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# Game players

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# MORTAL KOMBAT III

We break the news on the new  
characters in our exclusive interview  
with the creators of **MKIII!**

\$4.95 U.S. / \$5.95 CANADA

APRIL 1995 Vol. 8, No. 4



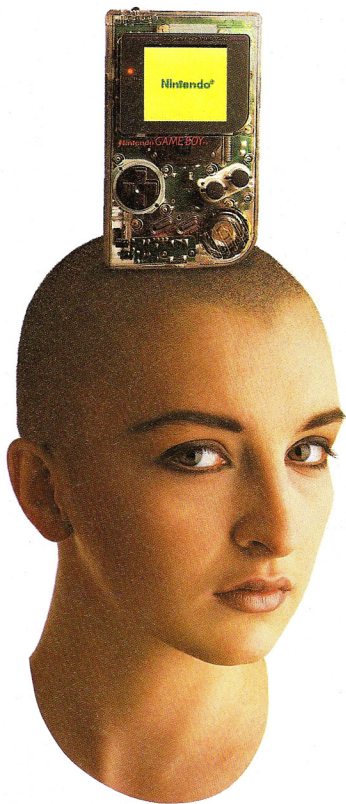
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What color is yours?

clear storage case with room for five of your favorite games.  
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Hmm

mm

mmmm.

What will

inderella

be

wearing to the

Big

Outlawed in the pros, sure, but  
in Collegeville the glass comes out

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Design your  
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This official seal is your assurance that this product meets the highest quality standards of Sega. Buy games and accessories with this seal to be sure that they are compatible with the Sega Genesis system.





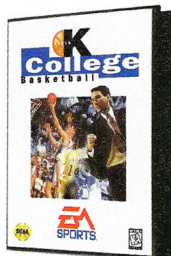


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We were gonna' call it "The net trimmin'-glass breakin'-play makin'-face paintin' that's-my-brain-you-just-jarred-roundball-o-matic-hoops game" but Coach K's name fit on the box better.

Purdue

St. John's

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Arkansas



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No time left, national championship on the line, and the only thing in your way is King Taunt and his merry band of chanting idiots.



Wisconsin

Syracuse

Villanova

Arizona

Kentucky

UCLA



# Welcome to GAME PLAYERS



What a month for fighting games! We were blown away by our advanced preview of *X-Men: Children of the Atom* at

Capcom H.Q., and by the time we nabbed all the info on Midway's *Mortal Kombat III*, we went ballistic! I'm talkin' Super-nova! Super-fly TNT!

But wait, that's not all! We've also got the dirt on *Killer Instinct* for all you gore-lovin' arcade fans out there, along with our usual helping of in-depth strategy, tactics, and a new expanded CodeBreakers! Not too shabby, eh? And don't forget the most comprehensive game reviews in the business, featuring titles like Sega's *X-Men 2*, *Mortal Kombat II* for 32X, *Beyond Oasis*, and the smokin' hot *Return Fire* for 3DO. Remember, if you didn't get the go-ahead from *Chi* **Game Players**, don't buy it!

## COLOR KEY

Use this color key to identify systems throughout the magazine. Whenever you see **RED** in a rating box or info box, for example, you know you're looking at a SNES game; **PINK** always signifies Genesis.

**GENESIS**

**SUPER NES**

**SEGA CD**

**32X**

**GAME BOY**

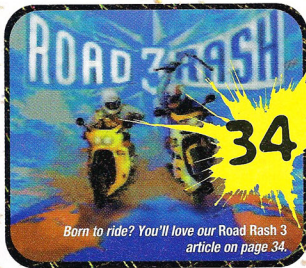
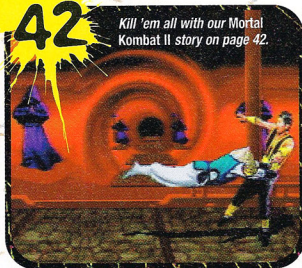
**GAME GEAR**

**JAGUAR**

**3DO**

**42**

Kill 'em all with our *Mortal Kombat II* story on page 42.



**34**

Born to ride? You'll love our *Road Rash 3* article on page 34.

## INFOTRAK 14

If it's news, you'll see it here first!

### Front Page 14

Just like the information super-highway, but on paper!

### Hit List 19

We give you a chance to write this page!

### Game Gossip 17

If it's down and dirty, you'll find it here!

### Coin-op Crazy 60

Meet the new machines before they steal your quarters!

### World View 62

They're coming by the boatload! You better get ready!

### Tech Talk 20

Diodes, electrodes, circuit breakers — we got it all!

## READER'S SAY 8

Hey! Hey, you! You talkin' to me?

### Reader's Network 8

You guys are nuts! We got the proof right here!

### Pushing the Envelope 12

We got the winners of the Street Fighter contest! Wow!!!

### Back Talk 106

Who the hell is this Slippery character?

## SUBSCRIBE 82

You want our mag, we want your cash!

# MORTAL KOMBAT

We talk to the creative forces behind *Mortal Kombat III* on page 28! We've even included some never-before-seen photos from the most eagerly anticipated game ever!!!

**28**



## MEET THE TEAM

What part of your day-to-day life reminds you most of a video game?



**Chris**  
My life is like an RPG. I like to stab people and take all their gold pieces. It's just so rewarding!



**Jeff**  
I feel like a game system that's just been plugged in, after my fifth or sixth cup of morning coffee.



**Doug**  
When I put on my slick, new, power tie, I feel like I just found a major one-up! Cool, huh?



**Mike**  
Walking home at night reminds me of *Mortal Kombat II*. I love living in the city! Now gimme yer damn wallet!



**Trent**  
I like to pretend that I'm Earthworm Jim when I'm in the shower. I even got the power suit!



**Vince**  
I'd say the options screen is a lot like my life. So many choices, and that swell theme music I hear all the time in my head.





Get that Killer Instinct on page 80! It'll beat you up!!

80



Travel Beyond Oasis. The journey starts on page 46.

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NBA Jam: Tournament Edition starts on page 66

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There's no more baseball, so we got yer sports!

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## NOW PLAYING 98

The history of video gaming, as we saw it! Now, you can see it, too!

# Cover Story 60



We've got more X-Men than you can wrap a tentacle around! Check out pages 32, 78, and 84!



Neil

If Neil English. You can't make me say stupid things! Pooky, pooky, laiala, honk, blat, tweet, waka waka!



Vinny

When I eat my cereal in the morning, I feel just like Pac-Man. I really hate those ghosts, though.



Darrell

When I commute out to the office, the freeway reminds me of Death Race 2000! Hey, I know how to drive! Stop laughing!



Bill

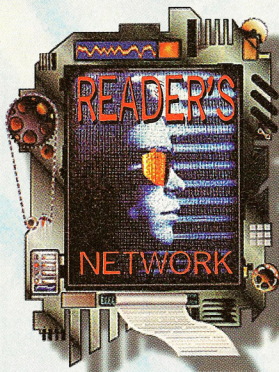
It kinda bums my neighbors out, but I like the part where I throw the bombs over the fence! Big fun!



Gamer X

The fools! Little do they suspect that it is I, disguised as a magazine page, who controls the destiny of all!





That blue dude with the shades can only mean that it's time for this month's Reader's Network! After digging through your letters for the last couple of months, I've decided to dedicate this space to helping you get your very own letter.

**DON'T** write to me about hints or codes. Please be sure that those letters are addressed to their proper sections.

**DON'T** fill up one envelope with lots and lots of different

Follow these easy guidelines (and add your own zany flavor) for a letter that's sure to get printed in the Network. Although we can't personally respond to each letter, we do read every single one, so your voice will be heard. So grab your pencil, keyboard, or whatever and get to writin'!

## PICKY, PICKY, PICKY!

## THE HAPPY HILTON

## THE GAME'S THE THING...

## NICE DOGGIE!

## ON THE WAY OUT

**CHRIS:** Think so? We've been keeping an eye on CD-i for awhile now, but ultimately, it just doesn't seem to have much potential.

*With Sega, Nintendo, 3DO, and even Jaguar ahead by an astronomical margin, there just isn't any room left for another system, especially one with as few hit games as CD-i. We'll stay on top of any developments with the machine, but I wouldn't invest too heavily in its future.*



**The CD-i —**  
has its meager  
game library  
doomed it to an  
early death or is  
there hope for the  
old girl yet?



## CATFIGHT!

I am a girl gamer and want to say that I completely agree with girls who complain about 'Barbie' video games. In my games, I like heroines tough and independent. I like to see girls standing up for their rights and doing what they believe in. That's why I dropped piano lessons and joined kung-fu.

Bailey Webster  
Aroostook, Canada

As a 13-year-old female gamer, I am absolutely appalled by the recent onslaught of letters written by girls feeling excluded from the gaming community. They argue that there are not enough female oriented games. This statement only shows that they are excluding themselves. Video gaming is for everyone. I do not believe that I have ever seen a game made specifically for guys, but of late not only have I seen "female oriented" games popping up everywhere, but it is now very rare that games do not have a heroine included to make girls feel wanted. Although video games are not known for realism (except in congress), I find that it just looks silly to see Chun Li or Cammy knocking out Blanka. It is very sad that these girls are trying to be such super feminists, that rather than trying to be equal to guys, they try to get a step ahead. It appears that political correctness is backfiring.

Alice Levitt  
Greenwich, CT

**JEFF:** I think there's a point to be made here. I think Alice isn't exactly correct when she says that there has never been a game specifically for guys — since it's guys who do most of the design and programming (at least for a long, sad time in this industry), they tend to make games that appeal to them. Most games have a male outlook by default. Most of the women I know who do play seem to feel more comfortable choosing the female characters, and until recently the only women in the games were those who needed rescuing. I think the trend to including at least a token heroine here and there is a good one. My hope here is that as more girls get interested in playing games, in part because it's one of the few places where you can find strong female characters, more women will become interested in designing them, and we might start seeing games that women really want to play. Oh, and I don't know about how 'silly' it is seeing Cammy beat up Blanka — when I was taking Karate, the women were always the ones you needed to watch out for — they could get plain mean.

Talk, schmalk, doesn't anybody fight anymore? C'mon, put up yer dukes! Let's go a few rounds!



## 5 THINGS TO DO WITH GAME PLAYERS AFTER YOU'VE FINISHED READING IT

1. Beat people with it.
2. Build a religion around it.
3. Offer it as a gift to Lord Slippy.
4. Dress it up and have tea with it.
5. Cherish it as the collector's item that it is.

## SMART GUY!

Hi! My name is Allan. You guys put me in your 'Pen Pal Connection' in the November '94 issue. For that, I thank you. I thought I might tell you a few things to pass on to your readers before they consider writing in to become a Pen Pal.

- No matter how stupid your ad is, a lot of people will respond. Be responsible enough to write every-one back.
  - By giving out your address you are also a target for chain letters. So far I've gotten five. If you are superstitious, you're gonna be very busy.
  - You'll get some weird people. Write them back. They always turn out to be neat people.
- Finally, I'd just like to say that being published in your mag was one of the best things to ever happen to me. I used to be a racist person, then I started writing to lots of different people. I would get to know them for their personality, not their skin or place of origin. For this, I thank you.

Allan Klemz  
Blaine, MN

**CHRIS:** Wow. I guess... I guess we all learned a little something today. Thanks for your tips, Allan!



## GAME IDEAS

The title of my game is *The Lying King*. It's about Elvis Presley, who fakes his death and enters the witness protection program. The object of the game is to

find and expose Elvis. Of course, you think you see him everywhere — in fast food joints, at department stores, in mobile home parks, being abducted by aliens, etc. — but you never do uncover him!!!

David Berto,  
Mountain View, CA

**Bill:** Hey, this is a family mag! What do you mean by 'exposing' Elvis?

My idea for a game is called *Monkey Dung Country*. Monkey Dung asked his little buddy Mini Dung to watch his prized pile of... well, let me just say that this game should be rated MA-17. Queen K. Rap had her henchmen steal the pile. Now Monkey and Mini have to go to the queen's ship to get back the smelly collection. The game takes place in sewers, septic tanks and seagull

aviaries. One-ups would be prunes and clothespins for your nose. Your main enemies would be seagulls. The bosses include Very Smelly, the sewer rat, Dump Drum, the waste container and all those other videogame magazine writers.

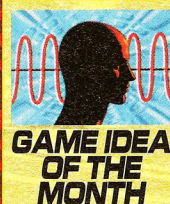
John Kupitz,  
San Jose, CA

**Bill:** Would I be going too far if I said this was a \$H!%%@ idea?

I gotta great idea for an already great game! Wanna make *Mortal Kombat* more realistic? My idea is this apparatus that fits on the back of an arcade machine. Here's how it works — with a needle you bring from home, you tap your vein and hook up your arm to the arcade machine. Every time your opponent scores a lethal blow, the machine squirts some of your own blood on the screen! Now, here's the great part — you don't need any health meters — the first player to pass out loses! Isn't that great?

Jesus Villarreal,  
Merrillville, IN

**Bill:** And to save time, we'd just put these machines in every Red Cross office across the country!



My game idea is *Mighty Mooing Power Grazers*. The object of the game is to take the five-cow herd to the greener side of the pasture. Enemies like Lard Zed, the pig, and his puddings try to keep

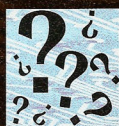
the cows from reaching the other side of the pasture. When attacked, the Power Grazers combine to form the Mega-herd, which is a giant cow. If the game is completed, you go to the other side of the pasture, but you're scared away by millions of adoring, brainwashed children.

Mike Bligh,  
Thornton, CO.

**Bill:** I gotta tell ya — this game is outstanding in its field!

## He's a Winner!

Mike Bligh wins a Mystery Prize. Next month we're offering another Mystery Prize to the winner, so get your ideas in now (and remember to include the system you own).





# PEN PALS

I am looking for a pen pal from the ages of 12 and 14, boy or girl. I have a Genesis.

Jon Martin  
444 Johnson Rd.  
Easley, SC 29642

I am 14 years old and a Genesis owner. I am looking for a pen pal, either boy or girl.  
Jeremy Alan  
506 Oak Dr.  
Carl Junction, MO 64834

I'm 11 years old and a big Sonic fan. I have my own video game TV show called Code Central in New York.  
David Holstein  
718 Ontario Ave.  
Mamaroneck, NY 10543

I'm a 13 year old male who'd like a female pen pal who is 12 or older.

Bruce Burnette  
701 7th St.  
Monett, MO 65708

Looking for the perfect pen pal? Look no further. I'm 16 and I love to write letters.

Chrissy Carleton  
1 Longview Dr.  
Henniker, NH 03842

I'm 13 and would like a pen pal to talk about anything. I prefer a girl between 12-15.  
Karl Treashford  
PO Box 465 Foxtrap  
Newfoundland area 210

Hi, I'm a twelve year old Sega player looking for a pen pal between the ages of 11-13.

A.J. Provi  
10 Shearson Dr.  
Shrewsbury, MA 01945

I'm a 12 year old boy who loves RPGs and would love to exchange codes and tips with anyone.

Jeremy Wright  
4658 S. County Ln.  
Fremont, MI 49412

I am 16 years old and would like a pen pal who shares the same interests that I do.

Travis Hatcher  
181 Highland Rd.  
Vinton, VA 24179

I am 11 and my hobbies are video games, comic books, and model building.

Chad Bullman  
3555 Old Jacks Creek Rd.  
Henderson, TN 38340

I'm 13 and own a NES. I would like a pen pal to share tips and codes with.

Jennifer Wisby  
13215 Lindenbrook Bl.  
Louisville, KY 40702

I'm a twelve year old boy looking for somebody to talk about video games, music and sports.

Andy Funk  
109 Aspen Dr.  
Los Alamos, NM 87544

I'm looking for a teenager, boy or girl, who owns a Genesis and thinks that Spiderman kicks butt.

Altman Sub  
23131 Forest Meadow  
El Toro, CA 92630

I'm eleven years old and I have a SNES. I'd like to hear from players who like RPGs.

Dusty Day  
910 West Pine  
Canton, IL 61520

I'm a 12 year old boy who loves video games. I have a SNES and a Genesis.

Dustin Bloggers  
871 Box 343  
RT 12  
Texarkana, Arkansas 75502

I'm looking for a 14-16 year old female that would like a 15 year old pen pal.

Anthony Aponte  
Bronx, NY 10451

I'm looking for a boy or girl to be pen pals with. I will answer every letter I get.

Jeff Richart  
11689 95th Ave.  
N. Delta, B.C.  
V4C 2V7

I'm 12 years old and I don't have any systems, but I like talking about them.

Philip Orr  
351 Alta Loma Ave., #1  
Baly City, CA 94015

I am 13 years old. I have a SNES. My favorite games are MKII and Secret of Mana.

Amber Burdeshaw  
3850 Harley Knobs Rd.  
Macon, GA 31206

If you are a girl, 17 and up, who doesn't get sick at the fatalities in MKII, then write me.

James Horky  
2804 Vernon Ct.  
Augusta, SC 30906

I'd like pen pals 20-25, male or female. I have a SNES. I'm 23.

Michael Black  
11422 Jones St.  
Hanford, CA 93230

I am an eleven year old boy. I don't care how old you are as long as you like video games.

Michael Leatham  
23329 30th Ave.  
Langely, B.C.  
V3A 4R1

I'd like to get in touch with someone to exchange tips for Genesis or Sega CD.

Mark Bakula  
1001 88th Street  
Kenosha, WI 53142

I'd like to meet other SNES or Game Boy players that would like to exchange tips or just be pen pals.

Eric Morris  
RR1, Box 22  
Danbury, NE 69026

I'm interested in games, music, and football. I have a Sega Genesis.

Jason Mickelson  
129 East Fairview Blvd.  
Ingleswood, CA 90302

I'm 28 years old and would love to correspond with other game players.

Nancy Hanning  
P.O. Box 1885  
Erie, PA 16507

## HE HADDA ASK...

Hi guys! I just love your magazine. It sure beats out others like \*\*\* and \*\*\*2. Keep up the good work! I saw in your February issue that Nintendo was bringing out Virtual Boy, a portable VR system. Well, it doesn't look so portable to me considering that



**The Virtual Boy — yeah, it plays games, but wouldn't you look foolish wearing it?**

it's on a tripod and you can't wear it on your head. I mean it, it's great for those camping trips, but it would be hard to play in a car. I was also wondering why the graphics are only red instead of full-color. Also, is the Sega Saturn 64 bit or 32? Would Ultra 64 be worth the longer wait?

Scott Tinsley  
Ontario, Canada

**CHRIS:** Thanks for the kind words, Scott. That's a good point about the Virtual Boy. While Nintendo concedes that it isn't as portable as Game Boy or Game Gear, they are quick to stress that it's an entirely new gaming experience altogether. No big problem, but personally I agree with you that they should have made it a HMD. The red graphics are an unfortunate drawback to the 3D technology. To answer your other questions, Saturn uses two 32-bit processors, and it's too soon to directly compare the Ultra with the other next generation machines.

## WATTA NITPICKER!

I have found a misprint in your February issue, on page 111 at the top in the box titled '5 games for Sonic fans'. For Sonic 2 you wrote 'Tails made his appearance in this sequel'. You spelled 'this' wrong. From a devoted fan,

Ryan Mulder  
Brandon, WI

**CHRIS:** Hey, you're right! C'mere, Bill... (sounds of a scuffle, some screams and then weeping). There — next time Bill feels like misspelling a word, his new four-fingered hand will make him think twice.

## SO WHERE'S THE 50 BUCKS, BUDDY?

I'm sorry to say that I have a problem... WITH YOU! You see, I've sent in several Pen-Pal Connection letters, and well, I HAVEN'T HEARD A \*\*\* DAMN THING ABOUT THE \*\*\*\*TING LETTERS! I hope — no, YOU'D better hope that my name gets in the next issue, because I am getting really pissed-off! Yes, the next letter. Hugs & Kisses,

Rob Thompson  
Raleigh, NC

**CHRIS:** Take a good long look at this month's Pen Pal column, Rob — your letter STILL ain't in there!

## I'M IN CONTROL!

What the hell do you think you're doing with those little mind games you're playing on us? If you look on the back page at the bottom of the staff box, I think you'll see a sick little game. Some of your staff have been playing with our minds, man!

What's with the messages, man? You're freakin' me out, man! I'm about to snap!

Tom Mills  
Jackson, NJ

**BILL:** You are in my power... You are getting sleepy... You will put \$500, in small bills, in an envelope and mail it to me... You are in my power... You are getting sleepy... You will put \$500, in small bills, in an envelope and mail it to me...

## CHILL OUT, PAL!

What the hell is wrong with you? What is it that you have against Sega? In your review on *NHL '94*, you gave the Super NES version a 95% and the Genesis version a 91%. Why is it that on every game for both systems, you rate the Super NES version higher? How much is Nintendo paying you guys? What are you on?

Scott Brown  
Anaheim, CA

**CHRIS:** Sorry Scott, but sometimes the better games are on another system. We don't have anything against Sega, and it's hardly fair to say that we 'automatically' rate Super NES games higher. Each game goes through the same rigorous review process.

## READ IT & WEEP

Is Nintendo jealous of Sega or something? I was reading my brother's issue of Nintendo Power and all I saw were put-downs of Sega and their new 32X adapter. It's a no-win situation for Nintendo and I'm going to enjoy seeing them fall.

Dave Wilcox  
Westport, CT

**CHRIS:** First of all, (not to rag the competition, but...) Nintendo Power is published by (guess who?) Nintendo, so you can expect it to be a little biased. But I'm afraid that I just don't know where you're coming from with all that 'Nintendo will fail' stuff. Just try telling that to the crowds of gamers lined up to play the first Ultra 64 games in the arcades.

### THE BURNING QUESTION

Do you want a Virtual Boy?

If you've got a suggestion or observation about video-gaming, an answer for the Burning Question, ideas, tips or gripes, you've come to the right place! Write to the following addresses:

**For game ideas, write to:**  
Game Ideas;  
Game Players; 1350 Old Bayshore Highway;  
Suite 210; Burlingame, CA 94010

**To get into the Pen Pal section, write to:**  
Pen Pals;  
Game Players; 1350 Old Bayshore Highway;  
Suite 210; Burlingame, CA 94010

**For general Network letters, write to:**  
Readers' Network;  
Game Players; 1350 Old Bayshore Highway;  
Suite 210; Burlingame, CA 94010



# NOW YOU'RE ON FIRE!



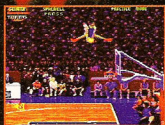
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TOURNAMENT EDITION



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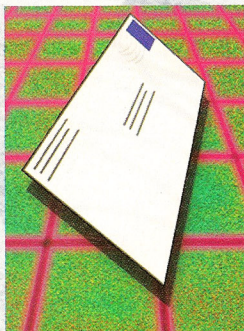
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**MIDWAY**





## PUSHING THE ENVELOPE

**After last month's bizarre cheese incident, Bill Donohue has been recovering in a safe, warm, padded place — far from cows, Velveeta boxes and sharp objects like cheese graters!**



Howdy, everybody! I'm back with more great reader art, but this issue is kinda special. What we've got here are some of the winners of the Street Fighter Kicks Butt contest, including the work of Vo Tran, whose excellent rendering won the Grand Prize! There isn't enough room to show all of the winning art work, so I'm printing 13 of the very best! And just as soon as they let me out of this swell padded room, I'll be back with more of your

great graphics, so keep 'em coming in! We're expanding this section to two pages, so I can include even more of your stuff! Yahooo! On a more sober note, I'd like to apologize to Marty Whitmore, of Southington, Ohio, who sent in the mermaid picture that was run in the February issue. I got the name wrong in the picture credit, so Marty, there's something coming in the mail for ya! Since they tell me I wasn't quite all there at the time, I don't remember what it was. Maybe some kinda cheese...

*Bill*

**WINNER**  
Grand Prize  
Vo Tran,  
Cambridge, Ontario

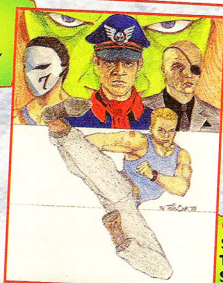
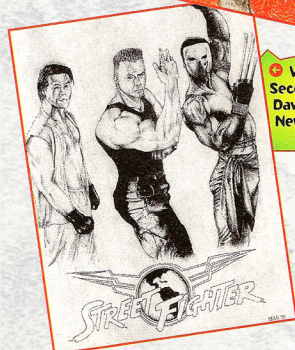
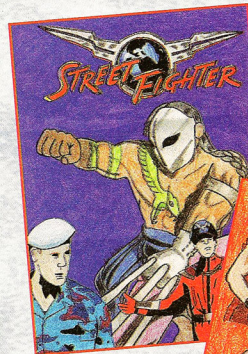
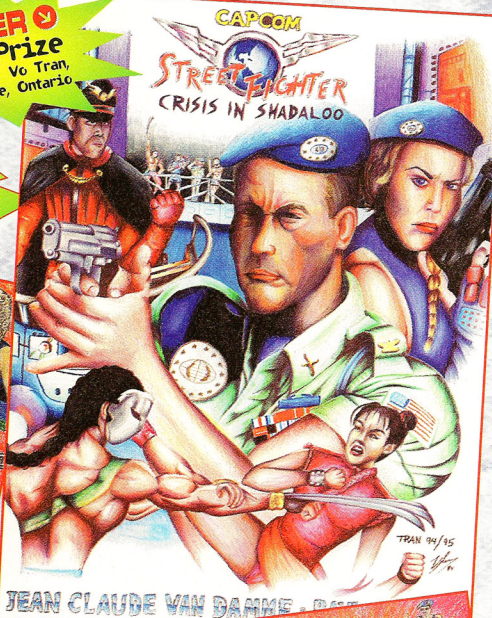
Winner -  
Second Prize  
Eric Demars,  
Eagan, MN

Winner - Second Prize  
John Lee Patrick,  
Kingsport, TN

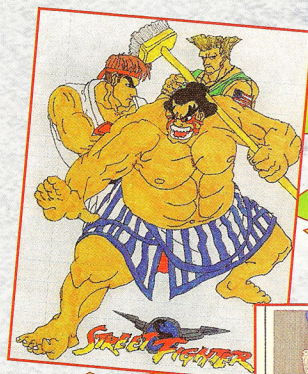
Winner -  
Second Prize  
David Kraai,  
New Paltz, NY

Winner -  
Second Prize  
Travis Cock,  
Saginaw, TX

Winner -  
Second Prize  
6. Toe Muniz,  
San Fernando, CA





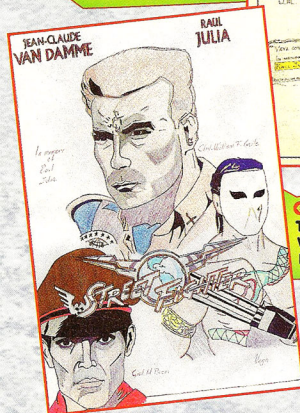


Winner -  
Third Prize  
Steven Baran,  
Duluth, MN

Winner - Third Prize  
Darrion DeMelo,  
San Bernardino, CA



Winner - Third Prize  
Juan Mendoza,  
Huntington Park, CA



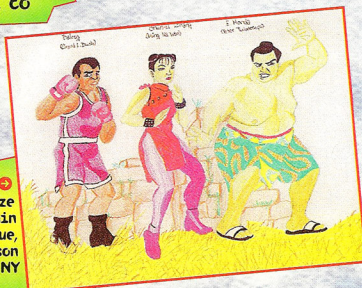
Winner -  
Third Prize  
Victor Mendoza,  
Bell Gardens, CA

Winner -  
Third Prize  
Alex Ray,  
Seattle, WA



Winner -  
Third Prize  
Jay Traxler,  
Brighton, CO

Winner -  
Third Prize  
Marc Alain  
Duque,  
Jackson  
Heights, NY



## Even More Third Prize Winners!

Here's the remaining third prize winners, in no particular order: Eric Whitmarsh of Houston, TX, Lik Way Chan of Medford, MA, Raymond Gordon of Cape May, NJ, Jason Blaichman of Cote St. Luc, Quebec, Vera Lister of Chicago, IL, Janise Arellano of Henderson, NV, Ali Khan Kabani of Stone Mountain, GA, Aaron Johnson of Detroit, MI, Jason Froelich of East Amherst, NY, John Tran of Windsor, Ontario, Erik Nowak of Grand Rapids, MI, Nate Kalkwarf of Parkersburg, IA, Ben Holland of West Hills, CA, Donny Vance of Broadview Heights, OH, Michael Baird of Tillson, Ontario, Al e Lam of Vancouver, B.C., Jason Hamilton of Jacksonville, FL, Christina Valletta of Brooklyn, NY, Fred Layou of Newark, DE, Kevin Olivier of Matrawan, NJ, Adam Thomas Melton of Whispering Pines, NC, Greg Bendzik of Faribault, MN, and Marlon Cohen of Chicago, IL. Congratulations to all!



**Can you tell the fake Donkey Kong from the real one? Neither could consumers and that's why Nintendo's so mad.**



In the 'video games mirror reality' department, Nintendo is suing Korean electronics giant Samsung for producing counterfeit Nintendo video games. This comes just as the US and China enter a trade war because of China's failure to uphold US copyrights. Samsung had been allegedly producing illegal Nintendo

Nintendo tried to work things out with the companies, who also supply the 32-bit ROM chips used in Super NES games. But when someone showed bootleg copy of *Donkey Kong Country* to Nintendo at the recent Winter Consumer Electronics Show, they could wait no longer. The lawsuit seeks immediate termination of illegal production, seizure of all inventories, full information on the network and extent of illegal distribution, the monitoring of future production, monetary damages, and other relief. Illegal game pirating is estimated to cost Nintendo some \$2.5 to \$3 billion dollars annually.


That's a lot of cash!

# Sega Alive And Well

It seems that our report of Sega's demise was greatly exaggerated. In our February issue we published a report that put Sega's market share at 35%. Sega has provided us with some figures for 1994, compiled by the independent TRSTS research firm:

- 16-bit Hardware Sales: Sega 55%, Nintendo 45%

- Software Sales: 53% Sega, 47 % Nintendo
- In its first two months of release, 32X sold more units than 3DO since its release
- Saturn out-sold the PlayStation 5 to 3, and 3DO 5 to 1 in its first couple months in Japan
- The Game Gear



holds 51% of the portable market. Sega president Tom Kalinske had this to say: '1995 will be an outstanding year for us as Genesis/32X accelerates in the US market, and as Sega Saturn is introduced here late next year. We're very upbeat for 1995 after such a solid 1994.' Preach on, brother Tom, preach on. Can we get an Amen?

**Sonic is still alive and well!**

# Timeline

Here are the games you'll be playing in the upcoming months...

**MARCH**

Arcade	Midnight Ent	JAG	
Arden	Virgin	<del>JG</del>	
ATP Tour Tennis	Sega	<del>SG</del>	
Backflip '94	Balmain & Robin	<del>SG</del>	
Balmain & Robin	Sega	<del>SG</del>	
Battle Sphere	Sega	<del>SG</del>	
Blue Lightning	Alari	<del>SG</del>	
Brawl	4-Play	JAG	CD
Camion Fiddler	Alari	JAG	
College Basketball	Game Tek	JAG	CD
Creative Strategy	Virgin	32X	
Demolition Man	Sega	JAG	
Desert Demolition	Virgin	32X	
Die Hard Dreamware	Sega	JAG	CD
Die Hard 2	Virgin	JAG	
Die Hard Dragon V	MECC	<del>SG</del>	
Dragon	Williams	300	
Ecce Jai's Lair	Virgin	JAG	JAG
Ecce Jai's Lair Special	Pearcy Soft	<del>JAG</del>	
Fight for Life	Sega	JAG	CD
Freeman Fugue	JVC	<del>SG</del>	
Flashback	Alari	<del>SGD</del>	
Flashback: Quest for Identity	Accolade	JAG	CD
Flying Nightmares	Is Gold	<del>SNES</del>	<del>SG</del>
Frantic Factory	Is Gold	JAG	
Fun 'n' Games	Dark	300	
Gun X	Virgin	300	
Gun X 2	Virgin	<del>SG</del>	
Gun X 3	Panic	<del>SG</del>	
Gun X 4	Crystal Dynamics	300	
Hard	Sega	300	
Hobbit	Virgin	32X	CD
Howe State	Hudson Soft	<del>SNES</del>	<del>SG</del>
Immergence Soccer	Alari	JAG	CD
Immersion	Alari	JAG	CD
Iron Angel of Apocalypse	Hudson Soft	JAG	
Kingdom: Fire Reaches	SA	<del>JAG</del>	
Leaning Chimneys	Synergy	300	
Midnight Rakes	Playmap	300	
Myat	Synthesis	300	
NBA Action '95	Panic	32X	CD
NBA Action '96	Sega	<del>SG</del>	







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ENTERTAINMENT



# GAME GOSSIP



Our top agents have just returned from behind the lines with the latest Ultra 64, PlayStation and Super NES info! Not enough for ya? Well, they snagged some juicy Genesis, 32X and 3DO news, too! Now the medics can patch up their bullet wounds.

## Go Head-To-Head On Super NES

PlayStation players aren't the only one's who'll be able to hook together two systems and play against a friend using separate televisions and a connector cable, by-passing the old split screen option. Nintendo players can expect the same option to be available for the Super NES



helicopter sim, *Comanche*. A cable, which is still under development and unnamed, will allow players full screen versus options. The cable will supposedly be sold separately but be available shortly after *Comanche* hits the stores. No price has been determined for the add-on but a source inside the big 'N' claims Nintendo is also planning to incorporate the cable into other upcoming Super NES titles.

Fly the unfriendly skies in *Comanche*, where you soon realize that you have no friends!

## EA's Feelin' Froggy

It's just a matter of time before Bullfrog (just acquired by EA) makes *Magic Carpet* available for 3DO. The PC barnstormer features a first-person flying carpet and a 3-D option. Whew! Mind-blowing. EA is also working on a number of sports titles for the 3DO, among them a basketball game (gee, I wonder what that could be) and a snowboarding game that will have a *Road Rash*-ing feel to it. And speaking of 'rashing,' did we also mention a hidden extra track in *Road Rash*? D'oh! We weren't supposed to...

## Sega's Virtua Land



In addition to *Daytona* and *Virtua Fighter*, expect to see a Saturn version of *Virtua Cop* to be available when Sega's 'next-generation' game machine hits the states in early fall. If you'll remember a few issues back, *Game Players* broke the very first pix of the 32X Sonic game called *Sonic Chaotix*. Well, Sega changed the name on us. It's now called *Knuckles Chaotix*. While Sega is working the bugs out of *Virtua Fighter* for 32X, we can tell you that another Lock-On game is in development. Sega refuses to give us a name, but check back next month. Finally, Sega-heads, get your Menacer out of the closet! *Revolution X*, the Aerosmith gun game, is on the way from Acclaim.

## Big Hits In '95

Look for Sega to announce a new game by the name of *Vector Man* — a 3D robot side-scroller developed by Blue Sky. Currently in development, *Vector Man* is expected to be one of the biggest Genesis titles of '95 — you heard about here first. Remember that 'Mario-ish' Super

NES Yoshi game we reported on awhile back? Currently titled *Yoshi's Island*,

Nintendo held it back from the last CES because the graphics weren't DKC material. Rumor has it that the game is getting an SGI rendered facelift, while the game's engine and gameplay will remain the same. And it may also hit the Ultra 64! Also in the works, Data East is prepping a sprite-based 128 character fighting game for the PlayStation, and

Yoshi — soon to be walking on Cheerios for the Ultra 64?

Konami is working on *Dracula X*, *Contra* and *The Teenage Mutant Ninja Turtles*.



## The Ultra-Long Wait Is Almost Over!

While the PlayStation and Saturn have grabbed a good bit of the video game limelight lately, Nintendo and Silicon Graphics are still hard at work to bring the Ultra 64 into your home by Christmas. One of the main questions on everyone's mind — what will be



*Killer Instinct* is packin' 'em in at the arcades, but will it be packed into the home system?

the pack-in game? While established arcade hits like *Killer Instinct* and *Cruisin'* USA are good bets, *Game Players* has learned that the much-rumored *Pilotwings 2* is getting heavy consideration as well. Also expect a CD attachment at launch or soon thereafter. Nintendo has one ready now and can put it out as soon as they want. In addition to several RPGs in development for the Ultra 64 (like Enix's *Dragon Warrior VI*), an Ultra 64 sequel to *Donkey Kong Country* is also rumored to be in development courtesy of Rare. Plus, don't forget about that Mario game that's been in development for almost a year now! While Mario games have traditionally launched simultaneously with new systems, we've heard word that the Ultra title might not make it out until fall of '96. Sigh. Finally, in other Ultra 64 arcade news, expect to see *Star Fox* whizzing into a coin-op castle near you later this year.

Foxy McCloud wonders if his old pal Slippy is up to his usual hijinks again in the upcoming Ultra 64 arcade game!







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# HIT LIST!

In our never ending quest to supply our faithful readers with the most accurate gaming charts, we've changed the layout and added a new list that will be compiled from our reader's letters! So it's up to you guys to send in your top five games and we'll do all the math! (We kinda figured you were hoping we'd say that!) So let's get going!

## OUR READER'S TOP TEN!

Based on our reader mail!

GAME	SYSTEM	PUBLISHER
1 <b>Final Fantasy III</b>	Super NES	Square Soft
2 <b>Shining Force II</b>	Genesis	Sega
3 <b>Earthworm Jim</b>	Gen/SNES	Playmates
4 <b>Donkey Kong Country</b>	Super NES	Nintendo
5 <b>Mortal Kombat II</b>	Genesis	Probe
6 <b>The Lion King</b>	Super NES	Virgin
7 <b>Doom</b>	32X	Sega
8 <b>Jurassic Park</b>	Super NES	Ocean
9 <b>Sonic &amp; Knuckles</b>	Genesis	Sega
10 <b>Stunt Race FX</b>	Super NES	Nintendo

## OUR OWN DELUXE TOP TEN!

Based on what we play when we should be working!

GAME	SYSTEM	PUBLISHER
1 <b>Toh Shin Den</b>	PlayStation	Takara of Japan
2 <b>Super Bomberman II</b>	Super NES	Capcom
3 <b>Motor Toon Grand Prix</b>	PlayStation	Sony CE of Japan
4 <b>Virtua Fighter</b>	Saturn	Sega of Japan
5 <b>Clockwork Knight</b>	Saturn	Sega of Japan
6 <b>Return Fire</b>	3DO	Prolific Publishing
7 <b>Virtua Fighter II</b>	Arcade	Sega
8 <b>Killer Instinct</b>	Arcade	Nintendo
9 <b>X-Men</b>	Arcade	Capcom
10 <b>Blackthorne</b>	SNES	Interplay

## TOP TEN FROM THE USA



## WRITE YER OWN DARN LIST!

We need your help! Send us your top five games, along with the game system it's for, and the publisher, on a postcard. All that info will be on the game box. Please don't send it in a letter 'cuz we won't have time to open letters with all the mail we're expecting! Send your postcard to: Write Yer Own Darn List!, Game Players, 1350 Old Bayshore Highway, Suite 210, Burlingame, CA, 94010. We'll do all the math and publish your compiled list every month! So get on it and write yer own darn list today!

GAME	SYSTEM	PUBLISHER
1 <b>Donkey Kong Country</b>	Super NES	Nintendo
2 <b>Madden NFL '95</b>	Genesis	Electronic Arts
3 <b>NBA Live '95</b>	Genesis	Electronic Arts
4 <b>Sonic &amp; Knuckles</b>	Genesis	Sega
5 <b>Madden NFL '95</b>	Super NES	Electronic Arts
6 <b>NBA Live '95</b>	Super NES	Electronic Arts
7 <b>Star Wars Arcade</b>	32X	Sega
8 <b>Doom</b>	32X	Sega
9 <b>NHL Hockey '95</b>	Genesis	Electronic Arts
10 <b>NFL Football '95</b>	Genesis	Sega

## TOP TEN FROM THE U.K.

## TOP TEN FROM JAPAN

GAME	SYSTEM	PUBLISHER
1 <b>Cannon Fodder</b>	Super NES	Virgin
2 <b>Super Return of the Jedi</b>	Super NES	Virgin
3 <b>FIFA Soccer '95</b>	Genesis	Electronic Arts
4 <b>Donkey Kong Country</b>	Super NES	Nintendo
5 <b>Jimmy White's Snooker</b>	Genesis	Electronic Arts
6 <b>Earthworm Jim</b>	Super NES	Virgin
7 <b>Micro Machines 2</b>	Genesis	Codemasters
8 <b>Secret of Mana</b>	Super NES	Nintendo
9 <b>The Lion King</b>	Super NES	Virgin
10 <b>Stunt Race FX</b>	Super NES	Nintendo

GAME	SYSTEM	PUBLISHER
1 <b>Toh Shin Den</b>	PlayStation	Takara of Japan
2 <b>Donkey Kong Country</b>	S. Famicom	Nintendo
3 <b>Super Fire Pro Wrestling</b>	S. Famicom	Human
4 <b>Virtua Fighter</b>	Saturn	Sega
5 <b>The Kaemal's Night</b>	S. Famicom	Chunsoft
6 <b>Tales of Third Kingdom IV</b>	S. Famicom	Koei
7 <b>Ridge Racer</b>	PlayStation	Namco
8 <b>Big Monster Story</b>	S. Famicom	Hudson Soft
9 <b>Wander Project J</b>	S. Famicom	Enix
10 <b>Super Puyo Puyo</b>	S. Famicom	Banpresto

CHARTS





# TECH TALK

*This month our lab monkeys swing overseas to give you an advanced peek at the Super Nintendo satellite system and on-line gaming. Get out those surfboards!*

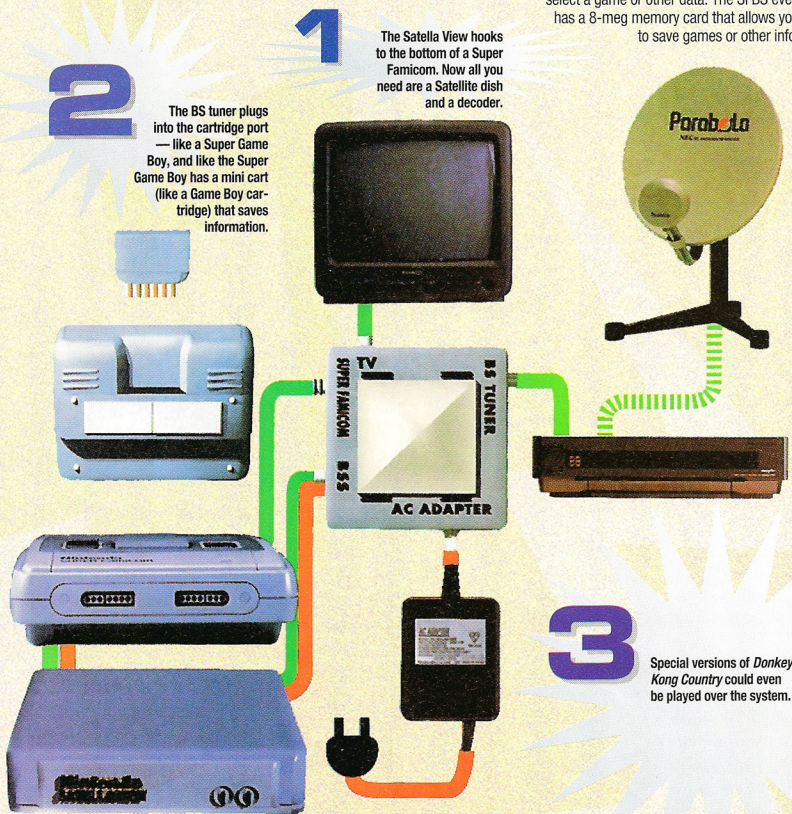
## Nintendo Surfs The Net!

**H**ave you ever flipped your Super Nintendo on its side to take a look under the machine? If you have, you've probably noticed a small external port on the bottom — if you haven't you're probably taking a look now and wondering what that thing is. Well, so were we, that is until Nintendo made a recent announcement in Japan that could change the way you play video games forever.

It's been named the 'Super Famicom Broadcast System' and it's the first attempt by Nintendo to digitally broadcast a signal over an orbiting satellite and onto the Super Nintendo. The very first transmission, called 'Sento Giga' will start on April 1 and in addition to music and text, games are planned for the system too.

## How Does It Work?

With a special satellite broadcast adapter called the 'Satella-View' and a BS tuner, Satellite or mini-dish owners can pull signals out of the stars and onto their television sets. The BS tuner (which is about the size of a Super Game Boy) plugs into the cart slot of the Super Nintendo. Onscreen prompts guide the user through a series of menus, then allowing them to select a game or other data. The SFBS even has a 8-meg memory card that allows you to save games or other info.







All of these little (and not-so-little) pieces make up the BS-X system. The BS-X could be Nintendo's answer to the Sega Channel.

## Be A Video Game Infonaut

So you've got an AOL account and you've been surfing 'the net' in search of a good time. Well, search no more! **Game Players** offers you a who's-who of video game companies online — and some of these sites are being published for the first time. This is in no way a complete list, but it should get you started. So hop on your key-board and ride those electronic waves.....

## What Does It Mean?

With mini-dishes (or Direct Satellite Systems - you've seen the commercials) just coming into use in the U.S., it's very possible to believe that Nintendo could turn the Super Nintendo into a Satellite receiver instead of a outdated lump of plastic - like the NES. And with a BS System, Nintendo could also directly download games, hints or previews, like its rival Sega is now doing with the Sega Channel. Currently only Nintendo of Japan will make the system available, and it will be by special order only for about \$140.00 — but think about it, you'd never have to buy a game again! Finally, any title you'd want to play could be piped directly into your TV — but this isn't 21st century Buck Rogers stuff that's out of reach to the average gamer. With Nintendo's recent alliance with communications giant GTE, it's something that could happen in the next year or so, and although Nintendo of America hasn't made any announcement about the possibilities of bringing the system to the states, we'll keep our fingers crossed and keep you posted!

The entire unit, all hooked up and ready to go! Does the BS-X system spell the end for all those late night trips down to the video game store for a midnight rental? Only time will tell! If this system is successful in Japan, look for a similar setup on our side of the ocean. After all, Nintendo just hooked up with GTE...



Accolade **INTERNET**  
[accolade@aol.com](mailto:accolade@aol.com)  
 COMPUSERVE 76004.2132@compuserve.com

Activision **INTERNET**  
[support@activision.com](mailto:support@activision.com)

Atari Jaguar Web Site  
<http://thrall.cm.cf.ac.uk/Games/console/atari>

Disney Software **INTERNET** disneysoft@aol.com  
 COMPUSERVE 71333.14@compuserve.com

Game Genie **INTERNET** game-genie-serv%nvcc.uucp@groucho.sonoma.edu

Interplay **INTERNET**  
 76702.1342@compuserve.com

Nintendo Game Boy **INTERNET**  
[gameboy@mentor.cc.purdue.edu](mailto:gameboy@mentor.cc.purdue.edu)

Sega **INTERNET** Web Site  
<http://www.segaoa.com>  
 Compuserve GO SEGA

Spectrum Holobyte **INTERNET**  
[sholobyte@aol.com](mailto:sholobyte@aol.com)

Video Game Forum GO VIDGAM

HARDWARE



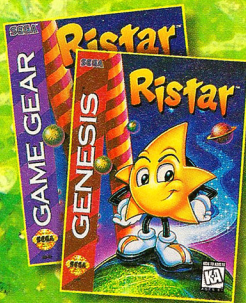
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thing 'til you start to swing!



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



**Reach for the stars on Game Gear!**  
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but he's got attitude to spare—  
not to mention a universe to save!



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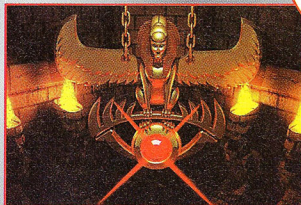
# PREVIEWS

Think of this section as somewhat of a mystical experience — a look into the future of video games. Or you could get real and realize that the game companies send us stuff earlier than you can get it. Either way, here's what's on the horizon!!!



## Secret of Evermore

Square Soft for Super NES



Although it may not look exactly this wonderful in the finished game, this temple is still one of the most impressive backgrounds we've ever seen!

**R**PG powerhouse SquareSoft is at it again. The same company that brought you *Secret of Mana* and the *Final Fantasy* series is all set to release its first game developed entirely in the U.S. Checking in at a whopping 24 Mbit (the same size as *FFIII*), *Secret of Evermore* looks like it's got all the goods.

Dr. Sidney Ruffeburg and his hard-working team of scientists have succeeded in creating their own universe! With its medieval castles, prehistoric jungles, and futuristic cities, the wondrous world of Evermore was designed as someplace they could retire to and live out their lives in a peaceful fantasy. With a tremendous blast of energy, they transported themselves there.

Many years later, a boy and his dog stumble across the Evermore project in the basement of the doctor's mansion and accidentally transport them-



These preproduction sketches of some of Evermore's nastier inhabitants show the depth of talent and imagination that Square Soft is bringing to their first game produced entirely in the US. What else would you expect from the company that brought you *Secret of Mana* and the *Final Fantasy* series?

selves to another dimension. Trouble is, Evermore ain't exactly peaceful anymore. The once-fabulous place has decayed into a decrepit and dangerous world, and it's a long, long journey back home.

The game boasts 256-color graphics that blend Square's always excellent pixel art with SGI

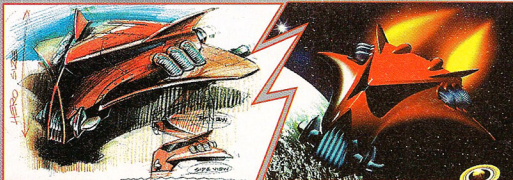


Finally, the rendered model is blended with character art and other elements to produce a finished background.

rendered backgrounds and creatures, and the screens we've seen so far look superb. We'll have the complete story next month, but in the meantime, feast your eyes on these preproduction sketches and rendered art. Does it look good?

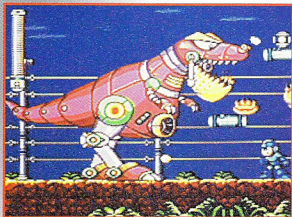
Mmm, mmm, yeah! It looks finger-lickin' good!

These great sketches are modeled and rendered on one of those SGI workstations everyone seems to have these days.



## Mega Man VII

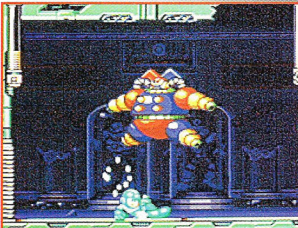
Capcom for Super NES



Once Mega Man gets a hold of the Barney bosses' power of 'Sing-along', he'll be unstoppable.

**A**nother *Mega Man* game is gliding towards the Super NES, and apparently the idea of *Mega Man XXX* seemed a bit lewd. So Capcom went back to where the NES *Mega Man* left off (*Mega Man VI* was the last). What does this mean to our little robot hero, and the players who will lead him on another quest? Most likely, nothing. Every *Mega Man* game is pretty much the same, and the plot isn't really that important.

We haven't had a chance to check out this game yet, but we're sure it's full of the same great gameplay as the other bazillion *Mega Man* games. Stay tuned for a full review, and a detailed explanation of the odd-numbering system.



Even Mega Man is getting bored with his games. He's just lying down while he faces yet another floating boss. Looks like nappy time!



## Keio Flying Squadron

JVC for Sega CD



Yeah, here's Keio, taking a load off in her 'Hyper Cutie Bunny' outfit, sittin' in the sun with her dragon Spot.

Uh, OK. It goes like this (better sit down for this one). A teenage girl named Rami and her Grandmother have been guarding an ancient key, a task that their family has been performing for centuries. One day, while Rami was out at the Mini-Mart getting a burger, an evil, super-intelligent racoon named Dr. Pon flew in and stole the key.

Rami's Grandmother was so angry over losing the key that she sent Rami after Pon to retrieve it, under penalty of no more food for the rest of her life! Thus charged, Rami performed her 'Hyper Cutie Bunny Change,' hopped aboard her faithful dragon, Spot, and flew off to take on the American Navy, the Russian Army, and Dr. Pon's legions of mutant pussycats and parakeets.

Still with me? Needless to say, *Keio Flying Squadron* is a shooter with an extremely goofy and heavily Japanese sense of humor. This is another title that should be out any day now.



Better get your rest while you can — soon you're gonna have to tangle with the U.S. Navy!

## Lords of Thunder

Hudson Soft for Sega CD

And heeere's another shooter. There seem to be more and more of these popping up on Sega CD lately.

This one bears a striking resemblance to the nigh-classic *Forgotten Worlds*. The structure is very similar, with enemies leaving gems behind that you can collect and use to buy bonus items between the stages.

One other feature worth noting is the guitar-heavy rock soundtrack. Hey, if you gotta play a shooter, it might as well leave your ears ringing as well as your heart pounding, right?



Hey! Its a big, nasty, uh, dragon... thing... Better, um, shoot it I guess then... yeah, shoot it...



Like *Forgotten Worlds*, you get to spend your hard earned gems on power-up items between stages. You gotta do something with all that cash burning a hole in your pocket.

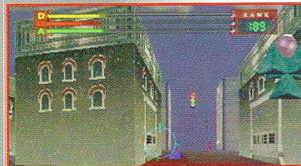
## Immercenary

Electronic Arts for 3DO



Ah, the virtual world of Perfect. Where all the hapless citizens are locked in perpetual combat. Almost like New Jersey.

Well, it seems that a group of present day scientists has been getting messages from the future, and the future is not a bright place. The whole future society has been duped into living in a virtual world called Perfect, which is anything but. The worst problem in Perfect is that once you get in, you can't get out, and now all the virtual inhabitants are locked in combat, having no purpose other than to fight their way to the top rank

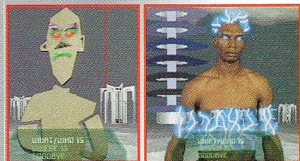


The game boasts a number of different kinds of virtual terrain, from urban streets to swamps and almost everything in between.

and defeat the operating system, Perfect1, in the slim hope that beating it might lead to a way out.

That's where you come in. Here in the present, a small team of scientists has agreed to help the future by sending warriors into Perfect from our time. Unlike those in the future, those from the present can be taken out of Perfect when the going gets tough. Your mission: find and defeat Perfect1 and release the future from virtual Hell.

This is a first-person combat game that's very much UNLIKE *Doom*. The 3-D virtual city in inhabited by all sorts of rendered, not to mention desperate, characters. The early version we played had a very steep learning curve, but seemed addictive as hell. We should have a full review next month.



In the center of Perfect is the DOAsys, a neutral zone where everyone comes to rest and heal. While you're in there, you can chat with the different weird folk you find there.

## Quarantine

GameTek for 3DO

Down in the city of Kemo, crime and violence have gotten so out of hand that authorities have walled the place in and written the whole thing off. This would be just fine with you, except that you're trapped inside! You're Drake Edgewater, a cabbie with an attitude — and since attitude can only get you so far, you've also got your trusty machine gun equipped '52 Checker cab to back you up.

So, you drive around the city, looking for fares and fending off crazed folks of every description. Somewhere in this city, a guy with enough money and heavy enough weapons ought to be able to find a way out. Right?



Hey! Outta my way, ya Sunday driver! I'll blow you off the road, I will!



And, when the forward firing guns aren't enough, try unloading out your trusty machine pistol.

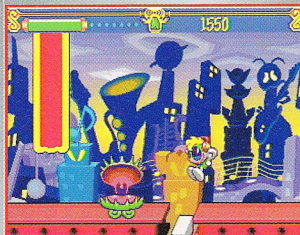
But, since every cabbie has to make a living, you've got to remember to pick up a fare now and then. Oh well.





## Tempo

Sega for 32X



**Tempo** — the game that proves that insects like jazz. Dig that crazy background scenery!

**T**ake the world's only blond-haired grasshopper on an adventure of not-so epic proportions. The vile space octopus, King Azalos, has brainwashed the insects to terrorize life on Planet Rhythma, but *Tempo* is here to restore rhythm to the planet. *Tempo* boasts of CD quality sound for its variety of tunes. But will there be a game? Will it be fun? Does anybody care about planet Rhythma? And what is the meaning of life? These questions and more will be answered next month when we tell you if *Tempo* is an offbeat hit or if it's just plain offbeat.



**Tempo** rocks out on his accordion. Crazy, man!

## Knuckles Chaotix

Sega for 32X

**K**nuckles tries to jump out of the shadow of his spiny blue mentor, by being the star of this 32X effort. 24-megs, 32,768 simultaneous colors, and more cute side-scrolling characters than you could imagine make *Knuckles Chaotix* the most anticipated platform game for the 32X. The game play is different than others before it, because you



Get extra speed by holding Knuckles back with his ring.



Knuckles and his various ring-mates have a ton of fun in *Knuckles Chaotix*!



use two-characters together to throw and pull your way through five massive worlds. Is this just a new twist on a tired format, or does *Knuckles Chaotix* uncover new ground? You can bet, we'll tell it to you straight next month. So, stay tuned (or something like that).



No, it's not a purse snatching in progress — it's just Knuckles' new way of building up speed!

## Spider-Man the Animated series

LJN/Acclaim for Super NES



Here they are, the four arch-criminals who escaped from Ravnecroft to terrorize the poor city...

**J**ust when you thought it was safe to walk the streets on those dark nights again... It seems a bunch of really, really bad guys have escaped from Ravnecroft sanitarium, including some of Spider-Man's greatest enemies, Doc Ock, the Green Goblin, Some Guy, and that alien-looking thing. Now it's up to your friendly



Fortunately, we have Spider-Man.



While the game features the arch-enemies as stage bosses, other characters, like *The Lizard*, make cameo appearances — if you can find 'em.

neighborhood web-slinger to track 'em down and put 'em back in.

It's being released through LJN, the comic book license arm of Acclaim, who you might remember brought you *Maximum Carnage* last year. However, the developer is different this time around, an outfit called Western Technologies, and it's very different in both look and play mechanics — and just try to get that wacked-out theme song out of your head. Watch for it, oh, any day now.



Oh, no! It's that wacky Doc Ock! What's a crazy neighborhood Spider-Guy to do?

## Bust-A-Move

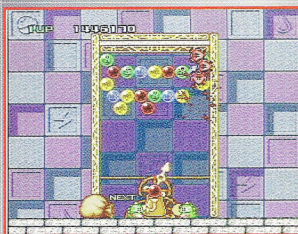
Taito for Super NES

**T**his is an action/puzzle game that at first glance might make you think of *Tetris*, but really doesn't play like anything else.

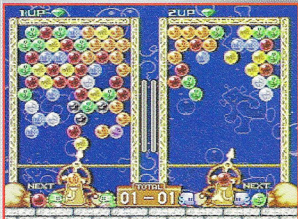
The idea is to shoot colored spheres to the top of the screen. The spheres stick and hang from the 'ceiling,' and if you can get three of the same color spheres to touch, they explode, which also allows any spheres of a different color that have been hanging from them to drop. Of course, the ceiling is dropping the whole time, and you have a set number of spheres to get through before it reaches the floor and crushes your launcher.

This was a sleeper hit at Winter CES, and since the Game Players' booth was right next to Taito's booth, a lot of GP staff members got hooked before we even knew what was happening. This may be one of the most heavily addictive puzzle games to hit the market in a while.





See, all you have to do is shoot the spheres so three of the same color connect. They explode and go away. Simple right? Yeah, sure, like *Tetris* was simple.



There's also a two-player mode, and when you make a group disappear from your screen, they pop up into your opponent's. Ooh, nasty!

## Dungeon Explorer

Hudson Soft for Sega CD



It might look a little like *Gauntlet*—well, OK, it looks a lot like *Gauntlet*—but *Dungeon Explorer* is a game all its own.

The Darkling Tower is the stuff of legend. Imprisoned somewhere within is the goddess of Ambition, who will grant a wish to whoever can free her. Many have tried. None have succeeded. All have died.

*Dungeon Explorer* began its life as a Commodore game a number of years ago, and if it looks a little like *Gauntlet*, well, it plays a lot like *Gauntlet* too, but it's a little more sophisticated at the same time. The game has a definite structure, for one thing—it's not made up of several hundred levels that all look the same. The game is broken up into different areas, each with its own

unique style, layout, and challenge, and there are bosses at the end of each.

There's also a much wider variety of characters, and as you might expect from the 'We Be Multitaps' company of Hudson Soft, as many as four can play at once.



For one thing, it's got a place to pitch your tent and camp out, and it's right next door to this saucy little shop where you can buy all sorts of new stuff for your fighting warrior.



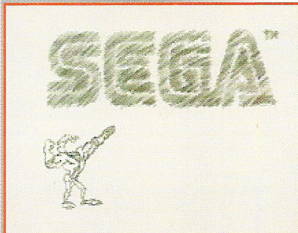
And, of course, it's got a multi-player mode, where several folks can join in at once.

## Earthworm Jim: Special Edition

Interplay for Sega CD

Everybody loves Earthworm Jim, and now the annelid warrior has made his way to CD-ROM. But wait! This is more than just Jim with better music (and the music is amazing, by the way).

The designers at Shiny have added new stuff and re-tooled all the old stuff, so *EWJ: SE* is really an almost new game! No longer hampered by the



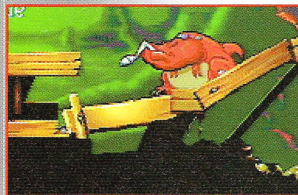
New, new, new. That's what's up with *Earthworm Jim: Special Edition*. Like this cool pencil test that starts the game, showing you some moves you've never seen from him before.

storage limitations of cartware, they've pulled out all the stops. It's got new levels, new enemies, new bosses, some great new weapons for Jim to throw around, and (hush hush) a new ending?

Plus, it's got a few stages where Jim finds himself without his battlesuit! Is the world ready for a naked worm? Gee, I dunno.



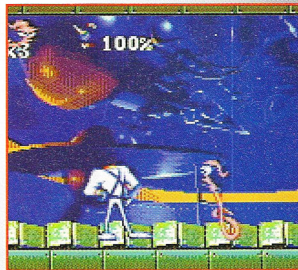
And then there's Big Bruty, a nigh-invulnerable critter who, well, lets just say he doesn't seem to mind getting worms.



Yum, yum! Nothing like a tasty worm!



Uck. Blasting little pustule things inside Dr. Duodenum's Intestine level is, well, it left us feeling a lot less like eating than we thought we were.



And here he is folks, ol' Jim outside his suit. The suit looks a little peeved to be empty too.



## Also Coming



### Flying Nightmares

Domark for 3DO

Originally a great PC flight-sim, this game has already made its way to Sega CD, but this 3DO version looks much better — a lot like the PC version. So 3DO owners will have their first flight sim and a chance to fly a Harrier around destroying hundreds of different objects. We anxiously await a finished version so we can tell you if this is the game dreams are made of or if it's just a nightmare.



### Slam Masters

Capcom for Genesis

Wow! 32-megs of tumblebuck-smashing, head-buttin' action is coming to the Genesis. This arcade translation has already been out for the Super NES, and now the Genesis will harbor 10 comical champions and all their no-holds-barred moves. We're gonna put the people at Capcom in a sleeper hold until they send us a finished version, then we'll pin this game down with a pile-drivin' review.



### Theme Park

Domark for Sega CD

Practice capitalism by taking advantage of entertainment craved citizens. Build your own Theme Park, paying attention to ticket prices, ride speeds, and concession food. Only the perfect combination will lead to a large chain of Theme Parks. When this disc comes in we'll let you know if it plays like Disney World or EuroDisney (ew!).

## Izzy's Quest For The Olympic Rings

U.S. Gold for Genesis and

Super NES

Who's Izzy? Well, Izzy is the official mascot for the 1996 Olympic Games and he represents the spirit of the torch and the Olympic ideal. This game is just the start of Izzy mania — there's going to be a cartoon series, six-and-a-half-story balloons, CD-Rom titles, Greeting Cards, special Coca-Cola cans, and all kinds of cheesy souvenirs.

In the game Izzy is out to recover magical Olympic rings so he can actually get to Atlanta to compete. Izzy has your usual side-scrolling abilities, like jumping on heads and climbing, along with the ability to morph into a baseball player, a rocket, an archer, a skateboarder, and more. Does all this equal great gameplay? As of yet, we don't know, but by next month we'll have a full report on the little blue guy and you'll know whether Izzy is an Olympic game or a Special Olympics game.



It's a bird, it's a rocket — no, it's another zany side-scrolling action hero.



## Toughman Boxing

Electronic Arts for Genesis

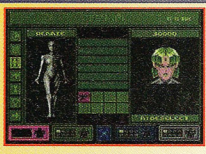


Nothing feels as good as a crushing uppercut! Yes!

Three fight modes. Fight the CPU or duke it out with a friend using Power Punches like the popeye punch, the haymaker, the windmill, and the head butt. Three one-minute rounds of man to man, knock-down-drag-out fighting.

The variety of options, boxers, and power punches could put this EA title at the top of the weight class, but can it hold up to the champ Super Punch Out. Find out, with our full review next issue, until then keep your hands up and hit low.

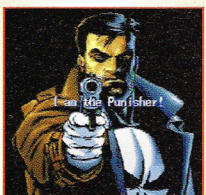
## Also Coming



### Syndicate

Domark for Sega CD

This action-packed adventure has already made its way to the Genesis and Jaguar, and now is plotting a takeover of Sega CD. Lead up to eight cyborg agents into the dark world of espionage. With over 50 missions and 50 cities, Syndicate for Sega CD promises to be even better than the Genesis version. When this CD comes in we'll sing like a canary, and tell you if this game is worth torturing or just killing.



### The Punisher

Capcom for Genesis

This arcade translation is in the mode of a Final Fight, you take your character and run from left to right beating up all in sight. You can also play a two-player mode, where you can be the cigar smokin' Nick Fury. We haven't played this one yet, but when we do we'll let you know if The Punisher deserves a good spanking or not.





# THE GODS SPEAK

## Our Eye-Popping Interview with the Dudes who made *Mortal Kombat III*

John Tobias and Ed Boon may not be household names, but their games are. Since the original coin-op's debut two years ago, the *Mortal Kombat* series has continued to defy senators and gain momentum, smashing sales records just as Jax bashes skulls. But are two guys really responsible for all this hysteria? Game Players sat down with John and Ed to talk about where they've been, where they're at, and where they're going.

**GP:** What do you guys think of games that are pretty much blatant *Mortal Kombat* imitations?

**Ed:** You mean like *Way of the Warrior*, something like that?

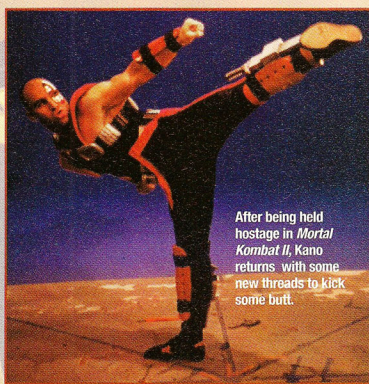
**GP:** Yeah, that, or I don't know if you've seen a new game called *Tattoo Assassins*...

**Ed:** Oh God, yeah. The ones that are blatant rip-offs... I think that we would've been more bothered by them if they were successes, but I don't think they've taken off. Maybe they don't get what it is about *Mortal Kombat* that makes it *Mortal Kombat*.

**JOHN:** Yeah, it's like they get a bunch of actors and digitize 'em and then they'll have a hit game.

**GP:** Not to spend a lot of time on the whole violence thing, but for the record, do you think that game ratings are the way to go or do you have any standard response to people who would challenge the right to make violent video games?

Kano looks kinda like Locutus of Borg, don't ya think?



After being held hostage in *Mortal Kombat II*, Kano returns with some new threads to kick some butt.

**JOHN:** Ed, you want to take that?

**Ed:** Ah... I think that if somebody doesn't want their kids to play a game, they certainly should not play the game. We don't target our games at young kids, we always target them at the older adolescents, around 16 or something like that. The fact that there was so much controversy, to some degree was out of our hands, but I think that if somebody doesn't want to play the game, then by all means don't play it. That's all that we can really say, I don't think that you can comment much beyond that.

**JOHN:** I don't think there's anything wrong with putting a rating on a game...

**Ed:** ...Right, it's just like a movie.

**GP:** On to the new game, *Mortal Kombat III*, what can you tell us about the storyline?

**JOHN:** This one takes place on earth this time. There's another realm that exists called the Outworld, and this guy named Shao Kahn sort of ruled there in a kind of dying dimension and he wants to take over earth. When we open in part three, he was successful. He doesn't destroy it, it's not like Armageddon. A portal opens and he takes every soul on the planet, so now earth is sort of a barren place with nothing on it. Shao Kahn is slowly beginning to turn earth into a world that resembles Outworld. Just as the warriors from *Mortal Kombat I* and *II* were chosen, the people who are left in *III* are the chosen warriors, so Shao Kahn can't take them.

Brand new  
Kung Lao —  
same old hat.



**GP:** Did any of the characters from parts one and two who didn't make it to the third get taken by Shao Kahn?

**JOHN:** Um... pieces of the story like that are still in development. Some of them were taken, some of them got killed. There's going to be a thing in the back story where Shao Kahn, after he takes the planet, he knows that there are still some warriors left spread out over the planet, so he sends out little bands of warriors to go take care of the remaining humans.

**GP:** So it sounds like the third *Mortal Kombat*, if anything, is going to be even more brutal than the first two...

**JOHN:** Yeah, y'know, when you've got a part one and a part two, you have to do a real good stretch to come up with a third part. In parts one and two the good

guys are always winning, and in part three the bad guys come through and the good guys got their backs up against the wall.

**GP:** Will gameplay change at all, or will it basically follow the traditional *Mortal Kombat* formula? Will there be any new major elements involved?

**Ed:** We've built on the existing game play that we have, the whole way that the combos and stuff are done. We've added combos that you can do on the ground, also the ones that we did before where you keep the guy in the air. There's just a much wider variety of things to do with the characters. There are 14 characters and each one of them has just outrageous moves. It's more unpredictable and at a much faster pace than part two.

**GP:** And I suppose that the usual ton of tricks and codes will also be incorporated?

**Ed:** Yeah, we're definitely going to have tons of secret stuff, and whole new features. Y'know how fatalities now seem to be an expected thing in fighting games? We're doing a lot of features now that are going to be of the calibre that they're going to become staples in the fighting game genre in terms of features.

**GP:** There have been rumors, as I guess there are every time you guys start up a new game, that this is planned to be the last *Mortal Kombat*. Is there any truth to that at all?

**JOHN:** No. There are no plans that this is the last one, but there are no plans for another one yet.

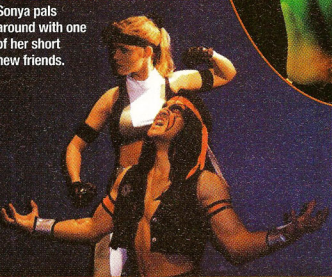


**GP:** What can you tell us about the new characters? Are there any ones that we might have bumped into in the past but weren't able to control, or anything like that?

**Ed:** Yeah, everybody's always wanted to control Goro. We sort of found another way of letting people fulfill that fantasy.

**GP:** What about the other new characters? You said that there were 14 characters total, so I guess that would mean a bunch of new guys...

Sonya pals around with one of her short new friends.



You wanted her, you got her — Sonya's back in *Mortal Kombat III*!

There's also a SWAT guy, Sub-Zero's back, there's the cybernetic ninja guys...

**Ed:** Right, there's these cybernetic ninjas and they sort of represent a new chapter in Sub-Zero's soap opera. Sub-Zero's back, but he's not a ninja any longer. He's taken off his mask, and he retains some of the powers that he had, but he gets double-crossed by his clan and they modernize and have these robotic ninjas, and when Sub-Zero quits they send a couple of 'em to assassinate him. And since these new ninjas are robots, Shao Kahn can't take their souls.

**GP:** What do you guys think of the home versions of the *Mortal Kombat* games?

**Ed:** We were very happy with the *Mortal Kombat II* translation, for the Super NES in particular. And the new Sony Playstation and Ultra 64... we're pretty excited at the prospect of getting our games translated onto those. The Super NES *Mortal Kombat I* we had some problems with, but they more than made up for that with part two.

**GP:** Speaking of the new systems, do you guys have any favorites yet, or are you just sitting back and watching things develop?

**Ed:** Some of the systems are out, but I don't think anything's really been explored as to their total capabilities. I don't know... we'll see as time goes by. Who knew when the Super NES came out that it could do *Donkey Kong Country*? I think there's going to be quite a bit of time before you see the incredible stuff on the new systems.

**GP:** Do you see any trends in the industry? What we might expect from gaming in the future?

**Ed:** You'll probably see a lot more rendered stuff. Everything seems to be moving away from the standard cartoony stuff. Maybe the *Sonic*s and the *Marios* will continue to do well, but y'know I bet they'll do a Sonic game that's rendered at some point. It seems to me that the solid characters with no shading are fading away.

**GP:** Yeah, it seems that the same age group that used to like the *Mario* and *Sonic* games want something that's geared towards a slightly older audience.

**Ed:** Right. It seems that as time goes on, the quality of games just keeps getting pushed further and further, and hopefully there's more good stuff ahead because there's just a lot of bad stuff. It hurts the industry a lot.

**GP:** So, are there any other types of games that you guys would like to do?

**JOHN:** Yeah, we had played around with doing a *Star Wars*-type game, if not a *Star Wars* game, but then

*Mortal Kombat I* came out and then we had to do part two and now three. A lot of the existing standards can be re-done, kind of like we did with *Mortal Kombat* where the format had been done before, but we just added our own twist to it. The realism, the super-cool graphics, the faster gameplay and stuff like that. I'm sure there's a bunch of stuff that we could potentially do but right now we're so tied up doing *Mortal Kombat* that there's no time.

**GP:** Have players found all of the hidden cheats in *Mortal Kombat I* and *II* yet? Because I know that in *Mortal Kombat II*, for instance, the hidden characters are referred to as "Undiscovered characters from *Mortal Kombat I*". This has led many to believe that they missed some stuff from the previous game...

**Ed:** No... that's really just part of the story. It's supposed to tie the games into one big, long story.

**GP:** So all the codes and characters from the first two games have been found already?

**Ed:** Yeah.

**GP:** Cool. That will put a lot of people's minds at rest, I think. One last question — do you guys ever just waltz into the arcade and beat the total crap out of people in *Mortal Kombat*?

**JOHN:** Not anymore (laughter). The kids are getting way better than we are. **GP**

Hey, Jax — what happened to those arms, buddy?



**JOHN:** There are a total of 14 characters, out of which six are from previous games. There's two from part one and four from part two, and then the rest are all new characters. Names are kind of a funny thing right now because some of them haven't been approved yet. There's going to be one completely new boss monster. He's pretty cool. That's all I can say about him. There's Shao Kahn's queen, who is a player character. She's real central to the storyline because it's because of her that Shao Kahn is able to take over earth. She died 10,000 years ago or whatever and she gets reincarnated on the planet and it's because of that Shao Kahn can come over and take over. She's a pretty cool character. She's got real long, flowing white hair that she whips around, and she also can fly. Well, more like hover, I guess.

**GP:** Very cool. I've seen some pictures of an Indian character...

**JOHN:** Yeah. There's one thing about the Indian character — I guess there's been lots of other Indian characters, but this one is more like a modern-day Indian, there's nothing real typical about him. As far as his storyline, when Shao Kahn takes over the planet, the Indian is on an area of land that's sacred to his family and his tribe, so he's protected, and Kahn isn't able to take his soul because of that.

Another guy fights with hook-swords. He wears this big mask and he's got tubes going into his body. When Shao Kahn took over he wasn't able to take this guy's soul, so he sends a group of soldiers and they mess him up pretty bad and leave him for dead, but he manages to survive.





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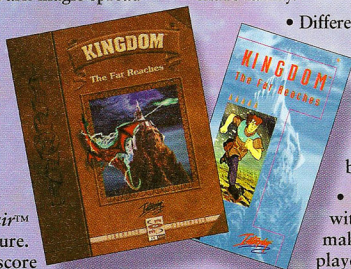
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\*Coming soon to the 3DO Entertainment System and CD-ROM for Macintosh.



# REVIEWS

**OK! As promised, we're back again, with more of our famous review intro humor! Hey, did you here the one about... no, wait, that's an old one. A guy and his dog walk into a bar... hmm, can't tell that one — this is a family magazine. How many mice does it take to... uh, the SPCA would sue us if we told that one. Oh, to hell with it — here's the damn review section!**

## INFO

We have no shame! We expose the entire game!

## REVIEWER

Be real nice to this guy — he knows where you live!

## OPINION

We don't lie!!! Cross our hearts and hope to die, stick a needle in... errrr... your eye! Hey, we gotta see to write, you know?

## OUR SCORING SYSTEM

More math than you can stand!

**The Rocket Science:** Each category of our scoring boxes is given a 'weight' — the higher the weight, the more important the category. We multiply each category's score by the weight, total them up and divide the answer by 18, which is the total of all the weights combined. The resulting number is multiplied by ten to compute the final score for the game. Whew! That was hard! Let's go get some beers!

**Graphics:** This category is weighted by a factor of two, 'cuz ya got two eyes. Kiss kidding!

**Music & Sound FX:** Weighted by a factor of one. Why? 'Cuz we said so!

**Innovation:** Weighted by a factor of one.

**Gameplay:** This category is weighted by eight 'cuz you shouldn't pay if it don't play.

**Reply Value:** This category is weighted by a factor of six. Play it again, Sam?

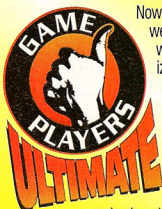
**Overall Score:** After all the math, the scores come out like this:

100% Flawless	60% Good
90% Excellent	50% Average
75% Very Good	30% Stinky

## GAME SCREENS

Wait! Don't stick that needle in your eye! Check out these way cool screen shots instead!

## GAME PLAYERS ULTIMATE AWARD



Now that you know how we arrive at our scores, we hope you also realize just how hard it can be for a game to get one of these thumbs! When a game has one of these, it means it scored at least a 90% with our reviewing staff. That ain't easy!

## GAMES REVIEWED

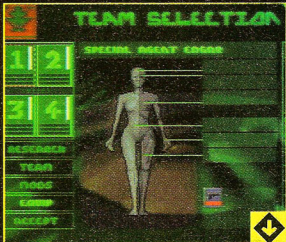
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GENRE / action  
PLAYERS / 1 or 2  
SIZE / 10 megs  
SAVE FEATURE / none  
PUBLISHER / Sega  
DEVELOPER / Headgames  
AVAILABLE / now  
PRICE / \$59.99



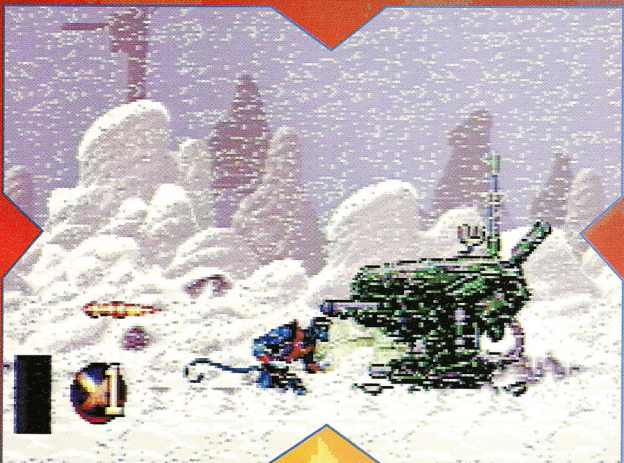
*They still talk about the days when Doug Brumley and his clone would play roll call pranks on his elementary school teachers.*

Back in the last Genesis episode, the X-Men were battling it out with Magneto. This time in *X-Men 2: Clone Wars*, they face off against... a virus? That technological virus, known as the Phalanx, is attacking Earthlings and overtaking their minds, making them nothing more than obedient servants. The good news is that the X-Men are unaffected by the Phalanx; the bad news is the virus has developed several strategies, including the manufacture of X-Men clones, to finish off the only people who can put a stop to it.

Beast, Cyclops, Gambit, Nightcrawler, Psylocke, and Wolverine star in *X-Men 2*, but only one mutant — or two in a two-player game — can be used per mission. Since each X-Man has a diverse collection of weapons and abilities, a large part of the challenge lies in determining which member of the force is best equipped for each stage. With no save feature and fairly challenging game play, *X-Men 2* could have been a very frustrating title. But with eight lives per player and strategically placed health power-ups, the game stays interesting and enjoyable instead of baffling. **GP**



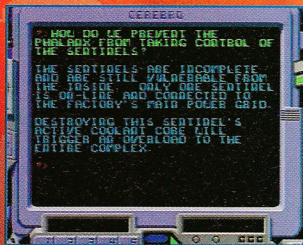
# X-Men 2 CLONE WARS



A screen capture doesn't do the blizzard in the Siberia level justice, but shouldn't the X-Men be wearing their official superhero parkas or something?

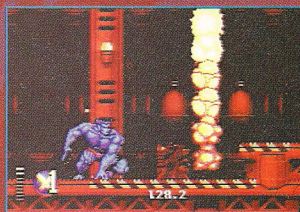


Your life meter is replenished by collecting DNA double strands. The small strands heal by one unit, larger strands heal by three. When the top bars on the meter are lit, the mutants' powers are increased.

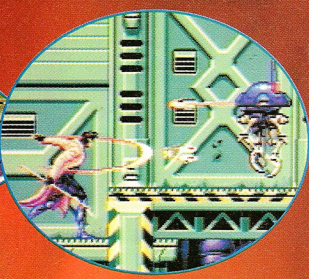
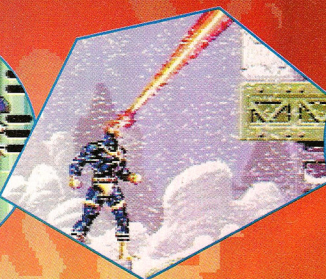
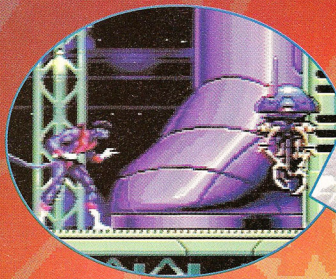
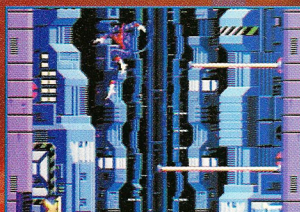


Cerebro, Professor X's computer, updates you on the latest developments and gives you orders between levels. It also gives you the chance to change to another team member.





The constant side-scrolling action is broken up by a few unique levels, like a race against the clock and a free-fall through a tunnel-o'-danger.



Three of the six X-Men — namely Nightcrawler, Cyclops, and Gambit — have chargeable weapons that can inflict big-time damage. They take a second or so to fully charge, but the end result is worth it.



Beast makes a rare video game appearance, but his brute strength and special moves make him a welcome inclusion.



Psylocke, the only female in the group, is one of the three characters (Nightcrawler and Beast are the others) who can cling to walls to avoid danger and reach power-ups.



Wolverine has the unique ability to heal himself when his health meter gets crucially low. When the meter is at two units or less, it will slowly heal up to a total of three health units.

## A SECOND OPINION

I agree with Doug that the controls are simple, but I think this is a fault, not a plus. In the SNES *X-Men* game you had to pull off *Street Fighter*-type moves, which made the side-to-side beat-'em-up bearable. In this game, the action is so simple that it becomes boring, at times, and instead of using skill to pull off moves, you just end up with sore fingers from pressing the attack buttons repeatedly. Still a solid game, but I'd score this one a bit lower. — Mike



## GRAPHICS

8

- Graphic effects (especially the first stage blizzard) are impressive.
- Some of the jumps and movements are a little jerky-jerky.

## GAMEPLAY

8

- Game play is made enjoyable by simple controls for each character.
- Strategy is needed to find the right X-Man for the job.

## INNOVATION

6

- There are a few unique levels that break up the game's side-scrolling monotony.
- This style of game is getting a little old.

## MUSIC & SOUND FX

8

- A variety of great background tunes set the pace for each level.
- Inclusion of more sound effects would have been nice.

## REPLAY VALUE

7

- Six X-Men and a two-player option multiplies the fun.
- No save points, so you have to play the first few levels over and over again.

**76%**  
OVERALL GP RATING



GENRE / racing  
PLAYERS / 1 or 2  
SIZE / 16 Megs  
SAVE FEATURE / password  
PUBLISHER / Electronic Arts  
DEVELOPER / Electronic Arts  
AVAILABLE / March  
PRICE / \$50.00



# ROAD RASH



*Never a stranger to leathers (or leather bars and cattle prods), Neil West was the perfect candidate to get his motor running and head out on the highway...*

**S**equels are never as good as the original. *Robocop 2* wasn't a patch on its predecessor, the fourth 24-inch 'Meat-o-rama' pizza of an evening is never as appetizing as the first, and *Road Rash 3* is a game that just ain't what it used to be.

*Road Rash 3* is essentially a repackaged version of the same game that EA has been selling to Genesis owners for the last four years. The idea is still to race 15 other riders over a selection of courses, earning money along the way to buy bigger and faster bikes. OK, so there are some small tweaks and improvements, but not enough to make this a worthy purchase if you've got either or both of the other two versions.

So what's new? Well, first and foremost are the additions of three new weapons. Rashers are now able to zap opponents with a 50,000 volt cattle prod, blind rivals with a Mace can, or simply empty an oil can in their path (great for that 'Slip Slidin' Away' feeling). The cool thing is that these are in addition to the original selection, and you can carry all at the same time, alternating weapons as you go.

Two-player mode is fantastic fun. The split-screen makes it kinda tough to see too far ahead, but it's the same for both players.



If you can't afford to buy a whole new bike, a cheaper alternative is to upgrade the one you've got.

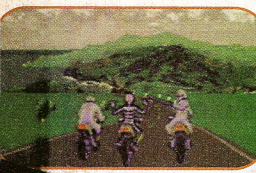


Wanna be a Snitch or Repo Man? It's a neat alternative to coughing up the cash but can you live with your conscience?

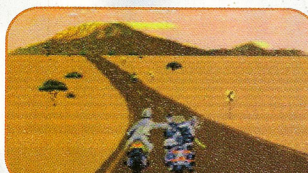
Another worthy addition is the 'upgrade' department in the bike shop. As well as choosing between three different classes of bikes, you can now buy performance, protection, tire and suspension upgrades for smaller amounts of cash.

Add to these enhancements 'Snitch' and 'Repo Man' features (if you're busted or billed for repairs you can't afford, you have the option of going back out and collaring renegade riders for 'The Man' in exchange of payment), more police trying to bust you for speeding and new race tracks around the world, and there's quite a lot here to gloss over the cracks of age.

So buy it if you don't have a previous version, but otherwise stay clear. And c'mon EA — show us something really new, won't ya? **GP**



**CRZZKKKK!!**  
Game Players thinks that weapons like this are shocking! [Never make that joke again — Ed]



Try not to get busted by the cops. Not only do they cost you your potential winnings from the race, but they also slap a speeding fine on you.



It's just you against 15 other riders. Remember, on the open highway anything goes — speeding, violence, jumps...

**8**

- New animation and extra scenery gives the action a boost.
- The game is four years old, and looks it.

## GRAPHICS

**6**

## MUSIC & SOUND FX

- Some nifty soundtracks and convincing sound FX.
- But where's the Rock 'n' Roll soundtrack?

**5**

## INNOVATION

- The addition of new weapons and a custom bike shop is a bonus.
- EA's been selling the same game forever!

**8**

## GAMEPLAY

- EA's 'If it ain't broke don't fix it' does ring true...
- ...but more could have been improved.

**8**

## REPLAY VALUE

- Lots of incentive to earn more cash to get bigger, better bikes...
- ...but if you've got RR or RR2 forget it!

**77%**  
OVERALL GP RATING



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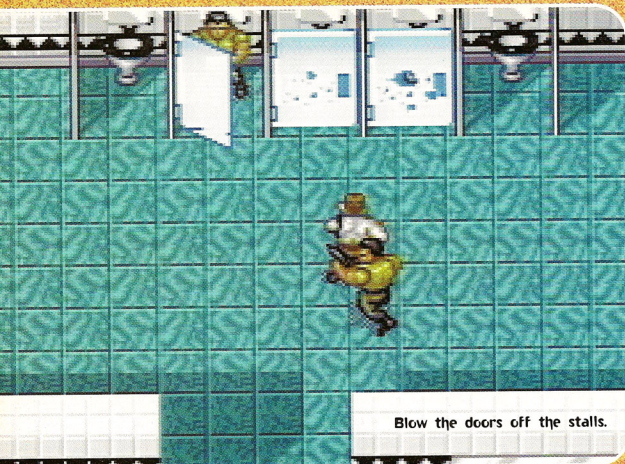
☐ Sega Genesis



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1 / PLAYERS  
16 / MEGS  
password / SAVE FEATURE  
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now / AVAILABLE  
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Blow the doors off the stalls.

After Darrel Sasagawa reviewed this game, his testosterone level was so high, he grew muscles on his forehead! Now he grooms his hair with Flexall liniment!

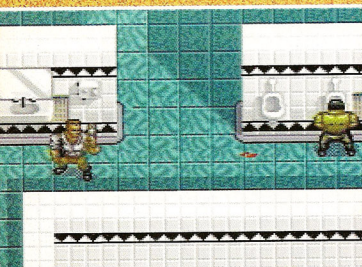


I am the party pooper!!!

**A**rnold and his muscles are at it again! Just like in the movie, he tracks down the crazed Aziz and his lunatic 'girly man' terrorists, in order to thwart their plot to wreak havoc on unsuspecting 'puny little' Americans.

As usual, Arnold resorts to brute force to save the day. That's right, his 'senious pumpitude' is not enough. Even though he could easily squeeze the life out of the 'girly man' terrorists with his bare hands, Arnold is most definitely packing. In fact, he's a one man army, armed with a Glock nine millimeter, a double barrel shot gun, and an Uzi.

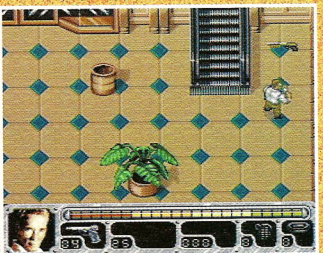
I love this game, despite its outrageous price tag, and the fact that it's incredibly difficult. Once you start it, you may never want to stop until you're done. Who needs sleep anyway, right? Perfection is the key to success in this game. You can't afford to make mistakes, otherwise it's 'Hasta la vista, baby!' **GP**



'Carry on, citizen. I see you have the situation well in hand.'



'Who said this was going to be just a walk in the park?'



There's weapons to be found laying around in every level.

## GRAPHICS

7

## GAMEPLAY

7

## INNOVATION

8

## MUSIC & SOUND FX

8

## REPLAY VALUE

8

- This game is heart pounding, teeth gritting, pure adrenaline!!!
- It's worth playing again just to hear the guns and screams.

- The sound effects are awesome!!!! I especially liked the guns.
- The music is just there... it's the same old, same old.

- I like the use of the movie still shots at the beginning of each level.
- The overhead view is very cool!!!!

- Arnold's actually quite nimble — use his gymnastics skills to avoid being shot.
- His aim stinks!

- Blood — there's blood on SNES. Of course... it's Arnold.
- Honey, they shrunk Arnold!!!! He's a puny little girly man!!!

**74%**  
**OVERALL GP RATING**



# What are you waiting for?

**"This game kicks a hell of a lot of ass!"**

— *Fire Boy1 - AMERICA ONLINE*

**"With the six-degrees of freedom, true 3-D game engine, Descent has set the new standard that all other 1st person shoot-em-ups must now live up to."**

— *Jon Salago, Compuserve 72712,450*

**"Descent Kicks BUTT!"**

— *Rick Johnson, Compuserve 74431,1624*

**"Wow! At last! A true Doom KILLER!!!!!!"**

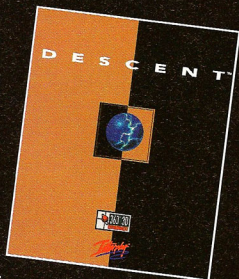
— *Patrick Simmons, Compuserve 72017,2374*

**"The nasty computer game with graphics that change as if the player is moving in three dimensions."**

— *The Wall Street Journal*

**"Descent is an incredible game. Descent is to Doom as Doom was to Wolfenstein."**

— *Al Hunt, Compuserve*



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You begin deep below the surface of Lunar Base I where an unknown alien race has taken over the chasm of the Post-Terran Mining Corporation. Lunge straight down mine shafts, twist around never-ending tunnels and fight your way past robotic menaces in an environment that's truly 360° 3-D...move up, move down, shoot everything everywhere. Hang onto your senses (and your lunch) as you drop straight down mine shafts on a ride that'll leave you spinning.

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

**Challenge yourself and experience what everyone's talking about!**

**"Descent is superb."**

— *Apogee*

**"The sensation of speed is amazing, and the 3D texture mapped graphics make this game a genuine joy to behold."**

— *PC Gamer*

**"It's Doom with a twist, a turn, and a gravity free flip."**

— *Computer Gaming World*

**"Played it ... and I have one thing to say. Wow."**

— *Sir Ryzk AMERICA ONLINE*

**"If you still have Doom loaded on your HD you're just wasting space."**

— *Big Joe d. AMERICA ONLINE*

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

— *Jon Yardney, Compuserve 70563,2311*

**"Cool game, just need to find my Dramamine to play it."**

— *Mike Hulen, Compuserve 74023,3004*

**"Holy Bat farts, Batman!... I have never experienced an enemy intelligence anywhere NEAR the way these robots act. They peek, they fire, they chase you, they take cover, they wait."**

— *Marty Peralta, Compuserve 74147,33*



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# RETURN FIRE



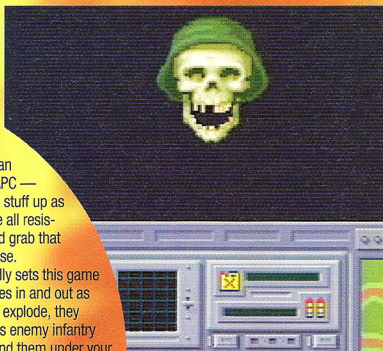
**It took a hundred milligrams of Thorazine to get the controller out of Jeff Lundrigan's hands. Then he ran off to write for Soldier of Fortune.**

**M**ajor league cool. *Return Fire's* slogan is, 'Destroy, destroy, destroy!' That pretty much sums it up.

This is 'Capture the Flag' played with military hardware (or at least graphics that look like military hardware). The idea is to pilot your chosen assault vehicle — choose from a tank, an attack chopper, or a missile-equipped APC — through hostile enemy territory, blowing stuff up as you go until you uncover their flag. Once all resistance is wiped out, send in the jeep and grab that sucker, then high-tail it back to your base.

It's a complete blast, but what really sets this game apart are the extras. The battlefield scales in and out as you zoom around, buildings don't just explode, they crumble to the ground, and the hapless enemy infantry leave a nice greasy streak when you grind them under your treads. But best of all, each vehicle has its own classical theme music — 'Mars' from Holst's 'The Planets' for the tank, Wagner's 'Flight of the Valkeries' for the chopper, and so on, booming out in full-blown Dolby Surround.

As a one-player game against the computer it wears thin after a while, but the split screen two-player mode is a party game from hell! You have no idea what a ruckus this game caused in the office! Destroy, destroy, destroy! **GP**



If you and the weapons platform of your choice take too much punishment, this evil grinning skull soldier takes your tank crew to Valhalla, or wherever, and you've got to start all over again, a man down.

## CHOOSE YOUR WEAPON

*So much hardware, so little time...*

You've got your pick of four raging death machines. Each one is designed for a different purpose, but they all destroy, destroy, destroy!



**The Chopper** — rain flaming death down from above to the tune of Wagner's 'Flight of the Valkeries' — a little obvious, but very cool. Kinda makes you want to either fight or surf.



**The Tank** — a favorite weapon of shock troops everywhere, this creeping harbinger of doom is ready to rock to the sounds of 'Mars' from Holst's 'The Planets'. It's the perfect tool to shake 'n' bake the enemy!

### The Armored Support Vehicle

— slow moving but very powerful. Its mines can knock out anything on the ground, and its rockets are the most powerful weapons you can control. Grind along to 'Hail of the Mountain King.'



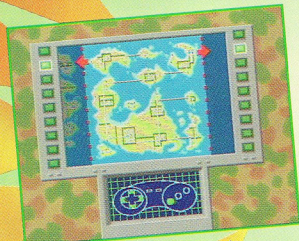
**The Jeep** — built of recycled aluminum beer cans, it can't take much punishment, but it's the only vehicle that can grab the flag and bring it on home. Zip over the ground to 'Flight of the Bumblebee.'



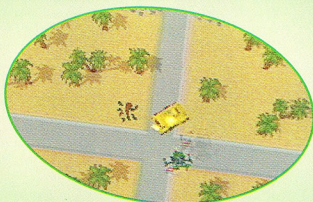


# DESTROY, DESTROY, DESTROY!

Ah, nothing like a game where you can blast anything that moves, and everything that doesn't!



There's over a hundred different territories to play in, and the layout gets really, really complicated at higher levels.



Oh, and watch out for those enemy choppers. They show up about level four, and by level nine [the highest in the game] you can expect five or six at a time swarming around.



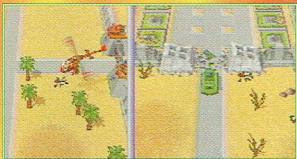
But revenge is sweet. Infantry tents make a nice satisfying squish when you run 'em over.

## DESTROY YOUR FRIENDS

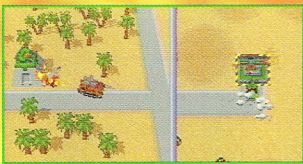
It's always better when you can blow up your best buddy instead of a computer.

### A SECOND OPINION

Not only did Jeff continually destroy me in this great game, but then he went and stole my Thorazine. I was on my way to capturing his flag, when the little punk knocked out the only bridge I could use to win the game. It's strategic moves like these that make *Return Fire's* two-player game a complete blast. Also, the variety of set-ups and bases keep this game completely fresh from game to game. I hate losing, but I still love this game, which says something. — Mike



Here's the real deal — *Return Fire's* split screen two-player mode. Cut your opponent's bridges, mine all the roads, then sail over in your chopper and rain missiles down on his hapless HQ. Wah-hoo!



Victory is yours! Well, at least until next time. Wars have a way of coming back around again.

DON'T PLAY IT, DO IT.



BE ALL YOU CAN BE...

Oddly, this is the screen you get every time you pause the game. Yeah right, as if a video game could prepare you for sweating to death inside an APC.

GRAPHICS

9

GAMEPLAY

9

◆ Gorgeous zooming in and out, boffo explosions.

◆ Well, the graphics are still sort of simple, you know?

INNOVATION

8

◆ Doesn't look or feel like anything else around.

◆ 'Capture the Flag' is hardly innovative.

MUSIC & SOUND FX

10

◆ The music is amazing in full Dolby Surround sound!

◆ Enemy choppers splash when they're blown out of the sky!

REPLAY VALUE

9

◆ In two-player mode, you never get bored.

◆ In one-player mode, you're gonna get bored.

**90%**  
OVERALL GP RATING





GENRE / action  
PLAYERS / 1 or 2  
SIZE / 16 meg  
SAVE FEATURE / continues  
PUBLISHER / Konami  
DEVELOPER / LucasArts  
AVAILABLE / now  
PRICE / \$69.99



# METAL WARRIORS



**This game gave Jeff Lundrigan a Voltron flashback so intense, he had to be forcibly restrained from trying to chop his fellow editors in half with a Blazing Sword! Talk about a close shave!**

**Y**ou'd have expected a little more innovation from the combination of LucasArts and Konami, but while *Metal Warriors* isn't bad

for what it is, it ain't like the world needed another armored robot game. This is standard (although extremely challenging) side-scrolling action fare. There's nine missions, in a variety of different styles of armor, some of which you can even find during the missions by capturing enemy armored suits!

The graphics are a cut above average, but there's not much here you haven't seen before. It does, however, provide a decent challenge. Like a lot of action titles released through Konami, the difficulty level is, well, up there, with one or two missions that are sure to have you tearing the hair off any hapless pets or siblings who happen to be around.

It's also worth mentioning that a good bit of this cart's meg size is taken up by the lengthy cut scenes. They're mildly impressive at first, less so as time goes on, since they all begin to look the same after the first two or three. Still, they add a lot of atmosphere.

Oh, and there's another added bonus — the game includes a feature that lets two players go



The game is challenging to the point of making you grind your teeth. Defending your own spaceship in the slow-moving, non-flying Prometheus against more agile enemies is only the fourth mission!



And, after you've conquered the missions, try taking on a friend in the head-to-head combat mode. It's good for a few kicks.



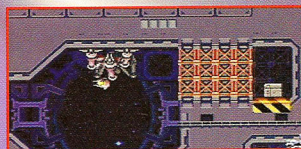
The game begins, ends, and in-betweens with a lot of nicely done cut scenes — although, since they don't move much, they get old after a while.

head-to-head. Each player takes the armored warrior of his choice and the two of you get to run around taking shots at each other. This gets old kind of fast, but it's good for a chuckle or two.

If you're looking for something new, look elsewhere, but hungry action fans should eat this title up — it's good looking, challenging, and has a lot of variety. The worst thing you can say about it is that you've probably played something a lot like this before. **GP**



While you start most missions in the Nitro battlesuit, you can find plenty of different war machines to hop into during the course of each mission. Variety like this goes a long way.



There's a pretty wide variety of terrain as well, from space stations, to ice planets and molten worlds.

8

## GRAPHICS

- Looks nice, and the cut scenes are great.
- The designs aren't exactly inspired.

8

## MUSIC & SOUND FX

- The music's overbearing, but it works.
- There's an awful lot of white noise variation sound FX.

6

## INNOVATION

- Lots of odd-looking robots to jump into.
- Nothing here you haven't seen before.

7

## GAMEPLAY

- It's intense and challenging.
- Some of the stages are more frustrating than challenging.

8

## REPLAY VALUE

- There are lots of different ways to conquer each stage.
- Nothing new here — it gets dull quick.

**74%**  
OVERALL GP RATING



# WARLOCK



action / GENRE  
1 / PLAYERS  
12 megs / SIZE  
password / SAVE FEATURE  
Trimark Interactive / PUBLISHER  
Realtime Associates, Inc. / DEVELOPER  
now / AVAILABLE  
\$69.95 / PRICE



Use your orb to get those hard-to-reach items.

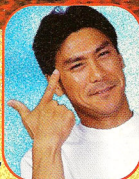
**T**he day has come once more, and you have been chosen to prevent the rebirth of the Warlock. Once every Millennium, when the sun aligns with the moon, he walks the Earth. Your only hope to save yourself and the rest of the Druid civilization is to use the power of the Sacred Runestones. However, the task is not an easy one. The six stones are scattered throughout time, and lie in many different far-away lands.

Using the powers taught to you by your ancestors, you travel through time on a quest to find the sacred stones. Armed only with a most efficacious lightening blast and a mystical Orb, you battle the many legions of the Warlock's evil forces. However, his powers are many, and can conjure up the help of supernatural forces, the likes which have never been seen before. Your journey brings you face to face with the undead, as well as numerous animated statues, not to mention ghostly monks and other assorted evildoers. These sentinels lie in wait for you on your quest.

As you travel through time you venture into caverns, come across ancient castles, and search the land to the ends of the Earth. Your quest is a long and difficult one. Keep your strength up with the help of the elusive magic potion. Other helpful items include a blue sphere which gives you an extra life and various other items which have mystical powers you can use to prevent the rebirth of the Wicked Warlock, and save your kind.

At first I thought this game was too easy. The more I played it, I realized it was just too boring. Some of the characters take too long to die, or I should say, require too many hits. Get serious, you can grow old in the time it takes to kill some of these guys...next!!! **GP**

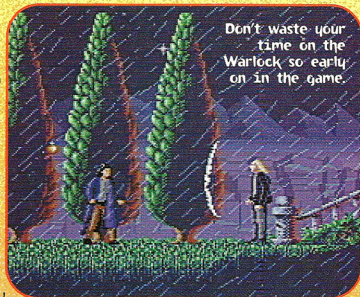
*We knew that Darrell Sasagawa knew everything there was to know about warlocks, but what we didn't know was that he learned it all from watching 'Bewitched.'*



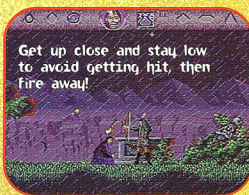
There are many special items to be found.



Don't waste your time on the Warlock so early on in the game.



Get up close and stay low to avoid getting hit, then fire away!



After the first few hits, let him move in a little, then finish him.



## GRAPHICS

6

## GAMEPLAY

6

- Smooth character animation and nice backgrounds.
- It's nothing to write home about.

## INNOVATION

6

- The 'folk tale'-like introduction sets the tone for the rest of the game.
- The rest of the game is monotonous.

## MUSIC & SOUND FX

8

- The organ music in the Castle was cool.
- I wish I could say the same about the sound effects.

## REPLAY VALUE

4

- If you liked the movie, then this may be for you.
- It wasn't much to my liking.

**43%**  
OVERALL GP RATING





GENRE / fighting  
PLAYERS / 1 or 2  
SIZE / 32  
SAVE FEATURE / none  
PUBLISHER / Acclaim  
DEVELOPER / Probe  
AVAILABLE / now  
PRICE / \$69.99

# MORTAL KOMBAT II



*All the girls knew Trent Ward's finishing moves — the jacket tossed over the shoulder, the casual puff on the smoke, the whispered 'Pity me!'*

When *Mortal Kombat II* stormed homes last year, it spread joy and pain across the televisions of the world and launched controversy after controversy about the future of video game violence. While the game was released for both Super NES and Genesis, most agreed that Nintendo definitely had the competitive edge both in gameplay and in flash. Now, with the help of Sega's new 32X attachment, Acclaim has re-released the arcade hit with all the powerful look and feel of the original stand-up.

The first improvement fans notice is the elimination of the grainy look that plagued the first Genesis release. Throughout the title, animation has been improved, moving swiftly and smoothly without any noticeable slowdown or jerking. For the 32X, the game is a first chance to truly show off some of the advantages that its improved graphics engine can offer Sega players.

The 32X comes through on the audio side as well. Unlike the original Genesis cart, which delivered an unpleasantly twangy soundtrack and rough digitized effects, *Mortal Kombat 32X* delivers a truly great sound experience.

These changes reflect what are perhaps the biggest differences between this cart and its 16-bit predecessor, and are immediately noticeable after only a few minutes of battle. But the true test of any fighting cart isn't in the extras, it's in the actual play. Here, too, the 32X excels.

The new cart plays far better than the Genesis version of the same game. Response is quick and

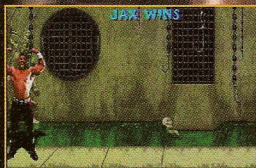


All those pleasant fatalities are still there for your gory enjoyment.

active, and hits look like they actually make contact with the characters — no more near misses that send your player flying across the screen.

There's no doubt that the changes have made a much better fighting game, but the bottom line here is that it's too little, too late. With *Mortal Kombat III* right around the corner, most fans will agree that a new version of *Mortal Kombat II* is pretty much old news by now. Furthermore, even with the new changes and enhancements, the game doesn't

look or play any better than the original SNES cart did. If you're a huge *MKII* fan, and you're willing to shell out \$150 bucks for a 32X that will give you the same gameplay as a \$70 SNES cart, then you're in for a treat. Otherwise, my advice is to wait for something that's actually new. **GP**



The secrets are also all represented, and the luscious dead pool has never looked better.



Baraka's uppercut is a blessing compared to the bite of those slicing blades.



For the rapid attack fans, Liu Kang and his blinding fireballs are the only way to go.



Subtlety and speed are the best methods to employ against the shapeshifting TsunG.

## CHOOSE YOUR FIGHTER



The cast of characters is the same, but the look is far better than the ghost of Genesis past.





Kitana's fan swipes are an excellent tool for backing off those close attack fans.



Kung Lao's sliding jump kick is best used to surprise careless opponents.



Friendships and Babalities are all contained within the game. Nice handwriting eh?



Johnny Cage's shadow kick can cover a lot of ground pretty quickly. Keep a sharp eye out and a hand on the block button.



Tax can give his enemies a taste of California havin' with his devastating ground punches.

## A SECOND OPINION

I think Trent hit the mark pretty well, except that I thought the graphics, animation, and control were an improvement not only on the Genesis version, but also the SNES. It kicks. That having been said, it's still MKII — great game, but one that's been around for a while. I'm not bored exactly, but Trent's right, with MKIII right around the corner, I'm ready for something more, and there's nothing new here except that it's graphically better than it was. — Jeff



Scorpion's harpoon attacks fade in and out smoothly, with no jerk or flicker at all.

### GRAPHICS

8

### GAMEPLAY

9

### INNOVATION

4

### MUSIC & SOUND FX

8

### REPLAY VALUE

6

- Two-player option and variable settings make for endless fun.
- Just about everybody has already played this.

- There's solid sound effects, and a fast-paced crisp soundtrack.
- It needs a little more variety in the choice of samples.

- Good use of the 32X technology in improving an existing game title.
- It's an old game, and there's nothing new here to scream about.

- The gameplay is smooth and fast without any questionable physics.
- Control pad response is excellent.

- Good-looking stills, smooth animation, and fast action make this one hot cart.
- There's nothing here we haven't seen on 16-bit.

**76%**  
OVERALL GP RATING





GENESIS

GENRE / RPG  
PLAYERS / 1  
SIZE / 16 Megs  
SAVE FEATURE / battery backup  
PUBLISHER / Atlus  
DEVELOPER / Nextech  
AVAILABLE / now  
PRICE / \$55.65



**In an effort to get into the spirit of this copycat game, Mike Salmon spent hours on the office copier, xeroxing his butt! He finally quit after getting a dark, rich tan!!!**

Check out the footprints in the sand. Now make crazy patterns. Neat, not gameplay enhancing, but neat.



TINYA HARDG gained the courage to jump!

courage to jump, thanks to that helpful hare.

6

## GRAPHICS

- The world of Centy isn't gorgeous, but it's still adequate.
- I'm getting tired of little, fat, RPGguys.

6

## MUSIC &amp; SOUND FX

- Sound FX are good, what few there are.
- Music that has you pulling your hair out!

6

## INNOVATION

- Learning moves on the run and footprints in the sand are great!
- This is *Zelda 3* for the Genesis.

9

## GAMEPLAY

- A good mix of RPG and action elements keep this game going.
- Storyline is shallow, but keeps you playing.

8

## REPLAY VALUE

- Learning new attacks keeps you playing.
- This game can be very frustrating!

He's fourteen years old, puberty has cruelly attacked his skin and his body's urges have forced him to the humiliating task of flipping through National Geographic in search of nudes. Yeah, and this is the guy I want carrying a big sword and saving our kingdom! Nope, don't think so. However, in *Crusade Of Centy* it is your job to control a puberty-infested fourteen-year old (never an easy task) through a world of dangers in order to save the kingdom.

*Crusade Of Centy* is *Zelda* for the Genesis. You hack down shrubs to find money and lives, hit switches with your sword to open up new pathways, power up your sword for long range attacks, and you gain powers to jump and run faster. There's also accelerated jumps and an ice weapon. There's just one problem.

The hero looks just like *Zelda*, but with a purple hat, while the scenery is very similar to *Zelda*s. This isn't the first game to blatantly copy another — actually it's just one of many — but it is one of the few to do it extremely well. After all, *Centy* is still a fun game; filled with huge quests, variety in gameplay, puzzles, and plenty of arcade action.

What does *Centy* have that *Zelda* didn't? It's got Sonic, a little sharper graphics, and that about covers it. However, *Crusade Of Centy* is the best *Zelda* clone yet and the closest

Genesis owners are ever gonna come to *Zelda*. So if you like your RPGs filled with action and your heroes with purple hats, *Crusade Of Centy* is a great choice. **GP**



Here's Sonic lounging around spending Sega's money on Mai-Tais and suntan lotion. Mr. Superstar adds a mild dose of humor.



Was that left or right at the fork in the road? And where's the fork?



Jumping from ledge to ledge in the howling wind is next to impossible and a real pain in the butt.



own character is always a big plus!

**80%**  
OVERALL GP RATING

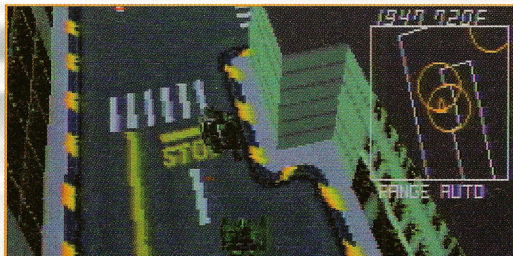


# MH METAL HEAD



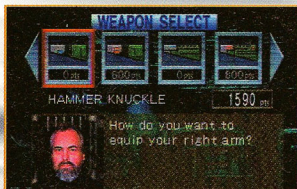
mech / GENRE  
1 / PLAYERS  
24 megs / SIZE  
none / SAVE FEATURE  
Sega / PUBLISHER  
Sega / DEVELOPER  
new / AVAILABLE  
\$39.99 / PRICE

*Clambering into a towering mechanical robot warrior was Neil West's idea of fun, until his girlfriend found out!*



The 'birds eye' view is useful for when you want to see around the corner without exposing your mech.

**Y**o! *Metal Head* is a mech game for 32X. It's not a bad mech game, but it's really not a very good mech game. Here's the scoop — terrorists have purchased a bunch of mech weaponry from Death-R-U's (actually, I just made that last bit up), and are intent on taking over the world. You are mankind's last chance, etc., etc. The World Federation thrusts the keys to a mech suit into your hands, and tells you to go get 'em...



A grenade launcher and a chain gun are the weapons you start out with. Alternate between them by pressing C.



At the end of each level you get a stat report of how you did. The faster you can destroy your opponents, the more cash you can earn.

There are four battle scenes (city, suburb, farm and forest) to be cleared of nine different types of enemy robots. And in each terrain you must complete a number of levels before progressing to the next. Depending on how much death and destruction you wreak in each level, you earn cash with which you can kit up your mech for the next skirmish. You can also buy new weapons: Hammer Knuckles, Chain Guns, Grenade Cannons, Missile Launchers, Float Mines and Lasers — all are available for a modest fee throughout the game.

So what's the problem? Well, somehow *Metal Head* just doesn't seem finished. The scenery appears and disappears in large chunks as you stride (or jog) your way around the levels. The six *Virtua Racing*-style choice of views is fun to fiddle with, but ultimately useless — and the two



Enemy mechs explode unconvincingly. It looks more like one of those speeded-up films of buildings eroding over decades.

But don't — DONT — bother with the side view. You just get dizzy and fall over.

## GRAPHICS

6

- OK, so the graphics look kinda cool.
- But not 32bit cool. This is meant to be the next generation?

## GAMEPLAY

6

- Earning cash keeps you on your toes.
- No two-player mode? Blasting a buddy would've been cooler.

## INNOVATION

5

- It's a mech game, with *Virtua Racing*'s view options.
- There's nothing here beyond *BattleZone*.

## MUSIC & SOUND FX

7

- Rocky soundtrack and pretty good FX.
- More sampled speech from your own mech would have been cool.

## REPLAY VALUE

6

- Buying new weapons and earning could keep you coming back.
- No two-player mode kills this game dead!

# 60%

OVERALL GP RATING





GENRE / RPG  
PLAYERS / 1  
SIZE / 24 Mbit  
SAVE FEATURE / save any time  
PUBLISHER / Sega  
DEVELOPER / Ancient  
AVAILABLE / May  
PRICE / \$69.99



**Killing monsters, solving puzzles, talking with stationary family members and dodging potential Disney lawsuits is right up Jeff Lundrigan's alley!**

## ANOTHER ADVENTURE BEGINS

*He's a prince, he likes to look for treasure. Any questions?*

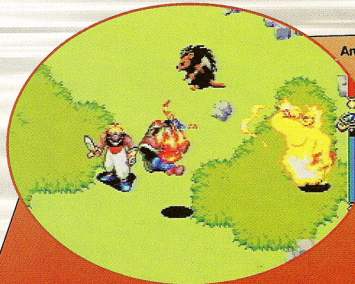


"Ali, I am calling to you. Please, pick me up."

Ali's adventures begin in a cave, where he finds the mystic Gold Armlet. Many great adventures begin this way.



Then the island sinks under him [is Disney watching this?].



And when you do find the spirits, they're a big help. The Fire Spirit, Efreit, likes to beat on enemies with his flaming fists.

# BEYOND OASIS



Unfortunately, that's about as much story as this game has. Talking with folks isn't Ali's strong suit, and even his family is sort of stationary and close mouthed. No melodrama here.

On the action side, while the characters are a decent size, the control is just a little wonky. Most of the time your character does what you expect, but once in a while things line up in strange ways, and some of Ali's more powerful attacks are executed in ways that make them less than useful. Heaven help you during the few places that require precision jumps — the same button you use to jump also makes you duck if you hold it, which goes against the traditional, "hold the button if you want to jump far" rule you find in most games. You have to just tap the button to get airborne, and if you hold it, Ali hunkers down and doesn't move too well. You get used to it, but there's a frustrating stretch where you keep crawling off edges.

Things are stronger on the RPG side. The game is huge, and filled with enough nasty puzzle palaces to keep you up nights. But then, while it's long on challenge and sheer size, it comes up short on personality. Ali hardly ever talks to anyone, and when he does, the conversation is less than sparkling. His family sits on their little thrones and don't move much, and the subject never strays beyond "go here and do that."

But in the end, it looks great, packs a high level of challenge, and it sure occupied my time painlessly enough. To get this review in under the wire, I had to play it straight for a long stretch — which usually leaves me testy and bored. In this case, I kept wanting to go back. Get the picture? **GP**

## FRIENDS AND ENEMIES

*Meet friends and beat unsuspecting monsters.*

Most of Ali's quest takes him in search of the four spirits — Water, Fire, Shadow, and Plant — who are commanded by the armlet. It's a pretty typical RPG quest, but it works.



"I appear from the void to become your Shadow. My name is Shade."



"Gold armlet, you are brave to come here. But unfortunately, I have no time to fool with you."

And of course there is a bad guy. He's the one who owns the Silver Armlet and commands evil. Gotta have someone evil.

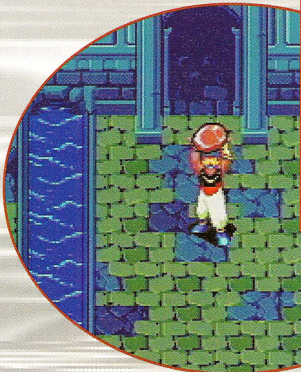


## RPG STUFF APLENTY

*Beyond Oasis takes some RPG staples and leaves others — kind of like a salad bar.*



The game includes an Automapping feature which not only shows you where you are, but where to go next. It's handy, but I'd rather talk to folks and figure it out for myself.



Also, don't bother looking for shops (in fact, don't bother looking for towns). This guy doesn't actually sell anything. Most items, like food to restore Hit Points, are found on the road or dropped by monsters.



Ali learns new combat skills as the game continues, but some, like his spin attack, aren't that easy to do in combat, and while they look cool, they wind up not being that useful.



## A SECOND OPINION

I agree that there isn't much new going on here, and that the absence of various towns and shops is a disappointment for RPG fans, but I still think that this could end up being one of the better Genesis titles this year. The graphics are some of the most impressive I've seen for the system, with gigantic bosses that stuff the entire screen! It plays like a cross between Sega's *Aladdin* and the *Zelda* games, so fans of both should be in for a real treat. — Chris



And for an action/RPG, this game packs in some pretty big, impressive looking boss creatures! They're huge, they're mean, but most are surprisingly easy to beat.



## GRAPHICS

8

## GAMEPLAY

7

- Generally controls well, and keeps you interested.
- Jumps and attacks are sometimes too complex or not too useful.

## INNOVATION

7

- Forget money and shopping trips, concentrate on action and puzzles.
- One more quest for mystic stuff — yawn.

## MUSIC &amp; SOUND FX

8

- Most of the music is top-notch.
- Some of it has a tinny, almost 8-bit feel.

## REPLAY VALUE

8

- Lots of stuff you might miss. Reason enough to try again.
- Hey, it's a big RPG — you got 60 more hours to kill again?

**75%**  
OVERALL GP RATING





GENRE / strategy  
PLAYERS / 1  
SIZE / 4 Minutes  
SAVE FEATURE / password  
PUBLISHER / Atari  
DEVELOPER / Ocean/Bullfrog  
AVAILABLE / now  
PRICE / \$39.95



*When he visited the fortune teller, Trent Ward was amazed to learn that he would die in a backyard tomato patch, with cotton balls and an orange peel in his mouth!*

**S**o you say you wanna run the world just like Marlon Brando ran his family in "The Godfather"? You know, lots of guns and violence and car chases? Well, buddy, have I got a game for you!

Take control of a team made up of bio-enhanced clones who take the latest weaponry your scientists have come up with, and blast through mission after mission with the final goal of conquering the world. Missions range from simple assassination sorties to

the more difficult captures in which your team has to electronically enslave important personnel and escort them from the site. Control is hard to get used to, but after a few missions it becomes invisible and it's hard to imagine it any other way.

Game effects are impressive and quick, the small bodies thrown about by shotgun blasts like ragdolls, bleeding in small pools afterwards. Not a game for the faint of heart, *Syndicate* is full of terminal scenes, enemies (and innocents) falling apart in explosions and staggering around in flames when they get too close to a flamethrower.

Although it's hard to learn, and continues to be difficult (especially

By allocating some of your funds to research, your scientists can discover even more devastating weapons and tools.

The guards' bark is worse than their bite. A little care with your trusty shotgun should clear you some breathing room.

7

## GRAPHICS

- The far view lets you catch all of the action in a city block's radius...
- ...but you can't see any detail.

6

## MUSIC & SOUND FX

- Solid sound effects and soundtrack.
- After a few minutes you've heard everything, it has to offer.

9

## INNOVATION

- One of the most unusual approaches to a strategy game.
- Everything about this game is unique!

8

## GAMEPLAY

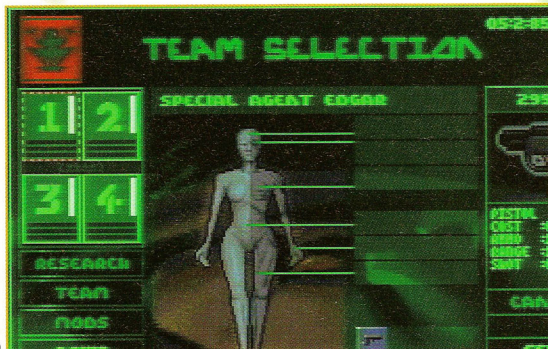
- Tons of fun, with just enough difficulty for most gamers.
- What the game really needs is a mouse...

8

## REPLAY VALUE

- Password feature lets you pick up where you left off.
- Finish the game and there's not much more to do afterwards.

# SYNDICATE

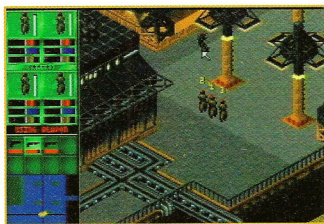
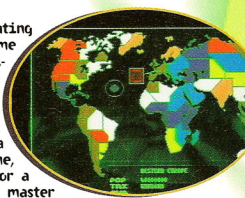


When equipping your soldiers, you've got to be careful that you give them enough variety to be able to survive any surprise encounters.

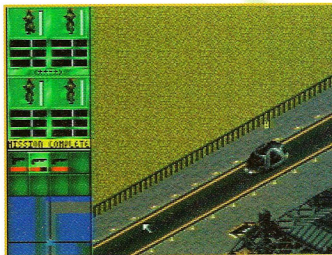
Defeating the crime syndicates of the world can take a long time, but for a

master enforcer like yourself it should be a breeze... right?

In the higher levels as the game progresses, *Syndicate* is a strategy test for any one who likes plotting or planning through a major siege. It's one of the best Jaguar games yet released. **GP**



If you need to get away in a hurry, or you just want to clear away some pesky pedestrians, the ground car is the vehicle of choice.



**78%**  
OVERALL GP RATING



# WARIO'S WOODS

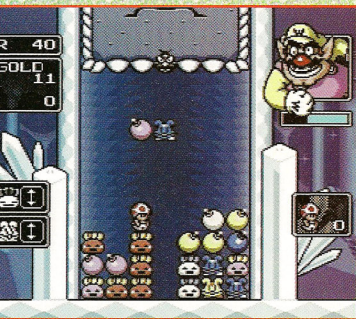


**Puzzle / GENRE**  
**1 or 2 / PLAYERS**  
**3 Mbits / SIZE**  
**battery backup / SAVE FEATURE**  
**Nintendo / PUBLISHER**  
**Nintendo / DEVELOPER**  
**AVAILABLE / NOW**  
**14995 / PRICE**

**A**fter being banished from Mario Land in his debut game, Wario's found some new real estate to invade. He's evicted sprites and other forest creatures from the Peaceful Woods and renamed the area Wario's Woods. But did he actually think he'd get away with the heinous deed?

Toad, the official hero of the Mushroom Kingdom, has taken it upon himself to stop Wario's evil ways. With the help of the homeless sprites who have the power to make bombs, Toad can destroy Wario's army of monsters in this puzzle game. But this isn't exactly a remodeled *Tetris*. Quite the contrary, 'cuz *Wario's Woods* requires you to maneuver the pieces once they've fallen, not on their way down. By kicking, picking up, and/or placing three or more similarly colored monsters and bombs in a row, Toad can eliminate those nasty monsters.

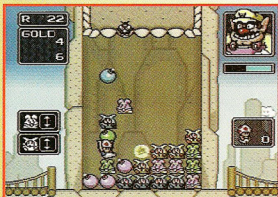
What at first appears to be a simple puzzle game is given depth by its challenge and its many game modes. A human or (tough) computer opponent can be challenged with a two-player split-screen option, and a Round Game lets you work your way through 100 increasingly difficult rounds. Fortunately there's a Lesson Mode to explain the complicated controls and general strategic principles needed to have a chance against Wario and his minions. **GP**



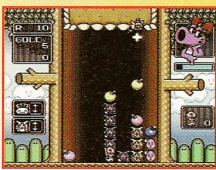
During the one-player Round Game, Wario pops up at timed intervals to drop more monsters into the bin and generally make life more difficult.



Matches are made by aligning three or more monsters and bombs of the same color. Matches can be made horizontally, vertically, or diagonally.

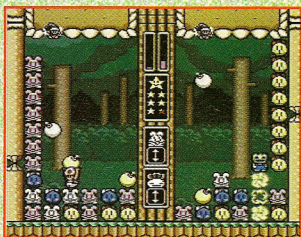


If Toad's hands are full (and even if they aren't), he can kick things into the right spot.

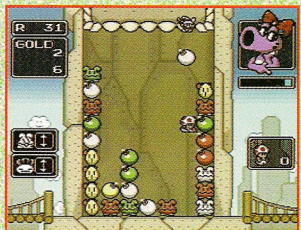


Toad gets most of his work done by picking up bombs and monsters and placing them elsewhere. One button picks up a single item while another can lift a whole stack.

*This game inspired Doug Brumley to ask, 'If Wario fell in the woods and no one was around to hear it, would he make any noise?'*



Use Toad's climbing ability to retrieve high bombs or pull single monsters out of a stack.



## GRAPHICS

5

## MUSIC & SOUND

7

Once again, unmistakably Nintendo. Sound effects clue you in on special attacks without looking at the opponent's board.

## INNOVATION

8

Turns typical puzzle games upside down — you control the pieces at the bottom, not the top. It can't quite shake that *Tetris* feel.

## GAMEPLAY

8

If you're a puzzle fan, several modes give you a lot of gaming. Numerous controls prove more challenging than one button puzzlers.

## REPLAYVALUE

8

Just like any good puzzle game, it's very, very addictive... but a high learning curve may frustrate some before they get hooked.

**81%**  
**OVERALL GP RATING**





GENESIS

GENRE / action  
PLAYERS / 1  
MEGS / 8  
SAVE FEATURE / none  
PUBLISHER / Sega  
DEVELOPER / Blue Sky Software  
AVAILABLE / now  
PRICE / \$50.00



the roof, as have health care costs!

Now that Vinny DiMiceli is helping Wile E. Coyote catch the Roadrunner, Acme Supply Company's stock has gone through



Spring shoes supplied by Acme help the coyote get a bounce on things.



A boulder on the head flattens the Coyote!!!

10

## GRAPHICS

- Absolutely perfect, even when the Coyote runs at full speed!
- The Road Runner is perfect in every way!

10

## MUSIC &amp; SOUND FX

- The music is great from the opening titles to the closing credits.
- The sound effects are top notch.

5

## INNOVATION

- The background music plays and reacts to how you're moving.
- Otherwise, it's your basic scroller.

9

## GAMEPLAY

- Controlling Wile E. while he's using his gadgets is challenging.
- The Road Runner is all speed, nothing else!

6

## REPLAY VALUE

- As much fun to watch as it is to play.
- ...it's just a little bit too easy for my gaming taste.

# DESERT DEMOLITION



It's tough to see in stop action, but these chase scenes are great at full speed!

this game wasn't as much about catching the Road Runner (or avoiding the Coyote) and was more about actually finishing the game, I was hooked.

Plus, it's two games in one. Although it takes you through the same sequences, the areas are changed around to compensate for which character you use. When you're the Road Runner, areas include loops and ramps to help speed you along. As the Coyote, you're offered an assortment of Acme products. These features make the game quite different when you decide to switch characters for a change of pace.

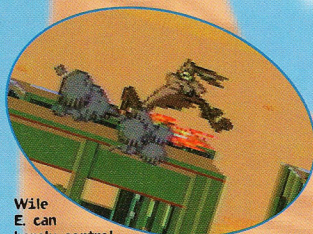
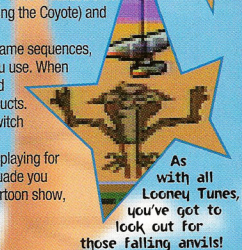
Like I said earlier, the game is a bit easy. So don't expect to be playing for months. You figure it out within a couple days. But don't let that dissuade you from purchasing it. Even if you're not a fan of the Warner Brothers cartoon show, you're still gonna love *Desert Demolition*. **GP**

Never could understand why the Coyote couldn't catch the Road Runner. He always seemed to be able to catch up to him, but he just never had that extra 'oomph' in him to finally make the grab. It really upset me.

So when *Desert Demolition* offered me a chance to choose characters, I had no problem picking the Coyote. Forty years of waiting would finally come to an end. I would catch the Road Runner.

After playing the game for about five minutes, I did just that. Fortunately, that's the only point of this game. Once I realized that

As with all Looney Tunes, you've got to look out for those falling anvils!



Wile E. can barely control his rocket skates!!!



As the Road Runner, you have to avoid the coyote in all things his Batman suit.

And if things work out, you can make his schemes backfire!

# 79%

OVERALL GP RATING



# The Adventures of BATMAN & ROBIN



action / GENRE  
1 or 2 / PLAYERS  
16 / MEGS  
none / SAVE FEATURE  
Sega / PUBLISHER  
Clockwork Tortoise / DEVELOPER  
now / AVAILABLE  
355-05 / PRICE

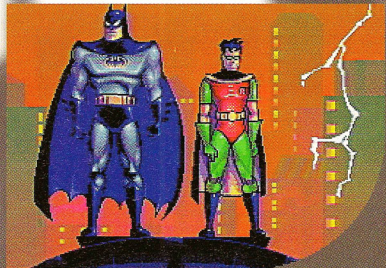
**B**atman and Robin were a team in my day. Everywhere the Caped Crusader went, the Boy Wonder was sure to follow. They ate, drank and fought crime together. They were so inseparable, people started to wonder about them.

But these days things are different. Batman and Robin can't be found together at all. I guess all the years of male bonding forced Dick Grayson to file a restraining order against his good friend Bruce Wayne.

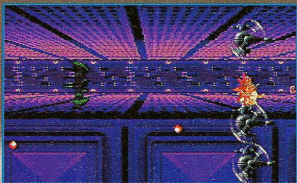
So I was pleasantly surprised when I found out Batman and Robin would at last be together again in Sega's *The Adventures of Batman and Robin*. Unfortunately, they're only together in the two player version. You get to fight the goons of the evil Mr. Freeze, who plans on putting a big chill on troubled Gotham City. Playing the game by yourself leaves you wondering why they didn't title it *The Adventures of Batman Or Robin*, since you can't be both heroes.

This game isn't a show stopper, even though

Batman and Robin — in all their glory!!!



Many things come out of the garbage pail, including power-ups and cats.

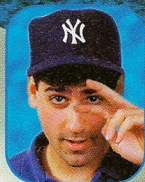


This sequence, which has you flying high above Gotham City, is a technological breakthrough — but it quickly becomes kinda tiresome.



Fight scenes are cool — it doesn't take much effort to get the job done.

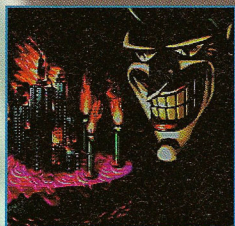
*Holy calories, Batman! He tried to follow in Adam West's footsteps, but Vinny DiMiceli couldn't fit into the tights! He could, however, do the infamous Batusi dance!!!*



Look! It's Batman! On some Bat-jetpack! Inside a... beehive?

Oh my God!!!

They've defaced the picture of Batman! Is nothing sacred? Have the villains gone too far?



The opening sequence seems dark and evil — but the game is kinda light-weight.

moves and getting the same results. It stops being fun after a while.

So don't go out and sell your Batman pajamas to get up the cash to buy this game. Leave them right where they are. I promise you — even the most intense *Batman* fan won't lose sleep over not owning this one. **GP**

## MUSIC & SOUND FX

3

- The soundtrack is pumping techno.
- The sound effects are, for the most part, a non-factor.

## REPLAY VALUE

3

- Some might try to finish it.
- But the game may tend to get a little bit tiresome.

## INNOVATION

5

- Some people danced to the techno beat, which could be good or bad.
- Robin wasn't allowed to drive Batman's toys.

## GAMEPLAY

3

- Challenging...
- ...but only if your thumb cramps up from hitting the fire button too many times in a row.

## GRAPHICS

4

- Good opening and colorful intermissions.
- This game pushes Genesis technology to new limits!

**43%**  
OVERALL GP RATING



# HAND



After reviewing two pigskin carts for the debut edition of our *Hand Helds* section, **Doug Brumley** got a **Boo Boo**, but that didn't stop him from swiping everyone's picnic basket! Where's the forest ranger when you really need him?

## MADDEN NFL '95

**System:** Game Gear •  
**Publisher:** EA • **Developer:** Tiertex •  
 now available • \$39.99

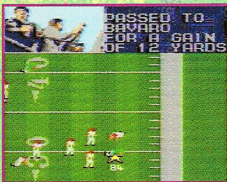
### RATINGS

- 7** GRAPHICS
- 8** MUSIC & SOUND
- 6** INNOVATION
- 8** GAMEPLAY
- 7** REPLAY VALUE

OVERALL **74%**

Here's a game that adds new meaning to the football phrase, "in the pocket."

*Madden NFL '95* for Game Gear lets you take a faithful SNES or Genesis *Madden* experience along for the ride. Of course, the game is limited by the Game Gear's capabilities — there's



All NFL teams, including player rosters, are at your disposal in exhibition, season, and playoff modes.



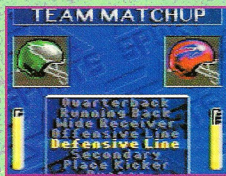
Mr. Madden sets the stage for each game, then chimes in to contribute his unique 'Maddenisms.' John is almost too big for the small screen!

# HELDS

quite a bit of screen flicker and the players are fairly small.

As far as controls go, passing is relatively easy to accomplish, but the two buttons on a Game Gear force you to cycle through receivers rather than throwing the pass to the player corresponding to a specific button. The running game is a different story, since small sprite size and an aggressive defense often combine to drop you for negative yardage. Dives, hurdles, spins, and speed bursts help out with the ground game, but even with these additional moves it's tough to beat a defender.

Don't kid yourself. *Madden NFL*

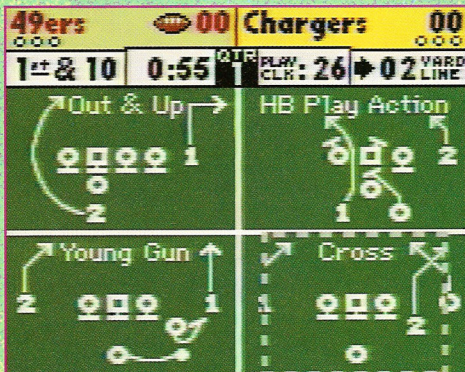


Check out the position-by-position team match-ups before the game, then examine the stats after each half.

'95 for Game Gear doesn't live up to its namesake on Genesis or SNES, but it is very solid, enjoyable, portable pigskin entertainment.

## NFL QUARTERBACK CLUB

**System:** Game Gear •  
**Publisher:** Acclaim • **Developer:** Condor •  
 now available • \$49.95



Air it out! Passing is the way to move the ball in a hurry in this game, with a receiver corresponding to each Game Gear button.

Another fun gridiron cart for Game Gear comes out of Acclaim's offices. *NFL Quarterback Club* brings together the league's best QBs to make a simple yet enjoyable football game. Unlike the Genesis and Super NES versions there is no quarterback challenge, just helmet-to-helmet football action.

Unlike *Madden*, and most football sims, the field scrolls horizontally instead of vertically. While this cuts down on graphic flicker along the line of scrimmage, it often results in the disappearance of the quarterback, running back, and any defensive safeties that happen to be positioned along the same horizontal plane. A





For a change of pace, *Quarterback Club* gives you the option to play with Xs and Os instead of players.

unique feature of *Quarterback Club* is the choice to use Xs and Os or regular player sprites.

As in *Madden*, exhibition, seasonal, and playoff modes are offered. There are six general play groupings

on offense and defense, each including four plays. Passing is the quickest way to move the ball, but the flicker and small sprites place a limit on how tight your defense can be. Speed bursts and diving tackles help out though.

NFL

*Quarterback Club* for Game Gear is not a football simulation like its older brothers on SNES and Genesis. Instead it's an arcade style football action game that is wide open offensively, but still fairly fun to play. Check it out!

49ers		
First Downs		0
Rushes/Yards	5/	5
Passing Yards		74
Comps/Attempts	2/	7
Turnovers		2
Sacks/Yards Lost	0/	0
Penalties/Yards	0/	0

While there are no player stats, team stats can be accessed at any time during a game.

## RATINGS

- 8 GRAPHICS
- 6 MUSIC & SOUND
- 6 INNOVATION
- 7 GAMEPLAY
- 7 REPLAY VALUE

OVERALL **70%**

## YOGI BEAR IN YOGI BEAR'S GOLDRUSH

System: Game Boy •  
Publisher: GameTek • Developer: Twilight •  
now available • \$34.95

So, it's your job to lead everybody's favorite inhabitant of Jellystone Park through six areas, from the forest to the gold mine. On the way Yogi collects his favorite delicacy, 'pic-a-nic' baskets, along with other special items. But all in all, *Yogi Bear's Goldrush* is nothing more than a left-to-right side-scrolling action game.

In fact, it fits the mold perfectly. Yogi walks around collecting icons, jumping on top of the bad guys, and uncovering secret areas. Now I'm not saying that Yogi is a total bore to play — who can resist Yogi's loveable charms — but it's just like every other mediocre side-scrolling game you've ever played. Peppy music keeps things interesting, but the graphics aren't really anything to write home about. Yogi controls well, which helps a lot in any action game.

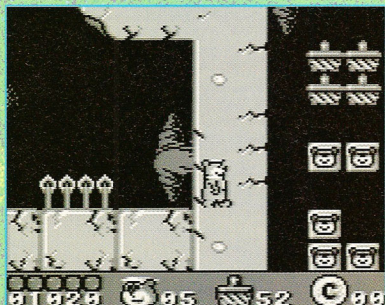


Hey, wait a minute! Where's Boo Boo in this game? Some sidekick he is.

So if you're a Yogi fan or just love portable side-scrollers, check out *Yogi*. But if you're of the school of thought that if you've seen one, you've seen them all, then you may want to pass.



Although the areas Yogi must travel through are very different, the action always seems to feel the same.



Thankfully, there are a lot of hidden areas and passages keep the game from growing too stale. You know, it's funny, but I don't remember Jellystone Park being this small or being in these lovely shades of black and white. Must be that hole in the ozone layer.

## RATINGS

- 5 GRAPHICS
- 7 MUSIC & SOUND
- 2 INNOVATION
- 6 GAMEPLAY
- 5 REPLAY VALUE

OVERALL **54%**



# PITFALL™



## THE MAYAN ADVENTURE

*"Rated a 10 out of 10!"*

Pulse Magazine  
December 1994

*"Overall Rating - Excellent"*

Video Games Magazine  
December 1994

*"Some of the best character animation  
ever seen..."*

Game Pro Magazine  
December 1994

*"This is not your father's Pitfall adventure.  
So grab your whip and prepare for some  
vine-swinging action!"*

Electronic Gaming Monthly  
January 1995

*"Pitfall Harry Jr. executes his derring-do  
amid lush jungle backgrounds, stirring  
music, and pumped-up sound effects."*

Entertainment Weekly  
December 9, 1994

*"The sound mix is nothing short  
of startling."*

Game Players Magazine  
December 1994

*"Those wonder wizards at Activision have  
created a spectacular Super NES sequel  
that is a feast for the eyes, ears, and most  
importantly, the fingers."*

Nintendo Power, Bonus Issue  
January 1995

To order, call 1 (800) 477-3650 or see your local retailer. Need a hint? Call the Activision Hint Line: In the U.S. just dial 1 (900) 680-HINT. \$.95 per min. In Canada call 1 (900) 451-4849. \$1.25 per min. Touch tone only. 18 years or older. Prices subject to change without notice.

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on PITFALL: THE MAYAN ADVENTURE

ACTIVISION

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SEGA CD

SUPER NINTENDO

To receive your \$15 rebate by mail, buy any Pitfall: The Mayan Adventure video game (SNES, Sega Genesis or Sega CD). Send this completed form, your original store identified cash register receipt dated 2-15-95 through 5-15-95, and the UPC code from the game's box to:  
PITFALL Rebate Offer, P.O. Box 52981, Dept. 4982, Phoenix, AZ 85072-2981.

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## TENNIS, ANYONE?

Tune in next month when we pit two Genesis tennis titles, EA Sports' *IMG International Tennis* and Sega's *ATP Tour Championship Tennis* (at left), against each other. Join the hardcourt crowd as we find out which one's an overhand smash and which is a foot fault.

**SCORE CARD**  
A 24-meg *Hardball '95* is scheduled to be released by Sport Accolade in April. The title is Accolade's first 24-meg cartridge. "If the Genesis is around next year all cartridges will probably be that size," said Daniel Jeung, Associate Marketing Director for Sport Accolade. But don't expect a SNES game the same size though. It would cost quite a bit for a third party to produce a Super Nintendo cartridge that size.  
No. 271-SA-FJM

# GP SPORTS

*Doug Brumley,*  
Editor

## COACH K COLLEGE BASKETBALL

Publisher: Electronic Arts •  
Developer: Electronic Arts •  
now available • \$69.95



**D**idn't get enough of March Madness while you had the chance, huh? Now you can plug that college excitement into your Sega Genesis any time you want with *Coach K College Basketball* from EA Sports. At first glance the title looks to be an exact replica of *NBA Live '95* with the substitution of college teams and players, but there's much more than meets the eye.

Even though his back trouble kept him from his duties behind the bench this season, Duke basketball coach Mike Krzyzewski lends his name and insights to this deep simulation of the college game. That's the very same Coach K that has lead his Duke squad to seven final fours and two national championships. But *Coach K College Basketball* doesn't even need a recognizable name to make it a success.



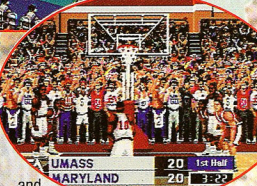
*Coach K* includes 32 of the nation's top collegiate squads (sorry, Tarheel and Hoya fans) and eight of the all-time greats. *Coach K* even gives his two cents about each team.

New animations let you do a few things you couldn't in *NBA Live '95*. Look out below!

Settings allow you to customize game play anywhere between the extremes of arcade action and strategic simulation. The angled perspective, the broadcast-style appearance, and the particularly realistic player animations are a feast for the eyes, while the responsive control and the gripping game play keep your thumbs busy. Although the *NBA Live '95* engine drives the game, alterations in arena appearance, crowd chants, offensive and defensive plays and control do a perfect job of capturing the college game,



The fans try their best to distract you, but sinking free throws is still too easy.



and the play offerings and control adjustments actually surpass that offered in *NBA Live '95*. Eleven offensive sets and 14 defensive sets give you ultimate command of the floor, while an improved turbo feature keeps athletes sprinting at a slightly slower, more realistic speed than in *NBA Live '95*.



The only drawback to *Coach K* is the lack of a steal button, but players do automatically attempt a steal when they are close to the ball.

Although names aren't included, each player's jersey number, characteristics, and stats are true-to-life.

RATINGS				FIELD GOALS	
21	C	84			
15	F	82			
14	G	81			
14	G	77			
10	G	75			

## RATINGS

- 9 GRAPHICS
- 9 MUSIC & SOUND
- 8 INNOVATION
- 10 GAMEPLAY
- 9 REPLAY VALUE

OVERALL  
**94%**



# TECMO SUPER HOCKEY

Publisher & Developer: Tecmo, Inc. •

now available • \$69.99



Thanks to easy passing controls and team-mates that spread out, it's easy to move the puck until you find the right shot.

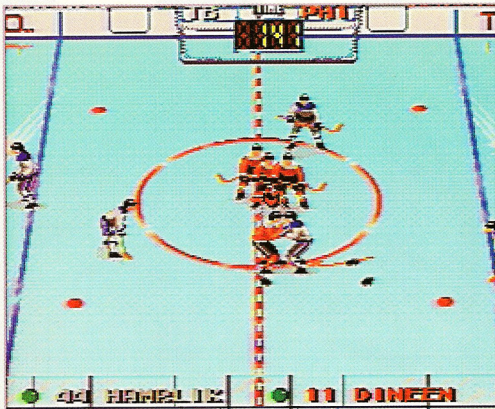
**W**hat do the games *Brett Hull '95*, *NHL '95*, and *NHL All-Star Hockey '95* have in common? All three are Genesis hockey games, and oddly enough all three have a vertical perspective. So are horizontally oriented hockey games a thing of the past? *Tecmo Super Hockey* for Genesis would answer, 'No.'

The drawback of a horizontal perspective is the necessary reduction of player size to show a large enough portion of the ice surface. Although the sprites in *Tecmo* are relatively small you get a great overall look at the rink, and player size becomes obvious only during fights. As with other Tecmo products, the game play and controls are simple yet detailed enough to keep gamers interested. The game's menus are easy to move through and offer

Preseason, Season, and All-Star game modes as well as features like player and league statistics.

All 26 NHL cities are represented — there's no NHL license, so no official logos or nicknames — and each team is stocked with its real-life players thanks to an NHLPA license. There is also an all-star team for each conference. On the ice, simple passing and shooting controls make moving the puck easier than playing defense, but beating the opposing goaltender is still a challenge. The game is wide open offensively and whenever a goaltender doesn't allow a rebound of a shot, he covers the puck. This results in a lot of play stoppages and cuts down on the flow of the game.

*Tecmo Super Hockey* isn't a hockey simulation. It can best be described as an arcade-style



Do you wanna go? Fighting is back in hockey video games, but as tiny as the characters in this scrap are, you may have second thoughts about dropping the gloves at all.

PHILADELPHIA						GOALIE
	LD	RD	LW	C	RW	
SC1	2	3	14	88	8	33
SC2	27	28	42	17	11	<b>PLAYERS</b> ▶ BENBERG BROWN BECHI DINEEN FEDYK LINDROS LINDAM FRUST GALLEY MARINE ZUSAKOV ZETLER BOWEN MCGILL
SC3	29	26	21	36	18	
PP1	3	2	42	88	8	
PP2	29	28	18	17	11	
PK1	27	26	14	36		
PK2	29	28	26	17		
19 LW BENBERG						



# NHL ALL-STAR HOCKEY '95

**Publisher: Sega •**  
**Developer: Sega Midwest •**  
**now available • \$69.99**

**N**ow that the '95 NHL season is underway, hockey fans aren't forced to rely solely on their game systems for on-ice competition. But the rivalry is heating up on video game ice as well since Sega Sports has thrown its helmet into the rink.

NHL All-Star Hockey '95 for Genesis joins Accolade's *Brett Hull Hockey '95*, ESPN National Hockey Night and Tecmo Super Hockey (see review this issue) in pursuit of the front-running EA Sports title *NHL '95*. Although *NHL All-Star Hockey '95* does replicate some aspects of the game better than any title, its game play doesn't measure up.

Control is the game's weakest point — the action doesn't react quickly to your requests. The game's fast speed and slight jerkiness when making turns complicates lining up hits. Also, the

the quickest tap on the shoot button still results in a long wind-up rather than a quick wristshot. Once you do land a big hit, the animations are truly realistic. Check the right guy and the game switches to the most lifelike hockey fight sequence I've ever seen.

The return of fighting to hockey games provides *NHL All-Star Hockey '95* with some extra punch and, although *EA Sports' NHL '95* still sets the pace, hockey fans want to give this one a look.



NHL and NHLPA licenses combine to provide all 26 NHL teams and actual rosters reflecting off-season deals.

# CHAVEZ II

**Publisher:** American  
Softworks Corp. •  
**Developer:** Sculptured  
Software •  
now available • \$69.99

**H**ey, it's getting to the point with boxing games that if you've seen one, you've seen them all. Usually each new heavyweight champ of the world gets his own title game after winning the title fight.

Now *Chavez II* brings another boxing title to the SNES library, but there's little here that differentiates it from boxing games of the past. One of the more unique points of the game is that its target audience is primarily Latino and therefore all the text is in Spanish with occasional English equivalents. But from that point on it falls into the same old rut.

Even without a background in Spanish it's relatively easy to figure out the menus. There are the standard exhibition and career modes, the latter of which lets you create your dream boxer from scratch and customize his strengths to your liking with an allotted amount of power units. Inside the ring, the 3-D perspective (à la Electro Brain's *Legends of the Ring*) gives you a great view of the action, and even though you can move to the right and to the left, that view and the fighters' relation to each other remain the same throughout the match. Two buttons are used in combination with the D-pad to throw jabs, hooks, and uppercuts along with a super punch. And the familiar head icons and boxing gloves for each boxer lose their background color to indicate injury or fatigue.



There's nowhere to go but up from here.  
You've got a lot of work ahead of you  
before you can challenge Chavez.



The 3-D perspective may look familiar, but it currently offers the best view of the action.

Oh my,  
where's the  
cutman?  
It doesn't  
take  
much to  
open a  
guy up,  
especially  
around the eyes.

When you begin a career you can determine what general type of fighter you want to be. Each win gives you two units to distribute as you like, while a loss gives you only one unit.

When you return to your corner you get punching stats and the official score for the previous round — in Español, of course.

Of course, if you don't mind button-mashing, *Chavez II* is an entertaining boxing game, but if you've played *Legends of the Ring* before there's really no reason to step back into the ring. But maybe you can play it to kill time until someone revolutionizes the boxing games genre.

## RATINGS

- 8 GRAPHICS
- 7 MUSIC & SOUND
- 8 INNOVATION
- 7 GAMEPLAY
- 8 REPLAY VALUE

## OVERALL

# 75%

## RATINGS

- 7 GRAPHICS
- 8 MUSIC & SOUND
- 5 BELLS & WHISTLES
- 7 CONTROL
- 6 REPLAY VALUE

**OVERALL**

# 66%



# RUGBY WORLD CUP '95

Publisher & Developer: EA Sports •  
now available • \$69.99



### Team Information

Full Team  
Forwards  
Backs

15	P. D. Murphy
14	C. S. Smith
13	T. F. Galea
12	A. Butterfield
11	C. L. Downie
10	P. Ward
9	M. J. Cook
1	J. Easterbrook
2	M. K. Channon
3	T. F. Chivers
4	P. D. Larsen
5	D. Peters
6	A. P. Comilleri
7	C. W. Thompson
8	B. Ashdown

### England

T. F. Galea

### Statistics

Kicking	
Running	
Scoring	
Passing	
Strength	
Weight	
Tackling	
Overall	

Rugby players are so tough that there aren't even substitutes on the sidelines. Each athlete has his own characteristics and everyone plays for the duration.



The try is the most common and productive method of scoring. You earn five points for downing the ball in your opponent's goal area and you get two more if you capitalize on the conversion kick.

Go ahead, admit it. You're like most Americans and don't know the first thing about rugby. Well, if that's the case, don't be so quick to toss EA Sports' *Rugby World Cup '95* aside. EA Sports clearly explains the rules of rugby in the instruction manual, and the non-stop action of the sport lends itself well to a video game.

*Rugby World Cup '95* for Genesis packs 30 international clubs and two EA All-Star teams into the cart. Game options include Friendly, League, World Cup, and World Cup 1995 modes, and everything from weather conditions to game length can be customized. *Rugby* uses the popular angled perspective made popular by FIFA International Soccer and NBA Live '95, and Four-Way Play compatibility lets three others join you on the pitch.

Once the ball's kicked to begin play, the action rarely stops. *Rugby* is all about territorial gain, with players running and laterally passing the ball to teammates to avoid tackles. If a player is brought down, forwards from both teams link together in an attempt to win possession of the ball,



Once the ball is freed from a ruck or scrum, the scrum-half distributes it to the backs who then continue lateral passes until they find an opening.



forming either a ruck, a maul, or a scrum depending on the circumstances. So unless the ball goes out of bounds, the action never really stops. Control poses a small problem when it comes to kicking to touch or tossing to a running back. Kicking to touch gains field position for your team much like a downed punt in American football, but tricky controls make this move tough to execute. And tossing the ball laterally allows you to get the ball into the hands of your fastest players with a lot of open field. But there are quite a few occasions where it's not possible to toss the

## Score Record

England		Ireland
1	Tries	1
0/1	Conversions	0/1
0	Dropped Goals	0
0/0	Penalty Kicks	0/0
5	TOTAL	5

There aren't many stats to keep track of in rugby — the scoreboard is just about the only stat that matters.

ball just before your running back is tackled.

On the whole, though, *Rugby*'s great animations, roaring crowds, and action packed game play make it very entertaining, even for football-happy Americans who've never seen a rugby game. Give it a try.

When the ball goes across one of the touch lines (sidelines), a line-out or throw-in determines which team wins possession.

## RATINGS

- 9 GRAPHICS
- 8 MUSIC & SOUND
- 10 INNOVATION
- 9 GAMEPLAY
- 9 REPLAY VALUE

OVERALL

90%





64 hot teams!



NCAA tournament action!

California

	Pt	Sh%	Re	St	Fl	Mi	Fa
Lyons	0	0%	0	0	0	0	0
Vaught	2	25%	1	2	0	0	0
Roberts	0	0%	0	0	1	1	0
Nichols	2	33%	5	0	1	8	1
Tucker	5	100%	4	0	3	0	0
Whitaker	0	0%	0	0	0	0	0
Holmes	0	0%	0	0	0	0	0
Morris	0	0%	0	0	0	0	0
Richardson	0	0%	0	0	0	0	0
Cunningham	8	21%	2	0	0	0	0
Simmons	0	0%	0	0	0	0	0
Wolfe	0	0%	0	0	0	0	0
Hariman	0	0%	0	0	0	0	0
Lopez	0	0%	0	0	0	0	0
TOTAL	18	34%	12	3	5		

Press button to continue

Lots of stats!

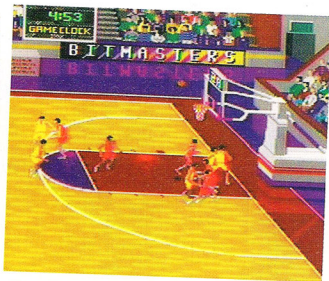
**THE NEW MINDSCAPE® PRESENTS NCAA® FINAL FOUR® BASKETBALL ... 64 REAL NCAA TEAMS, REAL TEAM LOGOS,**



Fast break slam dunk!

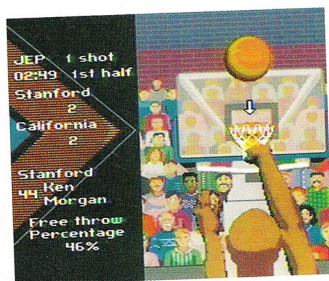


Side shuffle on defense! Contact foul!

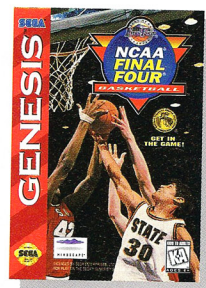
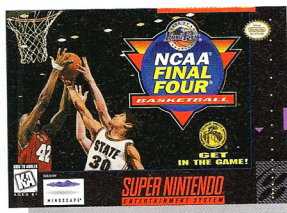


3-point shot!

**REAL TOURNAMENT PLAY. WANT A TASTE OF WHAT IT'S LIKE? LOOK RAPIDLY FROM SCREEN TO SCREEN, FRANTICALLY**



Foul shot!



**TWITCHING YOUR THUMBS, SIT ON THE EDGE OF YOUR SEAT AND TAKE YOUR TEAM TO THE BIG DANCE. GET IN THE GAME!**

Do you have what it takes? Then customize your roster and prepare for real NCAA® Final Four® 5-on-5 action. To order call: 1-800-778-2299.



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MINDSCAPE INC., 60 LEVERONI COURT, NOVATO, CA 94949.

**Available for Super NES and Sega Genesis.**





**In Las Vegas, you put quarters in a machine and scantily clad women bring you free drinks! What the hell were we thinking when we sent Mike Salmon there with a bag of company silver? Were we thinking at all?**

**A**fter losing a car (Jeff's), a writer (Jeff), a tooth (mine — probably shouldn't have laughed), and all of our pride, we finally made it to Capcom U.S.A.'s headquarters to take a look at its new 'mystery game'. What could it be? Maybe it's *Extremely Super Street Fighter II: Turbo* or perhaps *Mega Man XXX*? Alas, it was neither! Instead Capcom unveiled their new arcade fighting game — *X-Men: Children of the Atom*, and it looks great (see the splendidly exquisite feature on these pages)!

Another juicy arcade goody uncovered on this trip was some more info on the *Street Fighter Movie Game*. According to Capcom, the game is scheduled for

a March release in the arcades. But keep in mind that the game was originally scheduled for a December release. In case you haven't heard, the *Street Fighter Movie Game* uses digitized characters from the movie, including Jean-Claude and the late Raul Julia.

Other hot arcade games sucking up quarters include: *Killer Instinct*, *Cruisin' U.S.A.*, *Daytona U.S.A.*, *Virtua Fighter 2*, and come May it's gonna be *MK III*. The arcade action has never been better and I, for one, am more than happy to take someone else's money to the arcades and blow a couple hours and get paid for it. I love my job!

# X-Men: Children of The Atom

## XXL Bosses!

**T**he *X-Men* license in the hands of *Street Fighter* crazed Capcom can only lead to one thing — yeah, you guessed it! An *X-Men* fighting game with *Street Fighter* moves — a natural marriage that makes a great game. You get a choice of ten good and bad X-People (politically correct as always). The good guys feature Wolverine, Cyclops, Psylocke, Colossus, Storm, and Iceman, while the bad guys count in with Silver Samurai, Omega Red, Spiral, and Sentinel. And, if you play long enough, you get to face the gigantic Juggernaut and speedy Magneto.

The special moves are pulled off with traditional fireball-type controls, but there are some differences. Depending on the level of energy, each character's moves change. Each character also has a super-attack which can ring up 31 hit combos and more. Another difference is the multi-levelled backgrounds, in which the fighters can tumble three or four stories down fighting all the way.

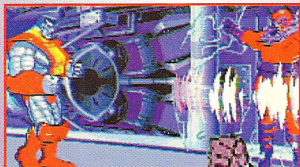
*X-Men* may look and play like a number of other games already in the arcades, but there is still some incredible fighting and great animations. Get your quarters ready for this one!



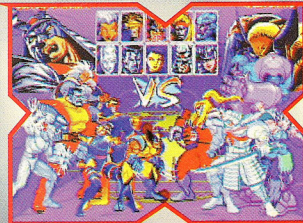
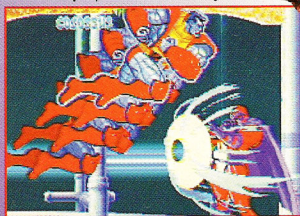
Juggernaut gives a two-fisted blow that shakes even the worthiest fighter.



The big Jugg sends Wolverine, and many other opponents, flying to their doom.



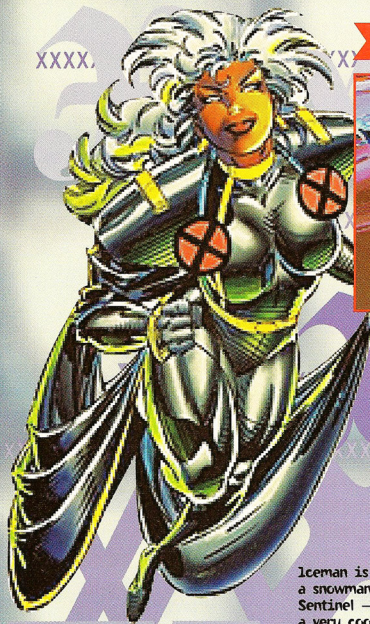
If you do eventually get by big Juggernaut, you can be abused by the most evil Magneto.



With 10 X-Men to choose from, you may never tire of inserting quarters in this one.



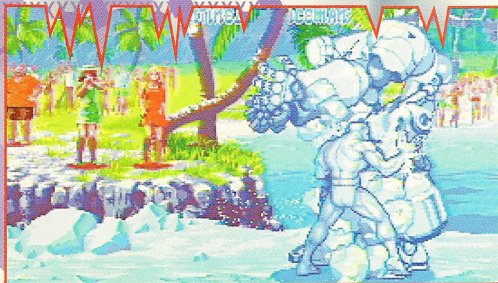
# X-cellent Moves!



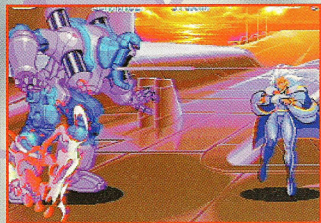
Storm's brewing a vicious super-attack!



Wolverine goes for a piggy back ride and does a little clawing while he's at it.



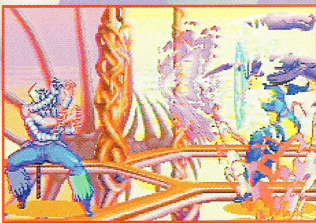
Iceman is making a snowman out of Sentinel — a very cool move!



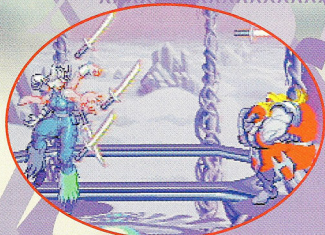
Leave it up to the evil Sentinel to go spitting. Disgusting.



Omega Red flails away on the enemy with his super attack!



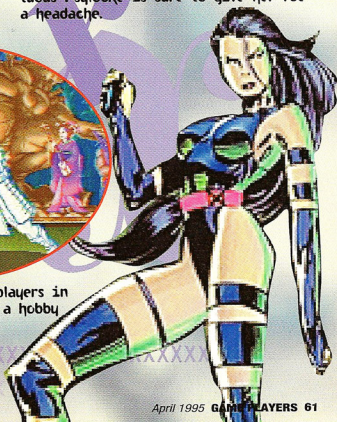
A vicious mental attack by the voluptuous Psylocke is sure to give her foe a headache.



Spiral was once a Hollywood stuntwoman — now she uses her arms for evil.



Licentious positioning of players in compromising positions is a hobby and pure adolescent fun!





# World View

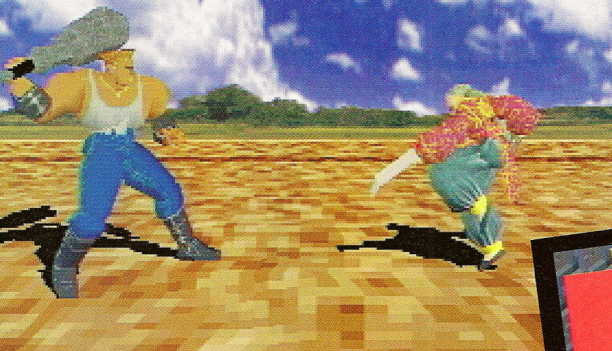
*He says his psychic powers allow him to see the future of gaming, but most head shrinkers just write off Mike Salmon as plain old psychotic!*

**W**hile fumbling through the Japanese video game magazines, you come across some very odd things. For example, in almost every mag there are five or six pages devoted to scantily clad teenage girls, not to mention the occasional nude. As much as we'd like to, we aren't able to do that kind of coverage here, but who needs naked women when you have coverage of all the hottest games?

Besides, they won't let me borrow the camera.

This month we also have our first codes for a PlayStation game, pics of the newest 16-bit import software, and some good fun. So, expand your horizons and learn about gaming on an international level. It will undoubtedly make you a fuller, richer person.

## DEMONSTRATION



Wait for the demo to start, then press **start** on controller one.



Sho is just a faster stronger version of Kayin, but he does have this beautiful background to fight in.

Gaia's trippy background is sweet and so are these rapid-fire fireballs.

## INTERNATIONAL CODEBREAKERS

**F**or those of you lucky enough to have your own PlayStation and a copy of *Toh Shin Den* (which would have cost you around \$700), we've got some codes that are sure to make the best fighting game ever even more enjoyable. With these codes you can play as the two bosses Sho and Gaia, and see their sweet backgrounds.



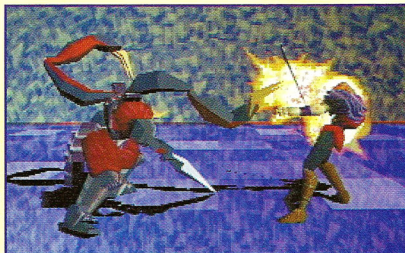
While the menu options come in from the side, press **D, DR, R + (square)**. If you do it right, you hear the game say 'fight'.

Now on controller two (before the options come from the side) press **D, R, DR**. If it works, the game says 'fight' and the options turn blue.



Now go to this character select screen and put the cursor on Eiji. Press **Up** and any attack button and... you can be Gaia! Go to Kayin and press **Down** and any attack button and... you

can be Sho! These two boss characters can now be used in one player or two player mode to bring the character total up to ten.

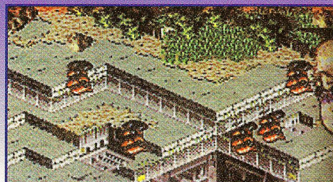
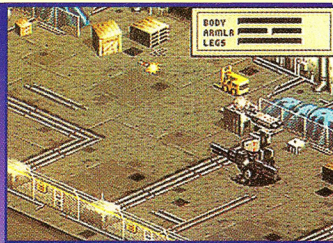




# WHAT'S NEW!



Sega's arcade hit *Wing Wars* comes to 32X!



Hi-tech RPG *Front Mission* for the Super Famicom looks great.



*Final Fantasy* fans should jump at *Chrono Trigger* this fall.



It's *Godzilla* versus *Biollante* in this screen from the *Godzilla* fighting game!

Cutesy girly games like *Princess Minerva* and *Lady Stalker* probably won't make it over here.



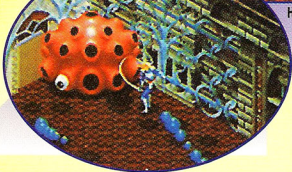
They're still making a ton of 16-bit titles in Japan and it's not likely to stop for quite a while. The Super Famicom is the 16-bit system of choice by far, which is easy to tell by the amount of software that is available for it. There's a hot looking 32X title that we've yet to see anything on, a couple of

Squaresoft (makers of *Final Fantasy*) RPGs, another *Rockman* (*Mega Man*), a *Godzilla* fighting game, and a couple of RPGs with female leads.

Out of this batch of new stuff, *Chrono Trigger* should be showing up on our shores this fall, and I expect *Front Mission* should soon follow. As for *Princess Minerva* and *Lady Stalkers*, these female intense RPG's most likely won't show up until there is more support for such titles. *Wing Wars* for the 32X might make it over just in time to give the 32X another good game. While *Light Crusader* from Treasure (makers of *Dynamite Headdy*) is bound to come over. *Rockman 7* is already on it's way as *Mega Man 7*. As for the *Godzilla* fighting game, it looks great but there are no US plans yet.



Here's *Treasure's Light Crusader* for Mega Drive.





# RIDE THE WIND!

**Pull on your helmet, grab some dirt and enter the Kawasaki SuperBike Challenge Sweepstakes! Check out what you can win:**

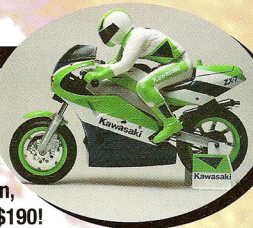
## Grand Prize:

A Kawasaki Team Green Mountain Bike from Pacific Powercycles, valued at \$450!



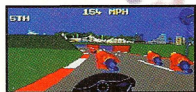
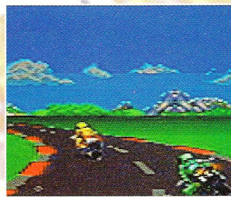
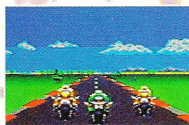
## First Prize (3):

A radio controlled Kawasaki Ninja Motorcycle from Royal Products Corporation, valued at \$190!

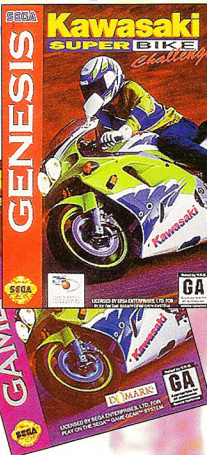


## Second Prize (5):

Both the Sega Genesis and the Sega Game Gear versions of the *Kawasaki SuperBike Challenge* game from Time Warner Interactive, valued at \$100!



Coming in May! The Super Nintendo version of the *Kawasaki SuperBike Challenge* game!



**Don't get left on the starting grid! Enter today!!!**

Here's how to win: Put your name, address, and phone number on the back of a postcard or envelope and send it to **Kawasaki SuperBike Challenge, Suite 210, 1350 Old Baysshore Highway, Burlingame, CA, 94010** before Friday, May 6th. Please don't put your entry inside an envelope, as the amount of mail we receive during contests prohibits us from opening individual letters. We will draw the winners on Friday, May 6th. Employees of Gap Publications, Time Warner Interactive, Powerless of Gap Publications, U.S.A., Pacific Powercycles, Royal Products Corporation, Sega of America and their immediate families are not eligible. All prizes will be awarded. All multiple entries will be destroyed in a manner too heinous to describe, so don't be a cheater, OK?

## Third Prize (25):

A Kawasaki T-Shirt, Water-Bottle and Key-Chain, valued at \$20!



# TRICKS AND TIPS

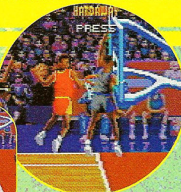
## KILLER INSTINCT

Go for the jugular with our murderous methods!



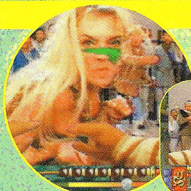
## NBA JAM TOURNAMENT EDITION

Take it to the hole with our high-flying tricks and tactics!



## SUPREME WARRIOR

We help you chop, smash and kick your way to the top!



## X-MEN CHILDREN OF THE ATOM

Nuke 'em until they puke! We show you how!!!



## X-MEN 2 THE CLONE WARS

Stop cloning around! Double your pleasure with our deadly devices!!!



## STRATEGIES FOR

Battletech .....	91
Burning Soldier .....	90
Demolition Man .....	89
Doom .....	95



Earthworm Jim .....	88
Ecco: The Tides of Time .....	95
FIFA International Soccer .....	91
Final Fantasy III .....	94
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Tournament Edition .....	66
NBA Live '95 .....	92
Panic! .....	89
seaQuest DSV .....	92



Shaq Fu .....	88
Spider-Man and Venom: Maximum Carnage .....	95
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Super Wing Commander .....	90
Supreme Warrior .....	70



Way of the Warrior .....	90
WWF Raw .....	92
X-men: Children of the Atom .....	78
X-Men 2: The Clone Wars .....	84





**The only pass Mike Salmon ever made on the court was at the cheerleaders, and he was still trying to score! Unfortunately, the girls proved to be a bit too tough on D for the Fisherman!**

Reviewed: 8/3; Score: SNES 92%, Gen 88%

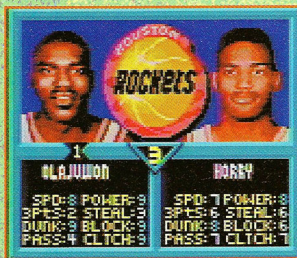
The purpose of this strategy is to help new jammers and not-so-new jammers learn some of the insights and tactics that's gonna give them an edge on their opponents. A full understanding of each player's strengths and weaknesses is essential to being successful at *NBA Jam*, as well as an idea of what type of game plan work with each team. For example, if you are the Seattle Supersonics, you're not going to want to launch three-pointers all game since they won't be going in — you want to power it inside with big Shawn Kemp, instead.

Included are ways to tackle the computer or take it to your friends. Hopefully, these bits of basketball knowledge are gonna help you dominate in *NBA Jam T.E.* and you're gonna owe it all to *Game Players*. But we don't expect eternal gratitude (that would be nice, though), only respect and admiration are necessary — oh, and money never hurts, either. **GP**

## STUFFING THE COMPUTER!

*Al ain't so smart!*

Never played a computer sports game that couldn't be beat, and *NBA Jam T.E.* is no different. All you need is a good grasp of basketball knowledge, and some quick reflexes, and that computer is yours for the taking.



Pick a powerful inside team like the Houston Rockets, who've got at least two players with high power and dunk ratings.



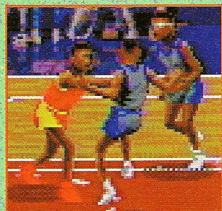
Don't even think about firing that three-pointer with Hakeem!



Turbo him down the lane, between the defenders...



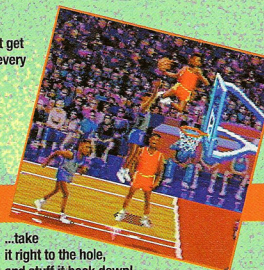
...and bam! Stuff it down their throats.



Now you're on D, and it's time to use some more power! The pass comes in and you start shoving.



You won't get the rock every time, but when you do...



...take it right to the hole, and stuff it back down!

53 FINAL GAME STATS: 47			
AL J	3	0	0
3PTS	0	0	0
STEAL	0	0	0
REBOUND	0	0	0
SHOOT	0	0	0
CLICH	0	0	0
POWER	0	0	0
DUNK	0	0	0
BLOCK	0	0	0
PASS	0	0	0
CLICH	0	0	0
POWER	0	0	0
DUNK	0	0	0
BLOCK	0	0	0
PASS	0	0	0
CLICH	0	0	0
POWER	0	0	0
DUNK	0	0	0
BLOCK	0	0	0
PASS	0	0	0
CLICH	0	0	0
POWER	0	0	0
DUNK	0	0	0
BLOCK	0	0	0
PASS	0	0	0
CLICH	0	0	0

The idea behind this strategy is that if you score every time and get an occasional steal, you're gonna win by margins like this every time!



# RUN AND GUN

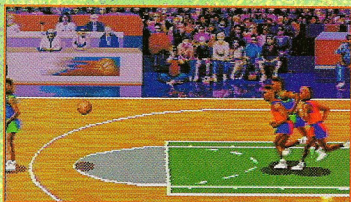
*Those wacky Western ways!*



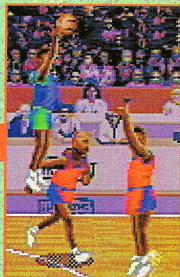
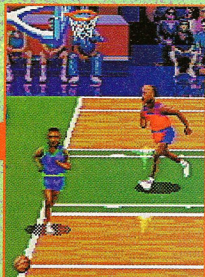
Pick a fast well-rounded team like Dallas. With Mashburn and Jackson's all around abilities, you can most effectively use this method.



Never sit still. Constantly run the floor, passing like this, until you get an open lane, then jammit!



Or do the same work, then kick it out for the three. Swish!



On D use the player's quickness to cut-off passing lanes, run down loose balls, and cause all kinds of havoc. If executed properly, the fast-paced game is often going to produce the highest scores.

# IN AND OUT

*The Mailman always rings twice!*

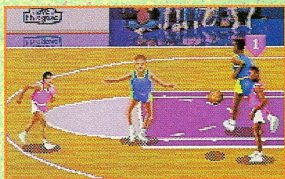


Pick a team like Utah, with a great three-point shooter (John Stockton) and a force to be reckoned with inside (Karl Malone).

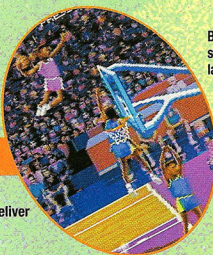


Now work the inside, outside game. Kick it in to Malone, then out to Stockton for the open jumper.





Or, if the D is on Stockton, just have the Mailman deliver a message like this.



Boom-shaka-laka!



Another key to this strategy is to always be in position for a rebound when the three goes up.

## BRING ON THE HUMANS!

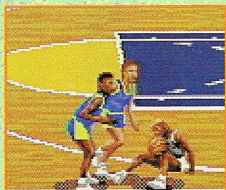
*The tongue is mightier than the sword!*

The strategies used to dominate the computer can be used against humans as well. However, you have to allow for (and plan on) human error. Human foes catch on to your strategy (unless they're totally inbred), so you need to switch and become successful with all strategies.

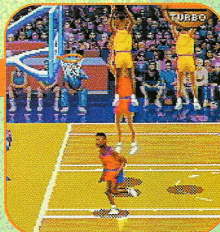
This is also the time to talk some trash! Doing it against the computer doesn't do any good, but humiliating your friends is satisfying and an effective way to demoralize and dominate. (Editor's note — This is probably why Mike doesn't have any friends.)

## TALKIN' THE TALK

*How you like me now, you %#\$@\*%\$#% ^0\$!*



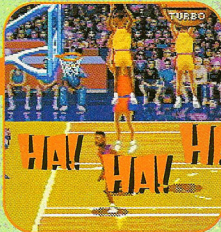
You knock your friend to the ground and recover the ball. Don't just quietly put up a jumper. Jam the ball down his throat and taunt him until he cries.



You've skied up and swatted his most powerful dunk. Pause the game and laugh...



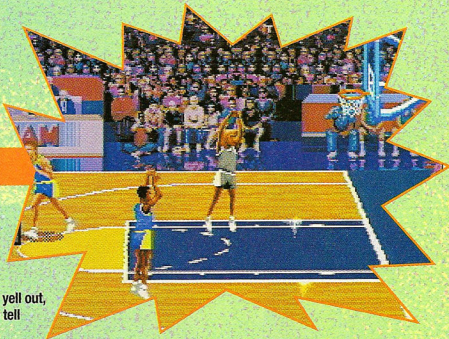
...and laugh...



...and laugh!



Give a pump fake, get him in the air, then launch a three while you yell out, "Get off me!" Then, after it rains through the net, you might want to tell your bud where to find his jockstrap.





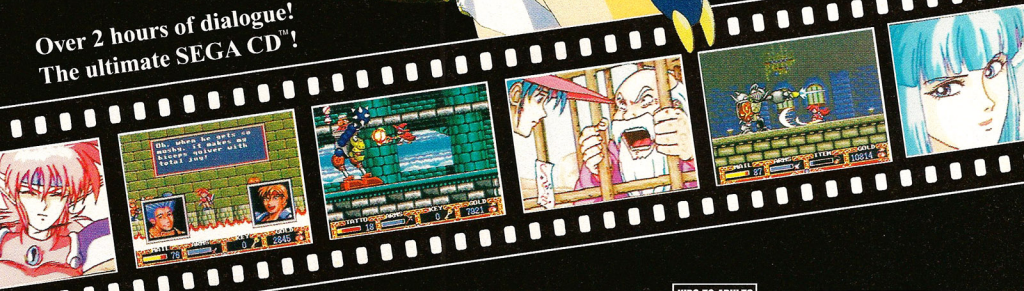
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# LICK THE LACKEYS!

## Our SUPREME WARRIOR strategy kicks butt!

**W**ho ever would have thought wandering around China would be a dangerous occupation? When your ancient martial arts teacher, Master Kai, calls on you to deliver an ancient mask and defeat a few mystical warlords, you had to figure, "piece of cake." Right?

But then you found that even defeating the six guards of Earth, Wind, and Fire can be a real pain in the butt. They all use different styles, and well, they just won't hold still!

But fear not, others have gone before, and now I return with the secrets of the guards. Well, some of them anyway. First things first — each guard has roughly six to eight different fighting routines they can go through, and each one ends with the guard slapping you down (whether you block or not) so the camera angle goes nuts and the CD has time to load the next routine. Beating these freaks is mostly a matter of recognizing what they're coming at you with, then getting the moves down.

This guide isn't exactly complete, since some of the routines begin too similarly to show. They also come on in random order, but, fear not, if you can get two or three patterns down, you can beat the living crap out of any guard before they get a chance to slap you around too much. Beating the warlords, well, that's another story...

Until next time — this is Jeff 'Lucky' Lundrigan, Master of the Drunken Crab Style saying, "How much longer do I have to walk sideways?" **GP**

**Reviewed: 8#3, Score: 80%**



*Never a fan of '70's disco, Jeff Lundrigan jumped at the chance to beat up Earth, Wind, and Fire — but when he found out it wasn't what he thought, he got all depressed and cranky.*

**OK, first lesson. Watch for your opponent to come in and smack you around.**

When the camera starts shaking and all you can see is the ground, the current fight sequence is over and the next one starts — take note of how they stand and move at the beginning, then check the list below (you can even pause during the fight).



### Stone

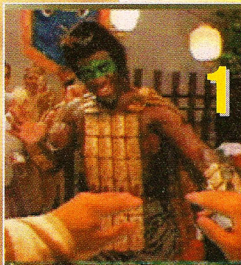
*Master of Mongolian wrestling. Strong but kinda slow, he's too cocky for his own good.*

### CRACK THE EARTH

*You can always recognize an Earth warrior by their green stripe.*



When he comes down off the platform, wait for him to break and start coming in, then hit him with a fast RK.



Watch for the routine that begins with Stone waving his arms from left to right, with a big grin on his face, then MB, RK, LK, RB, MB, MB, LK...



...he dances away for a bit, then comes back in — MB, LK, MB, RK, END.



Two — Begins with Stone holding his arms straight out. Wait for him to come in, then (do these first three moves right, and you knock him down), LK, RP, LK, MB, MB...



...Yu Ching is gonna pull you aside for a little chat at this point, then throws you back in — MB, RP, LP, MB, LB, END.



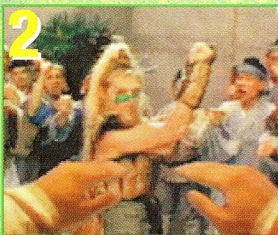
# Ambrosia

*She hits you like a fistful of nails, but she can't take a lot of damage.*



One — She poses for a second, sweeping her arms close in at her sides. As she comes in LK, MB, LP, MB, RP, MB...

...she steps back into the classic 'crane' stance, then MB, LP, LB, END.



Two — Watch for her to flex her biceps, then MB, LP, MK, MB, LK, RP, MB, END (this one can put her right on the ground).



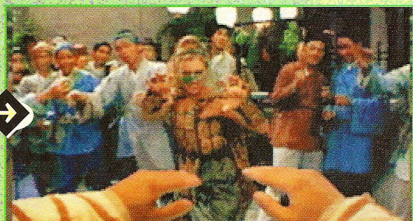
Three — She crosses her arms in front of her face, then MB, LP, RP, MB, RK, MB, MB, MB, MB, LP, MK, MB, END



Four — Watch for her to sweep her arms low and out to the sides, then MB, LP, LK, MB, LP, RK, LP, MK, RB, END



Five — She does this tricky little arm swirl. Wait for her to come in, then MB, LK, LP, MB...



...she stands back and strikes this weird cat claw pose, then LK, MB, END.

## Move Key

*How to shake yer booty!*

RP= Right Punch

MP= Two-Handed Body Punch (Middle Punch)

LP= Left Punch

RK= Right Kick

MK= Front Kick (Middle Kick)

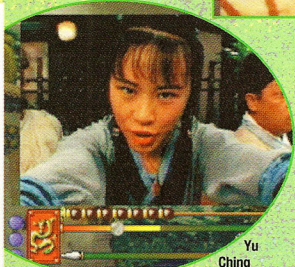
LK= Left Kick

RB= Right Block

MB= Front Block (Middle Block)

LB= Left Block

END= End of Sequence (you can expect to be knocked silly while the CD searches for the next sequence).



Yu Ching pulls you away for some encouraging words about Fan Tu tearing out your heart, then MB, LP, MB...



Three — Watch for him to cross his arms in front of his face, then MB, MK, LB, MB, RP...



...he steps back, then comes in again. As he comes in, wax his clock with LK, MB, RP, END.



Four — Not pretty. He comes in with a palm strike, then hits you with an elbow, so MB, MB, MB, RP, RP...

...he stands back to taunt you with some crud about you fighting like a rice peddler, then comes in. Catch him with LB, END.



One stripe, two stripe, red stripe, uh, red stripe.

## Quench the Fire

## Juk-San

Fast, but not a very impressive fighter. Take him down with one blow.



As he comes kicking out to fight you, hit him with a quick LK.



One — Juk stands up and says, 'Take this fool,' so hang back and MB, MB, MP, RP, MB, MB, RK, MB, MK, MB, END.



Two — He whips around sweeping his cape. MB, LB, LP, LK, RK, MB, LK, RK, LK, RP, MB, MP, MB, END (he's gonna collapse somewhere in the middle, though).



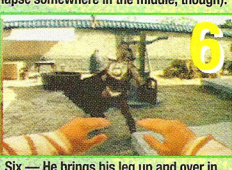
Three — He Crosses his arms in front of his face (notice they all do this? Hmmm). MB, RK, RB, RK, LK, MB, MB, LK, MB, END.



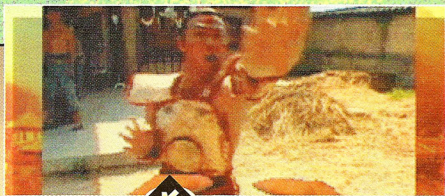
Four — He jumps in to the left and spins around. MB, MB, MB, MB, LP, MK, MB, MB, MB, LP, MP, END.



Five — He jumps in to the right and turns around. MB, MB, LB, RK, MB, RK, MB, RK, MB, LP, MB, MK, MB, END (another one he's probably gonna fall down during).



Six — He brings his leg up and over in an odd waste of energy. MB, LP, MB, LP, MB, LB, MB, RP, MB, LP, MB, LK, END.



As he tumbles off the stand, you can tag him with a quick RK just after he hits the ground.



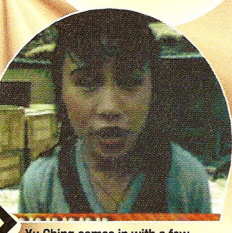
Two — He holds his arms out to his sides. Looks like he's just asking to be hit. MB, MP, MB, LB, LP, MK, MB, RP.



Four — He comes flipping in sideways. MB, LK, MB, MB.



He flips away, then when he comes back in LK, MB, LP, LK, RK, RP, END.

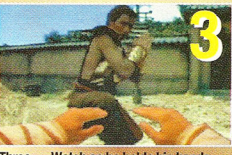


## Chung

That's Just Chung to you, buddy. He flips and rolls a lot.



One — This one's easy to spot, he jumps up into a split. MB, LP (he does a back flip), MB, RP, MB, LP, LP, MB, END



Three — Watch as he holds his hands together, then he jumps towards you. MB, LK, MB, LP, MB, RP, LP, MB, END.



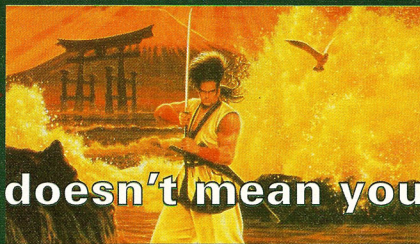
Five — This just looks weird. He comes stomping towards you! MB, RP, LK, RB, MB, RP, MB, MP, END.



Six — This one starts with Chung jump-kicking you. MB, MB, MP, MB, RB, MB, LK, LB, MB, MP, RK, RP, END.



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# BREAK THE WIND

*Little blue stripes mark the wind warriors, but don't joke about it.*

## Swei-Fin

*She's fast and furious, and more than a little deadly.*



As she comes wafting in, you can clock her with a good hard LP as she comes up even with you.



One — She jumps to the left and does a sweep on the ground, then attacks. RP, LP, RK.



Then she spins away. When she comes back in, LK, RP, MB, MP, MB, END.



Two — She begins close and punch, then quickly rises into the air and attacks. MB, MB, RP, LK, MB, MP, MB, LP, MB, MB, END.



Three — Watch for her to kick out her foot and spin in towards you. MB, LK, LB, RP, MB.



Five — Watch for her to cross her arms above her head, then MB, RP, MB, MP, MB, RP, MB, RP, END.



Then Yu Ching pulls you away for a quick word — 'Take these worms out quickly.' Follow that with MB, RK, LK, MB, LK, MB, RP, LK, MB, END.



Four — This one's a little hard to follow. She comes in for a quick hit, but counter with MB, RP.



Then she jumps away. When she comes back — LK, MB, RP, MB, LP, MB, END.

## Chao Yen

*Also known as the Masked Assassin (I guess he worked for the WWF).*



He comes spinning down off the top of his temple. Hit him with a RP as he hits the ground.



One — He rises into the air and attacks on the way down. MB, MK, MB, MB, MP, MB, LP, RK, MB, RP, END.



Two — This one's kinda flamboyant — his arms flail around, then he spin kicks to get in. MB, MB, RP.



Then he cartwheels away. When he comes back, LB, then Yu Ching chimes in again ('concentrate'), then MB, RP, MB, LP, MB, MB, MP, MB, END.



Three — Now he prays and spins in. LB, RP, MB, MK.



...then he pulls away and does a little breakdancing spin on the ground. When he gets up, MB, RP, LK, RP, MB, END.



Four — This one keeps you on your toes — or his toes, 'cuz he jump kicks you right off the bat. MB, MB, MB, LK, MB...



...then he takes a break to spin around some. When he comes back, MK, MB, RK, MB, MP, RB, LP, END.



Five — This time, he spin-kicks in without all the fanfare. MB, MB, LP...



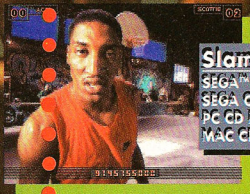
...then he rises and spins into the air. When he finally comes down LB, MP, MB, LK, RK, LK, LB.



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**Tired of losing all those quarters that you swiped out of your little brother's piggy bank? Allow us to demonstrate how you can make larceny pay off by paying back those quarter-munchers with a vengeance!**

You've easily wiped out that little kid with the thick glasses, 'cuz you read *Game Players* and, from the way that little dweeb is blubbering over in the corner, he didn't. Now you're starting to feel like a veritable arcade god when, all of a sudden, you feel someone tugging at your shorts. So you look down and... huh? There's this little girl with pigtailed, and chocolate ice cream smeared all over her face. She says, 'You made my brother cry. You're not very nice!'

You start to give her the boot (you radical!) when she says, 'I can kick your butt in *Killer Instinct* any day of the week, Baron Von Arcade Bully!'

Now, here's the part where you have to listen closely and pay attention. If you've done your homework and have read this section, the little brat will soon be joining her brother over in the corner, where there will be plenty of wailing and the gnashing of teeth.

Of course, if you didn't, and, horror of horrors, she did, well, let's just say that your new arcade nickname is gonna be the 'Invisible Man'. Or at least you'll wish it was, 'cuz you'll never be able to show your face in the arcade again!

So wise up and check out Part Two of our arcade strategy section. It's the only way to keep our arcades free from the menace of little pigtailed, chocolate-smeared monsters! So get busy! The future depends on you!



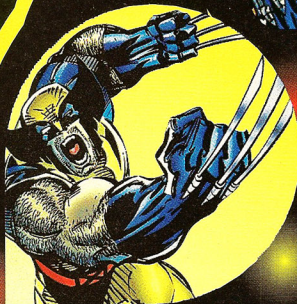
# X-MEN: CHILDREN OF THE ATOM

## Move Key

**D** Down  
**T** Toward Opponent  
**U** Up  
**B** Back  
**P** Punch  
**K** Kick  
**PPP** All Three Punch  
**KKK** All Three Kick or hooded Anyan master race dorks.  
**P/K** Corresponding Punch and Kick buttons (Above and Below).  
 \* Indicates move changes depending on which button is used.

*Professor Xavier's favorite mutant, Mike Salmon (Aphrodision), fell out of favor when he started using his odd mutant powers to woo women and get unlimited free lunches! Watta guy!!!*

Here are all the super moves for this hot new fighting game. The super moves in this game work on a level system. The special move bar grows as the fight continues going from level 1 to level 3, and all the super moves correspond to the level. With full knowledge of these moves, you can head to the arcades and become the *X-Men* champ in days, 'cuz you read **Game Players** to make your life more complete. So keep a close eye on your level and start practicing fireballs, so you can be the arcade king and a man among mutants! **GP**



## Wolverine

- |         |                   |                         |
|---------|-------------------|-------------------------|
| Level 1 | Drill Claw        | P/K+ Joystick direction |
|         | Tornado Claw      | T,D,DT+P                |
| Level 2 | Super Speed       | D,DB,B+PPP              |
| Level 3 | Berserker Barrage | D,DT,T+PPP              |

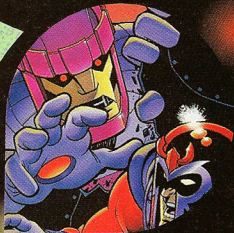


## Omega Red

- |         |  |           |
|---------|--|-----------|
| Level 1 | Tentacle   | D,DT,T+P* |
|         | (after grab, P or K to drain, joystick direction to throw) |           |

- |         |              |           |
|---------|--------------|-----------|
| Level 2 | Omega Strike | D,DT,T+K* |
|---------|--------------|-----------|

- |         |                 |            |
|---------|-----------------|------------|
| Level 3 | Omega Destroyer | D,DT,T+PPP |
|---------|-----------------|------------|



## Sentinel

- |         |                |            |
|---------|----------------|------------|
| Level 1 | Rocket Punch   | D,DT,T+P*  |
|         | Sentinel Force | D,DT,T+K*  |
| Level 2 | Flight         | D,DB,B+PPP |
| Level 3 | Plasma Storm   | D,DT,T+PPP |



## Psylocke

- |         |            |                                      |
|---------|------------|--------------------------------------|
| Level 1 | Psi Flash  | D,DT,T+P*                            |
|         | Psi Blade  | D,DT,T+K                             |
| Level 2 | Ninjutsu   | D,DB,B+PPP                           |
| Level 3 | Psi Thrust | D,DT,T+PPP (then joystick direction) |





## Storm

- Level 1 Lightning Attack P/K+Joystick direction  
 Typhoon D,DT,T+P  
 Level 2 Wind Blast D,DT,T+KKK  
 Level 3 Lightning Storm D,DT,T+PPP



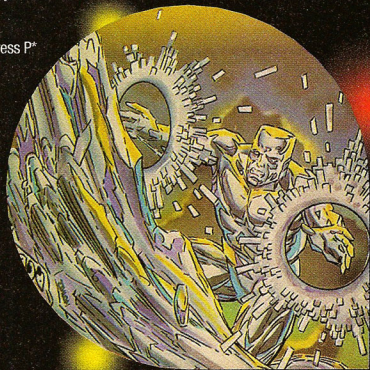
## Silver Samurai

- Level 1 Shuriken D,DT,T+P  
 Blade Storm Press P rapidly  
 Level 2 Power Sword D,DB,B+P\*  
 Level 3 Lightning Strike D,DB,B+PPP



## Colossus

- Level 1 Power Charge D,DT,T+K\*  
 Hurricane Throw D,DT,T+P(spin joystick after grab)  
 Level 2 Super Armor D,DB,B+PPP  
 Level 3 Dive Bomb D,DT,T+PPP (press P\* again to dive)



## Ice Man

- Level 1 Ice Ball P/K  
 Ice Beam D,DT,T+P\*  
 Level 2 Ice Fist D,DB,B+PPP  
 Level 3 Arctic Attack D,DT,T+PPP



## Spiral

- Level 1 Dancing Sword T,D,DT+PPP  
 (D,DT,T+P\* or K\* to throw)  
 Level 2 Teleport D,DB,B+P\*  
 Power Dance D,DB,B+K\*  
 Level 3 Morph Attack D,DB,B+PPP



# KILLER INSTINCT

## CHIEF THUNDER

### Mohawk Slash:

○○○○○P

### Reverse Mohawk Slash:

○○○○○FP (only

works when you do a normal Mohawk using FP and miss)

### Tomahawk Spin:

○○○○○K (you can

steer the axe up or down)

### Power Moves:

hold FP ○○○○○

release FP

### Combos:

2 hit: ○FK

○(2s) ○FK

2 hit: ○(2s) ○P

○(2s) ○MP

○(2s) ○FP

○○○○○MP

○○○○○FP

○○○○○FK

### Ultra combos:

○(2s) ○P

7 hit: ○(2s) ○FP ○FK ○

FK ○○○○MP

15 hit: ○(2s) ○FP ○

QK

25 hit:

○(2s) ○FP ○FK ○FK ○

MP ○P ○P ○○○○QK

### Air Combo:

jump FK ○○○○○MP

### Air Juggle:

○○○○○MP

### Combo Breaker:

○○○○○MP

### No Mercy 1:

○○○○○FP

(about one step away)

Calls down the thunder and zaps opponent.

### No Mercy 2:

○○○○○FK

Splits opponent into tiny pieces with an uppercut.



*For the last two years, all of Jeff Lundrigan's dreams have been rendered in 3-D. He can't explain that, but it made him a good choice to cover this arcade smash.*

But first, here's a few words for the uninitiated:

**Combos** — The whole game is based around building combinations of moves. The more moves you can string together, the more damage you do, and the more points you rack up. Each character has a couple of button/joystick combinations that result in more than one hit. The idea is to find which moves flow naturally into each other, string them out, and reduce the opponent to a bloody mess. I've avoided giving all but a couple of the most impressive numbers (35 hit combos? Woo hoo!), since that would fill a whole magazine by itself. **GP**

**COMBO BREAKER** — to defend yourself against these massive onslaughts, each character has a Combo Breaker. In theory, if you can do these correctly, they stop a big combo from finishing.

**AIR COMBOS** — these are combos that can be performed after jumping at the opponent, and usually keep your character, well, in the air for most of it.

**AIR JUGGLING** — These can be done after hitting your opponent up into the air. Done right, you can keep them up there while hitting them, hence 'juggling.'

**H**ey, *Killer Instinct* has grabbed the arcades by the short hairs! If you think you've got what it takes, let me take you by the hand and lead you down the path to Combo hell. Come on, it's fun — really. This is the bloodiest game Nintendo has ever been associated with and, with its rendered characters and gloomy soundtrack, you're looking at a gory eyeful of beat 'em up goodness.

**POWER MOVES** — Each character's energy bar also functions as a power-up meter. Generally, this is charged up by performing Combo Breakers, but Spinal and Sabrewulf do it differently. Spinal collects skulls, and Sabrewulf does it by performing his Power Howl. When fully powered, the bar flashes.

**NO MERCY** — If you can end the match with an Ultra Combo, you get a chance to pull a No Mercy (finishing move). Below I've listed all the finishing moves we can confirm, but others are rumored to exist, and you might notice a couple of Humiliation moves missing as well. We'll keep you posted.

**HUMILIATION MOVES** — These work just like No Mercys, except that you can only perform them if you don't lose a round.

## BLACK ORCHID

### Boomerang:

○○○○○P

Tiger: ○(2s) ○P

### Helicopter Slash:

○○○○○Q or MP

### Spinning Slash:

○○○○○FP

Helicopter Kick: ○(2s) ○K

Flash Kick: ○FK

### Power Moves:

Shadow Slash: hold MP

○○○○ release MP

### Shadow Tiger:

hold FP ○(2s) release FP

### Combos:

2 hits: ○MP ○FK (works

after a fierce Helicopter Kick)

3 hits: ○P

○QK

○MK

○(2s) ○MK

○(2s) ○FK

4 hits: ○○○○○FP

○○○○○FP

○○○○○QK

○(2s) ○QK

### Ultra Combos:

○(2s) ○MP

6 hit: ○(2s) ○FK ○P

○○○○FK

35 hit: ○○○○○MP ○

QK ○P ○QK ○FK ○FK

○○○○MP ○P ○P ○P

○MP ○○○○○P

37 hit: ○(2s) ○FK ○P

○FK ○P ○FK ○P ○P

MP ○○○○○P

### Air Combo:

Jump FK ○○○○○MP

### Air Juggle:

○○○○○P

### Combo Breaker: ○○FK

○○○○○FP

### No Mercy 1: ○○○○QK

(stand at about sweep range). Turns opponent into a frog!

### No Mercy 2:

○○○○○P

'Flasher of Death.'

## CINDER

### Flaming Cannonball:

○P (can be done in air)

Flaming Punch: ○○○P

### Flame Thrower:

○K or ○QK

Flame Kick: ○○○QK

Outline: ○○○○○MP

Invisibility: ○○○○○FP

### Power Moves:

Invisible Teleport:

○○○○○P

### Shadow Fireball:

hold MP ○○○ release MP

### Ultra Combos:

○FP

25 hit:

○(2s) ○MP ○P ○P ○P

○MK ○P ○P ○P

### Air Combo:

jump MK ○○○○○QK

Air Juggle: ○○○FP

### Combo Breaker:

○○MK

### Humiliation: ○○FK

### No Mercy 1: ○○○MP.

Cinder burns a hole in the ground, then sucks the opponent down into it.

### No Mercy 2:

○○○○○QK.

Melts the opponent.



## KEY:

All moves are given with the character facing right.

**A**ny = Any button

**P** = Any punch button.

**Q**P = Quick Punch

**M**P = Medium Punch

**F**P = Fierce Punch

**K** = Any kick button

**Q**K = Quick Kick

**M**K = Medium Kick

**F**K = Fierce Kick

**(close)** = Must be done while standing next to opponent.

**(repeatedly)** = hit this button rapidly over and over

**(2s)** = Hold for two seconds.

**(3s)** = Hold for three seconds



## JAGO

**Fireball:** ○○○○○○ P  
**Yellow Fireball:**  
 hold ○P ○○○○○○  
 release ○P  
**Uppercut:** ○○○○ P  
**Slash:** ○○○○○○ FP  
**Flying Kick:** ○○○○○○ K  
**Lightning Kick:**  
 hold FK ○○○○○○  
 release FK

### Power Moves

**Red Fireball:**  
 hold FP ○○○○○○  
 release FP  
**Shadow Flying Kick:**  
 hold FK ○○○○○○  
 release FK

### Combos

**2 hit:** ○○○○○○ FP  
**3 hit:** ○ MK  
 ○○○○○○ OP  
 ○○○○○○ MK  
 ○○○○ MP  
 ○○○○ FP Jump FK  
 ○○○○ FP

### Ultra Combos

○○○○○ QK  
 9 hit:  
 ○○○○○○ FK MK ○○  
 ○○ FP MK ○○○○ FP  
**27 hit:** ○○○○○○ FK ○ MK  
 ○○○○○○ FP ○ MK ○○  
 ○○○○ QK

### Air Combo:

Jump MK ○○○○○○ QK

### Air Juggle:

○○○○○○○ P

### Combo Breaker:

○○ ○ MP

### Humiliation:

○○○○○○○ MK

**No Mercy 1:** ○○○○ OP  
 (stand at about sweep range).  
 Slices opponent, hits him in  
 the crotch.

**No Mercy 2:** ○○○○ MP  
 Drops car on opponent.

## GLACIUS

**Iceball Thrust:** ○○○○○○ OP  
**Iceball:** b, db, ○○○○ P  
**Shoulder Slam:** ○(2s) ○ P  
**Overhead Slam:**  
 ○○○○○○ FP  
**Puddle Slide:**  
 ○○○○○○ QK  
**Reverse Uppercut:**  
 ○○○○○○ FK, then  
 ○○○○○○ MK  
**Morphing Uppercut:**  
 ○○○○○○ MK or FK

### Power Moves

**Power Iceball:**  
 hold OP ○○○○ release OP  
**Shadow Uppercut:**  
 ○○○○○○ MP

### Combos

**2 hit:** ○ FP  
**3 hit:** ○ MP  
 ○○○○○○ MK  
 ○○○○○○ FK  
**4 hit:** ○○○○○○ FP

### Ultra Combos

○(2s) ○ FP  
**5 hit:** ○(2s) 1 FP ○ MP  
 ○○○○○○ OP  
**22 hit:**  
 ○(2s) ○ FP ○ MP ○ FP  
**Air Combo:**  
 jump MK ○○○○○○ MP  
**Air Juggle:** ○○○○○○ FK

### Combo Breaker:

○○○○○ OP

### Humiliation:

○○○○○○○ MK

**No Mercy 1:** ○○○○○○

MP Freezes opponent.

**No Mercy 2:** ○○○○○○

MK 'The Blob.'

**No Mercy 3:** ○○○○ FK

Similar to The Blob, but he  
 turns into a puddle and  
 absorbs his opponent  
 from below.

## FULGORE

**Plasma Bolt:** ○○○○○○ P  
**Uppercut:** ○○○○ P  
**Reflector:** ○○○○○○ P  
**2 Fireballs:** ○○○○○○ OP  
**3 Fireballs:** ○○○○○○ OP  
**Electric Charge:** ○(2s) ○ K  
**Lightning:** ○○○○○○ FK  
**Teleport Close:** ○○○○ P  
**Teleport Away:** ○○○○ K

### Power Moves

**Shadow Charge:**  
 hold FK ○(2s) ○ release FK  
**Shadow Uppercut:**  
 hold FP ○○○○ release FP

### Combos

**2 hit:** ○ FK ○○○○○○ FK  
**3 hit:** ○ OP  
 ○○○○ MP  
**4 hit:** ○○○○○○ MP  
 ○○○○○○ FP  
 ○(2s) MK  
 ○(2s), ○ FK

**Ultra Combos:** ○○○○ OP  
**9 hit:** ○(2s) FK ○ FK ○ OP  
 ○ FK ○ OP ○○○○ MP  
**25 hit:** ○(2s) ○ QK ○ OP ○  
 ○○○○ FK ○○○○ OP  
**27 hit:** ○(2s) FK ○ FK ○ OP  
 ○ FK ○ OP ○○○○ OP

### Air Combo:

jump MK ○○○○○○ QK

### Air Juggle:

○○○○○○○ P

### Combo Breaker:

○○○○○ MP

### Humiliation:

○○○○○○○ MK

**No Mercy 1:** ○○○○ FP

(stand at about twice sweep  
 range). Laser beam fries  
 opponent.

**No Mercy 2:** ○○○○○○ FK

Head opens and a gun blasts  
 opponent.

## SPINAL

**Skull Sucker:** ○ OP (hold until  
 he hits. Spinal gains a skull.  
 Watch out here, you can only  
 have six circling around. Go  
 for seven and he explodes!).

### Red Skull:

hold OP, ○○○○○○  
 release OP

### Rushing Attack:

○○○ P

### Spinning Slash:

○(2s) MP (2 hits with skull)

### Slide:

○ FK

### Warp In Front:

○○○ OP

### Aerial Teleport Behind:

○○○ FK

### Teleport Behind In Front:

hold OP, jump, ○○  
 release OP

### Aerial Teleport Behind:

hold QK, jump, ○○  
 release QK

### Power Moves

**Flaming Skull:**  
 ○○○○○○ MP

### Morphs:

begin any combo,  
 then ○○○○ Any  
 (Spinal morphs into his oppo-  
 nent, does a combo, then  
 turns back)

### Combos

**2 hit:** ○ MP  
 ○○○○ ○ Any but FP  
**3 hit:** ○ FP  
 ○ MK  
 ○○ MP  
 ○○○○ MK  
**4 hit:** ○ OP  
 ○○ FP

### Ultra Combos:

○○○○○○○ FP  
**15 hits:** ○(2s), ○ MP, ○○  
 ○○○○ FP  
 (must have a skull)  
**23 hits:**  
 ○(2s) ○ MP ○○ OP ○ FP  
 FP FP ○○○○○○ FP

### Air Combo:

jump MK ○○○○○○ QK

### Air Juggle:

○○○○○○○ OP

### Combo Breaker:

○○○ MP  
 (timing is odd, more like  
 ○○○+MP)

### Humiliation:

○○○○○○○ FK

**No Mercy 1:** ○○○○ MK.  
 Skeleton pulls opponent down  
 into the Earth.

**No Mercy 2:** ○○○○ QK  
 'The Cuisinart.'

## RIPTOR

### Combos

**22 hit:**  
 ○(2s) ○ QK ○ QP QK ○ QK  
**25 hit:**  
 ○(2s) ○ QK ○ MK ○ MK ○  
 OP ○ QK ○○○○○○ OP

### Ultra Combos

**Air Combo:**  
 jump MK ○○○○○○ QK

### Air Juggle:

○○○○○○○ OP

### No Mercy 1:

○○○○○○○ MP.

Raptor eats opponent (off  
 screen, sorry).

**No mercy 2:** ○○○○ MK.

Acid Spit.

## T.J. COMBO

**Backhand:** ○(2s) ○ OP  
**Roll Punch:** ○(2s) ○ MP  
**Running Punch:** ○(2s) ○ FP  
**Knee Kick:** ○(2s) ○ QK  
**Rising Knee:** ○(2s) ○ MK  
**Flying Knee:** ○(2s) ○ FK  
**Punching Bag:**  
 OP (repeatedly in-close)  
**Uppercut:** FP(3s) P

### Power Moves

**Shadow Punch:**  
 hold FP ○○○○ release FP, FP

### Combos

**2 hit:** ○ OP  
 ○ MP  
 ○ FP  
 ○ QK  
 ○ MK  
**3 hit:** ○ OP  
 ○ FK  
 ○○ FK  
**4 hit:** ○○ K

### Ultra Combos

○(2s) ○ FP  
**18 hit:** ○○○○ MP MP ○ FP  
**20 hit:**  
 ○○ QK ○ MK MK ○ FP  
**26 hit:**  
 ○○ MP ○ FK ○ QK MK  
 ○ FP ○ FP

### Air combo:

Jump MK ○○○○○○ QK

### Air Juggle:

○○○○○○○ FP

### Combo Breaker:

○○○○○ FP

### Humiliation:

○○○○○○○ OP

**No Mercy 1:** ○○○○ MP (close).

Breaks opponent's neck.

**No Mercy 2:** ○○○○ FK

(close). Punches opponent  
 through the screen.

## SABREWOLF

### Spinning Claw:

○(2s) P

### Bat Throw:

○○○○○○○ P

### Rushing Attack:

○○○○○○○ K

### Rolling Slash:

○(2s) ○ QK

### Jumping Slash:

○(2s) ○ MK

### Power Howl:

○○○○○○○ FK  
 (gains Power Move energy)

### Combos

**3 hit:** ○ OP  
 ○(2s) ○ OP  
 ○ MP  
 ○(2s) ○ MP  
 ○ FP  
 ○(2s) ○ FP  
 ○(2s) ○ QK  
**4 hit:** ○(2s) ○ MK  
 ○(2s) ○ FK

### Ultra Combos:

○(2s) ○ QK ○ FP ○  
 MP ○ MP ○ FP

### 31 hit:

○(2s) ○ QK ○ FP ○ MP MP  
 ○ QK ○(2s) ○ FK

### Air Combo:

jump MK ○○○○○○ QK

### Air Juggle:

○○○○○○○ FK

### Humiliation:

○○○○○○○ OP

**No Mercy 1:** ○○○○ MK  
 (Stand about twice sweep  
 range). He rams his claws  
 through the opponent's guts.

**No Mercy 2:** ○○○○ MP.  
 Smacks his opponent into the  
 screen.





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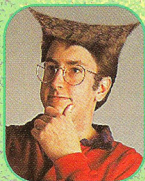


newsletter exclusively for subscribers



# X-MEN 2

## CLONE WARS



**The Game**  
*Players staff finally scraped enough money together to send Doug Brumley, the official office mutant, on a one-way trip to Xavier's*

*School for Gifted Youngsters, via Greyhound Express!*



**BEAST** — Strongest of the bunch... can cling to walls... can crouch and swing lower than any other X-Men character.



**NIGHTCRAWLER** — Fast and can cling to walls and ceilings... His 'BAMF!' maneuver lets him safely move while inflicting damage.

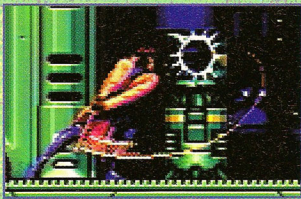
**J**ust call it a final exam of sorts. Professor X has been educating the X-Men for years, and now it's time for them to put that knowledge to good use in *X-Men 2: Clone Wars* for Genesis. What's that? You aren't prepared? Well, today's your lucky day, because we just happened to draw up this little cheat sheet that gets you well on your way to an 'A.' We've done the grunt work for you

and determined which X-Man you should recruit to complete each of the first several stages. In two-player mode, player two should select a character that compliments player one's abilities. For example, if player one chooses Beast (tough with a short range of attack), player two should choose someone like Cyclops (weaker with a very long range of attack). **GP**

Reviewed: 8#4, Score: 76%

## MEET THE FREAKS

they aren't the world's most socially accepted bunch, but when danger approaches, you wish these six mutants were your best friends.



**GAMBIT** — Has good in-close weapon... chargeable projectile... good jumper.



**CYCLOPS** — Effective eye beam goes the length of the screen... no other weapons or special abilities.



**WOLVERINE** — Slowly heals himself when low on health... easy and effective claw swipe... can cling to walls and ceilings.



**PSYLOCKE** — Good fighter in close... Her psychic blade disintegrates enemies on contact, as long as they have psyches... can cling to walls.

## STAGE ONE

mutant of choice —  
 gambit or cyclops



You're kind of stuck with what the computer gives you in the first stage... but Gambit or Cyclops makes things easier.



Revitalizing DNA strands are located in remote areas, and a full health refill is secretly hidden behind this wall.



# STAGE TWO

mutant of choice — wolverine



Wolverine's adamantium claws let him rip through metal like a hot knife through butter.



The only way to open the security doors is to damage the tall control boxes beyond repair. Avoid the live sparks, then dart through the open door before the charge runs out.



# STAGE THREE

mutant of choice — wolverine



This is a platform game, so use that to your advantage. Swipe through walls and ceilings to finish off enemies.



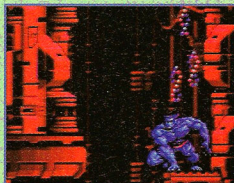
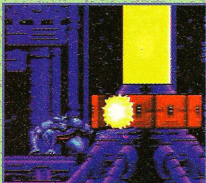
Once again, DNA strands are hidden in areas you probably wouldn't normally look, so keep your eyes open.



This is the goal as you make your way through the maze of platforms — access to the inner workings of the only active sentinel.

# STAGE FOUR

mutant of choice — beast



Run to the base of the machine, crouch, and begin hitting the squares. As long as you duck while you're swinging, there's no need to move. You're hit a few times but you kill the boss before it kills you. As soon as it explodes, run to the right where you find full health replenishment.



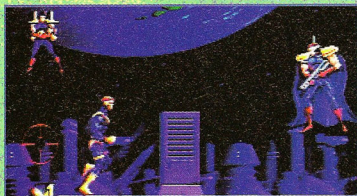
After you leave the sentinel, you've got to race the clock while avoiding fire and electricity to make it out of the building with your life.





# STAGE FIVE

mutant of choice — cyclops



Occasionally this marksman appears in the background and tries to blast you. Don't stop for long or he does major damage.



Cyclops' beam keeps enemies at a distance, and its height is perfect to safely eliminate many of the green machine guns.



# STAGE SIX

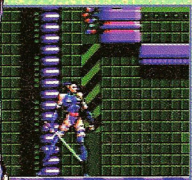
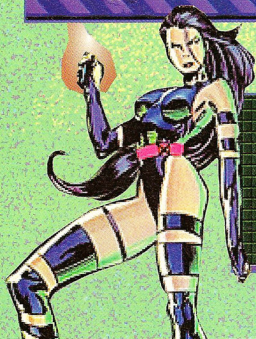
mutant of choice — Psylocke



Psylocke's psychic blade makes easy work of these heavies. Her ability to cling to walls allows her to stay out of trouble while finding hard-to-reach bonuses.



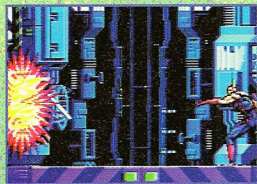
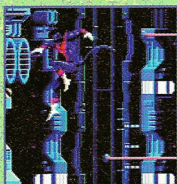
Beat the wimps by charging them just after they catch their baton and zapping them when they are just about to throw it again. When they're above you on a ledge, jump and zap towards them while the baton is out of their hands.



Be sure to grab the full power-up that's waiting before the pesky marksman makes his dramatic entrance. Then merely stand still and continually fire the psychic blade until he disintegrates.

# STAGE SEVEN

mutant of choice — Nightcrawler



Nightcrawler is the prime candidate for this free-fall through a tricky tunnel. His quickness and small size makes it easy to avoid the poles, and his 'BAMF!' maneuver keeps him safe while making short work of the baton twirlers.

# STAGE EIGHT

mutant of choice — beast



This boss is your only challenge in this stage, so use the brute strength of Beast's upward kick to do him in.



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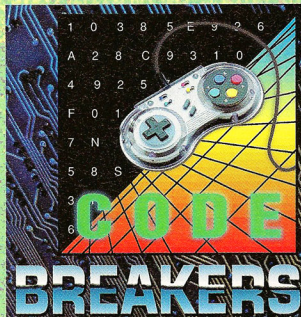
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**C & C Music Factory might make ya sweat, Van Halen might make ya jump, and The Cure might make you sick, but Mike Salmon's Code Factory is gonna make ya bleed!**

Some say video game violence corrupts and desensitizes our youth. But did O.J. ever play *Mortal Kombat*? Jeffrey Dahmer?

Charles Manson? Look, these are some of the most graphic murderers in recent memory and none of them were known to rip out spines in *Mortal Kombat*. (The audience resists!) That being said, I've got some more gore coming this month in our expanded Codebreakers. From this month forward Codebreakers will be five pages crammed with over 20 different games each month! This

makes my life a little harder, but what do you care as long as you get your codes?

Remember to keep ringing the codeline with your great tips. And you're also free to use the codeline for letting us at GP know how you feel about our mag, the industry, your life, or anything else (well, almost anything). Enjoy this newest batch of code cookies and stay tuned right here for all the codes you could shake a pike stick at. Keep rippin' those spines! Later!

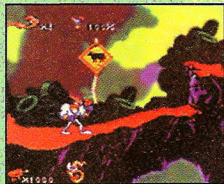
*Mike*

## EARTHWORM JIM

Playmates for Super NES

### Debug The Worm!

With this code you can open up a whole can of worms. Tricks galore, and weird floating heads add even more style to the ultra-hip EJ.



Pause the game after you start, then hold **Left** and **A**, release them, then press **B, X, A, A, B, X, A**.



Then you see this collage of floating faces (programmers and EJ himself).



Press any button twice and the debug menu appears.



Start on the last level with invincibility and finish this game in minutes!

## CODE MONKEY OF THE MONTH

**BLOODY SHAQ!** Brian Howe of Tulare, CA, spent many sleepless nights finding this mass of codes (then again, what else are you going to do in Tulare?), and thanks to him we can all enjoy cutting up the Shaq, which is something we could never do for real. He also included codes for the secret background and playing as any character in the story mode. And he did it for both systems! Ooh! Aah! We were so damn impressed that we bestowed upon him the ultimate title in Codedum, Code Monkey. Hopefully he won't abuse his power and privileges or we'll be forced to strip him of his title, as well as his pride. Congrats, Brian!

### SHAQ FU

Electronic Arts for Super NES and Genesis

### Super NES & GENESIS



For the blood code go to this options screen and press **Y, X, B, A, B, B**.

If done properly, the screen flashes red like this.



Now Shaq and his evil minions bleed! Blood, glorious blood!



In the Genesis version press **A, B, C, B, A** and the Shaq Fu logo flashes.



For the secret background, go to the options screen and enter **Up, Right, B, Down, Left, B**. The screen flashes yellow if it's entered right.



## DEMOLITION MAN

Virgin for 3DO

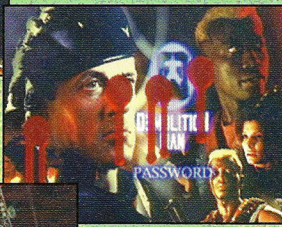
## Decapitation Man!

You want more blood, and we're willing to give you more by the gallons. This little trick might help spice up an otherwise boring *Demolition Man* game, by shooting the heads off the bad guys.



If done without error, four dripping circles of blood hit the screen. One even hits Sly between the eyes.

At the title screen, press the **R** button and rotate the pad **360** degrees counter-clockwise.



Now start the game and bloody up the bad guys. If your aim is good, it looks like you blow the heads right off them. Cool!



## PANIC!

Data East for Sega CD

## Don't Panic!

No reason to worry, with this scene select you can take the little roundhead anywhere you please.



At this title screen press **Right, Right, Down, Up, Left, Right, Up, Up, Left, Down**.

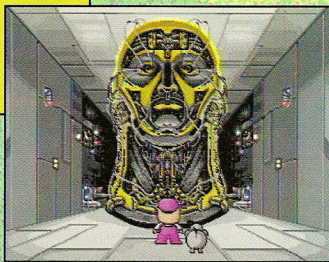
This scene select appears and you can choose from one to 120.



Select **48** and you can go to this bizarre scene.



Pick **120** and you can warp right to the end of the game!



## DUEL MODE



SELECT YOUR FIGHTER:



Now go to the Duel mode selection screen and press **8** at the same time.

You have now accessed the secret background! Exciting? Not really, but it is a code.

To choose any

character for the story mode, go to the Music Test and press the number of the fighter you want.

## OPTIONS



## OPTIONS



Now enter **Up, Down, Y, Left, Right, 8** at the options screen. If done correctly the screen flashes purple like this.

In the Genesis version press **Up, Down, Y, Left, Right, 8**, and the logo flashes showing you the code worked.

## SUPER NES FIGHTERS

1. SHAO
2. KAORI
3. BEAST
4. SETT
5. MEPHIS
6. Voodoo
7. RAJAH

To choose any character, go to the Music Test and pick the corresponding number for the fighter of your choice.

## GENESIS FIGHTERS

1. MEPHIS
2. SETT
3. NEZU
4. KAORI
5. BEAST
6. AUROCH
7. Voodoo
8. COLONEL
9. DIESEL
10. LEOTSU
11. RAJAH
12. SHAO



Start the story mode and the beginning still features Shaq, but when it's time to fight, you can be the demon of your choice.



### Origin for 3D0

Using this debug menu, you can change anything your little heart desires. This is bound to make your flying a little nicer.



At this lounge screen press and hold the **X** button, then press **B, B, C, C, A, A**. You hear a sound,

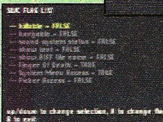
then release the **X** button. Press and hold the **B** and **R** buttons, then press the **P** button. Whew!

**The Debug menu appears with several options.**



Watch all the games movie scenes by going to [play.movie](http://play.movie).

**Change all the sound volumes, play any song, and change the music volumes.**



**Change system flags to give your character invincibility and avoid crashes. So much stuff and so little time! Have fun!**



**This debug menu appears complete with seven options.**

Go to the options menu, then with controller two press **L B C X** and **Flight** at the same time.

**You can hold the enemies harmless by moving enemy missiles to none, and defeat each boss whether you hit it or not by selecting yes on enemy boss clear.**

## Naughty Dog for 3DO

With these codes you can access two new backgrounds and play the game at twice the normal speed! This game also has four hidden characters you can fight as or against. Black Dragon, Major Trouble, Voodoo, and Gulab Jamun are all confirmed sightings, but we're still figuring out how to play as them. More next month.



**Here it is — the Taj Mahal, but there aren't any White Zombie tunes, just some annoying Indian stuff.**

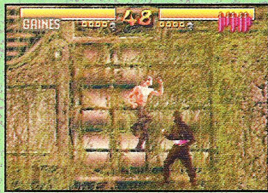


For doubling your speed, enter **SPEED** and **Aug 8 1980** at the names options menu.



Now go to Arena option and select **CAVE** in versus Mode...

**...and you're flying  
around in this odd  
background.**

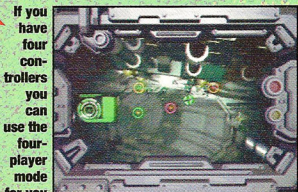


## Panasonic for 3DO

No, we're not talking about using a magnifying glass to fry ants, although that is quite fun. What we are talking about is a debug code that can add some life to this stale shooter.



**Turning on Area Select brings up this screen that lets you choose any of the four areas in the game.**



**If you have four controllers you can use the four-player mode for you and three**



## FIFA SOCCER

EA for 3DO

## Kicking Kodes!

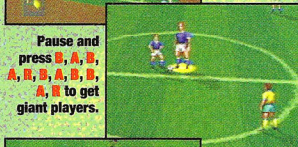
The best sports game ever also has some of the best codes. Check out these tricks to add more enjoyment to the beautiful and nearly perfect soccer action.



Pause the game and press **A, B, B, C, A, B, B, B, A** to get invisible walls.



Pause and press **L, A, C, R, B, A, L, L** to get the laser ball.



Pause and press **B, C, B, A, L, L, A, B, L, L** to get the big ball.



Pause and press **B, A, N, G, L, O, A, B, B, A** to get the metallic men.



Pause and press **B, A, L, U, A, C, L, A, B, A** for beefcake mode. Where's the women's team?

## BATTLETECH

Absolute for Genesis

## Geared for Battle!

All the passwords you'd ever need, or even want. Enjoy anyway.



To view these credits, enter **MCHLS** at the password screen.

To get infinite Ammo enter **BRNS21** at the password screen, then keep firing.



## LEVEL CODES

The Swamps **BMBRWN**  
Planet Avon **BBYLDN**  
Planet Ridderkerk **GRBCHV**  
Planet Rasalhague **STJNNN**

## HEART OF THE ALIEN

Virgin for Sega CD

## Getting To The Heart!

These passwords help you work your way to the heart of this tough game.

Level 1 <b>XKCL</b>	Level 2 <b>KQDD</b>
Level 3 <b>DGBJ</b>	Level 4 <b>KTUB</b>
Level 5 <b>BLAB</b>	Level 6 <b>HLJG</b>
Level 7 <b>LKHC</b>	Level 8 <b>HLJG</b>
Level 9 <b>HLJG</b>	Level 10 <b>CXLD</b>
Level 11 <b>TDL</b>	



level 5



level 11

## MADDEN '95

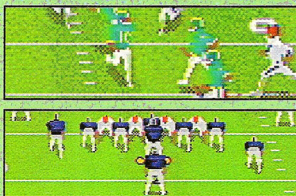
EA for Genesis

## Expand!

Just can't wait for the NFL expansion draft? Well, this code lets you add two teams to the schedule.

At this team select screen go to weather options and press

**A, B, A, C, A, C**



You can now play as the mighty (yeah, right) **Jacksonville Jaguars**. Check out the uniforms.

Or you can go as the **Carolina Panthers** in their slick uniforms.

## Radical Curve mode activated!



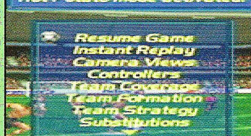
Pause and press **C, A, B, C, A, B, B, L** for a radical curve on the ball.

## Brute mode activated!



Pause and press **B, A, B, B, A, C, L, L** for tough guys only.

## Hot Potato mode activated!



Pause and press **C, B, A, B, B, B, K, A, B, A, B, B** for Hot Potato mode.



**SEAQUEST DSV**

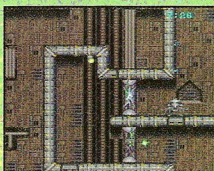
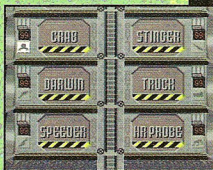
T\*HQ for Super NES

**Practice Cheats!**

If you've ever played *seaQuest DSV* you'd know how tough this game is, and any practice you can get is very useful, since one failure means a loss. These passwords allow you to practice every mission with 99 of every mini-sub. The passwords take you straight to the mission, but you can't exit back into the game. Just use the practice to figure out every level, then try to play through this great game.

**Practice Passwords**

PLYTONM  
R3SCV3(SYMBOL)  
SP33D3R  
FIXTNKR  
R34CT0R  
S3CVRTY  
D4R(SYMBOL)WIN  
TOXIC4V  
PRISONR  
DRVGL4B  
B4TL5HP  
SHI3LD(SYMBOL)

**R34CT0R****TOXIC4V****B4TL5HP****SHI3LD(SYMBOL)**

In the bay with 99 of each sub gives you a real feeling of confidence.

**SUPER RETURN OF THE JEDI**

JVC for Super NES

**Use The Force!**

Some nifty tricks for the protectors of good and enemies of the dark side. Most aren't real useful, but getting extra continues is vital in finishing this monstrous game.



And the title rotates like this. Hey, it's still a code.

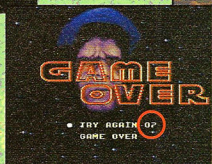
On any side-scrolling level (this won't work on 3-D screens) press  
**Down, X, Y, A, B.**



At this title screen press **Y, Y, Y, Y.**



To see the credits, press  
**A, B, A, B, A, B, A, B**  
at the menu screen.



For seven continues press  
**A, B, A, Y, A, X** at the game menu screen.

**NBA LIVE '95**

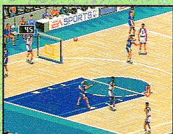
EA for Genesis

**Isolation!**

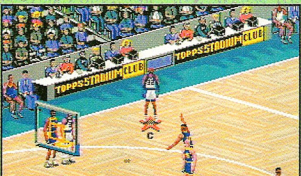
With this code you can freeze the D like a Timmy Hardaway crossover dribble. What this code is good for is checking out the percentages for your players so you can better position your shots.



**NBA01** - When you have the ball, hold down **A** (turbo) and press start.



Everyone on the court freezes but the man with the ball. Take him around and shoot from different spots and the percentage of that shot will appear in the corner.



Do this with Shaq and you see why he shouldn't be putting up the threes.

**GIVE US A HAND**

You've gotta be a real game addict to discover those secret codes — that's why we're so smart. We want every game code we can get, and we can't do it all on our own. We're giving away a T-shirt for the best reader tips and you get your name in print, too. So if you've discovered a cheat, get it down on paper and get it in the mail to us at: Codebreakers; Game Players; 1350 Old Bayshore Highway; Suite 210; Burlingame, CA 94010 or call the Codeline at (415) 330-5348.

**YOUR GOLDEN OPPORTUNITY**

We wanted to reward you guys for your killer codes so we spoke to the guys at ASCIIWARE to persuade them to give away one of their cool controllers to our Code Monkey of the Month. This month's main monkey is **Brian Howe**, from **Tulare, California**, who scores a controller for his *Shaq Fu* blood codes.

If you wanna be a contender for Code Monkey of the Month, remember to include the system you own and the controller you want to win (from those shown alongside) along with your codes. Sorry, bananas not included!



Now there's no reason for you not to send in your codes! The ASCIIPad is the ultimate in controller action!

What a cool controller! The Fighter Stick takes the pain out of getting through those games!





U R Lance



U go to the



2 fix a-



U find  
that the



is going 2



U run from  
Fritz

destroy  
the



and b-come  
the



get

**BRAIN DEAD  
13**

by

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Sun.	Mon.	Tue.	Wed.	Thur.	Fri.	Sat.
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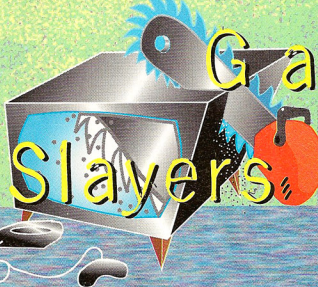
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# Game

**'You can't leave me like this', the game cart wailed. 'I don't know the first thing about running a plantation.' The cart sobbed. 'Frankly, my dear,' said Jeff Lundrigan, as he walked out, 'I don't give a damn!'**

Well, I thought I'd seen the last of the *Final Fantasy III* stuff, but I guess I was wrong. There's still a few more hidden things to get your mitts on, so here you go. If this doesn't wrap it up, I don't know what will. The *Shining Force II* tips I promised will just have to wait another month. Sorry.

And while I'm being so apologetic, a thousand pardons to anyone who might have e-mailed me in December and early January whom I might not have answered. Between a trip to see my relatives over the holidays, Winter OGS in Vegas, and a maelstrom of deadlines when I got back, I was away from the net for almost a month. Some of the older items

were purged by the system before I could get to them, and sorting through the hundred or so that were left took time.

Anyway, I'm back on line now, and more resolved than ever to answer anyone who isn't after me for game hints. Keep in touch, and stay warm and well fed — and failing that, try to stay out of trouble. OK? jflucky@netcom.com



## LUCKY'S Helpers

### FINAL FANTASY III

Square Soft for SNES

I've been playing this game since October, and here are a few things I've found:

One — A combination of Vanish and X-Zone (cast Vanish on your enemies first, then use X-Zone) defeats almost any monster, including many larger enemies and boss creatures.

Two — To defeat any undead creature, including the Phantom Train, cast Revivify.

Three — Equip both the Offering and Genji glove on a character, especially Cyan, for an incredible eight hit attack!

Four — In the Second half of the game, search Narshe until you find an old man who gives you the cursed shield. Equip a character with a ribbon and give them the shield. After 255 battles, it turns into the Paladin Shield.

Five — Also in the second half of the game, talk to the man in Narshe's weapon shop. Choose the sword Ragnarok and take it to the arena. If you bet the sword, you fight Didalos, and if you win you get the Illumina, the most powerful weapon in the game.

Six — You can buy the Golem shards and the magicite Zonessack at the auction house in Jidoor.

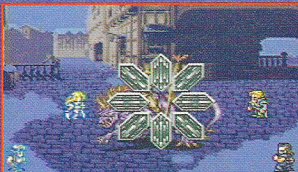
Seven — Go to a diamond-shaped group of trees east and a little north of Narshe during the second half of the game. Walk onto the center tree and you find a cabin. If Sabin is with you, you learn the Bum Rush. I hope these tips will be of help. Keep up the good work, Lucky!



Jason Vernon  
Perryville, MO

**Great stuff! You slay me, big guy! And a thanks is also due Marty Anderson of Frankfurt, KY, who sent a similar letter which included the Vanish/X-Zone tip. He adds, 'One word of caution. Sometimes if you use this trick on a boss you won't get**

**the item they leave behind after the battle. I used it on Doom Gaze once but after I beat him I didn't get the Bahamut magicite like I was supposed to, so be careful.'**



**Oh yeah. The great, high-unbeatable combination of Vanish and X-Zone. Beats most anything, even boss creatures.**

**Make sure Locke is in your party when you visit Narshe — he can open the locked doors. The old man is in the bottom of this house. Just make sure that anyone you equip with the Cursed Shield is also wearing a ribbon (you can find one in a secret basement beneath the secret passage in South Figaro. It's in a secret chest — really).**

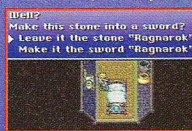
**"Cursed Shield"...  
If we could break its curse...  
Imagine its defensive power!**



**You've got a terrible choice to make when you speak to the man in the weapon shop. If you choose to forge Ragnarok into a sword, you**

**can eventually get the Illumina Sword, the most powerful weapon in the game. On the other**

**hand, if you take the magicite, you can learn the Ultima spell, the most powerful spell in the game. Your call.**



**Make this stone into a sword? Leave it the stone "Ragnarok"? Make it the sword "Ragnarok"?**



**This odd formation of trees just east and north of Narshe hides a small cabin where you can find Sabin's old teacher, Duncan. If Sabin is in your party, he can learn the Bum Rush.**



**SABINE Duncan!!**

Me and my brother have found Shadow's secret past! First of all, you have to wait for Shadow on the floating island so he's alive in the World of Ruin [see our last issue - Lucky]. After Shadow joins you at the Colosseum, go to Maranda and fight in the desert below the town. Try to fight a lot of Cacetrots because they give you a lot of money and magic points. Once you have a lot of



money. I mean loaded, go into the town and sleep in the inn again and again. If Shadow is in your group, every once in a while, you'll dream a piece of Shadow's history.

Dave and Dan Sporar  
Chagrin Falls, OH

Yup, it works, but you don't have to sleep in Maranda. Any old place you can sleep will do just fine, the important thing is to have Shadow in your party. The dreams occur at random, and it might take a while to see all of them, but stick with it. There are exactly four dream sequences, and you might notice that they don't really add up to a complete story. However, sources at Squaresoft confirm that it's supposed to be that way — Shadow is a man of mystery, after all. Assuming that you've kept Shadow alive after the



apocalypse (see last issue), keep him in your party and go for a snooze at any inn. If you do, there's a random chance that he has a

A small village called Maranda...  
Hang in there!

dream about his past. There are four dreams he can have, and they fill you in, just a little, about this moody ninja.

In your January issue you showed four secret

## SPIDER-MAN AND VENOM: MAXIMUM CARNAGE

Acclaim for SNES and Genesis

rooms. I found two more. In the police station playing as Spider-Man, at the top of the screen over the last door before the exit is a secret room. Plus, after the police station, on the rooftop, do a back flip onto the skylight to reach another one.

Jason O'Banion  
Anderson, IL

I can confirm that both rooms are there. Getting into the first one is a little tricky. Jarret Gifford of Harrisburg, IL, who also wrote in about the secret rooms, pointed out that, after climbing over the door, you need to 'jump down by pushing B while holding up on the control pad.' He even drew a little diagram. The idea is to make it look like Spidey is falling through the open door to Solitary. The other secret room is a definite — on the



Here's the spot you can find a secret room — at the end of the hall in the police station, over the last cell door (good old number 27). Get directly over the door and jump down while holding up.



rooftop just after the police station do a back flip and land squarely in the middle of the skylight.

This leads to a secret room with a

few enemies and a bunch of extra lives.



## ECCO: THE TIDES OF TIME

Sega of America for Genesis and Sega CD

I just purchased the game for my Genesis, and I can't get past the Crystal Springs. The dolphin that swims around me is not much help. Is there a pattern in which I have to sing to the glyphs or something? I have found four glyphs and none of them have given me any clues. Help me!

Mike Pietrowsky  
Elmont, NY

This is one case in the game (and there are others) where glyphs don't give info, but have to be used in other ways. The big trick here is to time your sonar blasts so that the glyph 'bounces' farther and farther every time. Eventually, they break free, and you can steer them to the one that doesn't move in the lower left side of the area.



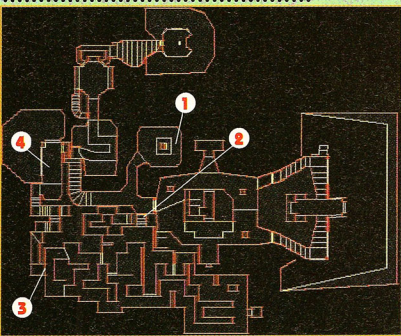
Time your sonar blasts so that the glyph swings back farther each time, eventually it breaks loose.



Once it's free, use your sonar and bottle nose to steer the glyph over to the stationary glyph at the lower left of the screen.

When you can get all three loose ones to bind to the fixed one, the way will be clear. Hey, give it a shot.

USE THIS SONG  
TO SHATTER  
THE STONE



## DOOM

Id Software for 32X

I have a question. How do you reach the chain-saw in Mission One, Level Two? I can see it through the window but I can't find a way to get to the outside. Can you show me a way to get it?

Jeremy 'Griff' Griffiths  
Greentown, PA

Sure can. Your problem is that there's a lot of secret stuff between you and the ol' saw — not to mention a lot of imps and sergeants. Just follow the map and you'll get there. Just for fun see if you can make it through the whole rest of the level using just the saw — hey, I did it. Let me tell ya, it felt real good too! Heh, heh, heh — it was cool.

This is Mission One, Level Two — the Nuclear Plant.

CONTINUED on 112



## CONTINUED from 111



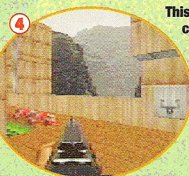
First head here and zip over the acid. Around the back of the pillar is a switch.



The switch open this secret door, leading to the maze.



There's another secret door here, just behind the armor. Shoot the wall with a shotgun to open it.



This leads to a staircase, and the chainsaw is at the top of the stairs, just flip the switch at the back of the room.



Yes! I am the chainsaw warrior! Suck my spinning steel, mutant scum! Yee-ha! Action!

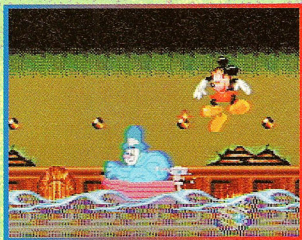
## MICKEY MANIA

Sony Imagesoft for SNES, Genesis, Sega CD

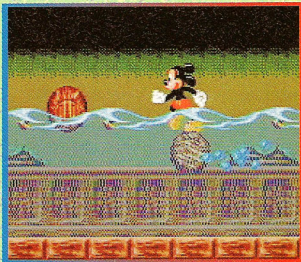
I'm having trouble with the level Lonesome Ghosts. At the end of the part where the ghosts are riding in motorboats and you have to travel on the Barrel-wheel-like things, I have to jump around in the water and almost lose a life (sorry, a try) until it goes down and I can proceed. Sometimes this works, but usually it doesn't. What should I do to get by safely?

Naveen Chandran  
Hixson, TN

I wish there were some trick to this, but the only to get by is pure, unadulterated skill. As you reach the end of the ride with each of the three barrels, the water will drop as each ghost speeds away, and when it rises, the barrel will stay on the floor, so you take damage when the water rises (water being the natural enemy of the mouse). The only way to get through is to have expert timing (ahem).



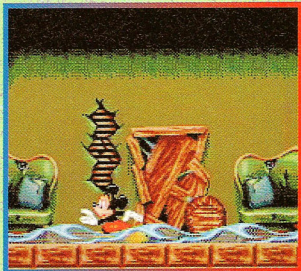
As you wait for each ghost to speed away, the water sinks. Instead of standing in place, jump before the barrel hits the floor — the barrel still sinks, but not as far, and you won't take any water damage.



This should keep you safe until you can hop to the next barrel.



At the end of this stretch, just do the same thing as if there were another barrel to hop to. If you time it correctly, the water should sink by the time you reach the ground, then just run left until you reach the stairs.



## KEEP IN TOUCH

Send your game questions or any top secret tips—to Jeff at the usual address

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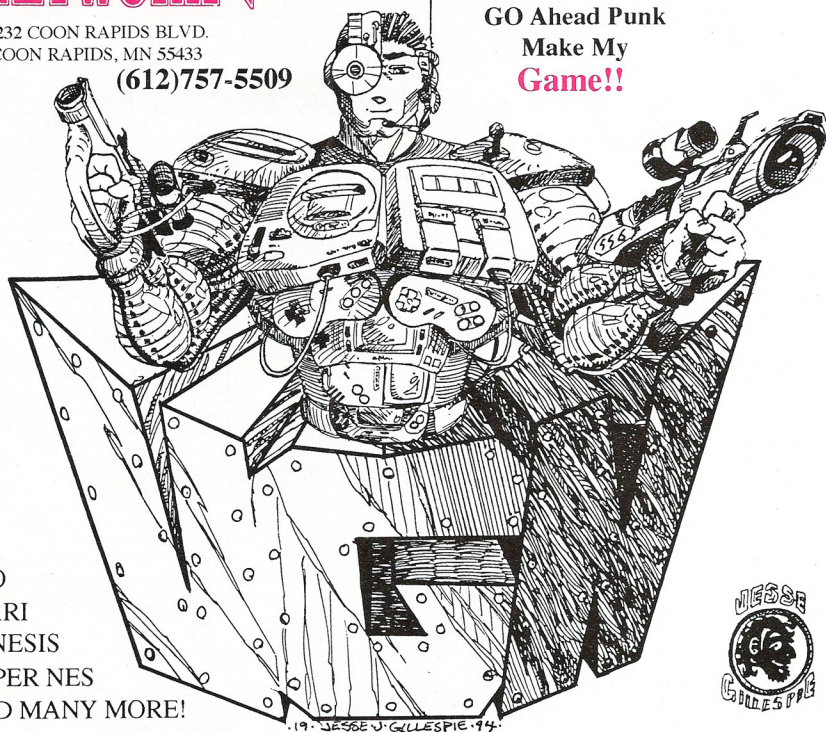
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# NOW PLAYING

We decided to cut this section down to four months worth of games, instead of the usual six, so we could have some extra pages to have fun with somewhere else in the magazine! We hope you like the change!

## ETERNAL CHAMPIONS DEEP WATER FOR SEGA CD

● review, 8#2



This is the bloodiest game we've ever seen! Great animation, a very hip soundtrack, and awesome gameplay make this one a winner in every way!

SEGA CD 95%

## ANIMANIA'S KONAMI FOR SNES AND GENESIS

● review, 7#12



A fantastic cartoon tour-de-force. Excellent graphics, music, and game play combine to make this a game that both young and old can enjoy!

SNES 90% • GENESIS 83%

## FIFA SOCCER '95 ELECTRONIC ARTS FOR GENESIS

● review, 8#2



Pretty much the same game as in the last version, but with a few small improvements that will keep this game repeating as the world champion.

OVERALL 95%

## THE ADVENTURES OF BATMAN AND ROBIN

Konami for SNES; review, 7#12

An excellent translation of a cartoon series to the game screen! This game is just like being in control of the TV hero. The only drawback is that the characters move a bit slow, due to the extremely fluid animation.

OVERALL 88%

## • AERO THE ACROBAT 11

Sunsoft for Genesis; review, 8#3

That cute, spunky little flying mammal is back, but you gotta ask yourself — why did he bother? There's 45 levels of astounding mediocrity that's sure to bore all but the incredibly simple minded. You might wanna rent this one or maybe not!

OVERALL 76%

## ANDROD ASSAULT

Sega/Big Fun Games for Sega CD; review, 8#1

Aliens from the evil planet Zas have been kicking our butts in warfare for years, so we build this thing called a Bari-Arm, which is basically a Transformer kind of thing that moves sorta slow. Speaking of slow, so is this game. Yawn.

OVERALL 71%

## BASSIN'S BLACK BASS

Hot B for SNES; review, 8#2

Excellent graphics and sound effects make this game almost like a fishing trip. Of course, you have to bring your own beer, but that's no problem. Smooth gameplay and controls ensure a pleasant, relaxing fishing experience.

OVERALL 88%

## BEAVIS AND BUTT-HEAD

Viacom for SNES and Genesis; review, 7#12

If your idea of fun is cutting up insects with a chain saw, or maybe just launching snit rockets, then this is just possibly the game for you! However, if you prefer games that have a sense of humor to them, skip this one, dude!

OVER 71% GEN 55%

## BIKER MICE FROM MARS

Konami for SNES; review, 8#1

This highly addictive racer has a lot going for it — good graphics and a unique game perspective among other things. We had a lot of fun with this one!

OVERALL 88%

## BOGGERMAN

Interplay for Genesis; review, 7#12

Hey kids! Check this out — you get to fart on the bad guys and shoot 'em down with boogers! This is great! Hey parents!!! While this game has some good graphics, once your kids get tired of this, they probably won't play it again. That's great.

OVERALL 64%

## • BOUNCERS

Sega for Sega CD; review, 8#3

Basketball with a weird twist — you're the ball! These little guys invade your TV with some killer graphics and serious attitude, not to mention some real great humor! This game works best in the two player mode, so grab a friend and dribble!

OVERALL 81%

## BRETT HULL '95

Accolade for SNES; sports, 8#1

While lacking the control and graphics of some of the major hockey simulations, this game does offer some mighty fine hockey action. Give this one a rent before buying, just to see if it's your cup of (iced) tea.

OVERALL 72%

## BUBSY 11

Accolade for Genesis; review, 7#12

Oh, no! Dinker P. Spamm is stealing moments from history and enshrining them in the Amatorium. Only Bubby can save the day! While this sequel has a nice non-linear touch, some of the levels are very repetitious.

OVERALL 69%

## CONTRA: THE ALIEN WARS

Konami for Game Boy; review, 7#12

While this game is a big hit on other platforms, here it's just kinda like a primer for the art of war. The bosses aren't all that challenging, and the black and white game screens don't really have the power that color screens explode with.

OVERALL 69%

## CORPSE KILLER

Digital Pictures for Sega CD; review, 8#1

Kill off thousands of undead Jimmy Fags, Robert Plants, and, yes, even Kurt Cobains in this boring, uninvited shooter that has absolutely nothing going for it. You'll have more fun holding your breath until you pass out.

OVERALL 69%

## COSMIC CARNAGE

Sega for 32X; review, 8#2

A fighting game that could use quite a bit of improvement. The graphics are a bit crude and the sound effects are overly dramatic and somewhat out of place. The ability to choose your armor and to knock off your opponent's armor is a plus.

OVERALL 61%

## What YOU think

Why would you guys give Donkey Kong Country 98%? You call yourself pros? You should have given the game a 97% or 93%! People who have the game and read your review should be upset with your rating! Thanks for the trick in Snow Barrel 8th! It really helped.

— Mike Simonelli, Jackson, NJ

## ECCO: THE TIDES OF TIME

Sega for Genesis; review, 8#1

"They called him Flipper... Flipper", but you'll call this "boring, boring", even though there are some really beautiful graphics in the game. If you don't have the first Ecco game, you might wanna pick this one up — otherwise, we'd forget it.

OVERALL 60%

## ELITE SOCCER

GameTek for SNES and Game Boy; sports, 7#12

Simultaneous five player action, updated team rosters, and 32 international teams should have made this the ultimate soccer game, but the computer determines which player you control. This isn't the detailed representation of soccer you'd expect.

OVER 88% GEN 70%

## • ESPN NATIONAL HOCKEY NIGHT

Sony Imagesoft for Sega CD; sports, 8#3

Just about the only thing that's gonna save this hockey sim is the fact that the NHL is still on strike, so some folks might be tempted to fix their puck habit with this game. Poor gameplay and loose control guarantee that this won't cut it!

OVERALL 88%

## • THE FLINTSTONES

Ocean for SNES; review, 8#3

Here's yet another attempt by corporate America to leech the last dollars out of all of us by publishing a substandard game that's based on a big summer movie! Let's put it this way — Yabba Dabba Don't bother with this piece of crap!

OVERALL 59%

## THE IGNITION FACTOR

Jaleco for SNES; review, 8#2

While the graphics have some nice touches, and the music and sound effects get you moving at a fever pitch, the so-so controls and stages that are more than a lot alike kinda spray water all over what could have been a hot game.

OVERALL 76%

## IRON HELLX

Spectrum Holobyte for Sega CD; review, 8#2

This is a game that requires a lot, repeat, a lot, of patience and time. This space age search-for-the-damn-clues game has some very nice graphics, but the music and sound effects really suck. Be bored — be very bored!

OVERALL 88%

## • THE ITCHY AND SCRATCHY GAME

Acclaim for SNES; review, 8#3

You'd think that this would have been a really great game, right? You could have hours of fun making either Itchy or Scratchy bash the hell outa each other, right? Well, forget it! There's no controlling Scratchy and the game just ain't fun!

OVERALL 95%

## • JURASSIC PARK 11 - THE CHAOS CONTINUES

Ocean for SNES; review, 8#3

This game looks and plays great! Unfortunately, there's not much of anything new going on here. You can be either Dr. Grant or a Velociraptor. Wow, big surprise! If you want real dino-blasting action, stick with the original Jurassic Park!

OVERALL 77%

## JURASSIC PARK: RAMPAGE EDITION

Sega of America for Genesis; review, 7#12

While the sequel to the movie isn't out yet, it seems that sequels to the video game go on and on. Here you get to be either Dr. Grant or (surprise!) a raptor. Save the dinosaur eggs from the forces of evil or just munch humans. Yawn!

OVERALL 63%



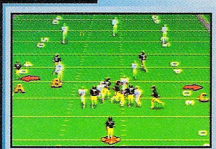
# **NBA JAM TOURNAMENT EDITION** **ACCLAIM FOR GENESIS** ● review 8/3



While this might upset die-hard b-ball purists, this game has all the high-flying action folks have come to expect from this action title!

**SNES 92% • GEN 88%**

# **MADDEN NFL '95** **ELECTRONIC ARTS FOR GENESIS** ● review, 8/2



This is the Genesis version of a great football game. The only advantage this version has is that the stats screen has the player's names, not just numbers.

**OVERALL 92%**

# **OGRE BATTLE** **QUEST FOR SNES** ● review, 8/3



This is a huge RPG, with an intricate story-line, complex characters and lots and lots of territory to explore. There's even a bookkeeping feature to chart your costs!

**SNES 93%**

# **NHL '95** **ELECTRONIC ARTS FOR SNES** ● review, 8/2



The version of the classic carries on the tradition of kicking butt. The action moves too fast for most players, almost to the point of insanity.

**OVERALL 90%**

## **LA RUSSA BASEBALL '95**

Electronic Arts for Genesis; sports, 7#12

Hopefully, there won't be any baseball next year. That's just the way I feel. That's the way you'll feel after trying to control this so-so baseball game. The bells and whistles are OK, but it's not quite up to EA standards.

**OVERALL 77%**

## **LETHAL ENFORCERS II**

Konami for Genesis; review, 7#12

This western shooter is cool, but probably just because the light gun, which is named the Justifier, is so damn accurate! Parents might want to think twice before letting their children get the idea that pointing guns at people is fun!

**OVERALL 75%**

## **• MICHAEL ANDRETTI'S INDYCAR CHALLENGE**

Bullet Proof for SNES; sports, 8#3

This one is kinda like cruising' the strip, but you're in your Dad's car and your Mom is riding shotgun. Choppy animation and poor control confine this game to the pits, out of gas, with a blown transmission. Boring!

**OVERALL 65%**

## **MIDNIGHT RAIDERS**

Sega for Sega CD; review, 8#2

If you're one of those strange people who really liked *Tomcat Alley*, then this game is for you. There's not much to do except center the cursor and push the fire button. Wow! The only real good thing here are the sound effects. There's no fun here.

**OVERALL 50%**

## **MIGHTY MORPHIN POWER RANGERS**

Sega for Genesis; review, 8#1

If you're a fan of the TV show (and what four to six year old isn't?), you're really gonna love this action game. If, on the other hand, you happen to think the TV show sucks, well, you're gonna think this actionless action game sucks as well.

**OVERALL 75%**

## **MIGHTY MORPHIN POWER RANGERS**

Sega of America for Sega CD; review, 8#2

Hey, if you're six years old or younger, you're really gonna love seeing your favorite super heroes take on Rita Repulsa and her evil henchmen in a battle for world domination. If you're older, you're not gonna give a rat's ass! Be sure to miss this one.

**OVERALL 75%**

## **• MOTOCROSS CHAMPIONSHIP**

Sega for 32X; review, 8#3

Here's one of those new racing games that for really modern 32X! But wait! How come these graphics look like they came from an 8-bit game? And where's all those 32,000 plus colors? Hey, what's going on here? Well, certainly not excitement!

**OVERALL 50%**

## **NBA LIVE '95**

Electronic Arts for Genesis; review, 8#2

Once again, the Genesis version of another Electronic Arts sports game just doesn't quite measure up to the SNES version, even though this is a very playable game in its own right. Trying to steal the ball can be a problem, though.

**OVERALL 89%**

## **• NEW HORIZONS**

Koei for Genesis; review, 8#3

If our ancestors' voyages to America had been anything like this game, the Indians would still own this country and there'd be huge herds of buffalo everywhere. Stay home and suck on a lime — playing this game could bring on the scurvy!

**OVERALL 95%**

## **NEWMAN/HAA'S INDYCAR W/NIGEL MANSELL**

Acclaim for Genesis; review, 8#1

Let's face it — there are racing sims out there that are a lot better than this one, so why don't you go out and buy one of those? You'd have more fun and Nigel could get some much needed rest.

**OVERALL 50%**

## **NFL '95**

Sega for Genesis; sports, 8#1

This year's installment of the gridiron classic will find a lot of fun play and some interesting roster management features, but Sega should have left well enough alone when it came to the graphics and artificial intelligence.

**OVERALL 65%**

## **NFL QUARTERBACK CLUB**

LJN for SNES and Genesis; review, 8#2

While there's not a whole lot of football strategy involved here, the extra stages that represent the annual quarterback competition are fun. The controls handle well and you're gonna want to play this over and over again.

**SNES 84% • GEN 81%**

## **PANIC**

Data East for Sega CD; review, 8#1

This isn't so much of a game as it is an exercise in button pushing. You push a button and something weird happens. You might even win the game. This looks like it was designed by people on drugs for people on drugs!

**OVERALL 61%**

## **• PLECES**

Atlus for SNES; review, 8#3

If you like spending hours putting jigsaw puzzles together, then you're gonna love this game! While its fast action isn't exactly as relaxing as the old standby, this is a game the whole family can get into for hours of fun!

**OVERALL 81%**

## **PGA GOLF TOUR 11**

Time Warner for Game Gear; sports, 8#1

While the small screen makes the greens kinda hard to read and the screen redraw time may be a bit much, this game will satisfy those who just have to shoot 18 holes on their commute or lunch hour.

**OVERALL 74%**

## **PGA GOLF TOUR 111**

Electronic Arts for Genesis; sports, 8#1

Tee off with Fuzzy Zoeller, Tom Kite or any one of eight other pros on eight of the hottest courses in America. This game features simple controls, great graphics and bells and whistles. Call the club and cancel your game. This is what you need!

**OVERALL 86%**

## **PHANTASY STAR IV**

Sega of America for Genesis; review, 8#2

The next installment in the *Phantasy Star* series lets you fight from inside a vehicle! Gosh, that's swell. There's nothing to set this apart from other RPGs, but RPGs don't come out all that often for the Genesis, so you make the call.

**OVERALL 70%**

## **PITFALL: THE MAYAN ADVENTURES**

Activision for SNES and Genesis; review, 7#12

Just about anyone who played video games back in the dim, dark past remembers the original *Pitfall* game. Well, that game is back as a secret level in this remake that doesn't really add much except better graphics and backgrounds.

**GEN 77% • SNES 74%**

## **POPFUL MAIL**

Working Designs for Sega CD; review, 8#2

We can't figure out just what the heck this game's name means, but the game itself is full of goofy humor. Besides, how many other games have a girl as the main hero... or is that heroine? Worth checking out, if you like RPGs.

**OVERALL 78%**

## **POWER INSTINCT**

Atlus for SNES; review, 8#2

There's a couple of things that make this game worthy of your fighting game dollars. First, the game controls extremely easily and the fighting looks good. Secondly, there's Grandma's Flying Denture Attack — a sure sign of a great game!

**OVERALL 73%**

## **What YOU think**

*I totally disagree with you. The replay value on Final Fantasy III should have been rated a 10 also. FFIII only took about 20 hours to beat. FFIII took about 60 hours, which shows the designers cared more about the gamers.*

— Mike Druhan, Ankeny, IA

## **RBI '94**

Time Warner for Game Gear; sports, 7#12

There may be a baseball strike, but now you can squeeze in nine innings whenever you feel like it. There are a few control problems, like players picking off their own teammate's throw to home plate, but this is a good travelling game.

**OVERALL 72%**

## **RED ZONE**

Time Warner Interactive for Genesis; review, 7#12

Those pesky Commies are at it again and it's up to you to save the world. But it's not as easy as it appears, since flying your attack helicopter is hampered by an overhead game view and poor game graphics. It is a challenge to beat this game.

**OVERALL 80%**



**SUPER PUNCH-OUT!!**  
NINTENDO OF AMERICA FOR SNES  
● review 8#1



This sequel to the popular *Punch-Out!!* has newer, larger characters, and a real slick control system. Grab a copy and head for the gym. Yahoo!

**OVERALL 90%**

## BUYING BY MAIL

*Buying by mail is dead cheap. But to make mail-order as painless as walking into a store, take a few precautions and follow these tips...*

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### • THE REN & STIMPY SHOW: TIME WARP

THQ for SNES; review, 8#3

Stop Muddy Muddigger from destroying history as we know it with the help of Ren and Stimpy. Did 47 million Gritty Kitty proofs of purchase and score a free time machine, then man the toast guns as you hurtle through time.

**OVERALL 87%**

### RISTAR

Sega of America for Genesis; review, 8#2

Here we go again! This time, the mascot-to-be is this little star with ape-hanger arms that he uses to swing around on and grab stuff with. He's kinda cute, but aren't they af? This game is fun, so maybe you might wanna give it a try.

**OVERALL 75%**

### RISE OF THE ROBOTS

Acclaim for SNES; review, 8#2

Wow! These robots look really great! I mean, these babies look like they could step right off the screen. And these backgrounds — it looks like you're right there. Huh? you mean this is a game? I thought it was a screen saver. This is a clunker.

**OVERALL 84%**

### ROBO TREK

Enix for SNES; review, 7#12

An RPG with an interesting twist — you must construct androids and robots to do battle with the evil 'Hackers', who have taken over your planet! Save the world and learn sound construction principles in this nifty game!

**OVERALL 85%**

### • THE SHADOW

Ocean for SNES; review, 8#3

Who knows what evil lurks in the heart of this game? This *Final Fight* clone is great, if you like level after boring, repetitive level. This is just another cheap attempt to cash in on the popularity of the movie. Fight evil today by skipping this game!

**OVERALL 65%**

### • SHADOW OF THE BEAST II

Psygnosis Limited for Sega CD; review, 8#3

This addictive little game doesn't have great graphics or real slick controls, so why does it get people hooked? Maybe because it's such a challenge to complete or because it may cause you to (gasp!) think! Give this one a rent!

**OVERALL 65%**

### • SLAM CITY WITH SCOTTY PIPPEN

Digital Pictures for Sega CD; review, 8#3

Fact? you're probably never gonna get the chance to face Scottie Pippen on the court, but with this game, your chances have gone from none to slim. Control problems are the decisive factors here. This game is more fun to watch than play.

**OVERALL 58%**

### SNATCHER

Konami for Sega CD; review, 8#1

A very gritty, adult graphic adventure that is sometimes hampered by a cutesy sense of humor. The graphics are good and the story is detailed enough to keep you coming back for more. This one is worth it!

**OVERALL 80%**

### SPACE INVADERS

Nintendo for Game Boy; review, 8#2

This blast from the past is still a gas! Use your single-shot cannon to stop the mindless hordes of creepy looking bad guys before they can overrun your planet. Yes, it is kinda mindless, but it's also kinda fun. Take that, space creep!

**OVERALL 80%**

### SPORTS ILLUSTRATED GOLF CLASSIC

Malibu for Game Boy; sports, 7#12

Imagine that you're a golfer out on the links and it's time for a real difficult 30 foot putt. Just before you swing the putter, you tie a thick black blindfold over your eyes, then you put! Well, this game is kinda like that! Leave it in the clubhouse.

**OVERALL 92%**

### STAR FLEET ACADEMY

Interplay for SNES; review, 8#2

You became a cadet at the famed Star Fleet Academy, which unfortunately isn't as cool as you thought it might be. The graphics aren't all that hot and the classic missions don't really affect the game outcome at all.

**OVERALL 75%**

### SYNDICATE

Electronic Arts for Genesis; review, 8#1

Gangsters take over the world of the future and duke it out with hit squads in this futuristic action/strategy game. The overall challenge is difficult, but mainly because the game is hard to control. Kinda like playing with toy soldiers!

**OVERALL 78%**

### • TECMO SUPER BOWL II: SPECIAL EDITION

Techno for SNES; sports, 8#3

This sports game is kinda like what this year's Super Bowl will be like — with *TSWICE* playing the part of the San Diego Chargers. There are other SNES football games that just massacre this attempt at a sequel.

**OVERALL 71%**

### TIN STAR

Nintendo for SNES; review, 8#2

A family oriented shooter (what?) that's a lot of fun. There's goofy animations and real cartoony graphics. The real innovative deal here is that this game is mouse compatible, making sighting and shooting a real breeze.

**OVERALL 80%**

### VIRTUAL BART

Acclaim for Genesis; review, 7#12

The only virtual thing about this game is that it virtually stinks! The graphics are substandard, the music is bland, and the controls, while laid out well, aren't very precise. Why can't someone make a good Bart game?

**OVERALL 51%**

### WWF RAW

LJM for SNES and Genesis; review, 8#2

There's nothing new here — it's just another wrestling cart. There are some MegaMans (wow) that might help you, but the only thing that's gonna be raw is your thumb.

**NEW 71%; SNES 71%**

### • WWF RAW

Acclaim for Game Gear and Game Boy; review, 8#3

These two versions of the latest WWF brawler are a lot like vampires — they exist only to suck more money out of unwary gamers. The tiny screen doesn't do much justice to the big boys of the nation's favorite wrestling league. Count this game out!

**NEW 58%; GB 40%**

### WOLVERINE: ADAMANTIUM RAGE

Sega of America for Genesis; review, 8#1

Fans of the X-Men are really gonna flip out when they get their mutant hands, claws, flippers or whatever on this game! Smooth animation, fantastic backgrounds and killer sound effects make this one a winner!

**OVERALL 87%**

### X-MEN: MUTANT APOCALYPSE

Capcom for SNES; review, 7#12

Lots of fist-pounding action and big, mean, colorful bosses will keep fans of the X-Men enthralled for a long time. The only drawbacks are stiff animation, thin music, and short levels. Still, this is one game that delivers a thrill!

**OVERALL 80%**

### YOGI BEAR

GameTek for SNES; review, 8#1

Yogi runs, jumps, collects stuff and bends over in this very boring game that was rendered gutless due to licensing restrictions placed on the developer by Hanna-Barbera. If you're a little kid, you might, repeat, might like this.

**OVERALL 60%**

### ZERO THE KAMIKAZE SQUIRREL

Sunsoft for Genesis; review, 7#12

Here's another spinoff involving a minor character from another game. The plucky squirrel (no, his name isn't Rocky) from *Aero the Acro-Bat* is zooming and booming in his very own first adventure. Fly the friendly skies, er... squirrel!

**OVERALL 65%**

## What YOU think

Hey! You guys got it all wrong about Super Return of the Jedi! It's the best and worth buying. The graphics are great and it is really fun to play! What are you talking about? It really deserved a 90% or a 95%!

— Melissa Tubig, San Diego, Ca

Do you agree with our reviews? If not, we want to hear from you. Write to: You Got It Wrong: Game Players; 1350 Old Bayshore Highway, Suite 210; Burlingame, CA, 94010 and tell us what you think was wrong with the review, the score the game should have received, and why. GP

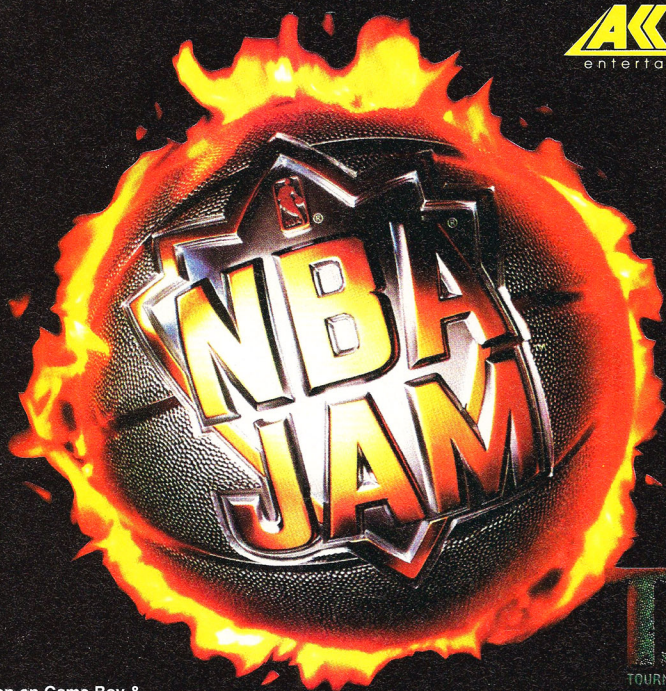
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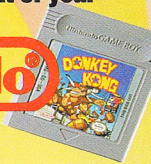
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All entries become the property of GP Publications, and will not be returned. So, don't write a novel — 'cuz someone here might try to sell it for money... All taxes, tags and incidentals are the responsibility of the winner. Editor's selection is final. *Game Players* is not responsible for lost or misdirected entries. Offer void where prohibited, and restricted, by law. All entries must be received by May 15th, 1995.

Odds of winning determined by multiplying the square route of 30 by the population of Kenya — or, by the number of entries received by contest deadline. Winners will appear in a subsequent issue of *Game Players*. The Bigger-Than-Life Contest is brought to you by *Game Players* and Nintendo, who make the coolest video games in the world.

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 of Game Players! Bless you all!



# Back Talk

## IT'S IN THE CARDS

If you've ever wondered if the guys who develop video games live their whole lives with the same 'grab that one-up and beat the boss' approach, put your minds at ease. *Game Players* has uncovered evidence that shows this is exactly the case. When Brian Wiklem of Sony Imagesoft decided to pop the question to his fiance, he didn't get down on bended knee — he handed his beloved a video game! As our exclusive pics show, Lisa Lurger started to play what she thought was an ordinary game when a marriage proposal screen popped up, prompting Lisa to decide if she wanted to spend the rest of her life with Brian. While we don't know whether or not she decided to accept, our screen shots show the results for either answer. Pretty original, huh?

Here at *Game Players*, we have one question — if she accepted and unfortunately, things don't work out, is Brian gonna give her a specially programmed version of *Mortal Kombat*, with the

deadly 'Til death do us part' spine-rippin' fatality?

All of us here hope she accepted Brian's offer and that maybe there's gonna be a

'Babality' in the works real soon! Good luck!

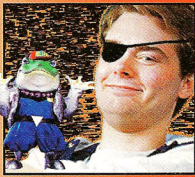


What the heck is this? Looks kinda like some weird mutant burrito filling! Here's the April Scrambled Mess. Can you find this screen somewhere in the magazine? Write the name of the game on the back of a postcard and mail your entry to: April's Scrambled Mess, *Game Players*, 1350 Old Bayshore Highway, Suite 210; Burlington, CA 94010. The first entry we pick out of the box on the day we lay out this page, wins. Remember to include the system you own. All the usual rules apply. The winner of our December *Hard but Sleazy* Contest was Wesley Lane, of Waterboro, SC. He correctly identified the scrambled picture as a screen shot from *X-Men: Mutant Apocalypse*. His prize will be waltzing into Waterboro soon.

How do you like us so far? We're gonna morph this mag into the baddest thing to ever clobber a newstand! See you next month! If we don't, you're gonna be sorry!!!

## THAT SLIPPY FEVER!

Ahoy, matey! Pour yourself a cup of this here grog and lend an ear to my tale of a strange malady of the sea that has affected our own Cap'n Slate of late. It seems that somehow the old seadog



has come under the delusion that he's a Scottish frog by the name of Slippy McPhibian. Every night now he wanders the decks, screaming "The game is errrrrr!" and trying to catch flies with his tongue! This by itself isn't too bad, but his horrible Scottish accent is driving us all buggy! There's even been rumors that he may start wearing a kilty day now, and the first mate has reported that he thinks he saw some bagpipes in the Cap'n's desk!!! That may be the last straw! I don't think the lads can take much of those screaming devil pipes! Shh! Quiet now! Here comes the Cap'n. Nice chat, Slippy, sir! That fly nearly got away!



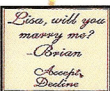
As usual, *Game Players* gets the scoop on a new game!

Nothing special here — just your average video card game.

Huh? What's this? Lisa had to win a game before she could get to this screen.



Here's the result given if Lisa says 'Yes! I will!'



While we're pretty sure this isn't a picture of Brian, this is how he's gonna feel if Lisa says 'No.'

## HE'S A WINNER!

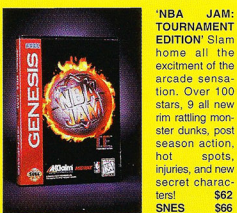
Tyler J. Courtney is the proud owner of an actual *Mortal Kombat II* arcade machine. He won the quarter muncher in the 'Bob's *Mortal Kombat II* Kontest' that ran in our November '94 issue. 'I've got more friends now,' reports Tyler, 'even after I started charging everyone a buck a play!' Just kidding! Enjoy the game, Tyler!



The soon-to-be-rich Tyler Courtney, muttering his now famous line.



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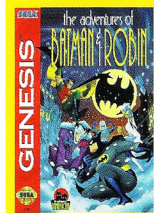
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