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And we're certainly not going to try and return it under the warranty. Fortunately, the folks at Sega have a good sense of humor.

BIGGEST TO HIT SEGA.

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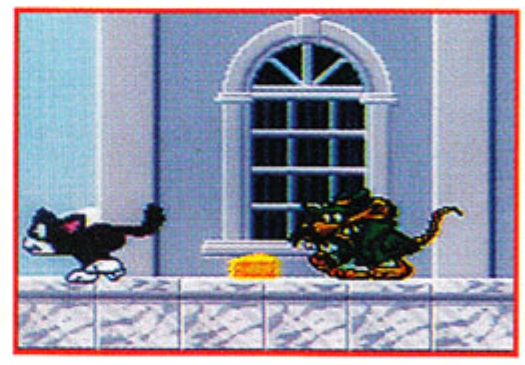
Cover: Francis Mao

SOCKS THE CAT ROCKS THE HILL

Call it "capital punishment," but Socks the Cat, the nation's first feline, is at play on Capital Hill. Suddenly, "political party," takes on new meaning in these two new humorous games for Genesis and SNES. "Socks Rocks the Hill," is a madcap adventure to save the world from nuclear annihilation.

Socks, the White House cat, discovers the missing portable nuclear missile launch unit in his favorite napping spot, the basement of a foreign embassy. To avoid mass destruction he must return it to the White House and alert the first family. But, a foreign spy ring has their own political agenda. They want to see Socks run, and not for political office!

The chase begins. Socks must overcome the likes of foreign spies, Enemy Animal Agents, politicians, secret service agents and the ever-present media corp. To keep the party alive, Socks pounces, tumbles and negotiates his way out of the intricate secret passages and puzzles of Washington. This cat is in a ring of trouble, but not over the hill yet! "Socks Rocks the Hill," is a one or two player 8 MEG game for Genesis and SNES. Comedic action, scrolling graphics and playful movement make this game a platform to run on, and on and on. Rock on with Kaneko USA's "Socks Rocks the Hill." Available nationwide this fall!



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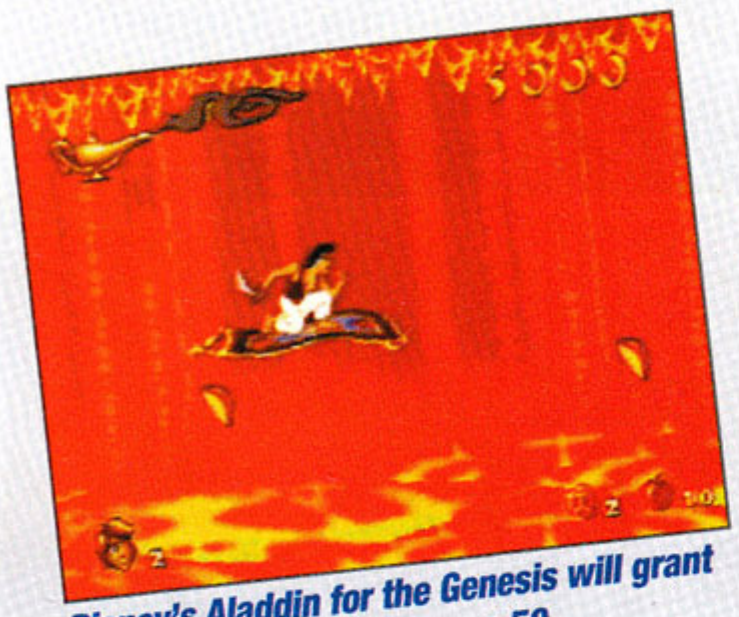

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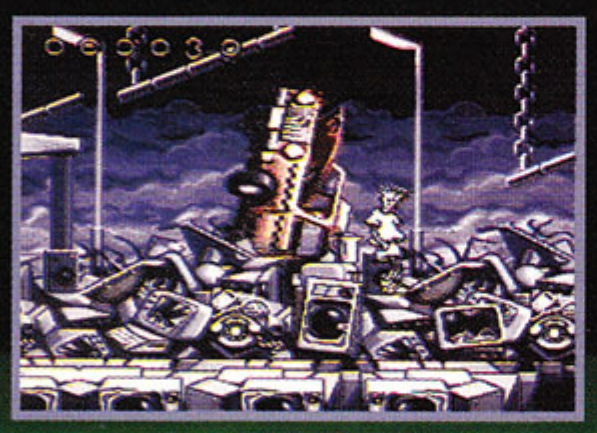
DRAWN TO BE DIFFERENT!

The only black and white in Fido Dido's world is his body. This character judges no one and follows his own alternative beat. He is so cool everything he touches bursts into color. Now, you can follow Fido Dido in two separate new games from Kaneko USA for Genesis and Super NES. For Genesis, Fido Dido comes to life off an artist's drawing pad. Like real life, he gets sucked in one predicament after another. He is pulled into pencil holders, postcards, computers, books, a waste basket and even the artist's ear. After being sucked into a computer, Fido finds it infested with software bugs. He uses a spray bottle to hose the bugs away. There are six levels of play and a bonus "secret" level if you can find it. Fido Dido for SNES is a fun-filled adventure that begins in Gadget Gorge, a place crammed with machinery and gadgets. He must disarm them while avoiding the idiotic knuckleheads. In his own alternative style Fido finds a creative way out. Both games are 8 Meg and for one or two players. They feature twelve secret codes as well as powerups in the form of bubble gum, paper airplanes, refrigerator magnets and more. Make a difference in your game play now, with Kaneko USA's Fido Dido!



SNES

Genesis

Genesis

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GamePro Ratings: Not Just a Pretty Face

Letter from the GamePros

Over the years, the video game industry has really grown up. It's grown up in the quantity and quality of games, and even in the technology used to play the games. To keep up with the pace, GamePro has grown up, too. A few years ago our review articles, called ProViews, didn't include game ratings, or even much game evaluation. That's all changed!

Today, our ProReviews are real, honest-to-goodness evaluations. We pick apart each game and discuss key categories, such as graphics, sound, and control. Our reviews are honest, undiluted, and not influenced in any way by the software publishers or advertisers. In fact, the editors aren't even told who's advertising in an issue. We back up our evaluations with a rating system, and the article's text explains our decision. This rating system has been fine-tuned over the years, and we're confident that it works.

Hot...

...or not?

Many readers write and ask why our ratings sometimes seem so tough. The answer's simple: Most consumers can afford only the very BEST products, so we feel obligated to help them spend wisely.

Here's how our ratings break down. FunFactor is the overall rating – the bottom line. A 5.0 is an excellent, almost flawless game, one that you must definitely play (if not buy)! A 4.0 – 4.5 means we think the game is very good for fans of that game's genre. A 3.5 means the game is above average, but somewhat flawed. A 3.0 is just average – a game you'll like a little, but not a lot. A 2.0 – 2.5 is a poor game that you'll have little fun with. A 1.0 – 1.5 is so bad it probably shouldn't have been released.

Why don't we give more sub-3.0 ratings to games? We think you'd rather see more in-depth coverage of the really hot games, such as Aladdin and Street Fighter II Turbo that are covered in this issue, than see reviews of really weak games. However, when a high-profile game deserves to be panned, we'll be the first to let you know.

Our reviewers have strict guidelines to follow. We never review incomplete games, which would be a disservice to both the product and the reader. As a precautionary measure, several in-house editors play the games to double check its ratings. You won't always agree with every review (just like you don't always agree with professional movie critics). However, you'll know our reviews are always legitimate and well supported.

High standards are to your benefit. That's why we compare games to each other, so that you won't have to buy 10 different street fighters to find out which is best (see Samurai Shodown, page 114). That's why we compare sequels to the originals, so you'll know if there's any reason to buy the next installment (see NHL Hockey '94, page 124). That's why we compare two versions of the same game to each other, because if you own both systems you may want to know which version is best (see Legends of the Ring, page 96). That's why we address specific audiences with our reviews, because we know that fans of hack-and-slash role-playing games and fans of plot-intensive RPGs are two entirely different groups (see The Seventh Saga, page 28).

Our rating system isn't just a pretty face. You may see a lot of 5.0 faces in GamePro, because our game reviewers are fanatical game players who rant and rave when a heart-stopping masterpiece shows up. But when you see those other 3.0 – 3.5 faces, it's your warning to approach that game with caution. G

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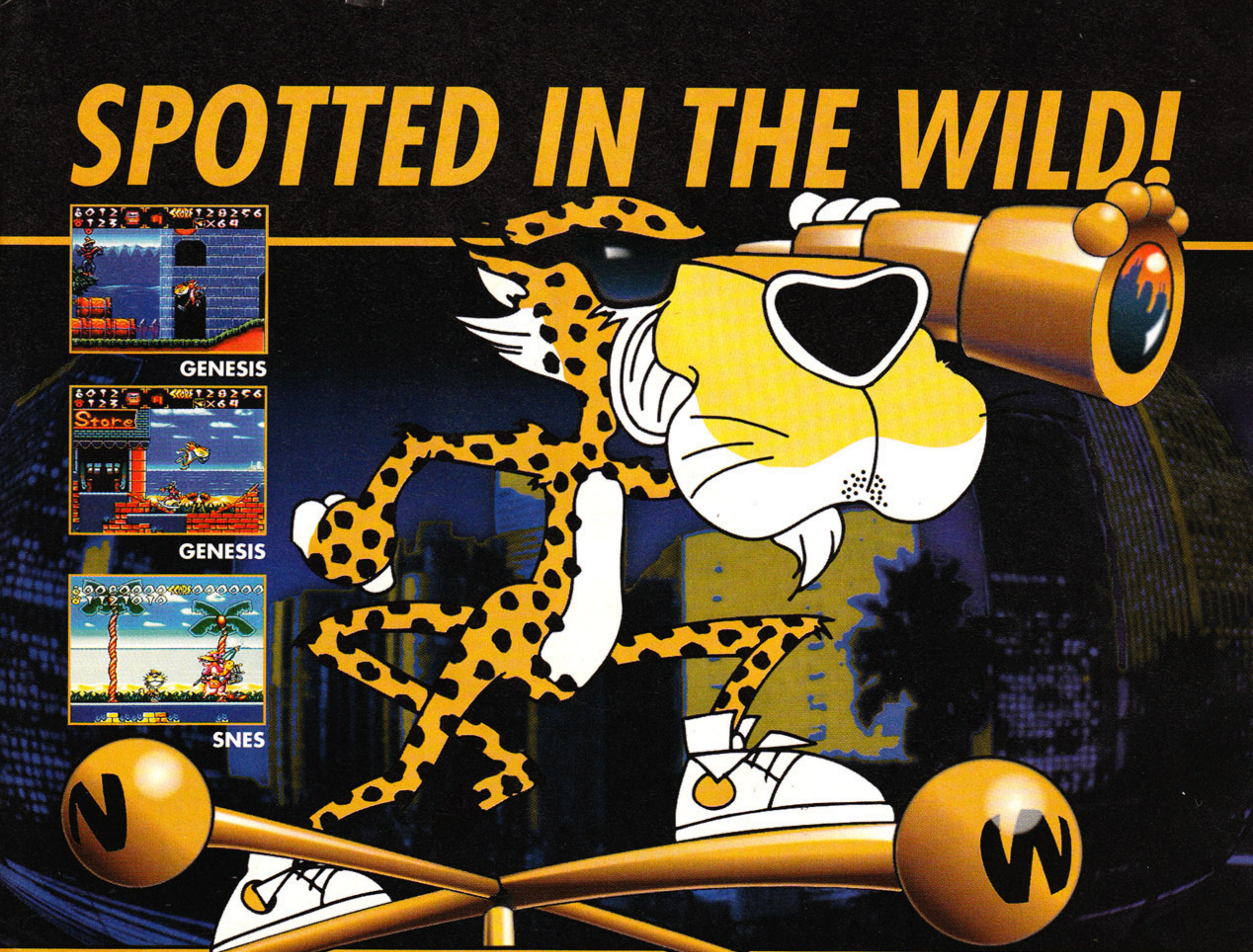

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"Wild, Wild Quest," features a full 8 Meg, 16 bit platform of adventure. Radi-cool graphics and hip characters make this a walk on the wild side for both Genesis and Super NES game platforms. Go wild now with the all-new Kaneko USA's Wild, Wild Quest, the game where you'll never know where you'll be spotted next!

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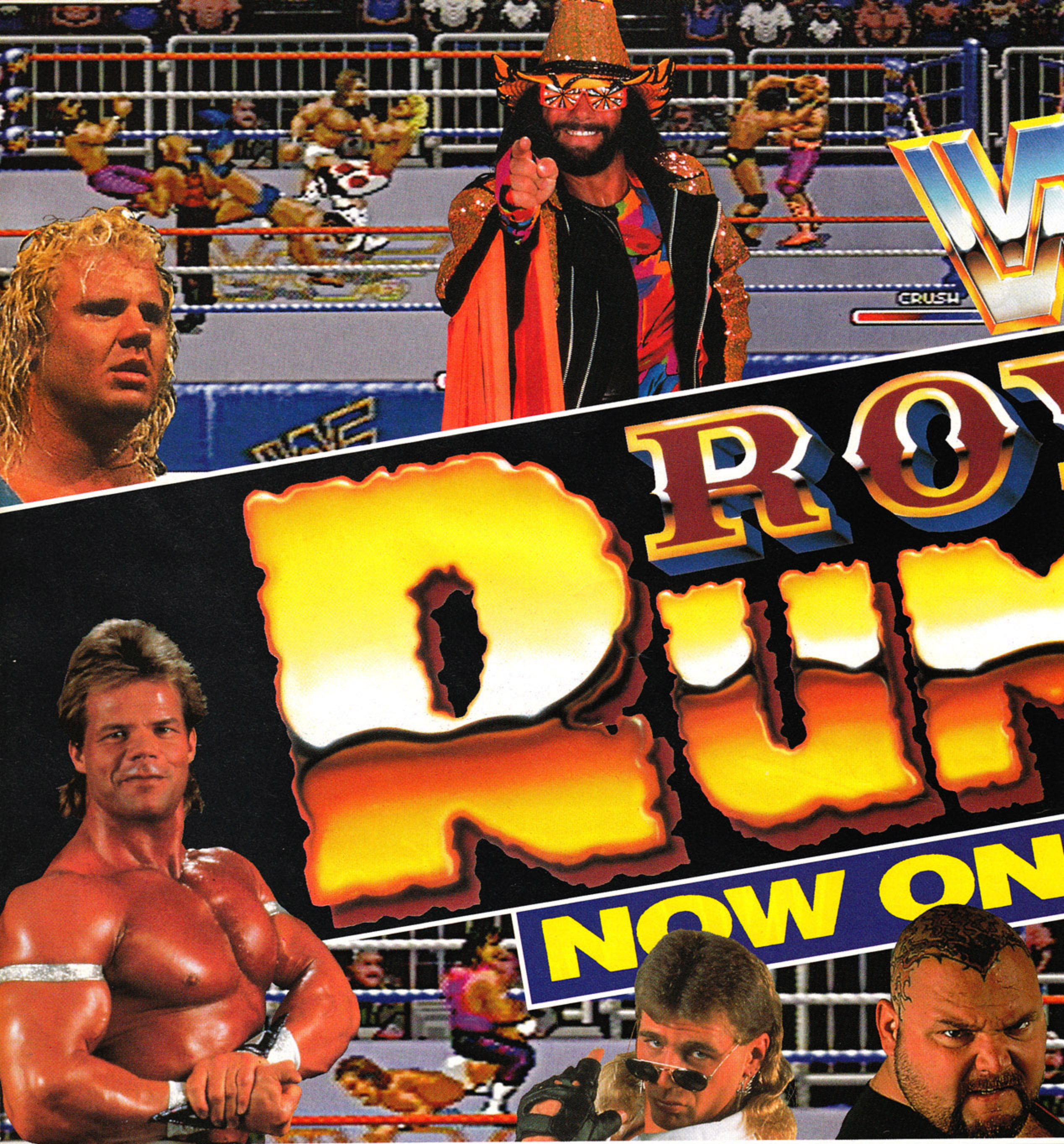

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THE MAIL

Video Violence – The Readers Speak Out

Too much violence? Or too much worrying?

Our culture is getting too violent. Movies aren't considered good unless they're rated R, and unfortunately the same thing is happening to video games. The first time I saw the Fatalities in Mortal Kombat, they made me nauseous. Just because other gamers say they are used to the violence, does that make it right? NO! I'm 18 years old, and I hope other games like this will be stopped before they're made.

Brian Foster, Mobile, AL

I'm sick of being insulted by teachers, parents, and non-gamers. They think games are making us fat, lazy, stupid, and violent. I play video games about 20 hours a week, I have a job, I'm on the honor roll, I exercise, I play in a baseball league, and I've never done anything extremely violent. Most of my gaming friends are the same way. Will non-gamers ever realize that video games are not to blame for the deterioration of our youth?

Brad Lawrence, Hamburg, NY

Don't parents realize that most kids have seen the films *Terminator 2, Nightmare on Elm Street*, ect., and that these films make video games look tame? Both *Batman* movies were rated PG-13, and they were violent. Much of what I want to say on this subject can't be printed (boy, censorship bites!).

Mike Stec, Woodhaven, MI

While pro-censorship groups are bellyaching over violent video games, there are eight-year-old kids out there with guns, not because of games, but because of their environment. The environment is their reality, not a game, a movie, or a magazine. These kids have guns because of what's going on in the real world, not because of Contra III.

Wayne Diaz, Hollywood, FL

Nintendo doesn't seem to care that most SNES players are teens or older, and that they can handle games with more than Mickey Mouse violence. I know many people who won't buy Mortal Kombat if Nintendo censors it.

Stephen Galgas, Parma, OH

Let's Get Technical

Is there a device that lets you play NES games on the SNES?

Michael Ettner, Tucson, AZ

(Yes, the Super 8 Converter from Datel, but it's not yet licensed by Nintendo. We've been reporting on this in our* GamePro *Lab Report section for awhile. Keep watching for further announcements. – The Lab Rat.)

In your June issue, you said the original Duo could be taken on the road. Can you tell me how to do this?

Joe Boerner, Hayden, ID

(Go mobile with a cigarette lighter adapter and a DC-powered TV. In Japan, you can drive around with a Duo LT, a laptop version of the Duo. – Scary Larry)

Why can't manufacturers be a little faster when converting for U.S. systems Japan's Super Famicom RPGs? There's over a year's difference between the release date of Final Fantasy V for the SFC and FFIII for the SNES.

Jesus Cabello, Ponce, Puerto Rico

(The Final Fantasy folks at Square Soft say that various factors cause delays. First, the company is small, so they sometimes have to wait to get all their programmers off of other games before they can work on a new one. Next, the translation of Japanese text to English text is very time consuming. Finally, Square Soft conducts extensive market tests to fine-tune its new games, delaying their releases even longer. The company is getting closer to simultaneous Japanese/American releases – Secret of Mana for the SNES hit the Orient in August and is due in the U.S. in November. By the way, Square Soft says to expect FFIII in June '94. – Otter Matic).

The Magazine Biz

How can I order issues of *GamePro* from years past? Your back-order form only lets you order from the last six or eight months.

Rachelle Evans, Las Vegas, NV

(Though the form only lists the last dozen or so recent magazines, you can still order virtually any issue of* GamePro *and* SwatPro. *It will cost you around $4.95 for a magazine, plus $2.50 for shipping and handling. Call 415/330-4PRO with your specific request. – Andromeda)

How do you choose which games to analyze in your Pro-- Strategy Guides? Is it by the game's sale numbers or direct requests from readers?

Paul Shuster, Rahway, NJ

(Both, plus we choose games that require lots of strategy or offer lots of tips, such as Sonic 2 [ProStrategy Guide in March '93 and April '93 issues] and StarFox [ProStrategy Guide in August '93 issue]. - Slo Mo.)

Ask the Pros is gone, so what should I do for tips on old games, such as Jaleco's Maniac Mansion?

Dan Turk, Concord, NH

(It's not gone, it's only relocated! We've been running "Ask the Pros" for months in our other magazine,* SWATPro. *Look on its pages for specific answers to your gaming questions. – Ms. Demeanor)

Coming Soon?

I'm a baseball fan from Colorado. I was wondering if baseball video games will have the Rockies and other expansion teams in their repertoire.

David Gasper, Golden, CO

(At least one game already does! R.B.I. Baseball '93 for the Genesis has the new Colorado and Florida expansion teams. – The King Fisher)

Florida's pitcher goes for the K against Colorado in R.B.I. Baseball '93.

I have the *GamePro* Video Volume One. Is there going to be a Volume Two?

Aaron Burgin, Long Beach, CA

(There already is! Volume Two was just released and can be

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It's a heapin' helpin' of cookie crunchin' fun!

Challenge a friend or the computer for more munchie-madness!

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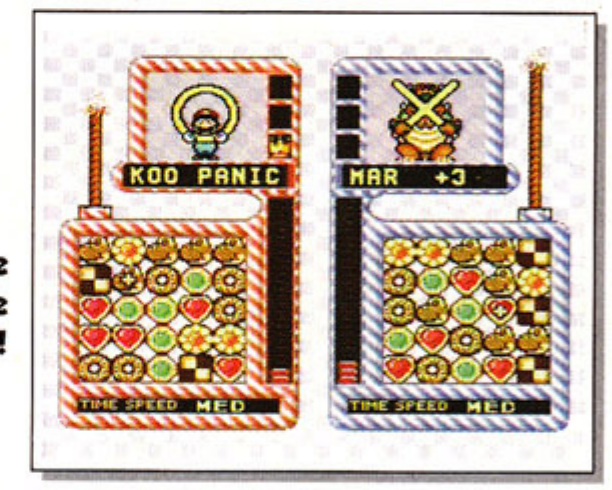

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found at a Blockbuster Video near you! – Brother Buzz)

How can mail-order companies list in their ads games that aren't even out yet? In the back of *GamePro*, one such ad listed Mortal Kombat for sale long before it was released.

Scott Nienaber, Miami, FL

(Like similar suppliers that advertise in* GamePro, *those companies take pre-orders for upcoming games. – Video Head)

Sticks and Stones...

How do you pronounce the fighters' names in Street Fighter II?

Shane McCutcheon, Vancouver, WA

(Ryu is like Roo, Zangief rhymes with thief, Sagat is Suh-got, Dhalsim sounds like Doll-seem, and "Ken" is pronounced "QXXRKLGWLMN-LKKLP." [The W is silent.] – Lance Boyle)

Guile (rhymes with style) versus Blanka (pronounced like Tonka) in Street Fighter II.

Great Reader Art: It's an all Street Fighter II issue!

Dan Turk, Concord, NH

Robert Deutsche Orangevale, CA

Ryan Alm, Benicia, CA

Don't Try This at Home

This code turns SFII into Mortal Kombat. Play a perfect game on Level 5. When it says "Congratulations," hold L and R, then press A, A, B, X, X, X, X, Y, B, B, Y, Select, Y, B, and Start. Pick Guile, do a Sonic Boom, and press L 21 times to fight with the Kombatters on SFII backgrounds. The Fatalities are awesome.

Nicholas Christensen, Brooklyn, NY

(Hey, great! This code belongs in our April '93 issue's "April Fools" section. Next month, we'll have a code that turns Darth Vader into Sonic for a fight with the newest X-Man, Bubsy! – Sister Sinister)

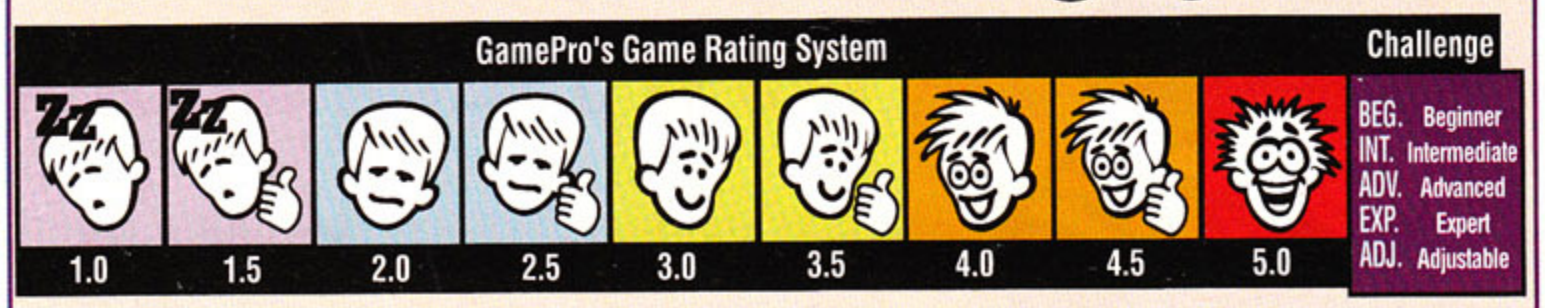
Wishful Thinking

Do you think Nintendo and Sega will ever get together and come out with a single system that can play games from both companies?

Dwight Wickham, Walla Walla, WA

(Sure, as soon as Elvis is on the news with meteorological data showing that it's snowing at Graceland in July. – Data Carvey)

GamePro's Game Rating System



Graphics: Judges the overall artistic quality of sprites, animation, and background scenery. **Sound:** Critiques music and sound effects. **Control:** Rates how smoothly the control pad commands and the game's interface turn you on to the on-screen action and fun. **FunFactor:** Are you gonna have a good time? **Challenge:** This is the average skill level necessary to play the game. When you can pick skill levels, we label Challenge "Adjustable." **GamePro's Game Rating System:** 5.0=Outstanding! 4.0=Great job! 3.0=Good job! 2.0=O.K. but could be better. 1.0=Wake me up when it's over!

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
Thanks for your help!

In the Beginning there was Nothing...

When you were a blankie-wetting baby, you played make-believe with dolls

Then there was the video game...

So you got a little older. What happened? You find yourself coddling cute cartoon plumbers and a blue, rat-like hedgehog

In the end, there lives

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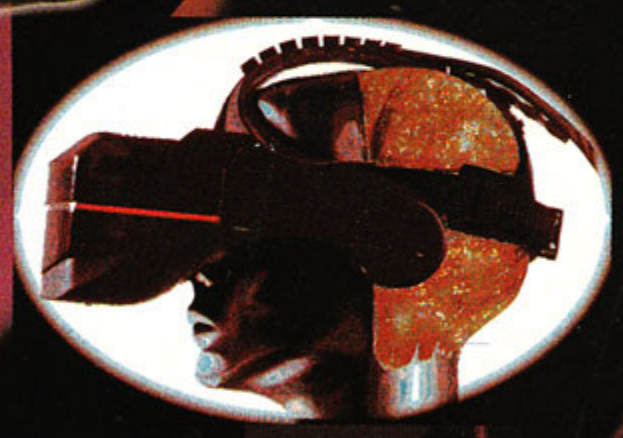
VICTORMAXX puts the end to the boob tube's strangle hold on the video gaming experience. Suddenly, video gaming is a head game of 3-D proportions and lifelike stero sound. The TV takes a backseat. Rainbow resolution graphics and endless functionality combine with Immersion Stereo Sound to create the ultimate, the VICTORMAXX VIRTUAL REALITY Experience!

STUNTMASTER



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AVAILABLE AT INNOVATIVE STORES .....EVERYWHERE

THE CUTTING EDGE

Atari's 64-Bit Jaguar Stalks the Competition

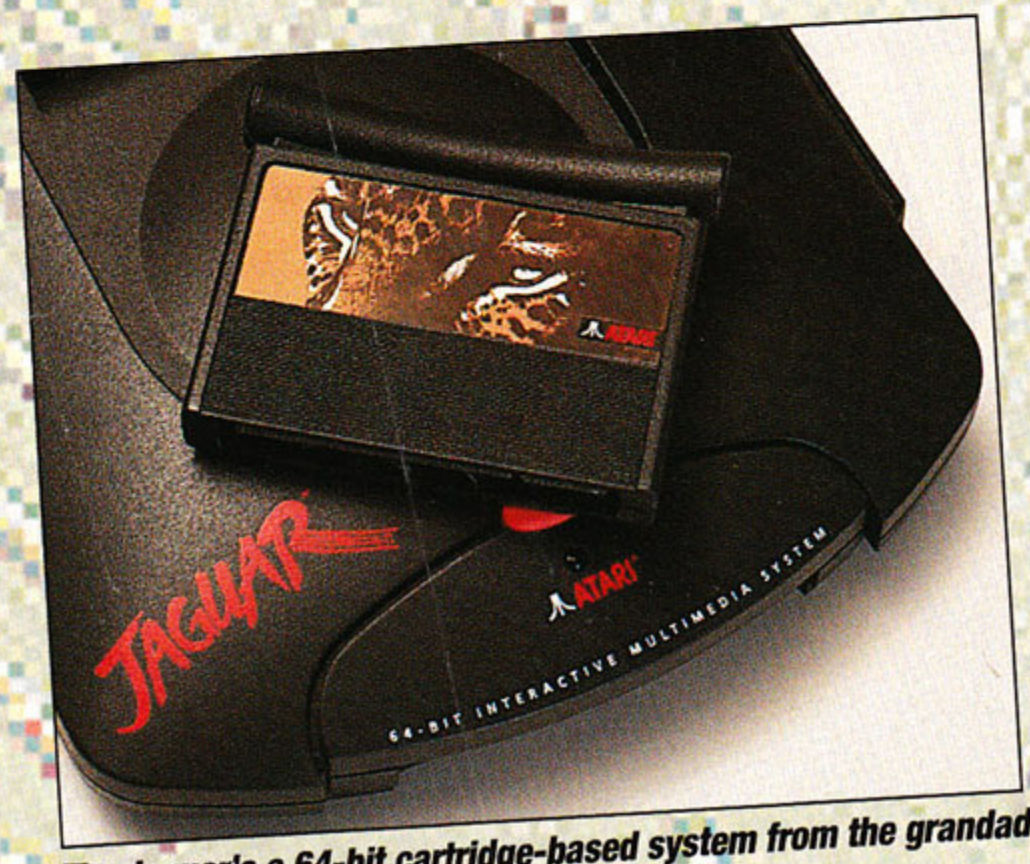
By The Desk Jockey

What for the last three years has been Silicon Valley's best-kept secret has suddenly become an all-too-cool reality. Atari Corporation is finally unleashing its Jaguar – a 64-bit super system that will be staring down the Genesis, SNES, and 3DO late this fall. The impressive-looking unit features a 17-button controller, mega processing muscle, and every expansion device you can think of.

64-Bit Bang for $200

Atari, the company that rode the video game craze to its apex only to come crashing down in the early '80s, appears to be rising from the ashes. Atari has announced plans to leapfrog over its 16- and 32-bit competitors with the world's first 64-bit home video game machine that's to be priced in the $200 range. In layman's terms, "64-bit" refers to the amount of data the Jaguar can process at one time. Atari claims that the Jaguar is more powerful than any other system, since it can process four times as much data as the SNES or the Genesis, and twice as much as the 3DO multi player.

The system is loaded with five processors on three computer chips. The two chips that handle most of the work (code-named "Tom" and "Jerry") were designed specifically for the Jaguar. Tom, a 64-bit graphics chip, incorporates multiple RISC (Reduced Instruction Set Computer) processors. Jerry is a 32-bit RISC chip with a Digital Signal Processor. The Jaguar also has a 16-megahertz 68000 Motorola chip. In addition to all that power, the Jag comes with 16 megabits of RAM, which means it can store an entire 16-meg game in on-board memory!



The Jaguar's a 64-bit cartridge-based system from the grandaddy of video game companies, Atari.

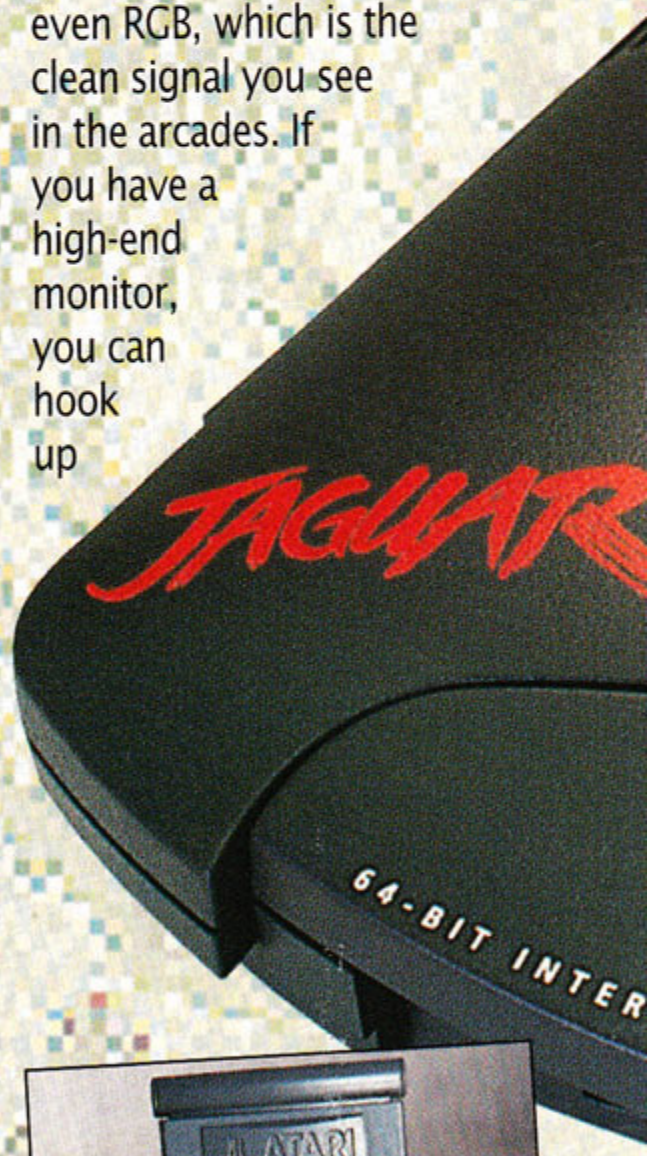
The 17-button controllers feature three fire buttons, two select buttons, and a 12-button keypad. Plastic overlays slide onto the 12-button keypad to provide tons of options during game play.

The system's chips aren't just big numbers. The unit can do scaling, rotation, and object skewing (distorting the image) with its built-in hardware. Even texture-mapping (covering polygons with images to give them texture) isn't a problem. Like 3DO, the Jaguar's 24-bit True Color graphics display can show more than 16 million colors during full-speed game play, as compared to the Genesis that can only display 64 colors, and the SNES that can display 256. With its processor horsepower, the Jaguar can move more than 850 million pixels per second. 3DO, on the otherhand, can move 15 million pixels per second, and the SNES and Genesis move only 1 million. The Jag's sound chip is purported to produce "better-than-CD-quality" audio, as it operates at a 200 kilohertz standard, while CD is benchmarked at a 41 kilohertz standard.

The 15-pin controllers plug into the front of the system.

Mean Machine

The Jaguar's looks are as sharp as its specs. The sleek black system has two controller ports in front, and output and expansion ports in the back. The unit can output a regular NTSC RF image, composite video, Super VHS, and even RGB, which is the clean signal you see in the arcades. If you have a high-end monitor, you can hook up



The rear expansion port enables you to add tons of new peripherals, such as a modem interface and a Virtual Reality device!

in RGB and experience virtually no signal degradation!

The controllers are something old and something new. The thumbpad and A, B, and C buttons will be familiar territory for Genesis players, and the Pause and Option buttons are like Start and Select on the SNES. However, the extended-controller style adds a numerical 12-button keypad that's a throwback to the old Intellivision controllers from the early '80s. Many of the games will even come with plastic overlays depictiing icons that correspond with these 12 buttons.

Carts and CDs, Too

The Jaguar will initially be a cartridge-base system, but plans call for the Jaguar CD (working title) to launch by Spring of next year. The CD-ROM drive slides into the Jag's cart slot, and a cartridge port on top of the drive itself enables you to play carts or CDs. The double-speed CD player runs games, audio CDs, CD+Gs, and Kodak Photo-CDs. Most cartridge games will also be released in enhanced form on the CD (more graphics, audio, and voices), plus there will be interactive movies on CD with sub-VHS quality full-motion video (but not as grainy as Sega CD video).

Virtual Jaguar

It's no secret that multimedia and networking is the wave of the future, and Atari's got a bunch of secret weapons to add more bite to the Jag. The Jaguar's internal DSP chip is powerful enough to function as a modem, which means that if you buy the telephone interface planned for '94, you can play against friends over the phone lines or connect with national networks. The adapter port is capable of plugging into cable lines, and since Time Warner (a co-developer of the Sega Channel) owns 24% of Atari, a Jaguar Channel similar to the Sega Channel is a distinct possibility. A Virtual Reality helmet will also debut next year, which promises to allow greater freedom of vision and movement in a more realistic, texture-mapped world than that offered by Sega's VR helmet. In addition, Atari plans to release an MPEG-2 video compression cartridge that would enable you to play full-length, full-motion, Laser Disc-quality movies on CD. Finally, the Jaguar's designed to be powerful enough to take advantage of the increased pixel resolution of High-Definition Televisions (HDTVs) when they debut sometime this decade.

Have You Played Atari Today?

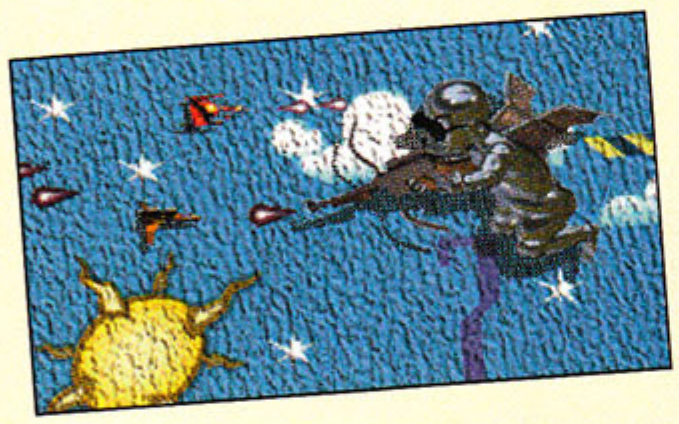
Atari will be test marketing the Jaguar in New York, San Francisco, Paris, and London in late October and early November, with a complete rollout in the U.S. and Europe by Spring of next year. The $200 system will be packaged with one controller and one game. The key question of third-party software support will be answered over the next several months, but right now Atari has at least two very powerful allies: Time Warner, the entertainment giant who will make its media library available to Jaguar developers; and IBM, who will manufacture the Jaguar system. If enough partners join Atari in the hunt, it may well become king of the game jungle once again.

The Jaguar family portrait: The base system, the Jaguar CD plugged into the cartridge port, the controller, and a game cart.

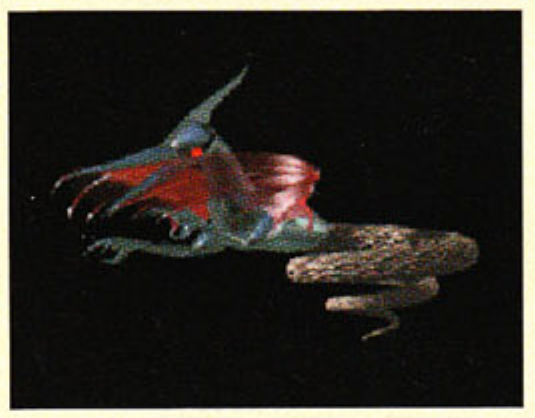
Jaguar Software Showcase

Crescent Galaxy

Two foxy star fighters, Trevor McFur the Jaguar and Cutter the Lynx, blast off in the side-shooter to end all side-shooters. You play as Trevor, and Cutter's your sidekick as you blast through five worlds filled with 3D-rendered asteroids, nasty creatures, and bosses that turn and stare out of the screen. Dialog boxes and digitized pics of the protagonists make this an eye- and thumb-pleaser. (Available October)

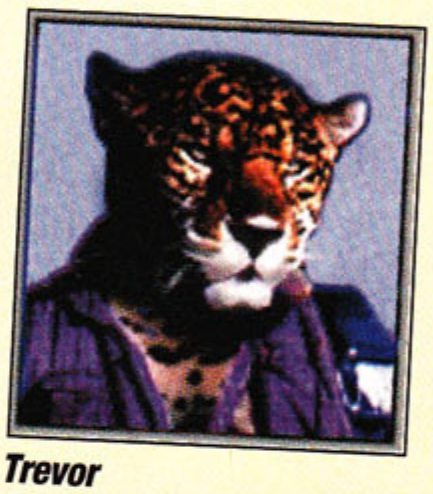


3D Rendered Animated Characters!



The Jaguar can display nasty 3D creatures and animate them smoothly using advanced design tools, such as Electronic Arts' 3D Studio.

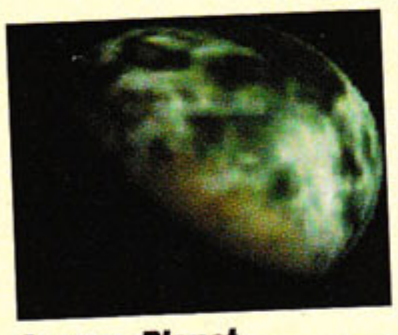
Cutter



Trevor

General Patent

5 Worlds to Explore!



Swamp Planet

Cave Planet

City Planet

Desert Planet

Air Planet

The Jaguar CD plugs into the cartridge port of the base system.

Jaguar Software Showcase

Over 25 Jaguar cartridges are currently in development at Atari, but the only release dates that appear to be set in stone are the ones for the intial test market. Many of the names are working titles. Carts will cost between $39 and $69, and run anywhere from 4 to 32 megabits. Check out the first screens of Jaguar software.

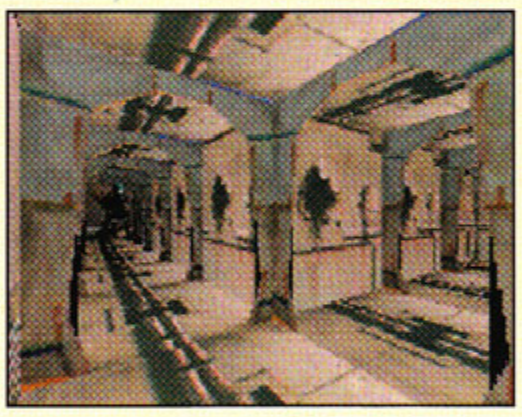
CyberMorph

Fly in a real-time texture-mapped, polygon-based world. Your craft can "morph" into different forms as you cruise over hills and valleys that look realistic, with lifelike shadows. There are tons of air- and land-base enemies, and you'll even recognize a Centipede straight out of the coin-op! (Available October)

Kasumi Ninja

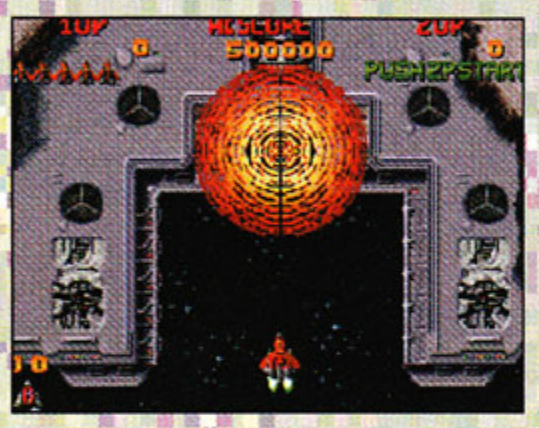
The Kasumi, or "invisible" Ninja will have his work cut out for him taking on the Street Fighters of the world. This one will have 20 characters (all based on digitized actors), with at least three special techniques per character. The energy bar is a totally original concept – a sword slices blood from your hand every time you take a hit!

Alien vs. Predator



This first-person tunnel maze game has texture-mapped walls and striking digitized pics of the head-lining monsters. You can play as the Alien with its tail-whip, speed, and nasty jaws; the Predator, equipped, with out-of-this-world weapons and infrared vision; or the marine, armed with grenades, guns, and flares.

Raiden



Based on Fabtek's spectacular, overhead shoot-em-up coin-op, this one is supposed to be every bit as good as the arcade...maybe better! Atari promises no slowdown and more detailed shading for the graphics. (Available October)

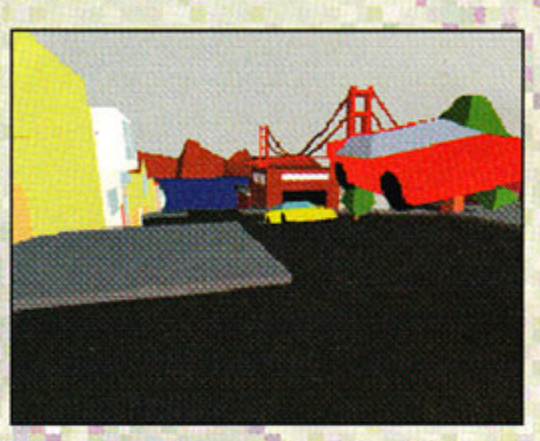
Evolution: Dinodudes

Based on Atari's own Lynx Dinolympics and Gametek's Humans, this game combines 50 of the best levels from the previous version with all-new True Color background graphics and CD-quality music. (Available October)

Tiny Toon Adventures

Time Warner provided color schematics for the Toonsters, and Atari plans to follow them to a tee. Plucky, Buster, and Babs set off on a side-scroller filled with madcap pranks and actual character voices. Bits, such as the squirt-gun follies from "Summer Vacation," will be featured.

Club Drive



The amusement park of the future. Race through any and every setting, including a canyon, a realistically modeled San Francisco, and even a living room.

Tempest 2000

Head-trip time! This 1981 classic is translated in perfect form on the Jag. You get two modes: Tempest Classic, just like the original with new scaling effects, and 2000, a redone version with new pics and power-ups.

GAMES ON THE WAY!

Battlezone 2000: The original tank blaster gets a 64-bit facelift with a fully texture-mapped 3D world.

CyberPunk City: There's Blade Runner-esque future world with a seedy look.

Sports Games: Atari's got all the balls covered with football, basketball, baseball, and the oddball of the group, soccer.

Dracula (CD): Real actors and plenty of gore will be on this disc, based on Bram Stoker's novel.

Space Pirates (CD): Get swashbuckling space adventure with tons of worlds and comic book-style graphics.

DEKE YOUR

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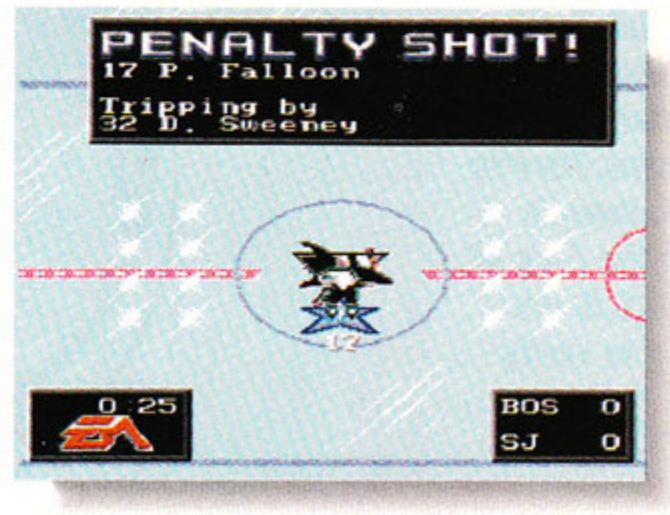

Now you can go one-on-one with the goalie if you're tripped up on a breakaway. The pressure's on, the crowd's going nuts. Do you have what it takes to make the siren wail?

EA SPORTS™ PRESENTS

NHL '94

BY MARK LESSER, DOUG WIKE AND HIGH SCORE PRODUCTIONS
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#07 AT THE ARCADES

SPECIAL FEATURE

SLAM

By James & Dave

Slam Masters is a wild wrestling game that's rockin' the arcades. Ten fighters pull nasty moves using only three buttons (Attack, Jump, and Pin) and an 8-position joystick. You can even Dizzy the opposition *à la* Street Fighter II. Last issue, Capcom's Slam Masters' Masters slammed with The Great Oni, Mike Haggar, Gunloc, Titanic Tim, King Rasta "Mon," and El Stingray. This time, the Masters reveal some cool basic attacks for Jumbo "Flap" Jack, Alexander the Grater, Biff Slamkovich, and The Scorpion.

THE BASICS

GRAB:

Push the joystick toward the opponent and press Attack. After a Grab, be prepared to quickly execute your next move.

SHAKE OUTS AND REVERSALS:

To Shake Out of Grabs or Pins, rapidly shake the joystick and push all the buttons like crazy! Sometimes this wild button-pressing creates a Reversal, giving you the advantage.

HAIR LIFTS:

When your opponent's down, stand near his head and press Attack to give him an uplifting experience.

FLIP PINS:

If an opponent is lying face down, you must press Pin to flip him over, and then press Pin again to actually pin him.

SLAMS & THROWS:

Once you Grab an opponent, use your Slam Master's Throw and Slam moves. Different Slams and Throws occur from front or back Grabs.

DASH ATTACKS:

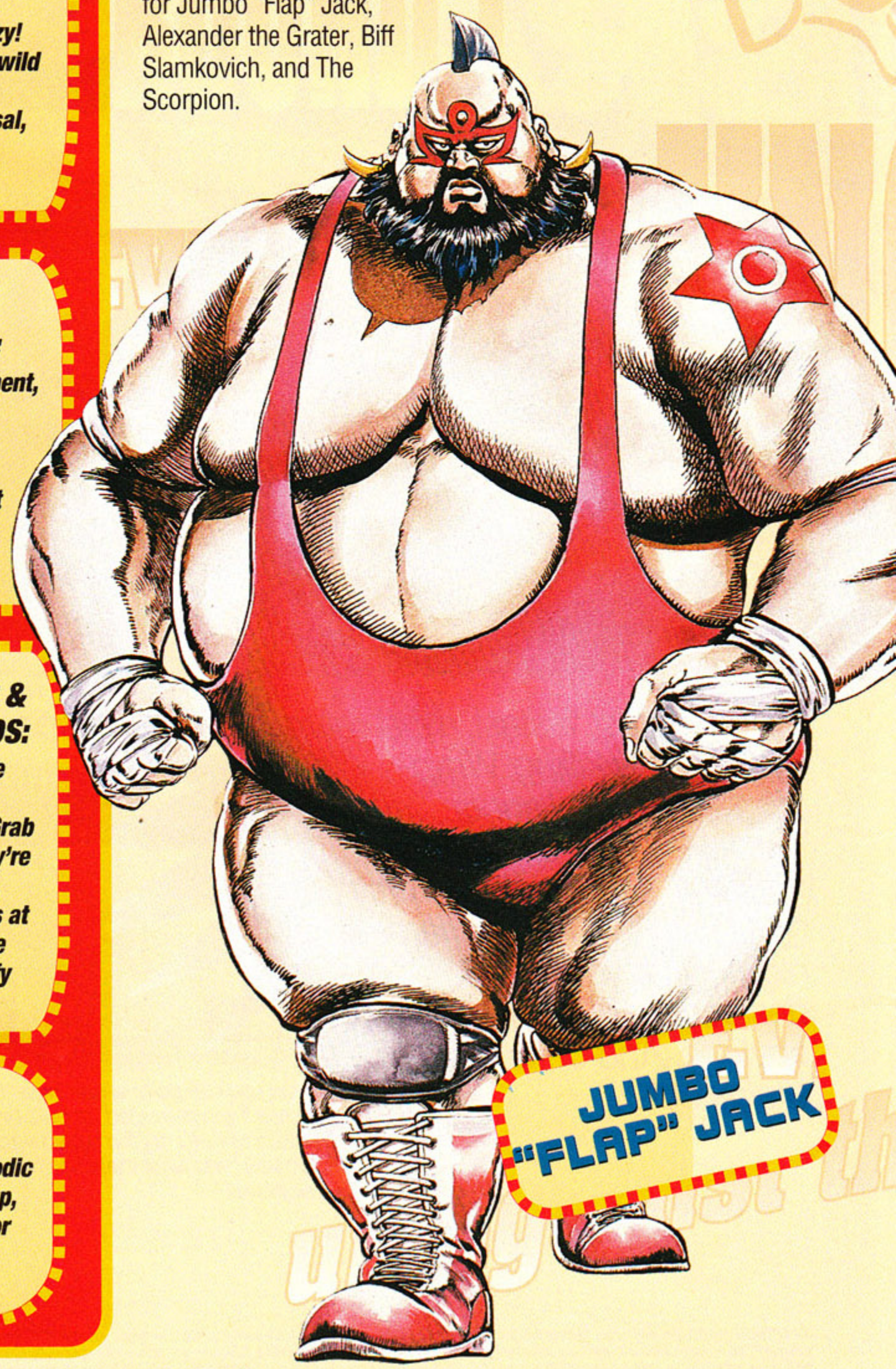
Double tap the joystick left or right to Dash at an opponent, then be prepared to execute your favorite attack.

SPECIAL PINS & GIVE-UP HOLDS:

You can pull these winning secret moves after you Grab an opponent. They're so secret, though, that even the Pros at Capcom U.S.A. are still trying to verify them all!

GET PUMPED:

Sometimes you get Pumped Up to pull a fantastic Reversal or a devastating power Attack. This periodic power-up can occur when you're getting beaten up, after you've pulled a certain sequence of moves, or when the crowd is jacked up behind you! Each character gets pumped differently.

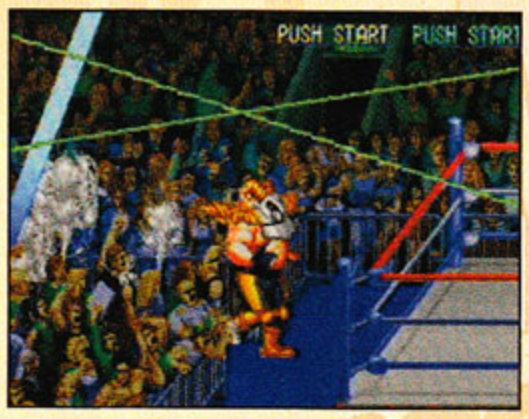


JUMBO "FLAP" JACK

PART 2 SLAM MASTERS

ALEXANDER THE GRATER

The Ultimate Cheesy Move



Grater's a good fighter against any opponent, and he has an awesome cheap attack too. When he knocks down an opponent, move him to either end of his body. Now, hit Attack to stomp his foe, then rapidly press Attack again. When Grater's foe tries to stand, he'll run into Grater's patented Patty-Cake Slap.

Jumbo's Re-Dizzy

Shades of Street Fighter II: Jumbo can Re-Dizzy! First, beat someone Dizzy to make his power meter go to zero. Now, knock him down and hit Attack to stomp him until he's Dizzy again.

Flying Belly Attack

Grater's Flying Belly is the ultimate stomach-crunch. When he knocks down an opponent, make him climb onto the ropes. Now press Attack to get him Pumped Up by appealing to the crowd. Next, press Jump and hit Attack.

Grater's Give-Up

In addition to his Pin Move, Grater has a Give-Up Move that will end a match. Some other Slam Masters have 'em, too, but even Capcom's Pros haven't discovered them all! Grater's Give-Up works when his opponent has a small amount of power left. Grab his enemy, press the joystick Right, and hit Pin. If you're wrestling against Grater and he catches you in a Give-Up during Grand Battle Royale matches, your partner can save you.

Tornado Toss

The Tornado Toss is Grater's Special Attack that blows away the opposition. To pull it off, press Up, Right, Up, and hit Attack.

his weapon, Dash toward him by double tapping the joystick in his direction, then hit Attack just before Biff or Gunloc reach the ropes. In addition to damaging the dude, you may be able to keep him out of the ring until he's counted out.

Slide Kick Through the Ropes

Biff and Gunloc are the Ryu and Ken of Slam Masters. They have the same special techniques. The Slide Kick disables opponents who're outside of the ring and are holding weapons. When their foe tries to climb back into the ring with

Flying Body Combo

Pull a devastating move by combining a Pile Driver with something fancy like the Flying Body Splash. Fancy moves can be dangerous on their own. To execute this combo, do a Pile Driver first, then grab the opponent from the front. Now pull Down on the joystick and simultaneously hit Attack and Pin.

As the opponent's lying on the mat facedown, get onto the Ropes and press Jump and Attack for the *coup de grace* – the Flying Body Splash! Whatever's left of Biff's adversary is now setup for an easy Pin.

Scorpion's Hush-Hush Moves

The Slam Stand

The Death Spiral

The Scorpion is a boss character. He's the most powerful wrestler in Slam Masters, thanks in part to two killer secret moves. Capcom's Pros aren't ready to reveal his secrets, but they're confident aggressive players will quickly discover them on their own. They're called the Slam Stand and the Death Spiral.

The Slam Stand knocks down several characters at once. The hint from Capcom's Pros is that it's a "basic special attack" that you can fire up anytime you're walking on the ground.

In the Death Spiral, Scorpion lifts his opponent up and out of the screen, then rams him into the mat for a killer slam! G

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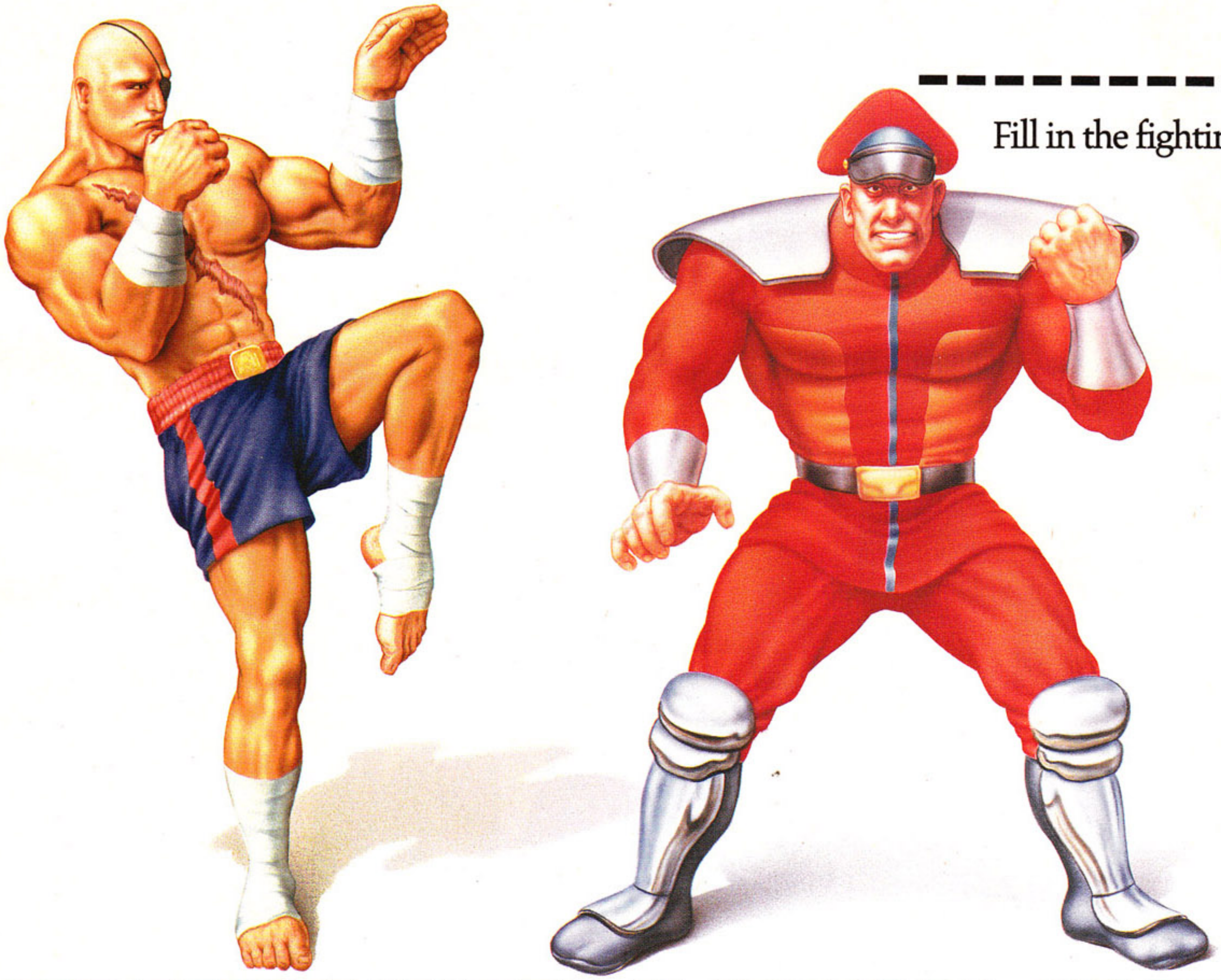

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Role-Player's Realm

The Monthly Guide to the World of Role-Playing Games · Oct. '93

A New Beginning for RPGs in GP!

Welcome one and all to the Role-Player's Realm! Created to satisfy the overwhelming demand for more RPG coverage, this is the only resource you'll need to find out what's happening in fantasy, science fiction, cyberpunk, historical, and other role-playing genres. Of course, we'll be focusing on video game RPGs, but don't be surprised to see reports from the pen-and-paper universe, too. This month, we've summoned up spell-binding reviews of Shining Force, The Seventh Saga, Final Fantasy Legend III, and Defenders of Oasis.

The Seventh Saga

SUPER NES

By Nightrunner

Esuna the Elf

Olvan the Dwarf

If you're looking for an RPG with less talk and more action, check out The Seventh Saga. The game's multiple characters and variable plot are innovative in many ways, but the unrelenting combat and convoluted puzzles may drive away all but the most dedicated role-players.

Seven Heroes for Seven Runes

King Lemele has assembled a motley crew of seven of the toughest beings he could find. You can play as any one of them – from a beautiful elven sorceress to a strange Predator-like alien from another planet – in a quest to recover the seven mighty Runes of Magic. The other six characters you'll meet later during your journeys.

The character you choose has significant impact on the game play and plot. Some characters are likeable and will have no problem interacting with townsfolk, while other characters, like the demon character, will not be trusted and therefore threatened at every turn!

Sinister Sights and Sounds

Graphics is one of the Saga's highest points, especially in combat. Although the viewing modes are from a standard overhead-view in Movement Mode and from a first-person view in Combat Mode, the quality in both is above average. Instead of cartoony images, Saga shows characters and monsters in a large, realistic style. The animation of the monsters is truly disturbing.

Valsu the Human

PROTIP: Combining a warrior's and mage's skills, Lejes has devastating offensive power and is a good character to choose.

Lejes the Demon

Wilme the Alien

Of course, there are some risks in not being trusted and feared by others.

You can recruit a second hero to join you on your quest for the Seven Runes.

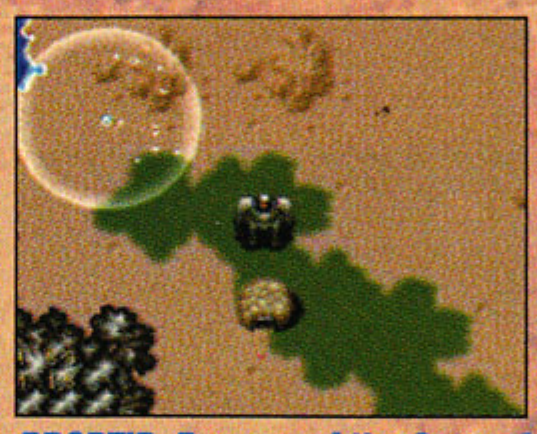
PROTIP: Don't take Esuna, the elf sorceress, as your character. Unable to wear armor, she is extremely vulnerable, even at the 25th level.

The haunting music sets off the graphics well, too. Although not quite up to the quality of Final Fantasy II, both the music and the sound effects are unusual and distinctive.

Familiar Fighting

For all its originality in looks, sound, and premise, Saga's game play is very reminiscent of other carts, like Phantasy Star. You wander the world fighting monsters and talking to people in towns and castles.

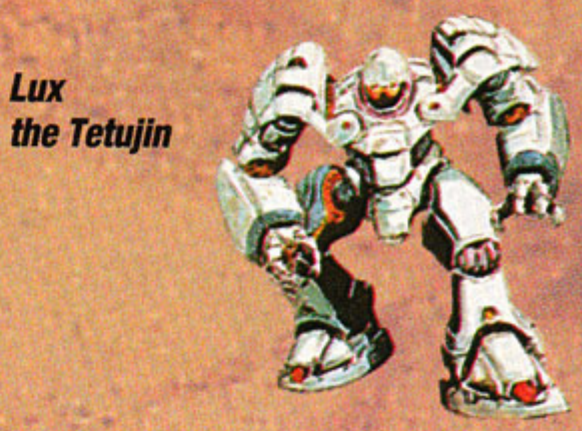
The movement is somewhat innovative. Unlike other RPGs where you're ambushed without warning, you can actually see the monsters on a radar map as they sneak up on you. This adds an intriguing real-time element to the game play. The interface is the standard two-button, yes/no type and presents no problems.



PROPTIP: Beware of the Cave of Earth, a dangerous dungeon easily accessible at the start of the game. Stick to the open desert for level-building.

PROTIP: If you have a choice, don't challenge the other heroes. The computer gives them almost unlimited Magic Points, and the rewards just aren't worth the risk.

PROTIP: When first mapping a dungeon, it's not worth the risk to open Treasure Chests. Most don't contain treasure, but a hideous creature known as a Trick, instead.



Lux the Tetujin

Kamil the Human

While not spectacular, the plot line changes from a straightforward story to a non-linear situation best suited for experts. Many puzzles will linger for some time until you find the right person to talk to or the right item to use. Conversation is very limited, which may be a letdown for fans of the high-drama RPGs, such as Final Fantasy II.

Unfortunately, the frequent, simplistic combat does not live up to the rest of the game. Basically, you slug it out. Your choice of Spells or Weapons is immaterial. The monsters are tactically too similar from one another. Since you will be ambushed every 5 to 10 seconds, combat quickly becomes a chore.

Seventh Heaven?

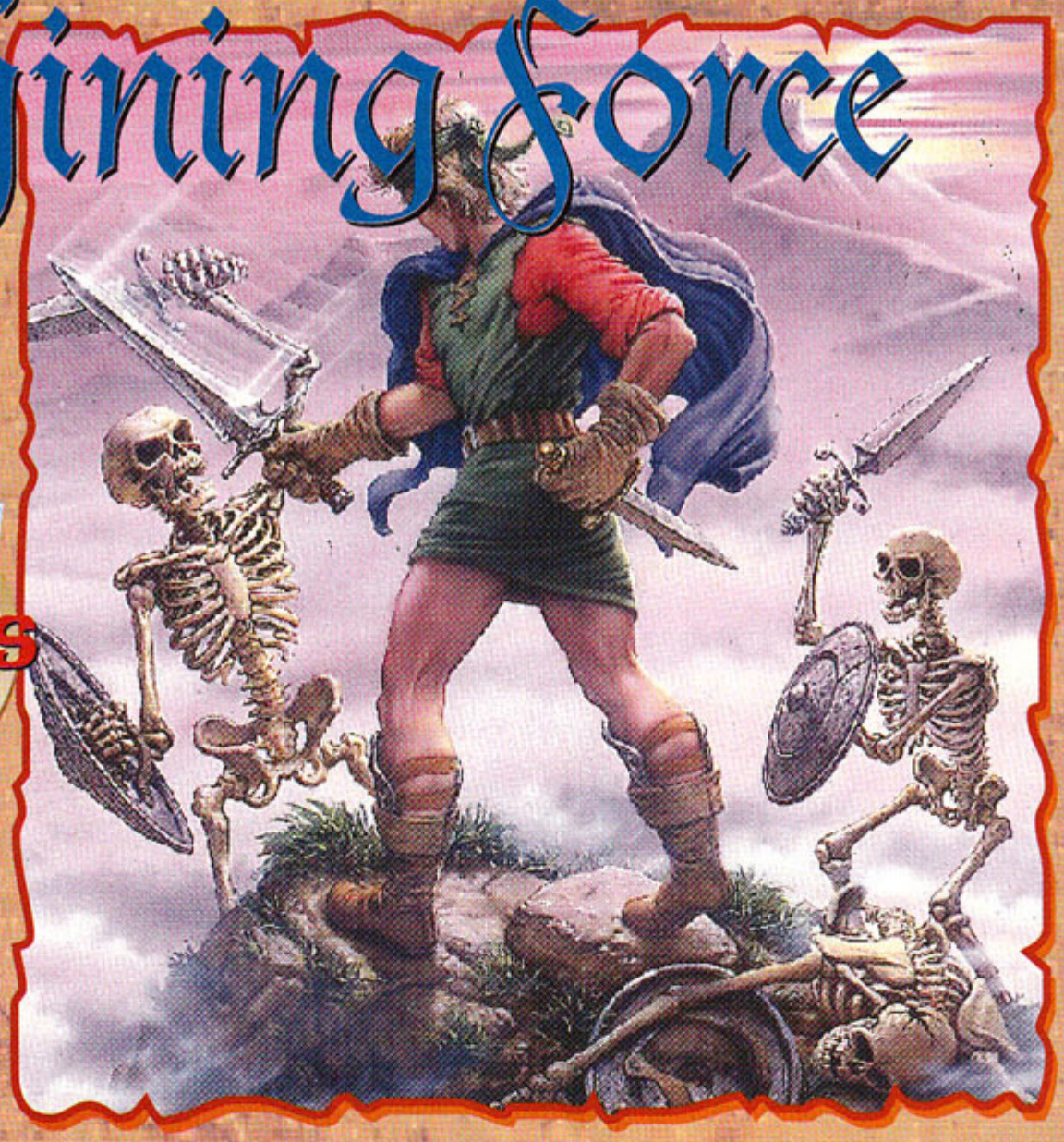
If you're a connoisseur of RPGs and don't mind incessant combat, you'll want to have this game in your collection. However, Enix may want to think twice before creating an Eighth Saga.

The Seventh Saga by Enix

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	3.5	3.5	Expert

Price not available	Overhead-view mazes
12 megs	First-person combat
Available October	Forward scrolling
Fantasy role-playing	Battery backup
One player	

Shining Force



Shining Force GENESIS

By Willy Y. Pout

Shining Force is a solid RPG that requires careful planning and maneuvering. While light on audio and visuals, it's one of the most complex games on the Genesis and a worthy sequel to its predecessor, Shining in the Darkness.

Like other Sega RPGs, the graphics are simplistic and somewhat bland, plus the sounds and music are only average. The game play is linear, but you'll get hours of role-playing from the countless ways you can set up your band of renegades.

Though the roam-and-seek portions of the game are fairly straightforward, Shining Force characters come across with a plethora of witty and humorous dialogue. The events and story add drama, and the strategic overhead-view battle sequences are exciting (if repetitive) and fairly easy to control.

Shining Force won't dethrone the current king of Genesis RPGs, Phantasy Star II, but it's packed with enough quests and characters to satisfy your role-playing appetite.

Shining Force by Sega

Graphics	Sound	Control	FunFactor	Challenge
3.0	2.5	4.0	4.5	INT. (Intermediate)

$64.95	Overhead-view battles
12 megs	
Available now	Forward looking closeups
Fantasy role-playing	
One player	Battery backup

SHINING FORCE STRATEGY GUIDE

Raise the Dead

Revive members of the Shining Force with the Priest found in the Abbey of any town. Raising the dead is a costly process, but a worthwhile one. The cost of each character depends on the level of Experience the character is toting.

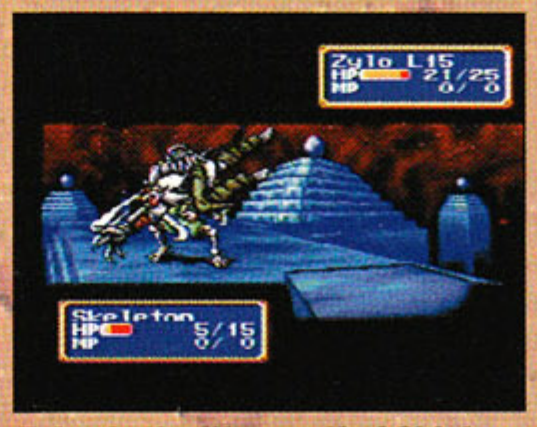
Hawkmen

Because they can fly and they have the greatest movement range, Amon and Balboroy are your two most valuable characters. While keeping your main hero out of the way, use them to attack the Laser Eye in Battle 11.

Circus Circus

At the Circus level, position two Healers offstage and move Lowe near your main hero. In this level, you must fight the Marionette, the most powerful boss found in the first eight levels of the game. Use your two Mages and your stronger characters against this puppet.

The Werewolf



Zylos is the Werewolf of Shining Force. He can be found in Bustoke, in between battles nine and ten. From this point on, he's your most powerful character and relies only on his viciousness.

Blaze the Undead

The magic of Blaze does mucho damage to undead creatures, especially Zombies and Skeletons. Tao's Blaze Magic is especially effective, and she can acquire Level 2 Blaze at the fourth level of Experience! She'll then be on par with one of the strongest characters–the Dark Mage.

Heal at all Costs

Heal your stronger characters, especially your main hero, as often as possible. Your Healers must actually heal your heroes to gain Experience Points. Your Healers can also pick up some easy XP by administering the coup de grace when a monster only has one or two health points left.

Battle of Ring Reef

At the beginning of the Ring Reef Battle, you'll need to spread your characters out in three different directions. Healers should stay toward the middle, since Magical Spells work very well on this battle's monsters. Heal your party before fighting the Master Mage, then use Zylos to put the finishing touches on the Master.

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Final Fantasy Legend III

Final Fantasy Legend III

GAME BOY

By Joe Hutsko

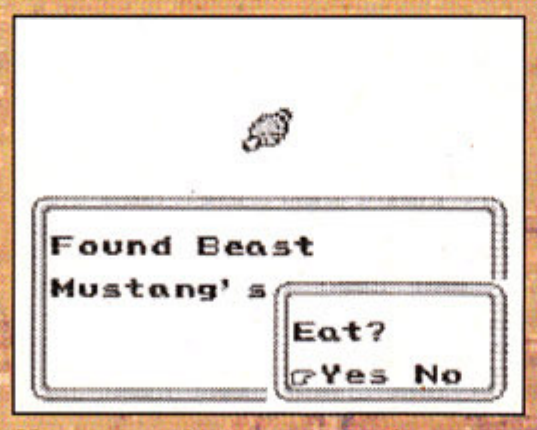
Final Fantasy Legends I and II are two of the best fantasy role-playing games (FRPG) carts for the Game Boy. Final Fantasy Legend III proves how much better things can get with age. This is the best Final Fantasy cart yet!

A Long, Strange Journey

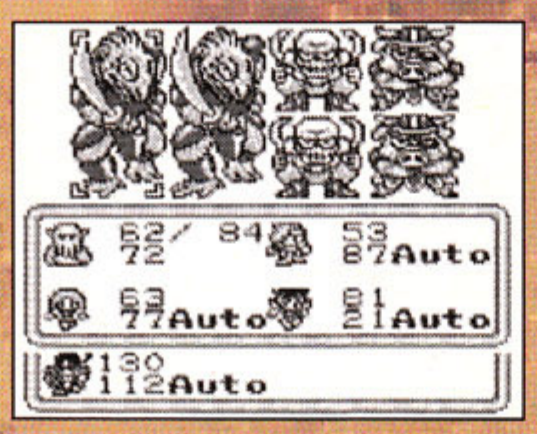
What's notable about FFL III is its expanded scope: In this game, you time travel! Central to your quest is *The Talon*, a galactic battle cruiser missing 13 key mechanisms needed to make it fly. To find its missing pieces, you must first explore the present, then you travel back in time. What's cool about shuttling between time zones is encountering characters in the past that you've already met in the future. This puts you in a fortune teller's chair, because you'll already know what the future holds for people you talk to along the way. Dialogues in these situations can get pretty humorous.

Stimulating Simulator

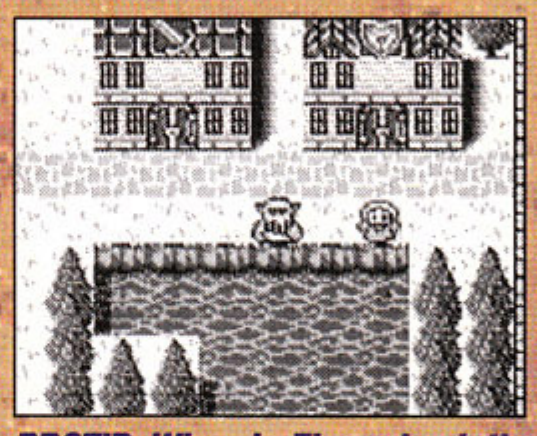
Like any FRPG, it's important to increase your party's strength before venturing into dangerous territories. Unlike other FRPGs, however, FFL III lets you increase character levels quickly by "training" in the town's battle simulator. After 15 minutes in the simulator, your characters can reach Level 5 status – strength enough to fight early battles without losing. What's more, the party gains "real" gold points for battle-simulation wins, which help if you go broke later in the game.



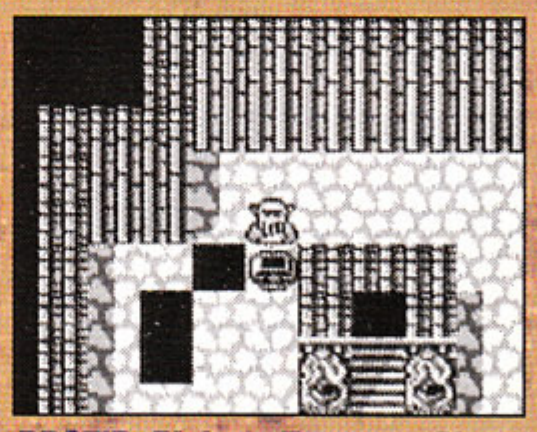
Your are what you eat when you partake of monstrous leftovers.



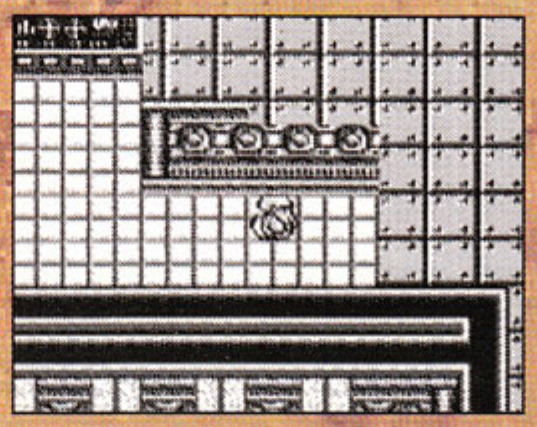
PROTIP: The computer knows best, so put all the other characters in Auto before Battle.



PROTIP: When in Elan, check the far wall of the Hot Springs for Grandma.



PROTIP: Pick up Treasure Chests before you enter rooms.



PROTIP: Inside your ship, look for hidden rooms through the walls.

As for combat, Weapons don't expire or wear out in this Legend the way they did in FFL II. The Auto Combat feature, which leaves Weapon, Talent, and Magic Spell decisions to the computer, makes for quicker, easier encounters with foes. In the beginning, you may want to disable Auto to get a feel for the strengths and weaknesses of your party's individual Weapons, Talent, and Spell-Casting abilities.

Another improvement involves monstrous munchies. Slain monsters leave behind nutritious chunks of themselves, and done-in cyborgs drop useful parts. Pick these up to transform yourself with new attack and defense ratings, plus new evolutionary additions. Transformations are a little confusing at first, but after a few changes you'll be cruising up the evolutionary ladder.

Legendary Feats

Sights and sounds are both good. Scenes, settings, transformations, and Magic Spells are depicted in super-fine detail. FFL III's steady music score is typical for FRPGs, and eventually needs shutting off. However, there are decent sound effects to accompany Spell-Casting, Weapon, and Talent scenes.

Square Soft has done a fine job in packaging FFL III. Included with the game are a map, a directory, and a manual with an Adventurer's Log, which walks you through the initial stages. Since it isn't necessary to have played FFL I or II to enjoy Legend III, new players can jump right in with the latest and greatest Legend. Once again, Square Soft has created another Legend in its own time.

Final Fantasy Legend III by Square Soft

Graphics	Sound	Control	FunFactor	Challenge
4.5	3.5	4.5	5.0	INT.
				Intermediate

$39.95	First -person perspective
2 megs	
Available now	Overhead view
Fantasy role-playing	Battery backup
One player	

Defenders of Oasis

Defenders of Oasis

GAME GEAR

By Joe Hutsko

Finally, a fantasy role-playing game (FRPG) for the Game Gear that's truly out of this world! Similar in look and feel to the popular Phantasy Star series, Defenders of Oasis does a fair job of supplying everything you'd expect from a good FRPG.

Trouble in Paradise

When the King of Shanadar learns that the evil empire of Eflaat is scheming to attack his peaceful kingdom, he sends his son – that's you, the Prince – and your band of hearty adventurers to face the sinful Ahriman and his army of otherworldly monsters. Combat, new kingdoms, and a magic Genie all lie ahead for your fearsome foursome.

Considering it's only a four-meg cart, Defenders of Oasis has surprising detail. For instance, there are 18 Magic Spells to choose and over 30 items waiting to be bought, found, or worn. You have many options in battle, too. You can Run, Fight, Parry, or use a special item, such as the Barbado that puts some attackers to sleep. The game requires many hours of game play, but fortunately there are unlimited continues and a battery backup to help you along.

The third-person view switches to first-person during battle.

PROTIP: Go back to characters a second time. Sometimes a character is ready to tell you something new after you've talked with someone else.

PROTIP: When battling Kohle in Chapter Three, have the Genie zap him constantly with the Varyu Spell until he's defeated.

PROTIP: To cross the ice field in Chapter Four, go to the far left of the area, then go right two spaces. Slide into the Chests in this order: up, right, down, left, up, and left.

Fightin' Sights and Sounds

Fighting, exploring, collecting, and talking to characters you meet along the way make up most of the action, which is viewed from an ¾-overhead 3D perspective. Encounters with bad guys, which occur often, change the game's view to first-person. After a while, the sword play gets a little tedious, since all you see during combat is your inanimate enemy flashing white whenever you score a strike. Overall, though, Defenders of Oasis' graphics are finely detailed, superbly drawn, and practically as good as those found on the Genesis.

The music is provided by the repetitive fantasy flute, common to FRPGs. You won't miss much if you decide to turn the volume down.

Welcome to Shanadar.

PROTIP: If you return to the Resistance Movement hideout, the doorman will always give you a Holy Herb.

Set Your Sights High

What matters most in this game is building your party's power and defense by winning battles – lots of them! Thankfully, the controls are straightforward and easy to master. However, count on spending twenty or more hours working your way through this challenging cart before you're fit for the final showdown with Ahriman.

Dedicated FRPG players searching for a quest to take them away (and to take with them) will revel in this banner cart. It's a fantasy Oasis from its beginning to its final fiery confrontation.

Defenders of Oasis by Sega

Graphics	Sound	Control	FunFactor	Challenge
4.5	3.0	4.0	4.0	Intermediate

$39.99	¾-overhead view
4 megs	One player
Available now	Battery save
Fantasy role-playing	Unlimited continues

"Commit too soon and you'll wind up getting burned."

– JOHN MADDEN

This was probably commentary on a mistake in the secondary, but it certainly applies to anyone even remotely considering another football video game. Madden NFL® '94 for Sega™ Genesis™ and Super NES® hits the stores November 19th, Madden Football Friday.

4 WAY PLAY™

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ELECTRONIC ARTS

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WANNA PLAY?

Grab your pea-shooter— Mr. Wilson needs our help!

It all started at Mr. Wilson's party when my pet turtle, George, dove into the punch bowl. Everyone went nuts: Mrs. Bloopie jumped on Mr. Campbell's back... Mr. Campbell dropped his plate on Mrs. Melarky's toe... Mrs. Melarky spilled her chicken wings on Mr. Botsworth's lap... Mr. Botsworth poured his soup on Mrs. Gaylord's canary...

Then, when no one was looking, Switchblade Sam made off with Mr.Wilson's prize coin collection. Now I gotta track down Sam and those coins...or ol' Mr. Wilson's gonna make turtle soup out of poor George!!!

With Ruff by your side, and your trusty squirt-gun in hand, Switchblade Sam doesn't stand a chance!

Dennis the MENACE

The search for Sam is on! Try the park, the school, Mr. Wilson's house and, of course, the deep, dark forest.

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Load up on the ammo—and don't forget your sling-shot... Your crazy gym teacher likes to play rough!

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SPECIAL FEATURE

3D Electronic Entertainment Goes Ballistic

By the Whizz

Panasonic's REAL Interactive Multiplayer

The much-heralded 3DO Interactive Multiplayer is poised to make its debut this month (for more info, see *GamePro,* August '93), and it's one of the hottest electronic entertainment systems to ever fire up a gamer's imagination. The guts of the unit are built around a 32-bit RISC CPU, but the power center consists of two custom-designed graphics and animation engines. Here's one set of comparative numbers: According to 3DO, the Multiplayer can display and move up to 64 million pixels on-screen per second. To put it in perspective, conventional 16-bit systems move roughly 1 million pixels per second!

All that graphic muscle enables the box to produce "movie-magic" effects. Some examples are Warping (bending, twisting, and stretching images), Transparency (making solid objects transparent), Anti-Aliasing (smoothing rough edges of bit-mapped graphics), and Texture Mapping (wraping images around polygon shapes). 3DO also casts cool lighting effects.

Panasonic will be first out of the chute with a 3DO product called the REAL Interactive Multiplayer. So far, Sanyo and AT&T. have also signed on as hardware manufacturers. You're going to have to think hard though, about a reportedly $699 initial price tag. As we always say, software makes the hardware, so take a peek at 10 games due out when the 3DO Multiplayer makes its debut.

Battlechess

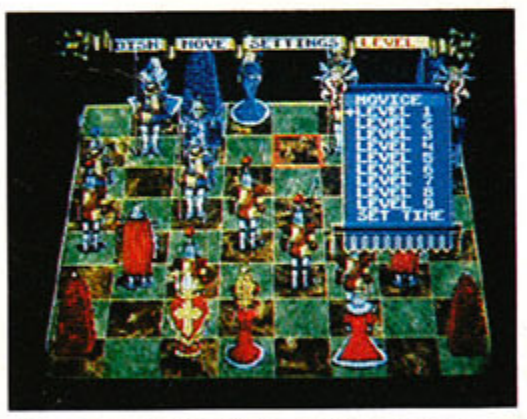
(Interplay)

A classic strategy game meets multimedia technology in this dazzling rendition of chess. Under your command, the pieces come to life as they literally attack and destroy rival chess characters. At the heart of Battlechess is a sharp logic system with 10 levels of difficulty designed to challenge every chess player from rank beginners to grand masters. You'll also be able to access a chess tutorial, set up classic chess problems, and play timed matches.

Personal computer chess fans have enjoyed Battlechess for years. The PC game engine is now combined with a multimedia battlefield, where a picturesque medieval world displays colorful, dramatic, 3D-animated characters and scenes. Chess never looked better!

Classy looks for a classic game.

Your pieces fight it out.



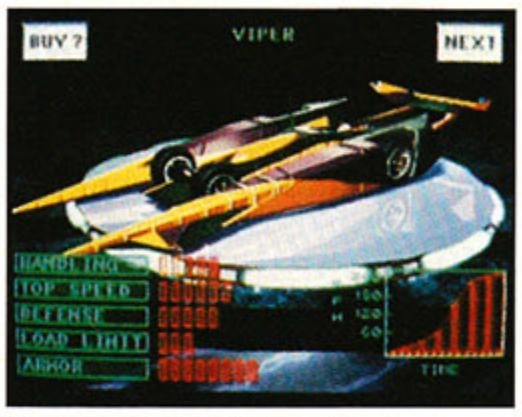
You can play at 10 skill levels.

Crash 'n Burn

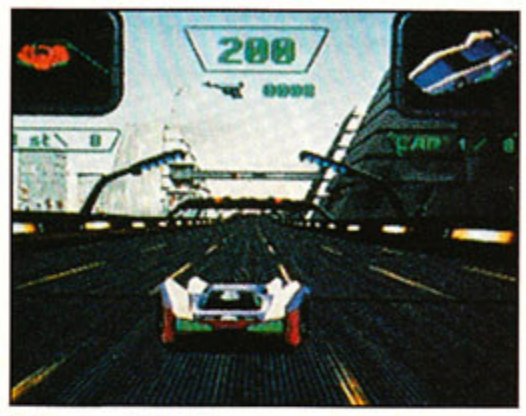
(Crystal Dynamics)

This wild, wicked single-player racing game may seem familiar to video game road warriors, but you ain't seen nothing like it! Set in a post-holocaust world, circa 2044, Crash 'N Burn offers wacked-out racers and 30 tracks that feature corkscrews, banked curves, massive jumps, and killer inclines.

The cars are intricately constructed from 20,000 polygon shapes, and they're painted with killer texture mapping. You can also soup 'em up with awesome firepower. You drive these mean machines via the in-your-face cockpit view or the behind-the-car chase view. Your driver comes from among nine nuked-out racers, who have been digitized from live-action video. If you think they look weird, wait until you hear their rabid rap, courtesy of CD audio. This game actually looks like hell on wheels!



Cars sport killer looks!



Drive wicked raceways.

These roads are murder!

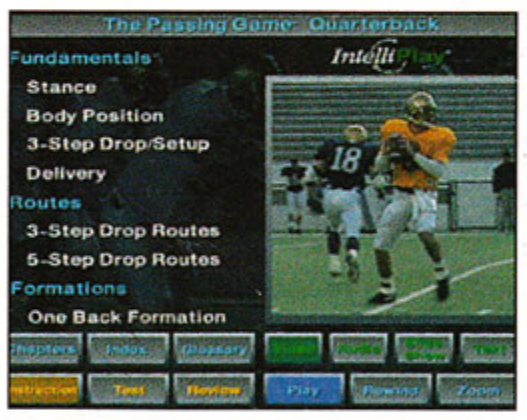
Sometimes you ride the skies.

Buy lethal weapons.

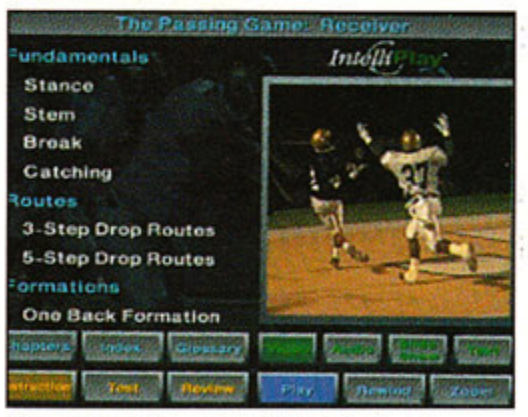
Intelliplay Football

(Intelliplay)

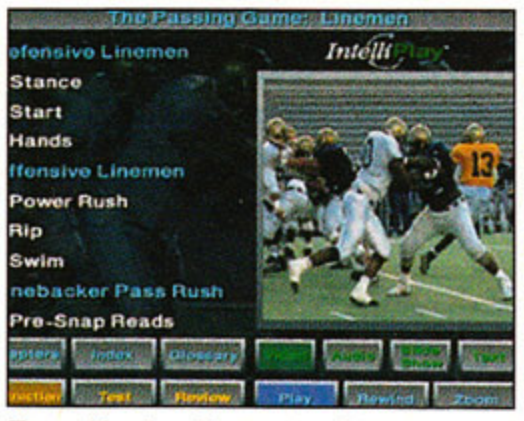
It's football season, so heeeere's...Coach-in-a-Box! Intelliplay Football is a series of four interactive 3DO discs that teach you the fundamentals of football. Georgia Tech's head coach, Bill Lewis, and his staff lead you through drills and techniques for Quarterbacks, Receivers, Defensive Backs, and Linemen. The Quarterback passes on info about footwork, delivery, dropback techniques, routes, and formations. The Receiver gives the rundown on catching techniques, formations, and passing routes. The Defensive Backfield covers stance, body position, pre-snap reads, pursuit, and interception techniques. Finally, The Linemen pushes stance, footwork, contact basics, offensive and defensive strategies, attacks, pursuits, and even linebacker pass-rush fundamentals. If none of that makes sense to you, maybe you should check out Intelliplay Football...or hibernate until baseball season.



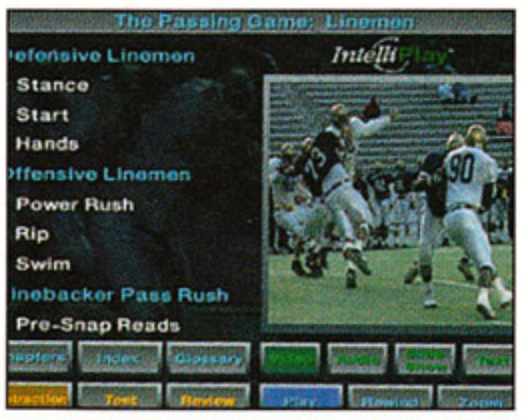
The Quarterback goes deep.



The Receiver might catch on.



Even linebackers can learn something.



The Linemen gets down with fundamentals.

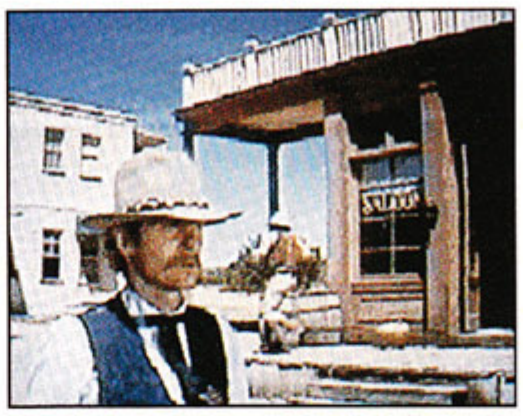
3D

MAD DOG McCREE

(American Laser Games)

Every red-blooded American wants to be a cowboy. Right? Well, now you can strap on that thar holster in this Wild West shoot-em-up. Outlaw Mad Dog McCree and his gang of desperadoes have taken over a town. It's your job to run 'em out.

This arcade renegade features full-motion, live-action video, and a first-person shooting perspective. The coin-op supplied a life-size handgun, but for now you'll have to settle for the 3DO controller. After a quick round of target practice, you'll put your sharpshooting skills to the ultimate test against the bad guys. Gun down the bandits, and the grateful townspeople will give you clues to the location of Mad Dog's hideout, where you'll head for your final shootout. There's a new sheriff in town...you!



The old Sheriff won't last long.

The odds are against you.

He deals in lead!

The townies are in trouble.

Draw!

Oceans Below

(Software Toolworks)

Now you can visit the undersea world of Jacques Cousteau...without Jacques or scuba gear! Oceans Below is a virtual diving experience. You don't even have to know how to swim as you learn the fundamentals of deep-sea diving in the comfort of your living room. Instruction includes info about a variety of equipment components, safety tips, and underwater environmental factors. After the lessons, you can choose to "dive" in real-life salt-water locales from around the world. The wet excursions include the South Pacific, the Western Pacific, the Caribbean, and the Red Sea. Learn about local sea life, explore shipwrecks, and even hitch a ride on a manta ray. This disc contains 45 minutes of video clips, photos, narration, and original sea-lover's music.

OUT OF THIS WORLD

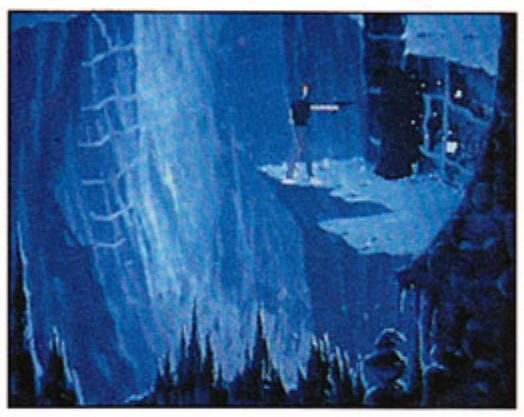
(Interplay)

Out of This World set new standards as a video game, and now its searching for a new audience on a new system. Lester Knight Chaykin is a boy genius who designs an earth-shaking antimatter experiment. In fact, when his project glitches, it shakes him...right, out of this world! Lester lands in a weirded-out dimension, where the action/ adventure gaming hits the top end.

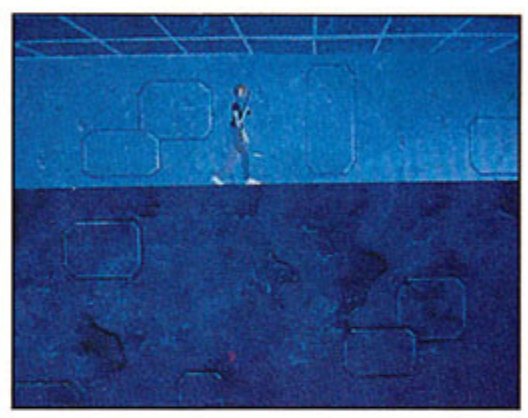
As Lester, your problems are simple: Strange beings want to kill you and strange beasts want to eat you. This is an intricate run-and-gun game that also confronts you with a wide variety of mind-melting puzzles and traps, and the toughest (but most important) problem of all is how to make a friend.

You'll fight to the finish.

You jump...and fall often.



Your blaster is a blast.



Get ready to go underground.

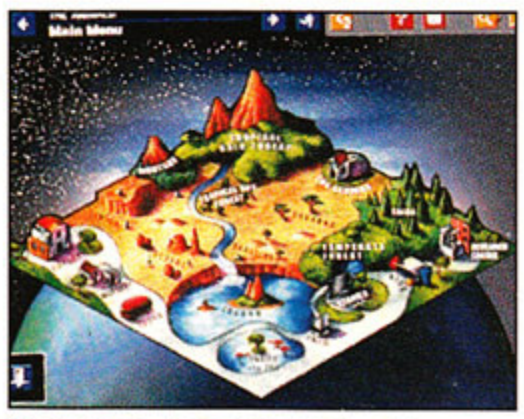
SAN DIEGO ZOO

(Software Toolworks)

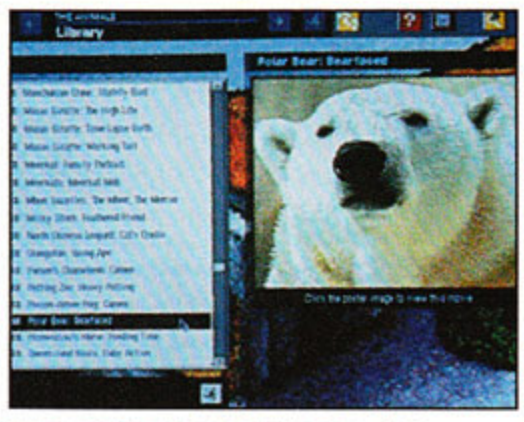
Here's a lifetime pass to the internationally acclaimed San Diego Zoo, courtesy of 3DO. This CD is an entertaining reference work designed to bring a bountiful bestiary into the home. The disc sports an impressive table of contents. You'll be able to study 200 animals in 350 exhibits. There are 1300 color photographs and 60 minutes of motion video, which consists of 80 video clips with synchronized sound. You can scan through 2500 pages of animal and habitat descriptions, articles on wildlife, and scientific data. The animal gallery also sounds like a guide to the upper deck of Noah's Ark. You'll get Aardvarks, Anacondas, Bears, Deer, Elephants, Eagles, Giraffes, Llamas, Lions...

Animals appear in living color.

Full-motion video illustrates 2500 pages of text.



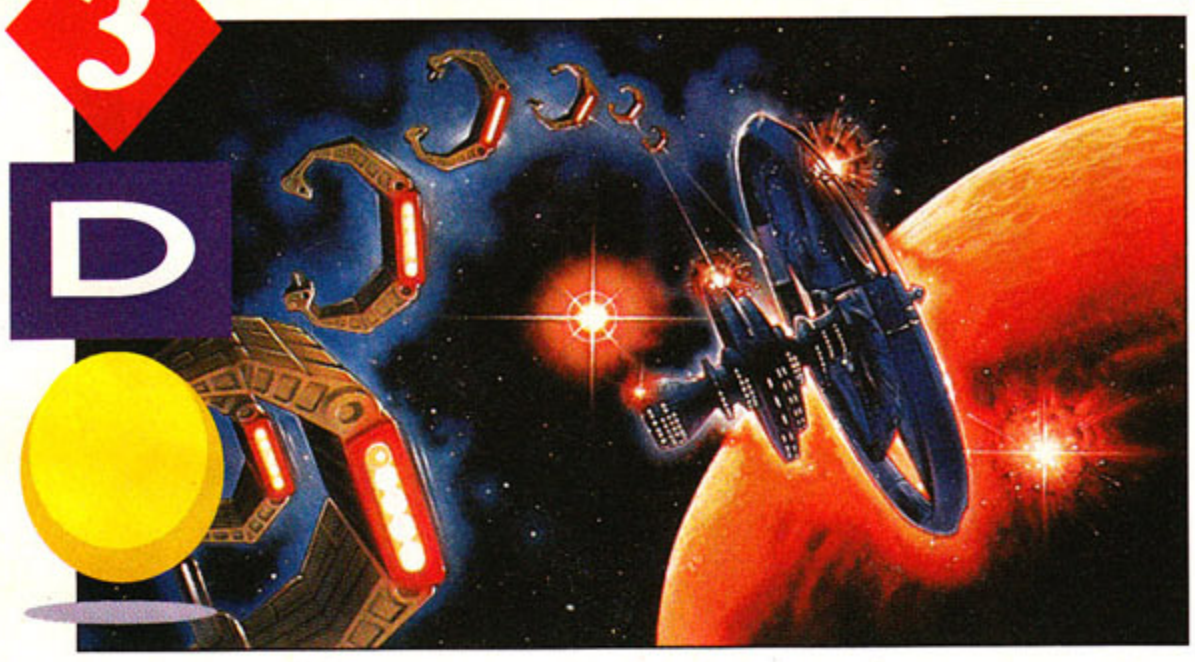
Gorgeous graphics bring the Zoo home.



The animals watch you, too.

3

D

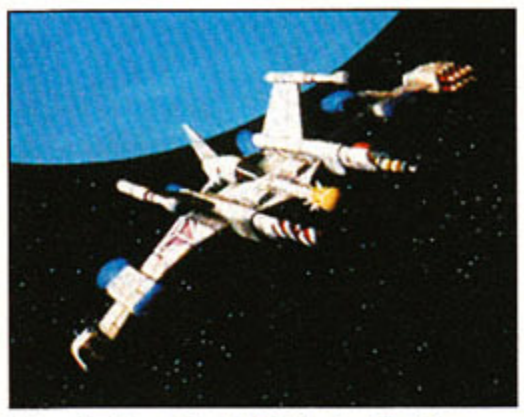


TOTAL ECLIPSE

(Crystal Dynamics)

What do you do when evil aliens are trying to destroy the sun? Blast 'em, of course! Total Eclipse is a space fighter combat simulator that rockets you to 20 outrageous levels. Among the extraterrestrial locales you visit are a Lava World, a Sea World, and a Swamp Forest World.

As a Stellar Guard pilot, you take the controls of the FireWing (a state-of-the-art Earth starfighter). You can fly using three views: inside the cockpit, chase plane, and a broad look behind the FireWing. Slick flying is the rule as you soar through canyons, inside tunnels, and along three-dimensional planet surfaces. You can bet your enemy, the Draksai, will toss some mean hardware your way. Total Eclipse looks and sounds totally awesome!

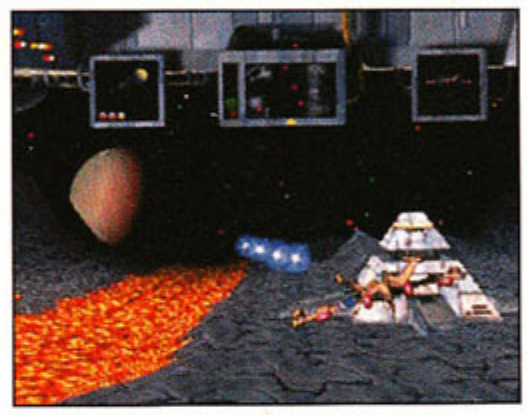


Here's the first 3DO starfighter.

The Draksai!

Some ETs are massive.

Attack from the inside out.

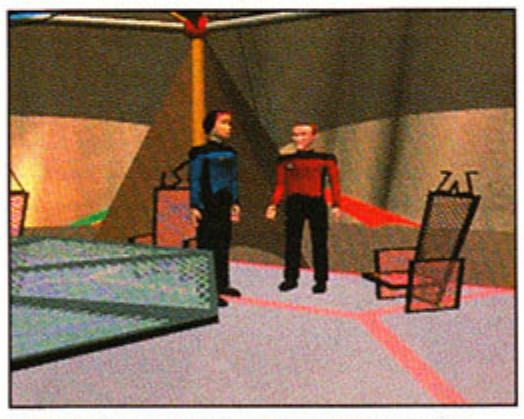


You'll fly over far-out terrain.

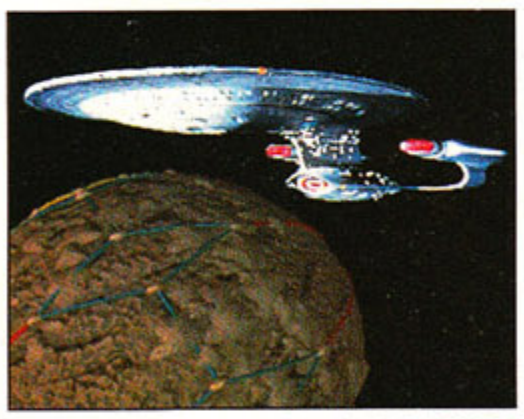
(Spectrum HoloByte)

The Starship Enterprise is about to embark on its first 3DO adventure. TV Trekkers will feel right at home with the story line, which takes the Enterprise, crew, and you at warp speed to the edge of the Neutral Zone to solve a series of mysteries of universal proportions. You'll be able to take the helm and go where no gamer has gone before. You'll organize Away Teams, and you can lead them as your favorite Starfleet personnel, including Troi, Data, and Ryker. The game will feature extensive Texture Mapping, as all the characters are modeled after the TV stars. Star Trek is the next generation of electronic entertainment.

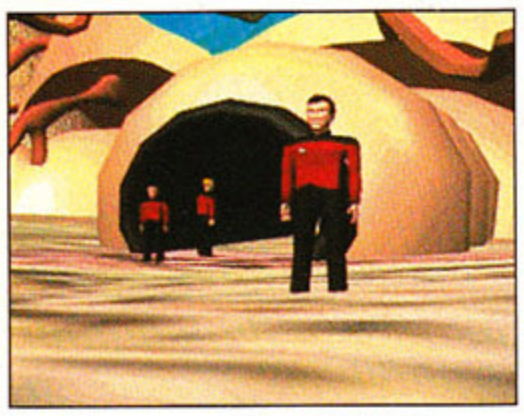
Data makes a discovery.



Texture Mapping stars in Trek.



The U.S.S. Enterprise 1701-D/3DO



Lead your own Away Teams.

STAR TREK

THE NEXT GENERATION

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YOUR WORST NIGHTMARE JUST HIT TOWN ON GENESIS™!

Bart's in deep, deep trouble! To find his homework, he has to outwit the bazooka-firing Itchy and Scratchy, battle the mighty Homer Kong, escape the dreaded Momthra, and more! Help him if you dare...but hurry! The fire-breathing, laser-firing Bartzilla is coming... and this dream has nightmare written all over it!!!

NEXT STOP... BART'S NIGHTMARE

BARTMAN TO THE RESCUE

EVER-DANGEROUS MOMTHRA

IT'S SMILING JOE FISSION

TEMPLE OF MAGGIE MAYHEM

ITCHY AND SCRATCHY HIJINX

READY... AIM... PLUNGER!

WHY YOU LITTLE...

GREAT BALLS OF FIRE!

GASP! ALSO LOOK FOR BART VS. THE WORLD ON GAME GEAR™!

FLYING EDGE™
A Division of Acclaim Entertainment, Inc.

SEGA GENESIS
16-BIT CARTRIDGE

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MATT GROENING

COVER FEATURE

STREET FIGHTER II

New Challengers

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It's Super Street Fighter II: New Challengers.

By Slasher Quan

The streets are packed once again, and the lines extend around the corner at the local arcades. The air is filled with talk of Red Fireballs, triple-hit Flaming Dragon Punches, and fighters who can kick some keister like nobody's business. This can only mean one thing: There's an all-new arcade version of Street Fighter II on the way from the programming wizards at Capcom!

Officially dubbed Super Street Fighter II: New Challengers, this coin-cruncher has been in the works for over two years, even before the last version, (Turbo SF II Champion Edition) was released. Although the feel and style of the game play remain the same, Capcom intends this game to be the "ultimate" Street Fighter, with four new characters, new art, and totally rescored sounds and music. Planned as the grand finale in the SF II series, this game will eventually make its way to home systems. (No telling when Street Fighter III will be produced!) The version we previewed was only 80% complete, and some things will change before this arcade wonder hits the streets sometime in October. Also note: This is the Japanese version, so some of the boss names will be changed.

Four Fierce New Fighters

Top billing on the list of Super attractions goes to the four new World Warriors: Cammy, Dee Jay, Fei Long, and T. Hawk. Cammy's an alluring English girl who wears a beret and dons a long ponytail. Dee Jay is a buff Jamaican kick-boxer with bad moves and grooves. T. Hawk's a towering Native American living in Mexico. Fei Long of Hong Kong has Bruce Lee's looks and fists of fury. Each character is drawn in a new art style, and they all have some totally excellent win animations.

The 12 classic warriors have been upgraded with new-and-improved moves. Dhalsim will dazzle you with his faster Yoga Teleport. Vega's all over the screen with his new Claw Dive. Ryu will stun you – literally – with his Red Fireball. Ken's Flaming Dragon Punch will burn you once, twice, three times! Both Ryu and Ken can vary the height and reach of their midair Hurricane Kicks.

If you're a Street Fighter black belt, you're gonna love the new combos and strategies. Capcom made certain that each character has a repertoire of expert techniques. You'll no longer have to fight as Dhalsim (the combo-less wonder) against "Captain Combo" Ken. However, the joystick and button presses needed to pull off the combos may be tough to figure out, as there are some new controller movements.

Super Art, Masterful Music

This Street Fighter's got some glorious new artwork. The 12

original characters have been touched-up with new looks and new animation frames. (Check out Chun Li's dress when she throws her Fireball!) The backgrounds have been redrawn with more detail than ever, such as the hissing snake in Blanka's stage. The character facial portraits have also been completely redrawn by hand and then scanned into a computer, creating awesome results! Blanka looks truly savage, M. Bison is a total psycho, and Vega's more stylish than ever. You'll also see some great new artistic details during game play, such as cooler Dizzies with birds, bells, and grim reapers – all accompanied by wacky sound effects.

PROTIP: You can now choose from among eight colors for each character! Use Start to pick a Super color, Jab to choose an Original color, Strong for a Champion color, and Fierce for a Turbo color. Short, Forward, and Roundhouse are all new Super colors. There's also a new "bonus" secret color you can see if you hold down any button for three seconds!

The music also gets the "Super" treatment with a brand-new technology called Q-Sound! This means you get a full surround atmosphere from the tunes. All the background songs have been re-recorded with new instruments and effects. There's also a new announcer to give more detail, such as the name of the character who won the match. Capcom went to great lengths to hire individual voice actors for each character, so Ryu even sounds different from Ken!

Heat of the Fight

Super SF II could be a fighter's paradise when it's completed. Some aspects in the version we saw still had to be ironed out, such as the speed of game play, but it's shaping up to be one of the top contenders for those fall coin-op quarters (along with the ever-mysterious Mortal Kombat 2). Capcom's even considering a national tournament based on the game, so now's the time to start training to be a Super Street Fighter!

Cammy vs. Vega (M. Bison in the U.S.)

Guile vs. Dee Jay.

New Face Screens!

Blanka vs. T. Hawk.

M. Bison (Balrog in the U.S.) vs. Fei Long.

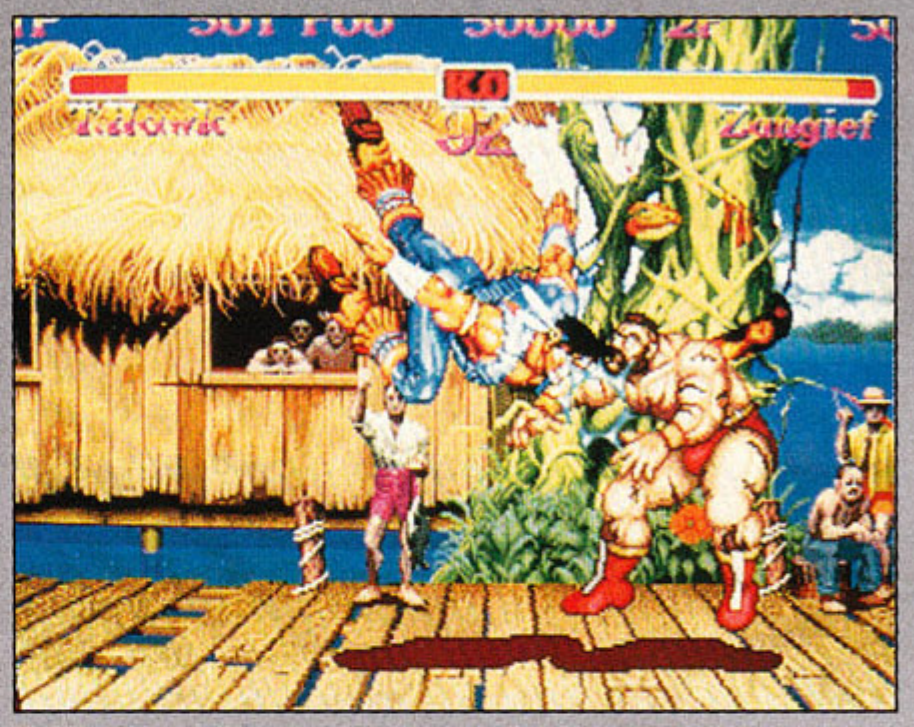
COVER FEATURE

STREET FIGHTER II

New Challengers

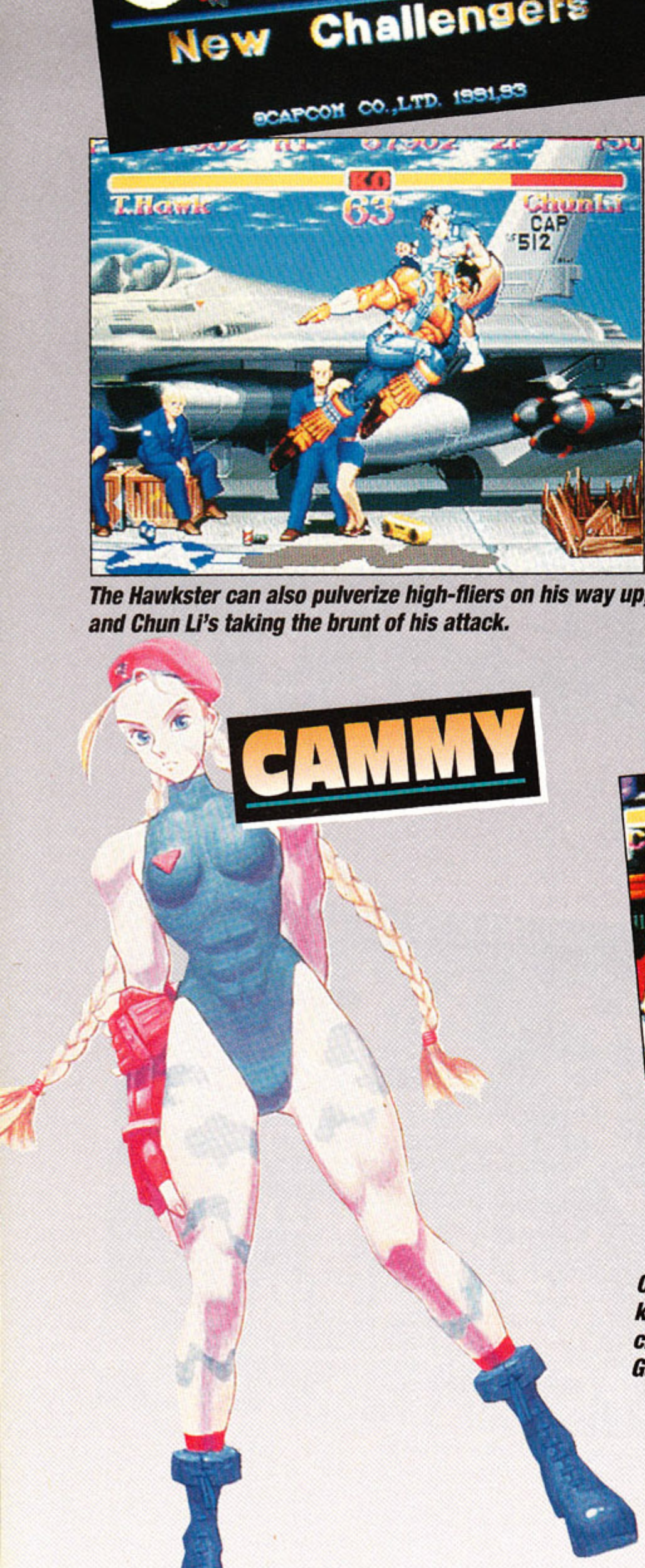
©CAPCOM CO.,LTD. 1991,93

The Hawkster can also pulverize high-fliers on his way up, and Chun Li's taking the brunt of his attack.



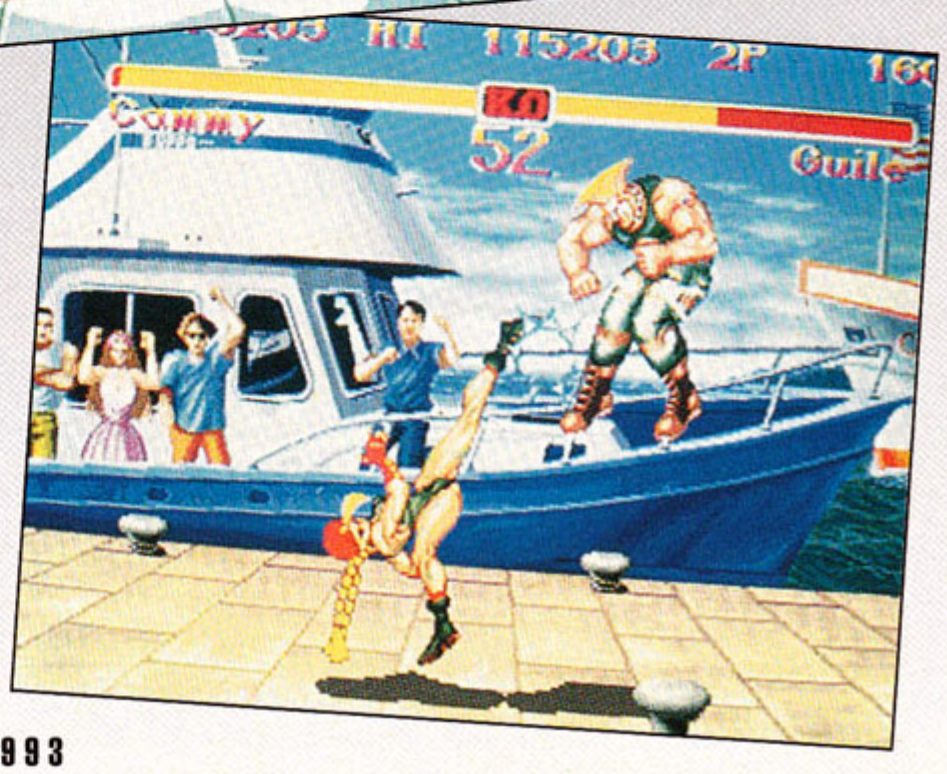
T. Hawk can dive eagle and crush his opponents, even Zangief.

Not only is the Hawk agile, he's also powerful. This spinning air throw combines the best of both worlds, and plants Ken on the ground.



CAMMY

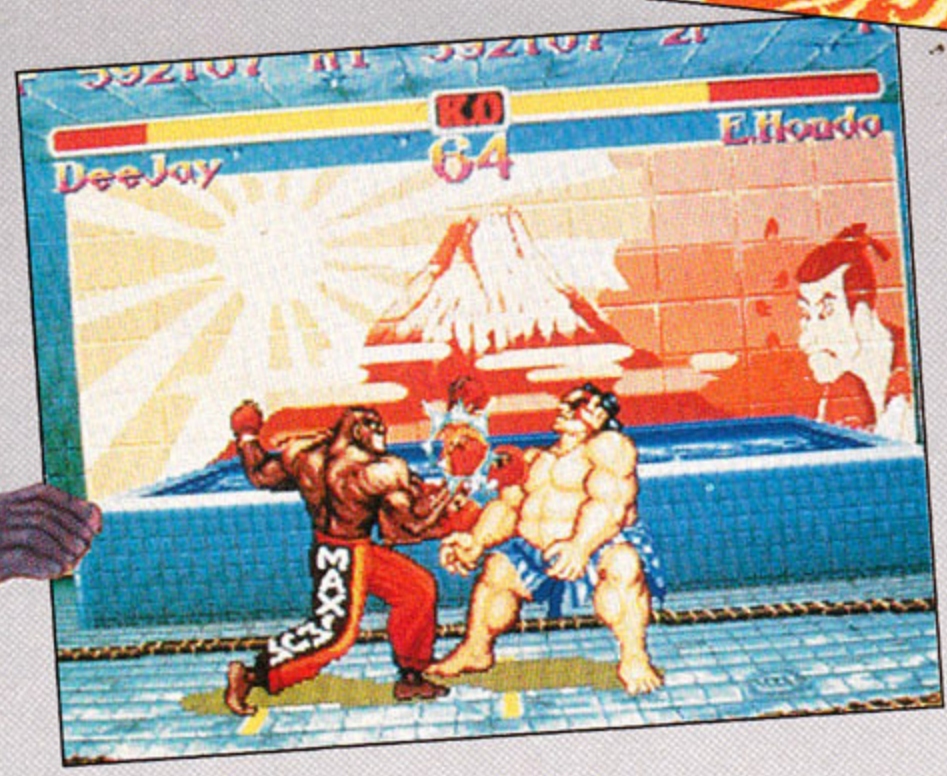
Cammy's Spiral Arrow propels her across the screen as her entire body twirls.



Cannon Spike! Cammy kicks her way past all challengers, including Guile.

Catch the Wave! Dee Jay has a vicious projectile that's gonna wash all over Dhalsim's body.

Dee Jay's jamming with this chest-caving spin kick. It hits twice if performed close to the enemy!



He shakes his fist, he rattles your skull! Dee Jay's got some punching power that'll have Honda seeing stars, or birds...or grim reapers!

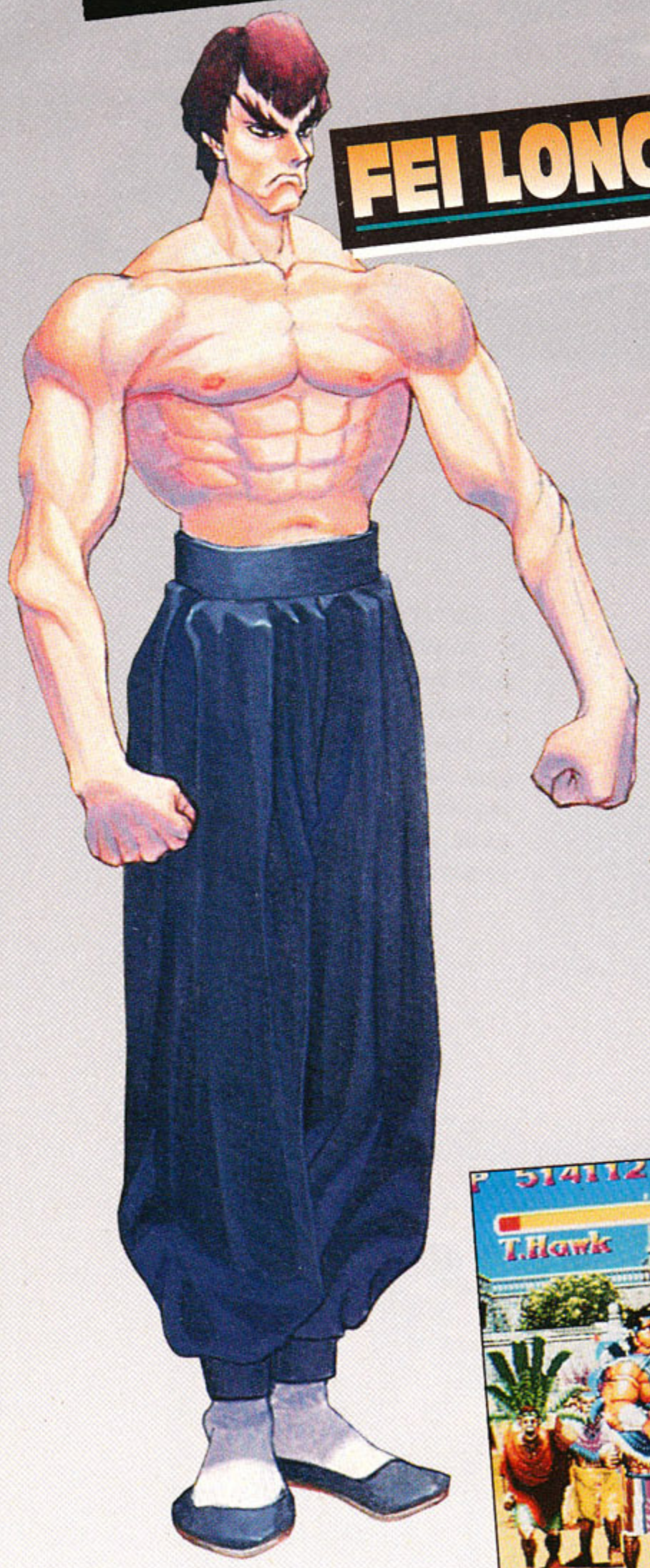
Vega goes the distance against Cammy with a new full-screen Claw attack.

Balrog's got a midair move for Vega that's totally unexpected. Surprise!

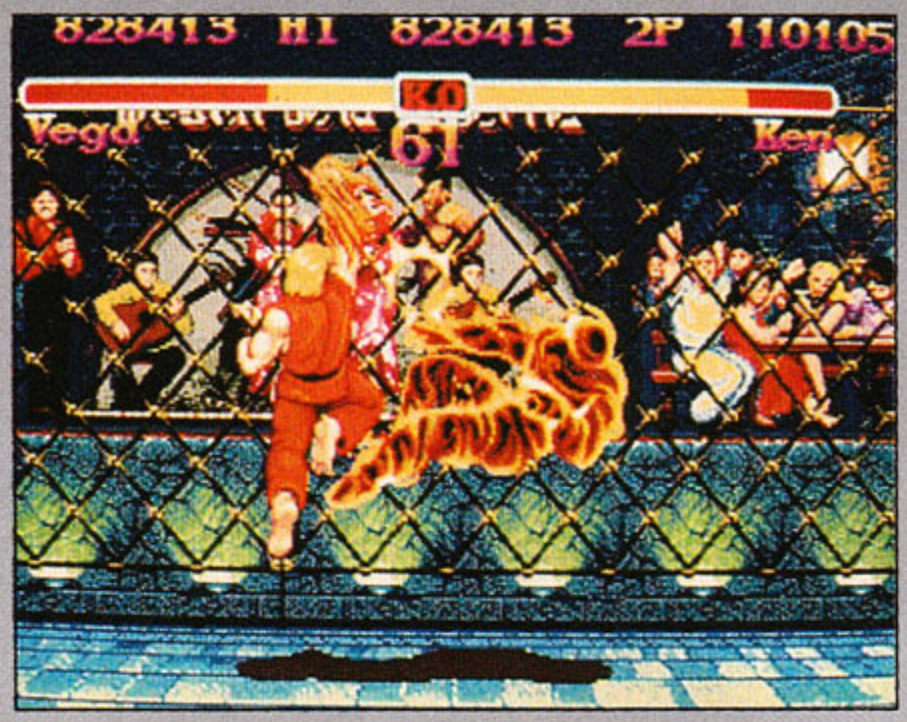
COVER FEATURE

STREET FIGHTER II

New Challengers



FEI LONG



Ken's Flaming Dragon Punch is the hottest new move in the game – and the most deadly! It hits three times, but if done in a combo...FIVE HITS! Can we say instant death, boys and girls?

Fei Long redefines the term "hot foot" with this flaming kick, which will scorch all enemies à la the Dragon Punch.

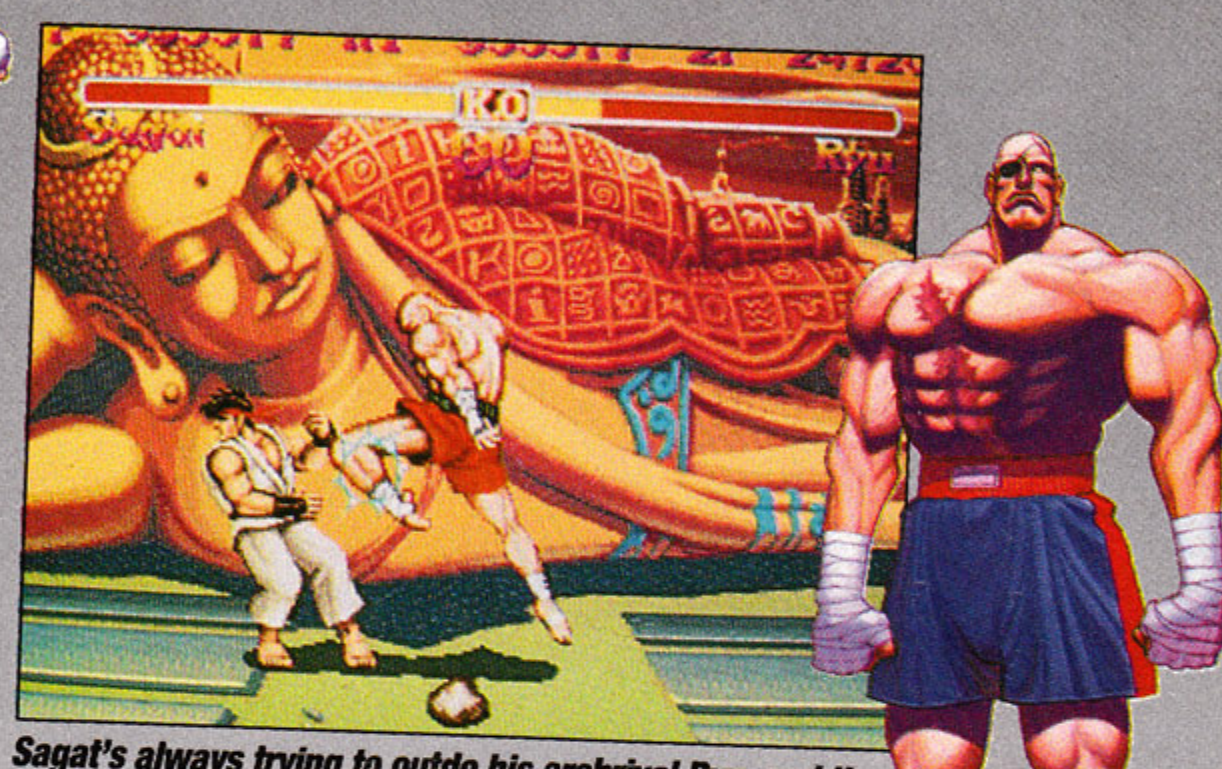
Fei Long plants one in Balrog's bread basket. This special move can chain together for three hits if done correctly!

Don't mess with Fei Long's legs. T. Hawk learns this lesson the hard way.

Hmmmm...Chun Li's Fireball is flashier than ever. Kikkoken!

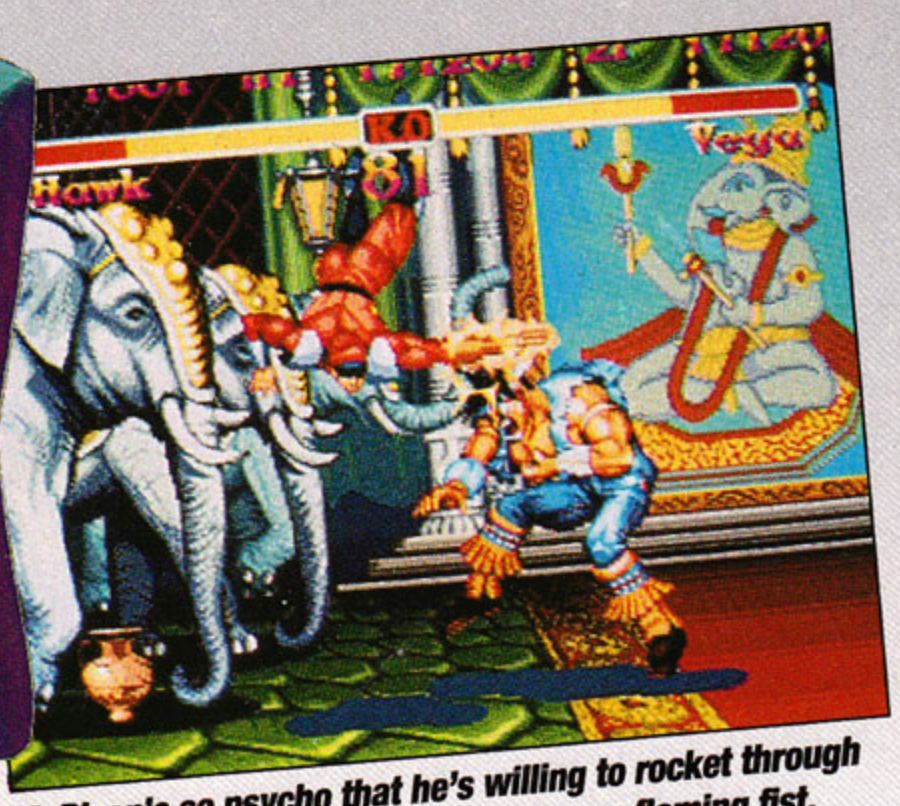
Blanka's an extra-vicious mutant. He now has a new double-hit Roll to add to his regular and Vertical Rolls.

The Throw Master, Zangief, is all over the screen with his new moves. He now has an air throw and several variations of the Spinning Pile Driver.



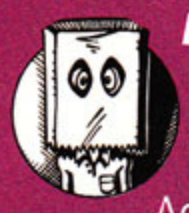
Sagat's always trying to outdo his archrival Ryu, and the Tiger Knee now has better range and more power.

Remember the random red Fireball glitch? Now it's actually a move! Ryu can throw the Red Fireball at enemies, which will stun them and allow him to score another hit while they're wobbling!



M. Bison's so psycho that he's willing to rocket through the air just to make his enemy eat some flaming fist.

GENESIS PREVIEW



By the Unknown Gamer

Welcome to Agrabah, street rat! Prepare to enter a 16-meg game set in a "little city of mystery and enchantment." This ancient quest features 10 levels of animated video game adventure, the likes of which you've never seen on these or any other streets. Disney, Sega, and Virgin have rubbed a magic lamp and transformed an ordinary Sega Genesis cart into "a wondrous place for you and me."

A Whole New World

As usual, Disney's "one jump ahead of the slowpokes...one hit ahead of the flock." Using a revolutionary programming technique and help from a friend like Virgin, Disney animators transformed a Disney film into a video game format. "I can see that you're only interested in the exceptionally rare," so come closer and examine this multi-scrolling romp through Agrabah, the Desert, the Cave of Wonders, and the Sultan's Palace. It closely mirrors the action in the original already-classic animated feature film, *Aladdin.* The game also includes some brand-new scenery, such as the inside of the Genie's bottle. Bonus stages and bosses based on characters from the movie will make you want to quickly make way for Prince Ali, mighty is he, Ali Ababwa.

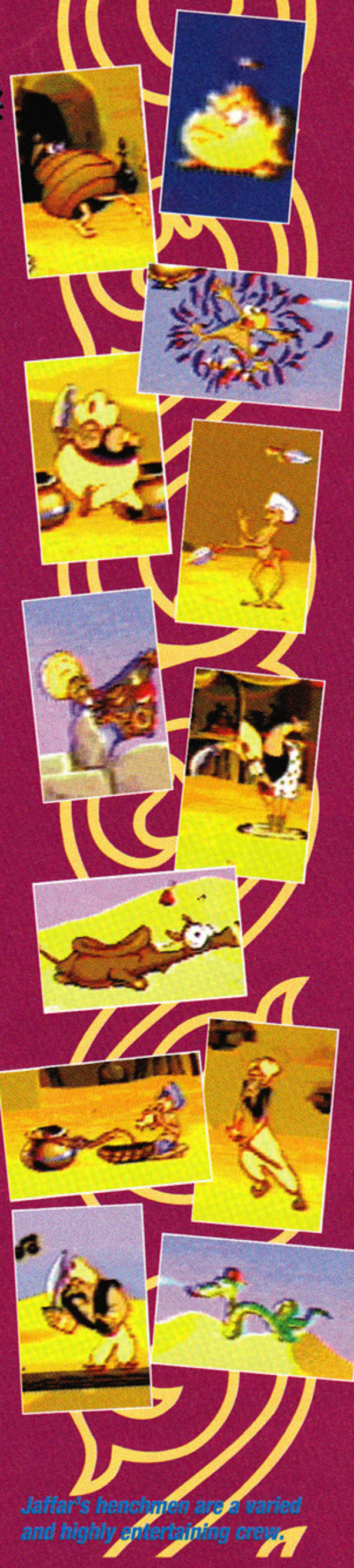
You play Aladdin, a street-rat, a diamond in the rough, in one-player action/adventure-style game play that includes many humorous twists and turns. Aladdin runs, jumps, ducks, tosses apples, swings a sword, climbs ropes, swings hand-over-hand across clotheslines, and, rides a magic carpet. Aladdin is, of course, trying to capture the heart of Princess Jasmine and foil the evil Jaffar. Jaffar and each of his henchmen are as delightful as Aladdin, each with their own highly amusing and original animations, including different weapons.

As beautiful as Aladdin is to look at, worthy friend, it's also a treat for your ears. Tunes from the movie, including "A Whole New World," "One Jump Ahead," and "A Friend Like Me," will have you "ready to genuflect, show some respect, down on one knee."

Arabian Nights

There's more...yes, so much more. For now, though, just come to "a land, a faraway place, where the caravan camels roam...come on down, stop on by, hop a carpet and fly...to another Arabian night," courtesy of the street rats at Disney, Sega, and Virgin. "It's the finest merchandise this side of the River Jordan." G

Disney's Aladdin
by Disney, Virgin, and Sega
Available October



Jaffar's henchmen are a varied and highly entertaining crew.

Disney's Aladdin

The Magic Behind Aladdin

By Bro' Buzz

Conjuring up Disney's Aladdin for the Genesis took much more than three wishes. Three major-league companies – Sega of America, Virgin Games, and Disney Software – teamed up to release this Genie from his bottle.

The Aladdin Trio

Sega, of course, owns the hardware and wields considerable marketing muscle. Virgin's ace programmers contributed a unique proprietary programming technique called Digi-cel, which enables game designers to transfer cel animation directly into a format used for video games graphics. This process directly converts graphics from animated movie cels into digital data, and it set up the canvas for Disney's brilliant artistic staff.

Disney Knows Best

The Walt Disney Animation Studios at the Disney-MGM Studios in Orlando, Florida, enjoy international acclaim for the now-classic animated features of *Beauty and the Beast, The Rescuers Down Under,* and *Aladdin.* Disney animation artists brought that skill and love for the art of animation to bear on Aladdin, the video game.

The graphics in Sega's Aladdin showcase the work of more than 15 Disney artists, some of whom actually worked on the *Aladdin* feature film. These artists created all of the game's sprite animation. It was a new experience for the crew, some of whom had never played a video game before. However, if there's one thing that Disney's proven over time, it's their transformation of 2D images into gorgeous 3D spectaculars.

Movie in a Cartridge

Disney designed the game in the same manner that they would use to design a new movie. "To the character movements, we added subtleties that we've learned over the years," says Paul Curasi, Director of Animation Services. "This game contains a level of animation that's usually seen in movies, such as overlapping images or how a character's clothes and hair move when he runs." The results add character development, emotion, and humor to the game's sprites. In fact, the Disney game designers even developed a "gag" track, similar to the one found in the animated picture.

The Disney creative crew also contributed other key ideas. "We know the characters very well," Curasi observes, "so we can determine the best movement for a particular character in a particular circumstance. For instance, we drew several variations of Aladdin's jump off a roof. Eventually, we decided one movement stood out as the most acrobatic, plus it worked best with the setting of the video game."

Also, sharp-eyed Aladdin movie fans will discover a host of new characters. Some were conceived during movie production but later scrapped. Others were conceived strictly for the game.

Sega Makes a Wish

The Aladdin story is timeless. *Aladdin* the movie is a surefire animated classic. Aladdin the video game looks poised to cast its own special brand of on-screen magic. G

Disney's Aladdin

The Rug

Jaffar's Quarters

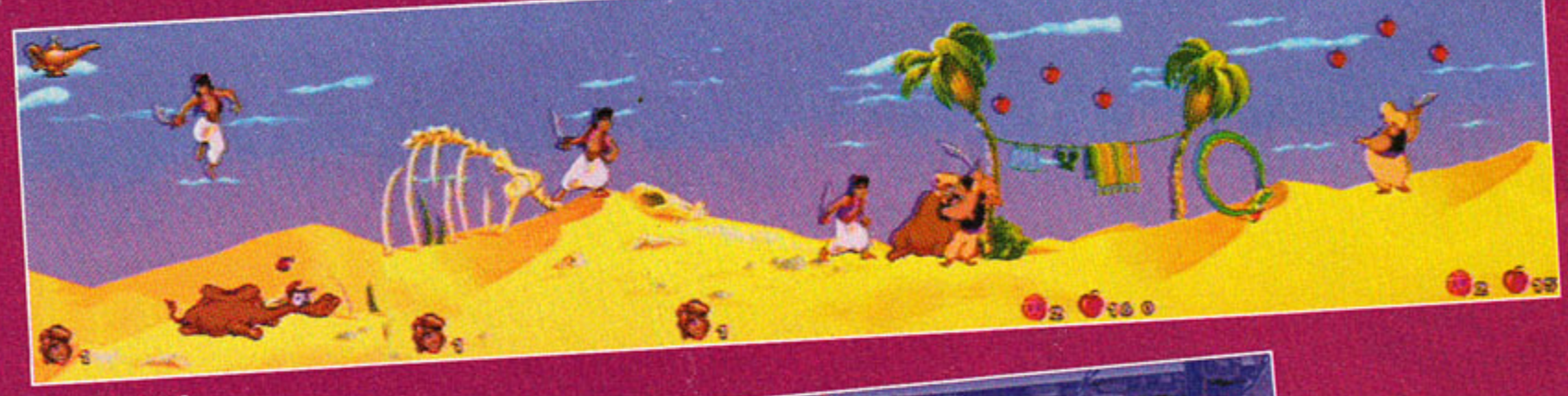
Jaffar's Palace

Inside the Genie's Lamp

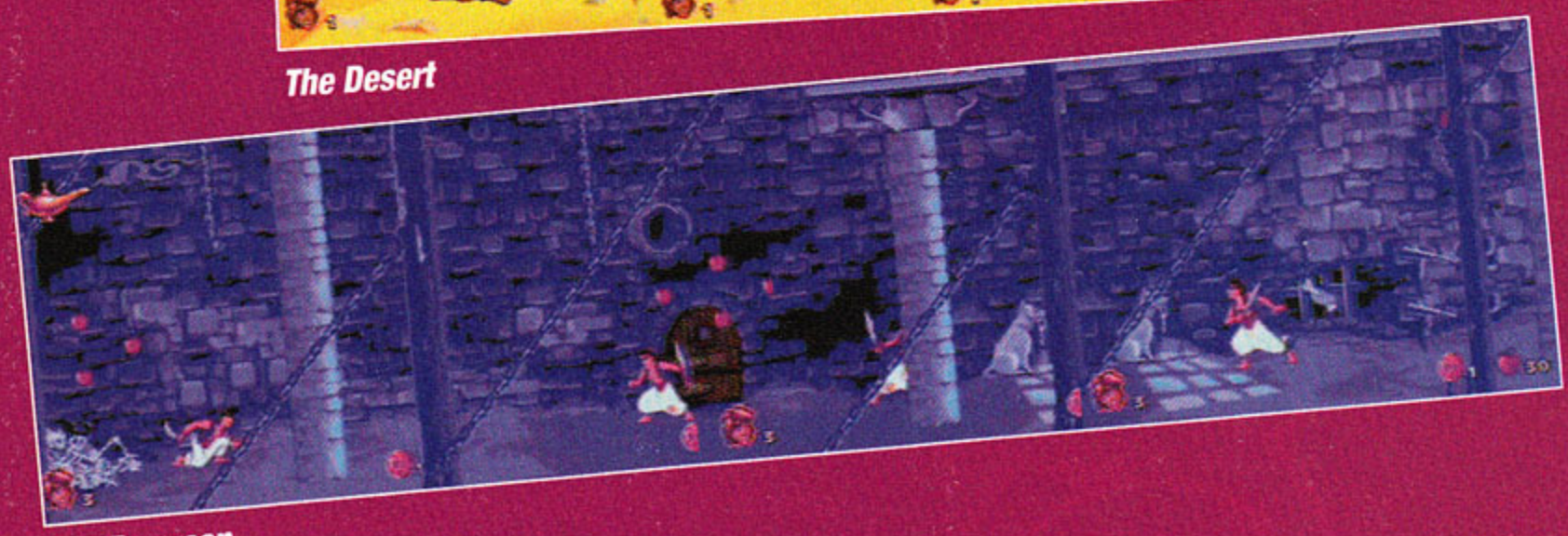
Agrabah

The Cave

The Escape



The Desert



The Dungeon

This world tour isn't exactly a vacation.

This time the Mad Gear Gang is out to conquer the world. As insurance, they've kidnapped Genryusai and his daughter Rena. To save both, Mike and his new partners Carlos and Maki must fight through 6 levels filled with enough boss characters to kill them many times over. Whether you fight alone, or use the new two player simultaneous option, you will need your hottest moves to eliminate the Gang forever. The world depends on it.

Haggar's headbutt and Maki's spinning handstand leave their opponents in bad shape.

Carlos is a real cut-up with his sword, while Haggar plans his next move.

Haggar leaves 'em out to dry with his clothesline and Maki executes her flying kick.

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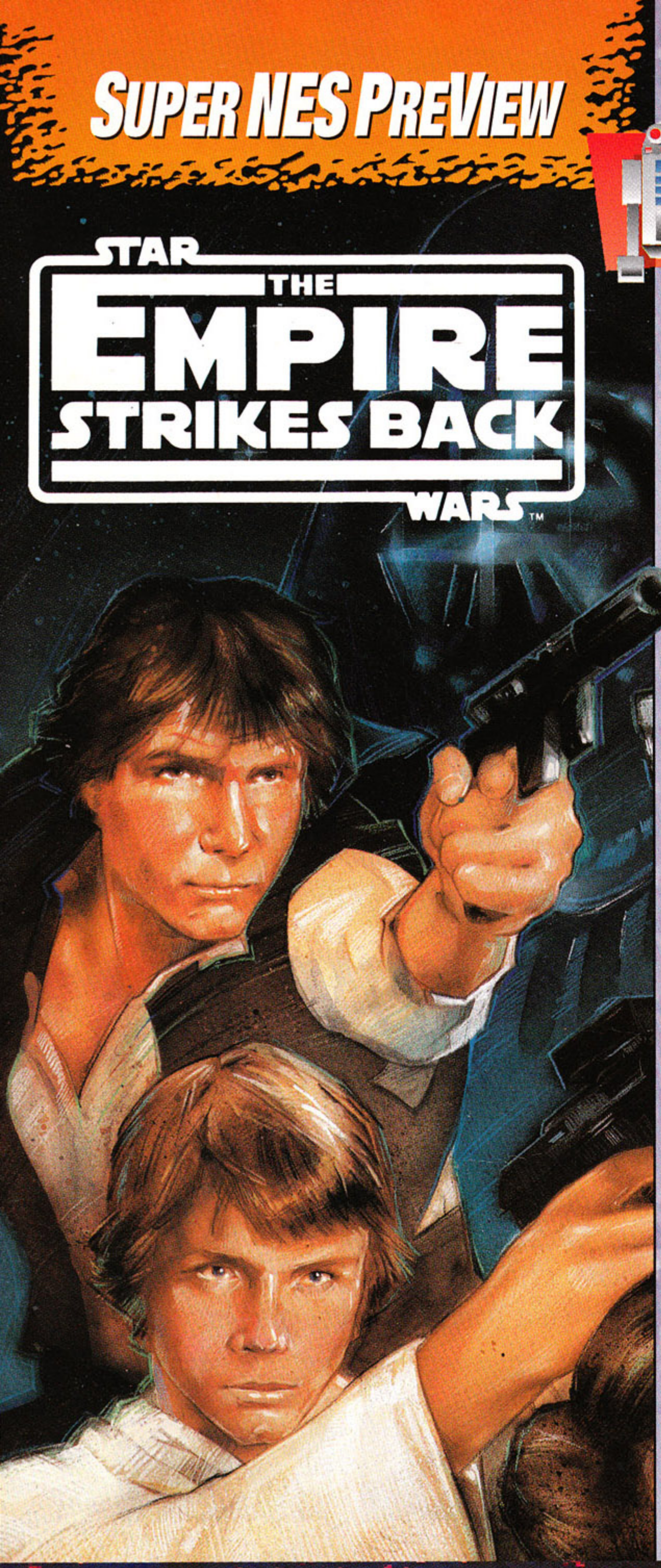
STAR WARS THE EMPIRE STRIKES BACK



SPECIAL FEATURE

By Lawrence of Arcadia

The video game Star Wars trilogy continues with Super Empire Strikes Back by JVC/LucasArts. Gaming fans of the movie will find that Super Empire serves up more video game chills and thrills than last year's smash, Super Star Wars. Plus, its creators, being avid Star Wars' junkies, paid special attention to detail when making this game.

The Empire Lives On

In SESB, you once again are out to defeat the nefarious Darth Vader, who commands the Empire from a Star Destroyer fleet. The game follows the movie's story line to a tee, with great cinematic stills between the action scenes. You start as Luke on the realistically detailed ice planet of Hoth. Your task is to help the fragments of the Rebel Alliance band together to destroy the Empire. Later, in Dagobah search for Yoda, then move on to the cloud city of Bespin to find Lando Calrissian, with various other places and adventures in between.

You'll fight AT-AT Walkers that you bring down by firing cables and circling them, (just like in the movie). You'll also ride a Tauntaun, guide the Millenium Falcon through an asteroid belt, fly an X-Wing and a Snowspeeder, face Boba Fett the bounty hunter, and finally duel Lightsabers against Darth Vader.

LucasArts has improved upon the Super Star Wars' sprite animation. Now the characters can run and shoot at the same time. They've also added a very realistic fighting sequence between Darth Vader and Luke, where you have to strategically beat Vader in a life-or-death Lightsaber duel.

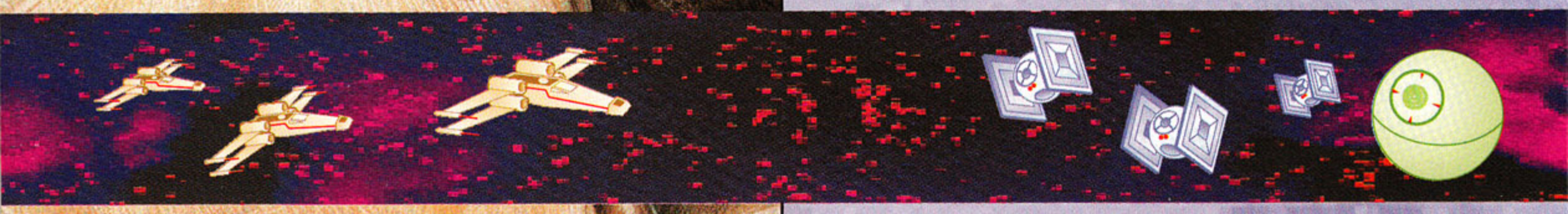
The game even has an extra dimension: Force Powers. You must find the Force Powers (maybe Yoda knows where they are) to perform a variety of moves, like levitating, throwing your Lightsaber, becoming invisible, and others, to equal a total of eight Powers.

Jump to Light Speed

Super Empire Strikes Back promises to be 12 megs of great fun. The 20 levels, a password feature, bonus games, and different viewing perspectives combine to create what looks to be one of the best games in the known Universe – at least this year! Watch for a review in an upcoming issue. Until then, may the Force be with you. G

Super Empire Strikes Back (JVC/LucasArts) Available November

Rope them Imperial dogies.



Luke better watch out for these great balls o' fire.

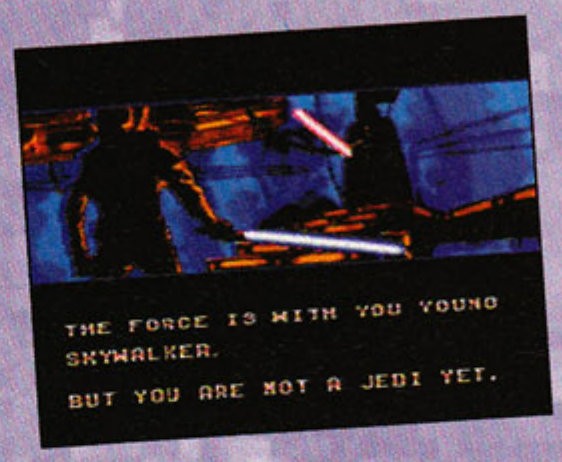
Your Snowspeeder attracts a dangerous crowd.

You won't have much time to enjoy the Cloud City sunsets while dueling over its skyscrapers.

Johnny get your Gundark! A-Gundark huntin' Luke will go in Dagobah.

This Walker will walk no more!

This Ice Head tank wants to create a Luke meltdown.



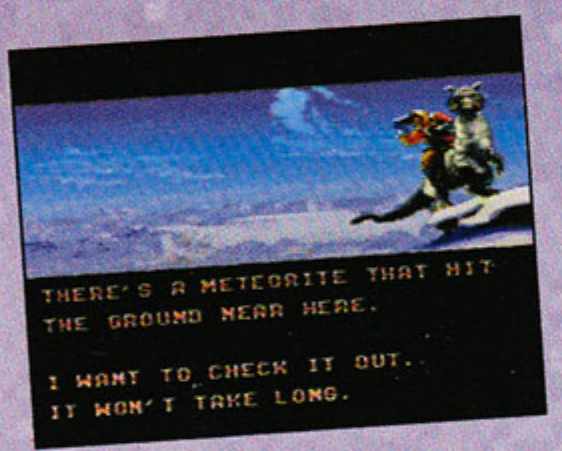
This metal menace wants to put the freeze on the Rebel Alliance.

Whomp the Wampa before he chills Luke out.

Here...catch!

Luke's falling down, but he can pick up.

Chewie never met a bounty hunter he couldn't kill.



Don't go for the Tie, go for the win in the Millennium Falcon.

"Is that a flashlight your wielding, or are you just glad to kill me?"

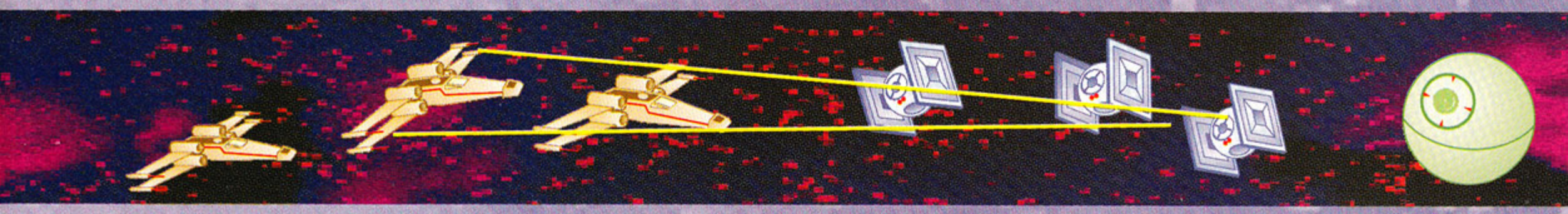
The big chill awaits Han in the Carbon Freezing Chamber.

Welcome the new Boss with your Lightsaber.

Imagine the fish Luke could catch with this worm, but he's no easy bait.

The Stormtroopers are very well red!

The traffic in Cloud City can kill ya!



STAR WARS® REBEL ASSAULT™

By Kay Oss

If you're a *Star Wars* fan, now's your chance to take the controls and become a Rebel pilot. Using some very talented programmers, Star Wars 3-D Rebel Assault by JVC/ LucasArts looks like it could soar past any Sega CD flight games.

A Panoramic View

To make it through the game's 15 beautifully detailed levels, which culminate in a final battle against the Death Star, you'll need to survive the first three pilot-training levels. During training, you simply need to prove your flying and fighting prowess across Kolaador (Crystal Planet), through Asteroid Fields, and past space explosions. After you have completed your training, you move on to 12 other adventures, flying one of four fighters (a TG-16 Skyhopper, a Snowspeeder, an X-Wing, or an A-Wing) from a behind-the-craft perspective, an overhead perspective, or an in-the-cockpit perspective. You also fight on foot against armor-clad Stormtroopers.

A Rebel Hit

With a little help from the game's digitized-voice instructions, you just might become a successful Rebel. Don't count on the Force, because it looks like only true Rebels will survive. G

Star Wars 3-D Rebel Assault
by JVC/LucasArts
Available December

You'll be in X-tasy when you soar through these Asteroid Fields in your X-Wing.

Soaring in your Snowspeeder, you won't skate across this winter wonder planet of Hoth.

You'd better move quickly, because the White Zone is for loading and unloading only!

Tag, you're it!

Two's company, three's a crowd.

Fly the friendly skies of Yavin.

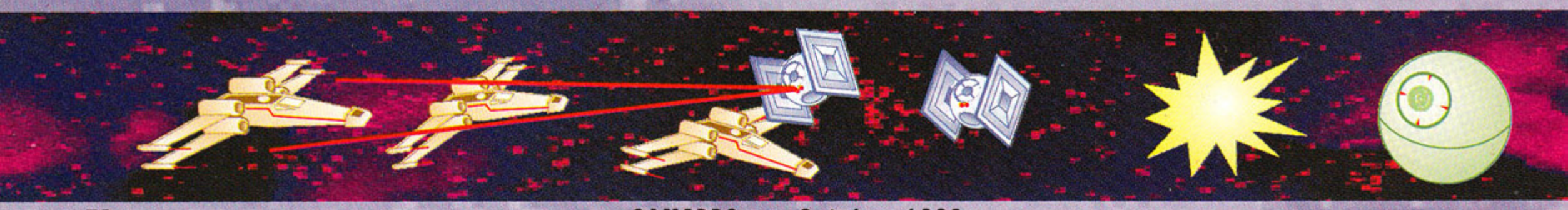
Better in red than dead!

SPECIAL FEATURE

In the canyon of Yavin, a river runs through it.

Last one to the Death Star is a rotten Jedi.

From the new Death Star point-of-view, you're a Rebel with a lost cause.



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at least you got teammates to blame.

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EA SPORTS
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GAME GEAR PROREVIEW

By Lawrence of Arcadia

Although this pocket-size version of Super Star Wars isn't exactly like the classic SNES version of the game, it captures the fun and excitement of the movie just as well as its 16-bit predecessor.

Rebel Yell

Star Wars for the Game Gear by US Gold is a cart whose action closely follows the story line of the original *Star Wars* movie. In this side-scrolling run-n-gun action cart, you play the game as three different characters. You begin as Princess Leia aboard the Rebel Assault ship, fending off Stormtroopers and searching for R2-D2. As the game progresses onto Tatooine, Mos Eisley, the *Millenium Falcon*, and finally the Death Star, you play as Luke Skywalker and Han Solo in a search for Princess Leia and Obi Wan Kenobi. Sorry, Chewbacca fans...the Chewster doesn't make an appearance in this game.

PROTIP: While you're searching for the docking bay that's hiding the Falcon, you'll find more green Shields. Keep to the right, then go up a level and almost to the end of the stage. When you see a black opening in the wall, stand Solo in front of it and press Up to get into the docking bay.

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

PROTIP: Princess Leia is in the lower right-hand portion of the Death Star's detention level. Only check the doors with their lights on.

PROTIP: When you get on the Death Star, take the 'droids to the control room on your right. You can see a map of the level by choosing R2-D2 on the subscreen.

PROTIP: When you guide the Falcon through the remains of Alderaan, try to react as soon as you see the debris on your screen. Swerve left and right, and occasionally up and down. It takes practice.

PROTIP: Try to find as many Shields as you can. You'll need them when you're on board the Millenium Falcon. If your life is low when you see a Shield and you die, go back and grab the Shield later.

The Falcon has seen more action than Han Solo on a pleasure planet.

The leader of the Rebel Alliance, Princess Leia Orgaana

Game Gear Game ProFile

Star Wars

(US Gold)

Star Wars for the Game Gear is full of fun, adventure, and gripping galactic thrills. Join the Rebel Alliance in this stellar, Stormtrooper-stomping epic.

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.5	4.5	5.0	INT.
				Intermediate

$39.95
4 megs
Available October

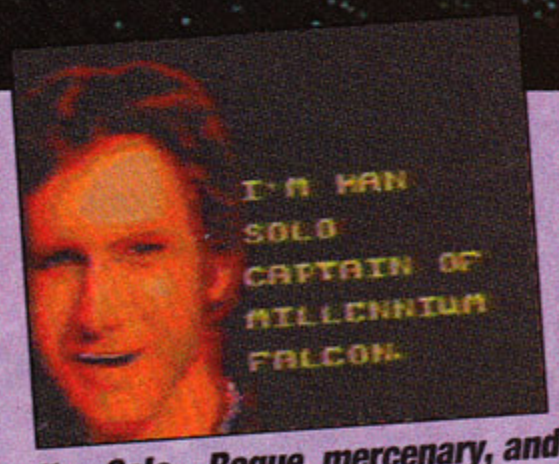
One player
Action/adventure
Side-scrolling

TAR ARS

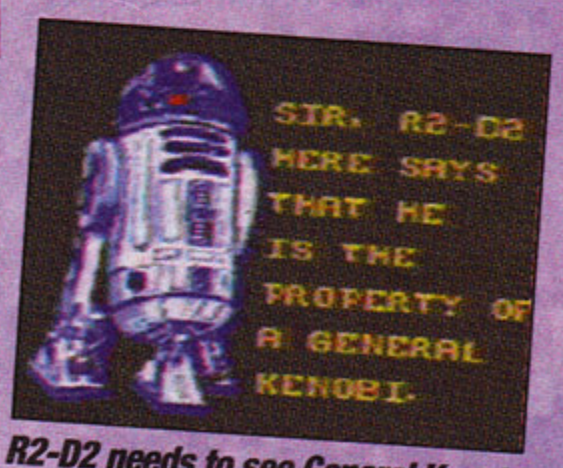
PROTIP: You can easily kill the green Greedo aliens in the Cantina, but leave the blue alien alone. He's almost indestructible. Head right and grab Han Solo. His blaster is more powerful than Luke's and is more effective against Stormtroopers.

PROTIP: Jump up to blast the Tractor Beam, but avoid the lasers on the left and right sides of the screen.

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

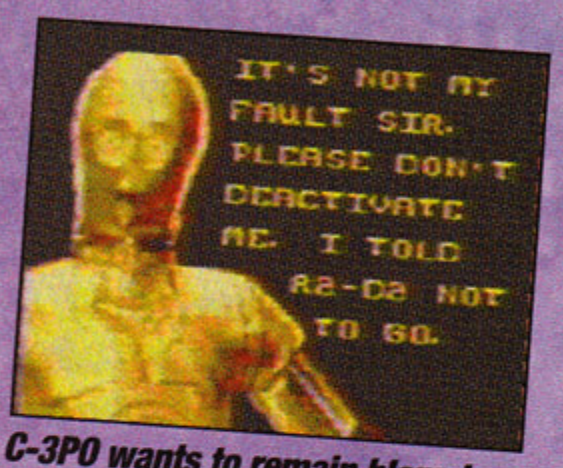


Han Solo – Rogue, mercenary, and smuggler

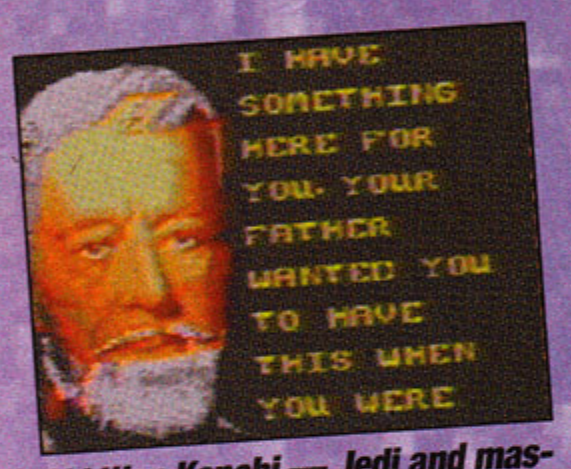


R2-D2 needs to see General Kenobi.

The dreaded Death Star



C-3PO wants to remain blameless.



Obi Wan Kenobi — Jedi and master of the Force

Each character has a different blaster, different strengths, and different combat skills. The controls are simple and easy to master. The Rebels' moves are simple – running, jumping, and shooting. Power-ups along the way include life bar boosts, extra lives, and Shields for the *Millenium Falcon*.

Even though this game is on the small screen, it blasts out a big challenge. It's not for the inexperienced Jedi. It's packed with trial-and-error stages that even Vader could not complete on the first try. Plus, you'll stumble upon hidden tricks and side levels that keep you busy for hours. Fortunately, familiar *Star Wars* faces are waiting to help you.

After several stages, you'll meet Obi Wan, who will give you the Lightsaber and join you on your quest. Obi Wan also acts as a healer and can revive Han or Leia up to five times. This comes in handy against the bounty hunters, Stormtroopers, Sand People, Jawas, and the many other obstacles you face on your journey.

It's not only on the ground where you'll encounter trouble. In one stage, you pilot the *Falcon* through treacherous, debris-ridden space, where you must avoid the remains of the destroyed planet Alderaan.

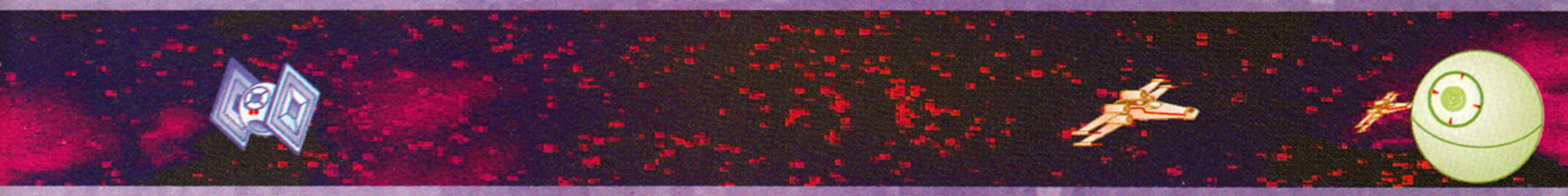
Picture Perfect

Star Wars has made another graceful transformation to the small screen. The graphics are diminutive, but have some interesting definition (Leia's dress flares up when she gets caught near an air vent) and some very clear action sequences (the destruction of the Tractor Beam). The cut scenes in-between the action are also well-rendered.

The music pumps up the game play by making the sounds sing. It does a decent job of capturing the mood, despite the Game Gear's limitations. Each character has theme music, some of it somber and contemplative, some of it rousing and heroic. You'll even recognize the familiar Cantina tune.

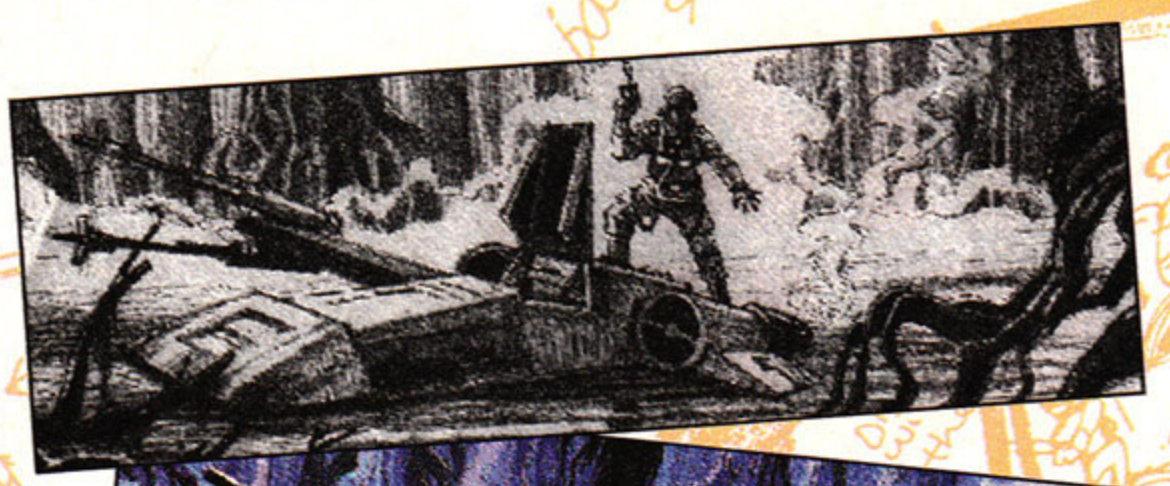
Mother of All Wars

You won't have to Force yourself to enjoy this hand-held version of *Star Wars*. Help the Rebels out and destroy Vader, even if he's only a small sprite. G



ON LOCATION with: LucasArts Games

Super Empire Strikes Back is the glorious new SNES game created chiefly by three young men in an obscure building in San Rafael, California. The three – producer and Project leader Kalani Streicher, Art Supervisor Harrison Fong, and Knoles – collaborated on Super Star Wars, the 1992 hit that brought George Lucas's film classic to 16-bit life. Now, in the midst of fine-tuning Super Empire, the team talks animatedly about making the latest game.



By Data Carvey

"Bigger! Better! Faster!" Animation Supervisor Jon Knoles enthusiastically describes his goals for LucasArts games. Anyone who's seen LucasArts' latest achievement knows that Knoles and company have realized those goals. *The Empire Strikes Back* has always been great. Now, it's Super.

Photos from top: Maps of Super Empire decorate office walls; Jon Knoles and Kalani Streicher; Super Empire story sequences; Jon Knoles works on the climatic duel between Luke and Darth.

"Seeing *Star Wars* for the first time was a mind-blowing experience," says Knoles. "It was my eighth birthday, and my father took me to see it. It's still my favorite movie. It has everything – romance, action, good and evil, and surprises."

Streicher agrees. "When I first heard that Darth Vader was Luke's father, I couldn't believe it! *Star Wars* transcends age groups and boundaries. Everybody here's passionate about it. We wanted to capture that passion in the game."

Capture it they have. The game whirls through the film's universe, expanding on the *Empire's* story line with a dazzling array of new beasts and geographies. Lucas's original plot is the skeleton the game's production team has imaginatively fleshed out. Dagobah now has underwater creatures and pulsating vegetation that have never been seen before.

"We had an elaborate mythology to work from," says Knoles. "The films and the later novels gave us source material, but we invented a lot ourselves." Adds Fong, "As students of *Star Wars*, we knew plenty of trivia, so we were careful to create scenes and characters that were true to George Lucas's intent."

Streicher examines drawings of the game's creatures and backgrounds. "We didn't want to merely repeat the movie, but at the same time we wanted to stay true to it. We tried to make each level unique, while acknowledging the limits imposed on us by the story."

Streicher examines a drawing of an Ice Cat. "Often we'd take a minor character from the movie and expand its role in the game. For instance, a chess game's played on the *Millenium Falcon*. We took those small chess pieces and made them bosses. Other times we'd work from scratch,

so we had to consider what was logical for the creature's environment. An Ice Cat wouldn't survive in the tropical swamps of Dagobah, for instance, where instead we invented slithery amphibians."

Gamers' input also helped with the game design. "We got a lot of feedback about Super Star Wars," says Streicher. "Letters from consumers told us that passwords were a must! Also, players wanted Luke to be able to run and shoot simultaneously, so we added that into Super Empire."

What about input from *Star Wars'* visionary, George Lucas? While he inspired everything, he wasn't involved with the game's design, and will only see it for a final approval. Truly, the game is a LucasArts, not a George Lucas, creation.

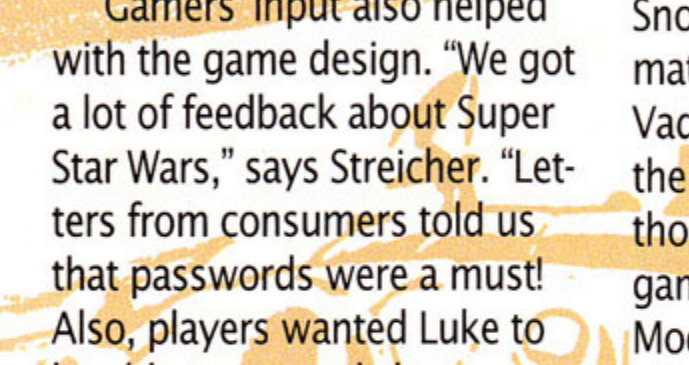
Inside the Empire

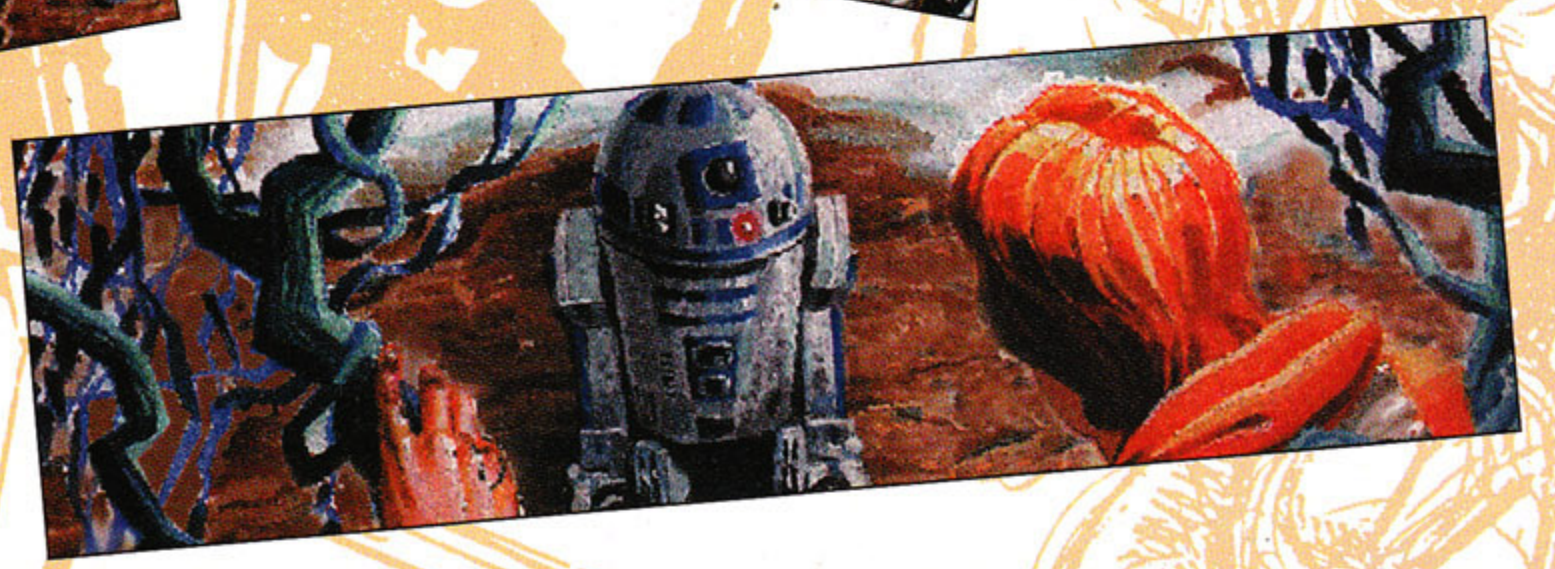
Super Empire Strikes Back is different from both Super Star Wars and the *Empire* film, and it has different strengths. Knoles, Streicher, and Fong agree on their game's best sequences – the battle with the crafty Bobbo Fett, the Snowspeeders, and Luke's dramatic final duel with Darth Vader. There are other details the team's just as proud of though. "Throughout the game, we tried to push the Mode 7 technology. Watch when Luke flies his X-Wing in Cloud City. See how the whole perspective changes when he goes through the clouds. Plus, listen to the Snowspeeder racing over the snow."

A key decision concerned the main heroes. Fong explains: "To stay true to the film, we decided to eliminate Super Star Wars' choice of heroes. Now there are levels for Luke only, others for Han, and so on. The film has two plots, remember, one with Luke going to Dagobah, the other with Han and Chewie. It wouldn't have made sense to play as Chewie on Dagobah, with Yoda teaching him the ways of the Force."

Other concessions were made to the movie. "We wrestled with Han," says Knoles, "because in the movie he's defeated. We had to do the same thing. So, even if you beat the bosses in the Cloud City levels, he still gets captured and carbon-frozen to keep to the movie's plot."

This leads to inevitable talk of a sequel. The team learned much from Super Star Wars, and it's learning just as much from Super Empire. Those lessons will be incorporated into the next game, Return of the Jedi. "Jabba the Hutt is just begging to be a giant boss," Knoles says. "The final meeting with the Emperor – that'll be spooky. Imagine racing Speeder Bikes through the woods. What a challenge! Fortunately, video game technology is moving so fast, we can do more than ever. Whatever we do, we're going to have fun doing it!" G





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GENESIS PROREVIEW

By Boss Music

Ladies, gentlemen, and vidiots of all ages, direct your attention to the weird-lookin' dude with the wings and the radar – Aero the Acro-Bat! If you're hankerin' for a madcap side-scrolling adventure, this little wingding has a high-octane platform performance you won't want to miss.

Aero packs enough acrobatics and excitement to make Mario, Sonic, and Bubsy tip their caps in respect. He's a circus star who must stop evil Edgar Ektor and Zero the Acro-brat from sabotaging the World of Amusement Circus Show.

Bat for the Buck

Aero crams gobs of fun game play into an eight-meg cart. The basic action is platform hop and bop, where Aero can Drill enemies or toss Stars at them. Interspersed throughout the cart are tons of acrobatic activities that send Aero sliding down rivers, rolling across spike-covered mountains, bouncing on trampolines, coasting on a roller coaster, or blasting out of cannons.

This bat-boy's controls are almost right on. You'll probably have trouble consistently nailing the Drill Attack, but otherwise Aero's a high flier and a smooth mover.

Big Top O'Trouble

The variety of Acts (25 in all) keep this fast-paced cart hoppin' from start to finish. Aero's got his wings full against Edgar, Zero, and their circle of circus saboteurs. You'll guide Aero through the Circus, the Funpark, the Woods, and the Museum. Although the "audience" in the background doesn't play an active role, you'll feel like part of a three-ring circus as you try to stop psycho performers like Bruno the Trapeze Artist and Bertha the Ballerina. Some antagonists have more lives than a cat, and they reappear throughout the game. Repetition of obstacles and enemies does create occasional tedium, but overall there are enough wacky stunts to keep your interest piqued.

PROTIP: If you have slow motion, use it in tricky Acts like The Woods, Act 2.

Each Act has a different objective. Some require that Aero merely survives a mega-speed ride to the goal, others make him search for a key, and still others have Aero

Genesis Game ProFile

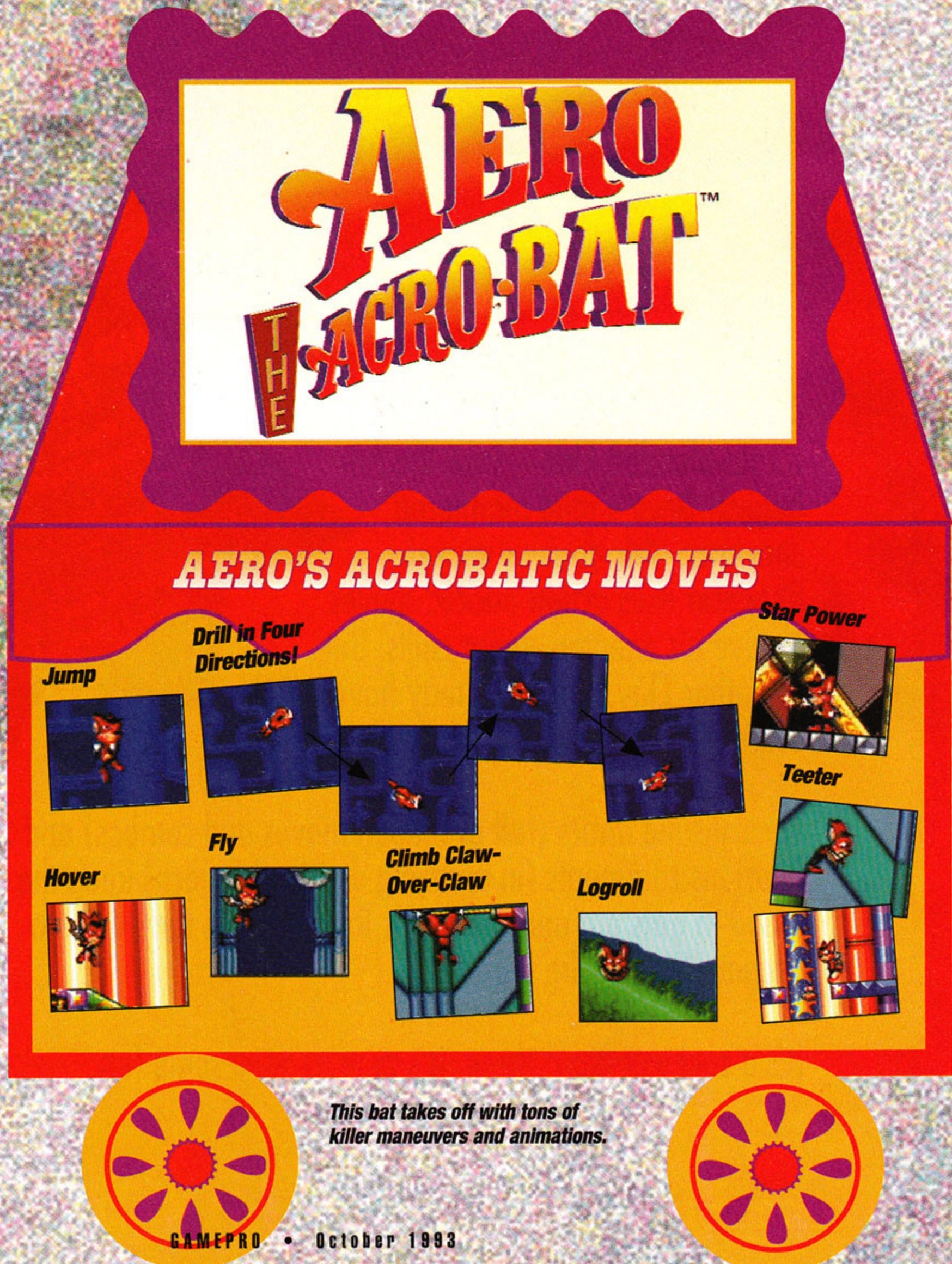
Aero the Acro-Bat

(By Sunsoft)

You say you want a long, intricate, platform-jumping game, and you don't mind if it doesn't have blow-away graphics and sounds? Aero's the bat, and man, he's got enough acrobatics to qualify for the Olympics!

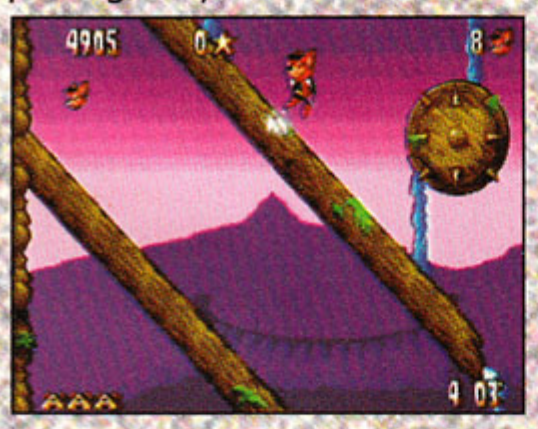
Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	4.0	4.5	ADV. Advanced

$49.99	Action/Adventure
8 megs	One player
Available September	3 continues
Multi-scrolling	25 Acts



This bat takes off with tons of killer maneuvers and animations.

bouncing on star-studded platforms. He'll also encounter a sprinkling of bonus stages and bosses, and a downpour of hidden rooms and secret passageways.



PROTIP: Jump to move up the flume in The Woods, Act 4.

You'd better be a pro player if you hope to crack this cart, 'cause Aero's got only three continues. This cart is so tough that Sunsoft is considering a contest for players who beat the game (for more information, call 714/891-4500).

PROTIP: Press C to slide down ladders. (This isn't in the manual!)

PROTIP: If you're plummeting to the ground, press C to hover and you'll be able to scope out any danger below.

The odds aren't all impossible, however, as there are plenty of extra lives hidden in nooks and crannies.

Eyes to Center Ring

Aero pumps good-looking pix onto the screen. Aero's a small sprite, but he's well-animated and cute for his size. You get multi-scrolling backgrounds, but the detail can't touch the best of the Genesis pack, such as Sonic The Hedgehog.

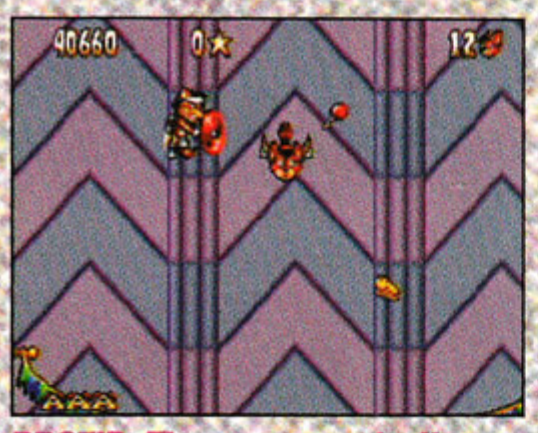
PROTIP: Drill Bruno to free up space on the trapeze.

PROTIP: To snag the key in the Circus, Act 2, use this cannon at three-quarters strength and angle yourself to the left. The cannon is located in the bottom-left corner of the Act.

As for sound, Aero's tunes are classic circus melodies. The songs loop very quickly, so you'll learn to whistle along.

PROTIP: Bonk the Funpark boss on the nose to make him weep.

PROTIP: Use the Drill Attack to find secret passages.



PROTIP: Time your controller presses with the fluctuations of the wind currents in the Circus bonus stage.

Aerotic Adventure

Aero's another one of those jump-a-lot company mascots, but he won't drive you batty. This bat's got more tricks up his sleeve than a sideshow magician. Two wings up for Aero! G

Haunting Starring Polterguy

By Toxic Tommy

One minute you're thrashin', the next minute you're dead! It's all the fault of Vito Sardini, an unscrupulous skateboard manufacturer whose cheapo deathtrap deck puts you six feet under. In Haunting Starring Polterguy, you're a fresh spirit who's out to can Sardini and his fishy family. This cart's fair fare, but if you don't fiercely fancy spooky tricks, it's no treat.

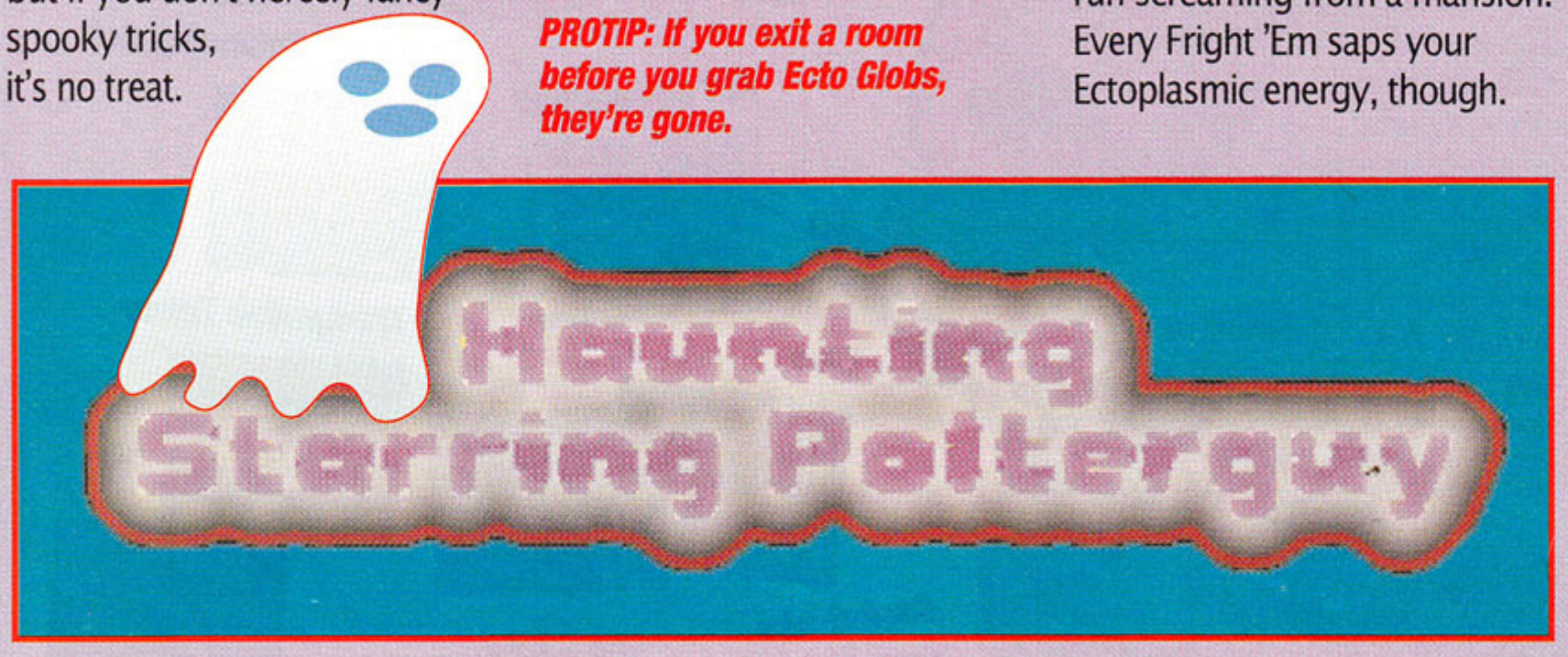
PROTIP: When you scare Sardinis out of a room, they always leave behind Ecto Globs near the last place they were standing. Sometimes the Globs are hidden by scenery.

PROTIP: If you exit a room before you grab Ecto Globs, they're gone.

PROTIP: Use the Fright 'Ems to control your victims' movements. Keep moving them toward the mansion's exits.

PROTIP: Use Spells whenever a Sardini's Fear Level is at Very High.

PROTIP: In the Dungeon, you can anticipate where Ecto Globs will fall. Watch the ceiling.



Scare Tactics

In this unique action game, your supernatural task is to scare the four Sardinis out of four mansions. First, you use an overhead-view map to find the Sardinis. Then you switch to a sharp ¾-overhead view to stalk them.

As you enter a room your spooky presence triggers flashing ethereal lights that identify household objects as possessed possessions called Fright 'Ems. When an unsuspecting Sardini approaches, a single button press makes you literally dive them into the Fright 'Em, with creepy results. For example, kitchen knives fly through the air, and aquarium fish become man-eating sharks. Haunting's packed with 250 Fright 'Ems! The graphics are humorous (to everyone, that is, except the Sardinis).

Although Haunting is an imaginative game, it has a few soft spots. The game play is repetitive – you basically just float after the computer-controlled Sardinis and use the Fright 'Ems. Overall, the graphics and animation look great, but some Fright 'Ems are too small to really appreciate. Also, Polterguy suffers from the curse of the mushy Genesis directional pad, making it hard to move him precisely sometimes.

PROTIP: Interactive Fright 'Ems are fun, but it takes time to use 'em. For quicker scares, use Automatic and Manual Fright 'Ems.

Finally, Haunting offers a somewhat transparent challenge. There are only four mansions, which dampens the replay factor. Inside a mansion, you occasionally run into Ectoplasm-sucking Ecto Beasts. However, you possess Kicks and Super Kicks, which beat the Beasts, no sweat.

PROTIP: It always pays to use the Dog-Off Spell whenever you encounter the pooch.

Each mansion has an overhead Map.

Plight of the Living Dead

Haunting is a spookfest that's over all too quickly. It isn't going to give you nightmares (no gruesome graphics or crunching challenge). Just the same, this game qualifies as a fun fright to the finish. G

Genesis Game ProFile

Haunting Starring Polterguy

(By Electronic Arts)

Haunting is a good, quick scare for intermediate gamers and for the kids.

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	3.0	4.0	INT. (Intermediate)

$49.95	Two players
16 megs	Four levels
Available October	¾-overhead view
Action	Multi-scrolling

The Five Faces of Fear

TAKE ON THE PROS!

R.B.I.™ '93 BASEBALL

R.B.I. '93 puts you into the big leagues with nearly 700 *REAL* Major League Baseball Players from all 28 professional rosters, including Colorado and Florida.

Plus you'll face them on their own turf—from Chicago's friendly confines to the Big Green Monster in Boston.

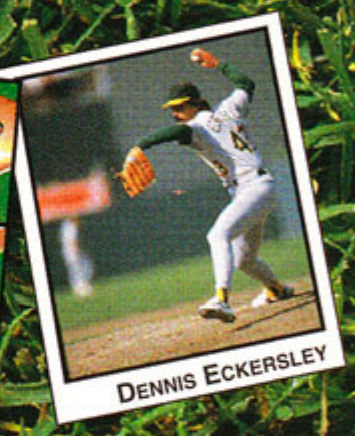
So before you pick up a baseball game for your Genesis, make sure it's not one of those bush-league efforts with phony stadiums and fake player names taken from the local phone book.

It's easy, just look for *R.B.I. '93*... it's the only game in town.

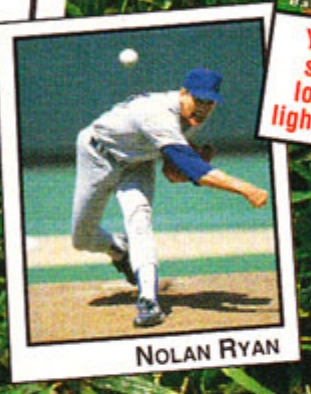
R.B.I. '93

KIRK GIBSON

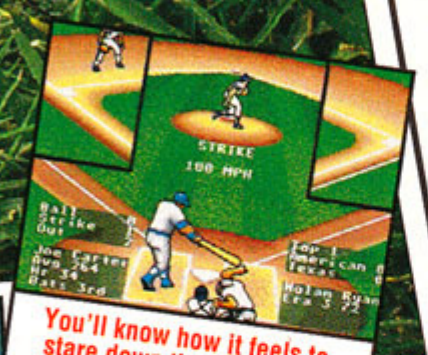
Replay classic baseball moments with the *Game Breakers* module and rosters of every division champ since 1984



DENNIS ECKERSLEY



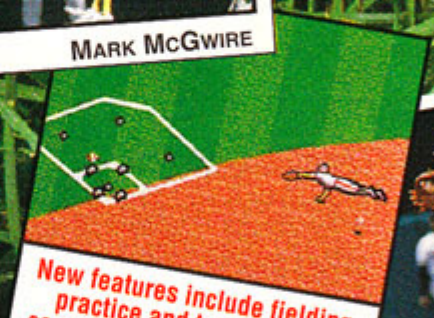
NOLAN RYAN



You'll know how it feels to stare down the barrel of a loaded cannon when Nolan lights up the radar at 100 MPH

- Biggest-selling baseball series in video-game history
- Improved and upgraded game play features, including *Home Run Derby, Fielding Practice* and *Individual Player Performance Stats*
- Full player rosters for all 28 professional teams—including new Colorado and Florida franchises
- Real, fully detailed home stadiums for all 28 teams

MARK MCGWIRE



New features include fielding practice and two levels of computer-assisted defense—as if Cal Ripken needs it

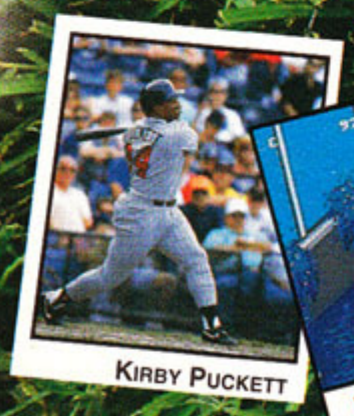
CAL RIPKEN JR.

AVAILABLE NOW!

JOSE CANSECO

Keep rosters current with *Create Team Option*—or make your own trades... how would Jose look in Florida teal?

BARRY BONDS



KIRBY PUCKETT

With 28 real stadiums, Kirby Puckett can explode in the hometown Homer Dome or sink a pearl in the K.C. waterworks

TENGEN
It's a Whole New Ball Game

MAJOR LEAGUE BASEBALL PLAYERS

©MLBPA

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SEGA GENESIS 16-BIT CARTRIDGE

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DASHIN' DESPERADOES

By Scary Larry

Data East's new Wild West workout pits you against a wily, villainous partner in a race for the affections of the beautiful cow gal, Jenny. This game's a desperate dash for glory, glamour, and a good time!

PROTIP: If you get the Freeze Bomb, it will travel across any flat surface until it hits the mark. Throw it from above, and you should put the freeze on your opponent.

Yeehaw!

Dashin' Desperadoes is a frenetic split-screen game that's filled with cowboy crunchin' mayhem. You play Will in a mad dash against a friend (either real or computerized across six worlds with three stages apiece). You run, dash, jump, throw bombs, and stomp across the terrain, all while trying to beat your partner to Jenny, who's waiting for you at the end of each stage. In the third stage, you have to beat a nefarious machine by throwing bombs and avoiding anything thrown at you.

You'll pick up different icons in each stage, which can provide you with anything from extra speed to powered-up bombs, including a Freeze Bomb, a Thunder Bomb, a Fire Bomb, and an Electrical Bomb. Besides trying to beat your pesky "pardner" to the gal you'll also have to contend with creatures and obstacles, like Sharks, Porcupines, Abominable Snowmen, and bone-bashing Boulders.

Will may be dashin'...

...but Rick is certainly a desperado!

Dashin' Good Looks

The graphics in DD are small and cartoony, but that's perfect for the split-screen action, which would be tough to follow if the sprites were any larger. The enemies are nondescript, but the backgrounds are diverse and imaginative. You'll see every kind of background, from the old west to a sunny beach to snowbound scenery. The divided screen is annoying at first, but you'll get used to looking at both screens at once. Controlling your desperado is easy, but beating the other desperado to the finish line is tough.

PROTIP: Against the end-level contraptions, jumping and bombing works the best. Only dash when the machine moves offscreen.

The music in DD is good, but no guitar twanger. It has a very kiddie feel to it, but it blends in nicely with whatever background is shown.

PROTIP: When playing against the computer, you'll find that the computer-controlled player hangs around if you're too far behind. Watch out, though, because he'll toss bombs in anticipation of your arrival. Watch the screens and sneak up on him, then jump and dash into him. This tactic could give you the advantage.

PROTIP: Always try to stay on the upper areas of the game. The lower areas have more obstacles.

Don't Dis the Desperadoes

Although at first this game seems directed towards younger players, it has a frantic-but-fun quality that makes it both charming and challenging. Once you get the hang of it, you'll be dashing around and bombing your bumpkin buddy right off the screen. This game's definitely more fun in the two-player mode.

Dashin' Desperadoes lets you accumulate continues faster than a cowboy can spit tobacco. You shouldn't have too much trouble breezing through the game, that is if your partner is not as desperate to reach the end as you are. G

Jenny is waiting, so don't let her down.

Genesis Game ProFile

Dashin' Desperadoes

(By Data East)

Dashin' Desperadoes is a rootin', tootin', bomb-shootin' side-scrolling, split-screen action game. The game play is fun, and the action is faster than the Pony Express. Yahooo!!

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	4.0	4.5	Intermediate

$54.95	Two player
8 megs	Side-scrolling
Available September	18 levels
Action/adventure	

GET A GRIP!

Wanna go pro? Prepare to do some smashin', some servin' and a whole lotta slammin'—in the hottest *split-screen* tennis game on the video-game market.

Develop a wicked backhand against the automatic serving machine in Training Mode. Then serve and volley against the world's best in a country-wide run for the *Davis Cup*™—the most coveted prize in all of tennis. Or live the life of an international tennis star and smash your way to the big bucks...and the world championship.

Come on, Ace. It's your serve–Get A Grip!

Featuring:

- Only tennis game with 2-Player *split-screen* action.
- Complete support of Sega's new *six-button* controller.
- Four playing surfaces—*clay court, hard court, indoor* and *grass.*
- Total ball control—from top-spin to drop shots to overhead smashes.
- *Training, Exhibition, Davis Cup*™ and *Championship* play modes.

DAVIS CUP™

TENNIS

Keep 'em in "love" with your turbo-powered slams, surface-searing serves and ball-busting backhands.

Be a king on any court: Indoor, grass, hard court... or scuff up the red top in some tread-wearing clay play.

Take on the top seeds, or grab a buddy and volley for the Davis Cup™ as the hottest doubles team in the world.

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TENGEN

It's a Whole New Ball Game

1 OR 2 PLAYERS

SEGA ARCADE PAD 6 BUTTON RECOMMENDED

GENESIS PROREVIEW

TOM MASON'S DINOSAURS FOR HIRE

By Earth Angel

Fans of Malibu Comics' Dinosaurs for Hire will notice that Sega's cleaned up the Dinos' act – there are no scantily clad babes in this Genesis cart. Video game archaeologists won't dig up much that's new and different in this game, but they'll have fun trying.

Hired Guns

For plenty of gaming action, this game is as big as the "boys," who stomp through five stages with a whomping total of 12 areas. The game play is standard run-n-gun. The fast-living fossils blow up everything in sight, try to reach the other end of the level, and grab any Green Crystal power-up they see along their way. Although not as satisfying as the Ninja Turtles saga, there's a certain joy that comes from just plain shootin' up the joint.

In a second, you'll recognize the tough-talkin' Dino dudes – Reese, Lorenzo, and Archie. Large character sprites capture the dinos' spirits, and nice animations accompany their different moves. Unfortunately, the enemies are a monotonous crew, except for the big gang of bad bosses that are nicely drawn and a blast to fight. Cool explosive sound effects accompany the action, but the repetitious music could have put more rocks in its roll.

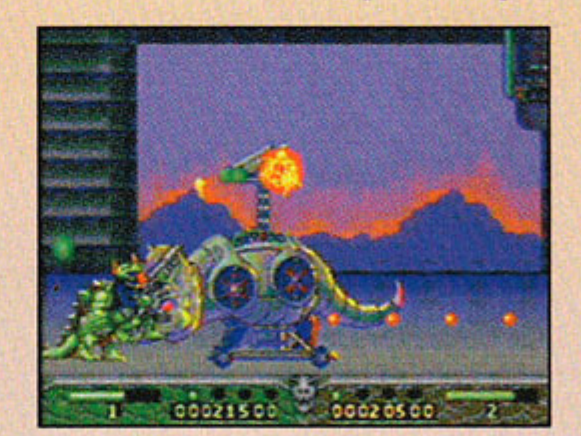
Dinosaurs for Hire, the Comic

Haven't heard of Dinosaurs for Hire? Get on down to your nearest comic retailer and check out Malibu's bad boy. They've got a decidedly extinct sense of humor – the original male chauvinist reptiles.

PROTIP: In Level 2, don't fall on the giant rotors in Beneath Hoover Dam, or it's dinosaur slice and dice. Instead, shoot them to find hidden power-ups.

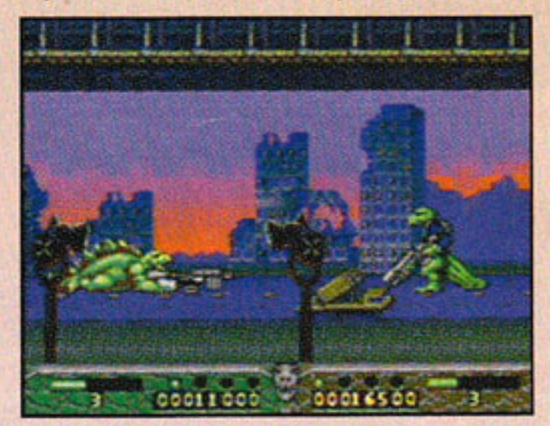
PROTIP: A rapid-fire controller makes any of the three Dinos dangerously deadly.

PROTIP: You can't get past this live wire in the first part of Level 1's Subway. Drop down to the tracks and go around it instead.



PROTIP: Go for the legs of the Titanium Triceratops at the end of Level 3. Next, destroy the laser in the far right corner, then the missiles on his back, and then finally his head.

When the Dinos line up to kick some prehistoric butt, you and a buddy can play as your favorite reptile dudes. Each Dino has his own special moves and high-caliber weaponry. The game's best when played as a simultaneous two-player fire fight. Challenge-wise, however, the game play is uneven. Even with adjustable difficulty levels, some areas are an easy job for the dinosaurs, even the first time through. Tougher areas, like the second section of the Subway, and a little more variety in the repetitive game play would've pushed it up the evolutionary ladder.



PROTIP: To shoot tanks in the far lane of Level 3's freeway, lay down and fire. For military vehicles on the near side of the road, shoot diagonally.

Genesis Game ProFile

Dinosaurs for Hire

(By Sega)

Dinosaurs for Hire first hatched as a comic book. Their video game debut won't make history, but it's king-size fun anyway.

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	4.0	4.0	Adjustable

$49.99	Two players
8 megs	12 levels
Available now	Side view
Action/adventure	Side–scrolling

GET YOUR KICKS ON THE GO!

TENGEN WORLD CUP™ SOCCER

Lace up your cleats and challenge the top soccer pros in the most exciting sports competition ever available on the Game Gear. 24 countries have come to claim the World Cup. Only one will go home a winner.

Kick a screamer past a gutsy Brazilian goalie. Dive on a live cannonball to stop an aggressive German ground attack. Take out a mean Italian mid-fielder with a slide tackle.

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You'll get a kick out of the hottest graphics and action ever on the Game Gear.

Goal kicks, shuffle passes, penalty kicks, defensive slides...do it all in a four-team elimination race for The Cup.

Italy, France, U.S., Mexico... Select your squad from 24 of the most recognized soccer forces on the globe.

Link up with a buddy for hot head-to-head action!

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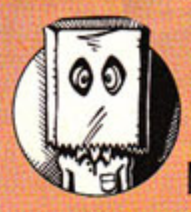
GENESIS PROREVIEW

GAUNTLET IV



By The Unknown Gamer

More than a few gamers cut their teeth on Gauntlet, an arcade classic and one of the original carts that made the NES so popular. This Genesis version, Gauntlet IV, comes through with classic arcade-style action and some intriguing new styles of play.

PROTIP: It's worth watching the Demo Mode to pick up tips.

Gotta Getta Gauntlet

The name of the game's the same – and it looks the same, too. All four modes of play – Arcade, Quest, Battle, and Record – feature traditional Gauntlet-style overhead-view action. As one of the famous foursome (Warrior, Valkyrie, Wizard, or Elf), you run through each maze-like level in search of power-ups and the Exit to the next level. Along the way, it's a nonstop battle against skeletons, evil wizards, and the rest of Gauntlet's familiar horde of enemies. Each character has strengths and weaknesses, including the level of health they begin the game with. Gauntlet afficionados always have a favorite character and never agree on which is the best (Elf is quickest, Warrior is strongest).

PROTIP: If you get stuck in a maze, just hang out. If you wait long enough, eventually all of the exits open!

PROTIP: In the Battle Mode, if you fall into the Exits, you lose. The advantage to that is you can try to shoot at your competitors and knock them into the Exits and out of the competition.

PROTIP: Don't shoot the Potions or the Food. You'll destroy them.

For a very cool variation on the original, check out the new modes of play. The Quest Mode adds a role-playing dimension to Gauntlet. Players earn Experience Points, Weapons, and Health by fighting battles while they try to solve the mystery of the tower. Even better, the Battle Mode pits up to four Gauntleteers against one another in a really entertaining head-to-head confrontation, where each player shoots it out in a winner-takes-all survival contest. In the Record Mode, players battle in different rooms of the castle, competing by doing damage and trying to complete a level in the shortest amount of time.

Gauntlet's graphics aren't impressive by current Genesis standards, but they look just like Gauntlet always looked!

PROTIP: Stand between corner blocks and shoot diagonally. You're invulnerable to damage from the enemies on the other side of the blocks, and you can take out generators and enemies easily.

PROTIP: The best strategy in the Treasure Rooms is to first locate the Exit. Then run around near the Exit, scoop up all the Treasure Chests you can, and pop into the Exit at the last possible second.

Those familiar with the original won't notice anything out of line. Sound-wise, the tunes are somewhat tinny and annoying, but digitized voices repeat the comforting, familiar (although somewhat hard to figure out) Gauntlet phrases, such as "Wizard shot the food."

Gauntlet's game play, even in the Quest Mode, is easy for even beginning gamers to learn. The controls are straightforward, and the action is at its most hysterical and entertaining when four players plug in with the adapter.

PROTIP: When one of the Gauntleteers dies, any other player can run over and grab the stuff they leave behind – Keys, Potions, etc.

Here Today, Gauntlet Tomorrow

If you loved Gauntlet, this 16-bit collector's edition is a cart you'll enjoy. Even though the graphics are somewhat dated, the game play's as fun as it always was, especially in the multi-player modes. Top it off with some engaging new modes of play, and you'll discover that running the

Genesis Game ProFile

Gauntlet IV

(By Tengen)

Gauntlet's a classic, and one of the original NES hits. Fans and newcomers alike will enjoy this quest down memory lane.

Graphics	Sound	Control	FunFactor	Challenge
3.0	3.5	4.0	5.0	Beginner

$54.95	Four player
8 megs	Overhead view
Available October	Multi-scrolling
Action/adventure	Passwords
Role play	

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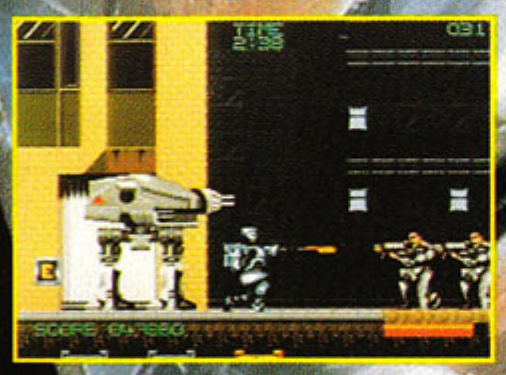

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HALF-MAN, HALF-MACHINE... ALL ACTION!

Armed with laser gun, flame-thrower and missile launcher multi-weapon attachments, you must destroy giant ED-209's and OCP's latest techno-warrior...OTOMO!

Relive all the action of the blockbuster film, as you face a battalion of enemies!

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GENESIS PROREVIEW

B.O.B.

Genesis Game ProFile
B.O.B.
(By Electronic Arts)

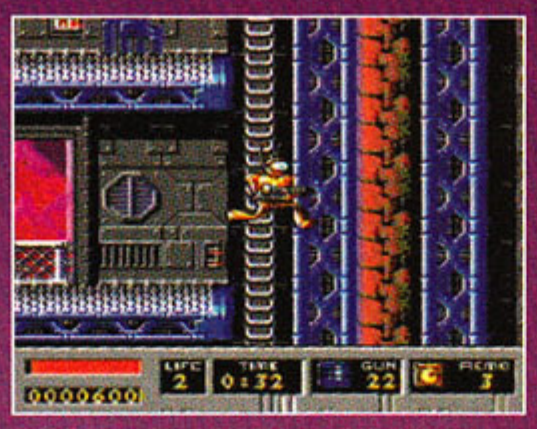
Although this multi-scrolling adventure's sounds aren't top-notch, Bob has a sense of humor that'll tickle your funny bone and test your gaming mettle.

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	3.0	4.0	Intermediate

$59.95	Three worlds
8 megs	Side view
Available September	Muilti-scrolling
Action/adventure	Passwords
One player	

by Manny LaMancha

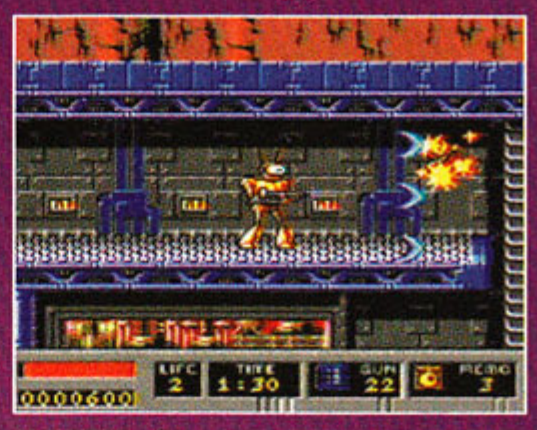
B.O.B. is your average teenage android getting ready for a date. Unfortunately, he's cracked apart his father's car and has to get it replaced before his date ditches him and his dad dents his rear end.



PROTIP: Try to limit the distance B.O.B. falls. If he drops too far, he'll be disabled for a short time when he lands.

Goth, What a Meth!

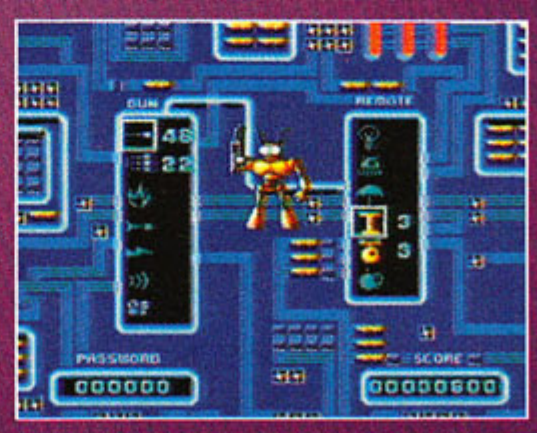
Electronic Arts has created a wild romp around the Planet Goth, followed by Anciena, and finally the Ultraworld. Throughout the journey, you face vicious scorpions, creepy bugs, and killer robots, among other hazards. During most of the game you're on foot, but certain levels test your driving and flying skills, where you must pilot through twisting corridors, floating mines, and hazardous energy beams.



PROTIP: Choose your weapons carefully. For example, your flamethrower is best for short-range attacks.

Of course, you also get a serious variety of tools to keep B.O.B. safe along the way. Though you start with only a Single-Shot Gun, you can gather Triple-Shot Guns, Flamethrowers, Guided Rockets, powerful Bolts, and Shock Waves.

PROTIP: Use your Remotes at crucial moments and to get to bonuses high above you. In later levels, you may need a remote to get your car out of a deep dead end.



PROTIP: If you time it right, you can trigger a Remote before you hit the bottom of a long fall.

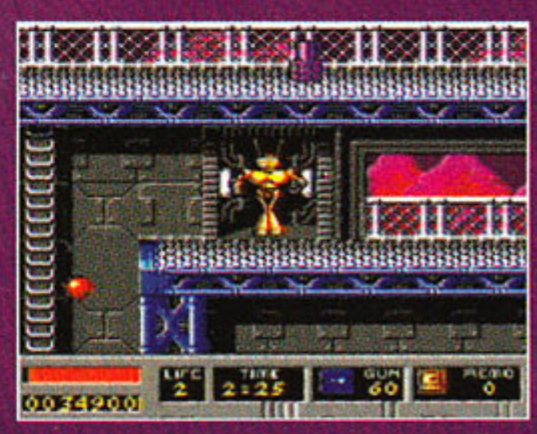
B.O.B.'ing Along

B.O.B. is filled with tons of levels – more than 45 of them in three worlds. The sheer quantity of action will keep even the most capable player on the edge of his seat. However, the imprecise control adds to the game's difficulty. B.O.B. does a fair amount of sliding around. Precision moves, like trying to jump onto a small platform, can be a real challenge.

Visually, though, B.O.B. is sharp. The cart transports you through colorful fortresses, caves and more. The enemies are well animated, with movements that look both creepy and amusing.

PROTIP: Don't waste time trying to get every bonus and enemy. You have to get to the Exit before time runs out.

PROTIP: Some falls will end with an out-of-sight pipe, where B.O.B. can hang out of danger. If that's the case, press and hold Up on the control pad during a fall and B.O.B. will try to catch the pipe.

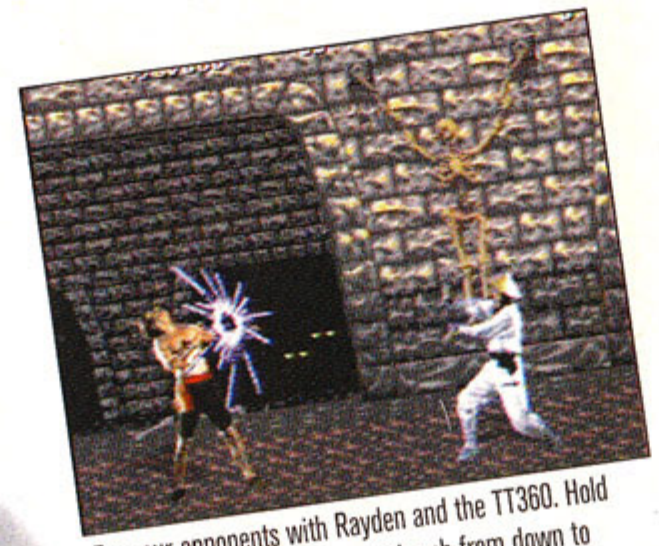


PROTIP: Look carefully in walls for valuable Rechargers.

B.O.B. is a vividly visual challenging cartridge. Luckily, the password feature helps you make progress to keep you from getting too frustrated. Now, if you can only get your dad's wheels fixed before his insurance agent finds out... G

Throw Liu Kang's finishing move with the deadly accuracy of true circular control on the TT360. Hold the Start Button and, starting with your thumb at the bottom of the Touch Sensor, make a full circle towards your opponent.

Kano's Spin Attack is a breeze with the TT360. Hold the Start Button and run your thumb around the Touch Sensor toward your opponent. Release the Start Button to unleash the attack!



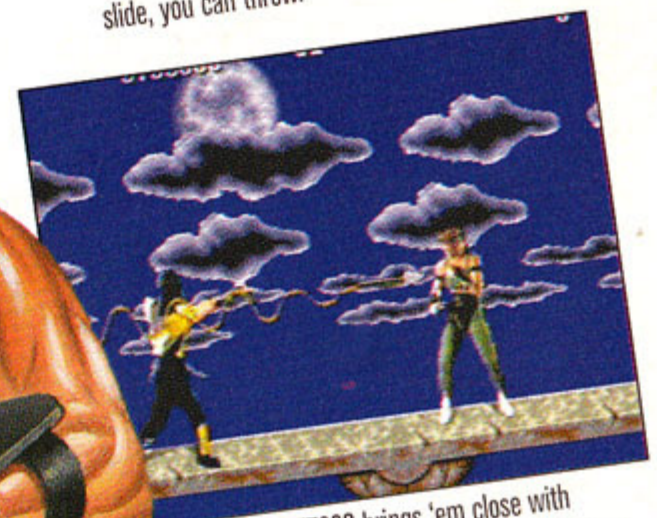
Fry your opponents with Rayden and the TT360. Hold down Button A and slide your thumb from down to toward your enemy.

Tear 'em up with Kano's Knife Attack. The TT360 is cutting-edge fast! Hold Start and slide your thumb from away to toward on the Touch Sensor. As fast as you can slide, you can throw.

Rayden's Superman move catches 'em by surprise. Press away-away-toward on your TT360's Touch Sensor. The slide from away to toward gives you the win with split-second speed..without the numb thumb!

Real diagonal action on the TT360 gives you the edge! Chill 'em with the Sub Zero Freeze. Hold down Button A and slide your thumb on the Touch Sensor from down to toward.

Here's a sneaky move the TT360 makes easy. Jump over your enemy, turn and press Button C. You'll make a throw they can't beat!



"Get over here!" The TT360 brings 'em close with Scorpion's Spear. Rapidly press the Touch Sensor away twice and press Button A.

Shred some head on Sub Zero's Finishing Move. Slide your thumb toward-down-toward and hit Button A. This move is much easier than on an old-fashioned control pad.

BATTLE TESTED IN KOMBAT

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

So, go into Kombat to win –
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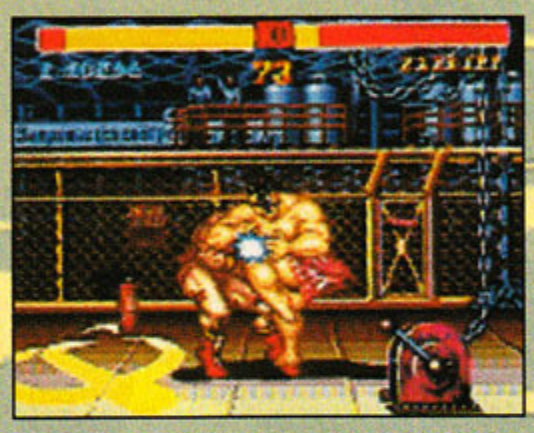
Street Fighter II: SPECIAL CHAMPION EDITION

By Lawrence of Arcadia

Okay, okay...so this Genesis version of Street Fighter II took a little longer than people had planned. Don't worry, the wait was worth it! The most awesome fighting game of the '90's has just hit the Genesis!



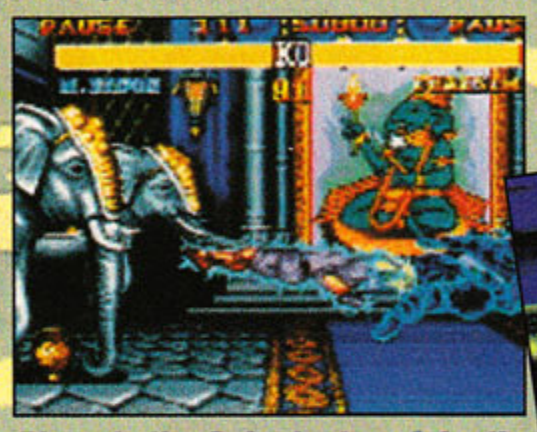
People...people who knee people...

It's a furious flaming fireball fiesta!

Special Something

Genesis owners can stop their moaning, because this edition of Street Fighter is as good as the others for the SNES. It includes complete Champion Edition game play. You can obviously play as any of the bosses, plus you can pull off CE-specific moves, like Guile's Knee Thrust. Plus, the excellent Turbo Mode includes all the moves from the arcade Turbo game, such as Chun Li's Fireball. The Turbo Mode even has selectable speed – up to ten stars – and you don't have to enter a code to access it. There's more: A brand-new Mode of play called Group Battle enables you to set up your own two-player tournament.

This latest version includes graphics that have been dramatically improved upon with large, fully-detailed sprites, great color shading, and better vivid visuals to the backgrounds.



Bison is the Spin doctor of death.

Chun Li lets out a thigh of relief.

You'll have to forgive Vega...he tried to formulate a strategy, but his mind drew a Blanka.

Alleluia!

We'll have a complete review of the game in our next issue. In the meantime, Genesis Street Fighters, stop your whining and get out there and kick some Special Edition butt! G

Street Fighter II: Special Champion Edition
By Capcom
Available September

Here comes a hunka-hunka burning love!

Let's put our feet together for Ken and Ryu!!!!

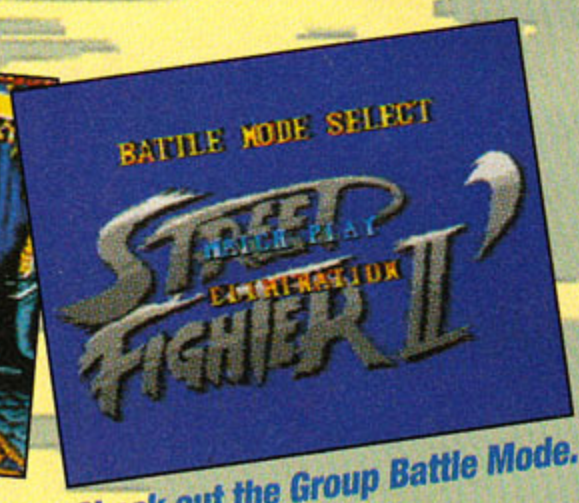
Balrog lets loose a Turn Punch.

Sagat has what it takes to be a Street Fighter.

Improved colors and redrawn characters and backgrounds make all the difference!

Boy is someone gonna be Dizzy when this is all over!

In India, not everything is as it Dhal-seems.



Check out the Group Battle Mode.

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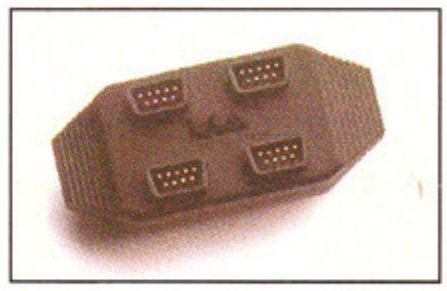
Street Fighter II Championship Edition

Genesis

Electronic Arts

4-Way Play



Genesis

Now four players can compete at the same time!

Great EA 4-Way Play Products:

Bill Walsh College Football

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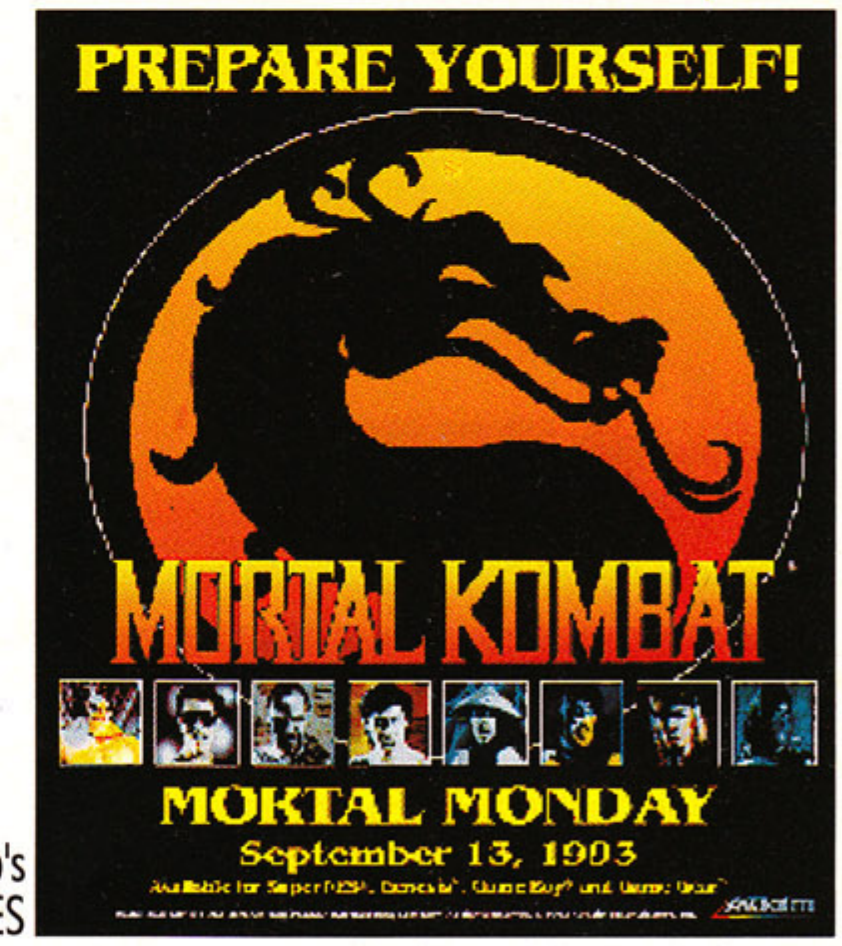
Plok

Acclaim



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GENESIS PREVIEW

Robocop's stomping over to the Genesis this fall with a pair of shooters that'll scratch even the itchiest of trigger fingers. Here's a quick look.

ROBOCOP VS. THE TERMINATOR

By Andromeda

Virgin's teaming up the mechanical menaces – Robocop and the Terminator – in a one-player arcade-style run-n-gun adventure that's a 16-meg blast to the future.

The shoot, shoot, and shoot some more action puts you inside the metallic skin of Robocop, who's locked in a post-holocaust world, circa 2029. In each of the game's 10 multi-scrolling levels, you're out to gun down an army of Terminators, who are bent on destroying humanity.

Robocop and the Terminators are large sprites with multiple weaponry. High-tech graphics set the mood, and bloody blobs of exploding guts highlight the destruction. *Hasta la vista*, baby! G

Robocop vs. The Terminator
by Virgin Games
Available October

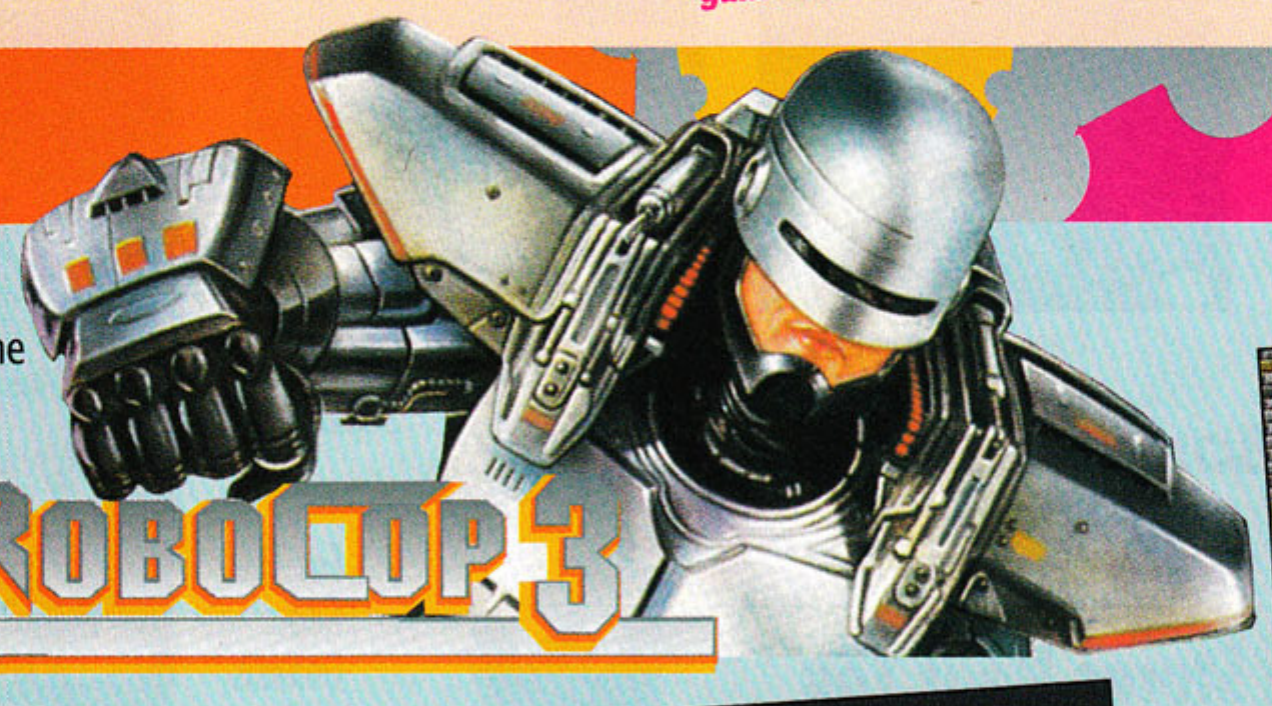
Robocop's got a range of weaponry. The Grenade Blaster spits out deadly explosives that home in on their targets.

Beneath the skin of every Terminator lurks an Endoskeleton that's just as hard to destroy.

Robocop has to fight deep into the heart of the Skynet complex to save humanity.

As he flies through the air with the greatest of ease, Robocop guns down his foes.

Climb into the depths of the enemy fortress for nonstop combat.



By Andromeda

Robocop 3 stars the infamous metallic cyborg in a futuristic, arcade-style run-n-gun shooter.

One player stomps through the streets of Old Detroit as Robocop, battling corrupt cops on behalf of the local citizenry. The multi-scrolling action's simple to follow – blast everything that moves until it doesn't move anymore. Veterans of Ocean's Robocop 3 for the SNES will remember that its challenge was only for the strong of thumb. The Genesis version won't make you feel quite so desperate, but it still fires enough action to make even experts sweat.

Tons of levels and multiple weapons round off this explosive Robocop saga. Look for a ProReview in the next issue of *GamePro*. G

Robocop 3 by Acclaim
Available Fall '93

Going up...the hard way.

Robocop!

Enjoy the overhead view when Robocop takes to the skies.

Diagonal shooting takes out snipers hiding in second-story windows.

Fasten your seat belts, everybody, it's gonna be a bumpy night!

GENESIS PREVIEW

PINK GOES TO HOLLYWOOD

By Captain Squideo

Who hasn't laughed at the Pink Panther's cartoon antics, or hummed this cat's familiar theme song? The famous feline is making his 16-bit debut on both the Genesis and the SNES, and judging by the early previews of the Genesis game, it's about time. It looks terrific!

Pink Purrfection

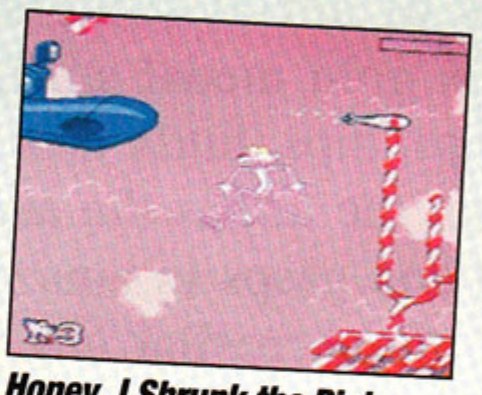
Pink Goes to Hollywood offers 14 imaginative levels for a cat to sink his claws into. When our hero hits Tinsel Town, he wanders onto various movie sets and encounters all kinds of surprises. The first level, called Honey, I Shrunk the Pink, is a giant-size world full of giant-size obstacles. The Pink Ranger levels offer a Western town as a backdrop for encounters with tumbleweeds, a Gold Mine, and flying cows. Later, Pink navigates his way through the crazy castle of Pinkenstein and the haunted house of Polter Pink. Even Inspector Clouseau shows up. It's a wild world for this runnin', jumpin', swimmin', punchin' panther.

Slapstick comedy, dazzling graphics, and infectious music greet the gamer at every turn. Fans of colorful, imaginative games will want to make it a very Pink Christmas this year. G

Pink Goes to Hollywood
by TecMagik
Available November

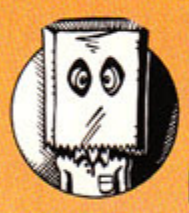
The beautiful Cat on a Not Pink Roof Level is only for quick, nimble panthers.

The Pinkinhood level sends the cool cat to Sherwood Forest.



Honey, I Shrunk the Pink features over-size obstacles inside a pitcher of pink lemonade.

Sonic Spinball



By The Unknown Gamer

It's fall, and once again Sonic prepares to migrate to the Genesis in a new multi-scrolling adventure. November marks the debut of a new style of game play for the wily 'hog with an attitude. Based on the highly original and popular pinball game play of Sonic 2's Casino Zone, this cart pits Sonic against Robotnik (who else?) and his elaborate Pinball Defense System.

It seems Dr. R has holed up in his Volcanic Veg-O-Fortress. This nasty hideout uses lava to harness the energy Robotnik needs to power his Veg-o-Converter, a sinister machine that the bad doctor plans to use on Sonic and his cuddly forest pals.

Sonic must, of course, save the day in this one-player cart. In true Sonic style, there are tons of convoluted and chaotic rounds that he must ricochet and bounce through, pinball-style! He still has to collect Power Emeralds, but he's battling a new series of nefarious Robotnik robots. Sonic's returned, so strap on your high tops and get ready to roll through the Fortress in this pinball spinoff. G

Sonic Spinball
by Sega of America
Available November

Robotnik's as ugly as ever.

He's back.....

Sonic will be a pinball wizard in no time at all...and so will you.

Robotnik's new, diabolical, and mechanical contraptions are just waiting to snare

The Pinball Defense System will blow you away.

(cont.) amazing feats ever attempted. This is a circus act like no other, with thrilling stunts and [illegible]ng acrobatics that s[illegible]n audience. Some[illegible]ite Aero the Ac[illegible] high-flying, death[illegible] who combines supe[illegible] artistry with excitem[illegible]nt and danger. This reporter h[illegible]ever seen anything quite like it.

The circus starts out innocently enough, with Aero soaring through the air in a series of aerial somersaults. This is gold medal stuff, fans. He flips, zips, hurls and whirls through the air, as the audience gapes and gasps in amazement. "Aero the Acro•Bat is a totally awesome dude," said Rita Zimmerer, one of the lucky girls who sat in the front row[illegible]the circus. "For a little bat[illegible]'s act is based [illegible]ility and plain [illegible]uently buzzes the a[illegible]e leaps from trapeze to [illegible] bathed in brilliant [illegible]zzes the audience [illegible] spotlights. As the audience holds their collective breath in silent amazement, at times the only sound is Aero's high-pitched squeal of delight as he prepa[illegible]es for one of his now-fa[illegible]mous power dives.

Even the other circus performers stop to watch Aero. This reporter noted clowns, magicians and even t[illegible]de operators from the fa[illegible] gathered und[illegible] what migh[illegible] fina[illegible]rmance. [illegible]ed [illegible]out really fun, but then it got weird," recalled circus janitor Al Artus. "I thought that little bugger was go[illegible]na bite it, all right," added [illegible]anette Hyssong, circus vendor.

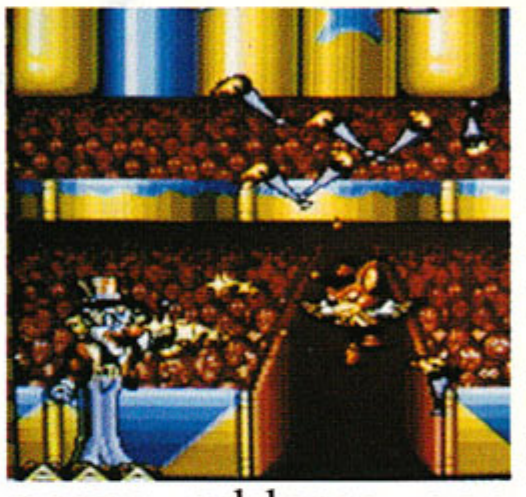
Leaping from a towering, teetering platform, Aero t[illegible] Acro•Bat realized that this [illegible] was more death-defying tha[illegible] o[illegible] One of the platforms wa[illegible]e [illegible] rigged with explosives ... which threatened not only o[illegible] super bat, but the entire audience as well! "I thought I'd wet my pants," complained Karen Shadley, a shy young girl who had traveled all the way from Illinois to see Aero the Acro•Bat perform. "When that platform disintegrated, my life was in Aero's hands." Capable hands indeed, as it turned out.

Shr[illegible]ded in darkness as the s[illegible]nigh[illegible]mysteriously mal-[illegible]tion[illegible] Aero leaped to safe-[illegible]injury and still man-[illegible]s to land with a flourish!

But it was only the beginning. Not only did Aero have to protect the audience from the danger of falling debris, he had to protect himself from the "bad boy of the big top," the evil, diabolical and just plain mean Edgar Ektor. This guy must really hate bats.

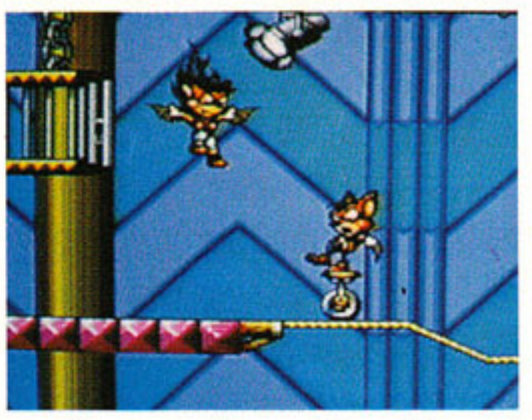
This report[illegible]d that Ektor [illegible] abotage the ci[illegible] and anyone u[illegible]gh to get in h[illegible] way. And he's not abo[illegible]ut to stop until Aero —and the circus—are destroyed. Ektor has employe[illegible]d a team of dirty, nasty, filthy, scheming nogoodniks to help him carry out his plan. Clowns that can literally make you laugh to death. Not to mention whipping spiked balls that can do serious damage. Or a psycho madman named Marko, who constantly shoots him self out of cannons like a crazed kamikaze. [illegible]en't even mentioned [illegible]oun[illegible]d tightrope-balleri-[illegible]oves to squish bats. [illegible]ut a handful!

If you've read this far, yo[illegible] qualify as a real fan of Aero the Acro•Bat. And if you're



one of the first 100 people to send a 3x5 postcard with your name, address, age and telephone number to Aero's Secret Offer, Sunsoft, 11165 Knott Avenue, Suite A, Cypress, California, 90630, we'll send you a free copy of the Aero the Acro•Bat video game. Please specify Super NES or Sega Genesis format. But hurry up and do it. Only people who read this far will know about it. Now back to our story.

The evil Ektor carries a lot of emotional baggage. According to Bruce Reilly, criminologist and noted circus buff, Ektor was banished from the circus years ago after endangering the lives of his fellow circus troupe

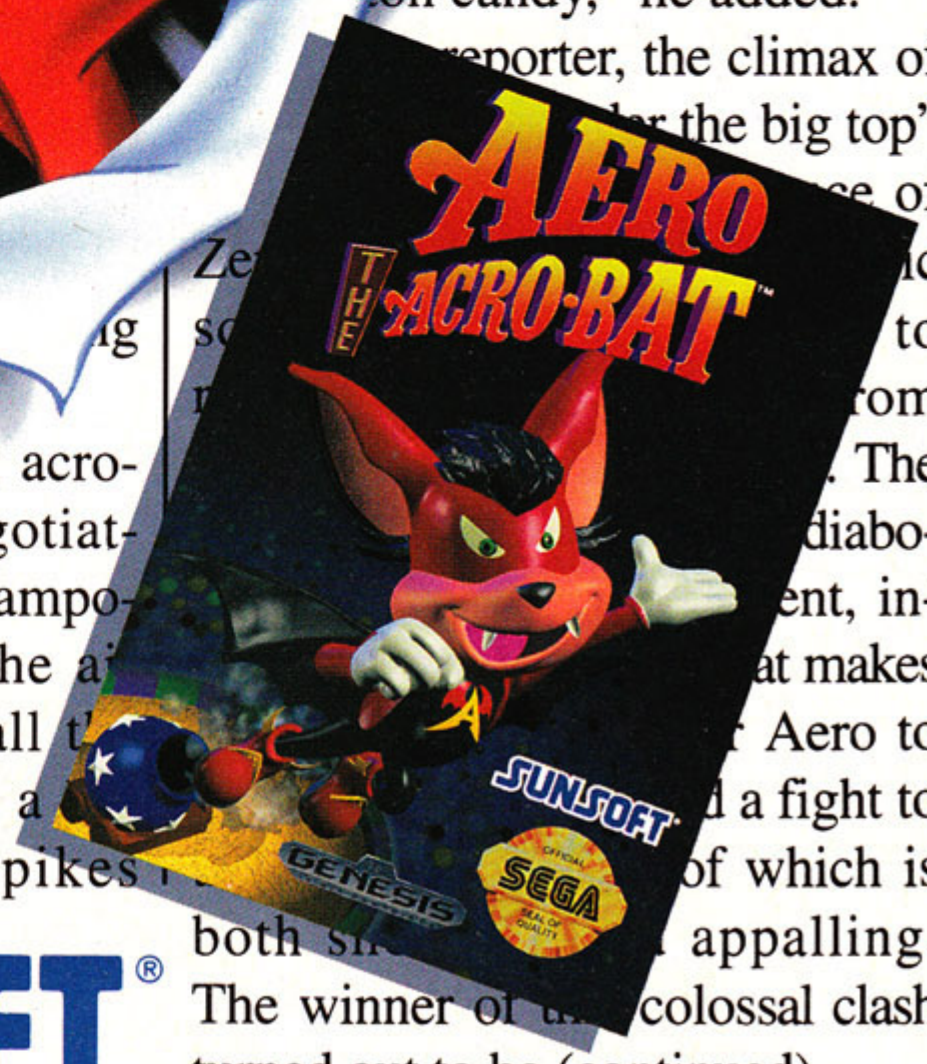


members. Allegedly, his innocent pranks and practical jokes took a decidedly twisted turn, and he enjoyed inflicting pain and suffering on circus performers and audience members alike. "Ektor was a really, really sick little boy," said Alison Quirion, the renowned performing poodle trainer who worked with Ektor during the early circus days. "He started out with typical stuff like squirting flowers, exploding cigars, glue in your underwear, that sort of thing. Next thing you know, there's grease on the trapeze and dynamite in the tutu."

Ektor hadn't been around for years. Until this year, when he appeared on the scene during the ring with Aero the Acro-Bat's demise in mid-air. Tad "Smiley" Shimamura, who had been brainwashed by Ektor, He threw members into a frenzy. "I thought we promised very special effects, for sure," said and their own dreams, and we didn't even get they bagged the lion candy," he added.

But Aero the Acro-Bat reporter, the climax of a licking and kept on the big top" ing. Using strength of ice and wit, Aero ck on their feet! tumbling and there the amazing acro- and found himself negotiating flier a endless series of trampo- bodies extending far into the air ent, in- grotesque ing force . . . all the Aero to dwarves avoiding becoming a a fight to to the death shishkebab on hidden spikes of which is dished out by the little bat. "It was really warped, man," said David Siller, who himself survived an attack by Waldo, the wicked, whipping lion tamer when Aero swooped from the air and deftly punched the muscular Waldo into a pulp. "It started out as the coolest circus act ever," he said, "but then the bodies flying everywhere, the fleas from the flea circus were into demolition."

Aero continued to perform for the now-terrified audience even while the sicko saboteurs tried to slice him into The Show Must Go On! shishkebab. Finally, Ektor had placed on the floor and roof. He spun, drilled and flipped his way past an onrushing convoy of Ektor's henchman. And he finished them off with a flourish! The audience got their money's worth at the circus. Because the show continued right on to the finale. Aero kept right on the show, disarming hundreds of booby traps on the fairground rides and saving thousands of lives in the process. In the meantime, many circus goers found themselves locked in animal cages, their fate yet to be determined by Ektor. "We had just gone down to get some cotton candy when this horrible, ugly slimeball grabbed us from behind!" recalled Tad "Smiley" Shimamura. He threw in," I thought we girls, for sure," said and we didn't even get cotton candy," he added.



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By Lawrence of Arcadia

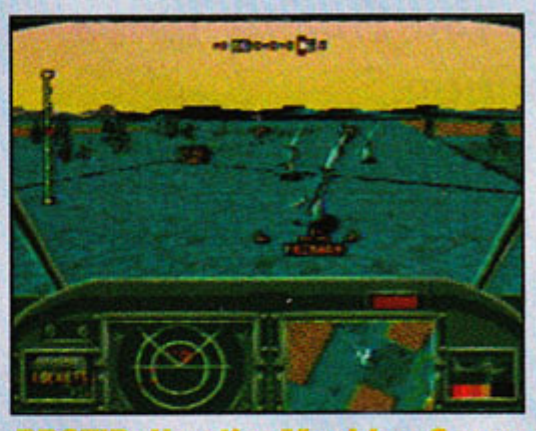
AH-3 Thunderstrike

AH-3 Thunderstrike combines fast-paced action with a search-and-destroy theme. It's a chopper game that sends you all over the world fighting against tyranny.

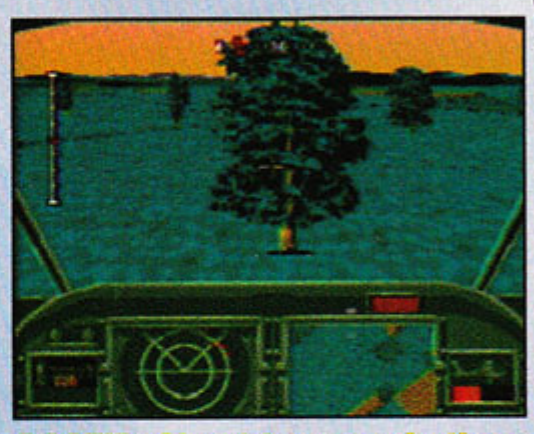
PROTIP: For the arms-running mission in South America, use Missiles to destroy the choppers on the ground before they take off. Choppers are your most dangerous enemy, since they frequently attack from behind.

Blade Stunner

Thunderstrike features a 10-mission agenda that reads like a UN wish list. From a behind-the-cockpit perspective, your assignments include destroying munitions factories in South America, defending a fleet of ships against piracy in the South China Seas, settling a border dispute in the Middle East, and reestablishing contact with a bio-research facility in Alaska. Your task is to find Primary Targets and blow them up, which isn't easy since they're deep within certain countries and guarded by a blistering barrage of firepower.

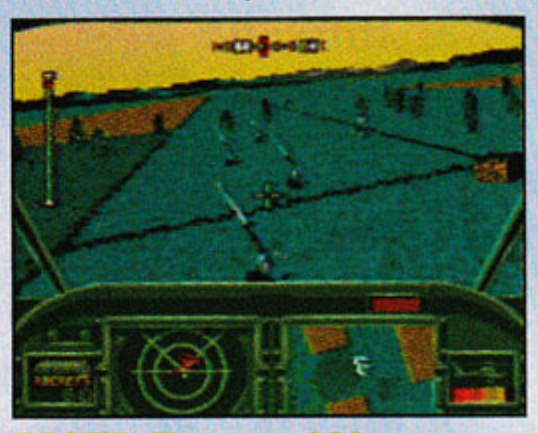


PROTIP: Use the Machine Gun on most enemies, then switch to Rockets for Primary Targets.

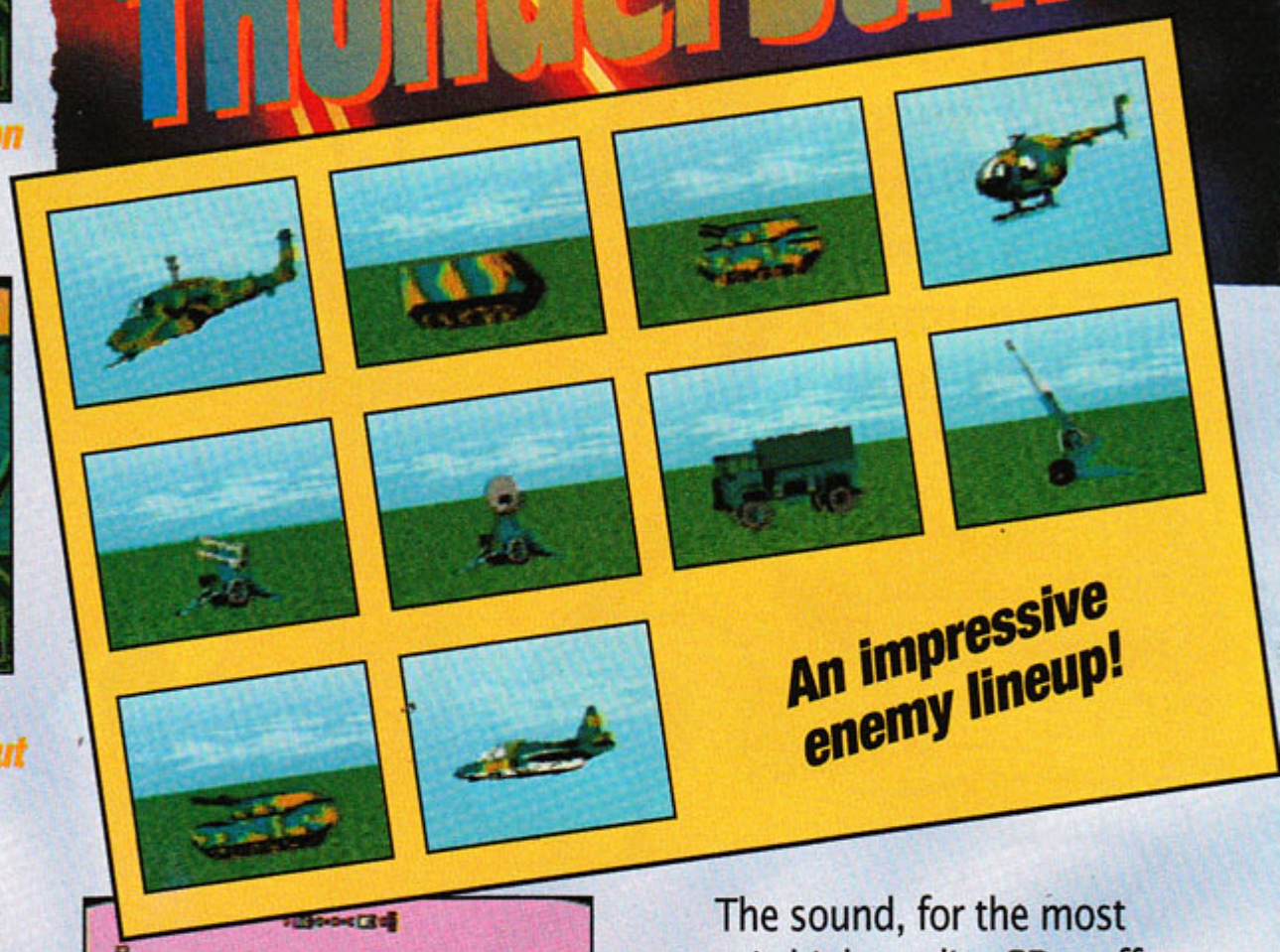


PROTIP: Shoot trees and other background scenery to clearcut your way through a Mission. Keep your nose up, though, because if you crash into the background, you'll weaken your Shield.

Your chopper comes outfitted with a Machine Gun, but in different stages you'll receive different weapons, such as Rockets, Missiles, and Bombs. With all this firepower, the controls luckily don't stall your rotors too badly. Be careful when changing weapons, though. If you don't get the controls down, you'll shoot your Rockets prematurely. At least your Machine Gun ammo never runs dry.



PROTIP: There could be more than one set of Primary Targets in any given mission.

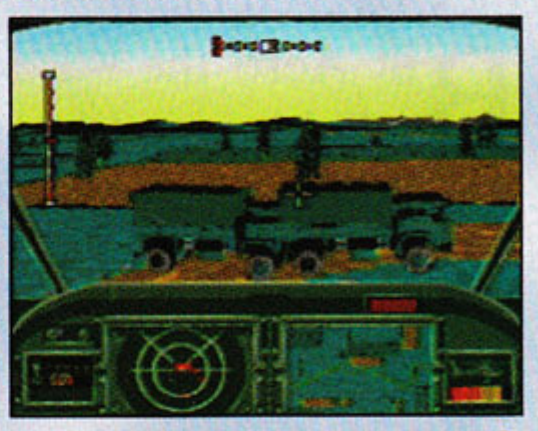


PROTIP: If your Primary Targets include buildings, use Missiles to blast 'em.

Mission in Action

The graphics, although a little pixelated, are smoothly animated. You get the impression of speed as the graphics zoom past you. The game scrolls smoothly, too, and the cut scenes of the 'copter are impressive. The locales, however, are fairly indistinguishable from each other, with the exception of barely distinquishable snow and water locales. More graphic detail in the missions would have been nice.

The sound, for the most part, is high-quality CD stuff, but the music is repetitive. You receive directional instructions from a distant computer voice, but it gets annoying after a while.



PROTIP: Destroy any convoy of supply trucks.

Chopper Hopper

Chopper jockeys will love this game. The missions average about four stages each, which should keep you going without boring you to tears. The game is also challenging enough to keep your attention span fresh. Thunderstrike is ready for any impossible mission. G

Sega CD Game ProFile

AH-3 Thunderstrike

(By JVC)

The Sega CD has a new chopper game for all you air jockeys. It's faster than most chopper games, and the action is lean, mean, and clean.

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	4.0	4.5	INT.
				Intermediate

Price not available
CD
Available September
Action/adventure

One player
10 missions
Game save

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Y'KNOW, PENKINO, EVEN THOSE NASTY MUTANT FLEAS RESPECT ME NOW ...BUT I'M ***BEAT!***

OL' BUD... ISN'T IT TIME FOR SOMEONE YOUNGER TO TAKE OVER?

YOU MEAN... THAT DO-NOTHING GRANDSON OF MINE?!

YEAH! GET 'EM ARNOLD! KA-***BLAM!***

HUH? OH HI, GRANDPAPPY!

KNOK

MY BOY, YOU CAN'T SPEND THE REST OF YOUR LIFE JUST WATCHING VIDEOS. IT'S TIME YOU TOOK ON SOME RESPONSIBILITY!

FLEAS!

HEY, NO PROBLEMO, GRAMPS...

I'VE BEEN PRACTICING!

PLOK

PLOK

MEANWHILE, IN THE FOUL UNDERGROUND LAIR OF THE DREADED FLEA QUEEN...

MARSHALL UND MILTON BOBBINS...

AT YOUR ZERVIZ!

YO! WOMACK SPIDER CHECKIN' IN!

ROCKY-FELLA HERE! **WHERE FOOD?!**

SSSS...GENTLEMEN, WE ARE PLOK'SSS GREATEST ENEMIES. SURELY, IF WE JOIN FORCES, WE CAN ELIMINATE THAT ARM-POPPING PESSST... *PERMANENTLY!*

HMM... ZOUNDZ ZUPER!

YO! YOU'RE OUTTA COLDCUTS!

WHO YOU CALLING **SHIRLEY?!**

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SEGA CD PROREVIEW

the AMAZING SPIDER-MAN VS. THE KINGPIN

MARVEL COMICS

By Bro' Buzz

Spider-Man is one of the most popular heroes of all time, and this Sega CD game will surely help keep it that way. This time the Kingpin has wired the Big Apple for nuclear destruction, and he has the good citizens believing that Spider-Man is responsible. Now Spidey's must beat Kingpin's forces, find the six keys to the nuclear device, and figure out how to disarm the bomb before New York becomes a nuclear slag heap.

Spider-Man vs. Kingpin is an awesome side-view slugfest. Your friendly neighborhood superhero is at his video game best, even though Genesis Spider-Man fans may find the action familiar. The disc's 65 levels make this an even more serious action/adventure game. For a little variety, you even bounce Spidey through a dazzling pinball level!

Spidey's Bite

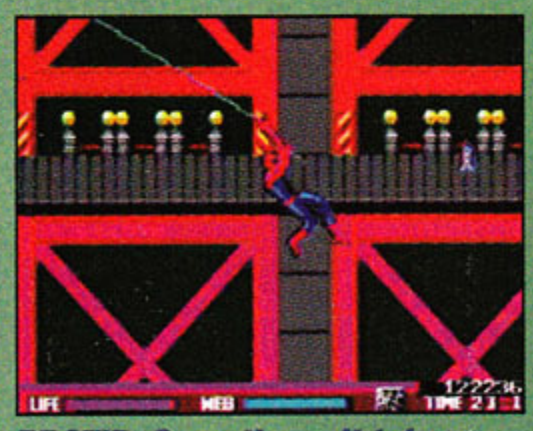
Complicating Spider-Man's search is an aggressive gang of bad guys. To make matters worse, the cops are unwittingly assisting Kingpin's henchmen. Spidey's stiffest challenge, though, comes from the bosses, who are some of his fiercest comic book foes – Electro, the Green Goblin, Mysterio, and others. The game has three skill levels, but Nightmare is the mode to beat!

PROTIP: The ceiling is generally a safe place for wall crawlers.

The Spideytech 9000 provides a spider's-eye view of NYC.

PROTIP: When you reach the Union Terminal Freight Station, you can load up on power-ups.

Spidey fights with arachnid grace. He punches and kicks, but his shooting web is his signature weapon. The 'Man's moves stand out, as do the game's crisp controls. You can make Spider-Man swing across the rooftops and pull spinning forward-flip landings. He can also leap and grab onto almost any surface at any angle.



PROTIP: Sometimes it takes precise web-slinging to reach power-ups in high places. Hit B and C simultaneously to shoot webbing, then time a single C button press to make the snatch.

The graphics shine, except for one thing – Kingpin's hokey-looking henchmen. The basic graphics are similar to those in Spider-Man for the Genesis, only much more colorful. The animation is quick and slick. The CD spins gorgeous pix during the story sequences, and it supplies you with a great-looking, overhead-view map called the Spideytech 9000.

Naturally, the disc makes the sounds swing. The music rocks steady. The digitized voice during the story sequences is also in great form.

Wild Webbing

Spider-Man's in a jam, and you'd best be prepared do some jamming to help him out. Webhead fans have no choice: This is the best web-slingin' game around. Now Spider-Man isn't the only one who does whatever a spider can. G

PROTIP: Kicks and punches dispatch most bad guys, but be prepared to throw combos at the tougher dudes.

PROTIP: Spider-Man crouches when he lands. It's a good idea to remain that way while he scopes out the situation.

PROTIP: Spidey's webbing won't hold the ape in Central Park.

PROTIP: You can't stop police dogs.

Spider-Man becomes a pinball.

Sega CD Game ProFile

Spider-Man vs. Kingpin

(By Sega)

Spider-Man vs. Kingpin is an awesome superhero slugfest. It's the best web-slingin' game around.

Graphics	Sound	Control	FunFactor	Challenge
4.0	5.0	5.0	4.0	ADJ. (Adjustable)

Price not available	65 levels
CD	Side view
Available now	Multi-scrolling
Action/adventure	Passwords
One player	

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SEGA CD PREVIEW

STELLAR:FIRE

By Doctor Devon

Brace yourselves, Star Foxes, there's a hot new shooter in the galaxy. Stellar-Fire is on the Sega CD launching pad and it's ready to burst onto the game scene with some of the hottest action ever experienced in zero gravity.

Stellar Fox

At the beginning of 1993, the most talked about 3D space shooter was Star Fox for the SNES. When the votes are tallied at this year's end, Stellar-Fire just may wind up as the top space ace. Stellar-Fire's going to be blazing hot! G

Stellar-Fire by Dynamix
Available December

Check out the latest in space shooters.

Blast off to some thrilling space wars.

Stellar CD

Because it's based on the highly acclaimed Stellar 7 for the PC, Stellar-Fire arrives with high expectations. Happily, the game looks good. With a first-person view of your heat-seeking missiles blasting everything that flies, Stellar-Fire shows off the awesome graphic capabilities of the Sega CD with eye-popping explosions, quick-turning polygon fighters, smooth-scrolling animation, and colorful galactic backgrounds. Seven levels take you from the harsh surfaces of cold, rocky moons to asteroid-filled space and on to the planet Arctura. Wherever you go, you'll find yourself in challenging dogfights against deadly Draxon fighters.

While it may be true that in space no one can hear you scream, in Stellar-Fire you'll hear some of the best digital stereo sound that ever thundered across the universe. CD-quality original music, digitized speech, and adrenaline-pumping sound effects will match the sizzling action every step of the way.

Fly the unfriendly skies of the Arcturan system.

Draxons dead ahead!

Large explosions let you know when you've taken a hit.

Drax-off, Draxons!

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A WORLD UNDER SIEGE,

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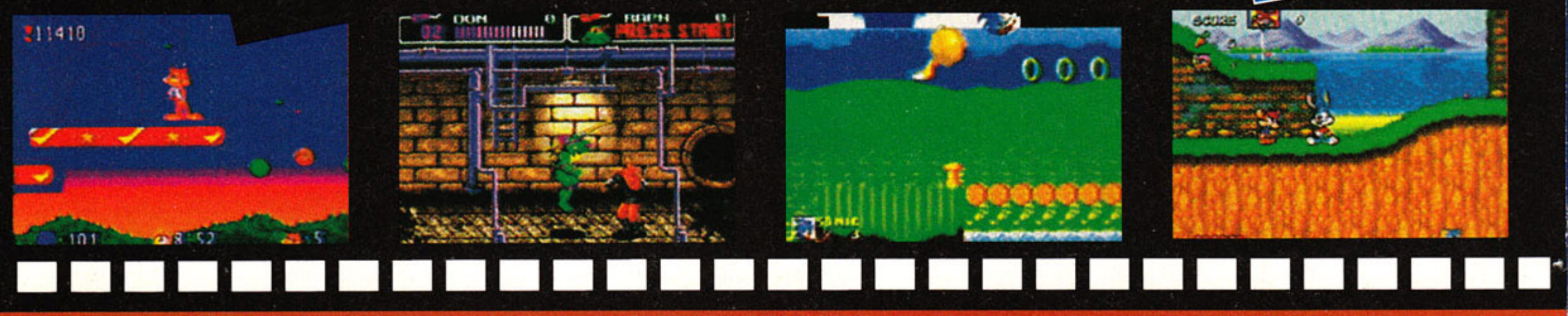

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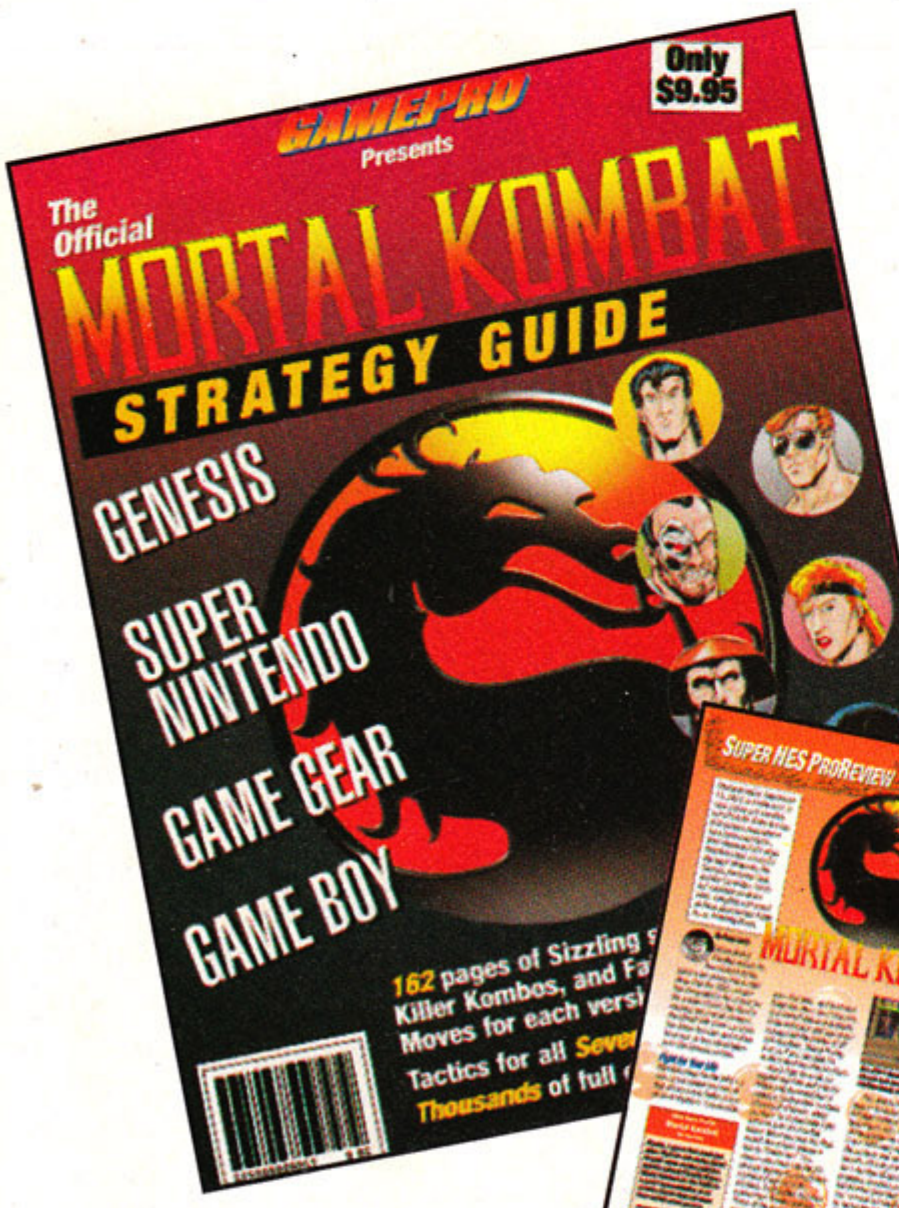

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MARVEL COMICS

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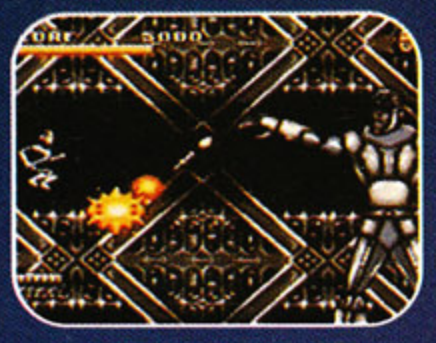
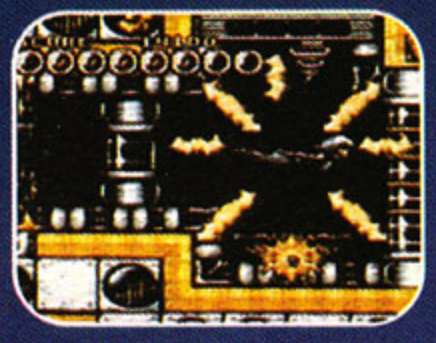
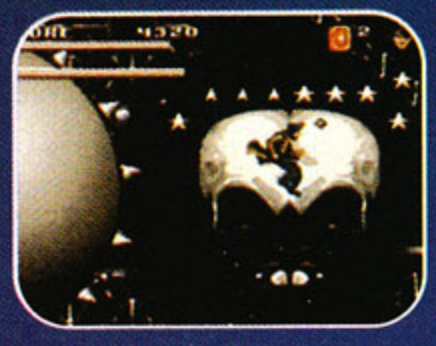


BLAST MASTER MOLD WITH OPTIC BEAMS!



UNLEASH YOUR LIGHTNING STORM!



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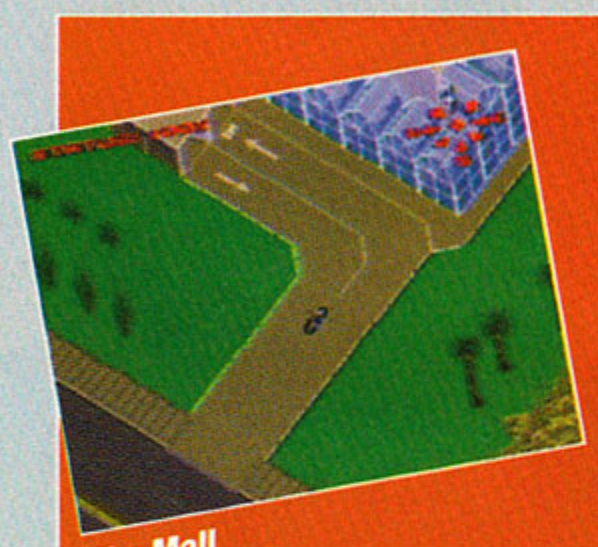
SUPER NES PROREVIEW

By Lawrence of Arcadia

Another hit movie has been immortalized in fine fashion on the SNES. Acclaim's T2: Judgment Day follows on the heels of Alien 3 as a great movie tie-in and an even better game.



The Mall

PROTIP: In the Mall, be very careful when shooting cars in the garage. The resulting explosions can do significant damage to your life bar.

He's Back

This killer cyborg-shootin' game is a scene-by-scene playback of the movie. Your mission is to find and protect John Connor and his mother Sarah. Along the way, you'll need to avoid bikers, cops, T-1000s, and even hospital orderlies. You must also find certain future objects and complete certain objectives, i.e. destroying the Cyberdyne Labs or getting the security key from Miles Dyson, before you're allowed to leave a level.

You start with nothing, but you can work your way up to an impressive arsenal of firearms, including a Pistol, a Shotgun, a Machine Gun, and a Rotary Cannon. You'll keep the Pistol throughout the game, but you can only carry one other weapon besides the Pistol at any one time.

The graphics in T2 run the gamut, from good to gross. Although the sprites are small, they are easily identifiable: You'll know John and Sarah as soon as you see them. All the character movements are well detailed and deftly animated. The backgrounds, however, are blocky. They're mostly squarish objects with little variation.

One musical theme pervades the game. The pulse-pounding backbeat may get on your nerves after awhile, so be prepared to put on your headphones.

PROTIP: To get the future object above John's room (the Blue Room), you must shoot the Ladder to make it drop down.

SNES Game ProFile

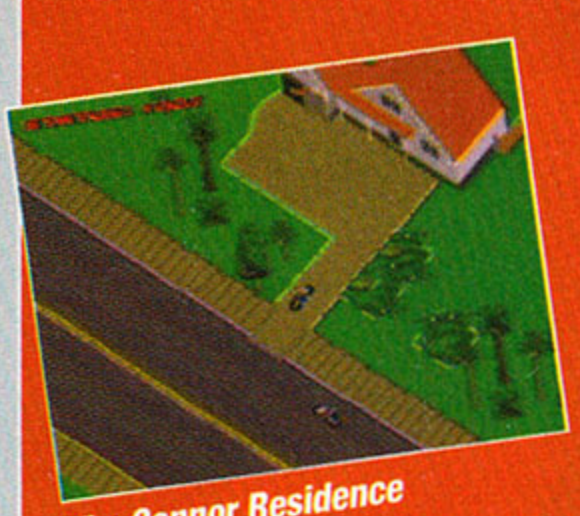
T2: Judgment Day

(By Acclaim)

T2: Judgment Day is a rock 'em, sock 'em, pick 'em up and drop 'em side-scroller that leaves you wanting more 'borg and less bike.

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	3.5	5.0	INT. (Intermediate)

$59.95	8 levels
8 megs	Side-scrolling
Available September	No continues
Action/adventure	No passwords
One player	

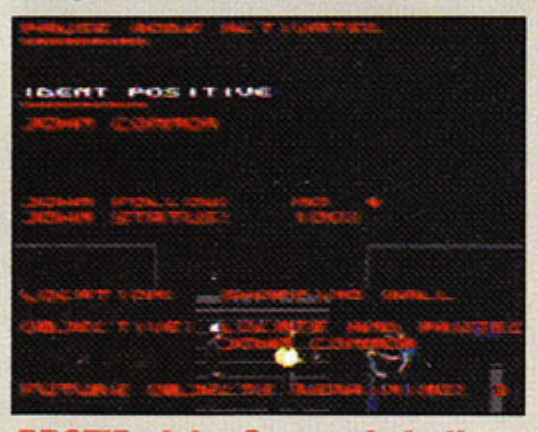


The Connor Residence

PROTIP: When you get to John Connor's house, shoot the Alarm in the upper-left corner near the front door. If you don't, the house will be flooded with cops.

Judgment Day

This game has a lot of great features, like clever hidden clues, teamwork-style game play (John joins you for certain tasks) and shootin', shootin', shootin'! However, there's one major drawback: The annoying driving sequences between each action scene. Controlling your vehicle is harder than any other aspect of the game. The confusing controls seriously detract from an otherwise excellent cartridge. Why spend time on other levels, shooting your way through endless obstacles and solving mini-riddles just to have your life bar wiped out by uncontrollable driving? Friends don't let friends drive on T2: Judgment Day.

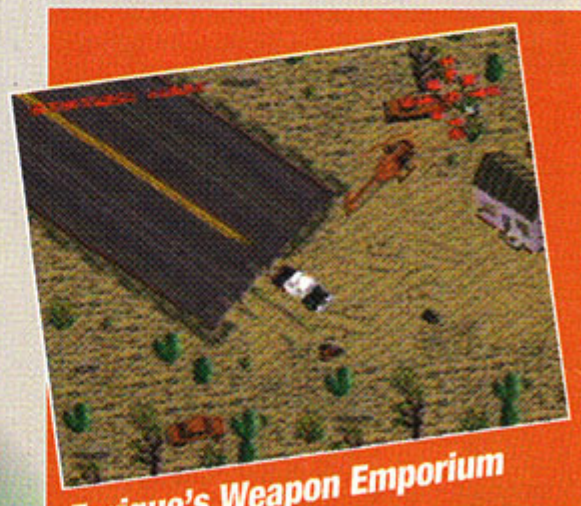


PROTIP: John Connor is in the arcade. If you want him to follow you, you must pause and change his status to "Follow: Yes." Don't let him follow you, though, until you've retrieved all future objects from the level.

PROTIP: Before you complete any of the other objectives, go to the second floor of the Mall and to the right side of the glass wall. Find the Gun Shop and get yourself the automatic Machine Gun. You must shoot the walls in the Gun Shop to make the guns fall from the wall.

PROTIP: If you need a health power-up, try shooting up the Drug Store. If you see a nurse running toward you with a green health power-up in her hands, you must wait until she drops it before you can grab it. If you shoot her accidentally, you won't get the power-up.

PROTIP: You'll need the Shotgun, the Pistol, John Connor's Address, and two future objects before you can leave the first stage. The Pistol and one of the future objects is in the Pool Room. Go left and take the middle door. After you retrieve those two items, the Shotgun will be to the right and near the Bar.



Enrique's Weapon Emporium

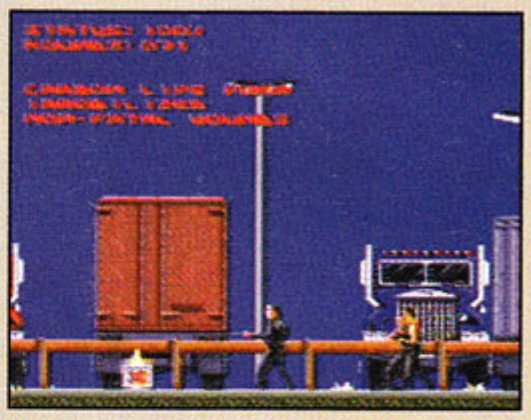
Pescadero State Hospital for the Criminally Insane

PROTIP: At Pescadero, be wary of the scenery. The T-1000 can change into anything.

PROTIP: When you find Sarah Connor, leave John in the room with her and collect the rest of the future objects on your own. This act will minimize the damage taken by the Connors. Sarah also comes equipped with a firearm, so she'll help greatly in escaping.

PROTIP: When you reach Enrique's hideout, go to the right and blast the trap door that's in the ground. Proceed down the Ladder, and you'll find a cache of weapons, including the Rotary Cannon (the most powerful weapon in the game). Grab the Cannon and shoot the rest of the boxes to find ammo and explosives. Don't pick up any other weapon after acquiring the Rotary Cannon.

PROTIP: If you let the Terminator stand over the spot where the T-1000 begins to appear, he melts down without firing a single shot. Use this tactic whenever you're close to the T-1000.



PROTIP: After you collect the Shotgun, proceed to the left until you are outside. You'll then find the second future object. Finally, go right and press Up at the second Phone Booth. You'll now find John Connor's Address.

Hasta La Vista, Baby!

Don't let the errant driving stop you from checking out this cool movie cart. The rest of the game is brimming with nonstop action and fast-on-your-feet puzzle-solving. You'll spend more time trying to beat this cart than you did watching the movie on cable TV. G

OR 2: JUDGMENT DAY

SIMANT

By Earth Angel

Maxis, creators of SimCity and SimEarth, have designed the best ant farm ever to hit the SNES hill. SimAnt may not be for everyone, but the cart's a classic example of how to make edutainment fun.

SimAnt-ics

As a SimAnt, your task is simple – go forth, multiply, and conquer. There are three different simulation challenges in the game that are all based on patterns of real ant behavior. Beginners should boot up the Tutorial to learn about ant life and to master SimAnt's system of window icons (the game is compatible with the SNES Mouse) and the variety of commands available. The controls themselves are a simple point-and-click interface, but it takes a while to get the hang of what the different commands actually do and when you need to use them.

For example, you have to Forage, leave Scent Trails, Breed, and Dig. The game also enables you to track all of these activities via different views, graphs, and charts. The upshot is more information than you'll possibly need, but you'll certainly learn a lot!

narios. The battles take place in such likely spots as in a park or in a house, and under such grueling conditions as a rainy day or a hot summer afternoon.

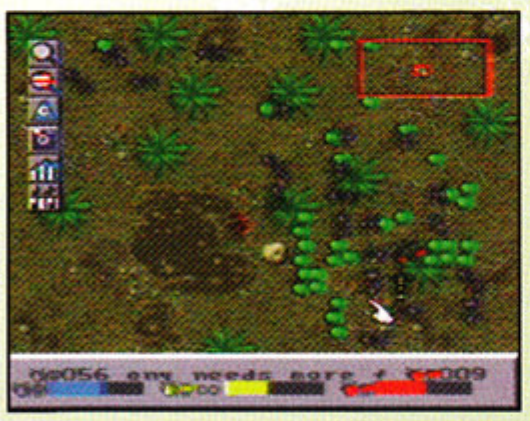
Battery backup enables multiple saves, and you're gonna need them. The game isn't too challenging for beginners, but a lot of reading is required.

Although SimAnt's graphics are very simplistic, they do provide many angles from an ant's-eye view. Various side, overhead, and cutaway views are done with simple cartoon-style graphics that enhance the sim-style action. SimAnt's focus isn't on looking pretty, but rather on providing info. The tunes, however, are repetitive and cutesy.

PROTIP: Don't make Breeder ants until you really need 'em. Wait until you've got about 80 workers and you're thinking about creating a new nest. Then, set the control panel to make only Breeders. As soon as you've got 20 Breeders, they'll be off to create a new nest.

Once you've mastered the basics, take on the Full Game scenario. From its very genesis, command your own ant colony with its individual queen. To win the game, you must make baby ants, expand your colony, take over the entire garden, and eventually the entire house. In addition to gathering food, building new nests, and the like, you must also defend your colony against your ultimate nemeses...the red ants.

The third game play option is the Scenario Game, where your goal is to annihilate the red ants in a series of eight increasingly challenging sce-



PROTIP: Best strategy? Gather as much food as quickly as possible to expand your population, then prepare to conquer new territory.

PROTIP: You can control your ant's Behavior or Caste manually. In the beginning, though, it's easier to set the game to Automatic. The CPU will adjust your ants' behaviors for you.

Learning Can Be Fun

PROTIP: Save, save, save your game, especially when you're about to try a risky conquest.

PROTIP: Check out the Ant Encyclopedia's strategy section to find out what to do!

What's the Ant-swer?

If you don't know anything about ants, SimAnt's a great way to have fun while you learn. Action-wise, many gamers may find simulation games too slow. Spend an evening with SimAnt, though, and you'll soon discover just how absorbing this kind of game can be. G

Super NES Game ProFile

SimAnt

(By Maxis)

Ants may be the ultimate in insect pests, but SimAnt, an absorbing and complex sim-style game, won't bug you at all.

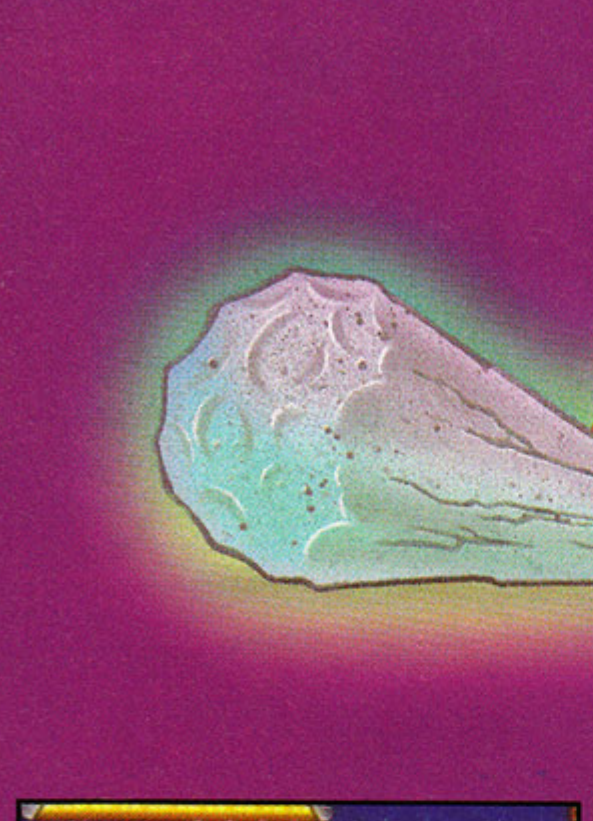
Graphics	Sound	Control	FunFactor	Challenge
3.5	2.0	4.0	4.0	Intermediate

$59.95
8 megs
Available October
Simulation
One player

Side and overhead views
Multi-scrolling
Battery backup

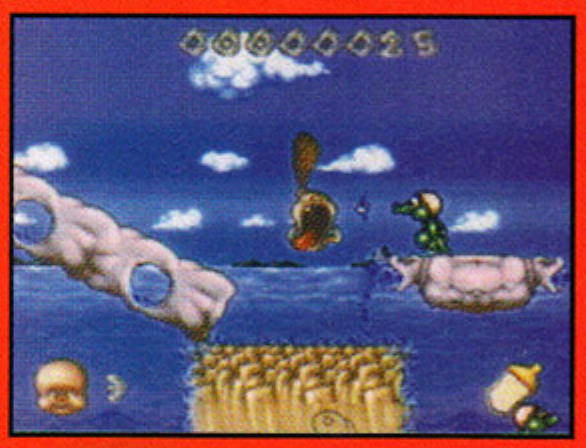
Chuck Rock II
Son Of Chuck™

To rescue his kidnapped Dad, Chuck's got to leap his way up a mammoth tree sinking in lava, beat Big Bertha and Fenny Fire Suit, duck flaming lava rocks and escape a crazy, dive-bombing bird - what's he so happy about?



Chuck's pouting big-time. Hovering over toxic waste, he's about to confront his father's abductor, Brick Jagger, and Brick's massive robot - the things a kid has to do for his old man!

Chuck Jr.'s about to become lunch as menacing sharks attack from below the Wacky Waterfalls. Quick, Chuck, throw a temper tantrum - then club them when they least expect it!



Why's Chuck wailing?! Is he afraid of Sergei the Sea Slug? Is he really just a baby?! Nah. You'd wail too if you could get a whiff of Sergei's armpits.

SEGA GENESIS 16-BIT CARTRIDGE

OFFICIAL SEGA SEAL OF QUALITY

Available on Sega™ Genesis™ and Sega CD.™

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CORE

Virgin GAMES

SUPER NES PROREVIEW

By Captain Squideo

Looks aren't everything. Ask anybody who's dated Shannon Doherty, or played Legend, Seika's new medieval hack-n-slash game. The seven gorgeous levels of forests, castles, and caves deserve exciting action, but Legend's slow-walking, sword-wielding hero just doesn't cut it.

A Legend in Its Own Time...

The artwork is Legend's true legend. Legend's colors and backgrounds are spectacular – purple skies, verdant fields, and detailed castles fill the screen with the best images this side of a Robin Hood movie. Nightfall and inclement weather add extra dimensions, plus the sprites are large and well rendered. The graphics compensate for the sound effects, which lack luster, and the music is too modern for the medieval theme. This is a show to watch, not listen to.

This ancient map charts your progress.

SNES Game ProFile

Legend

(By Seika)

Though it looks good, this medieval hack-n-slasher just doesn't cut it.

Graphics	Sound	Control	FunFactor	Challenge
5.0	4.0	3.5	3.5	ADJ. (Adjustable)

8 megs	Two players
Available November	Seven stages
Hack-n-slash	Side-view/scrolling

...Or a Legend in Its Own Mind?

Unfortunately, games aren't merely to be viewed, they're to be played, and that's where Legend slips into the Dark Ages. How much unrelieved fighting can you take? You'll find out, because that's all there is. You plod along, jump from side to side, move slightly into the background, and whack gangs of guards over and over again.

PROTIP: Get two enemies on one side, and you'll take them out simultaneously.

PROTIP: Bonus stages come with their own PROTIPS.

PROTIP: In the bonus stages, open the Treasure Chest you have the most keys for.

In most games, a two-player option adds to the fun and enhances the game play, but not in Legend. The two characters look the same, and their ability to fight back-to-back makes the not-so-tough challenge even easier.

PROTIP: Don't defeat enemies off-screen. If you do, you can't pick up the items they drop when they're defeated.

Throughout the game, there are only slight differences among the enemies. Bosses add a little more variety, but they're not awesome. There's some magic to throw around, too, but overall the fights are one-dimensional. If Seika wanted to make this a kind of Moat Fighter II, they should've put in richer characters and varied the controls.

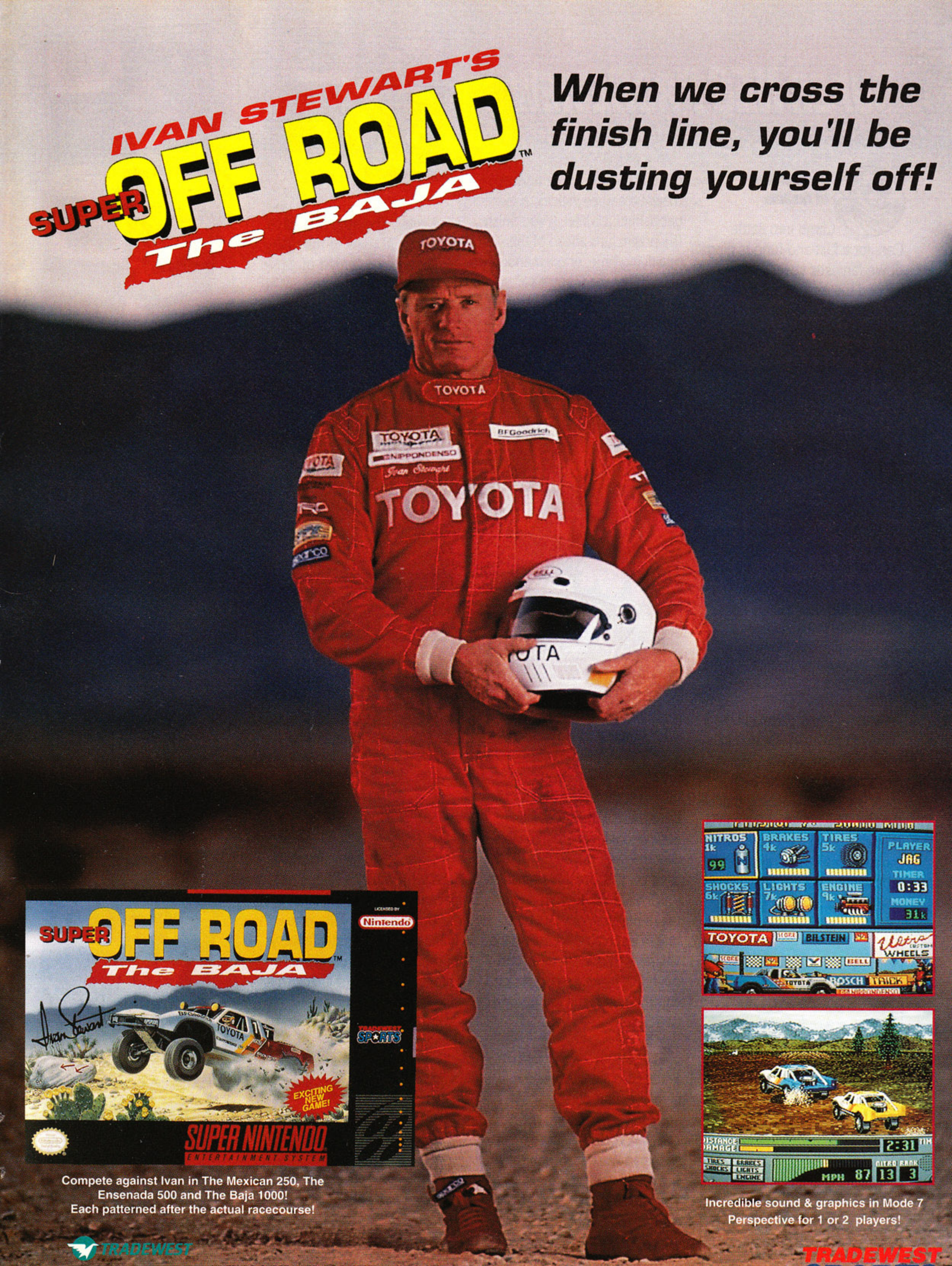
PROTIP: Stand your two players back-to-back for a strong defense.

No playful puppies in this kingdom. Vicious dogs can jump high and bowl you over.

While you may not have seen medieval graphics this good, you've probably played a better 16-bit game in this genre, like Golden Axe. Legend is for hard-core hack-n-slash fans, and art collectors. G

IVAN STEWART'S SUPER OFF ROAD™ The BAJA

When we cross the finish line, you'll be dusting yourself off!



Compete against Ivan in The Mexican 250, The Ensenada 500 and The Baja 1000!
Each patterned after the actual racecourse!

Incredible sound & graphics in Mode 7
Perspective for 1 or 2 players!

TRADEWEST
2400 South Highway 75,
Corsicana, TX 75110

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TRADEWEST SPORTS

Battle Cars

By Lawrence of Arcadia

Climb into Battle Cars for a fast-and-furious fling down fantastic speedways around the world (and out of the world, as well). Strap yourself in, burn rubber, and avoid the brutal opposition.

PROTIP: Fire on a boss as soon as the race begins. Some will take off like a rocket, and it may be the last time you see them.

PROTIP: Turn into curves ahead of time and you'll ricochet off the walls but still be ahead of the competition.

Total CarNage

The racing takes place against a score of other cars, located in exotic futuristic locales, like Newtroit or Meltdown. Each track is more challenging than the last. The object of the game is to clear each track by finishing two preliminary qualifying laps with qualifying times, then you'll race on against a boss car driven by some of the ugliest, meanest engine jockies to ever get behind a wheel. If you finish the prelim laps ahead of the qualifying time, or blow enough cars off the road, you also receive cash and/or credits that enable you to pump up your car and power-up your weapons.

PROTIP: Use your missiles on cars that are way ahead of you.

Weapons? Well, you can't race with the best without making a mess. Your car comes equipped with an upgradeable Disc thrower, or you can choose to throw missiles and grenades. You'll need 'em to slow down the opposition, or you'll be sitting in last place. Accessing the weapons, the accelerator, and the brake make for complicated controls and some frantic finger twisting.

The Need for Speed

Battle Cars' fast, forward-scrolling, first-person action is something like F-Zero meets caffeine, then they both meet the Road Warrior. Graphically, the cars have jazzy details, and you can pick your type of car (spiked for combat, sleek for speed, heavy for action) and your color. The boss cars have an almost 3D look to them.

The sounds consist of music and a lot of tire screeching. The music is okay, futuristic heavy-metal funk, and the sound effects are standard.

PROTIP: Power up your weapons, then your Turbo, then your Engine, tires and shocks.

The Good, the Battle, the Ugly

This is a great game for race fans who want a change of pace from Formula-1 cars, or for driving game fans who want a little futuristic fantasy in their lives. Casual gamers might also want to check this one out just for the speed. G

SNES Game ProFile

Battle Cars

(By Namco)

Here's a game that'll make insurance agents grit their teeth in abject horror! Battle Cars by Namco is a riotous rockin' an' rollickin' demolition derby with fierce futuristic scenery.

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	3.5	4.0	Intermediate

Price not available	Two players
8 megs	Nine tracks
Available October	First person
Driving	Forward scrolling

Doctor Diana

Maniacal Mariko

Buffed Bachmed

Nomad Nathalmu

Medfly Max

Fourarm Foxtherm

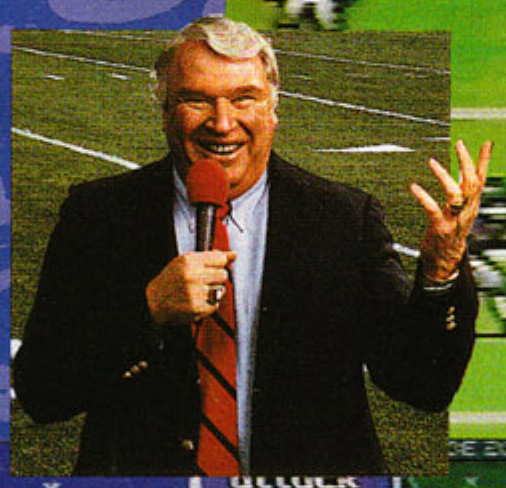
Dirty Knuckle Ned

Metalhead Mike

Fox Wharmpit

THE CLOSEST THING TO REAL FOOTBALL WITHOUT GRASS STAINS.

JOHN MADDEN DUO CD FOOTBALL



That's because John Madden DUO CD Football has the most intense graphics. The best bone-crushing sound. Strategic formations. 40 teams to choose from. And enough action to keep any armchair quarterback going for seasons. So, if you want a game as close to the real thing as you can get, simply visit your nearest DUO retailer and ask for John Madden Football. Grass stains not included.

ELECTRONIC ARTS®

HUDSON GROUP HUDSON SOFT®

DUO T·T·i ™

SUPER CD-ROM² SYSTEM

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SNES

Super Aquatic Games

By Captain Squideo

There's nothing fishy about Seika's Super Aquatic Games. Although the controls require practice, tadpoles will enjoy this simple fish Olympics. Older players, however, will want something with a little more bite.

Beach ball, anyone?

Aquatic Games pits one- to four-player teams against the clock in eight beachy-keen events. The games are variations of tiddlywinks, leap frog, and other childhood faves, with charming marine characters and cute obstacles thrown in. You balance a ball on a moving seal's nose, jump on shells to flip them up to pop balloons, and teach a shark to ride a unicycle. Score points to enter bonus competition, then win events for medals.

PROTIP: In Hop, Skip, and Jump, jump as soon as the Electric Eel Hurdles appear.

The cartoony graphics and funny sounds place this game squarely in the Beginner's Pool. The controls, which require simultaneous multiple button-pressing, could drown some dog paddlers. It's worth the effort, though. Kids, go for the Goldfish!

Super Aquatic Games
(By Seika)

Graphics	Sound	Control	FunFactor	Challenge
3.5	4.0	3.5	4.0	ADJ.
				Adjustable

$49.95
4 megs
Available October

Action/sports
Four players
Side view

SNES

The Incredible Crash Dummies

By Coach Kyle

Remember that scene in *Monty Python and the Holy Grail* where a Knight loses his limbs in a hilariously gruesome duel? Apply that theme to a hop-n-bop video game, and you've got The Incredible Crash Dummies.

PROTIP: Jump on Parking Lot Lampposts to grab items.

You play as a Crash Dummy, helping Dr. Zub against the evil Junkman. The game is a mindless test of reflexes as you dodge traffic and falling objects. Your only assets are the abilities to run, bounce on objects to blow them up, and throw tools. As you sustain damage, you lose limbs until you're just crawling along as a head and a torso. The torso action is funny at first, but the novelty soon wears off. The graphics are probably too cartoony for older gamers, and the simple sound effects are basically variations on "Beep!" and "Boing!" Younger gamers might enjoy a Crash Test with the Crash Dummies.

Come back here you chicken.

The Incredible Crash Dummies
(By Acclaim)

Graphics	Sound	Control	FunFactor	Challenge
3.0	3.0	3.0	2.5	BEG.
				Beginner

$59.95
8 megs
Available November
Action

Side view
One player
Multi-scrolling

SNES

Where in the World is Carmen Sandiego?

By Holly Would

You've been around the world with Carmen on the Genesis, now you can travel to exotic places on the SNES. Where in the World is exactly like its PC and Genesis predecessors. You get clues from three different sources, trying to glean enough information to file a Warrant and convict a suspect so that you can climb up the detective ladder. You must also trail your suspect around the world. The catch: You only have a set amount of time.

The world is your oyster!

The great graphics include lots of little entertaining touches, considering the non-action game play. As for sound and music, they're adequate, if minimal.

If you need a little geography lesson, Carmen Sandiego will put you on the right track. That's edutainment!

You can catch the right villain with only three character traits. Don't waste time going for all five.

Where in the World is Carmen Sandiego?
(By Hi Tech Expressions)

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	4.5	4.5	BEG.
				Beginner

$49.99
8 megs
Available now

Edutainment
One player
Overhead view

SNES

Mr. Nuts

By Earth Angel

Here comes another game starring a fuzzy little creature with buck-teeth. This cart's hero is Mr. Nuts, a rodent with a perky attitude and the standard video game attire – high tops.

There's a nutty new critter in the forest!

This game's squirrelly action is standard side-view hop-n-bop. Mr. Nuts charges through seven levels of nut-gathering and forest creature-stomping. The game's graphics are gorgeous, featuring beautifully drawn multi-scrolling backgrounds, large enchanting enemy sprites, and Mr. Nuts (complete with a big bushy tail). Unfortunately, Mr. Nuts is just another pretty face. The game play, despite the hidden secret levels and fairly tough challenge, just isn't very interesting.

Meet perky, bushy-tailed Mr. Nuts!

The video game world is currently overpopulated with cute little forest creatures and their endangered friends. Too many more, and we'll all go nutty!

Mr. Nuts
(By Ocean)

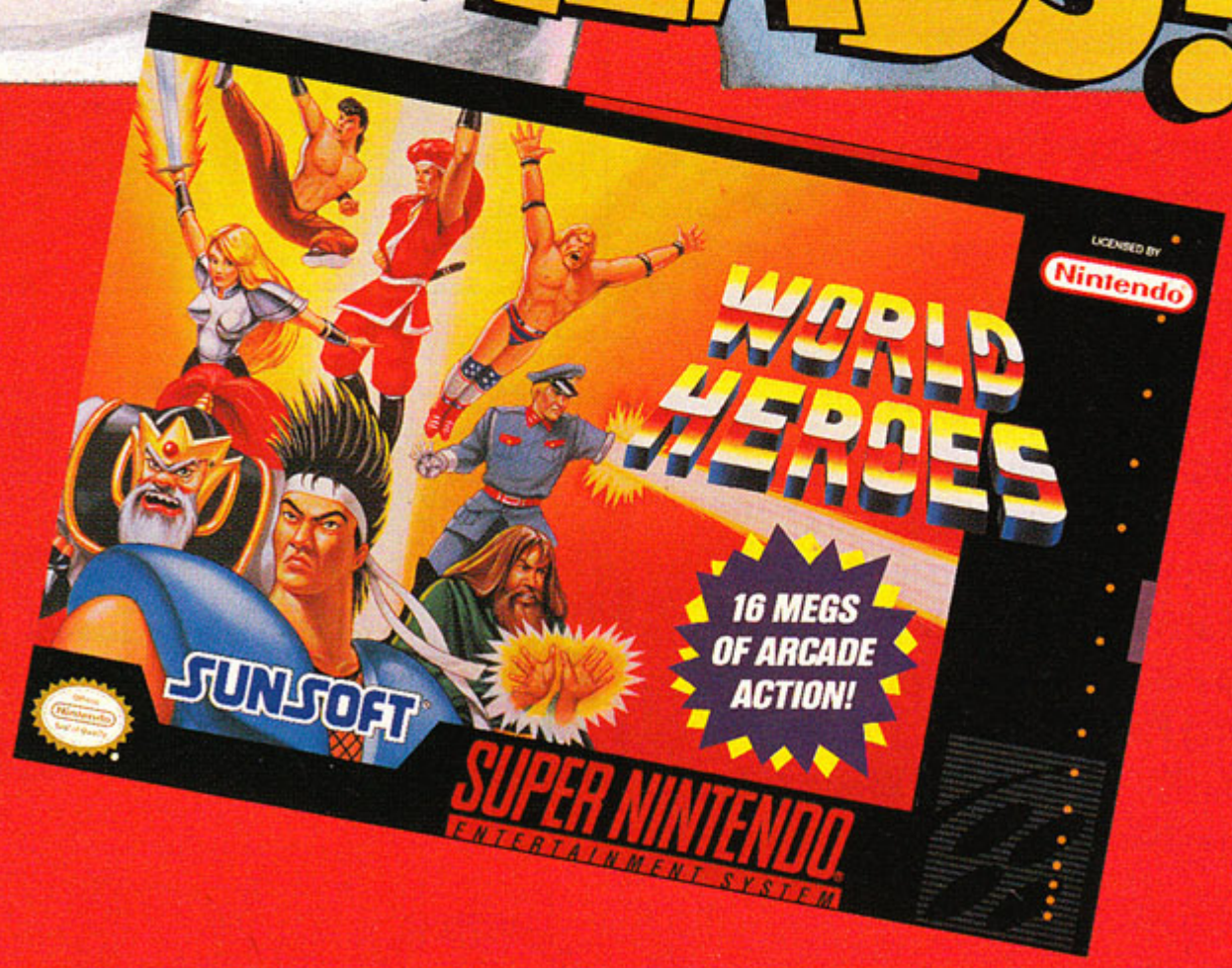
Graphics	Sound	Control	FunFactor	Challenge
4.5	3.0	3.0	2.5	INT.
				Intermediate

$59.95
8 megs
Available December
Action/adventure

One player
Seven levels
Side view
Multi-scrolliing

EAT. SLEEP.

BUST A FEW HEADS!



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By Bro' Buzz

Turtle Mania is about to turn the corner onto Fighting Street. The heroic, amphibious foursome – Leonardo, Donatello, Raphael, and Michaelangelo – will be meaner (and greener) than ever in Konami's new one-on-one fighting game, Teenage Mutant Ninja Turtles: Tournament Fighter.

Shell Shock

Tournament Fighter is not just another Konami Turtles adventure. This time, the heroes in a half shell go for the jugular one-on-one against their most ferocious foes, and even against each other! One or two combatants can play in a Tournament Mode, a Versus Battle, and a Story Mode. The fights take place in 10 exotic death traps.

You can play six other Tournament Fighters in addition to the four Turtles, but don't expect to see other TV regulars. In fact, Bebop, Rocksteady, and even the Foot are mere spectators. Instead, you'll face fierce Turtle foes from the comic and the action figure collections, such as War, Armaggon the Shark Man, and, of course, Shredder. Each fighter luckily commands a nasty set of moves, including Fierce Punches, Fierce Kicks, Throws, and Weapon Techniques.

Green Meanies

The Turtles appear set for a serious shell-lacking. Master Splinter, where are you? G

Teenage Mutant Ninja Turtles: Tournament Fighter
By Konami
Available December

TEENAGE MUTANT NINJA TURTLES: TOURNAMENT FIGHTER

TURTLE FOES!

War

Shredder

Armaggon

Mount Olympus is a dangerous place.

A ComSat beams you down.

Choose Turtle vs. Turtle, too!

Even Marilyn shows up!

An octopus referee!

Leonardo

Michaelangelo

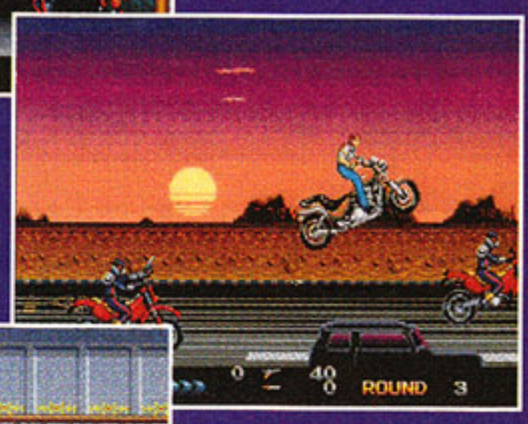
Donatello

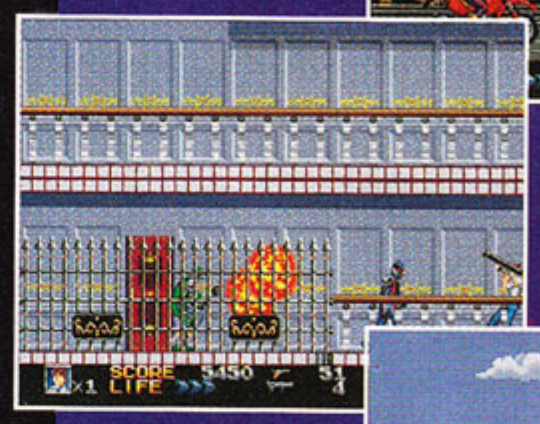
Raphael

WE'LL BLOW YOU AWAY!

Blast your way through legions of terrorists!

Take a ride on the wild side!



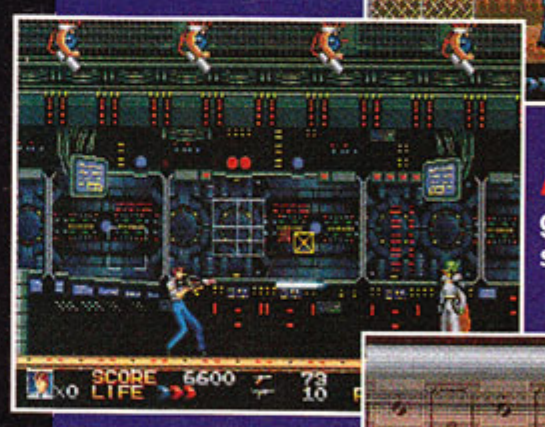


Break out the heavy weapons!

Ride the waves!

Hunt down terrorists in exotic locations!

Shoot at an angle!

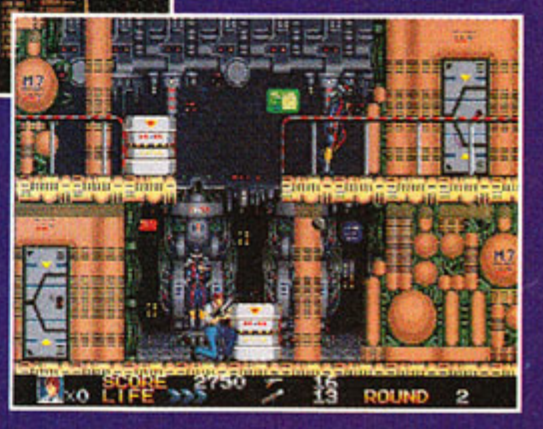


Meet weird green guys and shoot them!

Fly first class!

Annihilate robot watch dogs!

Explore vast underground bases!



Rolling Thunder 3 for the Sega Genesis smokes. We won't waste your time with words, check out the screen shots and you'll know. Grab it while you can.

- **10** hard-core levels!
- **12** action packed megs!
- **9** nasty new weapons!
- **I**ntense hidden areas!
- **P**assword support!

namco®
The Game Creator™

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NAMCO HOMETEK, INC.
150 Charcot Ave., Suite A
San Jose, CA 95131-1102
Tel: (408) 922-0712

ACTRAISER 2

By Monty Haul

Enix's superb action/role-playing game, ActRaiser, was one of the few shining SNES stars in 1991, and now its sequel's finally on the way. From what we've seen, it looks like the next Act was well worth waiting for.

Lights, Camera, Act-ion!

ActRaiser 2 is a straight-up hack-and-slash game. If you're a big fan of ActRaiser 1's RPG segment, however, tough noogies. This sequel has more of what made its predecessor a superstar: top-flight side-scrolling, beautiful backgrounds, and ear-tingling, orchestrated music by master composer, Yuzo Koshiro.

This angel is your guardian and compadre as you scour the land for that cretin – Tanzra.

Like all good demons, that bad boy Tanzra's out for blood after getting his keister kicked in the last game. Fortunately, our ActRaisin' hero has more moves and magic than last time. He can now hover, glide, fly, and dive with his feathery Pegasus-style wings. He'll need all the help he can get to conquer over 60 levels (divided into seven stages). Each level's packed with monsters, mini-bosses, and more.

Your quest takes you to towns everywhere. You never know when a fight's gonna break out!

Act 2, Tickets Now on Sale

The curtain goes up on this cart next month, but you're gonna want to scope these pix for a super sneak peek! G

Don't get sucked into the quicksand, or you'll get that sinking feeling.

New forms of magic are at your disposal, including Fire and Protection.

The enemies aren't just big, they're bite-size!

The ActRaiser guy takes wing. Swoop, glide, and slash!

ActRaiser 2 by Enix
12 megs, Available November

Mode 7 Map-Scaling Effects!

You can zoom out and zoom in at the touch of the L and R buttons. When you select a town, the map scales and rotates smoothly!

SUPER NES PREVIEW

CLIFFHANGER

By Bro Buzz

Cliffhanger starring Sylvester Stallone had 'em hanging in the aisles. Now the blockbuster action movie is poised to scale new heights on the SNES. MCA brought you the flick, so naturally corporate cohort Sony Imagesoft will bring you the game.

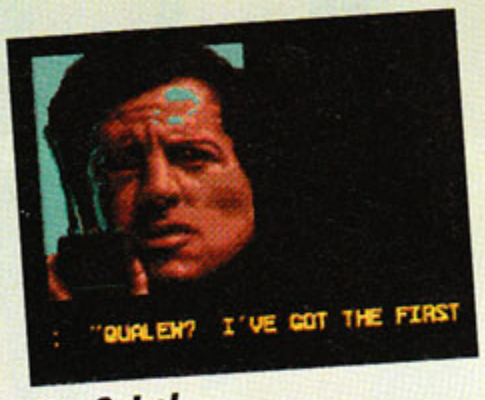
You play as Gabe Walker (Rocky Mountain rescue ace), facing the most grueling operation of your life: saving your friends from the megalomaniac Qualen and his gang of high-altitude bad guys. This side-view, multi-scrolling action/adventure game covers seven levels and makes you throw mucho fists and feet at Qualen's henchmen.

Gabe's fighting moves look sweet. They'll include jabs, high and low kicks, blocks, and a spinning super kick. Knives and guns will give the goons an advantage, unless you grab 'em and use 'em.

The mountainous battles will get seriously physical. You'll climb vertical cliff faces. You'll cross rope bridges hand-over-hand above bottomless chasms. You'll even have to outrun an avalanche.

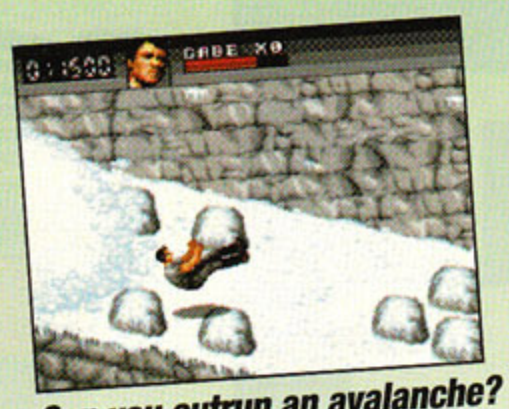
Cliffhanger could send gamers over the edge. Even hard-core Stallone fans may find that this cart's menacing mountains are the toughest Rockies of them all.

Cliffhanger by Sony Imagesoft
Available November



Yo, Gabe!

Survival means using mountain-climbing skills.



Can you outrun an avalanche?

The chopper makes climbing tough.

The bad guys play rough.

Captain America and the Avengers

By Lawrence of Arcadia

Just like a good comic book series, some superhero video games never die. For SNES owners who haven't had a chance to play Captain America and the Avengers on the Genesis, the costumed crusader and his band of buffed buds are SNES bound in a one- or two-player cart.

In this action/adventure game, you can play as either Captain America, Iron Man, Vision, or Hawkeye. Each superhero has his own unique powers, like Vision's ability to fire Solar Lasers, Captain America's Shield-Throwing expertise, Hawkeye's precision Arrow Shooting, and Iron Man's High-Tech Blasters.

Your common goal is to defeat Captain America's archenemies, the Red Skull and his team of villains. They have a nefarious plan of world domination, and you're the Earth's last hope. You'll play through the city streets, an underwater hideaway, and more! The end of each level is also guarded by one of Red Skull's screen-filling henchmen, whom your Avenger must battle to move on.

In this side-scrolling game, all of the graphics are done in true comic book fashion, with colorful sprites and well-drawn larger-than-life characters. Fire up this cart, and you'll probably hang on to it until the end, just like your old comic book collection.

Captain America and the Avengers by Mindscape
Available November

Prepare for an underwater shuffle.

Your hero lineup is impressive.

Cap would like you to fasten your seatbelts, please.

Simultaneous two-player play means more bang for the buck.

Red Skull has deadly designs on the future of the world!

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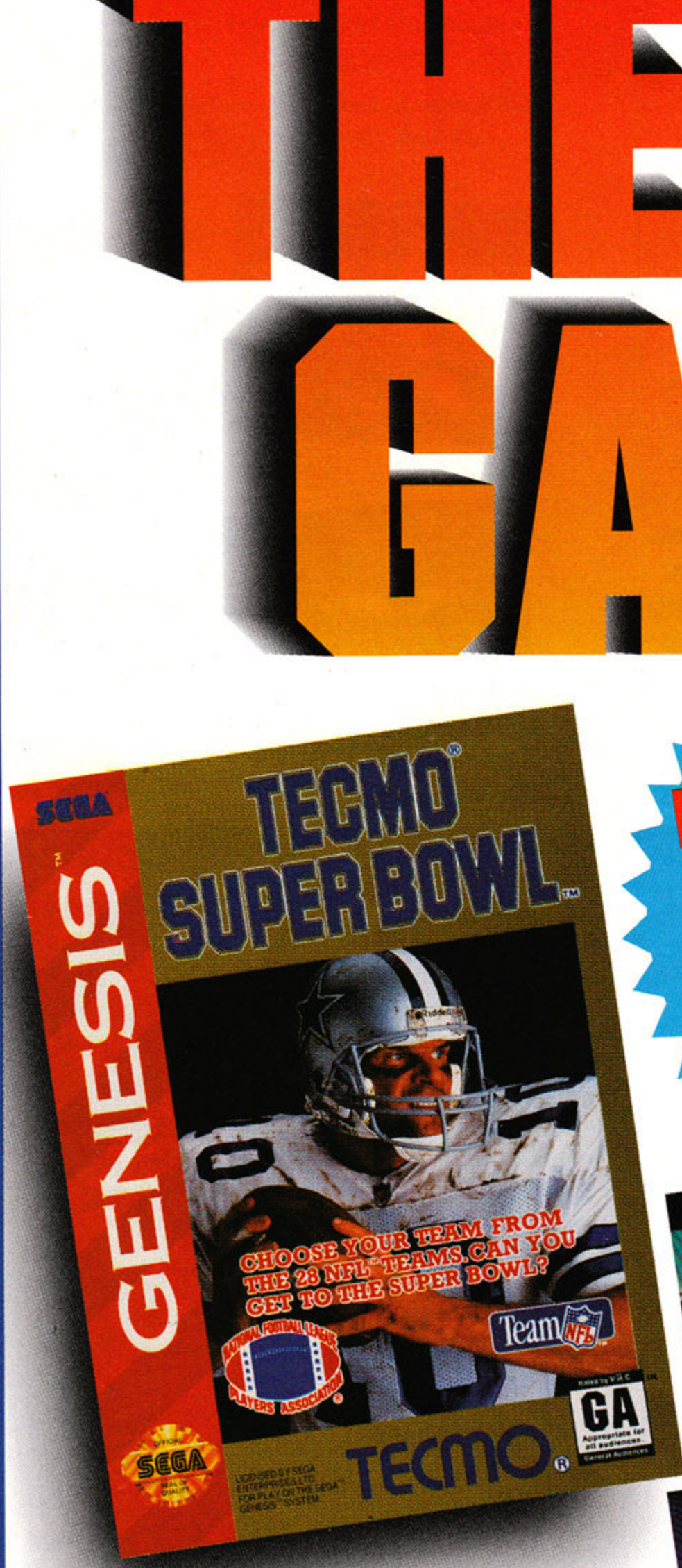
SPORTS™

SEGA™

THE BIG GAME.



NEW FEATURES!

- DIVE OVER THE TOP.
- WEATHER SELECTION.
- TOUCHBACK.
- DEFENSIVE PLAYER ALSO AVAILABLE AS A RECEIVER.
- UPDATED ROSTER.

NEW WEATHER FEATURE!

IT'S AN EXCITING TOUCHDOWN!

TECMO® 16 Bit SPORTS™

In November of 1991 Tecmo launched the original Tecmo Super Bowl. The demand for Tecmo Super Bowl was so great that most stores sold completely out of stock within a very short time. We strongly suggest you contact your local game retailer and reserve your Tecmo Super Bowl.

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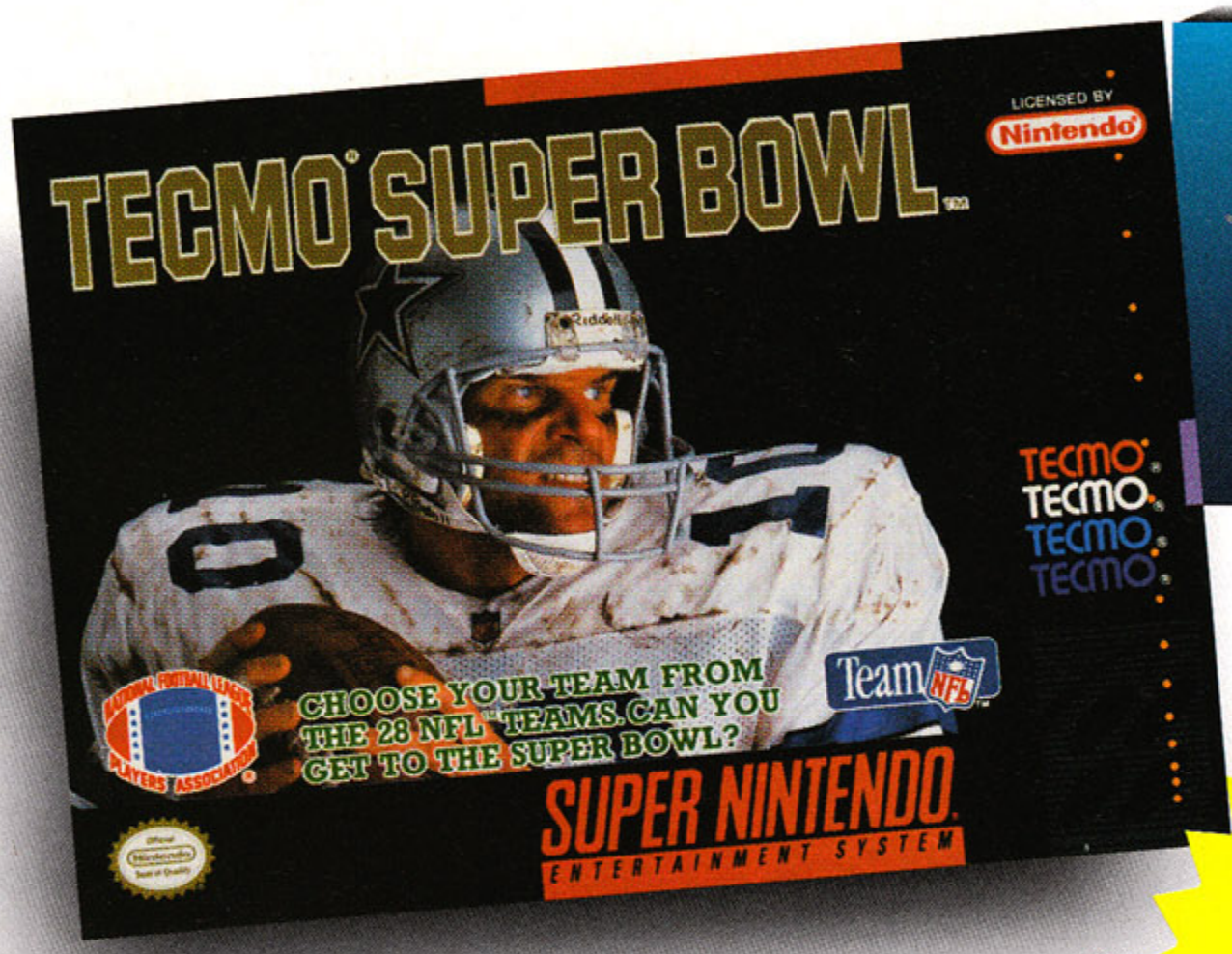
SUPER NINTENDO ENTERTAINMENT SYSTEM

GO FOR IT!



16 BIT SUPER NES

NEW FEATURES!

- DIVE OVER THE TOP.
- WEATHER SELECTION.
- TOUCHBACK.
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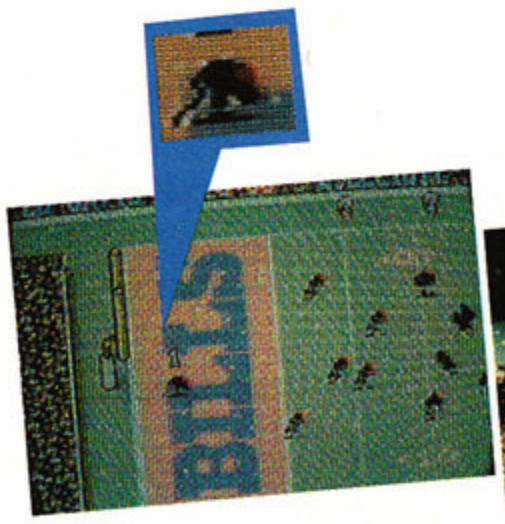
- UPDATED ROSTER.



NEW TOUCHBACK FEATURE!

FIELD GOAL!

DIVING CATCH!

TECMO® SUPER NES™

TECMO® 16 Bit SPORTS™

Team NFL™

NATIONAL FOOTBALL LEAGUE PLAYERS ASSOCIATION®

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Star Trek
The Next Generation

By Andromeda

A fleet of Star Trek games is preparing to beam onto almost every video game system in the galaxy. This NES cart certainly won't be the flagship title, but it has some interesting features nonetheless.

Sensor Reading

Step onto the bridge of the Enterprise and take control of the con. You're a promising Starfleet Academy Cadet, singled out for advanced training on the Holodeck. Captain Jean-Luc Picard is the officer in charge. He presents you with an increasingly challenging series of Tutorials. Your future career depends on each mission's successful completion.

At your disposal are the complete resources of the *U.S.S. Enterprise*, including the talents of its crew. Using a very complex – and very annoying – system of controls, you ask advice of your senior officers and direct them to do everything from putting the *Enterprise* into orbit to repairing damage to the ship's various systems. Although the many menus provide a range of command options, the button-pressing and scrolling necessary to activate them definitely requires patience under pressure.

PROTIP: Getting the ship into orbit can be ridiculously frustrating, since the ship controls so poorly. Practice during the first mission.

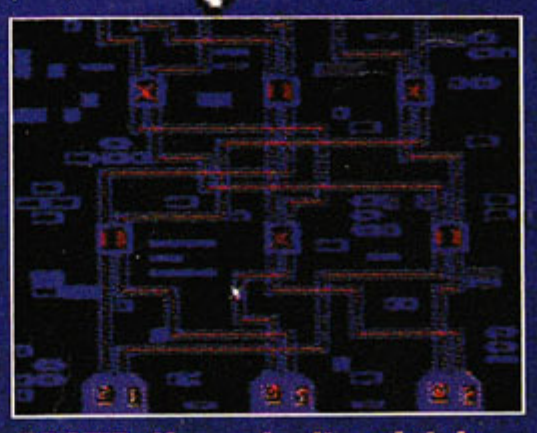
PROTIP: It's very hard to hit anything with the Photon Torpedoes. Rely on your Phasers.

During the real-time battle sequences, you attack the enemy vessels that appear on-screen. The idea's a good one, but the sluggish controls will have you ready to resign your commission.

The graphic highlights of the game are the digitized head shots of the *Enterprise* crew. The representations of the engine systems and the transporter grid are clever, but not eye-popping by current standards. Decent background music relies on the oh-so-familiar Star Trek theme, and various explosions and alert signals punctuate the action.

PROTIP: Starfleet Academy Crib Sheet: Here are two passwords – Lore and Sela.

Gamers familiar with the Game Boy version may think they've journied through a worm hole and gone back in time. It's virtually identical, although not as difficult as the original, chiefly because of the color graphics and larger screen size. A big problem with both games is the dullness of the missions. Info along the way would have made the missions and game play more interesting.



PROTIP: If you don't maintain the ship's power, you won't complete your mission. The Warp and Impulse Engines will generate power, but the Shields and Phasers consume it. When LaForge says you have to reallocate power, do so.

PROTIP: Since you must complete your mission within a certain amount of time, travel at Warp Speeds 8 or 9.

Report, Number One

Trekkers might find this game a good warm-up for the 16-bit and CD versions of the game hovering in the next sector. The frustrating controls and dull missions, though, will ensure that most cadets are just not willing to make it so. G

Learn the skills of each of your officers (what happened to the female officers?) and use them effectively.

Commander William Riker, First Officer – Provides mission details and support.

Lt. Worf – Operates ship's Shields, Phasers, and Photon Torpedos.

Lt. Commander Data – Operates Navigation and Sensor equipment.

Lt. Commander Geordi LaForge – Monitors the ship's power supply, oversees repairs, and determines ship's damage.

Lt. Miles O'Brien – Operates transporters and tracks intruders.

Captain Jean Luc Picard – Issues mission orders and oversees your training.

NES Game ProFile

StarTrek: The Next Generation

(By Absolute Entertainment)

This version of Star Trek may be an enjoyable training mission for some gaming Trekkers, but control problems and dull game play will make others boldly go somewhere else.

Graphics	Sound	Control	FunFactor	Challenge
3.0	3.0	2.5	2.5	INT. (Intermediate)

Price not available
Available October
Strategy
One player
First-person view
Passwords

THE BATTLE TO SURVIVE
JUST GOT UGLY!

Two titans of terror are about to square off in the most fearsome fighting the galaxy has ever seen!

As a Predator Warrior, you'll battle dozens of deadly, double-jawed Alien beasts bent on your annihilation. But you're ready. A cloaking device makes you instantly invisible. You're armed to the teeth with spears, lasers, wrist-blades and killer kick-boxing maneuvers –

Weapons you'll need to survive ten treacherous levels of claw-to-claw combat.

Overcome swarms of Alien drones, warriors, chestbursters and face-huggers and you still face your ultimate challenge: a monstrous battle with the Alien Queen! Alien vs Predator, now face to hideous face for the very first time on Super NES and Game Boy from Activision.

ACTIVISION.

ALIEN VS PREDATOR IS AVAILABLE FOR YOUR GAME BOY AND SUPER NES. TO ORDER: SEE YOUR LOCAL RETAILER OR CALL 1-800-477-3650.

Alien and Predator TM & © 1993 Twentieth Century Fox Film Corporation. All rights reserved.

MARIO IS MISSING!

By Bro Buzz

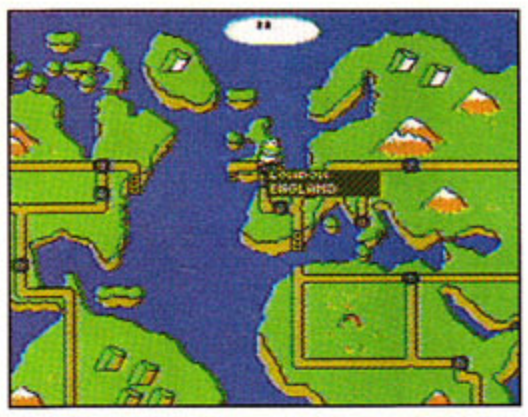
Young NES gamers who think they've taught Mario a few tricks can now learn something from the plumber. Mario Is Missing! is a geography game aimed at kids. The tradeoff is mind over muscle: This game's low on adrenaline, but high on brain power.

Lost and Found

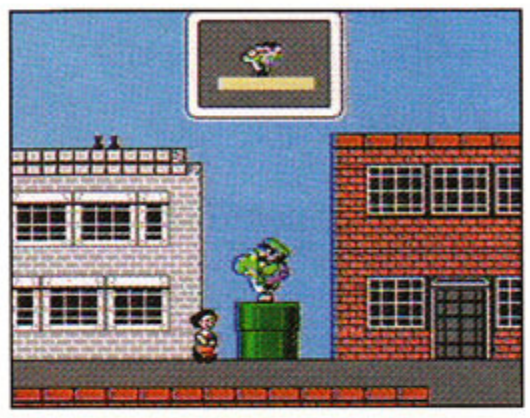
The story line is a simple plumber's affair. Bowser has kidnapped Mario. Ten thousand terrible turtles (Koopas, of course) are set to liquidate him, and, to make matters worse, they've stolen priceless artifacts from the most famous cities in the world. It's up to Luigi to save Mario, save the artifacts, and save your geography grade.

Your quest for knowledge begins inside Bowser's castle, where you find seven doors that lead to 25 international cities, such as Paris, Tokyo, San Francisco, and Nairobi.

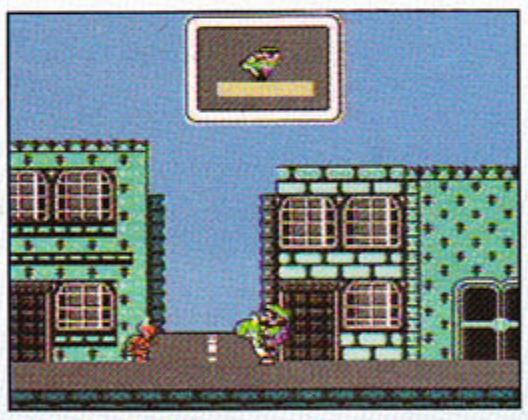
Mario's game play is simple, but the geography questions will challenge any eighth grader. Once you land in a city, you query the local inhabitants. Their cryptic replies hide clues to the identity of their town. Here's an example: "This city was built on 7 hills in 753 B.C. It was the home to Caesar, the original Italian Stallion." If you identify that location, you use an overhead-view world map to guide your dinosaur pal, Yoshi, to the correct continent, country, and city.



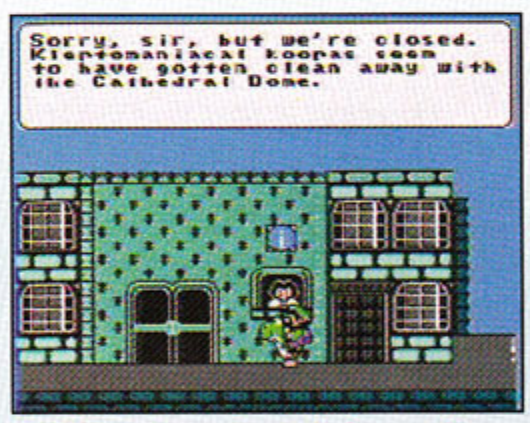
PROTIP: Riding Yoshi is faster than walking.



PROTIP: To move through town faster, jump into the Pipes.



PROTIP: If the overhead map indicates a Koopa roaming on a particular street and you fail to find him, turn around and walk back up the block.



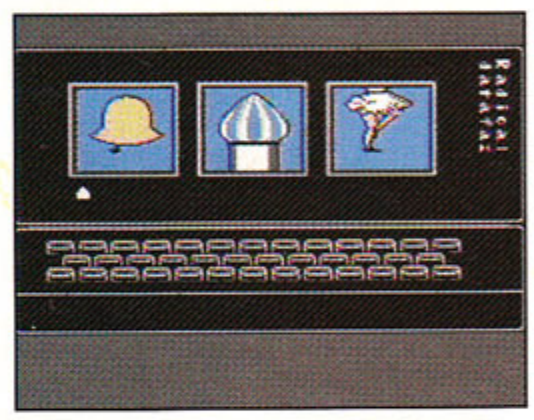
PROTIP: People at Information Centers can help you identify cities.

Upon his arrival, you can hop on Yoshi and go for a ride, bopping Koopas on your way to retrieve three missing artifacts from that city. Once you retrieve an artifact, though, you must determine what it is and where it belongs in the city. For example, one famous city is missing the Sistine Chapel Ceiling, a Gladiator's Spear, and the Trevi Fountain. Return all the artifacts, and you'll take another sightseeing trip.

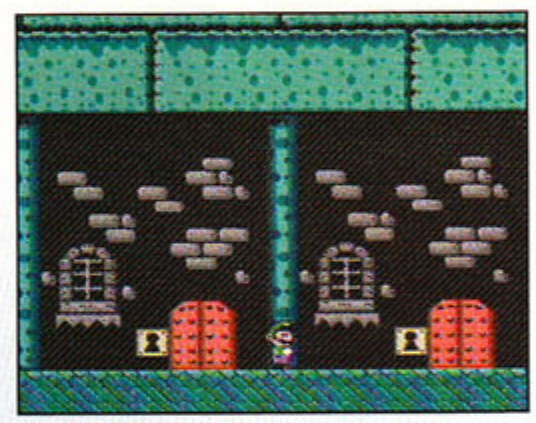
The game's controls are a no-brainer for players of any age. You can easily cycle through the three key displays, a map screen, a dialogue screen, and a computer screen that assists your memory by replaying all conversations.

Mario may be here, but energetic graphics and sounds are missing. Luigi, Yoshi, Bowser, and the Koopas appear in good form, but if picturesque locales are what you're looking for, get a good geography book. Fortunately, the pix don't play a crucial role in the game. The sounds are best left unheard! They'll distract your thought processes for sure.

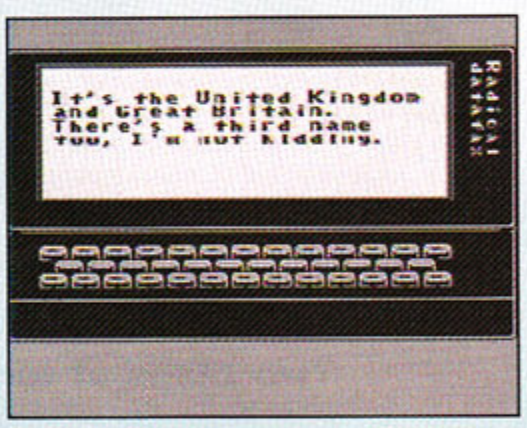
PROTIP: Once you hop aboard Yoshi, study the map screen. Small icons are clues to where the missing artifacts belong.



You must find all the artifacts.



Mario is missing!



Your laptop computer records all conversations.

That's Edutainment

Mario Is Missing! can be a good way to learn geography, but gamesters shouldn't expect a rousing video game. Software Toolworks is aiming this game toward kids aged 3 to 12, but youngsters will need someone to help them read the text and figure out the artifacts. Hopefully, twelve-year-olds will find this cart easy. G

SNES Game ProFile

Mario is Missing!

(By Software Toolworks)

Hey kids, can you spell "geography?" Mario Is Missing! is missing good graphics, rockin' sound, and great excitement, but it definitely has the three R's: Readin', Ridin', and Runnin'.

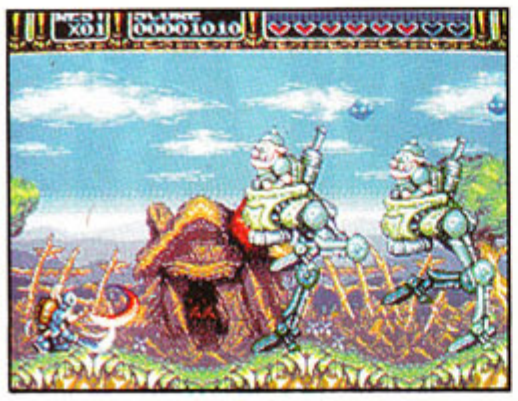
Graphics	Sound	Control	FunFactor	Challenge
3.5	3.0	4.0	4.0	BEG. (Beginner)

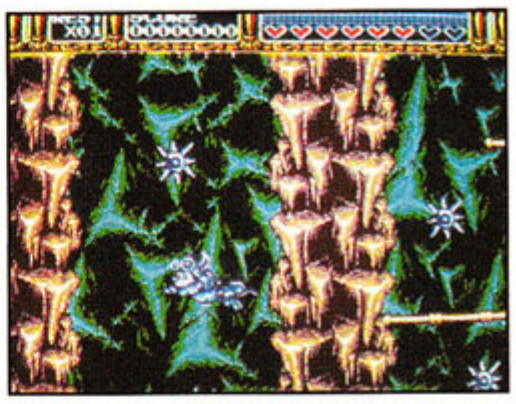
$49.95	25 levels
8 megs	Side-view
Available now	Side scrolling
Edutainment	Passwords
One player	

WHEN CONFRONTED WITH DANGER OPOSSUMS WILL OFTEN PLAY DEAD...

THIS ONE GOES

It's Sparkster™ the Rocket Knight, the most amazing opossum ever to rocket to stardom! He's the star of **Rocket Knight Adventures**™ for Sega™ Genesis™. And he's got pumped up personality, warp speed and quick wits.

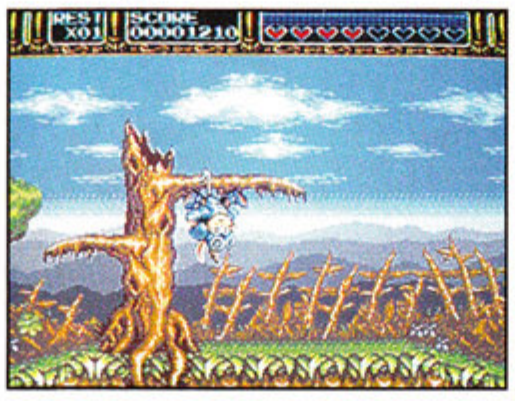




Konami Game Hint and Tip Line: 1-900-896-HINT (4468). 70¢ per minute charge. Minors must have parental permission before calling. Touch-tone phone required. Rocket Knight Adventures™ is a trademark of Konami (America) Inc. © Sparkster is an official Konami character and all rights are reserved. Konami is a registered trademark of Konami Co. Ltd. © 1993 Konami (America) Inc. Sega™ and Genesis™ are trademarks of Sega Enterprises Ltd. All rights reserved.

BALLISTIC.

Blast off into 7 epic stages of adventure and go hog wild against the hugest, strangest pig creatures imaginable. They're after the mysterious Key to the Seal once handed down by the brave founder of Zebulous. In the wrong hands it will unleash total destruction. Through every stage Sparkster moves, flies and rides in new directions to escape opossum punishment. Will he hang tough? You bet, 'cause his talented tail can get a grip on all kinds of hairy situations.



You're the thrust-miester controlling our hero's jet pack and his assault sword. And you better kick some pork butt because Sparkster's animal magnetism attracts mechanized pig mutants like the Giant Pigbot and the Drill of a Lifetime. You'll go gonzo over spectacular new graphic techniques like the mirrored lava pools, the rotating gravity room, and Axle Gear's massive laser blaster.

That's only some of what awaits Sparkster the Rocket Knight. So rustle up some courage and launch into the most animalistic action this side of Zebulous.

KONAMI®

NEO•GEO PROREVIEW

By Slasher Quan

(Special Thanks to Chad "The Game Lord" Okada of SNK Home Entertainment!)

SNK strikes again, and this time they got it right! Samurai Shodown combines some of the best elements of Street Fighter II, Mortal Kombat and Time Killers to create one of the hottest arcade fighters we've seen all year!

A Real Cutup

In one fell stroke, Samurai Shodown nearly perfects the innovative concept of weapon fighting. Each combatant holds a sword, chain, dagger, staff, or other kind of weapon. This new weapon style breaks up the punch-and-kick doldrums.

Most of the 12 characters are awesome and original. Charlotte is a beautiful French fencer, who'll dazzle you with blade-busting moves and facial expressions. Genan Shiranui is a vicious mutant with a Freddy-style claw and a taste for your blood. Two of the characters have "sidekick" pets, who help them during fights – an incredible idea that's never been done before!

Choose from 12 Samurai masters from around the world.

You can even fight character vs. same character!

The strategic action runs other games through. Street Fighter-style Dizzies, Combos, and even Two-In-Ones are built-in, and there are tons of tactics to learn. You can get into sword "clashes," which can result in one or both battlers being disarmed!

The backgrounds are gorgeous. You'll be dazzled by the docks in San Francisco and rocked by the cliffs in Texas.

The fighters strengths and weaknesses are not always even. For example, Earthquake is too cheap and powerful, while Nakoruru is too weak.

Overall, however, the two-player fights are fun and fair. The Combos and Dizzies are inconsistent, too, but not badly enough to detract from the game's enjoyment. The controls are tight and precise.

Each character is totally unique and has moves all their own.

Slay It Again, Sam

While Samurai Shodown isn't an all-out blood bath, squeamish gamers should keep away. There are some cool Fatality-Style moves you can pull if you win the final round, such as slicing the opponent in half and skewering them through the chest. You might wish for more control over the Fatalities, but they're fun to watch and a great surprise!

The luscious Japanese-style artwork puts other arcade games to shame. The backgrounds sparkle with activity, and the animation is chock-full of hilarious and exciting frames. The camera even zooms in for a closeup when the fighters are near each other, and it zooms out when they step away. The effect here is handled smoothly and naturally, unlike the disorienting scaling from Art of Fighting.

When the fighters move close together, the screen scales smoothly!

The sound and music are even better than the pics, with details like fire crackling, waves washing up on the shore, and Galford's dog growling. Even if you can't understand the Japanese voices, they're actually cool sounding and far better than that rinky announcer's English found in other Neo•Geo games.

Get 'Down!

While SS has its work cut out for it against the likes of Super Street Fighter II, this fabulous fighter is in many ways clearly superior to the original SF II. With pet attackers, heart-stopping graphics, and wild weapons galore, this is one Samurai that fights with honor!

Neo•Geo Game ProFile
Samurai Shodown
(By SNK)

Don't be surprised if you see a line leading to your local Neo•Geo arcade machine. Samurai Shodown is one of the two best fighting games of all-time, period!

Graphics	Sound	Control	FunFactor	Challenge
5.0	5.0	5.0	5.0	Adjustable

$239
118 megs
Available September
Beat-em-up

Side-view
Scaling
Two players

Samurai Shodown

Samurai Shodown

Basic Training

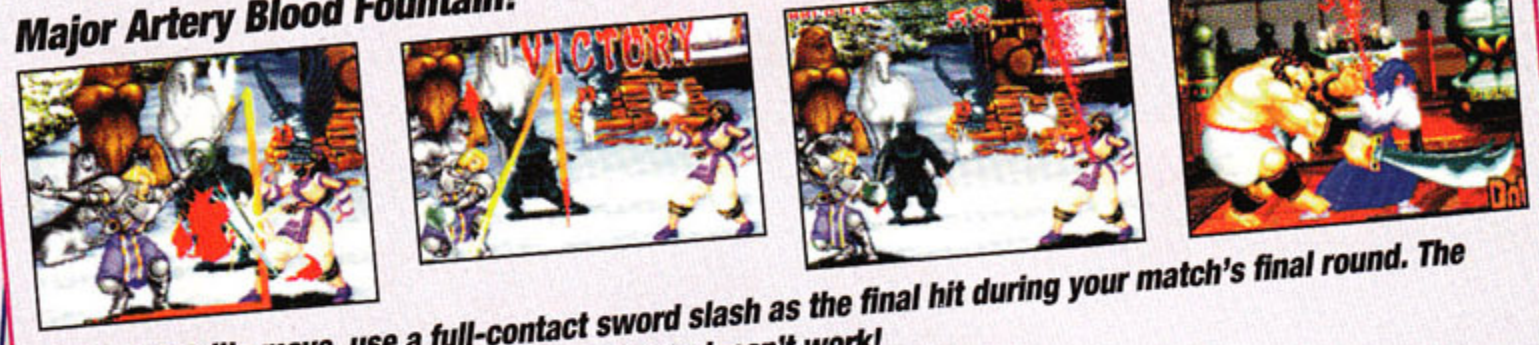
Throws and Holds

Move close to an opponent, press Toward or Back, then hit the appropriate button.

Fatalities

Slice 'Em In Half and Collect Some Cash!

Major Artery Blood Fountain!



To do a Fatality move, use a full-contact sword slash as the final hit during your match's final round. The Fatality result is totally random and sometimes doesn't work!

Back-Stabbing

If an enemy jumps over you and misses hitting you with their attack, nail them from behind with a Powerful Slash. You can inflict some major damage with this strategy!

Dash and Slash

To run at the opponent, push Toward rapidly twice. Then set yourself up for a move by hitting the button during your Dash.

Katana Collision Battle

If you and the enemy use a Slash at the exact same time and your blades touch, you'll be locked in a hand-to-hand sword fight! Jam on all the buttons to disarm your opponent, then trap them in a corner to stop them from recovering their weapon.

P.O.W. Meter

If you take enough hits, your P.O.W. sign will flash and you can do monstrous damage to the enemy! If your foe's P.O.W. is charged, run away or suffer severe consequences.

Dizzies

You can dizzy the opponent if you hit them with many consecutive Strong and Powerful Slashes. Then, do a combo or a throw.

Slash Projectiles

You can block many projectiles by slashing them out of the air!

Break Objects

Slice away at objects just to see what happens!

Dodge

To jump away from an enemy's attack, rapidly push Back twice.

Key to Commands

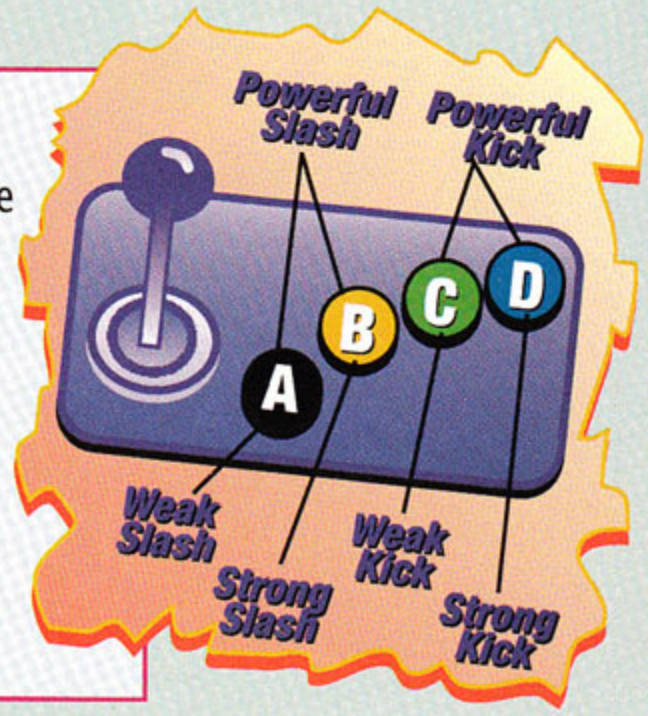
Toward: Press the joystick horizontally in the direction of the opponent.

Back: Press the joystick horizontally in the opposite direction of the opponent.

Charge: Hold the joystick in the direction indicated for two seconds.

Jump in: Jump Toward the opponent.

Deep: Use the indicated attack the instant before you land.



Samurai Shodown

Survival Guide

GALFORD

Plasma Blade

Push Down, Down-Toward, Toward, and any slash.

Leg Flip Throw

Push Toward and D, or Toward and CD.

Gut Wound Throw

Push Toward and B, or Toward and AB.

Hit Reversal

As you're hit, push B, C, and D simultaneously to drop a log from the sky and slash your enemy on the head!

Disappearing Act

Push Toward, Down-Toward, Down, Down-Back, Back, and then hit B, C, and D simultaneously.

Spinning Pile Driver

Move close, push Toward, Down, Down-Toward, and any kick.

GENAN SHIRANUI

Poison Blizzard

Push Down, Down-Toward, Toward, and any slash.

Fire-Rolling Attack

Push Toward, Down, Down-Toward, and any slash.

Claw Cutup Throw

Push Toward and B, or Toward and AB.

Knee Bash Hold

Push Toward and D, or Toward and CD.

CHARLOTTE

Sword Uppercut

Push Back-Down, Down, Down-Toward, and any slash.

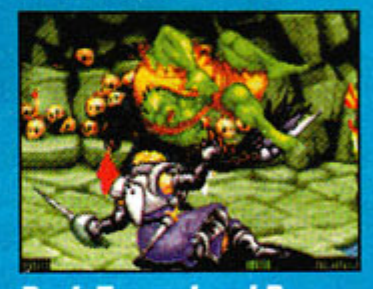
Shimmering Sword Strikes

Tap A and B rapidly.

Fierce Slash

Press AB for a cool three-hit sword slash.

Hand Toss Throw



Push Toward and B, or Toward and AB, D, or CD.

TAM TAM

Spinning Sword

Charge Back, push Toward and then any slash.

Ground Spin Out

Push Down, Down-Back, Back, and any kick.

Skull Strike

Push Down, Down-Toward, Toward, and any slash.

Air Sword Blast

Push Toward, Down-Toward, Down-Back, Back, and any slash.

Head Butt Hold

Push Toward and B, or Toward and D.

Sword Skewer Hold

Push Toward and AB, or Toward and CD.

Four-Figure Teleport

Push Toward, Back, Down-Back, Down, Down-Toward, and any button to disappear, then reappear in one of four positions:

D Button position.

C Button position.

A Button position.

B Button position.

Rush Dog

Push Down, Down-Back, Back, and one of the following buttons:

Dog Knockdown

Push D Kick.

Dog Strangle

Push C Kick.

Dog Ram

Push A, B, or AB Slash.

HAOHMARU

Hurricane

Push Down, Down-Toward, Toward, and any slash.

Sword Uppercut

Push Toward, Down-Back, Down, Down-Toward, and any slash.

Ground Slam

Push Toward and B, or Toward and AB.

Shoulder Flip Throw

Push Toward and D, or Toward and CD.

NAKORURU

Triangle Jump

Jump Toward the wall, then push in the opposite direction to spring off of it.

Hawk Attack

Push Toward, Down-Toward, Down, Down-Back, Back, and any slash.

Frequent Flier

To fly, push Down, Down-Back, Back, and C. Then push Down, Back, or Toward plus any button to attack.

Neck Stab Throw

Push Toward and B, or Toward and AB.

Triple-Hit Hold

Push Toward and D, or Toward and CD.

Ground Blade Runner

Push Back, Down-Back, Down, and any slash.

Air Blade Runner

Push Down, Down-Toward, Toward, and any slash.

Samurai Shodown

Survival Guide

WAN FU

Atomic Drop Throw

Push Toward and D, or Toward and CD.

Slash Throw

Push Toward and B.

Ground Stab Throw

Push Toward and AB.

Spiral Sword Projectile

Push Down, Down-Back, Back, and any slash to throw the sword.

Sword Uppercut

Push Toward, Down, Down-Toward, and any slash.

JUBEI

100 Sword Strikes

Rapidly tap A and B.

Ground Fireball

Push Down, Down-Toward, Toward, and any slash.

Body Throw

Push Toward and B, or Toward and AB.

Reverse Throw

Push Toward and D, or Toward and CD.

Rush 'N' Attack

Push Toward, Down, Down-Toward, and any slash.

HANZO HATTORI

Four-Figure Teleport

Push Back, Down-Back, Down, Down-Toward, Toward, and any button to disappear off the screen. You'll reappear in one of four positions.

Spinning Pile Driver

Move close, push Toward, Down, Down-Toward, and any kick. This move does much more damage than Galford's Spinning Pile Driver.

Hit Reversal

As you're hit, push B, C, and D simultaneously to drop a log from the sky and slash your enemy on the head!

Disappearing Act

Push Toward, Down-Toward, Down, Down-Back, Back, and hit B, C, and D simultaneously.

Fireball

Charge Back, push Toward and any slash.

Ground Slam

Push Toward and B, or Toward and AB.

Sword Flip Throw

Push Toward and D, or Toward and CD.

UKYO TACHIBANA

Johnny Appleslice

Push Down, Down-Back, Back, and any slash.

Air Birds

Jump, push Down-Back, Down, Down-Toward, Toward, and any slash.

Choke Slash Throw

Push Toward and D, or Toward and CD.

Leg Slide

Stand and push CD.

Shaft Hit Throw

Push Toward and B.

Toss 'N' Slash Throw

Push Toward and AB.

KYOSHIRO SENRYO

Flaming Stick Kick

Push Down, Down-Back, Back, and any kick.

Hair Entanglement Hold

Push Toward and CD.

Spear Impalement Throw

Push Toward and B, or Toward and AB.

Five Fan

Push Down, Down-Back, Back, and any slash.

Topspin

Push Toward, Down-Back, Down, Down-Toward, and any slash.

Hair Throw

Push Toward and D.

Flame Burst

Push Down-Back, Down, Down-Toward, Toward, and any slash.

EARTHQUAKE

Triangle Jump

Jump against the wall, then push the joystick in the opposite direction to rebound off of the wall.

Butt Splash

Jump Up, hold Down, and push C and D rapidly.

Shoulder Flip

Push Toward and B, or Toward and D.

Fat Chainsaw

Rapidly tap A or B.

Big Butt Fart Throw

Push Toward and AB, or Toward and CD.

OVERSEAS PROSPECTS

By Linoleum Blownapart

Who says you can't teach an old dog new tricks? Loriciel, a French game-design company, has taken an old Amiga game, Jim Power, and brought it to new technological heights – true 3D game play!

JIM POWER

IMAGINE THESE BACKGROUNDS IN 3D

Jim Dandy

At first glance, Jim Power looks and plays like a regular 8-meg side-scrolling game, but as soon as you don the RVB (Red Violet Blue) glasses that come bundled with the game, it turns into a spectacular graphical experience. The RVB glasses, which look just like cardboard movie 3D glasses, bring the game's seven levels to 3D life. These three dimensions extend the depth of the colorful landscapes and make Jim look like he's actually running and shooting through the game's bizarre backgrounds.

Not only does your perspective change through technology, but the game shifts its perspective and game play, too. In three platform levels, you guide Jim with a side view of the action as he runs and shoots his way along. Strap a jet pack to Jim's back, and the two side-view shoot-em-up levels turn Jim into a shooting rocket. Finally, cruise on a missile-shooting rocket through two overhead-view speed levels on the Genesis, or two exploration levels on the SNES.

Tower of Power

SNES and Genesis owners won't have to argue over playing Jim Power, since it's coming stateside for both 16-bit systems. SNES version will be available Winter '93 from Electro Brain. Jim certainly has the Power to break new gaming ground. G

Jim Power by Loriciel
Available 1994

SNES

Meet our hero – Jim Power!

Rocket into exploration and discovery.

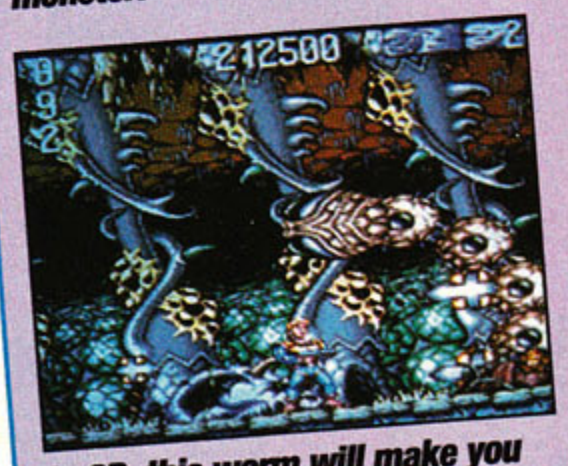
This metal head is craning his neck just to get a good look at Jim.

GENESIS

Jim turns into Rocket Man against this mean metal-head monster.

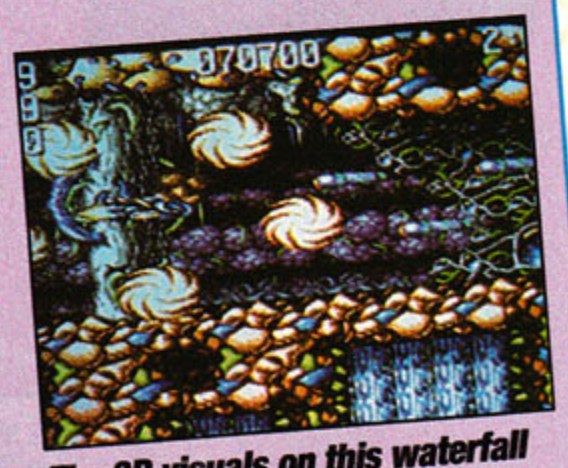
Blast your way through this shooter.

Fill this bullet-looking monster full of holes of your own making.



In 3D, this worm will make you squirm.

This lava level looks beautiful, but beauty can kill.



The 3D visuals on this waterfall will make you want to jump in and go for a swim, after working up a sweat blasting your way through the level.

HE'S BACK!

Splatterhouse 3 for the Sega Genesis is the kind of game rating systems were invented for. Check out the screen shots and see for yourself.

So fun you could lose your head over it!

Get your kicks!

Pow! Right in the kisser!

You've gotta have guts!

- 16 megs of gruesome graphics!
- Deadly New Weapons!
- 6 levels of monster bashing mayhem!
- Killer special moves!
- Non-linear game play!
- Multiple endings!
- Password support!

Don't get all choked up!

Wear a mask and pack a powerful punch.

Walk on the wild side!

Warning: This game contains scenes of graphic violence that may not be suitable for younger players.

OFFICIAL SEGA™ SEAL OF QUALITY

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namco®

PLAYERS A
AND WIRE
APPROACH
EXTREME
CAUTION...

TWO WIRELESS CONTROLLERS AND INFRARED RECEIVER

- INDEPENDENT 2-SPEED TURBO FOR ALL BUTTONS.
- SLOW MOTION & AUTO-FIRE.
- AUTO BATTERY SHUT-OFF.
- ACCURATE UP TO 25 FEET.
- HEAD-TO-HEAD CAPABILITY.
- FOR SEGA GENESIS™ AND SUPER NES®.

ARE ARMED

LESS!

WITH

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EA Scores a Hat Trick with NHL Hockey '94

Get ready, hockey hooligans, for some all-out, in-your-face, high-sticking, bone-jarring, crowd-roaring, hard-hitting, helmet-bashing, blade-running action. NHL Hockey '94 is here for the Genesis and the Super NES! Both versions are similar to last year's editions, but the new multi-player options and other improvements make them must-plays. Check out reviews of both versions.

NHL Hockey '94 Genesis

By Willy Y. Pout

EA Sports has improved upon the best hockey series ever to hit the Genesis rink. The stats, as one example, are spectacular. With both the NHL and the NHLPA licenses, you get real teams and real players of the 1993-94 season, including two expansion teams and two All-Star squads. Players are rated according to last season's performances, plus starters have a new random hot or cold streak. A battery-save feature keeps tabs on your stats for challenges among friends.

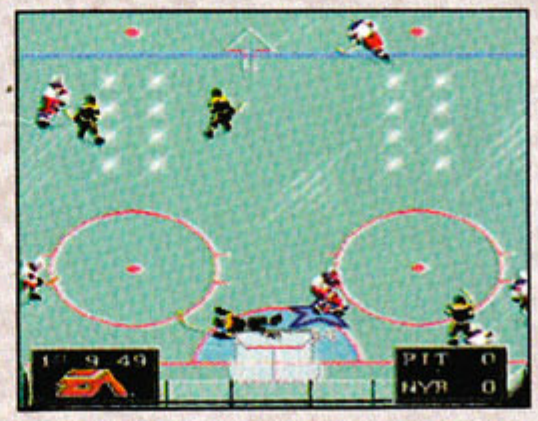
PROTIP: Utilize players on hot streaks, and sub for players on cold streaks.

It's one-on-one in the penalty shot.

The playing options, though, are similar to its predecessor. You can still choose one- or seven-game play-offs, penalty options, and line change options. Improvements include Shootout Games (based on penalty shots) and individual player records, which can be saved to the battery.

One of NHL '94's best options, uses EA's new 4-Way Play adapter. Although it only takes two to tango, four-player games are more exciting and unpredictable. You can only choose two-on-one or two-on-two, but look for a four-player team capability in the future.

Reverse-angle replays reveal both sides of every shot.



PROTIP: For a guaranteed take-down, use your goalie to check the puck handler. Don't leave the net open, though.

EA has also finally figured out that a defense is only as good as its goalie. This latest-in-the-series has added a goalie-control option to perform glove and stick saves, dives, kick-outs, and even goalie movement out of the crease.

This installment preserves all of the best moves from previous versions and adds some great new ones as well. You can now flip passes, arching the puck high above the ice, and shoot One-Timers, which are quick, one-touch shots at goal straight from the pass. One-Timers provide an awesome thrill.

The previous NHL Hockey games were definitely too easy to beat in the one-player mode. Fortunately, the computer is a bit harder in '94, especially since it can mirror your shooting moves and learn from your consistencies.

Hitting Hard But Hardly Hitting

Ever been watching a fight and a hockey game suddenly breaks out? Well, that won't happen here. NHL '94's biggest flaw is the removal of blood and fighting,

due to NHL regulations. However, there are some harder hits that'll knock your skates off and push opponents right out of the rink. Players can still be injured for a period or an entire game.

PROTIP: During a power play, skate around the corners until you see a teammate near or in front of the goal, but away from the goalie's view. Then try a One-Timer.

PROTIP: To kill an opponent's power play, clear the puck with flip passes. Icing won't be called if you're short-handed, and the passes are harder to intercept.

Ouch! That's gotta hoit!

Hats off! The crowd throws their hats for home team hat tricks.

Home Sweet Home

NHL's traditionally superb graphics look better than ever. The crowd is more involved in the game. (Spectators now walk down the aisles.) There are added player animations, too, such as the goalie slamming his stick in frustration.

Plus, the instant replay has also been improved, enabling you to select the reverse angle for a different point of view.

The sounds of a hockey arena are brilliantly recreated with enhanced realism in crowd cheers and new-and-improved pipe organ music leading the home team. The 72 musical pieces include standards like "Charge!," as well as regional favorites like "When the Saints Go Marching In" in St. Louis.

Down to the Wire

While casual hockey players who own the '93 version may not need to upgrade, hard-core fans will definitely want to grab NHL '94. It's the hottest thing on ice. **G**

NHL Hockey '94 by Electronic Arts

Graphics	Sound	Control	FunFactor	Challenge
5.0	4.5	5.0	5.0	ADV. (Advanced)

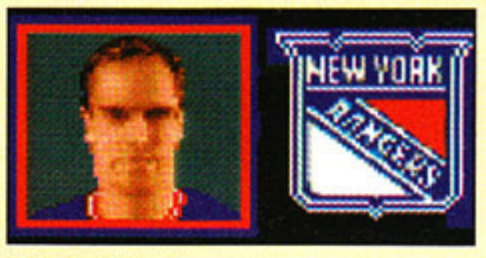
$59.95	¾-overhead view
8 megs	Four players
Available September	Battery backup
Hockey	

All-Star Players and Their Teams

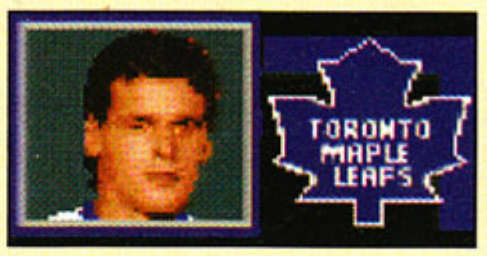
Al MacInnis

Mario Lemieux

Brett Hull



Mark Messier



Felix Potvin

Patrick Roy

Jeremy Roenick

Wayne Gretzky

(SNES screens shown. Portraits appear in black-and-white on the Genesis.)

NHL Hockey '94 — SNES

By Willy Y. Pout

NHL Hockey '94 for the SNES plays like Hockey '93, but it has a whole new look. The graphics for this year's hockey installment were completely redone, with improved character details and smoother animation. The players' mug shots are in color and seem more lifelike than the Genesis' black-and-white shots. However, the actual game's graphics during game play still aren't as sharp as the Genesis' visuals. The artificial intelligence of the computer opponent also isn't quite up to snuff.

What the SNES version lacks in graphics and challenge, it makes up for in realism and sound quality. Grunts on checks, ice sprays on sudden stops, rallying claps, and even the never-ending low hum of a buzzing crowd make you feel like you're sitting in the front row.

No Saves

Instead of a battery-save feature on the SNES, passwords are used to continue play-offs. The Genesis options of saving lines after edits, play-off statistics, and user records are not available for the SNES copy.

With redone pix, this SNES version is graphically great.

The five-player setup mixes and matches friendly competition.

Cinco De Playo

Four score, but five thrive! The SNES's five-player option with the Hudson Multitap will change the face of video sports games forever. Expect some serious and fun competition with fellow video sportsmen. Unlike the Genesis version, you can divvy up the teams any way you want, even five versus the computer.

Post-Game Commentary

Overall, the SNES upgrade does an outstanding job on improving graphics, sound, and game play. However, compared to the Genesis version, the SNES cart is just a bit off its game – but don't let that stop you from hitting the ice. **G**

NHL Hockey '94 by EA Sports

Graphics	Sound	Control	FunFactor	Challenge
4.5	5.0	5.0	5.0	INT. (Intermediate)

$59.95	¾-overhead view
8 megs	Five players
Available November	Battery backup
Hockey	

Boxing Legends: An Instant Classic on SNES & Genesis

Boxing Legends of the Ring

Genesis SNES

By Scary Larry

Hard-hitting action, awesome graphics, and variable game play combine in two new carts from Electro Brain. These knock-down-drag-out boxing games are two of the best games ever to enter the 16-bit ring. Boxing Legends of the Ring for the Genesis and the SNES hits hard and doesn't let up.

The Fighters

Boxing Legends lets you choose from eight of the greatest middleweight fighters of all time – Jake LaMotta, Roberto Duran, James Toney, Sugar Ray Leonard, Sugar Ray Robinson, Marvin Hagler, Thomas Hearns, and Rocky Graziano. You fight from an over-the-shoulder perspective that switches every round. In one round you're looking over an opponent's shoulder, while in the next round you're looking over your own.

PROTIP: Graziano is fast and fatal. He'll come in with several jabs to the head, followed by a body blow. Counter with Body Blows and Uppercuts. Forget jabbing him to the head – he'll out-punch you every time. (SNES)

Your fists break bones like jackhammers. Each round, you also get a Super Punch (an unblockable, unstoppable hit that plasters lovely bruises on an opponent's face.) Plus, you get another Super Punch for every knockdown you score.

PROTIP: When your opponent winds up for a Super Punch, try dodging to the left or to the right. If he misses, he's wasted the Punch. (Genesis)

PROTIP: Go for the body, then follow with an Uppercut. This tried-and-true technique works well. (SNES)

Of the three modes, Exhibition is the kindest to new boxers. The computer fighters are easier to beat and the stats aren't tallied. In Career Mode, you have to fight against a whole army of sluggers to become a Legend of the Ring. Once you've attained this title, you can fight in the Battle of the Legends against the most merciless fighters ever. Some are real, and some are computer fighters looking for a fool who thinks with his fists.

SNES Punch Drunk

The graphics in Boxing Legends for the SNES are some of the best graphics ever seen in a sports game. The movement of the fighters has been digitized from real footage, and the facial expressions conform to the on-screen action. The fighters' faces in the corners of the screen, which act as health bars, puff up realistically when hit.

The SNES sound effects are clever and well-placed. Grunts, groans, and hits sound real. There's minimal crowd noise, but the ref enters clinches and warns boxers to fight.

PROTIP: Don't waste Super Punches. For a sure knockdown, use them when you see an opponent's face screen flashing. (SNES)

PROTIP: The corners are just as dangerous in this game as they are in the real ring. When you've got an opponent cornered, let loose with a barrage of head shots. (Genesis)

How Do You Rate Against These Eight Greats?

Roberto Duran

Tommy "Hitman" Hearns

Jake "Raging Bull" La Motta

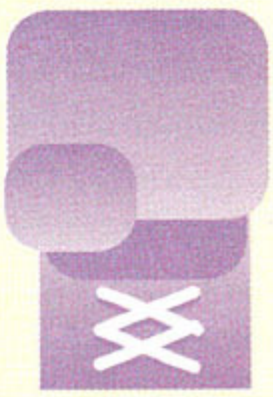
Rocky Graziano

"Sugar" Ray Robinson

"Sugar" Ray Leonard

"Marvelous" Marvin Hagler

James Toney



The control is as easy as getting pummeled by one of the boxing greats. Punches, blocks, dodges, and clinches are all executed effectively.

Genesis Punch Dizzy

The Genesis graphics and sounds don't have the same punch that they do on the SNES. The graphics are similar, but the animation seems to be missing a few frames, which makes the fighters' movements jerky. The sounds are a little rougher, too. Although it's basically the same, it has a raspy, six-packs-of-cigarettes-a-day quality.

The controls are assigned to three buttons, which means that some punches are executed by using the directional arrow only. This makes hitting the sweet spot on an opponent's body a harrowing ordeal, raising the challenge and lowering the fun factor.

Get Ready to Rumble

The SNES edition scores a unanimous decision over the Genesis cart, but either version of Boxing Legends of the Ring is a fistful of fun. The two-player mode is where these games shine. Take on a friend and see who can earn the title "Legend of the Ring."

Although the Genesis version does have a somewhat higher frustration level, you'll find that both versions can be beaten with persistence, skill, sweat, and some luck. G

Boxing Legends of the Ring (SNES)
by Electro Brain

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	4.5	5.0	Intermediate

INT.

Price unavailable
8 megs
Available October
Boxing

Two players
Third-person view
Passwords

Boxing Legends of the Ring (Genesis)
by Electro Brain

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	4.0	5.0	Intermediate

INT.

Price unavailable
8 megs
Available October
Boxing

Two players
Third-person view
Passwords

Riddick Bowe Bruises to Victory

Riddick Bowe Boxing

SNES

By Slo Mo

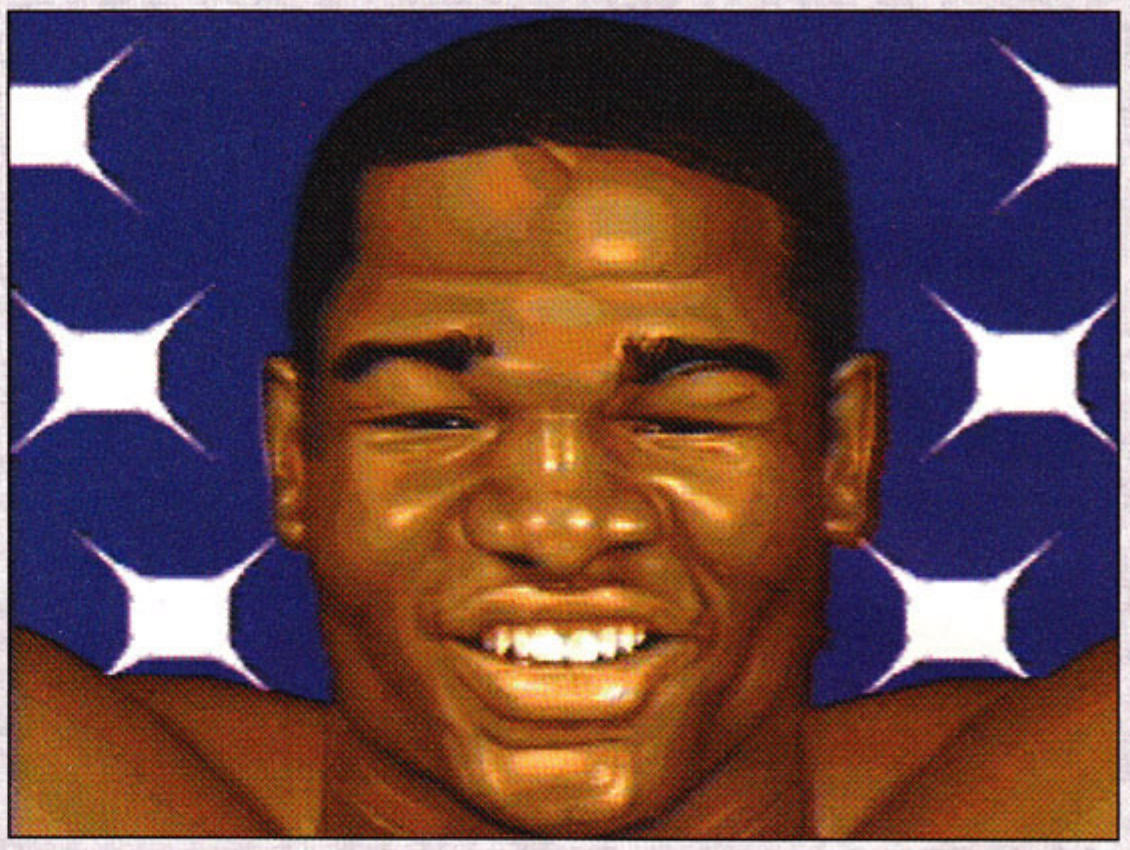
Riddick "Big Daddy" Bowe is currently the undisputed WBC Heavyweight Champ. He's fierce and focused, and so's his SNES boxing game.

Bowe-dacious Boxing

Riddick Bowe Boxing is a well-crafted, good-looking cart that brings to life the long, hard road that leads to the championship. You fight via a sharp, waist-up side-view, using a nifty miniature full-ring display. This screen design enables you to mix it up as well as maneuver for typical fighters' strategies, such as cutting off the ring and trapping in the corners. Easy-to-read Damage Windows and Energy Meters monitor the damage being inflicted. However, unlike other games, Damage Windows don't visually reflect injuries.

Bowe sports impressive fighting skills. The offensive repertoire of 10 punches includes Jabs, Hooks, and Uppercuts with either hand. The deft defensive moves are two-hand Blocks (high and low), Circling, Ducking, and Computer Blocks. Computer Blocks are automatically thrown by the CPU, but during a fight you can pick which hand you want to emphasize to counter an opponent's style.

Riddick (the game) looks pretty and sounds good. The character art is colorful, and the fighters move smoothly. The sounds swing with sharp body-shots, thuds, agonized grunts, and clear digitized voices. In fact, the vocals add extra punch: When you and your opponent taunt each other, you drain your respective Energy Meters.



Champ or Chump?

Bowe features three tough-as-nails modes: One Player versus the CPU, Two Player, and Career Mode. The merciless CPU-controlled fighters are relentless, and you have no cheap, unstoppable punches against 'em! You pound on your opponent over 12 Rounds to sap his Energy Meter and set him up for a knockout. The CPU's judges score your performance after each round.

Career Mode is the ultimate Bowe challenge. You must work your way up the rankings, starting at No. 25, and slug it out to reach the ultimate showdown with the Champ. You choose your fighter from a seven-man stable of four built-in fighters and three others you can create.

The build-a-boxer feature is simple to use and it adds intriguing strategy to the game. You design your pugilist's body and endow him with a certain amount of Power, Speed, and Stamina. In fact, every boxer in the cart is rated according to those three qualities. Using the ratings to match your boxer against guys you think he can beat is a major strategic decision. After every bout, you retire to a Gym Screen, where you build up Power, Speed, and Stamina according to what you think you need to beat the opposition.

PROTIP: Mastering Computer Blocking is a key defensive technique.

PROTIP: The CPU judges lower your score if you continually retreat.

PROTIP: In Career Mode, if your home-grown fighter isn't contending for the Belt after 40 bouts, the game zaps him out of the cart.

PROTIP: To save yourself from knockouts, maniacally jam every controller button. Practice a technique that works best for you.

Controlling Your Temper

The climb to the top is fun, but it's murder on your thumbs. You use all six buttons and the control pad to fight. Just when you think you're working with an unstoppable rhythm, the CPU adjusts to your technique! If you're knocked down, you must jam on all the buttons and the control pad to avoid being counted out. At least the crisp controls take a lickin' and keep on clickin'.

Continued on page 128.

All the Punches

Straight Jab

Right Hook

Right Uppercut

Low Jab

Low Hook

Left Uppercut

Good Riddick

They call boxing the "sweet science," but that's not what's gonna make you lose your teeth in this game. Riddick Bowe is a thumb-blisterin' boxing game that takes fight fans the distance – for fun, involvement, and effort. If you don't beat this cart, you're a pretender, not a contender. G

Riddick Bowe Boxing
by Extreme Entertainment

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	4.5	5.0	INT. Intermediate

$59.95
4 megs
Available September
Boxing
Side-view
Two players
Build boxers, battery save

Madden Takes Genesis and SNES to the Super Bowl

Madden NFL '94

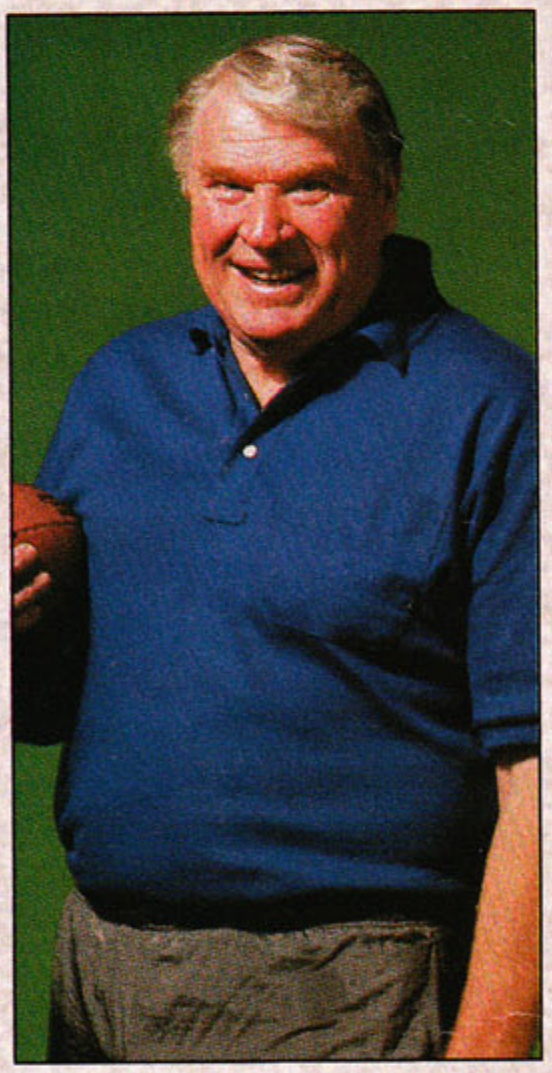
Genesis SNES

Preview

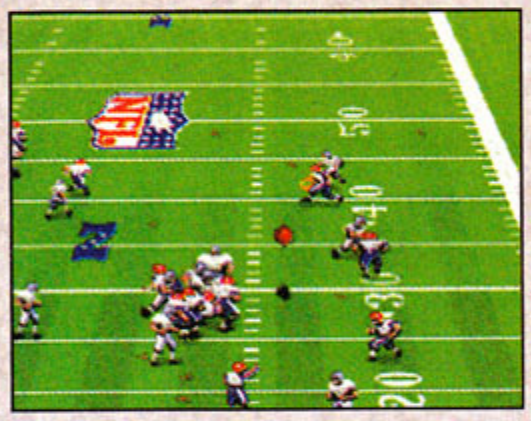
By Ben D. Rules

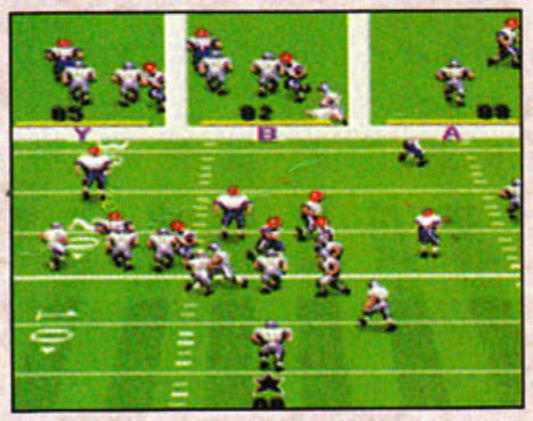
What's the biggest football day of the year? No, it's not New Year's Day. It's not even Super Bowl Sunday. It's Electronic Arts Sports' "Football Friday" on November 19, the release date of Madden NFL '94 for both the SNES and Genesis. For Madden fans (and who isn't?), it's a day for foot-ball frenzy.

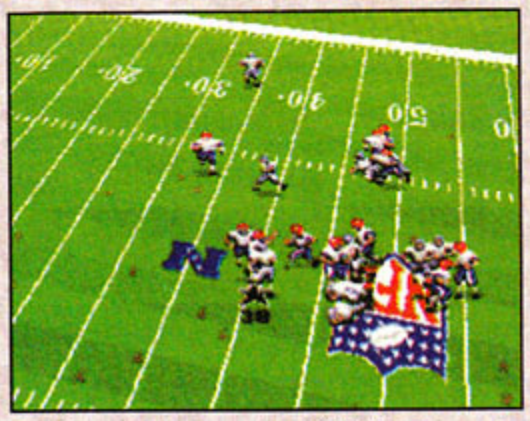
The best-selling Madden games have been dramatically improved for both systems. The best improvement of all is a new multi-player option for owners of EA's new 4-Way Play adapter. Yelling and taunting should fill the room as four players take the Genesis field, and five players compete on the SNES with Hudson's Multitap. New strategies are required for teammates to coordinate plays, pass routes, and zone defenses. This is how video football was meant to be played!

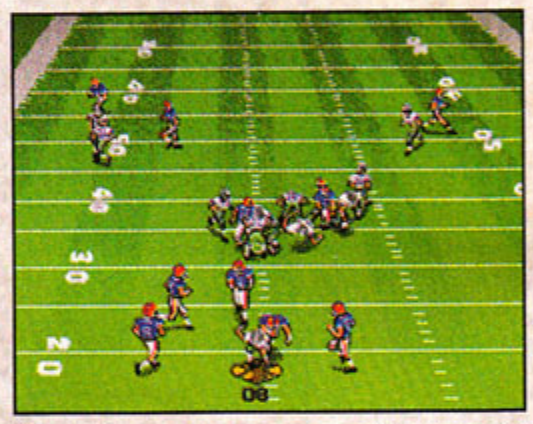


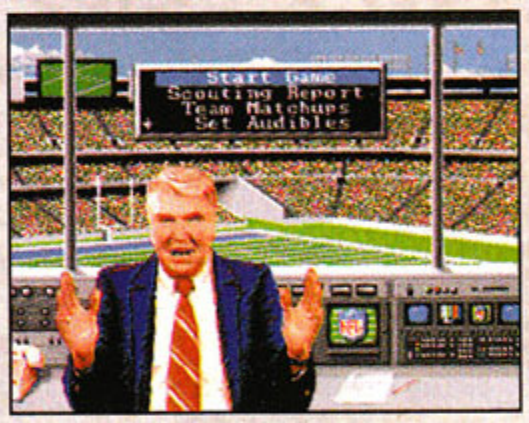
Other major changes include an expanded number of teams. There are now 80, including the real teams (though not the real players) from '92, a dozen historical All-Star teams, 38 Super Bowl teams, and two of the signature All-Madden teams. You can create and play a full NFL season that takes you right through the playoffs and on to the Super Bowl, with a battery backup to save all stats. There are also more plays (72 on offense, plus play flipping), more of the hyper coach's commentary, and more options (such as ever-changing weather conditions).


On the SNES, smoother game play means greater passing accuracy.


Madden's innovative passing windows are back with more plays than ever.


Field rotation on the SNES allows for thorough replays.


Rack 'em and sack 'em on the Genesis.



The coach is back and better than ever on the Genesis

The new Maddens will be feasts for the eyes as well as the thumbs. Faster, more responsive players, smoother game play, and full 360-degree rotation for instant replays from any angle ensure a long, exciting season of football ahead. Despite a flood of new sports games coming out, the Maddens have broken away from the pack and look like they could...go...all...the...way!

Madden NFL '94
By Electronic Arts Sports
Available November 19

Football Fury Easy for Rookies

Football Fury

SNES

By Coach Kyle

Younger football fans, and anybody overwhelmed by complex video football games, will welcome American Sammy's Football Fury. Touted as "user-friendly football," this SNES cart simplifies the play options and the control to keep the emphasis on the action. With teams like the Buffalo Bighorns and Miami Sharks competing for the Ultra Bowl, it's not NFL action, unfortunately, but VFL (Video Football League) action instead.

PROTIP: When returning kicks, keep your runner behind his blockers until he can break free.

The game mainly relies on a side-scrolling ¾-overhead view, plus some Mode 7 zooming rotation. The sprites, which are ill-defined and cartoony, tend to be too sluggish for serious gamers, but younger players might not mind. As for realistic sounds, such as a crunching hit, you'll find that they're kept to a minimum.

Rookies will be entertained by Football Fury, but they'll eventually want to jump to the real NFL with Madden or Montana. Till then, this is a nice game to train on. G

PROTIP: Time your passes with the on-screen passing meter.

Football Fury by American Sammy

Graphics	Sound	Control	FunFactor	Challenge
3.0	2.5	3.0	3.5	BEG. (Beginner)

$49.95
8 megs
Available now
¾ overhead view
Side-scrolling
Two players
Passwords

Holyfield Delivers Knockout Punch

Evander Holyfield's "Real Deal" Boxing

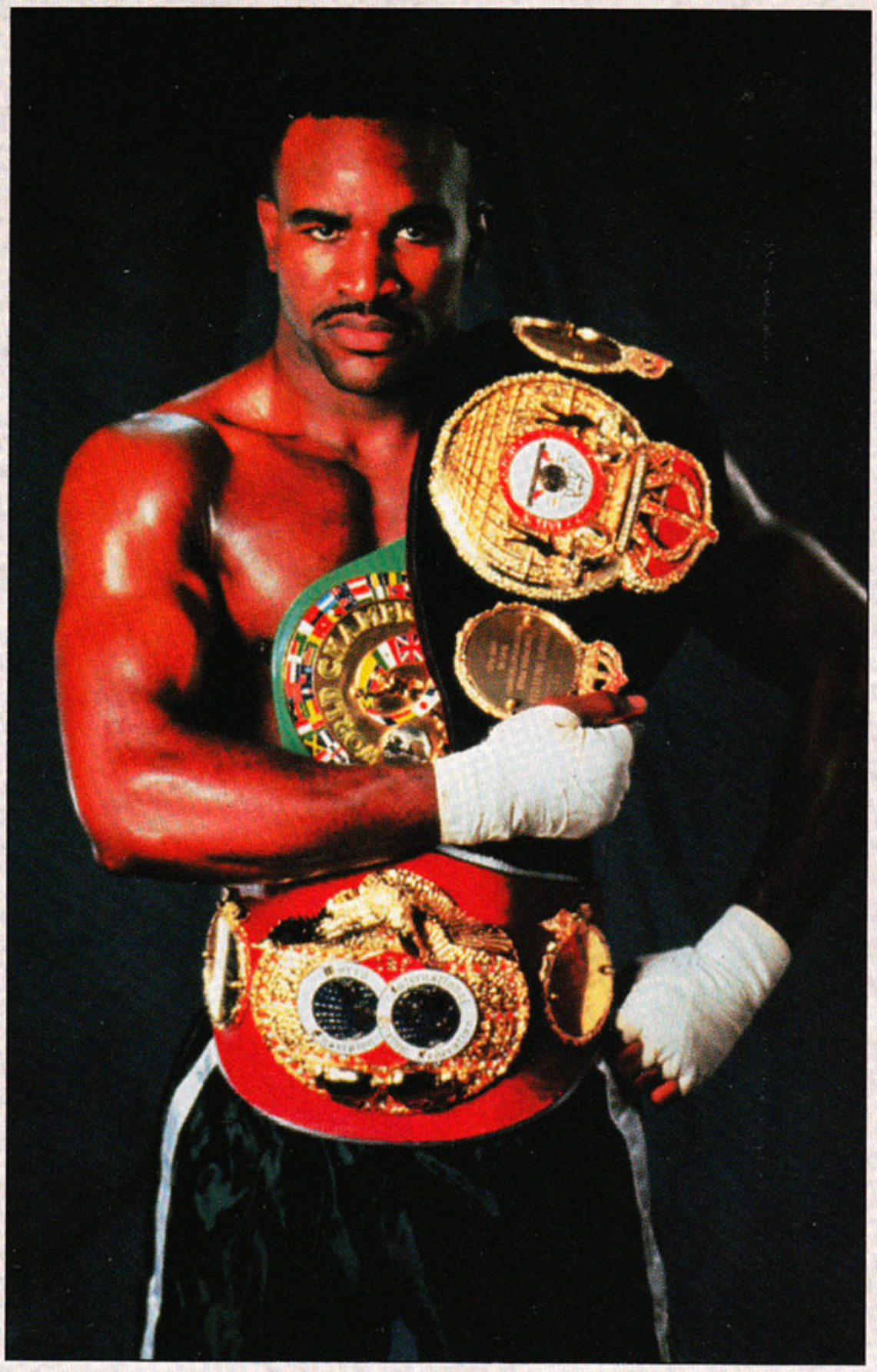
Game Gear

By Athletic Supporter

Though Evander Holyfield lost his crown, he delivers a knockout with Evander Holyfield's "Real Deal" Boxing for the Game Gear. This one- or two-player cart scores with its unique fighting perspective and options, even though the controls are sometimes sluggish, especially when executing combinations. Holyfield provides a first-person view, or you can watch yourself from your opponent's perspective. Although the depth perception is difficult to determine at times, the overall digitized graphics are realistic.

EH offers exhibitions against the computer, a championship tournament, or head-to-head boxing against a brawling buddy via another Game Gear and cable. If you're not satisfied with the preprogrammed fighters, don't worry – you can create your own fighter with your own style.

EH's unique view and numerous options more than make up for its minor flaws. G



PROTIP: If you're knocked down, replenish your stamina by pressing A and B rapidly. Take the Nine Count to build maximum stamina.

PROTIP: Be like Rocky and work the body for a quick KO.

Evander Holyfield's "Real Deal" Boxing by Sega

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	3.5	4.0	ADV. (Advanced)

$34.99
8 megs
Available now
Boxing
Two player
First-person view
Passwords

Top Gear 2 Kicks Some Asphalt

Top Gear 2 SNES

By Racer-M

If you've got the notion, shift into high and gas up your SNES. Kemco's Top Gear 2 drives for the finish in racing excellence. This sequel isn't a vast upgrade, but it's still the leader of the pack. More international races and cool options turn this hot rod into one mean machine.

M.P.H.: More Megs Per Hour

TG 2 doubles its "meggage" (from four to eight megs) to create some spiffy improvements over its predecessor. Right away you'll notice the new full-screen, 3D racing environment in the one-player mode, which is much better than sharing the screen with a computer-driven car the way you did in Top Gear 1. The two-player split-screen display, however, is virtually unchanged.

The graphics are a slightly higher octane. The look is the same, but you'll notice the bumps are more pronounced and the background scenery is more detailed. The heads-up display is chock full of useful info, such as a track map. However, a rear-view mirror is *sorely* needed, because the CPU opponents blow by you with no warning.

You'll be jammin' to some hot tunes during the race, but the music isn't as high on the funko meter as Top Gear 1's. You'll hear some crazy voices sprinkled into the intro tune, and there are some great sound FX to keep your engine purrin'.

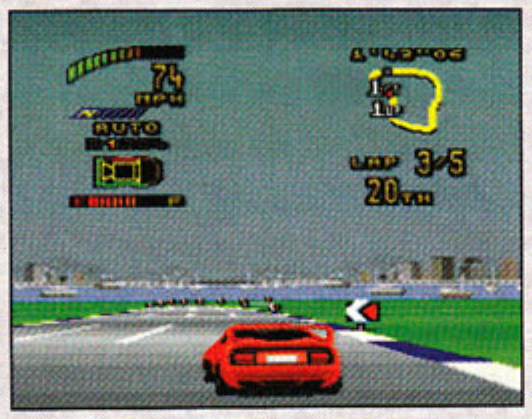
2 Live Pit Crew

The smartest new feature in TG 2 is your ability to soup up your racer with super spare parts, which adds more strategy to your game play. Win the purse and you can enhance your engine, nitro injectors, transmission, tires, armor, and even your car's looks with a paint job. Bumping up the trans is great for stick-shiftin' thrill seekers, 'cause you can reach a higher top gear (and top speed). Save your custom car with a password, then plug in the password to race it against a friend's road rocket later!

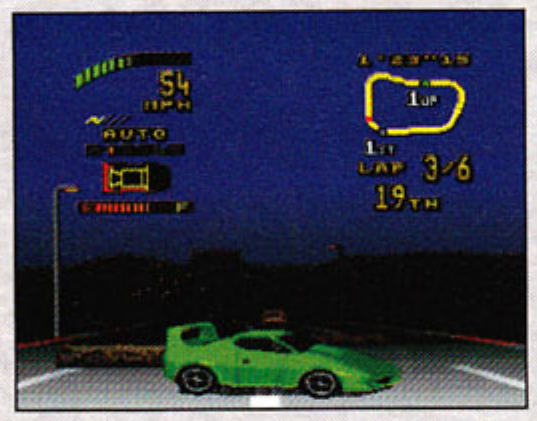
The races take you on a taxing tour of 16 countries. New challenges, like weather conditions, computer drivers with a higher intelligence who cut you off at every turn, and three difficulty settings, guarantee fun, fun, fun under the one-player sun. Your car handles great, and automatic or manual options make the game accessible to both speed racers and driver's ed rejects.

Things That Make You Go Vroooom

Indianapolis 500-style, hard-core circuit racing fans may want to steer clear, 'cause Top Gear 2 is just a joyride. What a joy it is, though! There aren't mega improvements over the last version, but who cares? This sequel is stylin'. G

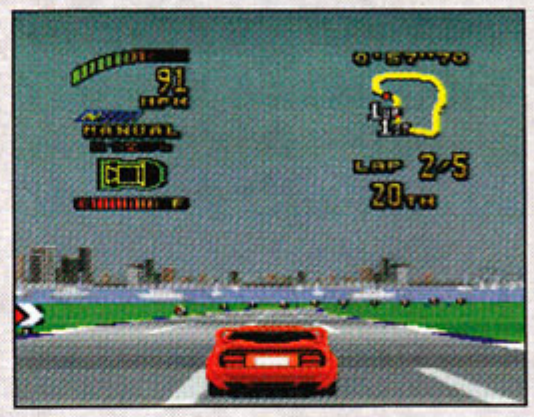


PROTIP: If you lose control in a corner, rapidly tap the accelerator button to keep a decent speed while regaining control.



PROTIP: Jumps look cool, but they slow you down. Steer around them when possible.

PROTIP: Save up to buy the best parts as soon as possible. Don't buy in small increments or you'll spend a fortune.



PROTIP: If you're driving a manual transmission, downshift around corners.

PROTIP: In two-player mode, some of the "prizes" regenerate between laps. Grab 'em and burn rubber.

PROTIP: Use Nitro at the start of the race to blast through the pack, especially when you have a bad pole position.

All-Out Racing in All Driving Conditions!

Rain

Fog

Snow

Night

Top Gear 2 by Kemco

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.5	5.0	5.0	Adjustable

$59.95
8 megs
Available October
Auto racing
Two players

Behind-the-car 3D perspective
Forward-scrolling
Passwords

Mansell Steers onto Three More Systems

Nigel Mansell's World Championship

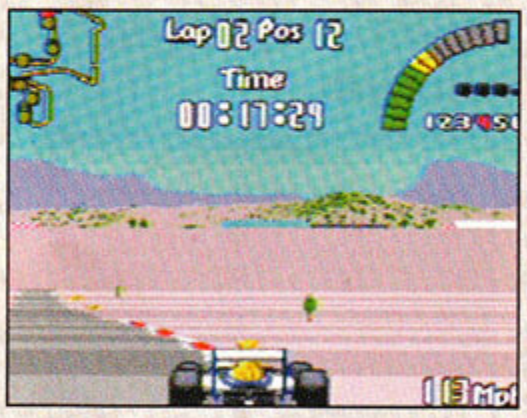
Genesis
SNES
Game Boy

By Rubber Necker

Nigel Loses Grip on the Genesis

Ranking high in any starting line-up, the Genesis version of Nigel Mansell's World Championship drives onto the track in style. However, compared with the acclaimed SNES version (see August '93, page 108), this Genesis racer fails to take the checkered flag. While both carts are excellent racing games with great graphics and options, the Genesis doesn't convey the same stimulating experience its SNES co-driver does.

Unlike the SNES version, you ride outside on the Genesis.



PROTIP: Instead of braking on tight curves, slow down by riding the red and white bumpers.

The biggest difference is the switch from the SNES's first-person, in-the-cockpit perspective to a third-person, behind-the-car view. This reduces the game's impact, and likens it to other Genesis racing games already available. The background details, the forward-scrolling animation, and the presentation of on-screen prompters are also not as effectively rendered as they are on the SNES.

Not that the Genesis Mansell is a total wreck. Its options – 16 international tracks, car-customizing features, and advice from Nigel – are identical to its acclaimed SNES predecessor, keeping it a contender. While it's similar to other Genesis racers, it's still better than most. Unfortunately, it doesn't earn the pole position. G

Nigell Mansell's World Championship by Gametek

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	4.5	4.0	Intermediate

INT.

$59.95
8 megs
Available November
Auto racing
One player

Behind-the-car 3D perspective
Forward scrolling
Passwords

Nigel's Just Normal on the NES

Having conquered the SNES, Nigel now cruises onto the NES. Unfortunately, due to the limits of the 8-bit engine, Nigel doesn't shift to top gear in player satisfaction.

PROTIP: Keep your distance as you pass opponents. Even when out of view, they can brush you as you pass.

PROTIP: It's crucial to use your brakes in the NES Nigel. Coasting into turns isn't as effective as in the 16-bit versions.

The NES version features options similar to its SNES cousin, including Nigel's private driving lessons and a first-person perspective. However, as expected, everything is noticeably simplified. The tracks are not as complex, the car is a little sluggish, and the animations are not as fluid. Plus, the awkward placement of on-screen prompters along the bottom of the screen makes it difficult to track your position or check your speed.

If you've never gone 16-bit racing, then 8-bit Nigel might provide a couple of thrills. It's a decent NES experience, just not a world champion. G

Nigell Mansell's World Championship by Gametek

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.0	4.0	3.5	Intermediate

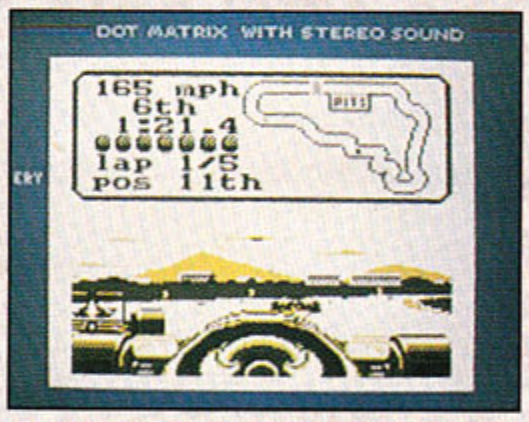
INT.

$39.95
2 megs
Available October
Auto racing
One player

First-person perspective
Forward scrolling
Passwords

Mansell Wins Big on Game Boy

Streamlined from the SNES version, Nigel stays in championship form on the Game Boy. All the action and excitement of Formula One racing remain effectively intact on the tiny LCD screen. Sharp graphics, smooth animation, plenty of options, and a genuine challenge make this the best Game Boy racer ever.



PROTIP: Use the steering wheel as your car's center marker.

The graphics are exceptional by Game Boy standards. All action is viewed from a first-person, behind-the-wheel perspective. Detailed backgrounds and excellent animation of the road bring the race to life. Fast action and awesome game play rev up at your fingertips! G

Nigell Mansell's World Championship by Gametek

Graphics	Sound	Control	FunFactor	Challenge
5.0	3.0	5.0	5.0	Intermediate

INT.

$34.95
1 meg
Available now
Auto racing
One player

First-person perspective
Forward scrolling
Password

Sports Insider

Sega Forms New Sports Division

SEGA SPORTS

By The Locker Room Analyst

Sega system afficionados have long recognized the software giant, Electronic Arts to be the top supplier of sports games (a.k.a. EA Sports), while Sega was invariably an also-ran. This perception could change with the introduction of Sega Sports. Sega Sports is a comprehensive product label designed to unify and broaden the sports lineup for the Genesis, Sega CD, and Game Gear.

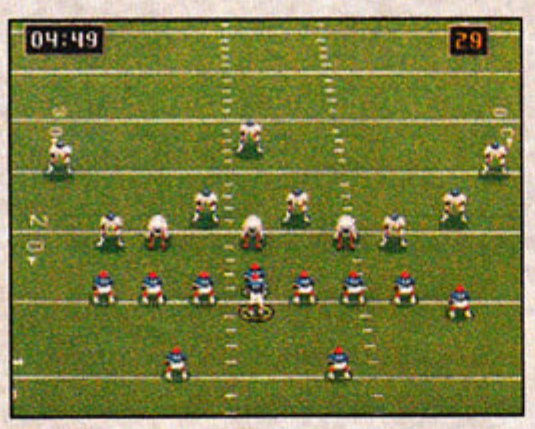
Plans call for at least one Sega Sports game to be released each month between September, 1993, and the end of 1994. Special promotions are also in the works.

Sega Sports Games Previews

Joe Montana NFL Football (Sega CD)

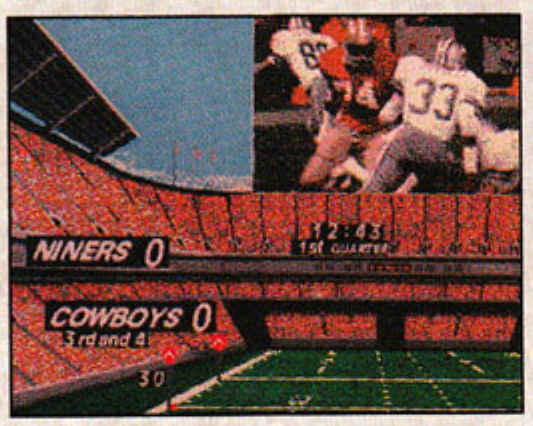
It's finally on its way, with cool 3D scaling, a ball's-eye-view camera angle, and an over-the-shoulder perspective.
(Available October)

NFL Football '94 Starring Joe Montana (Genesis, Game Gear)



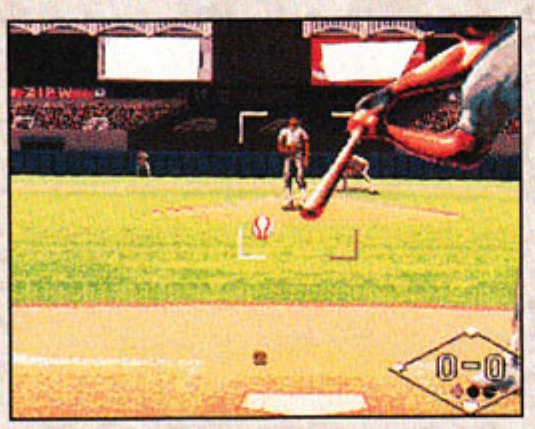
A Madden-style quarterback perspective is added to the old Joe '93 views, making a total of five different viewpoints.
(Available December)

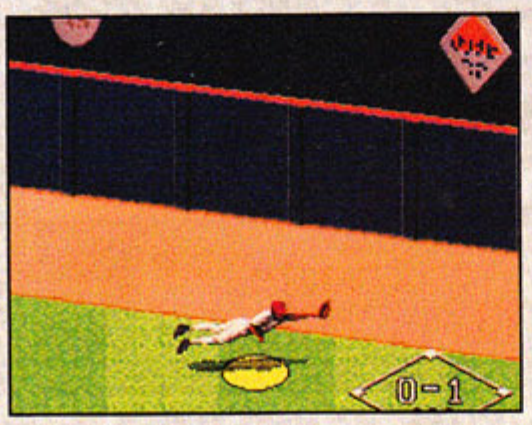
NFL's Greatest (Sega CD)



In a strategy/coaching game with real NFL film footage, you control the best all-time players from the teams of the Dallas Cowboys and San Francisco 49'ers.
(Available October)

World Series Baseball (Genesis, Sega CD, Game Gear)





This game is what SportsTalk Baseball should have been! The Genesis and Sega CD's in-the-batter's-box perspective could start a baseball game revolution. The Genesis version will reportedly support the 6-button Arcade Pad.
(Available November)

NBA Action '94 Starring David Robinson (Genesis, Game Gear)

David's back, and this time he brought the entire NBA with him. You'll find digitized player animations and Marv Albert's color commentary.
(Available December)

Greatest Heavyweights (Genesis)

Ali, Louis, and six other heavyweight greats box it out on a 16-meg cart. Look for a slow-motion replay of knockout punches, and listen for tons of speech. The game will support the Activator and the 6-button Arcade pad.
(Available December)

Prize Fighter (Genesis, Game Gear)

This first-person perspective boxing game has black-and-white full-motion video footage and effects so real that the screen shakes when you get hit!
(Available December)

Virtua Racing (Genesis)

Sega captures the feel of the 32-bit arcade sensation by using 16 megs of memory and a custom DSP chip. Two players split the screen as they race across rough terrain.
(Available Spring '94)

Wimbledon Tennis (Genesis)

Sega hopes to slam this one home by mixing fast, Super Tennis-style action with good graphics and four-player play. We'll have the line call on this one next issue.
(Available September)

Sega to Intro 4-Player Tap; EA Teams with Hudson

Sega is now planning to introduce its own Genesis 4-player adapter – the Team Player – to counter the one already planned by EA – the 4-Way Play. Sega won't say if its tap is compatible with EA's, which means you might not be able to play EA's Genesis Madden with Sega's Team Player. Look for an update next month.

Sega's 4-player adapter should look just like this Japanese Mega Drive 4-player tap.

On the SNES side of the coin, EA has promised to support the Hudson Super Multi-tap with four- and five-player games, including the new Madden product.

SEGA SPORTS

5 Player Simultaneous Action RPG

SUPER CD-ROM² SYSTEM

BONK III

YOU CAN'T SAVE THE WORLD
UNTIL EVIL IS DESTROYED.

DUO™

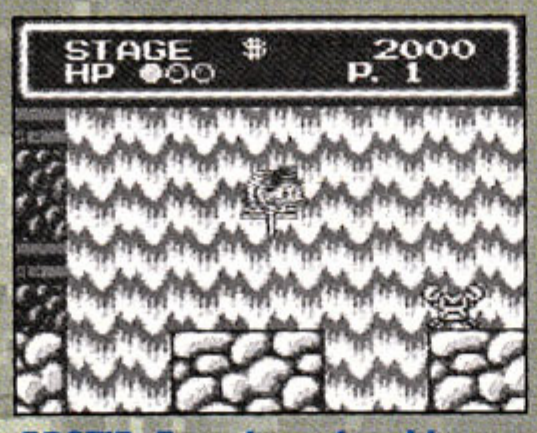
HUDSON GROUP
HUDSON SOFT®

1989, 1993 Hudson Soft Co. Ltd. Illustration by Takuhito Kusanagi

GAME BOY PROREVIEW

By N. Somniac

Capcom's hit NES action game, DuckTales 2, has been faithfully ported over to the Game Boy. Every twist, turn, trap, bonus item, villain, and tail feather of the original is intact. In fact, the fun factor has increased, because now you can take this intriguin', globe-trottin' treasure hunt with you!



PROTIP: Pogo jump in wide open spaces to reveal invisible bonus items floating in the air.

Trippin' for Treasure

Five levels represent five exotic locales that you, as fair-feathered mallard hero Scrooge McDuck, must search through for priceless lost treasure. Each side-scrolling level is a challenging, obstacle-filled maze full of traps, hidden items, and secret passageways for Scrooge to run, hop, and jump through. Luckily, he can find hidden special items, such as Ice Cream and Cake to restore health units, Scrooge Dolls for 1-Ups, and Diamonds for extra points. Also hidden throughout each level are pieces of a worn-and-torn map that lead Scrooge to the ultimate prize – the long-lost treasure of Great, Great Uncle Fergus McDuck!

Game Boy Game ProFile

DuckTales 2

(By Capcom)

Capcom's high-quality NES cart has been shrunken down to fit the Game Boy. Nothing's been lost in the translation, leaving DuckTales 2 in fine-feathered form.

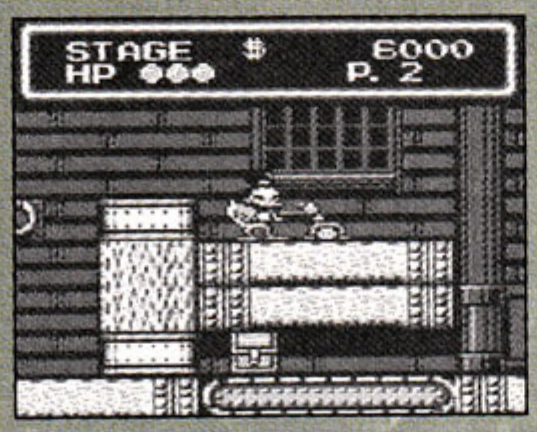
Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	4.5	4.5	ADJ. (Adjustable)

Price not available	One player
1 meg	Five levels
Available November	Side view
Action/adventure	Side-scrolling

Disney's DuckTales 2

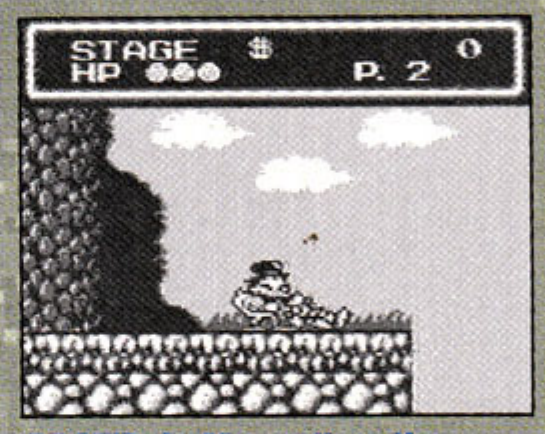
Quality Quacker

DuckTales 2 is a visual and audio delight. Whether tripping through Egypt, Scotland, Bermuda, Mu, or Niagra, Scrooge is smoothly animated and easily discernible amidst the unique, detailed backgrounds and settings. Compare these pix with the NES graphics, and you'll notice that very little detail has been sacrificed on the tiny Game Boy canvas. DuckTales 2 also makes full use of the Game Boy's limited sound capabilities. Each level sports its own distinctive, lighthearted soundtrack, keeping the music from becoming too repetitive.

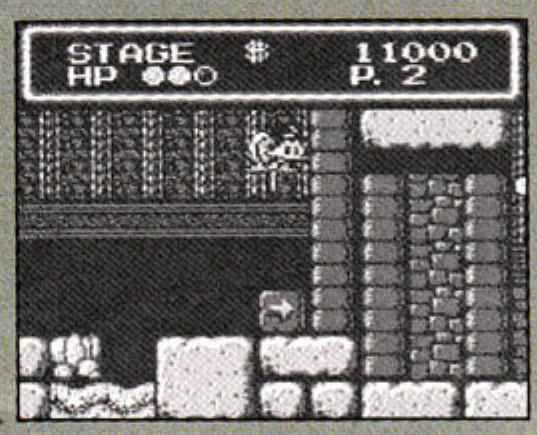


PROTIP: Use your cane to operate mechanisms, such as conveyor belts.

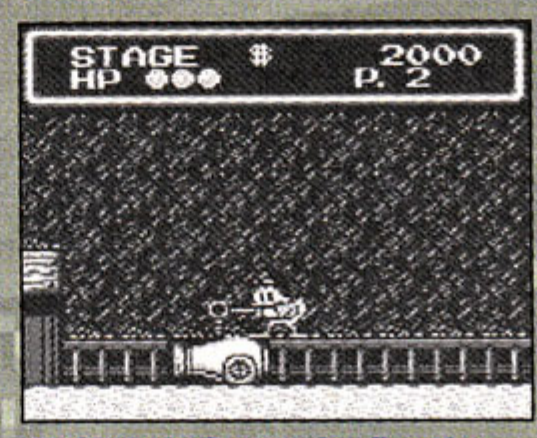
On-screen actions are extremely responsive to the Game Boy's controls. Scrooge sports a small array of moves that are easy to master. His cane is his lifeline. Whenever you come to what looks like a dead end, it usually requires Scrooge to use his cane. He uses his cane to whack apart obstacles and uncover treasures, pull boxes and other obstacles out of the way, operate mechanisms, climb onto higher ground, and jump pogo-style on the heads of a mob of enemies.



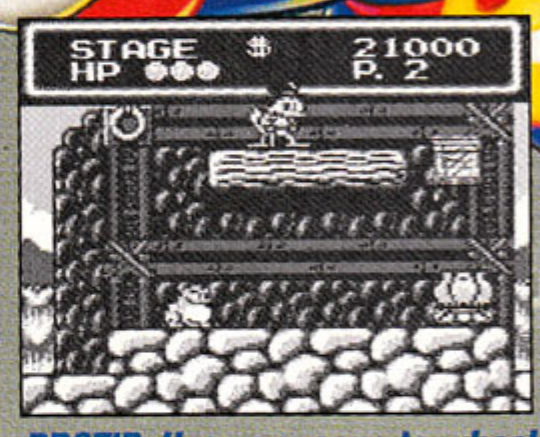
PROTIP: In Mu, pull on the flower that's by the edge of the chasm and you'll launch your way over the huge gap.



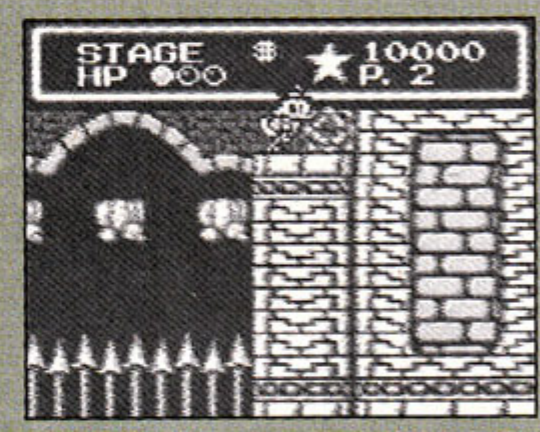
PROTIP: Pogo jump on blocks that sport arrows to activate other blocks for you to step onto in Egypt.



PROTIP: In Bermuda, fire the cannon by yanking the trigger with your cane, and you'll blow down the wall facing you.



PROTIP: Use your cane to whack obstacles out of your way.



PROTIP: Whack open all chests. Some reveal bonus items.

Disney Delight

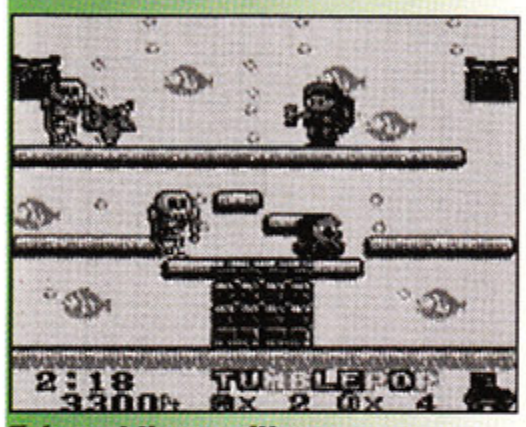
In a season of endless fighting and brawling, DuckTales 2 serves up a wholesome, fun adventure cart that's "quacked up" for gamers of all calibers, thanks to the difficulty-select option. More than just a button-pusher, this game also requires innovative thinking to make your way through each level's twists, turns, and dead ends. Sharp, clean graphics, innovative game play, and an engrossing story line prove that there's still life for the Game Boy. Waddle your way over to this winner! G

Game Boy

Tumble Pop

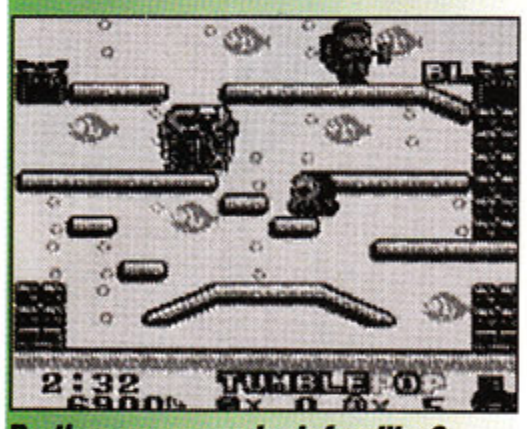
By Andromeda

Tumble Pop's a familiar-looking little cart. You use your handy dandy Vaculator to tumble and pop monsters 'til they're history. This side-view action/adventure game is very similar to Snow Brothers and Bubble Bobble. In each single- screen stage, you leap across from platform to platform, sucking up monsters and other pesky creatures and grabbing the standard power-ups that they leave behind.



Take out these critters.

Play modes include a two-player Versus Mode, where each gamer tries to be the first to exterminate a set number of monsters. Several variables, including a time limit, can be changed to make the game play more interesting. A Construction Mode enables gamers to create and save up to three custom Tumble Pop stages.



Do these screens look familiar? There's nothing new in Tumble Pop.

Tumble Pop's nothing new, but fans of this type of game will find its cutesy graphics and mildly entertaining game play a nice way to while away a few hours.

Tumble Pop (By Data East)

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.0	4.0	3.5	BEG. (Beginner)

$29.99
Available now
Action/adventure

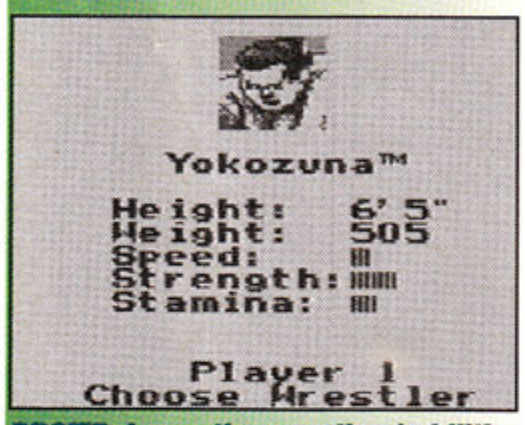
Two player
Eight levels
Side view

Game Boy

WWF4: King of the Ring

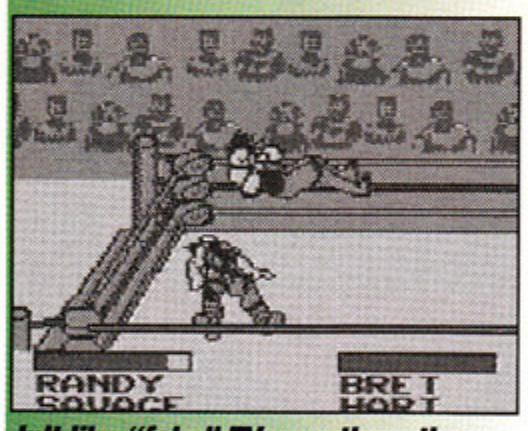
By Ben D. Rules

Tired of fake TV wrestling? Pick up WWF4: King of the Ring to enjoy wrestling that for once isn't "fixed."



PROTIP: Learn the wrestlers' abilities, such as Yokozuma's strength and Razor Ramon's speed.

The moves seen in previous WWF games on other systems have made it to the Game Boy. The names are familiar, too, with stars like "Macho Man" Randy Savage and the Hulkster. Skill ratings in three categories – Speed, Strength, and Stamina – add slight strategic elements to the matches. You can also compete as a six-foot, 250-lb. bikini-boy with adjustable skills.



Jult like "fake" TV wrestlers, these stars barely inflict damage.

While these large bodies have some good details, the wrestlers can be hard to control. Sounds are merely average for the Game Boy. Wrestling fans may enjoy taking their heroes on the road, but others will find the action as tiresome as a "real" WWF tournament.

WWF4: King of the Ring (By LJN)

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.0	3.0	3.0	INT. (Intermediate)

$29.99
Available now
Action

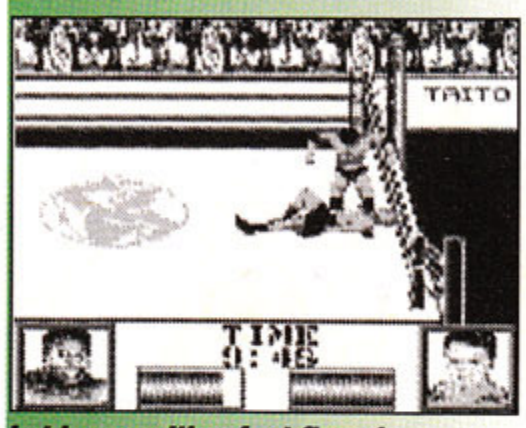
Side view
Two player (with Game Link cable)

Game Boy

Ring Rage

By Lawrence of Arcadia

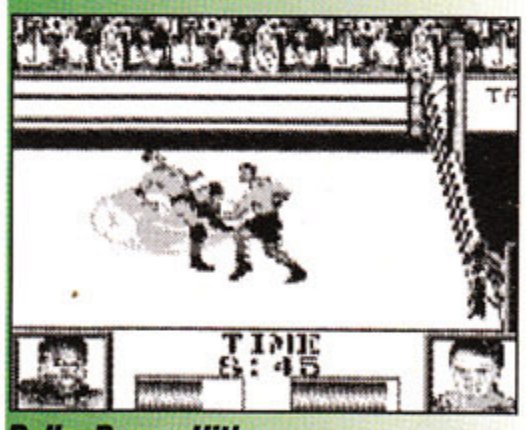
If you feel the need for slam action and the Game Boy is all you got, check out Ring Rage. Taito's latest wrestling game actually doesn't look too bad, considering it's played on a small screen.



Let loose with a foot flurry!

There are only five wrestlers to pick from, and none of them are real-life personalities. However, you can pull some real moves off the ropes, from the top of the turnbuckle and while your opponent is down on the mat.

The sounds are nonexistent, but the graphics are not bad. For once, the wrestlers take up most of the screen, and the ring takes the backseat. Each wrestler moves fluidly across the screen, but you lose sight of your opponent if you knock him off-screen. The controls produce basic punch, kick, and flying-from-the-ropes attacks, but they're tough to master.



Pull a Power Hit!

Ring Rage puts the sleeper hold on most hand-held wrestling games so far, even though it does get caught in the ropes once in awhile.

Ring Rage (By Taito)

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.0	3.5	3.5	INT. (Intermediate)

Price not available
1 meg
Available now

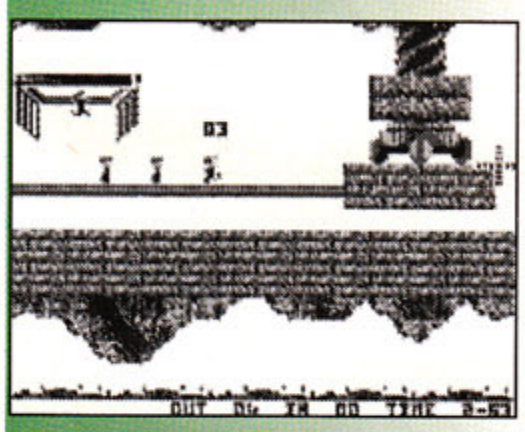
Wrestling
Two-player (with Game Link cable)

Game Boy

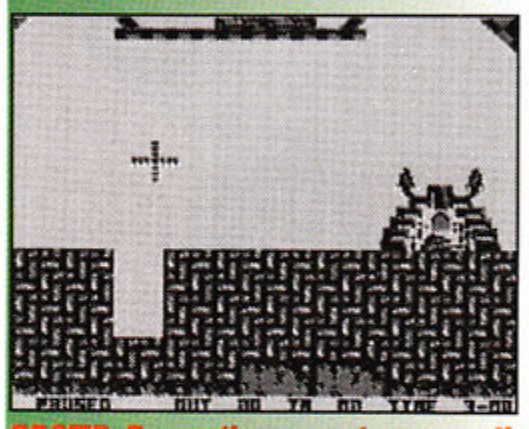
Lemmings

By Lawrence of Arcadia

Here's another title that's hit almost every game system in the universe – Lemmings. On the Game Boy, Lemmings is just as fun as any other version, though it's harder to see.



Lemmings is a cute puzzler that requires you to save a set number of these furry creatures by using their special abilities. Your goal: Lead them to the exit without killing too many of them.



PROTIP: Pause the game to survey the play area. It's better than thinking on the run.

The sprites are identifiable, but so small that they look like ants rather than Lemmings. The backgrounds are the same as those in the other versions. There are still pillars, lava pits, and underground caverns. The sounds are great, though, and every song is a familiar standard, such as the music from the *Nutcracker*. The Lemmings all have their squeaky little voices intact, too.

This version retains lengthy challenge from the other versions. If you're looking for some Game Boy puzzle fun, pick Lemmings up and lead them on.

Lemmings (By Ocean)

Graphics	Sound	Control	FunFactor	Challenge
3.5	4.0	4.0	5.0	ADJ. (Adjustable)

$29.95
Available September
Puzzler
One player

120 Levels
Side scroller
Passwords

Bull's-eye

YOU'VE HIT IT!

This year's coolest, craziest, funnest, loudest Sega™ Genesis™ smash COOL SPOT is now available for the Super NES.®

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COOL SPOT™

coming soon for Sega Game Gear™

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GAME GEAR PROREVIEW

JAMES BOND 007: THE DUEL

By Lawrence of Arcadia

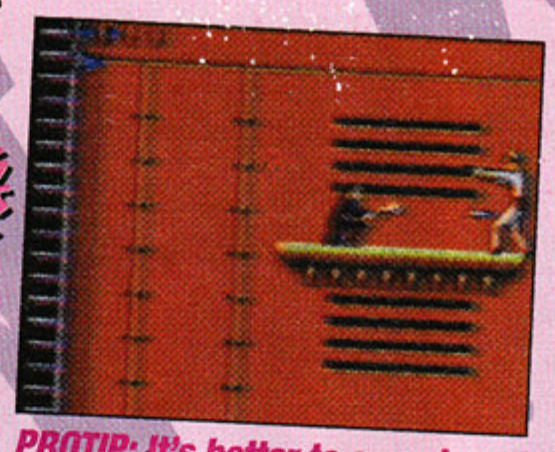
Dashing, debonair, dangerous...no, not me, it's James Bond. 007's infiltrated the Game Gear in this average translation of the Genesis cart.

Bond Voyage

You start off the action aboard a research vessel funded by the evil Dr. Greypen, who wants to send a shuttle into space and destroy the world. Bond must find the Doctor, which isn't easy since he has to get past the ship, fight through a power station in the jungle, and finally weave his way through the inside of an artificial volcano.

Each mission has multiple levels, and at the end of each mission you'll face great villains like Jaws, Bones, and Oddjob (the hat-wielding maniac introduced in *Goldfinger*). Bond has his trademark pistol, and you can switch weapons to utilize missiles, grenades and rapid-shots. There are even midlevel markers to help you through the game.

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



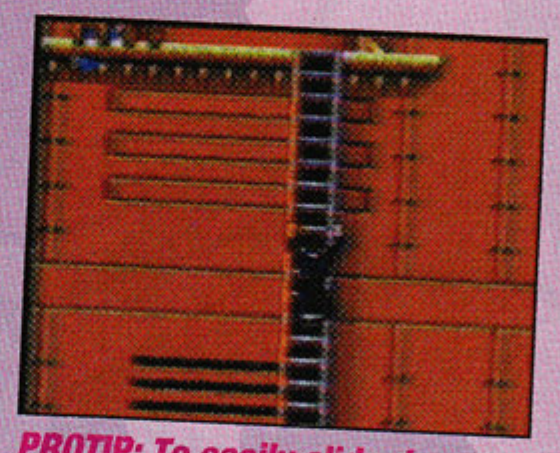
PROTIP: It's better to crouch and shoot at oncoming enemies. Some of the armed enemies are faster on the trigger than you are.

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

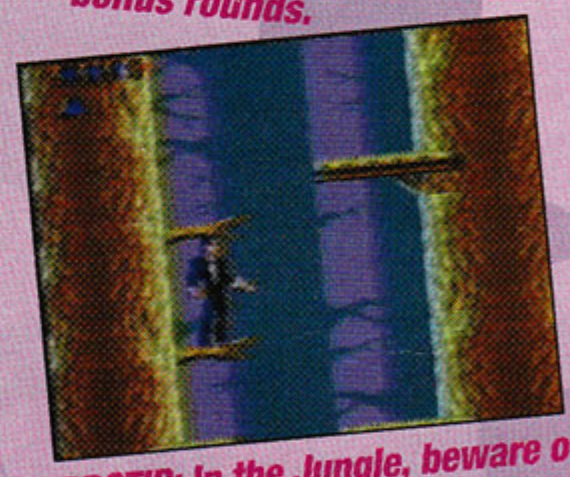
PROTIP: Shoot Blue Doors many times to reveal hostages.

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

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



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



PROTIP: In the Jungle, beware of twigs in the trees. Although they help you get your footing, they break off after a second or two.

Shaken and Stirred

The graphics, although reduced to Game Gear proportions, are still very sharp. Bond moves with fluid, lifelike movements, but you'll find some of the moves very slow (or at least slower than in the Genesis version). The enemies are creative and well-defined, and the backgrounds are well done for a Game Gear title.

The sounds and music unfortunately don't live up to 007's movie reputation. The familiar theme music is only played during the opening credits, leaving you with only dull shots and thuds during game play.

Same James

Although this cart is challenging because of its vastness, its game play is standard run-n-gun. Most intermediate gamers will breeze past Bond in no time. The bosses are too easy, so getting to them is most of the fun. Still, if you've always wanted to live life in Her Majesty's Secret Service, you may want to go undercover as James Bond. G

Game Gear Game ProFile

James Bond 007: The Duel

(By Domark)

The name is Bond, James Bond, and he's back in Her Majesty's Secret Service on the Game Gear. Maybe not as fast, active, or thrilling as he used to be in the movies, but hey...you try doing all he does in a tuxedo.

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	3.5	4.0	INT. (Intermediate)

Price not available
2 megs
Available early '94
Action/adventure
One player

Three missions (nine levels)
Side view
Multi-scrolling
Passwords

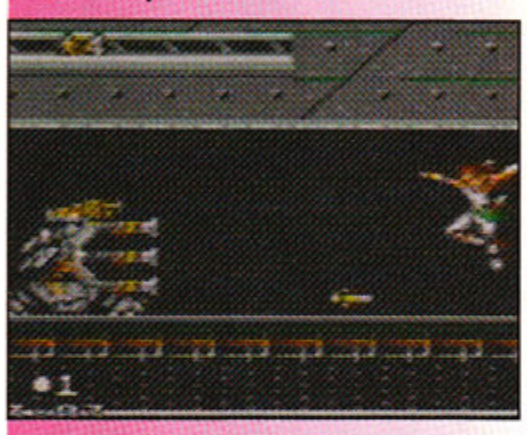
Game Gear

Journey from Darkness: Strider Returns

By Doctor Devon

The years haven't been good to Strider. What was once innovative now seems redundant.

The original Strider was a 16-bit legend, but he's slowed down slightly in U.S. Gold's Game Gear sequel. Still, this is decent hand-held action, and cause for Strider fans to rejoice.



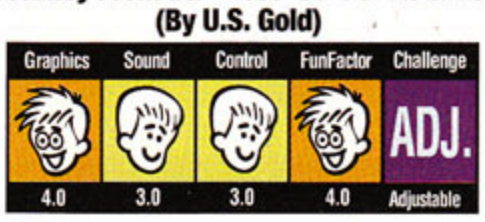
Graphics and game play parallel the new Genesis version. Strider marches and Cartwheels through five alien environments, slashing his Sword and Shurikens at robotic enemies. The controls aren't always nimble, but overall Strider cuts an effective swath towards the evil Master.

PROTIP: In Level 1, use your Slide to evade the boss's flamethrower.

Happily, the sprites are large, the backgrounds are detailed, and the enemies, though not dazzling, are satisfactory. Sonically, it's another story. The soundtrack drones on, and you'll wish enemies made some kind of distinguishing noises.

Strider fans will welcome his return, but others will shrug. The Return isn't bad, it's just not up to the legend.

Journey From Darkness: Strider Returns (By U.S. Gold)



$39.95
2 megs
Available September

Action/adventure
One player

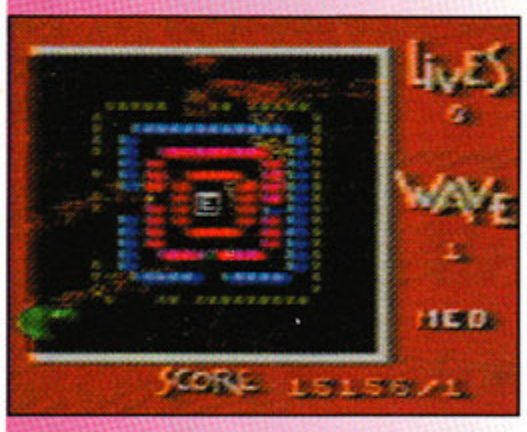
Game Gear

Off the Wall

By Kay Oss

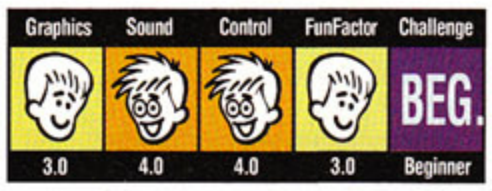
Pong fans, here's a game for you! Off the Wall by Tengen brings back the simplicity of your beloved game. Basically, (basic being the operative word), you control a goal line with a simple goalie stick, a more colorful version of the one in Pong. Picking from four difficulty levels, you are given 53 playing fields to bounce around on. To complete a Wave, you must bounce your green ball into the Exit box, which is surrounded by breakable blocks. Take too long, and the game helps you by doubling the size of the Exit box.

The sounds and graphics match the game play: simple. If you like the sound of the ball hitting the goal and bouncing off walls in Pong, then you'll like OTW's effects. The music is upscale for this type of game. Each puzzle has it's own theme, and the music sounds pleasing on the small Game Gear speakers. As for looks, the graphics are minimal.



If you want a game that won't drain your brain or your thumbs, spring on over to Off the Wall.

Off the Wall (By Tengen)



$39.95
2 megs
Available November
Puzzle

Two player (via Gear to Gear
Overhead views
Unlimited continues

Game Gear

WWF Wrestlemania Steel Cage Challenge

By Lawrence of Arcadia

Slam fans will drool over the thought of having the back-breaking action of the WWF at their fingertips. However, WWF Wrestlemania Steel Cage Challenge for the Game Gear doesn't hit very hard.

You choose from 10 real-life wranglers like Papa Shango and Hulk Hogan, and three modes of game play.

PROTIP: Don't even attempt a special move unless your opponents life bar has sufficiently decreased.

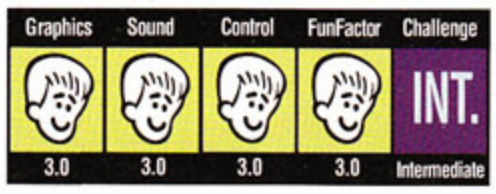
The wrestlers have a nice variety of moves on paper, like clotheslines and elbow drops. However, the quirky controls make executing these moves a chore.

The small, blurry graphics show no definable features on any of the characters. The moves all look basically the same, and the wrestlers jerk their way across the screen. The minimal sounds offer no groans, grunts, or slam noises at all.

PROTIP: Throw your opponent into the cage, then climb on the ropes to victory.

You'll be further challenged by the hard-to-pull moves and snoozing game play. Only a rabid WWF wrestling fan can imagine their favorite basher bruising it out.

WWF Wrestlemania Steel Cage Challenge (By Flying Edge)



$39.95
Available now
Wrestling

One player
3/4 overhead view

Game Gear

Cave Dude

By Lawrence of Arcadia

Toto, the Jurassic juvenile delinquent, is clubbin' his way into your Game Gear.

We're not in Kansas anymore...

In this entertaining cart from Innovation, you bop and bang prehistoric pests like birds, monkeys, and mammoths. Along the way, you collect Stars to earn extra lives, and bust rocks for one-ups, Hearts, and weapon power-ups.

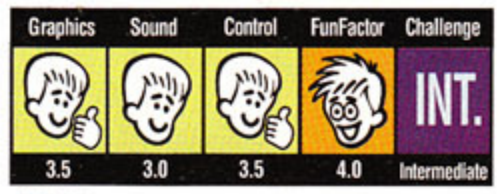
The small but lively sprites take you through basic backgrounds, waterfalls, and tropical settings. Toto moves smoothly, and his movements are good for such an unevolved character. The enemies are small, too, but you can see them quite clearly. The forgettable sound has no snappy tunes or special effects.

The short levels don't require much brain power. Running, jumping and bashing will take you to the end in no time.

This Stage 1 Boss Elephant never forgets!

Cave Dude may not be Mario, but he's no dud, either.

Cave Dude (By Innovation)



$39.99
2 megs
Available November

Action/adventure
One player
Side-scrolliing

HE SAID HE'D BE BACK

HE'S BACK

WITH MORE LEVELS MORE ENEMIES
MORE WEAPONS MORE CONTROL

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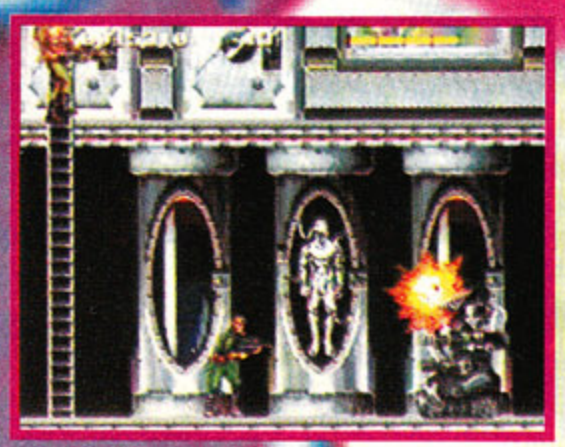


LYNX PROREVIEW

GORDO 106

PROTIP: Though Gordo will have to leave some friends behind, a quick (and safe) exit is the best strategy to finishing many of the levels.

PROTIP: If Gordo has to make a long jump, use Gordo's fast run before he leaps. Double tap in the direction you want him to run, then hit Button B to launch him toward his target.

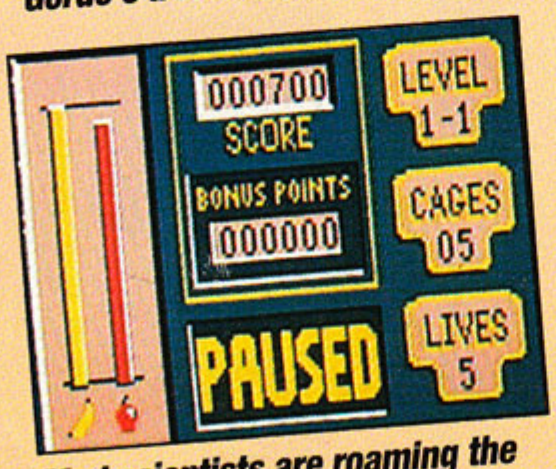
By Manny LaMancha

Boy, doesn't a batch of atomic soup simply ruin a good day? Just ask Gordo, the resident of Cage 106 in N. Human Labs. He's your basic laboratory-experiment monkey. An O.D. of nuclear num-nums has peaked Gordo's I.Q. Now he's trying to free all the animals held captive in the NH labs. Considering this game's average game play, Gordo might have had more fun if he'd stayed in his cage munching nuclear num-nums.

Putting a Monkey Wrench in the Works

In this standard action/adventure saga, Gordo comes equipped with what he grabs around the lab. Bananas boost his health, and apples are his only weapons. He's got a chimp's speed and cunning, though, and it comes in handy during his trek. Gordo can even up his standard trot to an arm-flailing run with a double tap on the Lynx pad. He can also swing on the chains and light fixtures that hang from the lab's ceiling.

Gordo's a real cagey chimp.



Mad scientists are roaming the halls in search of Gordo.

N. Human is Gordo's biggest nemesis.

PROTIP: Often, Gordo has to make blind jumps or he must memorize the terrain in order to avoid falling into a pit. When he's running off a platform into thin air, try to run him as fast as you can so he can make the longest jump possible. This frequently saves Gordo a trip to the dungeon.

PROTIP: If Gordo's health and weapon bars are full, don't waste a Banana or Apple icon. Save them for later. However, don't totally pass up the points these items can bring you.

Of course, his journey is fraught with danger and pitfalls. This trip is littered with various pits that lead to dungeons, often in the form of puzzles that try human psyches, never mind simians. The dungeons are a bit more dastardly than the main levels, with fireball-spitting gargoyles and falling lava flows that can toast Gordo down to a skeletal remain.

Monkey Business

Most everything Gordo does - picking up items, dispatching evil lab workers, and more - rewards him with points and 1-ups. It won't help you much, though, as the multiple hazards make for frustrating, repetitive loss of life, especially when Gordo topples into one of the many pits. Even worse, when Gordo dies he pops back to the beginning of a level, where you'll have to start all over.

The lack of precision in Gordo's controls is as annoying as the frustrating game play. It's hard finding enough room for Gordo to gain the speed he needs to break into a quick run, especially when he's on a short platform. This usually means Gordo ends up in a pit. Having Gordo grab a lamp or a chain is also a hit-or-miss chore.

Gordo's graphics feature nice multi-scrolling backgrounds, but many of the sprites are blocky and awkward. The overall graphics and sound aren't up to par with current Lynx carts, like Slime World and Gates of Zendocon.

Gorilla My Dreams

New software releases for the Lynx have been slow in arriving, and unfortunately Gordo 106 doesn't do much to make beleagured Lynx owners feel any better. It'll have to do, though, until more highly evolved carts arrive on the scene. G

Lynx Game ProFile

Gordo 106

(By Atari)

In this cart, Gordo the chimp tries to liberate his animal friends from the N. Human Labs. This game is definitely not as fun as a barrel full of monkeys.

Graphics	Sound	Control	FunFactor	Challenge
3.0	3.0	2.0	2.5	Expert

$39.99
2 megs
Available August
Action/adventure

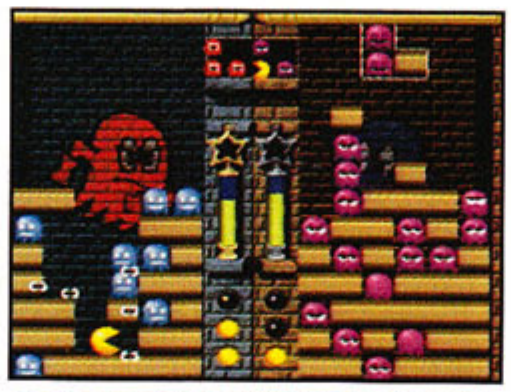
One player
Side scrolling
Side view

MUNCHIES!

It's Pac-Man's dream come true: more ghosts to gobble! Video game super star Pac-Man is on the Super Nintendo Entertainment System in a hot new game: PAC-ATTACK™ The object of the game is to line up blocks in a row. Sounds simple, but those meddling ghosts are at it again getting in your way. Never fear, Pac will save the day!

Line 'em up! Chow 'em down!

- Three modes of play:
  - One player!
  - Two player head-to-head munch fest!
  - 100 level puzzle game!
- Smoking sound track!
- Cool graphics


Go Head-to-Head with friend in 2-player mode!

Munch Fest!

Wrack your brain with the puzzle mode!

Warning:
Pac-Attack is highly addictive.

SUPER NINTENDO ENTERTAINMENT SYSTEM

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GAMEPRO LAB REPORT

Taking you into the technology of tomorrow.

By The Lab Rat

Hey, Labsters! This month our technicians have gathered a gaggle of gadgets for the lab, including some great remote joysticks.

Jammin' Joysticks

Acclaim's Dual Turbo is an infrared remote controller for the SNES and Genesis, and it'll tame even Mortal Kombat. These long-range controllers look exactly like regular SNES and Genesis controllers, without the cord. Despite the remote control, there's no lag in response time between the button presses and the action on-screen, producing clear, crisp action.

The remote unit plugs into the front two ports of the SNES or the Genesis, extending the footprint of the systems by about two inches. The controllers feature Slow Motion and Turbo Buttons, plus their range is an amazing 25 feet.

Naki has a new Sega Genesis control pad, the **Pro Control Pad**, that features a joystick. It's an exact replica of the Genesis pad, except a joystick and the Start and Select buttons are all featured above the action buttons. The PCP feels good in your hands, and the joystick is a big help when you're playing games with moves that rely on quick timing and agile directional movement.

Action Accessories

PAR Update:

The news from **Action Video Technology** is that they're the newest exclusive distributors of **Datel's Pro Action Replay**. The Pro Action Replay is a game enhancement device that fits into the slot of your system, and then a game cartridge sticks into the Pro Action Replay. The PAR enables gamers to develop codes that can extend lives, give unlimited continues, unlimited ammo, and more. (Look for PAR codes in the SWAT section of *GamePro* magazine, and throughout *SWATPro* magazine.) Datel makes Pro Action Replay units for the SNES, Genesis, Game Boy, Game Gear, and NES. They've also got a new product called the Pro CDX for the Sega CD, which enables gamers to play Japanese Sega CD games on the U.S. Sega CD. The best thing about the PAR, unlike the Game Genie, is that you can develop the codes yourself. The Lab Rat says check it out!

Naki's Game Stackers by, another great accessory, are built for both SNES- and Genesis-size carts. The Game Stackers hold over twenty games. Allowing the games to easily flip forward for your perusal, Game Stackers stack up well against other game organizers. G

Dual Turbo

Type: *Remote joypads*

Systems: *Super NES and Genesis*

Features: *At a distance of up to 25 feet, these sturdy and ergonomically-pleasing controllers can give you hours of cord-free game play. Each pad takes four "AAA" batteries, and the set includes two pads and the remote unit.*

Price: *$59.95*

Available: *Now*

Contact: *Acclaim (516) 624-8888*

Game Stackers

Type: *Game organizers*

Systems: *Super NES and Genesis*

Features: *The Game Stackers are a great, low-cost way of organizing messy, game-infested home areas.*

Price: *$9.99 each*

Available: *Now*

Contact: *Naki, 1-800-824-NAKI*

Genesis Pro Control Pad

Type: *Joystick/joypad*

System: *Genesis*

Features: *The Pro Control Pad has the stick you're looking for without sticking to the contact points of your directional pad. If you wish your Sega system controller had a joystick and better button placement, go for a Pro Control Pad.*

Price: *N/A*

Available: *Now*

Contact: *Naki 1-800-824-NAKI*

Pro Action Replay

Type: *Game enhancer*

Systems: *Super NES, Genesis, NES, Game Boy, Game Gear*

Features: *The Pro Action Replay is a game-busting code device that enables gamers to pump up the power on those hard-to-beat games.*

Price: *$89.95 for the SNES, Genesis; $59.95 for the NES, Game Boy, Game Gear*

Available: *Now*

Contact: *Action Video Technology (702) 454-7855*

Play the Scariest Game and Win the Scariest Costume for Halloween!

To Enter Send Your Name and Address to:
GamePro & EA Haunting Contest
P.O. Box 5959
San Mateo, CA 94402

Play the Scariest Game of the Year Win the Scariest Costume This Halloween

It's fright night and using your Mom's sheets again just won't cut it, be the envy of your friends and the terror of your foes enter The Haunting, starring Polterguy, Halloween Sweepstakes sponsored by Electronic Arts and Polterguy to scare the wits out of your neighborhood.

Official Rules

No purchase required. Winners are selected on a random basis. Winning mail-in entries will be notified by *GamePro* by phone or by and/or mail. Only one entry per person. Entries must be postmarked by October 18, 1993. Winners will be determined on October 20,1993. Grand prize fulfilled no later than October 25,1993. All unclaimed prizes will be awarded by second-chance drawing. Names of winners will be published in upcoming *GamePro* issue. Total value of prizes awarded is under $5,000. Void where prohibited. Chances of winning are determined by total number of valid entries received. Only valid in the U.S.A. *GamePro* reserves the right to cancel this contest at any time with appropriate notice. Employees of *Electronic Arts and GamePro* and their affiliates are ineligible to enter. Winners names and prize information may be used by *GamePro or Electronic Arts* for promotional or advertising purposes without further compensation.

Grand Prize Winner Will Receive

- The scary costume pictured here (delivered in time for Halloween)
- The first copy of The Haunting game cartridge
- The cool Haunting T-shirt to enjoy year round
- One-year subscription to GamePro magazine
- GamePro Video Tips Tape
- One-year subscription to SWATPro magazine

10 Second Prize Winner's Will Receive

- A copy of The Haunting game cartridge
- One-year subscription to GamePro magazine
- GamePro Video Tips Tape

25 Third Prize Winner's Will Receive

- The cool Haunting T-shirt to enjoy year round
- One-year subscription to SWATPro magazine

ROCK N' ROLL RACING™

Hot games are great — but this one's a scorcher. Screamin' cars and guitars make Rock N' Roll Racing a sizzlin' success. One- or two-player action lets you go head-to-head with a most gruesome field of lead-footed crazies alone or with a friend. The futuristic fun begins with five lean, mean racing machines that will annihilate the competition — and leave a dust trail all the way to the checkered flag. And, the totally awesome rockin' soundtrack will blow *you* away. So, crank up the tunes and strap yourself in, 'cause this is the wildest ride in the universe!

Interplay™

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Irvine CA 92714

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THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM.

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Silicon & Synapse, Inc.

CRITIC'S CHOICE

"A hot racer that will knock your socks off plus great commentary by Larry Huffman! What more could you ask for?"

Electronic Gaming Monthly

"This game is a blast, whether you're tapping your foot to the Peter Gunn theme, sailing off the track to a fiery demise, or taking out your competition with a rogue missile."

Game Informer

"Rock N' Roll Racing gives you that adrenaline rush that is so seldom found in today's flashy 16 Bit games...This is what a SNES game should be."

DieHard GameFan Magazine

"Graphics, music, sound control and fun...it doesn't get any better than this!...Interplay is known for producing quality titles and Rock N' Roll Racing is now the best in their stable."

DieHard GameFan Magazine

"If you like hot, futuristic racing action mixed with heavy-duty firepower and topped off with a kickin' soundtrack, you're gonna love this one."

Game Players Nintendo/Sega Magazine

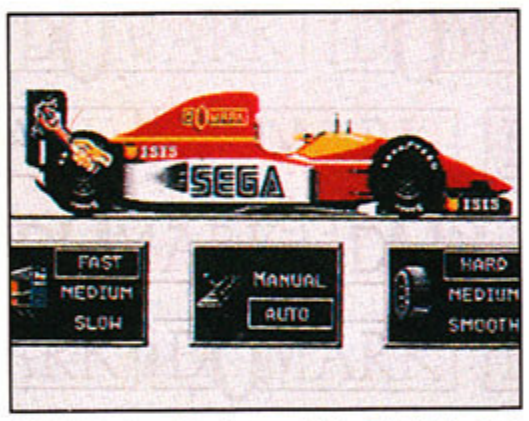
"From the moment the Interplay logo appears on the screen...this game has you by the intestines, and, dude, it doesn't let go!"

Electronic Games

SHORT PROSHOTS

Genesis

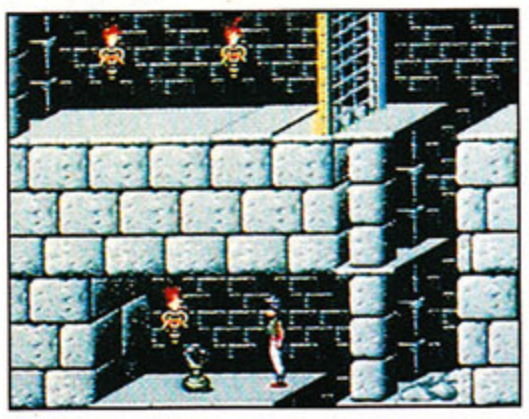
Formula 1 World Championship
(Domark)



Shift into Turbo with F1 World Championship, which boasts that it's the fastest racing game ever published for the Genesis. Featuring 12 official F1 race tracks, four difficulty levels, and two-player split-screen competition, this cart offers 8 megs of racing action. They've even added doppler-shifted sounds to bring the race to life.

(Available October)

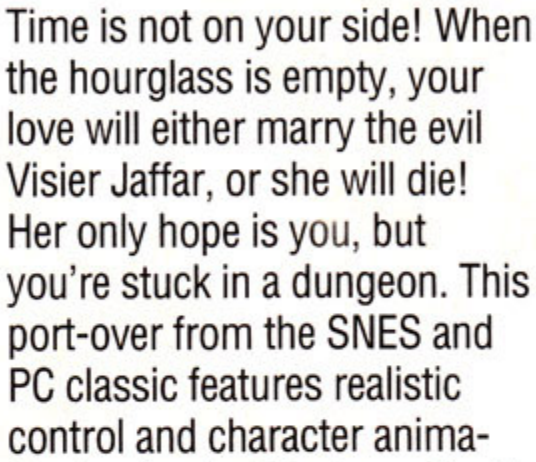
Prince of Persia
(Tengen)

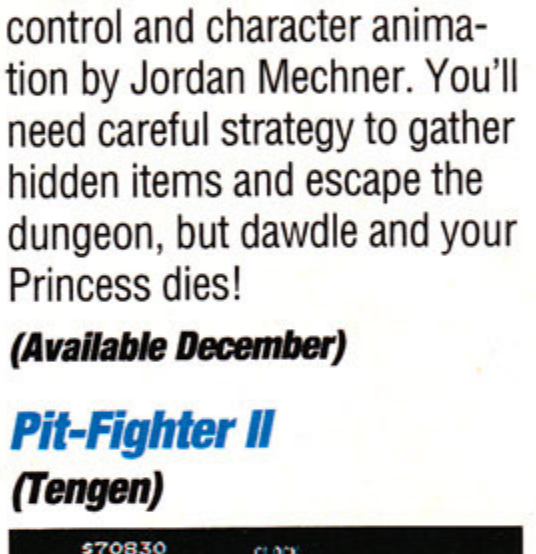


Time is not on your side! When the hourglass is empty, your love will either marry the evil Visier Jaffar, or she will die! Her only hope is you, but you're stuck in a dungeon. This port-over from the SNES and PC classic features realistic control and character animation by Jordan Mechner. You'll need careful strategy to gather hidden items and escape the dungeon, but dawdle and your Princess dies!

(Available December)

Pit-Fighter II
(Tengen)



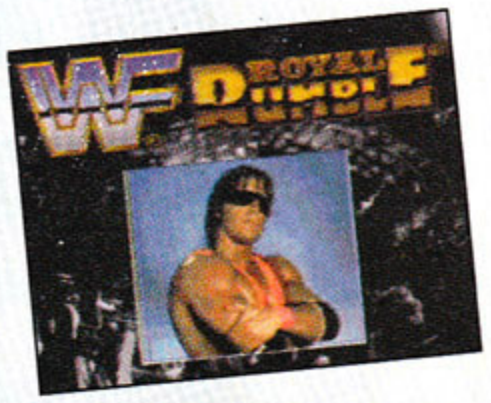


The bad arcade fighter is now badder than ever. You'll use all you've got to pulverize the challengers and become the Grand Champion. Live-action video graphics and unique characters with signature moves bring the bone-crushing action to life.

(Available October)

Genesis

WWF Royal Rumble
(Flying Edge)



Acclaim goes to the mat with this 16-meg monster. In Royal Rumble, players choose from 12 wrestlers, each with his own signature moves. This list hosts "Macho Man" Randy Savage with his "Flying Elbow Smash," and Yokozuna with his "Banzai Drop." The four gaming modes include two- and three-man tag-team matches, a no-holds-barred brawl using dirty trick moves, and the Royal Rumble, where all 12 wrestlers battle six in the ring at one time.

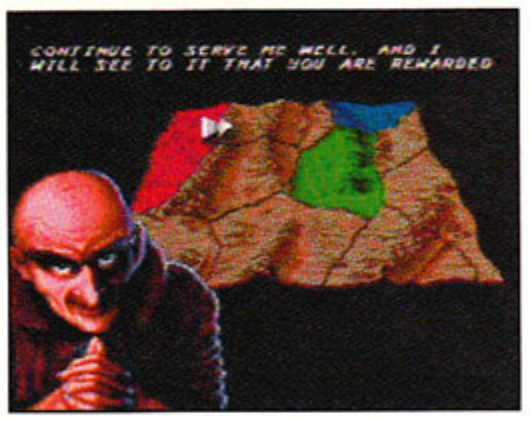
(Available now)

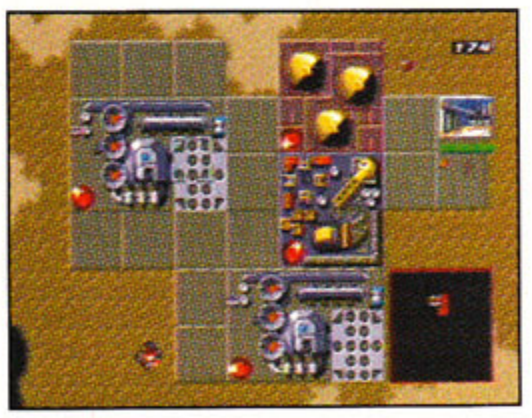
Super Baseball 2020
(Electronic Arts)

In the year 2020, basball will be different – at least, that's what EA's latest sports spoof would have us believe. New rules and wild twists mutate baseball into a new game. The 12 teams (with 16 players on each) are a mix of men, women, and robots. Armored glass covers the infield and outfield bleachers, so virtually every ball is fair. Explosive fielding, seventh-inning power batting, and a two-player mode promise to keep the action high.

(Available October)

Dune II: The Battle for Arrakis
(Virgin)





With this prequel to the original Dune chronicles, the creators of Populous have created a strategy and resource-management adventure that's even more spicy. You play as either the honorable Atreides family

or the vile Harkonnens as you build your resources and secure a future dynasty on Arrakis. Real-time action revs the combat, and digitized speech and sound enhance the realism of your quest for glory.

(Available Fall '93)

Wizzy 'n' Lizzy

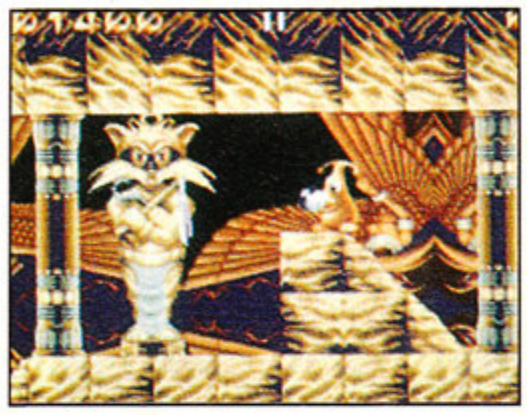
(Psygnosis)

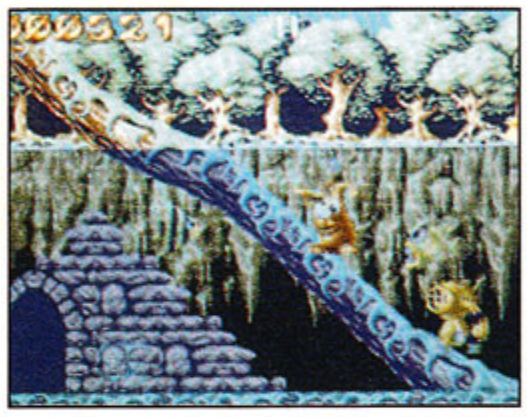
Wiz and Liz are fine magicians, and have amassed an expansive hutch full of rabbits. You (and an optional second player) recapture the most hares after they have accidentally been set free. You collect ingredients for more than 100 spells as you chase the rabbits through 56 levels spanning nine worlds. More than 20 different soundtracks enhance this action/adventure game.

(Available now)

Puggsy

(Psygnosis)



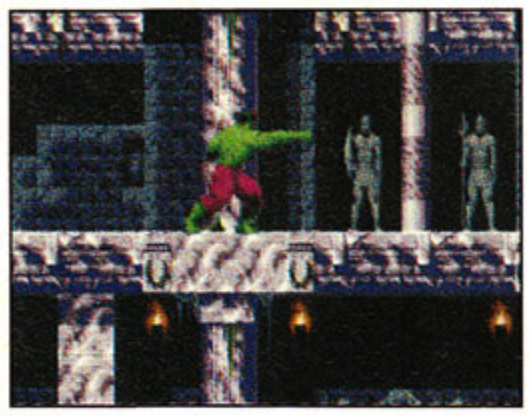


When Puggsy gets lost and lands his spaceship on an alien world, he's plopped down in a pesky predicament. Puggsy has to battle more than 100 different creatures in 51 levels of play that are set in 17 bizarre locations. Puggsy uses assorted tools to zap the aliens. Because of a unique "Total Object Interaction" feature, though, these objects are subject to real-world forces, like gravity and momentum.

(Available September)

Incredible Hulk

(U.S. Gold)

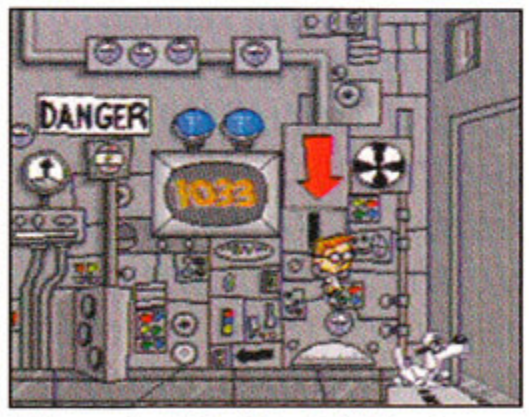


This Marvel superhero is starring in his own action/adventure game. Leader, an evil genius, is plotting to rule the Earth and he's enlisted The Hulk's deadliest foes – Tyranus, Absorbing Man, Abomination, and Rhino. Only Bruce Banner's legendary green alter-ego can win the battle. With five multi-scrolling levels and 3D graphics, this one-player cart weighs in at 16 megs.

(Available December)

The Adventures of Rocky & Bullwinkle and Friends

(Absolute)



Whynchutaka Peak? Rocky and Bullwinkle have found themselves on a massive mission through seven side-scrolling levels. Your quest? You must help them recover the jewels that Natasha Fatale and Boris Badenov have pinched from the goofy duo's museum.

(Available September)

Bubba 'n' Sticks

(Core Design)

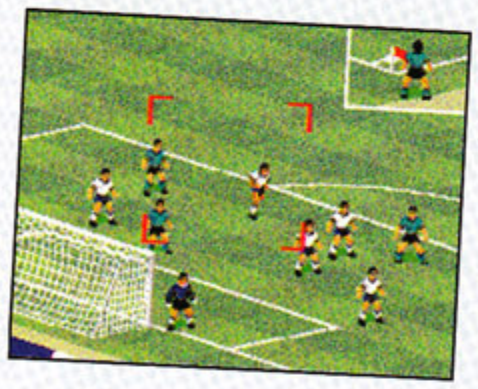
In this multi-scrolling platform game, you play Bubba, an assistant zookeeper who's been kidnapped by aliens. Your only help in all this mess is a friendly stick, Stix, who helps you club enemies, climb walls, and more.

(Available Fall '93)

Genesis

EA Sports Soccer

(EA Sports)



EA Sports brings the world's most popular sport to its lineup of simulations. The game features a ¾-overhead perspective with more than 1800 different frames of animation, from bicycle kicks to diving headers. Four-way play, 40 teams, and variable field conditions ensure long-lasting entertainment. You set the lineup, develop positioning strageties and plan offensive and defensive formations and techniques.

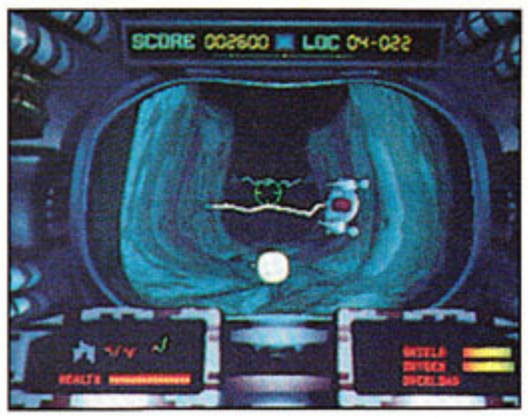
(Available December)

Sega CD

Microcosm

(Psygnosis)

It's a deadly battle for control in this cinematic adventure of hide-and-seek inside a living



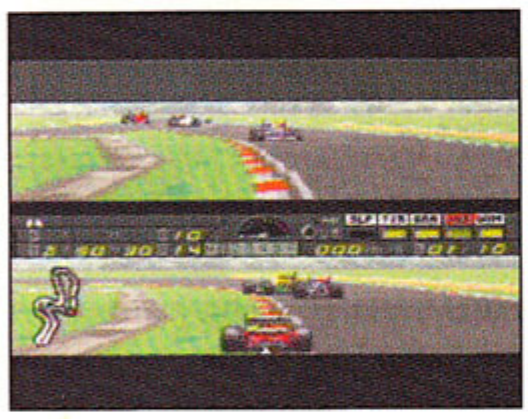
human being. For a rich, life-like experience exploring six anatomically real areas of the body, this game features more than 500 megabytes of graphics and sound data. An original CD-quality soundtrack by Rick Wakeman and multidimensional modeling give the game depth – and an ominous feel.

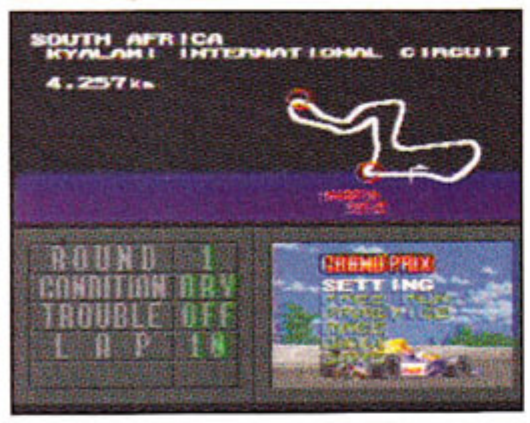
(Available Late Fall '93)

SNES

F-1 Pole Position

(Ubi Soft)



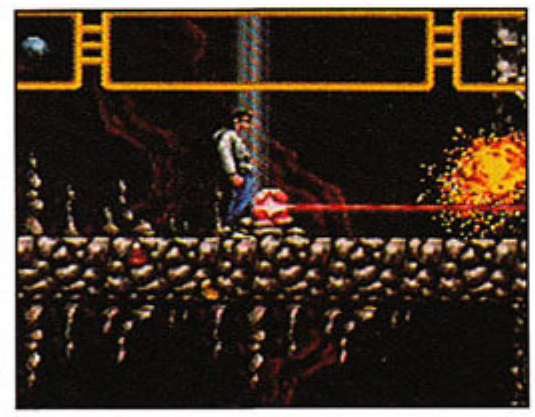


This feature-filled racing "simulation" is geared toward die-hard racing afficionados. It offers 16 international tracks, world-class opponents, including Andretti and Mansell, and tons of options. In three playing modes, you can race the field or go up against a split-screen friend. The Super NES Mode 7 engine rotates the horizon 360 degrees, and your car goes anywhere, even backwards *à la* Super Mario Kart.

(Available December)

Lester the Unlikely

(DTMC)



Looking for a lackluster leader? Look to Lester! You start this side-scrolling game as a klutzy kid, and finish a confident contender. This offbeat adventure takes you through haunted burial grounds, jungles, and (horror of horrors!) the beach. Along the way, Lester develops his skills, his confidence, and his charisma in response to how you deal with the game's challenges. Rotoscoped animation packs this rite-of-passage cart with a sarcastic 8-meg punch.

(Available Fall '93)

SNES

NBA Showdown

(EA Sports)

Play and coach the world's greatest athletes through an entire 82-game NBA season, then dribble on through the NBA Play-Offs. NBA Showdown features the complete rosters of all 27 NBA teams, plus the East and West All-Star teams. The cart gives you the players, with all the stats and the high-flying signature moves from the 1993 season.

(Available January '94)

Redline: F-1 Racer

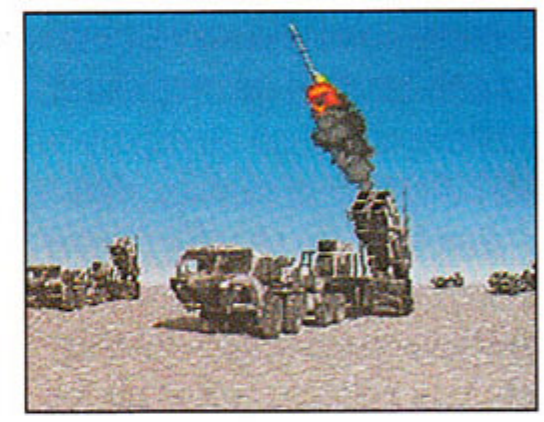
(Absolute)

Eight megs of driving power take you across 18 authentic race tracks located around the world. You can customize a performance Formula One race car with top-of-the-line tires, brakes, steering system, and suspension. Plus, when you're ready to race, you can make the scenario more realistic by changing the weather conditions.

(Available September)

Super Battletank 2

(Hi Tech Expressions)



Hi Tech blasts into the next Battletank combat simulation with its 16-meg cart. You take control of the army's M1A2 tank as you tread across heavily-mined enemy terrain. An accurately depicted M1A2 instrument panel features an on-board camera that displays full-motion video sequences as you acquire and terminate your enemies. With two first-person views, night-views, and new refueling and rearming animations, this cart promises to have an even higher level of realism.

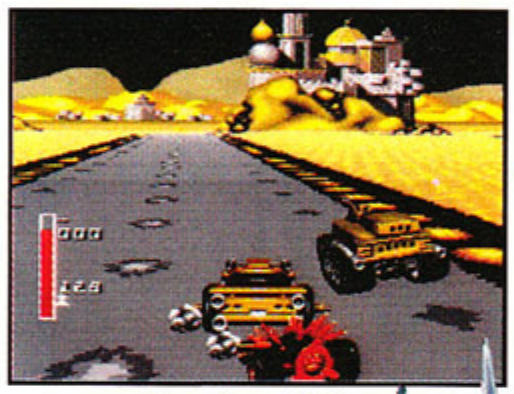
(Available Fall '93)

Continued on page 152.

SPEED THRILLS

BATTLE CARS™ for the Super Nintendo Entertainment System only has two speeds: fast and way fast. Check it out, if you're up to it!

High speed side swipes!



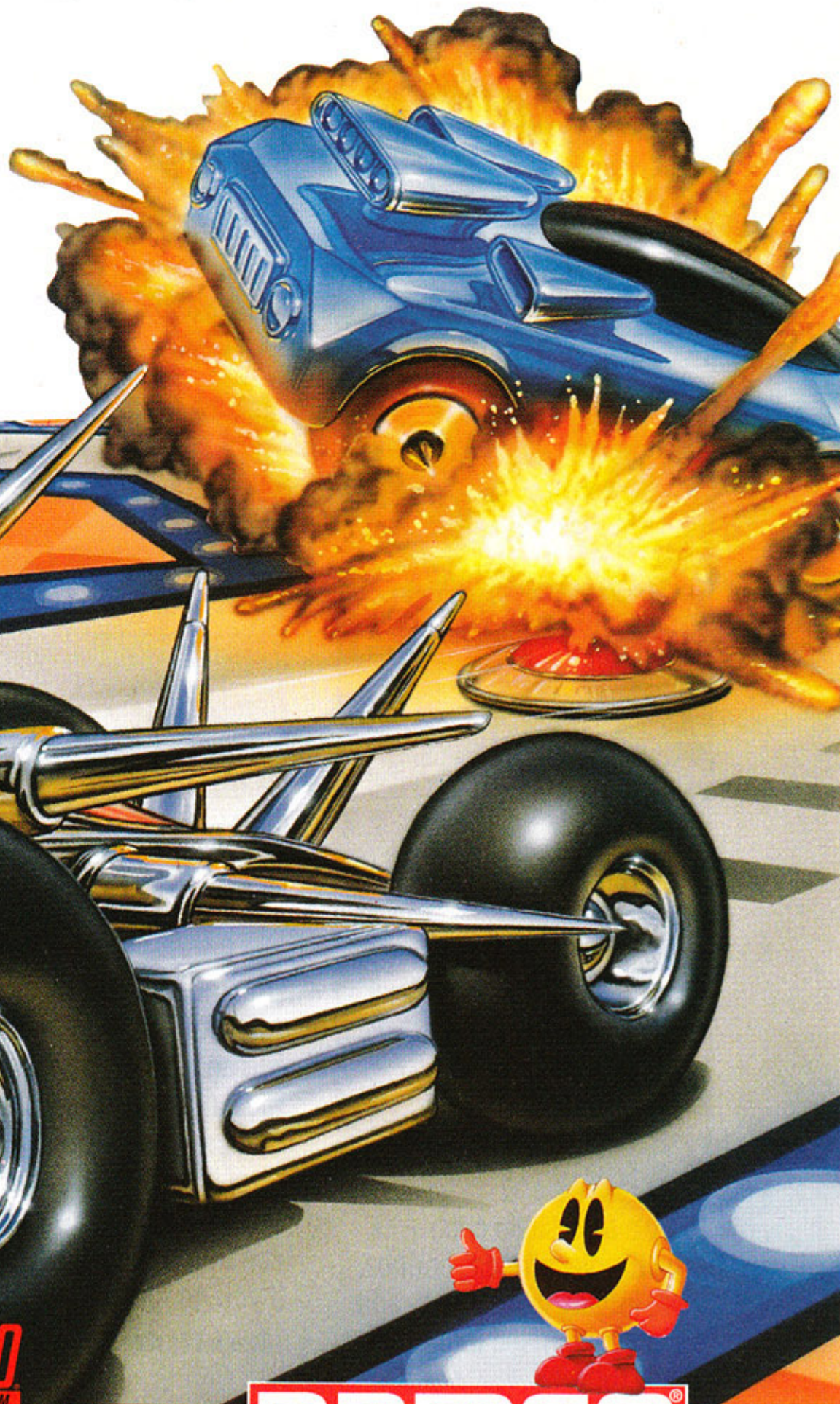
Run 'em off the road!

Blow away traffic jams!

Two player split screen Mode 7 head-to-head action!

- One Player Mode with 9 levels and password support.
- Two player head-to-head mode.
- Tournament mode tracks up to 8 players stats.
- 9 grueling tracks!
- Brutal high-tech weapons!

High speed thrills!



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SUPER NINTENDO ENTERTAINMENT SYSTEM

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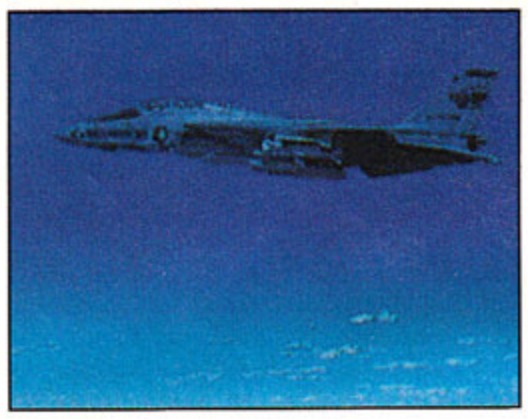
Turn and Burn: No-Fly Zone

(Absolute)

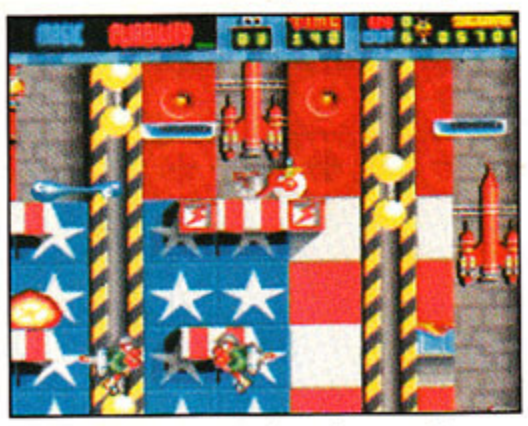


Air-to-air combat simulation soars on the SNES with this 16-meg cart. In the cockpit of a Navy F-14D fighter jet, you fly blue water operations against hostile MiG enemy attacks, while a fully rotating Mode 7 horizon provides a first-person view of the action. A variety of cockpit displays and weapons systems enhance the simulation, and an on-board, nose-mounted camera displays full-motion video sequences.

(Available Fall '93)

Super Putty

(By U.S. Gold)



Putty's a versatile chap – he can wriggle, stretch, bounce, melt, inflate, jab, absorb, and transform himself into other creatures. In his debut adventure, Putty faces more than 40 different enemies in six levels that span more than 20 worlds. Cartoon-style sound effects and digitized voices enhance the comical game play of this 8-meg, one-player game.

(Available November)

Super Off Road The Baja

(Tradewest)

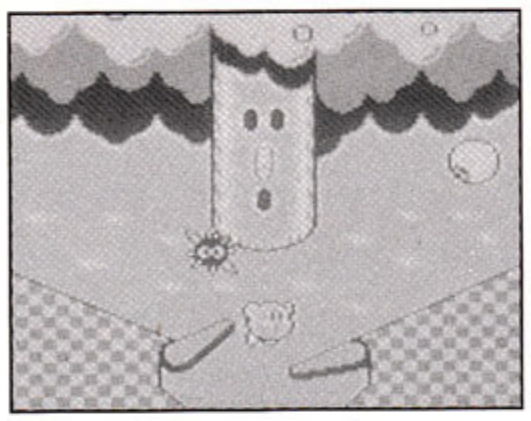
Race against the off-road legend, Ivan Stewart, and other competitors through some rough terrain in this one- or two-player (alternating) cart. This Super Off Road sequel features Mode 7 graphics and a special "Nitro" boost. You can even enter such legendary races as the Mexican 250, the Ensenada 500, and the Baja 1000.

(Available now)

Game Boy

Kirby's Pinball Land

(Nintendo)



The popular hero of Kirby's Dream Land and Kirby's Adventure is back in a multi-screen pinball game, and Kirby's the ball. You control the levers that send Kirby on adventures through many levels and bonus stages. Like real pinball, you can bump the playing field, but if you go too far...TILT!

(Available November)

Duo

John Madden Duo CD Football

(TTI)

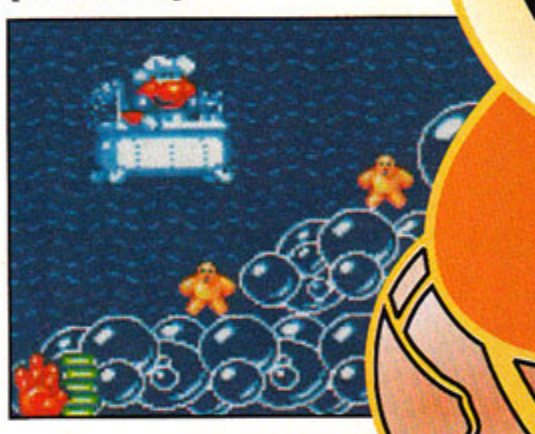
Madden Football is blitzing the Duo CD this month with more than 40 NFL teams, including one called Madden Greats. This version of the popular Madden Football will add a practice mode, half-time and post-game highlight shows (featuring a unique system for replaying the game's most dramatic plays), and real-time digitized video to enhance the action. Using the updated 1993 stats, you and a friend can team up for optional two-player simultaneous NFL action.

(Available October)

Game Gear

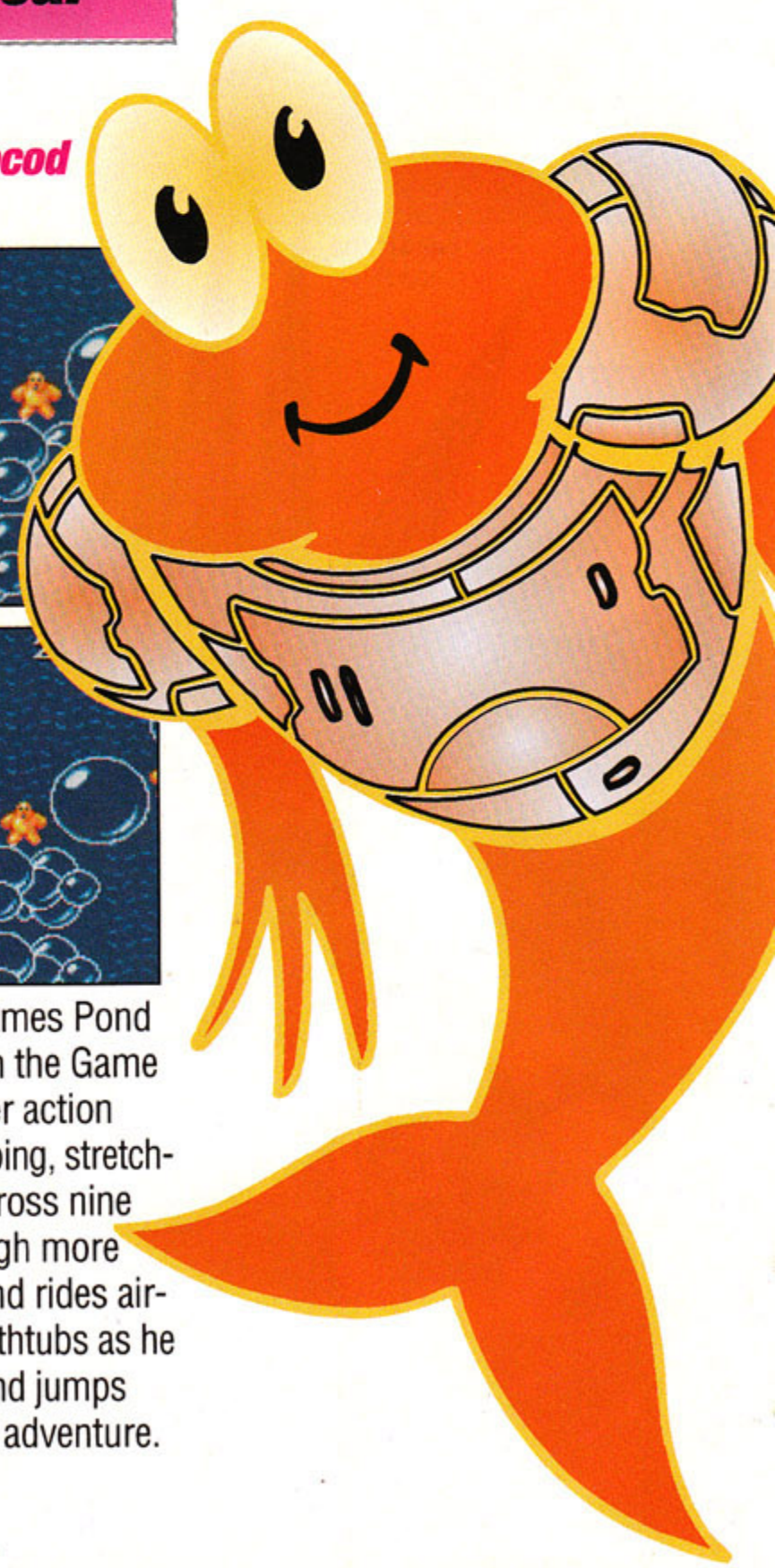
James Pond II: Codename Robocod

(U.S. Gold)



The ever-popular James Pond is now appearing on the Game Gear. The one-player action cart takes Pond jumping, stretching and climbing across nine missions and through more than 64 worlds. Pond rides airplanes, cars, and bathtubs as he stretches, climbs, and jumps through this 4-meg adventure.

(Available Fall '93)



Continued on page 154.

ClayFighter™

PLAYING IN THE STREET DANGEROUS

Those other fighting games have just run head-on into a major road block. Because Bad Mr. Frosty and his powerful road gang of clay-animated characters are kicking, punching and knocking out those so-called tough guys. And they're doing it with wild shenanigans and hilarious moves that'll keep you laughing at 100 m.p.h.

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By Gamers. For Gamers.™

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This official seal is your assurance that Nintendo has approved the quality of this product. Always look for this seal when buying games and accessories to ensure complete compatibility with your Super Nintendo Entertainment System.

Late-Breaking News

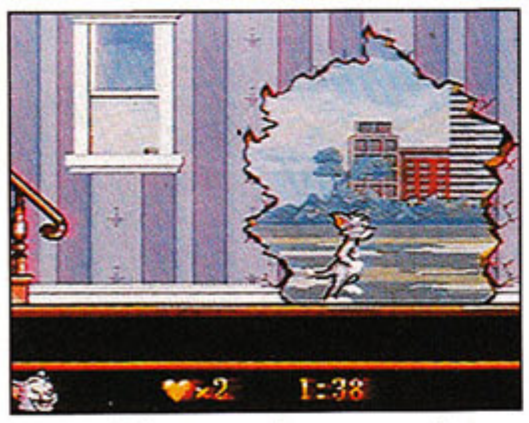
Genesis

Mutant League Hockey
(Electronic Arts)

Mutant League characters bring their mutated mayhem to the ice in the wildest, goriest hockey game ever. This crazy cart features booby-trapped ice rinks, fierce conditions (like ice sharks and land mines), crowd interaction, a special two-point shot from the blue line, chainsaws, dynamite, and a truly bizarre Zamboni.

(Available Early '94)

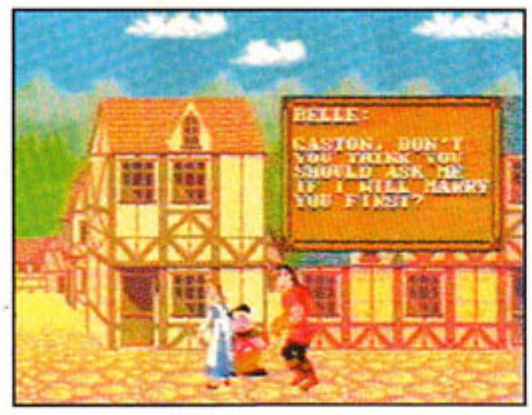
Tom and Jerry Frantic Antics
(Hi Tech Expressions)



The wild cat-and-mouse duo actually team up in a new adventure. This time they have to work together to save their friend Robyn from perilous pitfalls. To win, they must conquer all 11 levels. The game is based on the upcoming movie from Miramax, *Tom and Jerry – The Movie.*

(Available Fall '93)

Beauty and the Beast: Belle's Quest
(Sunsoft)



Belle's Quest portrays the beautiful, book-loving heroine in a side-scrolling adventure that combines puzzles and action for younger players. Belle must outsmart the bullish Gaston and solve problems that will ultimately lead to her father's whereabouts.

(Available Winter '93)

Beauty and the Beast: Roar of the Beast
(Sunsoft)

This thriller follows the perils of the Savage Beast. Your skill will be challenged as the Beast encounters the dangers lurking in the dark shadows of the enchanted castle. In this side-scrolling game, you'll have to fend off packs of wolves, a mob of villagers, and finally face off with Gaston. Win, and your spell will be broken. Lose, and you'll roam forever as the beast.

(Available Winter '93)

Super NES

Genghis Khan II: Clan of the Grey Wolf
(Koei)

You're one mean mongul in this adventure, and you – Genghis Khan – are hungry to conquer. Gather your hordes and get them psyched for battle. Conquer the tribes of Mongolia first, then go after all of Eurasia. This 8-meg cart has 64 kilobytes of memory and a battery backup. A Genesis version will be available in November.

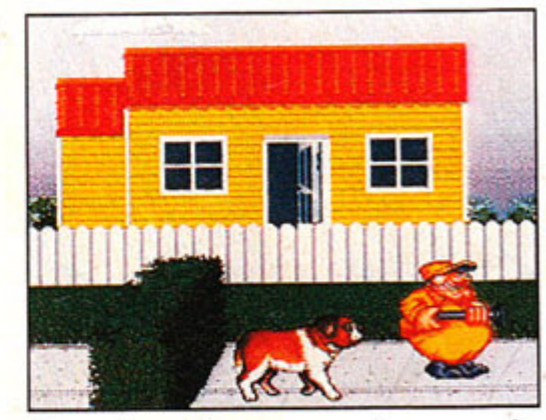
(Available October)

We're Back
(Hi Tech Expressions)

Based on the book *We're Back,* this game features a group of highly intellectual dinosaurs that leap ahead in time and land in a modern-day New York City. Triceratops in Time Square? It's a metropolis adventure to follow this fall's Steven Speilberg movie of the same name.

(Available December)

Beethoven
(Hi Tech Expressions)



Based on the upcoming movie *Beethoven's Second*, this game allows children to relive the heartwarming adventures of the shaggy pooch, who now has a family of four precocious pups.

(Available December)

Coming in October...

GENESIS
Formula 1 World Championship (Domark)
Pink Panther (TecMagik)
Pit-Fighter II (Tengen)
Robocop vs. the Terminator (Virgin)

SEGA CD
Bill Walsh College Football (EA Sports)
Joe Montana NFL Football (Sega Sports)

SUPER NES
Andre Agassi Tennis (TekMagic)
Art of Fighting (Takara)
F-1 Pole Position (UBI Soft)
GP1 Motorcycle Challenge (Atlus)
Genghis Khan II: Clan of the Grey Wolf (Koei)
Hyper Volleyball (McO'River)
Joe & Mac (Takara)
Lester the Unlikely (DTMC)
The Seventh Saga (Nintendo)
Super Empire Strikes Back (JVC/LucasArts)

NINTENDO
Indiana Jones and the Last Crusade (UBI Soft)
Nigel Mansell's World Championship (Gametek)
Tetris 2 (Nintendo)

GAME BOY
Final Fantasy Legend III (Square Soft)
Popeye (Activision)
The Real Ghostbusters (Activision)

GAME GEAR
Wolfchild (Virgin)
Cool Spot (Virgin)

LYNX
Jimmy Connors Tennis (Atari)

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NOW ON GENESIS AND GAME GEAR!

CROSS YOUR SWORD WITH THE BLOODIEST PIRATE OF THEM ALL!

Hook wants revenge...and he's looking for you! So take on the role of Peter Pan and embark on a magical quest to free your children and destroy the notorious Captain James Hook. Based on the blockbuster Spielberg movie, Hook for Genesis and Game Gear delivers incredible non-stop action and critically acclaimed game play. You'll fight the Lost Boys and Rufio for your golden sword, soar high above the enchanted Neverland, clash with Hook's brutal band of pirates and face strange, dangerous creatures like poisonous porcupines, man-eating tigers and pirate ghosts. As Peter, you'll need all your strength, stealth and magical powers to survive this epic adventure. Then face the ultimate battle against the bloodiest pirate of them all!

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SEGA GENESIS

GAME GEAR

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CAPTAIN AMERICA®

and The AVENGERS™

Get The Hot New Game For Home From The Software Toolworks

Captain America and the Avengers, the hit arcade game and best-selling Marvel Comic, is now available for your Super NES®. Just like the arcade game, you can choose from any of the four Avengers, each with his own special powers. Your goal is to defeat the diabolical genius Red Skull and his super-evil mind control device. Game features include:

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- Six levels of play and action sounds just like the arcade game.
- Amazing power-ups and action in the air, undersea or outer space!
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Captain America and the Avengers plays and sounds just like the arcade game. All that's missing is the skee ball wussy next to you.

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Think of it - a real, full-sized Captain America arcade game (just like the one to the left) in your very own bedroom or basement. *Radical!* Or you can win an embroidered jacket, Captain America T-shirt or really cool cap. Just fill out the coupon below and send it in. It's as easy as that! And make sure to check out the cool new **Captain America and the Avengers** game for Super NES at your favorite video outlet!

Yes, Yes, Yes, I Want To Win This Arcade Game!

Name _____

Street _____

City/State/Zip _____

Phone (____) _____ Age _____

Mail to: Captain America Sweepstakes, c/o The Software Toolworks, P.O. Box 6139, Novato CA, 94949. Deadline 3/1/94. Drawing 3/31/94

Official Rules 1) No Purchase Required. One entry per person. 2) To enter, fill in the coupon or print your name, address, city, state, zip code, phone number, age and the words "Captain America Sweepstakes" on a 3" x 5" piece of paper. Mail your entry to The Software Toolworks, Captain America Sweepstakes, P.O. Box 6139, Novato, CA 94949. All entries must be postmarked no later than March 1, 1994. All entries become the exclusive property of The Software Toolworks. Not responsible for late, lost, mutilated, or misdirected mail. 3) The sweepstakes is sponsored by Mindscape, Inc. A Software Toolworks Company, and is open to U.S. residents excluding employees (and their immediate families) of Mindscape, The Software Toolworks, their subsidiaries, affiliates, and agencies. Not sponsored by Nintendo or Marvel Entertainment Group. 4) Prizes and their approximate retail values are (1) Grand Prize Captain America and the Avengers Arcade Game ($3,000); (10) First Prizes: Captain America Embroidered Jean Jacket ($150 ea.); (25) Second Prizes: Captain America T-Shirt ($25 ea); (100) Third Prizes: Captain America Cap ($15 ea). Total retail value of all prizes $7,250. Chances of winning are determined by total number of valid entries received. 5) Winners will be randomly drawn on or about March 31, 1994 and will notified by mail. All prizes will be awarded. Judges decisions are final. No substitutions or cash equivalents. Taxes, if any, are the responsibility of the winners. Grand Prize winner (or parent or legal guardian) must sign an affidavit of eligibility and publicity/liability release which must be returned and received within 21 days of the date mailed to potential winner or alternate winners will be selected. For a list of winners, send a self-addressed, stamped envelope to The Software Toolworks, Captain America Sweepstakes Winners, 60 Leveroni Court, Novato, CA 94949. Requests must be received before April 30, 1994.
) Void where prohibited. All federal, state and local laws and regulations apply. Acceptance of prize constitutes permission to use winners names and likeness for publicity purposes without additional compensation or permission.

S.W.A.T. PRO

VIDEO GAME STRATEGIES, WEAPONS, AND TACTICS

Super NES

Alien 3

Passwords

Stick Ripley into the middle of any level with these spacey passwords:

Level 2: QUESTION
Level 3: MASTERED

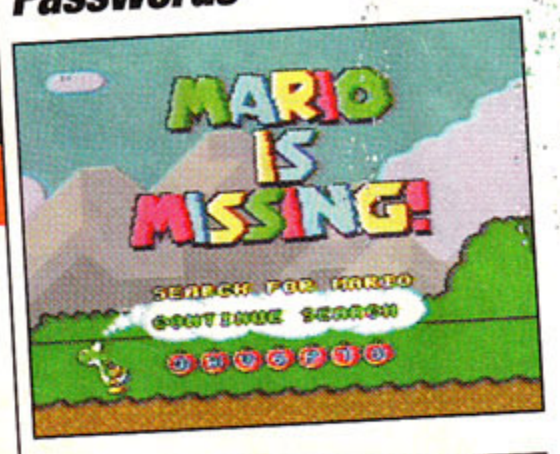
Level 4: MOTORWAY
Level 5: CABINETS
Level 6: SQUIRREL

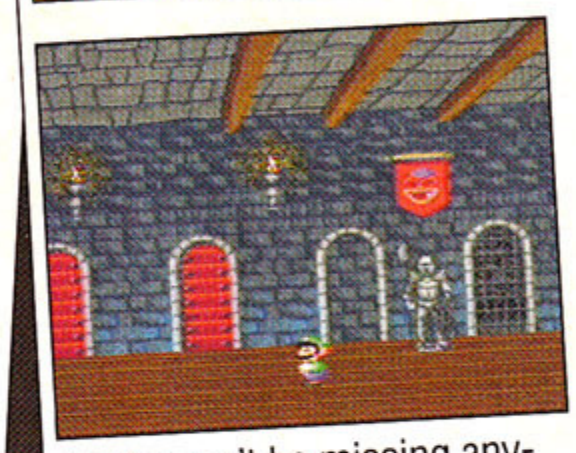
Jason Kikola, Erie, PA

Super NES

Mario Is Missing!

Passwords





Mario won't be missing anymore when you plug in this complete set of passwords:

First Room:
First Door: PVV23CZ
Second Door: FCBSB6W
Third Door: YHYAMLZ
Fourth Door: Y4MOPFW
Fifth Door: G5F96CX

Second Room:
First Door: CX746YF
Second Door: NBGR6CF
Third Door: XIKRN4X
Fourth Door: X**KLDK
Fifth Door: S48O5N4

Third Room:
First Door: DWV6P78
Second Door: PCD1384
Third Door: DJ49LZ3
Fourth Door: D9FKPTR
Fifth Door: TTMGMQM

Daniel Godwin, Camden, AK

Sega CD

Time Gal

The Basics

Here's everything you'll need to know to get Time Gal out of trouble in every eon:

70,000,000 B.C.: She faces **Left, Right, Right, Left, Right, Left, Up, and Down.**

65,000,000 B.C.: She faces **Left, Up, Left, Attack, Time Stop** (Go Up).

30,000 B.C.: She faces **Left, Down, Right, Left, Up, Down, Right, Right, Right, Attack, Time Stop** (Get Away).

1600 B.C.: She faces **Left, Right, Up, Right.**

44 B.C.: She faces **Left, Attack, Attack, Attack, Left, Up, Left, Right, Left, Up, Attack.**

500 A.D.: She faces **Right, Left, Down, Up, Down, Left, Right, Up, Attack, Down, Left.**

999 A.D.: She faces **Left, Up, Right, Attack, Left, Attack, Attack.**

1588 A.D.: She faces **Left, Attack, Attack, Up, Up, Up, Up, Left, Up, Time Stop** (Jump on Ship).

1941 A.D.: She faces **Left, Right, Right, Down, Up, Time Stop** (Go in Water), **Attack, Up, Left, Right, Right.**

1991 A.D.: She faces **Right, Left, Right, Down, Left, Right, Left, Time Stop** (Jump on Helicopter).

2001 A.D.: She faces **Left, Left, Right, Left, Down, Time Stop** (Go Straight Ahead).

2010 A.D.: She faces **Left, Right, Up, Left, Up, Right, Down, Attack, Right, Down.**

3001 A.D.: She faces **Left, Left, Left, Right, Attack, Left, Right, Attack, Time Stop** (Go Up).

3999 A.D.: She faces **Left, Attack, Down, Left, Right, Time Stop** (Open Hatch), **Right, Attack.**

4000 A.D.: She faces **Left, Left, Right, Right, Attack, Attack, Down.**

4001 A.D.: She faces **Left, Right, Attack, Attack, Attack, Up, Right, Attack, Left.**

When Time Gal calls for a Time Stop, you're given three choices. Choose the one indicated in parentheses.

Marsha Kurtz, Reading, PA

Game Boy

Spy vs. Spy

Passwords

Use these codes to snoop on any level of Spy vs. Spy:

Level 2:	ZKP
Level 3:	YPT
Level 4:	MMD

David Boles, Mt. View, WY

Game Boy

Star Trek: 25th Anniversary

Passwords

Get ready to beam aboard. Here are system and planet codes for Star Trek: 25th Anniversary:

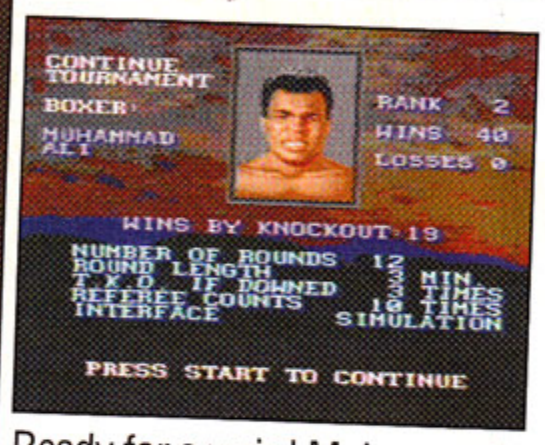
First Planet:	0523.4
Second System:	7552.3
Second Planet:	6541.2
Third System:	5570.1
Third Planet:	4567.0
Last System:	3516.7

Michael Henderson, Laurel, MS

Genesis

Muhammad Ali's Heavyweight Boxing

Weird City at the Rinky Dink



Ready for a weird Muhammad Ali match? Enter the code **H070007Z** while in the Tournament Mode. You'll be fighting as Ali with a number-one ranking, no wins, and no losses.

Your opponent will be a strange gent by the name of Ali Muhammad. This guy looks strangely familiar, except for the white eyebrows, moustache, gloves, trunks, and boots. This opponent looks rickety, but he's tough. When you lose, this strange fighter's mug appears on the small body of the ref.

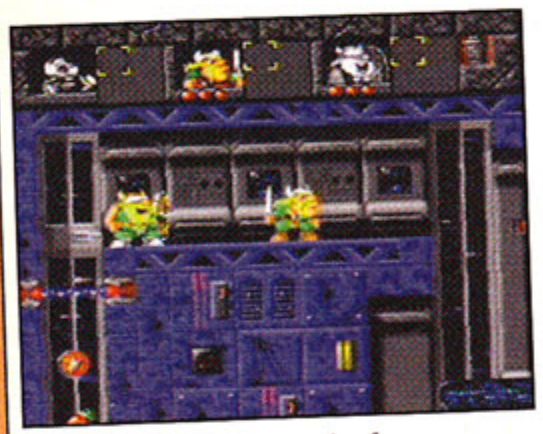
For a more run-of-the-mill fight, plug in the password **H074W57Z** while in the Tournament Mode. You'll then be fighting for the title as Ali with a number-two ranking, 40 wins, and no losses.

Peter Brodie, Cronulla, Australia

Super NES

The Lost Vikings

Passwords



Here are passwords for every level in The Lost Vikings:

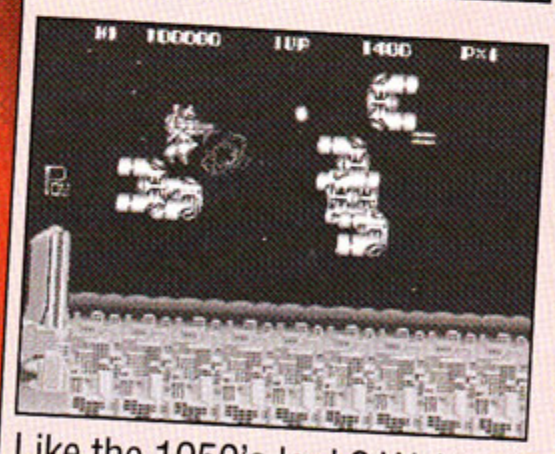
Level 2:	GR8T
Level 3:	TLPT
Level 4:	GRND
Level 5:	LLM0
Level 6:	FL0T
Level 7:	TRSS
Level 8:	PRHS
Level 9:	CVRN
Level 10:	BBLS
Level 11:	VLCN
Level 12:	QCKS
Level 13:	PHR0
Level 14:	C1R0
Level 15:	SPKS
Level 16:	JMNN
Level 17:	TTRS
Level 18:	JLLY
Level 19:	PLNG
Level 20:	BTRY
Level 21:	JNKR
Level 22:	CBLT
Level 23:	H0PP
Level 24:	SMRT
Level 25:	V8TR
Level 26:	NFL8
Level 27:	WKYY
Level 28:	CMB0
Level 29:	8BLL
Level 30:	TRDR
Level 31:	FNTM
Level 32:	WRLR
Level 33:	TRPD
Level 34:	TFFF
Level 35:	FRGT
Level 36:	4RN4
Level 37:	MSTR

Darren Johnson, Tallahassee, FL

Duo

Side Arms

Play in Black and White



Like the 1950's look? Wait until the Title Screen appears, then simultaneously **press Up, Button I, and Button II.** While you're still holding all three buttons, **press Run.** When your game begins, it should be in black and white.

Brian Lesyk, Coatesville, PA

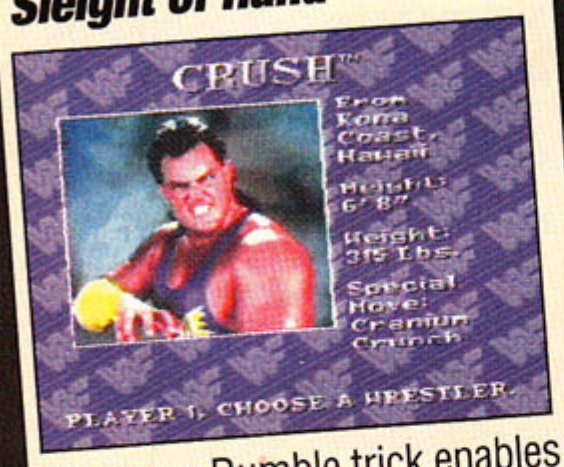
S.W.A.T. PRO

VIDEO GAME STRATEGIES, WEAPONS, AND TACTICS

Super NES

WWF Royal Rumble

Sleight of Hand



This easy Rumble trick enables you to slow down the background on the Wrestler Select Screen. When the Wrestler Select Screen appears, **press Button L once.** To stop the screen altogether, **press Button L twice.** To speed the background up, **press Button R once.** To make it go super-fast, **press Button R twice.**

Mark Warren, Warner Robins, GA

Game Genie Codes

NES

Panic Restaurant

Don't Panic

Cook up some trouble with these Panic Restaurant codes:

Start with four hearts:
GASYZGZA

Start with five lives:
IA0ZNIZA

Start with 80 on timer (first level only):
AIVYGGLT and **AIVKXYLT**

Genesis

Green Dog

Three Flying Discs

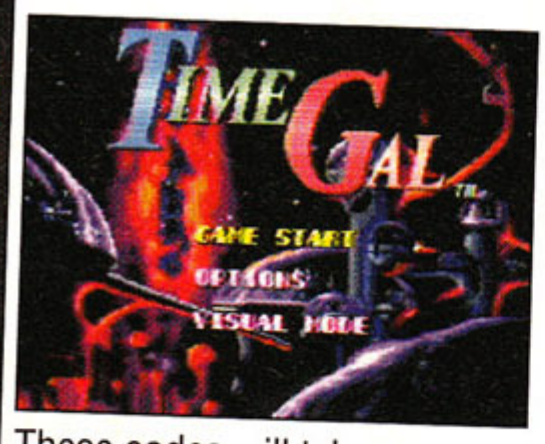
Use this code to instantly snag rapid-fire discs. At anytime during play, press Start to pause the game. Then, **press Button C, A, B, A, Left, and Left.** If you hear a ringing sound, it means the trick worked!

Charles Barnhart, Florence, OR

Sega CD

Time Gal

Passwords



These codes will take you through Time Gal's entire history – and every level:

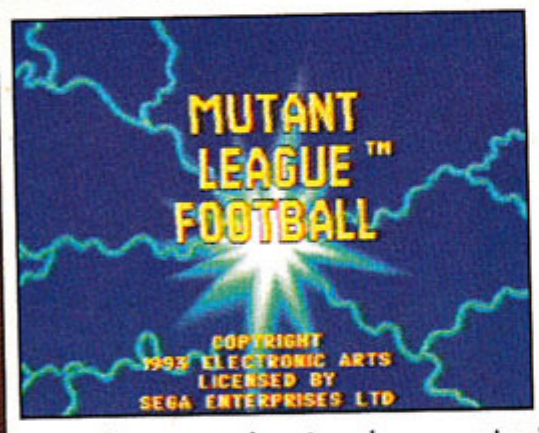
70,000,000 B.C.:	BMCFXWRL
65,000,000 B.C.:	GJRPQVKS
30,000 B.C.:	THMZCYFB
44 B.C.:	FTGBDQPW
500 A.D.:	VSLCZKTJ
999 A.D.:	CYVZPBMG
1588 A.D.:	DRXHTLQJ
1600 A.D.:	RYFGSXDK
1941 A.D.:	WBMRJZVH
1991 A.D.:	SHKXGJWF
2001 A.D.:	XPTMCSHD
2010 A.D.:	ZVYFLGQJ
3001 A.D.:	QWCDHRKT
3999 A.D.:	PLQTVMXY
4000 A.D.:	LKDWBSYF
4001 A.D.:	KVGPRZCW

Jonathan Hernet, Rockford, IL

Genesis

Mutant League Football

Mutant Bowl Passwords



Use these codes to charge straight to the Mutant League Bowl as the team of your choice:

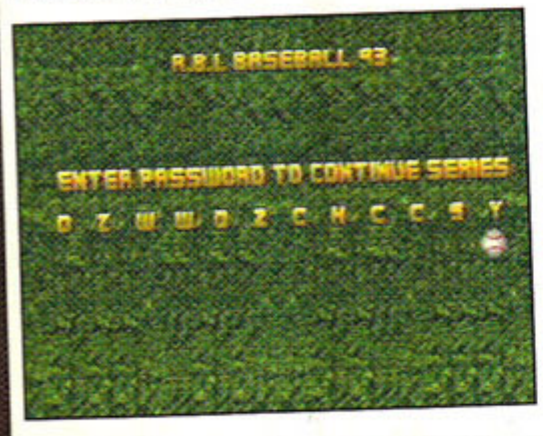
Darkstar Dragons:	FMK3XYSL1Q
Deathskin Razors:	1CK111111H
Icebay Bashers:	2CK111111D
Killer Konvicts:	HGK111111J
Midway Monsters:	3CK111111F
Misfit Demons:	JH111111G
Psycho Slashers:	GMK111111D
Rad Rockers:	5CK111111M
Road Warriors:	BDK111111J
Screaming Evils:	KLK111111L
Sixty Whiners:	CBK111111J
Slaycity Slayers:	LJK111111M
Terminator Trolz:	MLK111111J
Turbo Techies:	NMK111111Q
Vile Vulgars:	4CK111111L
War Slammers:	DCK1111112

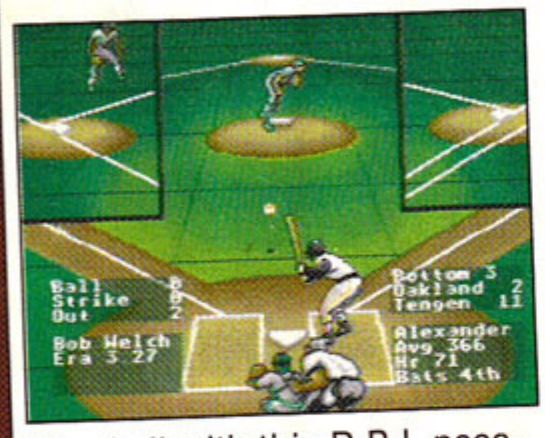
Bones Jackson
Harbor City, CA

Genesis

R.B.I. Baseball '93

Passwords





Play ball with this R.B.I. password trick to take the plate as any one of the '92 teams against the Tengen team. The difficulty setting is Medium. Fill in the blank with the letter or number that corresponds to the team you wish to use. The password is: D_WWD2CHCCSY

Los Angeles:	A
Florida:	B
Missouri:	C
Baltimore	D
Colorado:	E
Chicago (NL):	F
New York (AL):	G
Boston:	H
Michigan:	I
Cincinnati:	J
Chicago (AL):	K
All-Stars (AL):	L
Milwaukee:	O
St. Louis:	P
San Diego:	Q
New York (NL):	R
Cleveland:	S
Seattle:	T
San Francisco:	U
California:	W
Texas:	X
Kansas City:	Y
Oklahoma:	Z
Atlanta:	9
Pittsburgh:	8
Houston:	7
Toronto:	6
Detroit:	4
Philadelphia:	3

Brian Mullenix, Melbourne, FL

Duo

Gates of Thunder

Level Select

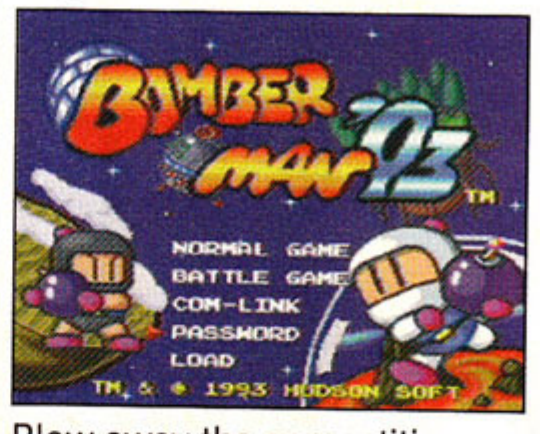
Choose any stage in this stellar shooter with this complicated trick. When the full Title Screen appears, **press Button I, II, II, I, Select, I, II, I, II, Select, and Select. Press Run** to enter the Options Screen. You'll notice that the word "Exit" has changed to "Stage." Use the cursor to highlight "Stage," then use Left and Right to change the stage numbers to reach the stage of your choice.

Brian Lesyk, Coatesville, PA

Duo

Bomberman '93

Explosive Passwords



Blow away the competition with these explosive Bomberman '93 passwords:

Quarry:

A-1:	CBCCBBDB
A-2:	DDCDBBGB
A-3:	FFDDBBJB
A-4:	GHFCBCLB
A-5:	GJFDBCMB
A-6:	HKFDBCNB
A-7:	HLFDBCPB
A-8:	JNFDBCQB

Blossom:

B-1:	GCDDCCKB
B-2:	HFFFCCMB
B-3:	JGFFCCNB
B-4:	JHFFCCPB
B-5:	KKGFCCRB
B-6:	LLGFCCSB
B-7:	LMGFCCTB
B-8:	CKFFCHBC

Inferno:

C-1:	LFGFFCQB
C-2:	LGGFFCRB
C-3:	MHGFFCSB
C-4:	DFGFFHBC
C-5:	DGGFFHCC
C-6:	FHGFFJFC
C-7:	GKGFFJGC
C-8:	GLGFFJHC

Wither:

D-1:	GBGFKJFC
D-2:	HDGFKJGC
D-3:	HFGFKJHC
D-4:	JGGFKJJC
D-5:	JHGFKJKC
D-6:	KKHFKJLC
D-7:	KLHFKJMC
D-8:	LMHFKJNC

Surf:

E-1:	NFHFTJQC
E-2:	PGJFTJSC
E-3:	PHJFTJTC
E-4:	GFHFTDBD
E-5:	GGHFTDCD
E-6:	HHHFTDDD
E-7:	KHGTDGD
E-8:	KLJGTDJD

Icicle:

F-1:	KCJGTJGD
F-2:	LDKGTJJD
F-3:	LFKGTJKD
F-4:	MHLGTJLD
F-5:	MJLGTJMD
F-6:	NKLGTJND
F-7:	NLLGTJPD

Techo:

G-1:	JBLHTXBF
G-2:	KCMHTXDF
G-3:	KDMHTXFF
G-4:	LGNHTXHF
G-5:	MHNHTXJF
G-6:	MJNHTXKF
G-7:	NLPHTXLF
G-8:	NMPHTXMF

Brian Lesyk, Coatesville, PA

Game Boy

Game Genie Codes

Mousetrap Hotel

Infinite Lives

Here's a pair of Game Genie codes that'll make being a mouse magic.

Infinite Lives: **FA2-0CD-4C1**

Collect Cookies for Protection Against Balls: **FA6-E9F-4C1** and **FA6-DAF-4C1**

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Duo

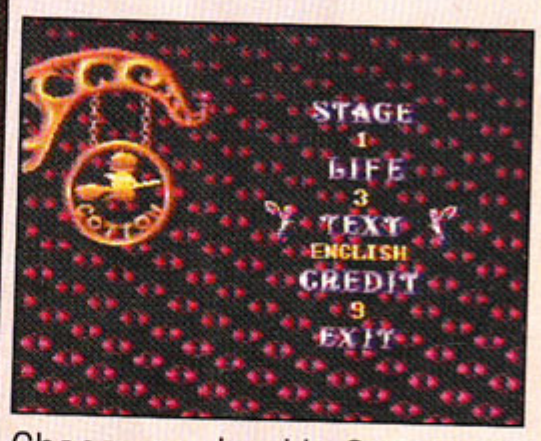
Side Arms
Slow Motion

To play Side Arms in slow mo, wait until the Title Screen appears, then **simultaneously press Down, Button I, and Button II.** While holding all three buttons, **press Run.** When the game begins, it's in slow motion.

Brian Lesyk, Coatesville, PA

Duo

Cotton
Level Select

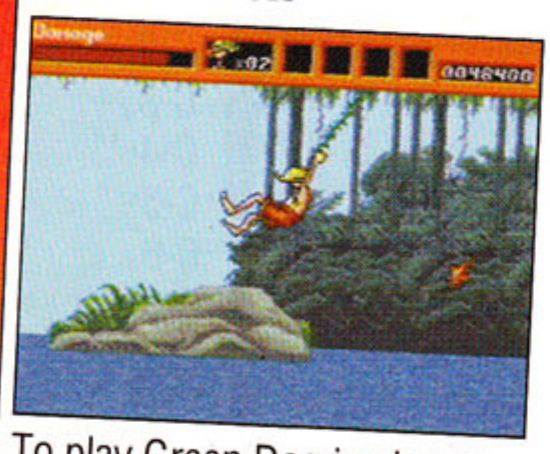


Choose any level in Cotton with this slick trick: Hit Select to go to the Option Screen. Move the cursor to "Exit," then **press Down, Button II twice, Left, Button I, Right, and Select.** A Level Select and Debug Option appear on-screen.

Richie Check, Bethlehem, PA

Genesis

Green Dog
Slow Motion



To play Green Dog in slow mo, begin a regular game and then press Start to pause the game.

Next, **press Down, Button A, C, Up, Left, and Left.** You'll hear a ringing sound if you've performed the trick correctly. When you're tired of slow motion, press Start to pause the game again, then press **Left, Right, Up, Down, Button A, and C.**

Charles Barnhart, Florence, OR

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GAME BUSTERS

X-MEN

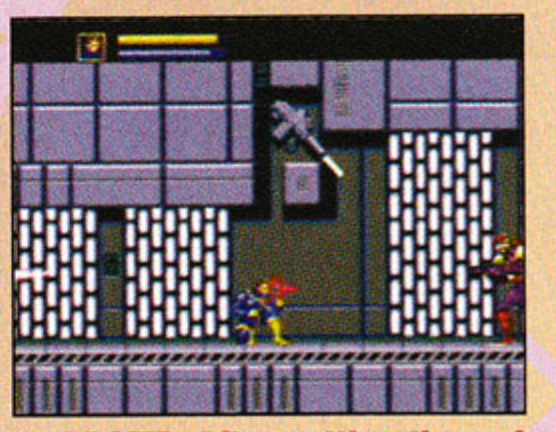
by Willy Y. Pout

Putting an end to the evil wiles of Magneto requires the full force and teamwork of nine X-Men. Their super physical abilities and unique Mutant Powers will get them through five fist-swinging, mind-blowing levels, plus countless foes and archvillains. Then they're off to fight a final battle on Asteroid M with Magneto.

2) PROTIP: Call on the backup team to eliminate platoons of guards or hard-to-reach enemies.

3) PROTIP: Just past the first large group of guards, call on Rouge to easily off the sole guard standing on the short ledge. If Nightcrawler's health bar is low, jump off the ledge and have Jean Grey raise you to the Yellow X at the top of the level. Then fall straight down from the Yellow X, and you'll land safely on the short ledge. Now call on Iceman to form an ice bridge to the next platform.

1) PROTIP: In X-Men's last level, use Nightcrawler's Teleporting Power to take shortcuts through walls. Teleport up and right through the second wall (the one just under the Yellow X) to insure a safe landing into the next room.



4) PROTIP: After getting through the second large group of guards, you must avoid the flying spikes while crossing the platforms. Go up, right, and then down to the lowest corridor. Use Nightcrawler to teleport past the laser, or blow it away with Cyclops's Optic Beam. Watch out for guards, though.

5) In Magneto's lair, an electromagnetic orb forms and flies toward your X-Men. You must face this orb five times before "uncanning" the ol' buckethead.

PROTIP: Stand on the far edge of the lair's far right or far left platform, then duck at the last possible moment before the orb shoots. Jump to the lower platform to lure the orb toward you. As the pieces start to form, jump back to the original ledge and duck when it fires again.

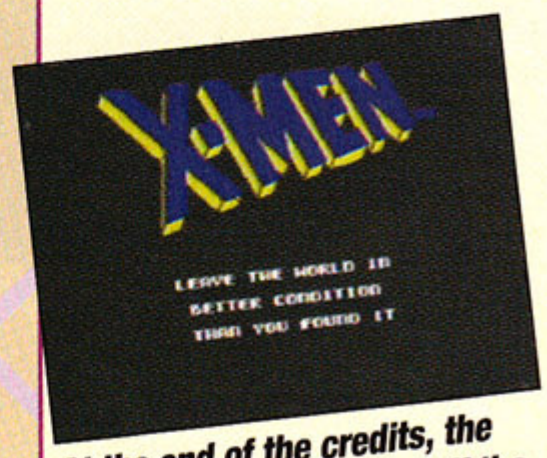
6) Magneto is impervious to the backup X-Men or Mutant Powers, so it's down to hand-to-hand combat and tag-teamwork.

PROTIP: Stand on the lair's far left or far right platform again and wait for Magneto to float toward you. Start swinging when he gets close. He'll quickly lunge, hit you, and cause some damage. When damaged he becomes temporarily vulnerable and you become temporarily invincible, so keep swinging until you get a hit. Then jump down to the floor and walk to the opposite platform. Jump onto the platform and wait for Magneto to shoot a lightning blast. Avoid it by ducking. Now wait for Magneto to float toward you again, then start swinging. Remember to change X-Men when your health bar is low. If Magneto doesn't shoot, go back and forth from the right platform to the left platform until he does. G

Dr. Xavier and Magneto X-change words.

Destruction is the price paid by the malevolent Magneto's command center.

This is definitely an uncanny picture! From left to right: Psylocke, Wolverine, the Beast, Rouge, Gambit, Jean Grey, Cyclops, and Dr. Xavier.



At the end of the credits, the screen simulates going off the air and is followed by a sinister laugh...by Magneto? Should we expect X-Men the sequel?

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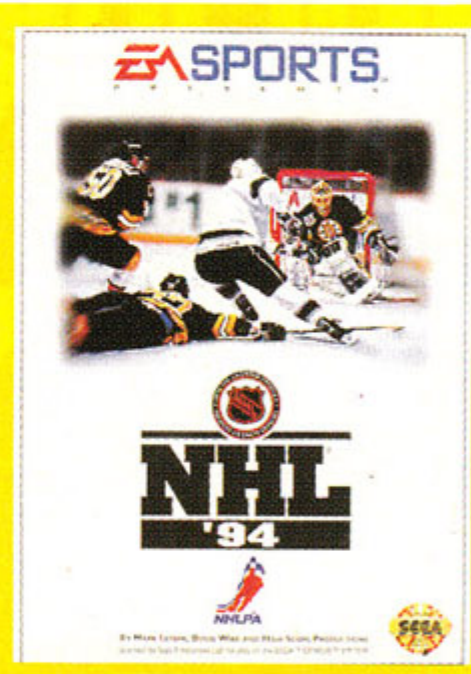

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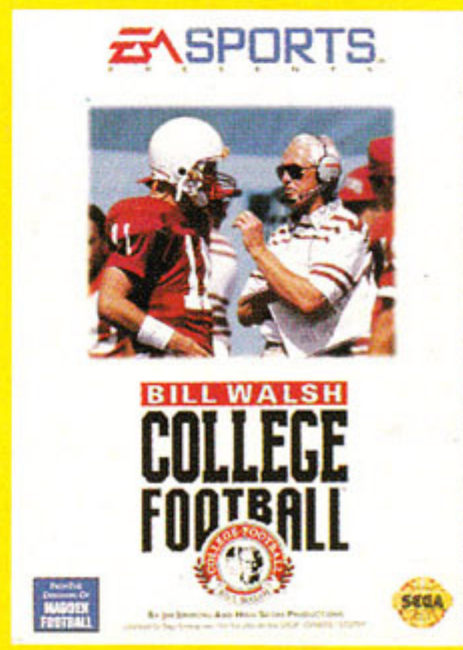

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GP ProNews

AT&T Acquires The Sierra Network

New ImagiNation Network to Support Genesis, 3DO

Personal computer gaming giant **Sierra On-Line** has sold controlling interest in **The Sierra Network (TSN)** to **AT&T**. Formerly a PC-only modem-based network, TSN will be renamed the **ImagiNation Network** and will become compatible with both the **3DO Interactive Multiplayer** and the **Sega Genesis** (via **The Edge-16** peripheral).

AT&T will provide Sierra-On Line with $5 million to develop games for the network. Initially services will include on-line versions of games, such as **Backgammon**, **Chess**, **Go**, **SierraLand**, **the Red Baron Flight Simulator**, and **The Shadow of Yserbius** (a role-playing game). Eventually the service will expand to feature "Virtual Communities," which will be full-blown electronic worlds. Already users can interact with other people and can create personal icons for themselves, which are composite pictures that include gender, race, hair style and color, facial expressions, and clothing.

Nintendo Bundles Mario All-Stars with SNES

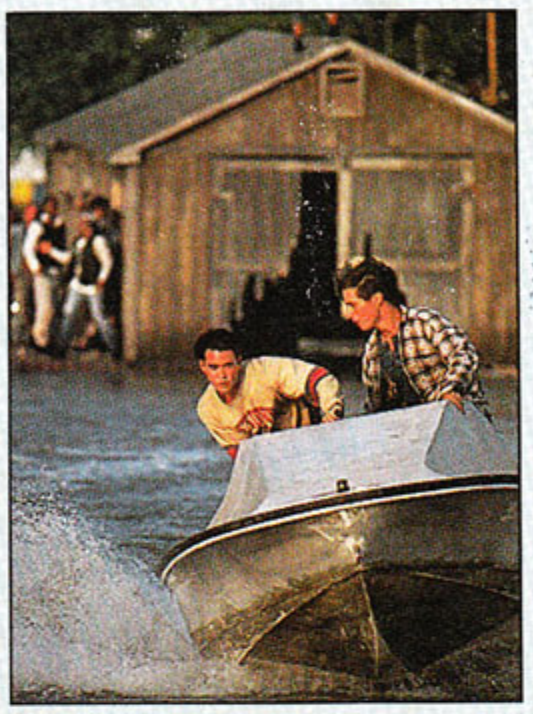
If you just can't get enough of the Nintendo mascot, you're in for more Mario than ever. Consumers who purchase the $149 **Super NES Super Set** (packed with Super Mario World) will receive **Super Mario All-Stars** free via a mail-in coupon. SMAS is a four-in-one game featuring Super Marios 1-3 and The Lost Levels (based on a Japanese version of Mario).

Mortal BarKode?

Every time you buy something these days, you see those incomprehensible bar codes that are scanned at the check-out counter. Imaginative gamers around the world have given bar codes a new function: They've become the basis of a game called **Barcode Battler**.

The game started two years ago in Japan when kids became bored with their usual video games. Turning to their own kitchen shelves, gamers found a whole new world of conflict in the bar codes. Since each code gives different information when scanned, bar codes could be rated for different strengths. This is the basis for the characters, the Bar Code Warriors, in the game.

The Barcode Battler, made by **Irwin Toy Ltd. of Canada**, is a $54 hand-held system that converts bar code data into ratings for energy, defense, and attack power. Players make their own combatants based on the bar codes they find. Already a success in Dallas, St. Louis, Pittsburgh, and Atlanta, the Barcode Battler will be battling nationwide by Christmas. While parents might not be thrilled about having to buy yet another game system, they'll delight in the comparatively cheap cost of this system's games.



***Double your action, double your fun, with the adventurous Lee brothers in* Double Dragon: The Movie.**

From Video Screen to Movie Screen

Hot on the heels of the announced movie version of Street Fighter II (see ProNews, August '93) comes word that ***Double Dragon: The Movie*** is well into production. In anticipation of a Spring '94 release, **Greenleaf Productions** has been filming the special-effects-laden action/adventure story in Cleveland, Ohio, and Los Angeles, California, since the summer.

Using the Double Dragon video game (which has sold millions of copies) as a starting point, director Jim Yukich has added new characters and a dastardly new villain played by Robert Patrick, who is best known as the ruthless T1000 in *Terminator* 2. His evil presence gives rebel gangs a common foe in the futuristic city of New Angeles, which is rising out of the remains of a 'quake-devastated Southern California in the year 2007. Mark Dacascos and Scott Wolf star as Jimmy Lee and Billy Lee, respectively. Other key names include Alyssa Milano from *Who's the Boss?* and Kristina Malandro from *General Hospital*.

Good News/Bad News Department

First, the good news: **Activision** may become known as the company that gives gamers just as much to listen to as it does to look at. Having successfully included songs by 2 Unlimited in BioMetal, the company's new highly rated space shooter (see our ProReview, September '93), Activision is hoping to get heavy-metallized for Christmas. If Activision has its way, a major heavy metal group, which Activision is reluctant to identify, will contribute to the soundtrack of **Sword Maniac**. When the band signs on, the futuristic action/adventure game for the SNES will be renamed Screaming Metal, or something equally metallic. Negotiations are underway with a big-name act, and the game, as either Sword Maniac, Screaming Metal, or none of the above, is scheduled for release on December 15.

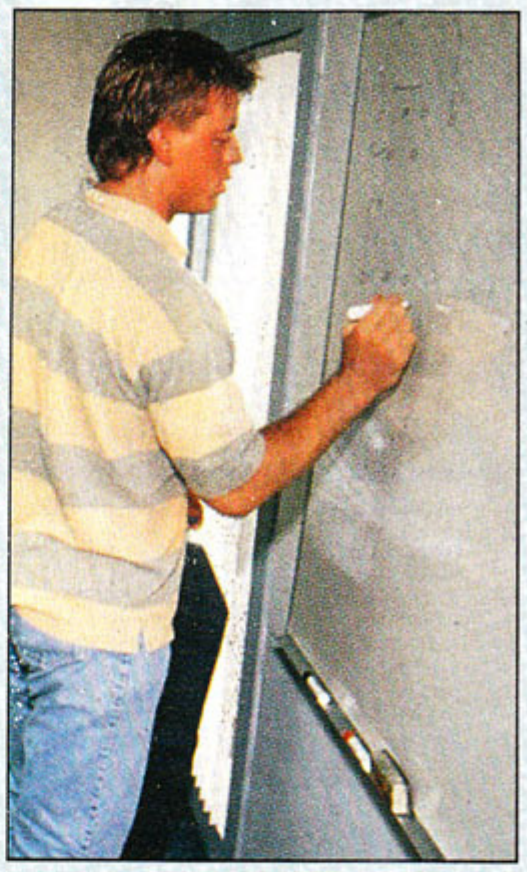
Sword Maniac or Screaming Metal? Only your ears will tell!

Now for the bad news: Another eagerly awaited game from Activision has unfortunately been delayed. **Pitfall Harry: Mayan Adventure**, a game from their Super Classics line of familiar old Atari games being revamped for the SNES, was due by Christmas, but now it won't be out until March '94. Activision's working to double the cart size

and increase the animations. "We want to make it the game of the '90s, just as it was the game of the '80s," says Vice President of Marketing, Trish Wright.

Winners Never Quit...Endorsing

Two of sports' biggest names have signed licensing agreements with video game manufacturers. Joining the gridiron ranks of Joe Montana and John Madden, Troy Aikman (quarterback for the Dallas Cowboys and 1993 Super Bowl MVP) will work with **Tradewest** to produce the **Troy Aikman Signature Edition** for the Super NES. Due for a late '93 release, this game will feature three playing modes – coach vs. coach, player vs. coach, and player vs. player – as well as full-season and championship-season formats.



Aikman shows game designers the X's and O's of football.

On the hardwood, Sir Charles himself will be bringing his flashy style to **Accolade** games. **Charles Barkley**, last season's MVP in the NBA, will appear in early '94 on SNES and Genesis systems near you. Expect Barkley's tough-guy image to separate his games from those linked to Michael Jordan and David Robinson.

At the Deadline

Naki Electronics, manufacturers of popular accessories for all the major video game systems, will be more accessible than ever. The L.A.-based company has established a toll-free number for consumers looking for the latest peripherals. If you're having trouble finding Naki's **Turbo Twins** or **Pro Player Joystick**, call 800/824-NAKI.

Street Fighters and Mortal Kombateers, get ready for some of the year's best reading. Two eagerly awaited books from *GamePro*, ***The All-New Street Fighter II Turbo Super Strategy Guide*** and ***The Official Mortal Kombat Strategy Guide*** will both go on sale in November. The Street Fighter book uses 2000 full-color screens and all-new tips to cover SF II Turbo for the SNES, SF II Champion Edition for the Genesis, and Super SF II at the arcades. The MK book gives tactics and thousands of screens for MK on the Genesis, SNES, Game Gear, and Game Boy. Each was written by *GamePro* editors and sells for $9.95.

Until *GamePro's* next tips books come out, we recommend two new releases by **Sandwich Islands Publishing**. ***Awesome Sega Genesis Secrets 3*** and ***Awesome Super Nintendo Secrets 2*** by Zack Meston and J. Douglas Arnold are both... well, awesome!

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3. Mario is Missing!
4. Tecmo NBA Basketball
5. Tecmo Super Bowl
6. Battletoads Double Dragon: The Ultimate Team
7. Tiny Toon Adventures 2: Trouble in Wackyland
8. Teenage Mutant Ninja Turtles III: Manhattan Project
9. Monopoly
10. Tiny Toon Adventures

Super Nintendo

1. Street Fighter II Turbo
2. Super Slam Dunk/Magic Johnson
3. WWF Royal Rumble
4. Battletoads in Battlemaniacs
5. Mario is Missing!
6. Street Fighter II
7. Super Mario All-Stars
8. Final Fight 2
9. Star Fox
10. Nigel Mansell's World Championship Racing

Sega Genesis

1. Jurassic Park
2. X-Men
3. Cool Spot
4. Mutant League Football
5. R.B.I. Baseball '93
6. Fatal Fury
7. Jungle Strike
8. Bubsy in: Claws Encounters of the Furred Kind
9. Streets of Rage 2
10. Road Rash 2

Sega CD

1. Ecco the Dolphin
2. Batman Returns
3. Final Fight
4. Night Trap
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720	1	5	Bucky O Hare	10	30	Double Drag 3	3	16	Gyruss	3	10	Lode Runner	1	12	Paperboy 2	10	36	Ssm St ABC/12	20	40	Tecmo Cp Soccr	16	39	Win Lose Draw	1	10
8 Eyes	1	7	Bugs Bny Bday	10	26	Double Dribble	2	7	Hammrn Harry*	22	39	Lone Ranger	10	16	Perfect Fit	8	25	Ssme St Cntdwn	14	40	Tcmo NBA Bkbl	26	44	Winter Games	1	5
Abadox	1	5	Bugs Bny Cstl	10	26	Double Strike	8	22	Hrlm Glbetrottrs	8	16	Loopz	12	20	Pesterminator	4	15	Shadow Ninja	3	15	Tcmo Wld Wstng	3	8	Wizardry	10	19
Ace Harding	22	39	Bump & Jump	3	14	Dr Chaos	2	8	Hatris	16	39	Lost In Vegas	22	39	Petr Pan Pirates	2	18	Shadowgate	2	8	TMNT	1	6	Wizardry 2	18	40
Addams Family	12	30	Burai Fighter	1	8	Dr Jekyll/Hyde	1	6	Heavy Barrel	1	8	Low G Man	1	8	Phantom Fighter	4	8	Shatterhand	1	15	TMNT 2	4	18	Wizrds & Warrs	1	5
Adv Byu Billy	1	5	Burgertime	6	19	Dr Mario	6	25	Heavy Shreddin	1	8	Lunar Pool	6	19	Pictionary	2	15	Shingen Ruler	3	14	TMNT 3	16	35	Wizrds & Warr 3	2	19
Adv Dino Riki	2	8	Buster Bros*	22	39	Dracula*	22	39	Heros of Lance	2	12	Mach Rider	1	5	Pinball	6	16	Shinobi	3	8	Tennis	2	8	Wolverine	18	34
Adv Island	10	24	Cabal	3	10	Dragon Fighter	6	26	High Speed	14	36	Mad Max	1	5	Pinball Quest	8	20	Shock Wave	4	14	Terminator	18	39	World Champ	2	22
Adv Island 2	12	36	Caesars Palace	18	42	Dragon Power	1	5	Hillsfar	16	44	Mafat Conspiracy	1	5	Pinbot	8	22	Shogun Maeda*	22	39	Terminator 2	6	20	Wld Chmp Wstlg	4	14
Adv Island 3	24	45	Calif Games	2	12	Dragon Spirit	1	7	Hit the Ice*	22	39	Mag Jhnsn Bsktbl	1	7	Pipe Dream	8	19	Shooting Range	6	18	Terra Cresta	1	10	Wld Class Track	1	5
Adv Of Lolo	10	20	Calif Raisins	26	49	Dragon Warr	1	5	Hogans Alley	3	9	Mag Sherezade	2	10	Pirates	14	30	Short Order	4	18	Tetris	10	22	Wld Cup Soccer	8	18
Adv Of Lolo 2	18	29	Capt America	16	30	Dragon Warr 2	14	32	Hollywood Sqars	4	15	Magic Darts	10	30	Platoon	1	5	Side Pocket	20	40	Thomas theTnk*	22	39	World Games	1	10
Adv Of Lolo 3	24	44	Capt Comic	2	8	Dragon Warr 3	28	48	Home Alone	6	26	Magician	3	20	Play Act Ftbl	1	5	Silent Assault	6	22	Three Stooges	3	10	World Runner	1	5
Adv T Sawyer	4	12	Capt Planet	8	19	Dragon Warr 4	32	50	Home Alone 2	6	35	Magmax	1	5	Pool Radiance	10	29	Silent Service	1	7	Thunderbirds	2	12	Wrath Blk Manta	1	5
After Burner	4	14	Capt Skyhawk	1	5	Dragons Lair	6	20	Hook	4	30	Major Lg Bsbl	1	5	Popeye	3	12	Silk Worm	2	15	Thundercade	2	9	Wrecking Crew	2	8
Air Fortress	2	7	Carmen Sndgo	14	30	Dragonstrike	12	30	Hoops	3	7	Maniac Mansion	6	14	POW	2	8	Silver Surfer	1	10	Thndr & Lghting	10	32	Wrestlemania	1	5
Airborne Rngr*	22	39	Cartoon Wrkshp	22	39	Dream Team	22	39	Hudson Hawk	2	16	Mappyland	3	18	Power Punch 2	8	29	Smpsns-B v Rm	12	32	Tiger Heli	1	6	Wurm	1	18
Airwolf	3	7	Casino Kid	10	30	Duck Tales	3	14	Hunt Red Oct	4	15	Marble Madness	3	10	Powerblade	4	10	Smpsns-B v SM	4	18	Tiles of Fate	12	22	WWF Challenge	4	12
Al Unser	4	16	Casino Kid 2	26	49	Duck Tales 2*	22	39	Hydlide	1	5	Mario Brothers	1	10	Powerblade 2	16	39	Smpsns-B v Wld	4	22	Time Lord	1	5	WWF Kng Rng*	22	39
Alien 3	18	40	Castelian	4	19	Dudes W/Tudes	4	14	I Can Remember	8	30	Mario Is Missing	22	39	Predator	1	8	Skate Or Die 1	1	5	Times of Lore	8	29	WWF Steel Cge	12	29
Alien Syndrome	2	10	Castle Deceipt	10	22	Dungeon Magic	2	10	Ice Climber	3	9	Marvels X-Men	10	22	Prince Persia	12	36	Skate Or Die 2	2	8	Tiny Toon	20	40	Xenophobe	1	4
All Pro Bsktbl	6	16	Castle Dragon	1	8	Dusty Diamond	14	26	Ice Hockey	1	5	Master Chu	6	15	Princs Tomato	10	22	Ski Or Die	6	20	Tiny Toons 2	22	39	Xevious	1	5
Alpha Mission	1	5	Castlequest	4	8	Dyno Warz	3	8	Ikari Warr	1	5	Mtchbox Racers	20	42	Pro Am Racing	2	8	Skull & Crssbone	2	8	To The Earth	1	5	Xexyz	1	5
Amagon	1	7	Castlevania	1	7	Elevator Action	3	12	Ikari Warr 2	1	5	Mc Kids	16	30	Pro Am Rcng 2	16	36	Sky Kid	2	7	Toki	10	22	Yo Noid	4	16
Amer Gladiators	10	22	Castlevania 2	1	5	Elim Boat Dual	10	26	Ikari Warr 3	1	14	Mech Attack	3	12	Pro Sport Hcky*	22	39	Sky Shark	1	7	Tom & Jerry	16	36	Yoshi	10	34
Anticipation	1	7	Castlevania 3	1	9	Emp Strks Back	16	36	Image Fight	1	7	Mega Man 1	8	24	Pro Wrestling	1	5	Slalom	1	5	Tmbs & Tresure	10	19	Yoshis Cookie	22	39
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Attck Killer Tom	3	16	City Connection	1	7	Fantasy Zone	4	19	Isolated Warr	3	14	Metal Man*	22	39	Q Bert	3	18	Solitaire	22	39	Town & Cntry 2	3	22			
Baby Boomer	14	35	Clash at Dmnhd	1	5	Faria	18	36	J. Nicklaus Glf	12	22	Metal Mech	1	12	Qix	18	40	Solomans Key	2	8	Toxic Crusadors	12	36			
Back Future	1	5	Classic Cncnt	14	36	Faxanadu	1	7	Jackal	1	5	Metal Storm	4	15	Quant Fighter	1	8	Solstice	1	7	Track & Field	1	6			
Back Future 2/3	1	15	Clu Clu Land	3	12	Felix the Cat	18	44	Jackie Chan KF	3	14	Metroid	1	7	Quattro Adv	12	22	Space Marine*	18	36	Track & Field 2	1	7			
Bad Dudes	1	7	Cobra Command	1	8	Ferrari GP	12	26	James Bond Jr	22	39	Michael Andretti	6	19	Quattro Arcade	10	36	Space Shuttle	8	22	Treasur Isl Dizy	22	39			
Bad News Bsbl	8	19	Cobra Triangle	1	7	Fester's Quest	1	7	Jaws	1	6	Mickey Mouse	2	12	Quattro Sports	8	22	Spelunker	1	9	Treasure Master	3	19			
Bad St Brawler	1	7	Code Nm Viper	1	5	Fighting Golf LT	8	24	Jeopardy	8	22	Mcky's Drm Bln	22	39	Race America	16	39	Spiderman-Sin 6	4	35	Trick Shooting	3	16			
Balloon Fight	3	8	Color Dinosaur	22	39	Final Fantasy	8	16	Jeopardy Jr	6	22	Mickey's Safari	18	39	Racket Attack	1	5	Spiritual Wrfare	12	30	Trog	4	19			
Bnd Kngs China	18	34	Commando	1	5	Fire Hawks	3	15	Jeopardy 25th	8	20	Micro Machines	8	35	Rad Gravity	1	8	Spot the Game	12	22	Trojan	1	5			
Barbarian*	22	39	Conan	2	16	Fire Hse Rscue	18	44	Jet Bike Simltr*	22	39	Mig 29	1	25	Rad Racer	1	10	Spy Hunter	1	5	Trolls	20	39			
Barbie	12	26	Conflict	10	26	Fire N Ice*	22	39	Jetsons*	20	39	Might & Magic	26	59	Rad Racer 2	6	19	Spy vs Spy	1	7	Twin Cobra	4	12			
Bards Tale	8	24	Congo's Caper*	22	39	Fist of N Star	3	9	Jmmy Connors*	18	39	Mghty Bmb Jack	4	8	Rad Racket	22	39	Sqoon	1	10	Twin Eagle	4	20			
Baseball	1	5	Conq Xtal Palace	2	10	Flash	22	39	Joe & Mac	12	40	Mghty Fnl Fght*	22	39	Raid 2020	1	10	Squashed*	22	39	Ultima 1 Exodus	4	10			
Baseball Pros	22	39	Contra	3	10	Flight Intruder	10	25	John E Qback	1	5	Millipede	16	30	Raid Bnglg Bay	1	5	Stadium Events	22	59	Ultima 2 Quest	14	26			
Baseball Smltr	8	22	Contra Force	14	32	Flintstones	16	32	Jordan vs Bird	4	9	Milon Scrt Castle	4	8	Rainbow Island	14	32	Stakk'm	22	39	Ultm 3 War/Dst	36	59			
Baseball Stars	14	30	Cool World	22	39	Flying Dragon	1	9	Joshua	14	34	Mini Putt*	24	44	Rally Bike	4	18	Stanley	12	36	Ultmt Air Cmbt	16	32			
Baseball Stars 2	22	44	Corvette ZR1*	22	39	Flyng Warriors	4	20	Journey Silius	2	7	Mission Cobra	16	26	Rambo	1	7	Star Force	1	5	Ultmt Bsktbl	8	18			
Bases Loaded	2	7	Cowboy Kid	8	26	Formula 1	10	32	Joust	4	10	Mission Imp	1	5	Rampage	2	12	Star Ship Hector	1	5	Ultmt Journey	18	39			
Bases Loaded 2	4	12	Crash Dummies	22	39	Frankenstein	8	20	Karate Champ	1	5	Monopoly	20	40	Rampart	10	34	Star Soldier	1	5	Ultmt Soccer	12	32			
Bases Loaded 3	10	22	Crash/Boys-Ice	22	39	Freedom Force	2	8	Karate Kid	1	5	Mnstr Truck Rly	12	30	RBI Baseball	2	10	Star Trek	12	30	Ultmt Stuntman	1	15			
Bases Loaded 4*	22	39	Crash/Boys-Strt	12	26	Friday 13th	1	5	Karnov	1	5	Monster Party	1	7	RBI Baseball 2	8	19	Str Trk Nxt Gn*	22	39	Uncharted Wtrs	18	44			
Basewars	10	19	Crazyland*	22	39	Fun House	4	16	Kickle Cubicle	4	25	Mnstr in Pocket	3	29	RBI Baseball 3	16	32	Star Tropics	3	15	Uninvited	10	26			
Batman	2	12	Creatom	22	39	Galactic Crsader	10	26	Kickmaster	4	20	Moon Crystal	22	39	Remote Control	1	8	Star Voyager	1	5	Untouchables	4	19			
Batman Returns	18	42	Crystal Mines	16	29	Galaga	20	40	Kid Icarus	4	14	Moon Ranger	22	39	Ren & Stimpy*	22	39	Star Wars	6	25	Uphoria*	22	39			
Batmn Rtn Joker	8	29	Crystalis	4	14	Galaxy 5000	6	20	Kid Klown*	18	39	Motor City Ptrl	22	44	Renegade	1	5	Stealth	1	8	Urban Champion	1	4			
Battle Chess	8	22	Cyberball	8	42	Gargyls Quest 2	10	30	Kid Kool	4	15	Mr Gimmick*	22	39	Rescue Emb Mis	1	5	Stinger	1	5	Vegas Dreams	28	50			
Battle Olympus	2	14	Cybernoid	1	5	Gauntlet	1	5	Kid Niki	1	7	Ms Pacman	40	64	Rescue Rangers	6	22	Street Cops	6	16	Venice Bch Vbl	3	20			
Battle Tank	10	25	Dance Aerobcs	4	16	Gauntlet 2	3	9	King Neptune	14	29	MULE	8	19	Ring King	1	7	Street Fighter	2	15	Vice Prjct Doom	1	10			
Battle Toads	8	26	Darkman	1	16	Gemfire	14	30	King of Kings	8	26	Muppet Adv	4	16	River City Rnsom	2	14	Strider	1	5	Videomation	3	15			
Btl Tds/Db Drg*	22	39	Darkwing Duck	14	36	Genghis Khan	16	29	Kings Knight	1	5	Muscle	1	10	Road Blasters	4	15	Stunt Kids	10	29	Vindicators	1	5			
Battleship*	22	39	Dash Galaxy	1	5	George Foreman	6	39	Kings of Beach	2	8	Mutant Virus	2	25	Road Runner	8	22	Superman	4	14	Volleyball	1	7			
Bee 52	8	22	Daydrm Davey*	15	30	Ghost Busters	1	7	Kings Quest 5	16	29	Mystery Quest	2	10	Robin Hood	4	18	Supr Cars	6	19	Wacky Races	10	39			
Beetlejuice	6	20	Days of Thunder	6	15	Ghost Busters 2	1	10	Kirbys Advtre	24	39	NARC	3	9	Robo Cop	2	8	Supr Contra	2	15	Wall Street Kid	3	7			
Best of Best	14	36	Deadly Towers	1	5	Ghost Lion	8	26	Kiwi Kraze	4	19	Nascar Chall	12	22	Robo Cop 2	6	22	Supr Dodge Ball	1	12	Wally Bear	6	32			
Bible Advntrs	6	20	Death Race	8	20	Ghosts & Gblns	1	6	Klash Ball	1	22	Natl Ftbl Lg	2	5	Robo Cop 3	14	39	Supr Glove Ball	1	5	Wayne Grtsky	4	15			
Bg Bd Hd & Spk	14	30	Deathbots	4	16	Ghoul School	4	25	Klax	16	29	NES Open	16	34	Robo Demons	12	22	Supr Jeopardy	10	29	Wayne's World*	22	39			
Big Foot	4	16	Def of Crown	3	7	GI Joe	10	22	Knight Rider	1	10	Nghtmre Elm St	3	12	Robo Warriors	3	7	Supr Mario	1	2	Werewolf	1	7			
Bignose Caveman	8	22	Def of Dyn City	6	35	GI Joe Atl	12	22	Krazy Kreatures	10	22	N. Mansell Rcg*	22	39	Rock N Ball	1	10	Supr Mario 2	6	16	Wheel Fortune	12	25			
Bignose Freaks	8	36	Defender 2	4	15	Gilligans Isle	6	16	Krion Conquest	6	14	Nightshade	3	18	Rocket Ranger	1	5	Supr Mario 3	10	20	Wheel Frtn Fam	10	26			
Bill & Ted Adv	2	12	Deja Vu	6	15	Goal	1	9	Krustys FH	12	36	Ninja Crusaders	4	15	Rocketeer	2	12	Supr Mr/Dk Ht	1	2	Wheel Frtn Jr	8	22			
Bio Force Ape*	22	39	Demon Sword	1	5	Goal 2	14	39	Kung Fu	1	5	Ninja Gaiden	1	5	Rockin' Kats	6	24	Supr Mr/Dk/Trk	1	2	Whel Frtn Vanna	16	40			
Bionic Comando	2	7	Dennis/Menace*	22	39	Godzilla	3	15	Kung Fu 2	18	39	Ninja Gaiden 2	2	10	Rcky & Bllwnkl	22	42	Supr Off Road	8	19	Where's Waldo	4	15			
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Blades Steel	6	16	Dest Earth Star	1	7	Gld Mdl Chal 92	8	30	L'empereur	16	44	Ninja Kid	2	10	Roger Rabbit	1	10	Supr Slm Dunk*	22	39						
Blaster Master	2	8	Destiny of Emp	10	19	Golf	1	7	Laser Invasion	2	10	Noahs Ark	18	39	Roller Ball	8	25	Supr Spk Vlybl	2	14						
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Bo Jackson	10	20	Digger T Rock	4	20	Golgo 13	1	5	Legend of Kage	1	5	Nosferatu*	18	39	Romnc 3 Kngds	12	22	Supr Tm Games	3	12						
Bomberman	6	20	Dirty Harry	2	7	Goonies 2	1	6	Legendary Wings	1	7	Operation Wolf	1	5	Rmnc 3 Kngds 2	18	44	Swampthing	12	36						
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Boulder Dash	6	19	Donkey Kong Jr	8	16	Grat Waldo Srch	18	39	Life Force	1	5	Overlord	10	26	Scat	6	25	Tag Team Wrstng	1	5						
Boy & His Blob	2	10	Donkey Kong 3	2	12	Gremlins 2	3	12	Linus Spacehead	16	39	P Radicus	10	19	Secret Scout	14	29	Tagin Dragon	10	24						
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Dinosrs fr Hire	26	44
DJ Boy	8	24
Dolphin	24	50
Double Drag	10	39
Double Drag 3	10	39
Dr Rbnc Mn Bn*	26	48
Dracula*	26	48
Dragons Fury	24	50
Dynamite Duke	4	22
E Swat	3	19
Earnest Evans	10	25
El Viento	6	22
Elemental Mstr	24	48
Euro Hcky(MD)	34	59
Euro Racers*	26	48
Evander Hlyfld	16	40
Ex-Mutants	10	36
Exile	22	44
F 15 Strk Eagle*	26	48
F 19 Stealth Ftr*	26	48
F 22 Intercptr	16	34
Faery Tales	12	22
Fantasia	12	30
Fantastic Dizzy*	26	48
Fatal Fury	32	54
Fatal Rewind	4	16
Fatl Labyrinth	8	18
Ferrari GP	16	36
Fighting Masters	20	48
Final Zone	6	25
Fire Shark	6	25
First Samurai*	26	48
Flashback	30	48
Flicky	16	39
Flintstones	26	44
Forgotten Worlds	2	18
Formula 1*	26	48
G Loc	14	39
Gadget Twins	18	42
Gaiares	6	25
Gain Ground	8	25
Galahad	14	36
Galaxy Force 2	8	25
Gauntlet 4*	26	48
Gemfire	28	54
General Chaos*	26	48
George Foreman	22	44
Ghost Busters	6	22
Ghouls Ghosts	4	25
Gods	14	40
Golden Axe	8	24
Golden Axe 2	14	29
Golf	4	24
Granada	8	18
Grt Waldo Srch	24	48
Greendog	8	29
Growl	10	32
Guardn Angels*	20	44
Gunship*	26	48
Hard Drivin'	8	26
Hardball	8	20
Hardball 3	30	48
Haunting*	26	48
Heavy Nova	8	24
Hellfire	10	22
Herzog Zwie	22	39
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Hit the Ice	24	44
Home Alone	18	40
Hook*	26	48
Hoovs Thunder*	26	48
Humans	24	48
Immortal	30	54
Ind Jns Lst Cr	22	40
Insector X	8	20
Ishido	3	15
J. Nicklaus Glf	26	48
James Bond 007	22	44
James Pond	6	20
James Pond 2	12	26
James Pond 3*	16	40
J. Caprti Tennis	24	40
Jeopardy	30	49
Jester	26	48
Jewel Master	4	22

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Joe & Mac*	$26	$48
Joe Montana	6	19
Joe Montana 2	6	22
Joe Montana 3	8	34
John Madden	4	18
John Madden 92	6	25
John Madden 93	20	44
J. Madden Chmp	30	69
Jordan vs Bird	12	35
Junction	10	22
Jungle Strike	26	48
Jurassic Park	26	48
Ka Ge Ki	12	29
Kabuki	26	48
Kagreti 2	26	48
Kawasaki Chall*	26	48
Keeper of Gates*	26	48
Kid Chameleon	14	40
King Salmon	24	44
King/Monsters	18	44
Kings Bounty	12	30
Klax	18	34
Krustys FH	12	36
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Land Stalker*	26	48
Last Battle	4	16
Lemmings	18	50
LHX Atk Chpper	14	40
Lightning Force	4	32
Litl Mermaid	20	39
Lotus Turbo	22	40
Mgcland Dizzy*	26	48
Marble Madness	22	39
Mario Lemieux	4	26
Marvel Land	12	36
Master Monsters	30	50
Maverick-SFG	24	48
Mazin Saga*	26	48
Menacer Game	6	22
Mercs	4	25
Metal Fangs	24	48
Michl Jksn Mwk	8	24
Mick & Mack	24	44
Mcky & Donald	18	54
Mckey Ms Cstl	20	39
Micro Machines	24	48
Midnght Rstnce	4	22
Mg 29 Fght Plt*	26	48
Might & Magic	26	48
Mght & Mgic 3*	26	48
Mike Dtka Fbl	1	15
Monopoly	34	50
Mortal Kombat	30	56
Ms Pacman	12	36
Muhammad Ali	24	49
Musha	12	29
Mutant Lg Ftbl	26	48
Mystic Defender	8	19
Mystical Fighter	18	42
NBA Action 94*	26	48
NBA Alstr Chal	24	44
NFL Qtlbk Clb*	26	48
NHL Hockey	10	34
NHLPA 93	20	59
Olympic Gold	14	35
Onslaught	4	14
Out of this Wrld	20	48
Outlander	18	40
Outrun	18	39
Outrun 2019	20	44
Pacmania	26	48
Paperboy	22	40
Paperboy 2	26	48
Pat Rily Bsktbl	4	20
PGA Tour Golf	14	42
PGA Tour Glf 2	36	60
Phant Star 2	16	34
Phant Star 3	20	39
Phant Star 4*	26	48
Phelios	4	18
Pigskin Ftbrwl	16	40
Pirates! Gold*	26	48
Pitfighter	14	35
Pitfighter 2*	26	48
Populous	2	16
Power Monger	24	48
Powerball	8	28
Predator 2	14	38
Pro Am Racing	18	42
Pro Quarterback	10	39

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Puggsy*	26	48
Quackshot	8	29
Quad Challenge	14	29
Race Drivin*	26	48
Raiden Trad	8	26
Rambo 3	12	26
Rampart	20	50
Ranger X*	26	48
Rastan Saga 2	6	22
RBI Bsbl 3	10	29
RBI Bsbl 4	22	44
RBI Bsbl 93	32	50
Revenge Shinobi	6	22
Rdck Bow Bxg*	26	48
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Risky Woods	18	50
Road Blasters	14	35
Road Rash	18	38
Road Rash 2	32	54
Road Riot 4WD	24	48
Robo Cop 3*	26	48
Rckt Kngt Adv*	26	48
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Roger Clemens	18	38
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Shadow Blaster	6	18
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Shinobi 3	26	44
Shove It	8	24
Side Pocket	28	54
Smpsns-B Ntmr*	26	48
Smpsns-B vs SM	12	39
Slaughtr Sport	12	36
Slime World	18	42
Soccer	8	19
Socket*	26	48
Sol-Deace	18	36
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Sonic Hdghog	3	18
Sonic Hdghog 2	20	36
Sorcers Kngdm	24	48
Space Harrier 2	6	18
Space Invaders	32	54
Speedball 2	10	29
Speedway Chll*	26	48
Spiderman	10	29
Spdrmn/X-Men*	26	48
Splatterhouse 2	16	42
Splatterhouse 3*	26	48
Sports Tlk Bsbl	14	39
Star Control	14	32
Star Flight	16	34
Star Odyssey*	26	48
Star Quest*	26	48
Steel Empire	6	29
Steel Talons	6	34
Stellar Fire*	26	48
Stormlord	2	18
Stormlord 2	26	48
Strt Ftr 2 Sp Chp	32	59
Street Smart	6	29
Streets Rage	14	34
Streets Rage 2	30	54
Strider	10	26
Strider 2	24	48
Strider Returns*	26	48
Summer Chg	20	48
Sunset Riders	22	44
Superman	18	44
Supr Battleship*	26	48
Supr Battletank	20	44
Supr Bsbl 2020*	26	48
Supr Hang On	8	26
Supr High Impact	6	36
Supr Hydlide	3	12
Supr Monaco GP	8	26
Spr Mnaco GP2	24	40
Supr Off Road	20	44
Supr Smash TV	14	38
Supr Thner Blade	6	26
Supr Vlybl	12	25
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Sword Sodan	3	12
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Tazmania	18	40
Tm USA Bktbl	16	39
Techno Cop	6	19
Technoclash*	26	48
Tcmo Spr Bowl*	26	48
Tcmo Spr NBA*	26	48
Tcmo WC Socr	26	48
Terminator	12	38
Terminator 2*	26	48
Trminator 2-Arc	18	49
Trminator 2-Jdg	34	59
Test Drive 2	14	39
Thmas the Tank*	26	48
Thunder Fox	10	26
Thunder Frce 2	4	16
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Tiny Toons	28	48
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Toki Ape Spit	16	39
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Tony La Russa	32	50
Toxic Crusadors	10	22
Toys*	26	48
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Truxton	4	18
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Uncharted Wtrs	30	54
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Vapor Trail	10	34
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Warrior Rome	8	22
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Wheel Fortune	26	59
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Winter Challenge	6	29
Wolf Child	24	48
Wonder Boy	18	39
Wld Cup Soccer	26	48
Wld Sries Bsbl*	26	48
Wld Trphy Socr	20	48
Wrath Of Gods*	26	48
Wrld Ldrbd Golf	20	42
WWF Rl Rmbl*	26	48
WWF Sp Wrstl	22	39
X-Men	32	50
Y's 3	16	36
Young Indy	22	44
Zany Golf	2	10
Zombie High	24	48
Zmbs Ate Nhbr*	26	48
Zoom	8	19

ACCESSORIES

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Carry Case/Sm	4	14
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Aliens v Prdatr	28	54
Amazing Tennis	32	54
Amer Gladiators	20	59
A. Agassi Tns*	28	54
Arcana	30	54
Arcus Odyssey*	28	54
Art of Fighting*	28	54
Asterix-Gual*	28	54
Axelay	20	39
B.O.B.	28	54
Barbie*	28	54
Batman Returns	28	54
Battle Blaze	26	54
Battle Cars*	28	54
Bttle Grand Prix	24	54
Battle Maniacs*	28	54
Battleclash	12	34
Bazooka Bltzkrg	28	54
Be Be's Kids*	28	54
Best of Best	16	50
Big Run*	26	54
Bill Laimbeer	2	19
Biometal*	28	54
Blaze On	20	42
Blues Brothers	26	54
Bombozzle	28	54
Bxg Lg of Rng*	28	54
Brainies	26	54
Brawl Brothers	28	54
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Capt America*	28	54
Capt Novolin	28	54
Crmn Snd Wld*	28	54
Crmn Snd Tme*	28	54
Castlevania 4	14	35
Caveman Ninja*	28	54
Chmp Lg Socer*	28	54
Champ Pool*	28	54
Chase HQ 2	28	54
Chessmaster	14	44
Chester Cheetah	18	50
Chuck Rock	20	44
Claymates*	28	54
Clue	20	50
Color A Dnosr	28	54
Combatribes	20	48
Congos Caper	28	54
Contra 3	18	44
Cool Spot	28	54
Cool World	14	44
Crash Dummies*	28	54
Crash'n Boys	28	54
Curse/Azre Bnd	28	54
Cyber Spin	18	49
Cybernator	22	44
D Force	6	29
Darius Twins	8	28
Deth Valley Rly	22	48
Dennis/Menace*	28	54
Desert Strike	24	48
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Dino City	18	50
Dmsday Warrior	20	50
Dracula*	28	54
Dragons Lair	16	40
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Dream Probe*	28	54
Dream TV*	26	49
Dungeon Master	28	54
Earth Dfns Frc	12	36
Equinox*	20	44
EVO Srch/Edn*	28	54
Extra Innings	16	39
F 1 ROC	24	49
F 1 ROC 2*	28	54
F 29 Retaliator	28	54
F Zero	10	36
Faceball 2000	12	44
Falcon*	28	54
Family Dog*	26	49
Family Fued*	28	54
Fatal Fury	26	50
Felix the Cat*	28	54
Final Fantasy 2	22	50
Fnl Fantasy MQ	10	34
Final Fight	10	38

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Final Fight 2*	$28	$54
Firepower 2000	16	54
Football Fury	26	49
Gangster (SS)*	28	54
Gemfire	26	54
George Foreman	8	32
Goal	30	50
Gods	20	44
Golden Fighter	28	54
Goof Troop*	28	54
GP 1*	28	54
Gradius 3	8	22
Grt Waldo Srch	26	49
Guerilla War	28	54
Gunforce	20	48
HrlsHmngs Adv	20	49
Hat Trick Hero	28	54
Hvy Metal Asslt	28	54
Hermetica	28	54
Hit the Ice	24	54
Hole In One	6	29
Home Alone	6	30
Home Alone 2	10	39
Hook	18	42
Humans	28	54
Hunt Red Oct	18	44
Hyper Zone	3	29
Imperium	16	44
Inndo:Wy Ninja	24	54
Intn'l Tns Tour*	28	54
Jack Nkls Golf	24	39
James Bond Jr	22	48
Jeopardy	20	50
Jimmy Connors	22	44
Joe & Mac	20	42
John Madn 92	2	34
John Madn 93	20	42
Journey Home*	28	54
Jurassic Park*	28	54
Kablooey	22	48
Kawasaki Chall	26	49
Kenco Rage*	28	54
Kick Master	28	54
Kid Klown	28	54
King Arthrs Wld	26	54
King/Monsters	22	44
Krustys FH	10	36
Lagoon	12	34
Lmborgini Chall	28	54
Legend*	28	54
Lester/Unlikely*	28	54
Lemmings	28	49
Lethal Weapon 3	16	42
Little Samson	28	54
Lost Vikings	26	54
Magic Sword	18	54
Magical Quest	26	50
Mario & Wario*	28	54
Mario Is Missng	28	54
Mario Kart	28	48
Mario Pnt Game	12	36
Mech Warrior	24	49
Megarobot Golf	28	54
Metal Jacket*	28	54
Metal Masters*	26	49
Mght & Mgc 2*	30	59
Mght & Mgc 3	28	54
Mon Ngt Ftbl*	28	54
Monopoly	30	60
Mortal Kombat	32	59
Mr. Nutz*	28	54
Musya	18	49
MVP Football	26	54
Mystical Ninja	16	39
NBA Allstars	18	50
NCAA Bsktbl	12	44
NFL Football*	28	54
NFL Qtrbk Clb*	28	54
NHLPA 93	24	39
Noln Ryan Bsbl	22	42
Obitus*	28	54
On the Ball	22	44
Oprtn Lgc Bmb*	28	54
Out of this Wrld	24	49
Out to Lunch*	28	54
Outlander	18	49
Overlord	28	54
Pac Attack*	28	54
Paladin's Quest*	28	54
Panic Restaurant	28	54
Paperboy 2	8	36
Pebble Beach	26	54
PGA Tour Golf	30	15
Phalanx	12	42
Pigskin Ftbrwl	28	54
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PLOK*	28	54
Pocky & Rocky	28	54
Populous	4	18
Power Moves	26	54
Prince Persia	24	54
Pro Quarterback	6	34
PTO*	28	54
Pgsleys Scv Hnt	16	44
Push Over	24	44
Putty*	28	54
Q Bert	18	49
Race Drivin'	10	36
Radio Flyer	24	49
Raiden	14	36
Railroad Tycoon	28	54
Rampart	20	48
Rap Attack	28	54
Rap City	28	54
Rap Quest*	26	49
Ren & Stimpy*	28	54
Retn of the Jedi	28	54
R. Bowe Bxing*	28	54
Rival Turf	14	44
Rival Turf 2	28	54
Road Riot 4WD	14	44
Robo Cop 3	10	38
Robosaurus	26	49
Rck N Roll Rcg*	28	54
Rocketeer	4	30
Rcky & Bllwnkl	26	49
Rocky Rodent*	28	54
Rgr Clmns Bsbl	26	44
Rmnc 3 Kngds 2	34	54
Rmnc 3 Kngds 3	28	54
RPM Racing	8	26
Run Saber	28	54
Srch Ultra Force	28	54
Shadowrun	28	54
Shanghai 2	22	39
Silva Saga	26	49
Sim City	16	44
Sim Earth	28	50
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Smpsns-B Ntmr	16	44
Skins Game	24	50
Skuljager	16	44
Smart Ball	24	49
Soulblazer	28	50
Space Ftbl	16	48
Space Mgfrc	16	44
Spanky's Quest	18	44
Spcl Tee Shot	26	49
Spellcraft*	28	54
Spdrmn/X-Men	28	54
Spndizzy Wlds	26	54
Sports Illustrtd*	28	54
Star Fox	28	59
Star Wars	30	59
Street Combat*	24	54
Street Ftr 2	20	59
St Ftr 2-Turbo	32	59
Strike Gunner	28	50
Sunset Riders*	28	54
Superman*	28	54
Spr Aqutic Gms*	28	54
Supr Basbl Sim	18	39
Supr Bases Lded	20	36
Supr Batter Up	30	50
Supr Battletoad	26	49
Supr Battleship*	28	54
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Supr Battletoad	28	54
Supr Blk Bass*	28	54
Supr Bmbermn*	28	54
Supr Bowling	26	54
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Supr Caesar's	28	54
Supr Conflict	22	54
Supr Ddge Ball*	28	54
Supr Dbl Drag	24	49
Supr Dbl Drbl	28	54
Spr Fgtng Smltr	28	54
Supr Ghouls	4	29
Spr High Impact	22	49
Spr James Pond*	28	54
Spr Mrio Alstrs*	28	54
Supr Mario Wld	3	22
Spr NBA Bsktbl	32	54
Supr NFL	26	49
Supr Ninja Boy	26	54
Supr Off Road	12	39
Spr Off Rd Bja*	28	54
Supr Play Act Fb	3	30

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Supr Scp(6in1)	1	14
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Supr Smash TV	10	36
Supr Soccer	24	42
Spr Sccer Chmp	28	39
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Supr Tennis	12	34
Supr Troll Land*	28	54
Supr Turrican*	26	54
Supr Valis 4	14	49
Supr Widget*	28	54
Swampthing	26	49
Tazmania*	28	54
Tecmo Spr Bwl*	28	54
Tcmo Spr NBA*	28	54
TMNT 4	20	44
Terminator	20	49
Terminator 2*	28	54
Trminator 2-Arc	26	49
Trminator 2-Jdg	26	49
Test Drive 2	30	54
The 7th Saga*	28	54
Thmas the Tnk*	28	54
Thunder Spirits	10	29
Tny Toon/Buster	26	44
TKO Boxing	20	44
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Top Gear	32	59
Top Gear 2*	28	54
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Troddlers*	28	54
Tuff E Nuff*	28	54
Ult Fighter	28	54
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Ultrabots	30	54
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UN Squadron	8	38
Uncharted Wtrs	30	54
Universl Soldier	28	49
Untouchables*	28	54
Utopia*	28	54
Vgas Dreams 2*	28	54
Vegas Stakes	30	54
Wailalae C C	24	42
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Waynes World	18	42
We're Back*	28	54
Wheel Fortune	22	44
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Wicked 18 Golf*	28	54
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Wg Cd Sct Msn*	28	54
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Wizard of Oz*	28	54
Wizardry V	28	54
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Wordtris	20	44
Wld Cp Soccer*	28	54
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Wld Lg Soccer	10	36
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Yoshis Cookie	26	50
Yoshis Safari*	28	54
Young Merlin*	28	54
Zelda 3	18	40
Zmbs Ate Nhbr*	28	54

ACCESSORIES

Control Deck	$78	$99
Ascii Pad	4	22
AV Wires	1	3
Carry Case	10	19
Champ Joystick	28	69
Comp Pro	6	20
Controllr Qksht	6	22
Ext Cord Cntrl(2)	8	12
Game Genie	28	54
Game Holder	3	9
Mario Paint Mse	6	24
Misc Joypad	3	14
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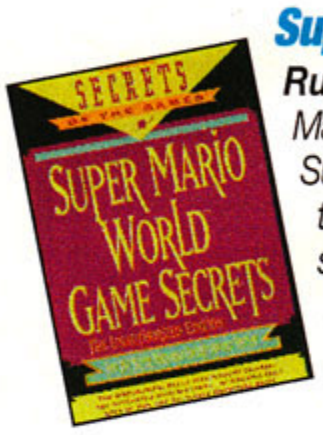

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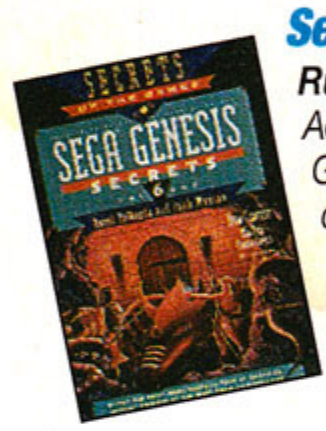

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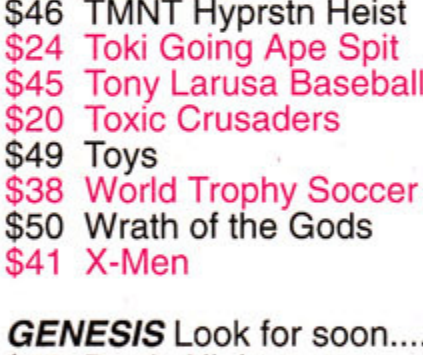

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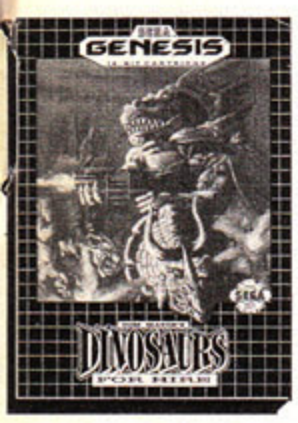

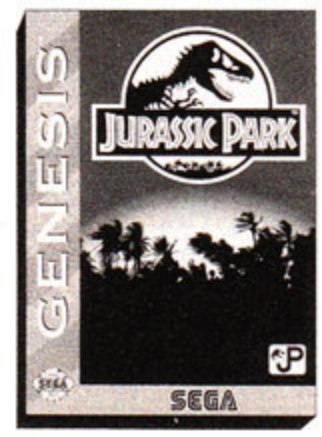

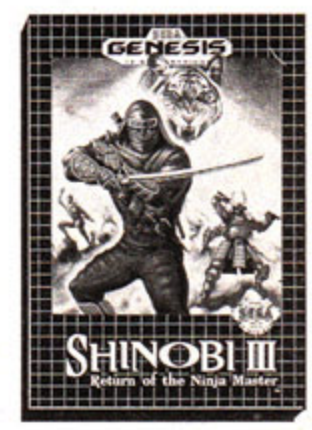

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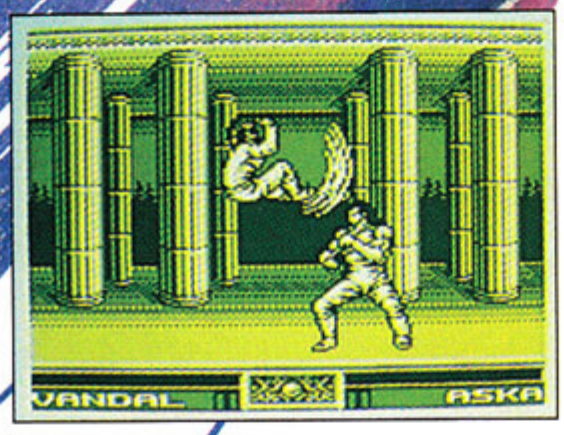

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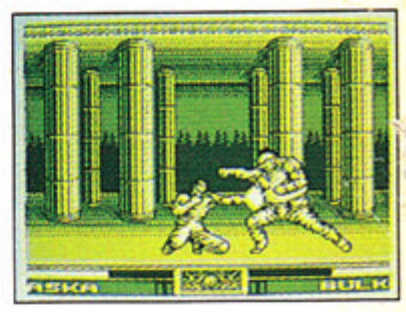
Enter the Omega League of 7 full size, screen dominating fighters each with 20-40 attack moves including specialized assaults. Use these awesome arsenals of physical brute force to wail on computer controlled foes in the practice mode. Pulverize your opponents in a single elimination pain event. Or vie for the title of Mightiest Mortal in the bone crushing tournament.



You can even inflict unforgettable agony on a friend with the 2 player option using a second Game Boy, Raging Fighter Game Pak and a Game Link.™ So grit your teeth and clench your fists. In Raging Fighter you have nothing to lose but use of your limbs!

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