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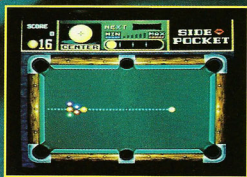
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INSIDE VIDEO GAMES

Volume VI

Issue 2

FEBRUARY 1994

NEWS

INPUT: "ARE VIDEO-GAME CHEATS FOR WIMPS?" 6

PRESS START: News, Rumors, Reader Mail, Information, Top 10, **10-18**



6

PREVIEWS

Video-Game Previews

Super Wing, Time Killers, Brutal, Bubsy II, Double Switch, Goofy's Hysterical History Tour, Marvel Comics' X-Men, Barney's



Hide & Seek Game, Fireteam Rogue, Formula 1 Grand Prix and Sub-Terrania

40

TIPS & TRICKS

Tips, tricks, secret moves and more for *Mortal Kombat, Jurassic Park, Sunset Riders, Exile: Wicked Phenomenon, F-1 Pole Position, Stellar 7: Draxon's Revenge, Kendo Rage* and more!



20

STRATEGY GUIDES

Our super strategy guides will let you conquer *Zombies Ate My Neighbors* and *General Chaos*! *Zombies Ate My Neighbors* **32** *General Chaos* **38**



32

REVIEWS

NBA JAM **58-59**, *TMNT: Tournament Fighters* **60**, *Legend* **61**, *Lunar the Silver Star* **62**, *Beauty and the Beast* **64**, *Thunderstrike* **66**, *Elemental Champions* **68**, *Blades of*



Vengeance **70**, *RoboCop* **3 71**, *Popeye* **2 72**, *Pinball Dreams* **74**, *Total Carnage* **75**, *Cybermorph* **76-77**, *Rescue Rangers* **78**, *Micro Reviews* **86-88**

58

COOL STUFF

Free! NBA JAM Pullout Section! 48-50
The History of Street Fighter 52
SportsWire: Sports games news, reviews, previews and more! **80-85**
Global Gaming: International games from abroad! **90-92**



48

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REAL MEN PLAY GAMES WITHOUT CHEATS

As the driving force behind our colossal *Tips & Tricks* column—and our red-hot upcoming *Tips & Tricks* magazine—I'm proud of the exclusive game hints that have appeared in the pages of *VideoGames*. We were the first to break the news about the hidden *Star Fox* stages, the *Art of Fighting* "secret move," the bonus tracks and ghost racers in *Super Mario Kart*, the stage-skip trick in *Disney's Aladdin* and the hidden characters and power-ups in *NBA JAM*—not to mention dozens of exclusive tricks for games like *Street Fighter II*, *Taz-Mania*, *Mortal Kombat*, *Ecco the Dolphin* and *BattleWheels*.

And yet, it saddens me to see the extent to which most people will rely on cheats like these to conquer their favorite games. Everybody loves a good "Easter egg"... but why does the average gamer whine and beg for strategy guides and invincibility codes when he or she gets stuck on every little puzzle or "boss" character? Players may rise to the challenge of a difficult game in the arcades, but toughening up on a home game seems to have the opposite effect—everyone starts looking for the easy way out.

If you like our *Tips & Tricks*, here's the best tip of 'em all: The next time you sit down to play a game—if you really want to get your money's worth—try to beat it without relying on any outside help. Save the cheats for later! I guarantee a much more satisfying and rewarding game experience. If you don't try to play the games the way they're designed to be played, you're only ripping yourself off.

ARE VIDEO GAME CHEATS FOR WIMPS?



VIDEO-GAME TIPS ARE A NECESSITY

There's nothing more frustrating than playing a video game for hours when suddenly your last guy gets killed and you have to go right back to the beginning. That sucks. I'm not even a third of the way into the game and I'm dead? And all because some idiot game programmer decided I only get three lives and two continues. Forget that! (Why is it always *three* lives, anyway?)

Or even more frustrating is being able to play all the way through to level four of a game and then getting the crap beat out of me by some annoying boss. Does that mean that every time I play the game again I've got to suffer through three levels I'm good at—just to get to where I last left off? It's like watching the first half of a movie ten times and each time being denied the chance to see the climactic ending. Well, I want to see the Death Star blow up! I want Fox McCloud to destroy Andross and his evil forces! I want to be the champion of all *Street Fighters*! And I even want little Ecco the Dolphin to save the world and find his kind and loving family!

What's even more confusing is that when you win a game, it's not even a matter of skill; it's something simple like hitting the alien in the tongue or keeping away from the floating slime—or even something really cheap like *going left on the screen*. Stuff like that really cheesies me off!

If winning the game is only one cheat away, then hand that tip over, because I'm gonna win! Warp me to the next level.

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LARRY FLYNT

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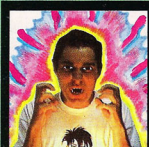
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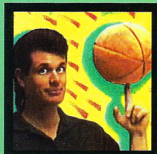
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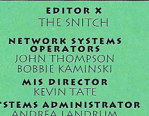
EDITORIAL ASSISTANT
JOSIE KREUZER



ASSOCIATE ART DIRECTOR
ELLEN WILKS



CONTRIBUTING EDITORS
CLAYTON WALNUM,
ZACH MESTON,
JUNTA KASHIWABARA/
SHOGAKUKAN (JAPAN)
PAUL ANGLIN/GAMES
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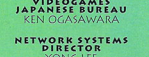
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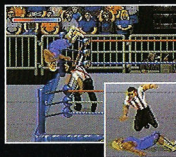


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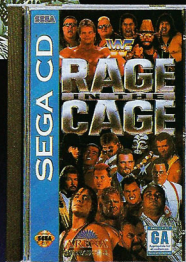
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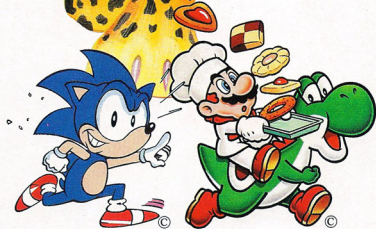


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VIDEO-GAME VIOLENCE DEBATE RAGES ON!

Politicians are now jumping on the video-game violence bandwagon. In November, California Attorney General Daniel Lungren sent out the following letter to key players in the industry.

"...Either remove the needless violence from the games or remove the games from the market."

—Daniel Lungren, Attorney General of the State of California

Dear VideoGames Magazine,

I am writing you today to ask you to stop the manufacturing, licensing, distribution or sale of any video game that portrays graphic and gratuitous violence, including but not limited to the games *Mortal Kombat* and *Night Trap*.

Let me be clear: I am not proposing legislation, government regulation or litigation to curtail the availability of these video games. Instead, I am appealing to your sense of corporate and personal responsibility: Either remove the needless violence from the games or remove the games from the market.

Never before has our society seen such gruesome acts of violence committed by youths at younger and younger ages. The number of juveniles arrested for murder in the United States increased 119% between 1986 and 1991. Here in California, the number of juvenile arrests for murder increased over 136% during the same time period.

Continual exposure to violent images and themes in various entertainment may not be the direct cause of these atrocious acts. But interactive video games which promote violence do have a devastating, desensitizing impact on young, impressionable minds.

Studies of both television and video-game exposure have found that violent video images encourage aggressive activity and antisocial behavior. For example, a 1987 National Coalition on Television Violence study found that violent video games lead to more aggressive behavior by children.

The message conveyed to our children by these violent video games is that the only way to win or be successful and obtain power is to demean and destroy opponents while stripping away their humanity. I am particularly disturbed by the fact that many new video games are more realistic in their portrayal of graphic violence and other adult-oriented themes. This trend ignores the industry's own statistic that approximately 70% of all video games are owned by children.

Leadership comes from the top, and that is why I am calling upon you and other industry leaders to remove the needless violence in your company's video games or withdraw them from the market. Let's all explore new ways to challenge, educate and entertain our youth rather than going for the cheap, mindless, misleading and dangerous thrill of video-game violence.

I look forward to your reply and consideration of this important matter.

Sincerely,
Daniel E. Lungren
Attorney General

VIDEOGAMES MAGAZINE RESPONDS

Dear Mr. Lungren,

A lot of politicians tend to jump on the bandwagon with these causes for their own political gain, and I notice an election is just around the corner. However, I appreciate your concern regarding kids and violent video games. I happen to be a father myself, but I'd rather have my child acting out fantasies with a controller than with a fist or a real gun. It could be argued that this kind of release is actually a healthy thing for all young people. And I'll bet I could quote some prestigious study that backs up this claim.

While our government continues to blame popular entertainment for the world's problems, we are never offered any or ban the product. That's just too simple. I personally believe the decline of our youth has more to do with a poor educational system and deterioration of the family than video games. The time low, and your efforts to attack the video-game industry not rally our industry around a positive cause? A computer on every child's desktop by the year 2000? That's something I'm sure the video-game industry could get behind.

Efforts to censor popular forms of media have come and gone. Here's a short list:

- **COMIC BOOKS**—*Seduction of the Innocent*, a book published in the 1950s, argued that MAD magazine and EC horror comics were the downfall of our youth. This upset politicians so much that it led to Senate hearings on the issue. Surprisingly, this generation survived!

- **ROCK & ROLL** has received constant harassment by elected officials since its birth. It's funny to note that President Bill Clinton likes it!

- **RAP**—Ditto!

- **MOVIES**—Sylvester Stallone's *Rambo* films upset parents groups everywhere. However, the early 80s generation that grew up with these flicks seems okay. (So far.)

- **TELEVISION**—Fox television's *Married...With Children* continues to ruin the lives of millions of children at 9 p.m. every Sunday night, despite efforts by Michigan's Terry Rakolta to have it taken off the air.

- **ENTERTAINERS**—Elvis' gyrating crotch region almost kept him off television, and even religious leaders were against him! Elvis later went on to record many inspirational gospel songs, and now he's on a U.S. postage stamp!

Taking *Mortal Kombat* off the shelf is not going to suddenly stop violent acts by young people. But it's a foregone conclusion that in 30 or 40 years there will be someone in the White House who played video games. Hopefully, he or she will have lengthy games. Perhaps this next generation will avoid blame and denial and take responsibility by looking for realistic solutions to our more serious problems.

Your pal,
Chris Gore
Editor in Chief, VideoGames Magazine

Sub-Zero gives California Attorney General Daniel Lungren a REAL taste of video-game violence.

TOP 10 ARCADE SOFTWARE



1. *Samurai Shodown* by SNK
2. *World Rally* by Atari
3. *SF II: Champion Edition Turbo* by Capcom
4. *World Heroes 2* by SNK
5. *Neck N' Neck* by Bandai
6. *Daisho* by American Sammy
7. *Fighter & Attacker* by Namco
8. *In the Hunt* by Irem
9. *Time Killers* by Strata
10. *Fatal Fury 2* by SNK

1. *Armageddon* by Data East
2. *Indiana Jones* by Williams
3. *Twilight Zone* by Midway
4. *Addams Family* by Midway
5. *Tee'd Off* by Gottlieb/Premier
6. *White Water* by Williams
7. *Dracula* by Williams
8. *Creature From the Black Lagoon* by Midway
9. *Terminator 2* by Williams
10. *Fish Tales* by Williams

TOP 10 TOP PINBALLS



Come On Baby, Right My Fire

By Zach Meston and Mike Miles

VIDEOGAMES chats with Rhett Anderson and Randy Thompson, the lead programmers of *Stellar Fire*, about Sliced HAM (the graphics mode, not the meat), bad translation and why they wouldn't have freed Willy Beamish.



VIDEOGAMES: Is *Stellar Fire* just a sequel to *Stellar 7*, or an entirely new game?

Rhett: This game was designed from scratch, although *Stellar 7* players will feel at home. All the IQ for the aliens is new. All the shapes are new (well, the artists might have lifted a couple from *Stellar 7* or *Nova 9*, but I'm not sure). I designed and wrote the *entire* 3-D system. We are not using Dynamix's 3Space graphics system. This is a 3-D system optimized for the 68000 and optimized for this game.

Tim Midkiff wrote the graphics converter for the vehicle preview screen. It does an unbelievable job of taking a VGA screen and making it look great on a Sega shadow/highlight screen (actually shadow/highlight, but it's called shadow/highlight in Sega's humorously translated documents) using his own palette selection routine combined with one I came up with when I created Sliced HAM mode on the Amiga. Shadow/highlight mode adds some colors to the Sega's 512-color palette and gets 59 or 61 colors (some weird number) on the screen at once.

VG: Is there FMV in *Stellar Fire*? Does it use more than 16 colors?

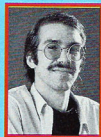
Randy: Yes, it uses more than 16 colors. Games like *Night Trap* use "lossy" compression—the video image looks muddy because it's altered to compress better and play faster. I chose a lossless method, and achieved a 30 fps frame rate with a larger screen area than they find in most other games' FMV.

VG: Rhett, why did you create Sliced HAM? How did it work?

Rhett: I created it to do game title screens, put it out as public domain and people went crazy with it. HAM is an Amiga mode that gives you very colorful images without using up much memory. It lets you have 16 palette colors; all other colors in the image are "modifications" of the previous on-screen pixel. Sliced HAM lets you change the 16 palette colors on each display line using the Amiga's copper (graphics coprocessor). A well-done SHAM picture doesn't suffer from the fringing effects that a HAM picture does. I consider it dead now that AGA Amigas are here, but it's still supported.

VG: Dynamix's first Sega CD game, *The Adventures of Willy Beamish*, had some major problems. What happened?

Rhett: I got pulled off *Stellar Fire* to help with *Willy Beamish*, but it wasn't my product. Randy and I tried to get it held until it could be sped up, but the programmer was dead at the end of the product. Shoehorning a PC game into the Sega CD was a bad idea. It wasn't [the programmer's] idea, of course; he would have done it all in ML instead of trying to get the PC code to compile, but Sierra and Dynamix wanted their systems to run on the Sega CD so they could port their games over. I think of *Willy Beamish* as the sacrificial lamb that let Randy and me call the shots on *Stellar Fire*.



Popped Quiz

NYPD Blue or Silpheed?

The original Japanese version of the Sega CD shooter *Silpheed* had some, er, *dramatic* sound bites that didn't go over too well with the morally sound folks at Sega of America, who demanded that Game Arts (the programmers of *Silpheed*) remove the naughty language. Game Arts complied in a very sneaky way.



You don't hear the sounds during the game, but you can easily play them from the game's "hidden" voice test (see the December *VIDEOGAMES*). Before you do that, however, why not take the following short quiz and try to guess whether each quote is taken from the R-rated TV show *NYPD Blue* or the GA-rated *Silpheed*?

1. "G-dd--n it, it's a trap!"
2. "J--s!"
3. "S--t! They got the carrier!"
4. "G-dd--n sightseers! Time to go back to hell!"
5. "I'm hit! I'm hit! Hit bad, d--n it!"
6. "I can't shake him, d--n it!"

Answers: All of the quotes are from *Silpheed*.

—Zach Meston

TOP 10 SUPER NES



1. *ClayFighter* by Interplay
2. *Madden NFL '94* by EA Sports
3. *NHL Hockey '94* EA Sports
4. *NBA Showdown* by EA Sports
5. *The Secret of Mana* by Square Soft
6. *Tecmo Super Bowl* by Tecmo
7. *Super Star Wars: The Empire Strikes Back* by JVC
8. *Mortal Kombat* by Acclaim
9. *NHL Stanley Cup Hockey* by Nintendo
10. *Disney's Aladdin* by Capcom



VIDEOQUATIONS

Sonya from *Mortal Kombat* - headband + beret + ponytails + camouflage tattoos on thighs + anorexia = Cammy from *Super SF II*

NBA JAM + lots and lots of stupid people = "NBA Jams"

EGM + more pictures - proofreaders = *Diehard* Game Fan

John Madden Football + features that could've been included in the first place + people willing to shell out \$50 for essentially the same game over and over = *John Madden '92, '93 and '94*

European magazine *Super Play*'s "Good/Bad/Ugly" review format (December 1992) + EGM weasels - integrity = EGM's "The Good/The Bad/The Ugly" review format (October 1993)

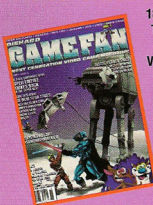


TOP 10 SEGA GENESIS



1. *Madden NFL '94* by EA Sports
2. *NFL Football '94* starring Joe Montana by Sega
3. *Sonic Spinball* by Sega
4. *Mortal Kombat* by Acclaim
5. *NHL Hockey '94* by EA Sports
6. *Tecmo Super Bowl* by Tecmo
7. *Disney's Aladdin* by Sega
8. *Street Fighter II* by Capcom
9. *Bill Walsh College Football* by Electronic Arts
10. *WWF Royal Rumble* by Acclaim

DIEHARD GAME FAN NEXT GENERATION VIDEO GAME MAGAZINE



18612 Ventura Blvd.
Tarzana, CA 91356
Issue reviewed:
Volume 1, Number 12
\$4.95 monthly

Diehard Game Fan is a slick-looking zine with lots of color pictures and frustratingly unreadable type. Its percentage rating system seems a lot like grades from high school, but it doesn't seem like anyone on staff ever graduated. Aside from the poor quality, the most fun can be had by reading each page and counting the numerous spelling errors. Hey, guys, at least run spell check on your Mac. It's easy! HOT TIP: Command, Option, Shift, L in Quark 3.2.

G-FORCE

15623 Hart St.
Van Nuys, CA 91406
Issue reviewed:
Premier Issue
\$3.50 monthly



G-Force is a solid, 28-page zine out of the L.A. area with lots of cool info on new games, anime and manga, as well as reviews. It's not afraid to use "language," and its attitude makes

Zine zone

EGM look like a bunch of nuns. Reviews are short and sweet, with the three editors, Mr. Nuts, Dr. Betameg and Nobunaga, each giving their two cents. This zine practically lives up to its subtitle, "For the Hardcore." Next issue will feature X-rated games from Japan. Ooh-la-la.

BEYOND GAMING

89 Arundel Place
St. Louis, MO 63105
Issue reviewed: No. 1
\$1 bimonthly



Beyond Gaming is a specialty zine focusing on the NeoGeo, sports games and arcade games. It also gives technical specs on the various game systems along with a glossary of what all the high-tech terms. This issue features a review of *NBA JAM*, along with NeoGeo and sports game previews and reviews. It's about time that there was a NeoGeo zine; hopefully, it'll start putting in strategy guides next issue.

VIDEO APOCALYPSE

15803 Signal Creek Drive
Houston, TX 77095-1624
Issue reviewed: No. 4
\$1.50/issue irregular

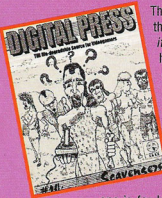
Video Apocalypse recently upgraded its design,

and it looks hot. Filled with hyper-opinionated columns by each of the contributors, there are also political cartoons and reviews of everything (books, games, music, movies). 1/4 attempts to take gaming to a political level, although some of the hypercritical, pseudointellectual authors seem to take themselves a little too seriously. The censorship debate forum is cool, but it should break up the text a little more (how about a third column on the page?). The article on video-game egos was the best. It's good to know that we're not the only ones with big heads.



DIGITAL PRESS

44 Hunter Place
Pompton Lakes, NJ 07462-2037
Issue reviewed: No. 14
\$1 bimonthly



This issue is devoted to the winners of the *Digital Press* scavenger hunt. It includes interesting photos of a video game with a score of 666 (*Centipede*) and unlicensed Nintendo games (*Bubble Bath Babes* and *Hot Slots*). This

one is for lovers of video-game trivia. I'd like to see more of this kind of cultural scavenging in the future.

SOUNDBOARD

RETURN TO MORTAL KOMBAT

I am writing in reference to an article in your October '93 issue on *Mortal Kombat*'s Reptile character. I wish to make a claim about Sonya and her inability to fight him.

In Step 4 you say, "Successfully perform your finishing move on your opponent. Unfortunately, this means that Sonya can't fight Reptile: Her finishing move requires a press of the 'Block' button, which disqualifies her, as described in Step 2."

Now I don't know about the Sega, Game Boy or Game Gear systems...but as far as the Super NES version is concerned, that statement is wrong. Sonya *can* fight Reptile! I have done it three times. While I admit I have no physical support of this claim (e.g. photographs), there was one witness to the first two times I found him. The only thing that will

disqualify Sonya is if she does her leg grab. That requires a "Block" also. But her finishing move alone will not disqualify her. If you choose to investigate my claim, follow these instructions:

1. Use only one player. (Meaning, don't let the other enter the tournament. I've also found that doing that disqualifies everybody!)
2. Never use Sonya's Scissor Leg Grab during the fight at the pit.
3. Get the Double Flawless and Finishing Move as you described in the article.

Brett H. Bauman
Woodlands, Texas



TOP 10 GAME BOY



1. *Mortal Kombat* by Acclaim
2. *Super Mario Land* by Nintendo
3. *Kirby's Dream Land* by Nintendo
4. *Legend of Zelda—Link's Awakening* by Nintendo
5. *Kirby's Pinball Land* by Nintendo
6. *Yoshi* by Nintendo
7. *Tetris* by Nintendo
8. *Super Mario Land 2* by Nintendo
9. *Jurassic Park* by Ocean
10. *Final Fantasy Legend II* by Square Soft

1. *Tetris* by Nintendo
2. *TMNT: The Manhattan Project* by Konami
3. *Caesar's Palace* by Virgin
4. *Batman Returns* by Konami
5. *Teemo Super Bowl* by Tecmo
6. *Jurassic Park* by Ocean
7. *Kirby's Adventure* by Nintendo
8. *Tiny Toon Adventures 2* by Konami
9. *Super Mario Bros. 3* by Nintendo
10. *Yoshi* by Nintendo

TOP 10 NES

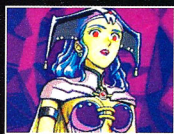


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CIRCLE #106 ON READER SERVICE CARD.

P.S. Is there any way I can send Ms. Elizabeth Malecki (the woman who plays Sonya) a letter? I'd like to send her one. Don't worry. It wouldn't be anything derogatory. Can you help me out?



Hey Brett, you're right—you can fight Reptile with Sonya. As for contacting Ms. Malecki, the best we can do is give you Midway's address: Midway
3401 North California Ave.
Chicago, IL 60618-5899
You should suggest starting a Sonya fan club.

Having just finished reading your magazine's coverage of *Mortal Kombat* (October '93) I have to say the author of the article deserves a "major sucking chest wound." Having spent several days trying to execute the fatality for the Sonya in the Genesis version of the game without success, my conclusion is that the author just made up a fatality move.

This conclusion also stems from the fact that the article on Reptile states that the only character that can't fight Reptile is Sonya because to execute her fatality, you have to use the "Block" button. This...person conveniently forgot that Scorpion also uses the Block button.

Why does your magazine and your contemporaries portray the female characters in video games as helpless, leggy babes, even need saving, or man-hating punching bags? (See Chun Li & Sonya.)

Extremely HACKED OFF!!

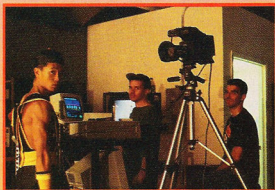
D.C. McKay
Chicago, Illinois



Who do you think we are D.C., EGM? We never make up anything. How could we have gotten a picture of Sonya doing her finishing move without actually doing the move ourselves? Obviously, you must be pretty bad at *Mortal Kombat* if you can't do a simple finishing move that we gave you! By the way, you don't have to push the "Block" button to execute Scorpion's finishing move. Sure, it's easier, but only for those people who are really lame and can't manage to do a finishing move without some help.

As for the video-game industry's portrayal of women, if anything, VideoGAMES is the only magazine that tries to break down feminine stereotypes. When you look at EGM and Diehard Game Fan,

The Mechanics



The actors in *Mortal Kombat II* were played by friends of John Tobias who also happen to be martial arts experts. Mileena, played by Katalin Zamiar, stands ready for battle.



John Tobias analyzes Mileena's moves in order to find the perfect punch. Each action was performed at least four times so the designers could select the best shot.

MORTAL KOMBAT II

MK II's main designers, lead artist John Tobias and lead programmer Ed Boon, work the computers while Dr. Phillip Ahn, who plays Shang Tsung, stares down the camera. John and Ed used Midway's Digitized Graphics Technology to graphically render characters onto the video screen. Midway pioneered this technology beginning with *NARC* in the late '80s.

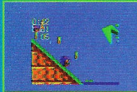


The actors aimed various punches and kicks toward a microphone stand so the moves would consistently land in the same spot. Hundreds of different blows were filmed until the designers found the perfection they needed to put Mileena on the game screen.

Athletic trainer Tony Marquez plays Kung Lao, the warrior with the deadly hat. When the footage was digitally converted to the game screen, the aspect ratios (the size of the characters on screen) changed, making the actors look taller than they really are.



TOP 10! SEGA GAME GEAR



1. *Sonic the Hedgehog* by Sega
2. *Mortal Kombat* by Acclaim
3. *Ecco the Dolphin* by Sega
4. *The Ren & Stimpy Show* by Sega
5. *World Series Baseball* by Sega
6. *Jurassic Park* by Sega
7. *Streets of Rage 2* by Capcom
8. *Columns* by Sega
9. *Star Wars* by U.S. Gold
10. *Tom & Jerry* by Sega

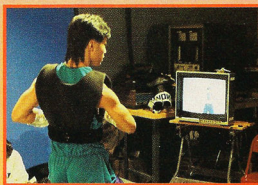
1. *Sonic CD* by Sega
2. *Joe Montana's NFL Football* by Sega
3. *Lethal Enforcers* by Konami
4. *AH-3 ThunderStrike* by JVC
5. *Bram Stoker's Dracula* by Sony
6. *Secret of Monkey Island* by JVC
7. *Silpheed* by Sega
8. *Night Trap* by Sega
9. *Spider-Man vs. the Kingpin* by Sega
10. *Final Fight* by Sega

TOP 10! SEGA CD



KOMBAT

You've been playing the amazing smash hit *Mortal Kombat II* nonstop since it has been released. Did you ever wonder, "How'd they do that?" *VIDEOGAMES* got the behind-the-scenes scoop on the making of the arcade game parents love to hate!



Tony aligns himself on screen to get that just-right, tough-looking grimace.



Actor Ho Sung Pak, playing Liu Kang, simulates a deadly face-kick with martial arts instructor Daniel Pesina (who plays both Scorpion and Johnny Cage). Ho Sung Pak has just finished acting in a movie with Hong Kong martial arts star and director Jackie Chan.



Dr. Ahn aims a kick at his invisible enemy.



MKII's actors worked long, nine-hour days, so break times were a welcome relief. Here, Liu Kang and Scorpion take a break for some mozzarella sticks and pizza. Be on the lookout for the hidden fast food stage of *Mortal Kombat II*.

you'd think that women still belong only in the kitchen or the bedroom. We try to break stereotypes, not support them.



ANGRY WOMEN

I'm a 13-year-old from Monterey, California, and I've got a lot to say to the 50-year-old who said that women don't like violent games. News flash—I know of at least eight 18-year-old women who are about 12 times better than I am at *Street Fighter II*, *Mortal Kombat* and *Samurai Shodown*. Women are violent; just look at my mother. It's just that some of

them, maybe the smarter ones, take it out on video games instead of their children. Think about it carefully.

Dylan Reynolds
Monterey, California

We hope everything is going O.K. at home, Dylan. Remember to call 911 if things get hairy with your mom. Keep in touch.

AN ARTICLE THAT ROARED!

I have read the October '93 issue of *VIDEOGAMES* and was satisfied with the coverage you gave of the upcoming Atari Jaguar System. Compared to *EGM*'s coverage in a recent issue, your article was topnotch! Sure, they wrote and published the first article about Atari's Jaguar conference; but their article paid no attention to detail and filled only one page. They acted like the Jaguar was an inferior new product. I commend you on giving the Jaguar the coverage it needed.

Wes Worthen
Gladewater, Texas



SAMURAI CENSORSHIP

I currently get three mags, and I am very angry at all of you. The Genesis vs. SNES version of *Mortal Kombat* and the issue of censorship went on and on in all of your mags, yet not one word has been mentioned about SNK censoring the home version of *Samurai Shodown*.

SNK is blatantly ripping off Neo-Geo owners. It's made no announcement, nor has it offered any explanation. I respect [Nintendo] for at least being open about its decision. SNK, on the other hand, has been sneaky and underhanded, as it did nothing, even after all the mags gave *Shodown* glowing reviews.

TOP 10!

UPRIGHT VIDEO



1. *USA 94* by Williams
2. *Mortal Kombat* by Midway
3. *Lethal Enforcers* by Konami
4. *Title Fight* by Sega
5. *SF II: Champion Edition* by Capcom
6. *The Punisher* by Capcom
7. *Super Chase* by Taiho
8. *Tournament Slam Masters* by Capcom
9. *Final Lap 3* by Namco
10. *Saturday Night Slam Masters* by Capcom

1. *Samurai Shodown* by Namco
2. *Virtua Racing* by Sega
3. *Lucky & Wild* by Namco
4. *Outrunners* by Sega
5. *Stadium Cross* by Sega
6. *Crime Patrol* by ALG
7. *Mad Dog II* by ALG
8. *Final Lap II* by Namco
9. *Mad Dog McCreary* by ALG
10. *Galaxy Force* by Sega

TOP 10!

DELUXE ARCADES



I only happened to find out when I called its game lord and got the bad news on a voice-mail recording. This hardly qualifies as a public announcement.

I paid a lot of money for a Neo-Geo system, and the carts are all very expensive, but to get the exact same game as the arcade justifies the money. Now I can't get the same game or even a choice. You do your readers a great injustice by ignoring this issue, because never before can I remember a game company purposely conning its customers.

Somebody needs to make the public aware.

Gerry Hentz
Maple Shade, New Jersey

We contacted SNK about the difference between the home and arcade versions of Samurai Shodown. What we found out was that it feared the kind of backlash it got a couple of years ago about the game Beast Busters. If you happen to remember, Beast Busters was a shooter with lots of blood and guts. SNK Japan was afraid that there would be a similar controversy about Samurai Shodown, thus its decision to censor the home version. At the last minute, the U.S. office decided to overrule SNK Japan's position, but, unfortunately, the games had already gone into production. Thus arose the censoring of Samurai Shodown.

COMPUTER PLAYER ALERT!

I recently have been introduced to the new (to



me) and amazing world of computers. I've been a Nintendo go-getter since the fourth grade, but I am captivated with the world of computers. The question I am about to ask I by no means mean to offend, I am still and will remain a fan of your mag (and subscriber), but do you think you could recommend a mag about computers? While you by far have the best mag for carts and a great game review section for computers, I would like to also have a mag for my computer. One that would still focus on games, but have a good software and technology surplus, too. I figure if I want something good, I should ask the best!

John Capita
Watertown, Connecticut

Look for our new computer magazine, **COMPUTER PLAYER**, hitting the stands in May.

JOYPAD FRENZY!

SG PROGRAMPAD 2 FOR GENESIS BY STD
The hottest pad we've seen is definitely the SG Programpad 2. For use with the Genesis, this controller is programmable so that you can come up

with secret moves at the touch of a button. The Programpad 2 even comes with pre-programmed special moves for *Mortal Kombat*, *Street Fighter II* Champion Edition, *X-Men*, *Fatal Fury*, *Streets of Rage 2*, *Jurassic Park*, *Sonic the Hedgehog 2* and *David Robinson's Supreme Court*. This is definitely the joypad for all the arm-chair cheaters



GUN CLUB

This month's Gun Club features Daffy Duck's arsenal in *The Marvin Missions*.

ANTI-MATTER GUN

Turn the bad guys into inanimate blobs of the stuff you can only find in a black-hole.



BOMB GUN

Watch out for flying flesh! Messy, yet effective.



FREEZE GUN

It's like a hand held Slurpee machine!



THREE-WAY GUN

Not that kind of three way! It's a gun that can kill anything, anywhere.



ELECTRICITY GUN

Zap your enemy like Electro zaps Spider-Man.

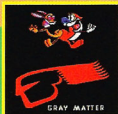


TOYS

Beavis and Butt-head are burning down your toy stores with their own line of action figures, clothes, mugs, key chains and socks. This merchandise won't suck, because it has gone through the Beavis and Butt-head toy-testing system. All are flame-resistant and can withstand a stomping by any monster truck on the circuit. Scheduled for release in '94 are talking Beavis and Butt-head dolls that will give string-pullers some very serious social commentary like,



"That sucks," "Cool!" or "Fire! Fire!" Wind up walkers and spitball shooters will soon be on their way.



CORRECTIONS

OUR BOO-BOOS FROM PREVIOUS ISSUES

- Our September preview of *T-HQ's The Ren & Stimpy Show: Veediots!* for the Super NES stated that the game was developed by Argonaut Software (of *Star Fox* fame). While Argonaut is developing a *Ren & Stimpy* game for T-HQ—it was originally planned as a Super NES CD game, but it's being crunched into cartridge form because of the unclear future of the CD-ROM peripheral—*Veediots!* was, in fact, developed by Gray Matter. Apologies all around.

- Our October review of Electronic Arts' Genesis cartridge *General Chaos* credited artist/designer Brian Colin and designer/programmer Jeff Nauman of Game Refuge Inc. as being responsible for the creation of Midway's *Xenophobe* coin-op. While Nauman had some input during the game's development, Howard Shere was *Xenophobe's* codesigner and programmer.

- In the November *VIDEOGAMES*, our Atari Jaguar feature article described the Jaguar cartridge *Tempest 2000* as "the first official home version" of Atari's classic *Tempest* coin-op. Well... almost. Just as that issue was being printed we received a copy of *Microcsoft Arcade*, a five-games-in-one package for PCs with *Windows*. The games included are all vintage Atari titles, and Microcsoft has an official license from Atari for each one: *Asteroids*, *Missile Command*, *Centipede*, *Battlezone*...and, yes, *Tempest*.



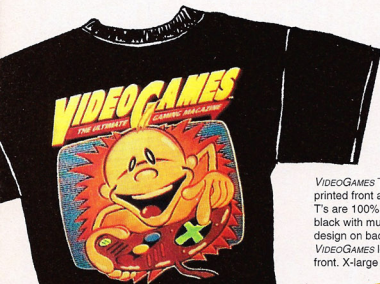
SN PROGRAMMABLE FOR SNES BY STD

STD has also come out with the SN Programmable for the SNES. It's a table top controller, with a joystick and pre-programmed moves for *Fatal Fury* and *Street Fighter II*. You can also program your own moves using the LCD display.

Put on a Whole New Face!

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VideoGames, P.O. Box 16927, N. Hollywood, CA 91615

Manga Attacks America

Boys that change into girls when splashed with cold water? Becoming immortal by eating the flesh of a mermaid? Yakuza hit squads and giant robot war machines?

Is this a new movie by Tim Burton?

No way! Welcome to the world of manga, comics from Japan.

Forget Superman and the X-Men. If you're tired of all the mutants and burly, musclebound heroes put out by Marvel, DC and Image, then check out the strangely surreal stories done by Viz Communications, a publishing company that translates Japanese comics for an English-reading audience.

Its most popular title is *Ranma 1/2*, a story about a martial arts expert who has to deal with a bit of a problem: He turns into a girl every time he touches cold water. Filled with brutal martial arts action and uncomfortably wet situa-

tions, *Ranma 1/2* is one of the most popular titles from Japan. Written and illustrated by Rumiko Takahashi, *Ranma 1/2* has become the *Batman* of Japan, with its own weekly cartoon series, clothing and a video game for the SNES. *Ranma 1/2: Hard Battle*. With its release in the U.S., the creators of *Ranma* are hoping to match its frenzied popularity in Japan.

In addition to *Ranma 1/2*, other manga titles coming out from Viz are *Mai, the Psychic Girl* (soon to be made into a musical by Francis Ford Coppola), *Sanctuary* (the story of a study Yakuza hit man) and *Macross II* (featuring in the movie *Airheads*). Spidey had better watch out, because soon manga will be everywhere. Viz also has its own animation magazine called *Animerica*, and it is coming out with a line of videotapes. Its first two video titles are *Ranma 1/2* and *Mermaid's Scar*, the story of an immortal mermaid eater. Look for all of these titles at your local comic-book shop, or write to:

Viz Communications
P.O. Box 77010
San Francisco, CA 94107



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THE ULTIMATE GAMING MACHINE

present the

Ranma 1/2

HARD BATTLE CONTEST!

**READ THE COMIC
AND PLAY THE GAME!**

**DTMC, VIZ COMMUNICATIONS, TRIAX AND VIDEOGAMES MAGAZINE
GIVE YOU THE CHANCE TO WIN ONE OF 100 PRIZE PACKAGES!**

You've heard about the comic *Ranma 1/2*, now here's your chance to play the game. Just send in a postcard with your name, address and phone number to *Ranma 1/2* Contest and you'll be entered into a drawing to win *Ranma 1/2* games for the Super Nintendo Entertainment System, Triax SNES controllers, *Ranma 1/2* T-shirts and *Ranma 1/2* comics.

- ✔ **100 PRIZE PACKAGES WILL BE GIVEN AWAY:**
- ✔ **40 LUCKY FIRST-PRIZE WINNERS WILL RECEIVE THE *RANMA 1/2: HARD BATTLE* GAME FOR THE SNES BY DTM/C, AN SNES TRIAX CONTROLLER, A *RANMA 1/2* T-SHIRT AND THE LATEST ISSUE OF THE *RANMA 1/2* COMIC.**
- ✔ **35 SECOND-PLACE WINNERS WILL GET THE SNES TRIAX CONTROLLER AND A *RANMA 1/2* COMIC.**
- ✔ **25 THIRD-PLACE WINNERS WILL RECEIVE THE *RANMA 1/2* COMIC.**

Address your entries to *Ranma 1/2* Contest, c/o VIDEOGAMES Magazine, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210. Entries must be sent on a postcard (no envelopes, please). Multiple entries accepted, but each must be sent in separately. The deadline for entries is March 1, 1994, and all entries must be received by that date to be eligible. The winners will be selected in a random drawing of all entries.

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Winners grant permission for use of their names, addresses and photos for advertising or promotional purposes without additional compensation. Contest void where prohibited by law and otherwise governed by California law.

CYBERPAD FOR GENESIS AND SNES BY SUNCOM



If you want a hand-held controller with left, these are for you. Rapid fire, slow motion, and a battery powered backup memory combined with a nearly indestructible case, make the CYBERPads sturdy enough to take on even the fiercest game player.



HANDYGEAR FOR GAME GEAR BY STD

The HandyGear is an all-in-one accessory similar to the Mini-Arcade. The HandyGear is shock absorbent and water resistant so that it protects the fragile Game Gear from bumps and rain. If you're going to the Himalayas or on an African safari, the HandyGear is meant for you. *Mortal Kombat* on Mt. Everest? Sounds like fun!

MINI-ARCADE FOR GAME BOY BY NAKI INTERNATIONAL



The Mini-Arcade's docking design attaches to your Game Boy to make it a bit more user-friendly than just a Game Boy by itself. Features include a mini-joystick, larger play buttons, a fold-away magnifying lens and an independent light switch. The expansion unit also has a concealed storage compartment for two cartridges, headphones and two stereo speakers.

KICK SOME LIQUID METAL BUTT!

**T2™: THE ARCADE GAME
COMING TO SUPER NES
IN FEBRUARY**



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**I NEED YOUR
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**PROTECT
JOHN CONNOR**



**OBJECTIVE: RESCUE
SARAH CONNOR**



**DESTROY CYBERDYNE
RESEARCH**



**HASTA LA VISTA,
BABY!**



Acclaim
entertainment inc.

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CIRCLE #104 ON READER SERVICE CARD.

TIPS & TRICKS

If you have any tips or tricks that you haven't seen printed anywhere else, put them on a piece of paper or a postcard and send them to us at **VideoGames**, Attn: **Tips & Tricks**, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210. If you're the first to tell us about a valuable new tip or trick, we'll print it and send you \$10!

BY CHRIS BIENIEK AND ZACH MESTON



Play as Goro!

This portable *Mortal Kombat* may be the only version of the game that allows you to control the four-armed mutant, Goro...so listen up, because it's not easy to do:

First, you have to defeat Shang Tsung and win the game. (See, I told you it wasn't going to be easy!) Watch the credits roll by and wait for the words **"THE END"** to appear. Point the control pad to the **Upper Left** position and hold it there, and hold the **SELECT** and **A** buttons as well. Continue to hold those buttons down until the screen fades and the words **"ENTER YOUR INITIALS"** appear on the screen.

(ACCLAIM FOR THE GAME BOY)

Next, input your initials and press **A**. When the high score table appears, press **START**; you'll get a screen that "Goro lives...as you!" Congratulations; you've just discovered a hidden version of *Mortal Kombat* where you play as Goro and all of your opponents have been given new names!

HEAD ASSISTANT
AND TRICKS
TIM BRADSTOCK
PRODUCED BY
GARY LIDSON
THANKS TO
MARIA BERNISSON
ACCLAIM TEAM
PRODUCER

THE END

ENTER YOUR
INITIALS
EAP 11 19991999

HIGH SCORE
WINNING STRIKES
EAP 11 19991999
ARH 10 83156790
TIA 09 83218330
MIA 09 83155569
GRL 08 82447780
JAY 08 82255638
JGB 07 81226369

Beat the game and wait for the credits to end.

Hold Upper Left-SELECT-A until the next screen appears.

Next, enter your initials and press A.

Then press START at the high score table.



Who...me?



Fight against characters like "Bob" and "Fergus."



It's Goro vs. Goro in the "Mirror Match"!

Play the game as Goro!



HINT HOT LINES!

Are you still having trouble with your favorite game? Well, *VideoGames* doesn't give out tips over the phone—but here is a list of people who do:

Nintendo of America Inc. (206) 885-PLAY

HOURS: Monday through Saturday—4 a.m. to midnight (Pacific Standard Time)
Sunday—6 a.m. to 7 p.m. (Pacific Standard Time)

COST: Standard long-distance rates to Redmond, Washington, apply.

TIPS: Nintendo's game counselors field questions about any licensed game for the NES, Super NES or Game Boy.

Sega of America Inc. (415) 591-PLAY

HOURS: 6 a.m. to 6 p.m. (Pacific Standard Time) seven days a week

COST: Standard long-distance rates to Redwood City, California, apply.

TIPS: Sega's game counselors field questions about any Sega game for the Genesis, Sega CD, Game Gear or Master System. With the exception of Seismic's Genesis games and certain early Renovation titles, questions about third-party games are not covered by Sega's counselors; they will, however, refer you to the appropriate phone numbers for tips on licensed titles.

Atari Corp. (900) 737-ATARI

HOURS: 24 hours a day, seven days a week

COST: 95¢ per minute

TIPS: Atari's Game Line offers Touch-Tone menus with recorded messages of tips and strategies for recent Atari games for the Lynx and Jaguar.

Turbo Technologies Inc. (310) 337-6916

HOURS: Monday through Friday—9 a.m. to 6 p.m. (Pacific Standard Time)

COST: Standard long-distance rates to Los Angeles, California, apply.

TIPS: TTI's game counselors field questions about any NEC, TI or Working Designs game for the TurboGrafx-16 or Duo.

Electronic Arts (900) 288-HINT

HOURS: 24 hours a day, seven days a week

COST: 95¢ for the first minute, 75¢ each additional minute

TIPS: Recorded messages provide tips and passwords for Electronic Arts games; game counselors may also be available during normal business hours.

U.S. Gold (Flashback GameLine) (900) 288-GAME

HOURS: 24 hours a day, seven days a week

COST: 85¢ per minute

TIPS: Touch-Tone menus of recorded messages offering tips and strategies for U.S. Gold's Flashback for the Genesis and Super NES.

Data East (900) 4545-HELP

HOURS: 24 hours a day, seven days a week for recorded messages, or 8 a.m. to 5 p.m. (Pacific Standard Time) Monday through Friday for optional game counselor assistance

COST: 95¢ for the first minute, 75¢ each additional minute
TIPS: Tips and strategies for Data East's Shadowrun for the Super NES are the primary resource, but help is available for many other Data East titles, including *Side Pocket* and *High Seas Havoc*.



(KONAMI FOR THE GENESIS)

99 Continues!

To earn extra credits in this arcade-based showdown, choose **"OPTIONS"** from the title screen and set the **"SOUND"** to **"OE"**, then press **A** to listen to the sound. Next, choose **"EXIT"** to return to the title screen and start the game. At the **"SELECT YOUR PLAYER"** screen, pick a character and press **A**; then, when your character looks up, quickly press the **A**, **B** and **C** buttons at the same time and release them. If you've done this trick correctly, you'll start the game with **99 credits** in reserve!



Set the **"SOUND"** to **"OE"**, then press **A**.



Next, choose a character and press **A**.



Quickly press **A+B+C** and release.



Start the game; when you get killed...



You'll see that you have **99 credits** in reserve!



(SETA FOR THE SUPER NES)

To warp to higher levels in *Kendo Rage*, press **START** at the title screen. When the words **"GAME START"** and **"CONFIGURATION"** appear, press **X, Y, A, B, X, Y, A, B**. **START**. The **"Special Presents"** menu will appear, allowing you to choose your starting stage!

Stage Select!



Press **X, Y, A, B, X, Y, A, B**, **START**.



It's the hidden stage-select menu!



Ahh, *Tips & Tricks*—the cheater's paradise!



EXILE: WICKED PHENOMENON

(WORKING DESIGNS FOR THE TG-16/DUO)

At the *Exile: Wicked Phenomenon* title screen, press and hold **SELECT**, **II** and **Down** on the directional pad; then, while continuing to hold those buttons down, press and hold **RUN**. (If you get the **"Not enough backup RAM"** message, just release the **RUN** button and press and hold it again; you must continue to hold the other three buttons down during this process.) You'll be sent to a hidden **"Exile 2 Visual Viewer"** menu, which allows you to check out the game's animated intermission and ending sequences!



Hold **SELECT+II+Down+RUN**.



You'll access the **"Exile 2 Visual Viewer"** menu.



Watch the ending sequence—it's a killer!

GAME GENIE

CODES

Codes for use with Galoob's Game Genie Video Game Enhancers

SECRET OF MANA

(SQUARE SOFT FOR THE SUPER NES)



8208-776D—Protection from most hits (**SWITCH OFF TO KILL ENEMIES**)
CE5F-5767—Items in the shop at Potos are free if you have enough money to buy them
9C06-85AD—Wisdom for level 16 is 90

DISNEY'S ALADDIN

(SEGA/VIRGIN FOR THE GENESIS)



RGBJ-Y6Z8—Infinite lives
ATCB-0A24—Invincibility
ATBV-0A5L—Infinite apples

BRAM STOKER'S DRACULA

(SONY IMAGESOFT FOR THE NES)

NUNTZUKU—Infinite lives
SUXJUSVS—Almost infinite energy
AEVGPPPA—Infinite time

JOE & MAC

(TAKARA FOR THE GAME BOY)

002-37D-E6E—Infinite lives
FAB-E9C-4C1—Infinite energy
3EA-89F-6E9+02A-8AF-7FD+E0A-8BF-2A9—Start on level three





(SEGA FOR THE GENESIS)

Super Cheat Mode!

To access an incredibly powerful cheat mode in *Jurassic Park*, enter the password "NYUKNYUK." Press **START**—or highlight the word "START"—and press any button—and the message "SECOND CONTROLLER ENABLED" will appear on the screen. Now you can exit from the password screen or enter any valid password to start the game.

With this cheat in place, you can press the **B** button on **Controller 2** to refill your life gauge at any time; if you're playing as Grant, this will also give you a full supply of every possible weapon! Hold **A** on **Controller 2**, and you'll be in slow-motion mode!

Best of all, this cheat allows you to use the **D-pad** on **Controller 2** to move your character anywhere, even through walls, floors and ceilings! Be careful, though: You'll still be affected by gravity when moving around this way, and if you venture too far off the screen you can still be killed.



Start by entering the password "NYUKNYUK."



You'll get this special message.



Hold **A** on **Controller 2** for slow-motion, or press **B** to power up.



Use the **D-Pad** on **Controller 2** to go through walls!

Password Trick!

Our contacts have cracked the codes for *Jurassic Park*'s password system. Just use the following password formula to start on any stage:

JP_0_ARK

Change the parameters of this password by entering different characters in the **third** and **fifth** positions.

- Enter "G" as the third character in the above password to play as Grant, or use "R" to play as the Raptor.
- Choose your starting stage by entering a number in the fifth position of the above password. Use "1" through "7" for Grant, or "1" through "5" for the Raptor.

Note that the fourth character in the password should be the number zero, not the letter "O." To illustrate how the formula works, let's say you want to play as Grant and start on the fourth stage; your password would be "JPG04ARK."

Stage Select / Sound Test Menu!

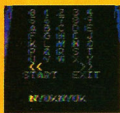
If you're too lazy to figure out a password using the above method, there is a hidden stage-select menu in the game. To find it, you must first visit the "OPTIONS" menu (for no apparent reason—go figure!). After exiting "OPTIONS," enter the "cheat" password "NYUKNYUK," but don't exit the password screen. Highlight the left or right arrows ("←" or "→"), then press and hold **A**, **B**, **C** and **START** one button at a time, in that exact order. (Continue to hold all buttons until you finish the sequence.)

The "SECOND CONTROLLER ENABLED" message will appear as described above, but if you highlight "EXIT" and press any button, then start the game, you'll get the hidden stage-select menu... with a bonus sound test!

The cool thing about this stage-select menu is that it allows you to start at more specific places in the game; the password system only allows you to start at the beginning of each stage. You can also play as Grant in the levels that were designed for the Raptor, and vice versa.



First, enter the "OPTIONS" menu, then exit.



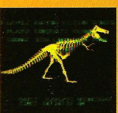
Next, input the supercheat password "NYUKNYUK" and highlight the arrows.



Press and hold **A**, then **B**, then **C**, then **START**.



Exit from the password screen and start the game.



It's the secret stage select/sound test menu!



Start at just about any stage...you can even face yourself!

BART SIMPSON UNPLUGGED

ON GAME BOY® AND GAME GEAR™

Check it out, man! Bart's takin' it on the road with his hot new portable hits! He's "on lead," live, dangerous and touring the world in three chart-topping Simpson™ smashes! So grab your **GEAR** and get ready to jam with the **BOYS!** Nobody plays like the legendary Bart Simpson...uncut, uncanny and **TOTALLY UNPLUGGED!**



MATT GROENING



Acclaim
entertainment, inc.

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CIRCLE #104 ON READER SERVICE CARD.



(ATARI FOR THE LYNX)



Press **OPTION 2** to access the "bomb parts" screen.



Press **Up, Right, Up, Left, Down**.



Now Redd can't be hurt!

Invincibility Code!

During the game, call up the weapon screen by pressing **OPTION 2** twice when not standing next to a monitor. Next, press **Down, Down, Down, Right, Up, OPTION 2**; you'll get a full supply of every possible weapon! Repeat the code whenever you need a weapon recharge.



Press **OPTION 2** twice to access the weapon screen.



Press **Down, Down, Down, Down, Right, Up, OPTION 2**.



A full arsenal of weapons at your fingertips!

Weapon Power-Up!

View the map screen by pressing **OPTION 2** while standing next to a monitor. Next, press **Down, Up, Up, Up, Up, Right**; you'll hear a buzzing signal to confirm the code. Now you can pick a level by pressing **Up** or **Down** on the directional pad; the number in the lower-right corner of the screen shows which stage you've picked. Pressing **Up** and **Down** also toggles the score between "00000" and "00128"; "00000" puts you at the beginning of the chosen stage, and "00128" takes you to the end of the stage. When you've finished setting the stage numbers, press **OPTION 2** to warp there!



Press **OPTION 2** to access the map screen.



Press **Down, Up, Up, Up, Up, Up, Right**.



Change the numbers to pick a different stage.



You can head directly to any "boss" character!

Stage Select!

MORTAL KOMBAT (ARENA FOR THE GAME GEAR)

GAME GENIE

CODES

Codes for use with
Galoo's Game Genie
Video Game Enhancers



063-784-C4E—Each round is 69 seconds
023-784-C4E—Each round is 29 seconds
008-40C-3B5—Infinite time
004-2D6-195—Infinite credits
DEB-9F6-5D3—Blood
003-48B-F79—Player 1 is invincible
240-BFD-C4B—Player 1 starts with 1/2 health

28B-76F-F7A—Sonya's leg grab does more damage
28B-65F-F7A—Scorpion's harpoon does more damage
28B-65F-F7A—Rayden's flying thunderbolt does more damage
28B-4EF-D56—Johnny Cage's shadow kick does more damage
37B-36F-D52—Some other special moves do more damage
01B-C9A-E6A—Start on match 2
02B-C9A-E6A—Start on match 3

240-C5D-C4B—Player 2 usually starts with 1/2 health
28B-06F-F7A—Punches do more damage
2CB-26F-C42—Mortals kick do more damage
30B-86F-C42—Foot sweeps do more damage
30B-2EF-D5A—Flying punches do more damage
33B-56F-A2E—Uppercuts do more damage
2AF-237-D5A—Throws do more damage

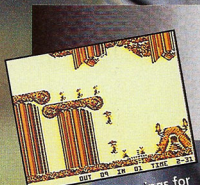
03B-C9A-E6A—Start on match 4
04B-C9A-E6A—Start on match 5
05B-C9A-E6A—Start on mirror match
06B-C9A-E6A—Start on enduro match 1
07B-C9A-E6A—Start on enduro match 2
08B-C9A-E6A—Start on enduro match 3
09B-C9A-E6A—Start on match with Goro
0AB-C9A-E6A—Start on match with Shang Tsung
02B-E1A-F76—Start with one credit
06B-E1A-F76—Start with five credits
08B-E1A-F76—Start with ten credits

Take Your Lemmings for a Walk.

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



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



Take Lemmings for a flying leap—with their parachutes!



Lemmings

FOR YOUR GAME BOY

ocean

Ocean of America, Inc.
1853 Gifford Avenue, Suite D-102
San Jose, CA 95131
(408) 951-0201

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CIRCLE #109 ON READER SERVICE CARD.

STELLAR 7 DRAGON'S REVENGE

(DYNAMIX FOR THE 3DO)

Getting frustrated because this game has no passwords and no continues? No problem, because there are two hidden **Warp Links** that zap you ahead to Level 4 and Level 7, respectively. The Warp Holes can be found by destroying obstacles on Level 1 and Level 4.

Use the same technique to find the Warp Link on both Level 1 and Level 4.

4. At the start of the level, look at the radar screen. The obstacle in the lower-left corner of the screen is the obstacle you want to destroy (and the only one you *can* destroy). Shoot the obstacle until it explodes and a Warp Link appears. Drive into the Warp Link to leap ahead.

The Warp Link on Level 1 takes you to Level 4 (Deneb), and the Level 4 Warp Link takes you to Level 7 (Arcturus). Our thanks to Dave Martin, who passed along this tip to us during an on-line conference, of all places.

Hidden Warp Links!



Use radar to find the lower-left obstacle in Level 1 or 4.



Blow this one up!



A hidden Warp Link appears.



You'll skip past the next two levels!

KILLER KOMBOS

TIPS & TRICKS



What is a "combo"? A combo—or "combination attack"—is a series of attacks in a fighting game that flows naturally from one hit to the next, creating a smooth sequence of attacks that collectively cause massive damage! Combos take advantage of your character's animation and joystick positioning to minimize the time between each hit—a good combo should be nearly impossible to block or avoid, as long as you connect with the first attack in the sequence.

Starting with this issue, we'll feature our readers' best combination attacks in Killer Kombos; the top combos each month will win a set of Dual Turbo wireless controllers for the Super NES or Genesis, courtesy of Acclaim!



STREET FIGHTER II SPECIAL CHAMPION EDITION (CAPCOM)

60% DAMAGE

Here's a Ryu combo from Eric Suzuki, formerly of Capcom; it appears on the video tape *Street Fighter II: Mastering Great Combinations & Strategies* from Golan Castro Productions. Jump over your opponent and deliver a Roundhouse Kick just as you reach the back of his or her neck; then land with a late Fierce Punch followed by a Jab Dragon Punch.



Press Δ to jump



C on the way down



Turn, press Z



$\leftarrow \downarrow \leftarrow + X$



CLAY FIGHTER (INTERPLAY)

35% DAMAGE

This Killer Kombo comes directly from The Snitch, our underground Kombat expert. Using Blue Suede Goo, start with a jumping medium punch to deliver the Flying Belly Attack; as soon as you land, deliver a brutal kick Hair Blade, followed immediately by a brutal



Press Δ to jump



X on the way down



$\rightarrow \Delta \downarrow + R$ button



$\downarrow \leftarrow + L$ button

99 LIVES!

To give your life reserves a super boost in *Tom & Jerry*, simply press **START** during the game to pause, then press **L Y B B A X Y Y B R**. The game will no longer be paused after pressing the last button in the sequence; this confirms that the cheat has been entered correctly. Continue to play the game; whenever you lose a life, you'll see that your total life reserve counter seems to be stuck at "9". This is because the counter only goes up to nine, but you really have **99 lives** in reserve! The number will go down if you get killed more than 90 times, but it's doubtful that you'll use 'em all up in a single game.

(Hi Tech Expressions for the Super NES)



Press L, Y, B, B, A, X, Y, Y, B, R while the game is paused.



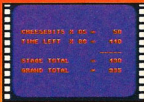
It looks like you have nine lives, but it's really 99!

Stage Skip!

To skip any stage in *Tom & Jerry*, press **START** to pause the game, then press **L X A Y Y B R**. You'll be **warped** instantly to the end of the current stage! You can repeat this trick as many times as you like to skip through the whole game.



Press L, X, A, Y, Y, B, R while the game is paused.



Boom! You're at the end of the stage.



Move on to the next level!

Three Button Cheats!



(CAPCOM FOR THE GENESIS)

In last month's *Tips & Tricks* section, we told you how to perform three tricks that made the Genesis version of *Street Fighter II* even more "special." At the time, we thought a six-button control pad was necessary to enter the secret code. Fortunately, our overseas contacts have discovered a three-button version of the code as follows:

SIX-BUTTON CODE: Down, Z, Up, X, A, Y, B, C **THREE-BUTTON CODE:** Down, C, Up, A, A, B, B, C

Use these codes while the "CAPCOM" logo is appearing, when the building is fading out or at the "Battle Mode Select" screen for different effects!



Enter the code on controller one.



Enter the code on controller one.



Enter the code on controller two.



Play the "Champion" mode at "Hyper" speeds!



All normal attacks are disabled—use specials only!



It's player-vs.-same-player in Battle Mode!



Codes

FOR USE WITH DATEL'S PRO ACTION REPLAY GAME BUSTING CARTRIDGES

KING OF THE MONSTERS (TAKARA FOR THE GENESIS)



FF3B8-D0009—Infinite power points
FF3B3-7003C—Infinite energy

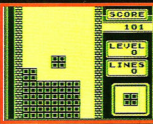
MORTAL KOMBAT (ACCLAIM FOR THE SUPER NES)



7E04-BD58+7E04-C158+7E04-B9A1
Infinite energy, player one
7E04-BF58+7E04-C358+7E04-B8A1
Infinite energy, player two
7E03-F4FF—Turbo speed for player two

TETRIS

(NINTENDO FOR THE GAME BOY)



0C0C-13C2—Makes the square block appear every time

SHINOBI

(SEGA FOR THE GAME GEAR)



00D2-0B04—Infinite energy
00D2-1E01—Infinite special weapons



(RENOVATION FOR THE GENESIS)



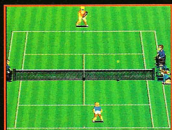
Enter the password "CON FIG" followed by periods.

At the password entry screen, input the password "CON FIG" and fill up the rest of the spaces with periods (see photo for the correct format.) You'll access a hidden "Configuration Mode" menu, with a full sound test for music, voice and effects; you'll also be able to adjust the default settings for difficulty, swing power and footwork ability!

SECRET CONFIGURATION MODE!



Presto...the secret "Configuration Mode" menu!



Whoooah! She's on fire!



For USE WITH DATEL'S PRO ACTION REPLAY GAME BUSTING CARTRIDGES

DISNEY'S ALADDIN
(SEGA FOR THE GENESIS)



FFFF-A0008—Unlimited energy
FFFE-10037—Unlimited apples
FF7E3-C0033—Infinite lives
FFFE3-30039—Always have nine gems

DISNEY'S ALADDIN
(CAPCOM FOR THE SUPER NES)



7E03-6433—Infinite lives
7E03-6937—Infinite apples
7E03-6708—Infinite energy
7E03-6E01—Start the game with the apple
7E03-6E99—Start the game with white gems

MORTAL KOMBAT
(ACCLAIM FOR THE GAME BOY)



030X-40D6—Stage select (replace X with a number from 0 through 9 or A)
0464-7FD0—Stop the timer
081F-95D6—Unlimited energy, player 1
081F-96D6—Unlimited energy, computer

PRINCE OF PERSIA
(DOMARK FOR THE GAME GEAR)



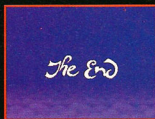
00C2-9203—Invulnerability (except for instantly fatal falls and blows)
00C2-983B—Unlimited time



(CAPCOM FOR THE SUPER NES)



(ATARI FOR THE LYNX)



You may have to wait a long time....



...for the fireworks to begin.

WEIRD ENDINGS!

If you've played through Capcom's SNES version of *Disney's Aladdin*, you may have reached the ending sequence and eventually shut the machine off after watching "The End" displayed on the screen for several minutes. If you did, you missed a secret fireworks display that only the most patient gamers have witnessed. You may have to wait a long time for the fireworks to appear; one of our contacts had to wait for nearly 15 minutes!

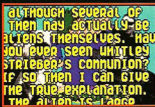
Even stranger is Atari's Lynx version of *Lemmings*, which was developed by DMA Design Ltd. in the U.K. Beat this game, and after the credits you'll get to read the longest "scrolly message" ever included on a game cartridge! It lasts for just over 11 minutes, rambling on and on about such diverse topics as the lost city of Atlantis, Michael Jackson, software piracy, DMA's "shiny green office building," aliens ("the suckers that come from space and not the ones that try to sneak in your country when you aren't looking") and chocolate cake; there's even a special message for vampires. Here's the closing paragraph of the text (with punctuation added for clarification.) We thought it was rather profound:

Enjoy your Lynx. It is the best of all the hand-held portable machines. Only with your support can we produce software for this lovely little piece of hardware with a goal: Keeping the machine alive and kicking. Well, I may not have plans to do anything in the immediate future on the Lynx, but if it is still around in a few years maybe I'll do Lemmings II on it.

Then again, maybe not. I suppose I would have to be mad to attempt it; but then again, anyone who attempts a major programming feat using a 6502 must be mad. But don't forget the lovely hardware—this little machine can do more to the display than an Amiga can. Thanks to R.J. Mical and his team for being insane enough to design such a nice piece of hardware and having the foresight to produce their development software on the Amiga. Maybe it's because they had something to do with that as well? Bye...

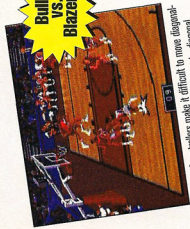


7K of "scrolly message"!



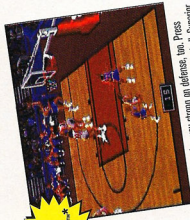
It's a new world record!

TIPS & TRICKS

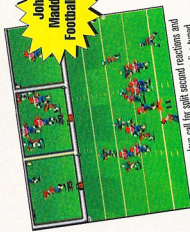


Bulls vs. Blazers™

Most SNES controllers make it difficult to move diagonally. The T1380 gives you the power to make diagonal drives on the net with no thumb turn!

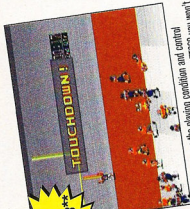


The T1380 makes you strong on defense, too. Press Button 6 to select your man closest to the ball. Superior diagonal control puts your guy where you need to be, ready to hit Bottom 1 and block the shot.



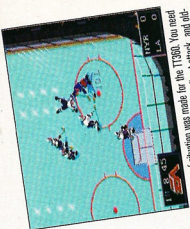
John Madden Football™ '93

Pass plays call for split second reactions and timing. The T1380 gives you the speed and accuracy needed over all your players, where other fashioned controllers might only allow you down!



TOUCHDOWN!

Choose wisely as the playing condition and control becomes even more important. With the T1380 you won't get caught off guard, you can make your guy to turn on a dime and make the end zone.

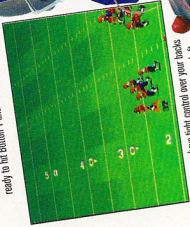


This type of situation was made for the T1380. You need to have a quick reaction, a direct back, and ability to avoid penalties. You won't make the right play, but you'll make the right play to win the game. The T1380 gives you the power to make the right play to win the game. The T1380 gives you the power to make the right play to win the game.

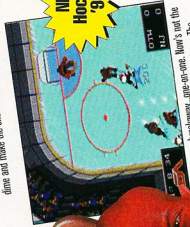


The T1380 lets you move faster in all directions...with total circular control. Take off and right as you drive for the first, then Bottom 4 for the Jump Shot.

*Shown on SNES **Shown on Genesis



Now you can have tight control over your tracks in an oval run. The T1380 makes it easy...Left, Diagonal and up in the middle thumb sweep. The advantage is yours. Drive for the goal posts.



NHL Hockey '94™

You're on a breakaway, one-on-one. How's it not the time for the controller to let you down. The T1380's smooth Touch Pad lets you control defense men, fast to the side and the toughest defense men. Cut to the Left Diagonal and go for the goal.



To be the best, you need a controller that gives you only what you need. The T1380 gives you the power to make the right play to win the game. The T1380 gives you the power to make the right play to win the game.

PLAY WITH AN UNFAIR ADVANTAGE

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

So, play with an unfair advantage. Play with the Turbo Touch 360.

Turbo Touch 360.
The Ultimate Scoring Machine.

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For Genesis, SNES & Nintendo



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TECHNOLOGIES

Turbo Touch 360™ & EA Sports® Games.
The Winning Combination.

For the name of your nearest Turbo Touch 360 retailer or to place an order, call **1-800-858-7429**.

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CIRCLE #111 ON READER SERVICE CARD.

F1 POLE POSITION

(UBI SOFT FOR THE SUPER NES)

TIPS AND STRATEGIES!

DRIVING TACT

• **PRACTICE**—At the start of a race, always use the "FREE RUN" option to experiment with your car's settings. Once you've settled on a particular setup, save the files for that track.

• **QUALIFYING**—When qualifying for a race, set up your car as follows:

Steering: 1 or 2 **Tires:** Compound C

Gear Ratio: Use 1 to 3 for technical tracks with many turns, 4 or 5 for medium tracks with long straights and tight turns or 5 through 7 for fast tracks.

• **BRAKES**—The Black Ace recommends **soft** brakes for every race, since you have other means of slowing your car: Just let up on the gas to coast into the corner or simply downshift. (Yes, it is possible to force a gearshift even if you're using an automatic transmission.) If you use brake settings 5 through 7, you'll wear them out quicker, so try to go easy on them until the last lap.

• **SUSPENSION**—Use 1 to 3 for technical tracks, 4 or 5 for medium tracks or 5 through 7 for fast tracks.

• **START OF THE RACE**—Don't get caught napping at the green light; if you do, the field of cars will leave you in the dust! You must put the car in gear as soon as the lights turn green. If you get a good start, go for a quick pass if you can.

• **RACING LINE**—If you are running with a pack of cars approaching a corner, stay tucked in behind the car in front of you and set him up for a pass. You may have to pump the gas to maintain your position—be careful not to run into the back of him—but you should be able to pass him down the next long straight.

• **BLOCKING**—You can avoid being passed by another car if you stay in the proper racing line that the cars follow. Watch how the computer-controlled cars take the corners on a particular track, then try to stay on that line in the next lap; your opponents will not risk going off the line if they want to pass.

• **SPINOUTS**—If your car goes into a spin, try to steer in the opposite direction to counter the spin. You may end up with a "spin and win" like Danny Sullivan had at the Indy 500!

• **PIT STOPS**—Races are ten laps long. If you drive a good race without running off the road and hitting the walls and other cars, you should make your stop on the fifth lap. If you do make contact with something, pit as soon as you see some indication that your performance is dropping. If you choose to go with soft compound tires, make two stops; preferably on the third and seventh laps.



SUPER SETUPS

Recommended by
The Black Ace ♠

FOR FAST TRACKS

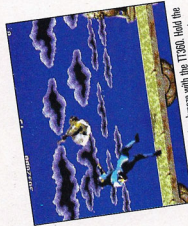


FOR TIGHT TRACKS





Throw Li Kang's finishing move with the deadly accuracy of your circular control on the T360. Hold the Start Button out, starting with your thumb at the bottom of the Touch Sensor, make a full circle towards your opponent.



Kano's Spin Attack is a breeze with the T360. Hold the Start Button and use your thumb around the Touch Sensor to ward your opponent. Release the Start Button to unleash the attack!



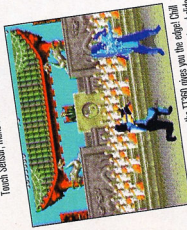
Fry your opponents with Rayden and the T360. Hold down Button A and slide your thumb from down to up toward your enemy.



Test run up with Kano's Knife Attack. The T360 is cutting-edge toward on the T360. Hold Start and slide your thumb from down to up toward the Touch Sensor. As fast as you can away to toward, you can throw.



Reptilian's Superman move catches you by surprise. Press away-ward toward on the T360's Touch Sensor. The slide from away to toward gives you the win with split-second speed, without the usual turn!



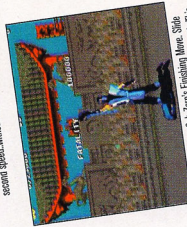
Road Disrupt action on the T360 gives you the edge. Chill 'em with the Start Freeze. Hold down Button A, and slide your thumb on the Touch Sensor from down to toward.



Here's a snaky move the T360 makes easy. Jump, over your enemy, turn and press Button C. You'll make a turn they can't beat!



"Get over here!" The T360 brings 'em close with Scorpion's Spin. Rapidly press the Touch Sensor away twice and press Button A.



Stored some heat? Sub-Zero's Finishing Move. A. This your thumb toward-down-toward and hit Button A. This move is much easier than on a old-fashioned control pad.

BATTLE TESTED IN KOMBAT

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

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

Turbo Touch 360.
The Ultimate Fighting Machine.

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

For Genesis,
SNES, &
Nintendo



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Game played on a Genesis system. © Acclaim Entertainment, Inc. 1993.

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CIRCLE #110 ON READER SERVICE CARD.

ZOMBIES

(Konami for the Genesis and Super NES)

ATE MY NEIGHBORS



Man, I am good! Not only does this guide reveal the locations of all the bonus levels in Konami's brilliant *Grunt*-ish game, but it also gives you great strategies and passwords for both versions. (Massive ego? Moi? Nahhh.) Mucha thanks to Camela Boswell at LucasArts and Marlyse Cohen at Konami for their help.

Watch out! Everything from jelly blobs to mushroom men to evil little dolls (who like to hack people into tiny bits with axes) will try to get you. You'll even run across yourself—don't think they won't try anything funny. You'll have to use whatever it takes to kill them. The ancient artifact works great on mummies, the soda can works well against evil dolls and you'll have to use your bazooka to kill any chainsaw maniac you come across. Stuff like zombies, mushroom men, martians are pretty easy to get rid of. Here's what you're up against:

THE ENEMIES



ZOMBIES



YOU?



MUSHROOM MEN



LITTLE SPIDERS



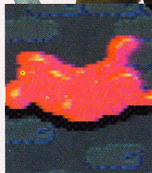
MARTIANS



FOOTBALL PLAYERS



POD PLANT



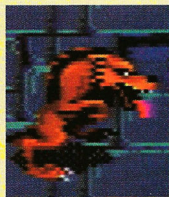
JELLY BLOBS



TOMMY THE EVIL DOLL



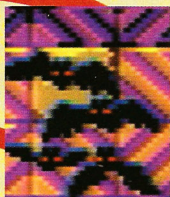
STANLEY DECKER, THE CHAINSAW MANIAC



WEREWOLF



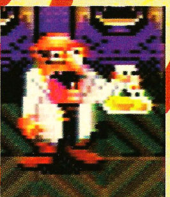
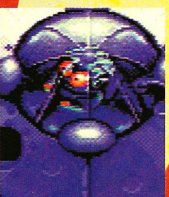
MUMMY



VLAD THE BELMONT VAMPIRE

GILLMAN OF THE
BLUE LAGOON

GIANT ANTS

THE "ELUSIVE"
DR. TONGUETHE MARTIAN'S
SPACESHIP

BIG BAD BABY



...BUT DON'T LET THIS HAPPEN TO YOU!



LEVEL 4

CHAINSAW HEDGEMAZE MAYHEM

If the Maniacs (and you) destroy enough hedges, you get a **Massive Destruction Bonus** at the end of the level. You can get this bonus in any level with lots of hedges or walls to smash to bits.



LEVEL 7

DR. TONGUE'S CASTLE OF TERROR

There are three doors in the upper-right corner (and a Monster Potion behind the left door). Smash through the right door and walk into the right wall to enter a secret passage. Walk through the passage into the grassy area, then walk against the left wall to find another secret passage. Walk all the way to the left to find an area with a mad scientist, a Frankenstein monster and several items, including a **1-up**.





LEVEL 12

MARS NEEDS CHEERLEADERS

You can find three **Football**s on this level—pick them up and throw them at the **football players**. Make ten passes to score a **Pass Completion Bonus**. You can also destroy the **UFO** by throwing Soda Cans into the hatch that opens and closes. Blow up the UFO to score an **Alien Invasion Repulsed Bonus**.



LEVEL 36

MONSTER PHOBIA

This was originally the last level of the game, but LucasArts went back later and added another 12 (very hard) levels after this one. That's why it's so tough! When you reach the **Giant Spider**, use all of your Pandora's Boxes, then switch to the Artifact weapon. Walk right into the spider and hold down the button to keep using the Artifacts. You won't be hurt by the spider, but you'll hurt it. When the spider moves away from you, wiggle the control pad to get through the sticky spider webs on the floor. When your Artifacts run out, switch to the Weed-Eater.



LEVEL 41

MARTIANS GO HOME!

There's a **1-up** on the far right side of the level. Walk into the building in the lower-right corner. Go into the bathroom and blow through the crack in the wall, then walk upward to find the 1-up.



LEVEL 45

DANGER IN PICNIC PARK

There's a hedge near the middle of the level with a **1-up** inside. It's the hedge with a wall on the right side.



LEVEL 46

DAY OF THE CHAINSAW

One of the **Skeleton Keys** you need to finish the level is hidden inside the hedge at the top of the level.



LEVEL 48

CURSE OF THE MONSTER

There's a hidden **1-up** in the lower-left corner of the Frankenstein room. Get it, then head for the giant spider at the top of the level. You need three **Skeleton Keys** to open the doors. Walk into the secret passage below the third door to find something helpful. After you defeat the **Giant Spider**, it turns into a huge floating head. Run into the "safe spot" in the upper-right corner and attack the head from there. Destroy it to win the game.

BONUS LEVELS

There are seven bonus levels hidden in the game, but only six of them are real bonus levels. The seventh "bonus level" is the Credit Level, which you get to play after finishing the game. All of the bonus levels have helpful items, and most of them have super-spiffy 1-ups that you really, really want.



LEVEL 1

ZOMBIE PANIC:

The Secret Bonus item is hidden in the **hedge** at the top of the level, but you need a Bazooka to blow it open, and there aren't any Bazooskas lying around. You just have to hope that a Bazooka appears when you open one of the two dressers on this level. If you don't get one, reset the game and try again (and again and again). The bonus level (Day of the Tentacle) features Purple Tentacles from another LucasArts game, *Maniac Mansion*.



LEVEL 9

TOXIC TERRORS:

The Secret Bonus item is hidden in the **hedge** at the top of the level. Like in Level 1, you need a Bazooka to get it. The bonus level (Mushroom Men) has a **1-up** in the upper-right corner.



LEVEL 12

MARS NEEDS CHEERLEADERS:

Getting the Secret Bonus is tough! Firstly, you have to make it to this level with **all ten victims**. Secondly, you have to **rescue** all ten victims in this level. Miss even one and you won't get the bonus. If you succeed, you get a **Ten Cheerleader Bonus** and the Secret Bonus. The bonus level (Mars vs. The Cheerleaders) is a mazy level with plenty of locked doors and keys.



LEVEL 17

OFFICE OF THE DOOMED:

The Secret Bonus item is in the upper-right corner of the level, behind a **spider web**. You need a Bazooka (or to be the Monster) to get through the web. The bonus level (Someplace Very Warm) has a **1-up** in the upper-right corner.



LEVEL 22

REVENGE OF DR. TONGUE:

The Secret Bonus item is behind a **skull door**, but there doesn't seem to be any skeleton keys on this level. Use your Weed-Eater to chop down the **spitting ferns** and you'll find a Skeleton Key under one of them. Now, to find the Secret Bonus, find the room with **Frankenstein** walking around. Go into the secret passage at the bottom of the room and follow it to the skull door. The bonus level (The Son of Dr. Tongue) has a "victim" worth 10,000 points when you rescue him.



LEVEL 33

FISH AND CRYPTS:

The Secret Bonus item is in the **upper-left corner**. Walk all the way to the upper-left, then walk right and jump into the water. Swim to the right and take the item. The bonus level (Curse of the Pharaohs) has a **1-up** and Monster Potion, but both are behind spider webs that you need to blast or punch through.

PASSWORDS

Since the passwords don't keep track of the weapons you have, they're almost useless. Just who the heck at LucasArts came up with this cruel idea? Anyway, here are the magic words, for all the good they'll do you!

Genesis

Level 5: QYZT
Level 9: SBRZ
Level 13: RCLF
Level 17: PMLJ
Level 21: COBP
Level 25: ZLND
Level 25 Bonus Password (10 victims): RLNW
Level 29: ZNKL
Level 33: NDHD

Level 37: ZKVV
Level 41: ZZRJ
Level 45: PNYK
Credit Level: OSZD

Super NES

Level 5: XHRS
Level 9: NBGW
Level 13: BFCB
Level 17: FKYQ



Level 21: DXBR
Level 25: PYLO
Level 25 Bonus Password (10 victims): GYLM
Level 29: YLZD
Level 33: LQJQ
Level 37: FZVM
Level 41: FRPJ
Level 45: BLHR
Credit Level: XWJR3

**THIS HOLIDAY SEASON
VISIT YOUR FRIENDS
IN THE...**



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CIRCLE #112 ON READER SERVICE CARD.

GENERAL CHAOS

(Electronic Arts for the Genesis)

Why can't everyone in this video-game industry be as cool as Brian Colin of Game Refuge Inc.? After a single phone call in which I meekly introduced myself and proclaimed my love for his games (*Arch Rivals*, *Pigskin 621 A.D.*, *Famulus*, and, of course, *General Chaos*), Brian faxed me the strategies for several of these two pages—then he sent me a killer T-shirt. A very refreshing change of pace. But I digress. Read on, and soak up Brian's groovy tips, including the never-before-revealed Secret Mode!



GENERAL (CHAOS) STRATEGIES

SPREAD OUT:

A tightly packed group is easier to surround, easier to aim at and, worst of all, can be wiped out in a single explosion!

LET THE SMOKE CLEAR:

A soldier who is constantly being ordered to use his weapon doesn't always care who he's shooting at. Remember to ease up on the **A** (Fire) Button occasionally to let your men survey the battlefield and select more appropriate targets.



TO RUN OR NOT TO RUN:

There is absolutely nothing wrong with pulling all of your guys out of a bad situation to regroup and catch your breath, provided you don't do it too often! ("A well-positioned, battle-ready soldier is nothing less than a killing machine... a soldier on the run is nothing more than a target.")

BROKEN-FIELD RUNNING:

Your men have been trained to head straight for their target. "X" Area as quickly as possible, no matter what stands in their way. However, in certain situations, this blind devotion to duty can spell disaster. When treacherous terrain calls for that extra measure of control, you can guide a soldier to his destination every step of the way. Place the cursor near the soldier you want to move and press and hold the **B** (Send) Button while moving the cursor along the desired route to the destination. The soldier will run along the path indicated by the cursor.



BE UNPREDICTABLE:

During close combat, if a soldier realizes that his opponent is merely repeating the same type of attack over and over again, he may become so disgusted that he will simply pull out his revolver and put a stop to it.

COMMANDOS:

For those times when the prospect of calling the shots for an entire squad of berserk, ultraviolent maniacs threatens to overwhelm you, you might consider the more traditional, and less nerve-racking, Commandos. Though usually outnumbered, the Commandos can be more than a match for any opponent, especially in areas where dangerous terrain makes precision movement a must.

THE "HIT AND RUN" RULE:

When you're outnumbered and down to your last man, don't hang your head in shame, some of the most satisfying victories stem from turning the tables! Move your soldier into range, fire, and run like heck until you're safely out of your opponent's range. (Don't let blood lust sway your judgment. If you hang out for too long near a fallen enemy in the hopes of plugging him again, odds are that you'll be down before he gets up!)



When everything hits the fan, resist the temptation to screw your eyes shut, hurl yourself under the coffee table and/or flail at the controls like an hysterical pianist performing "The Flight of the Bumblebee."

SOLDIER-SPECIFIC STRATEGIES

GUNNERS: A Gunner is at his best when working with other Gunners. Enemies who get surrounded by two or more Gunners seldom live to talk about it.

CHUCKERS: Chuckers should try to get into "chucking distance" as soon as possible. The center of the battlefield is usually a particularly deadly vantage point.

SCORCHERS: Most effective when they get up close and personal, a scorcher in a high-traffic area can often wipe out an entire squad in a matter of moments. Unfortunately, excessive dampness may render the flamethrowers inoperative, so extreme caution is advised around swamps, lakes and rivers.

BLASTERS: The Blasters' awesome destructive power makes them ideally suited for the job of quickly destroying Special Objectives, which means more points, which, in turn, means more Medics.

LAUNCHERS: Launchers prefer open areas well out of enemy territory. If you can position a launcher so that he cuts a path across the battlefield, you've cut your opponent's play area in half!



SECRET MODE

You must have two controllers hooked up to enter *General Chaos* Secret Mode. First, press **START** to pause the game during play (Reality Check). Press and hold buttons **A** and **B** on the **Chaos (Player 1) Controller** and buttons **A** and **C** on the **Havoc (Player 2) Controller** at the same time. A faint bubbling sound will tell you that you are now in the game's Secret Mode! You may now advance to the next battle, advance to the next war or max out your Medics.

MAXIMUM MEDICS: On the Chaos Controller, press buttons **A** and **C**, while on the Havoc Controller, press Button **B** and hold the directional pad **Down**.

BATTLE ADVANCE: On the Chaos Controller, press buttons **A** and **C**, and hold the directional pad **Up**, while on the Havoc Controller, press Button **B**.

FULL-SCALE WAR ADVANCE: On the Chaos Controller, press buttons **A** and **C** and hold the directional pad **Down**, while on the Havoc Controller, press Button **B**. Note that the above tricks give the victories and/or Medics to the Chaos Army. To benefit Havoc's guys, simply perform the Chaos Controller actions on the Havoc Controller and vice versa.



PREVIEWS

BY BETTY HALLOCK

Super Wing

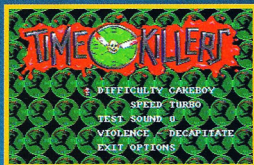
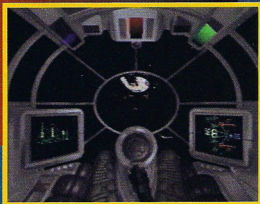
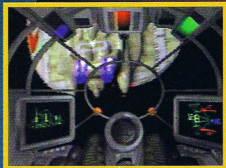
ORIGIN/ELECTRONIC ARTS

For 3DO

AVAILABLE: NOW

The saga of *Wing Commander* continues in another flight simulation/adventure game, 3DO's *Super Wing Commander*, with more missions and a more intriguing plot. It's the 27th century and menacing catlike aliens, the Kilrathi, are attacking the human race. You're a pilot of the Terran Confederation, and you're up against Kilrathi warships, piloting one-man starfighters.

Super Wing Commander features stuff like CD-quality stereo sound, full speech and thousands of colors. You can manipulate the controls configuration to your liking. Lots of starship action and space battling. You've got all-out war on your hands.



Time Killers

T-HQ

For the Sega Genesis

AVAILABLE: JAN. '94

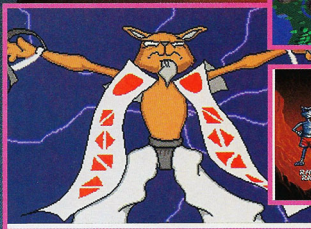
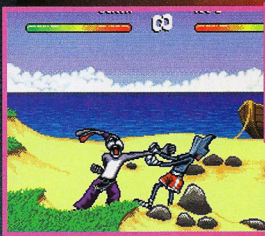
It's a mutant-psycho fighting game, and it's kind of crazy. A violence option allows you to choose between "no blood," "blood," "dismember" and "decapitate." And a difficulty option ranges from "cakeboy" to "warrior" to "time killer." Choose your speed too.

Eight characters include: Rancid, Orion, Thugg, Wulf, Leif, Musashi, Mantazz and Matrix. They all look pretty ill. Watch heads roll, blood spew and limbs drop to the floor in front of surreal back-grounds. Enjoy the blood and guts.



BRUTAL

GAMETEK
For the Sega CD with Genesis
AVAILABLE: MARCH 1994



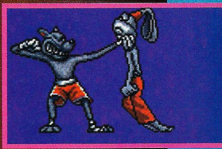
"Sometimes the fastest blow is the one delivered last." —Dali Lama

This is GameTek's first Sega CD game, featuring cartoon martial arts. Each player has to earn higher belts of rank, and higher belts of rank mean more moves and many more abilities for each character.

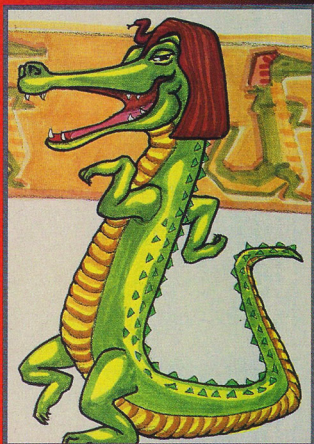
The characters embody certain virtues and philosophies. Each represents one of the paths of wisdom, like Right Understanding, Right Resolve, Right Meditation, Right Action...so you can choose the character that suits your temperament and fighting style. There are six characters in all (and 200 sprites per character).

Brutal has a tournament system in which up to eight players can play in a single tournament or in teams.

Brutal also features instant replay and a password entry capability that saves your game (your character's belt level and victories and losses). There are also ten locations, with different music for each location and character, plus sampled character voices.



PREVIEWS



Bubsy II

ACCOLADE

For the Super NES and Sega Genesis

AVAILABLE: FALL 1994

Bubsy—he's cute, he's kinda cuddly and he's back in another action/adventure video game.

Bubsy II offers five different worlds and a half-dozen mini-games in which Bubsy's got to find the lost Bubsy twins, that ever troublemaking duo. All these worlds are found within the depths of the Amazatorium, an amusement park owned by Oinker P. Spamm, one of the game's new characters and Bubsy's opposition. Here you'll find the world's most amazing sights, events and artifacts—all simulated by the World Origination and Matter Projection Unification Machine (WOMPUM). Bubsy finds that this new invention actually *steals* reality instead of re-creating it, and he, of course, has to save the day.

Improved character control, a plethora of practical and convenient items like diving suits, and multiple rewards make *Bubsy II* what it is. There's more: new ways to die and changeable weather (lightning storms!).



WOLFENSTEIN 3D



A VIRTUAL NIGHTMARE



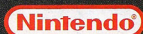
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Barney's Hide & Seek Game

SEGA

For the Sega Genesis

AVAILABLE: WINTER 1993

Now Barney's the star of a new video game specifically designed for three- to six-year-olds. It's the first Sega Genesis game like it. "Super-dee-duper!" Barney's got a lot to say: 100 words and 200 familiar phrases in Barney's in voice.

Kids learn basic skills, like counting, matching and problem solving. A unique "self-play" feature keeps the action going and leads the player to success. Sounds like my kind of game! Lots of cute characters, like Baby Bop, and absolutely no enemies!



Fireteam Rogue

ACCOLADE

For the SNES

AVAILABLE: FALL 1994

Fireteam Rogue is one of those fantasy-type games with names of people and places like Ammon Dum, Elwynn, Mauthrog and Kangor Thrag. It's one of those games where "the dark and evil forces of Umbra struggle against the realms of the Spiral Arm" (imagine a very deep, throaty voice here).

Fireteam Rogue breaks the game up into two types of game play: an action/adventure combat setting and logic puzzles with keys to higher levels to discover. The character Chance also pilots a Kirion battle wing—that means flight simulation too! And explore the realms of the Spiral Arm with all four team members. Each character engages in combat in a different location. So there you go.



Formula 1 Grand Prix

TENGEN

For the Sega Game Gear

AVAILABLE: NOW



A translation of the Sega Genesis cart, *Formula 1 Grand Prix* is now available for the Game Gear. You can play in either Arcade Mode or Grand Prix mode, in which you'll first have to qualify.

Choose from racetracks from around the world, like Japan, Australia, Great Britain, etc., just like the *Formula 1* for the Sega Genesis. You'll also get to choose the features on your car: engine, tires, transmission type and wing angles. The length of each race is also an option: four laps, eight laps or 12 laps. The only thing missing is the two-player option that the Genesis cart offers and split-screen action.



Sub-Terrania

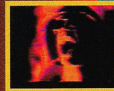
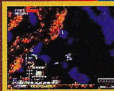
SEGA

For the Sega Genesis

AVAILABLE: FIRST QUARTER 1994

A 16-meg futuristic kind of adventure game with nine levels, in which you've got to rescue an underground mining colony trapped by unfriendly aliens—hence the name *Sub-Terrania*. Underground in deep space; sounds like fun, doesn't it?

As the pilot of a prototype space fighter, you fly through caverns and mines and tunnels. Within these confines, you're up against a slew of monsters and the fatal force of laser cannons. But you can also pick up special weapons and shield recharges in each area. Look for fuel depots too. The airship turns into a submersible for the game's final levels. Nine levels of stellar gaming.



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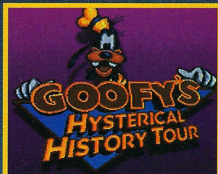
Double Switch

SEGA
For the Sega CD

AVAILABLE: NOW

It's mystery, it's danger, it's *Blondie*! Yes, Deborah Harry stars in this adventure and fantasy game, along with Corey Haim (remember him from *The Lost Boys*?). This game's like a big Hollywood production, directed by Mary Lambert, who did stuff like *Pet Sematary* and the Madonna videos *Like a Prayer* and *Like a Virgin*. *Double Switch* was even shot on a sound stage with big sets, props and special effects.

Anyway, *Double Switch* has one of those big, creepy, very old mansions, called The Edward Arms, and its tenants are disappearing. You have to deal with traps and security secrets throughout the entire mansion. Each time you play the game you can choose a new plot through the story. Solve the mystery in this video game that is kind of like a movie.



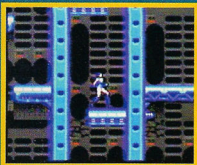
Goofy's Hysterical History Tour

ABSOLUTE ENTERTAINMENT
For the Sega Genesis

AVAILABLE: FIRST QUARTER 1994

Goofy's got it goin' on in an all-new time-traveling adventure. He travels through four different time periods to do what he's gotta do. He's a pretty cool Disney character, and actual Disney animators are responsible for the game's graphics.

Goofy's got a new job. He's workin' it at the Ludwig von Drake Natural History Museum as the chief custodian. But his archenemy, Pete, is messing things up for him by making a mess of the museum's exhibits. With the help of his Extend-O-Hand, Goofy's got to clean it all up.



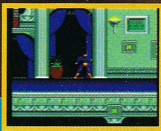
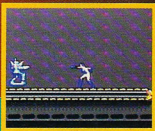
Marvel Comics' X-Men

SEGA
For the Sega Genesis

AVAILABLE: JANUARY 1994

It's a 4-meg X-Men game for the Game Gear! Magneto has kidnapped five of the X-Men: Storm, Iceman, Rogue, Nightcrawler and Psylocke, and it is up to Wolverine with his fierce claws and Cyclops with his piercing eye beams to attempt to save them.

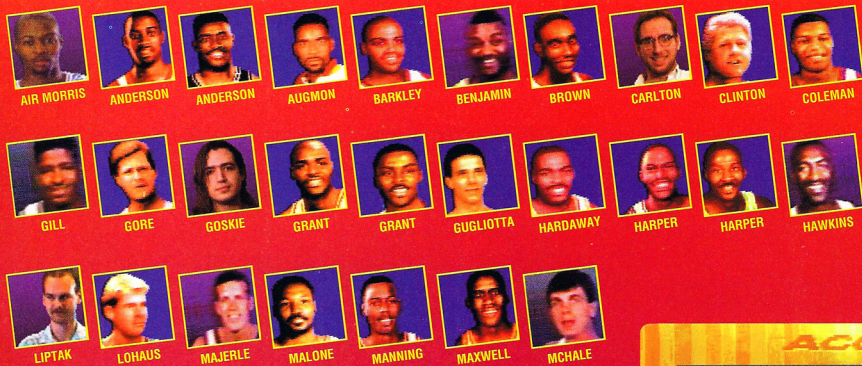
There are six levels, or combat zones, and either Wolverine or Cyclops has to save a team member in each one. Everyone will have to fight together in the final battle against Magneto in Avalon, his asteroid stronghold. Each zone is a maze in itself, and you'll have to combat villains like Sauron, Boond Queen, Callisto, Sebastian Shaw and Omega Red. Good luck.



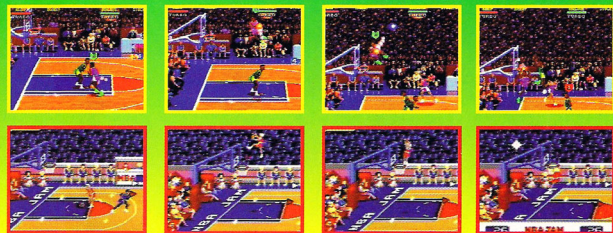


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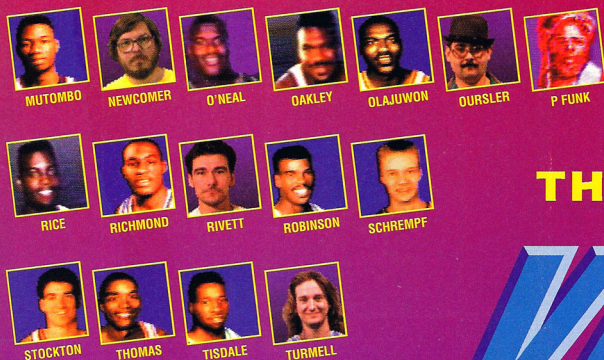
MIDWAY



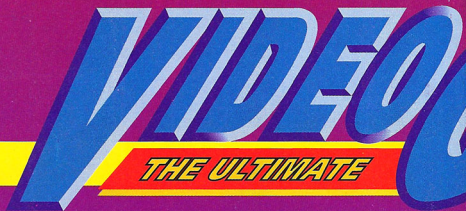
SUPER NES



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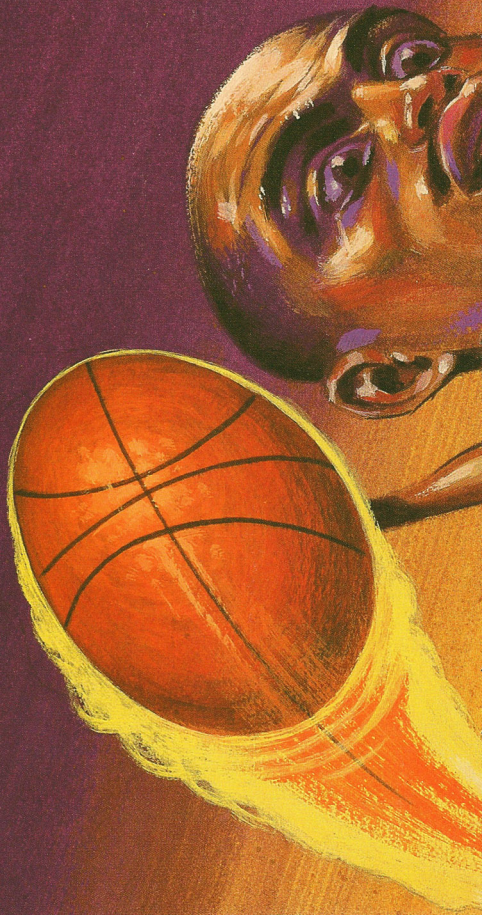
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THE HISTORY OF

STREET
FIGHTER

No other video game in the history of electronic gaming has formed a following of popularity like that of the *Street Fighter* series. A lot of gamers are familiar with the popular arcade and Super NES versions but are unaware of some of the more obscure versions of the game, which bear no resemblance to the games of today.

But where did it all start? How did it evolve? Who were the original characters? And what systems were those games for? Those are some of the questions that we will answer in our exclusive feature.

STREET FIGHTER: THE EARLY YEARS

Capcom launches its original arcade brawling classic. The coin-op introduces two heroes (Ryu and Ken) and one villain (Sagat) that live on in today's supersystem versions. There are five countries (Japan, U.S., China, England and Thailand) that the gamer, playing as Ryu or Ken, must compete in against two opponents.

Street Fighter (IBM PC)

Street Fighter, programmed by Micro Talent, is released for the IBM PC. The characters are small, the sound is REAL cheesy and the controls are bad. But the game is pretty close to the original arcade, minus the fighting in Thailand. Also, there are only eight enemy fighters, as opposed to ten. Oddly enough, the game is rereleased in 1992 by Hi Tech Expressions. Why?



Fighting Street (NEC for the TG-16 with CD-ROM)

Fighting Street is released. This version is the closest to the original coin-op, with all the fighters and scenarios present. A cool musical soundtrack shows off the CD potential, but all is ruined by the evil Japanese guy (who can hardly speak English) who announces the fight match outcomes.

Why this version was called *Fighting Street* instead of *Street Fighter* we will never know. Chances are it's for the same reason Balrog and Vega are switched in the Japanese version of *SFII*.



Street Fighter 2010—The Final Fight (NES)

A futuristic *Street Fighter* version is released for the popular NES. Our hero Ken reappears as a student of Cybotics (don't ask). Instead of a fight match, this version turns out to be a *Ninja Gaiden* clone with a *Street Fighter* character. The game never seems to be released all-out and becomes difficult to find. Try to get ahold of this one if you can!



KEN HAD NO INTEREST IN THE FRONTIER. THEN HIS PARTNER TROY WAS KILLED. SOMEONE BROKE INTO THEIR LAB, STOLE THEIR INVENTION, AND LEFT TROY AS A PILE OF JELLY ON THE FLOOR. IT'S BEEN 25 YEARS SINCE THEN AND KIND OF THE STREET FIGHTER CIRCUIT, BUT THAT'S NOTHING SOME GOOD.



STREET FIGHTER II: THE WORLD WARRIORS

Street Fighter II (SNES)

April 1992: Under a veil of secrecy, Capcom shows the press the first 16-bit home version of *SF II* for the Super NES. This game has all the features of the coin-op version and more.

About the same time the SNES version is being demoed, Capcom is also showing *SF II: Champion Edition* at the ACME coin-op show in San Antonio, Texas. Roughly a year after, rumors about a hidden trick that would turn *SF II* for the SNES into a *Champion Edition* proved false.



Street Fighter II (IBM PC)

September 1993: A good PC version of the game finally comes out. An Amiga version of the game, designed by U.S. Gold, had been on sale in the U.K. for about ten months already, and American PC gamers were getting antsy as to when they were going to see it here. It was finally released here by Hi Tech Expressions, as was the case with the first PC game.

Street Fighter II Turbo (SNES)

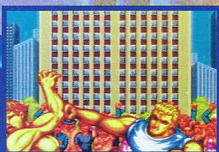
Summer 1993: The release of a new, spruced up and speeded up version of the first SNES cart. This new 20-meg monster lets you choose a fighter from any of the 12 characters, instead of just the original eight. Also, if for some strange reason you don't like the turbo mode, you can select the regular game on the menu screen.



STREET FIGHTER II: THE CHAMPION EDITIONS

Street Fighter II: Special Champion Edition (Genesis)

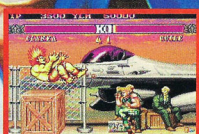
Summer 1993: Genesis owners finally have their wish come true. The game had been first shown to video-game magazine editors early that spring and had been scheduled for a June release, but programming delays pushed it back to the late summer. Genesis gamers' waiting finally paid off, because they got a huge, 24-megabit game—bigger than any of the other home versions. Also, there was a new Group Battle Mode that let two gamers set up a tournament.



Street Fighter II: Champion Edition (Duo/TG-16)

Rumors had been floating around in Japan for about a year and a half about a *Street Fighter II* game for the PC Engine. NEC was being supersecret about the project, and the first time it was shown to the public was at the CSG show in April of 1993. To the surprise of many, the game turned out to be a 20-meg HuCard instead of a CD-ROM game, as with *Fighting Street*.

Meanwhile, back in the U.S., TTI impressively showed the game in a back room of its booth at the 1993 Summer CES. Unfortunately, there is a lot of doubt that the game will ever be sold in the U.S., due to the sad financial condition of TTI and its inability to market anything.



STREET FIGHTER II: THE NEXT GENERATION

Super Street Fighter II: The New Challengers (Arcade)

1993 was certainly an active year for *Street Fighter*, as we saw versions released for virtually every game system. The culmination of the *Street Fighter* year came in September, when Capcom released *Super Street Fighter II*. Four new characters, new graphics and new moves will probably make this one of the hottest arcade games of the year. This leaves us with one last question: Will this game be available in 1994 for the home systems?



THE EVOLUTION OF RYU



Ryu wasn't much more than a stick figure in the original PC version.



A young Ryu shows his vanity in the TG-CD version by dying his hair red.



The first appearance of modern Ryu on the console systems was for the SNES.



Ryu puts on some weight after breaking up with Chun Li in the new PC version.



Ryu gets angry in the Genesis *SF II: Special Champion Edition*.



A change of bandanna colors for Ryu in *SF II Turbo*.



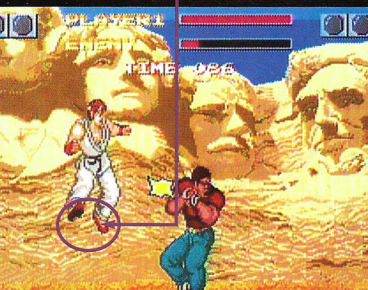
Buffed and ready to handle the new challengers in *Super SF II*.

So you're a *Street Fighter* expert: You know all of the secret moves, combos and strategies for every character in every possible situation. But what do you really know about the story behind the scenes—the trivial tidbits and inside dirt that made the *Street Fighter* phenomenon happen? Listen up, as VIDEOGAMES tells you:

10 Things You Probably Didn't Know About

STREET FIGHTER

1. In the original *Street Fighter* arcade game, Ryu—the proud Japanese warrior—had red slippers and flaming red hair!

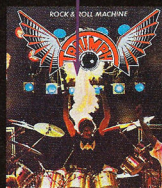


2. Contrary to popular belief, Ryu, Ken and Sagat may not be the only World Warriors in *Street Fighter II* who appeared in the first *Street Fighter* game. It appears that the boxer named Mike in the original coin-op is, in fact, the same boxer who we know as Balrog in the sequel. (Don't forget that the character was originally named M. Bison in Japan, but his name was changed to Balrog when the game was released in this country.) So now you know what the "M." stands for!

3. More than a decade prior to the release of the original game, Canadian power trio Triumph wrote and recorded a song called "Street Fighter" for their first album, *Rock & Roll Machine* on Attic/RCA records. While it's not likely that the group will ever record a song called "Street Fighter II," it's worth noting that there was a sequel (of sorts): A rearranged version of the song appeared on the same record under the name "Street Fighter (Reprise)."



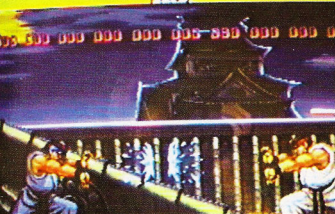
4. There's a major typo right on the front of all of the existing *Street Fighter II* Champion Edition coin-op cabinets: Balrog's name is misspelled as "Barlog."



5. Did you ever notice what's *inside* of the fireballs that are thrown by Ken and Ryu in *Street Fighter II*? Look closely: It's a duplicate image of the character's hands in the familiar "wrists together" pose.

6. Remember when we broke the story about the arcade "Easter egg" in *Street Fighter II*? (In case you missed our June '93 issue, here's a recap: Press **Up, Up, Down, Down, Left, Right, Left, Right, STRONG, FIERCE** on the second controller [right side] during any fight demo. You should see two rows of numbers on the screen overlaying the action.) Reader Marcellus Redd of Birmingham, Alabama, sent in the best description of what the numbers mean:





Top Row, Left to Right

- Number of battles won by Player 2 in a two-player game
- Number of quarters or tokens deposited in the left coin slot
- Number of battles won by Player 1 in a two-player game
- Number of quarters or tokens deposited in the right coin slot

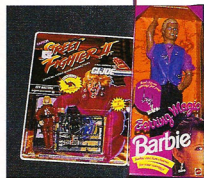


Bottom Row, Left to Right

- Number of times each character has been chosen by Player 1 or Player 2 in the following order: Ryu, E. Honda, Blanka, Guile, Ken, Chun Li, Zangief, Dhalsim, M. Bison, Sagat, Balrog, Vega. For example, if the first number in the bottom row is 86, that means 86 players have chosen to play as Ryu on that machine.



7. Capcom's recent *Saturday Night Slam Masters* coin-op wrestling game pays homage to the *Street Fighter* series by including a character called Gunloc who is supposedly Guile's brother. Also, if you look closely at the crowd that surrounds the ring during a game, you'll see quite a few familiar faces, including the World Warriors Ryu, Chun Li and E. Honda.



8. When Hasbro licensed the *Street Fighter II* characters for its line of G.I. Joe toys, it was forbidden to use the name "Ken" by itself as the name of a doll, since Mattel has been selling a "Ken" doll for over 20 years. To avoid a legal hassle, Capcom's Ken was given a surname to distinguish him from Barbie's boyfriend: The Hasbro *Street Fighter* doll is identified as Ken Masters.

9. Though he's now employed by Namco Hometek Inc., former Capcom USA producer James Goddard had a significant impact on the development of the most recent *Street Fighter* titles. Before changing jobs, James worked closely with Capcom's Dave Winstead—a former *GamePro* magazine editor—to adjust the speed and character balance of *Street Fighter II Champion Edition*. These changes resulted in the *Street Fighter II Turbo (Hyper Fighting)* coin-op, an upgrade that was originally intended to be released exclusively in America but appeared in Japan after receiving an overwhelmingly positive response in test markets.



10. Capcom Japan actually started to work on *Super Street Fighter II* long before the *Hyper Fighting* edition was released. The original plans for *Super* called for four new characters: T. Hawk, Cammy, Fei Long and a character made from Fei Long's body but with a different head pasted on top. When Capcom USA got wind of this news, the designers were faxed a detailed illustration of the Jamaican fighter Dee Jay that had been created by James Goddard. Word in the industry is that Goddard's original drawing is identical to the way the character appears in the final game, making Dee Jay the only one of the game's 16 characters to have been designed by an American artist.



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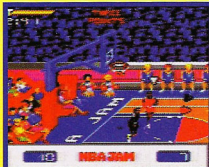
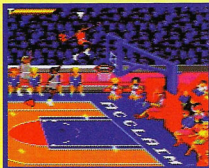
I remember running into Midway's Roger Sharpe at the Winter Consumer Electronics Show in January of 1993, and I remember how he described the new arcade game that was being developed by Mark "Smash TV" Turmell and his *Total Carnage* team. "It's a sports game," he said with a devilish grin, "but it's nothing like any sports game you've ever seen."

Boy, he wasn't kidding! The game rode the top of the coin-op charts for the better part of '93; at its peak, its average weekly intake of \$2,000-plus established *NBA JAM* as the highest-earning arcade video game of all time. Now it's headed home, courtesy of lucky licensor Acclaim and Texas-based developer Iguana Entertainment.

A two-on-two basketball game for up to four players, *NBA JAM* had a lot of features that contributed to its success: an NBA license (allowing real pro players and teams), incredible sprite scaling that showed off the flawless details of each player's computerized likeness, an array of superhuman moves and

slam dunks (that somehow never detracted from the realistic atmosphere created by the digitized graphics) and a battery-backed memory feature to save records and stats. Once the game established itself as a hit, other details started to leak out: secret power-ups, "special guest" characters—more than a dozen of 'em—and even a hidden "tank" game became a part of the *NBA JAM* mystique. My job is to tell you how much of this stuff made it into the cartridge version, and to decide whether it's enough.

First, the good news. It's a great game on all three systems: Super NES, Genesis and



NBA JAM for the Sega Game Gear.

Game Gear. The action is fast and intense on the 16-bit machines—it really *feels* like the arcade game, especially if you're using a large joystick controller like Sega's Arcade Power Stick. Hell, the Genesis version plays better with a three-button controller 'cause it matches the original arcade configuration... it's also less confusing.

The animation is smooth and detailed—including all of the original dunks—and most of the sounds of the coin-op are intact (ex-

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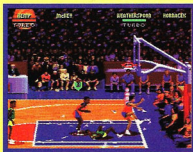
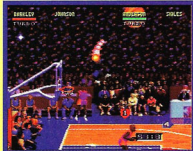
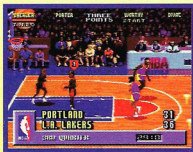
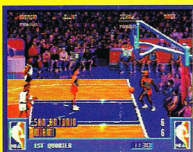


NBA JAM for the Super NES.

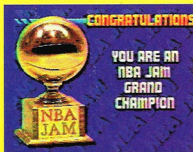
cept in the case of the Game Gear, which has no digitized audio and essentially illustrates that machine's biggest weakness). The voice of the original arcade announcer, Tim Kizerow, was re-recorded by Iguana specifically for the Super NES, and the Genesis actually includes several original samples that do not appear in the Super NES (most notably, "Welcome to NBA JAM" and "Is it the shoes?"). Equally important is the fact that these

home versions do have "special guest" characters and power-ups, but be warned: They're not exactly the same as in the arcades. Best of all, NBA JAM delivers four-player action if you own a Hudson Multi-Tap (SNES) or Sega's five-player adapter (Genesis). Inexplicably, Electronic Arts' 4-Way Play adapter is not supported by the Genesis version of NBA JAM, and the Game Gear version is for one player only.

Now for the bad news. As expected, the characters do not grow larger and smaller as they move toward and away from the "camera." Though I understand that this scaling effect was impossible to



NBA JAM for the Sega Genesis.



pull off in a 16-meg cartridge—never mind the 4-meg Game Gear version—I still missed it; not just because it was cool, but because it really made you feel like you were an NBA star. Without it, the players in the home versions of NBA JAM seem pretty small and disproportionate (yes, the floor does shift in a simulated 3-D perspective as you move from left to right). The characters are identifiable on EA's 16-bit basketball games.

Luckily, after the initial disappointment that most players are sure to feel, it becomes obvious that the lack of scaling players is the only major shortcoming of the home versions of NBA JAM. Considering the capabilities of the hardware and the game's cost, it's not really a deficiency at all—so

get over it! There are other obvious differences—no tank game, no mention of individual player names by the announcer, no cycling of the advertisements on the scorer's table—but most of them are pretty easy to swallow. Well, I do miss the Playboy-model cheerleaders; they appear only in the Game Gear version, where they've been reduced to faceless blobs in the corners of the court.

Another important change that arcade fans might want to consider is the fact that more than ten of the 54 NBA players featured are different from their arcade counterparts. Gone are Dan Majerle, Spud Webb, Shaquille O'Neal (Ouch! It's a licensing thing.), Kevin McHale, Charles Oakley the late Reggie Lewis and the equally late Drazen Petrovic. In their places are such players as John Starks, Robert Parish and Alonzo Mourning...and I can't figure out why Boston's Dee Brown—winner of the NBA's Slam Dunk competition during the All-Star break in his rookie season—has been given such a low "dunking" rating.

Even with all these changes, the heart of NBA JAM beats as strongly as ever in the home. Iguana did a fantastic job of dealing with hardware limitations in translating the coin-op to these three systems (actually four; a Game Boy version will be released later in the year). If Acclaim ever gets involved in 3D or Jaguar development, I hope that NBA JAM is one of the first titles considered for conversion.

—Chris Bieniek



GRAPHICS

Though the characters aren't as big as I would have liked, they're sharp and colorful—and comparable in the 16-bit versions. The Game Gear's visuals are obviously a lot less detailed, but they still rate an "8" for that machine.

SOUND/MUSIC

A bit of a toss-up here: The Super NES has better music...but the Genesis has more speech samples, and its relative shortcomings are more due to hardware limitations than anything else. The Game Gear soundtrack is merely competent.

PLAYABILITY

"Oh my!" NBA JAM's game play is rock-solid, and the four-player mode has no peer. Note: The Game Gear version should be rated a "7" because the speed is not quite up to par.

EDITORS' RATINGS

GORE 9 MIKE 9 NIKOS 9 BETTY 9

BANG FOR THE BUCK

THE LOWDOWN

If you thought *Mortal Kombat* was popular, just wait until NBA JAM hits your household. Even gamers who aren't sports fans should enjoy this one; it's got great graphics, playability and long-term appeal...and it's one of the best four-player games you'll ever experience.

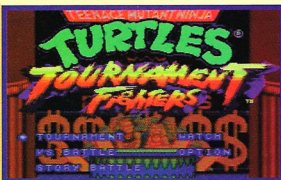
8

7

9

9





PRICE: N/A

AVAILABLE: NOW

DIFFICULTY: MED TO HARD

COMPANY:

KONAMI INC.

900 DEERFIELD PARKWAY

BUFFALO GROVE, IL 60089-4150

PHONE: (708) 215-5111



Mirage Studios than the movie or cartoon, and the graphics look great.

Frankly, there is nothing new and innovative about this game except that it is one of the only fighting games as of yet to use licensed characters (aside from *Ramona 1/2*). The controls and actions are pretty similar to that of other fighting games on the market, so if you know your fighting games, you should be able to play it pretty easily without the instructions. However, there are some major differences like:

1) There are only two punches and kicks instead of the three punches and kicks that *Street Fighter II* has.

2) Unlike *Street Fighter II*, this game doesn't allow you to do moves while in the air.

3) There are only two speeds, as opposed to the 11 speeds in *Street Fighter II Turbo*.

4) It doesn't allow you to handicap your players.

Otherwise, the "Ultimate" attacks in the game are way cool; for example, Donatello summons a dragon spirit and shoots out a dragon wave, Aska summons a tornado blast, and Armaggon summons a huge wave of water. There are also a couple of really fierce punches with long ranges.

The controls are very responsive, and I didn't have much trouble getting the characters to do what I wanted them to do.

I had a fun time playing Konami's *TMNT: Tournament Fighters* and I thought it was pretty challenging.

—Josie Kreuzer



GRAPHICS

8

The graphics are very good and I liked the fact that the Turtles weren't as cutesy as in the cartoon.

SOUND/MUSIC

6

The music is typical computer-synth music, nothing special but not annoying. The sound effects are fine—they sound enough like fighting noises.

PLAYABILITY

8

If you're well versed on fighting games, you'll have no problem picking this one up easily from the get go. However, the instructions are needed for the special moves. The controls operate well and are responsive.

EDITORS' RATINGS

GOFF 8 MIKE 8 CHRIS 8 NIKOS 7

BANG FOR THE BUCK

8

THE LOWDOWN

TMNT: Tournament Fighters is a fun fighting game. It isn't anything extraordinary but it is comparable to the other fighting games out there, and the Teenage Mutant Ninja Turtles theme makes it extra fun to play.

If you're a *TMNT* fan and you're also crazy about fighting games like *Street Fighter II*, then you should have fun with *TMNT: Tournament Fighters*. You can put yourself in the shoes of the Turtles (Mike, Don, Raphael and Leo) or their enemies (Shredder, War, Aska, Chrome Dome, Wing Nut and Armaggon) and fight to your heart's content. The Turtles are designed to look more like the original comic-book characters by



PRICE: N/A
AVAILABLE: NOW
DIFFICULTY: HARD
COMPANY:
 SEIKA CORPORATION
 20000 MARINER AVE., STE. 100
 TORRANCE, CA 90503
PHONE: (310) 373 0404



One peek at the pretty pics on this page and you can't help but notice that Legend is "inspired" by the Genesis classic *Golden Axe*. Both games are side-scrolling beat-'em-ups with a fantasy theme that put you in control of freakishly muscular guys hacking and slashing through wave after wave of enemies. But that's where the similarities end, because, while *Golden Axe* is a joy to play, *Legend* is much more of a chore.

The first problem is the sluggish reaction time of your character. Of your four different attack moves—sword slash, jump kick, jumping slash and throw—the sword slash is the most powerful, but takes much too long to execute. By the time you knock an enemy down, you'll be stabbed in the back by another enemy who had plenty of time to get into position. The other moves are faster, but, of course, they're not as powerful.

That leads to the second problem. After a little experimentation, you'll discover the jump kick is the only attack that is fast enough to hit your enemies without being hit back. Therefore, you have to use the jump kick constantly, which gets really boring really quickly.

The third problem is the terribly boring bonus stages. One bonus stage has you picking up piles of gold coins on the ground; another has you opening treasure chests by walking into them. Pinch me, I'm dreaming. *Legend's* end-of-level bosses are the biggest indicators of the weak game play design. Even the best players will find it impossible to dodge attacks or avoid losing lives, because the bosses' attacks are extremely unfair. The main challenge in each stage is holding onto all of your lives so that you survive a war of attrition with the boss. And this is supposed to be fun?

Legend does have one or two interesting twists along the way. For example, in Stage 4, you're attacked by an enemy with a crossbow net. When he catches you in the net, you appear in a jail and have to escape to get all of your items back. (Lucky for you, they conveniently forgot to confiscate your sword before throwing you into your cell.) This sliver of originality makes the rest of the game that much more disappointing.

—Zach Meston



Take control of a buff dude with an attitude (and a rather large sword) in the fantasy-themed beat-'em-up *Legend*.

GRAPHICS

8

The detailed backgrounds are the highlight—it looks like you're walking through the set of a big-budget sword-and-sorcery flick. The animation is weak, and there isn't a large enough variety of enemy characters; 80% of the enemies are the same ogre.

SOUND/MUSIC

6

A couple of average medieval tunes play in the background, but they're drowned out by the extremely annoying grunts of your enemies. A little variety here would've gone a long way.

PLAYABILITY

4

Jump kick, repeat, jump kick, repeat...does it get any better than this? Hell yes. And don't even get me started on how stupidly difficult it is to beat the bosses.

EDITORS' RATINGS

CORE 6 MIKE 6 CHRIS 7 NIKOS 7

BANG FOR THE BUCK

5

THE LOWDOWN

I know *Golden Axe*. *Golden Axe* is a friend of mine. *Legend*, you are no *Golden Axe*. The action is too slow, the bosses are too difficult and the game play is too repetitive. The two-player mode is the only cool feature of this otherwise mediocre beat-'em-up.

REVIEWS



PRICE: \$59.99
AVAILABLE: NOW
DIFFICULTY: MEDIUM
COMPANY:
 WORKING DESIGNS
 1701 CLEAR CREEK ROAD
 REDDING, CA 96001
PHONE: (916) 243-3417



We Sega CD owners can stop sniveling and whining... for a few glorious weeks, at least. Working Designs has unveiled the system's first RPG, a top-to-bottom translation of the Japanese megahit *Lunar—The Silver Star*.

Lunar is 100% role-playing; there's no quick-action joystick juggling required. The menuing system that controls combat choices, inventory management and so on can be mastered in a couple of minutes. A rough edge: Moving your party of characters around takes getting used to, as the characters automatically move in another direction when they encounter a character or obstacle (this makes precise positioning very difficult). Fortunately, the game allows you some leeway in positioning.

One of Working Designs' calling cards is the quality of its text translations. I was constantly delighted by all the modern colloquialisms and offhand remarks made by the characters in conversation—and there's TONS of conversation, since most characters will say different things the more you speak to them.

The game's chock full of the stuff we look for in a good, varied RPG: side quests, new and interesting characters joining your party, an extensive magic system, and lots of items to find and puzzle over. Save up to three games in progress with the Sega CD's memory.

—Josh Mandel



GRAPHICS

The Japanimation cartoons are great; big, bold, multilayered and quick to load. But most of the game is spent in a more humdrum world of small characters walking around in overhead views of maps, towns and dungeonlike mazes—adequate, but not spectacular. Occasional scaling and scrolling effects.

SOUND/MUSIC

The best music I've ever heard in any home video game (CD or otherwise)—orchestral and rich, with plenty of variety. Crystal-clear voices and absolutely authentic sound effects. Truly excellent. The opening song's a little on the dorky side, but who cares?

PLAYABILITY

Excellent play balance. You don't go into combat every three steps as in many RPGs. Lots of time to explore, big towns, and the mazes aren't endlessly complicated. Not as linear as *Exile*, Working Designs' last RPG. Combat is fast-paced, and the computer does a fine job of fighting for you, if you ask it to.

EDITORS' RATINGS

CORE 8
 MIKE 7
 CHRIS 8
 NIKOS 8

BANG FOR THE BUCK

THE LOWDOWN

Not only is *Lunar* a great RPG, but it's given the full CD treatment here. It could not have been done this well on a cart—no way, no how. Every Sega CD owner—except hopeless RPG-haters—should glom this one.

Get out your Kleenex: *Lunar—The Silver Star* is also a moon-girl, boy-loses-girl tearjerker.



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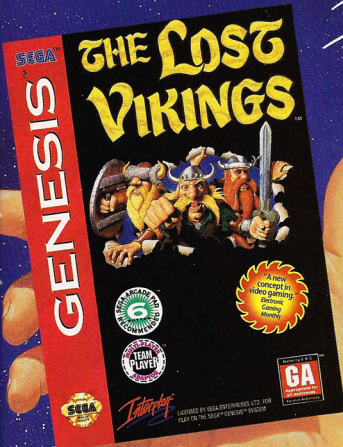


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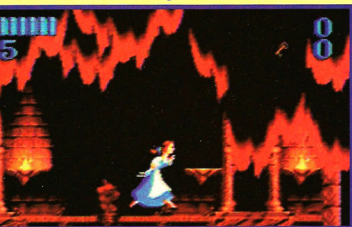
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CIRCLE #120 ON READER SERVICE CARD.



Someone thought they'd be really clever and make a game for girls and a game for boys based on the *Beauty and the Beast* movie. What a stupid idea. Can you believe that the developers at Sunsoft created a game around archaic notions of



femininity and masculinity? Those notions, of course, being that a woman is weak and a man is strong. First of all, Belle is supposedly so weak that when she comes across a rock in a stream she has to walk all the way back into the village just so she can get Gaston to move it for her.

The same inane assumptions manifest themselves in the fact that Belle needs six lives to see her through the game, whereas the Beast needs only four. She also starts out with a lot more energy. Belle can only jump or duck. She can't even kill anything that happens to get in her way and can obviously harm her. The Beast can only kill on his way to becoming a prince—punching, pouncing, feasting, clawing, roaring. Any girl would rather play the Beast than Belle. Give me a girl with a gun over a girl with a grin any day.

On the technical side, the *Beast* game has some good fighting capabilities. You can maneuver the character in a bunch of different ways and even kill more than one enemy at once! It kind of sucks, though, that so much energy is lost after being bitten by just one little bat. And the power-ups don't help much either. The blue balls that are supposed to make the Beast invincible don't make him invincible long enough for him to get anywhere. But the grapes are pretty helpful. I didn't know lions ate grapes.

The *Belle* game is very slow. You have to go back and forth between the village and the forest and other locales so often, you start to get bored with the scenery. If I were Belle, I'd forget about the Beast and just get out of town. Anywhere is better

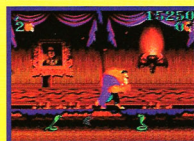
than her lame little town.

The music on both games is forgettable, which is unfortunate, because the music from the movie was really cool. It had me singing in the shower for weeks. The animation in the *Beast* is cool, but the backgrounds were pretty monotonous. Like I said before, the scenery in *Belle* is so boring it makes you want to stare at the sun.

—Betty Hallock and Nikos Constant



Gaston helps Belle move a rock because she is a woman.



GRAPHICS

Belle moves like an old woman, and she needs a new dress. *Beast* was a bit more suave, but he still left a lot to be desired. Both were big disappointments, especially after seeing the movie.

SOUND/MUSIC

The Beast belts out a pretty good roar, but *Belle* doesn't say anything. What's the deal? On top of that, there are no death sounds for either of the characters. A little moaning would have livened up the game a lot.

PLAYABILITY

The Beast has to punch so many times, it gets very frustrating. And he's pretty slow moving, too. *Belle* is so lame she might as well fall over and die.

EDITORS' RATINGS

GORE 6 MIKE 7 CHRIS 6 NIKOS 5

BANG BUCK

THE LOWDOWN

Don't even rent these two sexist clunkers. Good games are meant for boys and girls. There's no need to label games for boys and games for girls. Aside from this, these games bite anyway.

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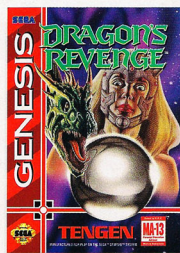
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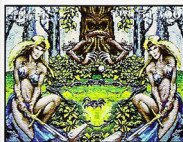
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DIFFICULTY: EASY

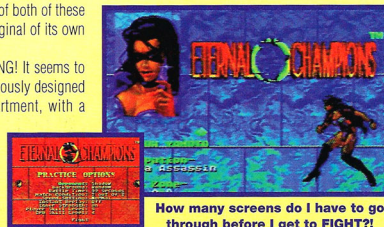
COMPANY:

SEGA OF AMERICA
130 SHORELINE DRIVE
REDWOOD CITY, CA 94065

PHONE: (415) 508-2800

Imagine that *Street Fighter II* and *Mortal Kombat* got married and had a baby—its name would be *Eternal Champions*. Now, a lot of you might think that would be a good marriage, right? WRONG! Sega's *Eternal Champions* is so derivative of both of these topnotch games it has very little original of its own to offer.

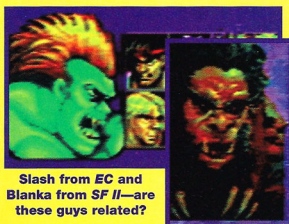
THEY THOUGHT OF EVERYTHING! It seems to me that *Eternal Champions* was callously designed by the sales and marketing department, with a solid creative team left out of the loop. This becomes very apparent when reading the character profiles—everything seems too well thought out. If there's such a thing as a spirit to a video game, it's missing here. There's no sense of mystery whatsoever. When *Street Fighter II* and *Mortal Kombat* first appeared, we gradually discovered information about the characters, their situations and their reasons for fighting. *Eternal Champions* gave me no sense that there were any secrets to be revealed—it's like taking a vacation with every minute planned out for you—leaving any chance of spontaneity or fun out in the cold. Personally, I was underwhelmed by *Eternal Champions*, and the sad thing is—I wanted to like it! I'll be taking my battles elsewhere.



How many screens do I have to go through before I get to FIGHT?!



At least TURBO-FIGHTING speed is built in, so we won't see knockoffs like *Eternal Champions Tournament Edition*. However, EC's version of TURBO is pretty darn slow.



Slash from EC and Blanka from SF II—are these guys related?



GRAPHICS

I actually like some of EC's character designs. They're reminiscent of classic Marvel comics of the '60s. The backgrounds have a 3-D feel, and some of them are even original! The startup screens remind me a little too much of *MK* with the obvious use of the Yin-Yang symbols.

SOUND/MUSIC

Some of the worst music for a fighting game ever. And the sound effects are blatantly lifted right from *Street Fighter II*, with even a few stolen from *Mortal Kombat*! Is that legal?

PLAYABILITY

Typical fighting game moves are at work here, but why so many option screens? What is this—some kind of convoluted strategy game? It was so confusing, I almost had to resort to the manual (which, in most cases, is written for morons).

EDITORS' RATINGS

BETTY 7 MIKE 6 CHRIS 8 NIKOS 7

BANG BUCK

THE LOWDOWN

Eternal Champions is a good fighting game—unfortunately, we've seen this kind of good fighting game too many times before. Blatantly lifting the best aspects of *SF II* and *MK* makes for a surprisingly weak combination. You will be underwhelmed. Recommendation: Rent it, try it, don't buy it.

DOWN BEHIND ENEMY LINES...

NAME: JOHN E. WARREN

RANK: SERGEANT

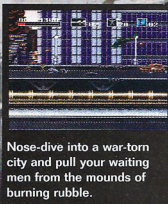
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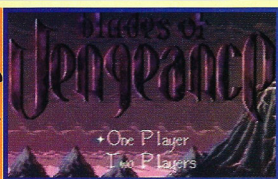
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AVAILABLE: NOW

DIFFICULTY: EASY

COMPANY:
ELECTRONIC ARTS
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PHONE: (800) 245-4545

Mannax the Dark Lady. I think that's a really cool name. She's the archenemy in *Blades of Vengeance*, whom you will have to kill at the final level. Mannax the Dark Lady has conquered the Kingdom, and it looks like the forces of good have been defeated. This is one of those games in which you have to "restore order and goodness to the land." So, basically, the game goes like this: Kill the monsters that get in your way, pick up magic stuff that helps you out and kill Mannax the Dark Lady.

And it's great! There are three characters: the Huntress, the Barbarian and the Wizard. Each one carries a different weapon. The Huntress is my personal favorite. She's got cool white hair, the same color as Jacques Derrida's hair. And her sword can really kick some butt. She's got good posture, too. Anyway, about the sword—it can really chop and slash through those monsters. Effective weaponry can provide you with a great sense of satisfaction. That's important whenever weaponry is concerned. You see that sword swoop through the air, hear it slash so that it almost whistles (a nice "swoosh" sound) and the monster has been obliterated.

Each character also has a special mode of attack. The Huntress has a missile that shoots out from her crossbow and divides into four power bursts. You'll also find a lot of equipment on the way: potions of invisibility and healing, a force field potion, bags of silver and gold so you can buy stuff and keys to open locked doors. The Midas Ring is cool; it turns monsters into bags of silver.

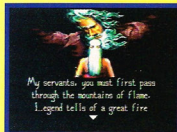
Eight levels lead to the final showdown with Mannax the Dark Lady, and, at the end of each level, there is, of course, a boss you've got to fight. But, at the beginning of each level, your Master will give

you an overall description of what you're up against and will also drop a hint.

I like the challenge of the game. It's not just monsters you've got to face but also stuff like falling into pits of fire, jumping from ledge to ledge before each ledge sinks—that kind of stuff. So basically, there's a lot to do. But the two-player mode is simply whack. I hate waiting around for

another guy before you can move on, and you're always fighting for bags of silver and potions. I recommend that you just go it alone.

—Betty Hallock



The Huntress defends herself from evil little fireballs with feet.



GRAPHICS

Graphics are practically superb. All the characters and monsters look really good. I like the floating eyes that squirt blue liquid. Everything's smooth, and the animation's excellent too. Even though the characters look great, some of the backgrounds could have been a little better.

SOUND/MUSIC

The music's not anything that sticks in your head, but it's good that you don't notice it, so you can just get on with the game. The thing that sounds good is when you hit enemies with whatever weapon is at hand. Good sound effects.

PLAYABILITY

Excellent control. I felt almost as if the sword were actually in my hands, because I felt so much satisfaction after killing something. Each character jumps well, too, and the defensive stance really comes in handy.

EDITORS' RATINGS

GORE
7

MIKE
7

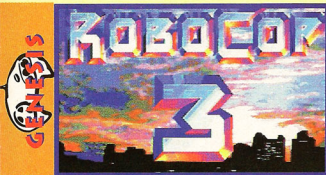
CHRIS
8

NIKOS
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BANG BUCK

THE LOWDOWN

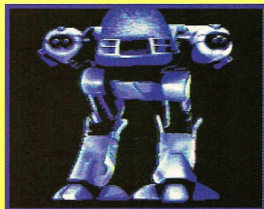
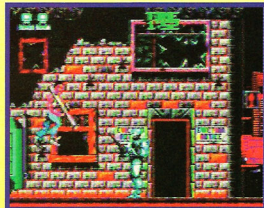
A fantasy/adventure game worth having as a part of your own collection. If you've got the spare 60 or so bucks, check it out. I'm telling you, the Huntress really has it goin' on.



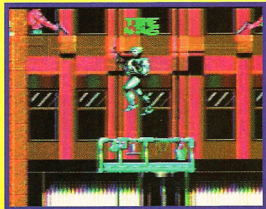
PRICE: N/A
AVAILABLE: NOW
DIFFICULTY: EASY
COMPANY:
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 OYSTER BAY, NY 11771
PHONE: (516) 624-8888



I'm still trying to figure out why the manufacturer decided to do this game. The



You really have to be a die-hard fan of the *RoboCop* game series to have any appreciation of this game.



motion picture series is overdone and not that popular. The *RoboCop* license tie-in alone wouldn't ensure the success of a video game, and this game isn't such a programming masterpiece that it could stand on its own.

RoboCop 3 continues the saga of our cyborg hero, this time in Old Detroit, restoring law and order to a drug- and crime-infested neighborhood.

The game is a hybrid of a stereotypical platform game and an overhead-perspective, vertically scrolling shooter. It's broken up into three different phases, and each phase, in turn, has two levels, for a total of six. There is also your typical variety of power-ups and weapons that you'll collect along the way. You also have the usual menu settings: lives, continues, etc.

Besides only having a handful of levels to play through, *RoboCop 3* is extremely redundant. Most of the baddies look alike, and there isn't that much of a difference between levels.

There are many things that could have been done with this game besides making it another platform/shooter. How about a first-person perspective *RoboCop* game instead, with a *Lethal Enforcers* look? Nah, maybe we're better off just letting this series die, sparing us from any more tedium and torture.

—Mike Davila

GRAPHICS

The graphics are average at best—not very detailed, not much multilayered scrolling and not very good animation. Even the explosions are boring. The best graphics you'll see are on the title screen.

SOUND/MUSIC

Here is where the game excels somewhat. The actual sound effects are pretty lackluster, but the soundtrack is really enjoyable and appropriate for the theme of the game.

PLAYABILITY

This is by far the weakest aspect of *RoboCop 3*. I had a real tough time sitting down to play this game. There is nothing that focused my attention on the game.

EDITORS' RATINGS

GORE 5
 BETTY 7
 CHRIS 8
 NIKOS 9

BANG FOR THE BUCK

THE LOWDOWN

Basically, *RoboCop 3* adds nothing new to the action/platform/shooter genre. There is some variety in the game—the switch of perspectives from a platform to a shooter—but the game just fades into the sea of an already oversaturated game genre.

6

7

4

4

4

REVIEWS



PRICE: N/A

AVAILABLE: NOW

DIFFICULTY: EASY

COMPANY:

ACTIVISION

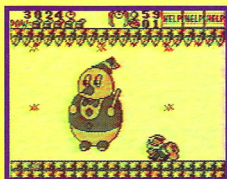
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Popeye 2 for the Game Boy is really cute. I hate using the word "cute," but that's exactly what this Popeye game is. It stars Popeye, of course—a little tiny Popeye with one huge arm. You can even see his tattoo. It'll remind you a lot of the first *Mario Brothers* for the Game Boy.

Popeye's got a pretty powerful punch. Use it to fend off crabs, birds, bats, lizards and such. They'll try to get to Popeye first, and they'll drain him of his

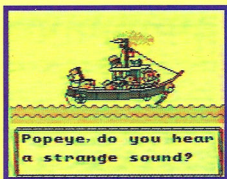
(yes, five!) continues, and there are cans of spinach to be found throughout each stage of each level. An energy indicator is located at the top-left corner of the game screen. At the beginning of the game, Popeye has three cans of spinach, but he can accumulate more cans by punching through certain blocks on the screen. And we all know what



Popeye doesn't like seafood.

energy. Once all his energy is gone, he's dead, that's it, bye-bye. Otherwise, that's all he has to worry about until he meets up with the boss at the end of each level. Wait! Don't let Popeye fall into oblivion. The ground may fall away, right from under his feet. But he can jump his way to safety. There are also certain stages in which Popeye must jump from tenuous block to tenuous block. So be careful.

Popeye does start with three lives and gets five



spinach does for Popeye: His arm increases in both size and strength. Other power-ups make him invincible—he starts to flash on the screen and the music speeds up, and that's when you know he can walk through bats, crabs, lizards, whatever. Just don't fall. Popeye is also on a time limit; if he doesn't pass through a certain stage in a certain amount of time, he's dead. But it's not hard to get through in the amount of time they give you.

The graphics are pretty good, but just all right. Everything is little squares. Those liquid crystal pixels just aren't doin' the job. Some okay backgrounds like palm trees, mountains, clouds. I didn't run across anything really exciting though. *Popeye 2* looks good. But the music is the game's worst feature. I hate bad music, because I don't like turning the sound down when I'm playing a game. And I shouldn't have to!

I didn't ever happen to run across Alice the Goon, which is too bad, because I really dig her. She and Popeye should have gotten together at the end of the game.

—Betty Hallock



GRAPHICS

Popeye's lookin' good. I like the way he's always holding up his arm with the tattoo as he's walking along. Otherwise, all those squares don't interest me.

SOUND/MUSIC

The game's worst feature. The only good music was the original "Popeye the Sailor Man" score that plays only with the title screen.

PLAYABILITY

Popeye's really easy to control. He can climb ropes really well. He doesn't move too slow, either. Shake it, Popeye!

EDITORS' RATINGS

GORE 6 MIKE 7 CHRIS 8 NIKOS 6

BANG BUCK

THE LOWDOWN

Cute game. I'd put my money into it if it didn't cost an arm and a leg. I hear it's really popular in Japan. And I can get into it.



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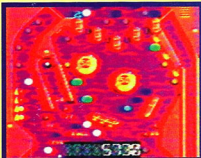
At first, I thought there might be more to this game than one might initially think, but that's not quite the case. Yes, it's got good pinball simulation, but the graphics aren't that great. I like most pinball video games almost as much as I like playing pinball in the arcade, and this one is entertaining for the most part. It just seemed like maybe something was missing from the game.

Games like *Dragon's Fury*, *Dragon's Revenge* and *Sonic Spinball* have either bonus levels or some kind of level progression that offers different pinball game screens. This one has three separate games: "Ignition," "Steel Wheel" and "Graveyard" (my personal favorite), but, during any one game, you're always working with the same screen. There is no variation.

And the pinball screens are too simple. Each one looks like it's pretty much all one color. It makes the whole screen look kind of blank. "Ignition" is a reddish color, "Steel Wheel" is brownish and "Graveyard" is bluish. Each separate game features one picture: a rocket, a train and a bat, respectively. Not much to look at, really. I'd rather watch commercials on Saturday morning TV. Heck, I'd rather watch infomercials about spray-on hair or that "Oxygen Cocktail" stuff—you know, "the Soviet athletes' secret weapon." Maybe.

A lot of stuff lights up, but the "lights" are pretty small and, of course, not as exciting as the pinball games in the arcade. I don't really expect that from any pinball video game, but developers should work on that. The passage that leads from the ball gate to the actual game in "Steel Wheel" looks cool—it looks like railroad tracks.

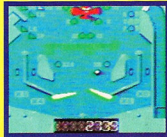
The ball moves fast. Like I



said, some good pinball action and a lot of point and bonus-collecting features: Drop targets, mushroom bumpers, ball traps, rollovers and mushroom drop targets all offer millions of points, jackpots, extra balls—the whole bit. It's in there. You've only got one set of

flippers, but they do their job pretty darn well. You've got to be careful, though. There are a lot of ways you can lose your ball. You can shoot it right off the screen, right at the beginning from the ball gate. And sometimes it even drops from the ball gate, and you've lost it before you even start playing. Other times, the ball will fall right through the flipper at the flipper's hinge. That's okay, though; it just helps make for a more challenging video game.

—Betty Hallock



GRAPHICS

It seems like the designers could have come up with something more exciting. Everything looks kind of blah. It needs more pictures on each game screen. Only one small picture down near the flippers just isn't going to cut it.

SOUND/MUSIC

A pinball game isn't much without good sound. Fortunately, *Pinball Dreams* has pleasant sound and music. Different music for each of the three pinball games. Good pings. You've also got the option to turn it off.

PLAYABILITY

It's easy to follow the ball. It's too bad there isn't more than one set of flippers. Otherwise, the pinball simulation is realistic.

EDITORS' RATINGS

GORE 7
MIKE 6
CHRIS 7
NIKOS 6

BANG FOR THE BUCK

THE LOWDOWN

A decent game for the Game Gear. There's more to do than there is to look at. But it's not a pinball game I'd return to over and over again. It was fun while it lasted. It's just that the game didn't offer any really outstanding features.

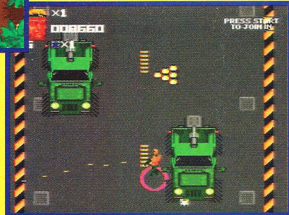


I actually got a sore thumb playing *Total Carnage*. I guess that's how carried away I got. It's a great shooter game with plenty of action. It's too bad there's not any blood though (just a green splatter) when you kill your enemies.

Basically, this game has a military combat theme in which you have to complete four missions: the A (Alpha Mission), in which you have to engage ground troops and rescue hostages; the B (Baker Mission), where you have to cross the airfield and eliminate key targets; the C (Candlestick Maker Mission), in which you must defeat the evil enemy General Akhboob and prevent him from creating more mutant troops; and the D (Delta Mission), in which you have to pick up some milk on the way back to the base.

Total Carnage is much easier if you are playing with another person. You find yourself being bombarded and surrounded by enemy soldiers, bullets, grenades, jeeps, tanks and strange mutant creatures (my personal favorite), and you must avoid a lot of mines. As you fight your way through the rough terrain, it helps to collect various weapons, dog tags, American flags and gemstones that aid in your attack—but look out for the mines, some are hidden. When you die, it's kind of cool; most of the time you fizzle away, but, if you step on a mine, you get blown up into the air, and sometimes you burst into flames.

There are also psychedelic, kaleidoscope-looking pools called "temporal warps," which lead you into new territory in the battlefield. My favorite warp zone is one in which you have to fight a big, ugly, pink monster named Orcus. He reminds me of one of those monsters from that long gone brand of yummy sweet cereal called Freakies. The



GRAPHICS

8

The graphics are supercool. Although the characters are a bit small, they move and fight really well. The battlefield, tanks and jeeps look realistic, and the mutant creatures are the best. But there's no blood!

SOUND/MUSIC

7

The machine gun and weapon sounds are realistic, and the background is O.K.

PLAYABILITY

9

Total Carnage is super-playable. The controls work great and do what they're supposed to. I had absolutely no trouble maneuvering my soldier whatsoever.

EDITORS' RATINGS

GORE 7 MIKE 8 CHRIS 7 NIKOS 8

BANG FOR THE BUCK

10

THE LOWDOWN

This is a fab shooter game: tons of action and cool graphics, but, unfortunately, no red blood! If you were into the arcade version, then you'll like this one.

graphics are excellent, and the game is totally fun; but I do wish there was blood and guts.

—Josie Kreuzer

JAGUAR

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AVAILABLE: NOW

DIFFICULTY: EASY

COMPANY:

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SELECT DESTINATION



A shooter that may remind you of Nintendo's *Star Fox*, *Cybermorph* makes a decent pack-in for the Jaguar. The simulation of flight is what really attracted me to the game. You can move around everywhere—there's a lot of terrain to cover! Go forward, sideways, even backward (yes, there's a backward thrust!). The backward thrust is very helpful if a hostile enemy is on your tail: Just reverse suddenly and shoot when he passes you. While it's not the fastest game I've ever played, the ship's speed is excellent; you can really get into flying the thing.

The ship is actually called the *Cybermorph Transmogritton*, or *T-Griffon*, and it's your morphing attack craft. Pretty nifty, eh? It's not always easy to control, but it will follow the terrain pretty closely. It's up to you to avoid mountains and buildings and stuff. The *T-Griffon* also features the capability to hover

like a helicopter and change shape (morph, right?).

Anyway, the story is this: You're in the midst of the Galactic War, instigated by the Pernitia Empire (those oh-so-evil Pernitians) whose domain consists of several planets infested with robotic technologies that can rebuild themselves. Your side had new weapons designed, but they were intercepted by the enemy; now they're contained in pods throughout the empire. The pods also contain information and supplies.

I got kind of sick of pods by the time I'd finished playing. That's all you do on each level or planet: pick up pods and shoot some ene-



mies. It's funny, though...the pods contain everything from the new weapons to medical supplies to actual people who were cryogenically suspended in the pods. Too bad you can't see into the pods.

Power-ups, weapon coins (including super weapon coins like Thunderquakers, Nitros and Detonators), bonus rings and other weapon coins can be picked up on each planet. There's an array of weapons to be found, but there's not that much combat to encounter in

Get a great view from any angle.



REVIEWS



the first sectors. There are five sectors, each comprising eight planets.

What's really cool is Skylar, the green Sinead O'Connor look-alike who appears in the upper-left corner of the screen. She's got a cool voice, and will tell you stuff like "Good luck," "Good work," "Well done" and "Where did you learn to fly?" Hey, get off my back! She's your holographic adviser, but don't expect her to talk dirty to you—she doesn't really offer any valuable advice anyway.

—Betty Hallock



GRAPHICS

Some very promising polygon-based graphics. Some detail is evident (like the shading on the wings), and the explosions look good. The horizon is too plain, though, and certain elements appear too suddenly.

SOUND/MUSIC

Sound effects and Skylar's voice are really cool. What's great about the sound is that you can "mix" the levels of the sound effects, voice and engine noise. They're all separate! The title theme song is great too...but where's the in-game music?

PLAYABILITY

I thought flying backwards and hovering were a big deal. It's really easy to manipulate your speed. I love the fact that you can fly around absolutely anywhere, taking the time to explore terrain and blow things up!

EDITORS' RATINGS

GORE **8** MIKE **8** CHRIS **8** NIKOS **7**

BANG BUCK

THE LOWDOWN

Considering that this is the first game for the Jaguar, things are lookin' all right. I guess I expected a little bit more from a 64-bit game. But if you're interested in the Jaguar, then go for it. *Cybermorph* is a complex, entertaining game with a lot of long-term appeal; it clearly shows the machine's potential. So look out for those pernicious Pernitians!



Hey, 8-bit fans...remember this—re-member this! The original *Chip 'n Dale—Rescue Rangers* appeared in 1990; at the time, it was one of the most playable and imaginative of games, particularly among those with an option for two-player cooperative play. How does this long-overdue sequel compare?

Well, the plot is the same—the boys run and jump through waves of hazards in search of their arch-nemesis, Fat Cat—but it does have all-new scenarios and many new enemies. Chip and Dale can also pick up boxes to throw or hide under. Hiding in boxes was one of the coolest things about the first game, so it's great to see this feature intact. In accordance with the laws of cartoon physics, you can now choose to throw an item in a kind of wobbly pattern by releasing it while running. This trick gives your weapons a wider attack pattern, which comes in handy against certain enemies who bat projectiles back at you, Babe Ruth-style, if you fling 'em in a straight line.

Unfortunately, much of the really appealing gimmickry of the original



Rescue Rangers is missing from this sequel. There are no faucets to be turned off by jumping on them, no metal boxes that can be reused after your enemies take them off your head—even the map screen and alternate routes are no longer an option.

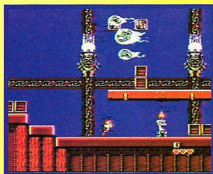
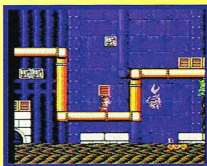
The game's overall atmosphere and stage design seem relatively uninspired. There's a "haunted house" stage that's pretty cool, but many other levels try in vain to stir up excitement. At one point, Fat Cat locks our heroes in a refrigerator as an on-screen timer reminds the player that they'll freeze if they don't find

an exit within three minutes. This would have been a great tension-builder if it weren't possible to escape in less than 60 seconds!

The high point of *Rescue Rangers 2* is the "Western World" carnival stage, in which Chip and/or Dale must ride on mining carts, controlling their speed with tiny throttles as they try to avoid falling boulders and swinging wrecking balls. It's the game's most challenging stage, so it's no surprise that it's also the most rewarding.

—Chris Bieniek

Three years later, Capcom releases a *Rescue Rangers* sequel for the NES.



GRAPHICS

The characters are small, but the scrolling backgrounds are colorful and well-defined. The boss characters are big, and there's less flicker than you'd expect from an NES game.

SOUND/MUSIC

Again, an above-average effort...but I'd like to hear more bass or some sampled sounds. Also: Why hasn't the title theme been updated since the first *Rescue Rangers* game appeared?

PLAYABILITY

A little too frantic for a relatively short game, but it's still a solid platform-game formula. It's fun to pick up your fellow chipmunk in the two-player mode and fling him at an enemy!

EDITORS' RATINGS

GORE 6 MIKE 7 BETTY 7 NIKOS 9

BANG FOR THE BUCK

THE LOWDOWN

Though *Disney's Chip 'n Dale—Rescue Rangers 2* may not live up to the high standards of its predecessor, it's not bad for an all-new NES title—hey, in these days of 16-bit dominance, beggars can't be choosers! The fact that the game's ending hints at yet another sequel is definitely worth noting.



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EA SPORTS: IT'S IN THE CARDS

EA is taking strategy guides to the next level, with its introduction of the *Official NHL '94 Game Card Set*. This 225-card set features every player in the starting lineup of EA's *NHL '94* game. On the back of each player card, there's a short bio, along with EA's own player ratings. In addition to the player cards, you also get:

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14 Designer Tip Cards, which feature an exclusive strategy diagrammed using three screen shots showing you how to make the killer play.

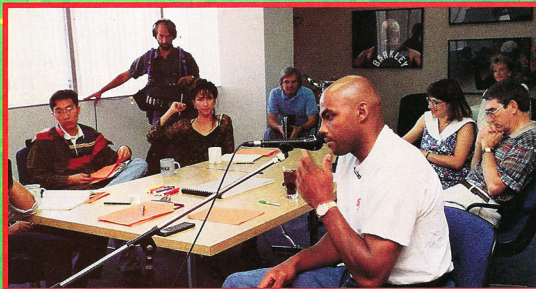
20 New Feature Cards that explain all of EA's new additions to the '94 game. The set will put you back \$19.95, plus



\$4 shipping, and it can only be ordered directly through EA at (800) 245-4525.



SPORTSWIRE

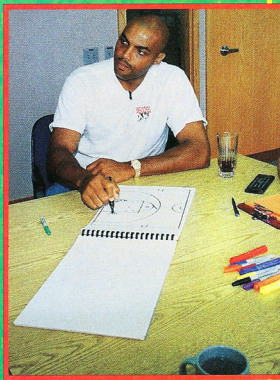


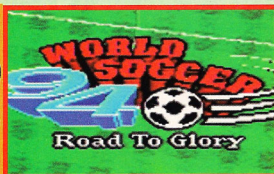
HE IS NOT A ROLE MODEL

Accolade is finally making basketball rough again, with its new game codesigned by Charles Barkley. *SportsWire* talked with game producer Danny Paisano about the differences between the new game and all of the other basketball games that have been released. "Charles said the game had to be more physical, with intimidating players. So we're designing it with that in mind." *Charles Barkley Basketball* will have more bumping, pick-

ing, physical contact and more high-tension player conflict than any other basketball game on the market today.

In addition to design skills, Barkley is also lending his voice to the game. At different points, you'll hear him shout, "I am not a role model!" and "You lose!" Will the new game be a cross between *Street Fighter II* and *NBA JAM*? We can only hope. Look for *Charles Barkley Basketball* this spring.





World Soccer '94

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- ✓ Substitutions
- ✓ Exhibition/Practice Mode

With the impending arrival of the World Cup here in 1994, video soccer finally seems to be getting its due, as the surge of new games continues. Atlus and Rage Software have teamed up to produce one of the better efforts available for the SNES.



World Soccer '94 is an option-lover's dream. Don't like any of the 64 world teams preprogrammed into the game? Fine—use the Squad Editor to change a team's name, player names and abilities, then top it off with the Kit Designer, which allows uniform, skin and hair color modifications. Other options include Match Length, Auto Keeper and New or Old FIFA Rules.

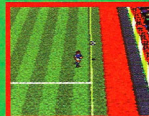
Not content to offer a single tournament play mode, World Soccer includes the Super Cup, World Knockout, World League and even Indoor Soccer. While most of the tournaments are of the single-elimination variety, World League lets you select up to 16 teams for season play,

any number of which you or your friends can choose to control.

The game features eight different team formations and six team strategies, such as Defensive, Cautions and Breakaway. Coaches can set their initial formation and strategy before the start of the game and modify it at any time. Pressing X will display the team's current formation and strategy on the scoreboard; the Left and Right buttons let you scroll through the choices.

While the coaching options and player controls are good, the actual game play of World Soccer isn't the most realistic. The players move across the pitch at incredible speed and respond to controller input with dazzling accuracy. This makes the matches fast-paced and exciting, but ignores such aspects as fatigue and injuries. The game does include features most soccer fans would expect, however—such as corner, penalty and goal kicks, throw-ins, fouls and yellow and red cards—giving it a good balance between realistic simulation and arcade fun.

—Jeffrey Tschillsch



PRICE: N/A

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DIFFICULTY: EASY

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ATLUS

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IRVINE, CA 92714

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GRAPHICS

The players are small but well-defined and colorful. The animation is extremely smooth, with terrific field scrolling. Nice option screens and scoreboard animations.

SOUND/MUSIC

The only music in the game is on the menu screens. Other than the great crowd noises, there really aren't much in the way of sound effects either.

PLAYABILITY

It takes a few minutes to adjust to the speed of this game. (It's FAST!) The controls are easy to master, and your players respond instantly to your commands. The wide variety of teams and tournaments provides plenty of challenge.

EDITORS' RATINGS

GORE 8 MIKE 8 CHRIS 8 NIKOS 7

BANG FOR THE BUCK

THE LOWDOWN

Those looking for a true simulation might be disappointed, but *World Soccer '94*'s fast and frantic game play will make it a hit with arcade fans. Everyone will appreciate the various coaching, tournament and team editing options.

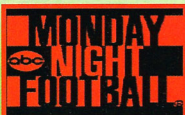
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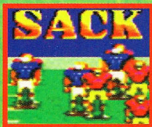




ABC Monday Night Football

NINTENDO

- ✓ Password Backup
- ✓ Battery/Season Play
- ✓ Tournament
- ✓ Instant Replay
- ✓ Team Construction
- ✓ League Construction
- ✓ Simulation Mode
- ✓ Arcade Mode
- ✓ 1 2 3 4 5 players
- ✓ Official License
- ✓ Substitutions
- ✓ Exhibition/Practice Mode



The players move so slowly when you're controlling them it almost seems the game has locked up; the play selection screen features only eight offensive plays; there are no true defensive plays—the defense just tries to guess which play the offense will choose. The only interesting feature is when you call a Power Play. Once you hike the ball, the standard field view is replaced with a cinema depiction of the action. It's a cool idea and looks great, but you can only call Power Plays a couple of

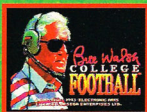
times during a game.

The game features some clean digitized speech courtesy of Frank Gifford, but the samples are few and repeated so often you'll wish there was a way to turn them off. There's a little scaling and rotation, but, for the most part, the power of the SNES is wasted, as will be your time if you bother to rent this dud.

—Jeffrey Tschiltch

ABC Monday Night Football is one of those games that looks great on paper but fails to deliver. It starts out okay, with an excellent intro featuring the trademark crashing helmets and distinctive music that begins every telecast. The game doesn't have an NFL license, but you can get around that with the Team/Player construction mode.

What really kills *MNF* is the terrible game play:



This port of Electronic Arts' Bill Walsh College Football is virtually the same as the Genesis cartridge

version. The CD features the same great graphics, coaching options and playability that made the cart such a winner.

The CD enhancements come in two areas: sound and video. The new music is simply outstanding and features quite a bit of variety. I found myself leaving the game sitting at the different menu screens just to hear the new tunes all the way through. New background crowd noises play throughout the game (listen for the guy calling out

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COMPANY:
 ELECTRONIC ARTS
 1450 FASHION ISLAND BLVD.
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"Peanuts"), and clever programming of the volume creates terrific atmosphere. Surprisingly, the digitized sound effects have an annoying amount of static and are overly loud (especially tackles).

You say the intricacies of college vs. pro football are lost on you? No problem, the Walsh Video Library features 24 video segments of the coach discussing such topics as recruiting, game strategy and college campus life. All of the clips are simply Walsh talking; it would have been nice to have some football footage included. The digitized video is very clean, however, with perfect speech synchronization.

—Jeffrey Tschiltch

Bill Walsh College Football

SEGA CD

- ✓ Password Backup
- ✓ Battery/Season Play
- ✓ League/Season Play
- ✓ Tournament
- ✓ Instant Replay
- ✓ Team Construction
- ✓ League Construction
- ✓ Simulation Mode
- ✓ Arcade Mode
- ✓ 1 2 3 4 5 players
- ✓ Official License
- ✓ Substitutions
- ✓ Exhibition/Practice Mode



GRAPHICS

Reminds us of an 8-bit machine with scaling and rotation.

SOUND/MUSIC

Not bad. Some digitized stuff with Kathy Lee's hubby.

PLAYABILITY

The worst aspect of the game. Slow and awkward.

EDITORS' RATINGS

GORE 6 MIKE 5 CHRIS 7 NIKOS 6

BANG FOR THE BUCK

THE LOWDOWN

Simplistic game play and awful control ruins what could have been an interesting game. The few novel features and ABC license are not nearly enough to save it from mediocrity.



GRAPHICS

Some real cool video demonstrating the capabilities of CD.

SOUND/MUSIC

New music with a whole lot of sound variety that will entice you.

PLAYABILITY

Just like the cart, simply great!

EDITORS' RATINGS

GORE 8 MIKE 9 CHRIS 9 NIKOS 8

BANG FOR THE BUCK

THE LOWDOWN

Music and video are cool enhancements to an already great game, but not enough to make it worth upgrading if you already own the cartridge.

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SCOUTING REPORT

PREVIEWS OF SOON-TO-BE-RELEASED GAMES

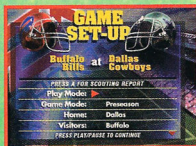
John Madden Football

EA SPORTS/3DO

- ✓ Password Backup
- ✓ Battery Backup
- ✓ League/Season Play
- ✓ Tournament
- ✓ Instant Replay
- ✓ Team Construction
- ✓ League Construction
- ✓ Simulation Mode
- ✓ Arcade Mode
- 1 ✓ 2 ✓ 3 ✓ 4 ✓ 5 players
- ✓ Official Licence
- ✓ Substitutions



The best selling game for the 16-bit market is moving on up to the 3DO. With fully digitized playing animations, 3D rendered field and stadium art and CD-quality digitized sound, this



could shape up to be the premier football game for the home. Of course, Madden will be giving you the play-by-play in digital sound, and you'll be able to choose from 38 real

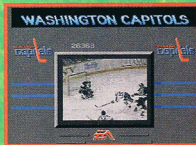


teams: 28 from 1992, two "All Madden" teams and the eight greatest teams since 1972. Look for *John Madden Football for 3DO* in January 1994 at a retail price of \$59.95.

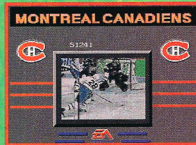
NHL Hockey CD

EA SPORTS/SEGA CD

- ✓ Password Backup
- ✓ Battery Backup
- ✓ League/Season Play
- ✓ Tournament
- ✓ Instant Replay
- ✓ Team Construction
- ✓ League Construction
- ✓ Simulation Mode
- ✓ Arcade Mode
- 1 ✓ 2 ✓ 3 ✓ 4 ✓ 5 players
- ✓ Official Licence
- ✓ Substitutions



NHL Hockey '94 for Sega CD adds to the Genesis version of the game with over 300 clips of real NHL footage of some of the greatest plays in league history. The video will



add to the rough and tumble skating of the game by tying into the on-screen action. Each arena's organ music is now featured in CD sound, and Ron Barr's voice will introduce each



game. With 4-Way Play, updated '93 player ratings and team rosters, *NHL Hockey '94* will be available for the Sega CD in January 1994 at a suggested retail price of \$59.95.

Super Goal! 2

JALECO/SNES

- ✓ Password Backup
- ✓ Battery Backup
- ✓ League/Season Play
- ✓ Tournament
- ✓ Instant Replay
- ✓ Team Construction
- ✓ League Construction
- ✓ Simulation Mode
- ✓ Arcade Mode
- 1 ✓ 2 ✓ 3 ✓ 4 ✓ 5 players
- ✓ Official Licence
- ✓ Substitutions



Super Goal! 2 is a four-meg cart for the SNES. This soccer simulation by Jaleco has a two player exhibition mode, over 15 different team formations, and a Super Cup tourna-



ment with a password feature. Each team consists of sixteen players with eleven starters and five subs. Each player has distinctly different skills, with ability ratings for jumping, kicking, ball



technique, speed and defense. Goalie control and special moves are also available. *Super Goal! 2* will try to push the limits of its four-meg configuration with exciting game play.

Mutant League Hockey

EA/GENESIS

- ✓ Password Backup
- ✓ Battery Backup
- ✓ League/Season Play
- ✓ Tournament
- ✓ Instant Replay
- ✓ Team Construction
- ✓ League Construction
- ✓ Simulation Mode
- ✓ Arcade Mode
- 1 ✓ 2 ✓ 3 ✓ 4 ✓ 5 players
- ✓ Official Licence
- ✓ Substitutions



The second in EA's line of *Mutant League* sports titles, *Mutant League Hockey* is the hockey game with a twist—macabre humor. Featuring 4-Way Play, the game includes



fast fights on the ice where the combatants can be controlled by the player. With 20 regular and three all-star teams—each with their own arena—*Mutant League Hockey* includes such



obstacles as pits, mines, and fires. A 16-meg cartridge, it allows the player to control skeletons, robots or any of the monsters in your own personal nightmares.

SCOREBOARD

SNES FOOTBALL

	TITLE	MANUFACTURER	OVERALL	GRAPHICS	ANIMATION	MUSIC	SOUND F/X	CONTROL	SPEED	CHALLENGE	COACHING	REALISM	OPTIONS	INNOVATION	TEAM SELECTION	LICENSE
1	John Madden Football '94	Electronic Arts	9	10	9	8	8	9	9	8	8	8	9	8	9	8
2	John Madden Football '93	Electronic Arts	8	8	7	8	7	8	7	7	8	7	7	6	7	5
3	Super High Impact	Acclaim	8	8	8	7	8	8	8	6	5	4	4	5	4	N/A
4	Sports Illustrated Football	Malibu Interactive	7	8	7	8	7	7	8	8	8	7	7	7	6	4
5	MVP Football	Capcom	7	8	7	7	6	7	8	8	7	7	8	5	6	7
6	John Madden Football	Electronic Arts	7	7	6	7	7	7	7	7	8	7	7	7	6	5
7	Pro Quarterback	Tradewest	7	7	7	7	6	6	7	6	6	6	6	6	6	N/A
8	NFL Football	Konami	6	7	5	7	7	5	6	6	8	6	7	8	7	6
9	Super Play Action Football	Nintendo	6	8	6	7	7	6	7	7	5	6	6	7	9	7
10	Troy Aikman Football Ltd.	Tradewest	6	6	5	6	6	7	7	7	6	7	7	6	7	4
11	ABC Monday Night Football	Data East	5	7	5	7	6	4	3	4	3	4	8	7	9	5
12	Football Fury	American Sammy	5	4	4	4	3	5	6	4	5	4	4	4	6	N/A

John Madden Football '94



John Madden Football '93



Super High Impact



SEGA CD FOOTBALL

1	Bill Walsh College Football	Electronic Arts	9	9	9	10	7	9	9	8	8	7	9	6	8	6
2	Joe Montana's NFL Football	Sega Sports	7	8	8	7	7	5	6	7	7	7	7	9	8	8

Bill Walsh College Football



Joe Montana's NFL Football



SNES SOCCER

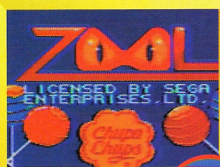
1	Tony Meola's Sidekicks Soccer	Electro Brain	8	8	7	6	7	8	8	8	8	8	7	8	7	2
2	World Soccer '94	Attus	8	8	8	7	7	7	8	7	7	6	8	7	9	N/A
3	Super Soccer Champ	Taito	7	8	7	5	4	8	8	6	0	6	6	5	5	N/A
4	Super Soccer	Nintendo	6	6	7	7	6	7	7	7	6	7	6	6	6	N/A

Tony Meola's Sidekicks Soccer



World Soccer '94





AVAILABLE NOW



GameTek
Phone: (305) 935-3995

This action/platform game is nothing original, but it is entertaining nonetheless. There are five different worlds that you must traverse. The large on-screen character makes it easy to play. Controls are also pretty straightforward.



7
GOOD



AVAILABLE NOW



U.S. Gold
Phone: (415) 693-0297

Many people will recognize this 4-meg Game Gear game from its arcade or 16-bit Genesis sibling. This first-person motocross race game has five different tracks to choose from. There is also a variety of motorcycles to upgrade to.



7
GOOD



AVAILABLE NOW



Acclaim
Phone: (516) 624-9300

We've seen Bart in just about every unimaginable adventure. This time, he's back in a parody of the popular childhood fable of almost the same name. The game evokes a chuckle—but that's all that you'll get out of this one.



6
OKAY



AVAILABLE NOW

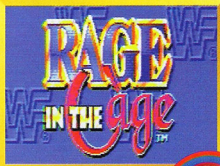


Capcom
Phone: (408) 727-0400

Capcom's popular Mega Man series is like an old friend you can come home to—especially considering there are practically no new NES games anymore. This latest and maybe last NES Mega Man game has all the elements that made its predecessors so popular.



9
GREAT

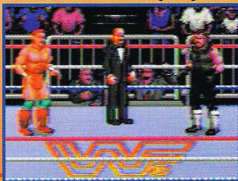


AVAILABLE NOW



Acclaim
Phone: (516) 624-9300

This wrestling game by Acclaim is the first game of that type to come along for the Sega CD. Real audio tracks add a lot of enjoyment to the game. There are 20 wrestlers and four modes of game play to choose from. The over-the-head chair is missing though.



9
GREAT



AVAILABLE NOW



UBI Soft
Phone: (415) 332-8749

Gran Prix race games are not a new genre to video games, but what sets this game apart from other race games is the amount of options available to the player. There are three different modes and a slew of construction options.



8
COOL

Asterix

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GAME DEVELOPED BY
INFOGAMES
LICENSED BY NINTENDO

AVAILABLE NOW


7
GOOD

Electro Brain
Phone: (801) 531-1867

This very, very Mario-like game is fairly entertaining. You'd swear the sound effects were straight from *SMW*. You might say that this game is a cross between *The Lost Vikings* and *Super Mario World*.



KENDO RAGE

AVAILABLE NOW


6
OKAY

Seta
Phone: (702) 795-7996

Unfortunately, this game falls into an endless sea of games, with nothing to set it apart from the rest. However, the game isn't completely without entertainment: When the girl falls from high altitudes, she is embarrassed as her skirt blows up.



TRIFFIX ENTERTAINMENT INC. PRESENTS DREAM TV

AVAILABLE NOW


8
COOL

Trifix
Phone: (203) 395-3090

This game gets a 10 for originality, but a more effective use of the split screen could have been made. The game's music is catchy and doesn't get on your nerves. *Dream TV* is a hybrid of both action and puzzle solving.



SUPER BATTLESHIP

AVAILABLE NOW


7
GOOD

The Software Toolworks
Phone: (415) 883-3000

There are a few games that we eagerly anticipate to play, and this was one of them. It was only a matter of time before the classic game came to the systems. There are differences from the classic, but a lot more could have been done to improve it.



MAGIC BOY

AVAILABLE NOW


6
OKAY

JVC
Phone: (213) 878-0101

What this game lacks in game play, it makes up for with excellent graphics. There are four different worlds and 64 levels to this game, but the controls are lacking and the action is pretty much more of the same old stuff.



T2 THE ARCADE GAME

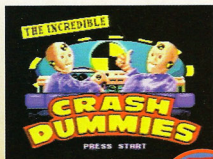
AVAILABLE NOW


9
GREAT

LJN
Phone: (516) 624-9300

When the Genesis version of this beauty first came out, gamers praised it for being so close to the arcade version. This SNES version goes one step further. The graphics are superb and so is the audio!





AVAILABLE NOW

5
WEAK

Flying Edge
Phone: (516) 624-9300

This platform game based on the popular indestructible dummies features four zones of platform play. The action is pretty standard for the most part, with the Crash Dummies theme applied. It seems to use the same programming drivers as Wayne's World.



AVAILABLE NOW

7
GOOD

Electronic Arts
Phone: (415) 571-7171

Lotus II: R.E.C.S., for the most part, is a fairly simple to play and straightforward race simulation that lets you play without a lot of setup hassle involved. Gamers can even choose the soundtrack via a compact disc player in the dashboard of the car.

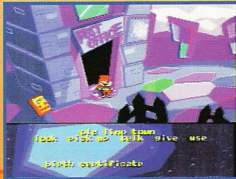


AVAILABLE NOW

5
WEAK

Codemasters USA Inc.
Phone: (212) 984-0714

An very interesting hybrid of both platform action and adventure, though the action part doesn't work too well. Also, we are still trying to figure out why the screen is reduced in size, limiting the viewing size of the action screens.

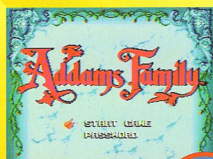


AVAILABLE NOW

5
WEAK

GameTek
Phone: (305) 935-3995

A very plain-vanilla action game with a neat soundtrack. The character control is weak for the most part. The challenges are too easy and the game is too short. This game should have been left to exist only in the Game Gear format.

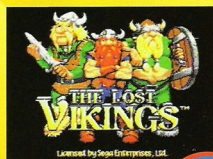
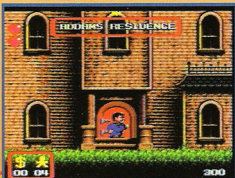


AVAILABLE NOW

7
GOOD

Flying Edge
Phone: (516) 624-9300

Based on the motion picture, as is the case with its SNES sibling, this platform cart contains plenty of challenges and rooms to traverse. Interestingly enough, this game was also designed by Ocean, who previously did the SNES version.



AVAILABLE NOW

7
GOOD

Interplay
Phone: (714) 553-6678

This Viking game is virtually identical to both the previously released PC and SNES versions. The graphics and sound are just as good, but the controls don't seem as responsive to the touch.



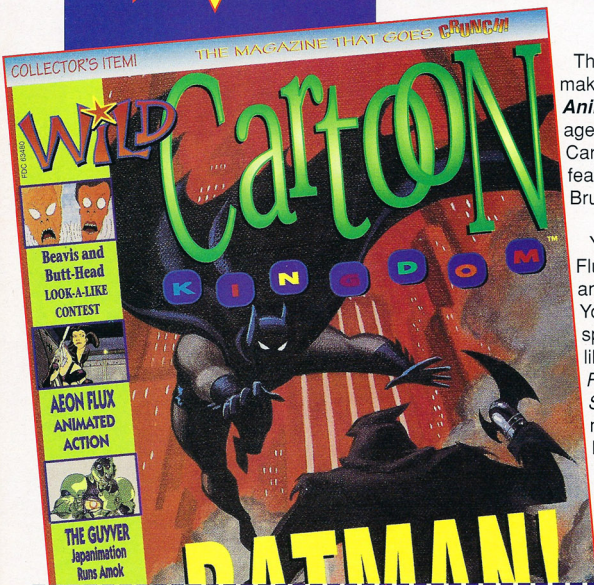
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GLOBAL GAMING



Ryuko No Ken (Art of Fighting)

SEGA OF JAPAN
Mega Drive
16 Megabits



A faithful translation of the SNK game from the arcade to the home version. However, if you don't have a six-button controller for the Mega Drive, it will drive you crazy. The game has two modes of play: a scenario mode, which allows you to choose Ryu Sakazaki, or his friend/rival Robert Garcia (yes, I know that it's supposed to be Garcia, but hey, it's Japan). The gamer has to beat eight characters and get Ryu's younger sister back. Within the game, there are bonus rounds with which you can get a longer life gauge, longer special attack gauge or bonus points.

In the fighting mode, you get to choose all of the characters, including Mr. Big and Mr. Karate. This addition will certainly please fans of this game. Now you can play as the boss characters and not be frustrated at not being able to beat them. If you're good at *Fatal Fury Special*, Ryu Sakazaki will appear in the game to take you on. Good luck finding him.



Pop'n Land

SHIELD WAVE
Mega CD



An odd, shooting/action game. The story starts with two little fairies that find out the Dreamlord is taking over dream, and you have to stop them. But, being physically weak, they use robots to do the battling.

There are 16 different kinds of heads, bodies and weapons to choose from. Each part has different weights, armor ratings and special abilities. With this kind of variation available, you can make a robot that is best suited to take on the boss at the end of each level. This game is hard at the beginning, but the more you play, the more fun it becomes.

Also, since the game is on CD, there are plenty of animation clips to keep the story interesting. The animation is, of course, very Japanese, but it's cute. Take a chance on this cart. Also, the *Pop'n Land* creators are the team that brought you the original *Mega Man*.



Sengoku Densho

SAMMY
Mega CD



An old arcade game that came from SNK has come to the Mega Drive—an action

game that can also be thought of as the game that laid the groundwork for *Samurai Spirits* (*Samurai Shodown*). The game does have an old-type video-game feel to it. The graphics are not topnotch and the animation is not very smooth, but this actually adds to the charm of the game. It's a simple fighting game without all the hype of excellent finishing moves. The game also has great atmosphere, giving a good sense of the world that the character fights through. Okay, maybe I'm a little biased, since I played it when it first hit the arcades.

The CD version has more visuals in between the stages to introduce the next level's boss that the character must defeat to advance in the game. With two different characters to choose from...okay, there's no difference in character stats, but it's fun anyway.



Soccer Kid

YANAOMAN
Super Famicom
Unknown Megabits



An action game for sports fans? This game is somewhat different from most side-scrolling games. The little boy you control in this game runs around knocking out opponents with his magical soccer ball. On his journey, he comes across many other sports personae that try to stop him. His quick feet and his trusty ball are his only weapons, so don't forget your soccer ball anywhere.

Soccer Kid requires a lot of practice to get a feel for the controls. It's a game that comes to Japan at a great time, when any game that has anything to do with soccer is selling well. Check it out.



Metal Fang

VICTOR ENTERTAINMENT
Mega Drive
Four Megabits



A variation on the typical racing game. Instead of trying to get around a track a set number of times as fast as possible, you try to go around as many times as possible in a set amount of time. And instead of racing against several opponents, your team races for everyone of your teammates to cross the finish line. You also get points for

blowing away the opposing team. Sounds interesting, doesn't it?

You get to choose from many different characters that have different starting stats. By winning races, you win money that can be used to power up your team's vehicles. The parts that can be powered up include the engine, fuel and armor. Add weapons to your car, make life hell for your opponents or raise the I.Q. of your own drivers so that they steer the vehicles with much more skill. But be careful how you power up your vehicles, because your opponents are getting smarter and faster. By the way, being lucky doesn't hurt either.



Algahest

SQUARE
Super Famicom
Eight Megabits



The great demon Algahest has again returned to cause suffering. Just as he did a thousand years ago. A hero must come again to do battle to purge the land of this great evil. But, before the hero can even face the demon, he must gather five companions and also gain the powers of the four guardians.

Through the eight stages of game play you find your companions and they fight in cooperation with your character. In later stages, after you have gained all five companions, you choose one to be your battle

partner. Your companions include a mage, priestess, knight, cyborg and even a dragon. Even with these powerful partners, you cannot succeed without the guardians.

The guardians have the power of air, fire, water and earth. When you gain their powers, it will greatly enhance your ability to beat the bosses and complete your quest. All this and great music (as is always the case with Square) make it a game worth waiting for.

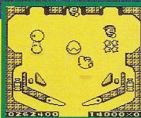
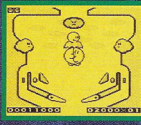
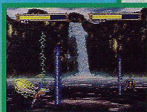


Bastard

COBRA TEAM
Super Famicom
12 Megabits



Here's a different type of fighting game. The battlefield is larger and it's in the air. The characters themselves are taken from a very popular Japanese comic-book series. Instead of beating the stuffing out of your opponent with kicks and punches, you use magic. All kinds of magic can be performed by pushing the controller's four buttons in various combinations. You can choose from several different characters and play the scenario mode, or you can challenge a friend in one-to-one magical combat. A great new twist that may bring new life to a genre that is already flooded with too many *SF II* clones.



Kirby's Pinball



NINTENDO
Game Boy
Unknown Megabits



That cute, round little whatever he is makes another appearance. This time, you flip him around a pinball game. Kirby rolls into a ball (a real tough effort for Kirby) and takes on all the nasties on the various levels. Kirby's friends also make appearances in the game.

The game itself has three different boards to choose from. The pinball boards are separated into easy, medium and advanced game play. The names are Croco Land, Poppy Brothers Land and Wispy Land. The game can get pretty tough, considering some of the enemies can disable your flipper—so watch out!

Romancing Saga 2

SQUARE
Super Famicom
16 Megabits



Expectations are very high for this new RPG from Square. Square is famous in Japan for coming out with a new RPG system every time it introduces a version of *Final Fantasy*. This epic will span generations in another showdown with evil. Each time you change your lead character you get to choose another class, and you may even choose not to be human. Apparently, there are over 200 different characters that you can choose from to join your party of five. But, before you get to use them, you must complete a certain task to get them to join your party. With this many characters, you can have many different variations of parties.

The battle system is also somewhat different. You view the battle from the side, and you choose what form the characters should take. Characters also get better with a specific weapon the more often they use it. The same is true for magic. Of

course, not all characters can use all weapons and magic, but each class has a specific ability that makes it useful. All this, plus a free scenario makes it a game with a high replay value. Let's hope this cart sees the light of day in the North American market.



Super Chinese World 2

CULTURE BRAIN
Super Famicom
16 Megabits



Jack and Ryu are back again in another edition of *Super Chinese World*. But this cart is really two games in one. The first mode is RPG. In this mode, the action takes place in two different ways: the typical action type, where you have to beat up all the monsters to gain experience, and the boss character stage where it's a one-on-one battle. There is also a side-

scrolling action stage to keep your reflexes sharp. If you find the game getting too tough, just run and fight around in the same area to gain experience and, thus, new special attacks.

The second kind of game is tournament-style fighting. You can choose to be Jack, Ryu or the nine other characters that are trying to become the best. Each individual character has its own advantages and disadvantages, along with special moves, of course. Now two people can enjoy completing the RPG part together, or they can pummel their buddy into submission in the tournament mode.



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ADVERTISER INDEX

ADVERTISER	PAGE #	RSC#
ABSOLUTE	69	116
ARENA	45	104
ATARI	8/9	105
ATARI	94/cv3	125
BRE SOFTWARE	93	126
DATA EAST	4	103
ENT. EARTH	93	128
FLYING EDGE	7,23	104
GAMEAHOLICS	93	127
IMAGINEER	43	113
INNOVATION	73	118
INTERPLAY	51,63	119
INTERPLAY	63	120
LJN	cv4,19	104
LUCAS ARTS	3	102
NAT'L GAME PLAY	93	0
OCEAN	cv2	101
OCEAN	25	109
RHOTECH LABS	93	129
SUNSOFT	36/37	112
TAITO	65	117
TENGEN	67	115
TRIAX	29	110
TRIAX	31	111
WORKING DESIGNS	13	106

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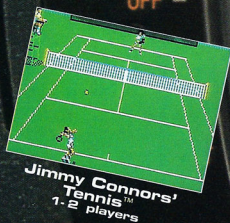
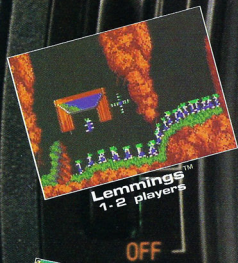
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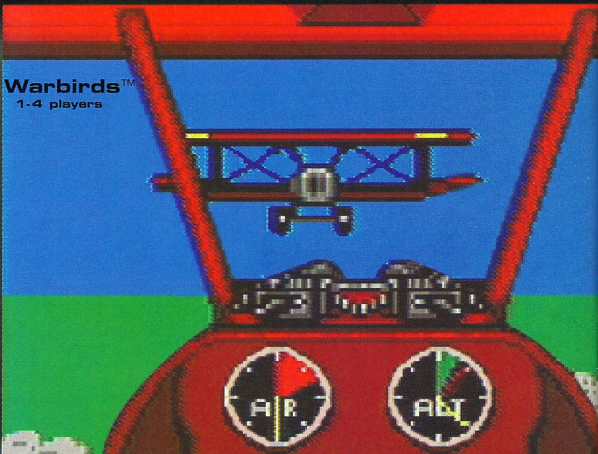
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BUT

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BUT

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THEIR BUTS.

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