The Death and Return of Superman
From Comics to Cart

ProStrategy Guide
The Death and Return of Superman
(Super NES)
The Incredible Hulk
(Genesis)

Mortal Kombat II
SNES, Genesis, Game Gear, Game Boy

ProReviews!
Heart of the Alien
Blackthorne • Primal Rage
Mega Man V (Game Boy)
Mighty Morphin' Power Rangers

PreViews!
Revolution X and MORE!

Showstoppers:
Summer Consumer Electronics Show!

Virtua Racing Deluxe (Sega 32X)
Killer Instinct (Nintendo Ultra 64)
Earthworm Jim • Contra: Hard Corps
Donkey Kong Country • The Lion King

The Sony PlayStation
PAINT THE TOWN RED!!

SPIDER-MAN VENOM

MAXIMUM CARNAGE

SEPTEMBER 16
SUPER NES® GENESIS™
### SUPER NES

<table>
<thead>
<tr>
<th>Game</th>
<th>Code</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>SUPER STREET FIGHTER II</td>
<td>DD47-80D1</td>
<td>Some special moves can be done in the air</td>
</tr>
<tr>
<td></td>
<td>D002-EDDS</td>
<td>No charging required for some special moves</td>
</tr>
<tr>
<td></td>
<td>3C10-7A86 + 3C10-7A67</td>
<td>Don't take damage except from throws or grabs—both players</td>
</tr>
<tr>
<td></td>
<td>1077-7F61</td>
<td>Decisions doesn't last</td>
</tr>
<tr>
<td></td>
<td>CB17-SFAD + 7D17-8A4D</td>
<td>Every hit set opens screen on fire</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Game</th>
<th>Code</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>NBA JAM</td>
<td>D66F-3DCB</td>
<td>&quot;Ivote&quot; mode</td>
</tr>
<tr>
<td></td>
<td>D8BE-C718</td>
<td>All players have super dunk ability</td>
</tr>
<tr>
<td></td>
<td>D662-CFC8</td>
<td>All players always &quot;on fire&quot;</td>
</tr>
<tr>
<td></td>
<td>D66C-CF38</td>
<td>Shot success percentages displayed for non-dunk shots</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Game</th>
<th>Code</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>PIRATES OF DARK WATER</td>
<td>D682-1A4F</td>
<td>Infinite time</td>
</tr>
<tr>
<td></td>
<td>4F82-17AF + D553-1D0F</td>
<td>Energy bar refills itself every 3 seconds</td>
</tr>
<tr>
<td></td>
<td>C280-116F</td>
<td>Infinite lives</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Game</th>
<th>Code</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>KEN GRIFFEEY JR. PRESENTS MAJOR LEAGUE BASEBALL</td>
<td>DFC3-170F</td>
<td>I bull and then you walk</td>
</tr>
<tr>
<td></td>
<td>CB83-1D0D</td>
<td>I can't walk a better</td>
</tr>
<tr>
<td></td>
<td>2CBE-179D</td>
<td>I can't strike out</td>
</tr>
</tbody>
</table>

### GENESIS

<table>
<thead>
<tr>
<th>Game</th>
<th>Code</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>SUPER STREET FIGHTER II</td>
<td>M27T-A9B6</td>
<td>MASTER CODE—MUST BE ENTERED</td>
</tr>
<tr>
<td></td>
<td>AC5A-CAB2</td>
<td>Some special moves can be done in the air</td>
</tr>
<tr>
<td></td>
<td>CMNT-DTWC</td>
<td>No charging required for some special moves</td>
</tr>
<tr>
<td></td>
<td>AKKA-CA2L</td>
<td>Don't take damage except from throws or grabs—both players</td>
</tr>
<tr>
<td></td>
<td>RHEA-CB2N</td>
<td>Decisions doesn't last</td>
</tr>
</tbody>
</table>

### FATAL FURY 2

<table>
<thead>
<tr>
<th>Game</th>
<th>Code</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>A63A-AAD2</td>
<td>Player's health starts at 1% in TV and Vs. games</td>
</tr>
<tr>
<td></td>
<td>A63A-AAEJ</td>
<td>Player's health starts at 1% in TV and Vs. games</td>
</tr>
<tr>
<td></td>
<td>A63A-AAGA</td>
<td>Player needs to win 1 round to win a match</td>
</tr>
</tbody>
</table>

### PIRATES OF DARK WATER

<table>
<thead>
<tr>
<th>Game</th>
<th>Code</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>ACJ-AADC</td>
<td>Don't lose any health from falling off screen</td>
</tr>
<tr>
<td></td>
<td>PS7T-AD2</td>
<td>Don't take any damage from most enemies</td>
</tr>
<tr>
<td></td>
<td>ACET-8B8E</td>
<td>Infinite projectiles (daggers, arrows)</td>
</tr>
</tbody>
</table>

### GAME GEAR

<table>
<thead>
<tr>
<th>Game</th>
<th>Code</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>RIDDICK BOWE BOXING</td>
<td>993 66F 803</td>
<td>Start with shots at max power</td>
</tr>
<tr>
<td></td>
<td>C94 EAB 2A</td>
<td>Take less damage</td>
</tr>
<tr>
<td></td>
<td>022 EF 80E</td>
<td>Start as the 2nd rank fighter</td>
</tr>
</tbody>
</table>

### NES

<table>
<thead>
<tr>
<th>Game</th>
<th>Code</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>CHIP 'N DARE RESCUE RANGERS 2</td>
<td>GKKXKTVI</td>
<td>Almost infinite lives</td>
</tr>
<tr>
<td></td>
<td>IEOY2ILA</td>
<td>Start with 5 hours</td>
</tr>
<tr>
<td></td>
<td>OXUNGIVK</td>
<td>Infinite credits</td>
</tr>
</tbody>
</table>

---

©1994 Galoob Toys, Inc. All Rights Reserved. Game Genie and Galoob are registered trademarks of Galoob Toys, Inc. "Game Genie is licensed by Sega of America, Inc. for use with the Sega® Genesis™ and Game Gear™ Systems. Sega, Genesis and Game Gear are trademarks of Sega Enterprises, Ltd. Game Genie is a product of Galoob Toys, Inc. and is not manufactured, distributed or endorsed by Nintendo of America Inc. or any of the trademark owners listed below. Game Boy®, NES®, Super NES® and Donkey Kong are trademarks of Nintendo of America Inc. Chip 'N Dale Rescue Rangers 2 is a trademark of Disney. Fatal Fury 2 is a trademark of SNK. Ken Griffey Jr. Presents Major League Baseball is a trademark of Major League Baseball Properties, Inc. NBA Jam is a trademark of NMB Properties, Inc.Prices of Dark Water is a trademark of Banana-Banana Productions, Inc. Riddick Bowe Boxing is a trademark of Extreme Entertainment Group, Inc. Super Street Fighter II is a trademark of Capcom. Wing Commander: The Secret Missions is a trademark of Origin Systems, Inc. Xenon 2 is a trademark of The Bitmap Brothers.
you'll get old waiting for someone to top SEGA CD.

SEGA CD has over 100 outrageously great games — and no waiting! Sports, Action, Fighting, TruVideo™, Adventure, RPG — what more could you want? (Alright, we'll even throw in Sewer Shark™.)

SEGA CD has 32-bit compatibility (if you're wise enough to add a Genesis 32X™). So it has the technological muscle to deliver the kind of intense, epic, next-GENERATION gaming experiences you've been waiting for — on CD!
HAVE FUN NOW,
while you can
still chew your food.

sega!

SEGA CD
Meet Mutt. He's grouchy. He's grumpy. But hey, let's face it. a little time in the underworld can make anyone a little edgy. And now Mutt has a problem. You see, he was chosen to get the Mystical Pizza of Plenty for his friends. And with all due respect to the eternally damned, the service in the underworld really sucks. In "Lilix Divil", you can help Mutt as he makes his way through five soul-renting levels in the Labyrinth of Chaos. Along the way you'll encounter gigantic spiders, demonic fish, and a few other things your priest never warned you about. All in a search for a double pepperoni with cheese. A few hours with Mutt, and you'll really appreciate that 30-minute-free-delivery thing.
FEATURES

77 Cover Feature: The Death and Return of Superman
All the super moves to help the Man of Steel beat his greatest foes.

30 Mortal Kombat II: The Kombat Kontinues
Can MK II for SNES, Genesis, Game Gear, and Game Boy beat the arcade version?

36 Showstoppers: The Best from the Summer Consumer Electronics Show
The top games and hardware from SCES.

48 Rocket Science Blasts Off!
Rocket Science has a new way to make games. Check out Loadstar, Cadillacs and Dinosaurs, and Darkride.

52 The Making of The Mask
T+HQ un_masks The Mask.

PROSTRATEGY

77 ProStrategy Guide: The Death and Return of Superman (SNES) and The Incredible Hulk (Genesis)
Maps, special moves, hidden power-ups, and tactics for beating all the archvillains and bosses in both games.

140 SWATPro
Secret weapons and tactics from the GamePros.

148 Fighter's Edge
Virtua Fighter's Special Attacks.
You can’t get your hands on Troy’s playbook, but you can get your hands on a few key pages.

**Troy Aikman NFL™ Football™**

Like Page 7, Troy’s “Pitch”, the play that turned the Bills into four-time losers. And Page 21, Troy’s favorite—“Lookie”, the one that’s made a lot of NFL cornerbacks consider a career change.

With Troy Aikman NFL™ Football™ you get the best of Troy’s favorite Superbowl winning, defense-spinning, top secret, confidential, straight-from-the-Cowboys-playbook plays.

And if Troy’s favorites on top of more than 50 offensive configurations aren’t enough for you, with Troy Aikman NFL Football you can custom design your own plays. Even custom design your whole team. A unique reserve budget, “Team Setup”, lets you allocate team funds. So if you want a grind-it-out ball-control offense, invest in a monster line and a power fullback. You want a smothering defense, throw your linebackers a couple mill.

Troy Aikman NFL Football gives you everything you need to build a winning team. Especially Troy’s exclusive straight-from-the-Superbowl-champion-Cowboys'-playbook plays.

Available on Genesis, SNES. (Coming soon on Jaguar, PC-CD Rom, Mac CD ROM)
Contents

ProReviews

56 Genesis
56 Ballz
58 The Jungle Book
60 Art of Fighting
62 World Heroes
62 Combat Cars

64 Sega CD
64 Heart of the Alien
66 Brutal
68 BattleCorps

72 Super Nintendo
72 Blackthorne
74 Bulbby II
76 Mighty Morphin' Power Rangers
93 Pocky and Rocky 2
94 World Heroes 2
96 Pac-Man 2: The New Adventure
98 Shien's Revenge
98 Speed Racer

102 3DO
102 Shock Wave: Invasion Earth 2019
104 Gridders

106 Jaguar
106 Wolfenstein 3D

108 CD-i
108 Hotel Mario
108 Mega Maze

110 Neo Geo
110 Fighter's History: Dynamite/Karlov's Revenge

116 The Sports Pages
Troy Aikman NFL Football (SNES)
Hardball '94 (Genesis)
World Championship Soccer II
(Football) (Genesis)
FIFA International Soccer
(Sega CD)
NBA Action Starring David Robinson (Game Gear)
Lamborghini American Challenge
(Game Boy)

124 Role-Player's Realm
Shining Force II (Genesis)
Dungeon Master II: Skullkeep
(Sega CD)
Vay (Sega CD)

130 Game Boy
130 Mega Man V
132 Donkey Kong
134 seAQuet DSV
134 Taz-Mania

136 Game Gear
136 Sonic Spinball
138 Dynamite Headdy
138 The Jungle Book

Department

12 Letter from the GamePros
12 The Mail
16 GamePro Gallery
20 Cutting Edge
24 Hot at the Arcades

154 GamePro Labs
JVC's X'Eye Sega-compatible unit,
Vivid 3D sound-effects system,
and Arcade Pro dual controller

156 Buyers Beware!
Information for savvy consumers

158 Overseas ProSpects
Wildtrax (Super Famicom)

160 ProNews
Super Street Fighter II Turbo
for...3DO!

166 Index of Advertisers
THE SHADOW MASTER™ has arrived. Along with his minions, nine of the vilest, cruelest characters ever to inhabit a fighting game. And you’ve got to get through them, to get to him.

THE DOUBLE DRAGONS are on your side. And you can go head-to-head, fight tournament style, or brave the quest mode.

CLAW, SCRAPE AND BLAST YOUR WAY TO THE SHADOW MASTER. Then, STARE INTO THE DARKNESS.

DOUBLE DRAGON V™. THE SHADOW FALLS™. IN STORES EVERYWHERE.
AN ANCIENT CLAN WITH THE POWER TO TRANSFORM INTO FEARFUL MONSTERS STANDS POISED TO DESTROY ITSELF FOR A GODDESS WHO WILL GRANT THEIR EVERY WISH...

ONE HERO MUST FIND THE SIX KEYS TO BANISH HER FOREVER....

HIS DANGEROUS QUEST IS CALLED...

ARRRGHHH!! ONE FALSE MOVE AND WE'RE HISTORY. TOAST. END OF STORY. GAME OVER!!!
SHOULD HE ATTACK WITH A BAND OF EIGHT VALIANT WARRIORS OR SHOULD HE PULL UP HIS ASBESTOS UNDERWEAR AND SET FORTH ALONE KNOWING HIS NEXT STEP MAY BE THE LAST??

YOU THINK THIS IS JUST A GAME?!

WILL OUR HERO SURVIVE? ONLY YOU HOLD THE ANSWER...

BREATHE OF FIRE, A RED-HOT 12-MEG EXTRAVAGANZA FROM SQUARESOFT. "WHAT RPG FAN CAN'T GET EXCITED ABOUT A GAME LIKE THIS? ...COULD EASILY END UP BEING THE BEST RPG OF THE YEAR." GAME PLAYERS—MAY '94

3/4-BATTLE PERSPECTIVE! ANIMATED MONSTERS! NOW YOU'RE PLAYING WITH FIRE!!!
Is Nintendo Relaxing Its Standards?

During the past year, the debate over violence in video games raged. In light of Congressional hearings and an outcry by the California Attorney General, Nintendo was quick to tout its efforts to temper violent content in games—a sharp contrast to its main competitor, Sega. The prime example was Mortal Kombat: The red blood in the arcades and (via code) the Genesis versions of Mortal Kombat became gray sweat in the SNES release.

With Mortal Kombat II, another violent arcade hit, poised for home systems in September, will Nintendo again take the high road?

Recent developments show a change in attitude. Notably, the first Nintendo Project Reality game is named Killer Instinct. In the past, Nintendo’s game-content guidelines prohibited “death” and “kill” in game titles.

What’s more, a call to Nintendo’s customer-service line revealed that the SNES version of MK II will “match” the arcade version with minor differences. Yes, Fatalities will appear—and you won’t have to use a code to see them. Apparently, because the game is scheduled for release before the video game industry association, the Interactive Digital Software Association (IDSA), initiates its ratings system, Nintendo will label the package with information about the violent content. It’s likely that, with IDSA ratings just around the corner, Nintendo is relaxing its internal standards to let the rating board make the call. But it’s more likely that Nintendo heard the outcry from gamers (read “consumers”) over last year’s pacified MK release. Game players everywhere expressed their opinions with phone calls and letters, but they expressed their buying preference with their wallets—the Genesis version outsold the SNES cart by a wide margin.

Nintendo may have realized that informing consumers is better than restricting a product. At least, it’s soon going to find out.

The Game Pros
San Mateo, CA

A Pro’s Challenge

I’m a girl, and I like to play video games, including fighting games and sports games. I think there should be more games with girls in them. And I don’t mean games with girls as background characters or games with only one girl, which is the case with the Street Fighter series. Girls like the same games boys do, so how about more girl heroines?

Tacara Aspden
Newport, MI

Fightin’ Words

I’m responding to a letter from Kirt S. in your June issue. I admit that fighting games can get lame and old, but they’re really good when you compete against a friend.

Chris Stout
St. Louis, MO

I don’t know why anybody likes fighting games. They’re all the same—beat up one character, then go beat up another one. Face it, these games are dumb.

Charlie Olmstead
Littleton, CO

Lance Boyle replies:

You may think they’re “dumb,” but just so you know, our mail suggests that gamers love their fighting games! We get far more questions and comments about the SF and MK games than all the others put together.

Gina Mazzone is a great game player in Brooklyn, New York, who wants to know what happened to the “Ask the Pros” department. It’s alive and kicking in our other magazine, SWATPro!

Gina Mazzone
Brooklyn, NY

Mortal Kombat master Billy Brennan of Long Beach, New York.
While every other consumer-electronic product bends over backward to become more user-friendly, video games go the opposite way. Accessing their best features requires obscure, secret, finger-twisting key combinations - give me a break! I can't go to the arcade and challenge people, because some little kid who has nothing better to do than hang out at the arcade all day is going to blow me away with all these ridiculous moves I don't have time to learn. Most fighting games have stupid "fireballs," "dragon" punches, and other garbage that has nothing to do with realistic fighting. The ideal game should go from brain to on-screen action without thinking about the controls. The difficulty should be in faking, the psychology of competition, and timing, not executing complex moves.

I want my opponent to be equally unencumbered by the controls - what's the sport in beating someone who can't do the moves? The goal of designers should be to stick to one button press per move. And list the moves on the machine! Magazines shouldn't have to explain the basics, just the advanced strategy.

Pete Rihaczek

Are there any fighting games for the NES?
Shawn Burton

Bro' Buzz replies:
How about a little Turtle action? Try Teenage Mutant Ninja Turtles: Tournament Fighters, which came out last December.

Rod Kellogg
Detroit, MI

The Unknown Gamer replies:
Acclaim's programmers say the noises Raiden makes are just random sound effects that mean nothing.

Precise move, random sounds.

Are there any RPGs available for the Game Gear?
Tuan Vo
Lethbridge, Alberta, Canada

Manny LaMancha replies:
Defenders of Oasis and Dragon Crystal are two already available. We had a Preview of Sega's Shining Force for the Game Gear in last month's issue.

Oswald Cuervo
Piscataway, NJ

Andromeda replies:
These are two of the questions we get asked most frequently. Both tune #10 and the Hidden Palace Zone were in early preview versions of Sonic 2, but they were taken out of the final game that was released in November '92.

Scotty Martinez
Littlefield, TX

Lawrence of Arcadia replies:
Traditionally RPGs contain three elements - the ability to build up your stats through game play, a diverse range of weaponry and spells, and a fantasy or historical setting. A good RPG will also have lengthy conversations with other characters and a deep, well-rounded story line. Neither JP or Mansion would qualify.

Secret of Mana, a classic RPG.

I was checking out the tunes in Sonic 2 for the Genesis. The Sound Test mode lists a mystery tune, #10, that I didn't recognize. Also, I've heard about some secret zone called the Hidden Palace. Do you know anything about the strange song or the secret zone?

The long-forgotten Hidden Palace Zone.
In your February issue, you answered a reader’s letter asking about Krayt Dragons in Super Star Wars for the SNES. You said they don’t appear in either the game or the movie, but you’re wrong. In the film, when C-3PO and R2-D2 land on Tatooine, they abandon their escape pod and separate. C-3PO then walks past the huge skeleton of a dead Krayt Dragon.

Jayce Dulberg

Captain Squideo replies:
Nice knowledge, Jayce! The Force is definitely with you. For the record, live Krayt Dragons are never seen in the game or movie.

The Force is with this gamer, too. Meet Erick Deal of Cincinnati, Ohio.

The Magazine Biz

How do you choose which codes to put in your "SWATPro" section? Please tell us so we know what to send in.

Danny Hinney
Yelm, WA

The King Fisher replies:
We have four main criteria for choosing the tips and codes in "SWATPro." First, the tip must be clearly and completely explained (be sure to say what the trick does and what system the game is for). Second, it must be a tip we haven’t published before. Third, it must be for a current game (it doesn’t have to be brand new, just available in most stores). Finally, be sure to address your envelopes to

Find the 5.0s

Shawn Camp asked in your April issue if you’d ever given a game all 5.0 ratings in the Expert challenge category. You did, for Fatal Fury 2 for the Neo Geo, in your March ’93 issue.

Larry Wolfer
Hazleton, PA

Another game with an “awesome challenge” and 5.0 ratings was Gates of Thunder for the TurboGraFX. Look in the July 1992 issue.

Levi Grooms
Seaman, OH

Secret Weapons” at GamePro and include your name and address with your tip.

If you want NBA Jam tips, see 15-year-old gamer Danny Seth of Seattle, Washington.

Did you ever review Landstalker for the Genesis? In what issue?

Michael Pass
Durham, ME

Monty Haul says:
Scary Larry reviewed it in Role-Player’s Realm back in November 1993. Check our January index to find out when games were reviewed during the past year.

Scary Larry’s ratings for Sega’s Landstalker.

World Heroes 2 for the Neo Geo got all 5.0s and an Expert challenge rating in your September ‘93 issue.

Alex Soash
Oakdale, MN

World Heroes 2 for the Neo Geo scored with Scary Larry!

Let’s Get Technical

How long will the battery last in Sonic 3 and other games with a battery backup?

Kory Kinnick
Kennewick, WA

Kamikaze replies:
Approximately three years.

Are there any Sega CD sports games?

David Overstreet
Roanoke, VA

Ben D. Rules replies:
There aren't as many on the Sega CD as there are on the 16-bit systems, but you can find a few good ones. Check out the award-winning NHL Hockey ’94, the awesome Prize Fighter, or two gridiron games – Bill Walsh College Football and Joe Montana’s NFL Football. Just arrived is FIFA International Soccer, while Formula One World Championship races onto store shelves later this month.

Walsh is a winner on the Sega CD.

Last Words

I’ve noticed many “Versus” games that match up two similar movie characters in one game: Alien vs. Predator, Robocop vs. Terminator, etc. I thought of a few that might be cool and humorous: Jaws vs. Ecco the Dolphin, Beavis and Butt-Head vs. Wayne and Garth, The Pink Panther vs. Chester Cheetah, Donkey Kong vs. King Kong, The Jetsons vs. The Flintstones, Socks (Clinton’s cat) vs. Millie (Bush’s dog).

Unknown
Long Island, NY

Oops!

In our July issue, we listed the wrong Sega rating for Fatal Fury 2. The actual rating is MA-13.

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

GAMEPRO Magazine
Dear Editor
P.O. Box 5828
San Mateo, CA 94402

Sorry, but no art can be returned, and we cannot send personal replies to your letters.
Two's company.
Pick of the Month

FATality

Each month's winning artist will receive their choice of any Tiger Barcodzz game from Tiger Electronics.

The Samurai Art Contest!

Here is one of the first entries for GamePro's Samurai Art Contest! This work of art (and thousands of others) is eligible to win a Samurai Shodown arcade machine, home versions of Samurai Shodown, and more. The August 31, 1994, deadline is approaching fast! Check out the rules printed in the last issue and get your entries in quickly. We'll announce the winners in our November issue.

Dennis Chalon, Hollywood, FL

Eric Gonzales, Bronx, NY

Ian De Los Santos
Delano, CA

David Chia
Port Hardy, B.C., Canada

Fred Bovenkerk, Brampton, Ontario, Canada
Three's a crowd.

The saga continues. Final Fantasy® is back, and with a vengeance! 24-Meg memory. Uses all 256 colors on the Super NES for unparalleled graphics. Over 80 hours of gameplay.

No wonder Diehard Gamefan said of Final Fantasy III, [SQUARESOFT®] “I kneel in reverence to the brilliance shown by the programmers at Square.”

©1994 Squares Co., Ltd. Squaresoft® and Final Fantasy® are registered trademarks of Square Co., Ltd. Nintendo, Super Nintendo Entertainment System and the Official Seals are registered trademarks of Nintendo of America Inc. ©1992 Nintendo of America Inc.
The woman of their dreams is now a virtual reality.

WEIRD SCIENCE

They've got a PC genie who can get them anything they want.

Saturdays 10 PM/9 Central

USA NETWORK
Sony is getting ready to play games. The CD-ROM-based PlayStation is set for release in Japan in November '94 and in the U.S. in 1995.

The PlayStation should be a reliable piece of hardware, thanks in part to Sony's links with LSI Logic in the U.S., one of the leading companies that designs semiconductors. The PlayStation should pack major game-playing muscle.

**The Brains To Do It**
The PlayStation CPU is built around a 32-bit RISC microprocessor that consists of three high-performance subsystems integrated onto a single chip. A microchip delivers fast processing power, a 3D geometry graphics engine produces three-dimensional geometric graphics, and a decompression system produces full-motion video. Sony calls it a "system on a chip," and the PlayStation blazes along at 500 MIPS (million instructions per second). Yes, that's fast!

Moreover, the PlayStation won't cash in all its chips on the CPU. There's a separate 3D graphics engine that can generate lifelike, three-dimensional images at 360,000 polygons per second, and it can move up to 4000 two-dimensional sprites in a field.

PlayStation players will see high-speed simultaneous movement of characters and high-quality backgrounds with 3D computer graphics generated at 60 fields per second— that's TV quality!

The controller is a real

Sony's PlayStation goes head to head with 32- and 64-bit game systems in 1995.

**SONY**

**PlayStation**

Sony announced 164 companies as signed developers—Namco, Konami, Capcom, Acclaim, Electronic Arts, Bandai, and even Tengen made the list. Sony's promised 82 titles for '95, but no release dates were available at press time. What's certain is that Namco's Ridge Racer driving game will be bundled with the PlayStation. Other games in the works are Parodius by Konami, Race Drivin' by Tengen, and A.IV by Artink, better known in the U.S. as A-Train by Maxis.

**Sony, No Baloney**

With an initial sales goal in Japan of 3 million units by 1996, Sony is set to fight it out against Sega's Saturn, Nintendo's Project Reality, 3DO, and Atari's Jaguar. Get ready, 'Pros: '95 should be a very interesting year.
HELMUT VON POINTENEGGER
HERE...

'ZE BADDEST OF 'ZEM ALL!

I PACK 'ZE STRONGEST PUNCH & 'ZE HEAVIEST 'VEAPONS!

I'M MEAN!
I'M NASTY!
I'M GONNA 'WIN!

JOIN ME AND MY SEVEN ARCH ENEMIES IN 'ZE BEST FOUR PLAYER RACING GAME FOR SUPER NES!

GET STREET RACER
GO 'VILD!

NOW, GET OUT OF MY 'VAY!

For More Information Call:
UBI Soft (415) 332-8749
Blisters anyone?

Introducing 6 new scorcher games for the Super NES.
It's 32 MEGS, unbelievably detailed, with totally natural movement in 3 dimensions. It's Donkey Kong Country, coming this November. The first video game fully designed on SGI super-computers. So pound your chest and pick flies off a loved one...this one's a monster!

The sequel to the biggest selling game in the universe as we know it now comes to 16-Bit, Tetris 2!! With 2-player Tetrocity and plenty o' bombs. So grab a friend and blow him up!

24 Tracks, 3-D action and the high-octane power of the next generation Super FX Chip. Stunt Race FX.™ If you don't know how to drive, you've come to the right place.

You're out of control. Your path is full of obstacles. No, it's not the road to higher education. It's Uniracers. Coming this October. A one-wheeled, one-of-a-kind race game, brought to life with the latest 3-D SGI technology.

Our #1 boxing hit is back this October and bumped up to 16-Bit, Super Punch-Out!!! With more whacked-out opponents than you can shake a fist at. All pumped up HUGE to get totally in your...00f F O! ARGH! Fuhh! 00f!...well, you get the picture.

16 MEGS of fantasy adventure makes Illusion of Gaia a must for any Zelda fan. It's out this September. And if you think it's hard to pronounce, just try getting through it before the next millennium.

SUPER NINTENDO ENTERTAINMENT SYSTEM

PLAY IT LOUD
By Boss Music

Alright! A great gunnin' game from the same sharpshooters who brought us T2! Revolution X is the best mow-em-down since the invention of the lawn mower, and not only because it has tons of secrets — and Aerosmith!

A New World Order?
Three players can team together to join the revolution and stop New Order Nation from un-corrupting America's youth. That's right, NON takes to sex, drugs, and rock 'n roll like a machine gun takes to bullet-proof vests. Fear not, you and Aerosmith will fight for everyone's right to party.

The gunplay-based game play straps you into first-person, autoscrolling action that moves both in 3D and horizontally. You begin by crashing an Aerosmith gig at Club X, but NON terrorists kidnap the band — Steve, Joe, Brad, Tom, and Joey. After busting out of the club, you must track down Aerosmith's hot-rod car. Then you choose from four pathways: an Amazon rainforest, a chemical factory, a runaway bus, and a maze. The game concludes when you meet a leather-clad femme fatale, the leader of the New Order Nation.

PROTIP: Shoot the bridge in the Amazon scene to drop the worm boss into the pit.

PROTIP: Small crates can have big rewards. When you see one, shoot it to grab the power-ups. Let your friends worry about the enemies!

PROTIP: In the maze, look for a map on one of the walls that will show you the best route.

PROTIP: You must rescue all the members of Aerosmith to get the best ending - a special concert featuring the entire band!

Music is the Weapon

The straight-up shooting places bullets and bombs (in the shape of CDs, hee hee) at your disposal. Power-ups are pure dynamite: Laser Discs double your bomb power, the Super Gun sets the screen on fire, and the Shield protects you from damage.

Unlike other shooting games, Rev X features user-controllable path selections. In the maze, a CD-style interface appears at path junctions, enabling you to go left, right, back, or forward. Another exciting aspect is the number of secret items buried in the game. Shooting into the background at key points can reveal some great bonuses. Rev X is purported to contain more secrets than any previous Midway game — if this is true, that's a lot of secrets!

Rock 'n' Roll

Revolution X's graphics are just short of nuclear. Sharp, digitized characters and scenery complement huge explosions. Aerosmith's cameos between levels serve up 15 seconds of decent-quality full-motion video.

The music? Well, it's Aerosmith! A concert full of great tunes and the sounds of shrapnel will rock your arcade.

Revolution X is a definite must-play — at least once. It doesn't last too long the first time through, but the replay value will rocket if you try to find all the secrets.
By Slafter Quan

Thundering straight out of Jurassic Park but taking on the fierce qualities of Mortal Kombatants, the deadly dinos of Primal Rage are coming. Rage is a slick one-on-one brawler that will grab you with its awesome character animation, and it may keep you around to pull some crazy ten-hit combos and a few gnarly Fatalities, too.

**Primal Pix**

This side-view street fight doesn't present a revolutionary new perspective, as Virtua Fighter did. It will raise the bar for digitized graphics, though. While the version we tested was a bit rough around the edges, the seven prehistoric beasts have a stunning stop-motion look to their digitized movements. Couple this with some rad hand-drawn backgrounds and great cinema, and you have pix that might make Mortal II look like it was fashioned by grade-schoolers with Crayola markers. (Okay, that's overkill, but then so is this game!)

Game play mixes Street Fighter II with MK and adds a twist. Your four-button attack layout is like a scaled-back SF, except you do special moves by holding down two buttons and then doing the controller motion. There are a ton of combo possibilities, and — joy! — you can do both two-in-one combos and air juggle combos. There's even a combo meter to report the number of hits per combo and the amount of damage.

The GoreFactor for Rage is definitely a 5.0. Atari promises several Fatalities, and the middle-of-the-match action features spouting geyers of blood, an occasional chunk of flesh, or a stray human consumed for bonus life.

**Big, Dumb, and Clumsy?**

As outrageous as all this sounds, Rage may have to work its way up the fighting-game food chain. The near-final preliminary version we saw had only seven characters, and two of them were palette-swap duplicates (in other words, exactly the same as their twins except for special moves and skin color). The dinos didn't feel as responsive and smooth as characters in other fighting games (imagine a semi-sluggish arcade version of Clay Fighter).

Even if Primal Rage doesn't improve before release, it should make a major gash into the coin-op revenues of Midway, SNK, and Capcom. If Time Warner Interactive adds real polish and shine, look for Rage to consume its competitors in one chomp and take on Sega and Nintendo for dessert.

---

**Primal Rage**

*By Atari Games/
Time Warner Interactive
Available August*
“ONE FALSE GRUNT, PIG LIPS, AND YOU’RE BACON BITS.”
Ultimate Capitalist Boar Oinker P. Hamm is Stealing History.

One Bobcat Must Battle Through Five Worlds To Stop The Evil Swine.

It's Gonna Take Guts.

It's Gonna Take A Whole New Way Of Playing.

It's Gonna Take One Buff Bobcat.

**BUBSY II**

He's Way Too Cool To Just Run And Jump. Coming October 15th.
This is just the beginning for the Atari Jaguar 64-bit system. There are a ton of new games on the way for '94 designed to harness Jaguar's insane power. A power that's rapidly making other video game systems history.

Experience sports games so intense you'll feel the turf burn, combat games that'll drain pints of your blood, and dizzying virtual reality games like Doom and Alien vs Predator. Can you stomach a few thousand body blows? You'd better because in Ultra

---

**LET GAMES**

---

**Tempest 2000**
Atari

**Theme Park**
Ocean

**Battlewheels**
Beyond Games

**Bio Fear**
ASG Technologies

**Brutal Sports Football**
Telegames

**Hard Ball III**
Accolade

**Troy Aikman Football**
Williams Entertainment

**Ultimate Brain Games**
Telegames

**Club Drive**
Atari

**Barkley Basketball: Shut Up And Jam!**
Accolade

**Syndicate**
Ocean

**Wolfenstein 3D**
Id Software

**Robinson's Requiem**
Siqmaris

**Pinball Fantasies**
21st Century

**Ultra Vortex**
Beyond Games
Vortex, Kasumi Ninja and Double Dragon V, we've taken brawling to the 64th level.

What makes Jaguar games so awesome? The raw power of 64-bit technology that adds CD-quality stereo sound, 16 million colors, and incredible 3D animation. No wonder it was voted the best hardware system in Europe and America. And it's the only system made in America.

This is just a preview of what's to come. The Atari Jaguar. 64 bits. Do the Math.
By Scary Larry

Last year's hottest game returns for round two as Mortal Kombat II hits the shelves for the SNES, Genesis, Game Gear, and Game Boy in September. We'll have a blow-by-blow on the game, including the *GamePro* ratings, in our next issue. In the meantime, check out some of the moves and Fatalities!

**The Gang's All Here**

Arcade authenticity was Acclaim's numero uno goal this time around, right down to every last pixel and sprite. We just received the games, and our first look indicates the graphics are far superior to last year's MK releases and closely match the arcade graphics (especially the SNES version). The SNES's sounds are also close to arcade quality.

Of course, the biggest news for SNES gamers is that the SNES version contains all the arm-ripping, torso-tearing action of the arcade game. No wimping out this time! Nintendo will also place a notice on the front of the box that warns against sale to minors. Yeah, right? Who won't get their hands on this one?

Even better news for MK II fans: At press time, the execution of all the moves in the 16-bit games is identical to the execution of the arcade moves. If you're a Mortal maniac, you're not even gonna need the manual as you rip into every one of the possible 62 Fatalities, Babalities, and Friendship moves. And you won't need any secret codes to reach the arcade game play.

If there's a downside to this wave of MK II games, it's the loss of four players in the handheld versions. Don't bother to look for Baraka, Kung Lao, Johnny Cage, and Raiden on the Game Gear and Game Boy -- they didn't make the final cut. You can only cram so much onto a handheld cart.

**Get Over Here!**

Next issue, Slasher Quan will bust loose on the games and give you the final word on playability, speed, secret characters, what moves made it and what didn't, as well as the best strategies for the game. In the meantime, it sure looks like this is the MK II home gamers have been waiting for.

---

**Liu Kang**

- **Kang counters with a fierce bicycle kick!**
- **On the small screen, the action plays larger than life!**
- **Liu Kang knows his way around a Match!**

**Fatality**

- **Liu Kang's Dragon the competition around with his juiced-up Fatality.**
- **Even in black and white, the game's alright!**
Kitana

Kitana is no kitten, as she shows with this flying punch!

The fans love Kitana, and she loves the fans!

Ah, Kitana. She'll lift you up... and lay you out!

She's fan-tastic, even on the Game Gear!

Kung Lao

Now you see him, now you don't. King Kung gets busy with the warp move!

Kung Lao's opponents are divided about which is better, his body-split fatality...

...or his Friendship!

Fatality

You'll be head over heels (or vice versa) when you see Kitana's head-lob fatality!

When Kung Lao starts spinnin', you'd better stop grinnin' because his Hat Spin is devastating... and deadly!

Fatality

Raiden

Raiden does the Superman from anywhere on-screen now.

Raiden tears through the whole body to find enlightenment.

Raiden's shocking new hold really burns the opponent up!

Fatality

Raiden's no skimpy snake on the Game Gear! Check out his moves!

Reptile's Bubble is nothing but trouble!

Reptile's an acid-kicker who slings Spit like a pro!

Fatality

Some kisses last a lifetime. Unfortunately, this lifetime is about to expire with a bang!

When the Spit hits the fan, Reptile's around!


You won't even see what hit you when Reptile disappears and decapitates you!
**Sub-Zero**

Subbie can still throw ice with the best of 'em...

…it but now he ices the ground, too! Chillin’!

The slide still suckers 'em in and bowls 'em over!

**Fatality**

It's gonna be hard to tell the palette-swap ninjas apart.

Sub-Zero's making up for his old Spine-pullin' Fatality by selling Sub-Zero dolls!

Or is he? This fatality is not very ice...er, nice!

**Johnny Cage**

It's gonna be hard to tell the palette-swap ninjas apart.

Johnny's repertoire includes a shadow Punch. Take that, Ryu and Ken!

He adds some spark to his Green Flame.

**Fatality**

Johnny's back tearin' torsos...

…and signing autographs!

**Shang Tsung**

Tsung looks a little pale on the Game Boy.

**Fatality**

This guy's a one-move wonder. It's fireball fiesta time with Shang!

But then again, he can shoot them fireballs out in threes!

The Tsung also rises! It's the Rainbow Friendship!

**Baraka**

Never, ever, EVER ask Baraka to play Scissors and Stones with you.

Watch out for the blade when Baraka backs up!

**Fatality**

There's no reason to lose your head over the loss to Baraka... but he feels differently!

See? What a nice guy! When the scars heal, you can open it!

Even on the small screen, it's a Shang-high!
**Mortal Kombat II**

**Jax**
- Jax attacks like a flash! His head-whumpin' will catch you off guard!
- No one's gonna surf this wave!

**Scorpion**
- He's back, and he brought his harpoon with him.
- Some fancy footwork strengthens Scorpion's gallery of moves.

**Fatality**
- Ouch! That's gotta hurt! Watch out for the old grab-and-punch!
- Jax delivers a large punch on the small screen.
- Hey, wait! I'm unarmed!
- What is the sound of one hand clapping? One head popping?

**Mileena**
- Mileena knows a woman needs to roll with the punches to survive. So she rolls. And punches. And survives.
- Try these on for Sais! Mileena throws the Ice Sais on the Game Gear.
- Somebody's gonna have to explain that heel mark in the forehead to the missus when they get home!
- You never know whether she's comin' or goin'!

**Fatality**
- She was Miss Ginz 1979, and this is the move that won her the title!
- Now that's what I call all-you-can-eat ribs!

**Fatality**
- He's still settin' 'em on fire!
- Alright, mister, was that last move really necessary?
Sylvester and Tweety in Cagey Capers

"BAAD OL' PUTTY TAT!"
Sylvester is at it again! His favorite meal (Tweety) is so close he can taste it – but there's a slight catch. He has to get past Granny, Spike, Hippety Hopper the Kangaroo and more to get his paws on Tweety. It's amazing what this cat will do for a bite to eat.

“Hello Breakfast!”

- Use helpful Acme items like pogo sticks, binoculars, and superhero suits to avoid trouble.
- Full animation and cartoon like graphics and voices bring this hysterical "Toon" adventure to life!
- Multiple levels of difficulty adjust play for all ages and abilities!
- Use Sylvester's patented evasion maneuvers to hide from Tweety's protectors!
- Grab items found in the background to make difficult, but climbable stacks!
The Best from the Summer Consumer Electronics Show!

By The GamePros

SCES is usually the last opportunity for game companies to showcase their wares before Christmas, but this year's show had some noteworthy absences. Even though several major game companies chose not to have full-blown displays (such as Sega) and some chose not to attend at all (including Electronic Arts), we examined and played some very good stuff. Here's what made the final cut as the highlights from the show.

SHOWSTOPPER

Killer Instinct

Nintendo Ultra 64

Project Reality has a harsh new reality — Killer Instinct — and a new name — Nintendo Ultra 64. At CES, Nintendo displayed the arcade version of the Ultra 64 with Killer Instinct. Instinct mixes Street Fighter II and Mortal Kombat action with fighters that can use either controller motions or tapping moves, as well as a combo system that enables you to do both SF two-in-ones and MK juggling all in one combo! Killer's 64-bit effects include perfectly smooth scaling when characters move away from each other on a long bridge across a chasm and the appearance of background rotation when fighters move around an arena. Nintendo staffers also said you'd be able to throw foes through windows and doors to fight in hidden areas.

By Nintendo
Available Fall '94 in Arcades
Available Fall '95 for Ultra 64

SHOWSTOPPER

Primal Rage

Arcade

CES isn't the place to see coin-ops, but Primal Rage's dinosaur fighting action had 'em lined up in the aisles. See this issue's "Hot at the Arcades" and watch for our upcoming strategy guide on this game — it has the Rage to dethrone MK II.

By Time Warner Interactive
Available Now

BEST SEGA CD

Samurai Shodown

Sega CD  
Super NES

Three versions of Samurai Shodown were sharpening their blades at CES. This hot arcade fighting game is due out this year for the SNES, Sega CD, and 3DO. The Sega CD version was a knockout! Each game will be a direct port from the Neo-Geo arcade game, featuring 12 fierce weapon warriors in one-on-one blade-to-blade fighting action. Samurai Shodown II? SNK wasn't at CES to say.

By JVC
Available Fourth Quarter '94

Super NES:
By Takara
Available November

3DO:
By Crystal Dynamics
Available December
Earthworm Jim

A little earthworm crawls into a strange spacesuit and becomes Earthworm Jim, a ragin' superhero equipped with a powerful laser blaster. EJ's creator, David Perry, created Disney's Aladdin, which used the Digicel technique of turning cell-based drawings into game animation. Now Perry's at Shiny Entertainment, where he's refined Digicel into Animation. EJ will feature intense run-n-gun action, serious sound effects, and strange characters like Princess What's-Her-Name and Major Mucus.

By Playmates Toys
Available October

The Lion King

The Lion King is the latest collaboration between Disney Software and Virgin Interactive Entertainment. As Simba the lion cub, players relive the events of the movie and try to avenge the murder of Simba's father at the paws of the nasty Scar. The 24-meg cart includes Elton John's movie score, 2000 frames of animation created by Disney artists, and a cool 3D wildebeest stampede. Simba even grows from innocent cub to King of the Jungle as the game progresses.

By Virgin
Available Fourth Quarter '94

Gex

Gex, a gecko lizard, is caught in the Media Dimension, where cheesy movies and second-rate TV shows rule; a wicked Western world and bad kung fu theater are among the weird videoscapes. To fight past the TV bad guys, Gex pulls a roundhouse tail attack, whips a gelatinous tongue lash, and hurlis fireballs. Of course, his succion-cup paws enable him to cling to any surface. And no, he doesn't wear a T-shirt!

By Crystal Dynamics
Available November

Donkey Kong Country

Donkey Kong's swinging back into action in a game that utilizes a hot new rendering technique to create outta-this-world graphics. Nintendo's teamed up with Rare and Alias to create this hop-n-bop platform-style adventure with more than 90 levels. A 32-meg cart, the game is a multiscrolling romp through jungles, caves, and mines. The 3D-rendered graphics are fab, and the tunes sound great too.

By Nintendo
Available November
**BEST JAGUAR**

**Doom**

Jaguar

Fans of first-person-perspective gun games probably have scoped this game already in PC format. It's Wolfenstein-style: All you see is your gun hand as you shoot and slither through a labyrinthine, futuristic outpost on a moon of Mars. The prelim Jag version was cookin' at the show, but the big question is whether it will contain the PC game's gore factor.

*By Atari*
*Available Fourth Quarter '94*

---

**BEST GAME GEAR**

**Sonic the Hedgehog: Triple Trouble**

Game Gear

Sonic's busy trying to be the king of the video game sequel wars. In this new handheld adventure, the speedy hedgehog stars with sidekick Tails in a one-player romp through six zones of standard Sonic-style fun. Per usual, Sonic's grabbing Rings and Chaos Emeralds. You play as Sonic or Tails, each with different abilities (Tails can fly). Sonic also squares off with two new characters, Knuckles and Nack the Weasel.

*By Sega*
*Available Fall '94*

---

**BEST CD-I**

**Burn Cycle**

CD-I

CD-i is tryin' hard! Burn Cycle is a dark, dangerous mystery game set in a cyberpunk futuristic city. You've got a computer implant in your brain and must figure out how to get it out...and why it's there. This disc's going to be R-rated.

*By Phillips*
*Available December*

---

**BEST SUPER GAME BOY**

**Donkey Kong Land**

Super Game Boy

Donkey Kong's coming to the Super Game Boy in an action/adventure cart that utilizes the same Alias Research technology as Donkey Kong Country. The cart stars Donkey Kong and his faithful sidekick, Diddy Kong, in a hop-n-bop romp against a crew of alligators called the Evil Kermitings.

*By Nintendo*
*Available November*
Mickey Mania: The Timeless Adventures of Mickey Mouse

Disney and Sony Imagesoft are bringing Mickey Mouse’s 65-year film career to video games with Mickey Mania, a game that takes players through seven of Mickey’s film landmarks. Mickey Mania has three different game-play mechanics: traditional side scrolling, a race around a cylindrical playground, and an out-of-the-screen 3D perspective. Mickey Mouse isn’t just for kids – the cart offers challenges for players of all ages.

By Sony Imagesoft
Available November

Super Return of the Jedi

The acclaimed trilogy comes to an impressive end with an impressive 16-meg action/adventure cart. This 19-level game follows the movie plot, taking you to Jabba the Hut’s lair, the forests of Endor, and the Death Star. Glorious Mode 7 flying sequences, John Williams’s powerful music, and the ability to play as Leia and an Ewok (in addition to Luke, Han, and Chewie) make this game the most eagerly awaited space adventure in the galaxy.

By JVC
Available November

Looney Tunes Hoops

Sunsoft’s first sports game is a wacky two-on-two street-basketball game starring famous Looney Tunes characters like Yosemite Sam, Wile E. Coyote, and Tweety. Each hoopster has the expected basketball skills, plus the ability to perform unexpected gags. Marvin the Martian, for instance, whips out his famous Disintegrator Gun, while Wile E. can slip an Acme Portable Hole onto the court. The 16-meg side-view action promises to be hilarious. Boomshakalaka!

By Sunsoft
Available December

Super Punch-Out

Super Punch-Out is finally here after a six-year wait. Based on the classic coin-op. Super sports full-screen animated boxers from around the world. You’re the transparent challenger who works though the Minor, Major, and World circuits using body blows, head shots, and the super uppercut. Every fighter has different weaknesses, from the Canadian Bear Hugger to that ultimate California hard body, Super Macho Man.

By Nintendo
Available October
Contra: Hard Corps

The Contra corps is back with maximum firepower! The side-scrolling battle against invading aliens takes place across 11 brutal stages. You can pick from four characters, including a werewolf and a robot. The gameplay is nonlinear, so you plot your Contra squad's path of destruction. The ending is different according to your decisions. It's Contra, it's cool. The only question is, where's the SNES version?

By Konami
Available September

Legends of the Justice League Task Force

Here's a side-view fighting game with a twist: good guys vs. good guys! Match up Batman, Superman, Flash, Aquaman, Wonder Woman, Green Arrow, and three other DC Comics legends in ten levels of two-player head-to-head combat. This 16-meg game also presents a mystery: Which heroes are clones created by the evil Darkseid? Fluid animation and detailed superhero backgrounds, such as Gotham City and Metropolis, make this an eye-catching fighter.

By Sunsoft
Available December

Demon's Crest

Fans of Capcom's classic Super Ghouls 'N' Ghosts will recognize the haunted settings and ghostly enemies in this side-view action/adventure game. Also reminiscent of Gar-goyle's Quest, Demon's Crest stars Firebrand, a hideous flying gargoyles who's attempting to retrieve lost jewels from seven stages of the underworld. During his search, Firebrand can morph into other forms, spit fire, and perform a wicked head butt. A battery backup rounds out this good-looking 12-megger.

By Capcom
Available October

Mega Man X2

Mega Man's back for his sixteenth video game adventure. The heroic little 'bot is set to battle yet another horde of super robots that want to control the universe. A sequel to last year's SNES hit, the game utilizes a new chip technology that Capcom says will enhance the graphics and gameplay. Look for side-view play that's similar to the last game, but with new weapons, new enemies, and other mega-nificent surprises.

By Capcom
Available December
CES QUICK HITS

Mega Man: The Wily Wars
Genesis

Capcom's put three of the best Mega Man adventures (Mega Man, Mega Man 2, and Mega Man 3) into one Genesis cart. Each game boasts enhanced graphics and possibly some enhanced gameplay features. They're classics worth rediscovering.

By Capcom
Available October

EA wasn't at CES, but Road Rash was. RR features the same type of ride-em, fight-em action that blazed on the Genesis. The 3DO version offers cool digitized action graphics and awesome video sequences. Could be a video biker's heaven.

By Electronic Arts
Available Now

The Punisher is a side-scrolling 16-meg action cart with six levels. The two-player game stars Frank Castle, a.k.a. the Punisher, who's waging war against the Kingpin. As the Punisher, players battle using special attacks and a variety of weapons.

By Capcom
Available November

X-Men
Super NES

Wolverine, Cyclops, Gambit, Beast, and Psylocke are coming to the SNES. With the help of their superhero abilities, the famous five will battle eight supervillains, including Magneto and Apocalypse. It's the first of two planned X-Men games, so stand by for great beat-em-up action and huge sprites.

By Konami
Available October

Batman: The Animated Series

The Dark Knight was lookin' good in the cart on display at CES. This 16-meg action cart features the graphic style of the TV cartoon show, with impressive animation thrown in as well. Batman will beat 'em up across eight stages as he chases the Joker, the Penguin, and Catwoman.

By Capcom
Available December

Based on the arcade game, The Punisher is a side-scrolling 16-meg action cart with six levels. The two-player game stars Frank Castle, a.k.a. the Punisher, who's waging war against the Kingpin. As the Punisher, players battle using special attacks and a variety of weapons.

By Capcom
Available November
The Animaniacs – Yakko, Wakko, and Dot – are at your beck and call as you wade through five movie studios littered with traps, tricks, and brainteasers. You can switch among the trio at any time to use their individual skills in a race against the clock to collect priceless movie relics.

By Konami
Available November

Ecco: The Tides of Time
Genesis

Gamedom's favorite dolphin, Ecco, is back in an even bigger and better adventure with more than 25 levels. New features include 3D travel scenes, new friends for Ecco, and the ability to morph into different creatures. The graphics are breathtaking, but bring along your motion-sickness pills.

By Midway
Available Fourth Quarter '94

Boogerman
Genesis

Booger Meister has snatched the Crystal Fuse, but never fear - Boogerman is here! The chase crosses more than 20 levels and features hand-drawn characters in one of the gross-est games ever. Boogerman's body functions are his weapons in this pick-n-flick adventure.

By Interplay
Available Fourth Quarter '94

Street Racer
Super NES

Super Mario Kart meets Mad Max in this arcade-style, no-holds-barred racing game. Street Racer has options galore: eight cars, eight bizarre drivers, eight hazard-filled courses, multiple weapons, and four-player simultaneous racing. Mode 7 technology adds excitement to the colorful behind-the-racers graphics.

By UBI Soft
Available November

Sylvester & Tweety
Super NES

Sunsoft's Sylvester adventure mimics the cartoons with frantic cat-n-bird chases against the clock, Looney Tunes-style graphics and music, and signature voices. The three episodes (Granny's House, Planes 'n'

By Natsume
Available November

Vortex
Super NES

Nintendo's Super FX chip, last seen in Star Fox, comes to Vortex's polygon-filled universe. While piloting a huge robot, you can morph into a jet, tank, or mechanical walker and fire rockets, cannons, and lasers as you go. The behind-the-vehicle view rotates 360 degrees to the accompaniment of a sizzling soundtrack.

By Electrobrain
Available Now

Wild Guns
Super NES

Two rootin' tootin' bounty hunters blast gun-totin' robots in this Western-themed sci-fi shoot-em-up. The two-player simultaneous action is fast and furious, and the first-person perspective makes the shootin' even more intense. Not only can you waste enemies, you can put holes in virtually every on-screen item.

By Natsume
Available November
NEW SYSTEMS
NEW GAMES
Here's a rundown on games in the works for the 32X and the Saturn.

Clay Fighter II will debut on the 32X.

Alien Trilogy uses an incredibly realistic new rendering technique.

MK II and NBA Jam will be big titles for the 32X.

Sega's 32X Virtua Racing Deluxe boasts all-new tracks.

SF II for the 32X will include digitized sequences from the upcoming movie.

Star Wars Arcade is one of Sega's first 32X games.

HARDWARE HIGHLIGHTS
Catapult Modem

Catapult is developing a modem for the SNES and Genesis that will enable you to play against anyone with a similar modem. Catapult also plans to set up other great features like on-line help, e-mail, and more. Better yet, the unit will retail around the $60 range.

Available January '95

Batter Up!

Batter Up is an interactive bat that works with a variety of baseball games (such as World Series Baseball for the Genesis). You swing, and the bat hits the ball on-screen! Batter Up looks like a hit!

Available September

Video Jukebox

The Video Jukebox enables players to store up to six games in one unit. Players can then switch from game to game. Keep them in the Video Jukebox and choose what you want to play, when you want to play it.

Available October

Aura Interactor

This virtual-reality vest rocks! Strap on the Aura Interactor or attach it to the back of a chair. It acts as a huge speaker for your video games, allowing you to feel every shot, every hit, and every scream as if you were in the game.

Available Now

For the 32X...
After Burner by Sega
Alien Trilogy by Acclaim
Clay Fighter II by Interplay
CyberBrawl by Sega
Doom by Sega
Fahrenheit by Sega
Golf Game by Core Design
Golf Magazine Presents 36 Great Holes Starring Fred Couples by Sega
Metal Head by Sega

Midnight Raiders by Sega
Mortal Kombat II by Acclaim
NBA Jam by Acclaim
Soul Star by Core Design
Star Wars Arcade by Sega
Stellar Assault by Sega
Street Fighter II by Capcom
Super Motorcross by Sega
Super Space Harrier by Sega
Tempo by Sega
Virtua Fighter by Sega
Virtua Racing Deluxe by Sega

For the Saturn...
Alien Trilogy by Acclaim
Castlevania by Konami
Cybersled by Namco
Minnesota Fats Pool by Data East
Mortal Kombat II by Acclaim
NBA Jam by Acclaim
Parodius by Konami
Ridge Racer by Namco
Star Blade by Namco
Street Fighter (no version announced) by Capcom
You Guys Finally Made It To Sega. What Do You Say?

It's about time... so chill!

Sounds like a sweet deal!

Sounds great! ...How 'bout a hug?

The mayhem continues as this carnival-gone-bonkers takes their hugely successful show to your SEGA™ GENESIS™ System. They'll be kicking and screaming all the way as Bad Mister Frosty and the malleable mob smack it out in Clay Fighter™, the hilarious head-to-head action fighting game. Let the clay fly as huge clay animated characters come to life in this major 16-Meg cart.
Thank you very much!

No crybabies allowed!

Staggering graphics, amazing digitized sound and voices, and mind-boggling hidden moves and combos will knock your socks off! And the Tournament Mode will let you work all the kids on the block.

So, invite Bad Mister Frosty, Ickyboy Clay, Helga and the rest of the gang over for a thrashin’, bashin’, non-stop brawl on your SEGA™ GENESIS™ system.
STOP PLAYING GAMES. GET
Panasonic presents the R-E-A-L™ 3DO™ Interactive Multiplayer™. More powerful, more colorful, more versatile than ordinary systems.

Warning. You may experience motion sickness. Be advised. Your heart rate may exceed normal levels. Caution. Play at your own risk. Hey, we’re talking the R-E-A-L 3DO system, baby. The most intense, realistic system currently known to man. We’re talking up to 50 times more power than ordinary PCs and video game systems. Photo realistic picture quality with up to 16 million colors. Custom multimedia architecture that takes interactivity to a whole new dimension. The R-E-A-L 3DO system even plays audio CDs, photo CDs and soon video CDs.* This is the one system that makes it all feel real.

Don’t believe us? Pop in one of dozens of 3DO titles. Like Road Rash™: Blood of the Couriers. Whoa! What’s this! Suddenly, you’re on a high-tech motorcycle. As you speed through the squalor of decaying cities, you spot him. Too late. Instantly, some bozo is in your face. Bang! He nails you. You’re sliding down the street and finally your rash-covered body comes to a halt. You dust yourself off, get back on your bike, and the nightmare continues. If this game was any more real, you’d have motorcycle tracks on your back.

So stop playing games. Start playing for real. To connect with the dealer nearest you, call: 1-800-REAL-3DO.

* With optional adapter.
SPECIAL FEATURE

ROCKET SCIENCE BLASTS OFF

By Bro' Buzz

It doesn't take a rocket scientist to figure out that compact discs will have a major impact on electronic gaming in the very near future. But Rocket Science Games isn't wasting any time. All RSG games will be CD-ROM only, beginning with Loadstar: The Legend of Tully Bodine, Cadillacs and Dinosaurs: The Second Cataclysm, and Darkride. All three are scheduled to be released in September for the Sega CD and the PC CD-ROM.

The Right Tools

An intriguing mix of Hollywood and hardware, Rocket Science Games is guided by the belief that creative people make creative games. Peter Barrett, a Rocket Science co-founder, is the creator of Cinepak, the first video-compression tool to achieve full-motion video on CD-ROM. Cinepak is used by Sega, Atari, and 3DO; Barrett himself ported the Cinepak to those systems. At each company's development lab, he saw how cartridge and CD games are created. A computer scientist and game player, he realized developers were using outdated development software.

Sega 32X? Saturn? Sony PlayStation? "The platform almost doesn't matter," says Barrett. "Rocket Science is set up with the tools to create games for any platform whenever we want to...and it makes economic sense."

Software tools are a subject Barrett knows something about. He's created a veritable game developer's tool chest that, he believes, positions Rocket Science as a leading game company of the '90s. One tool, Game Composer, assembles video, sound, and programming to create a master scheme. Another, Game Compiler, retrieves information from that blueprint and uses it to create games for any CD platform.

Creative Minds

For Steven Blank, cofounder and CEO, refining the design process means creativity can come to the forefront. "The best games are the result of individual effort rather than organized effort on a massive scale," he says. "Our notion was to form a production studio for games—in fact, if you take a look at our staff, we could very well be making movies."

Check out the company roster and its credits, and you catch Blank's drift: Mike Backes (Jurassic Park, Rising Sun), Ron Cobb (Alien, The Abyss), Brian Moriarty (Loom, Beyond Zork, Trinity), Richard Cohen (Terminator II, Total Recall), Mark Sullivan (RoboCop 2, Backdraft), David Fox (Zak McKraken and the Alien Mindbenders), and David Nakabayashi (Jurassic Park, Ghost).

Rocket Science sounds like everything but the game business as usual. The concept looks great on paper, but what really counts is how the products look and play!

LOADSTAR

THE LEGEND OF TULLY BODINE

Based on a science-fiction movie script by Ron Cobb, conceptual designer for Alien, Loadstar promises high-speed sci-fi action, sort of Star Wars meets The Little Engine That Could.

As Tully Bodine, veteran skipper of a futuristic rail vehicle called Loadstar, you engineer a harrowing escape from a 22nd-century Moon base. Your assignment: Get a cargo of contraband camels off the moon! Dodge rival truckers and avoid hotly pursuing laser-toting police vehicles. The full-motion, full-screen video stars actors Ned Beatty (Deliverance, Network) and Barry Primus.

Rocket Science already has the game's second and third parts in the can. It could be the only time you'll ever see a camel in a pressure suit!
Cadillacs and Dinosaurs is based on the soon-to-be-classic graphic novel by Mark Schultz, who is also the game's design consultant. Comic fans know the story: It's 600 years in the future. Humanity went mental several centuries back, so now dinosaurs coexist with humans in a desperate struggle for survival. You power a '53 Cadillac through ten postapocalyptic levels as Jack "Cadillac" Tenrec. Ride and shoot through jungles teeming with predators and poachers to restore the planet's natural balance and stop the Second Cataclysm. The Caddy's cool, but the dinos look way cooler.

Cruise a '53 Caddy through a futuristic dinosaur world.

Defeat will usually mean death by dinosaur.

Jack "Cadillac" Tenrec and Hannah Dundee come to life.

Every vehicle, structure, and device in Loadstar was painstakingly created by Ron Cobb, conceptual designer for Alien.

Loadstar's action takes place along the rail lines of the Moon.

Rocket Science plans to make Loadstar a visual tour de force.

Loadstar uses a revolutionary morphing technique that turns still shots into on-screen movement.

Barry Primus and Ned Beatty star in Loadstar.

Professor Moriarty is the main bad guy, but Darkride is hardly elementary. It's set in the Victorian era of Sherlock Holmes, where Moriarty has created...a virtual-reality machine!

Darkride transports you to a weird virtual-reality puzzleland.

But the evil doctor isn't playing games. You're forced into VR to wrestle with rollercoaster visuals and other imagination-bending conundrums. Says Barrett at Rocket Science, "There are places that will genuinely make you motion sick. We can only view them for short periods at a time here."

It's Rube Goldberg meets M.C. Escher meets Edgar Allan Poe. If you don't know who those guys are—whoo, boy, are you gonna freak on Darkride!
NOT FOR WIMPS!

Get ready to fight your way to the hottest selection of fighting game titles with Real Deals at Software, Etc. See stores for coupons.

FACTOID
The first released issues of Maximum Carnage cartridges are red.

MAXIMUM CARNAGE
from Acclaim.

FREE Kombat Kit with purchase of Mortal Kombat II or Maximum Carnage

BLOOD CURDLING ACTION

MORTAL KOMBAT II
from Acclaim.

FACTOID
Did you know there are three hidden characters in Mortal Kombat II?

INTERACTOR VIRTUAL VEST
From Aura Systems, Inc.

Don't just play the game. Be a part of it! Feel the excitement of the on-screen action as the intensity adjusts from a feather touch to virtual pounding. Works with your favorite video game system, regular TV, VCR and music CD's.

FIGHTING GAME SECRETS: BLACK BELT EDITION
From Brady Games

This sensational almanac provides the moves, hints, tricks and basic strategies for the 15 top fighting games.

+2 OFF WHEN YOU PICK UP YOUR RESERVED TITLE
See Store For Coupon

SOFTWARE ETC.

Offers valid 9/14/94 through 10/4/94

FACTOID
A Super Street Fighter II movie is planned for Holiday '94.

PRODUCT AVAILABILITY MAY BE AFFECTED BY MANUFACTURER PRODUCTION DELAYS. HOWEVER, WE WILL ALWAYS DO OUR BEST TO SATISFY OUR CUSTOMERS. © 1994 SOFTWARE, ETC. ALL RIGHTS RESERVED. ALL TRADEMARKS AND COPYRIGHTS ARE PROPERTY OF RESPECTIVE MANUFACTURERS.
You've never had it so easy. We ask the questions AND give the answers. Check GamePro Magazine, the Software Etc. Knock Out Flyer or any Software Etc. Sales Associate for any and all answers. (As if you don't know.) Do it. Send it. Win it!

All the completed entries get entered into a big-time drawing for huge stuff like this:

**GRAND PRIZE**

Mortal Kombat II Arcade Game

**SECOND PRIZE**

5 winners. Library of hottest fighting video games.

**FOURTH PRIZE**

50 winners. Subscription to GamePro Magazine.

**THIRD PRIZE**

20 winners. Library of fighting game books from Brady Games.

**FIFTH PRIZE**

100 winners. GamePro t-shirts.

Entries Due By October 15, 1994. Slam On Your Thinking Helmets And Get To It.

1. What character in Mortal Kombat has four arms?
2. How many hidden characters in Mortal Kombat II?
3. What date does Mortal Kombat II go on sale?
4. What famous fighting game is the subject of a movie planned for Christmas '94?
5. What page is the Software Etc. advertisement featured on in the September issue of GamePro?
6. How much money do you save at Software Etc. when you reserve a video game in advance?
7. What Super Nintendo product(s) are featured in the ProReview in the September issue of GamePro Magazine?
8. What does a 12 month subscription of GamePro Magazine cost?
9. What color is the cartridge for the first released issue of Maximum Carnage?
10. What new book from Brady Games features the Top 15 fighting games?

Tell Us A Little About Yourself:

Name:  Age:
Address:  
City:  State:  Zip:
Phone:  

Mail Completed Entry To:
GamePro Magazine, Software Etc. Promotion, P.O. Box 5939, San Mateo, CA 94406

ABBREVIATED RULES
No purchase necessary. (Although we wouldn't mind.) One person, one entry. No duplicated entries. If they're late, incomplete or misaddressed you lose. Void where prohibited. Participation is open only to residents of the United States. (You could mail that one morning.) For official rules, call Software Etc. Store or send your request to Marketing Dept., 7305 Metro Boulevard, Minneapolis, MN 55439.

PRIZES
Dependent on random. Odds depend on eligible entries received. (You do the math.) We'll call or write if you're a winner. If you win we can use your awesome image and name for all the normal stuff. Winners pay all taxes. Osaka Bank always nice. Demons will not call at all winners. No price exchanges, transfers or substitutes. One winner per household. You must be at least 18 to enter. Winner accepts any better than this pole.

ADMINISTRATION
Employees of Software Etc., Software Etc., and all participating vendors, their subsidiaries, affiliates, advertising agencies, their immediate families and pets are not eligible.

LICENSES
Microsoft, Nintendo World, Inc., and Software Etc., are responsible for all accidents. All decisions about this contest are final. (Why? Because we said so.) Software Etc., Inc., Software Etc., and participating sponsors assume no liability resulting from the use of any prize. (Play safe.)
The Mask, New Line Cinema's summertime release, is the latest movie to morph from the big screen to the video game screen. The movie has a lot going for it – it's based on the Dark Horse comic, stars multi-talented Jim Carrey of Ace Ventura: Pet Detective and TV's In Living Color, and boasts stunning special effects created by Industrial Light and Magic (ILM), the wizards who worked their graphic magic on blockbusters like Jurassic Park and Terminator 2.

The game, however, must overcome the weak reputation of its developer, T*HQ, whose other movie licenses, Home Alone and Wayne's World, resulted in only average video games. The good news is that even in its early state of development, The Mask looks like it might pull T*HQ up to respectability.

Ipkiss discovers an ancient Nordic mask that amplifies the subconscious emotions of the wearer. Stanley, transformed into a wild green-faced character by the mask, thwarts crime boss Dorian Tyrel as he tries to take over New Edge City.

In the game, The Mask will be able to morph into a gas cloud to get through the sewer level.

When The Mask gets wound up in the movie, he spins like a tornado. T*HQ has tried to match the movie's effect in its animation.

A Mask-erade Ball
California-based T*HQ has all the movie materials it needs from New Line Cinema to create SNES and Genesis games that parallel the film's story line and snazzy special effects. The game's story line will generally match the movie: Timid bank employee Stanley...
In the movie, The Mask character is flexible – literally – and according to SNES project leader Jerome Strach, the plot is, too. T+HQ will be adding new elements to the game, such as other characters that don the mask.

Although the games will be large, they won’t use extensive digitized graphics; in fact, the game’s Mask character has the cartoony look of the comic book rather than the movie. But don’t worry, says T+HQ, the game will have all the frenetic, kinetic energy of Carrey’s film character to give it some humor and intense graphics. Stanley will slide into scenes and morph into many strange forms. T+HQ’s artists will use video from the film to hand-animate the spectacular transformations Stanley undergoes in the movie, such as when he morphs into a tornado. According to Strach, each level also will be filled with bizarre enemies, which are a result of the Mask’s psychological effect on its wearer.

**Lifting the Mask**

*GamePro* will unveil more of The Mask in a future issue. Stay tuned, because hiding behind The Mask may be T+HQ’s new face.

**Morph for Your Money**

The games are currently planned for 16 megs on the Genesis and 12 megs on the SNES. A compilation of the elements that make up the score bar, shown at the bottom. The score bar shows your health, available energy for morphing, current morph type, number of lives, and points as a quantity of money.

Blowing the horn becomes a valuable tool in the game.

The face on the score bar graphically demonstrates the player’s damage level. It tells you when you pick up money.

Jim Carrey’s movie antics are prime video game material. Comedian Richard Jeni, who plays Carrey’s bank coworker in the film, told *GamePro* that “hanging around Jim makes you feel...normal.” Steve “Spaz” Williams, ILM’s chief computer-graphics animator, calls Carrey “a biological cartoon.”

So, with deep roots in fantastic characters, is Carrey a video game fan? Carrey says he was never into video games – that is, until he got into video games – literally. During the Utah shooting of his next film, *Dumb and Dumber*, Carrey tried Virtuality, a virtual-reality machine, and was really hooked. It’s fitting, somehow: Both virtual reality and Jim Carrey put a different bent on reality.
things to do with your quarters after you’ve got our games:

1. Buy some thumbpads.
2. They make great shades (no UV rays at all.)
3. You could build a scale model of Elvis. (that’s his dimple.)
get true arcade action at home (and keep your quarters.)

Hidden Bosses in Fighter's History!
To find them, call the Data East Tipline!
1-900-454-5HELP
For hints & tips on all Data East games!
.96 first minute/.76 each additional minute.

it's gonna be one hot summer.

Data East product information and support is available 24 hours per day on the CompuServe Information Service in the VIDEO GAME PUBLISHERS FORUM (type GO DATA-EAST).
By Scary Larry

With a ton of fighting games choking the video game scene these days, a new fighter really has to have something special to keep it alive. Ballz has three things going for it: innovative graphics, great sound, and a sense of humor.

Havin' a Ballz

PF Magic is new on the video game scene, and Ballz is its ticket to the big time. You play in a high-tech arena run by the Jester, a maniacal cross between Shang Tsung and Bozo the Clown. He has a slew of wacky warriors, from a headstrong rhino to a jaw-cracking kangaroo. Each fighter has his own set of regular and special moves, and they all possess the ability to morph into another character.

You also have a cyclone or explosion attack that damages your opponent even if they block. Along with an anti-aerial attack (which prevents enemies from attacking with flying kicks), the game has a balance unseen in more well-known "quickie" fighting games (like the original Mortal Kombat for the Genesis).

A Different Kind Of Fighter

The graphics break new ground, though they are a bit, well...sphere-oriented, let's say. Every fighter is a configuration of different-sized balls, but they all move with such fluidity and ease that you soon forget they're just 2D circles. The fighters even scale in and out of the background, an effect that is accomplished better than it was in the Fatal Fury series. One drawback with the graphics is the lack of background detail, which remains a dull constant amid the other fireworks.

The Way the Ball Bounces

Ballz takes the increasingly routine genre of fighting games and gives it a new bounce, injecting a wicked sense of humor into the action. The screen in the background flashes some of the best put-downs ever seen in a game. And yes, Slasher, there are combos in this game, making it a complete fighter, not just a breezy imitator. You gotta hand it to PF Magic – it's brand new, but it just smashed Ballz over the fence for a grand slam.
Some Ballz-y Special Moves

**The Spanking**
Press Button A when in close.

**The Tee Off**
Press Button B when in close.

**Kronk**
Press Button C, then Up twice.

**The Grab Pole**

**Yoko**

**Self Destruct**
Press Right, Down, Left, and Up in one continuous motion and press Button A.

**Boomer**

**Cyclone**
Press Right, Down, Left, and Up in one continuous motion and press Button A.

**Bruiser**

**Pummel**
Press Button A when in close.

**Crusher**

**Beach Ballz**
Press Button A when in close.

**Turbo**

**Who Has the Edge?**

**Flying Somersault Kick**
Press Away twice and Button A.

**Tsunami**

Ballz was originally intended for the Edge 16, a modem system that allows you to play against an opponent over phone lines. The Edge should be available by Christmas (see "Cutting Edge", GamePro, September '93). It won't be long before you'll see the light at the edge of the tunnel.
**Genesis**

**By Bonehead**

If you haven't already bounced around the SNES and NES jungles with Mowgli, then you'll definitely want to see what he's up to on the Genesis. This game is similar to those well-crafted versions in theme, but the game play is faster. There's no bungle in this jungle.

The game is tied to those well-crafted versions in theme, but the game play is faster. There's no bungle in this jungle.

**PROTIP:** Gems are often hidden among leaves. Jump everywhere and watch for telltale glimpses.

Baloo, who was virtually absent from the SNES game (the boisterous bear is still underused, however), everything is slightly speeded up on the Genesis, making it Virgin's most entertaining version yet. Mowgli performs his many jumpin', climbin', bananathrowin', and swingin' moves with aplomb, but the controls are sometimes imprecise. For example, he sometimes steps off a ledge when you only want him to turn around.

**PROTIP:** Enter every hut in the Tree Village and jump around. You'll snag unseen goodies.

**PROTIP:** The Witch Doctor monkeys are only vulnerable when they turn their shields sideways.

**Welcome to The Jungle**

Like the other versions, the Genesis game will appeal to players of all ages.

**The Jungle Book**

(by Virgin)

This cart relies less on the vine-swingin' action that dominated much of the SNES version. Instead, the game play includes river rides, encounters with jumbo elephants, and some interaction with the personalities of individual movements. Fans of the flick will love watching Shere Khan on the prowl or Kaa in the trees.

The music creates the right mood for the game - tropical and fun. That 'Bare Necessities' song is still here, but it's not as dominant as it was on the SNES. Squawks and howls from jungle enemies further enhance the action.

**Jungle Hook**

The animation will draw you in, and the game play will keep you going, but the lack of continuous or passwords might drive you bananas. With 15 levels, this long game will require long hours. Fortunately, there's enough spirit and imagination here to make you want to 'reread' this Book over and over again.

**Mowgli's Many Moves**

**PROTIP:** In the Kaa the Snake chapter, Kaa's hypnotic beams will loop around after you. Jump past them and keep firing at Kaa's head.
LIST THE FIVE MOST DESPICABLE LOW LIFES YOU CAN THINK OF:

1.
2.
3.
4.
5.

NOW SAY A PRAYER FOR THEM

SHAQ-FU. YOU'LL GET YOURS
OCTOBER 28
By Scary Larry

Neo Geo games like Fatal Fury and
World Heroes have enjoyed much success on 16-bit sys-
tems, largely because of good port-over programming.
Although none have been as hot as their 100-megashock
cousins, some have been warm and some have
been cold. Art of Fighting is a popsicle.

PROTIP: In a one-player game,
you have to obtain the Super
Death Blow through training. In
a two-player game, you come
equipped with it. Wipe out an
opponent right from the start!

Art Corny
The graphics are clean but
unimpressive. All the fighters
and backgrounds move with
agonizing slowdown, so you’ll
appreciate the sights even less.
The music and sound are
the most feeble, ear-gouging,
nails-on-a-blackboard annoying
effects to be found in a game
to date. You probably never
thought you’d see the day
when you’d miss Lee’s mania-
cal screeching and Jack’s
heavy grunts.

Controlling the moves is
no artwork, either. By the time
you execute most moves, the
other player has executed
you. The special moves
are also a port from
the Neo Geo
game, so if you
played it, you won’t
have to figure out too
much on your own.

Ryo

This Old Art
Of Mine
Art of Fighting hasn’t changed
much since its 1992 debut on
the Neo Geo.
You still fight against a crew of
hard-hittin’ heavies who have
information on your kidnapped
sister. You can still choose to
be Ryo (the brother) or Robert
Garcia, a family friend who
wants to see the bosses of
South Town go downtown.
Playing through several dif-
ferent scenarios like bars,
back alleys, and the obligatory
brawl in front of the fighter
jet, you face each of South
Town’s gang members in a
two-out-of-three match. You
can also play against a friend,
choosing from all of South
Town’s prized pugilists.

Open Art Transplant
There’s nothing new in AOF,
placing this title in the
doldrums alongside
other lackcluster fighting
games. You’ve either
seen it, done it, or not
cared about it a mil-
lion times before, and
the same can be said
about this sojourn
through South
Town. This game
rests somewhere
between a rock
and an Art place, and has
“Rental” written all over it.
they've got claws
they've got venom
they've got teeth
you've got BANANAS?

But don't worry. They're not the kind of bananas you cut up in cereal. They're the kind that can cut down a man-eating tiger, spit-ball hurting snake, ballistic bat, crazy ape, or totally mental, manic monkey. In the new video game, Disney's The Jungle Book, a banana can save your butt...and really mess up someone else's. You'll fire off your favorite fruit through 11 different play levels*. Plus 5 wild bonus rounds. With characters and songs straight from the Disney movie, Disney's The Jungle Book even features movie-like super-smooth animation. From Virgin and Disney, the same companies that created Aladdin for the Sega™ Genesis System. So make like a banana...and split for your nearest video store.

Available for all your favorite game systems.

The Jungle Book
World Heroes is a veteran fighting game that's trying to bust from the Neo Geo and arcades to the Genesis. The cart's not bloody, but it certainly gets bloodied in the process.

**World Gone Mad**
The setup's simple: The eight original WH brawlers participate in best-two-out-of-three matches. Victors fight a mystery being (who's really no mystery to Neo Geo fans), Gegaue.

Hammer Flurry, and you can bull your way to the championships, even with the skill setting on Hard. Two-player action is a must...if you must play the Heroes.

The graphics are mediocre. The sprites suffer from the Genesis Blurs, which you can overlook in other games when the action's lively enough. You often lose your characters in the garish background colors.

**Protip:** Quick, repetitive attacks enable you to whip through CPU chumps. Try Dragon's Hammer Flurry (rapidly press A).

Your arsenal of hand-to-hand moves and special attacks looks good on paper and in the original arcade version, but they're underwhelming here. Speed (specifically, the lack thereof) kills this game. Compared to other fighting games, WH moves very slowly.

Additionally, the CPU challenger is a cheese霁iester's dream. Use a quick repetitive attack that foes can't break in on, such as Dragon's...

**Protip:** Launch a long-distance special attack at your peril!

The audio is severe. The music kicks, but there's too much reverb. The effects sound like someone talking and gargling water simultaneously.

**Protip:** Be wary of anything that looks lethal in the background.

**Protip:** Andrew Alien's Missile-Zs home in on enemies, but be careful not to run into cars as they spin out in front of you.

**Protip:** If it's reckless speed you want, choose Mekmac. With a 21 IQ, this stud has the highest combined Top Speed and Acceleration ratings.

Controlling your car is no easy feat, even at the Easy setting. Your car turns so quickly that the slightest touch on the controller sends you weaving off the track. Using all the weapons effectively is even harder.

**Protip:** Practice sliding into turns and accelerating halfway through to get ahead.

While the concept of armored racing cars is attractive, the graphics and sounds aren't. The overhead view puts you so far away that you're never truly involved in the action. The 24 tracks don't have much entertaining detail.

Also, you'll wish for a map so you can anticipate upcoming turns. The sounds, meanwhile, are barely average. With no voices, droning techno music, and typical sound FX, you might as well crank up your own tunes.

**Learner's Permit**
Young drivers might be intrigued for a while. But anyone with a driver's license will want to wait for Rock 'N Roll Racing, which comes to the Genesis next month.

**Combat Cars (By Acclaim)**

<table>
<thead>
<tr>
<th>Graphics</th>
<th>Speed</th>
<th>Control</th>
<th>Acceleration</th>
<th>ADJ.</th>
</tr>
</thead>
<tbody>
<tr>
<td>24 tracks</td>
<td>Overhead view</td>
<td>Multiscrolling</td>
<td>2 players</td>
<td>3.0</td>
</tr>
</tbody>
</table>
Win a SEGA CD with **Bubblicious** and **Bubba STIX**

'A STRATEGY ADVENTURE'

'N' STIX

See packs of Bubblicious Gum for details

Available on GENESIS

Exclusively distributed in North America by TENGEN

Core Design, Inc. 2737 Polk Street, Suite 3, San Francisco CA 94109

Bubba 'N' Stix © Core Design Limited. Sega and Genesis are trademarks of Sega Enterprises, Ltd. All rights reserved. Screen displays shown are from Sega Genesis version. Sega does not endorse and is not affiliated with the Bubba 'N' Stix promotion.
PROREVIEW

Sega CD

By Scary Larry

There's so much to like about this new CD game from Virgin. Heart of the Alien, the sequel to last year's smash Out of This World, has action, adventure, and an intriguing storyline... but better yet, it has the original Out of This World game as well, so you won't miss a beat.

You Gotta Have Heart

Heart of the Alien continues where OOTW left off: The Alien, referred to as "Buddy" in the manual, is lifting an unconscious Lester from the getaway Pterodactyl. You have to guide Buddy through the tyrannical prisons of the ruling aliens (everything is explained in exquisite, detailed cut scenes that appear throughout the game) to locate Lester and your pet Beast. You also have to find your whip, which can be powered up and used as a gun and a shield generator.

Life's tough on this planet, as you'll soon find out. Buddy has to wade through angry guards, acid-dripping caves, poisonous gas, and more.

Heart-Stopping Action

The graphics in Heart of the Alien are polygon based, just like those in its predecessor. And like OOTW, the action has a certain style that more "realistic-looking" games can't reproduce. You'll enjoy watching it as much as playing it. The animated sequences are so beautiful that you'll swear you're

PROTIP: Let flying animals, such as these white cave bats, swoop past you before you proceed.

PROTIP: Whenever you're in an elevator, watch for poisonous gases streaming from vents in the wall. Don't forget that you control the elevator.

PROTIP: Position is critical for this area. Stand here and whip upwards. The grate will fall on the guard, and Lester will join you.

PROTIP: Look for help from above.

Sega CD Game Profile

Heart of the Alien
(By Virgin)

The sequel to Out of This World not only lives up to its predecessor, it surpasses IL HOT A has thrills, chills, and many, many spills, and you won't dare put it down until it's done.

LIFE'S TOUGH, EVEN FOR ALIENS

GAMEPRO • September 1994
GET THE POPCORN!

PROTIP: Look for discolorations on the floor. They usually signify a trap.

PROTIP: You must find two parts to a bomb. They're on separate floors, two levels apart. When you have both pieces, blow up the energy machine that's on the floor between them.

PROTIP: Use your whip to latch onto everything, including hapless guards hanging from the ceiling.

PROTIP: It's not necessary to kill every guard.

PROTIP: Shoot any pulsating energy boxes you see. They usually turn off something critical somewhere else.

Great cinematics enhance the game. Check out these movielike sequences!

...seeing a movie trailer, not a cut scene in a video game.

Audio doesn't suffer on this CD either. Clear, well-placed sound effects, such as thuds, groans, and alien screams, pound through your TV, lending to the overall realism of the game. The music enhances every scene, adding terror to the village.

Heart Attacks

Although just as rich in situational riddles as OOTW (for example, you have to collapse a grate on a guard's head to release Lester), the game relies more heavily on running and jumping skills—and less on thinking skills. Even though there's a lot to this game, it seemed shorter than OOTW. Maybe that's just because you don't want it to end.

The inclusion of the original game on this disc makes a good argument for purchasing a Sega CD. You'll see a good movie, play a good game, and get a healthy dose of heart-stopping alien action in Heart of the Alien.
**Sega CD**

*By Scary Larry*

A new fighter has to be something special to survive. On one hand, Brutal has several features that make it unique. But on the other hand, Brutal is ultimately just another average fighter.

**Strange Bru**

Now that we’ve seen fighting games made with robots, clay, turtles, and even balls, it’s only natural that somebody turned to the jungle for inspiration. Brutal uses a variety of kombat kritters to spark some interest in a jungle jam. Each character has deep roots in real martial arts ideology (for instance, Kung Fu Bunny is characterized as Right Thinking), and this attention to martial arts detail is evident throughout.

Each of the ten fighters has their own regular moves, but special moves have to be earned. You can play against the computer, where the object is to fight until you reach the Dali Llama, or against a friend, where you fight in a best-of-three match.

**Protip:** Mix up your attacks. Use a fierce punch at the end of a series of kicks and vice versa.

**Protip:** Use the special moves you’ve acquired as soon as the match starts. Most opponents will be unprepared.

Control is a problem. In the regular mode, the game is so slow, it’s hard to tell whether you’re playing or watching the slo-mo replay. In faster modes, the moves are difficult to pull off in comparison to other games (like MK’s Sub-Zero moves).

**Lookin’ for a Fight**

The game’s graphics deliver but don’t dazzle. Each character is well drawn and has cute, cartoony reactions to hits, but the backgrounds often get in the way of the action. This effect is intentional, but after a while it detracts from the fights and leaves you frustrated that you can’t see what’s hitting you.

The sounds are good and deliver some jacked jungle jams. Brutal’s music is a house sound that’s been around, but you’ll groove. The sound effects are typical roars, groans, and smack attacks.

**Martial Laws**

Additional perks include outtakes of eliminated scenes, detailed bios on each character, and a Brutal band that cranks the tunes. But these perks don’t pop when compared to the game’s flaws – somebody’s got to be Brutal about this.

**Brutal’s Funniest Home Videos**

Brutal’s designers left in outtakes that illustrate both early concepts and design flaws. They’ll be interesting if you want to design or produce video games!
Alien. Deadly. No Fear. No Remorse. 
...and it's coming to your SEGA-CD™

Awesome Role-Playing!
CD Sound!
Animation!

SEGA and SEGA CD are trademarks of SEGA Enterprises Ltd. All rights reserved. Game CD © 1994 SD2, CO., LTD. English translation © 1994 Working Designs. "VAY" is a trademark of SD2, CO., LTD. Licensed from SD2, CO., LTD by Working Designs, 13135 Cleary Creek Road, Reading, CA 96001. What are you doing reading this legal mumbo jumbo? Cut off your butt and get to the game before all copies of VAY are sold, mate!

For a dealer near you, call 714-245-3427 ext. 103.
By Captain Squideo

You've probably seen this style of game before, but rarely has it been so intense. An exciting reworking of the MechWarrior theme, Battlecorps brings explosive entertainment to the Sega CD.

**Hide and Seek**

Battlecorps stars huge walking tanks and legions of trigger-happy enemies, all of 'em shooting it out on weird alien moons. You get three different two-legged, twin-cannoned machines to choose from, each with six different armaments and ratings in Speed, Armor, and Power. Then you set out on an inside-the-cockpit game of hide-and-seek, with radar displays pointing you in the right direction. Your targets are the mechanized warriors and weapons-laden fortifications hidden among fields of fire, behind stone pillars, and around the corners of twisting mazes.

The controls are the weakest part of the game. Starting, steering, and stopping your Bipedal Attack Machine requires too many button presses to quickly track moving targets. Fortunately, selecting and firing weapons is a much smoother process, and you can even shoot in one direction while walking in another. If you choose the correct long-range or close-in weapon for each situation, you'll be able to blast away with satisfying accuracy.

**PROTIP:** Stick near the rocks so they can provide cover for you. Don't parade down the middle of the path in search of enemies.

**PROTIP:** Radar outlines the shortest, not necessarily the safest, route to the enemy. Shortcuts sometimes lead you through fiery fields.

**BATTLECORPS**

A few of the enemies are sometimes hard to see against the desolate backgrounds, they burst into a gratifying shower of exploding pieces when you blow them up.

**PROTIP:** Your first barrage will sometimes partially destroy enemies; a second round finishes 'em off.

**Graphical Glory**

The graphics grab you immediately. You look out upon strange, imaginative landscapes reminiscent of last year's Stellar Fire for the Sega CD. Good scaling and rotation fully immerse you in the intense battles. Although a level and effectively drives the action. Adding to the sonic details are sound FX like your own walker charging ahead and impressive explosions.

**Battle Score!**

Exciting game play, attention-grabbing graphics, dynamic sounds -- Battlecorps enlists 'em all! Players of all skill levels will find this game irresistible.

Forward, march!

---

**Sega CD Game ProFile**

**Battlecorps**

(By Coro Design)

**MA-13**

Battlecorps effectively reworks an old theme. The inside-the-cockpit shooting action on alien worlds explodes into fast, frenetic fun.

<table>
<thead>
<tr>
<th>Graphics</th>
<th>Sound</th>
<th>Control</th>
<th>Footgear</th>
<th>Challenge</th>
<th>ADJ</th>
</tr>
</thead>
<tbody>
<tr>
<td>82/100</td>
<td>85/100</td>
<td>85/100</td>
<td>90/100</td>
<td>85/100</td>
<td>5/10</td>
</tr>
</tbody>
</table>

$49.95

CD

Available now
Action/adventure

1 player
13 missions
First-person view
Multicasting

**PROTIP:** For beginners, Jack Cutter has the most balanced ratings.

**PROTIP:** Switch to rapid-fire short-range weapons when enemies get up close and personal.

**PROTIP:** Ration your strongest weapons. Don't waste powerful Triple Mortars on mines when Twin Cannon shots will do.
Based on the elite "Flying Nightmares" Marine Harrier squadron, this game really pushes the envelope of CD technology.

Everything is state-of-the-art: Stunning 3D texture-mapped graphics. Intense full-motion video sequences. Internal, external and missile camera angles. Plus the hottest CD-quality sounds and special effects.

It all adds up to the most exciting combat flight simulator on Sega CD. Imagine the power under your command: Harrier jump jets that can turn on a dime and stop dead in midair. Laser-guided missiles, cluster bombs and radar-jamming pods.

It's enough to make your heart pound and palms sweat.

It'll also strain your brain. This just happens to be one intelligent action-adventure game as well.

Flying Nightmares. Pushing CD technology — and you — to the max.

Sold exclusively in America by Time Warner Interactive, Inc. Phone 408-473-9400 for ordering information.

SEGA and SEGA CD are trademarks of Sega Enterprises, Ltd. All rights reserved. Published by Domark Software Inc. Programmed by Pindicemail Graphics and sound by the Kemetic. Flying Nightmares ©1994 Domark Software Inc. All rights reserved.
A closed door lies ahead. Behind it, killers could be waiting to shoot you down like a dog. Or blast you.

Take another step; you'll wish you had eyes in the back of your head. **Zero Tolerance.** The first 360 degree.
FROM THE SIDES, OR, THE COLD-BLOODED SWINE, DRILL YOU IN THE BACK, BEFORE YOU
3-D, FIRST PERSON SEARCH AND DESTROY MISSION ON SEGA. COMING OCTOBER 5TH. ZERO TOLERANCE

FROM THE SIDES, OR, THE COLD-BLOODED SWINE, DRILL YOU IN THE BACK, BEFORE YOU
3-D, FIRST PERSON SEARCH AND DESTROY MISSION ON SEGA. COMING OCTOBER 5TH. ZERO TOLERANCE
By Scary Larry

Imitation has always been the sincerest form of flattery, and some companies flatter more than others. If you thought that James Bond: The Duel complemented Rolling Thunder, or Alfred Chicken reemphasized elements from Super Mario Brothers, then you'll recognize Blackthorne. It's Flashback with an attitude.

Back in Black

Many years ago, your father, the King of the Androthi, sent you to Earth to save you from the hands of Sarlac, the cruel goblin warrior who enslaved the Androthi to work in his mines. You play as Blackthorne, the king's son, ready to avenge his people against Sarlac and kick some goblin butt.

**Protip:** Don't just blindly leap across gaps. Hang from the edge to see if there are any areas below worth exploring.

**Protip:** Look behind waterfalls for passages.

**Protip:** To time shots correctly, wait until you hear your opponent cock his gun, then nail him.

**Protip:** Watch for door triggers on the floor, like this one beneath the plants at the beginning of the second stage.

**Protip:** Watch for metal plates in the floor in this level. They trigger ceiling gums.

**Bet on Black**

Blackthorne delivers high-energy action above all else. There's also an inherent amount of puzzle-solving and backtracking, but nothing too involved. Who cares that Blackthorne also reminds you of Prince of Persia? For platform enthusiasts who can't get enough of the good stuff, Blackthorne scratches that action itch.
Baseball so real it's unreal.

Tecmo® 16 bit Sports games are unmatched in the true-to-life control you have over every aspect of the game.

But we don’t have to tell you that.

You’ve already played Tecmo® Super NBA® Basketball™ and Tecmo® Super Bowl™. But just in case you’ve been on an extended vacation to never-never land, We’ll show you.

You have complete control over batting order

Team control modes include Coach, Computer, Manual and Skip

Season Schedule displays games played, in progress and to be played

Select a Pinch Hitter with all pitcher stats displayed

Select your swing, give a sign or use Manager options

Select your pitch, choose your defense or use Manager options

Change your defensive formation for any situation

All the game stats you could want, with battery back-up!

Comprehensive stats for all 700 MLBPA players

Regular, Reduced and Short seasons

We would show you more but we’d need our own magazine.

TECMO SUPER BASEBALL™

This official seal is your assurance that this product meets the highest quality standard of Sega®. Buy games and accessories with confidence, knowing they are compatible with the Sega® Genesis™ System.

Tecmo, Ltd. 1994 Tecmo® is a registered trademark of Tecmo, Inc. Licensed by Sega Enterprises Ltd. for play on the Sega® Genesis™ System. Sega and Genesis are trademarks of Sega Enterprises Ltd. Licensed by Nintendo for play on the Super Nintendo Entertainment System. Nintendo, Super NES and official seals are registered trademarks of Nintendo of America Inc. The videogame rating council, its rating system, symbols and indicia are trademarks of Sega of America, Inc. © 1993 Sega

Tecmo, Inc. • 12900 South Van Ness Avenue, Torrance, CA 90601 Phone (310) 787-2900

This official seal is your assurance that this product meets the highest quality standard of Sega®. Buy games and accessories with confidence, knowing they are compatible with the Sega® Genesis™ System.
Super NES

By The Unknown Gamer

Bubsy II tries to claw its way to the top with more of the game play that made the original a scream. Add some unusual new features, and this cat's not what you expected at all.

Cat Scratch Fever
Bubsy still has the same sarcastic, highly amusing chip on his furry shoulder, and this humor sets him apart from other cute, furry game stars.

In this game, Bubsy's trying to rescue the bobcat twins, Terry and Terri, from Oinkers P. Hamm. He has to enter the Amazatorium, the ultimate amusement park, and roast Oinkers P. and his henchmen in five hop-n-bop platform-style levels. A confusing range of game-play options ultimately boils down to one-player, two-player cooperative, or two-player competitive modes. You can also choose among three difficulty levels or the Grand Tour mode, which combines the three difficulty levels and all the other modes. Experienced gamers should take the Grand Tour.

Cat's Meow
The straightforward action is similar to the first game—Bubsy simply maneuvers from one end of a level to the other. Each is populated by Oinkers' porcine pack and boasts a theme. Some levels shine, like the Music area, while others, like the Space Wreck, are less charming and original than levels in the first Bubsy.

Bubsy II moves away from traditional linear platform action by letting you play each world randomly. This approach is different but confusing. In the Grand Tour, for example, you must beat all five worlds at the easiest challenge level, then all five at the intermediate level, and so on. It gets confusing, however, when you return to a world you've completed and find it in its original condition. You can replay it, but there's no reason to—just move on.

On each level, Bubsy collects Marbles and power-ups and hops on enemies' heads.

PROTip: Proceed cautiously when you're jumping or gliding quickly. You're in danger of landing in water or in a bottomless pit. Bubsy can't swim unless he dons a Dive Suit, and you often won't have time to get into the suit.

PROTip: Look for Lion signs in the Egypt world. Press Up when you're standing in front of them, and different helpful things will happen, like torches lighting or doors opening.

A bevy of new options, including a Ballzooka gun, a Smart Bomb, a Diving Suit, and a Portable Hole that enables you to escape from a level at any time, varies the game play.

Super NES Game ProFile

Bubsy II
(By Accolade)

Bubsy's personality is still the top draw in Bubsy II, a new kind of adventure that's a definite change of pace for the irascible feline.

<table>
<thead>
<tr>
<th>Graphics</th>
<th>Sound</th>
<th>Control</th>
<th>Fun Factor</th>
<th>Challenge</th>
</tr>
</thead>
<tbody>
<tr>
<td>5.0</td>
<td>5.0</td>
<td>4.0</td>
<td>4.0</td>
<td>5.0</td>
</tr>
</tbody>
</table>

$89.95 2 players
18 maps
5 worlds
Available October
Action/adventure
Multiplayer

GAMEPRO • September 1994
GAME PRO
PROSTRATEGY
GUIDE

Maps and Play-Throughs for Both Games

THE DEATH AND RETURN OF SUPERMAN

SUPER NES

How to Beat All the Archvillains and Bosses

Heroic Special Moves, Awesome Techniques, and Hidden Power-Ups

THE INCREDIBLE HULK

GENESIS
The Man of Steel, a.k.a. John Henry Irons, a former special-weapons designer for Westin Technologies. The Man of Steel has pledged his life to carrying on Superman's legacy of justice.

**Superman**

The greatest hero of all time, Superman guards Metropolis and the world against all evil forces.

**Cyborg**

He's half-man, half-machine. Cyborg's organic parts match Superman's, but his metallic parts appear Kryptonian in origin. Is this Superman rebuilt?

**Superboy**

Created within the genetic tubes of the Cadmus Project, SuperBoy claims he's a teenage clone of Superman.

**The Eradicator**

Regenerated within the Fortress of Solitude, The Eradicator is Superman reborn... or is he?

---

**Superman**

**Body Slam**

To Body Slam your opponent, grab them, then press TOWARD and BUTTON Y.

**Over-the-Shoulder Toss**

Grab your opponent, then press AWAY and BUTTON Y to do the Over-the-Shoulder Toss.

---

**Superboy**

**Body Slam**

The Body Slam is decisive and effective. Grab your opponent, press TOWARD and BUTTON Y.

**Overhead Body Slam**

To perform the brutal Overhead Body Slam, grab the enemy, press AWAY, then hit BUTTON Y.

---

**Cyborg**

**Pile Driver Slam**

Pile-drive your opponent! Press TOWARD, then hit BUTTON Y.

---

**The Eradicator**

**Overhead Slam**

To slam your enemy to the turf, grab them and press AWAY and BUTTON Y.

**Back Breaker**

A superhero's work is back-breaking! To execute the Back Breaker, grab them, then press TOWARD and BUTTON Y.
Clawster is the easiest boss to defeat. He isn't very quick, but his punches deliver a wallop. You can punch or throw this beast around with some immunity, but Superman’s Diving Punch is the quickest way to destroy him — it protects you while you're airborne.

For your first encounter with Doomsday, use Superman’s Diving Punch for the best results. If Doomsday starts to get the better of you, use your Ground Thump — it gives you time to regroup. Avoid going toe-to-toe with him — you’re sure to lose. Unlike Clawster, Doomsday will scurry away after you defeat him.

You’ll find these falling wrecking balls at the beginning of Level 2. To avoid ‘em, look for their shadows on the ground.

But wait! Doomsday has one final surprise for you. It’s an uppercut — and now you’re both out. This signals the death of Superman. Doomsday is here!

While the floating suit of armor might not pose much of a threat on its own, the four spheres around it do. Scrap this heap o' tin using Cyborg’s Diving Punch. If Sentinel gets the advantage, stun him with your Cyborg Grenades or Special Ability. Then continue your assault.

At the beginning of Level 3, Cyborg dogfights some airborne ‘bots. The ‘bots attack in groups of four, all following the same path. Stay to the left of the screen to increase your chances of taking out these metal monsters. Destroy all the ‘bots, and you’ll earn a Life Bar power-up. There are two power-ups in the game: the blue Superman shield which replenishes your life bar and a red/yellow Superman shield that replenishes your Special Attacks.

After you clear an area of enemies, search for hidden power-ups. Be sure to check out the sky above, too.

After defeating Sentinel, Cyborg finds Doomsday, who’s healing after destroying Superman. Rid the world of Doomsday forever by tossing his body deep into space. Could Cyborg be Superman, returning as part machine, part man?

You’ll square off against both airborne and ground-based enemies throughout the game. Eliminate airborne threats before you go after ground troops.
Level 4

**The Man of Steel Boss**

There's no quick and easy way to beat the Man of Steel Boss. Use a combination of all your attacks and keep moving. If you stay in one place too long, Steel's hammer will put a hurtin' on you.

**Get the 1-Up**

Fly to the top of the brick building at the beginning of Level 4 to collect the 1-up hidden there.

**Level 5**

**Cyborg Boss**

Defeating Cyborg Boss is pretty straightforward. Use the Eradicator's Diving Kick to wear this villain down, and when Cyborg's life bar is low, follow that move up with your Special Attack. Clean and simple.

**Airborne Enemies**

Airborne enemies can fire only at a downward angle, so use this tactic when you're taking on multiple bogies. Eliminate enemies at the highest altitudes first, then work your way down. Hang out a couple of seconds after you down one of these flyboys to ensure that no one else comes up to take their place.

**Exploding Balls**

When the exploding balls begin to fall from the sky, move in the same left or right direction they're moving in. Their pattern is usually two balls to the right, two balls to the left, and so on. Just keep moving — if you stand still, they'll nail your noggin.

**Level 6**

**Cyborg Again! Boss**

Some cyborgs never learn! Beating Cyborg Boss in round two involves a straightforward combination of Superboy's Diving Punch, followed up by the Special Attack when Cyborg's life bar is low.

**Level 8**

**'Bot Attack**

Pairs of these air 'bots attack when you're attempting to take out the missile. For every pair you destroy, you receive a Life Bar power-up.

**Traffic Control**

The easiest way to remove riders from their vehicles is with your Special Ability. Knock the driver from the vehicle to bring them down to earth. Then you can rough them up a bit and even throw their crashed vehicle at them.

**Beware of Mines**

Land mines buried throughout the game can cause unexpected damage. They look like half-spheres sticking out of the ground. Eliminate the mine and the enemy by drawing the enemy toward the mine or throwing the scum onto it.
**Level 8**

**Incoming Missile**

- Blast these points to destroy the missile

**Level 9**

**BOSS**

Give this boss a makeover by destroying the gun above his head first, then going for the one below his head. Take out the energy beam coming from his eye to finish him.

**Avoid Trouble**

Destroy the three spheres shaped like a triangle as quickly as possible when they start harassing you. They tend to distract you or fire at you, often knocking you into harm's way.

**Electric Gates**

Wait until the high-powered gates deactivate, then proceed through them one at a time. If you try to go through more than one gate at a time, you'll end up barbecued.

**Level 10**

**The Return of Superman**

**Cyborg Brought to Justice**

Cyborg confronts SuperBoy and the Man of Steel. He tries to destroy the duo with an energy blast.

The blast knocks the Man of Steel into SuperBoy, and the energy causes them to morph...

...and Superman is reborn.

**Cyborg**

**BOSS**

For the final confrontation, Cyborg Boss brings a new weapon to bear...the Cyborg Grenade. Don't give him the opportunity to use 'em if you want to survive this final confrontation. Stand on one of the teleport pads, then do Superman's Dive Punch. This move should be all that's necessary, but if you have some Ground Thumpers left, use 'em. Once this one's over, it's over! Or is it? Cyborg appears to be defeated, but he rises once again. Deliver a mighty uppercut to destroy Cyborg, save Metropolis, and ultimately the world.
**THE BASICS**

**Pick Your Battles**
Don't stop to defeat every enemy you encounter. Often it's safer and easier to leap over them and then head on.

**Toss 'Em**
Use enemies as weapons. Toss them into each other to destroy them more quickly.

**Climb to New Heights**
Lift phone booths, boxes, rocks, and other obstacles to use as platforms to reach higher ledges.

**Easy Disposal**
Knock vulnerable enemies into the water or off ledges to quickly dispose of them. Just tossing 'em as you walk by is the easiest way to do this.

**Punch Out**
Stand on top of obstacles and let enemies leap at you. To take them out, punch them as they leap.

**Abomination Attack**
Crouch and wait for this Abomination to charge you whenever you encounter him. Then punch him. He'll be momentarily stunned, and then he'll go after you again. Repeat this attack pattern until he kneels and gives up.

**Take a Shortcut**
Use this tunnel at the bottom of the first water area to take a direct shortcut to the sewer area.

**Transform to Get the Time Coin**
Just above the place where you first encounter water is a small tunnel to the left. Transform into Bruce Banner and crawl into it to find a Time Coin.

**More Time Coins**
Use this and other phone booths to reach Time Coins sitting on top of buildings in this level.
Another Shortcut

This shortcut near the end of the level enables you to avoid a nasty scaffolding area.

A Fork in the Road

When you reach this point in the level, you can choose to go up via the scaffolding or down via the sewer. Overall, the sewer's an easier route.

Super Power-Ups

From just above the first cannon on the scaffolding, jump left, then walk along the lower ledge, and you'll drop to a rooftop that's hiding an Energy Capsule and Time Coin.

Defeat Rhino

To defeat Rhino, crouch down and Uppercut him as he charges. He'll reel back, then charge again. Leap over his second charge, then turn and repeat this tactic until you subdue him.
**Rock Climbing**

Carry the first rock you find up to this platform. Use the rock to reach a difficult ledge on the left. Break through the blocks on the platform to reveal a Continue Coin and a Time Coin.

**Energy Power-Ups**

The Labyrinth is filled with Jars that hold power-ups. Break all the Jars to gather the capsules but time it so you break them when you really need them.

**Open Sesame**

Punch Rock Faces in the Labyrinth to reveal hidden passages and open doors.

**The Great Escape**

To escape from the repeating maze in the Labyrinth, leap up and to the left just past the three stone soldiers that are lined up in a row. You'll enter a secret passage.

**Defeat Tyrannus**

Leap and hit Tyrannus when he's not tossing puffs of magic. Stand directly under him to avoid taking hits.

**Keep Climbing To Find Power-Ups**

After you pass this giant stone statue, you'll reach an area where you can climb vertically by leaping on platforms. On the top-left platform, break through the blocks to find an Energy Capsule and a Time Coin.

**Find the Power-Ups**

Transform into Bruce Banner and crawl into this hidden passage near the beginning of the level. Inside is a Gun, 1-up, and Jar.
Create a Bridge

Break through the blocks that obstruct this passage to snare the jar inside. Then walk through the wall to the right to find a hidden face. Punch it to create a bridge higher up that you need to proceed. But first grab the Continue, or you won’t be able to get it!

Exit Stage Right

When you reach the point shown in the screen, go up and to the right and break through the blocks. Punch the stone face inside the secret room and then head down and to the right.

A-Mazing 1-Up

Super Hulk Gets the 1-Up

A 1-up sits on the ledge just above you when you reach this stone statue. Grab the Energy Capsule first so you have enough Super Hulk energy to leap to the platform.

When you reach this section of the maze, leap up into the vertical passage and some secret platforms will appear that lead to a hidden stone face. Pound it to reveal another face at the other end of the passage, then break through the blocks to the far left to grab the power-ups. Proceed right, break the second face, and snag the 1-up.
**Destroy the Lasers**

The laser guns in Leader's Fortress are deadly. Jump and punch them three times to destroy them.

**Break Down Doors**

Power through these metal walls in the Fortress with a few blows of your mighty fists.

---

**What's Behind Door Number Three?**

Break through the metal door that leads to this corridor, then climb down and head left into the passageway. You'll find a Time Coin and Energy Capsules hidden inside.

**Switch On**

To navigate the final passageways of this level, you simply need to search for the switches that release the doors. They're easy to find.

---

**Absorbing Man**

This is the game's toughest boss. Grab every Time Coin you can find in the level — you'll need every second to beat him. Once he appears, wait until he almost stops swinging his ball and chain, and then dart in and deliver an Uppercut or punch him. Repeat this attack and try to outlast his four incarnations.
**Going Up?**

It'll drive you nuts, but use these revolving platforms to climb to the top of this corridor. At the top left is an Energy Capsule. To the right is a 1-up. Hit the switch so you can stand on the platform to reach the 1-up.

**Take It to the Top**

Hit the first switch you reach in this level, then jump on the first elevator and ride to the top. Break through the blocks to find a 1-up and Time Coin.

**Another Continue Coin**

Use these platforms to climb to a Continue Coin. Beware: You won't be able to climb to the Coin if you flip the switch below the platforms.
THE INCREDIBLE HULK

LEVEL 4
Leader's Interior

Look Out Below!
This level threatens you with many traps and nasty projectile-throwing enemies.

Kidney Surprise
Punch kidneys for health power-ups.

Open Wide

The Tooth Hurts
Creep up to the edge of the spiked traps and then leap over them.

Secret Room
Become Bruce Banner and crawl into this passage in the early area of the level. Inside you'll find some hidden power-ups.

When you reach dead ends, punch the tonsil-like things hanging from the ceiling.
Bridge over Troubled Waters
When you reach this tonsil, hit it. It makes platforms appear over a lava lake that you'll have to cross further on.

Don't Pass Up the 1-Up
Don't forget to grab this 1-up. It's hidden in a low gulley that's easy to pass by.

Hidden 1-Up
There's another 1-up hidden near the end of the level. Turn into Bruce Banner and then crawl into this hidden room.

Transformation Capsule
Grab the Heart and put it on the edge of the platform. Then you can leap to the higher ledge and grab the Capsule hidden in the gulley to the right.

Defeat Leader's Brain
To take out Leader's Brain, just creep in under him and crouch. Repeatedly Upper-cut him until he's toast.
THE INCREDIBLE HULK

LEVEL 5

Final Confrontation

Destroy the Lasers

This time around, it takes four punches to destroy the deadly laser guns.

Dangerous Droids

Watch out for the homing droids in this level. Throw another enemy into them to destroy them.

Bust Through for The Power-Up

Break through this metal panel to snap the two capsules inside and reach an important switch.

Don't Get Dumped

At the beginning of the level, you'll have to cross these nasty rotating platforms. If they dump you, you'll land on the electrical platforms.

Don't Get Electrocuted

When you can't jump over the electrical panels, wait until they stop flashing and then quickly walk over them. Or transform into Bruce Banner, who can cross them without taking damage.
Timing Is Everything

These rotating platforms are a pain. An electrical panel at the bottom will cook your goose, and a bazooka-toting enemy at the top will pick you off like a sitting duck. It takes perfect timing.

Another 1-Up

When you reach this area, go up and to the right, grab the 1-up, and hit the switch. Then proceed back down and to the left.

Don't Hit the Switch

The switch at the beginning activates the electrical panels in this corridor. Don't touch the switch if you don't want to deal with the panels.

Don't Get Crushed

Watch out for these falling boxes. If one lands on you, you'll instantly lose all your energy. Destroy enemies before you try to walk under the boxes, or they'll push you under the box.

Final Boss: Leader

All you have to do is uppercut Leader, and he's done for.
**Pocky's Road**

This game is sweet but deadly. Pocky is a plucky little girl hero who definitely plays with a full deck...of magic cards. She manically mows them at the sinister minions of Dynagon, an evil demon dude who's right, kidnapped the Princess. One or two players guide Pocky and her spunky friends through seven sizzling levels against an aggressive horde of kamikaze creatures.

Pocky's definitely the star, but don't fret, Rocky fans, the rascally raccoon is here, leaf tossing and all. In fact, this time Rocky and any one of six CPU-controlled companions—

including Tengy the flyer, Digger the mole, and Ottobot the missile shooter — automatically accompany you in single-player mode.

Pocky's compadres add nifty strategy to the game. Each friend follows you automatically, but only one can tag along at a time. Moreover, changing partners requires finding a special icon. Your little friends automatically toss stuff at enemies, but you can also toss your bud like a living

---

**Partner Power!**

Use Magic to fuse with your companion for special abilities.

- Rocky/Pocky: Find hidden objects.
- Little Ninja/Pocky: Open treasure chests without keys.
- Bomber Bob/Pocky: Lift large rocks.
- Tengy/Pocky: Fly to out-of-reach areas.
- Scarecrow/Pocky: Hold and release B to jump high.
- Digger/Pocky: Dig under enemies. Find money.
- Ottobot/Pocky: Toss rocks and fly.

The audio doesn't fare as well. The effects are minimal. The Japanese-sounding tunes range from folksy to technofunk, but it's strictly sushi-bar stuff.

---

**Cute but Cooky!**

Pocky & Rocky 2's visuals may be too cute and too Japanese for some tastes, but the tough action speaks a universal language — hardcore shooter-empl: Pocky and Rocky are "2" much!
By Gideon

Tell me if you've heard this before: "The best fighters from around the world have gathered for an all-out slugfest to determine the greatest fighter of all time!" Sounds like the premise behind every fighting game ever made, right? So what sets World Heroes 2 apart from other fighters? Its size. Takara packed a whopping 24 mgs into WH 2—and brought a superior arcade translation to the SNES for even more to enjoy.

** PROTIP: If you're caught in a defensive crouch, stay crouched and then jump backwards to make more room before going on the offensive. **

**The Attack Pack**

WH 2 has already proved its worth in the arcades with its excellent graphics, smooth gameplay, and extensive fighting moves and characters. The SNES game brings home all that and more. It features all eight characters from its predecessor and eight new fighters from different time periods. You can also select the two bosses, Dio and Neo Geeguse, for head-to-head action. Throw in a choice of each character's native scenario to play on, plus eight different Death Match settings, and you have a monster of a game that uses every one of its 24 mgs.

The premise is simple, if not original: Play solo and defeat every other fighter in a best-of-three side-view match, and you become World Champion. Or grab a buddy and just bust heads on-screen. Each fighter's moves are easily executed, and they stay tightly in sync with the on-screen action. A detailed Options menu enables you to customize the fighter's power and speed, change the joystick's button configuration, and set time limits for each match.

** PROTIP: Each hero has long- and short-range attacks. Long-range attacks take more time to execute and are less effective in close combat. **

**Feels Like the First Time**

WH 2 is so faithful to the arcade graphics that you have to look closely to see what (if anything)

** PROTIP: Don't be deceived by a "big" fighter's size. All the big fighters have a fast move that enables them to catch up to their speedier, smaller opponents. **

was lost in the conversion. The intensely detailed backgrounds are excellent, and the characters move just as fluidly as they did in the arcade game.

The digitized soundtrack is tack sharp. You even hear Janne's bizarre hyena giggle after she wins a match!

** World Class**

Although it's tough to dethrone the reigning champs, Street Fighter II and Mortal Kombat, World Heroes 2's quality and attributes place it in their league—not with all the minor-league imitators out there. Arcade fans won't be disappointed, and newcomers will see what all the fuss is about.

---

**Super NES Profile**

** World Heroes 2 **

(By Takara)

World Heroes 2's 24 mgs of horsepower make it a faithful arcade translation. If you liked the Neo Geo original, you'll love playing this one at home.

<table>
<thead>
<tr>
<th>Graphics</th>
<th>Sound</th>
<th>Control</th>
<th>Fit/Skate</th>
<th>Challenge</th>
</tr>
</thead>
<tbody>
<tr>
<td>6.0</td>
<td>5.0</td>
<td>4.5</td>
<td>4.5</td>
<td>4.0</td>
</tr>
</tbody>
</table>

24 bgs
Available September
Fighting game

** PROTIP: Jump over an opponent after they execute a special move so you can attack from their other side. **

Neogusa transforms into any of the 16 fighters during his bouts.

** Split Personality **

All the graphic punch of the arcade version is faithfully brought to the SNES by 24 mgs of 16-bit muscle!
THE FUTURE IS IN GEORGE'S HANDS!

Space Pirates are attacking and it's up to George Jetson to save the day! His Pneumo-Osmatic Precipitator (P.O.P. for short), allows him to collect items, fight the bad guys and even climb up walls. Hang on for futuristic laughs and thrills in the cosmic comic adventure of a lifetime!

- Nine huge stages of incredible comic action!
- 8 Megs of excellent cartoon quality graphics!
- Use the P.O.P. to climb up steep walls and across ceilings in your search for pirates (and a burger or two!)
- Based on the hit Hanna-Barbera television show!

THE JETSONS
**Super NES**

**ProReview**

**By The Unknown Gamer**

Think you know just what to expect from Pac-Man? Then Pac-Man 2 will surprise you. It's an altogether different adventure for the well-rounded hero. Parts of it are very entertaining, but you'll also find yourself wondering whatever happened to good- fashioned Pac-Man.

**Meet the Man**

Pac-Man 2 is part graphic adventure, part action/adventure, and even part traditional Pac-Man. As Pac-Man, you roam through the colorful streets and countryside of Pac-Land, performing various chores doled out by Ms. Pac-Man. For example, as his first mission, Pac-Man must hunt down a bottle of milk for baby Pac.

To complete each chore, Pac-Man has to perform various tasks in the correct order. Sound familiar? Here's the twist: Pac-Man has a mind of his own and walks around free of your control. You can make him look in certain directions, source of control is your trusty slingshot. You use it to fire at anything and everything onscreen. When you tag different objects, all kinds of things happen, enabling Pac-Man to complete his chores.

**A Familiar Cast of Pac-Characters!**

PROTIP: If Pac-Man gets depressed, cheer him up with an Apple, a drink of Water, or even a dance with his Dog. Comes in handy when he needs to chomp on his archenemies, the ghosts.

**Attackin' Pac**

Pac-Man 2's very innovative in its use of an established character who really has a personality of his own. In terms of the controls, however, the game is frustrating because Pac-Man doesn't always respond well. Although this adds to the illusion of Pac-Man being his own little guy, it's very annoying.

Bright, colorful graphics capture the Pac-Man-esque mood nicely. Pac-Man's charming animations and reactions to events are very amusing. The tunes are cool, incorporating sounds of the original game and squeaky voices.

**Super NES Game File**

**Pac-Man 2: The New Adventure**

(By Nameco)

Pac-Man 2 blasts from the past with some surprising additions that make it an all-new game. Although not always fun, it's intriguing and original.

**Graphics Sound Cover Foreword Challenge**

$50.95 12 maps Available October Graphic adventure

**Hit and Miss**

Overall, Pac-Man 2's original game play will entertain you. Unfortunately, repetitive events and frustrating controls make you wish for the simplicity of the original game. But hey, the original game's in there too, so check it out.
THE DEATH AND RETURN OF

SUPERMAN

THE CYBORG™

THE ERADICATOR™

SUPERMAN

SUPERBOY™

THE MAN OF STEEL™

SUNSOFT

The Super NES Game from Sunsoft™
Available Now!

SUPER NINTENDO

† Sun Corporation of America. © 1994 Sun Corporation of America. All Rights Reserved. Nintendo, Super Nintendo Entertainment System and the Official Seals are trademarks of Nintedo of America Inc. © 1994 Nintendo of America Inc. Superman and all related characters and elements are property of DC Comics ™ & © 1940. All Rights Reserved.
By Manny LaMancha

If there's one thing that's all too common, it's games that are all too common! Few companies take chances with new developments these days. Vic Tokai goes for something new with Shien's Revenge, but the game's not the groundbreaker it's hoping for.

Graphics and sound also suffer from relative mediocrity. Vic Tokai took advantage of the SNES's scaling abilities, but characters look very pixelated up close. The audio is repetitive, but the stereo effect is a nice touch.

Aska and You Shall Not Receive
Shien's Revenge is fairly unique because it's a first-person hack-n-slash that shows only your hand in front of you - like Wolfenstein 3-D. You throw stars and wield a sword through different time periods to save your fellow ninja, Aska.

Control is tough. When your sword makes contact, it locks up momentarily, seriously impeding smooth gameplay. Using the control pad is also a hurdle, especially when you have to quickly move from edge to edge. Using a SNES Mouse helps the control, but it's not perfect either.

It's No Fun Being A Ninja...
Be warned: Shien's Revenge is a very difficult game. When you have multiple attackers on-screen, you can't react quickly enough to protect yourself. But you want to like SR because it throws something fresh into the hack-n-slash ring. Vic Tokai gets credit for a good try. Unfortunately, the game play problems put up too much of a wall, and ultimately Shien doesn't get around it.

PROTIP: The side-scrolling levels are long, so grab every green flag you can find to keep your energy up.

Whether it's jumping over boiling lava pits or making hairpin turns, the Mach 5's responsive controls will help you get power-ups and keep you on the road. The controls for the action/ adventure sequences, however, are painfully slow by comparison.

Sounds Like a Winner
As soon as you start this game, you'll notice that every sound effect was taken directly from the cartoon. All of the familiar background music is here, including the unforgettable theme song.

The graphics are uneven. The racing simulation is realistic, with fine detail of every jump and turn, but the rest of the game's graphics are dull and not very creative (hey, just like the cartoon!).

Poor graphics and action on the side-scrolling levels hurt the overall look and feel of this cart, but the racing levels are second to none for challenging fun. If you're a fan of the cartoon series, this cart is definitely for you!

PROTIP: Take out bad guys at the beginning of each race with your Chopper Blades.
It's bone-chilling excitement when barbaric fantasy, futuristic technology and awesome firepower unite in the most fantastic action adventure line ever. Behold—The Skeleton Warriors! These action figures and accessories have terrifying skeleton detailing, metalized body armor and bone-crushing, spring-loaded weapons. Watch for the Skeleton Warriors' animated series and upcoming comic book—or else! And remember mortal, Skeleton Warriors aren't just dangerous. They're bad to the bone.

THEY'RE BAD TO THE BONE.
Take a good look at Marko. You're going to see lots of him everywhere: on your Sega CD™ and Super NES®. He'll take you on an amazing new adventure that's HUGE. With the coolest graphics. The smoothest animation. You'll think you're playing inside an actual cartoon! What's it all mean? You'll have fun, fun, fun 'til your daddy takes your game machine away.

MARKO

You're really having fun now!
Roam through city streets, construction sites, sewers, the circus and forest in a quest to defeat the mad Colonel Brown who's dumping toxic waste! Marko's only weapon is his amazing soccer ball, which he uses to knock out gangs, dogs, sludge monsters and other nasties. Just as in soccer, Marko can't use his hands. He's got to use his head, bicycle kick, knee tap and foot dribble to control the ball.
By Atomic Dawg

Shock Wave's tough adversaries and first-rate graphics make it a decent 3DO shooter. Controlling an F177 all-atmosphere space fighter, you rocket in and out of the atmosphere to take on ten stages of first-person-perspective air-to-air and air-to-ground combat.

Strange Invaders
Shock Wave's alien hordes don't overwhelm you with superior technology as much as they wear you down with sheer numbers. Their bizarre insectoid vehicles include spider walkers and supply ships with flapping wings. The game won't try your fingers, but don't expect any breaks; you usually must destroy every bad guy on a level to meet mission objectives.

Vicious Visuals
Shock Wave has great live-action video, computer-generated animated graphics, and texture-mapped polygons. The story sequences will make sci-fi hardware fans drool. The polygon-based in-flight and combat visuals feature quick scaling and wild rotation. The audio's a mite sparse, with crystalline CD voices. Effects are limited to the constant, muted hum of your jet engines, your shots, and hits on your jet.

Shock Wave's downsides

Your arsenal contains the basics, but it's enough to get the job done. The controls respond instantly—using laser blasters and guided missiles should be a no-brainer for shooter aces. The F177 control panel features cool-looking readouts, but you only use the weapons-energy meters, shield strength, and fuel gauge.

The Earth is due for a shocking development!

PROTIP: If you have shield strength to spare, ramming a foe is acceptable in a pinch.

PROTIP: Some refueling drones are good for two fill-er-ups.

Newscasts can appear at the most inopportune times!

Sometimes Mission Control and your fellow flyers pop onto your radar display and calmly say, "You're doing just fine,"
even though the ETs are dusting your butt. And TV reporters flash on-screen with news even when you're in a dogfight and you need your radar.

PROTIP: You can outrun any alien interceptor.

Alien invaders have come from who knows where to do who knows what!

3DO Game Profile
Shock Wave
Invasion Earth: 2019
(By Electronic Arts)

Shock Wave won't send a shock wave through the shooter world, but it's a serious workout just the same.

<table>
<thead>
<tr>
<th>Graphic</th>
<th>Sound</th>
<th>Control</th>
<th>Feel/Feedback</th>
<th>Challenge</th>
</tr>
</thead>
<tbody>
<tr>
<td>4.5</td>
<td>3.5</td>
<td>4.0</td>
<td>4.0</td>
<td>Adjust</td>
</tr>
</tbody>
</table>

Price not available

CD: Available now
Shooter: 10 levels
1 player
First-person view
Two-position save

102
GAMEPRO • September 1994
Get today's awesome, totally cool music. Free!

Music by:
Bizzare Inc • The Connells
Culture Beat • Expose
His Boy Elroy • Inclined
Kris Kross • October Project
Rozalla • Zhane.

Get a Free CD or cassette when you buy 2 Pilot pen packs!

Get this free CD or cassette of “Music you wanna have” when you buy any 2 specially marked Pilot pen packs. Choose from any of these totally cool pens and highlighters: Pilot’s Better Ball Point; Better Retractable; Precise V5 and Spotliter Supreme. Get the details wherever you see a Pilot pen display. Follow the simple instructions printed on the pack. That’s all there is to it. You end up with the best pens you can buy and an awesome CD or cassette you don’t buy.

Offer expires March 31, 1996 and is good while supplies last.
By Earth Angel

Remember Klax? Gridders is a similar game, but it takes the puzzle genre to a new level by putting you in the middle of the action. Although the game isn't a champion, its 3D graphics and parallax scrolling make it a great change of pace for puzzle fans.

You Block Head
As Zack, you navigate 36 grids to reach the basement of an evil corporation to disarm it. Giant Gridders blocks roll intermittently across each grid. You must avoid the Gridders, which will instantly squash you.

Gridders' graphics draw you in immediately, and they're certainly a first for puzzle games. The giant rolling blocks and 3D graphics are very realistic. The thud of blocks and shrunch sounds when Zack gets crushed add to the effect.

Zack's easy to control, and the game play, though complex and difficult in the more complicated levels, is easy to understand. The levels don't change after you play them. Once you've mastered each, it's fun to try them again.

Try It, You'll Like It
Puzzler addicts shouldn't miss Gridders. It's a brain-busting new experience.

PROTIP: These Buddy blocks follow you around. Lure them wherever you want them to go by simply stepping near them.

PROTIP: A clinking sound signals the appearance of a green pyramid key on-screen. Quickly switch to the large screen overview to find it.

PROTIP: Directional blocks change the route of the Gridders.

To escape each level, you must solve a puzzle and open the exit to the next level by finding the correct number of green pyramid keys. In addition to the crushing Gridders, there are elevator squares, trap doors, diversion squares, and more - all of which you use to solve the puzzle.

Sending old cartridges...

Receive a $50.00 Bonus when you send back 25 or more Genesis or Super Nintendo cartridges. This offer can be combined with your old cartridges. No copies accepted, one coupon per person. Last one coupon per customer per month. Cartridges must be received by 10/31/84.

Send us your old cartridges
RECEIVE A CHECK BACK OR PURCHASE OTHER TITLES OF YOUR CHOICE

Used

SUPER NINTENDO

To Sell Cartridges
1. On a full sheet of paper, write your name, complete address, phone number, and a list of the cartridges you are offering to sell. Be sure to include a description of the cartridges.
2. Follow the instructions outlined in your newsletter or call (800) 531-5555 to obtain a return label to ship your cartridges.
3. Allow 21 days for personal checks to clear - send money order for faster service.

To Buy Cartridges
1. On a full sheet of paper, write your name, complete address, phone number, and a list of the cartridges you are interested in purchasing. Be sure to include a description of the cartridges.
2. Follow the instructions outlined in your newsletter or call (800) 531-5555 to obtain a return label to ship your cartridges.
3. Allow 21 days for personal checks to clear - send money order for faster service.

Credit Card Orders (209) 432-2684

We are now buying
Full Length RPG, Rock, Soul, Rapper and Country CDs released after July 1, 1990 for $3.00 each. Booklets and Jewel Cases are required. Send your CDs to the address below for more information.

BRE Software
Dept. PRB
322 W Bedford Ave. Suite 114
Fresno, CA 93711

Price not available
CD
Available September
Puzzle
1 player

36 levels
% overheat view
Multiscrolling
Save feature

Gridders By Tetragon

Graphics Sound Control FastTrack Challenge
4.9 3.5 8.0 4.5 6.0

Advanced
ANNOUNCING
THE
PREMIERE
EDITION
OF

AUGUST 1994

MARVEL, SPIDER-MAN, GREEN GOBLIN, WOLVERINE, FREEZE FRAMES, MARVEL CARDS. TM & © 1994 Marvel Entertainment Group, Inc. All Rights Reserved. Produced and Distributed Exclusively by Fleer Corp.
By The King Fisher

As "B.J." Blazkowicz, the Allies' star operative, you've been sent to infiltrate Castle Wolfenstein and uncover Nazi plans for Operation Eisenfust. Unfortunately, something's gone wrong - you've been captured. In a desperate attempt to escape, you overpower a cell guard. Now, armed with a pistol and knife, you must escape from Castle Wolfenstein in the most thrilling game yet for the Jaguar.

**Maximum Overkill**

Wolfenstein 3D is a first-person, behind-the-gun game that's best summarized as total carnage. Using everything from a knife to a Gatling gun, you fight your way through six hellish levels of mazes, shooting past vicious SS troops and huge, armed mutants as you go.

The fast, intense action is slowed only by the Jaguar's cumbersome control pad. If you're used to Wolfenstein's simple button presses on the SNES, then it'll take awhile to get comfortable with the Jaguar version. Once you do, though, you'll be able to shoot accurately and move efficiently.

**A Sharp Shooter**

Wolfenstein's graphics are smooth, sharp, and detailed. Everything from the white in the enemies' eyes to the sharpness of the tapestries on the walls is crystal clear. When you stare at a portrait of Hitler, the image has minimal pixelization, unlike the images on the SNES. The Jag graphics sizzle.

**Blazing to Glory**

When Wolfenstein 3D hit the PC market a few years back, it set a new standard for PC gaming. It was an awesome game, featuring hot graphics and killer sounds. The Jaguar version improves upon the PC formula, and that's great news for Wolfenstein fans and anyone who likes an intense, challenging game.

The latest Wolfenstein 3D sets a new standard for Jag excitement.

---

**PROTIP:** Be sure to check the walls for secret passageways.

**PROTIP:** The Gatling gun should be your weapon of choice. Not only is it quick and deadly, but ammo is readily available.

**PROTIP:** All the bosses are difficult to beat, and the best tactic is to hit and run. But before you go head-to-head with one of the mutants, be sure to find a stash of first-aid kits and ammo.

**PROTIP:** When you open a door to a room filled with troops, stay outside the room, close the door, and let 'em come to you. They'll approach one by one, and you can easily shoot 'em.

**PROTIP:** When you come up against several enemies, take out those with automatic weapons first, then the pistol-packing guards. With soldiers, first take out the ones in white uniforms, then those wearing blue, then brown.
CALL GAMEPRO'S HOT TIPS HOTLINE!!

NOW AVAILABLE IN CANADA!

1-900-451-5552

CALLS COST $1.49 A MINUTE (CANADIAN)

COSTS AVERAGE THREE MINUTES IN LENGTH AND COST $1.09 A MINUTE. TOUCH-TONE PHONE REQUIRED.

1-900-860-TIPS

OPTION 1
GET A CLUE
The Hottest Weekly tips for your favorite system!

- OPTION 1: NINTENDO
- OPTION 2: SUPER NINTENDO
- OPTION 3: SEGA GENESIS
- OPTION 4: SEGA CD/ATARI JAGUAR

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

- OPTION 1: NINTENDO
- OPTION 2: SUPER NINTENDO
- OPTION 3: SEGA GENESIS

OPTION 3
SLAMMIN'
16-bit tip of the week!

OPTION 4
GAME GOSSIP
Get all the latest scoop!

- OPTION 1: NINTENDO
- OPTION 2: SUPER NINTENDO

OPTION 5
HOT SHOTS
Get classic tips and the latest lowdown from your favorite editors!
Bonehead, Scary Larry, Tummynator.

Be sure to get your parents' permission to use the Hotline if you are under 18 years of age. Messages subject to change without notice. A service of Infotainment World in San Mateo, CA.
By Lawrence of Arcadia

Bowser's at it again, making life hard for people in the Mushroom Kingdom. This time, he's taken over all the hotels and transformed them into his own private resorts. But excitement isn't a resident at the Hotel Mario.

Open and Shut Case
This game is as basic as a hop-n-bop can get. As Mario, you take elevators to different parts of the hotels and close doors. Yup, that's it. You have to avoid an impressive array of MB enemies like Goombas, Koopas, bats, and mechanized monsters. Some elevators have clear markings that describe where they're headed. Others are anyone's guess.

That Mario Magic
The graphics are topnotch in their illustration, but not in their presentation. You journey through the same hotel round after round (ten rounds per hotel), and the enemies don't really do anything except walk or fly around. When you finally move on to another hotel, you're stuck there for another ten rounds.

Trapped Like a Rat
Remember those old wooden labyrinths, the ones where you had to turn the platforms so the steel ball would avoid holes? The game play is a lot like that, except the labyrinth is on the computer screen and the steel ball is being tracked and mirrored by other balls— if they touch... kaboom!

Foul Ball?
The graphics are standard, with nothing exciting in the background. The balls don't change color or spin around furiously; they just sit there until you move them. The many mazes are exactly the same in appearance, though they do get pretty intricate.

The sound is pretty listless as well, so don't expect Mozart to come streaming through the speakers. Better music might have raised the FunFactor.

A-Maze-ing Grates
The challenge is formidable and may be too much for younger players. This game is definitely for puzzle people with time on their hands. Although you may find yourself relaxing and enjoying this cerebral, sensitive game, you'll soon be wishing for some head-splitting, laser-blasting diversions.

Hotel Mario by Philips

<table>
<thead>
<tr>
<th>Graphics</th>
<th>Sound</th>
<th>Control</th>
<th>Palette</th>
<th>Challenge</th>
</tr>
</thead>
<tbody>
<tr>
<td>3.5</td>
<td>1.0</td>
<td>8.0</td>
<td>7.5</td>
<td>7.0/8.0</td>
</tr>
</tbody>
</table>

Price out available CD
Available now Action

PROTIP: Listen carefully for audio clues during the animated sequences.

Good audio with clear, cartoony sound effects are peppered throughout the game. The voice-overs in the animated sequences are crystal clear, but the excessively cute music gets annoying.

PROTIP: Sacrifice brown balls if they get in your way.

This puzzler doesn't look too exciting on the surface, and once you start playing, it doesn't look too exciting under the surface, either. You simply guide a ball through the maze toward a target, being careful not to touch other balls or obstacles like trap doors and electric sensors. At least the smooth controls make it easy to steer the ball.

PROTIP: Close some doors, reopen them, and step inside. Power-ups may await you.

This game is fun, but you'll soon be bored. Younger kids will need some adult guidance to overcome the tough challenge. Mario maniacs might want to check out this Mushroom Kingdom, even if they just end up watching the cartoons.

PROTIP: Before swinging a door open or shut, check its hinges.

MEGA MAZE

PROTIP: If you're in a level where switches deactivate trap doors, keep drone balls on the switch. Switches are often on one side only—you can't return.

Mega Maze by Philips

<table>
<thead>
<tr>
<th>Graphics</th>
<th>Sound</th>
<th>Control</th>
<th>Palette</th>
<th>Challenge</th>
</tr>
</thead>
<tbody>
<tr>
<td>1.5</td>
<td>2.5</td>
<td>4.0</td>
<td>1.5</td>
<td>1.5/1.5</td>
</tr>
</tbody>
</table>

$49.95 CD
Available now Puzzle game

1 player
Overhead view
Passwords
SEGA SPORTS PRESENTS

COLLEGE FOOTBALL'S
NATIONAL CHAMPIONSHIP

32 College Teams. 1 National Champion. Settle it on the field!

Exciting Play Modes:
★ Exhibition
★ 11 Game Regular Season
★ Race for #1 Ranking
★ National Championship Tournament

Great Collegiate Football Features:
★ 2 Point Conversions
★ Wishbone/Option Offenses
★ College Playbooks
★ School Fight Songs, Logos, and Team Colors
★ 32 National Powers

Play the field! These are just two of the 32 collegiate powerhouses you'll meet from across the nation!

Nail 'em again! Michigan makes its move against Nebraska— and you relive it all on Instant Replay!

Race for the #1 ranking then go for gridiron glory in the National Championship Tournament!

Rev up the rivalry when the Fighting Irish of Notre Dame take on the Trojans of USC!
The Great Grapple reunites the greatest fighters in Data East’s world. In addition to the original nine characters and two bosses, Dynamite adds two new characters for a total of 13 playable fighters. Also included are new combos, new graphics, new moves, faster action, and death moves.

Of the newcomers, Youm is by far the coolest. She’s a Korean tae kwon do artist who uses only her legs to attack, no matter what button you press! Also, new is Zazie, a Kenyan karate kid. Zazie has fists of fury and some effective high-stepping hits.

**Changes in History**

FH Dynamite is not a six-button fighter; with the standard Geo controller setup, you get four buttons for two punches and two kicks. The game play is just like the original including

- The two bosses, Clown and Karnov, are now playable — and you don’t need a code!
- Pick from 13 characters including two new challengers, Youm and Zazie.

have a game that feels a notch better than its predecessor.

**PROTIP:** Try jumping in with Youm’s Fierce Kick and then immediately two-in-one into the Aura Smash while still in the air. Experiment to turn this two-hit combo into a four-hit combo!

**Big Fighters**

Dynamite is a port and upgrade of the original arcade version. While the resolution and detail of the graphics aren’t up to the coin-op’s standards, the characters are actually a bit bigger, resulting in impressive visuals. You’ll like some of the new backgrounds and animations, but the design of the old characters is still unappealing.

**SNK’s Revenge**

FH Dynamite/BR is a fun fighting game that uses speed and solid action to keep you occupied. But it still lacks the likable characters and deeper, more complex action of the six-button Super SF II Turbo. Light this one’s fuse, play for a while, then get out of the way.
Play like a champion.

NFL '95

COMING IN NOVEMBER
All new from SEGA SPORTS on Genesis® and Game Gear

SEGA, Genesis, Game Gear, and Sega Sports are trademarks of SEGA. NFL team names, logos, and related designs are registered trademarks of the NFL's constituent clubs. NFLPA and NFLPA logo are trademarks of the National Football League Players Association. © 1994 NFLPA. The Video Game Rating Council, its Rating System, symbols, and indices are trademarks of Sega of America, Inc. © 1994 SEGA. All rights reserved.
Lunch. Toast. Dogmeat. You’re on the menu. The Alien eats Predator’s razor-like mouth parts go for the crust.

It’s one thing to be low man on the food chain in a 16 or 32-bit game. But in Jaguar’s 64-bit system, it takes extremely fine tuned reflexes to stay alive. Give your reptilian hindbrain a workout. Be the
Predator or the Alien. Ancient animal senses exploit the high-resolution bit-mapping - the better to see you. Huge sound-sampling - the better to hear you. And unparalleled animation - the better to come out of nowhere and eat you. In a 64-bit environment, pure sensation can overwhelm. Keep a little blood in your adrenaline system, and maybe you’ll survive. At least until dinner.

**THE PREDATOR’S DISKS FROM HELL** may outmatch your more conventional weaponry. Might be a good idea to keep your first-aid kit handy.

**THE PREDATOR** can see what you can’t. Stay out of his view. Too many x-rays can be bad for you.
Sonic the Hedgehog 3 Official Power Play Guide

Simon Hill
This is the ultimate official strategy guide to the secrets behind Sonic The Hedgehog 3! Sonic 3 is the best of the series and this strategy guide will help you master every level! As Sonic continues his adventures, you can help him fight off all the menaces thrown at him by Dr. Robotnik. This guide includes over 4,000 screen shots to show you exactly what you need to do to win! A must have for Sonic fans!!

Secret of Mana Official Game Secrets

Rusel DeMaria
The one and only strategy guide for Secret of Mana! What is the secret of Mana anyway? What about the Mana Fortress? And the Mana Beast? This complete guide will answer all your questions with specific winning strategies and tricks. You will also find statistics on all monsters, weapons, items, and bosses along with full-color composite maps of major dungeons, castles, and caves!

Sega Genesis and Sega CD Secrets, Volume 5

Rusel DeMaria & Jeronimo Barrera
The best secrets for winning Sega Genesis and Sega CD Games. Using your Genesis, beat all your friends at Ecco the Dolphin, Battle Toads, X-Men, Road Rash, Chakan, Shining Force, Flashback, and Streets of Rage II. And for your Sega CD, become the expert at Black Hole Assault, Night Trap, Prince of Persia, Sherlock Holmes Consulting Detective, Wonder Dog, Time Gal, and much more!
Super NES Games Secrets, Volume 4

Rusel DeMaria
The Unauthorized, Uncensored Guide to the Latest and Greatest Games for the Super NES! Beat all your friends at Super Strike Eagle, Super Battletoads, Bubsy, Final Fantasy II, NCAA Basketball! This guide also includes special sections on Street Fighter II and Super Star Wars!

401 pages
$12.95
5 1/2 X 8 1/2" Code: BK-13C

Super Mario World Game Secrets

Rusel DeMaria & Zach Meston
Become the Expert! A complete guide filled with hundreds of secret tips, passwords, and strategies to help you beat all your friends at Super Mario for the Super NES! A must have for Super Mario fans!

278 pages
$12.99
5 1/2 X 8 1/2" Code: BK-4

Sega Genesis Games Secrets, Volume 6

Rusel DeMaria, Jeronimo Barrera & Tom Stratton
This is the ultimate collection of the hottest tips and strategies for the toughest games out there! Master all the games including NBA JAM, Lethal Enforcers, Mortal Kombat, Aladdin, Sonic Spinball, Jurassic Park, Eternal Champions, Street Fighter II: Special Champion Edition, Gunstar Heroes, John Madden '94, and many more!!

372 pages
$12.95
5 1/2 X 8 1/2" Code: BK-12D

Sega Genesis Games Secrets Greatest Tips, 2nd Edition

Editors of GAMEPRO Magazine
Your score will soar with this complete collection of 1,000 of the hottest tips and tactics for over 200 Sega Genesis titles! Thrash your friends at Ecco the Dolphin, Sonic the Hedgehog 2, Teenage Mutant Ninja Turtles: The Hyperstone Heist, Flashback, The Terminator, Road Rash II and many more!

275 pages
$12.95
5 1/2 X 8 1/2" Code: BK-16A

GAMEPRO Products Order Form

To Order:
Fill out product order form and mail to:
GAMEPRO
P.O. Box "P"
San Mateo, CA 94402

☐ Check/Money Order ☐ VISA ☐ Master Charge

Credit card No. __________________________ Expiration: ______________________

Signature: ________________________________

Name: __________________________

Address: __________________________

City: __________________ State: __________ Zip Code: __________

Please allow 6 - 8 weeks for delivery.

<table>
<thead>
<tr>
<th>Qty.</th>
<th>Code</th>
<th>Title</th>
<th>Unit Price</th>
<th>Total</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

ORDERS MUST BE PREPAID

<table>
<thead>
<tr>
<th>Subtotal</th>
<th>Shipping</th>
<th>Sales Tax (CA=8.25%, IL=8.25%, NJ=6%)</th>
<th>Grand Total (U.S. dollars only)</th>
</tr>
</thead>
</table>

SP9/94
Troy Aikman Drops Back To Pass... Touchdown!

By Quick-Draw McGraw

What the Genesis did for Joe Montana, the SNES does for Troy Aikman. The All-Pro Super Bowl champ gets his shot at the video game market with Troy Aikman NFL Football, and he comes up a high-scoring winner.

So Many Options, So Little Time

Troy Aikman NFL Football is loaded with options and special features, such as five game-play modes (including one-player and two-player coach options), three difficulty levels, and six different field conditions (like mud, turf, and snow). Although you don’t have actual NFL players, you do get all 28 NFL teams and their official logos, along with analyses based on the real-life performance of the teams. One ’90s feature is the ability to buy a winning team: You can adjust your players’ salaries, and the more you pay, the better they play.

This hang-time meter will tell you exactly how long your punt stayed in the air.

Aikman-Style Football

Excellent controls intensify the smoothly paced, high-scoring, pass-oriented action. Unlike many other football cards, the play you choose will run the way it was diagrammed. Your ball carriers can effortlessly juke defenders with dives, spins, and other offensive maneuvers. Defensively, you can time your moves and leaps perfectly to make interceptions.

Another great option is the ability to create your own offensive and defensive plays, a feature unique to this game. You can also choose from 81 of Aikman’s favorites. Play your best offense during a preseason game, a full season with the actual ’93–’94 schedule, or customize your own 16-game season and play all of your favorite teams!

PROTIP: Aikman Football has the NFL’s newest rule change: the two-point conversion. Use it before they change their minds!

PROTIP: If you know that you’re going to be hit hard, dive forward so you can pick up an extra five or ten yards.

PROTIP: On defense, hit Button A to jump when a pass is near your defensive back. It’s your best chance to make an interception.

PROTIP: Use the option play often. If you get in some trouble in the pocket, you can easily roll out and dish the ball to your halfback.

PROTIP: Before starting your game, create a few special passing plays that will bury your opponent.

PROTIP: Considering the passing-oriented offense of this game, it’s a good idea to increase the salaries of your QBs and wide receivers.

Poor voice-overs and sound effects diminish the overall feel of the game. Your best bet is to turn off the sound and listen to something else — there are no Super Bowl sounds here.

Good but Could Be Better

Although it lacks great graphics and noteworthy sound, Troy Aikman NFL Football does contain outstanding options and superb gameplay. It’s just about everything you’d expect from one of the NFL’s biggest superstars.
Hardball '94 is Accolade's attempt to recapture the glory of the original Hardball game. Unfortunately, the competition's stiffer these days, and Hardball '94 comes up a bit short, though it does boast good graphics and lots of options.

**Some Control Problems**
A stadium full of options makes this game a contender. To start with, you choose from actual major-league players (with actual stats based on last year's performances) to fill your rosters. Although you don't have actual teams and logos, at least you get decent representations of all 28 ballparks.

You can select many different offensive plays, such as a hit and run, and different defensive alignments. Pitchers can throw curves, off-speed pitches, and more, and batters have three kinds of swings: power, contact, and bunt.

Baseball requires three basic skills: hitting, pitching, and fielding. The latter is Hardball '94's major (league) shortcoming. You'll be frustrated with outfielders who seem toumble over each other. Imagine the feeling when you're down by a run and an opponent scores from first because your outfielders can't get a handle on the ball. Pitching is realistic, hitting is easy, but the minor-league outfield antics will drive you crazy.

**PROTIP:** When bringing in your relievers, try to pick a pitcher who has a different repertoire of pitches. You don't want your opponent getting used to one style of pitching, do you?

**PROTIP:** One of the best ways to advance a runner with less than two outs is to lay down a sacrifice bunt. While the batter may be thrown out at first, the base runner will easily advance into scoring position.

The great sound effects will make everything from the crack of the bat to the crisp speech of the ump calling a strike sound like a trip to the ballpark. Ever-present organ music pops up in tense moments, and familiar Hardball themes play at the title screens.

**A Solid Performer**
Major-league players, stats, and plenty of options make this cart a solid game. Is it worth the price if you've already got Hardball III? No. But if you're a first-time buyer who's looking for a well-rounded baseball game, Hardball '94 will score for you.

In Hardball '94, you can play a full season or just exhibition games. You can even take batting practice if you need it.

Hardball is the fluid movement of pitchers and batters. As in previous versions, this cart also has cool cinematic clips of close plays on the base paths.
Solid Soccer from World Championship II

World Championship Soccer II

By Athletic Supporter

World Championship Soccer II adds some good features to an already-strong soccer video game. Despite its fun, quickly moving gameplay, its still not great enough to rank as champion.

High Scores

Sega Sports has added some new options to its sequel to WCS, the best of which are the new World Cup pairings. Sixteen teams qualify for the '94 World Cup and meet up in Tournament or Exhibition play. You also get eight additional teams from the '86 and '90 Cup, all with speed, offense, and defense rankings based on real-life performances. Other additions include more formations and strategy options, as well as four-player play.

PROTIP: To score on a corner kick, hit Button C to drill the ball across the net toward a teammate.

PROTIP: When dribbling down to the goal, fake a move to one side so the goalie comes toward you, then kick to the other side.

This game has fantastic controls. Not only do the players respond almost immediately to your commands, but you can control the flight of the ball during shots on goal and passes to teammates. Like most multiplayer sports games, however, coordinatin the different players during group play is difficult.

Good Show

The graphics barely improve on the original. The players are larger and a little more detailed, but they still look almost identical.

The sound is slightly above average. WCS II gets high marks for crowd reactions on diving saves, but the soundtrack should be removed from the field.

Still, it's fun to play, and though not among the elite soccer carts in terms of graphics and sound, WCS II is solid.

World Championship Soccer II
By Sega Sports

FIFA Is CD Champ!

FIFA International Soccer

By Athletic Supporter

How do you improve on the best soccer cart? You don't! Thank goodness EA Sports didn't mess with FIFA International Soccer for the Sega CD. Like the excellent SNES and Genesis versions before it, this FIFA has it all: superior graphics, the coolest crowd noise, and truly realistic soccer action.

PROTIP: On corner kicks, aim for the back post. When the ball is airborne, move a player into position for a shot. Press Button C quickly to catch the keeper off guard with a one-touch shot.

Super Soccer

The CD version pulls slightly ahead of previous versions with the addition of new video highlights from past World Cups. The game is basically the same, however, featuring the same wide range of options, including 48 international teams, three play modes, the ability to change team formations, and four-player control via the 4 Way Play adapter.

The controls are the weakest part of this game. Occasionally, the players respond sluggishly, and you can't control the ball's flight on shots or passes, a common feature of soccer carts. It's also difficult to coordinate players in the four-player game setting.

PROTIP: If it's late in the match and you're ahead, change your formation to "sweeper" and your strategy to "all-out defense" to counter any offensive push by your opponent.

Get Your Kicks

The excellent sound effects have a definite European flavor. Instead of the typical musical soundtrack, the disc roars with realistic crowd chanting and singing, just like the kind you'd hear at World Cup matches.

The graphics are almost as impressive. Although the players are small, they sport realistic movements. EA also added great touches like crowd action and sideline advertisements.

If you already have the Genesis FIFA, save your money because there aren't enough changes to justify the CD price. If you don't have any FIFA games yet, get the CD, because FIFA is still the World Cup champion.
COSMIC GIANTS TO HAVE IN YOUR SIGHTS

THE BIOSPHERE IS HEATING UP IN SOULSTAR, AND WITH OVER 40 EXCITING MISSIONS TO CONQUER ACROSS 6 PLANETS, YOU'LL NEVER COOL DOWN IN THIS AMAZING 3-D SHOOTER.

"Fans of the Galaxy Force series of games will be pleased to see the creation of this great-looking CD!" - Electronic Gaming Monthly, April 94

"The use of three different vehicles, a good behind-the-spacecraft perspective, 3-D graphics, and dramatic music intensify the action." - GamePro, CES Showstoppers, April 94

"If you've been waiting for another great shooter for your Sega CD, better dust it off. Soulstar is coming." - Game Fan, April 94

TAKE CONTROL IN THIS HI-TECH, TACTICAL BLASTFEST THAT KEEPS ON BLASTING. KEEP THOSE PLASMA CANNONS CHARGED OR YOU'LL NEVER MAKE IT THROUGH THE MULTITUDE OF 3D TERRAINS TO THE CYBER-PsyCHIC BOSS ON THE TERRIFYING 13TH LEVEL.

"The first Core game is an incredible mech simulation game entitled Battlecorps." - Electronic Gaming Monthly, April 94

"The control in Battlecorps is awesome...This gives the game a very realistic feel." - Game Fan, February 94

Available on SEGA CD

CORE DESIGN, INC. 2737 POLK STREET SUITE 3 SAN FRANCISCO CA 94109

Soulstar/Battlecorps © Core Design Limited. Sega and Sega CD are trademarks of Sega Enterprises, Ltd. All rights reserved. Screen displays shown are from Sega CD version.
NBA Action Doesn't Score Any Buckets

By Bacon

Weakly related to NBA Action '94 for the Genesis, this cart brings five-on-five hoops to the Game Gear. If you like concentrating on strategy and player stats, then NBA Action might fit the bill. But it certainly won't make your adrenaline roar.

Air Ball
Initially, the number of options will impress you. You choose from all 27 NBA teams and their rosters, take on a 26- or 82-game season, and work toward the playoffs. Standard features like substitutions round out the game.

The good vibes fade quickly. David Robinson appears in the title screen, but he isn't much of a factor elsewhere. Even worse, the slow game play doesn't exactly pin you to your seat. When a player goes up for a well-animated dunk, you'll have enough time to catch a quick snooze. The controls perform their simple functions adequately, but there's not much work for them - you can't even pump fake.

PROTIP: Don't blindly pass to an off-screen player, or you'll just toss the ball out of bounds. Have a receiver in your sights.

PROTIP: If a defender steps in front of you, don't drive into him or you'll get called for charging. Instead, roll off the defender by heading left or right, then quickly move by him.

Short on the Action
The graphics really strain your eyes. Unless you have a microscope handy, the tiny sprites blur into one shapeless blob as soon as players bunch together. If Sega hadn't crammed an entire half court worth of action onto the screen, you might be able to keep track of your player long enough to enjoy tackling this challenging game. The lackluster sound (crowd roars sound like radio static) buries this game for good.

Good basketball games do exist for the Game Gear, so for now, stick with NBA Jam.

Live-Action Players Entertain And Teach All At Once!

Learn Poker From The Best In The West.


Make you laugh at your mistakes. But Ace the bartender's your edge. He teaches you the odds. When to open, raise, check, fold or bluff. Plus winning strategies for Five-Card Draw...Five and Seven-Card Stud...and Texas Hold 'Em. Hundreds of action scenes, great graphics and sound make this game a sure bet. Call 1-800-357-5238 now for names of IntelliPlay® dealers, and get Cowboy Casino in your choice of Multimedia PC or 3DO. And start playing to win.

IntelliPlay®

Published by IntelliMedia Sports, Inc., Two Piedmont Centre, Suite 300, Atlanta, GA 30309. Phone (404) 261-3000. Fax (404) 261-2292. IntelliPlay is a registered trademark of IntelliMedia Sports, Inc.
Introducing VIVID3D. The Ultimate In Game Sound.

Get ready for the most realistic game adventure ever. The VIVID 3D™ sound enhancement system from NuReality transforms ordinary game sound into an amazing 3D sound experience.* What does "3D sound" mean? It means game sounds come alive all around you. It means you feel like you're in the front row of a live concert.

It means you'll never listen to your games the same way again.

According to Electronic Gaming Monthly magazine, the VIVID 3D "redefines sound as we know it."** The VIVID 3D is easy to hook up to any Nintendo, Sega or similar game system. You can also attach it to any computer equipped with a sound card. Thanks to award-winning SRS (®) sound enhancement technology, the VIVID 3D creates dynamic 3D sound from only 2 speakers.*** For a store near you, call NuReality at 800-501-8086. Why just play games, when you can be there?** NuReality, 2907 Daimler St.

Santa Ana, CA 92705-5810. Telephone: (714) 442-1080.
Fax: (714) 852-1059.

* SRS® technology won the prestigious "Ultimate" award from Game Players magazine in July 1993. © 1994 NuReality. All rights reserved. SRS® is a registered trademark of SRS Labs. All product names are trademarks or registered trademarks of their respective holders. Ca
Lamborghini Races to The Finish...Eventually

Lamborghini American Challenge

By Manny LaMancha

Titus has a history of developing racing games that goes back to early efforts like Crazy Cars for the PC. Now it's taking a run at the portable market by releasing Lamborghini American Challenge for the Game Boy. While the action and details aren't great in this country-wide competition, the enormous variety of races (48) will keep you trying for the winner's circle.

Drive You Crazy

Driving one of the hottest cars ever made, you start with lightweight races in such cities as Miami, Boston, and Memphis. Your goal is simple: Avoid other cars that can slow and damage your car, then intelligently mete out your winnings to buy the improvements that'll help you battle the advancing competition. The controls are smooth and efficient.

PROTIP: When the cop car gets in front of you, you can avoid a confrontation if you hold out in a side lane, then cut across to the far lane as he approaches.

PROTIP: You start with one Turbo Boost, which should be saved for when you're running second in a high-stakes race.

so you should be able to make the necessary upgrades for the tough races later on.

The behind-the-car graphics don't break new territory; they give you the feel but not the flavor of where you're racing, which eventually gets monotonous. The accompanying audio is extremely repetitive, and the laborious whine of your Lamborghini will drive you nuts.

Wheelin' Around

If this one had cruise control, you'd probably turn it on and leave. For its sheer number of races, LAC may be worth the price of admission, but veteran racers may find that it's just middle-of-the-road racing action.

Lamborghini American Challenge

By Titus

<table>
<thead>
<tr>
<th>Graphics</th>
<th>Sound</th>
<th>Control</th>
<th>Foot Race</th>
<th>Challenge</th>
</tr>
</thead>
<tbody>
<tr>
<td>2.0</td>
<td>1.8</td>
<td>2.0</td>
<td>3.0</td>
<td>ADV.</td>
</tr>
</tbody>
</table>

$29.99
1 player
Behind-the-car view
Passwords

Advertisement

WE PAY TOP DOLLAR FOR YOUR GAMES!

CALL NOW FOR CURRENT PRICING!

(716) 874-8974
10 AM-5 PM EASTERN TIME

HERE'S HOW IT WORKS:
Call us with a list of your games in alphabetical order. We'll give you a price for each game or a package price for all. Keep in mind that you will be paid more for your games if you have the instruction book and the box for each. You'll get an authorization number over the phone which guarantees our quote for seven days. Pack up the games and send them to us right away by registered mail or U.P.S. with the authorization number on the label. We'll send you a check on the same day we receive your games. That's it!

Our address is: CAMBRIDGE/AMHERST
2556 Delaware Avenue, Buffalo, New York 14216

STANDARD DISCLAIMER STUFF:
We have the right to refuse any purchase. The games sent to us must be in good working condition and free of physical damage or we will return them to you at your expense.
Breaking News from Silicon Valley!
Video JukeBox Ready for Prime Time!

Releases for Sega Genesis, SNES, & Atari Jaguar Soon!

This radical new technology utilizes nuclear radioactive electrolytic cell microwavization covered with a silicon outer shell with a 6 cylinder overscan suspension!

Huh?

Just pullin' yer yank, man. The Video JukeBox™ (nick-named the "VJ") really uses a crakkin' computer-driven, silicon-based ASIC that allows you to switch between 1 and 6 carts on the fly. But wait, there's more! You can attach more than one VJ together to hold 12, 18—up to 36 carts! The more VJs you snag, the more of your games are networked! Killer!

Once the carts are jacked-in, you'll never have to rip 'em out. A black steel outer shell to match your stereo makes it durable with a kick-butt look! A quality product at an excellent price, wouldn't you agree? No doubt...at $49.99, even your mom will bark for one! Convincing her or the old man should be easy...just tell 'em it'll keep your carts off the floor so any paralysis resulting from slipping on your carts and doin' a half-gainer into the TV would be indubitably impossible!

Grab a VJ, or two or three... at Babbages, Electronic Boutique, Software, Etc. and other popular hangouts near you. For other store locations, pick up the portable and call!

If you're thinking $200, try this radical price:

$49.99!

Asg Technologies, Inc.
for store locations near you, call:
(408) 247-9373
1601 Civic Center Dr., Suite No. 203
Santa Clara, CA 95050

Asg Technologies
Eating the Rules
Shining Force II

By Scary Larry

Another day in the dungeons, and this one is a little drearier than the rest. Shining Force II gathers the team where the first Shining Force left off, and not much has changed since then. In this case, RPG is starting to stand for Routinely Played Game.

Not So Shining

The citizens of Granseal have been preparing for something that smells like war, looks like war, but isn't really war; it's just some monster unrest on the outskirts of town. Nevertheless, you and your buds decide to investigate, and with the help of your teacher, Astral the Wizard, you're on the road to fame and glory.

PROTIP: Position your fighters with their backs to ledges so that enemies can't sneak up from behind.

PROTIP: Before leaving the castle, check this storeroom in the lower left portion of the castle for supplies.

PROTIP: Reading the titles in the bookshelves will sometimes uncover clues...and sometimes they're just meant to be funny.

and you rush off to help. From there, it's your standard monster bash with things that slither, crawl, bite, and fly.

You start off at a low level and build up your characteristics through battle. The battle in this RPG is hex-based, meaning that you're only allowed a certain number of moves before the enemies close in. This annoying holdover from the pen-and-paper RPGs may seem fair to some, but it's slow and cumbersome work for action-oriented video game players.

PROTIP: Sarah is mainly a healer, so don't send her into the fray to fight.

PROTIP: Use common Sense when fighting with the Centaur. Heal him the minute his health goes below six marks.

PROTIP: Search everywhere and taste everything.

You begin under inconspicuous circumstances, just chumming around with your centaur friend and a female priest, when the king falls ill.

PROTIP: Sometimes the only way to gain access to a room or upper floor is by asking around or talking to someone.

Bright Lights, Big Deal

The graphics are divided between a fairly clear overhead view and an awesome 3/4-overhead battle view. The monsters and action in the 3/4 view look good and move smoothly, but you have precious little time to enjoy the graphics before you're laid out in ye olde coroner's office.

The music is peppy, upbeat...and totally out of place. If you think you should hear sword-slinging sounds in a heated battle, then look (and listen) elsewhere.

You control characters using a standard menu-driven RPG interface. The menus sometimes confuse you with their lightning-fast appearances, and generally there are too many menus and too few battle options.

A Shine a Dozen

This RPG is way too familiar. The cuteness and elusiveness of this game will really annoy you after a while, and that's not the half of it. The game progresses at a pace that would slow the Road Runner down. If you're looking for something special in the Genesis RPG arena, don't use the Force, Luke.
Dungeon Master II: Skullkeep

By Peteroo

You know how it is with most of these video game monsters: They’re dumb as dirt. You meet ‘em and right away they want to pull your heart out of your chest and eat it in front of you. No retreat, no parley, no common sense. Evidently none of ‘em have a missus at home and an 80-pound bundle of monster joy on the way.

Well Dunge

So it’s a decidedly odd (yet pleasant) sensation when you open your first locked door in this game and discover that the critter on the other side turns turdily around after taking a beating and runs away. As a matter of fact, he runs you right into two waiting monsters.

members from a Hall of Champions – only this time, the candidates are hibernating. The screen layout and the point-and-click icon interface are pretty much identical to that of the original Dungeon Master. The graphics have improved a notch, both in detail and spot animations (like wind-blown curtains).

PROTIP: Dungeon Master’s character selection had a neat little trick: Two of the most powerful characters weren’t on display in the Hall of Champions, but they were hidden from view behind secret doors. We can’t confirm that’s the case here—but we wouldn’t be surprised if it were true again.

You wouldn’t expect it from DM II at first; it looks like part and parcel of the original game. You still recruit party members from a Hall of Champions – only this time, the candidates are hibernating. The screen layout and the point-and-click icon interface are pretty much identical to that of the original Dungeon Master. The graphics have improved a notch, both in detail and spot animations (like wind-blown curtains).

PROTIP: Don’t be intimidated by large stubborn objects in your path. They can be moved.

PROTIP: Can you do the Dungeon Master Two-Step? This time-honored method of hitting and moving, hitting and moving in a rough circle around your target works here, but you’ll need to be especially quick on the draw.

PROTIP: Do not venture lightly into combat. There’s bound to be more than appears at first glance. Watch your back and flanks and don’t let yourself be cut off.

Fight for Freedom

In combat, freed of the narrow confines of the corridors, the monster appeared to be practicing the old Dungeon Master Two-Step, a hit-and-run technique much beloved by DM and Eye of the Beholder players. Essentially, he turns your own tactics against you. Dungeon Master II: Skullkeep makes you think. Indeed, it requires that you think. It’s almost like playing against another person.

Now, it’s not entirely paradoix. Much like Eye of the Beholder, the controls make the game feel like work. DM II is playable with the standard Genesis controller, but the old joystick wasn’t really made for lugging a cursor around the screen – a mouse would be ideal.

PROTIP: Those torches on the walls aren’t just for show. Grab them. You can never have enough torches in your inventory.

PROTIP: Once you climb out of the Hall of Champions, you’ll be in a two-room suite with a locked door... and the key is nowhere in sight. Look under the bag in the alcove behind the sun picture on the corner.

It’s a Keeper

DM II also carries over a few annoying conventions from the original DM, such as the need to maintain light sources and supplies of food, as well as knocking off hit points when you run into the walls – as though this little accident was a form of combat. You won’t care, though. Although there are other standard NPCs around, there’s nothing like Dungeon Master II.
Any Vay You Want It
In this Working Designs translation of the original Japanese RPG for Sega CD, you actually look forward to talking to people—not simply to see what they have to say, but how they say it. It’s always in an interesting, intelligent way. From the flourish with which the hero swears revenge at the outset, to the boyish goodness of the first of his three sidekicks, to the exquisite villainy of the baddies, Vay is a joy to play...and to read.

PROTIP: Having trouble getting past Fortress Galin? You need to recruit Pottle, who’ll tell you about a secret passage from the village of Smythe. Without him, all you can do is listen at the door.

PROTIP: Don’t run from combat if you’re close to winning but appear to have dead characters. As long as you win, those “dead” characters will survive the ordeal with 1 HP.

A particularly good bit involves the enemy commander Sadoul—whose mixture of wit and lackadaisical evil recalls Alan Rickman’s performance in Robin Hood: Prince of Thieves. It’s not really literature...
(you wouldn't buy it if it were a book, and you can't really quote it without sounding silly), but it's mature and serious enough to acquire its own urgency, and funny in a way that even adults will appreciate.

PROTIP: The Sage's cave is a sprawling place with monsters (invisible until combat starts) liberally distributed around the landscape. Some out-of-the-way stairways, however, seem to speed up the process.

**The Hard Way**
The writing also elevates the game to unexpected heights. Without the splendid dialogue, Vay would be a rather pedestrian RPG with some nice graphics and CD-specific presentational touches. The intro's a well-done cartoon in the classic Japanese anime style, and you're treated to cut-scene animations throughout. But the story is nothing out of the ordinary: Invincible troops turn up, slaughter the king and queen, and make off with the prince's new bride. We haven't heard this one before, have we? The road to revenge crosses a large countryside with thimble-sized characters, little villages that seem to consist entirely of strip malls and loads of Phantasy Star-style combat, which isn't really combat, but something resembling the Hokey Pokey.

PROTIP: Ah, but where to find Pottle? Your first destination should be the old Sage's cave to the south. To find its entrance, bear to the right of the path after you clear the first village.

PROTIP: Don't turn up your nose at freebies. Many of the shops in towns along your route contain chests that you're free to sample. It feels a bit like shoplifting, though.

PROTIP: Don't feel limited to the castle at the start of the game. An advisor will suggest you raid the vault before venturing out of doors, though there's little to uncover there. Remember, you can always come back later.

**Play Like the Prose Do**
You'll tolerate Vay's lack of originality for the promise of its prose. Developers, take a lesson. This, and not sound and graphics, is the sophistication that CD games have been so lacking. The rest of you, just sit back and enjoy. 

Advertisement

![Genesis 32X]

**Genesis 32X**

**Welcome to the Next Level™**

Sega, Genesis, Genesis 32X, and Welcome To The Next Level are trademarks of Sega. © 1994 SEGA. All rights reserved.
U.S. GOLD
PRESENTS
THE INCREDIBLE
HULK

HE'S BIG... HE'S MEAN... HE'S GREEN...
AND HE'S GONNA...
...SMASH, BASH, CRASH, AND TRASH EVERYTHING IN MY PATH!

Hey, sure Hulk gets a little cranky, but so would you if you were blasted by gamma rays that turned you into a huge, powerful, green creature every time you got a little ticked-off.

So come on, give him a hand battling some really nasty classic Marvel villains... like Rhino, Tyrannus, absorbing man and Hulk's greatest arch villain, the Leader! Hulk will provide the brawn, you provide the skill and brains for hours of the most hulked-out action you'll ever be a part of.

Oh... oh, it looks like the Leader has given mild mannered Bruce Banner another migraine... and you know what that means!

AAAAAAAAARRRRRRGGGGGGGHHHHHH!

Take to the streets, where you and Hulk can kick some serious cyborg-butt!

WOOOMP! THWAAP!

Travel high above the city with Hulk and help him put a serious hurt on Rhino and his henchmen!

Teleported deep into the heart of The Leader's lair, you and Hulk face off against his Bio-Tech Mutants.

COME ON... IF YOU THINK YOU'RE TOUGH ENOUGH!

Available for Sega™ Genesis™, Game Gear™ and Super Nintendo Entertainment System®.

© 1994 Marvel Entertainment Group, Inc.
All rights reserved. Sega, Genesis and Game Gear are trademarks for Sega Enterprises, Ltd. Super Nintendo Entertainment System and the Official Seals are registered trademarks of Nintendo of America Inc. © 1991 Nintendo of America Inc. © 1993 U.S. Gold, Inc.
The Mega Man series hasn't hit a snag yet. But after 15 MM titles, Capcom was due to trip sooner or later. There's nothing terribly wrong with this game, but there's little to recommend unless you're a dedicated fan of the Man.

**Protip:** Keep your cannon charged as you climb up ladders. You never know what's waiting on the other end.

**Scene it Before**

Unfortunately, everything you whack looks like it's been whacked before. All the enemies and backgrounds are disappointingly familiar, and the bosses don't break any ground in the Mega series either.

**You the Man**

Once again you star as the Mega hombre in the kind of side-scrolling action that's been done to death. This time there's an alien armada headed toward Earth, and it's up to you to track them down in their fortress, defeat the standard lineup of motorized, mechanized Mega enemies, and kick their bug-eyed butts back to the Milky Way.

Some changes have come to the MM world. While you still have your Mega Buster cannon, which you can power up for a more forceful blast, you also get a new weapon if you find enough P-Chips. Called the Mega Arm, it reels bosses in so you can whack them into submission. Also, instead of Rush, you have Tango, a fearsome furball feline who turns into a buzzsaw and attacks everything on-screen. It's helpful in some situations, but this new addition to the Mega menagerie doesn't really spice things up. Tango purrs more than he roars.

**Protip:** Shoot these missiles before they launch, or they'll come back down on your head.

**Let's Mega Deal**

Mega Man has enjoyed success with its tried-and-true game play, but MM V is only for the hardcore Mega Man fan. Anyone else looking for some good side-scrolling action may find this title too tame. If this cart's the last Mega Man for the Game Boy, it's a sad tribute to the classic series.
VIDEO GAMES ARE

LIKE UNDERWEAR.

YOU GET ATTACHED

TO THE GOOD ONES.

BUT EVENTUALLY

YOU HAVE TO

CHANGE THEM.

If it's not a challenge, it's not a game. You need the hottest, toughest games and you need them now. You need to go to Blockbuster. Where there's always a massive amount of the latest games for you to rent or buy. And when you've got those beat, there'll be even harder games to take their place.

WHERE THE CHALLENGE NEVER ENDS.

BLOCKBUSTER VIDEO name and design are registered trademarks of Blockbuster Entertainment Corporation, Ft. Lauderdale, FL 33301 ©1994 Blockbuster Entertainment Corporation.
PROREVIEW

Super Game Boy

By Scary Larry

This game is frightening, because it's probably one your parents remember playing! Donkey Kong is back with a '90s twist. The game that debuted Mario for Nintendo now debuts the Super Game Boy as a must-have peripheral!

Apes of Wrath

There are two games in this cart. The first is the traditional Donkey Kong game from the arcades, where you rescue the fair Pauline (the home girl before Princess Toadstool) from a rampaging ape. The other game is a very interesting Mario-type adventure where you rescue Pauline over and over again from the big ape, unlocking doors and figuring out puzzling levels while avoiding friends of the Kong-ster. If at first you don't succeed...well, that's what the battery backup is for.

PROTIP: Use the Key to knock out enemies.

In the puzzler, Mario won't grow bigger, shoot fire, or sprout a tail as he did in previous adventures. This time you log in with your noogin to get from level to level. Some of the puzzles are downright nasty, and considering the depth of the game (ten levels with multiple minilevels), you'll face a whole lot of monkeying around. Playing either the action or puzzle game, you'll go ape over the controls, which are simple and effective.

It Had To Be Hue

The real argument here is whether you should play this good-looking title on a regular Game Boy or on the new Super Game Boy. The Super Game Boy colors the game with a four-hue palette, which adds immensely to the graphics. Although the graphics aren't bad for a Game Boy game, they shine on the SGB when compared to the small green-screen machine. You even get the original Donkey Kong cabinet to surround the picture on the SGB!

PROTIP: Moving levers will cause certain floors to appear and disappear. Use this knowledge to trap enemies.

The sounds don't mess around, either. You'll instantly recognize the barrel-jumping noise, an audio icon in the video game world. The rest of the music is fresh, funny, and a good addition to this great game.

Two Kongs Make A Right

Both games in this cart are enjoyable and entertaining. Older gamers will shed a tear when they remember the first quarter they ever spent on Donkey Kong. Other players will develop a certain simian savior-faire that will get them through this game. Kong is still king!

Who can forget these classic DK levels?

GAMERO 
September 1994
It Can't Drive 55,

But It Can Blow Up Your House.

BATTLETECH
A GAME OF ARMORED COMBAT

Take It For A Spin In September 1994.
By Bacon

Even if you’re not addicted to the TV series, you’ll find a lot to enjoy in seaQuest. One of the first third-party Super Game Boy games, this cart will grab you with its impressive graphics and absorbing, original action.

From ocean caverns to attack subs to divers, the graphical details will satisfy your eyes. And if you pop the cart into a Super Game Boy for some big-screen, full-color action, step back! The bright, beautiful colors will make you think you’re playing a 16-bit game.

PROTIP: When piloting the seaQuest, stay low to avoid depth charges. Move quickly and blast the small black subs as soon as they appear.

PROTIP: At the beginning of Mission One, don’t miss the 1-up just below the entrance to the ship.

Fun for All

The tremendous variety of underwater game play has something to intrigue everyone. Some missions challenge your puzzling ability as you race through a maze-like ship to retrieve platinum canisters. In others, you steer a minisub through caverns or struggle to repair a reactor before it melts down.

PROTIP: At the end of Mission Two, park the speeder at the top of the whale’s cavern and send in the diver. Shoot the whale once and quickly move out of its way. It’ll lunge forward and blast open a hole in the wall that’s big enough for you to drive the speeder through and clear the level.

Easy Steering

The controls respond smoothly as you switch among the different subs, speeders, and pods. Like all too many games, however, the drab sound effects will remind you why volume dials have an “off” setting.

These minor flaws don’t seriously taint this exciting, entertaining game. SeaQuest will keep you happily questing beneath the waves for some time to come.

Time Those Hops

If painstakingly precise jumping sends you into a tizzy, this cart will suit you perfectly. As you steer Taz through five island levels, you’ll focus on hopping from one tiny perch to another. The game’s challenge lies in figuring out exactly how to leap across an intriguing assortment of gaps.

The enemies in your way rarely impede your progress—you’ll use most of Taz’s spins for difficult jumps, not subduing bad guys. Imprecise controls intensify the hop-til-you-drop action, and mastering Taz’s unique jumping style will require real practice.

PROTIP: You can’t just bounce at an enemy to inflict damage—you have to leap high enough to come down on them directly from above.

More electric sound effects would’ve livened up the action. Taz’s spin sounds like the flaccid thwacking of a flat tire. Devotees of hop-n-bop action will find some new challenges in Taz’s islands. Beyond that, the cart’s worth a quick look to check out Taz in motion, but even the whirling devil himself won’t hold you for long.

Darling Devil

The impressively cute graphics redeem the game’s flaws. Just watching the various Taz animations is a thrill. Too bad the backgrounds and enemies aren’t imbued with as much detail and personality.

PROTIP: When there’s no land in sight, peer down and wait for your ride to show up.

Taz-Mania

By Bacon

The whirlly twirly island devil spins onto the Game Boy for a decent hop-n-bopper highlighted by good graphics. But more varied action certainly would’ve made Taz’s tune a bit more Looney.
MORTAL KOMBAT® II AND
SUPER STREET FIGHTER™ II
ARE COMING...

PREPARE YOURSELF

Only the dual compatible, six-button ARCADE PRO joystick from INTERACT can prepare you for the challenge that lies ahead.

COMING SEPTEMBER 1994.

STD Entertainment (USA), Inc. 110 Lakefront Drive • Hunt Valley, MD 21030
410-785-5661 • © 1994 STD Entertainment (USA), Inc. ALL RIGHTS RESERVED.

Mortal Kombat II is a trademark of and licensed from Midway Manufacturing Company. Super Street Fighter II is a trademark of Capcom USA.
• INTERACT and its logo are trademarks of STD Entertainment USA, Inc.

INTERACT
GAME PRODUCTS
Play with an attitude!
By Andromeda
Need more Sonic? Last year's Sonic pinball extravaganza has been successfully crammed into a Game Gear cart. There's nothing really new here, but it's a good translation.

Each board has a variety of bumpers, chutes, creatures, and secret rooms. More of all of the above would've added to the game play - the pace often feels slow and uneventful in comparison to other pinball carts. You spend a lot of time ricocheting back and forth to the same places where nothing new is happening.

Look for some annoying slowdown when Sonic really gets going. Meanwhile, the tunes have the tinny sound of standard Game Gear fare.

**Pinball Wizard**

Overall, Spinball satisfies. In fact, it's probably as much or more fun as a handheld than as a 16-bit cart - it's a great way to pass the time when travelling. Sonic Spinball certainly isn't as great as Sonic's famous platform adventures, but it's still worth taking out for a spin.

Spinball's flippers are controlled by Buttons 1 and 2, a two-finger combo that's a little tricky and just doesn't feel right. You can also use the directional pad to send Sonic spinning left or right as he flies across the screen, and he can use his Super Spin Dash, though it isn't very useful.

**Lookin' Good**

This cart looks good. The boards and backgrounds are fairly similar to the original, though of course much detail is lost on the smaller screen.
YES! Enter my one year subscription to SWATPRO (6 issues) at the incredibly low price of $14.97. I'll save 50% off the annual newsstand rate!

Name

Address

City/State/Zip

**BILL ME**

**PAYMENT ENCLOSED**

Send foreign and Canadian orders prepaid in U.S. funds, with $15/year additional for shipping (air delivery). Annual newsstand rate $29.70. Please allow 6-8 weeks for delivery of your first issue.
IT'S HERE AND IT'S HOT!

GamePro's Official NBA JAM Strategy Guide!

Over 140 pages of in-your-face strategies and super slam-dunkin' action for the Genesis, Super NES, Game Gear, and Arcade versions!

Become a slammin' NBA JAM expert! Over 1,000 full-color game screens to walk you through every version of NBA JAM!

Buy NBA JAM NOW and get Street Fighter II Turbo for 50% off! (Limited time only)

Don't forget to order the MORTAL KOMBAT and STREET FIGHTER II TURBO Strategy Guides... complete with over 160 action-packed pages of game winning shots, killer throws, and crushing combos!

Written by the Editors of GamePro Magazine!
FREE Collector's Edition Poster in each book! (No poster in NBA JAM)

ONLY $9.95 EACH!

To Order:
Fill out the order form and mail with payment to:

GAMEPRO
P.O. Box "P"
San Mateo, CA 94402

Add only $2.95 for shipping and handling ($4.50 to Canada, $7.95 to outside U.S.)
Add sales tax, residence of CA, II, and NJ only (CA= 8.25%, IL= 6.25%, NJ= 6%)

Check/Money Order
VISA MC

Signature __________________________ Exp __________
Name __________________________
Address __________________________
City, State, Zip __________________________

Qty Title

Unit Price Total

Check/Money Order

Subtotal

Shipping

Tax CA=8.25% IL=6.25% NJ=9%

TOTAL (US Dollars ONLY)

NBA-SEP'T 89
Heads Up

Headdy's platform action offers a change of pace—the main character swaps heads instead of weapons. Headdy cruises through the game's five levels, each with multiple sublevels, trying to vanquish the weird creatures running amuck across the land.

Each of Headdy's heads enables him to do different things, such as climb and ram enemies. Headdy grabs new heads by whacking power-up icons with—what else?—his noggin. He keeps the new head for a short time, then zaps back to his regular head. Unfortunately, using the different heads isn't as strategically important here as it is in the 16-bit game. You'll do almost as well with Headdy's original head, which cuts down on the fun.

Tiny sprites make Headdy hard to keep an eye on, and it's difficult to appreciate the well-drawn enemies. Overall, the graphics have a bright, cartoony look. The sounds are standard Game Gear rinky-dink FX, but they don't detract from the game play.

It's a Blast, Sort Of

Don't miss Headdy when he makes his Genesis debut. In the meantime, this Game Gear'll give you enough practice to keep you a-head of the crowd.

The Jungle Book

A Boy and His Book

With game play more like the NES version, the Game Gear Jungle Book relies on simplified run-n-jump action. As on the NES, Mowgli uses catapults, throws bananas and boomerangs, and has to beat a clock. Strong controls make the handheld Mowgli the most accurate banana-tosser yet.

The graphics and sounds are both above average, but not great. While Mowgli moves smoothly, the backgrounds aren't very detailed, and some dangers (the prickly bushes, for instance) are hard to spot. The sounds faintly echo the previous games, reprising the familiar "Bare Necessities" song but not many of the atmospheric jungle noises.

PROTIP: Mowgli can run or climb across horizontal vines to grab valuable gems.
VIRTUAI BART

who needs reality?

Yipes! Bart’s stuck in a virtual reality machine! Enter the Jurassic era as Dino Bart. Face a post-apocalyptic Springfield as Doomsday Bart. Deploy your diaper-chute as Baby Bart. Hog the spotlight as Pork Factory Pig Bart. Then there’s the butt-squeaking thrill-ride down the dangerous Mt. Splashmore and more!

SUPER NES®

GENESIS™
Genesis

**RoboCop vs. Terminator**

*The Real Robo vs. Terminator?*

Press Start to pause the game, then press B, A, C, C, A, B, B, A, C, C, A, B. If you did the trick right, you'll hear the sound of a machine gun firing. Now, unpause the game and press Down on the directional pad, along with buttons A, B, and C simultaneously. You'll now see weapon icons at the top of the screen. Scroll through the icons until you find the weapon you want, then release the buttons to select it.

*John Gray*

*Dallas, TX*

---

Here's a cool trick that'll let you see the game as it was supposed to be. Begin a normal game, then press the Start button to pause. Now press C, B, A, B, B, A, B, B, C, B, C, A, B, A, C, C, A, C, B, B, B, A, C, A. Once you unpause the game, the all-male cast of enemies will be joined by skeletons and lady killers. You'll also see a new "Game Over" message.

*Ron Risaldo*

*Newark, NJ*

---

To become invincible once you've entered the "TurboCop Mode," start at the game's "Trainer" level. Now move RoboCop to the far left and press Up and Button C to jump up. You're now in the "Immortality Level," where you'll receive another secret message from the game's designers and immortality.

*Pat Philbin*

*New York, NY*

---

Begin a game, press Start to pause it, then press C, C, A, A, B, B, C, C, A, B, B. If you did the trick correctly, you'll hear an explosion and you'll transport to a secret level where you'll receive a message from John Botti, the game's programmer. Once you fight your way out of this level, you'll have 54 lives.

*Bruce Wojak*

*Detroit, MI*

---

If you wanna run faster and jump higher, you wanna be TurboCop. Here's how you do it. Press Start to pause the game, then press A, B, C, C, B, A, C, B, A, A, C, B, C, A, C, A, B, C. If you did the button presses correctly, you'll hear a zippy sound effect. Congratulations! You're in "TurboCop Mode."

*Pat Philbin*

*New York, NY*
**Genesis**

**Mega Turrican**

**Level Skip**

To skip a level in Mega Turrican, press Start to pause the game. Now press Right, Left, Down, and Right on the directional pad, then Button B. Finally, unpause the game, and you’ll zap to the next level.

Peter Stern
San Jose, CA

**Mega Turrican**

**Unlimited Energy**

Press Start to pause the game and then press A, A, A, B, B, A, A, A. Unpause the game, and you’re powered-up with unlimited energy.

Peter Stern
San Jose, CA

**Genesis**

**Castlevania Bloodlines**

**Nine Lives and Expert Level**

Go to the Options screen and set BGM to 5 and the Sound FX to 73. Press Start and wait for the title screen to appear. Then, press the Start button again and press Up, Up, Down, Down, Left, Right, Left, Right, B, A. If you did the trick correctly, you’ll hear a chime. Now return to the Options screen, and you can select nine lives and an Expert difficulty level.

Devron Aguilar
Santa Maria, CA

**Super NES**

**Wizard of Oz**

Password

You can enter the Emerald City in the Wizard of Oz with this password:

MNPORZ TXCZCJ C3TCFD KLMNPQ

Oscar O’Farrill
Trujillo Alto, Puerto Rico

**Genesis**

**Prince of Persia**

**Passwords**

Level 2: MTUQNM
Level 3: TYZKRM
Level 4: STUJUX
Level 5: ZYDNXZ
Level 6: KJLKBW
Level 7: CZGKKN
Level 8: QJKHTS
Level 9: APQXES
Level 10: HUYHAT
Level 11: ZJKAFL
Level 12: RZBFTV

James Ingram
Birmingham, England

**Super NES**

**MLBPA Baseball**

**Power-Up Passwords**

These power-up passwords activate some power-hitting play features in MLBPA Baseball:

Power Hitting: PWRHT
The Challenge: NNTH
Hyper Hitting: VRRRM

Santiago Hernandez
Santa Maria, CA
Super NES

Ninja Warriors
Stage and Area Select

When the title screen appears, press and hold Buttons X and Y. While holding Buttons X and Y, push Buttons A, A, A, B, B, B, A, B, B, A, B, and a stage select screen will appear. If you perform the same trick at the stage select screen, an area select screen will also appear.

James Richfield
Jerome, AZ

Super NES

Skyblazer
Last Stage Password and 30 Lives

At the title screen, go to the Password option and press the Start button. Match up the colored squares and hit Start when you're finished. You'll begin on the last stage with 30 lives.

Dale Greer
Detroit, MI

Super NES

Super Empire Strikes Back

Start with All the Forces

To start Super Empire Strikes Back with all the forces, press X, B, B, Y, X, A, A, X, and then the Start button at the title screen.

Jamie Stars
Jacksonville, FL

Super NES

Super Empire Strikes Back

Debug Mode

To activate the Debug Mode, press A, B, Y, X, A, B, Y, X, A, B, A, B, Y, X, Y, Y, A, B, Y, X. While playing a regular game, hold down Buttons L and R on Controller Two to activate the Debug Mode. In addition, you can clear a stage by pressing the Start button on Controller Two.

Rick Deon
Rochester, NY

Super NES

Lawnmower Man
Nigel Wayne Mode


Gordon Fitz
George AFB, CA
Super NES

Street Combat
Fifty Credits

For 50 credits, simply highlight Credits on the Option screen and press Select ten times.

Steve Lawoy
Sacramento, CA

Super NES

Battle Cars
Boss Car

To get the Boss Car, press L, R, and Up at the title screen. If you did the trick correctly, you'll hear a rumbling sound. Begin a normal game. When you reach the boss, you'll be driving his car.

John Tibbs
Jerome, AZ

Super NES

FIFA International Soccer
Super Goalie and Dream Team

For a Super Goalie, go into the Game Options screen and press A, A, A, A, Y, Y, Y, Y, Y, Y.

John Chabowski
San Jose, CA

Super NES

Super Black Bass
Passwords
Clear Lake:
HJR222P5Z5H1F
99EBL33171319

Lake Murphy:
HNR222P5Z5P1F
99JDL531V3L3R

Bluestone:
HSP525R222B3L
99JN7H731FT11J

Wayne Silva
Williamsburg, VA

3DO

Out of This World
Passwords
Level 1: LDKD
Level 2: HTDC
Level 3: CLLD
Level 4: LBKG
Level 5: XDDDJ
Level 6: FXLIC
Level 7: KFRK
Level 8: KLFB
Level 9: BFLX
Level 10: BRTD
Level 11: TFBB
Level 12: TXHF
Level 13: CKJL
Level 14: LFCK

Silva Fisher
San Jose, CA

Jaguar

Evolution: Dino Dudes
Infinite Dino Dudes

At the Password screen, press AC to clear the screen. Then enter the password TIME STANDS. Press OK and you'll hear a thunderclap. Press AC again to clear the password and enter STILL FOREVER as the new password. Press OK and, if you did the trick correctly, you'll hear a belching sound. The timer is now deactivated.

Steve Riggs
Sunnyvale, CA

At the Password screen, press AC to clear the screen, then enter ONCE DEAD as the new password. Press OK and, if you did the trick correctly, you'll hear the sound of a thunderclap. Clear the password again by pressing AC once more. Enter TWICE BORN as the new password and press OK. If you did the trick correctly, you'll hear a belching sound. You now have Infinite Dino Dudes.

Steve Riggs
Sunnyvale, CA
**Game Gear**

**Disney's Aladdin**

**Passwords**

**Level 1:** AJGJ  
**Level 2:** LAAE  
**Level 3:** ASNF  
**Level 4:** NEVA  
**Level 5:** AALG  
**Level 6:** BLTO  
**Level 7:** VIAN  

Luis Lado  
Rio Piedrón, Puerto Rico

---

**Road Rash**

**Passwords**

Use these passwords to begin on Level 5 with a lot of cash and the bike of your choice:

- **Diablo 1000:** 00000 0DQT0  
  15AUS 574AE

- **Panda 750:** 00000 0B6K0  
  159GF 568B6

- **Ferruci 850:** 00000 0E6K1  
  15CRU 559B2

- **Shuriken 750:** 00000 0E8G1  
  04ET7 547MH

- **Kamikaze 750:** 00000 0B6K0  
  15I7E 538D5

- **Banzai 750:** 00000 0E2N1  
  05I38 5A8WU

- **Panda 600:** 00000 0DVI1  
  05JH5 510EE

- **Shuriken 400:** 00000 0B6K1  
  04M4N 509LS

Matthew Harmon  
San Mateo, CA

---

**Do You Have a Secret Weapon?**

Do you have a secret weapon? Send it to SWAT and, if we publish it, we'll send you a free GamePro Super Shirt. Plus, your name will be entered into a drawing for an STD control pad for the SNES or Genesis. One controller will be given out each month. Send your best tips and secrets to:

**GamePro Magazine**

Secret Weapons  
P.O. Box 5828  
San Mateo, CA 94402

**P.S.** — If that’s not enough, we’ve decided we want to see more of your art! Every reader who gets their art published in the SWAT section of GamePro will also receive a free GamePro Super Shirt and will be included in the drawing for the STD control pad. Cool!
**Game Gear**

Disney's Aladdin: 00F-46C-803
| No blinking after being hit
| Invisibility

James Pond 2: 01F-3FB-801
| Infinite lives
| Invincibility

Mortal Kombat: 00B-40C-3BE
| Infinite time
| Blood

---

**Game Boy**

Battleship: 097-ED8-E66
| Start with ten lives
| Finite continues

Castlevania Adventure: 068-5EF-662
| Start with seven lives
| Infinite Energy

Star Trek: The Next Generation: 00A-F28-3B7
| Damage will not be repeated
| Phaseres start at 50% power for each mission

---

**Super NES**

RoboCop: 7E18-4891, 7E03-0C55
| Unlimited Ammos
| Stops the timer

TMNT: Tournament Fighter: 7E1A-C460 + 7E1A-C060
| Infinite magic
| One punch stunts
| Player One

---

**Genesis**

Eternal Champions: FFAE-F068
| Player One has
| Infinite energy

FFAA-B0068
| Player Two has
| Infinite energy

Greatest Heavyweights: FFF1A-0000D
| Infinite Power
| Infinite Speed
| Infinite Stamina

---

**Super NES**

ActRaiser 2: 9D27-4D61
| Start with 50 lives
| on Normal
| Infinite lives
| Infinite time

DD67-4468
| Suffer less damage
| Infinite Ammo for grenade launcher
| Infinite Oil for flame thrower

DD33-476F
| Start on Level 6-2
| Infinite lives
| Infinite continues

Alien 3: D464-1DE0
| Infinite lives
| More invincibility time
| Start with nine lives

3C22-3D64
| Infinite lives
| Start with ten lives
| Infinite timer

3C25-3704
| Infinite lives
| Start with ten lives
| Infinite Energy

Alien vs. Predator: DCEE-A766
| Infinite lives
| Start with nine lives

C286-A70D
| Infinite lives
| Start with ten lives
| Infinite timer

C3EA-67DB
| Infinite lives
| Start with ten lives
| Infinite Energy

Cool Spot: 402C-D7D1
| Infinite lives
| More invincibility time
| Start with nine lives

EE89-DF69
| Infinite lives
| Start with ten lives
| Infinite timer

DB28-4D04
| Infinite lives
| Start with ten lives
| Infinite Energy

Final Fight 2: DDCE-1DB5
| Infinite lives
| Start with ten lives
| Infinite Energy

DBCF-C7D6
| Infinite lives
| Start with ten lives
| Infinite Energy

DDAO-1DDC
| Infinite lives
| Start with ten lives
| Infinite Energy

Mega Man X: DBBE-446F
| Infinite lives
| Infinite Energy

C289-3404
| Infinite lives
| Start with ten lives

C289-1FF7
| Infinite lives
| Immune to damage from enemy

Total Carnage: DBC3-44D2
| Infinite lives
| Immune to damage from enemy

C932-341E
| 6D27-441E

---

**Genesis**

Battletoads: C38T-AA5A
| Infinite lives
| Start on Level 13

BYZT-AAC4
| Insults use no inner strength
| Insults use more inner strength
| Inner strength restored quickly

Eternal Champions: ANCT-LAE3
| Suffer less damage
| Infinite Ammo for grenade launcher
| Infinite Oil for flame thrower

CGNT-LAE3
| Suffer less damage
| Infinite Ammo for grenade launcher
| Infinite Oil for flame thrower

RG2T-L6X3
| Suffer less damage
| Infinite Ammo for grenade launcher
| Infinite Oil for flame thrower

Flashback: N12A-WAH4
| Start with 100 Shields
| Start with 100 credits
| Always have enough money to buy anything

NBA Jam: BWPV-44AW
| All players have Super Dunk ability
| Shot-success percentages always shown for non-dunk shots

BWPV-4A9J
| All players have Super Dunk ability
| Shot-success percentages always shown for non-dunk shots

RoboCop vs. Terminator: A4ME-TA6C
| Invincibility
| Don't lose special weapons when you die
| Infinite continues

DLLB-TA03
| Infinite continues
| Start with 19 continues

Superman: BVPA-A448
| Infinite Power
| Infinite continues

BDFA-A2AR
| Infinite Energy
| Infinite continues

CT2A-AACC
| Start with 19 continues
| Drive on track backwards
| Accelerate and decelerate quickly
| One lap in Virtual Racing mode instead of five

Virtua Racing: CSNA-EA4E
| Drive on track backwards
| Accelerate and decelerate quickly
| One lap in Virtual Racing mode instead of five

TCLT-EAG7
| Drive on track backwards
| Accelerate and decelerate quickly
| One lap in Virtual Racing mode instead of five

AFDT-1ABR
| Drive on track backwards
| Accelerate and decelerate quickly
| One lap in Virtual Racing mode instead of five

World Series Baseball: HENA-DTWN
| Player One starts with four runs
| Infinite outs

AKDB-CA7A
| Seven strikes and you're out

A7DB-CABA
| Seven strikes and you're out

---

**Codes Provided By:**

Kelly Fox
| Dallas, TX
| Richard Hernandez
| El Paso, TX

Sue Granner
| San Bernardino, CA
| James Taylor
| Calumet City, IL

Dennis Gray
| Salt Lake City, UT
| George Watkins
| Las Vegas, NV

Francis Heffner
| Yorktown, VA
| David Wo
| San Francisco, CA

Richard Hernandez
| John Singleton
| Stockton, CA

El Paso, TX
| Richmond, VA

Jim Kneed
| Phoenix, AZ

San Bernardino, CA
| Dave Ross

San Bernardino, CA
| Phoenix, AZ

San Bernardino, CA
| Dave Ross

San Bernardino, CA
| Phoenix, AZ
3-D fighting at its ballziest. Coming October on Sega Genesis; November on Super Nintendo.
**The Moves**

- D = Press the Defense button.
- K = Press the Kick button.
- K K = Press and hold Kick.
- P = Press the Punch button.
- → = Quickly press joystick in the direction indicated.
- → = Hold joystick briefly in the direction indicated.
- → → = Quickly double press joystick in the direction indicated.
- → → = Quickly double press joystick in the direction indicated and hold in that direction to run forward.
- ( ) = Quickly swing joystick in a sweeping motion which hits all the directional points indicated.
- ( ) = Simultaneously press all buttons within the parentheses.

**Note:** Arrows indicating joystick moves in the following diagrams assume you've chosen Player One (i.e., that you're using the controls on the left) and that your character is positioned to the left of your opponent. Reverse the joystick moves if you play as Player Two or if your character moves to the right of your opponent.

Virtua Fighter II is due out in January '95 according to one Sega Coin-Op representative—and with its release fighting games will take another quantum leap toward realism. Have you seen Daytona in the arcades? Looks so real you can smell the burning rubber, right? The same texture-mapping technology will be used on VF II.
**AKIRA YUKI**

**Special Attacks**
- Toshinsoutai Trip
  - → P
- Shin’iha Grab-Throw
  - ← → P
- Elbow Strike
  - → P
- Moko Kotaizan Dashing Palm
  - ↓ ↓ P
- Tetsuzank Dashing Body Check
  - → → (PK)

**More Special Attacks**
- Close Punch: ↓ P
- Yoshisenrin Reverse Uppercut: ← ↓ (PK)
- Double Jumping Kick: → (→ K) K
- Dashing Elbow: → (→ P)

**JACKY BRYANT**

**Special Attacks**
- Spinning Back Knuckle
  - ← P
- Punch with Spin Kick
  - PD
- Spinning Arm Kick
  - PK
- Punch with Down Spin Kick
  - PK

**More Special Attacks**
- Inclined-Downward Spinning Back Punch: ← P
- Turning Double Back Punch: ← P P
- Elbow Spin Kick: → P K
- Downward Spinning Back Punch and Kick: ← P K
- Spinning Arm Kick Down: ← P K
- Two-Punch Elbow with Spinning Kick: P P → P K
- Sweep: P (↓ K)
- Jumping Clothesline: → (→ P)
**Wolf Hawkfield**

- **Special Attacks**
  - Axe Lariat
  - Shoulder Attack
  - Sonic Upper
  - Human Windmill
  - Knee Blast

**More Special Attacks**
- Giant Swing:
  - P
- Clothesline: (→ P)
- Crotch Throw: (→ P)
- Suplex: (D P)

**Jeffery McWild**

- **Special Attacks**
  - Knee Strike to Head
  - Power Bomb
  - Toe-Kick Hammer
  - Hammer Down
  - Splash Mountain

**More Special Attacks**
- Iron Claw: ↓ P
- Upper Upper: ↓ P P
- Dash Elbow Upper: → → P P
- Grab with Knee Kick:
  - K
- Knee Attack: (→ K)

**Body Lift**

- → P
**Sarah Bryant**

**Special Attacks**
- Special Attacks
  - More Special Attacks
  - Punch with Side Kick: \( P \downarrow K \)
  - D Joint Pod: \( \rightarrow P K \)
  - Super Knee Kick: \( \rightarrow K \downarrow K \)
  - Two-Punch with Kick Up: \( P P \uparrow K \)
  - Two-Punch with Back Flying Kick: \( P P \uparrow K \)
  - Toe-Kick Side: \( \downarrow (K D) \)

**Rising Knee**
- \( \downarrow \rightarrow K \)
- \( PPKK \)

**Two-Punch with Back Kick**
- \( \rightarrow KKK \)

**Triple Kick**
- \( PPKK \)
- \( KKK \)

**Punch with Upper Kick**
- \( PK \)

**Illusion Kick**
- \( KK \)

---

**Pai Chan**

**Special Attacks**
- Special Attacks
  - More Special Attacks
  - Standing Back Punch With Spinning Kick: \( P K \)
  - Upward Kick with Downward Slap: \( K P \)
  - Renkantenshinkyaku Down Low Triple Punch with Spinning Crescent Kick: \( P P P \downarrow K \)
  - Taitorisenkyaku Double Roundhouse: \( KK \)

**Hammer**
- \( \rightarrow ( \downarrow P ) \)
- \( PK \)

**Wrist Twist**
- \( KKK \)

**Stomp with Slap**
- \( (D P) \)
- \( PPK \)

**Sokkyosenputai Double Punch with Roundhouse Kick**
- \( PPKK \)

**GAMEPRO • September 1994**
**Lau Chan**
Special Attacks

- Renkantenshinkyaku
  Triple Punch with Crescent Kick
- Double Foot Stomp
- Standing Punch with Rising Spinning Kick
- Forward Punch with Spin Kick
- Upward Kick with Downward Slap
- Water Wheel Drop

**Kage Maru**

- More Special Attacks
  - Renkantenshinkyaku Down Low Triple Punch with Crescent Kick: P P P K
  - Tairorisenyaku Roundhouse: K K
  - Sokyosenputai Double Punch Heel Kick: P P K
  - Elbow Attack: (→ P)

Special Attacks

- Forward Roll With Spin Kick
- Super Knee Strike
- Elbow Strike
- Back Roll with Kick
- Sweep

Forward Roll:

Backward Roll with Spinning Kick:

Hip Throw: (D P)

Forward Roll with Flying Kick: (→ P K D)

Reaping Throw: (→ P)
I'M PREPARED

COMING FALL 1994 FOR THE
SUPER NINTENDO ENTERTAINMENT SYSTEM.
A Player's Guide to Power Peripherals

By The Lab Rat

Well, it's almost time for our back-to-school specials, Rat fans, and that means a look at a new system from JVC called the X'Eye and a new sound-enhancement device from NuReality. Also in the Labs this month is a new joystick from STD. Rock on, Ratheads!

X'Eye-tement

JVC introduces the X'Eye this month, the American version of the Wondermega (a Sega Genesis combined with a Sega CD in one sturdy casing). It also has the capabilities of a Karaoke machine, so you can embarrass yourself silly in front of your family and friends.

The system comes with a JVC three-button controller, Prize Fighter for the Sega CD, a Karaoke sing-along CD, and Compton's Interactive Encyclopedia for the Sega CD. This last pack-in will be the system's selling point, positioning the X'Eye as a "family" game system.

It has to be a wealthy family, though. At $499.99, the X'Eye is more than the CDX, less than the 3DO, and still out of the range of the average gamer.

Vivid Sound

NuReality has a product out now that produces 3D sound effects through any game system. The Vivid 3D enables you to hook up your Sega Genesis, Sega CD, Super NES, or standard NES systems to a sound-enhancement device that gives your video game sounds a pseudo-3D effect. The unit works best in small, enclosed areas (like an office or your room); the effect is watered down in large areas (a conference room or large living room).

At $99, it would probably be wiser to settle for a really good speaker system or some 3D-like headphones.

Dual Role

STD is trying to cash in on the dual-controller market with its new joystick, the Arcade Pro. Designed to work on both the Super NES and Genesis, the Arcade Pro surpasses all previous STD controllers on the design side, offering a sturdy, durable casing and no see-through plastic, unlike STD's previous controllers. The buttons are in a comfortable Street Fighter layout (three top, three bottom).

You have the option of choosing either a Super NES cable or Genesis cable (both are included) that connects from the back of the joystick into the game deck. Why two cables, and not one cable with a dual end like Naki's Pro Series of joysticks and pads? That setup would mean less clutter around the TV, and if you lost one cord on the STD model, you'd lose one joystick. Who knows what lurks in the minds of STD designers.
BRUTAL
Paws of Fury

Available at your local retailer or call 1.800.GAMETEK. Phone 24 hours a day, 7 days a week. Visa and Mastercard accepted.

Unleashed!


Get your paws on this cool new Sega CD. It's so wild, it's Brutal.
**Buyers Beware**

*By The Watch Dog*

This dog's life is ruff and getting ruffer, people. This month, we're hearing about a possible problem with the Sega CD version of Mortal Kombat, along with some PAR concerns. Remember to keep those letters coming!

**Q:** We hope that you can help us. Yesterday we purchased a Genesis Core System and the Mortal Kombat CD. We hooked the GCS to our Sega CD (it's an original Sega CD player) and had a lot of trouble getting Mortal Kombat to run. When we tried to play, one of two things happened: either the Access Light came on and stayed on, or the game froze repeatedly.

We called Acclaim (who said their engineers would get back to us) and then we called Sega. To no one's surprise, there's a recorded message on Sega's line that says that if we were calling about Mortal Kombat, we should call Acclaim.

It isn't fair to make incompatible games when the disc states clearly that the game "is for use with the Sega CD System." I hope that you are able to find out some information on this matter.

**Mr. and Mrs. Scott A. Bornholz, Wilmington, NC**

**Q:** I purchased MK for my Sega CD, but when I start the game, red spots appear on the screen and the game locks up. I spent sixty bucks on this dead game. What should I do?

**Michael Kane, Riverside, CA**

**A:** **Ron at Acclaim Consumer Service states:** "Some discs are incompatible with Version 1.1 of the Sega CD, the older Sega CD model that loads from the front. When you turn on the TV, if the words in the upper left hand corner read 'Ver 1.1,' mail the disc (you keep the documentation and box) to: Acclaim, Attention: Leslie Webber, 71 Audrey Ave., Oyster Bay, NY 11771. We'll replace the disc free of charge with a working one."

**Q:** I recently picked up your magazine and turned to the Chips and Bits ad in the back [Chips and Bits is a retail game outlet]. I looked under the "SNES Kick and Punch" section, and my heart stopped. It said "Mortal Kombat 2: $69." Over the next two weeks, I worked my butt off to earn the money to buy it. When I finally got the money and called them, they said that "MK 2 would not be available until September, but you can preorder it." The ad doesn't say a thing about preordering. What's the deal?

**Tom Reimann, Silver Springs, MD**

**A:** **The Watch Dog states:** If you look carefully at the top of the ad, a small disclaimer says "Shipping times may vary. Price/availability may change." Well, the availability of MK 2 changed.

I bought an Action Replay cartridge about two years ago [the Action Replay was the precursor to the Pro Action Replay]. Recently in your awesome mag’s "ProNews" section, it said that Coast to Coast Technologies, the distributors, went out of business. Now that Tommo Inc. is distributing the Pro Action Replay, will they have codes for my older version?

**Robert Osborne, Flatwoods, KY**

**A:** **Thomas Hoang of Tommo Inc. states:** "There is no subscriber service available from Tommo Inc. for Action Replay or Pro Action Replay codes. The better video game magazines, like *GamePro*, are the best source for codes."

The Watch Dog adds: You can also try directly contacting the manufacturer, Datel Electronics in England. Its address is: Datel Electronics, Limited, Govan Road, Fenton Industrial Estate, Fenton, Stoke-on-Trent, ST4 2RS, England.

**A:** At *GamePro*, listening is what we do best. When you have a problem with a product or feel you've been ripped off, we want to know. If you've got a complaint about a product, write to:

**GamePro's Buyers Beware**

P.O. Box 5828
San Mateo, CA 94402
S.W.A.T.PRO

From the PASSWORD to the LAST WORD!

Get SWATPRO, the magazine dedicated to strategies, tips, tactics, and passwords, delivered to your door and pay half the cover price. A winning strategy!

Don't miss a single issue!

1/2 PRICE OFFER

SWATPRO

Half-price Coupon

Enter my one-year subscription to SWATPRO for the unbeatable low price of just $14.97 — a savings of 50% off the cover price. That's just like getting two issues for the price of one!

YES!

Name

Address

City/State/Zip

☐ Bill Me ☐ Payment Enclosed

Send to: SWATPRO, P.O. Box 50309, Boulder, CO 80322-0309

Magazine delivered bimonthly. Send foreign and Canadian orders prepaid, in U.S. funds, with $10/year additional postage. Annual newsstand rate: $29.70. Please allow 6-8 weeks for delivery of your first issue.
**OVERSEAS PROSPECTS**

An International View on Video Games

By Game Over Man

Nintendo of Japan beat Nintendo of America off the starting line again, this time with Wildtrax, its SFX racing game. As with Super Metroid, 'Trax was out in Japan a full month before its American counterpart, Stunt Race FX, hit the road.

**SFX Appeal**

Wildtrax is sort of Putt-Putt meets Super Mario Kart meets Virtua Racing. It may sound like a strange way to showcase the vaunted SFX graphics chip, which shot Star Fox into the stratosphere last year, but 'Trax has style.

Wildtrax's visuals definitely have kid appeal. Eyeballs for

You can race around 16 tracks, organized in three categories. On Speed Trax, you put the pedal to the metal in typical beat-the-pack auto racing. Stunt Trax feature Baja-style bumper banging up steep, hilly inclines and across jump ramps to collect rotating Stars strewn about the landscape. Battle Trax set up split-screen bumper-car-style road racing against a pal.

**Cute Cars!**

- **QHD**
  - The AWD is tough and accelerates quickly.

- **COUPÉ**
  - The Coupé has medium speed and a medium-tough body.

- **F-TYPE**
  - The F-Type is a challenge: slow acceleration but the fastest top-end speed.

**Looks like Virtua Racing Lite!**

Wildtrax offers three views that you can switch on the fly,...er, drive, à la Virtua Racing!

**PROTIP**: If you use a Super Famicom converter and you own a first-generation SNES, you may encounter glitches with Wildtrax. Get Stunt Race FX instead.

**Speed Trax are beat-the-pack races for first place.**

**Reach for the Stars on Stunt Trax.**

headlights adorn the four car stars, giving them a cutey look. However, the SFX silicon muscle gives the polygons pizzazz, and the animation whips you around the course. You can zoom forward, drive backward, or wheel 360 degrees around track surfaces.

**Cruisin' for a bruisin' on eight brutal Battle Trax.**

Car parts are plentiful when you miss a curve.

Speed Trax consist of eight tracks, divided into four Novice and four Expert skill-level races. Wild Trax and Stunt Trax each have four tracks.

**Mild 'Trax**

If you're too young to drive, you still might be too old to make 'Trax. However, fast action and SFX graphics make Wildtrax a decent way to cruise until Star Fox II arrives.

Super Famicom

By Nintendo
Super SF II Turbo Goes 3DO

In a decision that should tickle 3DO owners, Capcom has announced plans to release Super Street Fighter II Turbo for the 3DO system this November. According to Bob Faber, senior VP of sales and marketing at 3DO, "Capcom is not just moving its hottest arcade game to the 3DO platform, it's redesigning Street Fighter to take advantage of 3DO's rich interactive technology." The game will be distributed under the Panasonic label.

Not to be overshadowed by the Capcom announcement, 3DO also announced that other big names have signed on to create products for its hardware, including Konami (Policenauts), Jaleco (Suchi Pah mah-jongg), Koei (Nobunaga's Ambition, Winning Post, and Sangokushi), Tony Yu Hikun, an action game), and Bandai (Solar Moons). Release dates on the games span from fall '94 to spring 1995.

3DO owners can now beat a path of destruction through Super Street Fighter II Turbo.

Sega Rockets into PC Market

Sega announced the creation of its affiliate-label program, which will help smaller companies with product distribution. Rocket Science will be the first company to hammer out an agreement with Sega. The deal naturally includes Rocket Science's Sega CD and 32X products, but it also brings Sega into the PC CD-ROM market. Rocket Science's first products under this arrangement will be Loadstar: The Legend of Tully Bodine and Cadillacs and Dinosaurs: The Second Cataclysm, both due out this fall for the Sega CD and PC CD-ROM. (See "Rocket Science Blasts Off" on page 48 for more on these games.)

Jaguar to Roar On PC

Atari and Sigma Designs are teaming up to create a PC board that will play Jaguar CDs on a computer. Both companies bring their respective technologies to the deal: Atari has the 64-bit Jaguar architecture and 3D animation that's attractive to programmers and developers, while Sigma's Real-Magic MPEG full-motion video technology (launched for computer owners in October 1993) helps display the results. No price has been set yet for the board, which is scheduled for release by the end of 1994.

Acclaim Comix "Ultra" Hot

Acclaim has agreed to publish Voyager Communications, the third-largest comic-book publisher in the U.S. with publications like the Valiant Comix line. As a result of that deal, Acclaim has jumped into the Nintendo Ultra 64 fray. Its first product, Turok: Dinosaur Hunter, is based on an Indian character that first appeared in Dell Comics in the mid-'50s and more recently in Valiant Comics. According to Howard Lincoln, Nintendo's chairman, "We decided to give our number-one third-party publisher immediate access to 64-bit development information, so that Acclaim can get started with its new game right away."
More Trek for Spectrum HoloByte

Spectrum HoloByte has an agreement for Star Trek: The Next Generation products that lasts until 1998, though the series recently ended its television run. The good news is that SH will stay deep in Star Trek products with multiplatform rights for Star Trek Generations, the Paramount movie that will hit theaters on November 18.

it doesn’t require a separate decoder as MPEG does, which keeps costs down. Sega has also licensed Ducks’ Comprising interactive technology, which changes the corresponding video image based on the control-pad movements of the gamer. Joe Miller, Sega’s senior VP of product development, noted that these processes should “set the new standard for realism and playability.”

Thunder from TV to CD

Philips and Disney-MGM Studios have worked together to bring Thunder in Paradise, the syndicated TV show, to the Philips CD-i. The show stars former pro wrestler Hulk Hogan, model Carol Alt, and Chris Lemmon. The game footage will be shot while footage for a special two-hour episode (expected to air in October) is being filmed. The game will follow around November or December. The CD-i version will be different from the Thunder in Paradise cart by Software Toolworks.

Virgin Becomes a Real Blockbuster

Shortly after picking up nearly 20 percent of Virgin Interactive Entertainment (“ProNews,” GamePro, April 1994), Blockbuster Entertainment followed up by snatching an additional 55 percent of the company. That leaves 10 percent in the hands of Virgin’s current holders, though under the agreement, that too can be acquired by Blockbuster. Hasbro owns 16.2 percent of Virgin.

In a separate agreement that makes the situation cloudier, Spelling Entertainment Group (best known for TV’s Beverly Hills 90210) signed a letter of intent that will give it Blockbuster’s interest in Virgin Interactive in return for $165 million of Spelling stock. This exchange would increase Blockbuster’s ownership in Spelling to about 77 percent.

From Chaos Comes A Blizzard

Chaos Studios—developers of such popular games as Rock ‘N’ Roll Racing, Blackthorne, The Lost Vikings (all for Interplay), and The Death and Return of Superman (Sunsoft)—has been purchased by Davidson & Associates, Inc., and is now called Blizzard Entertainment. Davidson is best known as a producer of multimedia educational software. Although few details are currently known, Blizzard will move from being a third-party developer to an independent publisher of entertainment software. To date, the company has produced more than 30 entertainment titles, and its first products are scheduled to be released at the end of the year.

Sega Turns Over a Newleaf

Next time you rent a game from your local Blockbuster Video store, you might get a different kind of cartridge. Sega, in partnership with Newleaf Entertainment, is experimenting with a new delivery method that will permit selected Blockbuster stores to copy games onto special blank cartridges. Although they look like normal game cartridges, they can be reprogrammed on demand, enabling the store to build its own custom library of games.

Contest Winners

Last spring’s Asciiware Ultimate Fighting System Giveaway brought in more than 30,000 entries. Here are the winners:

Grand Prize

(‘Winners receive their choice of a Genesis or SNES game system, plus Ascii Fighter Sticks, any three fighting games, and a Street Fighter II Strategy Guide.)

Pete Moore, South Bridge, MA; Lukasz Urbanski, New Orleans, LA.

First Prize

(‘Winners receive Ascii Fighter Sticks and a Street Fighter II Strategy Guide.)
Second Prize
(Winners receive AsciiPads and a GamePro T-shirt.)

Joshua Burch, Fairbanks, AK; Jared Cole, Conyers, NY; Lorenzo Cramer, San Bernardino, CA; Matthew Davis, New Kensington, PA; Eric Ferretti, Baltimore, MD; DeWayne Gray, Jr., Camarillo, CA; Jerius Hess, Louisville, KY; Christopher M. Juarez, San Antonio, TX; Chris Kerwin, Palm Harbor, FL; Brian Kim, Toronto, Ontario, Canada; Jeff Kolopziejczak, Chicago, IL; Michael Lankan, Stratford, Scotland; Evan Lee, Vista, CA; Justin McCormick, Midland, MI; Joe Menio, Caldwell, NJ; Alan D. Parsons, Rockville, MD; Eric D. Porter, Brookville, MD; Victor Reyes, Mesquite, NM; Jameson Rigoli, Bolton, MA; Bobby Rodriguez, Azusa, CA; Ryan Seymour, Ashburn, NC; Bradley Worrell Smith, Franklin, IN; Michael St. Pierre, Lockport, LA; Bill Walder, Sacramento, CA; Hayden Vincent Ward, Auburn, AL.

At the Deadline

Best known for his work on the original X-Men comics, Jim Lee was signed by Interplay to create the cover art for its upcoming cart, Blackthorne for the SNES and Genesis. Lee’s “X-Men #1” has sold more than 8 million copies, making it the best-selling comic in history.

Jim Lee’s art will capture the dark mood of Interplay’s Blackthorne (SNES version shown).

Sega’s President and CEO Tom Kalinske was awarded the “Good Scout of the Year” award by the Boy Scouts of America, Greater New York Councils.

In the hopes of squelching cartridge copying, Sega went to court and came away with a victory. The decision, in the U.S. District Court for the Northern District of California, grants an injunction against distributing Sega’s copyrighted games on bulletin-board systems (BBS). The specific case involves the MAPHIA BBS, which allegedly asked users to upload and download copied games through the BBS. The BBS’s owners were reportedly also selling cartridge-copying hardware.

<table>
<thead>
<tr>
<th>Nintendo</th>
<th>Super NES</th>
<th>Genesis</th>
<th>Sega CD</th>
</tr>
</thead>
<tbody>
<tr>
<td>5. Tecmo Super Bowl</td>
<td>5. Saturday Night Slam Masters</td>
<td>5. FIFA International Soccer</td>
<td>5. Ground Zero, Texas</td>
</tr>
</tbody>
</table>

*Titles listed are coming soon or in BLOCKBUSTER Video stores now.*
It takes an explosion of speed and skill to turn a trick.
Do We Have
An Attitude?

Sure. Doesn't everybody? INTERACT controllers by STD are
loaded with ATTITUDE. Whether you're into SEGA or SNES, our game
pads give you the edge you need. So...play with an attitude. Play with
INTERACT controllers by STD.

SN PROPAD
For Super Nintendo®

ALL-NEW SG PROPAD
For Sega Genesis™

SG & SN PROPADS
6 Hi-Performance fire buttons!
Semi and Hands-Free Turbo Fire — gives you
two ways to shred 'em to pieces.

Clear Casing —
so you can check out the guts.

SG PROPAD6

Turbo Auto-Fire — for
high speed fire power that
won't wear out your thumb.

Extra Long Cord
— now you can play from your
favorite recliner.

SG PROPAD6

Slow Motion —
feelin' the heat? Take control and set
your own pace.

6-Button Arcade Layout — that
familiar arcade feel comes home.
Wouldn't you rather thrash your
opposition on your
own turf anyway?

Programmable Fire Buttons —
now you can jump, punch, kick and
slam...with the press of one button!

STD

INTERACT
GAME PRODUCTS

Play with an attitude!

STD Entertainment (USA), Inc.
110 Lakelhont Drive • Hunt Valley, MD 21030 • 410-785-5661
© 1994 STD Entertainment (USA), Inc. ALL RIGHTS RESERVED.

Super Nintendo Entertainment System is a registered trademark of Nintendo of America.
Sega Genesis is a trademark of Sega Enterprises, Ltd. INTERACT and its logo are trademarks of STD Entertainment (USA), Inc. © 1994 STD Entertainment (USA), Inc.
MORTAL KOMBAT II

NOTHING, NOTHING CAN PREPARE YOU

KOMING FRIDAY SEPTEMBER 9

SMOKE AWAITS!
FINISH HIM!
KINTARO'S REVENGE!
NO MERCY!
FRIENDSHIP?
IS THAT YOUR BEST?

SUPER NES® GENESIS™ GAME BOY™ GAME GEAR™

MORTAL KOMBAT II © 1993 Licensed from Midway Manufacturing Company. All rights reserved. Nintendo, Super Nintendo Entertainment System, Game Boy and the official seals are registered trademarks of Nintendo of America Inc. ©1993 Midway of America, Inc. Sago, Genesis and Game Gear are trademarks of Sega Enterprises, Ltd. All rights reserved. Acclaim is a division of Acclaim Entertainment, Inc. © & ® 1993 Acclaim Entertainment, Inc. All rights reserved. Screen shots are from Super NES® version.

MIDWAY
ACCLAIM ENTERTAINMENT, INC.