rules the rest, and you answered big-time—with hundreds of reasons why these cool characters burn up your SNES hotter than those other lame blood flabby fighting games. And these are the reasons that had us laughing hard enough to squirt milk out of our nose. Thanks for the killer comments, and for telling everyone why Clay Fighter has ‘em beat in the streets!

First Prize

(Ne27-inch stereo RCA Color Track television, three Interplay SNES games, Clay Fighter baseball cap, poster and temporary tattoos)

— Jared Shapiro, Summerville, SC

Second Prize

(Three Interplay SNES games, Clay Fighter baseball cap, poster and temporary tattoos)

— Dennis McMillan, Pendleton, OR

Third Prize

(One Interplay SNES game, Clay Fighter baseball cap, poster and temporary tattoos)

— James Hauser, Fairfax, VA

Honorable Mentions

(Clay Fighter baseball cap, poster and temporary tattoos)

— Phillip Henningson, Smith Wilkinson, Reid Wilson, Joey Arndt, Zachary Shaw, Paul Albini, Brandon Handley

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

Besides, sooner or later, I knew they'd add Los Angeles to the menu. So, the fate of the world was in my hands. Actually, a Fighter Stick was in my hands—so I flicked on the slow motion control to buy some time. Just then, a spy satellite flew past, with—get this—a laser cannon. I plugged the cord in, switched on turbo fire and blasted those lizards at over 30 shots per second.
HOW I SAVED THE WORLD FROM THE ALLIGATOR PEOPLE

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

I showed them the secret weapon.

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

**ProStrategy Guide**

**FOR THE**

**GAME GEAR**

---

*Here's everything you always wanted to know about your Game Gear, but were afraid to ask. See our 16-page ProStrategy Guide.*
GIVE YOUR BUDDY THE BOOT!

Join Bubble and Squeak on their adventure to rid the enchanted land of Grool from the evil Kat of Nine Tails. Collect gems and coins to buy freedom for Squeak’s friends and bubble gum for Squeak. Explore vast levels filled with nasty creatures, wicked traps and plenty of excitement.

Using teamwork and imagination, conquer the worlds of the Stardust Caverns, the Neverglades and Katropolis. But be careful—the Red Crawlers, Flying Elephants and Biker Ducks are hunting you down! You’ll need to use all of your skills to defeat them and bring peace back to the magic realm.

- Scan feature allows you to see upcoming dangers and traps.
- Pick up and place objects to gain access to new levels.
- Earn valuable coins and gems in the Bonus Games.
- Launch Squeak into action to remove enemies from the path.
- Special power-ups allow you to jump or fly with Squeak.

SUNSOFT®
Are Games Facing a Finishing Move?

Late, there's been story after story in the newspapers, magazines, and on television about the hottest topic around: violence and sexism in electronic games. Senators are calling some video games "trash" and "sexist"—Mortal Kombat and Night Trap seem to be the main targets. Other legislators are calling for a ban on controversial games.

To say that the debate is heated is an understatement. On the table are issues like whether violent video games cause players to be more aggressive, and if so, what game rating system would help curtail excessive violence in society as a whole.

The release of CD games with full-motion video and the advent of more advanced systems like 3DO and Jaguar—hardware that can display near photo-realistic graphics—means that games are evolving into interactive movies. Most parents wouldn't let their preteen watch Terminator II, but they permit them to pull the heart out of an opponent in a video game.

Yessir, we're in the middle of this issue. The GamePros here in the office like playing games and feel that what makes titles like Mortal Kombat and Street Fighter II popular isn't the violence, it's the game play. We're not looking for censor-ship as the answer, though, because if even one person is in line to buy a product, it deserves to be on the store shelf. At the same time, we're all for a system that provides everyone with clear game-content information, so that video game consumers—from the youngest gamer to the grandparent buying a gift for a grandchild—is better informed. For that reason alone, we encourage an industry-wide rating standard that everyone is happy with.

Take a look at our masthead. The name of the group that heads up GamePro is Infotainment World. Break out the word "infotainment," and you'll understand our mission. We are here to provide you with "info" about your "entertainment." In the case of GamePro, it's the best information on the most popular video game products. With PlayRight, it's a newsletter for parents, to inform them about the electronic entertainment products their kids are playing. With the new Electronic Entertainment magazine, it's a look at the higher-level gaming offered by computers, CDs, on-line services, and other game platforms. To paraphrase a famous saying, we believe Infotainment means "power"—the power for you to make an informed decision about electronic entertainment.

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Video Vixens – The Sexism Debate
I'm writing about Sue Packard's November letter in which she claims that women wear only bikinis in video games. Well, here are three who wear more – Chun Li in SF II, Sonya in MK, and Ripley in Alien 3. And anyone who thinks that there are no men in underwear hasn't seen the guys in Super Adventure Island, Super Ghouls 'n Ghosts, and WWF Royal Rumble.
Patrick McKeegan
Brampton, Ontario

The Magazine Biz
How can I write to Scary Larry or Slasher Quan?
Steven Schrandt, Mansfield, OH
(You can reach any of us by writing to our office. The address is on page 14. All the letters, which add up to thousands per month, are opened and read.
-Bonehead)

In your December issue, you reviewed Turtles Tournament Fighters for the SNES, but there were no ratings. Why was that?
Hector Escobedo, Los Angeles, CA
(Talk about embarrassing! The ratings were there when we proofed the pages – I think Shredder got to them at the printer! Here ya go. – Bro' Buzz)

I need tips for old games. Can you help me out?
Aaron Burgin, Long Beach, CA
(SWATPro can! Check out our other magazine, SWATPro. In addition to having hundreds of tactics and strategies for the latest games, it's got a section called Classic SWAT, which gives tips for all of those not-so-moldy oldies.
- Andromeda)

Arthur's underwear in Super Ghouls 'n Ghosts for the SNES.

Women aren't the only ones in distress in video games. How about Mario in Mario is Missing?
Marvin Mahayag, NY, NY

Let's Get Technical
How many colors can the Game Gear show on-screen at once?
Chris Schiafio, Allentown, PA
(The Game Gear can display 32 colors at one time.
- Video Head)

There may be only 32 of 'em, but the colors are dazzling in Ecco the Dolphin for the Game Gear.

You've often mentioned something called the Game Gear cable. What is it?
Mrs. Charlene Cooper, Claymont, DE
(You can buy the Gear-to-Gear cable separately for about $15. It enables you to link up two Game Gears for simultaneous head-to-head competition in games, such as Mortal Kombat and Streets of Rage 2. Note that you need to have two copies of whatever game you're playing, one for each hand-held system.
- Miss Chievous)

Video Vices – Cut the Commercials
Please print this message to Sega: I'm sick of your commercials that imply we Game Boy players are vulgar freaks of nature. Nor are we as stupid as dogs, as another commercial suggests. Stop insulting me and my friends.
Tomasz Strzelczyk
Ontario, Canada

Super NES Game ProFile
Teenage Mutant Ninja Turtles: Tournament Fighters
(By Konami)

You want Street Fighter action without Street Fighter II? Here's a serious SFII clone that can bring Street snobs as well as fledgling fighters out of their shells.
Ivan Diaz, Modesto, CA

(We'll consider everything for the contest. Here are some tips: Use strong colors; portray game characters in creative ways; put your name and city on the back; don't use regular pencil; don't cover the envelope with tape; and don't write messages all over your art. Good luck! Maybe you'll win the cool prize we're giving away!
- Captain Squireo)
Fightin' Words
What does the Japanese writing in the background of Chun Li's stage in SF II mean?
Jon Graves, Allen, TX

(These are signs. One advertises a Poultry Shop, another reads High Voltage, and the last says General Store. — Boss Music)

When I'm fighting in China in Super SF II, there's this strange laugh that randomly comes on. Also, when I finish the game with M. Bison; his closing statement is something like "Not even the ancient one was brave enough to challenge me." Are these clues to a secret character?
Long Yu, Vancouver, British Columbia

(Nope. That cackling sound is from a chicken, according to Capcom, because there's a Poultry Shop nearby. Capcom also says that there are no secret characters to be found. — Hack 'n' Slash)

On the cover of the SF II Turbo manual there's a blurry old man in the center under the word Turbo. What's going on?
Mitch Cook, Greensboro, NC

(That's Dhalsim. He's teleporting, which is why he looks ready to disappear. — Game Over Man)

In the white blood in Samurai Shodown for the Neo Geo? I paid big bucks to have an accurate, uncensored version of the arcade game. If I wanted a "milk mode," I would've waited for Nintendo to come out with their version.
Bruce Richter, Lyons, IL

(You'd have to get the Japanese Neo Geo to see what you want. The Japanese version of Samurai Shodown has all the uncensored blood and fatalities. — Lawrence of Arcadia)

Mortal Kombat scores.
I recently beat Super SF II. Since I did it without continuing once, I got to see the credits. Under Special Thanks, they listed the name Dr. Dave. Is this the Dr. Dave from GamePro?
Ed Haggard, Honolulu, HI

(That's him! Dave Winstead, AKA Dr. Dave, used to work for GamePro, but he now works for Capcom as an R & D specialist. He no longer writes for the magazine. — Slasher Quan)

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(That's him! Dave Winstead, AKA Dr. Dave, used to work for GamePro, but he now works for Capcom as an R & D specialist. He no longer writes for the magazine. — Slasher Quan)
Games, Games, Games
When the goalies score in NHLPA Hockey '93 and NHL Hockey '94 for the Genesis, why don't they get credit for it in the stats?
Greg Sayuk, Vallejo, CA

(Goalies rarely score, either in real life or in video games. According to EA Sports, software limitations prevent the goalie's stats from showing both the goals he prevents and the goals he scores. Should the goalie accidentally knock the puck into his own goal, it's credited to the last opponent to touch it. - Coach Kyle)

Envelope Art Award
Attention, artists! Each month the creator of our Envelope of the Month will receive Acclaim's Dual Turbo Wireless Remote System for the SNES or the Genesis.

Envelope of the Month

Patrick Thromorton, Iowa City, IA

Whaddaya Think?
This is your magazine, so tell us what you'd like to see in it. Send your suggestions to:
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Reader Report
Of the thousands of letters we receive each month, almost half comment on violence in video games. Here's the estimated breakdown for those letters that express opinions:

84% – Violence in games has no effect, parents should back off.
14% – Extreme violence in games should be censored, parents should monitor closely.
1.9% – All violence, no matter how minor, should be deleted from games.
.1% – Can't understand the fuss about games with violence.

Danny Leone, 12, of Weston, Ontario, will check anyone who gets between him and his GamePro!

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SONIC THE HEDGEHOG
NEW ON SEGA GENESIS
When electronic games begin flowing across the information superhighway, they may very well take gamers into virtual reality. RPI: Advanced Technology Group is a hot San Francisco-based VR company that's creating a new brand of VR hardware, and it's even tested an on-line VR computer network called ImagINet.

Hardware, VR-style

The hardware is impressive. Put on their 3D head-mounted stereo glasses equipped with speakers, then hook a special game unit into your telephone line, and you'll be able to explore virtual ImagINet worlds and adventures with people around the globe.

Not as "Virtual" as You Think

As far out as this setup sounds, it may be a reality soon. If RPI's game plan is successful, the company's on-line system will be operational next year on a major telecommunications carrier; RPI is reportedly looking into AT&T, U.S. Sprint, and MCI, among others.

VR Games, the Reality

RPI has three unnamed on-line VR games in development now, which may or may not appear as final products. When they become available, RPI reports that you'll be able to download upgrades, new levels, better weapons, and new characters on a weekly basis.

The guts of the MediaStation is an RPI video card called the PixelPump, which produces the unique look-around stereo visuals necessary for virtual reality graphics. To see the MediaStation's VR environment, you can use RPI VR glasses called the HMSI (for Head Mount Sensory Interface) or plug in an external monitor.

The HMSI glasses look like a pair of ultra-high-tech sunglasses – you can even fold them up and stick them in your pocket. The unit contains a built-in movement tracker and a CD-quality audio system. According to RPI, the HMSI uses technology developed by the Air Force, based on their research into human vision dynamics for their own virtual reality display systems.
A 3D multi-player sculpture art system will enable users to create a lifelike piece of art in three dimensions. Several people will be able to contribute "hands-on" design input to an art piece, and online art patrons will be able to order their own copy of the finished product.

Another RPI game enables you to create and destroy objects. In Cybot, you and other on-line engineers will be able to create one robot or several robots, again in 3D space. Then you'll guide the 'bots to build their own mechanized city. You'll be able to store cities on-line and modify them. Of course, if your video game tastes tend toward more aggressive activities, you can build robots for battle and engage in mechanical warfare with on-line adversaries.

You'll be able to fly in VR via RPI, too. There's a game in the works that will blast off for sci-fi combat inside a battle-scarred, artificial planet. You'll have to negotiate a massive system of tunnels, which, like a roller coaster, will take you on sudden dips, dives, and loops. RPI plans to make this game interactive in arcades as well as in home VR systems. You'll be able to join in the action either as a friend or a foe anytime, anywhere.

Additionally, according to RPI, game developers such as Electronic Arts, Origin Systems, and Spectrum Holobyte are working on game codes for VR gaming, in the event on-line VR hardware becomes a reality soon. In fact, some computer games already have VR tracking capability programmed into them for eventual use with virtual reality hardware.
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, Auburn '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 Replays. 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.
ON LOCATION:
EA Canada Skitchin

By Bro' Buzz
There's more happenin' in Canada than just ice hockey: Video games are happenin'!
Electronics Arts Canada (EAC) is the brains behind the Great White North's awesome answer to Road Rash 2... Skitchin for the Genesis!
The rough-and-tumble action will be the same, but with smaller wheels - Skitchin is all about the unrefined art of roller-blading.

On a Roll
Roller blades are fast overtaking skateboards as the transportation of choice among many urban young people, so EA's Canadian programming team took to the streets to find real bladers for the action and real graffiti artists to give the game an unusually realistic look and feel.

Two-player split-screen mode for competitive Skitchin.

What's Skitchin'? It's a term spawned in the streets of New York City. According to Stan Chow, EA Canada's homegrown Skitchin producer, "Skitchin is the combination of two terms - skating and hitchin". A New York newspaper reporter saw a bunch of people roller-blading and grabbing onto cars for extra added acceleration, and he coined the term.

Don't Try This at Home
Therein lies the game's potential popularity. In fact, Skitchin probably skates as close to the edge of the current debate over violence in video games as any cart EA's produced. "Everybody knows it's illegal. No way is it a sanctioned sport," Chow explains. "We point out that it's an outlaw, rebellious activity."

Don't lose your balance.

The Disclaimers
Chow says the design team went back into the cart several times to temper or delete anything that could be considered overly violent. "Most of what could be considered violent is portrayed in a humorous way as slapstick," he says. "It's our responsibility to take out any gratuitous images."

The Shop Dude has the good stuff.

WARNING
Your name contains fictionalized portrayals of actions and stunts. Some of which are extremely dangerous. Attempting these actions or stunts may cause serious injury. Do not engage in any of the dangerous activities portrayed in this game.

Warning: Don't try this at home... or anywhere!

In fact, another first in Skitchin will be a disclaimer at the beginning of the program, warning players that the cart contains fictionalized portrayals of stunts and activities that are extremely dangerous, and that attempting these actions or stunts may cause serious injury.
Skitchin!
Skitchin is a wild, urban rollerblading cart. Similar to Road Rash 2, you play via a behind-the-skater view, and the object is survival of the fittest. You and several CPU opponents glide down traffic-clogged, debris-laden blacktop in a race for bucks. Naturally, you can bump and dump the opposition or pick up objects for king-size trashings. You'll be able to skate against a bud or fire up a tournament for eight players.

The main way to get ahead, however, is...right, Skitchin. The game interface features a rear-view window that shows you when cars are moving up behind you. If your timing's right you can slide to the side and hitch a ride for speed, distance, and power. If your timing's off, the resultant collision sends you flying off the road!

If you like to show off, you'll be able to hit ramps during the race and grab some air. The controls will enable you to pull slick airborne moves, which three judges will rate...if you can avoid taking a header when you land.

Rough? You bet! If you have any qualms about impressionable youthful bladers getting a crazy notion, you might want to pass on this skating adventure.

**Check Out These Air Moves!**

**Interview with Stan Chow:**

**Warehouse Skating**

**GamePro:** Stan, how did you figure out all the slick blade moves for Skitchin?

**Stan Chow:** We went to the Skate Ranch in Toronto. It's a big skating area, which used to be for skateboarders, but now it's where all the cool bladers hang. Basically, we met some guys and asked them who was the best skater. They turned us on to Troy.

**GP:** So you videotaped him at the Ranch?

**Stan:** No. We rented a huge warehouse and set up some ramps. Then we videotaped Troy doing all his best moves and anything else we could think up.

**GP:** How long did the taping take?

**Stan:** It took several days, but Troy was cool. He gave us some great ideas for choreographing every move.

We retosoped all of his moves for the main characters.

**GP:** So how's it look?

**Stan:** The animation in Skitchin' is awesome. It's all tricks, flips, 360s. It blows Road Rash away! Skitchin' has more animations and more variety of game play.

**GP:** Hey, Stan, do you skate? Are you in the cart?

**Stan:** No way! I wasn't into roller blades when we made the cart, but I'm into it now!
**Interview with Stan Chow: On Graffiti & Grunge**

**GamePro:** Stan, there's some great graffiti art in Skitchin that really gives the game a unique urban grunge personality. Who did the art?

**Stan Chow:** The graffiti artists were a hard crew to pin down. We actually got in a car and did an exhaustive tour of the city to find every piece of graffiti art on every wall in Toronto.

**GP:** So then you found these guys bombing a wall?

**Stan:** Well, we picked a style we liked and took some photos. The tough part was trying to get in touch with the mystery artists. Luckily, we found a phone number on one wall. Yup, we called it and those guys put us in touch with our artists.

**GP:** These guys are good. Who are they?

**Stan:** They don't want to reveal their identities. That's their thing. They're three young kids around 18. They couldn't drive, so we actually met them and interviewed them at a train station.

**GP:** Were they impressed?

**Stan:** We took them to EAC offices and showed them the young people working there. They thought the whole idea was the coolest thing. They even suggested we use grunge music in the cart.

**GP:** There are about 15 tracks in the cart. How'd you lay down the tracks?

**Stan:** It was a great idea, but our staff musician wasn't into grunge. We had to lock him in a room with a bunch of CDs of bands from the Seattle grunge scene. Slowly he caught on, so we let him out of the room.

**GP:** Any aftereffects?

**Stan:** He digs grunge now!
Experience... Vertical Reality

Winter Extreme
Skiing and Snowboarding

"...the ultimate skiing/snowboarding experience possible without snow or a lift ticket... SUPER FAST 3-D SCROLLING COURSES..."

Nintendo Power, February, 1994

Electro Brain
Sega Sports' new titles are the most realistic video sports games ever created.

You get unsurpassed graphics and sound. Spectacular new viewing angles.

Special features like speed bursts and instant replays. And most Sega Sports titles feature real teams with real players. So go ahead, jocko. Scratch that itch.
World Series Baseball features the amazing new "In-The-Batter's-Box View." You also get 700 real players, all 26 real teams, and stats for a full season.

NFL Football '94 starring Joe Montana. Realistic NFL action with a new passing game and exciting speed burst option. Features over 900 star players.

NBA Action '94 hosted by Mark Alpert has all 27 teams and all your favorite stars. Includes a Hall of Fame option featuring 30 all-time NBA greats.

Sega Sports. We sweat the details.

Greatest Heavyweights. 8 heavyweight champs square-off to decide who's the best ever! Choose your favorite or build your own challenger.

Wimbledon Championship Tennis. Take center court at the most prestigious event in tennis. Up to four players can play at ten different skill levels.

Pebble Beach Golf Links. We've recreated all 18 holes of this classic course. You get total shot control, plus stats on longest drive, greens hit and more.
ON LOCATION:

Accolade

By Boss Music

Last year GamePro gave you the jump on Accolade’s top-secret bobcat project, Bubsy. This year, Accolade held a press day where all the magazine editors sampled the company’s latest game creations – taking them on an adventure that included a biplane trip and Moroccan belly-dancing! Check out the action:

Bubsy II

Bubsy’s star is on the rise again. After debuting in SNES and Genesis versions of Claws Encounters of the Furred Kind and starring in his own TV cartoon special, the famous, fully-clawed bobcat is about to star in a game sequel that’s even punnier than its predecessor. Bubsy II’s under simultaneous development for both 16-bit systems, and it should be out this fall.

In the return catventure, a rich capitalist boar named Olkner P. Spamm and a scientific genius named Virgil Reality have teamed up to create a device known as the World Origination and Matter Project Unification Machine (WOMPUM). In a nutshell, the WOMPUM simulates the real world in the ultimate amusement park, the Amazatorium. However, when Bubsy takes his niece and nephew, the Bubsy Twins, to visit the park, he finds out it’s not a simulation but the real thing! Bubsy’s off to rescue the Twins and piece reality back together.

Bubsy II is shaping up to be a sequel akin to the seemingly endless Sonic installments – lots of enhancements to graphics and gameplay, with a whole new complement of levels to explore. Groovy characters are the hallmark of Bubsy I, and number 2 features a brand new crew of villains from the minds of Accolade’s veteran designer/producers, including John Skeel and Cyndi Kirkpatrick.

The Bubsy development team listened to criticisms about the depth and playability of the previous game, so look for more to see and do.

Bubsy can now choose which order to traverse the five new worlds, and there are six mini-games. There will be more interactive objects including a diving suit. Additionally, play control will be smoothed out by Bubsy’s new ability to run directly up steep surfaces.

Check out the first pix of Bubsy II. With Accolade developing this game, what could possibly go wrong?

Bubsy II

By Accolade

Available Fall ’94

Oinkler P. Spamm is a porker of an enemy in Egypt!

Bubsy now has two forms of the famous Glide maneuver. And he’ll need them both, or it’ll be out of the fire, into the fire.

New animations, such as Bubsy’s bicycle legs, add appeal to the graphics.

There’s no doubt about it – Bubsy’s Back!
Fire Team Rogue is a side-scrolling adventure where you explore many worlds in the Spiral Arm Galaxy.

You can play as all four characters. Each has unique abilities.

Spinning blade attacks with the Power of the Talis will guide you against the forces of Umbra.

In the game, you play as the four characters in side-scrolling segments, and between levels you pilot a Krion battle wing against Umbra's airborne forces.

Ground Zero and Tracer are members of Overlord, the league of DNA-enhanced superheroes who have turned their powers to evil.

Pit Bull and Hotshot are key members of Matrix Alpha, the alliance of superheroes who use their mutations to help society.

In the Spiral Arm galaxy, a fantastic new adventure is born from the struggle of a people to break free from the dark empire, Umbra. **Fire Team Rogue** is a band of outcasts: Chance, the young humanoid leader who's a Knight of Kinion; Zeut, a strange life form who is not only Chance's power suit but his lieutenant; Aja, the Elwyn (or Elf) female who's a mistress of the fourth Shatra of Mystic. Mind, and Power; Shadowblade, a cat-like thief/ninja; and Broc, a massive Bakouma who's vicious but logical.

The team and the primary weapon/artifact in the world, the Talis. This jewel-embedded device controls the six facets of the world: Power, Mind, Elements, Life, Magic, and Quantum Law.

Comic book characters and Street Fighter II collide in Accolade's first entry in the head-to-head fighting genre. Although the details are still sketchy, **DNAaction** is being developed by some heavyweight comic fans who will create original characters in a clash of the superheroes format. The characters are being modeled on Silicon Graphics workstations - check out the shading and detail! How much of that detail will translate onto the Genesis remains to be seen.

Not so many years into the future, science has discovered a way to control the rare, evolutionary gene that causes benevolent mutation. Of course, thinking it will be for the good of mankind, the scientists create heroes with super-enhanced powers - some who they can control, and others who become corrupt. In the game, you can play as one of the four genetically-enhanced superheroes or villains. Accolade plans team-play options, and it is considering several different game-play views of the action.

**DNAaction: The New Breed**
By Accolade
Available Fall '94

**FireTeam Rogue**
By Accolade
Available Summer '94
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.

SOME KIDS WON'T SEE THE ADVANTAGES

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.
Capcom’s Street Fighter II™: Special Champion Edition
Ryu takes a bite out of Sagat when you use his Dragon Punch.

Greatest Heavyweights
This round is over when you left jab the big bruiser.

OF ACTIVATOR™ THEN IT WILL HIT THEM.

You figured it out. Your opponent didn’t. He’s sitting over there moving his 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?

FOR SEGA GENESIS™
YOU MAKE THE CALL!

GAMEPRO'S 1994 READER'S CHOICE AWARDS

NOW YOU CAN VOTE FOR YOUR FAVORITE GAMES...
INSTANTLY BY PHONE!!

Just dial the 900 number shown below and follow the easy directions. You’ll need a touch-tone phone to place your vote. And remember, if you’re under 18, be sure to get your parents’ permission to call.

When voting, select only ONE title from each of the following categories:

BEST SYSTEM OF THE YEAR
1. Genesis
2. Duo
3. Game Boy
4. Game Gear
5. Long
6. Nes + Gen
7. Panasonic RX3 3DO Multiplayer
8. Sega CD
9. Sega Genesis
10. Super Nintendo

BEST ACTION/ADVENTURE GAME
1. Aladdin (Genesis)
2. Action Man (SNES)
3. Flashback (Genesis)
4. Kirby’s Adventure (NES)
5. Mega Man 2 (SNES)
6. Robot Ron (SNES)
7. Snow CD (Sega CD)
8. Super Empire Strikes Back (SNES)
9. Super Mario All Stars (SNES)
10. Super Metroid (SNES)
11. Aesop & Earl: Pawn of Fankotron (Genesis)
12. Jurassic Park (Genesis)

BEST SHOOTER
1. Cyberghoul (Jaguar)
2. Lethal Evasions (Genesis)
3. Lightning Force (Genesis)
4. Land of Thunder (SNES)
5. Shadow Ops (Sega CD)
6. Starfox (SNES)
7. Total Eclipse (SNES)
8. Tower of Power (Super Nintendo (Jaguar)

BEST HEAD-TO-HEAD FIGHTING GAME
1. Cygnus (SNES)
2. Eternal Champions (Genesis)
3. Fist Fury 2 (SNES)
4. Fist Fury Special (Neo Geo)
5. Mortal Kombed (SNES)
6. Mortal Combat (SNES)
7. Super Shadow (Sega CD)
8. Street Fighter II Turbo (SNES)
9. TMT Tournament Fighters (Genesis)
10. TMT Tournament Fighters (SNES)
11. World Heroes 2 (Neo Geo)

BEST STRATEGY/Puzzle GAME
1. Bomberman '93 (Duo)

BEST SPORTS
1. Boxing Legends of the Ring (Genesis)
2. Bocce Legends of the Ring (SNES)
3. FIFA Soccer (Genesis)
4. Madden NFL '94 (Genesis)
5. Madden NFL '94 (SNES)
6. Mutant League Football (Genesis)
7. NBA Jam (Genesis)
8. NBA Jam (SNES)
9. NFL '94 starring Joe Montana (Genesis)
10. NHL Hockey '94 (Genesis)
11. NHL Hockey '94 (SNES)
12. NHL Hockey '94 (Sega CD)
13. NHL World Championship (SNES)
14. Pinball (Sega CD)
15. Virtua Racing (Genesis)
16. World Series Baseball (SNES)

BEST EDUCATIONAL GAME
1. Barney's Wild Turkey (Sega CD)
2. Carmen Sandiego (SNES)
3. Marta's Missing (SNES)
4. Over the Moon Machine (SNES)
5. My Paint (Sega CD)
6. Navigator (SNES)
7. Starfox (SNES)

BEST VEHICLE SIMULATION
1. Top Gear (SNES)
2. Turn N'Burn (SNES)
3. Jungle Striker (Genesis)
4. Wing Commander (SNES)
5. Nigel Mansell Racing (SNES)

BEST MOVIE ADAPTATION
1. Addams Family (Genesis)
2. Addams Family (SNES)
3. Alien 3 (SNES)
4. Door (Sega CD)
5. Jurassic Park (SNES)
6. Jurassic Park (Sega CD)
7. Jurassic Park (Sega CD)
8. Jumanji (SNES)
9. Super Empire strikes Back (SNES)
10. T2: Judgment Day (SNES)

BEST OVERALL GAME
1. Aladdin (Genesis)
2. Aladdin (SNES)
3. Cyberghoul (Jaguar)
4. Jurassic Park (Genesis)
5. Mega Man 3 (SNES)
6. Mortal Kombed (Genesis)
7. Mortal Kombed (SNES)
8. NHL Hockey '94 (Genesis)
9. NHL Hockey '94 (SNES)
10. Super Shadow (Sega CD)
11. Secret of Mana (SNES)
12. Starfox (SNES)
13. Street Fighter II Turbo (SNES)
14. Super Shadows (SNES)
15. Super Empire Strikes Back (SNES)
16. Super Novel All Stars (SNES)

BEST GRAPHICS
1. Cygnus (SNES)
2. Final Fight (Sega CD)
3. Flashback (SNES)
4. Flashback (SNES)
5. Aladdin (Genesis)
6. Mortal Kombed (SNES)
7. Night Trap (Sega CD)
8. Robot Ron (SNES)
9. Secret of Mana (Sega CD)
10. Silphoid (Sega CD)
11. Sonic CD (Sega CD)
12. Super Shadow (Sega CD)
13. Super Empire Strikes Back (SNES)

BEST SOUND ACHIEVEMENT
1. Aladdin (Genesis)
2. Aladdin (SNES)
3. Mortal Kombed (SNES)
4. NHL Hockey '94 (Sega CD)
5. Shadow (Genesis)
6. Cyberghoul (SNES)
7. Street Fighter II Turbo (SNES)
8. Super Empire Strikes Back (SNES)
9. TMT Tournament Fighters (Genesis)

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Raiden II (By Fabtek)

Raiden, which was recently and faithfully recreated for the Atari Jaguar (see ProReview in this issue), is a classic arcade game. It set the trend for vertically scrolling, overhead-view shooters. Not seeing much to improve upon, Fabtek has built Raiden II as a very comfortable and familiar game with a few new bells and whistles.

As in the original Raiden, you - and a friend, if you choose to fly competitively - soar through and fire upon myriad tanks, planes, and other anti-spacecraft armament. Control is simple: One button fires weapons, another button dumps bombs, and a joystick moves your space fighter around the playfield.

Fabtek upgraded Raiden's arsenal in this sequel. In addition to the basic bullets and lasers, there's a plasma weapon, which you can fix on a target. When it's fully powered up, this purple energy "ribbon" puts on an impressive fireworks display, snaking and looping around the screen, blasting anything in its path.

The bomb selection is also improved with a cluster bomb that sprays destruction across the screen.

Primarily, Raiden II is a basic, challenging test of your reflexes. As you progress through the eight levels, the enemy fire grows in intensity, and it's nearly impossible to find a small opening to fly through safely. Survive and you face gigantic bosses.

Raiden "raids" the arcades once again!

Survival Arts
(By American Sammy)

Street Fighter II and Mortal Kombat have scared up a gang of competitors, all battling for a piece of the fighting game pie. One of the newcomers in the field is American Sammy's Survival Arts, which takes a swing at the Mortal Kombat design, featuring the digitized moves of eight real actors. The graphics have punch, but in the long haul Mortal Kombat rules.

Survival Arts attempts to go with larger characters, with the fighters standing three-quarters of a screen high. Unfortunately, the character animations and color palette aren't as clean as MK II's. The sprites just don't move as smoothly. Moreover, because the characters are so large, when you leap, the entire screen bounces to keep the fighters in view.

It's not all bad news, though. American Sammy has added weapons in some scenarios, which adds spice to the fight with guns and swords. The game, which American Sammy claims will be converted to SNES and Genesis this year, also has a bunch of secret moves.

While the recent release of a nicely improved Mortal Kombat II will get most of the fighting-game coins, Survival Arts offers an intriguing option. It's worth a peek.
By Lawrence of Arcadia

It's here! The biggest, baddest, rim-rockin'est b-ball coin-op extravaganza finally makes it to the SNES. Although the ball comes up just short of the basket a couple of times, this is one you gotta have!

PROTIP: Be careful when you jump to steal the ball after an opposing player takes a shot. If you're called for Goal Tending, the other team is awarded the points. Try tapping the Pass and Turbo buttons when you go up, and you'll pass the ball, but barely touch it.

You Gotta Jam!

There are no rules, no refs, and no regrets as you press down the boards on your way to glory.

You play as one of 27 NBA two-man teams. You can play as either one of the two men on your team, and each team member has a meter of strengths and weaknesses: Some are slam masters, others are three-point princes. You're trying to beat each of the other teams and become the NBA Jam champs. A password system lets each player save their progress, and the passwords can be plugged into different games.

You can play against a bud or the computer, or you and a friend can play on the same team against the CPU. With the Hudson Multitap you can get up to four players on the court at a time.

The additional buttons on the SNES controller make the shoot, steal, and block controls easy. The players move smoothly, and it's easy to kick in the Turbo using the R or L trigger on top of the pad.

The multiplayer gameplay is a blast. The computer, though, likes to make shots that only a player's mother could hope for. Being 20 points ahead only means that the computer will score seven three-pointers in the last ten seconds.

Boo! Shakalaka

The player sprites are smooth and clean, better than those in the Genesis version. The speed is just as fast as you would have expected for this hot-shot game, although a tad slower than in the Genesis. The graphics for the Super Slam. Dunks are superb. The detail on the players is not as good as in the arcade, but it's close. A little crowd movement would have improved the view.

The sound in this game, though, needs to be sent to the showers. If you loved the speaker-shakin' arcade sounds, you're in for some letdown when you hear the SNES cart's "Boom shakalaka" and the derivative "Can't buy a bucket." They sound like they're coming from the rusty end of a tin can telephone.

PROTIP: When you see an opposing player jump up for a slam, jump with him, and at the peak of the jump press Turbo and Steal to stop the jam.

Go for the Glory

Forget the sound, though. Once you start playing this one-on-one basketball game, you're gonna want to go for it all. Sharp graphics, easy controls, and great game play make this one worth bringing home. Even if it's not an exact translation, it's a good one — and the better of the two cartridge versions. Just be prepared to eat a little patat and then.

Super NES Game ProFile

NBA Jam

(By Arena)

The most anticipated sports game of the year is finally here, and, despite a few misfires, this long-awaited arcade translation's worth all the fanfare.

GRAPHICS

Sound

Controls

Fun Factor

Challenge

4.5

3.0

4.0

3.0

3.0

4.0

3.0

INT.

$74.99

27 teams

Basketball

Password

Available now

Side view

4 players (with

Hudson Multitap)

PROTIP: Don't drain your Turbo. Save some for defending the rim.
You could be a backboard shatterin'...

...one-hand slammin'...

...reverse dunkin'...

...monster jammin'...

...sideways shootin'...

...comin' round the mountain...

...hang glidin'...

...360° rim rockin'...

...air mailin'...

...Tarzan yellin'...

...windmill action NBA Super Star!
By The Sporthog

Basketball’s bad boys are all lined up for a one-on-one hoop holiday that delivers fast action, quick moves, and awesome slams. But don’t let the smooth taste fool ya! Some parts of this game could've been better.

PROTIP: Watch the clock! If you’ve got fewer than five seconds left and you’re down by a couple, toss the ball from across the court! If you’re up by a couple and you’ve got the ball, be careful of passing. The computer is waiting for the steal.

PROTIP: Try crossing up opposing players in the corner by attempting to steal. The shot clock will wear down faster than you can say “Boom Shakalaka!”

PROTIP: When you’re “On Fire,” you can Goal Tend until the cows come home.

Occasionally, the computer cheats enormously. This is frustrating, especially when you’re driving to win and the computer scores two, three, maybe four times in a row! And don’t expect to see the ref make an appearance unless you’re Goal Tending. The game is much more fun as a multiplayer contest.

In Yo Face!

NBA Jam for the Genesis delivers the fast-paced, frenzied, arcade-style gameplay that it pulls back on the graphics just a bit. As for the sound, well, of course it couldn’t match the arcade machine’s, but let’s just say that you’ll hear better background noise on AM radio.

You play as one of 27 teams, stomping down the courts on your way to glory. And although the match-ups are good, the question remains: Where’s Shaq? (Comin’ to his own game, eventually) Players are shown with meters under their names to highlight each individual’s strengths and weaknesses in areas such as Defense, Dunks, Speed, and Three Pointers. Pick these carefully, because a hot three-point shooter may mean the difference between a W and an L. Play against the computer, with a friend against the computer, or against a friend. Get a Sega Team Player and you can play with four players! You can keep a record of your wins, and get back in the action with a password feature.

Hangin’ on the Rim

The sights in NBA Jam for the Genesis far outweigh the sounds. The graphics are clean, but they’re not as defined as those in the SNES version. The players seem more colorful, but less sharp here (especially the pictures themselves). The speed of the players is about the same, with the Genesis being just a tiny bit faster than the SNES version. The crowd remains as listless and lifeless as the crowd at an Air Supply concert.

The sounds don’t get much above Air Supply either. Forget rockin’ your speakers. You’re lucky if your volume control goes to the left of “0.” The announcer sounds as excited about the game as the fans are. All the great arcade sound effects, like sneaker-squeaking and net-swishing, are muted, as if the players were underwater.

Jam Sandwich

Don’t let all that deter you, though. This cart’s still a first-rate ball bouncer, and one of the best hoops games out there, especially when you ram it on home with a Tarzan Slam or a 360-degree Rim Rocker. Acclaim’s gone for the slam dunk with NBA Jam, and although it’s not an exact translation of the arcade, it’s still gonna score big with most fans of the classic coin-op. This one’s more fun than an NBA contract.

Genesis Game Profile

NBA Jam
(By Acclaim)

Sports fans have enjoyed a wealth of sports games on the Genesis, and now they are rewarded with the best slam dunkin’ fest ever. But the feast may be short a few dishes.

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$64.99
Available now
Basketball
4 players (with Sega Team Player)
Tricks & Cheats

Both 16-bit versions of NBA Jam are loaded with secrets. Here's a "samplin' to get your thumb tap-pin'. Send us your NBA Jam discoveries and we'll stick your name in GamePro and send you a cool shirt!

He Shoots, He Gores!

To play as Vice-President Al Gore, use the code NET. Go to the Enter Initials screen, and put in the first two initials without entering the third. Move to the third and instead of entering the initial, enter one of the following codes:

Super Nintendo: Button L, Button R, and Button A  
Genesis: Start and Button B

Clinton's Supreme Court

To play as President Bill Clinton, use the code ARK. Repeat the same procedure, but use the following codes:

Super Nintendo: Button L, Button R, and Button X  
Genesis: Start and Button A

Play as Bill Clinton and Al Gore!
Play as Midway's NBA Jam Designer, Mark Turmell!

To play as the game's designer, Mark Turmell, use the code MJT. Go to the Enter Initials screen, and put in the first two initials without entering the third. Move to the third and instead of entering the initial, enter one of the following codes:

**Super Nintendo:** Button R, Start, and Button A

**Genesis:** Start and Button A

---

**SLAM Masters**

**NBA Jam Super Slam Dunk**

Use this code to pull off a super powered-up slam dunk. Right after you've selected your team on either system, and before the tip-off screen, tap any button 13 times while rotating the directional pad. When a button is pressed for the 13th time, hold it down and continue rotating the directional pad until the tip-off occurs.
Continuing its simultaneous full-court press of all game systems, NBA Jam leaps onto the Game Gear with mixed success. While this cart is a praiseworthy attempt to squeeze all the teams, features, and spirit of the smash arcade hit into the tiny confines of a hand-held system, much is lost in the translation.

**PROTIP:** Quickly tapping the Turbo button several times causes the dribbler to throw his elbows and knock down defenders.

**Game Gear Game Profile**

**NBA Jam**
(By Arena Entertainment)

This cart is a noble attempt to squeeze the features and spirit of the arcade hit into a hand-held, but much is lost in the translation.

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Price not available
Available now
Basketball
1 player

27 teams
Side-scrolling
Pass

PROTIP: Tapping the Shoot button often takes out the defense.

Graphics problems aside, this version of NBA Jam tries hard to resemble its arcade predecessor. You're still in a two-on-two match highlighted by monster dunks, bone-crushing slams, and fiery basketballs. As always, two stars from all 27 NBA teams are available, rated in Speed, Dunks, Three-Pointers, and Defense. Additional features allow adjustment of timer speed, difficulty level, control of one or both players on a team, and computer assistance if a team falls way behind.

**PROTIP:** There are no fouls, so shove away the defense to clear a path for your partner when he's driving with the ball.

**Jammed In**

The fundamental drawback of putting NBA Jam in a hand-held format is the size of the players on the tiny screen. Although the graphics are sharp, colorful, and detailed, their quality is limited by the LCD resolution and the physical size of the screen. While the players move smoothly across the side-scrolling court, it's often difficult to see the details that would help you line up a defender to steal the ball, or enable you to shoot a basket in a crowd.

**PROTIP:** Don't be a gloryhound and go for fast breaks all the time. Allow your partner to catch up to you to set up an offensive front.

The weakest part of NBA Jam on the Game Gear is the sound palette, which is limited. Simple sound effects highlight the action, and they're backed by tinny crowd noise. Unfortunately, 8-bit limitations eliminated the familiar announcer, who bellowed infamous phrases like "Boom shakalaka!" in the arcade.

**PROTIP:** When moving toward the basket with the ball, hit Turbo to execute a classic arcade dunk.

**Turbo Time!**

NBA Jam's control configuration has been simplified to accommodate the two-button Game Gear, with the Start button substituting for the invaluable Turbo boost. Turbo helps players run super-fast, shove opponents out of the court, and make board-shattering Super Slam Dunks. However, Turbo power is limited. On-screen actions are very responsive to controls, but unfortunately there's no way to pause the game.

**PROTIP:** Shooting the ball at the highest point of your jump gives you the best chance of making the basket.

**Not Ready for Prime Time**

NBA Jam fans will be disappointed by this Game Gear version, not from lack of effort by the programmers, but because of the limitations of the platform. Nevertheless, it's still a tasty treat that you can take with you.
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Sequels can be deadly, but a few classic characters can successfully return to video games again and again. Until now, Mega Man and Mario have been the kings of the replay pile, but the popular "hog's making a bid to wallow at the top with this excellent addition to his collection of adventures.

Here's the Story...

Okay, so the story line never changes much, but think of it as part of a saga. Sonic and Tails destroyed the Death Egg ship at the end of Sonic 2, or so they thought. It seems the scrambled vessel crashed-landed on the Floating Island, which is powered by Chaos Emeralds. The Emeralds are guarded by a new character in the saga, Knuckles, an engaging echidna (a "spiny-coated toothless burrowing nocturnal mammal," according to Webster's dictionary). Robotnik cons Knuckles into believing that Sonic and Tails are trying to steal the Emeralds. Bet you can guess what happens next!

Genesis Game Profile
Sonic the Hedgehog 3
(By Sega)

Sonic 3 proves that you can teach an old hedgehog new and exciting tricks. Take that old Sonic magic, add fun new variations, and you have another spectacular game.

PROTIP: To defeat the boss at the end of the first Act in HydroCity, leap over him as he rotates around the water. Then, when he comes to rest on the post, bonk him four or five times from below to destroy him.

PROTIP: To defeat the boss at the end of the first Marble Garden Act, dodge the spikes he drops and then simply bonk him.

If Sonic finishes any Act with 50 or more Rings, he enters the Bonus Stage, where a giant gumball machine coughs up power-ups.

PROTIP: At the beginning of Act 2 in HydroCity, an advancing wall threatens to crush Sonic. As you leap to each new platform, turn right, Spin Dash, and leap to the next platform to the right. If your timing's quick, you can escape.

PROTIP: After you skip across the water in the second HydroCity Act, leap up and to the left to discover a 1-up just past the spikes.

Special Stages are Sonic's forte, and he's upped the ante with two delightfully original kinds. When Sonic locates a giant gold Ring, he zaps to the Special Stage, where he has to race to transform blue spheres into gold Rings. If he collects all the spheres, he gets one of the Chaos Emeralds. If you snag all the Emeralds, you see the game's real ending.
**Sonic Boom**
Sonic's as fast as ever, and even faster in some areas of the game. He has his usual repertoire of moves and a new move called the Insta-Shield. If you quickly tap any button twice, Sonic gets a few seconds of shield protection. Tails can fly or swim for a limited time, and, when you're playing as Sonic, Tails can grab Sonic and airlift him away. The airlift is a little tricky, but the rest of Sonic's moves are simple, and the precise controls make him easy to maneuver.

Look for the familiar power-up Monitors, but also look for new contraptions. There are now three shields. The Fireball Shield protects Sonic from fire attacks and gives him a Fireball Spin Dash attack. The Water Shield enables Sonic to breathe underwater and to bounce like a ball. The Lightning Shield attracts Rings like a magnet, protects him from electric attacks, and enables him to double-jump in mid-air. The shields add a new strategy element to the game play. Also, beware of the Robotnik power-up. Robotnik's face is on it, and if you grab it you'll take damage.

**Solo Flight**
If you're playing solo, you can take on Robotnik as either Sonic or Tails. Tails' ability to fly gives the game a different twist when you play as him. Either way, the other character tags along. Remember that Controller Two can be used to maneuver the other character.
The Two-Player mode's new face-lift ups the fun factor and saves your eyestrain, too. The split screen has been enlarged to full-screen size, making it a heck of a lot easier to track your racer. Each of this mode's five Zones are unique; and you can play three ways. Practice in the Time Attack mode, then take on another player for the best time in a Match Race in a one-zone contest. Or, duke it out in all five Zones in the Grand Prix mode. Two-Player still isn't as fun as the main game, but it's much improved over Sonic 2.

Shield Power
Sonic's new collection of shields give him special powers:

Sonic can use the Bubble Shield to activate a special Bounce Attack.

The Electric Shield boasts a high-voltage attack that fires electric enemies. It also attracts Rings with its magnetic powers.

The Fire Shield powers up a zinging special Fire Dash move.

Who's Hogging the Genesis?
Okay, so maybe you're secretly wishing that hedgehogs were extinct. But when you've got a good thing going, there's no reason to give up on it. Sega's taken that motto to heart, and as long as they enhance every Sonic sequel to make it a winner, there's no reason to stop. This hog's gonna take the blue ribbon at the state fair...and probably in this year's game-cart sweepstakes, as well.

Hedge Your Bets
Sonic 3 looks as good as it plays. The new Zones have gorgeous background detail and lots of visual treats. It's still impressive to watch Sonic hit top speeds, especially on new obstacles like HydroCity's curving pipes and waterslides. Sonic himself is a slightly larger sprite, with a more well-rounded 3D look. Robotnik's creations are always entertaining to look at—and Sonic 3's contraptions are no exception.

The tunes are similar to those in the other Sonic sagas. Each Act has a theme song that's catchy...until you've heard it a hundred times. The sound effects are the familiar bounce and boing noises.

Challenge-wise, Sonic's a mixed bag. Beginners can zip through the game and beat the bosses easily, but they'll probably miss out on most of the secrets. Advanced gamers can search for hidden areas, try to snap all the Chaos Emeralds, and discover the real ending. There's enough here to satisfy a range of players.

PROTIP: Sonic battles the final Marble Garden Boss in the sky. Try to hit him two or three times on the ground. Then, when he takes off, hover above him, leap from Tails' arms, and try to hit Robotnik on the top of his ship.

PROTIP: In Act 2 of Angel Island, jump off the cliff at the beginning of the Act and bust through these rocks to Sonic's left. You'll discover a hidden room with a Special Stage Ring inside.

PROTIP: Push this rock in Act 1 of Angel Island to the left. Then, Sonic can break a hole in the ground to reach a secret cave that hides power-ups.

PROTIP: Near the beginning of the first Act of the Carnival Night Zone, you discover these yellow and blue balloons. Bounce off them and up to the right to reach a secret room with a 1-up and two Ring Monitors.
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Genesis

By Slasher Quan

Konami sought to bare its Genesis fangs with the debut of its longest-running and most critically acclaimed series of all time, Castlevania. Mournfully, veteran vampire hunters will find that Castlevania suffered a heavy loss of game play, as well as visual and audio appeal, during the jump from the immortal SNES version, Super Castlevania IV.

Descended from Greatness

The continent: Europe. The date: June 1914. The evil: Dracula.

The immortal Count’s niece, Elizabeth Bartley, has been resurrected. Elizabeth’s no stranger to blood-letting, having slain more than 800 young women in her 15th century vampiric heyday. Secretly she precipitates the assassination of Archduke Ferdinand in Sarajevo, touching off World War I. She plans to use the souls of the slaughtered bodies from the war to bring her uncle back to life. Crucible, eh? Would this kind of story line ever appear in a Nintendo game?

Genesis Game Profile
Castlevania Bloodlines
(By Konami)

The Count and his undead cohorts lead you on an acceptable chase, but if you’ve got Castlevania bloodlust, Bloodlines will freeze your heart.

Out for the Count’s blood are John Morris, a descendant of the great Simon Belmont, and Eric Lecarde, a vengeful young lad who lost his girlfriend to Elizabeth’s carnage. The only thing that stands between them and the Count are six levels of Castlevania mania.

Fearless Vampire Hunters

One of Bloodlines’ more unique features is your ability to play as either John Morris or Eric Lecarde. Morris packs the familiar whip. He can strike horizontally or diagonally, and he has the ability to rope-hook the ceiling and swing across. Lecarde carries a versatile spear, which can strike horizontally or vertically, and it can also be used to attack surrounding enemies in a cool back-and-forth motion. Lecarde’s also got a Spear High Jump, which resembles the Super Squat Jump from Super Mario Bros. 2.

The format of game play is identical to the classic NES carts. You run and jump over platforms, whipping any undead creatures that stand in your path as you hunt for the final boss monster. The power-up weapons are the usual: Boomerang, Axe, and Holy Water. In Bloodlines, if you pick up a weapon more than once, you increase its strength. Unfortunately, some of the best power-ups from the previous games are now missing (such as the Shot Multiplier, the Pocket Watch, and the Dagger).

Due to the limited continues, Bloodlines is more challenging than its predecessors,
even though it has only half the levels of other Castlevanias. Replays can be infuriating, since you must enter the entire icon-based password every time you lose a game if you wish to conserve the precious continues.

Protip: Whip this giant head to open a path.

Protip: In this weird multi-scrolling room, watch the placement of your feet to calculate the jumps.

Protip: In Level 2, you can walk underwater, but don't let the screen drag you or you'll take a hit.

Haunted Graphics and Sounds
Bloodlines' graphics look like they've risen from the 8-bit grave. The sparse colors and small sprites have all the quality of an NES game. The small characters and somber, often limited backgrounds leave you wanting more. However, the cart does have some cool effects and big, bold scenery in places, such as the giant collapsing skull bridge.

the upside-down room, and an innovative multi-scrolling technique that moves the platforms at different speeds.

While the music and sounds are pretty good by Genesis standards, they are a definite downgrade from the orchestral, near-CD quality of Castlevania IV's SNES audio. For Castlevania fans, it's a downer.

Also, Bloodlines has only two warriors, so even Castlevania III for the NES had four. Additionally, in III you could swap between characters in mid-stage, and that's not possible in Bloodlines.

Protip: Be very careful when you copy down passwords. Try devising an A-D and 1-4 grid and coding each entry on the grid. That way you can write passwords down by hand.

Protip: Hit the Level 2 boss from below with axes and your whip to cut him down to size. Use the slowdown to your advantage and dodge the falling rocks.

Down for the Count
Bloodlines is a satisfactory action cart, but it belongs in the lower reaches of the Castlevania lineage. One wonders how Konami could make games so perfect in heart, body, and soul as Castlevanias I through IV, and then drive a stake through the Genesis version. The Bloodlines run dry.
**Genesis**

**By King Fisher**

The evil Krool has overtaken seven worlds in the "Nth" dimension, and Gametek has armed you with a new hero to rescue them. Enter Zool, Ninja of the Nth Dimension and interstellar freedom fighter. As Zool, you must battle through 28 levels of gut-wrenching action. Be prepared to master all of Zool's skills, 'cuz you'll need 'em to survive!

**Nth Ninja Action**

Zool is a slick, side-scrolling action game that gives you a solid dose of arcade-style fighting, even at the easiest setting. There are no save options or passwords, so you must beat this cart in one session.

**PROTIP:** Restart points enable you to continue from that particular location. Be sure to hit every Restart you find, but also keep in mind that you want to activate a Restart that's as close to the end of a level as possible.

**PROTIP:** When Zool slides down a slope in the Sweet World, make him fire straight out to destroy any Humble Bees directly in his path.

**PROTIP:** When you come across any pit, climb over the ledge to see what awaits you below.

**PROTIP:** Climbing up these blocks is impossible, but sometimes if you wait, a bubble bounces you up to the next level.

**Zool's Cool**

Zool challenges all comers, from beginners to hard-core hack-n-slashers. If you're looking for a cart with thumb-numbing action to whip you into a gaming frenzy, Zool takes you to school.

You fight a weird army of enemies that changes in each world, and then you fight the usual end boss. Zool's movements are fluid and fast. They're easy to master, and master them you should, since enemies must be destroyed in different ways. You simply zap some head-on, while you jump on others. Zool blasts energy bolts, swings blades for a spinning mid-air attack, and doubles his firepower with a spectral body double. Overall, the controls are right on.

Zool's graphics are attractive – sharp and colorful. While all of its visuals are eye-pleasing, some backgrounds might give you the impression that Zool is a kid's game, especially the sugar-coated candy land. Don't fret. This mean cart will turn your knuckles white!

Two Zoools are better than one.

---

**Genesis Game ProFile**

**Zool**

(By Gametek)

*Watch out, Sonic, here comes Zool! Although the cart's graphics and sounds are not as refined as Sonic's, this speedy ninja's got style as he accelerates through levels and jams past obstacles in fierce fighting action.*

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(sure, it's just a game.)

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PROREVIEW

Genesis

By Scary Larry

Mega Turrican's a shoot-n-scoot bonanza that delivers a tough blast-em-up with great sounds and fast-scrolling graphics.

If the Shoot Fits

You're Bren McGuire, a Freedom Forces fighter who answers the desperate cry for help from a young girl, whose planet is being overrun by the Machine. Don your Turrican Assault Suit and charge headfirst into battle.

onto hard-to-reach ledges, where you'll find weapon power-ups, extra lives, and health hearts.

PROTIP: To clear seemingly endless gaps in World 4, jump on these rotating mouths.

The graphics in Mega Turrican are sometimes hard to see, sometimes repetitive, but

some practice, but you really need the Rope to find hidden areas and power-ups.

PROTIP: World 3 is chock-full n' bosses. The best remedy is to use your Smart Bombs right away on the bosses, and then shoot. To knock off the last boss, aim for the crane.

The graphics in Mega Turrican are sometimes hard to see, sometimes repetitive, but

Your Turrican is equipped with a gun and a Plasma Rope. The gun can be powered up to a Multiple Shot Cannon, an armor-bustin' Laser, or a Rebound Gun, which fires shots above and below you. The Plasma Rope swings you

PROTIP: To destroy the World 4 Boss, use all your Smart Bombs, then jump and shoot at his exposed face.

never slow. The bosses are big-screen hogs, and some of the levels (like the Alien Dungeon) are very nicely drawn.

The sounds and music are topnotch, pushing the envelope of the Genesis' sound capabilities. Every blast, every explosion, and all weapon power-ups (which are announced by voice) are sure to rock your speakers.

The controls are primo. Since the game automatically switches weapons for you every time you pick up a weapon sphere, all you really have to do is shoot and avoid obstacles. Using the tricky Plasma Rope takes

PROTIP: In the Underwater stage, be careful of the bubbles that the Crabs spit out. They are far more dangerous (and a lot harder to destroy) than other enemies you'll face.

Why the maximum artillery? Because the Machine isn't kidding around, and it's guarded by deadly robots, electric eels, Turrican-crushing machines, and more. You weave through a bio-lab, an underwater mutant factory, a desolate war-ravaged land-

PROTIP: In the Underwater stage, be careful of the bubbles that the Crabs spit out. They are far more dangerous (and a lot harder to destroy) than other enemies you'll face.

PROTIP: To beat the World 1 Boss, shoot at the cluster of eyes that appear on the monster's body. If the eyes move to the other side of the body, swing over to that side and shoot from there.

Gunned 'n Roasted

Mega Turrican lays down mega-action, even though play-through should be a mild task for intermediate gamers. The bosses never really pose much of a challenge, and the screen-clearing Smart Bombs make short work of the levels.

Just stay on your toes, keep the pedal to the metal, and your rendezvous with the Machine will come quicker than you cared for.

PROTIP: To beat the World 2 Boss, aim at his eyes, and be careful around his tentacles. It sometimes seems as if he's going to rush you, but stand your ground and he may turn around at the last moment.

Genesis Game Profile

Mega Turrican

(by Data East)

Quick but blurry graphics and fast-paced action come together smoothly in this thumb-blistering side-scroller. It's sure to knock the shoot out of you!

PROTIP: To destroy the World 4 Boss, use all your Smart Bombs, then jump and shoot at his exposed face.

PROTIP: To clear seemingly endless gaps in World 4, jump on these rotating mouths.

PROTIP: World 3 is chock-full n' bosses. The best remedy is to use your Smart Bombs right away on the bosses, and then shoot. To knock off the last boss, aim for the crane.

PROTIP: In the Underwater stage, be careful of the bubbles that the Crabs spit out. They are far more dangerous (and a lot harder to destroy) than other enemies you'll face.

Why the maximum artillery? Because the Machine isn't kidding around, and it's guarded by deadly robots, electric eels, Turrican-crushing machines, and more. You weave through a bio-lab, an underwater mutant factory, a desolate war-ravaged land-

never slow. The bosses are big-screen hogs, and some of the levels (like the Alien Dungeon) are very nicely drawn.

The sounds and music are topnotch, pushing the envelope of the Genesis' sound capabilities. Every blast, every explosion, and all weapon power-ups (which are announced by voice) are sure to rock your speakers.

The controls are primo. Since the game automatically switches weapons for you every time you pick up a weapon sphere, all you really have to do is shoot and avoid obstacles. Using the tricky Plasma Rope takes

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“Cogito Ergo Sum”

INTRODUCING THE ULTIMATE BRAIN GAME

Okay, so you aced the pop quiz on the meaning of existence, showed your shop teacher a thing or two about birdhouse construction and scored big points with your essay “Beavis, Butt-Head and Buddy Themes in Western Thought.” Now, isn’t it about time you gave yourself a real challenge? With Gear Works, the most addictive puzzle game since Tetris.” It takes seconds to learn but a lifetime to master.

GEAR WORKS, THE PUZZLE GAME THAT’LL STRAIN YOUR BRAIN.

- Solve over a hundred puzzles as you connect gears in a race against time and friction.
- Transform twelve wonders of the ancient and modern worlds into smooth trick-taking time pieces.
- Blast pesky gremins determined to rust and break off the teeth of your gears.
- Use high impact explosives to blow up incorrectly placed gears.

Sony Imagesoft
By Manny LaMancha

Action 52 shoe-horns 52 different games into one cartridge. Active Enterprises promises the games are "new and original." While you can debate both claims, you mostly get a batch of games that appear to have been programmed in a college course.

Lights, Camera, Action 52!

Even with the card-deck of titles on hand, you won't find much that makes you feel like you got a bargain.

PROTIP: When you're playing Freeway, keep your dog near the center of the screen as much as possible. This gives you the maximum response time for vehicles coming from either side.

Obviously the programmers had to cut corners to cram 52 games into one cart, and it shows. Much of the software looks like first-generation NES or Atari 2600 games (one game, 1st Video Game, is just a remake of Pong). While some of the titles try to use advanced visual effects like multi-plane scrolling to add the illusion of depth, it looks like two pieces of paper sliding on top of each other. Most playfields are very flat, and the character animation and backgrounds are uninspired.

In a similar memory-saving move, most of the games duplicate sound effects or use rudimentary audio. A flying jet is accompanied by static as engine noise. A driving game offers monotonous squawking around corners.

Overall, the music fares better, with some nice, though repetitive, stereo in spots. Of higher quality is the voice that announces the level in each game. Some of Sega's licensees could learn from Action 52's clean, digitized vocals, though they get redundant.

PROTIP: In Billy Bob, any part of the cross hairs touching an enemy when you fire scores a hit. This gives you a lot of leeway in shooting.

PROTIP: In the Depth Charge game, concentrate on the ships coming from the left. The ships on the right can trap you against the screen edge.

Take 52

The controls are the worst. For example, in Star Ball, with its featureless pinball table, you can't tell when the ball has touched the flipper, so it rolls right by. This and numerous other examples add to Action 52's low-quality feel.

Granted, there are some intriguing games, such as Darksyne, Freeway, and Bonkers. However, most of the games appear to have been thrown together without much concern for quality or fun.

52 Pickup?

It's not likely you'll find Action 52 at your local software store, because non-licensed products like this are pretty rare. Where you'd likely see it is in a rental location, and it might be worth the couple of bucks to give this cart the once-over. Beyond that, Action 52's a has-been.

Genesis Game Profile

Action 52

(By Active Enterprises)

When does more give you less? When you cram 52 sub-par games into one cartridge. Though there's some entertainment value here, most of the games are weak.

Graphics: Good
Sound: Good
Control: Good
Overall: Good
Challenge: Easy

Price not available
Available now
Multi-cart game
2 players

PROTIP: To maximize your reaction time in Star Evil, stick close to one-third of the way up from the bottom of the screen.

PROTIP: As you run to the right in Ninja, throw shurikens ahead of you to eliminate any approaching threats.

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52
CLIFFHANGER

(sure, it's just a game.)

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

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

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

Talk about rugged terrain! The mountain is a boss you'll have to defeat as you master wicked rockslides, deceiving ledges, and deadly avalanches. Learn the lay of the land, or you'll be lying under it.

Battle the heavily armed attack helicopter, rescue the hostages, and finish off thatsatanic temple leader. Before he turns you into a blood-flavored dish...

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

Available for all Nintendo® and Sega® systems.

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**Family Feud**

By Manny LaMancha

Family Feud by Gameteck has all the queries of the TV game show—albeit missing is the kiss on the cheek for all the female members of the family.

**Fortune and Family**

Pitting two families against each other, the bottom line of Family Feud is to answer intriguing questions like "What animal do people most sound like when they laugh?" The opposing family can be played either by the computer or by another player.

PROTIP: Turn off the timer to get additional seconds (or minutes) to answer questions.

Game play is simple: Just punch in the answers one letter at a time (some spelling skill is required). This may take the game out of the hands of younger players, but light spelling mistakes and answer variations are forgiven. Gameteck has made the control-pad twiddling as easy as possible.

PROTIP: If a question pops on screen and you know the answer before it's fully appeared, hit the button and get a head start over the other player.

PROTIP: When you reach the Fast Money Round, you can use Button C to pass on a question and return to it later. That will help you get through the easier questions first.

**Survey Says?**

You won't find thumb-busting action in Family Feud, but if the quiz biz is your cup of tea, Family Feud will fill your glass.

**Prehistoric Pranks**

Fans of the SNES game will like this Joe & Mac, which has very similar game play. Armed with various weapons, our two shirtless heroes hop-n-bop through five zones of prehistoric wilderness looking for their kidnapped cave babes.

PROTIP: Don't hop these Pterodactyls until they're positioned to drop their Eggs onto solid ground.

Your projectiles fly faster than they did on the SNES, but you'll wish the boys could run to evade monsters or grab the special items before they disappear. Still, you'll have a pretty easy time of it, especially in the entertaining two-player mode.

You'll probably recognize the sounds and graphics, too. The familiar music bounces happily along to keep the mood light, and the sound effects are as comical as they were on the SNES. The game has the same bright technicolor backgrounds, though there's more multi-scrolling, and more enemies are on the screen at one time.

**Ancient History**

If you admired the previous versions, you'll get a knee kick out of this one. On the other hand, if you wondered what all the fuss was about when these lightweight cartoon cavemen first hit the screen, you'll ask why Takara created such a similar game. It's fun, but this style of game is gradually going the way of the dinosaur.
"I Was Thinking Of All The Ways To Make A Soccer Game Seem Real.

Then It Hit Me."

What makes Pele! Soccer for the Sega™ Genesis™ the best? It's not only designed by a game expert, it's designed by the world's greatest soccer expert, Pele. With special features like a 30° 35° slanted field perspective, designed to give you the instant sense of how enormous a real soccer field is. Team Logic, which makes players move toward open spaces. Plus, extra-large images that are actually rerecorded from video of international players. Fix player attributes like ball control, shot accuracy, stamina, speed and aggressiveness. Sharpen your skills in goalie or shootout mode. Master moves like bicycle kicks, sliding tackles, headers, traps and dives. Then play world-class soccer in either tournament play or a 40-game season. Not finished with a match? No problem. The 'memory chip' allows you to save season and tournament play, win-loss-tie records, and goals scored. What's more, for your team, the memory chip also saves individual player stats like games played, goals, assists and fouls. This is how soccer was meant to be played. How would we know? Pele did the research. To order, head to your favorite retailer. Or call 1-800-245-7744.

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The Hottest Weekly tips for your favorite system!

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- SEGA GENESIS
  3 TIPS

- HAND HELD GAMES
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OPTION 2
HIT US WITH YOUR BEST TIP
Leave or pick-up some of the best tips from the most serious gamers around!

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- SEGA GENESIS

OPTION 3
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16-Bit Tip of the Week

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GAME GOSSIP
All the news that’s fit to print!

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Let your favorite editors give you the lowdown on the latest.

BRO’ BUZZ
SLO MO
TOXIC TOMMY

Be sure to get your parents’ permission to use the Hotline if you are under 18 years of age.
**By Boss Music**

The wily character Fido Dido — best known for his Sprite commercials — has made an unexpected return to the public eye in a goofy, puzzle-heavy side-scroller from Kaneko.

---

**Genesis**

You can jump, snap your fingers, and use pick-ups, including sugar cubes, refrigerator magnets, and helicopters.

**By Lance Boyle**

High on the list of unnecessary sequels is Chester Cheetah... Wild Wild Quest. The first game, Too Cool to Fool, wasn't a big hit with reviewers, and this hop-n-bop search for Map Pieces does nothing to enhance Chester's reputation.

**Mild, Mild Test**

Chester's a corporate symbol who thinks he's much cooler than he actually is — basically, Chester's feeble. His run is more like running in place, he has no weapons, and he loses lives quickly. Frustrating control makes this Quest more like a test of your patience.

**Fido Dido**

Eraser Head

Fido Dido is a black-and-white teenage stick-figure who carries a giant pencil and an air of coolness wherever he goes. The cool attitude carries over to the game, but slow-moving action drags it down a bit.

As Fido you play through six fantasy levels of fun and survival, when the artist who draws you falls asleep at the drawing board. Saving your sister from killer flies, returning the color to a carnival; and reassembling a dinosaur are just some of the strange plots in each stage.

**PROTIP:** In Level 1, use your pencil to draw generic blocks so you can reach the red button on the ruler.

Fido Dido is a slow but rewarding platform jumper. You search for items and use them in creative ways to overcome some pretty odd obstacles. Giant coffee pots, out-of-control pencil drawings, mouse traps, and spider webs populate the large levels.

**PROTIP:** Touch the Score Enhancers to increase your score. (Like, duh!)

The game's biggest faults are its pokey controls and its overall lack of speed. Sometimes you ride skateboards for a change of pace, but often you wish more events would happen faster, and Dido doesn't always respond when you tell him to jump.

The cart's graphics are intriguing. Ordinary household appliances seem imposing as big sprites. There's not a lot of color detail (Dido's b & w), but the catchy backgrounds make up for it.

The audio in this cart is just a tad above average. The sound effects are sparse, and the music has a monotonous beat that's cool at first, but repetitive after a while.

**Fido Neato**

Even if you can't pronounce his name, Fido Dido is a fairly happenin' dude. Like its namesake, this cart deserves a good 15 minutes of fame.

---

**Chester Cheetah...**

**Wild Wild Quest**

**PROTIP:** Dodge Mean Eugene's bombs and hop the top of his Blimp.

**PROTIP:** Swim under the Lost Harbor ships and head to the far right. You'll find these three large paws and the missing Map Piece.

**The coolest thing on two wheels? Chester certainly thinks so.**

There's some humor in these unfrantic antics. The cross-country Quest takes Chester to towns such as Little Shock, Arkansas, and Omahog, Nebraska. The enemies are comical characters like a fat Beach Lady and a skateboarding dog. Chester gets to ride a motorcycle and drive a car, but these entertaining sequences don't show up until the end.

The graphics are inconsistent. The settings are generally colorful, but they're not very detailed and are often too brief. The cartoony characters are simple and stiff-moving throughout.

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**Chester Cheetah... Wild Wild Quest by Kaneko**

**Chester Cheats Ya**

Who's surprised that this snack-food symbol is all style and no substance? Like the Cheese Puffs themselves, Chester might sound like a tempting idea, but you'll get no nourishment and you'll soon be hungry again.
You won’t find in any

We needed a gun to bring this treat home.

Lethal Enforcers™ comes to Sega CD™ and Sega™ Genesis™ packed with a powerful surprise inside. The Chicago P.D. needs you to go up against a slew of terrorists like you’ve never seen. Every deadly move is digitized from actual human movement. It’s so lethal we needed to load your side iron, The Justifier,™ into every package, for a total arcade experience unlike anything you’ve played at home before.

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a toy like this
Cracker Jack® box.

Be on the lookout for a bank job in progress, high speed chase, helicopter pursuit and volatile Heat of the Night Vision during a chemical plant sabotage. See and hear it all in intense digitized graphics, realistic settings and painful sound effects. But watch out for the innocent bystanders or you may lose more than your badge.

For one or two top cops.
(2nd player can use controller or mail in for another "Justifier." See details inside package.)
A Super NES® game may be released. Please check with Konami for availability.

Konami

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Minors must have parental permission before calling. Touch-tone phone required.
In Ground Zero, Texas, strange invaders from outer space have infiltrated human society. They look like us, they talk like us, and they like to eat us!

This solid first-person-perspective Sega CD gun game was designed for Sony by Digital Pictures, the Night Trap folks. As in that CD, real actors play out the story line and the frenetic action flows in real time, as if you're watching a television show. It's a good show, but feisty controls will make some gunners want to switch channels.

**Real Unreal People**

A beleaguered team of special agents is fighting a secret war, and you're the new Tactical Expert...don't ask what happened to the last three TacExps. Your assets: a sharpshooter's eye and tough thumbs. The agents have the town wired with four Battle Cams/Particle Beam Disrupters. You must switch among the Cams to "catch" the aliens and blast 'em before they knock out your electronic eyes.

The full-motion graphics look good, like a grainy made-for-TV movie. The game's location shots, props, and effects are excellent, and the actors put on entertaining performances.

**VIOLENCE ALERT:** Real actors mean real people herking and jerking as you zap 'em. Even though your energy bolts really only knock out aliens, the realistic visuals make the game unsuitable for little kids.

**PROTIP:** Always listen to the advice of your team members, such as DiSalvo.

**PROTIP:** Since long-range shots present you with a smaller target area, keep your cross hairs trained on the center of the screen, but keep your eyes glued to the far scenery. You can get to distant aliens more quickly and more accurately that way, and it's easy to swing down to the foreground.

**PROTIP:** When the Battle Cam signal flashes, there's usually several seconds of dialogue going on before you actually have to switch Cams. Don't wait too long, though!

**PROTIP:** Taking three potshots at the good guys makes Mr. Reese veeeerrrrry unhappy.

Just the same, the energetic game play makes your thumbs burn, even though most gun battles occur during obvious shooting gallery setups, where aliens pop out from behind objects. There's one particularly impressive strategic challenge and cool visual effect. As aliens blast your Cam, the picture fuzzes out. You must continue to fight using the hazy screen until it finally goes dead.

**An Alienated Game**

Overall, Ground Zero, Texas is a satisfactory gun game that packs everything...except a gun. That key omission keeps Ground Zero grounded.
Well into the future, the world's only hope is a weapon from the past.

X-KALIBER 2097

As Slash, you defeat all six formidable foes and their alien leaders. Or go one-on-one in two-player mode.

Leap into the most surreal world imaginable: a future terrorized by evil aliens, laser-shooting robots, mad doctors and mutants that morph into nightmarish creatures.

If you hope to save the world—and your captured partner—you'll have to slash your way through six hair-raising levels of constant combat.

But you have an edge: X-Kaliber, the legendary sword with incredible power. Hurl deadly lightning bolts from its tip as you fight to the pulsating techno beat of Psykosonic.

Don't let the future pass you by. Get your hands on the cutting-edge excitement of X-Kaliber 2097.
**Sega CD Review**

**By Manny LaMancha**

You don't normally read movie reviews in *GamePro*, but games like *Double Switch* are changing that. This CD is as much a movie as it is a game. You'll have your hands full in *Double Switch*, as you trap hotel invaders and search every room for clues that will help you solve a mystery, but you'll be glad you stuck it out.

**Shut Yer Trap!**

The Edward Arms is a strange mansion and has its share of weird tenants. There's a punk band named Scream in an upstairs flat, a beautiful blonde journalist who's writing a story on the building, and a criminal named Brutus who has a secret. The Edward Arms also houses a whole batch of Intruders—even a mummy! The host is a kid named Eddie (played by Corey Haim from the movie *Lost Boys*, among others).

To capture the undesirable and protect his ancestral home, Eddie has set up elaborate traps, which serve as your main weapons in the game. You set a trap, your foe steps on it unwittingly, and BAM! you've got 'em. It will take some forethought; however, if you set too many traps without triggering them, you'll overload the building's fragile electrical system. Likewise, you'll want to spare some of the criminals to get the video hints that they sometimes dole out.

**The Key to Success**

Since this is a new kind of game, you have to practice the controls. It won't be long, though, before you're setting and disabling traps instinctively. You can save games, but only a limited number of times. Unlimited continues would have helped more.

The full-motion video is better than other Sega CD games to date. It still isn't great, and there are some editing glitches, but that's easily overlooked. Likewise, there are no complaints in the audio department. Clear, comical conversation accompanies the video, and Thomas Dolby, best known for his song "She Blinded Me with Science," contributed a haunting score.

**PROTIP:** If you learn where the traps are located in each room, you'll be better able to handle Act II, where you must quickly arm and disarm them to stay ahead of the enemy.

**Lock, Stock, and Barrel**

You'll tire of Eddie's repetitious "game over" clips when you blow it. Similarly, you'll overdose on the early sections, which you inevitably play over and over. However, *Double Switch* is good enough that it'll sit in your CD tray until you're done — and you'll be glad you stuck it through to the end. Isn't that what it's all about?

---

**Sega CD Game Profile**

**Double Switch**

(By Sega)

This strategy game heralds a new "interactive-movie" style. You'll have a ball setting traps and solving the mystery in this star-studded CD.

**Graphics Sound Control Fun Factor Challenge**

4.0 4.5 4.0 4.5 4.0 4.0

**$59.99**

CD Available now Strategy

1 player Side view Multi-scrolling

**PROTIP:** The manual says the Act I codes appear in the same order. The first is in Brutus' room. The next two follow each other quickly. If you stick around to trap the intruder who gives up the second code, you'll miss the third. You'll have to find the fourth yourself.

**PROTIP:** When you reach Act II, be there when Lyle does his handiwork. Stick around, no matter what happens in other rooms. Otherwise, you won't be able to help the tenants with their troubles.
SPIDER-MAN AND THE X-MEN TEAM UP IN ARCADE™’S REVENGE

WOLVERINE™ ADAMANTIUM CLAWS TEAR THRU TROUBLE!
GAMBIT™ THE RAGIN’ CAJUN!
CYCLOPS™ OPTIC BLAST YOUR OPPONENTS!

SPIDER-MAN™ KEEP YOUR SPIDER-SENSES ON ALERT!
JUGGERNAUT™ UNSTOPPABLE RAMPAGE!

TAKE REVENGE WITH YOU!

MARVEL COMICS

SPIDER-MAN™ AND X-MEN™

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TO
PREPARE FOR
ETERNAL
CHAMPIONS,
USE STREET FIGHTER II
AS YOUR
TRAINING
WHEELS.

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

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

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

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

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

Super NES

By Lawrence of Arcadia

Bugs Bunny is one of the most recognized cartoon characters in history. Now Bugs – along with some of his most memorable friends – brings his antics to the SNES in this great-looking and fun-tastic game!

You're in the Funny

You play Rabbit Rampage as Bugs, and you're hoppin' mad. It appears that an animator is on the loose and he's painting you into tight spots and sticky situations. You travel through ten levels of Looney madness, knocking off cartoon characters left and right as you try to find the animator responsible for this deplorable destruction. Among others, you'll meet and fight the maniacal wrestler The Crusher, the wily Wile E. Coyote, the terrible Tasmanian Devil, and of course, Elmer Fudd.

You defend against enemies by tossing pies, kicking, spinning, and bopping heads. Helping you out is the Acme Company, which has strewn various contraptions around the areas where Bugs is trapped. Acme, always known for its backfiring inventions, has spared no expense with these clever items. You can find Exploding Dog Bones, Anvils, Falling Safes, Pies, TNT, Bombs, Corks (for blow-hard Wolves), and Jelly (sticky traps for Gingerbread soldiers).

For those of you who never wanted the cartoons to end, here's your game!

Cartoon Crisp

The graphics in Rabbit Rampage are outstanding. You'll immediately recognize every character, and the innovative backgrounds are funny and eye-catching. The animation highlights the humor in this game, with funny cuts from the cartoons showing up in levels, as when Yosemite Sam shows up with his sneezing dragon ("Dragons is so stuu-uupid!"). Bugs isn't the only star here, and a lot of attention is paid to the detail of every character in each level.

The game varies from the cartoons in one noticeable way: sound. Although the game does have two familiar themes at the beginning, "What's Up, Doc?" and "The Merry-Go-Round Broke Down," the music throughout the game is barely noticeable. What's more, the voices and sound effects in the game are infrequent and inconsequential.

That Wascally Wabbit

It won't be all fun and loony games, either. Some of the

---

Wascally Winter Wonderland

**PROTIP:** Kick against these snooping hounds – bouncing on them takes too long. Or, jump over them to avoid a confrontation.

**PROTIP:** Use Acme items as soon as you find them. You can't carry items from one level to the next.

---

Way, Way Out West

**PROTIP:** The most important Acme tools are the Level Markers. Try to hang onto these as long as possible, and use them only after you've gone through a difficult part of the stage.

**PROTIP:** Stay even with the cowboys and you won't be harmed by their guns. Bounce on their heads to get rid of them.

---

Nasty Canasta

**PROTIP:** Keep bouncing on Canasta's head to knock him out. Stay even with his body and watch the tip of his gun barrel (you wouldn't want to get shot accidentally).

---

Super NES Game Profile

Rabbit Rampage

(By Sunsoft)

That smooth-talking, wise-cracking wabbit has a new game, and you're gonna love it – especially if you're a fan of Looney Tunes. Heck, you're gonna love this game even if you hate rabbits!

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**$64.95**

1 player
10 levels
Available March
Action/adventure
Multi-scrolling
levels (the Haunted House, for instance) are very difficult to get through, and require a lot of trial and error. As with Roar of the Beast (see ProReview, January '94), Sunsoft has again given us a beautiful game with some very challenging gameplay. However, don't be daunted by a couple of banana-peel falls. Stick with Rabbit Rampage and you'll see one of the funniest ending levels on any video game system.

You gotta be loony to pass up this cart. Weak sound and daunting gameplay aside, this game is a keeper; it's a solid addition to any SNES library.

A Spaced-Out Odd-yssey

PROTIP: This level hides a few surprises. You can jump into the Martian buses and snag Acme devices.

PROTIP: If you get shrunk by a blue laser, one stomp by a Martian will cost you a life. If you shrink, run under the Martian that shrunk you.

Full of Bull

PROTIP: At the start of this bullish level, go to your right and collect the Anvils and the 1-up. Then, go left and meet El Toro.

PROTIP: Let El Toro break the walls for you. Wait until you see his horns appear on the right side of the screen, then jump over the barricade (or jump up and let El Toro hit the wall). Keep moving left.

PROTIP: Don't use any Anvils until after you turn the switch, because you need them on the return trip. Move right and use an Anvil whenever you see El Toro's horns. Keep moving right until you lead him into the steel wall.

El Toro

PROTIP: This level hides a few surprises. You can jump into the Martian buses and snag Acme devices.

Blow the Varmint Down

PROTIP: You have to beat all three of the Big Bad Wolves to get through this level. Save Corks and Dynamite for the last Wolf at the Brick House. He's the toughest.

PROTIP: Check in the chimney for a Cork.

Yosemite Sam

PROTIP: Duck whenever the Lance gets too close for comfort, and jump on Sam's nose when it swells and turns red. You have to hit him right on the money, so be careful.

Marvin the Martian

PROTIP: He's not really an end-level boss, but you have to watch out for Marvin just the same. He releases small exploding robots and Instant, freeze-dried Martians, so avoid him at all costs.
**Devil in Disguise**

**PROTIP:** You've entered the world of the Tazmanian Devil, and you're going to need some help. Behind this first totem pole is a Turkey Surprise.

**PROTIP:** Use the Turkey Surprises to distract Taz after he barrels through a tree. Now jump over him and repeat until you get to the Petrified Tree.

---

**No 'Bots About It**

**PROTIP:** The Robot Factory has an automated army that wants to put a certain dumb bunny to rest. The Toy Tanks work best against any kind of robot drone.

**PROTIP:** Put a Level Marker just before these metal mashers.

---

**Big-Time Wrestling**

**PROTIP:** To pacify The Crusher, jump up and grab the Ring Bells. When you use these Acme devices, a bell rings, and The Crusher will stop, thinking the round is over. Pound him!

**PROTIP:** You're invincible when you come off the ropes, but be careful not to get too close to The Crusher, or he'll give you an aviation lesson you won't soon forget.

---

**Taz and the Missus**

**PROTIP:** Let Taz continually bonk his head into the last tree. Fruit will fall from the tree and bop him. Keep this up and Mrs. Taz will come by and take care of the rest.

---

**Wile E. Coyote**

**PROTIP:** To get the conniving Coyote, you have to get him to come down. Jump on the two safety levers by his booth, and he'll come crashing down. Now, go below, knock off the two drones, and he'll resurface. Keep jumping on his head to knock him off. You may have to do this more than once.

---

**The Crusher**

**PROTIP:** Keep at The Crusher with spinning moves and head bops. When you see a black hole fall from the top of the screen, grab it and use it, and The Crusher will be down for the count.

---

**A-Haunting We Will Go**

**PROTIP:** If you're in a tight jam in the Haunted House, try falling through holes in the floor. Some lead to disaster, but others don't.

**PROTIP:** Some chandeliers can hold your weight, but not for long. Use them as launching pads.

---

**The Animator**

**PROTIP:** That loathsome Daffy is behind the hijinks, and you have to empty all his paint cans so that he can't paint his way out of the corner you've forced him into. Be careful of Duck Dodgers, Robin Hood-winked, and Hop-Along Daffy.
“My Most Dangerous Adventures Of All Will Never Be Shown On T.V.!”

“Why? Because you’ll find them right here in my two brand new games. In the Sega™ Genesis™ version, take on the mysterious Racer X™ in a 200 MPH freeway-for-all. Or race against me from the cockpit of Racer X’s incredible Shooting Star. Either way, danger lurks behind every corner. In the Super Nintendo® version, you’ll need everything in the Mach 5’s arsenal just to survive any of six high-octane races around the world. Install gripper tires for better traction in The Great Alpine Race. Or add the chopper blades for slicing through the barricade-ridden Tokyo Grand Prix.

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

Also available for the IBM PC.
Super NES Game ProFile
Super Alfred Chicken
(By Mindscape)

If you're a platform fan who can take a tickin' and keep on tickin', try Alfred Chicken.
Twenty-one stages, two passwords, and secret areas galore will test your precision gameplaying skills.

Graphica Sound Control Fun Factor Challenge
$64.95 5 worlds 3D
8 mags 21 stages Side view
Available now Multi-scrolling
Action 1 player Passwords

Alfred's fiercest foes are the three Meka Chickens. Three boss confrontations don't sound like much challenge, but fighting these tough mechanical birds will bruise your beak. Further complicating the challenge is the fact that you can only score two passwords for the entire 21-stage game!

PROTIP: Each Meka Chicken has one vulnerable spot. Keep pecking away at it if you can.

PROTIP: Grab every Balloon on every level.
PROTIP: You won't activate Sleeping Mines if you fly over them.

PROTIP: If you must jump into unseemly depths, hold down C to make Alfred flutter and slow his descent until he can observe the terrain below.

PROTIP: Stay alert. Some Moving Platforms boot you off at the beginning and end of their runs.

A.C.'s graphics are cute, cartoonish, and brightly colored, which gives the game a festive, kidder appeal. The pix create a wacky, way-out world. Alfred himself looks alright, but he doesn't have much personality, even for a bird.

The sounds won't set your ears on fire, but at least they effects put on an enthusiastic show. The repetitive, bouncy, upbeat music will drive some players batty.

A Most Eggs-cellent Adventure
Alfred Chicken puts on a fast-paced, brain-draining platform performance. Action game fans can definitely put their eggs in Alfred's basket.
Will You Accept the Challenge of a Jedi Knight?

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

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

By Captain Squideo

It's X-citing, but it's not quite X-tasy.
X-Caliber 2097, Activision's new hack-n-slasher, backs futuristic swordplay with a driving soundtrack to deliver a good game you can dance to.

Solid Swordplay

The year is 2097, and Raptor has taken over Neo York. You play his nemesis, Slash (no, not the rock guitarist), battling through the mean streets against hordes of enemies in search of the head of his own. Each of the six stages has a vicious end boss with a name like Spuke, Dr. Blaster, or Chainsaw. These vile villains morph during the fight, changing into deadly new enemies you must then destroy. Two-Player mode enables you to mix and match Slash and all the bosses in head-to-head competition. It's a good alternative to the usual head-to-head fights.

Your only weapon against Raptor's rowdies is X-Caliber, a wondrous sword that has a variety of attacks. Control is generally quick and easy, but one major drawback hinders the sword's efficiency: a time delay of the slow Energy Bolt attack. This is one of your main maneuvers, but you're frozen into position and vulnerable to attack as you wait for the Energy Bolt to gradually float across the screen. Though you'll sustain lots of damage, you'll find 1990s-style food power-ups on your quest - evidently the future includes sodas and burgers.

The sounds steal the show, a typical feature of recent Activision games. As with 1993's BioMetal, there's a propulsive soundtrack from a name band. Here Psykosonik adds a powerful synth beat to the proceedings. You'll also hear some decent sound effects - growls, echoes, and so on - as you bite the Neo Big Apple.

X-tra! X-tra!

Read All About It!

While it's not the greatest hack-n-slash of all time, it's still in the upper echelon. Whip out X-Caliber - it's sharp.

X-Caliber 2097

SNES Game Profile

X-Caliber 2097
(By Activision)

High-tech music propels exciting action when you whip out your futuristic sword, X-Caliber, and hack through six well-illustrated stages.

Graphics Sound Control For Instance Challenges

$59.95 4.9 3.3 2.8 Adj

15 mega 2 players 6 stages
Available March Side view
Hack-n-slash Multi-scrolling

Sword Shots

The Sword Thrust The Sword Swipe The Sword Parry The Energy Bolt

---

PROTIP: When Tattoo, the stage 1 boss, goes into a crouch, he's about to nail you with his long-range Rose attack.

PROTIP: At the end of Stage 2, Chainsaw morphs into this killer robot. Fight him from a distance - in close he'll saw you with his arm.

PROTIP: Wonder whatever happened to the Rockeater? Looks like he's on Level 3! Hack him up before he flies over you with his bombs.

PROTIP: You have to be airborne to successfully hit Stage 4's morphing blue blob. Be sure to grab the 1-up and the snacks just before you tackle these tough enemies.

---

PROTIP: Stage 3's Kane blocks your Energy Bolt effectively with his cane, so rely on your Thrust and Swipe moves.
Are you a Sega-maniac? Or an SNES success? Would you rather duke it out in the street? Or at an altitude of 30,000 feet?

No matter how you play the game—or what games you play—QuickShot is behind you all the way. With a full lineup of high-quality joysticks, arcade-style controllers, and thumb-control pads. And the best prices anywhere.

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WE'RE ON YOUR SIDE NO MATTER WHICH SIDE YOU'RE ON.

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More thumbs-on excitement!

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Take on the toughest contenders with turbo-ease.

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

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The only SNES controller for joystick fanatics.

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Start your seatbelts, jet jockeys, a
hot new flight simulator is blazing across the sky. Turn
and Burn grabs you from the moment you wind up your
F-14's engines to the moment you land safely back on your
aircraft carrier.

Learn and Yeans
Some dictators never get the message. When a certain
country ignores America's No-Fly Zone and sends top-
of-the-line MiG-29s flying over the Mediterranean, the
Navy jumps into action. To sweep the skies clear, you
take off from your carrier in one of America's premiere
fighters, the F-14. Tomcat, armed with a 20mm cannon,
three kinds of air-to-air missiles, and two types of
electronic countermeasures (ECMs). Intense dogfights
result as you blast through 16 missions against swarms
of MiGs, subs, a Blackbird spy plane, an oil rig, and an island
military base.

The tough missions are complicated by tricky con-
trols. You don't have any control over your jet's rudder,
which means every turn you make is a banked turn. Later
in the game, when the enemy pilots are more numerous and
more evasive, accurate targeting becomes a deadly prob-
lem as you careen all over the sky trying to keep a single
bogey in your sights.

Tomcat! Topcat!
The look of the game makes you want to immediately
strap yourself into the cockpit. You have a standard from
the-cockpit view that gives you a wide look at the skies
and seas as the Mode 7 graphics rotate in front of you. On view within the cock-
pit are all your weapons sys-
tems and radar displays, plus
you have a screen in the cen-
ter for full-motion video
replays of your kills.

PROTIP: To launch, hold Up and
Button B until your Thrust hits
110 percent. When the Flight
Officer salutes, the Catapult
engages and off you go.

PROTIP: As every pilot knows,
taking off is easy, but landing
is tricky, especially on a moving
carrier. Master the Practice
Landings mode before you
attempt missions. Your
approach speed is crucial.

PROTIP: When it's hard to see, as
in foggy Mission 15, rely on your
AWACS Operational Radar Grid
to find subs, missiles, fighters,
and even your own carrier.

Decent sounds partially
complement the exciting vis-
uals. While you get the full sonic
thrust of your engines as you
take off and hit the wild blue
yonder, you don't get the pow-
erful explosions you expect
when you blast an enemy from
the sky. The full-motion re-
plays, your own splashdown
after a crash, and the radio are
all, unfortunately, silent. The
music is appropriately martial
but doesn't add enough drama
to the action.

Fly Me
Despite the average sound
effects and the occasional target-
ing difficulty, the game has
enough graphics excellence to
make it an Ace. One look, and
you'll want to earn your wings
with Turn and Burn.

SUPER NES Game ProFile

Turn and Burn
(Devil's Advocate)

Despite some sound and
control problems, eye-popping
Mode 7 graphics make Turn
and Burn one of the most real-
istic, and most involving, Flight
sims of the year.

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158 ms
20 missions
Cockpit and rear views
Multi-scrolling
Password
1 player

PROTIP: Oncoming fighters
won't ram you. As they charge
past you...

PROTIP: ...switch to the rear
view to see if the enemy circles
around behind you. If he does,
accelerate and try to lose him
before he gets off a clean shot.

PROTIP: Try to stay level as you
fire your missiles. When you're
locked onto a bogey while bank-
ing, even your self-guided
Sidewinder and Phoenix mis-
siles sometimes miss.
Your favorite Valiant characters are waiting for you in VALIANT Era II Foil packs. Each pack contains eight cards featuring past Valiant covers. With 140 to collect in all, plus the insert sets “First Appearances” and “Promotional Art.” And watch for the rare, full-color 3-D HoloView™ card! See your local comic retailer.
**Super NES**

**By Andromeda**

Fievel’s got a big problem. His family, the Mousekowitzes, are about to become dinner for Cat R. Waul. Fievel has to snarl the cat’s plans, or resign himself to becoming a mouse-size entree.

**A Tail as Old as Time**

As Fievel, your task is as straightforward as gaming gets: Survive to the end of each of the five side-scrolling action/adventure levels. Although this game’s gonna seem like old hat to experienced gamers, it kicks up enough dust to keep dude cowboys and other novices happy.

---

**ProTip:** Shoot money blocks for power-ups, but first make sure you don’t need to leap off them to reach higher spots.

Each level mirrors a scene from the animated movie, *An American Tail: Fievel Goes West*. Fievel has to pass the obstacles and fend off hungry cats with his pistol, which fires corks and then water if you grab the right power-up. Besides weapon power-ups, Fievel can nab extra life and health, a continue icon, invincibility, and, of course, 1-ups. The power-ups are hidden inside boxes, and appear when Fievel shoots at the boxes.

The movie’s famous stars, like Cat R. Waul, Chula, One Eye, and Puppet, are the big bosses at the end of each stage. They’re nice to look at, but have predictable patterns and are easy to stomp.

**ProTip:** In Stage 2, it’s easier to dodge the fish by jumping into the water and wading.

Fievel’s easy to maneuver, with simple two-button jump-and-shoot controls. Like so many platform games, though, he has an annoying habit of jumping in the wrong place at the wrong time. You’d swear his feet landed on that block, partner, but he plunges to the big corral in the sky anyway.

An American Tail is set in the western frontier, complete with cowpokes and other varmints. The game’s graphics are nicely drawn. They capture the qualities of the movie animation and are quite charming. Unfortunately, the stage graphics are repetitive and the side-scrolling action is linear, which combine to give the game a mechanical predictability.

**ProTip:** Watch out for the pit that opens at the beginning of Stage 4-1.

**ProTip:** If you fall off the train in Stage 3, just keep runnin’ to the right and you’ll mosey right on out of the stage.

What’s more, Hudson’s license didn’t include the rights to use any of the great tunes from the movie. Their addition would have made the soundtrack shine.

**America the Beautiful**

Overall, *An American Tail* is just what it claims to be: a simple platform game based on a popular animated movie. It’s a good first game for beginning cowpokes, but it’s too linear and predictable for anyone used to more advanced range riding.

---

**Super NES Game File**

*An American Tail: Fievel Goes West*  
(By Hudson Soft)

Fievel’s a big hero to the underdog set, and his first video game adventure is geared to please his biggest fans. The amusing graphics and easy game play are perfect for beginning gamers.

- Graphics: 4.0  
- Sound: 3.5  
- Control: 3.5  
- Fun Factor: 4.0  
- Challenge: Beginner  
- Price not available  
- Available April  
- Action/Adventure  
- 1 player

**ProTip:** To defeat the Stage 1 Boss, stand on top of the yellow money block and use your rapid-fire weapon on him. Fievel makes short work of him in no time at all.
SEGA-CD™ owners asked. We listened. Now, it's here...

LUNAR
THE SILVER STAR

True Role-Playing!
CD sound!!
Hot animations!
Super NES

Beethoven's 2nd

**By Boss Music**

Beethoven was a great classical music composer. He's also Hollywood's latest canine star. Only this time, the creation isn't a masterpiece, it's a dog.

You play as that slobbering, smelly St. Bernard known as Beethoven. Your dogged mission is to rescue your entire family - the mommy dog and all the puppies.

**PROTIP: In Level 1, Scene 2, carry Chubby to his mother to beat the level.**

The controls in this mangy side-scroller need a flea dip. Your dog is slow, hard to turn, and frustrating. The constant object-jumping is repetitive, and often you can't help taking a hit. Stale graphics and poorly tuned music add little to the cart.

This cart has some cute, cuddly elements, and it's great for little kids, but the slow game play and the weak premise belong in the doghouse.

**PROTIP: Shimmy to put out the barbecue.**

---

Super NES

Kendo Rage

**By Andromeda**

Jo's having a weird summer. She went to Japan to study Kendo and ended up having to banish evil from the world.

**PROTIP: Don't sink too far into the snow during Stage 2.**

Kendo's an ancient martial art that uses a bamboo stick as a weapon. Jo battles through seven stages of hand-to-hand combat with a host of strange monsters and bosses.

Jo can run, jump, hit with her stick, and use her psychic powers to summon powerful special attacks. Power-ups abound during the predictable side-scrolling levels, but all you really have to do to survive is whack everything in sight.

Colorful Japanese-style graphics liven up this otherwise dull game. Poor control and weak game play don't make this worth playing through more than once or twice - never mind for an entire summer vacation.

**PROTIP: Jump up above the water in Stage 3 to search for hidden special items.**

---

Super NES

Barbie Supermodel

**By Miss Chievous**

Warning: If you're not a Barbie fan, don't read any further. This game's only going to appeal to Barbie fanatics and beginning gamers.

**PROTIP: Speed kills. Vary your speed to pick up special items and avoid obstacles.**

Barbie's set her sights on becoming a world-famous fashion model. She cruises the streets in her pink convertible, making important pit stops to learn how to dress, use make-up, piouette down the runway, and other modeling skills.

The graphics and sound aren't top quality, and the action is very slow. Barbie's car crawls down the highway and she leisurely skates down the beach. Unless you're a novice, the game play is too simplistic. But, hey, if you're looking for a gift for your little sister, and Barbie's her best bud, this cart may just the ticket. Then again, maybe not.

**PROTIP: Stay at the upper part of roads and walkways so that you have enough time to react to the objects that fly up at you.**

---

Super NES

Chester Cheetah...Wild, Wild Quest

**By The Unknown Gamer**

It's not easy being cheesy, and Chester should know - he's the cheesiest cat around in his latest action/adventure game.

**PROTIP: "Swim" to the top of each level to find helpful special items and to reach otherwise unreachable spots.**

Chester looks pretty cool here. He's bigger than he was in his first adventure. Once you've seen Chester's repertoire of faces, though, there isn't much about this game to enjoy. The game play is simple hop-n-bop, with a lackluster story line, uninspiring power-ups, and a damage system that'll make you feel like you're choking on your Cheetos (one hit and Chester's history - unless he's got a bag of Cheese Puffs).

It takes more than a pretty face to make a video game - you gotta put a video game behind the license, or you're not gonna fool anyone. Sorry Chester!

**PROTIP: "Swimming" is the best way to dodge projectiles and to land on bosses when they're vulnerable.**

---

---
YOUNG MERLIN
FOR THE SUPER NES
Super NES

By Lawrence of Arcadia

This may be the game that proves you don't need a Neo Geo home system to play Neo Geo fighting games. This early version of Takara's Fatal Fury 2 translation for the SNES has the graphics and the speedy gameplay that made the game a classic in the 100 Mega Shock series for the Geo.

Kim does a tap dance that'll make your head spin.

Terry's Rising Knuckle is still effective...and deadly.

Geese Howard. You can play as any of the eight original characters, including Mai Shiranui, the Bogard boys, or Jubei Yamada. After defeating each of the first eight characters in a standard best-of-three match, you have to go against three bosses to reach the last boss, Wolfgang Krauser.

Cheng loves to throw his considerable weight around.

Fight for Your Right

It looks like Street Fighter II and Mortal Kombat will get a run for their money when Fatal Fury 2 hits the shelves. Here are some awesome scenes from the game to tide you over until then...

Andy puts a fatal new spin on some old moves.

Billy Kane is back, and he's swinging that stick, trying to get you into the gears.

Mai knows she shouldn't play with fire...

...but she's been burned before.

Axel puts a little punch of his own into the party!

Laurence Blood will show you just how full of bull he is!

Fatal Fury 2
Available April

Fatal Fury 2 looks like a heavyweight contender. Takara's kept intact the gorgeous background scenery, the foreground and background fighting shifts, and each character's special moves.

The sprites are large and in charge, and although some system limitations are evident, the scrolling looks smooth, and the main character sprites are clean and colorful.

You're fighting to avenge the death of the Bogards' father, who was killed by the notorious Joe Higashi has a knuckle with your name on it.

Big Bear slams the competition into the dust.

Wolfgang Krauser (and his orchestra) are back for a one-night-only engagement with your face.
Jam It Home March 4th!
### Super NES

**Clay Fighter**
- **Game:**
- **Codes:**
  - 6280-DD6F
  - DD4A-8548
  - DD9C-E53E
  - DD4A-8548
  - D59C-E53E
  - DD4A-8548
  - D69C-E53E

**Dirty Duck: The Maru mission**
- **Game:**
- **Codes:**
  - DDB3-34D4
  - C283-3D6F
  - DDA2-C76C
  - DB85-17D0

**Teenage Mutant Ninja Turtles Tournament Fighters**
- **Game:**
- **Codes:**
  - DCCA-1405
  - D8C1-A145
  - 82A6-4FA4

### Genesis

**RoboCop vs. Terminator**
- **Game:**
- **Codes:**
  - A3MB-TA6C
  - REGV-R60A
  - A4RF-T2A0
  - AJ5A-T3A2
  - DLLB-T23N

**Dr. Robotnik's Mean Bean Machine**
- **Game:**
- **Codes:**
  - B9A-AH98
  - ALNT-A666
  - CSSA-AHEH
  - A766-9A4A
  - VB41-B40C

**Rugby & Stimpy Show Presents Stimpy's Adventure**
- **Game:**
- **Codes:**
  - B9A-AH98
  - ALNT-A666
  - CSSA-AHEH
  - A766-9A4A

### Game Boy

**Speedy Gonzales**
- **Game:**
- **Codes:**
  - FACA-9B-4C1
  - FAF9-5D-4C1
  - O090-87B-4E6
  - FAA-D8-4C1
  - FAG4-8F-4C1
  - OA9-1C-4E6D

**Pugsley's Scavenger Hunt**
- **Game:**
- **Codes:**
  - SX3066
  - SX3066
  - SX3066
  - SX3066
  - SX3066
  - SX3066

### Game Gear

**Desert Speedtrap**
- **Game:**
- **Codes:**
  - 21239B 19D
  - 09474E 866
  - 00159B 0A2

**Ecco The Dolphin**
- **Game:**
- **Codes:**
  - 31E468 4C4
  - 01C8D9 6E2
  - 217BAD 6E2

### NES

**Flintstones - Surprise at Dinosaur Peak**
- **Game:**
- **Codes:**
  - SXJDETVK
  - AANONPPA
  - SXOUVSE
  - TXEKOS
  - S8V0PKV
  - VJ65KUKSE

**Cliffhanger**
- **Game:**
- **Codes:**
  - SXJDETVK
  - AANONPPA
  - SXOUVSE
  - TXEKOS
  - S8V0PKV
  - VJ65KUKSE
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FATAL ATTRACTIONS

STORM

SUPER HEROES

X-OVERS

X-MEN

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For the
GAME GEAR

16 pages of tips, tactics, and secrets for the hottest Game Gear titles around!
Plus: Previews of some of the best new games coming for the Game Gear this year.
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GAMEPRO • March 1994
Game Gear Trivia

1. What kind of batteries does your Game Gear use, and how long do they last?
2. What other ways are there to power your Game Gear?
3. What kind of a CPU does your Game Gear run on?
4. How big is the RAM of your Game Gear?
5. How big is the V-RAM of your Game Gear?
6. What size dot matrix display does the Game Gear screen have, and how many colors can it display on-screen at once?
7. How many sprites can the Game Gear display on-screen at once, what size dot matrix can they be, and how many colors can each sprite have?
8. What is the total number of colors available in the Game Gear?
9. In what directions can Game Gear graphics scroll?
10. What are the dimensions of the Game Gear screen in millimeters?

Your Game Gear Quotient:

0 points: The only hand-held device you should carry is a book.
1-4 points: Well, at least you know which side the screen is on.
5-8 points: It's good to see you're making use of the opposable thumbs Mother Nature gave you.
9-10 points: Unbelievable! You're a Game Gear Pro. Get the Nobel committee on the phone.

Answers:
X-Men Mark the Spot

**Spelunking**
Search the Brood Caves carefully. Many secret platforms are behind the waterfalls.

**Savage Strategies**
When you reach the Savage Land, use the X-Men with flying powers to fight Sauron. You'll need Storm or Rogue's fast flight and maneuverability to defeat him.

**Give Him the Cold Shoulder**
Direct attacks only make Sebastian Shaw grow stronger. Try to maneuver him into one of his own traps. Cold showers do the most damage to him.

**Secret Passage**
Go to the basement in the Hellfire Club and walk to the far right-hand corner. You'll find a hidden passage that leads to a secret floor in the club. The floor is filled with power-up icons.

**Save Your Strength**
Save your mutant powers when you're fighting the Brood warriors. Your reach is slightly longer than theirs, giving you the advantage.

**Leap to New Heights**
Nightcrawler can leap higher than you may have thought possible. Use his BAMF! at the apex of his jump to reach places you never dreamed of.

**Power Up to Defeat Omega Red**
When you reach the Madripoor boss, Omega Red, continue to walk to the right. Just past him you'll find a health icon that will restore your energy and prepare you for the battle ahead.

**Morlock Tunnels Shortcut**
In the Morlock Tunnels, a shortcut leads directly to the boss, Callisto. To find it, go to the lowest platform and walk to the far right. Walk through the sewage (you'll take some damage) and under the tunnel walls. Look up, and you'll be face to face with Callisto. Beware, though, if you take this route you'll miss out on special power-ups and health icons you may need later on.
**Super Sonic Chaos Tricks**

**Pogo Strategies**

Use the pogo springs to reach higher places in the Sleeping Egg Zone. Jump off just at the top of the button's arc to leap even higher.

**Gigapolis Zone 1-Up**

Look for small, square blocks in the Gigapolis Zone and others. You can usually bust through 'em to reach hidden tunnels for secret surprises. Bust through here in the first Act of the Gigapolis Zone, and you'll find a 1-up.

**Aqua Planet Zone Boss**

To reach the Ring Monitor for the boss in the Aqua Planet Zone, go to the Invincibility Monitor and bust through the blocks to your right. You'll be zapped to the Ring Monitor. This boss is the trickiest in the game. To beat the little birdies the easy way, stand in the center of the screen and do the Spin Dash, but don't move. When the birdies are gone, bounce and bonk the ship until it blows. Finally, dodge the missiles and bonk the ship a final time.

**Sleeping Egg Zone 1-Up**

At the beginning of the third Act of the Gigapolis Zone, head left for a hidden Ring Monitor. You'll need these Rings before you take on the boss. To beat the boss, keep bonkin' him on the head.

**Mecha Green Hill Zone 1-Up**

There's a 1-up at the beginning of the first act in the Mecha Green Hill Zone. Just break through the blocks and drop to a secret room below. After you've grabbed the 1-up, break out of the room by bustin' through the blocks to your right.

**Unplug the Electric Egg Zone Boss**

Beating the Egg Zone Boss is tough. Sonic has to nail him on the top of his head while dodging his ricocheting shots.

**Turquoise Hill 1-Up #1**

You'll find a 1-up in the first Act of the Turquoise Hill Zone. It's in a hidden tunnel. Walk past the cliff with the Invincibility Monitor on the ledge and proceed to the next cliff. To enter the tunnel, jump to a ledge in the side of the cliff. The easiest way for Sonic to reach this spot is to use the Rocket Shoes to fly to the ledge.

**Turquoise Hill 1-Up #2**

To find a 1-up in the second Act of the Turquoise Hill Zone, drop down to the ground at the beginning of the Act. Head left and blast through the blocks. The 1-up is hidden inside.
The Magic Kingdom
Tricks for Disney Games

Ariel: Disney's The Little Mermaid

Read the Map
Take time to scan the map. It notes where all the power-ups and other key items are in each stage.

Don't Bother
Don't bother to try and break through this platform in the sunken ship. There's no way through it until you've gathered all the imprisoned mer-people. Once you find them all, you can return to this blocked exit to face off against a pair of sharks and complete the stage.

Deep Duck Trouble Starring Donald Duck

Run For It
To escape from this big ape, run to the right as fast as you can. Whenever you pass the small, silver mines, you're about to jump over a spiked ditch or up onto a cliff.

Kick It Out
It's usually a good idea to kick the silver blocks that lie scattered throughout each scene. When you kick them, they often reveal hidden power-ups. Sometimes in Scene 2, The Inlet, they'll break open blocked doorways that lead to other parts of the sunken ship.

Land of Illusion Starring Mickey Mouse

Go Spelunking
Always search the caves in Forest Land. You'll find something useful in every one - either a treasure chest or a jar with an "M" on it. Use the jar as a stepping stool to get you to higher ground.

You Turkey
To get past this tough waterfall, you have to leap up the logs quickly to the top of the ledge.

TaleSpin
Beat the First Boss
To beat the first boss, run toward him, nail him with your Yo-Yo, then retreat. Repeat this move until the boss is finished.

Put Out the Fire
To defeat the fire-breathing Dragon Boss, start from the top of the block piles and begin throwing them toward the Dragon. It only takes three hits to extinguish his anger.

Exit, Straight up
When you get stuck in this part of the level, you must get over the window to the right. The only way to do this is by standing on a box. You'll find one down below, in the bottom of the well. Grab it and use it to make your escape.

Jumpin' the Wall
In the Blacksmith's castle, pick up the second coiled Spring you come to and place it in front of the wall. Then bounce yourself up onto the wall to get over it.
**CARTOON CRAZINESS**

**Battletoads**

**Super Punch Strategies**

Slam opponents off the edges of the screen, and continue hammering away at them. This keeps them off-balance and prevents them from retaliating. You can also wait until two or more enemies come at you at once. Use your Super Punch to simultaneously take them all out.

**Chuck Rock II: Son of Chuck**

**Secret Platforms**

Jump everywhere. You'll find hidden platforms in every stage. Sweets and other out-of-reach bonuses in the air are a dead giveaway that a hidden platform is nearby.

**Beat the Clock**

Always grab Clock power-ups. Spot gets bonus points and 1-ups for time left over at the end of a level.

**Desert Speedtrap Starring Road Runner & Wile E. Coyote**

**Teleport**

Stand under these strange metallic contraptions and you'll be zapped to secret bonus rooms filled with stars.

**Swing It, Chucky**

Swing Chuck Junior's club constantly. There are many hidden items throughout each stage, and Chuck'll score more points if he tags them.

**It's So Seedy**

Some stashes of Birdseed fill up more than one health point. Peck several times to see if you've found one of these super bowls.

**Cool Spot**

The Speeder Bike stage is as tough as ever. The best way to get through is to time your jumps to avoid obstacles. Stay near the top half of the screen and jump accordingly. Remember to maintain full speed as you hit the ramp for the super-long jump to the next level.

**Spelling Test**

Head to the top of the bottle in bonus rounds. If you can snag enough letters to spell the word U-N-C-O-L-A, you'll earn a Continue.

**Taz-Mania**

**Going Up**

Take the first two ramps that lead up in the mine stage (push up when you see the ramp), then coast and avoid obstacles until you see the first ramp on the right side of the screen. Take that ramp to reach the end of the stage.

**Cool, Taz**

Take the summit route in the snow level. It has fewer obstacles and many more fish.

**Bombs Away**

To stay ahead of the bomb in Stage 1, spin as soon as it comes within tall range. When your spin runs out, walk to the next bottle, drink it, and walk a little bit to the right until you find the turkey. Eat the turkey and spin again, but stop short of the next bottle (if you spin over the bottle, you lose it). Drink this bottle and spin to the end of the stage.
The Sports Pages

Formula One

Configure Your Car

Use the Set Up screen to change the features on your Formula One racer.

Track Your Progress

Italy's Monza is probably the easiest and fastest track, while Japan's figure-eight Suzuka is probably the toughest.

World Cup Soccer

Kick into Game Gear Soccer Madness action with tips from this month's Sports Pages.

Ayrton Senna's Super Monaco GP II

Ending Password

Here's a cool code that sends you straight to the end of the game to view the championship sequence. Just select the World Champion mode, and plug in this code: CHAM-PION.

NBA Jam

It's the one you've been waiting for. For great on-court action, check the NBA Jam Special Feature in this issue.

The brakes are touchy, so slow your car by running onto the shoulder.
**Evander Holyfield's "Real Deal" Boxing**

*Power Up*

If you get knocked to the mat, replenish your stamina by pressing Buttons A and B as fast as you can. Take a count of nine before you climb back to your feet to get the maximum amount of stamina built up.

**KO!**

Make like Rocky, and work your opponent's body for a quick KO.

---

**Wimbledon Tennis**

**Super Password**

Here's the ultimate Wimbledon password that enables you to take to the courts as a player with 20s in every category (Speed, Power, and Skill). You'll begin playing at the beginning of the Wimbledon Tournament. The password is:

`NEO CPO SHJ UFG`

---

**PGA Tour Golf**

**Course of Action**

Play the other three courses before you try out Sterling Shores. Use the map to help you on this long, tough course.

**The Perfect Drive**

Yardage estimates include rolls, so be sure to hit your shots hard enough to clear hazards on the fly.

**Double Trouble**

Stay out of a double play by executing a hit and run. Just be sure that if the ball is hit in the air, you tag up before advancing to the next base.

**Figure It Out**

Use the yardage info to calculate how hard you need to hit a shot. You won't always hit with 100 percent power.

---

**World Series Baseball**

**Pitch Strategy**

For a brush-back pitch against free swingers like Jose Canseco, position your catcher inside.

**Close, But No Cigar**

If it's a close game and you've got runners on base but no outs, bunt to advance the runners and put them into scoring position. In most cases, this will cost you an out, but a base hit will generally score a runner from second.
Stupid Pet Tricks

**Ecco the Dolphin**

*Fly Me*

Need a lift? Sing to the Pteranodon, and he'll take Ecco for a quick flight.

*Second Sight*

Ecco's got sonar that'll help him in two ways. Use the Sonar Map frequently, especially in the later levels when you need to plan your route from air pocket to air pocket. You can also zap other sea creatures with the sonar, as well as the Glyphs. You'll get secret messages that give you helpful game hints.

**Jurassic Park**

*Trample the Triceratops*

When the Triceratops charges you, wait until he runs past, then shoot him from behind as he retreats. While he's charging you, you're safe if you hang out on the branches just above the ground.

*Defeat the Raptor Boss*

To defeat the Raptor Boss, stay in the middle of the screen and shoot it whenever it runs at you. Once you've hit it, it can't harm you until it goes back in the door.

*Extra Health*

During the game's shooting sequences, be sure to pick up the extra life bars (they look like small cans with Xs on them). You'll need 'em!

**Tom & Jerry - The Movie**

*Pouncin'*

If you're down to half a heart, you won't have the energy for your Pounce attack. Conserve enough energy to ensure that you'll be able to Pounce on Jerry at the end of a stage.

*By the Sea, By the Sea*

Watch out for the light green cacti in the Stinking Dry Desert. They inflate and fire quills at you if you get too close.

*Ouch!*

When you're crossing the sea in Stage 3, don't Pounce from platform to platform. You'll last longer if you wait for the fish to jump, walk into the water, and then pull yourself onto the next platform.

*Beat the Stage 5 Snake Boss*

To beat Stage 5's Snake Boss, bounce off the third platform...but avoid the skulls.

*Look Out Below*

In the Blacker than Black Forest, don't jump over the beavers until they open their eyes wide.

*Fire When Ready*

Shoot into the air to find hidden power-ups and other surprises. For example, you'll discover this canoe.
GAME GEAR
COMBAT

Shinobi 2

Passwords!

Yellow, Pink, Green, and Blue Ninjas: D09F9
All Ninjas and Yellow Crystal: 11817
All Ninjas and Yellow, Pink, and Blue Crystal: B9B12
All items: 1FEDF

Stay Low

You're less vulnerable if you crouch low while you attack your opponents. If you stand, it's easier for your foes to hit you.

Jump Higher

Use the conveyor belt to give yourself a running start. You'll jump higher and longer.

Mortal Kombat

How to Reach the Secret Arcade Mode, Mode A

When the last of the three "Code of Honor" screens appear (the one that talks about secret codes) press Button 2, 1, 2, Down, and Up. If you've done the trick correctly, the words "Now entering Kombat" appear.

The Finishing Moves

Johnny Cage: Press Toward, Toward, Toward, then Button 1.
Rayden: Tap Toward, Away, Away, Away and Button 1.
Scorpion: Press Start, and hit Up two times.
Sub-Zero: Tap Toward, Down, Toward, and Button 1.

The Mode A Finishing Moves

Sub-Zero: Hit Toward, Down, Toward, and Button 1.
Johnny Cage: Tap Toward, Toward, Toward, and Button 1.

Streets of Rage 2

Take 'Em Out the Easy Way

Jam your opponents off-screen, then continuously swing the crowbar at them when they try to enter the screen again.

Blaze Away

Blaze's fireballs don't span the entire length of the screen. It does take extra time to launch her fireballs, so move to a safe distance before you shoot.

Skate Straight

To connect with this spin attack, Skate must be aligned horizontally with an enemy.

Adam's Apple

Adam can't move while he's executing his special move. Stand in a safe area with all your enemies in front of you before you activate it.
**Terminator 2: Judgment Day**

**Hasta La Vista, Baby**

To knock off the first boss in the game, run up to him, hit him, then run away. Repeat this pattern until you've hit him five times.

**Don't Get Lost**

The hospital is a confusing maze of passageways. Keep track of where you are, but check each room carefully. There are 1-ups hidden throughout the level.

**Duck and Cover**

Don't feel you always have to go head-to-head with the T-1000. Sometimes it's safer to duck into the nearest room when he appears.

**Hidden 1-Up**

There's a 1-up hidden just inside this fence at the end of Stage 2. Move to the left side of the fence, shoot the Terminator from there, and he won't advance toward you. You can safely snag the 1-up.

**Star Wars**

**1-Up**

When you see the dripping acid at the beginning of the cave in the Sand People stage, jump to the rock it's dripping on, then fall just to the right into the gap between the two sets of spikes. When you reach the rock at the bottom, keep left and you'll see an extra life.

**Find Princess Leia**

Princess Leia is locked in the lower right-hand portion of the Death Star's Detonation Level. Check only the cell doors with the lights on.

**Destroy the Stage 3 Boss**

To defeat the mighty metal boss at the end of Stage 3, pick a corner and stay in it. Shoot constantly, and leap over the metal bomb-disc the boss hurries at you. Continue to shoot as you jump.

**Indestructable Aliens**

You can easily destroy the green Greedo aliens in the Cantina, but leave the blue alien alone. He's almost indestructable. Head right and grab Han Solo. His blaster is more powerful than Luke's and is more effective against Stormtroopers.

**Up, Up, and Away**

While floating up air shafts, hold Up on the directional pad. You'll float even higher, and you may even see other areas of the stage.

**Robocop 3**

**Reincarnation, Robocop-Style**

Shoot your opponents dead in Robocop 3, or they'll come back at you - from behind.

**Dodge the Biker Boys**

When the motorcycle madmen come spinning in your direction, leap on top of this set of crates until they've gone past.
Puzzling Puzzlers: Put the Pieces Together

Gear Works

Get to Know Your Gears

Take some time to learn which gears fit together to make a working chain. If you don’t, you’ll never successfully make it from one side of the screen to the other.

Save Your Bombs

Bombs are crucial. Don’t waste them on blowing up gears unless they’re blocking you from completing the stage. You’re gonna need them in later stages.

Beat the Clock

Don’t bother messin’ with the Puffins who are wandering around the screen. Beating the clock is your biggest problem.

Don’t Wanna Live Like a Refugee

Look to the top of the screen to see where Refugee Beans from your opponent will drop — an icon indicates which row they’ll fall into. This gives you a few seconds to strategize.

Bombs Away

The faster you make the beans fall into the Dungeon, the more points you score.

Psyche Out

Each of Robotnik’s henchbots in the Scenario Mode uses a different strategy. Watch what they do to pick up a few play pointers.

Sneak Preview

Glance at the “Next” window to get a sneak preview of what’s coming.

Cash it In

If you’re into cash, Video Poker is the way to play. If you’re into a challenging game, draw 5 Card Stud.

Poker Face

Go For It!

Since this isn’t real-life Blackjack, any time your bankroll is under $50, bet it all!

Stand By Me

Stand pat as often as you can, and make the dealer do all the work.
Evasive Maneuvers

Desert Strike

Take It Slow and Easy

You can creep up on a target without getting blown to pieces by the artillery surrounding it. Go slow when you're near your mark.

James Bond 007: The Duel

Take to the Trees

In the Jungle, climb all the way to the tops of the trees using the tree on the right-hand side of the screen. Then, proceed through the level across the treetops.

Secret Info

After you blow up the second Command center, don't kill the little guy that's running around the debris. Instead, pick him up, and he'll give you the whereabouts of the Secret Agent.

Going Down

To easily slide down ladders, push Down, then push Up when you're near the bottom. Don't fall too fast. Long falls will drain your health bar.

Hidden Power-Ups

Not all the Fuel and Ammo supplies are listed on the map. Try blowing up certain installations to find hidden power-ups.

Wire Jaws Shut

To take out Jaws, stay in the corner of the screen until you've fired on him at least three times. Then, jump down a level and wait for Jaws to jump back to the other side of the screen. When he does, jump back up a level and shoot him again.

Quite a Catch

When you start out on the ship, keep watching below you for flying fish. They leap up in tight arcs and are hard to jump over.

Fire Up

It's better to crouch and shoot at oncoming enemies. Some of the armed enemies are faster on the trigger than you.

It's a Case for Q

Don't pass up Q Cases - they offer more than just points. They also enable you to gain 1-ups and continues in the bonus rounds.

It's a Snap

In the Jungle, beware of the twigs in the trees. Although they help you get your footing, they break off after a second or two.
SNEAK PREVIEWS
AN ADVANCE LOOK AT
THE NEWEST GAME GEAR CARTS

Disney's Aladdin
If you can stuff a Genie into a lamp, you can sure as heck stuff Disney's Aladdin into a Game Gear. In this all-new adventure for the street rat, you play Aladdin and dodge through the streets of Agrabah, explore the Cave of Wonders, and, of course, take a magic carpet ride. Battle the Palace Guards, solve puzzle mazes, and rescue Princess Jasmine—all with Jafar in hot pursuit.

GP Rider
Climb on your bad motor scooter and get ready to ride. You can compete in four modes (Arcade, Tournament, Grand Prix, and World Tour). The Grand Prix circuit has 15 courses from around the world. Once you've picked your racin' style, you choose from three types of bikes, and get ready for hair pin curves and speeds up to 200 mph. Two players can tear up the tracks with a Gear-to-Gear cable.

Poker Face Paul's Solitaire
It's cards without all the mess. Play four kinds of Solitaire: Klondike, Monte Carlo, Elevens, and Calculation. You can use up to four decks at once, and even play timed versions of the games.

Road Rash
Get ready to rip down the roads one more time in the first handheld version of the classic motorcycle racing cart. Road Rash boasts all the cool stuff that made the Genesis version so popular: eight different bikes, five California tracks (like the Redwood Forest), and the ability to tangle with your opponents at top speeds. A password system enables you to race again and again, even when you wipe out.

Incredible Hulk
Mid-mannered David Banner is transformed by rage into the Incredible Hulk. Join the Hulk in a side-scrolling action romp based on the Marvel superhero's comic book adventures.

NBA Action Starring David Robinson
Take to the court for five-on-five hoops action with all 27 NBA teams, complete NBA rosters, and 1993-94 stats. See just how good you are when you take on David Robinson and other NBA stars. You can track your team and individual statistics. Play against the CPU or battle a buddy via your Gear-to-Gear cable.

Sonic Spinball
Sonic's first pinball extravaganza is coming to a Game Gear near you in a pocket-size version. In this change-of-pace adventure, the crafty 'hog ricochets around Dr. Robotnik's sinister island. As usual, Sonic has to stop Dr. R. from taking over the world. The game play is entirely different in this version, though. Sonic becomes a pinball, and you use flippers to send him careening around the screen.
You think the Game Gear’s all you need? Look at all this other stuff Sega makes to slap in, on, or around your Game Gear.

**AC Adaptor**

Batteries are expensive, so the AC Adaptor’s the only way to go when you’re near an outlet.

$12.99, Available Now

**Powerback**

Forget the batteries. This rechargeable battery pack for the Game Gear recharges in just two hours. Slap this baby onto the back of your Game Gear for reliable power the easy way. You can even use the eight-hour Normal Charge option to recharge while you play.

$49.99, Available February

**Car Adaptor**

You’re on a long car trip, you’re just about to beat the game, and your batteries die. Next time, use the Car Adaptor. It plugs into the cigarette lighter in your car, and the cord reaches even to the back seat.

$19.99, Available Now

**Holster Case**

Carry your Game Gear, your AC Adaptor, your PowerBack, or any of your other Game Gear stuff in this handy carrying case. In addition to the Game Gear, the padded case has room for a battery pack and four to six cartridges.

$14.99, Available February

**Deluxe Carry-All**

The ultimate carrying case, this snazzy tote holds 12 game cartridges and your Game Gear, plus it has interior molded pockets for the AC Adaptor, the Super Wide Gear, the Car Adaptor, and a rechargeable battery pack. It’s also got a large front and back pocket, where you can stash important stuff like your GamePro Magazines!

$24.99, Available February

**Gear-to-Gear**

If you want to go head-to-head against a buddy, you gotta get a Gear-to-Gear cable to link up the two Game Gears. (Remember that you also need two copies of the game you want to play).

$14.99, Available Now

**Super Wide Gear**

Now that you’ve got all this cool stuff, you gotta keep it clean. Cleaning Gear gives you everything you need to keep your Game Gear bright and shiny.

$9.99, Available Now

**Cleaning Gear**

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By Data Carvey

You laughed at their TV show. You stole jokes from their movies. But you'll hurl at their eight-bit game. Wayne's World may be fun to visit, but you wouldn't want to play there.

**Party Off**

This game does have some goofy charm. The boys crack jokes between levels, the manual is full of clever Waynings, and enemies include a Stack of Barry Manilow Records and Flying T.V. Test Patterns.

Unfortunately, you didn't come to this game to laugh, you came to play, and this is where the game spews. You alternate between the two teenage heroes, Wayne and Garth, as they fight through five urban settings in search of Benjamin, a slimy TV exec. As they walk and jump from the local music store to a nightclub and on to Benjamin's babe lair, the pair kick and shoot past a weak army of enemies. There's virtually no challenge - the enemies are dodgable, hittable, and beatable as they approach you one at a time.

This is remedial game play for bored beginners.

**They're Not Worthy**

Great graphics - NOT! If you wondered why the NES is becoming extinct, take a look at these flat backgrounds and undetailed sprites. In some of the levels - the Gasworks of Level 2, for instance - you'd have no idea where you were if the manual didn't tell you. The Gasworks is a nightclub? Uh, OK.

As bad as the graphics are, the sounds are even worse. For two guys who love cool music, Wayne and Garth do their fighting to a pretty cheesy soundtrack. The boing and ping sound effects are reminiscent of mid-'80s games, and the only vocal is Wayne's cry of "No way!" when you lose. Great sounds? "No way" is right.

**Back to the Basement**

Wayne's World is a cart you wish you could like, if only because there's the potential for good-natured fun with these average-joe heroes. And with so few NES carts coming out, every game needs to be a hit to keep the system alive. Sadly, Wayne's World is not nearly as cool as Wayne thinks it is.
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Welcome to the Next Level.
**By Bro’ Buzz**

Every new video game system needs a good outer-space shooter. Now 3DO has one. Total Eclipse paints a pretty picture over familiar but fearsome space ways.

**A-Hunting They Will Go**
The dreaded Drak-sai are a ruthless extraterrestrial race of hunters. They go after only the most formidable prey. Unfortunately, Earthlings qualify. What’s more, the Draks have moved their star-killing Sun Dagger cannon into the solar system.

Lord Zodak, Drak-sai Supreme Predator

Earth’s only hope, of course, is you! You pilot a formidable spacecraft called the FireWing via a typical behind-the-ship, forward-scrolling perspective. The lengthy war against the Drak-sai covers five planets, each consisting of four killer rounds and a morale-busting close encounter with a boss. Veteran star fighters will feel right at home, and newcomers are in for an exciting learning experience.

**Inside-Out Fighting**
If you’re familiar with StarFox for the SNES then you’ll recognize Total Eclipse. The game looks and plays like last year’s top 16-bit flyer, but with cool pix pasted on the polygons. In addition, two types of flying are involved here. Initially you zoom over and through various surface terrains, seeking out Drak-sai gun emplacements and interceptors. Survive topside and you drop inside the planet for a wild tunnel tumble.

**3DO Game ProFile**

**Total Eclipse**

(By Crystal Dynamics)

Total Eclipse blasts off into familiar fighting space ways, but the graphic look of this cool shooter is truly out of this world.

**3DO Game ProFile**

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Total Eclipse blasts off into familiar fighting space ways, but the graphic look of this cool shooter is truly out of this world.

**GAMEMAP**

- **GRAPHICS**: 3.5/5
- **SOUND**: 3.0/5
- **CONTROL**: 3.5/5
- **FUN FACTOR**: 4.0/5
- **CHALLENGE**: 3.0/5

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**PROTIP: You can avoid most Drak-sai surface fire if you hug the ground and fly through canyons.**

**PROTIP: Watch out for red blasts. One hit and you’re toast.**

**PROTIP: It’s hard to maintain control when you roll left or right. Use this move only for emergency maneuvers.**

During surface battles you can take various paths past different Drak-sai fortifications. However, you can’t fly just “anywhere,” because your altitude and lateral movement are limited. Sometimes the overall feeling is that you’re flying inside an invisible box — it’s a big box, but a box just the same.

The controls are crisp and capable, but it takes time to develop a feel for the flying. You can pull killer 360-degree barrel rolls, for example, but until you’re a FireWing ace you’ll find yourself plastered against the side of a mountain more often than not. It’s especially hard at first to judge how high or low you can fly, because the rapid forward-scrolling graphics bombard your eyes with visuals to near-lethal distraction. This causes mucho body-scraping along the ground or inside the planet tunnels. And, unfortunately, every collision saps the vital Shield strength on which your survival depends.
PROTIP: Always grab shield power-ups.
PROTIP: You can "swing" shots wide, left and right, by quickly pressing Left or Right and immediately hitting the Fire button.

Destroying Drak-sai
Stay focused, because the Drak-sai have zeroed in on you! Your main opponents are determined horseshoe-shaped spacefighters, but they're supported by murderous ground fire from various anti-FireWing installations. By the time you reach the vicious round bosses, you're pretty well softened up.

PROTIP: You need as many Pulse Bombs and other special weapons as you can carry to beat the end bosses.

Think you're good? Okay, fly a round upside down!

Your offense consists of a blaster, which you can juice to three levels with three types of power-ups. Nothing special here, but all the blasts are effective and cool-looking. Your aces-in-the-hole are Pulse Bombs, which clear Drak-sai off the screen with an awesome-looking, rolling bomb burst that spreads straight out in front of your ship.

PROTIP: Use Pulse Bombs often during early rounds, when there are plenty of Pulse icons to find.

PROTIP: Inside the tunnels, fire your guns to judge heights. Watch where the blasts burst.

A Visual Assault
The 3DO graphics are a knockout. The planet-side terrain features eye-catching texture-mapped graphics that scroll beautifully as you fly through canyons, dip into valleys, and zip between mountains. The claustrophobic interior tunnels take on a psychedelic appearance as weird wall designs, massive metal obstacles, and assorted machines shoot past you.

PROTIP: Watch it when you bank left or right -- mountainsides can come out of nowhere.

PROTIP: Pulse Bomb blasts do not stop enemy shots.

Total Commitment
This is a worthy first-time 3DO sci-fi battle. Space aces will get their planet-rocking, missile-locking fix, and new 3DO owners can feel satisfied with their investment. Total Eclipse is totally cool!
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The Last of Its Kind
Night Trap was the first Sega CD game, and this 3DO version is exactly the same game with minor cosmetic changes to the interface. The use of live actors in video, the TV-like props and dialogue, and the CD-quality sound were innovative at one time, but Trap's graphics and sounds now play like standard stuff.

PROTIP: Better save Lisa in the first disc.
PROTIP: Don't stick around to watch the trapped Augers. Move quickly to the next trap.
PROTIP: The Augers in this 3DO version appear at the same times and places as those in the Sega CD version.

Nubile, unmarried females!

PROTIP: Every Auger counts, so pause often and get your bearings. You want to know exactly when to be in what room.
PROTIP: Each time you hear a "click" it means Augers have entered the house and you missed 'em! Shut down the time when the click sounds to help you nail the Auger next time.
PROTIP: There aren't many code changes, but you'll never make it if you miss 'em. Follow the Martins and listen.

The trick is to simply jot down the time on the game clock whenever you discover bloodsuckers. Eventually, you create a time log. Then it's a simple matter of watching the clock, moving to a room, waiting for a Trap Sensor to light up, and pressing one button. The game asks very little of the controls, and they respond well.

Good Night
Thanks to all the media hype, Night Trap has earned a place in video-game history as the first banned CD game. However, if you really want to see the scary undead, rent Dracula the movie. If you want graphic video game blood and guts...well, there's always Mortal Kombat.
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Jaguar

By Scary Larry

Overhead arcade shooters were the rage in the mid-to-late 80's. Xevious, Raiden, Twin Cobra, and others challenged gamers with their unique perspective and challenging game play. Now, though, it's the 90's, players are more discriminating. With 64 bits of power under its belt, Atari should have revamped - not just rehashed - this classic game.

**PROTIP:** Stay dead center for this boss, and the gunfire raining down won't touch you.

**Just Shootin' the Ship**

It seems that Mother Earth is under attack from militant alien invaders again. And, as usual, it's up to you and your Raiden Super-Sonic Attack Fighter to go on the offensive and flush out these intergalactic idiots.

**PROTIP:** Beware of the crawling blue arachni-lanks. You can shoot them only when they're on the top of the metal framework.

**Seen It, Done It**

The graphics in Raiden are basic and one-dimensional. Nothing moves in or out of the background, and the detail on the alien crafts is minimal. The bosses are just larger versions of the military equipment, and the backgrounds are plain and uninspired. Although there's no slowdown, the game feels sluggish at times (maybe because nothing is happening).

**PROTIP:** You cannot release more than one Bomb at a time, so if you're trying to obliterate a boss with Bombs, wait until just before the explosion settles down to release the next Bomb. Your enemy won't have a chance to breathe.

The sound isn't bad, but it isn't spectacular either. The explosions and Laser shots are defined, but not aggressive. There's no speaker rockin' here, unless you've tipped over your TV.

**PROTIP:** When you release Bombs, use the resulting explosion as a shield and move your ship into any approaching enemies.

**PROTIP:** You cannot release more than one Bomb at a time, so if you're trying to obliterate a boss with Bombs, wait until just before the explosion settles down to release the next Bomb. Your enemy won't have a chance to breathe.

**PROTIP:** Don't worry about saving your Bombs. Your supply is replenished when you're killed. Use the Bomb whenever you're in a tight pinch.

**Look to the Skies**

The time has come to demand more for our megabits. A snoozer like Raiden just seems out of place on a powerful system like the Jaguar. Let's hope Atari gets into the cartridge rental arena soon.

**RAIDEN**

**Jaguar Game ProFile**

**Raiden**

(By Atari)

Although Raiden does have some nice graphics and there's no sign of slowdown, it's not a 64-bit showcase. The game play isn't spectacular, and it's all too familiar. You may find yourself lost in this wild blue yammer.

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**PROTIP:** As you begin to knock off this waterborne mechanical boss in Stage 2, look for the Ultra Power Up it releases. This will take your weapon to maximum charge.

**PROTIP:** Take out the first boss in a two-pronged attack. Land Bombs in between both machines to score a lethal hit. Strafe with gunfire, then release another Bomb.
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Hockey Winter Sports Soccer

The Sports Page

NHL Stanley Cup’s Mode 7 Looks Nice on Ice

NHL Stanley Cup

By Weekend Warrior

Nintendo’s latest hockey cart is an eye-catching showcase of the Super Nintendo’s Mode 7 graphic capabilities. Unlike most hockey games, which present the action from an overhead or side-scrolling point of view, NHL Stanley Cup shoots you a player’s-eye view of a rink that rotates 360 degrees to match the movement of the puck. Much like Nintendo’s other Mode 7 sports hit, NCAA Basketball, this game is constantly in motion, and it’s as close as you can get to the real experience without losing any teeth.

NHL Authentic

NHL Stanley Cup has great game play features. Play solo or against a friend in a single-round exhibition, or try an entire 84-game season with any NHL team, including the new Mighty Ducks. The battery back-up keeps track of your performance throughout a season, supplying passwords so you can pick up where you left off. Unlike the real NHL, you have the option of skipping a game on the schedule or deleting losing performances from your record.

This cart is extremely faithful to real hockey, and all NHL rules are strictly enforced. However, a bevy of options enables you to customize the game to your play level – as examples, you can deactivate penalties, make manual or automatic roster changes, and change the length of the periods.

PROTIP: Always have your goalie cover the net as he shoots the puck back into play. This prevents an opponent from intercepting the shot and slapping it quickly into an open net.

The control is sharp and responsive, a necessary requirement for fast-moving games like this. You control all of your player’s actions, from choosing between wrist and slap shots, poking to steal the puck, or rendering a bone-crushing body check. On-screen actions are very responsive to your button presses, and it’s easy to switch from one player to another to stay with the puck.

PROTIP: Don’t waste time chasing down opponents. Anticipate where the opponent is going or which team member he might pass the puck to, and switch to the defender closest to that point.

PROTIP: Use your aggressive moves only on players with the puck, or the zebras will call you for roughing.

Mode 7 Heaven

Clearly, the highlight of NHL Stanley Cup is its excellent use of Nintendo’s Mode 7 technology. All of the on-screen elements scroll smoothly as you whip completely around the virtual environment. Up close, the players are large, detailed, and well-animated, and all on-screen elements scroll cleanly without any flicker or slow down. The graphics aren’t perfect,

Go 360! NHL Stanley Cup’s Mode 7 – it’s as smooth as ice.

PROTIP: Slap shots take extra time to pull off and are hard to execute right in front of the goal. Try a quick wrist shot instead.

PROTIP: There are no icing calls if you are down a man.

PROTIP: Hip checks are at their most effective when you’re playing against the boards.

PROTIP: Goalies will often fall for fakes, thus providing an opening for your shot at the goal.
however - the speed of the action takes some getting used to, and the ice-level camera angle often makes it difficult to discern players when there's a sudden pileup in front of the goal.

In addition to the great graphics, sharp, distinct digitized sound effects round out the believable hockey experience. Among the sounds you hear are skates on ice, slap shots, and awesome body checks.

**Hit the Ice!**

NHL Stanley Cup faces stiff competition from EA Sports' NHL Hockey '94. While NHL Hockey '94 may appeal more to true hockey die-hards with its extensive features, stats, and actual NHL player's names and faces, NHL Stanley Cup is a fast-paced, action-oriented cart with awesome visual pizzazz that'll appeal to all types of gamers. NHL Stanley Cup scores high on fun!

---

**Racing on the Edge with Winter Extreme**

![Image of a skier on a snowy slope]

**Winter Extreme**

By Toxie Tommy

Winter Extreme by Electro Brain takes video skiing/snowboarding to...well, extremes. Electro Brain is based in Utah, and if there's one thing they know in Utah it's snow. Moreover, the cart was designed by Loriciel in France, a locale famous for spectacular skiing and superstar skiers. If this cart doesn't prime your adrenaline pump, few games will.

**Welcome to Vertical Reality**

There's no cutey, weekend skiing here; it's the ferocity of the velocity that will make you want to strap on this game. This hard-chargin' cart has the same appeal as a behind-the-car view auto racing game. Speed is your creed, and it's murder to stay on the course. In fact, kids and those with low tolerance for wipeouts ought to stick to the bunny slopes and stay away from this cart.

You can choose to use skis or ride a snowboard, a cosmetic decision since they play exactly the same. If you're some sort of snowboard stud, forget about it. This cart doesn't showcase that sport's unique airborne moves, although you can do the occasional quick flip.

You get three types of challenges in Winter Extreme: a Slalom, a Giant Slalom, and the Downhill. The slaloms require you to twist and turn as fast as you can, racing against the clock through a series of gates. The Downhill is a banzai, breakneck drop down the slopes. You have a limited amount of time to hit checkpoints, or your run's over.

PROTIP: When you're trying to qualify, one spill can sabotage your attempt.

PROTIP: No way you can stay on the course if you just hold down B, the speed button. Learn when to coast or you're toast!

PROTIP: Always press B, the speed button, when you wipe out to quickly get back on the course.

PROTIP: If you catch air after jumping a mogul, you can still turn.

PROTIP: Unless you're a gonzo ripper, study the course map before you hit the slopes.

PROTIP: Avoid dirt patches, because they'll slow you down and kill your time.

At least the crisp controls provide you with a fighting chance to complete any course. You can make sharp mega turns, speed up, or slow down. For fun you can also bust a few jumps, but they're just for show. Expect to wipe out early and often!

**Extreme Conditions**

Outrageously fast-and-furious forward-scrolling action pushes WE's graphics to the limit. This is what a racing game should look like. The dizzying dips and sudden turns make you bob and weave like you're really there.

The awesome animation gives the game visual polish, but it's tempered by just average-looking sprites and repetitive backgrounds. A few spectacular wipe-out scenes would have broken up the monotony.

Ski or snowboard, it's all the same in Winter Extreme.

The sounds are just snow-so. The tinny music freezes your ears, although the shuffling sounds good. You'd best tune in your favorite hard-rockin' CD.

**Ice Scream, You'll Scream**

If you feel the need for speed, whether you're housebound or snowbound, Winter Extreme is fast-paced video fun. Just fire up a fan to blow air into your face and get some buddies to bomb you with snow cones, and you're there!
Super Soccer from Super Goal 2

By Athletic Supporter

Jaleco’s Super Goal 2 for the SNES looks and plays like a World Cup contender. This game has it all tons of options, colorful graphics, and good control. It’s a winner across the board.

Super Goal 2

Super Goal 2 is strong in the options department. The game has two playing modes, Exhibition and Tournament. You get to pick from 20 of the world’s top soccer countries, including the up-and-coming U.S. squad and the powerful German team that won the last World Cup. Each team has its own set of strengths, with ratings in Speed, Defense, Offense, and Aggressiveness based on the actual teams (Brazil is the fastest team, Germany has the best defense and offense, and Argentina is among the most aggressive; the U.S., as expected, is near the bottom in most categories). Super

Goal 2 also has four fields, each with a different surface that has its own effect on the ball.

PROTIP: On offense, the computer loves to center the ball from the wing. Keep an extra defensive player around your goal to deflect any balls in the air.

PROTIP: Different players have different abilities. Don’t let your fullback take a lot of shots, because he’s not going to score much. Your strikers can control the ball in mid-flight, so let them take most of the shots.

PROTIP: Know your team’s strengths. If you’ve got a good defensive team, use a formation that has a strong defensive setting.

To take full advantage of these game play variables, you have responsive controls. This cart has the most effective headers and bicycle kicks of any of the SNES games reviewed in this issue. The only complaint about the controls is the confusion that results when you switch defenders. Sometimes you don’t get the player you want to control, but this is only a minor flaw.

Super Graphics

The graphics for Super Goal 2 are, in a word, super! The colors show up well on the screen, and the players are detailed. Their movements, especially when executing aerial jumps or headers, are definitely cool to watch.

In contrast, the sound is merely OK. Like most soccer carts, this one features one of those mind-numbing soundtracks that become annoying after awhile.

Overall, Super Goal 2 is the leading scorer of all the SNES soccer games in this Soccer Madness roundup. It’s not the greatest of all time, but for now this one shoots and scores.

Play Pelé’s Way

By Athletic Supporter

With the World Cup coming to the U.S. next summer, it seems fitting that a soccer cart named after one of the only players recognizable in America would finally appear. While the game doesn’t quite live up to the reputation of its namesake, tons of options and good special effects make this a pretty cool cart.

Pelé

Pelé scores with a lot of options. There are four ways to play Pelé. You can have Exhibition matches between 40 teams. Or, you can play in a 16-team Tournament or a 40-game Season. The best playing mode of all is Practice, something all soccer carts should (but don’t) have. The Practice mode gives you a chance to perfect your on-field moves without having to lose a match.

PROTIP: The zebras make too many calls, so turn off the Foul option and let the play get physical.

You’ll need practice, because the controls aren’t strong enough. The players respond sluggishly, which is not what you expect from a 16-meg Genesis game.
Fast Fun from World Soccer '94

World Soccer '94: Road to Glory

By Athletic Supporter

To say that Atlus' World Soccer '94: Road to Glory for the SNES plays at a high rate of speed is like saying Pelé was just an average soccer player. This game looks and plays like a VCR tape running on fast-forward, and it takes some getting used to. However, despite its intimidating high-speed challenge, in the final analysis this game scores big-time.

Shooting and Scoring

World Soccer has a stadium full of options. There are almost as many ways to play this game as there are teams. (And that's 64 teams!) Virtually every aspect of the game is adjustable, from the type of match you want to the weather conditions and your player's hair color. The best feature is the Indoor option, which is a great version of the Major Indoor Soccer League.

PROTIP: If you're playing the Indoor option, use the walls to set up your shots and pass the ball to teammates.

Shooting and Boring

Unfortunately, World Soccer's graphics don't keep up with the game's other features. The small players and the bland fields suggest first-generation NES graphics, rather than the detailed graphics you'd expect to find in a 16-meg cart.

The sound isn't much better. Disappointingly, the roar of the crowd is reduced to something from an old horror flick.

World Soccer has its flaws, but overall it's as fun as any soccer cart around. If you can overlook the graphics and learn to handle the speed, you'll want to get on this Road to Glory.

What will startle you, though, is the game's speed. Even at its slowest setting, World Soccer's players run at a dizzying pace and the ball zings all over the screen.

Fortunately, the controls are pretty responsive. You can even control the flight of the ball after you kick it. Once you master the controls, you might find it hard to go back to playing a slower cart.

PROTIP: Move your striker inside the penalty box to lure the keeper out of the goal. Once he's out, kick the ball past him for an easy goal.

PROTIP: Since the game moves quickly, get ready for a lot of rebounded shots. The computer's keeper doesn't always catch the ball cleanly, so if you hang around the goal you can pick up an easy score.

The Sounds and Sights of Soccer

The graphics for Pelé are above average, but they're nothing to write home about. The players are large enough to identify easily, and at least you can always tell which player has the ball, which you can't always tell in other carts.

The crowd noise is pretty cool, too. When a team scores a goal, the throng goes crazy and sounds a lot like those boisterous stadiums you hear in Europe and South America.

The graphics and sounds help compensate for what is at times frustrating, penalty-filled game play. Combine the technical effects with all the team options, and there's enough here to keep any aspiring soccer player entertained for hours.

Pele by Acclaim

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- Price not available
- 16 mgs
- Available now
- Soccer
- 2 players
- 2 tournaments
- Multiple views
- Multi-scrolling
- Passwords

World Soccer '94: Road to Glory

by Atlus

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Soccer
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$9.99

4 tournaments
Overhead view
Multi-scrolling
Password

GAME PRO • March 1994
Acclaim's Champions of Frustration

Champions World Class Soccer

By Athletic Supporter

Champions World Class Soccer for the SNES looks good, has excellent sound, and offers above-average control, so you'd think this cart would be a World Cup finalist. Unfortunately, frustrating gameplay sinks the FunFactor to the bottom of the league standings.

Out of Bounds

World Class Soccer is frustrating because it's so difficult to keep control of the ball. All of its good features and options are nullified by the difficult gameplay. Even Pelé would have a hard time scoring in this game.

PROTIP: Press X for an extra burst of speed to catch up to an opponent and take the ball away.

The problem stems from the physical style of game play. Because the game allows so much extra contact without a penalty, it's almost impossible to dribble or pass the ball downfield on offense. No matter what player or team you've got, the opposition can easily steal the ball by bumping into your player.

PROTIP: When going for a steal, don't tackle your opponent. Just bump into him, and you'll come away with the ball.

PROTIP: If your opponent is near your goal and you steal the ball, press Y to clear the ball from his attack zone and end his scoring threat.

Apart from this fundamental problem, the controls are merely decent. On defense you can't switch players quickly enough, while on offense it's almost impossible to shoot on the run. The only saving grace is that your players respond well once they have the ball, as long as no defenders are near.

Get Your Kicks

The graphics get high marks. The players are nicely detailed and their movements, especially when performing special moves, are excellent. The players are easy to see, so you can always tell which player you control.

The sound is also top-notch. The crowd noise is based upon the rowdy European fans, adding a touch more realism to the cart.

If you're in the market for thrilling SNES soccer, look elsewhere. Despite World Class's few good points, the bottom line is the FunFactor, and that's where this cart trips up.

World Cup Is World Class

World Cup Soccer

By Athletic Supporter

Sometimes that old saying about good things coming in small packages is true. Such is the case with Tengen's World Cup Soccer for the Game Gear. Surprisingly, this simple, fun-to-play cart has most of the features of its 16-bit counterparts.

Play the Field

World Cup Soccer showcases 24 of the world's top soccer countries, including the U.S. You can play against the computer or use a Gear-to-Gear Cable to challenge a friend in the Exhibition mode. When you think you're ready to go for the gold, you can enter your team in the World Cup tourney. Earn enough points in the Elimination League, and you can go into the Final Tournament. The Final Tournament is a sudden-death tournament for the World Cup.

PROTIP: Press A for a sliding tackle to take the ball away from your opponent. Most soccer carts will tell you to stay away from tackling, but here it's an integral part of your defense.

The graphics, like the cart itself, are simple, but they're crisp and well suited for the Game Gear screen. The scrolling is smooth and fast and keeps up with the action.

The controls are as quick and responsive as any soccer cart on the market. The only complaint is on the defensive side, where the game is a little slow when you switch from one player to the next, a problem common to most soccer carts.

PROTIP: When taking your shot, come at the goal from a 45-degree angle and aim for the back post.

The sound is the weakest part of the game. The repetitive, mind-numbing soundtrack should come with some kind of mental-health advisory.

Rock 'Em Sock 'Em Soccer

World Cup Soccer is in a class by itself on the Game Gear. This one's a real kick.
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Coach's Corner

By Coach Kyle

Start takin' notes, rookies. The Coach has consulted with game designers to score inside scoops on some of the best sports games of recent months.

NBA Showdown (SNES)

This game from EA Sports has got the moves, and here are two of the best:

COACH'S TIP: To activate Michael Jordan's Kiss the Rim signature slam, approach the hoop from straight down the court. Enter the key from the right side, and when Jordan's just past the foul line, hit Button Y. Check out this dynamic dunk on instant replay!

COACH'S TIP: To give your players Turbo speed, call a time-out after the tip-off, then hold R while pressing U, Down, Right, Left on the directional pad. Keep holding R and tap L, then press Up, Down, Left, then Right. Tap L once more. Now when you re-enter the game, holding down L will make your man run at Turbo speed.

NHL Hockey '94 (SNES and Genesis)

EA Sports won several major awards with this exciting title. Here are some offensive and defensive strategies:

COACH'S TIP: On defense, use the Hold button to stop your opponent when he's bearing down on you for a one-on-one confrontation. Don't go for the risky all-or-nothing body check.

COACH'S TIP: For a great scoring opportunity when you're skating up the ice with the puck, draw the defense toward you, then pass to an open man at the last second.

FIFA International Soccer (Genesis)

Get your kicks with this hot game from EA Sports.

COACH'S TIP: Skate right into the goalie while holding the puck out to the side. As your skater collides with the goalie, you don't even have to shoot and the puck will slide right into the goal!

COACH'S TIP: On corner kicks, use the Aftertouch feature to curve the ball to your midfielder at the top of the box. If it's timed right, he'll blast a one-timer that's virtually unstoppable.

F-1 Pole Position (SNES)

Customize your car for each track, and you'll master UBI Soft's fine Formula One racing game.

COACH'S TIP: Use a lower Wing setting on fast tracks, such as Italy's Autodromo Nazionale di Monza.

COACH'S TIP: A softer Suspension setting makes your car more flexible and better able to take the tight turns of tracks like Circuit de Monaco.

COACH'S TIP: Choose a low Steering setting for a track with many straightaways (like Mexico's Autodromo Hermano Rodriguez), and a high setting for tracks with many curves (like Japan's Suzuka International Circuit). The higher the setting, the faster you'll take the turns.

Get big yardage with these tips from the designers at EA Sports.

Madden NFL '94 (SNES and Genesis)

COACH'S TIP: Set two offensive audibles - flipped Deep Outs (Run & Shoot), and Weak Flood (Far). At the line, use your man-in-motion to see if the defense is in Man or Zone coverage. If they're in Man, audible to flipped Deep Outs and burn them down the sideline. If they're going Zone, audible to Weak Flood and pass to one of your backs coming out of the backfield.

Greatest Heavyweights (Genesis)

Rock 'em and sock 'em with Sega's awesome boxing game.

COACH'S TIP: According to the game's designer, the best strategy for any fighter is to hit your opponent's head and then immediately hit his body. This high-low pattern will almost always give you the upper hand.
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We’re talking 64 bits of power and 3-D animation. As in three dimensions. As in this stuff is real. You’re not just pretending to fly a plane. You are in the cockpit. You are dodging bullets and bombs and mountains and bridges. And you are sweating.

You’ve also got CD-quality sound to deal with, and arcade-quality games that are so multi-layered and deep you may never find your way out. Not to mention the 17-button controller that gives you so many ways to annihilate your enemies, you’ll never have to kill one the same way twice.


“Game of the Month”
—Diehard Game Fan

The Galactic War Has Begun.
Do you know where your pods are?

Cybermorph™

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

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

Fire Good. Losing Bad.

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

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

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

TREVOR McFUR IN THE CRESCENT GALAXY
The Crescent Galaxy has fallen and it’s up to you, Corporal Trevor McFur, to return the planet Cosmolite to its citizens.

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

Rapid 3-D renderings and a variety of special weapons will make this interplanetary struggle one of the most formidable space adventures this side of the universe.
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Jaguar hits its peak with real-time, 3-D action in this sweaty palms racing game. With true sound, realistic crashes and speed bumped up 100 percent thanks to Jaguar 64-bit technology, you just might feel the wind in your hair.

ALIEN VS.
PREDATOR™

This 3-D tunnel/maze game has texture-mapped walls and heart-stopping digitized renderings of the star monsters. In this Jaguar 64-bit showcase game you can choose to play as the tail-whipping Alien, the Predator, with sophisticated weaponry and infrared night vision; or the Marine Corporal armed with piles of ammo and superior military combat computer skills.

CLUB
DRIVE™

You've never experienced racing like this. No guard rails here. You can drive anywhere, including 70 square miles of San Francisco, the frontier towns of the Old West or some innocent bystander's living room as you chase down your opponent in a fast-paced, real-time, 64-bit game of tag.

“CES Game of the Show”
—Electronic Games

TEMPEST
2000™

Jaguar takes the best of the 1981 arcade classic and adds 1994 64-bit intensity. You can choose between two modes: Tempest Classic, the same ultra-challenging game that used to eat your quarters; and 2000, a souped-up, 64-bit version with 3-D graphics, awesome power ups, and hostile enemies. For one or two players.

AND MORE!

Keep your eye out for way more Jaguar titles, including a full range of heart-stopping, 64-bit sports games. Basketball, baseball, and football have never been played like this.

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

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BEFORE THE MAST!

HIGH SEAS
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SEGA GENESIS

DATA EAST
Young Merlin

By Lawrence of Arcadia

Virgin enters the realm of the fantasy kingdom with a simple and entertaining graphic adventure. Similar to King's Quest for the PC and NES, Young Merlin takes you on a magical, whimsical ride that proves to be more funny than it is challenging.

Merlin, She Wrote

The lands of Wood West and Pinedale are being overrun by servants of the Shadow King. The Shadow King has ordered his henchmen, the Meanies, to go out into the land and destroy anything of beauty. Everything goes his way until you, young Merlin shows up and uncovers the shadowy plot of the Shadow King. With help from the Lady of the Lake, Merlin is determined to put a stop to the dark deity once and for all.

Although you start the game with nothing, you collect various magic-inducing items, some of which have a purpose that is unknown to you at first. You must determine the use of each item and apply it in the appropriate situation. For example, when you get the fishbowl, you'll have to wait to discover its use. You also get various weapons, such as the Shooting Star, the Lightning Wand, and the Snowflake, to name a few.

Have Magic, Will Travel

You'll be using every weapon 'cuz the Shadow King will send more henchmen to kill you than a jealous ex-wife. Not only are those Meanies mean, they're also versatile and will turn into evil trees, hedge monsters, and more. You also battle spiders, sharks, dwarves, and a dragon, so keep on your toes.

Not all these enemies, or all the clues, are in the same place. You have to do a lot of walking back and forth between places. What's annoying about this is that every time you find a Gem, you have to walk it back to the waterfall at the beginning of the game to redeem it for an item. What Merlin needs is a magic carpet.

Fortunately, with all this walking, control is not a problem. You just move your character from place to place and pick up (or use) objects. In this linear story, you cannot lose objects, or use them improperly, so it's not possible to lead your character astray.

Merlin Monroe

How does Young Merlin look? It has a very colorful, very animated, and at the same time, very detailed look to it. The backgrounds are lively (the underwater scenes are just swimming with strange creatures), and the characters all have a very humorous, cartoonish look to them.

The music and sound effects in this game belong in a dungeon somewhere. The Meanies make high-pitched squealing noises, and secondary characters, like Casolari, mumble unintelligibly. Real voices would have gone a long way here.

Easy Strider

The game doesn't get any points for being too challenging. Most enemies are easily defeated, and a combination of items will defeat those enemies who linger too long. When you die in the game, you're placed very near the spot where you perished, with all items intact... and there are passwords to make it even easier.

Most of the fun is figuring out which items work in which situations, and unraveling the story line as you find and use each clue. Although most intermediate gamers should breeze through this game, beginning gamers may need a hand.

Merlin Makes His Mark

Young Merlin is a fun and entertaining sidebar to more serious RPGs. If you love fantasy games with dragons, damsels, and danger, but you don't want to worry about hit points or personality alignments, then sit down with Young Merlin and give him a hand in his quest.
Stay tuned for future tips to help Merlin against other creatures like the Shroom Goons, Spyder, the Stone Knight, and Trolls!

You start off the game lying near a bridge. Toss the Gem near you into the waterfall to get your first weapon, the Shooting Star.

Drink your water and fill up your Bottle at this stream. This water has greater restorative power than the waterfall. Pick the flower in the lower right corner. You need it later.

Pick the flower just under the sign. You need it later. Fill your Bottle from the pond and travel southeast.

Go back to the log bridge, but head south just before you cross it. You'll find a Lantern. Now go south until you see a bridge. Cross the bridge and go into the Mine.

Proceed right until you come to a Meanie Tree. Shoot stars to kill the Tree, then grab the Orange Gem and the Empty Bottle to the right. Go back to the waterfall and toss in the Orange Gem. You'll receive Stun Dust.

Keep the Shooting Star in one hand and the Stun Dust in the other, and travel due south from the stream. You'll come across this Heart container. Grab it and go left.

When you come to another Meanie Tree, drink the Fairy Water (it makes you temporarily invincible) and battle the tree with the Shooting Star.

In the Mine, freeze the Dark Dwarves, then nail 'em with stars. Keep going north.

Get ready to battle Thunder Pig, one of the Shadow King's hench-things. Use the Stun Dust and the Shooting Star.

Grab the Gem that's left behind and proceed right. You'll get into a tussle with some Meanies. Keep going right.

Use the Balloon to float up the broken ladders.

Fill up your Empty Bottle from the waterfall. The water will replenish some of your Hearts.

Use the Stun Dust on the carnivorous Snarl Shoots, then proceed right.

Travel a bit farther to the southwest and you'll cross a log bridge. To the left of the bridge is a small pond. The Fairy will fill you in on the rest of the story here.

You need something different against these Meanies. Take the Gem back to the waterfall and redeem it for a balloon. What for? We'll see.

Into the Fray

GAMEPRO • March 1994
If you continue north, you come across another Gem. Take it back to the waterfall and toss it in.

The Gem turns into the Bubble Wand. The Bubble Wand sends Meanies floating away.

Go back to the trapped Fairy and use the Bubble Wand on the Meanies guarding it. Return the Fairy to the pond, and in reward the Fairy will open the road to Pinedale. Go east to Pinedale.

East of the Pinedale Forest is a small cottage, home to Melody and her over-protective father, Stern. On the doorstep is a wrench. Take it.

Travel farther east and cross the bridge. Go north and you'll find the house of Casolari, the bumbling magician. He's looking for his key. Go north into the hedge maze and look for his key.

You can walk through some of the hedges in the maze. This Heart is in the upper right corner of the maze.

Just outside the Mine, use the wrench to take the wheel off the abandoned cart. Take the wheel with you into the Mine.

Crawling into boarded-up entrances will warp you to different parts of the Mine. Do this to survey the Mine.

In the center of the maze is a large fountain. Drink from it and grab the flower just above it near the bench.

Go back and give Casolari the key, and he'll reward you with a...fishbowl? He wants you to find his pet herring. Go back to the Mine.

Walk through the opening into the water. Make your way to the northwest corner and use the Balloon to float into this opening. Grab the Blue Gem and head back to the waterfall.

The Blue Gem gets you a Water Helmet. The helmet gives you twice the air power you'd normally have. Search the southwest corner of the underwater caverns for Casolari's herring. When you find it, go back to Casolari's house.

Casolari gives you a Spring. Use the Spring in the area where you found the Blue Gem.

Search the Mine carefully, and eventually make your way to the northwest corner, where you'll find this old Mining Cart. Put the wheel on the Cart and weave your way to...

...the southeast corner. Crash your Cart into the wall to make an opening.

Knock off the Dark Dwarf and jump across the chasm to enter the Cave of Riddles.
By Lawrence of Arcadia

Just in time to rejuvenate the shrinking Game Boy cart list, Kirby's Pinball Land goes back to an old game theme. Just how good is this game? Good enough to please both Game Boy owners and pinball wizards.

Kickin' with Kirby

Three Pinball Lands have been invaded by King Dedede, and it's up to Kirby to rout the evil King and his minions from the land. Each pinball board represents a captured land, and at the top of each board you face off with one of the King's Henchmen (or rather, hench-things): Wispy Woods, a malevolent maple tree; Kracko, a boisterous thundercloud; or the Poppy Brothers, two bomb-happy brothers who want to put Kirby out of commission.

Kirby needs help against these foes, and he gets it from Chilly, Nimbus, Cloudy, and Big Boo. No, they're not a jazz band, they're various Kirby-esque helpers who rebound balls, take you into Warp Zones, and help you get to the bosses.

And the action doesn't stop; each board has Bonus Games and boss levels. You could play this game all the way through and never see the same enemy twice! The Bonus Games take place on soccer fields and cloud conveyor belts, and there's even an Arkanoid-type block-busting game!

Fast and Fat

The graphics in Kirby's Pinball Land are smooth and well-defined. The ball (which is Kirby) moves so fast that you've got to struggle to keep up with it visually. Every detail stands out - you can clearly see the cringing faces on your enemies.

The music is a treat as well, with different music for each stage. There's even accompanying music for the bosses. You can hear every bell, whistle, whoop, and clang, so it's just like a real machine!

No Pinball Pushover

Kirby won't let your thumbs rest, either. The game requires patience, dexterity, and very fast reflexes. Just like with a real pinball machine, sometimes you just have to watch the ball slide away.

Occasionally, though, some rejected balls shoot back into the playing field. Add to this a unique Save feature that saves your game exactly where you left off (it even remembers the ball's position), and you've got an unusual and very playable pinball cart. Don't let the cute graphics and young-ish theme deter you. Kirby's Pinball Land is just as much fun - and as challenging - as any of the top Game Boy titles.

---

Game Boy Game Profile

Kirby's Pinball Land

(By Nintendo)

What's pudgy, white, and inhales but never swallows? Well, er...It's Kirby, of course. He's back and in action in a very cool pinball adventure that's gonna put the TILT on you!

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Pinball

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The Boss: Wispy Woods

PROTIP: To knock off Wispy Woods, aim for his wooden snout, but be careful of his apple attack which will immobilize one of the flippers.

A Lighting up the letters for WARPSTAR will send you back to the board selection screen. You may want to avoid this if you've been on one board for a long time.

B Get three Warp Stars in the slot machine, and you zoom to the Bonus Stage!

Bonus Game

Block attack!

C To get to the boss in the Wispy Woods Land, just knock off the three mushrooms above the flippers. This will put a Warp Star in the top of the screen. Reach the Warp Star and you'll be whisked away to the boss, Wispy Woods.
**The Boss: Kracko**

PROTIP: Kracko will spin and weave through the top part of the stage. Be sure to hit him before he starts spinning. Beware of the thunderbolts he throws at the flippers. If you see one flipper being hit, continually move the other flipper so you don't lose the ball.

**Kracko Land**

- D: Knocking all the letters in SCARFY makes a triumvirate of Scarfys that will push Kirby onto the middle board if he hits the top Scarfy.
- E: Stay on top in this stage and continually hit Nimbus, the moving cloud at the top. When it rains on the big Kirby, get on top of his umbrella and you'll jettison to the top stage.
- F: To get to Kracko, you must hit the sun three times, then the moon three times. A Warp Star will appear, which you must hit.

**Bonus Game**

- The Cloud Conveyor!

- G: Light up FROSTY and you'll get some help from him in the middle of the board. He'll catch you and send you up a level if you time it right.

**The Poppy Brothers**

PROTIP: To knock off the Poppy Brothers, just bounce up and try to stay on top of the blocks as you knock into them. If you see a bomb headed toward your flipper, try using the other flipper as the springboard for the ball.

- H: Knock items from the Kirby on the left and they'll appear in the middle. Now get them from the middle. Do this when you see a Warp Star and you'll go to...

**Bonus Game**

- I: Crack open the three eggs and chicks appear. Make sure to keep the Junior Poppies away from the chicks before they're hatched, or they turn the chicks back into eggs. When you completely hatch the chicks, they go into the wall and pull out different items. Aim for the Warp Star.
Lynx

By Bro' Buzz

Ninja Gaiden III's a blast from the past in more ways than one. This is a faithful Lynx adaptation of the third adventure in the classic NES ninja series that helped define the term hack-and-slash. Unfortunately, you need ninja vision to see all the power-ups, monsters, and bad guys because of the tiny Lynx display.

Familiar (but still ugly) faces

A Fighting Tradition

The traditional side-scrolling fighting formula still works here. You charge through four sizzling side-view Acts into a ravenous horde of monsters, robots, and creatures run amuck. Then the demon/robot end-level bosses knock you silly.

PROTIP: The Dragon Spirit Sword is your handiest and most versatile weapon.

PROTIP: Jump over the Windmill Throwing Star when it makes its return run to you to complete a cool-looking and effective rear attack.

PROTIP: Ninja Scrolls are critical power-ups you shouldn't pass up.

PROTIP: In a pinch you make some regular beasties disappear by just scrolling the screen past them.

PROTIP: In the Desert Act 2 the little 'bots in the sand are deadly. You can only blast them in the air.

Ninja Gaiden

A cutting classic!

Unkind Cuts

The Ninja Gaiden tale of revenge transcends time as well as video game systems. An evil being spawned at the dawn of civilization descends on modern mankind to build the Empire of Darkness. Ninja Ryu Hayabusa takes his powerful Dragon Sword to avenge his father's death at the hands of the Empire.

The crisp Lynx controls prove that two buttons and a directional pad still produce great game play. Ryu climbs walls, swings hand-over-hand, and pulls a life-saving somersault. Attack moves include sword slashing and Ninja Arts attacks from hanging and climbing positions.

PROTIP: To defeat the Mantis Warrior at the end of Act 1, remember that he drops rolling fire in groups of three. Hop over the triple threats, then run up and slash!

Don't stop moving upward when you reach the rising lava!

In addition to the thumb-blasting swordplay, the fighting strategy involves your ability to choose and use six Ninja Arts, which you chop down as icon orbs. The Windmill Throwing Stars, Dragon Spirit Sword, and the Invincible Fire Wheel are among the deadly weapons that fry the bad guys and make Ninja Gaiden fans nostalgic.

Hard on the Eyes

Gaiden III's ninjitsu loses some of its magic to teeny Lynx graphics. It's nearly impossible to read the Ninja Arts icons, and using the right Art at the right time is the key to fun and strategy in the game. Moreover, enemy firepower can be too small for you to see or avoid. What's worse is that Gaiden students will go nuts when they're unable to see the cool creature sprites.

If you like weird and spacy audio, however, Ninja Gaiden's sounds will grow on you. Even Ryu's repetitive grunts sound clean (and they don't get on your nerves).

I'll Be Seeing Ryu

If you're an action gamer who doesn't like Ninja Gaiden, you belong in the video game nerdhouse. However, this version adds eyestrain and nerve-twisting challenge to wither the will of all but the most determined Gaiden followers. Oh please, don't let it end here!
THE BARBARIANS ARE AT THE GATE!

The powerful Roman armies have captured the heroic Obelix and Asterix must travel through the snow packed Alps, the Egyptian Pyramids, the Acropolis of Greece, doing battle with the Roman armies, pirates, wild beasts and more. The future of Gaul lies in your hands!
By Manny LaMancha

EA's Road Rash was popular on the Genesis - so much so that it prompted last year's sequel, Road Rash 2. It's only natural that it would make a run to the portable market, and U.S. Gold's Game Gear version revs up some minimotorcycling fun!

**PROTIP**: Natasha and the others will give you pre-race advice. Keep your eyes open for it.

**You're Not Pedaling Those Wares**

The story begins with some friendly off-track cycling. Okay, so there's nothing friendly about it as racers take their bikes to 150 mph while kicking, punching, and clawing their competition. Winning is simple: Handle your throttle and keep your opponents from throttling you. If you're lucky, you'll clean up with some greenbacks to get yourself a better bike.

**Riding a Vicious Cycle**

The graphics are very clean, especially given the size of the screen. The animations of the riders don't need to be too extensive, but they are easy to see on the Game Gear. The landscape graphics move by seamlessly and without a flicker. You'll quickly get caught up in the behind-the-bike perspective, leaning as you swoop through tight turns on the beautiful road.

**PROTIP**: Get used to pumping the accelerator while holding down the Punch button - that is, if you want to play the part of the tough biker.

Controlling your bike and your rider's actions is a piece of cake. There's little more to it than keeping your cycle between the lane lines and taking an occasional poke at a nearby racer. Just be sure you don't get taken out yourself on some corner. The action gets more intense - and more difficult to get through in one piece - as you successfully compete from race to race.

**PROTIP**: If you get knocked off your bike, be sure to move to the side of the road, where it's unlikely another bike will hop you.

**PROTIP**: The keys to reaching the highest speed are to stay on the road and to avoid skidding around corners. You can prevent some skids by anticipating tight turns and easing into them.

The audio treatment in Road Rash is equally good, offering ample sound effects and accompanying music. The sounds don't get in the way, but it's still easy to get into the action as the tires chatter and your opponents thump on the pavement as they slide out in the turns.

**PROTIP**: Obviously, it's most important to stay on your bike. Keep your eyes peeled for obstacles in the road, like cars and animals.

**Give Me a Brake!**

All the elements put together create a wonderful game - and a real task to battle through. It's a lot of fun to work from level to level, to conquer the windy roads and your quality competitors. The challenge is high, so you'll have hours of fun in the Road Rash.

---

**Game Gear Game Profile**

**Road Rash**

*(By U.S. Gold)*

Road Rash for the Game Gear has all the excitement of the Electronic Arts original. It twists open the throttle for highway hijinks on the small screen.

**Graphics**: 4.5\n
**Sound**: 4.5

**Control**: 4.5

**Fun factor**: 4.3

**Challenge**: 4.5

*Price not available

*Available March

*Motorcycle racing

*2 players

*5 courses

**Behind-the-driver view

**Multi-scrolling

**Passwords

---

**ROAD RASH**

GAMEPRO • March 1994

146
ALL YOU NEED TO BE A ROOTIN' Tootin' COWBOY.

Super Nintendo

All 7 shoot 'em up arcade levels.

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

KONAMI GAME HINT AND TIP LINE: 1-900-896-HINT (5468)

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Bar.t's comic-book hero, Radioactive Man, is in trouble, so Bart dons his own super-hero duds to save the day. Bartman may be able to save Radioactive Man from a horrible fate, but you may not want to bother sticking around to find out how it ends.

**Don't Be a Simpson, Son!**
This basic side-scrolling action game features a typical hop-n-bop design. There's a fair share of blind jumps, and a bunch of Simpsons-esque enemies to keep you on your toes. Bartman Meets Radioactive Man could have been fun, but it's a pain to make progress, get killed and have to return to the start of a level.

**Art for Bart's Sake**
The character graphics aren't too bad. However, the screen virtually stutter-stops before some adversaries appear. This unexpected glitch is pretty annoying. The average background music and sound effects fit the bill just fine, never overshadowing the action.

**Protip:** Don't waste your shots on just any creature. Be selective in your firing, so you'll have shots when you really need 'em.

Controlling Bart is not easy, and his movement could be crisper. It's hard to make him change directions, and it can be difficult to reach platforms without a running jump.

**The Simpsons: Bartman Meets Radioactive Man**

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**A Nuclear Family**
Though it's not a toxic waste of time, Bartman Meets Radioactive Man is an average game with handicaps that affect its playability and your enjoyment. Only you can determine if it's a meltdown or not.

The graphics and sound are detailed but repetitive (you can see minor creatures like the carnivorous plants, but the Bone Rooms are all the same). The enemies are one-dimensional and easy to avoid. The music is also very repetitive. The Addams Family theme song will be burned into your brain.

**The Family that Plays Together**
As in the Genesis version, you guide Gomez through graveyards, haunted mansions, and hidden rooms, solving puzzles and searching for other members of The Family. You clear out enemies by bouncing on their heads. The head-jumping thing may suit Mario just fine, but Gomez seems ill at ease with all that hoppin' and boppin'. You often fall into crevices or onto spikes before you even know what's happening (later you'll be able to enlist Thing as a shield). Enemies run the gamut from A to B, with a lot of skeletons and ghosts.

**Protip:** Plan out your jumps. Scan your surroundings to make sure you're not jumping into limbo and out of a life.

**Protip:** Look overhead for power-ups hidden just out of view.

**Protip:** Bounce on the carnivorous plants in the beginning of this level and you'll find some food.

**Protip:** In this icy cavern, get a running start before you leap across the chasm.

**Addams Family**

**A Family Matter**
The game is long and involved, but if you could channel surf on your Game Gear, you'd probably be watching something else right now.

If you're tired of repetitive side-scrollers with little to offer but a brand name (the Flintstones, Rocky and Bullwinkle), then stay away from this family. But, if you've got time (and brain cells) to kill, you may want to go over to the house and see how the Addamsses are doing.
This Knight's having a bad day...

Daphne's missing, the Mud Men trashed your armor, the Shape Shifter's in your face, the Lizard King's a jerk and the dragon's all over you!

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Editors of GAMEPRO Magazine
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To Order: Turn the page
By The Lab Rat

How are my favorite April Fools? I've got a gnawing feeling that you've been waiting for some great new stuff, and I've got it. This April, innovation's living up to its name with some imaginative controllers, while Tyco enters the video-game peripheral arena with the Power Plug. Read on, Rats!

**Action Accessories**

Tyco Toys, known for its line of action figures, electric racing sets, and radio-controlled vehicles, has its sights set on the video game industry. They've developed the **Power Plug**, a plug-in joystick accessory for 16-bit controllers that allows smoother corner turning (for such games as Super Mario Kart), faster firing (for shooters like Lightening Force), and multiple move sequences.

Tyco may be a little late in the game, however. There are a number of new joysticks that are already either pre-programmed with special moves for different games, or that enable you to program the moves yourself. As for faster firing and smoother cornering, Turbo and Auto Fire switches can do that.

The Power Plug may give some new life to your tired old joypads, but at $40 a pop, you just may want to let the old joysticks die and spend your hard-earned cash on new ones.

The Ultra Stick is good for the SNES, the Genesis, the Turbo Duo, the Neo Geo, the Super Famicom, the Mega Drive, and the PC Engine. It also comes with Turbo buttons, Slow Motion, and an Auto Detect feature (it allows the 'stick to determine which system you're on). You'll never want for joysticks again, and Mom won't have to decide which 'stick goes in the closet with which unused system!

**Power Peripherals**

Innovation's really doin' the multi-system thing. They've also got a new universal power supply called the **Super Charger**. The Super Charger is a Ni-CAD rechargeable battery pack that works for the Game Boy, Game Gear, Lynx, and Turbo Express. This is truly a first for rechargeables, and for owners of multiple handheld systems, it's a must.

The sturdy clip-on unit takes six hours to charge, and once charged, it's good for 30 hours on the Game Boy, and three to four hours on the Game Gear, Lynx, or Turbo Express. A sliding door reveals three separate input jacks (one for the Game Boy, one for the Game Gear, and one for both the Turbo Express and Lynx), and two lights that tell you when the unit is charging and when the charge is full.

**Jammin' Joysticks**

Innovation is back in the video-game saddle with a great new joystick that covers just about all your gaming needs. The **Ultra Stick**, a new universal six-button joystick, has a Street Fighter layout (a joystick on the left, and on the right, three buttons above, three below), a sturdy design, and oh, before I forget, it can be used on six different systems!
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Zach Meston & J. Douglas Arnold
This amazing sequel features complete strategies, secret passwords, tips, tricks and maps for over 56 games including StarFox, Super Mario Kart, Fatal Fury, Magical Quest, Batman Returns, Super Star Wars, The Lost Viking, and Equinox!

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like you’re in the room with them. Which, in a way, you are. What does all this TruVideo™ stuff mean? It means your optic nerves are in for a workout.

It means you should go try these games. It means you may soon be wearing your hair differently. It means these games are indeed the next level. It means 110 volts never felt so good.

SEGA CD™
WELCOME TO THE NEXT LEVEL™
Genesis

Mario Lemieux Hockey

Black Ice

Here's a way to turn the ice black: Enter the password CEMENTBLADES. Press Start, and the screen will say "Bad Password." Move the cursor to Cancel, and press Start. Choose Exhibition or Tournament, select your teams, and hit Start to begin your game.

Dustin Howard, Costa Mesa, CA

Genesis

Mario Lemieux Hockey

Super Password

Here's a password that lets the gamer change any or all of his team's skills. Choose Password, and enter the code ABRACADABRA2. Press Start, and the words "Bad Password" will appear. Move the cursor to Cancel and press Start. Choose Exhibition or Tournament, and select your teams. At the Today's Match screen, use Up and Down on the directional pad to cycle through the team skills. When you've selected a team skill, press Button A or B to change the Skill. Press Start to begin play.

Dustin Howard, Costa Mesa, CA

Genesis

Rocket Knight Adventures

Wanna Be in Pictures?

Begin a normal game and play as far as you like. When you're ready for a break, hit Start to pause your game. Then, press Up seven times, Down once, Left three times, and Right once. If you've done the trick correctly, the word Pause will move. Now, press Reset. When the game's demo begins, you'll notice that it's your game that's being demoed!

Matt Sarken, Fargo, ND

Genesis

Cool Spot

Debug Mode

Here's a strange debug mode worth checking out. Go to the Options mode and then press Button A twice, B twice, C four times, B twice, A four times, B twice, and C twice. Cool!

Rick Stanton, Jackson, MS
Genesis

Mortal Kombat
Secret Sonya

"Cheat Enabled" appear, choose the Cheat option, and then switch on Flag Two and Flag Three. Set the Plan Base for three and the first map to the Pit. Fight your way to the second endurance match. This should also be fought in the Pit unless you had to continue along the way. If you aren't in the Pit, let the computer opponents kill you and keep continuing until you are in the Pit.

Get a Double Flawless and begin the fight with Reptile. Since this is the endurance round, you'll have to fight two Reptiles. If Sonya is the second person of the second endurance round, then the second Reptile will be the secret Sonya!

This Sonya is a glowing green color. She's got some awesome moves, including a Shadow punch that changes into a harpoon when it hits and pulls you to her like Scorpion, and a Ring attack that freezes her opponents.

Use the D,U,L,A,R,D code (press Down, Up, Left, Left, Button A, Right, and Down during the Game Start/Options screen). When the words

Jason Coggeshall, Anaheim, CA

Sonic CD
Super Secrets

Beat Sonic in the Attack mode with special times to access secret play modes:

If you beat the game in the Attack Mode with an overall time of under 37:27:57, you'll return to the title screen to discover a new option called D.A. Garden. Choose it and you can play with Sonic's world, scaling and rotating it for fun.

Or, beat the game in the Attack mode with a time under 30:21:05, and then push Left on the control pad. A new menu will appear that enables you to play any special stage you choose.

Finally, beat the game in the Attack mode with a total time under 25:46:12, and you'll discover an option called the Visual mode when you return to the title screen. You can check out the game's real ending, plus a special Drawing mode where you can see animations of Sonic.

John Slater, San Jose, CA
Larry Stark, Pittsburgh, PA
Silpheed

Voice Test

Use the password NGMS5JB to reach the Carbon Freezing Chamber. Play through this level until you reach a pit. Fall off the ledge into the pit, and jump on one of the Freeze lamps. Descend by jumping from lamp to lamp. When you reach the bottom, head to the right until you discover a secret room (you'll see a spider web-like figure in the background). Shoot all around the mysterious figure to reveal hidden Grenades, 1-ups, a Health Sword, Blaster power-ups, and Hearts. After you've grabbed the goods, jump off the ledge and die. You'll begin again just above the secret room. Repeat until you've maxed out on power-ups.

Jake Stewart, Madison, WI

Super Empire Strikes Back

1-Up Loop

Here's an easy 1-up loop in the first level of Super Empire that enables you to quickly build up lives. When you reach the first area where Luke rides the Tauntaun, go forward until you reach the breakaway bridge (you'll know it's the right bridge if you see a big Heart under the arch).

In front of you you'll see a deep spiked pit. Step off the ledge and fall into the pit, pushing Left as you fall. You'll land on an invisible platform. Jump straight up until you're sure you're on the top platform. Next, move to the left until you fall, and then push Right as you fall. You'll land on another invisible platform. You'll also reveal and collect an invisible 1-up that was sitting on the platform. Continue to edge left off the platforms (eight in all from the top), pushing Right as you fall each time. You should collect a total of four 1-ups.

After you've collected all four, drop onto the spikes below. You'll die, but you'll be three 1-ups richer. Repeat this trick until you've got all the lives you need.

Virgil Hyde, Tooele, UT
Super NES

Rock 'N' Roll Racing
Find a Lost Viking

When the game begins, you can snag one of the Lost Vikings to drive your racer. When picking your driver, press and hold Buttons L, R, and Select, and then push Right until a Lost Viking appears on-screen. He's got better stats than the other drivers!

Stew Dehls, Piggott, AK

Rock 'N' Roll Racing
Sound Test

To hear Larry "Supermouth" Huffman sound off, go to the Options screen and turn Larry Off. Then, using either Button A, B, X, or Y, turn him back on and continue to hold the button down. Now, for every time you press Button L, you'll hear one of the different things Larry says.

Fred Brumwell, Whitby, Canada

Super NES

Alien vs. Predator
Stage Select

When the title screen appears, press Select to reach a configuration mode. Press Start once again and the Option Menu will appear. On Controller Two simultaneously press and hold Buttons L, R, X, and A. Press Start on Controller One and the Stage Select will appear.

Chris Smith, W. Hartford, CT

Super NES

Sunset Riders
Extra Continues

It's the old two-player trick! To earn an extra set of continues, begin a one-player game. When you run out of continues, but before you lose your last man, press Start on Controller Two. You can continue the game as Player Two with a full set of continues.

Beto Villegas, Chicago, IL
Let's be honest, here. Not everybody can win. But wouldn't you feel like a real loser if you blew off this sweepstakes, and that kid across the street - you know, the one who's always hanging around - scored the grand prize?

Just imagine watching the delivery guy, parked in that other kid's driveway, unloading box after box of the greatest stuff ever hooked to a TV. And you'd just have to suck it up, 'cause you were too lazy to search for a 29¢ stamp.

Of course, we'd be calling this the "Pretty Okay Fighting System Giveaway" if it weren't for the controllers - two ASCIIWARE™ Fighter Sticks, the best enhanced joysticks on the market. Autoturbo, Turbo Fire (on every button), Super Slow Mode - and tough enough to go the distance. If that kid across the street gets his grubby little hands on one - well, you better take up bowling.

The odds here are way better than any of those Zillion dollar giveaways that they don't let kids enter, and if you do win, we promise not to send a fat guy to your house, armed with a microphone, hoping to catch you in some embarrassing family moment.

Whether or not the unthinkable happens - namely, the delivery truck pulls up at that kid's house - there's only one guaranteed way to keep on top of all the games - a subscription to GamePro for less than $20 per year. That's 66% off the newsstand price.

Sure, it's not free, like our giveaway, but who knows? Maybe your parents will be so impressed with your smart $$$ decision, they'll buy you an Ultimate Fighting System.

Hey, we all gotta dream.

The Little Lawyer's Corner!

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**Super Bomberman**

**Sound Test**
To check out Bomberman's tunes, plug your Multitap into the second port on your SNES, and plug a controller into the fifth port. Wait until the title screen appears, and then press and hold Button R on the controller. A Sound Test option will appear.

- **Andy Sentor, Tucson, AZ**

**Shrink Code**
Want a teeny, weeny, itty, bitty Bomberman? When the title screen appears, select the Password option and press Start. Enter the code 5656. Begin a normal game, and you'll have tiny Bombermen.

- **Andy Sentor, Tucson, AZ**

**Disney's Aladdin**
Climb aboard your magic carpet and ride with these passwords:
- **Level Two:** Genie/Abu/Aladdin/Sultan
- **Level Three:** Jafar/Abu/Jasmine/Genie
- **Level Four:** Genie/Jafar/Aladdin/Abu
- **Level Five:** Abu/Aladdin/Genie/Jasmine
- **Bonus Level:** Jasmine/Jafar/Sultan/Jasmine
- **Level Six:** Jafar/Jasmine/Aladdin/Jafar
- **Level Seven:** Aladdin/Jasmine/Abu/Sultan

- **Jeff Chamberlain, Liverpool, NY**

**Super Bomberman**

**Passwords**
Here are passwords for every stage in Super Bomberman:

- **Stage 1:**
  - Part 1: 5555
  - Part 2: 7503
  - Part 3: 5543
  - Part 4: 0513
  - Part 5: 5522
  - Part 6: 7564
  - Part 7: 3535

- **Stage 2:**
  - Part 1: 0055
  - Part 2: 4005
  - Part 3: 0043
  - Part 4: 5012
  - Part 5: 7024
  - Part 6: 5064
  - Part 7: 0034

- **Stage 3:**
  - Part 1: 5453
  - Part 2: 7402
  - Part 3: 3444
  - Part 4: 0412
  - Part 5: 2423
  - Part 6: 0464
  - Part 7: 4434

- **Stage 4:**
  - Part 1: 6154
  - Part 2: 4103
  - Part 3: 7144
  - Part 4: 5114
  - Part 5: 1122

- **Stage 5:**
  - Part 1: 4164
  - Part 2: 0135
  - Part 3: 5252
  - Part 4: 7204
  - Part 5: 5244
  - Part 6: 6213
  - Part 7: 4224

- **Stage 6:**
  - Part 1: 1264
  - Part 2: 3232
  - Part 3: 0652
  - Part 4: 3605
  - Part 5: 7645
  - Part 6: 5615
  - Part 7: 7623

- **Stage 7:**
  - Part 1: 4665
  - Part 2: 1635
  - Part 3: 6027
  - Part 4: 7623

- **Ricardo Morales, Round Hill, Puerto Rico**
Game Gear

**Tom and Jerry - The Movie**

*Test Mode*

To reach a special Test Mode screen in the game, wait until the title screen appears and then press Button One, Button Two, One, Two, One, Two, One, and Two. If you've done the trick correctly, the Test Mode screen will appear and you can choose Invincibility, Stage Select, or Sound Test.

*Lan Bao, Portland, ME*

Super NES

**Wayne's World**

*GAME GENIE*

Saber control doesn't drain the
Force Bar:

DDCC-1DDA

Big Hearts heal completely:

DCBD-3D04

Force Orbs fill Force Bar:

EE8B-3764

Genesis

**Sonic Spinball**

*GAME GENIE*

Start with five lives:

AZBT-4AHR

Start on Level 2: the Power-house:

AFBT-57N7G

Extra man about every 1,000,000 points:

869A-4AHR &

B69T-4AAA

Ren and Stimpy

Infinite collectables:

OUEAXXOO

Infinite lives:

NYUVOZTE

Start with nine lives:

PEUAPZLE

Super NES

**Zombies Ate My Neighbors**

*GAME GENIE*

**Super Empire Strikes Back**

Game Genie Code

**PRO ACTION REPLAY**

**Game Boy**

**Bubble Bobble 2**

Infinite lives: FAB-CEE-4C1

Hold B for four seconds and big bubbles appear:

056-CEE-4C1

Kill one enemy to progress a level:

AEE-33A-19E

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Edward Contreras, Bronx, NY

Zake or Julie can max out on items by standing over them:

C9AE-C404

David Ginn, St. Petersburg, FL
Fatal Combos and Death Blows

By Erik Suzuki

Fatal Fury Special is one of the best one-on-one fighting games around. Here are some combos and the death blows (called Fatal Furies) for the first eight characters. (Please Note: Some of these combos require critical timing and correct first-hit positioning, but all are unblockable after the first hit.)

**Terry Bogard**

**Power Wave Combo**

1) Jump in with a deep Fierce Punch.
2) Land and press Fierce Punch again.
3) Now throw the Power Wave.

**Fatal Fury: The Super-Power Wave**

2) This move works best when your opponent is close to you.

**Andy Bogard**

**Rising Dragon Combo**

1) Cross 'em up with a deep Fierce Kick.
2) When you land, hit your opponent with a standing Fierce Punch.
3) Finish them off with the Rising Dragon Punch.

**Fatal Fury: The Super-Sonic Split**

1) Charge Down three seconds, then press Down-Toward plus the B and D buttons.
2) This move is best used when your opponent is throwing a projectile at you.

**Tournament Report**

- **March 1994**
- The Midwest Super Street Fighter II Tournament
- **Date:** March 26, 1994
- **Prizes:** Cash prizes, t-shirts, and home game carts
- **Rules:** Double-elimination
- **Location:** Super Just Games, North Brook, IL
- **Info Line:** (708) 559-8727
- Note: This is promoted as the biggest SSF II tournament outside of California. Go for it, it will be super big!
**Joe Higashi**

**Fatal Fury: The Super Hurricane Upper**

1) Press Toward, Away, Down-Away, Down-Toward, Toward, and B and C simultaneously.

2) This move is best done when your enemy is close to you.

1) Jump in with a deep Fierce Kick.

2) Immediately do the TNT Punch for at least two more hits, and up to three more hits if you're lucky.

---

**Kim Kap Hwan**

**Crescent Moon Combo**

1) Jump in with a Fierce Kick.

2) When you land, hit 'em with a Light Punch.

3) Complete the combo with a Crescent Moon Slash for three massive hits.

---

**Big Bear**

**Cheap Bear Grab Combo**

1) Jump at your opponent and press the Light Kick button.

2) When you land, do the Bear Bomber and you'll grab them, even if they block.

---

**Next Month in The Fighter's Edge**

- Mortal Kombat II: More Fatalities and Combos
- Fatal Fury Special: Combos and Fatal Furies for the New Characters, Plus a Secret Surprise!
- Eternal Champions: Overkills and Strategy

---

**Fatal Fury: The Flame**

1) Press Toward, Down-Toward, Down, Down-Away, Toward, and B and C simultaneously.

2) You can use this move best when your opponent is jumping at you.
THE FIGHTER'S EDGE

Cheng Sin Zan
Bone Crushing Combo

1) Jump at your opponent with a deep Fierce Kick while Charging for the Bone Crusher Crunch.
2) After landing, two-in-one from the light Kick button...
3) ...into the Bone Crusher Crunch for three hits.

Mai Shiranui
Fatal Fury: The Flaming Ninja Dash

1) Press Toward, Away, Down-Away, Down, Down-Toward, Toward, and B and C simultaneously.
2) Since this move goes all the way across the screen, try to catch your opponent off guard.

Fatal Fury: The Super Tempest Blast

1) Hold Down-Away for three seconds, then press Down, Toward, and B and C simultaneously.
2) Your projectile has the same distance as a regular Fireball, so it's best used by hitting an opponent either out of the air or from a far distance on the ground.

Flaming Fandango Combo

1) Jump at your opponent with a deep Fierce Kick.
2) When you land, do a standing Light Punch.
3) Now do a Fierce Dragon Flame Fandango for up to four hits.

Fubei Yamada
Fatal Fury: The Super Body Drop

1) Hold Down-Away for three seconds, then press Down, Down-Toward, and B and C simultaneously.
2) This move works just like Jubie's Body Drop, so remember to be within 1/4-inch of your opponent.

Cookie Cutting Combo

1) Cross up your opponent with a deep Fierce Kick.
2) Upon landing, charge for a Cookie Cutter and hit 'em with a crouching Light Punch.
3) Do another crouching Light Punch.
4) Now two-in-one from the crouching Fierce Punch...
5) ...into the Cookie Cutter for a total of five hits.
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The Blow-by-Blow
On the following pages are all the moves we know of currently in Mortal Kombat II. This key explains the terminology used.

Tap = Push the directions indicated in sequence.
Motion = Press the indicated points in one smooth motion.
Hold = Hold down the indicated buttons for the indicated time period, then release them.

T = Toward
A = Away
D = Down
U = Up
DT = Down-Toward
DA = Down-Away
BL = Block
HP = High Punch
LP = Low Punch
HK = High Kick
LK = Low Kick

When Close = You can do the move only when you are close to your opponent.
(Moves in Parentheses) = Push all the buttons simultaneously.
* = The move can be done in the air.

SUB-ZERO
Ice the Ground
Motion D, DA, A, LK

Freeze
Motion D, DT, T, LP

Slide
Hold A, (BL, LP, LK)

SCORPION
Spear
Tap A, A, LP

Trip
Motion D, DA, A, LK

Fatality #1: Flaming Bones
Hold BL, tap U, U, HP (Distance: one-quarter-screen away)

SCORPION WINS
JOHNNY CAGE

**Shadow Uppercut**
- Motion or tap A, D, DA, A, HP

**High Green Flame**
- Motion D, DA, A, HP

**Low Green Flame**
- Motion D, DT, T, LP

**Shadow Kick**
- Tap A, T, LK

**Fatality #1: The Torso Pull**
- Tap D, D, T, T, LP (Distance: very close)

**Low Split Punch**
- Hold D, (LP + BL)
- Note: Won't work against Mileena or Kitana.

KITANA

**Air Throw**
- Jump, push BL when close in midair

**Disappear and Hit**
- Motion D, DA, A; HP

**Fan Suction**
- Tap A, A, A, HP

**Flight**
- Motion DT, D, DA, A, HP

**Throw the Fan**
- Tap T, T, (HP + LP)
**Liu Kang**

**Bicycle Kick**
- Hold LK 2 seconds, release

**High Fireball**
- Tap T, T, HP

**Low Fireball**
- Tap T, T, LP

**Flying Kick**
- Tap T, T, HK

**Fatality #1: Dragon Food**
- Tap D, T, A, A, HK (Distance: very close)

---

**Raiden**

**Electric Grasp**
- Hold HP 2 seconds, release when close

**Electricity**
- Motion D, DT, T, LP

**Superman**
- Tap A, A, T

**Teleport**
- Tap D, U

---

**Kung Lao**

**Flying Kick**
- Jump, tap U, D, HK

---

Note: The moves indicated with an asterisk are special moves.

**Explanation for Raiden:**
- **Electric Grasp**
  - Hold HP 2 seconds, release when close

**Raiden Actions:**
- **Electric Grasp**
  - Motion D, DT, T, LP

**Kung Lao Actions:**
- **Flying Kick**
  - Jump, tap U, D, HK

---

**Definitions:**
- **Tap =** Push the directions indicated in sequence.
- **Motion =** Press the indicated points in one smooth motion.
- **Hold =** Hold down the indicated buttons for the indicated time period, then release them.
- **T =** Toward
- **A =** Away
- **D =** Down
- **U =** Up
- **DT =** Down-Toward

**Additional Notes:**
- **DA =** Down-Away
- **BL =** Block
- **HP =** High Punch
- **LP =** Low Punch
- **HK =** High Kick
- **LK =** Low Kick

**Condition:**
- **When Close =** You can do the move only when you are close to your opponent.
- **(Moves in Parentheses) =** Push all the buttons simultaneously.
- **=** The move can be done in the air.
**JAX**

**Fire Wave**
- Motion D, DB, B, HK

**Earthquake**
- Hold LK 4 seconds, then release

**Grab and Hit**
- Tap T, T, LP when close

**Repeated Body Slams**
- Throw the enemy with LP, then tap HP for extra slams

**Air Back Breaker**
- Jump, push BL when close in midair

**Fatality #1: Fist Clap**
- Hold LP, Tap T, T, T, T, release LP (Distance: Very close)

**Dizzy Hit**
- Tap T, HP when close

**Hat Spin**
- Hold BL, tap U, U, release BL, tap LK to Spin

**Fatality #1: Split 'Em in Half**
- Hold BL, T, T, T, LK (Distance: One step away from victim, just inside sweep range)
**Baraka**

**Slicing Blades**

Tap A, A, LP

**Blade Throw**

Motion D, DT, T, HP

**Fatality #1: Decapitation**

Tap A, A, A, A, HP (Distance: very close)

Note: Easier to do if you jump first.

**Fatality #2: Body Impalement**

Tap A, T, D, T, LP (Distance: Very close)

**Mileena**

**Fatality #1: Slice 'n' Dice**

Tap T, A, T, LP (Distance: very close)

**Ground Roll**

Tap A, A, D, HK

**Disappear and Kick**

Tap T, T, LK

**Ice Sais**

Hold HP 2 seconds, release
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**THE FIGHTER'S EDGE**

**REPTILE**

- **Disappear**
  - Hold BL, Tap U, D, HP (Repeat to reappear)

- **Slide**
  - Hold A (BL, LP, LK)

- **Bubble Suction**
  - Tap A, A (HP + LP)

- **Acid Spit**
  - Tap T, T, HP

**Fatality #1: Head Snap**

- Distance: A little over one-half screen (the distance of one jump)

**SHANG TSUNG**

- **Fireball x1**
  - Tap A, A, HP

- **Fireball x2**
  - Tap A, A, T, HP

- **Fireball x3**
  - Tap A, A, T, T, HP

- **Transform**
  - Each transformation lasts about ten seconds.

**Sub-Zero**
- Tap T, D, T, HP

**Scorpion**
- Hold BL, Tap U, U

**Johnny Cage**
- Tap A, A, D, LP

**Liu Kang**
- Tap A, A, T, T, BL

**Raiden**
- Tap D, A, T, LK

**Kitana**
- Tap BL 3 times

**Mileena**
- Hold HP 3 seconds, release

**JAX**
- Tap D, D, LK

**Baraka**
- Tap D, D, LK

**Kung Lao**
- Motion or Tap A, D, A, HK

**Reptile**
- Hold BL, Tap U, D, HP
Meet Our Soul Survivor.

Our guy looks like he made it through MANSION OF HIDDEN SOULS with hardly a scratch. His wired jaw works pretty well and his new dentures are shiny white. The large bald spot on the back of his head doesn't seem to bother him. All of his organs, as far as we know, are original and still in the same places. And we don't hear him complain about the hair that won't stay down or the hands that won't close. Of course, we don't know anything about his mental state.
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**Tennis All-Stars**  
*Codemasters*

This new tennis game comes with a court full of options. Play with male and female players in singles and doubles competition on a variety of court surfaces. The action includes tactical moves for each player. A behind-the-player view helps make the action intense. You can play a one-player game against a seven-level computer opponent, a two-player regular match, or a four-player simultaneous game.  
*(Available April)*

**Sega CD**

**Battlecorps**  
*Core Design*

You'll stomp and shoot your way across 360-degree texture-mapped moons when you get behind the controls of the armored Bipedal Attack Machine. Play as one of three characters, each with unique strengths and weaknesses, and shoot with 12 different weapons as you tackle more than 30 game objectives and nine 3D bosses. Voice-over commentary provides spoken instruction throughout the game. This first-person shoot-em-up uses the same engine as the acclaimed AH-3 Thunderstrike.  
*(Available April)*

**Soulstar**  
*Core Design*

You and your fellow Cryo-Commandos have a job to do—chase down and destroy the deadly Myrkoids. The hunt takes you from the trackless wastes of the Great Divide to the starfields of Maldrum Tau, and it is highlighted by a speed-of-light chase through the Hypergate. Soulstar offers simultaneous game play for two players, who can take on 40 missions using three different vehicles. The behind-the-machine perspective, 3D graphics, dramatic music, and continuous game play through three warp tunnels all help intensify the battle action.  
*(Available May)*

**Super NES**

**Choplifter 3**  
*Absolute*

The Choplifter series continues with this four-meg action/adventure game. You fight through 16 levels of side-scrolling action as you fly from the jungles to the sea and to a city in search of hostages who were kidnapped by terrorists. Your craft is the world's most sophisticated rescue chopper, and your arsenal includes guns, flamethrowers, and napalm.  
*(Available September)*

End-level bosses punctuate the action. This one-player game supports the SNES Mouse.  
*(Available March)*

**King of the Monsters 2**  
*Takara*

Who is the ultimate King of the Monsters? Super Geon, Atomic Guy, and Cyber Woo battle it out with the aliens in this 16-meg game, which is coming to both the SNES and Genesis (SNES screens are shown here). Among the special powers at your command are Flaming Breath, Aerial Spins, and Radioactive Blasts, plus other new Super-Attacks. The seven levels feature fast-moving arcade-style action and two-player competition, either head-to-head or both players versus the computer.  
*(Available September)*
Card sharks will want to sink their teeth into Super Solitaire. The 12 variations on traditional solitaire in this four-meg game include Klondike, Pyramid, Golf, and Poker, with themed backgrounds for each game. Helpful hint screens enable novices to master the games. Tournament and Championship modes offer races against the clock. This is a user-friendly card game: Control is via a point-and-click interface, and passwords enable players to continue later. This one-player game supports the SNES Mouse.

(Available January '94)

FireStriker
(DTMC)

Combining pinball play with action/adventure, FireStriker offers 14 levels of varied challenges. In this eight-meg, overhead-view game, Slader the FireStriker must search out and destroy the villain Wylde, who has veiled the world in darkness. Batting the Trialight across the playing field like an explosive pinball, you clear out obstacle-ridden areas with tennis-like smashes from your main character. With Hudson's Multitap, up to four players can join in the frenzied fun.

(Available March)

Dynastic Hero
(Hudson Soft)

The land of Tarron has seen better days. The evil Drilkor Empire is deforesting the lush kingdom, and gentle Brenna, the benevolent Fairy Maiden who rules the peaceful people, has been captured. Only Dyna, the Dynastic Hero, can save the

(Available March)

The Horde
(Crystal Dynamics)

A host of Hollywood hot shots is heading to 3DO. The Horde, a fast-paced action/strategy game, boasts Kirk Cameron (of TV's Growing Pains) as the star of its many full-motion video sequences, which are being produced by Emmy-winner MacKenzie Wagman. The Horde is set in a medieval fantasy world where Chauncey (Cameron) must protect his village from an army of razor-fanged attackers. The nine species of voracious horlings will eat anything, including villagers, cows, and houses! Plenty of polygon graphics, 3D texture mapping, lifelike animation, and digitized character voices will enhance the magic and the humor of the story.

(Available March)
day and defeat the five reptilian bosses in this side-view, multi-scrolling action/adventure game. Among Dyna’s friends are the Insektors, cute bugs with special magic power ups.

(Available March)

**Godzilla**
(Hudson Soft)

Travel through six zones of run-n-gun fun with the bravest little elephant ever in this arcade-style platform game targeted for younger players. Firing peanuts from his trunk, C.J. the kidnapped elephant runs, leaps, and shoots his way from a zoo and on through London, Paris, the Alps, Rome, and Cairo, finally reuniting with his herd in Africa. In addition to this one-player game, the cart includes a two-player “trunk-to-trunk” race game.

(Available Now)

**Micro Machines**
(Codemasters)

Godzilla, the original mean green fighting machine, is stomping over to the Super CD. In Godzilla, two players choose from among 14 classic monsters, each with its own special weapon and abilities. You compete in side-view, multi-scrolling fighting action. The fights take place in realistic settings all around the world.

(Available Second Quarter '94)

**Game Gear**

C.J. – Elephant Fugitive
(Codemasters)

The vehicles are miniature Tanks, Power Boats, and Helicopters. The overhead view provides a good look at the brightly colored, obstacle-ridden tracks. A special mode enables two players to compete against each other with just one Game Gear.

(Available First Quarter '94)

**Shipping in March**

**Genesis**

- Arcus Odyssey (Renovation)
- Columns III (Vic Tokai)
- The Incredible Hulk (U.S. Gold)
- NBA Action ‘94 (Sega)
- NBA Jam (Arena)
- Rocko’s Modern Life: Spunky’s Dangerous Day (Viacom)
- Shanghai II: Dragon’s Eye (Activation)
- Skitchen (Electronic Arts)
- Socks the Cat (Kaneko)
- Sonic the Hedgehog 3 (Sega)
- Star Trek: The Next Generation (Sega)
- Sub-Terrania (Sega)
- Sylvester & Tweety (Tecmogik)

**Sega CD**

- Brutal (GameTek)
- Hammer vs. Evil D in Soul Fire (Sega)
- TomCat Alley (Sega)

**Super NES**

- Champions World Class Soccer (Acclaim)
- Choplifter 3 (Absolute)
- FireStiker (DTMC)
- F1-ROC II (Seta)
- NBA Jam (Acclaim)
- Runes of Virtue (FCI)
- SOS (Vic Tokai)
- Time Trax (T+HO)
- X-Caliber 2097 (Activision)

**3DO**

- The Horde (Crystal Dynamics)
- Sewer Shark (Virgin)

**Neo Geo**

- Super Sidekicks II: The World Championship (SNK)

**Duo**

- Dynastic Hero (Hudson Soft)

**Game Gear**

- Caesars Palace (Virgin)
- GP Rider (Sega)
- NBA Action ‘94 (Sega)
- NBA Jam (Arena)
- Poker Face Paul’s Black Jack (Sega)
- Poker Face Paul’s Poker (Sega)
- Scratch Golf (Vic Tokai)
- Spider-Man/X-Men: Arcade’s Revenge (Arca)

**Game Boy**

- Prehistorik Man (Titus)

**Arcade**

- Dungeons & Dragons: Tower of Doom (Capcom)
NO PAIN, NO GAME

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By the Trackman in Japan


Super Godzilla (By Toho)

A one-on-one fighting game starring Godzilla and his many huge enemies? Wrong!
The Japanese love Godzilla as much as they love their strategy/simulation games. In this one, you roam the Japanese countryside in search of helpful items and monster-seeking information. You can find Godzilla or other famous movie monsters and take him on in Battle mode. There's a little city trampling and arcade-style fighting action, but mostly you mobilize various military forces with a familiar point-and-click interface.

Timed to take advantage of the release of the movie Godzilla vs. Mecha-Godzilla, Toho hopes Super Godzilla proves their games are as fun and exciting as their movies.

Ardy Lightfoot (By Ascii)

Ardy's not just another side-scrolling action game, it's a serious attempt by Ascii to create a signature character to rival Mario and Sonic.

They just might succeed, too, as Ardy has a lot going for him, including smooth moves and super cuteness (although his constant smiling in the face of extreme peril might unnerved some). Reportedly there are 17 stages based around imaginative traps and obstacles. Ardy has all kinds of special attack moves, but this is really a fun, mind-bending game that pushes you puzzle-solving abilities to the limit. Ardy could be a sleeper mega-hit.
Most Japanese players, like most Americans, can't seem to get enough fighting games... and so we have DBZ2. Based on the animated series and an earlier fighting game, there's very little new here.

In this one-on-one fighting format, combatants balance life and power meters to beat the other guy. The cart features the now-familiar Dragon Ball Z dual screen display for aerial attacks. Fighters can ward off special attacks by counter-attacking with their own killer techniques. Fans of Dragon Ball Z and other fighting gamers shouldn't be disappointed.

Unlike Riddick Bowe and Evander Holyfield, Japan's boxing hero Katsuya "Spanky" Onizuka actually held on to his world bantamweight title prior to the release of the game bearing his name.

However, the main thing that separates this boxing game contender from some of the pretenders is the first-person fighting perspective.

You actually step into the ring, where you see your gloves and your opponents up-close and ugly. It takes time to develop an eye for the fighting, but before long you're crossing, jabbing, and upcutting your way to victory. If you don't, you get a good look at the arena ceiling when you're laid out on the mat!

Here's another Bandai cart based on a famous Japanese TV show. The Kamen Riders are hard-fighting superheroes. In this fast-paced side-scrolling action/fighting game, the vile adversaries also come from the Rider episodes.

The game's two-player mode is the best, since it takes two fighters to beat down the opposition. Those who tough it out to the end get to take on an original evil character drawn by Rider creator Shotaro Ishimori just for this game. Trust me, in Japan, that's super cool!

There probably aren't enough Rider fans in the U.S. to ever convince Bandai to send this rubber-and-tumble action cart over, and that would be too bad. Banza!
Major Stores Pull Night Trap

Two weeks before Christmas, Toys “R” Us, the nation’s largest chain of toy stores, pulled Night Trap from its shelves. The controversial Sega CD title is rated MA-17 by Sega for its violence. A few days later, Kay-Bee, America’s second-largest toy chain, also stopped selling the game. The game depicted a woman being pursued and chopped by a group of hooded men, and included live, video-taped footage.

Toys “R” Us removed Night Trap from its shelves after receiving numerous complaints. Carol Fuller, spokesperson for the chain, said that the complaints seemed to be part of an orchestrated telephone campaign, but she had no further details. Sega offered no comment on the action. Both Toys “R” Us and Kay-Bee will continue to sell Mortal Kombat.

New Genesis/CD System from Sega

Sega continues to redesign its existing video game systems into new products. The company will be showing its Sega Genesis CDX Multimedia CD-ROM Entertainment System at Winter CES in Las Vegas. The entire library of Genesis cartridges and Sega CD games can be played on the compact system. Audio CDs can also be played on the lightweight unit, which weighs two pounds and is small enough to be carried as a portable audio CD player. The CDX ($399.95) will be available in March.

Reality Check

Dissipating doubts that Project Reality would ever become a reality, Nintendo is forging ahead with development of its 64-bit game machine. The unit, which is expected to arrive in 1995, will use chip technology supplied by three major Japanese electronics firms — NEC, Toshiba, and Sharp. More than 8 million new RISC (reduced instruction set computing) processors are being shipped to Nintendo as it works on what it considers to be the “next generation” video game system.

Mega Cartoon

Mega Man is coming to TV. Capcom announced in late December that it will be financing and producing a cartoon series starring its popular video game character, Mega Man. The still-untitled show will most likely be based on the game Mega Man X and will feature most of the characters found in that SNES title. Capcom couldn’t say if Dr. Wily would make an appearance. With the first show targeted to air in Fall ’94, Capcom has lined up Ruby-Spears, a top animation company, to head production. Ruby-Spears is the award-winning company responsible for many animated shows in the last 15 years, including Alvin and the Chipmunks, Mr. T, and RoboForce.

Accolade Signs On with 3DO

Accolade, a leading worldwide publisher of entertainment software, recently announced that it will be bringing several of its top sports titles to the new 3DO Interactive Multiplayer system. Although it won’t release any game titles yet, Accolade says it will definitely have golf, hockey, and football games for 3DO available by the end of this year.

Yet One More 32-Bit System

NEC Home Electronics is joining the race to produce a successful 32-bit video game system. The company plans to have its own 32-bit game machine on the market by the end of 1994. The system will offer a CD-ROM drive and an advanced color motion picture board. According to NEC, the machine will be as powerful as Sega’s still-unreleased 64-bit unit, and it will cost approximately $250.

Sega Channel Adds Subscribers

Three more cable companies have signed on with the Sega Channel, raising the number of U.S. subscribers to more than 20 million. The addition of MetroVision in Atlanta, Georgia, National Cable Television Cooperative in Lenexa, Kansas, and Sammons Communications in Dallas, Texas, added 4 million new subscribers to the interactive video game TV channel.

The Sega Channel, which is set to launch this summer, is the cable industry’s first interactive service, supplying Genesis games on demand 24 hours a day, previews of upcoming titles, tips, news, contests, and promotions. “The Sega Channel concept has been enthusiastically received,” says Stanley B. Thomas, president and CEO of Sega Channel. “We’re delighted to have attracted such outstanding partners for our launch plans. Their early commitment is a testimony to future success.”

Capcom’s captivating character now has a cartoon.

Is Jack Nicklaus’ Power Challenge Golf for the Genesis heading to 3DO? Possibly.

“Sports games lend themselves to the 3DO technology,” said Mike Mathisen, vice president of product development for Accolade. “It is important to Accolade that we maximize the realism and take full advantage of our sports personalities,” he added, “and the 3DO technology will contribute greatly to our ability to accomplish this.” Megan Humphal of Accolade further notes that “if the system takes off as we hope, Accolade could conceivably bring some of
You made your mark in the arcades. Now the lethal action is available on your Super NES® with intense graphics and sound. It also hits big on Sega CD™ and Sega® Genesis™. So be on the lookout for Lethal Enforcers™ in your neighborhood.

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its other popular titles, including Bubsy, to 3DO."

**3DO Sales Slow, Stock Suffers**

Because of slow sales of the $699 3DO system, stock in the 3DO Company has plummeted, from over $37 per share in November to around $23 per share in late December. The company remains optimistic, however, and claims that more than 100 additional software companies have signed licensing agreements since the first system, made by Panasonic, hit the shelves in October. More than 500 software companies have now signed on to provide software for 3DO.

**Gateway System Gets Shanghaied**

Nintendo's Gateway System, the interactive entertainment, shopping, and information service that's found in Select Airlines, has begun including games from third-party developers. Among the first third-party titles is Activision's *Shanghai II: Dragon's Eye* for the SNES. Ten Nintendo games are already included in the Gateway System and are playable on approximately 20 Northwest, Virgin, and China Air flights. Included in the ten are *Super Mario World, Street Fighter II, and Legend of Zelda*. *Shanghai II* was chosen for its puzzle-solving aspects in hopes that it would be more attractive to adult players.

**Atlanta Chosen as Site for New Trade Show**

Atlanta, Georgia, will be the site of the initial "Electronic Entertainment Expo," the first international trade show dedicated exclusively to entertainment software titles, programming, and licensed properties. Scheduled for April 7-9, 1995, the event will be produced and promoted jointly by Infotainment World and Knowledge Industry Publications. Infotainment World is the company that publishes GamePro, SWATPro, and Electronic Entertainment magazines, among other projects. Knowledge Industry Publications produces leading conferences and annual trade shows such as Smart Media International and IMAGE WORLD.

Representatives from all the major retailers and over 30,000 top-level buyers of interactive software are expected to attend the show. More than 300 exhibitors will be present to display their products. With the thousands of titles debuting in 1994 for an ever-expanding list of game systems, Patrick Ferrer, president of Infotainment World, feels the time is right for a new trade show. "The content side of the home electronic entertainment industry is exploding, requiring a dedicated trade-buying event at the right time of the year for both retail buyers and vendors," he claims. Adds Elton Minsker, chairman and CEO of Knowledge Industry Publications, "Retailers have pointed to the need for an interpretive event that will help them make smarter buying decisions by interacting with a wide range of publishers, vendors, industry influencers, and opinion leaders in a focused show setting."

**At the Deadline**

The big N will be showcasing hot new SNES titles at Winter CES in Las Vegas. Three of the most eagerly awaited are *Stunt Race FX, Super Metroid,* and *Ken Griffey Jr. Presents: Major League Baseball*. Nintendo will also be updating the media on its new technological products, including the 64-bit *Project Reality* and the aerobics/video game machine known as Life Fitness.

**T•HQ, makers of Home Alone 2 and Wayne's World**

for the various Nintendo and Sega systems, continues to find popular properties for its games. Coming later this year will be *Akira,* based on the hot Japanese animated movie; *The Mask,* taken from the current comic book; and *seaQuest,* spun off from the TV show produced by Steven Spielberg. Previews of these three games will be shown at the Winter Consumer Electronics Show.

**Spectrum + MicroProse = MicroProse Inc.**

MicroProse Inc. is the new combined company that has resulted from the December merger of Spectrum HoloByte (makers of Soldiers of Fortune for the SNES) and MicroProse (Super Strike Eagle for the SNES). The new MicroProse Inc. will develop, license, publish, and market interactive entertainment software primarily for use on Nintendo's and Sega's video game systems, as well as for IBM-compatible personal computers.

**MicroProse's Super Strike Eagle for the SNES.**

**Virgin, best known as the publishers of Aladdin and Super Slap Shot for the SNES, has formed a new company that will focus exclusively on CD-ROM entertainment. As its first objective, Virgin Sound & Vision will publish non-game interactive software and interactive music products for kids and adults.**

**Virgin's Super Slap Shot for the SNES.**

**Jumping into the 16-bit arena is Playmates, the company best known for making Teenage Mutant Ninja Turtles action figures. The first offerings from the company will be Star Trek: Deep Space 9 (based on the popular TV show), and**
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**Exo Squad** (a futuristic action game based on the cartoon). The two games will be released for both the SNES and Genesis, and will be available in September. David Perry, acclaimed producer of the Aladdin games for Virgin, has signed on to develop the company's future 16-bit games.

---

Quick—what's the all-time money-making arcade game? Is it a classic oldie, like Mario Bros. or Ms. Pac-Man? A recent fighter, like Mortal Kombat or Samurai Shodown? Rejected! According to the Amusement & Music Operators Association, NBA Jam, released approximately one year ago, is the highest-earning arcade game in the history of the industry. In this era of ultra-violent games, the irony is that NBA Jam has reached the number-one position without including any violence whatsoever.

*Jammin' its way to the top of the arcade pile.*

---

**Top 10 Video Game Rentals**

- **Nintendo NES**
  1. Tecmo Super Bowl
  2. Kirby’s Adventure
  3. Ren & Stimpy Show: Buckeroos
  4. Tetris 2
  5. Jurassic Park
  6. Tecmo NBA Basketball
  7. WWF King of the Ring
  8. Mario is Missing!
  9. Battletoads/Double Dragon: The Ultimate Team
  10. Flinstones 2

- **Super Nintendo**
  1. Mortal Kombat
  2. Clayfighter
  3. Disney’s Aladdin
  4. Tecmo Super Bowl
  5. Mega Man X
  6. John Madden NFL ’94
  7. Jurassic Park
  8. Super Empire Strikes Back
  9. Teenage Mutant Ninja Turtles: Tournament Fighters
  10. Mario’s Time Machine

- **Sega Genesis**
  1. Sonic Spinball
  2. Mortal Kombat
  3. Street Fighter II Special Champion Edition
  4. Disney’s Aladdin
  5. Eternal Champions
  6. Joe Montana NFL Football 94
  7. Tecmo Super Bowl
  8. John Madden NFL ’94
  9. Lotus II: E.C.S.
  10. Lethal Enforcer

- **Sega CD**
  1. Sonic CD
  2. Ground Zero, Texas
  3. Joe Montana NFL Football ’94
  4. Bill Walsh College Football
  5. Dracula Unleashed
  6. Stellar Fire
  7. Prizm Fighter Video Boxing
  8. Jurassic Park
  9. Mad Dog McCree
  10. Lethal Enforcer

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$69 Menacer W/T2
$52 Menacer
$44 Aslal Pad
$29 Turbo Touch 360
$54 Game Genie
$34 STD Program Pad
$29 Power Tron
$19 6 Button Controller
$29 E.A. 4-Way Play
$49 ASCII Ftg Wtr Stic

Genesis Games
Title Price
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$55 Barkley Basketball
$46 Barney the Dinosaur
$38 Bart’s Nightmare
$52 Battletoads
$52 Bio Hazard Battle
$52 Bio Hazard Battle
$54 Blades of Vengeance
$36 B.O.B
$54 Brett Hull Hockey
$48 Bushby
$59 Bulls Vs Blazers NBA
$59 Castlevania Bloodline
$50 Caesar’s Palace
$50 Chakan
$50 Clay Fighter
$51 Crash Dummies
$51 Dashin Desperadoes
$51 Dracula
$38 Elemental Master
$55 E.S.P.N. BB & FB
$49 Eternal Champions
$49 F15 Strike Eagle II
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$49 G-Loc
$49 FIA: Int’l Soccer
$49 Gauntlet IV
$38 General Chaos
$38 General Chaos
$29 Haunting
$54 Incredible Hulk
$43 Itchy & Scratchy
$53 J. Madden ’94
$53 J. Madden ’94
$19 Jewel Master
$46 Joe & Mac
$29 John Madden ’93
$46 Jungle Strike
$46 Jurassic Park
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$69 Lethal Enfer w/gun
$44 Lost Viking
$49 Lotus II
$53 MORTAL KOMBAT
$52 Mutant League F-Ball
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$53 NBA Jam
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$49 NFL ’94
$31 NFL Hockey ’93
$49 Nigel Mansell
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$50 P.G. Tour
$59 Phantasy Star II & III
$59 Phantasy Star IV
$59 Pirate’s Gold
$43 Road Rash 2
$20 Shadow Blaster
$49 Shinobi III
$43 Socket
$54 Soldier of Fortune
$54 Solar Power
$50 Sonic Spinball
$52 Sportstalk baseball
$52 Star Quest
$49 Star Trek Nxt Gen
$50 Stichin
$52 St. Fght 2 Champ Ed
$44 Strider Returns
$45 Sup Baseball 2020
$43 T-2 Judgement Day
$54 Techno NBA Bsktb
$53 Toe Jam & Earl II
$53 Tony Larusa Bball
$20 Toxic Crusaders
$58 Uncharted Waters
$43 Virtual Pinball
$53 Virtual Racing
$53 Vital Basketball
$53 World Series Bball
$49 Wrath of Gods
$49 WWF Royal Rumble
$36 X-Men
$46 Zombies ate Neighbors

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$45 Adv. of W. Beamish
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$52 B. Walsh Col. Fball
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$50 Cool Spot
$43 Dark Wizard
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Title Price
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Title Price
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$50 Beastball
$55 Brett Hull Hockey
$51 Bubby
$44 Bulls Vs Blazers
$54 Championship Pool
$48 Chavez Boxing
$44 Choplifter III
$55 Clayfighter
$51 Claymates
$41 Daffy, Marvin
$48 Dennis the Menace
$51 Dracula
$49 Dream Probe
$59 Empire Strike Back
$55 ESPN Baseball Fball
$58 Eye of Beholder
$49 First Samurai
$54 Flashback II
$50 Golden Empire
$53 Hoop Troop
$50 G.Prix Tricycle
$56 Hard Battle II
$54 Incredible Hulk
$49 Itchy & Scratchy
$50 Jaguar
$54 Jim Power 3D
$38 John Madden ’93
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$53 Lamborghini AC
$69 Lethal Enfer w/gun
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$44 Murya
$52 NBA Jam Session
$57 NBA Showdown
$58 NHL ’93
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$50 Ren & Stimpy
$59 Return of Jedi
$50 R. Bowie Boxing
$58 Secret of Mana
$55 Seventh Saga
$49 Shanghai Showdown
$39 Skulljagger
$50 Sky Blazer
$48 Snow White
$44 Solitaire
$58 Speed Racer
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