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GAMEPRO

#1 VIDEO GAME MAGAZINE

MORTAL KOMBAT II!

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New Fatalities! Pg. 28

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NBA JAM

Comes Home!
Pg. 180

ATARI JAGUAR REVIEWS!

Cyber Morph
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It all began

when I pushed the start button on my new asciiPad SG-6. There was this gigantic flash, and suddenly, I was floating in space. Just then, hundreds of vicious alligators solar-surfed past me, heading towards Earth. If you've never seen an alligator with an attitude, trust me, they're scary. Lots of teeth, and they're not vegetarians. "We're sick of our swamp planet," they snarled. "We're taking Nebraska!" I live in California, so I'm thinking, "So what?"—but then I remembered my buddy Travis, from Omaha*. Besides, sooner or later, I knew they'd add Los Angeles to the menu. So, the fate of the World was in my hands. Actually, a Fighter Stick was in my hands—so I flicked on the slow motion control to buy some time. Just then, a spy satellite flew past, with —get this—a laser cannon. I plugged the cord in, switched on turbo fire and blasted those lizards at over 30 shots per second.





Power Clutch (Genesis) The joystick that revolutionized the Sega.



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asciiPad (SNES) Turbo, Auto-Turbo and Slow-Mo have made this the world's most popular enhanced pad.

HOW I SAVED THE WORLD FROM THE ALLIGATOR PEOPLE

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asciipad SG-6 (Genesis) Six buttons, and killer styling. Black belt not required.

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

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

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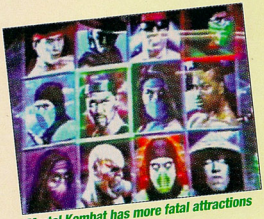

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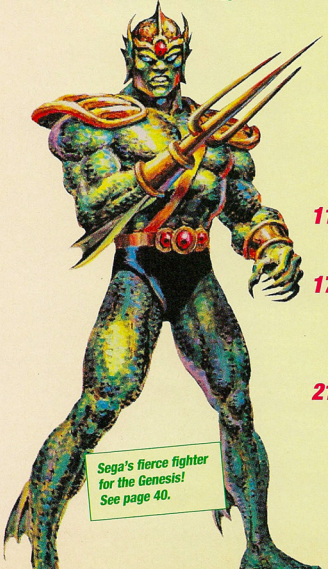

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Cover illustration: Francis Mao

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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Bust up the Super Street Fighter II competition with the killer combos and strategies in this ProStrategy Guide!

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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For SNES & Sega Genesis

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The Fight Has Only Just Begun

A scant two-and-a-half years ago, head-to-head fighting games were practically reinvented by Street Fighter II. Today, fighting games are arguably the single most popular category of video games. The fighting fury is obvious – five of the last six *GamePro* covers have featured beat-em-ups! This issue has no less than 32 pages of fighting coverage.

Will this trend continue to grow, expand, and gain momentum? Yes! Mortal Kombat for home systems probably kept pace with, if not outsold, SF II Turbo over the holidays. The Neo•Geo is on the rise with Samurai Shodown and Fatal Fury Special. Sega's taking its best shot with Eternal Champions. Interplay's got a spoof called, Clay Fighter. Familiar faces are also getting into the action, such as Teenage Mutant Ninja Turtles: Tournament Fighters.

With competition becoming intense, no one can rest on their laurels. SF II has now been revised three times in the arcades. Instead of making a Mortal Kombat Improved Edition, Bally/Midway went all-out with MK II, which features Turbo speed and seven new characters for a total of 12. In the red corner, Capcom's Super SF II has four new characters for a total of 16, but there's less advancement in graphics. Which will come out on top? Look for ProReviews next issue.

What's next for fighting games? Here's our list of what the fighting games of the future will need to survive:

- More ways to block, counter, and reverse moves.
- More detailed and planned combo systems. Enough with the glitch-in-ones and the juggling acts!
- Characters with individual moves that hit differently at different contact points.
- Programming safeguards against re-dizzy combos, perpetual combos, cheap moves, and combos that zap more than a third of your fighter's health.
- Innovative new fighting styles, using weapons or real-life martial arts.
- More game interaction with the backgrounds.
- Finishing Moves that can be executed during game play as a super combo or a technique, not just a controller motion after the outcome is decided.

No matter who emerges the victor and who gets "whipped into the pit where has-beens fester," *GamePro* will make the call. Fighting games are here to stay!



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SNES

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FOR SUPER NES & GENESIS

Remember the law of the paw, "run for fun." And, Chester Cheetah is a cat that knows where it's at!

He is heading home, while it's time to roam. In the all new Wild, Wild Quest, Chester Cheetah is spotted for trouble enroute to Hip City. Watch his feet take to the street as he encounters the fate of the state. Not-So-Great Falls, Montana, Un-Clearwater, Florida, Little "Socks" Arkansas and others are just some of the towns that try to treat him like a clown. But, cool cats don't act like that. You have to be cool to rule.

"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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THE MAIL

Video Violence: The Readers Speak

It's a mystery to me why Nintendo is severely censoring Mortal Kombat, considering that they didn't mind packing SF II with plenty of blood. The facial portrait of Sagat after he's lost a fight isn't exactly straight out of Mr. Rogers' Neighborhood.

Rick Purzer, Plymouth, MI



Mr. Sagat's Neighborhood

What's the big deal with violence? I get a kick out of shows like *Itchy and Scratchy* because they're not real! Parents should worry about what's on the news, not what's in video games.

Chris, Victoria, Canada

Gamey Endings

Regarding your recent letters about game endings, I think a weak ending can ruin a great game. Only one system's endings never disappoint me: the Turbo Duo. Cosmic Fantasy 2 has the greatest ending I've ever seen.

Dan Buckley, Worthington, OH

The endings play a major role in the quality of a game. The better the ending, the better the game. It's a real letdown if the ending stinks. The best ending I've ever seen was in Mega Man 3, while the worst was in Out of This World for the SNES.

Jason Volpini, Fayston, VT

The ending should be a real treat for the person who spends all their time trying to beat the game. A role model for good endings is Star Fox for the SNES.

Scott Mathews, San Antonio, TX



Roll with this Star Foxy role model.

Talk Tech to Me

Will the Edge-16, featured in your September issue, be compatible with the Sega CD?

David Swinehart, Knoxville, TN

(Yes, since the Edge-16 piggybacks onto the Genesis, which also piggybacks onto the Sega CD, they can all be hooked up simultaneously. However, the Edge-16 will not play a Sega CD, or vice versa. – Data Carvey)

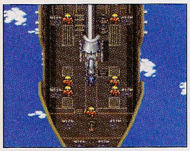


What does the term "real time" mean? You often use it in your ProReviews.

Tony Palylyk, Devon, Canada

(The term comes up most frequently in RPGs, where battles usually take place in two different ways. In non-real-time fights, you make attack decisions, then you're presented with a new menu of options or questions. Your button-pressing is not causing anything to happen immediately to your on-screen characters. See Phantasy Star I, II, or III for plenty of "non-real-time" examples. For real-time battles, check out Sorcerer's Kingdom, Final Fantasy II, and Landstalker, or the fighting action in most non-RPGs for that matter. In these games, the on-screen characters react immediately to your button-pressing commands. There's no delay or new option menu. – Earth Angel)





Flying into Final Fantasy II's real-time battles.

Why the incompatibility of the Sega CD and Mega CD? Sega should've had just one CD system.

Terrance Powell, Pagedale, MO

(Though they play games the same way, they are intentionally different to protect copyrights. A game manufacturer has a copyright to sell its games in North America, another copyright for sales in Asia, and yet a third for Europe. To guarantee no overlap, there are three different CD systems, all essentially identical except for the names and the abilities to play games only intended for each. – Video Head)



My brother always puts his games on pause and goes to his friend's house to play. Is he hurting his Genesis or SNES?

Rick Mathews, Rosamond, CA

(No, but it can hurt the TV. An image will "burn" into a screen after a few hours, which is why screen savers were invented for computer screens. Leave the game on, but turn the TV off! – The Lab Rat)



I'm confused about codes. Are they programmed into the game, or are they put in after the game is made?

4 Da Girls, Aliceville, AL

(Codes are placed into the game by the programmers, who use the codes to skip around the levels while they're working on the game. Once the games are done, it's too much trouble to take the codes out, so they're left in for gamers to find. – (Lance Boyle)





Using a programming code (hit L, R, and Start at this Title Screen), you can increase your lives in Final Fight for the SNES.

Fightin' Words

What's the difference between Ryu and Ken's red and blue Fireballs in SF II?

Tim Gonzalez, Hialeah, FL

(The red Fireball was a glitch in the original arcade game, but it was so popular that Capcom intentionally put it into SF II Turbo. Red and blue Fireballs are regular moves in the new arcade game, Super SF II. – Slasher Quan)





Fireballs are red! Fireballs are blue! They'll make charcoal briquets outta you.

I'm writing about your September '93 issue. I can't get some of the Mortal Kombat Finishing Moves to work.

Brian Wilson, Forked River, NJ

(You're right! At the time we wrote that article, we had an early version of the game. The moves we printed all worked, but Acclaim made some last-minute changes after we'd mailed out that issue. For all the right moves, plus tons of tips and strategies, pick up a copy of GamePro's

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ATCB-0A24	Invincibility
BRVV-YAE6	Start at Jafar's Palace™

GAME BOY® — MORTAL KOMBAT® Game

005-94C-B31	Player 1 is invincible
00C-B5E-3BE	Infinite time
FF9-C7C-E6F	Foot sweep does more damage

NES® — LAST ACTION HERO™ Game

SXXLOGVG	Infinite lives
SZEVZIVG	Infinite continues
ESXZLAEY	Kill bosses with one hit

GENESIS™ — STREET FIGHTER II SPECIAL CHAMPION EDITION™ Game

BLAT-AA3R	MASTER CODE – MUST BE ENTERED
AC6A-EAEG	Throws do no damage – champ. mode only
97BT-DE3Y	First hit wins battle
AC3T-CAGE	Allows special moves in mid-air

SUPER NES™ — MORTAL KOMBAT® Game

D861-14DD	Start on match with Shang Tsung™
C9B2-17AF	Infinite time
6DB8-3D67	Always get Flawless Victory™ bonus

SUPER NES™ — SUPER MARIO ALL-STARS™ Game

C2C1-D4AA	Infinite lives – Super Mario Bros.™ Game
C2B6-A455	Infinite lives – The Lost Levels™ Game
C26E-D5A6	Infinite lives – Super Bros. Mario 2™ Game
DDAF-A8A3	Fly at any time (run meter always full) – Super Mario Bros. 3™ Game

GAME GEAR™ — MORTAL KOMBAT® Game

003-48B-F79	Player 1 is invincible
00B-40C-3BE	Infinite time
240-C5D-C4B	Player 2 usually starts with ½ health

GAME BOY® — STAR WARS® Game

C9B-5CC-3BE	Infinite energy
00B-6AC-195	Infinite lives
FA2-F6E-4C1	Infinite continues

GENESIS™ — MORTAL KOMBAT® Game

BT9A-CAG2	Start on match with Shang Tsung™
AKXA-AA22	Always get Flawless Victory™ bonus
AC7T-AAA2	All throws do no damage

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Official Mortal Kombat Strategy Guide ***at your local bookstore, or see page 110 to order one by mail. – Scary Larry)***

With the Turtles turning into street fighters in Teenage Mutant Ninja Turtles: Tournament Fighters for the SNES, what's become of April? Is she one of the combatants?

Mike Karlson, Plainview, NY

(You can fight as April in the Genesis version, but not in the SNES game. – Bro' Buzz)



Plenty of SNES Tournament Fighters, but no April.

Your September issue said you'd see the special ending to SF II Turbo by beating it on Level 8. I played as Ken all the way up to M. Bison, but kept losing. I switched to Chun Li, and within a half an hour, I'd won. I waited, but saw no special ending.

Bobby J. DuCutis, North Brunswick, NJ

(To see the ending, you can't change characters while you're playing, nor can you join in on Controller Two. – Otter Matic)

After M. Bison defeats an opponent, he turns to the screen and what seems to be a cat's face appears on his chest. What's the story?

Michael Wynn, Jacksonville, NC

(Bison has two win animations. We think you're just seeing the abstract pattern of his uniform over his bulging muscles.

We don't see a cat's face, but it could be open to interpretation. – Ms. Demeanor)



Meow Bison?

Johnny Cage is missing from the Game Boy version of Mortal Kombat, and Kano is missing from the Game Gear. Why aren't they included?

Ed Sheredy III, Barnesboro, PA

(Memory limitations forced the hand-held versions of MK to lose these characters. To make the games different, a different fighter was pulled from each one. – The King Fisher)

SF Humor: Why is Dhalsim a bad employer? He fires too many people.
In Nevada, whose moves are the best? Vega's.

Jay Ronquillo, Virginia Beach, VA

Mario Mystery

Why is Mario the so-called "trademark character" for Nintendo, when in actuality he started out with Atari?

Chris Chase, Lynn, MA

(Mario made his world debut about ten years ago in Donkey Kong, Nintendo's first arcade hit. Soon after, Nintendo licensed the character to Atari for use in a few games. He was basically just on loan to Atari. – Sister Sinister)



Nintendo's Bro? Or Atari's?

The Magazine Biz

My friends and I were startled when we saw the World Heroes ad in your August issue. You may think we're goody-goodies, but why did you go and ruin such a great game with such a horrible ad? Watch the ads you put in – swearing isn't needed in a great mag like yours.

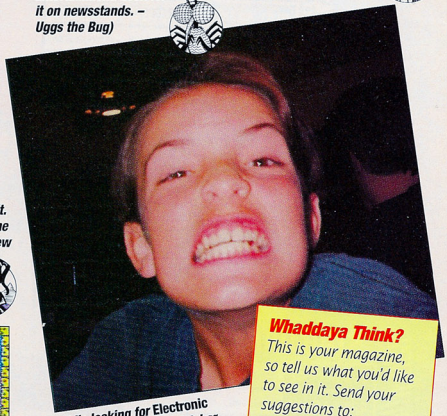
D. Williamson, Portland, OR

(Lots of other readers agree with you, and so do we! We won't run that ad again, and we encourage all GamePros to write to us any time something about **GamePro** ***bothers you. We use your input to make changes that improve the magazine, including not running ads that offend our readers. – The Editor-in-Chief)***

I've been reading *GamePro* for four years, and not once have I seen an article on computer games. Are you planning to put in a section on them?

Perry Keleher, Guelph, Canada

(Computer games are covered in our sister publication, **Electronic Entertainment.** ***Look for it on newsstands. – Uggs the Bug)***



While looking for Electronic Entertainment, Perry Keleher shows off the results of his latest dental exam.

I suggest that you have an index where you list all the ratings for games you've reviewed in the last few months. It would help shoppers, and make rechecking a review's rating very easy.

Joseph Balsamo, Teaneck, NJ

(Great idea, but we already do this! Check the back pages of **SWATPro** ***Magazine. In addition to tons of tips,*** **SWATPro's Buyers Guide** ***lists all our ratings from recent issues. – Monty Haul)***

Can I subscribe to *GamePro* if I move to New Zealand? And how do I pay in foreign currency?

Andy Robin Young, Levin, New Zealand

(We have readers who subscribe from virtually every country in the world, Andy. As long as you pay with a cheque from a U.S. bank in that country, there's no problem. By the way, if you're a current subscriber who wants to tell us your new address, be sure to tell us your old address too, so we can process the change faster. – Lance Boyle)

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!

SUPER NINTENDO ENTERTAINMENT SYSTEM

YOSHI'S COOKIE™

Cookie Chaos for Mario and Yoshi!

Mario and Yoshi are filling in at the Cookie Factory, and the snacks are piling high!

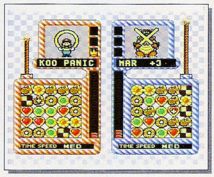
As fresh baked cookies roll out of the ovens, it's up to Mario to sort and stack 'em before they pile too high! Line up a row of the same kind of cookies either vertically or horizontally, and they vanish. Clear the screen to move on to a new level of munchie-madness! Yoshi appears from time to time to stir things up. Play for high score or go head-to-head against a friend or the computer. The mouth-watering madness doesn't let up!



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

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

In the tradition of Tetris™ and Dr. Mario™, Yoshi's Cookie is a heaping helping of lip-smacking, snack-stacking cookie chaos!



- 100 stages, plus bonus rounds.
- 1 or 2 players, or play against the computer.
- Choose to be Mario, Yoshi, the Princess or Bowser.
- Extra puzzle game from the creator of Tetris.

It's a snack attack!

Bullet-Proof Software, Inc.
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This couldn't wait 'til the 21st century.

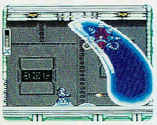


The "X" generation of Mega Man adventures is here. For the first time on the Super NES.

As his last great creation, Dr. Light developed "X"—the first thinking, decision-making robot. Years later, Dr. Cain modifies his design to make thousands of supposedly "harmless" Reploids. That is until Sigma, the most intelligent Reploid of all, decides to lead the others in eliminating all humans from the planet. Now "X" must hunt down Sigma using his all-new arsenal, including the X-Buster and the awesome Emergency Acceleration System. It's the Mega battle of the next century, found only on the Super NES.



"X" uses his X-Buster to save Zero, the leader of the Maverick Hunters from the evil Vile.



When the robotic amoeba glues "X" to the ground, either he shoots or he's stuck.



"X" destroys an enemy submarine fuel tank and things get extremely explosive.

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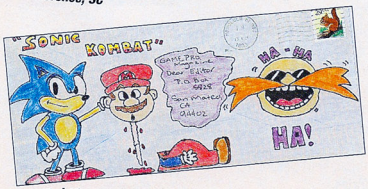
Congratulations to Adam Talbot of Midlothian, VA, for sending us the Envelope of the Month. Keep those great envelopes comin'.



Envelope of the Month: Adam Talbot
Midlothian, VA



Jason Jackson
Florence, SC



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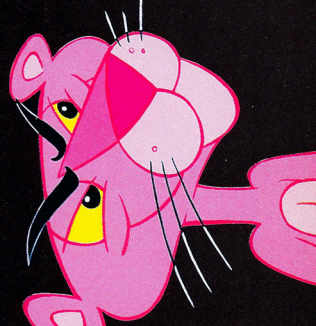

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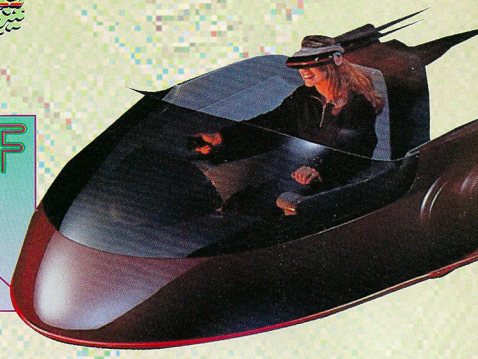
VISIONS OF REALITY

A New Look for Virtual Reality Games





By the Whizz

The 'Gate to virtual reality may soon open on to your neighborhood. Visions of Reality (VOR) has a VR game called Cybergate that's ready to make its debut in its own VR entertainment center. However, this Irvine, California-based electronic entertainment company has a far-ranging vision. VOR's ambitious game plan calls for 50 Visions of Reality Family Centers to open across the country this year. Plans for Centers in Asia, Europe, Mexico, and Latin America are in development.

Basic VR

The VOR virtual reality game unit will consist of a one-person, seven-by-eight-foot spaceship pod that houses a headset, game controls, and a powerful Silicon Graphics Onyx supercomputer, which drives the complex 3D virtual reality software. Players will sit in a simulated cockpit environment and use joysticks and foot pedals to move and fire weapons.

They'll wear a special head-mounted display (HMD) that contains an electro-magnetic sensor, which sends messages to the computer indicating the direction the user is looking. In turn, the computer generates stereo images on a high-resolution color LCD using proprietary wide-angle optics. The HMD utilizes proprietary vision immersion (VIM) technology by Kaiser Electro-Optics, a company which builds state-of-the-art simulators and actual combat-targeting systems used in jet fighters.



Opening Cybergate

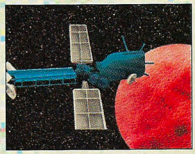
Once you're comfortable in your VR starfighter, you're ready to participate in an epic galactic war. Cybergate is a space adventure set in a distant galaxy. The warlike Ptox and the industrious Shandri have lost their respective homeworlds. Now they're pitted against each other in all-out battle for a portal, the Cybergate, which sits at the edge of their solar system and offers the only route to a new world for colonization.

Players choose which humanoid race to champion. Both races have advanced fighter ships, armed drone sentries, and gigantic mothership. The obstacles barring victory include more than enemy defenses. Asteroids and debris from previous battles will damage your fighter, too. You may also run into a space-rift, which transports your ship to another sector of the galaxy. This can either be a major hassle or a last-ditch escape tactic.

Although the action sounds like it will keep space fighters busy, this is not a fly-or-die mission. Both races forbid killing, so they use a pilot-retrieval warp system to transport you from your critically damaged ship before it explodes.

Cybergate pilots will not be alone on their missions. They play as a team, which challenges not only the VOR computer, but other players as well. The game networks six players per game in three-on-three simultaneous competition. Players communicate to each other via voice-activated microphones embedded in the headsets. Additionally, remote monitors allow spectators to view the turning and burning, and they see exactly what the players see.





Virtual Visions

When VOR Centers open up, you may want to step on through the Cybergate. At least Visions of Reality sees that as the pathway to virtual reality entertainment. G

(Visions of Reality, Irvine, CA; 714/454-8056)

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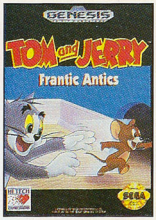

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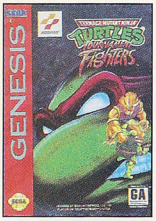

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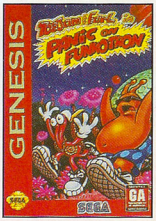

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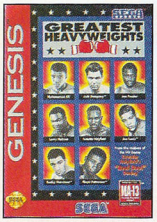

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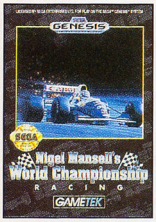

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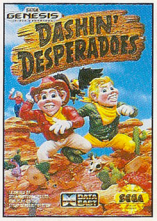

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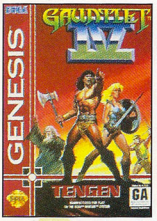

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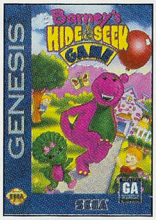

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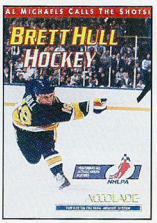

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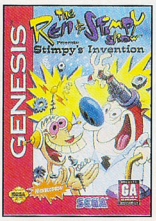

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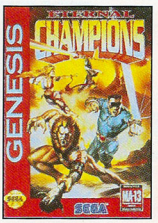

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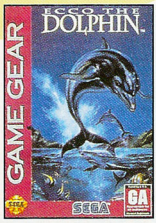

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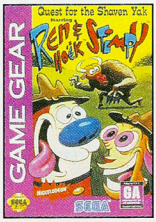

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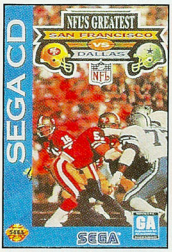

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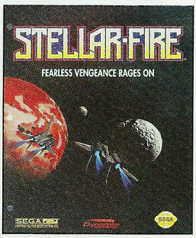

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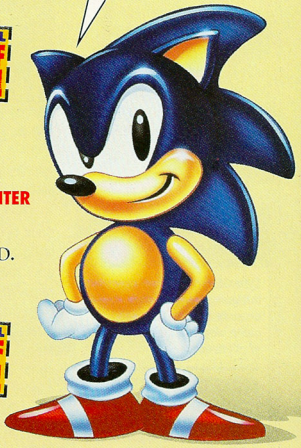

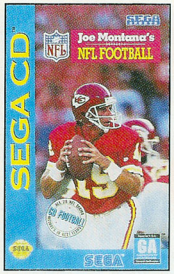

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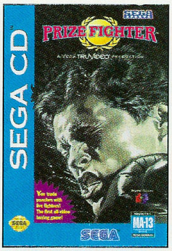

PRIZE FIGHTER BOXING
from Sega.
For Sega CD.

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Jaguar Games Debut

Atari launched its 64-bit Jaguar system November 15th in New York and San Francisco. Check out the first reviews of Jag software, and look for continued coverage next month in *GamePro*.

SPECIAL FEATURE

JAGUAR

CyberMorph



By Boss Music

If Trevor McFur is the Jaguar's equivalent of Fox McCloud, then CyberMorph is the game play equivalent of Star Fox. The cart is one giant polygon flight-fest that offers a surprising amount of strategy and action in a well-crafted package.

Do It for the Pods

In CyberMorph you pilot a one-of-a-kind space craft on a mission to rescue hundreds of pods that contain valuable scientific equipment. The pods have been scattered across the galaxy, and you fly through five sectors containing eight planets each to find them.



PROTIP: Hug the outer rim of a force field to find the generator. Blow up the generator to bring down the field!



PROTIP: You can temporarily halt the spread of pollution by blasting the Towers.

PROTIP: Use the side view to place mines more accurately.

Jaguar Game ProFile
CyberMorph
(By Atari)

CyberMorph is a well-executed, intriguing polygon-style space crusade that delivers solid game play, but a deterring level of challenge.

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.0	4.5	3.5	ADV. Advanced

Packed-in with Jaguar
16 meg
Available now (limited release)
Adventure/ shoot-em-up

One player
40 levels
Variable perspective
Forward-scrolling
Passwords

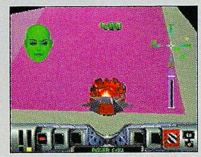
The CyberMorph environment is not particularly striking graphically, but the game does mark advances in the art of polygon graphics. In StarFox you can fly only in one direction, while in CyberMorph you have complete control over your craft and can fly in any direction. The smooth, fluid controls are true flight-sim style and present problems only when using the Jaguar's cumbersome keypad for weapon selection.

The intriguing game play requires a great deal of strategy. You skim the worlds on a search-and-collect mission, navigating treacherous mountain ranges, avoiding neutral enemies who won't attack unless provoked, and pumping hostile crafts full of lead and smart bombs. Although the levels are well designed, the game play becomes repetitive, since much of the action is repeated throughout the levels.



PROTIP: Tap the Accelerator button to fly safely through mazes.

PROTIP: Enemies hijack the pods and bring them to the pollution site. Wait by the Towers and rack up the pods!



Your holographic playmate makes such helpful comments as "Avoid the ground."

CyberMorph's biggest weakness is its level of difficulty. You get a password for each sector you clear, but clearing sectors is a monumental challenge. There are plenty of 1-ups to earn, but adjustable difficulty or continues would have made the game more accessible.

Cyber Graphics and Sounds

Although the graphics aren't mind-blowing, the well-shaded polygons provide a nice display. Objects, creatures, and buildings have a rough, blocky, untextured look up close, but this doesn't detract from the game play.



You must save eight planets in each sector.

The CyberMorph music and sound effects are neither here nor there. The cool title track sets a great mood, but during the game all you get are explosions, bullets, and engine roars. No help, no hurt.

Morph-in' Right Along

While CyberMorph is not a Jaguar showcase cart, the depth of game play makes it a fairly strong pack-in. If it were less difficult, this game would rate even higher, but as it is CyberMorph is worth a test flight. G

Trevor McFur

IN THE Crescent Galaxy



By Boss Music

Trevor McFur in the Crescent Galaxy is a shooter that *shows off* the potential of the Jaguar, but it doesn't do much to fulfill it. You play as Trevor McFur, a young space pilot. You must clean out a scant five worlds (10 levels total) to restore peace.



You take on the first four planets in any order.

All that Glitters Is not Gold

The graphics are the main attraction – and the primary reason to play the game. The 24-bit true-color visuals are in some ways a marked step beyond anything seen on the SNES, Genesis, or even the Neo•Geo. The 3D-rendered bosses, for example, move with lifelike animation, and they're very well shaded. There's not even a hint of slowdown when these gigantic sprites occupy the screen. The backgrounds, too, display extraordinary detail, some approaching photographic quality.



Odd-It threatens you at every turn.

PROTIP: You can only have one power-up on the screen at a time. Move fast and you can collect up to four by shooting, grabbing, and shooting again.



PROTIP: You can fly behind the cliffs in the Desert World.

However, the visuals are a far cry from perfect. The subdued backgrounds have almost no multi-scrolling dimension. The enemies become redundant, and many of the effects in the game have a cut-and-paste feel to them. For example, the asteroids look like (and are) digitized rocks, and Trevor looks like a Jaguar's head that was grafted onto the body of some guy (which it was). The glitzy graphics in this game look nice, but the thrill wears off and you don't get into them as much as, say, the visually involving Thunder Force III for the Genesis.



PROTIP: Watch a boss's health bar. If you see it start to go down, you've found a weak point!

PROTIP: Don't shoot asteroids that don't give you power-ups.

After the graphics, this game goes from cheesy to worse. The sound effects and music are disappointing for a CD. The opening theme song has no personality, and the game play music is...well, there is no music. The sound effects are weak, repetitive, and occasionally annoying.

Does this Kitty Play?

The game play in Crescent Galaxy has little depth or ingenuity. You scroll side-view across open, flat, non-interactive backgrounds and shoot hordes of boring, redundant (but occasionally cool-looking) enemies. There is no variance to the speed, and little technique is needed other than moving fast and shooting the right objects. The action is surprisingly primitive – not even as advanced as many 8-bit and 16-bit shooters. Gradius and Life Force for the NES were more fun!



PROTIP: Dismemberment is the key to success against some bosses.



PROTIP: It's almost impossible to fly through all the rings in the bonus stage at high speeds. Skip the small rings that are hard to navigate.

The controls function fairly well, but could use some fine-tuning. For example, rapid-fire by holding down a button is slow, which means you must constantly pound away on the controller. (Finger strain, anyone?) Changing weapons with the nine-key Jaguar keypad is awkward at first, and you'll be pausing often to scan the plastic overlay for your weapon.

The cart gives you only three continues, and you're not going to survive very far on nine lives without reflexes of steel. The programmer's cheats in the manual are a big help.

A Shot in the Dark

Seeing Crescent Galaxy is witnessing a possible new generation of graphics, but not game play. Basically, Crescent Galaxy is Trevor McFluff. G

Jaguar Game ProFile

Trevor McFur in the Crescent Galaxy

(By Atari)

What a great idea – Launch the Jaguar with a take-no-prisoners, mind-blowing side shooter! Unfortunately, that didn't happen. Crescent Galaxy is all looks and no substance.

Graphics	Sound	Control	FunFactor	Challenge
4.0	2.0	3.5	1.5	Advanced

$49.95
16 meg
Available now
(limited release)
Shoot-em-up

One player
Side view
10 Levels
3 continues



As much excitement as you can get from a wall socket without that funny burning smell.

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like you're in the room with them. Which, in a way, you are. What does all this TruVideo™ stuff mean? It means your optic nerves are in for a workout. It means you should go try these games. It means you may soon be wearing your hair differently. It means these games are indeed the next level. It means 110 volts never felt so good.

SEGA CD™
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SPECIAL FEATURE

AMIGA CD

By Peteroo

Imagine, if you will, a paler, longer version of the Genesis. Give it a built-in double-speed CD-ROM drive, a big hunk of memory, and a beefier processor. Then give it the Amiga's ability to play games.

Now you're traveling into another dimension. Your next stop...the CD32 Zone!

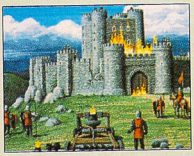
Under the hood, Commodore's new Amiga CD32 video game system is essentially the Amiga 1200 computer. That's a genuine game-playing powerhouse in its own right, with a potent set of special graphics and stereo sound chips, two megabytes of memory, and an '020 processor chips.

This new incarnation is built purely for fun, with an 11-button controller instead of a keyboard and mouse. What's more, by the time you read this, an MPEG module will bring full-motion-video capability to the CD32.

Between 40 and 50 CD32 games had been planned for pre-Christmas release. Here's the scoop on some of the early games.

Defender of the Crown II

(By CDTV Publishing)







First published by Cinemaware, Defender of the Crown was a strategy/arcade game widely celebrated for its atmospheric good looks, but not for its playability. Seven years later, this follow-up retains the beauty, but it improves upon the game play enormously.

There's a new story line (you're trying to raise 20,000 pounds to ransom King Richard), new features (getting into real estate, for one), and new wrinkles on old features (having two types of Boulders and Fire Pots to use with the Catapult). You have to think and twitch a wrist to beat this game. The end sequence is excellent!

D/Generation

(By Mindscape UK)

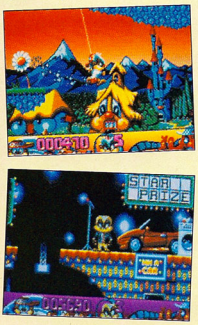


The things you have to do just to deliver a parcel, eh? This puzzle/adventure game with a ¾-overhead view casts you as a courier who unfortunately arrives at a genetics lab under siege by its own loony-tunes security system.

Your duty is to make your way to the top floor while outwitting robo-gun turrets, odd critters, and electrified floor panels. You must open locked doors, study computer screens, and...oh, yes, rescue the folks cowering behind their desks without sending them to an early grave.

Oscar

(By Flair)



You've seen those fluorescent-haired dolls called Trolls. Well, this drop-dead-gorgeous platform game was originally going to be Trolls II. Although Oscar's about as goofy-looking as a troll, this game's a visual feast, and Flair's lavished attention on detail. You'll keep noticing neat little touches tucked away throughout the game. You'll only be able to admire them for a second, though, 'cuz the monsters keep killing the poor little fellow.

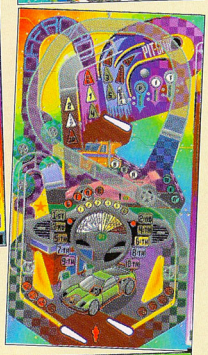


Pinball Fantasies

(By 21st Century)







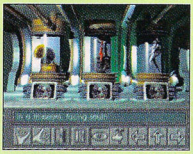


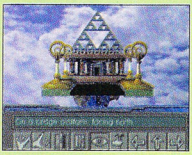
The Amiga version of this four-table pinball game has ruled the computer world for some time. Now it gets a shot at a video game system, and it's an even hotter version with 256 colors, CD sound, and all the heady realism of the original game (maybe more).

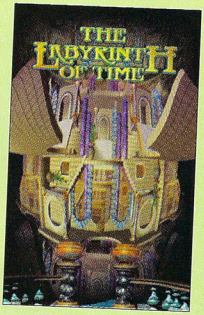
It's an intense sensory experience that, quite seriously, allows you to forget that you're sitting in front of a TV screen. (Yup, you can shake the "machine," and yup, it tilts.) About the only things missing from this pinball experience are the sharp crack as the ball hits the glass and the heavy-breathers waiting their turn behind you.

The Labyrinth of Time

(By Electronic Arts)





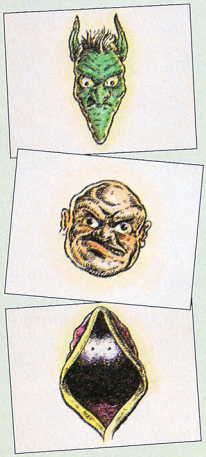


Can we just say "Wow" here for one sec? This isn't so much a game as an experience. Like Defender of the Crown II, this giant graphic adventure works on both the CD32 and its predecessor, the CDTV.

It starts out in a gray subway, but you quickly find yourself in an out-of-this-world landscape, rendered in more than 4000 colors and using closeups of every imaginable object, right down to a working toilet. You play to the accompaniment of some of the most magnificent and downright scary music ever to emerge from a game system (or a computer, for that matter).

Diggers

(By Millenium)



The little critters here don't have green hair or Chipmunk suits, and they don't yell "Oh, no," but it'll be hard not to think of Lemmings when you throw on this platter. Diggers, bundled with the CD32 in Europe, simply supplies another tribe of little men to boss around!

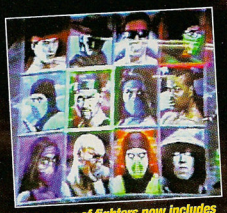
In Lemmings, digging is an option. In Diggers, it's the way of the world. You control one of four odd and distinctive races that are competing, territory by territory, for minerals beneath the surface of the planet Zarg. There's a lot more to this than just getting out of a level alive. There's strategy, business...and more digging.

HOT AT THE AR

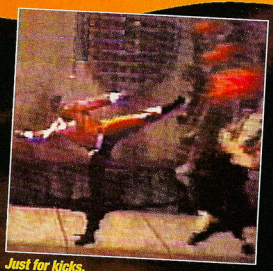
Mortal

By Manny LaMancha

Mortal Kombat took the nation by storm with its digitized fighters, intense Fatalities, and a ton of secrets that are still being discovered. Now, Bally/Midway has completed the difficult task of trying to top the original blockbuster. The result is Mortal Kombat II, a killer arcade game that'll slay the biggest MK fan. Let's look at what you can expect to see when MKII comes to town in late November.



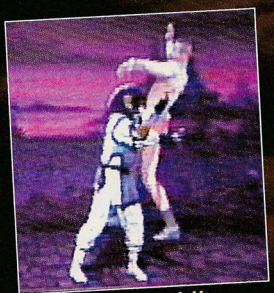
Your menu of fighters now includes Shang Tsung amongst its members.



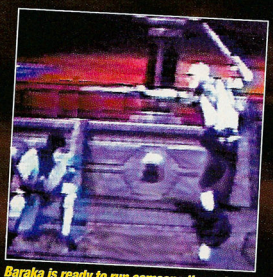
Just for kicks.

Krazier Kombat

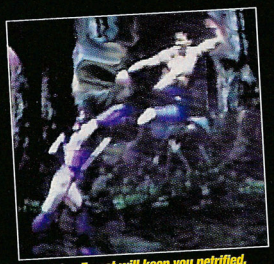
The first thing you'll notice when you step up to the machine is a different menu of characters at the selection screen. Some of the favorite fighters are gone and new faces are in their place. MK II offers 12 playable characters, compared to its original MK seven. Back for the battle are Johnny Cage, Raiden, Sub-Zero, Scorpion and Liu Kang. Gone are Sonya, Kano and Goro. The elusive Reptile was bored of hiding in the shadows and is now a regular character, as is MK's big guy, Shang Tsung, although he now appears in a younger body, say 480 or so years younger. The new characters are Jax, Kung Lao, Kitana, and Maleena. The latter two are MK II's deadly female players. To top it off, you'll also meet two new bosses.



Raiden has a new shocking hold.



Baraka is ready to run someone through with his metal arms.



The Living Forest will keep you petrified.



Shang Tsung vs. Sub-Zero











Kombat II™

By Midway

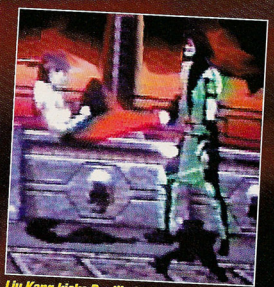




Shang Tsung and Jax are ready to rumble.



Raiden vs. Scorpion



Liu Kang kicks Reptile to death with his new Finishing Move.

As expected, each player has a series of moves that the player has to unearth through experimentation. Ed Boon, MK II's programmer and co-designer (see accompanying interview), explained that the original MK offered characters with one or two special moves and a Fatality Move. MK II has expanded on that by offering four or five special moves and at least ***two*** Fatalities per character. Along with the new moves, you can still use the old moves from the original MK. As an example as to what moves you'll encounter, Reptile can now spit acid, send a glowing orb toward his opponent which draws the enemy toward him, and can even make himself invisible.

Fame and Gory

You can expect MK II to be as gory as its predecessor. Reptile's Fatality Move, for example, involves his removing his hood to reveal his lizard head. His tongue then darts across to the stunned opponent's head, which is ripped off and slurped into Reptile's mouth with a stomach-rubbing "Mmmm." Other Fatalities have Johnny Cage pulling his adversary's torso off and throwing it down; Jax smashing his opponent's skull with a single, thunderous hand clap; and Baraka (the otherworldly alien) extending swords from his arms (*à la* the T1000 from Terminator 2) and chopping off heads.





Midway has put switches in for arcade owners to vary the intensity of the gore and to limit the Fatalities to the least violent ones.

To keep up the spirit of discovery and intrigue that Reptile originally offered, MK II has also hidden three boss characters, which you can bring out of hiding. Midway feels these hidden battles increase the appeal and add to the game's mystique.

Sights and Sounds of Kombat

The vivid graphics in MK II are amazing. The programmers reshot all the action and packed in twice the image memory of the original. You now play through 96 megabits of graphics instead of MK's 48 megabits. The digitized images are so clean that you can even see muscles ripple and Johnny Cage's skin glistening with sweat!

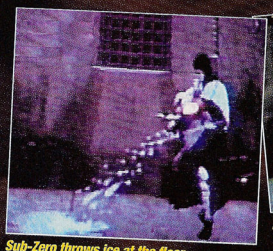
Similarly, MK II's sound treatment is much more powerful. MK II is the first video game to use the DCS (digital compression system) audio process, which was initially used in such pinball games as Indiana Jones: The Pinball Adventure, Judge Dredd, and Star Trek: The Next Generation. The sounds of battle are extremely realistic, and they give added impact to the visuals.

To the Future

Mortal Kombat is a legend. Beyond the arcade and home video games, Midway has licensed the name to various products. There are even plans to bring MK out as a movie, a comic book, and a TV show. When something becomes that popular, most companies sit back and enjoy the success. However, many of the original designers returned with Ed Boon and John Tobias (co-designer and head of video graphics for Bally-Midway) with a strong mission for MK II: Make the absolute best video game possible. MK II should be a hard act to top. G

Continued on page 34.

Screens for this feature were shot on site at the Amusement & Music Operator's Association Show.



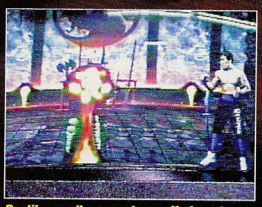
Sub-Zero throws ice at the floor...



...or at an opponent.



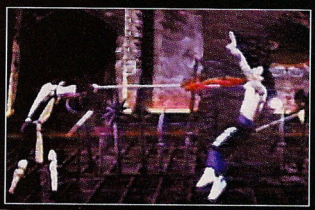
Two new femme fatales will rock your world!



Reptile can disappear in a puff of smoke.



An ominous figure in the background awaits the outcome of this fight.



The Armory



Kang sets Raiden up for a fatality.











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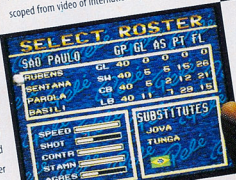



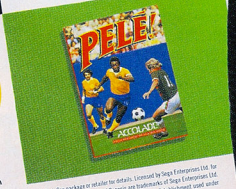

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Continued from page 30.

Hot at the Arcades Special

Mortal Kombat II Interview



By Manny LaMancha

A lot goes on behind the scenes to create a game like Mortal Kombat II.

GamePro met with Ed Boon, Mortal Kombat II's programmer and co-designer, and Roger Sharpe, Bally/Midway/Williams' Director of Marketing. Here's what they told us about the making of Mortal Kombat and Mortal Kombat II.

***GamePro:** What's the scoop on the hidden Ermac character?*

Ed Boon: I can't tell you if it's in MK II. It's not necessarily a thing that you can get to [by doing] this or that. It's associated with a…I can't say it's a bug, but it's an event that happens in the game that shouldn't happen.

I called it Ermac, my program code, which stands for "Error Macro." When something happens that shouldn't happen, it'll fix itself. Similarly, Smash TV had a thing where the game would lock up and would put you in a Warp Zone. It would basically recover the system and put you back in the game, but the game creators called that glitch the Hidden Key Room or something like that. [Ermac] is similar to that. It's not a feature that can be accessed by doing any particular moves.

Roger Sharpe: Some people can't believe that there isn't a logical, progressive way to [get to Ermac]. If you're one of the fortunate few to ever encounter it, fine. Savor the moment, because it could never happen again. I would not encourage anybody out there to play the game with the express mission of trying to find this character (grinning).

***GamePro:** What prompted you to do Mortal Kombat II? What did you want to do in the sequel?*

EB: John [Tobias, co-designer and head of video graphics] and I came up with the first Mortal Kombat while he was working on Total Carnage and I was working on Super High Impact. For the most part, a lot of what we do at Williams is asking, "What can we do better than what's currently existing?" With our digitized graphics, we could add elements that couldn't be done in Street Fighter, so we came up with the Fatality stuff and all that. Plus, we did it very quickly – we did Mortal Kombat I in about eight months, from start to finish. Usually, it's about a 12– to 14–month process.



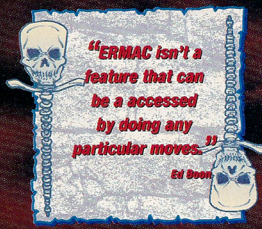
Ed Boon, programmer of Mortal Kombat and Mortal Kombat II

There were a million of things we *wanted* to put in the game, but we didn't have the time. Basically, we wanted to include all the stuff that we're putting in now, like the multiple Fatalities, more moves, and way more characters. We had thousands of letters from people saying, "You should have done this." Little kids are drawing characters… "You should put this in Part Two."

Mortal Kombat II is a response to, "If we had time, we would have put this in Mortal Kombat I." When you play Mortal Kombat II a lot and go back to Mortal Kombat I, the original looks very generic and very stripped down.



The gang's all here!





Roger Sharpe, Director of Marketing for Bally/Midway/Williams

***GamePro:** How about hidden stuff in Mortal Kombat II?*

EB: Your score really means nothing in the first Mortal Kombat – it's simply numbers. In the second game, though, there are actual plateaus that





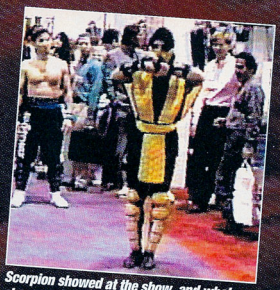








The actors who portray the characters in Mortal Kombat pose for the camera.



Scorpion showed at the show, and what a show-off!



The new machines will stand out in the arcade.



Ed Boon demonstrates new moves for the crowd at AMOA.

you're hitting with your score. When you get 30 wins in a row, you fight this one hidden character. When you hit 50, you get this, or maybe when you do 10 Fatalities in a row, something like that. Everything is kind of building up to do something way down the line.

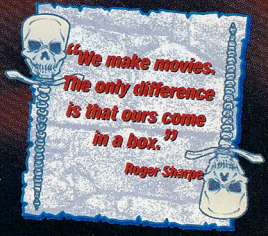
GamePro: *What's the best part of MK II's game play?*

EB: It's like playing an instrument. When you play the guitar and your hands make music, you're not thinking, "WOW, I'm making melodies." When you want a sweep kick in this game, your hands just do it. When you want to do an uppercut, you just do it without thinking. The machine becomes an instrument in itself. When you do that, you learn all the other moves and you're a little better than the next guy.

There's also a better balance. In the last game, Sub-Zero really dominated the game. We added some moves to Sub-Zero [in Mortal Kombat II], but we toned down the moves that were too strong. The game in general is much more evenly balanced.

The ego-type thing is what we're trying to build. We put these big medals on the screen for everyone to readily see a player's skill. They'll say, "That guy…he can do the death blow." Some people line up to be the king of the MK hill. That's the magic that we're trying to expand on in this game.

RS: Somebody made a comment, and I think it's really accurate: We make movies. The only difference is that ours come in a box. Whether it's a video-game cabinet or a home machine, we're creating movies.













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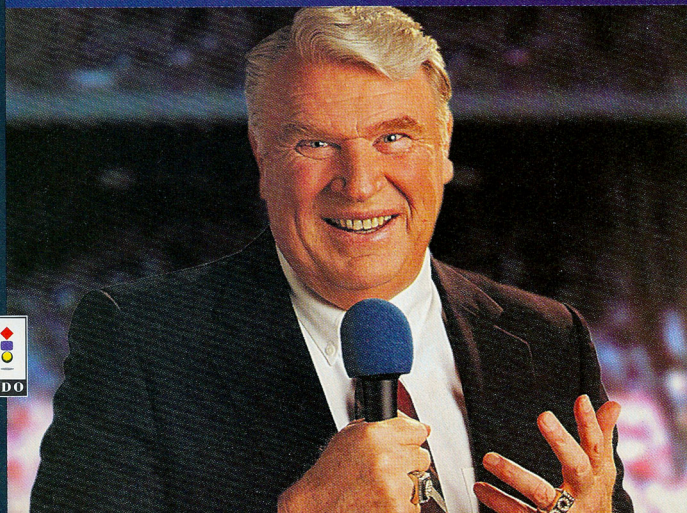
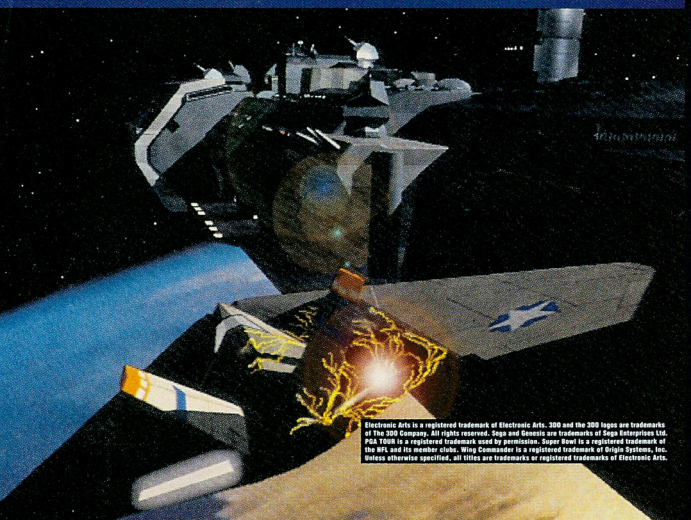


3DO



THE FUTURE



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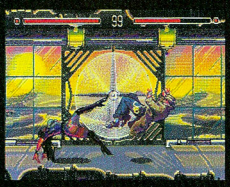

Eternal Champions™
Use Shadow's Flying Step to stomp on Larcen.



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Blaze flattens Galsia with her karate chop.



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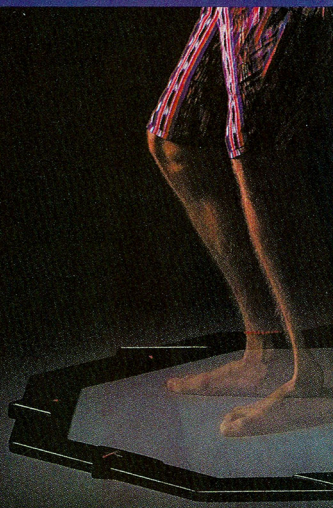

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Ryu takes a bite out of Sagat when you use his Dragon Punch.



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





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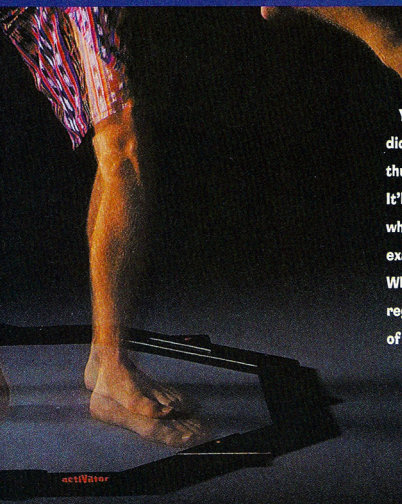

You figured it out. Your opponent didn't. He's sitting over there moving his thumbs. You're in the middle of an infrared ring, punching and kicking. It'll hit him fast. You've got better moves because you're moving your whole body. He only uses two thumbs. With Eternal Champions, for example, you kick left and right and your character kicks left and right. When you punch back, your character punches back. The guy with the regular controller doesn't have a chance, unless you're completely out of shape. It's not exactly a fair fight, but who cares about being fair?

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GENESIS PROREVIEW



By Scary Larry

Eternal Champions is a new fighting game from Sega that has everything pugilistic power punchers need: combos, speed, challenging AI, and great graphics. Also thrown in are fascinating character profiles and some fantastic background scenery. If you love to slug, you're gonna love Eternal Champions.

Break-fist of Champions?

Whoa, pardner, don't think the game is without its drawbacks. Although the graphics are great, they could have been better, and the sound is less than legendary. In the one-player mode, it's almost impossible to advance, and if you lose a match, you have to start again from the beginning. It's also almost impossible to play this game unless you have a six-button controller.

However, that said, this game looks cleaner than Mortal Kombat, and moves better than Street Fighter II for the Genesis. Eternal Champions more than holds its own against those two bruisers. So, if you're looking for awesome action and a fast fighting title, you might not need to look any further.

Eternal Champions is loaded with more special features than K-Mart on a three-day weekend. You can battle against another human player or against the computer. In Tournament Battle Mode you pit all the best against all the rest. You can also play in one of nine backgrounds or in the Battle Room. The Battle Room contains fixtures, such as Floor Saws, Guided Missiles, Scatter Grenades, and other lethal stuff that can be used for or against you. You can even pick from a sub-menu to make deadly implements appear during a match.

Try the Training Mode to test such things as the range of your punches and kicks, or fight against a holographic image of one of the fighters to test your skills. You can even see the characters' biographies, the story line, or the credits without fighting a single fight.

We Are the Champions

E.C.'s nine fighters (see bios and pics on following pages) are each skilled in real martial arts mayhem ranging from ninjitsu to jeet kune do. The characters themselves range from a club-swinging cave-man to a futuristic assassin.

The fighters have something in common: They were each killed by some act of treachery, and their lives were all being monitored by the ethereal Eternal Champion. The E.C. maintains the fragile balance between good and evil, and now that balance is being threatened. The Eternal One



Genesis Game ProFile

Eternal Champions

(By Sega)

Eternal Champions skirts the edge of greatness, and rests somewhere between Street Fighter II and Mortal Kombat. It's one of the best fighting games ever to grace the Genesis.

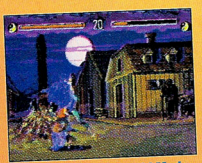
Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	4.5	5.0	Expert

$69.99
24 megs
Available December
Fighting game

Two players
Nine areas
Side view



PROTIP: When you use Shadow's Smoke Screen, immediately go into a Throw. When you re-materialize, you should catch your opponent off-guard.



PROTIP: Trident's Liquid Mode allows him to turn into a moving wall of water and pass through solid objects. Use this in corners, or when projectiles are flying toward you.



PROTIP: Jetta has a move called Resonate that can only be accessed if she's in the Phase Mode. It causes the opponent to shake and lose control of the directional pad commands. Use this only in a two-player game.



has agreed to bring back these nine dead warriors to fight in a contest to restore the delicate balance. The winner will be allowed to return to the scene of their death so that they may avenge themselves.

'Nuff said. You play as one of the chosen nine and fight your way through the contest to see if you can make two wrongs into a right. At your disposal are standard kicks, punches, and throws. Each player has about nine special offensive and defensive moves (for example, on offense, you can throw a bomb or laser bolt, and on defense, you can switch your opponent's player in the middle of a fight). You even find hidden death moves where an opponent can meet their end in a...well...creative way.

Combo Mambo

There are an impressive number of combos in the game (about six per player, although you could probably mix and match combos and come up with more). The speed is also adjustable (Slow, Normal, and Overdrive), but even at a lower speed setting the game moves pretty fast. Jetta Maxx has a special move that speeds her up considerably, while other players have moves that will slow down or even stop an opposing player, so the speed can vary even during a game.

Champ of Approval

The graphics in Eternal Champions are great, with surprising details in both the characters and the backgrounds. For example, you can clearly see Shadow's fan at the end of her special move. The sprites are large, quick, and colorful, although that color is limited to the meager palette of the Genesis.

The sound and music in this game rely heavily on quality and not quantity. There are even voices here, although their genderless intonation makes them hard to tell apart. Every face-breaking, spine-cracking, gut-busting hit is registered with absolute clarity, however, and in a fighting game, the sound effect of an opponent getting whupped is the one that matters.

Eternal Affairs

Although the skill level for opponents is adjustable, the computer will keep you challenged and probably in tears. This cart's intelligence puts the "I" in AI. Brawling against a bud is probably the best way to go.

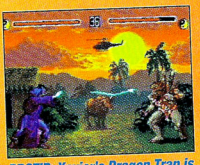
The inevitable comparison between this fighting cart and MK or SFII will rage on for months, but if you crave furious fist-fighting, non-stop action and lush, lively graphics, then don't miss out on Eternal Champions. Buy yourself a six-button controller (check GamePro Labs this month for two new prospects) and get this cart, then sit back and kick some butt. The fight could go on...eternally. G



PROTIP: When playing the computer, Midknight's projectile moves (Bedazzle, Life Drain, and Mist Attack) are your best bets.



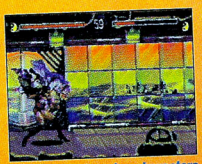
PROTIP: Be careful when using Rax's killer Overload move. It takes a second to charge up, leaving you vulnerable to attack.



PROTIP: Xavier's Dragon Trap is an awesome move, but be sure you're in range, or the Dragon will flutter harmlessly away.



PROTIP: When playing as Blade, trap an opponent in the corner and let loose with the Wild Fury Attack.



PROTIP: By throwing characters in certain spots, you can activate an Overkill. These fatal finishing moves are rare. Try knocking an opponent into the giant fan by knocking them out near the fan's edge.



PROTIP: Some enemies come at you with brutal, deadly efficiency. The best defense is offense in these cases. Just Block and stay that way until the flurry of blows diminish.



PROTIP: Larcen's best move is the Power Sweep, which allows him to swing from the ceiling. If the Power Sweep is successful, immediately turn around after it hits and let loose with a Swinging Hammer Fist.



PROTIP: Slash is the slowest player in the group, but he does have one advantage: His Power Thud Club Swing will dizzy an opponent in two tries.

ETERNAL CHAMPIONS™



LARCEN TYLER





Ex-Cat Burglar (1920 A.D.)

Style: Praying Mantis Kung Fu

Originating in a Shao-Lin temple, Praying Mantis Kung Fu is characterized by fierce grasping movements, clawing attacks, and punches.

Biography: As a youth, Larcen worked for one of the most powerful crime bosses in Chicago. Under this villain's wing, Larcen became one of the world's best cat burglars. But, there was one thing that Larcen wouldn't do, and that was kill. One day he was asked to plant a package on a supposed crime boss in a hospital. He realized that the package that he was carrying contained a bomb. When he attempted to throw it out the window, an explosion killed him and most of the people in the hospital.

Special Moves



Ceiling Drop – With this move, Larcen can crawl across the ceiling and "drop and attack" his opponents from above.



Swinging Hammer Fists – Larcen can swing "hammering fists of fury" to daze opponents.

Favorite Insult: "Punk!"

SHADOW YAMOTO





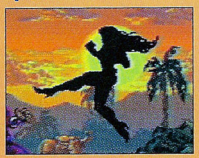
Corporate Assassin (993 A.D.)

Style: Taijutsu (Ninjitsu)

Taijutsu is a system of unarmed combat similar to jujitsu and is a forerunner of modern judo. This technique is mixed with Ninjitsu, the art of invisibility.

Biography: Shadow was the best assassin in the Black Orchid Corporation. However, she learned that if a job was not completed to corporate satisfaction, she, too, would be eliminated. When she realized the value of her own mortality, she could not bring herself to kill others. Because Black Orchid did not allow resignations, they arranged her fall from the 101st floor of an office building.

Special Moves



Shadow Mode – Cloaked in darkness, Shadow is unstoppable.



Twirling Fan Attack – Shadow falls head over heels for the enemy in this attack.

Favorite Insult: "Coward!"

TRIDENT





Gladiator (110 B.C.)

Style: Capoeria

Capoeria is a Brazilian form of combat, adapted by African slaves to fight oppression in which the foot is considered the strongest weapon and the head represents the weakest target area. This style involves somersaults, handsprings, and kicking.

Biography: Trident was genetically engineered to be a gladiator during the age of Atlantis. The Atlantians and the Romans fought to decide who would control the planet's surface or be plunged into the depths of the ocean. The Romans rigged the fight and crushed Trident beneath a large stone pillar – giving the Atlantians no choice but to face the cold waters.

Special Moves



Plasma Bolt – Trident can combine his force fields to launch a plasma bolt.



Liquid Mode – Trident turns into a wall of water.

Favorite Insult: "Freak!"

ETERNAL CHAMPIONS™



JETTA MAXX





Circus Acrobat (1899 A.D.)

Style: Savate & Pencak Silat

Savate is the French art of hand and foot fighting, once popular with the aristocracy of France. Savate is noted for its flamboyant kicking techniques.

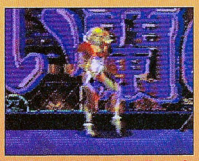
Pencak Silat, the national fighting art of Indonesia, is called the dancing martial art and incorporates the study of empty-hand fighting. The moves are based upon evasion and many lightning-quick strikes that knocks the opponent off balance.

Biography: In 1899, Jetta's circus troop visited China during the Boxer Rebellion. Many innocent Chinese were being killed. Spurred by compassion, Jetta decided to help infiltrate the Yihe Quang, also known as the Righteous Harmony Fists. She fell victim to an act of sabotage by a Yihe Quang radical.

Special Moves



Flying Choke Hold – Jetta can hang her attacker from a long distance.



Phase – Jetta can make the molecules in her body move twice as fast as normal – doubling her speed.

Favorite Insult: "Pig!"

XAVIER





Warlock/Alchemist (1692 A.D.)

Style: Hapkido Cane Fighting

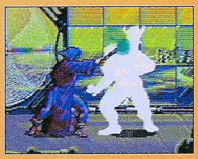
Hapkido emphasizes a code of non-violent counter defense. If the force of an attacker's blow is strong, it must be met with a soft counter move. If the force is soft, it must be countered with power. The cane is used in place of the limbs.

Biography: Xavier's only love was science. He discovered an unlimited, non-polluting source of energy. But, before he could begin to use this power and document it for future generations, the people of Salem burned him at the stake.

Special Moves



Dragon Trap – Xavier's powerful Dragon cane traps the victim and holds them for the ensuing attack.



Identity Change – This powerful move creates mass confusion by changing the opponent into another entity entirely.

Favorite Insult: "Simpleton!"

JONATHAN BLADE





Bounty Hunter (2030 A.D.)

Style: Kenpo

In modern terms, Kenpo is known as the "fist" method. It employs linear as well as circular moves that utilize intermittent power when and where needed.

Biography: During several undercover police cases in New Chicago, Blade lost his patience and brutally assaulted suspects. He became a Bounty Hunter. His final case dealt with a rogue scientist who threatened to smash open a vial that would kill 95 percent of the earth's population if the government didn't stop all bio-research. Blade cornered the scientist and radioed to his back-up that the scientist agreed to give up peacefully. Laser shots filled the alley. A smashed vial was the last thing Blade saw before he died.

Special Moves



Tracking Blade – a powerful rocket-controlled saw blade follows the enemy around the screen to lock on and attack.



Power Drain – During this move, Blade launches a probe from his wrist holder into the forehead of the attacker.

Favorite Insult: "Loser!"

R.A.X. COSWELL




Cyber-Fighter (2345 A.D.)

Style: Muay Thai Kickboxing

This fighting style from Thailand is often called the "Sport of Kings" due to its national pastime status. Muay Thai Kickboxing is a mixture of powerful kicks and devastating body blows with both fists and elbows.

Biography: R.A.X. (Robotic Artificial Xoskeleton) is a cyborg. R.A.X. underwent painful surgery that allowed him to compete in Cyber-fighting. But, during the most important fight of his career, the promoter of the fight planted an electronic virus in R.A.X.'s brain to shut down all of his vital systems – just seconds before he could deliver the fatal blow to the reigning champion.

Special Moves



Jet Knee Smash – Kicking in the afterburners, R.A.X. drives his opponent into the wall.



Overload – Focusing all his power, R.A.X. projects an electrical pulsing orb at the enemy.

Favorite Insult: "Wimp!"

MITCHELL MIDLETON KNIGHT (MIDKNIGHT)




Bio-Chemical Scientist (1967 A.D.)

Style: Jeet Kune Do

Known as the "way of the intercepting fists," Jeet Kune Do style is a collection of mental and physical concepts, observations of combat maneuvers, and philosophies developed by the late Bruce Lee.

Biography: On loan to the CIA from Interpol, Mitchell developed a bio-chemical weapon – a virus – that would eventually end the Vietnam War. But Mitchell wouldn't stand for such human destruction. So, he stole the virus and fled. During his escape attempt, the virus mysteriously transformed Mitchell into a vampire-like creature. He spent the next 133 years searching, in vain, for a cure for his dreaded disease. Mitchell was about to find an antidote when a government agent drove a magnesium stake through his heart.

Special Moves



Life Drain – Midknight can absorb energy via contact, siphoning precious life away from foes.



Mist Attack – Midknight turns into vapor and attacks the enemy from above. He is invincible while in this form.

Favorite Insult: "Weakling!"

SLASH




Early Man Hunter (699 B.C.)

Style: Pain

This style incorporates any move or attack that will cause pain or injury, including eye-poking, ear drum popping, neck throttling, nostril pulling, and hair yanking.

Biography: Slash was the greatest hunter and the best fighter of his generation. The cave elders resented Slash for his intelligence and rejected his every idea. One day, Slash was stoned to death by the tribe when the elders proclaimed him to be an evil force.

Special Moves

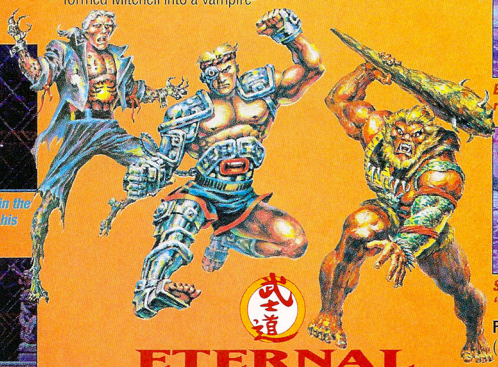


Batter-Up Club Swing – Slash is a real major leaguer.



Spinal Crush – Also known as the "pounce 'n pound."

Favorite Insult: "Bum!" (Grunted)



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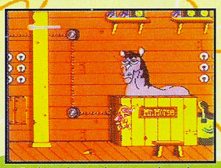

Cool graphics and voice tracks make you feel like you're in the show. Yo! Mr. Horse™.

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The Gametron 5000 pays you for playing video games with Ren & Stimpy! All you gotta do is save the planet, kidnap Mr. Horse, and rescue the bea-u-ti-ful Maid Moron . . . It's easy money, man—you'll be a meellionaire!

So let some other eediot mow the neighbor's lawn. It's time to play Buckeroo$—and make meellions the Ren & Stimpy way.

BUCKEROO$!

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GENESIS PROREVIEW



By Scary Larry

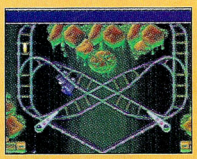
Does your face scrunch up and do your knuckles clench whenever you hear about the exploits of the world's most dangerous hedgehog? Well take heart, action fans because he's in an entirely new environment, and although there are enough wild thrills in this game, you won't run into any loop-the-loops or yellow springboards.

More Bounce to the Ounce

Yes, that's right, the only mammal to do more running than Bill Clinton is back, and this time he's in a pinball machine. Not just any pinball machine, mind you, but one constructed by the evil Dr. Robotnik. The Doc has locked up more of Sonic's pals, and this time Sonic's gonna bang his head a few times to get 'em out.

Dr. Robotnik is enslaving the population of Mobius with the Veg-O-Fortress, a humongous contraption built like a gigantic pinball machine and powered by the Chaos Emeralds. You must blast your way through three boards including the Toxic Caves, the Lava Powerhouse, and the Machine, until finally you have a showdown with Robotnik to save the animals of Mobius. To finish off a board, though, you must first gather a specified number of Chaos Emeralds. That won't be easy, as the Doctor employs a zany zoo of creatures to block your path, including killer chickens, lava worms, flying Ferrons (don't ask), and more. Along with that, there are lava pits, slime pools, deadly grinding gears, and a host of hedgehog horrors to deal with. With the right amount of Sonic speed and flipper ingenuity, however, you'll sail past them in no time.





PROTIP: Keep your flippers up while Sonic's riding the rails. There are an easy 100,00 points to be made by taking the detour, and you can do it over and over again.

At the end of each machine, you face one of Robotnik's fearsome bosses, from Scorpius to the Robo-Boiler bosses. You bounce, jump, and careen off these gruesome, gargantuan gameenders to try to save Mobius. When you're done with a stage, you'll also play a Bonus pinball round, where you have to eliminate a mini-Robotnik creation in order to score an extra ball and more points.



PROTIP: To get the three Chaos Emeralds from the Toxic Caves, you have to first drain the slime from the center vat by hitting the two bumpers just underneath it...

PROTIP: ...Then you have to lower at least one of the bridges from the side boards, so you can ride the mining cart to the other two Emeralds, which are in the lower right and lower left of the main board. You only need one bridge down to get the two Emeralds.



PROTIP: When you get the two Emeralds from the side boards, you then have to fall through the middle of the main board to get the Emerald in the vat. Now get back to the top screen and go for the boss.

Genesis Game ProFile

Sonic Spinball

(By Sega)

Some animals just refuse to walk out into the roadway when their time is up. Sonic is one of those critters, but, fortunately, the wizards at Sega have come up with a fun, fast, and frenetic pinball game to offset all that running and jumping.

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

$49.99	Four players (alternating)
8 megs	4 boards
Available now	Multi-scrolling
Pinball	



PROTIP: To beat Scorpius, the first boss, you must jump into the space between his tail and body. When his tail is destroyed, keep hopping on him to finish him.

Hipper Flippers

The graphics in this pinball game go much faster, have more surprises, and move a lot cleaner than in any other pinball game for the Genesis. All the sprites are well-animated, and the background boards are colorful, diverse, and intelligently designed. Even the bosses are bigger and better than they are in the Sonic side-scrolling games.



PROTIP: In the Lava Powerhouse, you must first get to the Killer Clucks section, where you use steam instead of flippers to propel Sonic. Jump on a Cluck to advance up the middle chute, where the first Chaos Emerald awaits.



PROTIP: To get the next two Emeralds, go to the side boards and hit the corks near the monkey's face. When you bust the corks (it takes three consecutive hits) you'll roll into a long tube.

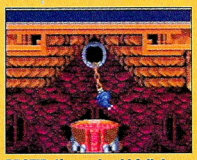
The music is definitely pinball-wizard stuff. Every bell, whistle, whoop, and whine is heard and felt in this game. You'll swear that you feel the control pad vibrate when Sonic hits the bumpers, and the music changes when Sonic falls or gets into trouble.



PROTIP: Start hitting your flippers the minute the cork breaks, and you should steam up to the Emeralds.



PROTIP: Go back to the Boss area (above the second set of steam flippers) and knock off the Robo-Boiler Bosses. Hit Sonic to the top of the screen and jump into the Boiler. You'll have to take the bosses out one by one.



PROTIP: If you should fall down the middle of the board, you'll find yourself hanging from this fragile, unstable chain. Rock Sonic left to right, then jump off to safety.

Controlling Sonic is even easier than hitting the bumpers. You can configure the flippers to any button, and you even have some control over Sonic's arc of descent using the directional pad. The game does throw some wrenches at you, like boiling pits of lava that show up where you least expect them, and steam pipes that act as flippers.

Livin' on the Hedge

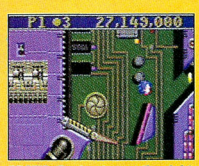
If you're a pinball purist, you may not like all the cutesy additions to the traditional pinball motif. If you're a purist, you shouldn't be playing video games anyway. This game is as close to the real thing as you're going to get, and the fact that it's Sonic makes it one better.



PROTIP: Keep your flippers up in the Machine. You can't always tell if the ball will roll into your flippers or into the gears, so it's better to be safe than sorry.



PROTIP: Hit the Power Chambers just above the flippers three times to stop the wheels.

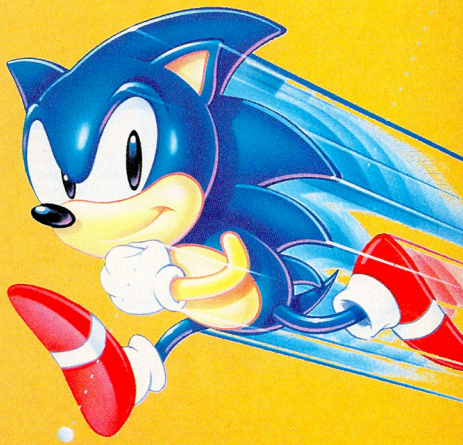


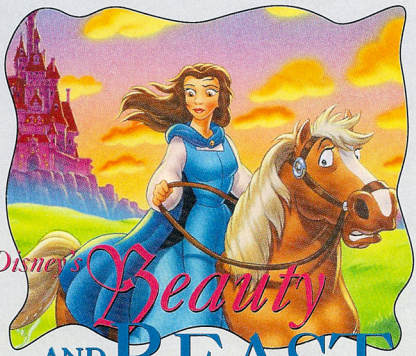
PROTIP: Try to stay on the right and left boards in the Machine. Hit the ball dead center of the flipper, and control Sonic's ascent with the directional pad



PROTIP: If you press Up or Down while Sonic is on a platform, the screen will stop scrolling. Do this to study the layout of the board around you.

You'll be going back for more if you lose, and you'll definitely find yourself playing over and over again, even if you beat this game. As for the little blue hedgehog, hey...he's rolled up in a ball most of the time, so put the spin on Sonic. G





By Earth Angel

Sunsoft had a great idea – take the *Beauty and the Beast* license and create two games, one that appeals to girls and the other to boys. In Belle's Quest, gamers play as Belle, the heroine of the classic animated Disney movie. Although the game is beautiful to behold and closely follows the plot of the movie, its game play isn't exciting enough to hold the interest of any gamers.



PROTIP: Belle needs help from Gaston to successfully leave the Village.

A Rose by Any Other Name

To find the Beast and save him, Belle must venture through four areas, solving puzzles, working through mazes, finding missing objects, or completing other adventure-game tasks. Some of the movie's characters, like Gaston and Lumiere, make brief appearances during the game, but they don't figure largely in the game play.



PROTIP: To get out of the Forest safely, Belle has to go North whenever she sees a Yellow Rose, East when she sees a White Rose, and Northwest when she sees a Red Rose.

The game's challenge is geared for younger gamers, but it's too advanced for children who cannot read well (you have to read to solve the puzzles). Older kids will find that the puzzles and problems Belle has to solve in each stage are few and far between – a lot of time is spent just walking from place to place, creating repetitive and monotonous game play. Even worse, when Belle's lives run out, she returns to the beginning of the game.



PROTIP: You can't drop more than five books in the Village's Bookshop.

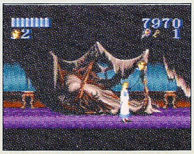
Be Our Guest

Belle can walk, jump, duck, and pick things up. The three-button controls are simple, though novices may take mucho damage by mixing up duck and jump (a big frustration for little fingers). Belle moves slowly compared to other video game characters, which can be very annoying when you're trying to retrace your steps for the umpteenth time.



PROTIP: In the West Wing, pull drawers open to look for hidden items.

On the bright side, beautiful graphics capture the Disney animation well, and a lot of energy was spent on cinematic screens that retell the "tale as old as time." Unfortunately, the text in the text boxes is tiny and difficult to read. The Disney tunes, though, help to enhance the ambiance, and they're guaranteed to make fans of the movie sing along.



PROTIP: The West Wing contains a room wih a Mirror, and it conceals a 1-up in its far right corner.

Provincial Game

Belle's Quest is a great idea, but it's poorly executed. Kudos to Sunsoft for trying to make a game that appeals to girls, but unfortunately this beauty is a beast. G

Genesis Game ProFile

Belle's Quest

(By Sunsoft)

Despite beautiful graphics and authentic movie music, Belle's Quest isn't the kind of game every girl (or gamer) dreams of.

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	3.0	2.5	BEG. Beginner

$49.99	One player
8 megs	Side view
Available now	Side-scrolling
Action/adventure	

Beautiful cinematic frames illustrate the story line.





MARCH '94

SUPER NES® GENESIS™ GAME GEAR™

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Roar of the Beast



By Miss Chievous

When you first step into the enchanted world of the Beast, you're immediately captivated by the sights and sounds that surround you. Unfortunately, that's just about all that will captivate you, since the beastly game play prevents you from enjoying anything else about this cart.

© 1993 Disney

Beast of a Different Color

Roar of the Beast is the action half of Sunsoft's pair of games based on the animated Disney film *Beauty and the Beast*. You play the Beast, fighting your way through your palace, a snowy forest, and ultimately across the rooftops of the palace to a final showdown with Gaston.



PROTIP: In the banquet room, just before the room with the Bear boss, you'll find a 1-up above the table.

Genesis Game ProFile

Roar of the Beast

(By Sunsoft)

Roar of the Beast is an action title with beautiful graphics, but the game play will scare you away long before you get the girl.

Graphics	Sound	Control	FunFactor	Challenge
5.0	4.0	4.0	2.0	Expert

$49.99	4 parts
8 megs	Side view
Available now	Multi-scrolling
Action	One continue
One player	



PROTIP: In the Snowy Forest, watch out for falling icicles and bear traps hidden in the snow.

The game play is straight action. The Beast moves from one end of the level to the other, destroying all enemies in his path. He lives or dies based on a simple but brutal damage system. His foes are the assorted beasts and creatures of the forest, the nasty villagers, and, of course, Gaston himself.



PROTIP: To fight the Boar at the end of the Palace, wait until he backs up and stands still, then move in and quickly hit him several times.

PROTIP: The Beast's most effective and safest form of attack is his pounce.

The Beast has an above-average variety of moves, including standing and crouching attacks, a pounce, and several different swipes with his claws. With a little practice, his moves are easy to control.

Lovely graphics capture the mood of the original Disney film beautifully. The Beast is a large, handsome sprite, with many varied and enchanting animations. The background scenery for each level is breathtakingly detailed.



PROTIP: In this bonus round at the end of the Snowy Forest, collect as many Rose Petals as you can.

The haunting strains of the tunes from the movie complement the action, along with grunts, groans, and growls from the Beast and the other creatures he encounters.



PROTIP: To defeat the Villagers in Part 3, stand on all four legs and use your giant paw to swipe at them.



PROTIP: On the Rooftop, purple blocks break away when you stand on them.

What's Wrong With This Picture?

How can a game with gorgeous graphics, good sounds, and solid controls be so unpleasant to play? It's too difficult. Each time you die, you're back to the beginning of the stage, there's only one continue, and 1-ups are scarce. Even advanced gamers will be pulling their fur out in no time at all – and Sunsoft has indicated that the game is designed with younger children in mind! Must be child prodigies!

A Tale as Old as Time

Beauty isn't enough to save the Beast this time around. Even though it's a great-looking, good-sounding game, Roar of the Beast's bite is far worse than its bark. G

Beautiful Beast

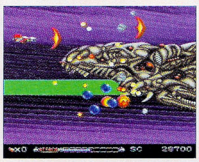


Roar of the Beast follows the story line of Disney's animated movie, Beauty and the Beast, only this time it's from the Beast's perspective.

WAGE DEADLY ATTACKS TO KILLER TECHNO TRACKS



It's hypersonic battle action with a mind-blowing techno beat as you jockey to out-maneuver, out-think and out-gun the gruesome mutant BioMetal race and destroy its virulent breeder colony. Bristling with hostility and awesome firepower, BioMetals stand on the very brink of total galactic domination.



To avert total destruction, you've got to think as fast as you fire...and conserve valuable energy for the final confrontation. Blasting away to hot, cutting-edge techno tracks composed by the world renown techno group 2 Unlimited, it's all-out combat through five hellacious levels in lethal alien worlds.

"...One of the years best and hardest shooters ...Shooters have rarely had it so good"

Graphics	Sound	Control	FunFactor	Challenge
4.0	5.0	4.0	5.0	ADV. Advanced

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GENESIS PROREVIEW



By Art Gecko

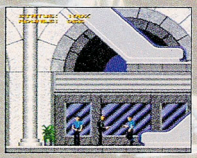
Having already trounced the Super NES, Terminator 2: Judgment Day marches onto the Genesis for more of the same explosive action and adventure. T2:JD is as close as you can get to filling Arnold's shoes without having to pump a couple tons of iron. Kudos to Flying Edge for achieving a rare feat – creating a successful movie tie-in video game.



PROTIP: Keep the cops and the T1000 away by shooting the alarm before entering John Connor's home.

I'll Be Back

In T2:JD, you're a Terminator from the Future who's been sent back in time to protect John Connor (the future leader of the resistance) against the malevolent ruling forces of the Future. You'll need to rescue Connor's mother, Sarah, and go head-to-head against a T1000 Terminator who's been sent from the Future to kill John Connor. The eight challenging levels represent key moments of the movie. At the start of every level, you're given a primary objective, which must be accomplished before you can proceed onto the next level. You'll march in front of backgrounds that are faithful to the story line and include a biker bar, John Connor's house, the Galleria mall, the state hospital, and finally Cyberdyne Industries for your showdown with the T1000.

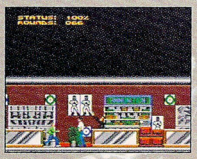


PROTIP: Don't shoot any cops or bystanders in the Galleria, and they'll leave you alone. Shoot just one person, and the whole force comes after you!

You start with 100 percent energy, which is quickly depleted when you're attacked. When your energy's gone, a secondary power supply of 50 percent kicks in. When that's gone, the game's over. No continues and no passwords. *Hasta la vista* baby!

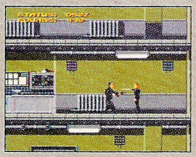


PROTIP: Shoot directly up at the ladder. It'll drop down to let you get the Future Item on the second floor.



PROTIP: Go to the Ammunition Store on the upper-right corner of the Mall to upgrade your arsenal to an Automatic Machine Gun. Shoot the cabinets to release boxes of Ammo.

officers and innocent bystanders with his high-powered Machine Guns. The music and sound effects are only average, with a limited repertoire of sound effects and a monotonous, droning soundtrack.



PROTIP: Standing directly over the T1000 prevents it from harming you, but you won't be able to harm it either. Wait for it to dissolve before you move on.

The simple controls are easy to operate, leaving you free to work your way out of each level's predicament.



PROTIP: Never leave the room or go out of sight of the nurse with the green Health Pack, because she seldom stays in the same place.

Genesis Game ProFile

Terminator 2: Judgment Day

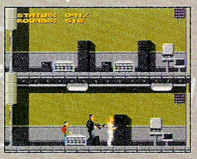
(By Flying Edge)

You're in Ahnold's shoes in this faithful game adaptation of its blockbuster movie namesake. Rescue John and Sarah Connor from the T1000 in eight super-challenging levels of intense game play that features non-stop, wall-to-wall action and adventure.

Graphics	Sound	Control	FunFactor	Challenge
4.5	3.5	4.5	5.0	ADV. Advanced

$49.95
Available December
Adventure
One player
8 levels
Side-scrolling
No continues or passwords

TERMINATOR 2 JUDGMENT DAY



PROTIP: Drop off John Connor with Sarah so that you can search for the Future Items on your own. Don't risk letting them get hit by enemy fire and attacks. Return for them only at the end for a quick getaway.

All Systems Operational

Sharp, detailed graphics of the T800, the various locales, and the T1000 effectively evoke images of the movie, which the medicore sounds don't diminish. Your T800 looks and moves with the same lumbering gait that Arnold had on the silver screen. The graphics are almost a little too realistic in some scenes, like when the T800 mows down police

Terminal Fun

Terminator 2: Judgment Day is a well-crafted adventure game with a solid balance of shoot-em-up action and seek-and-search challenges. Fans of the movie will love the chance to play Arnold's most famous role. Although challenging, gamers of all calibers will master the mechanics of this game. Look for this cart to be just as big as the movie. "Two thumbs up!" G

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BLADES OF VENGEANCE



By Manny LaMancha

Just when you thought it was safe to go back into the Kingdom, Mannax the Dark Lady rears her ugly head. You'll need sharp reflexes, a sharp mind, and a sharp sword to survive Blades of Vengeance.



Three heroes take on Mannax's minions.

Made with a Blade

Blades dishes out eight levels of serious side-scrolling, sword-swinging action that nicely mixes a variety of game genres. Because you can build up the destructive power of your weapons, the cart features "RPG-ish" elements. Since you must navigate through a maze of corridors and doors, the cart's like an adventure game. Above all, however, you must cut through an onslaught of vicious beasts and bad men in a straightforward, arcade style.

You choose a champion from a talented trio. The Huntress has a sharp sword for close attacks. The burly Barbarian swings a mean ax and the Wizard's Energy Blast takes out enemies from across the screen. Two players can gang up to put the hurt on Mannax's minions, too.

The graphics are gorgeous and gory. Your confident hero moves smoothly, and the evil beings slink around menacingly. The nicely illustrated surroundings set the fantasy mood with great touches, such as flickering torches and detailed metal door fittings. You can almost smell the musty castle air. (There are blood splashes aplenty. If you're squeamish, steer clear.)

The haunting music is sweet, and it takes full advantage of the Genesis' stereo capabilities. Occasionally, if you're running the audio through a sound system, you'll turn your head at noises off to the sides.

Your Enemies Get the Point

At first glance, Blades appears to be a simple sword-swinger, but imaginative extras make it sparkle. For example, you can become invisible, power up an invincible force field, or use a Midas Ring to turn all nearby opponents into silver.

Beating this baby is a nightmare. The creature-chopping is easy at first, but quickly winds up to high gear. A bunch of beasts cross your path, including creepy spiders, savage warriors, and bat-like soldiers, and each must be fought differently.



PROTIP: To survive, you have to perfect the timing of your defensive crouch. Face your enemy, then press Down as soon as he attacks. Wait for an opening, then strike.



PROTIP: You can survive limited exposure to some obstacles, such as hot lava.

PROTIP: While you search for hidden bonuses, check the walls for secret passages. There are valuables stored within.



PROTIP: Beating the first two bosses takes timing, not fast-paced slashing. Only fools will rush them.



PROTIP: Though not as powerful as the other characters' weapons, the Wizard's Energy Blast can span longer distances. Crouch and hit B to make his burst skim along the floor.

Cutting Commentary

Hack-n-slashers of all stripes can go at Blades with...well, a vengeance. Expert gamers will enjoy the lengthy challenge, while beginners will at least have a fighting chance due to the smooth build-up. It takes everything you've got to triumph over Mannax, but work hard and you should make the cut. G

Genesis Game ProFile

Blades of Vengeance

(By Electronic Arts)

Blades of Vengeance is a sharp cart that has a little something for everyone: It's part hack-n-slash, part adventure game, and part RPG all rolled up into one side-scroller.

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.5	4.0	4.5	Expert

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

Blade's Beasts

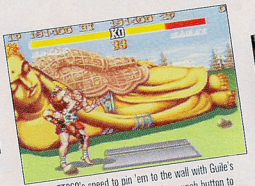




Spin out Ryu's Hurricane Kick with turbo ease! Unlike old-fashioned control pads, the TT360 delivers the action without hesitation. Press Down, Down-Back, Back and any kick to unleash this powerful attack.



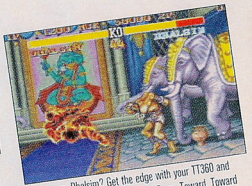
Want to burn 'em up with Ryu? Slide your thumb Down, Down-Toward, Toward and press a punch button. With the TT360 you own 360° circular control! Pitch a series of these fireballs to do mega-damage.



Use the TT360's speed to pin 'em to the wall with Guile's Knee! Charge back, then forward with a punch button to throw a Sonic Boom. Follow with Touch Sensor Toward with the Forward Kick on Turbo.



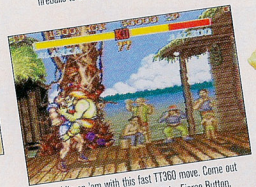
Throw the Sumo Head Butt at the start of an attack and you're invincible. Slide your thumb Back to charge, then forward and any punch button. Follow it up with a Hundred Hand slap by putting any punch button on Turbo.



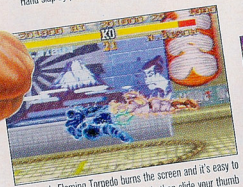
Dhalsim vs. Dhalsim? Get the edge with your TT360 and Yoga Fire. Slide your thumb Down, Down-Toward, Toward and any punch button. You'll throw fire faster with the TT360's superior diagonal control.



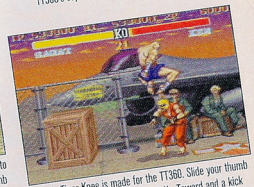
Send 'em spinning with Chun Li's Whirlwind Kick. Hold Down on the Touch Sensor to charge the move, then slide your thumb Up and press a kick button. This tricky move will whittle your enemies strength down to nothing!



Put the bite on 'em with this fast TT360 move. Come out of any attack and press Toward and the Fierce Button. The result? A face-full of fangs that will eat away their strength meter.



M. Bison's Flaming Torpedo burns the screen and it's easy to unleash with the TT360. Charge Back, then slide your thumb Toward while pressing a punch button. Crispy critter time!



Sagat's Tiger Knee is made for the TT360. Slide your thumb from Down, Down-Toward, Toward, Up-Toward and a kick button to deliver this devastating knee attack...with no numb thumb!

BATTLE TESTED IN THE STREETS

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DR. ROBOTNIK'S MEAN BEAN MACHINE



By Andromeda

Dr. Robotnik's the madman who fans of Sonic love to hate. Now the nefarious doctor goes solo with an absorbing and addictive puzzle game that's more fun than a bowl full of chili.

"Bean" There, Done That

At first glance, the Mean Bean Machine looks suspiciously like a Columns ripoff. The playing field includes two rectangular areas called Dungeons, into which pairs of brightly colored beans fall. You stack the beans at the bottom of the playing well, using the control pad to move them left and right to juggle their order. Your goal is to put four beans of the same color side by side. When you do, they vanish. As in Tetris and Columns, the loser is the player whose beans reach the top of the playing area first.



PROTIP: To ensure lots of chain reactions, create groups of three beans at the bottom of the Dungeon. This increases the likelihood of four beans in-a-row when the beans settle.



PROTIP: Check the window at the top of the Dungeon for a quick peek at the next pair of beans.

What gives this game a unique twist are the offensive and defensive strategies that you must use. For instance, when you match four beans together and they vanish, the remaining beans shift and settle. If they fall in such a way that additional four-bean match-ups occur, they will vanish also. Even better, for each additional match-up you make, the CPU drops a load of Refugee Beans on your opponent's stacks of beans.

Nothing matches these Refugee Beans, so they thoroughly gum up your opponent's game. To win, especially against the CPU, you've got to dump loads of Refugee Beans on your opponent. Stack and drop your beans offensively.



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



PROTIP: Don't panic when the beans temporarily fall faster. They'll eventually slow down again.

Although the game's graphics and sounds don't feature any ground-breaking effects, they're above average and add to the fun. The controls are simple to learn, even if you haven't "bean" around the block too many times.

The three modes of play in Mean Bean Machine are an Exercise Mode for practice, a Head-to-Head Mode for two players, and a Scenario Mode that enables you to battle Robotnik's henchbots in a series of increasingly difficult scenarios. All modes have adjustable challenge, so there's fun for beginners and advanced bean counters as well.



PROTIP: Each of Robotnik's henchbots in the Scenario Mode uses a different strategy. Watch them carefully to pick up a few pointers.



PROTIP: Win quickly in the Scenario Mode and you'll receive a special Time Bonus.



PROTIP: When Refugee Beans are coming your way, glance quickly at the top of the screen. An icon will indicate how many are falling and where they're going to land.

Where Have You Bean All My Life?

Despite a lot of similarities to Columns, Tetris, and other classic puzzlers, this game is no has-bean. The offensive strategy makes it especially fun when playing against a friend. Games of this kind seem few and far between for the Genesis, so fans of this genre should find Mean Bean Machine a match made in heaven. G

Genisis Game ProFile

Dr. Robotnik's Mean Bean Machine

(By Sega)

At first, Dr. Robotnik's Mean Bean Machine may bring on Tetris déjà vu, but this absorbing puzzler has enough unique twists to stand on its own.

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	4.5	5.0	ADJ. Adjustable

Price not available	Two players
8 megs	Side view
Available now	Passwords
Puzzle	

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GENESIS PROREVIEW

Tom & Jerry – Frantic Antics

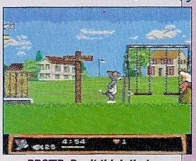


By Scary Larry

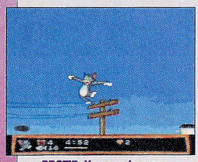
Watching Tom and Jerry's perpetual antics has delighted cartoon fans for ages. Now they're here on the Genesis, but unfortunately they're not as much fun as their show.

Up to Their Old Tricks

In Tom and Jerry, you play as Tom in a one-player game, or as Tom or Jerry in a two-player game. It's a basic run-n-jump game, where you must avoid certain obstacles to progress to another stage. You have a variety of objects to throw, such as Footballs and Light Bulbs, and blocking your way are falling pots, breakaway floors, the occasional Wrecking Ball, and more.



PROTIP: Don't think that you can just slink by the Grannies in the latter part of the first stage. They throw their false teeth at you!



PROTIP: You can hop on anything solid in this game: garbage cans, park swings, and even telephone poles. Remember:You need projectiles (Footballs, Light Bulbs, and so on) for hard-to-beat enemies.

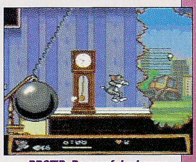
Sound familiar? It is. In Tom and Jerry – Frantic Antics, all the standard cartoon humor is there, but the fun is gone. There are too few hidden areas and even fewer surprises (although the Wrecking Ball might make you twitch). You take out enemies by throwing objects or by running and spinning, literally bowling them over. It gets boring after a while.

Straight from the Tube

The graphics in the game don't suffer as much as the game play. The backgrounds and characters look exactly like the cartoon, and all movements are smooth and clean.

The music is a snoozer, although it tries to stay chipper and upbeat. However, all the sound effects are as clear as you would want.

As for the controls, you have to land your character on some pretty tricky spots. Getting it right will keep your tail standing straight up.



PROTIP: Be careful whenever you come to a break in the wall. A Wrecking Ball may be making its way through soon.

Antic-climatic

T & J won't exactly bore you to death, but it will make you drowsy. The repetitive game play, bland enemies, and frustrating controls add up to one word: rental.

Tom & Jerry – Frantic Antics
(By Hi-Tech Expressions)

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	3.5	3.5	INT. Intermediate

$59.95	8 levels
8 megs	Two players
Available December	Side view
Action	Multi-scrolling

Mazin Saga

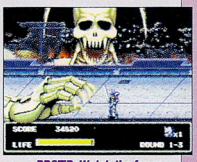
By Lance Boyle



Mazin Saga makes a partly successful move from the comic book page to the Genesis screen. Intriguing graphics and gigantic bosses draw you into this cyborg-fighting game, but weak sounds and controls will push you back out.

Mazin Justice

You've probably played games like this before, most notably Cyborg Justice. Armed with a quick-slicing sword and a couple of moves, you plod sluggishly across futuristic lands devastated by a holocaust. The well-detailed, multi-scrolling settings include exotic Asian temples, dangerous deserts, and ruined cities.



PROTIP: Watch the fence in the back for an early warning. You'll see the Level 1 boss's shoulder a split second before the quick-moving arm reaches towards you.

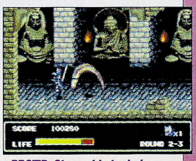


PROTIP: Concentrate on defeating enemies with guns or flamethrowers before you attack less-lethal bad guys.

Wherever you go, you fight against an army of metallic enemies. Some of them are intriguing (such as the morphing silver blobs of Level 2), but for the most part you seem to be fighting the same villains over and over again. After awhile, the enemies just aren't very challenging. The mechanical bosses are good, though, and so big that at one point you're fighting a huge foot that's trying to crush you. The immense dinosaur waiting in the desert could give Jurassic Park's T. rex a run for its money.

Propulsive music drives the action. What's missing are the explosive sound effects and bold roars from the bosses, which would have added some sonic boom.

PROTIP: Don't fight when you're standing near a precipice, or enemies might knock you into oblivion.



PROTIP: Step aside to dodge the Temple's morphing enemies, and strike them as they land.

Sagging Saga

With big bosses to fight and interesting backgrounds to look at, this is a decent hack-n-slash game. Clearly, however, it's an unamazin' Saga.

Mazin Saga (By Vic Tokai)

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	2.5	3.0	INT. Intermediate

Price not available	Six rounds
8 megs	One player
Available now	Side view
Hack-n-slash	Multi-scrolling

Genesis

James Pond 3 Operation Starfish

By Data Carvey

The cool cod zooms into space in the biggest and fastest addition yet to the acclaimed James Pond series.



PROTIP: Always jump into treetops to look for hidden Moons or platforms.

Did we say big? More than 100 levels and every enemy in the galaxy stand between Pond and the cheese-hoarding Dr. Maybe. Fortunately, you have passwords in your arsenal. Did we say fast? Pond's the quickest critter on two fins. Not only can he race *á la* Sonic or Speedy, he can also hang upside-down on the weird lunar landscapes.



PROTIP: You won't smell a Rat if you throw Rocks at them.

There's plenty of easy, fishy fun to be found hoppin'-n-boppin' across the moon in search of items like X-Ray Specs, Fruit Suits, Spring Boots, and even TVs. Humorous details, new voices, and peppy music help compensate for some uneven graphics.

Want a lightweight lark? Call Pond. James Pond.

James Pond 3 Operation Starfish (By Electronic Arts)

Graphics	Sound	Control	FunFactor	Challenge
3.5	4.0	4.0	4.0	BEG. Beginner

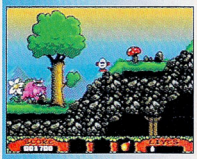
$49.95 | One player
16 megs | 100+ levels
Available December | Side view
Action/adventure | Multi-scrolling

Genesis

Fantastic Dizzy

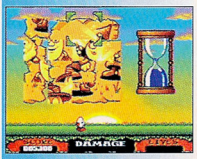
By Lance Boyle

Want a game as sweet and slow as molasses? Meet Dizzy, a hit in Europe but not all that fantastic on the Genesis.



PROTIP: Toss the Ham at the charging Boar and he'll run out of your way.

Dizzy's an egghead. In fact, he's an eggbody. This roly-poly hero searches for his girlfriend through simple, cartoony lands populated by simple, cartoony enemies. Some easy puzzles are additional obstacles. Diz picks up objects (nothing fancy, things like Wooden Planks and Keys) and occasionally uses them on his walk.



Picture puzzles appear frequently.

Though it's slow going, at least there's lots to see in this large kingdom, including Diamond Mines and a Dragon's Lair. A gentle soundtrack provides a happy background, but the sound effects are missing.

Kids will enjoy this sugary game, but veterans will get toothaches.

Fantastic Dizzy (By Codemasters)

Graphics	Sound	Control	FunFactor	Challenge
3.5	2.5	3.0	3.5	BEG. Beginner

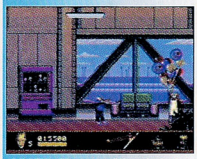
$49.99 | One player
4 megs | Side view
Available | Multi-scrolling
Action/adventure

Genesis

Home Alone 2: Lost in New York

By Data Carvey

If you saw last year's hit flick, you know the plot of this easy-going, entertaining game. Feisty young Kevin's on his own, first in the airport and then in the big city, with obstacles and the inept Wet Bandits everywhere. Beginning gamers will enjoy Kevin's antics.



PROTIP: Fire your Slingshot at the Clown, and Kevin can float on the balloons.

This cart's a real charmer. Bouyant music complements the fast action as Kev runs, jumps, and even flies in search of items and exits. Inefficient controls slow your progress, however. Fortunately, good details in the graphics, which aren't as cartoony as Home Alone on the SNES, make New York a city worth visiting.



PROTIP: The Wet Bandits will double-team you in Baggage Claim, but you can outrun 'em if you don't stop.

Kevin may be lost in New York, but you'll find a good time here.

Home Alone 2: Lost in New York (By Sega)

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

$49.99 | One player
4 megs | 8 levels
Available December | Side view
Action/adventure | Multi-scrolling

Genesis

McDonald's Treasureland Adventure

By Lance Boyle

Ronald McDonald fans rejoice! Your carrot-topped hero clowns his way through this cheerful Genesis cart.



PROTIP: Use the grips to get up to the platforms hidden behind the walls.

You've played similar games before. Searching for Treasure Map pieces, Ronald bounces through colorful settings, dusts weird enemies, and climbs aloft on handy grips. Average control is a weak spot for Ronnie, however. Fortunately, unchanging skills make this an easy, lightweight meal, though some bosses may frustrate novices.



PROTIP: Be careful when you pull yourself up – enemies are often waiting above.

The graphics are colorful and the sound sparkles. Perky tunes bounce along, and the sound effects enliven things.

Overall, younger gamers will be enchanted by Ronald, though older gamers will still feel hungry.

McDonald's Treasureland Adventure (By Sega)

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.5	3.5	4.0	ADJ. Adjustable

$54.99 | One player
8 megs | 3 levels
Available December | Side view
Action/adventure | Multi-scrolling

Build an insanely over-priced sports car. drive it as fast as possible. And laugh in the face of authority.

{Just don't cry when you're sharing a cell with a big fat guy who picks his nose.}





Break all kinds of laws in one of four European Racers. Integrated video clips give tips on equipment and weather conditions while you try to outrun the cops and race on four different tracks. 3-D animated instructions help you build a model of your car so you can remember what it looks like after you wrap it around a guard rail. Available for IBM on CD-ROM and Sega CD.™

The model makes the game better. The game makes the model better.™

The game has tons of cool video clips just like this one. Only different.







Sonic The Hedgehog CD



Sega CD Game ProFile

Sonic The Hedgehog CD

(By Sega)

The biggest star of the Genesis makes his CD debut in one of the most well-rounded games for this system to date.

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

$59.99	One player
CD	Seven Zones, 23 Acts
Available November	Side view
Action/adventure	Multi-scrolling



By The Unknown Gamer

What's a hedgehog to do? Dr. Robotnik never gives up, and now he's committed the ultimate crime – at least as far as Sonic is concerned. With a little help from metal Sonic (a nefarious henchbot), the mad doctor has hedgehog-napped Sonic's gal, Princess Sally, and taken control of the Little Planet. If Sonic doesn't rescue the Time Stones and free the Little Planet from Robotnik's sinister clutches, the doctor will finally conquer the world. Of course, Sonic's more than happy to save the day, and in his latest adventure (Sonic's first on disc) he makes saving the day an adventure well worth having.

Shake, Rattle, and Roll

Sonic CD is packed with the speedy, super-Sonic style of game play that fans of the wonderhog love. Just as in Sonic The Hedgehog and Sonic The Hedgehog 2, each of the seven Zones has three huge Acts. As usual, Sonic can ricochet through several paths in each Act, as well as head backwards and forwards and any which way he likes.



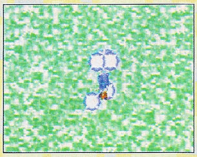
PROTIP: To defeat the Palm Tree Panic incarnation of Robotnik, wait until he steps back and retracts his arms. Then, bounce on him to knock his arms off. Once his arms are gone, bounce on his stomach and he'll be done for.

Speedmeisters can concentrate on zipping straight to the end of each Act, or explore the usual tons of hidden rooms and secret passages 'til they get a hole in the soles of their red tennies. Altogether, this adds up to hours of fun gaming, since there's something new to find every time you play.

To spice up the action even further, Sonic's gotta do a little time travelin' to beat the game and see the real ending. His Hedgehogness searches each Act for signs that say Past or Future on them. Once he's found one, all he must do is pick up some super speed to warp through time. In the Past, Sonic finds objects to destroy to make the Future safe.

Just for kicks, there's a Time Attack Mode. This competitive mode enables you to send Sonic through any Zone, trying to beat the clock or your own best scores.







PROTIP: To reach the Past, simply search for one of these signs, then turn it. Next, search for a place to get movin' really fast, and in a snap Sonic's heading through time.



PROTIP: In the Collision Chaos Zone, search for spots where Sonic can ricochet into the pinball machines shown on the screen. If he lands in the center slot, he can quickly rack up points.

Who's the Boss?

In all of the time eras, Sonic's got to match spines against Robotnik's best. Overall, this adventure's mechanical menaces are more aggressive and much larger than in past Sonic sagas. Since Sonic picks up so much speed, avoiding head-on collisions with the Robotnik Robots is tricky. You'll go so fast that you'll never know what hit you.

In the Boss Acts, the Robotnik Robots are much larger than in past adventures, but they're no more difficult to beat. In this game, the Boss Acts are more like regular Acts, longer and with more action. In some Acts, Sonic even has to chase down Robotnik before he actually fights him.





PROTIP: If Sonic completes an Act with 50 Rings, he can jump in this large Ring to enter the Special Stage. Remember, though, if he doesn't jump in the large Ring, he doesn't go to the Special Stage.

Give Me a Ring

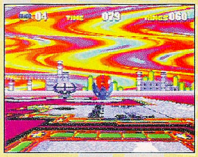
Rings are just as important as ever in Sonic CD. Sonic, of course, collects them everywhere he goes. They protect him from damage, gain him 1-ups, and also earn him passage into special stages. In addition, the standard set of power-up Monitors, including 10-Ring, Power Sneakers, Invincibility, Shields, and 1-ups, are hidden throughout each Zone. In the special stages, Sonic races against time in an entertaining and very challenging F-Zero-style obstacle course. He's got to track down UFOs and peg them for additional power-ups. If he manages to destroy all the UFOs, Sonic earns a Time Stone. He'll see a different ending if he beats the game with all the Time Stones in paw.

Sega didn't hedge at all in giving the crafty hog all of his traditional speedy moves and attacks, including his usual Spin Dash. Plus, they've added an upright turbo move called the Super Peel Out! The little critter's as easy to control as ever, although the Spin Dash takes a little adjustment since the button pressing is slightly different from the other Sonic games. Although you'll notice slight slowdown when there are tons of Rings on-screen, it doesn't mar the action. Load time is so quick that there's barely a pause between levels.

The CD version of the game isn't any more difficult than the other Sonic adventures. As usual, the game features several levels of play. You can rocket straight through the game, or you can find all of its secrets, collect the Time Stones, and see the real endings.







PROTIP: In the Special Stage, Sonic has to watch out for the Chopper Blocks. They'll make him trip and fall. On the other hand, he can use Spring Blocks to vault across the playing field. The worst thing for him to do is run into the water. Sonic loses 10 seconds each time this happens.



Sonic The Hedgehog CD



PROTIP: As in his other adventures, Sonic can bust through blocks to reach hidden rooms and other secret areas.

Sonic Boom

Sonic's graphics are all you'd expect and more. Each of the Zones is new, with the kind of innovative obstacles that make you enjoy exploring each one. Sonic's sprite is a little larger, with additional detailing and a nice twist as he leaps off buttons and into the air. Overall, the graphics are brilliantly colorful, with more dimension than those found in the previous adventures. When Sonic travels to the Past or the Future, the layout remains the same, but the backgrounds and scenery change appropriately. Different parts of the game simulate rotation and scaling extremely well, especially the new large Loop-the-Loop and the Special Stages.



PROTIP: Sonic's still a mammal, and mammals can't breathe under water. During the Tidal Tempest Zone, keep an eye out for bubbles. Every time you see them, stop and have Sonic take a breath.

This disc's tunes are new and jazzy, with different theme songs for each Zone. In an original touch, the music shifts when Sonic travels through time. When he travels to the Past, the theme song takes on a more primitive sound. When Sonic warps to the Future, the same tune becomes high-tech and futuristic sounding. There are good, solid bounces, boings, and other mechanical sound effects to enhance the action, plus some minimal digitized voice during the game. Best of all, it's all in Q-Sound. Set up speakers or slap on headphones for the ultimate Sonic sound experience.

Just for fun, there's an amusing Sonic cartoon to watch at the beginning of the game. Sonic struts his stuff, accompanied by a Sonic theme song of sorts. Although it doesn't figure into the game, it's a fun way to show what the Sega CD can (and can't) do in the way of full-motion video.



PROTIP: Just like always, 100 Rings equals a 1-up for Sonic.







PROTIP: The gray buttons in the Tidal Tempest Zone often open walls that are blocking doors to secret rooms with power-up Monitors inside. They also turn fans and water currents on and off.



PROTIP: To defeat the boss in the Tidal Tempest Zone, you've got to pop his protective shield of bubbles. Dodge the bombs he throws, then leap to pop the bubbles. Once you've created a gap in Robotnik's Shield, it only takes one direct hit to destroy him.



PROTIP: In the second Act of the Quartz Quadrant Zone, you'll find a 1-up above and to the right, starting from the beginning of the Act.

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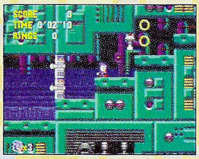
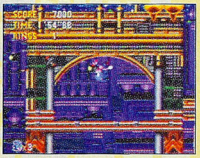
Sonic The Hedgehog CD



PROTIP: This Sonic adventure has a demo that's well worth watching for valuable hints.

Super Sonic

What can you say? Just when you thought Sega had done it to death with Sonic, they came up with another game that's gonna make you wanna lace up those high tops and go after Robotnik one more time. This one's everything you've come to expect from Sonic – super speed, super game play, super original, super fun, and now a super CD! G



PROTIP: Here's an old Sonic standby: Always, always, always keep at least one Ring on hand. If you do, you'll rarely lose a life.



PROTIP: To defeat the Quartz Quadrant Boss, don't attack him at all! Simply dodge the bombs he drops until Robotnik gives up and runs away.



PROTIP: To make use of this new contraption in the Wacky Workbench Zone, Sonic has to jump from one side of it to the other. It'll keep going up as long as Sonic keeps jumping.



PROTIP: Take time to destroy the mechanical robots whenever you encounter them. Once they're gone, they're gone. If you don't destroy them, you'll inevitably encounter them again, usually the hard way.



PROTIP: Watch out for the Electric Coils in the Wacky Workbench Zone. When they're fired up, they'll zap Sonic.



PROTIP: Watch out for the Freeze Beam in the Wacky Workbench Zone. If it zaps Sonic, it'll send him crashing to the ground and he loses whatever Rings he has.

It's Sonic, the Video.

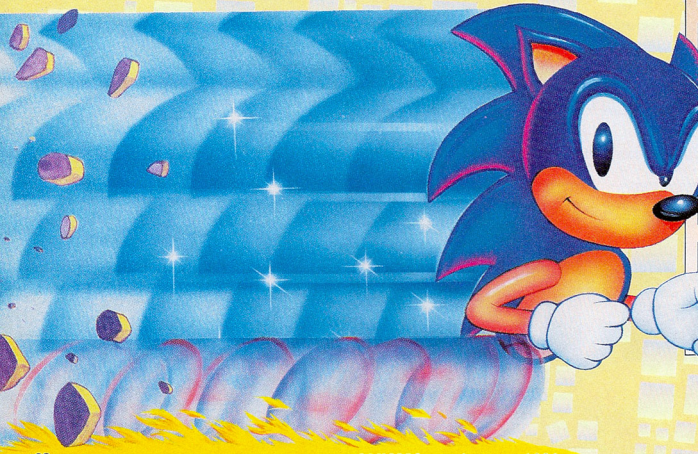












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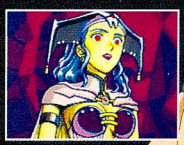









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Dune



By The King Fisher

This lengthy graphic adventure is based on the best-selling book and movie *Dune*. Virgin managed to bring brilliant graphics and great sounds to the game, but not much more.

Sand and Deliver

Using a first-person perspective that's similar to some role-playing games, you play as Paul Atreides (son of Duke Leto Atreides). The Emperor has sent you and your family to the planet Arrakis (a.k.a. Dune) to mine Spice. The Spice, called "Melange," is primo stuff. It prolongs life, expands consciousness, and enables Guild Navigators to "fold" space to make the starships travel anywhere without actually moving. Whoever controls the Spice, controls the universe!

The Harkonnens, the mortal enemies of House Atreides, are also on Arrakis mining the precious Spice. Your primary task in the game is to fight the Harkonnens for control of Dune by recruiting the local Fremen warriors to your side. Your ultimate goal is to help the Fremen achieve their dream of turning arid Dune into a flourishing planet.



PROTIP: Gurney Halleck is extremely helpful in the beginning. Listen to his advice.



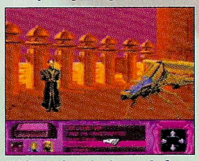
PROTIP: Heed all warnings when approaching the Harkonnen Palace, otherwise you'll end up as dust in the wind.

You'll find that the action quotient is low in this game. You simply embark on various quests across the planet to find vital supplies and track down important personalities without much confrontation. Each quest does require you to interface with multiple characters, though.

Scenic Graphics & Hot Sounds

Dune's graphics are simply stunning. They're possibly the best of any Sega CD game to date. Without a doubt, the 3D flying sequences stand out, boasting great texture mapping. The great-looking cinematic sequences are dramatic, too, but they aren't very colorful.

The sounds and music, as with most CD games, are fantastic. The music soundtrack has a nice variety. It sports an upbeat tempo with a Middle Eastern flair. Synchronized speech helps bring life to otherwise lifeless characters. Unfortunately, the speech is somewhat marred by the inconsistent pronounciation of frequently used words, the most jarring being "Harkonnen."



PROTIP: If you're in need of supplies, visit the Smuggler at the village of Pyons, which is just south of the Harkonnen Palace.



PROTIP: Refer to your Spice Density Map when Spice starts running low in one area. When it's too low, reassign your Miners to a more productive area.



Harkonnens are not the only monsters on Arakkis.



Fly your Ornithopter over vast desertscapes.

Harsh Game

As appealing as Dune is to the eyes and ears, it takes its toll on your mind. At times, the game unfolds so slowly you feel yourself nodding off.

The controls, fortunately, jerk you awake with their smoothness. The slow game play means timing is not an issue, so control is easy. The only negative control quirk appears when you fly an Ornithopter. Sometimes the computer grabs control to follow the terrain and you don't know who's in charge.

Not a Hot Dune

Although Dune has a great story line, high-powered graphics, and some sweet sounds, the game play is a weight to the overall game play. Dune has bright spots, but it'll make you thirst for more. G

Sega CD Game ProFile

Dune

(By Virgin Games)

Dune, Virgin's latest PC translation, packs some of the best Sega CD graphics and sounds to date. But the game play is disappointing, and its attributes are not overwhelming.

Graphics	Sound	Control	FunFactor	Challenge
5.0	5.0	4.5	3.0	INT. Intermediate

$62.99	One player
CD	First-person view
Available December	Multi-scrolling
Fantasy/adventure	Save feature

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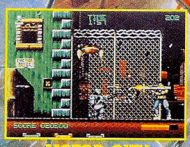

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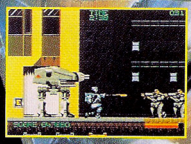

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By Scary Larry

A side-scrolling SNES game with great graphics and intriguing game play is a cause for celebration (the last good one was T2: Judgment Day by Acclaim). Sales Curve/T•HQ's The Lawnmower Man has these elements, and it'll surprise a lot of gamers.

Lawn and Order

For Dr. Angelo and his human guinea pig, Jobe, virtual reality has supplanted the real world, and now both are locked in a life-and-death struggle for the information highway known as Cyberspace. In The Lawnmower Man, you play as either Dr. Angelo or Carla (Dr. Angelo's close friend and confidante) in the race to prevent Jobe from gaining the intelligence and the power he needs to rule Cyberspace.

To stop Jobe and his massive intellect, you need some intelligent weaponry. You come equipped with a gun, and you can pick up different power-ups for your weapon, along with Compact Discs for a body-protecting Virtual Cybersuit, Homing Bombs, and screen-clearing Smart Bombs. You need all these and then some to destroy a horde of virtual villains, including Virtual Chimps, VSI guards, ravenous guard dogs, and more. You fight through eight levels, including a Warehouse, The Shop, the Cyber Tube, and Suburbia.



PROTIP: At the beginning of the first stage, shoot while running, but beware of the last guard. He crouches as he shoots, and he'll most certainly kill you unless you jump.



PROTIP: To access Virtual Flying Portals, you must shoot them repeatedly until they flash green and the words "Access Granted" appear in them.

Each level has its own dangers and pitfalls, and strewn throughout are Access Portals. You must pass through these in order to move on to other sections of the game. Entering the Portals plunges you into a first-person-perspective flying game. The objective here is to fly past obstacles to the exit in one piece, but some Portals are Cyber War Zones, where you must knock off a specified number of enemies.

Super NES Game ProFile

The Lawnmower Man

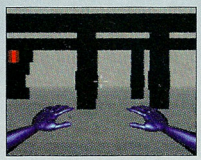
(By Sales Curve/T•HQ)

The Lawnmower Man is a visual treat for players who hunger for something different in their side-scrolling, action/-adventure SNES carts. Don't let its smooth taste fool you… this game has bite.

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.5	4.0	5.0	Expert

$59.95	8 levels
8 megs	Side-view
Available December	First-person perspective
Action/adventure	
Two players	Multi-scrolling





PROTIP: The easiest way to stay alive in the flying sequences is to use the L and R triggers to steer instead of the directional pad. Use the cross hairs in the center of the screen as a guide to aim your virtual self through tight spaces.



PROTIP: Power up your gun (use the A Button) and blast everything, including barrels. There are power-ups and discs hidden everywhere.

Computer terminals also pose a mind-bending problem throughout the game. When you reach a terminal, you must destroy it by playing a brain-straining aptitude game. Match numbers, shapes, and sizes correctly and the computer self-destructs, unloading goodies and discs to aid you.

Grass-Kicking Graphics

The graphics in The Lawnmower Man are nicely detailed and well illustrated. Great attention was put into the details, like the heat waves surrounding the Flame Men or the small Laser Packs on the backs of the Virtual Chimps. The Virtual Flying sections are colorful, with great polygon-rendered graphics. The hands of the virtual flyer sticking out in front of the screen are a nice 3D touch.



PROTIP: To get rid of the pesky grenade-launching guards that drive this car, simply power-up, shoot, and jump on the car when it comes towards you. If you see a guard lob a grenade, run to the opposite side of the screen.

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THE LAWNMOWER MAN™

The sounds are also well done. You hear every explosion, every helicopter blade, and every weapon charge with amazing clarity. There are some great voice effects too, like the computer warmly saying "Access Granted" in the sultriest tones imaginable. You may want to stay in Cyberspace for a while.



PROTIP: When shooting barrels, stay back a distance. Some contain toxic materials that explode on contact.



PROTIP: Watch out for manholes in the street. When a lid pops off a manhole, it could sail around the screen and kill you.

Controlling characters in this game is tricky, which juices the challenge up the difficulty scale. If you aren't wearing your Cybersuit, you can lose a life with one hit, and in most flying stages one collision with an object costs you a life. The flying sequences are the hardest to control, so be prepared for some fatal frustration.



PROTIP: After the second Portal, jump down to the street, move left, and you'll find a computer.



It's not just a Jobe, it's an adventure!

Mow Town Magic

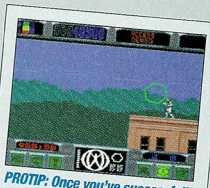
Don't expect to walk through Cyberspace untouched. The game throws enemies at you like a chimp throws...well, anyway, it's no cake walk. So what makes this stand out from most side-scrollers? There's an intelligent mix of fun, surprises, and good graphics to make this a winner. Be prepared to play this one over and over again. Also be prepared to enjoy it. This is the most fun you can have with reality, virtual or not, so buckle up and kick some grass with The Lawnmower Man. G



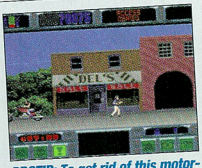
PROTIP: When flying through the Atlantis Cyber area, remember that when you press Up, you go up. At the end of this area, there's a very tight opening, so be ready.



PROTIP: When you come to the first Cyber War Zone, don't knock yourself out trying to get to the battle area. Simply fly above the stage until the screen stops scrolling, and you'll be there!



PROTIP: Once you've successfully flown through a Cyber Stage, you can access that Portal again and travel back into stages.



PROTIP: To get rid of this motorcycle maniac, shoot and jump. He's a lightweight, and it should only take a couple of powered-up shots to knock him off.



PROTIP: You'll come across a helicopter at a latter point in the game. The helicopter is just eye candy, but you'll need to get in it to jump the gap in the bridge in front of you. Land with a soft touch, or you'll end up one life short.

MEGA MAN X™





By Slasher Quan

Right on! Capcom's finally transferred its man of steel, er, titanium from the 8-bit wastelands into bright, bold, brilliant 16-bit glory, and this one was worth the wait! Mega Man X is one of the best SNES side-scrollers ever.

Send in the Reploids

Mega Man X brings a new look and story line to the series, while maintaining the classic elements of the 10 NES and Game Boy prequels. When a journeyman scientist named Dr. Cain unearths a several-century-old time capsule containing the powerful Mega Man X, he tries to replicate Dr. Light's triumphant work of robotic genius. Unfortunately, his replication technique is imperfect, and many of the resulting reploid robots go berserk. It's up to X and his reploid friend Zero to track down the mavericks and their leader, Sigma.

Mega Mavericks

While old-time villain Dr. Wily didn't have a hand in the mischief, Wily's fingerprints seem to be all over the concept of this new game. After a great introductory sequence, you enter the familiar eight-robot stage-select screen. Your new adversaries are much more diabolical than before, looking more like twisted robot creations than generic humanoid android forms. Their weapons are powerful, and they have fearsome new abilities, such as Sting Chameleon's Predator-style cloaking and Storm Eagle's wind blasts.



PROTIP: Dr. Light is still Mega Man's mentor.

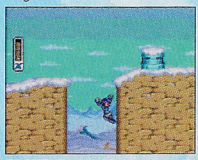
X Marks the Shot

The X-Man's arsenal is now stoked to the point of boiling over! As always, he's equipped with the standard Mega Buster, and he can add a new gun each time he defeats one of the Mavericks in top-secret areas. X can also find some great power-up abilities, such as the Dash Attack, the Head Butt, and the Super Arm Cannon. Sadly, a dog catcher must have rounded up Rush Dog, but the new abilities more than compensate for the pooch's absence.



PROTIP: Your friend Zero will get you out of some tight spots. You'll need his help later!

Controlling Mega Man is more intuitive than ever, since you can now swap between weapons at any time just by pressing L and R (you don't even have to pause and enter the sub-screen). The controls could have benefited from having one button fire the Mega Buster and another button activate an optional weapon, but otherwise you won't have any hangups with Mega's maneuvers.



PROTIP: The wall jump can get you out of tight places!



PROTIP: This is the new stage-select screen. You can check out where each robot is located on the map, get a bird's eye view of their stage, or find out their name and weapon of choice.

Super NES Game ProFile

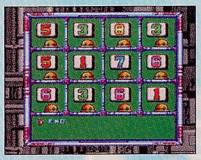
Mega Man X

(By Capcom)

This is the Mega masterpiece we've all been waiting for! Everything from the graphics and sounds to the new weapons and multi-path levels are robo-riffic.

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

Price not available	One player
12 megs	12 levels
Available January	Side view
Action/adventure	Multi-scrolling



PROTIP: The new password system is much easier to transcribe than the old grid!



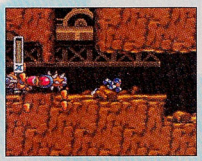
PROTIP: If you're fighting this creature of the deep, don't always go against the flow. Let it drag you to safety.

X for X-cellence

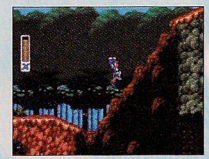
SNES Mega Man packs a thrilling display of graphics. From the tiny Hard Hat Macs to the gigantic tunnel-diggers to the underwater missile tortoises, the new-look enemies really reach out and grab ya! The richness of animation, detail, and movement is superb, and although the game frequently slows down it doesn't impede your enjoyment too much.

MM X is graced by a solid lineup of metal-munching music and bold sound effects. The tunes sound like they're merely upgraded versions of the 8-bit songs, but enough bass and other musical effects have been added to keep you in high gear. The sound effects really crank and reverberate for big explosions.

The only major X on Mega Man's checklist is the number of levels (12 instead of the traditional 16 in the NES carts). X-perts will be able to plow through this one in a few days, but if you miss all the secret power-ups and energy tanks, you'll be horse meat when you face off with Sigma!



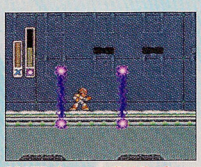
PROTIP: When the giant tunnel-digger bashes down the walls, you must run or hide. Don't fight it!



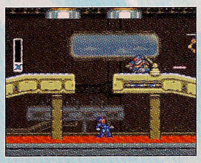
PROTIP: Use one power-up to find other power-ups. You'll need the Emergency Acceleration System (a.k.a. the speed boots) to find the armor in Sting Chameleon's stage.

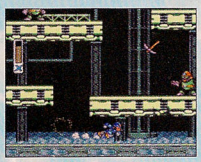


PROTIP: If you reach Sigma's stage, you'll need the Homing Missiles to stop the homing enemies who try to knock you off the floating platforms.



PROTIP: Once you find the Super Arm Cannon, experiment! Pull out one of your optional weapons, hold down the fire button...and check out the results!





PROTIP: The map actually has significance! Flame Mammoth's stage will be a little frostier if you return after defeating Chill Penguin.

They Saved the Best for X!

No doubt about it, Capcom's poured the best of its creative juices into designing this triumphant SNES debut. There's plenty of room for improvement in the future (and you can bet there will be sequels ad nauseum!), especially if the cart size goes up to 16 or 24 megs and adds mucho more levels. But for now, take Mega Man X and call in sick tomorrow! G

Meet the Mavericks!

1. Storm Eagle



Use Mega Buster or Chameleon Sting.

2. Flame Mammoth



Use Storm Tornado.

3. Chill Penguin



Use Fire Wave.

4. Spark Mandrill



Use Shotgun Ice.

5. Armored Armadillo



Use Electric Spark.

6. Launch Octopus



Use Rolling Shield.

7. Boomer Kuwanger



Use Homing Missiles.

8. Sting Chameleon



Use Boomerang Cutters.

MEGA MAN X™

SUPER NES PROREVIEW



By Bro' Buzz

Once again, the bumbling bionic policeman of cartoon fame pits his outrageous mechanical virtues against the sinister Doctor Claw and the notorious criminal organization, M.A.D. (which stands for Mean And Dirty). Even if you think you're too cool for the cartoon, don't turn off this SNES cart. True-to-the-toon graphics and brain-crunching challenges make Inspector Gadget attractive, though the game is probably too tough for younger players.

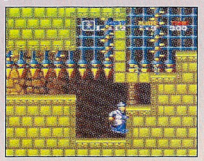
Penny-Pinching Villainy

Inspector Gadget cartoon fans know the story line: Gadget's neice Penny's in trouble again! This time, the mysterious Claw and his M.A.D. agents have whisked her away, leading Gadget through a complicated seven-stage chase.

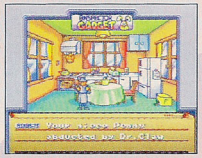
Fighting M.A.D.

The game play centers around the Inspector, but Gadget's cartoon colleagues are around, including his resourceful canine sidekick, Brain, who occasionally lends a helping paw. In keeping with the 'toon's kid appeal, Gadget's game play is aggressive yet decidedly non-lethal: You just punch the bad guys out.

The bad guys – M.A.D. agents, beasts, and robots – aren't plentiful, but they're potent. One punch, bite, or hit knocks Gadget's clothes off. A second hit sends him back to the beginning of the stage in just his shorts.



As usual, Gadget gets into jams...frequently!



The Chief relays Gadget's assignments.

PROTIP: Make Gadget use his magnifying glass often. You never know when or where hidden items will appear.

Bust up the stone blocks and you uncover icons for eight Hat gadgets, such as the Helicopter (for short-range flying), the Arrow Gun (for long-range bopping), and the Suction Cup Gun (for wall climbing). To power your head gear, you must break blocks to find Hat icons.

Claws Encounters

This cart tests your mettle and Gadget's metal with a ton of imaginative obstacles and traps. Shifting snowstorms, wicked platform jumps, spike traps, and tricky trap doors are just a few of the plentiful perils that plague your progress. Finding the stage exits is definitely no sure thing, either. To add urgency to these proceedings, each stage has a time limit, too.



PROTIP: The chandelier is the key to finally escaping the haunted house.

PROTIP: Four Blue Propeller icons turn your transportation into invincible protection.

PROTIP: Hats max out at 99, so save unbusted blocks until you need them.

PROTIP: When you come across solitary blocks and other items attached to a wall, try to bust 'em. Sometimes they hide helpful items.

To escape a stage, you must face challenges that will make intermediate gamers cry for mommy. The mad Doctor appears (hidden in his chair, naturally) to punish your pride with weird weapons, such as Gadget-seeking candle flames or a huge Gadget-slicing pendulum/scythe.

You'll need your thinking cap, your dexterity, and the cart's easy-to-use controls to master this cart. You must use five of the six control pad buttons and the directionals, but it's easy to make precision jumps and fire up your gadgets.



PROTIP: Use the self-propelled Little Gadgets to get M.A.D. foes in hard-to-reach places.

PROTIP: Gadget's arm can grab items from afar. Brain icons extend the range of Gadget's bionic limbs.



PROTIP: At the beginning of Stage Two, find this underground ice ledge and a hidden warp zone.



PROTIP: Hit this button combo to bop overhead objects: B, then Up and Y. Remember, Brain icons extend the range of your bopper.



Warp zones relinquish mucho Hats and other icons. Just don't step on the spring bump, clumsy.



Brain helps out every way he can.



The action heats up in the Jungle.

Inspect the Sights and Sounds

Gadget fans will go ga-ga over the graphics. Gadget, Brain, Penny, and the M.A.D. men

Super NES Game ProFile

Inspector Gadget

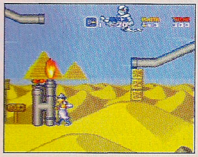
(By Hudson Soft)

Here's a well-crafted punch-n-jump action cart that makes a solid bid for serious game-playing time. Go, go Gadget video game!

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	5.0	4.5	ADV. Advanced

$59.99	One player
8 megs	7 stages
Available December	Side view
Action/adventure	Multi-scrolling

look like they stepped right out of the TV set. Every Gadget gadget displays its own animated flair, and you play against great-looking backgrounds.



Don't walk like an Egyptian here!

The sounds are in tune with the game play, but you'll miss the catchy Gadget theme song and, of course, Gadget's distinctive voice (that's Don Adams, TV trivia buffs, *à la* Get Smart's Agent 86). The sound effects are minimal.

Great Gadget

Inspector Gadget is an action game from the classic mold, but that doesn't mean it's moldy. The tough obstacles will turn your thumbs green, so tiny tykes ought to stick to watching Gadget on the tube. For Gadget fans and dedicated action gamers alike, the conclusion is elementary: Go, go Gadget SNES! G

Go, Go Gadget Gadgets!



Climb with Suction Cups.



Reach up and grab with the Hand.



Glide to high spots with Blue Propellers.



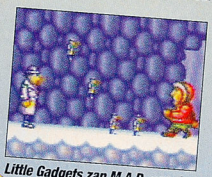
Arrows are weapons.



Bombs go boom!



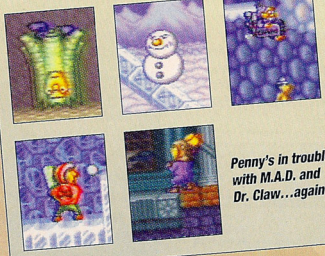
Red Propellers chop overhead foes.



Little Gadgets zap M.A.D. agents.

Doctor Claw and Agents of M.A.D.





Penny's in trouble with M.A.D. and Dr. Claw...again!

SUPER NES PROREVIEW



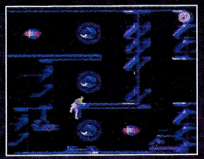


By The King Fisher

Like an episode from the *Twilight Zone*, Flashback takes you on a mind-blowing journey into the future. You wake up in an Artificial Jungle with one small problem...you have no memory! However, the answer to that mystery only opens the door to many more.

Control Your Destiny

Your journey of self-discovery progresses through seven challenging levels, ranging from an Artificial Jungle to an alien world of Morphs. You must shoot it out with bad creatures, out-think booby traps, decipher alien technology, and develop strategies. In the end, only cunning and timing will get you back home.



PROTIP: Timing is key here! When you trip the Laser Cannon, duck, then immediately jump to the ledge above you.

Super NES Game ProFile

Flashback

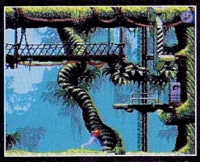
(By U.S. Gold)

U.S. Gold has finally converted their smash Genesis run-n-gun hit onto the other 16-bit system. If you're looking for some mind-boggling plot twists wrapped around amazingly lifelike animation, step into the future with Flashback.

Graphics	Sound	Control	FunFactor	Challenge
4.5	5.0	4.5	5.0	ADJ. Adjustable

$64.95
16 megs
Available January
Action/adventure
One player

Seven levels
Side view
Multi-scrolling
Passwords



PROTIP: Jump over this electrified floor to reach the elevator.



PROTIP: You'll find the Teleporter on the elevator deck. Be sure you leave a Stone on the Elevator Activator.

As for comparisons between the SNES and the Genesis versions, they are virtually identical. The SNES sounds are a bit better, but the Genesis offers better overall speed.

Luckily, Flashback is one of the most enjoyable games to play on any system, and the controls help make it that way. No real tough control pad sequences to remember here. However, you can make your character do a variety of unique things: run, broad jump, draw and holster his gun, and even do an incredibly lifelike combat roll.



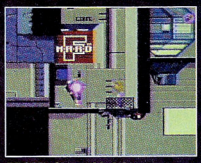
PROTIP: When you come to a ledge, don't be quick to jump down. Some ledges have steeper drops than others, which can mean instant death. Climb down to check it out first, then drop if necessary.

Flashy Graphics, Flashy Sounds

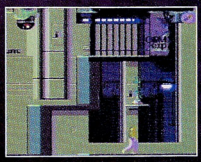
On the SNES, you still get Flashback's impressive overall graphics. The animation is so fluid, you'd swear that the characters are real people. This goes for the creatures as well, especially the evil Morphs who roll around like blobs, then assume a humanoid shape to attack. Slick rotoscoped cinematic sequences bring the story line to life. The only minor drawback in Flashback is the noticeable slowdown when multiple characters appear.



PROTIP: Throw a Stone to the right and the guards will go to investigate the noise. When they do, they will activate the Laser Gun, which will in turn eliminate the guards.



PROTIP: Shoot this joker as soon as you get near him. If you don't get him first, he'll wait till you pass him and shoot you in the back.



PROTIP: Wait 'til the Gas Field reaches the middle deck, then start climbing. This should afford you enough time to keep you from getting vaporized.

You won't want to pass on this 16-bit version's first-rate sound, either. From the sound effects of Morphs rolling on the ground to the roar of gunshots, the audio pumps. In addition, the musical score does an excellent job of creating mood, alerting you to danger, or applauding success.

Flashy Stuff

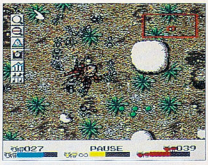
Flashback has all the ingredients of a 16-bit classic: great graphics, extraordinary animation, cool sounds, and adrenaline-pumping action. The only bad thing to say about this game is that it's so addicting, you won't have time for anything else. 6

If you think cafeteria food's gross, try eating this.



But you better get help first. Because, as an ant, that spider is about ten times bigger than you. And you better hurry up or you won't be eating—you'll be eaten. Introducing SimAnt for Super NES—the first, best and only game that lets you experience real life through the compound eyes of an ant.





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SUPER NINTENDO ENTERTAINMENT SYSTEM

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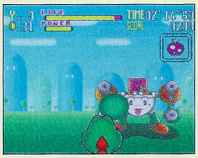
SUPER NES PROREVIEW



By Data Carvey

You've explored all the Mario lands, you've raced the Super Mario Karts, and you've chomped some of Yoshi's Cookies. So what's left? An all-out shooting game, that's what. When you go Koopa-hunting on Yoshi's Safari, get set for some charming, mindless fun with a plastic gun.



PROTIP: The Stage 1 Boss fires in a four-shot pattern, with the first two shots always coming from the upper guns.



PROTIP: Shoot the magenta dome to blast this Stage 2 Boss.

Shootin' Fool

The gun is no ordinary controller. It's the Super Scope, a two-foot-long shoulder-mounted weapon that'll set you back an additional $30. A small Receiver Module sits on top of your TV, then you blast away at the screen through the gun sight. Thankfully, it's a lightweight armament, though the littlest gamers might tire of holding it after awhile. One Scope is mandatory for Yoshi's Safari, whether you play alone or with a pal (a second player uses a standard controller).



PROTIP: Shoot down the flying Anvil, and it'll fall on the Stage 3 Boss. The Anvil is only vulnerable when it's facing you.

The game is a simple-minded addition to the legendary family of Mario games. It's also one of the easiest games in the clan. You ride Yoshi's back as he runs down a forward-scrolling path toward oncoming Koopas, Goombas, armored bosses, and items. You can't control Yoshi's speed or direction, only his little-used jumping ability. Basically, all you do is shoot, shoot, and shoot some more, a task made even simpler by the presence of a rapid-fire Turbo Button. What's more, your Scope fires accurately, even if you're not a sharpshooter. Count on beating this Safari every time.



PROTIP: Concentrate on enemies in front of you. Enemies to the side can't hurt you.



PROTIP: When you come to a jump, hold the Scope's Cursor Button until Yoshi lands safely.

Scope It Out

Jazzing up the Safari are the graphics. Plenty of Mode 7 rotation makes your path twist and curve smoothly in front of you. The backgrounds are colorful, displaying settings as varied as a sunny beach and a gloomy underworld forest. Unfortunately, with only a few exceptions, the familiar enemies and bosses all tend to look the same.

The sounds add little to the game. Perky music bounces along between the stages, but during the action all you hear is the sound of your own gun. Menacing sound effects would've given the bosses some personality.



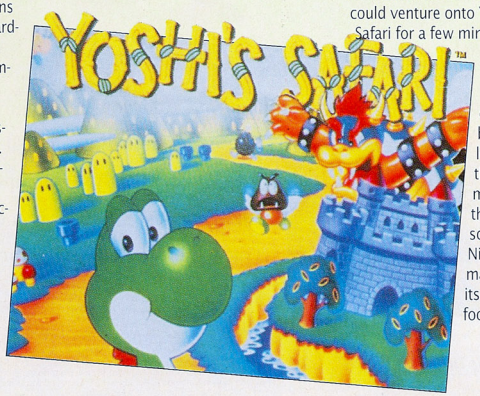
PROTIP: Replenish your Power Bar when the Float Castle 1 Boss drifts off-screen.



PROTIP: Shoot at the arms of this metallic Octopus to clear Stage 6.

Have Gun, Will Play

So is it fun? Mildly. Addicting? Hardly. This Safari is strictly for kid hunters looking for a small game. Teenage beginners and intermediate players could venture onto Yoshi's Safari for a few minutes of shooting action, but don't expect to be challenged or thrilled. By making this game so easy, Nintendo may shoot itself in the foot. GP



Super NES Game ProFile

Yoshi's Safari

(By Nintendo)

Hey, kids, whip out your Super Scope and start shootin' in this charming-but-easy game that's populated with some classic Mario characters.

Graphics	Sound	Control	FunFactor	Challenge
3.5	2.5	3.0	3.0	BEG. Beginner

$39.95	12 stages
8 megs	Behind-the-shooter view
Available now	Forward-scrolling
Shoot-em-up	Super Scope required
Two players	Passwords

THE ONLY THING WE LEFT OUT WAS THE COOLER OF GATORADE®

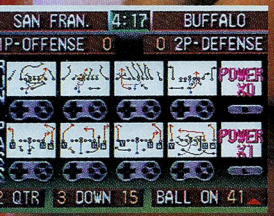
THIRST QUENCHER



Frank Gifford calls every down.



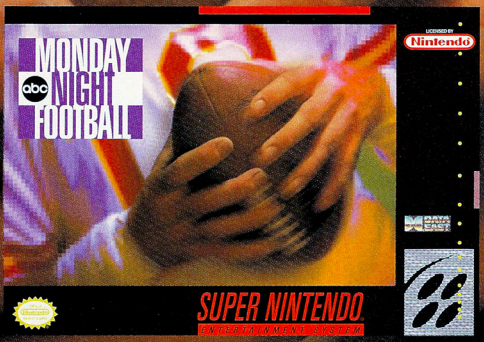
Power Play Mode zooms in tight on all the action.



Run a variety of offensive and defensive plays.



Try not to fumble as you plow down a mud-slicked or ice-packed field.



SO REAL IT HURTS

Now you can enjoy ABC's Monday Night Football any night of the week. Our hard-hitting graphics and play-by-play sound bring every grunt and groan of the game to life. You get all 28 teams and a massive pro-designed playbook. Plus, with our incredible "Power Play" feature, you can zoom in tight on the action and review it all on instant replay. Frank Gifford calls every down, so catch all the bone-crushing action on ABC's Monday Night Football anytime.

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By Erik Suzuki

What a great concept: Take the all-time best beat-em-up game, Double Dragon, and combine it with the best newcomer, Battletoads! Unfortunately, with Battletoads/Double Dragon it's all in the name and not in the game. While this SNES fight is fun and funny initially, when the humor dies, the game's attraction dies, too.

The Killer Combo

In their original games, the Battletoads (Rash, Zitz, and Pimple) thwarted the Dark Queen's evil plot to rule the world, and the Lee brothers (Jimmy and Billy) sought revenge against the Shadow King. Now, the King and Queen have joined forces to finish the Toads and Lees once and for all.



Choose any Battletoad or Lee Brother. Each one has his own distinct fighting style and set of attacks.

Super NES Game ProFile

Battletoads/Double Dragon

(By Tradewest)

Battletoads/Double Dragon's fighting fists and flippers of fury will make you laugh out loud once, twice, three times? Maybe.

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

Price not available	8 levels
8 megs	Side view
Available November	Side-scrolling
Action/adventure	Battery backup
Two players	



PROTIP: When several enemies surround you, use your Dash Attack (two quick hits on Left or Right) to avoid getting trapped.



PROTIP: Defeat Dynamite Doorman by immediately picking up his Dynamite and throwing it back at him.

Packin' a Mean Punch

Tradewest did an admirable job of packing a fierce variety of action into eight megs. In addition to throwing fists and feet, you ride Speeder Bikes and play "chicken" with dynamite against the Doorman of Doom. Amazingly, one level even starts off just like the old Atari 2600 game, Asteroids. You're stuck in a tiny ship as you blast a path through the asteroids and avoid bullets and droids.



PROTIP: To defeat the Mechno-Mitt, you must start directly under it, then run to the right of the screen. When you reach the edge of the screen, the Mechno-Mitt will have its hand stuck in the ground for a few seconds. Quickly run back at the Mechno-Mitt and use your Dash Attack to nail it.

PROTIP: If foes sandwich you in, a quick dodge can make them hit each other.

This cart is overrun with hordes of enemies just itching to clean your clock. Some of them are fugitives from previous games, like Big Blag and Lopar, but most are new and have their own hero-trashing fighting styles.



PROTIP: In space, stay in the middle of the screen.

Unfortunately, just when the action heats up, you hit the snag: limited controls. They're fine for kids, but you only use two buttons – Jump and Attack. On top of that, the coolest moves and combos require that you merely press and hold down Attack.

Graphically, Battletoads/Double Dragon starts out with a bang, but quickly becomes very average. The character stills and story screens are great, but your character is only about a pixel larger than the average NES game, and the animation is choppy.



PROTIP: The only way to defeat the evil Queen is to jump out of the Flame's way and strike her just before she shoots at you.

The game's sounds are basic. There's not much beyond the standard smacks and whacks, but the rock-em-sock-em music isn't bad.

End of the Line

Battletoads/Double Dragon is aimed at children and beginners who can't handle complicated controller motions. If you like the Battletoads and Double Dragon games for their stories and characters, you should definitely take a look. For fighting fanatics, however, this game has about as much depth as a speed bump. G



BATTLETOADS/ DOUBLE DRAGON



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SOLDIERS OF FORTUNE



By Atomic Dawg

It's 1887 and the world is desperate to get real. The insane-in-the-membrane Baron Fortesque has built a reality-ripping machine called the Chaos Engine. Now dinosaur-clones, were-beasts, and other horrors stalk the Earth. Enter the Soldiers of Fortune to save the day in this fierce, run-n-gun action/adventure sci-fi cart.

Have Guns, Must Travel



Soldiers of Fortune is a thumb-burning, ¾-overhead blastfest that requires strategy as well as straight shooting. You blaze a path through aggressive beasts and goons across 16 bizarre landscapes. If you're familiar with the Genesis version (see *GamePro*, Nov. '93), this game plays the same but looks and sounds much better.



The Chaos Engine alters reality!

Beating this tough-as-nails game requires teamwork, either with a friend or a computer-controlled compadre. You choose from six fighters-for-hire. Each mercenary is rated on speed and maximum health, and carries his own unique weapons.



Victory through firepower!



Maze-like levels are murder!

Takes Two to Tangle



Choose your team wisely, because the action is hot and heavy. Every World is populated with Rock Golems, Lizardmen, and other two-legged monstrosities, who are armed to the teeth...or whatever!

Luckily, the controls are nimble. You can dodge shots and spin on a dime.

This game isn't all thumbs and no brains. Every level is laid out like a mad maze. You have to ferret out and activate several towers called Nodes to open the exit...then you have to *find* the exit!

Soldiers treats you to cool sights and sounds. The character sprites, such as the buffed goons and the giant disembodied hands, show off great imagination. The animation is fast – ferociously fast for some of the monsters, like the tiny rat-things. The music stars among the sounds with fresh, pulsating rock tunes.



Lock and Load this Cart

Soldiers of Fortune is a great-looking shooting game with a big-time bite. If you're into action with ammo, missing out on this cart could be most un-fortune-ate. G

PROTIP: If a stone pillar has a face, shoot it.

PROTIP: Buy extra lives whenever you can afford them. Weapon power-ups are a good idea, too.

PROTIP: Shoot beasts and brutes offscreen. Grunting sounds mean your aim is true.

PROTIP: If you're in toad country, watch out! They come flying at you from offscreen.

PROTIP: Blasting the terrain can be very revealing. Look for walls with cracks, pipes, and Golden Poles that move.

PROTIP: Choosing the slow Navvie or the dim Thug as CPU companions creates the most challenging situations.

Merciless Mercenaries







The Gentleman





The Brigand





The Mercenary





The Scientist





The Navvie





The Thug

Super NES Game ProFile

Soldiers of Fortune

(By Spectrum HoloByte)

This is a fine run-n-gun action/adventure cart for the SNES or the Genesis. If you have a choice, set your aim for the SNES version.

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

Price not available	Two players
12 megs	16 levels
Available now	¾-overhead view
Action/adventure	Multi-scrolling

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By Marvin Kubeczech

Namco's taken the best parts of two of the best-known games in history – Pac-Man and Tetris – and combined them into a fun-filled Pac-kage. Pac Attack is a true puzzle-lover's challenge!



Guess who's coming to dinner?



PROTIP: In Versus Mode, watch your Fairy Meter. When it's almost full, try not to eat any more ghosts until your opponent fills his Fairy Meter and dumps all his ghosts onto your side. Once this happens, eat some ghosts and fill up your Meter. All of your original ghosts, plus all those he dumped on you, will be dumped on his side.

Super NES Game ProFile

Pac Attack

(By Namco Hometek)

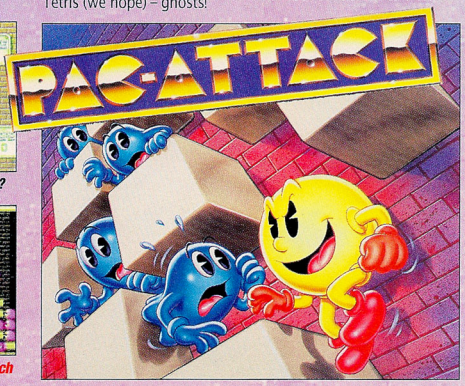
Based on Tetris, this imaginative variation on that classic puzzle game adds Pac Man and his famous ghosts into the tumble-block fray. Puzzle players will have a Pac Attack!

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

$54.95
4 megs
Available November
Puzzle game
Two players
100 levels (puzzle mode)
Side view
Passwords in Puzzle Mode

Ghosts and Gobblin'

Tetris fan will recognize the game play. You rotate falling blocks so that they match up, line up, and disappear. If the blocks fill the screen, it's Game Over. But there's something here you haven't seen in Tetris (we hope) – ghosts!



The famous PacMan ghosts are mixed in with the falling blocks. That can be a build-up problem for you, but it's a feast for Pac Man! When the 'Man drops down, he does what Pac Man always does – he gobbles up any ghosts in his way. It's a major kick to line up dozens of ghosts in just the right pattern, then have a single PacMan clear them out.

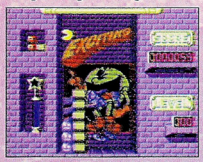


PROTIP: Try to distribute your blocks and ghosts to make a clear path of ghosts for your PacMan to eat. Watch which way his mouth is facing!

Pac Attack even helps you if the ghosts are out in full force. Each ghost you eat adds a little gold into a wand-shaped Fairy Meter. When the Meter fills with gold the Fairy dissolves the next eight to 10 rows of blocks, ghosts and all.

Pac to Pac

There are two other ways to attack this Pac. In Puzzle Mode, you work with a limited number of PacMen to clear screens already filled with blocks and ghosts. With 100 puzzle levels, you'll be gobbling for a good long time!

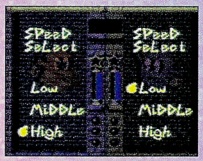


PROTIP: If you have to stack up ghosts vertically, do it at the edge of the screen – not in the center.

Two-player Versus Mode will really Pac 'em in! You and a bud play in side-by-side windows. The more ghosts you eat on your side, the more ghosts are dumped into your opponent's side. If the Fairy eliminates rows of ghosts from your side, she dumps them in a heap on your opponent's side.

Pac(k)ed with Sights & Sound

In most puzzlers, graphics and sound usually take a back seat to game play, but not here. The entertaining characters look sharp, and the playing area sports a nice, clean design. The cartoonish music is jazzy and upbeat. The Latin track that plays under the Game Select Screen is a real gas, too!



PROTIP: Set your handicap to a faster speed than your opponent's in Versus Mode, and you'll eat ghosts much faster and pile a lot more ghosts on your opponent's side.



Puzzle Mode gives you a different look and different goals.



PROTIP: Keep your ghosts grouped together.

Pic a Pac

While it's probably too difficult for very young gamers, Pac Attack will appeal to any puzzle player. This puzzler definitely belongs at the front of the Pac! G

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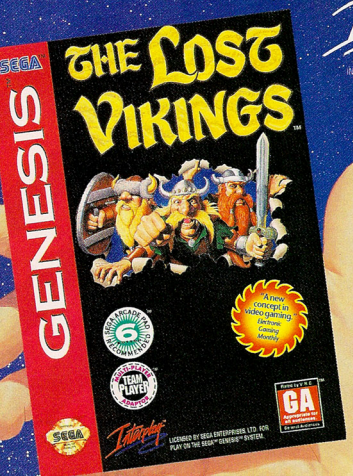

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TOTAL CARNAGE



By Willy Y. Pout

If you loved Ikari Warriors and Super Smash TV, you're gonna wanna love Total Carnage. You may be disappointed, though. It's not a superb translation from the arcades to the SNES, but it isn't total garbage, either.



Purple friend!? Oh no, not Barney!?

Private Briefing

The Doomsday Squad (Captain Carnage and Major Mayhem) is sent in to retrieve innocent hostages and reporters, and to otherwise clean up the aftermath of the War of 1999. You must battle through four classified missions in the country of Kookistan to reach the dreaded warlord, General Akhboob. Each mission takes you through very hostile territories, swarming with Akhboob's soldiers and mutant robots. Your fighters must take on scads of combat vehicles, from jeeps and trucks to tanks and planes. Your missions send you out to destroy key military installations, though you'll also have to wipe out one of Kookistan's baby milk factories, as well.



PROTIP: When you're armed with the Personnel Shield, you can pick off more of Akboob's soldiers by walking into a group of foes and shooting in the opposite direction.

The game isn't all that tough, however. Special weapons and gear pop up throughout the game to aid you in your battle. Likewise, point-valued items (including eggs, gems and, of course, the United States flag) show up to renew your partriotism and spur you on to victory.

General Info

Total Carnage is a shooting adventure game presented with an action-packed overhead view. Few of its graphics are of any real accomplishment. Still, the animation sequences are amusing, and the destruction animations suit the game's "graphic" title.



PROTIP: Use Mines to form barriers when you're surrounded.



PROTIP: In the Orcus Boss Stage, the Personnel Shields are a priority. They'll insure protection from all things, and enable you to get close enough to lay Mines.

The sounds are somewhat realistic. The explosions boom, and you can hear the clip change when you pick up a new weapon. Some of the dialogue in the cut-scene animation sequences comes straight from the Super Smash TV soundbites, which adds to the humor and ties the game into its predecessor.

Major Ending

Though the game lacks originality, Total Carnage isn't a bad game, all in all. The controls are quite simple, with separate moving and firing directionals. The strategies aren't very complex, in that certain areas can be easily passed or defeated. However, the game is no walk in the park either. It's challenging enough to provide plenty of fun and excitement, especially in the two-player simultaneous mode.



PROTIP: To disable vehicles completely, lay Mines in front of them.



PROTIP: To kill two birds with one stone, get between planes and call a Missile Strike.

Check out this SNES cart, because in Total Carnage there are only two kinds of video gamers: skilled, or be killed. G

Super NES Game ProFile

Total Carnage

(By T+HQ)

This home-system follow-up to Midway's arcade hit – Smash TV – doesn't quite live up to the standards set by its acclaimed predecessor.

Graphics	Sound	Control	FunFactor	Challenge
3.5	4.0	4.0	3.5	INT. Intermediate

$59.95	Two players
8 megs	4 levels
Available now	Overhead view
Action/adventure	Multi-scrolling

WELCOME TO THE JUNGLE



Lester's not a bad kid, he just seems to end up in a lot of awkward situations. This time he's been stranded on a jungle island being taken over by pirates. With your help he should be able to make it back home.

The only problem is Lester's personality. His survival instincts are a little weak. Plus, he always panics the first time he meets a new challenge.

Just don't panic along with him...





Guide Lester wisely and he might just come through in the clutch.



Who wouldn't panic at the sight of a mutant seagull?

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20+ LEVELS
ROTOSCOPED ANIMATION
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Ranma ½ HARD BATTLE™





By Lawrence of Arcadia

Ranma ½ is a popular Japanese cartoon that effectively mixes risqué humor and action. What's left when DTMC is done translating it to a game is an average fighting cart that will make fans of the cartoon leap for joy, but will let seasoned cartridge fighters down a little bit.

My What Big Fists You Have

The story is an interesting one. Ranma and his father are training near the Accursed Springs when they both fall into different wells. Ranma falls into a well where a young girl died 1500 years before. Now whenever Ranma gets wet with cold water, he changes into a female warrior. His father, on the other hand, gets transformed into a giant panda. Ranma's high school principal agrees to let him off from final exams if he can defeat eight other fighters. What's a boy/girl to do?

You can play as Ranma, Ranma-Chan (the female Ranma), or 10 other players against the computer or a friend. You can also fight in a Team Challenge mode, where you pick a team of fighters to battle another team. Each player has basic punch, jump, and kick moves, along with a set of unique special moves, like Ranma's Sweet Chestnut Fist, Ryoga's Lion Roar Bullet, and Shampoo's Lantern Punch. The moves are pretty, but not easy to pull off.



PROTIP: Shampoo has a combo that works like a charm. Jump in and push Down and B (you must be very, very deep), then throw a Light Punch and go directly into her Super Kick (hit both attack buttons at the same time).



PROTIP: Akane's combo is the same as Shampoo's. Jump in and push Down and B, then Light Punch and go directly into a Super Kick.

The She-Male Shines

The graphics in Ranma are very nice, from the detailed and funny antics of the fighters, to the richly colored background scenery. You play in 12 beautifully drawn backgrounds, like the giant Pancake ring of Ukkyo or the lush bamboo stage of Ranma's father/panda.

The sounds in Ranma are very clear. A multitude of musical modulations and sound effects are strewn throughout the game. The players' voices, however, are nothing like the cartoon characters' voices, which is disappointing.



PROTIP: When going against Pantyhose Taro, stay behind her and jump in the corner. Pantyhose Taro will automatically go into her special move, but you can kick her out of it.

PROTIP: On the default settings, jumping is achieved with a button press, which can be very awkward to control. Reconfigure the buttons in the Options Menu to jump with the directional pad.

Runnin' with Ranma

If you put it all together, Ranma looks great and plays okay, but it lacks challenge and versatility. Fans of the cartoon will enjoy this cart, but fans of serious fighting games will be disappointed. If you want to chuckle while you knuckle, though, check out Ranma ½: Hard Battle. G



Ranma



Ranma Chan



Genma



Shampoo



Ryoga



Pantyhose Taro



Pantyhose Taro (transformed)



Bakuchioh the Gambling King



Ukkyo



Akane



Mousse



Gosunkugi

Super NES Game ProFile

Ranma ½: Hard Battle

(By DTMC)

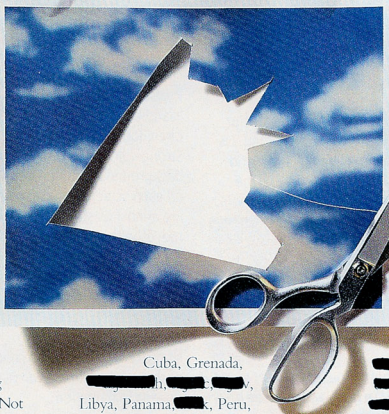
Ranma ½ (based on the Japanese cartoon of the same name) is humorous and nicely animated. However, against heavier-hitting fighting games, this cart just doesn't have enough punch.

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	3.5	3.5	INT. Intermediate

$59.99
12 megs
Available November
Beat-em-up

One, two, or group player mode
12 fights
Side view

WE WANTED TO EXPLAIN HOW ACCURATE OUR F-117 STEALTH SIMULATOR IS, BUT THE PENTAGON GOT A HOLD OF OUR AD.



Code YY456-Z5572 Document #723[redacted]. Make no mistake, F-117 Night Storm, featuring the F-117A Nighthawk, is the top of the line high-end flight simulator available to the public. It is also the first F-117 on Sega Genesis in the 16 MEG format[redacted] making it the [redacted] powerful and authentic copy of the world's most sophisticated strike fighter. 16 MEGs of digitized speech and bit-mapped special effects, as well as [redacted] make for big pay-offs when targets are struck. Not unlike the CIA Mission over Libya when [redacted]





[redacted] Your mission begins at the [redacted] training grounds in [redacted], Nevada. Further instructions [redacted] Baghdad, MIG-infested [redacted] flashpoints.

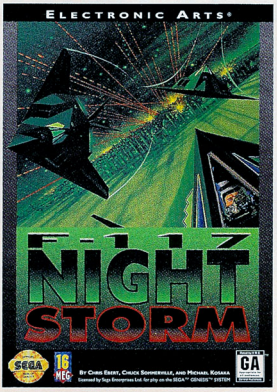
Cuba, Grenada, [redacted], Libya, Panama, [redacted], Peru, and others. F-117 Night Storm even has movie insets that pictorially illustrate the unfolding gameplay. For example, [redacted]. There are two modes of play: arcade and campaign (for a [redacted] career) which basically means the specs of this simulator are frighteningly realistic. For example, revolutionary infra-red displays and laser targeting. Not to mention [redacted]. Your wingspan is 43 ft. 4 inches, overall length 65 ft. 11 inches, body length 55 ft. 1 inch, height 12 ft. 5 inches, wing/body area 1070 sq. ft. Powered by [redacted] non-afterburning engines. Thrust 10,600 lb., bypass ratio .34:1, weight 1820 lb. Max take-off [redacted] por fuel 13,000 lb., weapon load [redacted]. Max mach speed [redacted], max speed at sea level [redacted] best max speed at 35,000 ft [redacted]

Weapons available: GBU-27 Paveway, AGM-88A HARM, AGM-65E Maverick, [redacted]

16 MEG



[redacted]. Basically, this F-117 flight simulator is loaded down with all the bells and whistles. No ifs, ands, or buts.



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LESTER THE UNLIKELY

By Doctor Devon

You've never met a hero like Lester. "Unlikely" only begins to describe the limitations of this panicked, clumsy geek. As he overcomes small obstacles and dangers, however, he gains confidence until he becomes a full-fledged hero, striding purposefully toward the end of the game. Fortunately, good humor and attractive graphics give you just enough reasons to stay with Lester during his transformation.

Pansy of Persia

Young gamers, and anyone demanding heart-pounding action, will be frustrated with the Lester of the first few levels. Shipwrecked on a tropical island, he's intimidated by everything. His knees shake as he stares at a short drop, he retreats in terror when a small crab edges towards him, and he moans in fright when he reaches a modest height. Even worse, he's thoroughly unskilled, barely capable of running without tripping. He moves, climbs, jumps, and even sword fights like the Prince of Persia's feeble twin.



PROTIP: Roll this Level 1 boulder to the right, and use it as a climbing platform.

picks up and the dangers get more intense midway into the game. Lester's little grunts and groans, his slouching posture, and his feeble kicks add charm to what seems for awhile like a pointless exercise. If he weren't so comical, you'd want to see this dufus get eaten right away by Level 1's snapping turtles.

Fantasy Island

Island-based games have rarely looked this good. Strong colors, multi-scrolling backgrounds, and fine details fill each screen. The characters are almost as strong. Lester moves with a wonderful clutziness, like when he teeters on the edge of a precipice. Giant spiders attack with a deadly grace, and pirates brandish a quick sword. Don't miss Tikka, one of the most attractive jungle queens in gamedom.

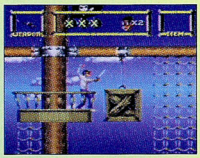
level. Although Lester's sound effects are humorous, some scary sounds and raucous roars would add suspense to the dangerous confrontations.



PROTIP: Push this Treehouse crate over to the hanging weight, stand on it, and use the candle to burn through the rope.



PROTIP: Watch for telltale leaves falling from the trees. They indicate where the giant ape is about to jump from.



PROTIP: Aboard the Pirate Ship, climb into the rigging and cut the rope of the hanging crate. It'll fall on the Pirates below.



Teetering on a low ledge – Lester the Unsure.

Lester the Likeable

You'll have to be patient with Lester. If you stick around, however, you'll enjoy a long, thoughtful game that's as pleasant as a holiday on Gilligan's Island. G

Super NES Game ProFile

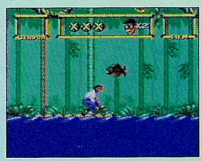
Lester the Unlikely

(By DTMC)

Though not a fast-moving thriller, this attractive cart is still interesting. The nerdy shipwrecked hero slowly gains confidence as he overcomes island obstacles.

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

$59.99	One player
8 megs	22 levels
Available November	Side view
Action/adventure	Multi-scrolling



PROTIP: While ducking the river's leaping piranhas, watch the trees for snakes.

A ninny like Lester would be a disastrous subject for a video game if he weren't so funny. In fact, the humor carries you along until the action



PROTIP: Be quick in the Lava Run. At the end of the tunnel, start climbing right away.

The sounds add delightful dimensions to the game too. Jazzy music percolates along with different rhythms for each

ALMOST NUCLEAR

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The Adventures of Dr. Franken



By Willy Y. Pout

The Adventures of Dr. Franken by DTMC is a too-familiar, multi-scrolling, side- view action game. It's as predictable as the monster tale it very loosely resembles.



The Doctor Is Out

To be perfectly accurate, this game should really be called "The Adventures of Dr. Franken's Monster," since the doctor never appears. In this game, you're a monster traipsing to 19 spots around the world from your homeland of Transylvania, and you're on the lookout for pieces of your girlfriend, Bitsy. You must beat off beasts galore in a quest to reconstruct your mate.

PROTIP: If you're low on energy, kick an enemy and grab the batteries they usually leave behind. Now, walk a little off screen, then return to the same spot to find the same enemy again. Repeat this until you're fully charged.



PROTIP: Jump up or down when you're behind walls and objects to find hidden items or secret passages.

Dr. Franken is fun to look at and cool to listen to. The monsters look sharp and have goofy comic details. The Franken monster, for example, sports shades, sandals, and jams. The sound effects blast some nice screams and grunts.

Even so, Dr. Franken the game is definitely missing several key factors. First of all, any game with this many levels needs some sort of game save or continue, rather than forcing you to start from the beginning when you're zapped.



PROTIP: Some Bitsy pieces seem impossible to grab. Look around for special power-ups, or switches, to help you.

Secondly, despite its title, Dr. Franken lacks a sense of adventure. The walk-kick-and-jump game play is as ancient as the Frankenstein story.

Finally, the fighting controls are monstrous. Sometimes you need to make precise full-body strikes, other times you must barely touch a foe. Either way, the bad guys frequently get you first.

Monstrous

Don't expect the Adventures of Dr. Franken to make any miraculous resurrections. Like the sad Frankenstein monster, this cart consists of bits and pieces from other games all mixed together, producing frightening results.

The Adventures of Dr. Franken (by DTMC)

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.5	3.0	3.0	INT. Intermediate

Price not available	One player
8 megs	19 levels
Available December	Side view
Action	Multi-scrolling

Wizard of Oz



By Data Carvey

Who doesn't love The Wizard of Oz? Happily, the characters, images, and even some of the songs from the classic film have made it onto the SNES.

You play Dorothy, venturing through the wonderful world of Oz in search of the Wiz. When you find the Scarecrow, the Tin Man, and the Cowardly Lion, you can play as those characters, too. Hindering your progress, though, are the green-faced Wicked Witch of the West, naturally, and all kinds of mazes and puzzles that younger gamers will find tough to solve. Fields of imaginative enemies and some big bad bosses add to the challenging fun.



Follow the Yellow Brick Road...

Off to See and Hear the Wizard

The strong graphics make the trip rewarding. Colorful scenes, some based on the movie and others that are new to the story, are around every bend in the Yellow Brick Road. Multi-scrolling backgrounds and some Mode 7 effects are extra attractions. The main characters, while somewhat stiff-moving, have distinctive details and show personality (a sassy Dorothy twirls her wand impatiently if you stop playing). Enemies can be cartoony at times, but this is still a game worth a look.



...To some striking scenery.

Complementing the graphics is the music, featuring four songs from the film. While not as pumped up as you might imagine, the music still might have you singing along. Additional sound effects would've enriched the game play, however.



PROTIP: In Gamboge Gulch, jump into this hole in the ground to find welcome power-ups.

There's No Place Like Home

Slowing things down are the controls. Your heroine isn't very speedy or versatile, making this a simple walk, bounce, hit-with-your-wand game. The enchanting graphics don't fully compensate for what at times becomes plodding game play. Still, Seta's got its heart in the right place. The Wizard of Oz brings back fond movie memories, and it creates some mild16-bit memories of its own.

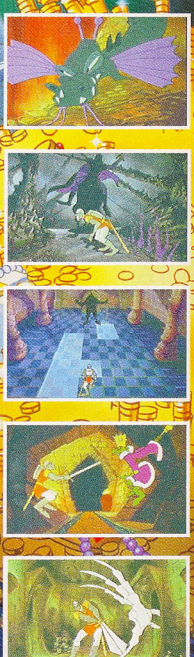
The Wizard of Oz (by Seta)

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

$59.95	31 levels
8 megs	Side view
Available now	Multi-scrolling
Action/adventure	Passwords
One player	

ReadySoft Incorporated & Epicenter Interactive Present

DRAGON'S LAIR®



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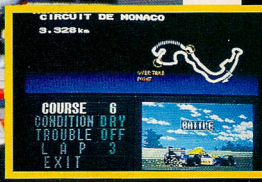
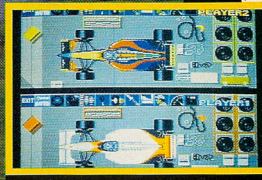


The famous track at Monaco has many chicanes and a tunnel shown here by the dotted lines.



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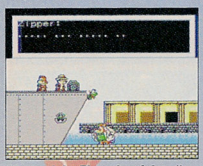
Chip 'N' Dale Rescue Rangers 2



By Boss Music

There's no case too big, no case too small, and Capcom's called the Rescue Rangers back into action! Just when you thought you'd polished off Fatcat for good in the first NES Chip 'N' Dale cart, he returns to drive our boys nutty once again.

Rescue Rangers 2 returns the whole gang for some top-notch platform action. Anyone who's a fan of the rodents in question and great action carts in general should dust off their 8-bit for these chipmunks.



Always take Zipper's advice: "——————."

The Cat in the Fat

The Rescue Rangers were livin' the good life in the old treehouse hideaway when Fatcat broke out of prison. Following this startling turn of events, the Rescue Rangers are led on a merry chase across town as they try to stop a time bomb, recover the stolen Urn of Pharaoh, escape from a freezer, save the local amusement park from destruction, and generally keep Fatcat's whiskers out of other people's business. It's multiple levels of 'munk mayhem.

NES Game ProFile

Chip 'N' Dale Rescue Rangers 2

(By Capcom)

The chipmunk crew is back! Disney Afternoon 'toonheads will go gaga for this terrific sequel to one of Capcom's all-time 8-bit masterpieces.

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

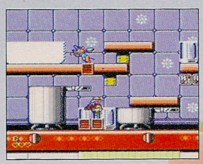
Price not available	Two players
1 meg	Side view
Available January	Multi-scrolling
Action	Three continues

A Chip off the Old Block

Rescue Rangers 2 picks up right where the first left off. There aren't many new techniques introduced, but the game play remains fun and humorous enough to warrant a play-through. Duplicating the setup of the last cart, you can play alone as Chip or Dale, but you don't have to be a lone Ranger. You can also team up with a friend in the familiar two-player mode.



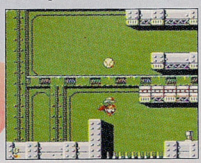
Just like Monty, always says, "Che-ee-eee-eeeeese!"



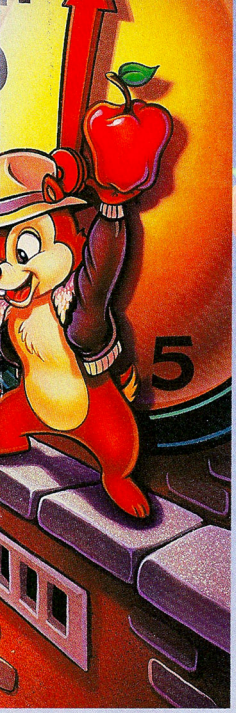
PROTIP: Beware of enemies with forks. Hit them from below to avoid a ricochet.

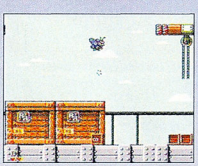
Crate Balls of Fire

Chip and Dale have basic run, jump, and throw moves. Being chipmunks, they don't use fireballs, machetes, or even nuts to kill enemies. Instead, they grab Crates and hide under them for protection or toss them in seven directions as weapons. They can also collect Acorns for extra life energy and Stars for 1-ups. The controls are tight, reliable, and easy to learn for players of all ages.



PROTIP: Use the Baseball to enter this secret room in Level 3.

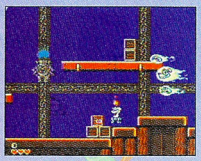




PROTIP: Hide under a Crate when a Bee drops pollen. You won't lose the Crate if the pollen touches you.



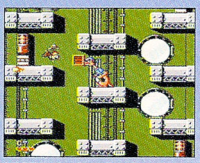
PROTIP: In the Western World, when you see a boulder at the edge of the screen, pull Left to slam on the breaks and avoid a big headache.



PROTIP: Some enemies can be defeated just by hiding out.

Rescue 2's about as challenging as the original – perfect for beginning or intermediate players, but a tad easy for anyone else. The game's not particularly long, but with only three continues you'll have to replay a few times to find all the 1-ups you'll need to beat the game. In two-player mode the game's easier because you have more firepower, but harder because you have to cooperate on which way to go. Together you'll live, divided you'll fall...into a pit.

Unlike some licensed properties, the Rangers remain completely faithful to the source material. Capcom went to great lengths to write a story that's straight out of the cartoon series. Supporting characters – Monty, Gadget, and Zipper – play their parts in bonus games and in the great cinematic intermissions between levels. You'll even notice some of the infamous cartoon villains in the game, such as the Robo-Hounds.



PROTIP: Against this fiery boss, stay one step ahead by jumping up to each platform as it scrolls on the screen. Then tag the boss with Crates.



PROTIP: To build up energy for a power throw, run continuously in one direction without touching a wall.

Rescue's graphics are some of the best around by 8-bit standards. You'll stay 'tuned in with lots of great-looking enemies that are smoothly animated, the cute protagonists, and a variety of wacky levels. The effect of the tiny Rangers in big worlds, such as the Kitchen and the Clock Tower, adds to the visual appeal.

The chipper music and cute sound effects also get the thumbs up. You'll hear lots of details, too, such as the evil Bees buzzing and the solid collision sounds. If you don't tire of Disney theme songs, hey, feel free to hum along.



PROTIP: In the bonus game, try to lead the flashing Star by a few inches with the big Red Ball.



PROTIP: The Ghost Boss appears on the left and right sides of the screen in patterns. Anticipate where he'll appear and move the other way. Run under him, grab the rocks, then pop him.

Rescue Me

The charm of Rescue Rangers is definitely its excellent Mario-style action, which is mixed with a cast of zany, personable characters. This cart definitely isn't Cheap 'N' Dull. G

The Rescue Rangers!



Dale



Chip



Monterey Jack



Gadget



Zipper

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.

NES Game ProFile

Mario is Missing!

(By Software Toolworks)

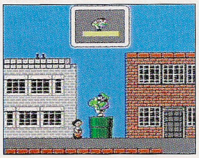
Hey kids, can you spell "geography?" Mario Is Missing! is missing good graphics, rockin' sound, and great excitement, but it definitely has the three R's: Readin', Ridin', and Runnin'.

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

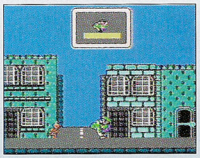
$49.95	25 levels
8 megs	Side-view
Available now	Side scrolling
Edutainment	Passwords
One player	



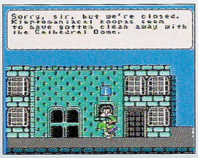
PROTIP: Riding Yoshi is faster than walking.



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.

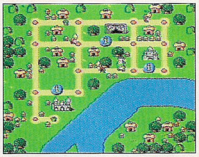


PROTIP: People at Information Centers can help you identify cities.

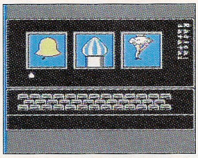
Upon his arrival, you can hop on Yoshi and go for a ride, bopping Koopas on your way to retrieve three missing artifacts from that city. Once you retrieve an artifact, though, you must determine what it is and where it belongs in the city. For example, one famous city is missing the Sistine Chapel Ceiling, 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.

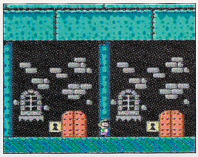
Mario may be here, but energetic graphics and sounds are missing. Luigi, Yoshi, Bowser, and the Koopas appear in good form, but if picturesque locales are what you're looking for, get a good geography book. Fortunately, the pix don't play a crucial role in the game. The sounds are best left unheard!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



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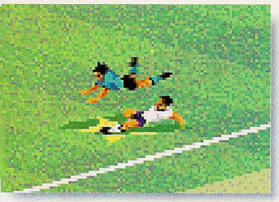

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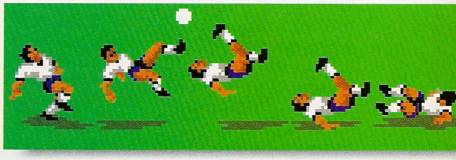

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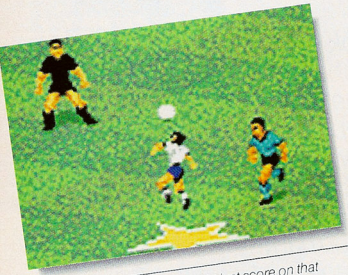

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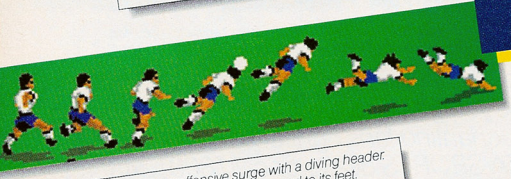

Spearhead an offensive surge with a diving header. Leave your feet and bring the crowd to its feet.

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NES ProReview



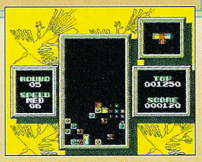
By Gideon

One of the most popular and entertaining computer puzzle games of all time (and perhaps the most imitated) has given birth to an official sequel by the game gurus of Nintendo. Although Super Tetris and WordTris are already available for the home computer market, this is the first sequel to Tetris on any home video game platform. Tetris 2 is an entertaining, and most importantly, addictive, game that proves there's still video life in the trusty ol' NES!



Turbo Tetris

Tetris 2 presents basically the same mind-bending dilemma as the original. You face unending waves of oddly shaped blocks that fall down into a rectangular playing field. The blocks must be positioned and rearranged to fall in a particular order so they'll disappear. You want to stay alive as long as possible without letting the stack of blocks reach the top of the screen. The longer you play, the faster the blocks fall. In higher levels, the blocks seem to be shot out of cannon! Needless to say, it's impossible to beat this game, because the computer never runs out of blocks. Play solo against the computer to achieve your personal best score, or face off against a friend in head-to-head competition.



PROTIP: Chain reactions, where multiple lines of blocks disappear, net the most points.

NES Game ProFile

Tetris 2

(By Nintendo)

Tetris 2 looks and plays like the original classic. It's not much in terms of bells and whistles, but it's just as addictive and worthy of the Tetris name.

Graphics	Sound	Control	FunFactor	Challenge
3.0	3.0	4.5	4.5	ADJ. Adjustable

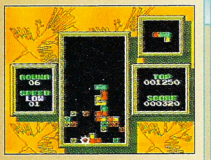
$39.95	Two players
1 meg	30 Levels
Available now	Downward-scrolling
Puzzle game	

What's new about this sequel is that now you have to align three or more blocks of the same color horizontally or vertically to make the blocks disappear. There are nine types of blocks, in combinations of yellow, red, and green. At the start of each game, randomly placed Flash Blocks and Fixed Blocks are littered throughout the playing field.

Located at the bottom of the playing field are three Flash Blocks of each color. Line up three or more of the same color next to the Flash Block, and all blocks of that color disappear off the screen.

Tetris for Two

In two-player mode, you win the game by staying alive longer than your opponent, or by being the first to clear the screen of all blocks. You can attack your opponent by dropping their ceiling by one notch every time you take out one of your Flash Blocks, thereby reducing your opponent's playing field. Pull off a chain reaction where more than one set of blocks disappears in succession, and your opponent's blocks fall even faster.



PROTIP: Zap Flash Blocks by lining them up with two or more blocks of the same color.

The number of faster-falling blocks depend on the number of chain reactions that you cause.

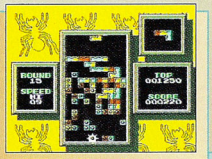
PROTIP: In a two-player game, any Flash Block eliminated is instantly replaced by a another Flash Block of the same color.

Tetris 2 Stacks Up

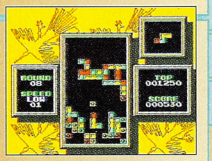
Tetris 2 features the same game play mechanics as the original, and the action is extremely responsive to the controller. The graphics and sound effects are simple, yet clear and distinct. It doesn't really rev the NES' 8-bit engine, but then again, extravagant bells and whistles aren't necessary to create a compelling game. What's important is that the game is easy to pick up, the challenge is varied, and no two games are played exactly alike. It's these elements that make Tetris 2 a first-class puzzle game! G

PROTIP: Line up more than six blocks of the same color horizontally or vertically, and ALL blocks with the same color will disappear off the screen.

PROTIP: In a two-player game, the more chain reactions you cause, the faster your opponent's blocks fall.



PROTIP: Avoid creating too many sections that cannot be reached by falling blocks.



PROTIP: Use your block-spinning ability to maneuver your way into sections that can't normally be reached by a falling block.



PROTIP: Don't leave holes more than two blocks deep, since only two out of the nine blocks have straight sections longer than two blocks.



By Scary Larry

Check out SNK's new hopped-up, hyped-out version of Fatal Fury. It'll slam Fatal fanatics senseless. This mega-monster, titled "Fatal Fury Special," lets you choose from a cast of 15 fighters, all of them are from the previous Fatal Fury titles. You can even play as every boss that ever graced a Fatal Fury screen!

Fatal Attraction

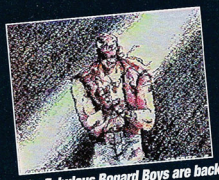
Yup, Fatal Fury faves, such as Mai Shiranui and Geese Howard, can go toe-to-toe, or Big Bear can take on Jubei Yamada. The action looks just as fast and furious as ever, and packs in all the great heart-thumping, pulse-pounding moves. Who needs spine-ripping when you've got Terry Bogard's Rising Knuckle or Joe Higashi's Hurricane Punch?

You'll recognize the backgrounds from the first Fatal Fury, but you'll also notice a number of improvements. The character sprites are still huge, and that infamous zoom-in scrolling is still a major factor in the game. Look for jacked-up sounds and tunes to support the action.

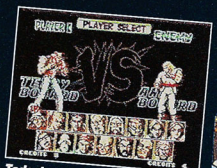
Bruise Crew

Knock yourself out with these pix from the game, then get to a local arcade. Or if you're lucky enough to be a Neo•Geo owner, wait by your TV and get ready to rock! G

Fatal Fury Special
By SNK
Available now



The Fabulous Bogard Boys are back!



Today's menu includes fresh fist, bust-em-in-the-chops, and black-eyed peas.



Mai knows how to set a man on fire.



Oh no! It's Disco Duck!



What's the matter? Cat got your Tung Fu Rue?



Duck! It's Geese!



Why are there presidents looming in the background? Because somebody's about to get hit right on the money.



Red cape? Spinning like a Torpedo? Bison in the background? Wait a minute...

Once you get your hands on the Conqueror you'll always have a smart gameplaying companion. Because this arcade-style controller has a programmable "brain" that remembers your favorite moves. With the Conqueror you can program in your best action sequences and replay them again and again—to really rack up the scores *big time*.

The Conqueror is the newest member of the QuickShot team which includes a full line of high-quality thumb-control pads, joysticks, and arcade-style controllers.

You'll find QuickShot wherever your favorite videogame products are sold. And in the hands of value-wise gamers like you.

So check out all the Conqueror's special features below. Then check it out for yourself soon.

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It's how you play the game.

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ABOUT FACE.
Conqueror's reverse function lets your hero perform the same programmed sequences, even when he's switched from one side of the screen to the other.

PLAY IT AGAIN.
Program in and play back your winning moves. You can combine up to eight action steps in each sequence. And the Conqueror will save your program even after it's been unplugged or turned off.



LIGHT SHOW.
Bright LED buttons indicate your speed, direction, and other gameplay selections.

AN EXTRA DEGREE OF COMFORT.
The rotating control pads swivels 270 degrees to your own best angle; the ribbed wrist-rest supports you in style.

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FOR SEGA GENESIS:
Conqueror 3™
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QS186

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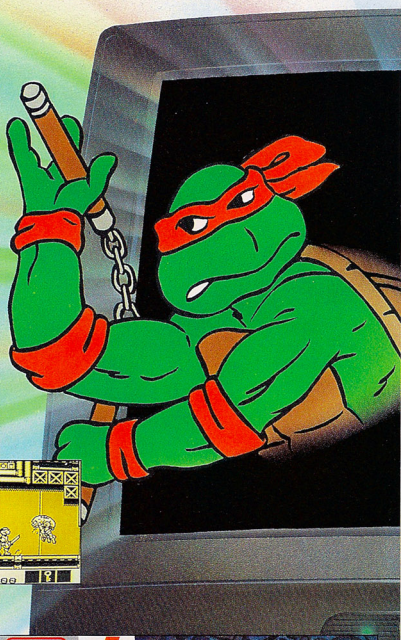
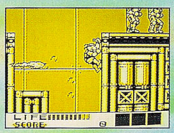
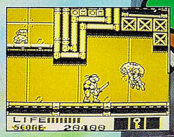
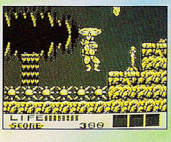
Konami just took your









It's time for a change of screenery as Konami takes the TV style adventures of The Turtles, the Tiny Toon Adventures characters and *Batman: The Animated Series* to Game Boy. With no commercials!

Teenage Mutant Ninja Turtles III — Radical Rescue™ pits the sewer crew against Cyber Shredder, a heinous, hulking cyborg. But first Mike must use a Fortress Map of Shredder's hideout to find the rest of the captured fab four. Luckily, each Turtle has a new special skill for surviving the action. Locate ID cards, keys and power ups in 5 rescue adventures crammed with creeps like Dirtbag, Scratch and Scale Tail.

Batman™ *— The Animated Series* is 5 original game episodes of sizzling crime fighting action, each capturing the gritty, urban heroics of the hit TV series. Strategically use *Batman's* grappling hook and *Robin's* ceiling grip to survive the onslaught and escape certain doom. In episodes like "The Green Menace" and "The Chill of a Lifetime" you'll suffer the sting of *Catwoman's* claw, the icy burn of *Mr. Freeze's* frost gun, and *The Joker's* sick sense of humor. Sinister fiends like *The Penguin*, *The Riddler* and other *Gotham City* goons are also out to make this the *Dark Knight's* darkest day.

Tiny Toon Adventures 2 — Montana's Movie Madness premieres 4 freaky films directed by that Bad Boy of the Box Office, Montana Max. And he's cast Buster Bunny as the villain! Buster must use new attack moves like the Fast Dash and Freeze Kick to defend his character. Buster's screen test includes action packed scenes in a classic western, a samurai saga, a sci-fi thriller, a creature feature and cool subgames. Ultimately, Buster takes on Max himself and tries to drop the curtain on his movie career.



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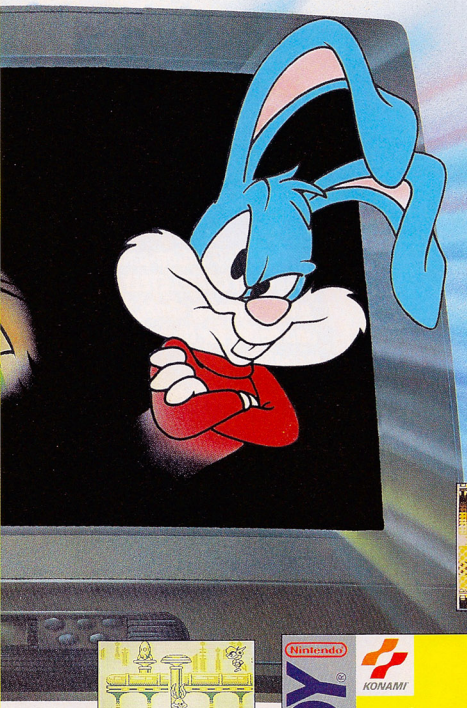
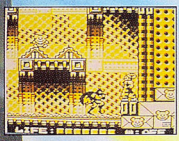
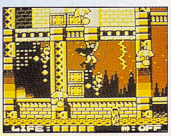
favorite shows off TV.



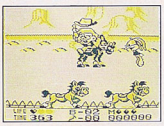


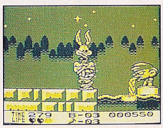












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Level 1: Jurassic Park

SWATPRO STRATEGY GUIDE



By Scary Larry



It's no day in the park for Dr. Grant. You begin this Jurassic journey near an overturned jeep with supplies just to your right. Pick up the supplies and continue right, jumping over the Triceratops.



Stun the Spitter to the right with Blue Darts, then jump down to grab the First Aid Kit. Beware of the two small dinosaurs waiting near the Kit. Jump back up and cross over to the Spitter's right side, then jump down and pick up some Blue Darts. Continue to the right.



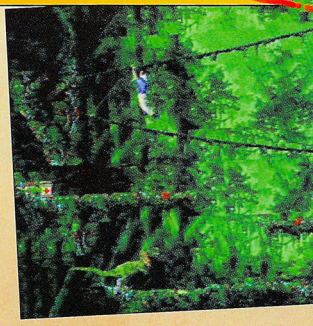
Shoot the Pteradactyl on your right, then jump onto the right-hand ledge. As you begin to slide down the tree branch, jump to the left to grab the First Aid Kit. Go back down the tree branch and continue right.



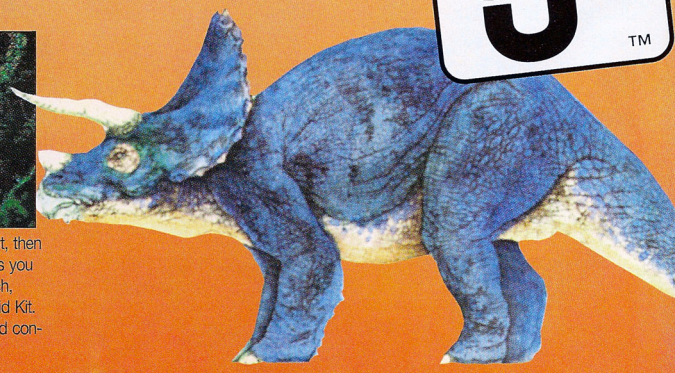
Run and jump onto the ledge on the right, but beware of the Pteradactyl that swoops out of the sky. Grab the First Aid Kit, then jump to the left and grab the Red Darts. Climb back down, and slide down the tree branch.



You land on a springy branch. Shoot up toward the two Pteradactyls flying above you. Go left and grab the Blue Darts, then go right and bounce yourself clear of the spikes. Continue right.



Now, slide down another tree branch and land near a vine. Carefully make your way across the vine, then drop when you reach its end. Crouch down and crawl under the trees on the right to grab the First Aid Kit and the Red Darts. Next, climb right across the lower vine, then drop when you get to the end. You'll find some Smoke Bombs. (Warning: If you miss a vine or fall unexpectedly, you won't be able to go back.) Drop down and stun the Spitter to the left to grab the Smoke Bombs near him. Now proceed to the right.



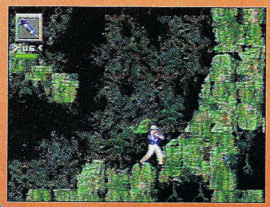




Continue to slide down the trees until you reach these Smoke Bombs. Grab them, then jump onto the ledge on the right.



When you see the cave entrance in Level 1, you're almost home. Jump and grab the First Aid Kit, then proceed across the chasm to the right.



Once you've crossed the gap, continue right and collect the Red Darts. Next, go left and cross the gap again, but this time try to land on the ledge below the one that you jumped from when you crossed the chasm the first time.



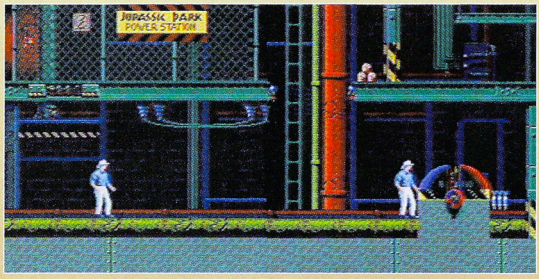
Yipes! You're now face-to-face with a Triceratops. Jump over him and land on the ledge below. Collect the Red Darts, then head down and to the right.



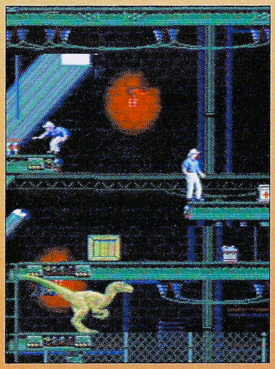
Jump across the next gap and land on the ledge on the lower right-hand side of the screen. Move right until you see the First Aid Kit. Grab it, go left, and jump back onto the ledge. Just below this ledge is a Brachiosaurus (Trust me!). Jump on its head, then proceed right to safety, and on to the next level.

SWATPRO STRATEGY GUIDE

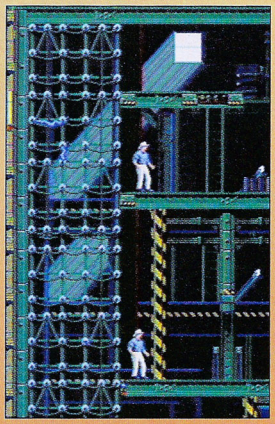
Level 2: Power Station



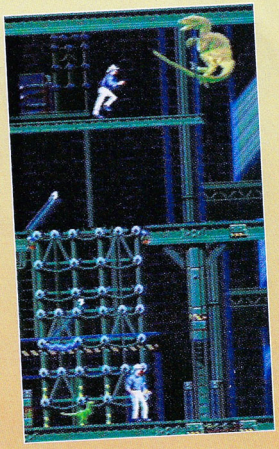
Grant has to wind his way through this electrical hazard area to clear the Power Station section. Proceed right and pick up the Blue Darts near the wall. Now go up the ladder and head left. Watch out for the Raptor that's waiting to jump down onto you from the left-hand side of the screen.



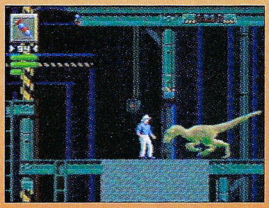
To reach the Red Darts on the ledge above and to the left of you, use the wooden crate as a stepping stool. Jump to the right to grab the First Aid Kit, then snag the Electrical icon that's just below. Finally, jump back up to where the First Aid Kit was lying and proceed right.



Climb the Power Grid Fence, but try to avoid the small electrical currents that float around it. Then, jump to safety on any available ledge. Continue to the right.

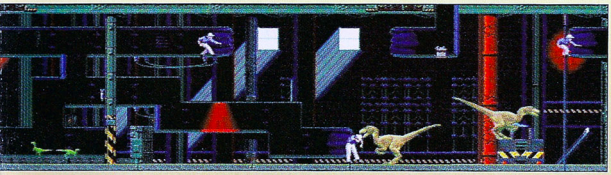


Head right, but beware of the Raptor that's waiting for you. Stun it, then drop down and go left. When you see the next Power Grid Fence, fall down (don't climb down) and run to the right as soon as you hit the ground.

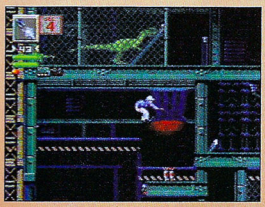


Continue right until you see the next Raptor. Stun it with a Red Dart, then proceed quickly to the right. Jump to grab the ledge, then lift yourself into the HVAC ducts.

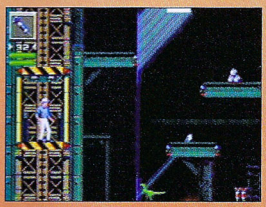




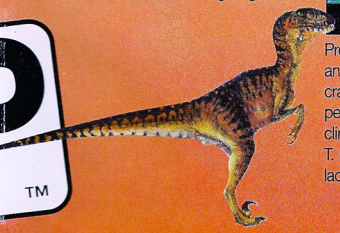
Just behind the pole in the Air Vents is a Blue Dart icon. Below and to the left of the Red Dart is a First Aid Kit. Don't bother with the First Aid Kit if your health bar is high, because the small dinosaurs surrounding it can be bothersome. Continue right until you see another Raptor. Stun it, then jump over the body and grab the ledge to the upper right.

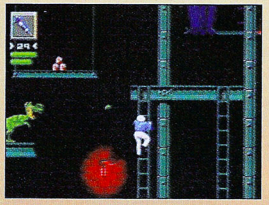


Move right and down to grab the Red Darts. Continue down and catch the elevator.

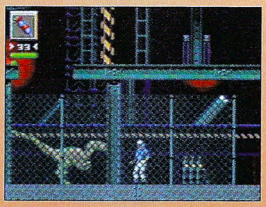


Head right and grab the Smoke Bombs. Below the Smoke Bombs are Red Darts, but beware of the small dinosaur who guards the Red Darts, then continue right again.

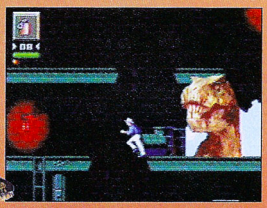




Climb the next ladder to see a Spitter. Wait until it stops spitting, then continue your climb until you reach the Red Gas Canisters on the left. Jump back down and continue right.



Drop down to the chain-link fence and continue right. A Raptor then drops down on the left. Turn and dart it, then continue right.



Proceed up the next series of ladders and continue right. You then see a huge crack in the wall. Soon a T. rex will appear. Stun it with a Red Gas Canister and climb down the ladder to the right of the T. rex. Continue right, climb up the next ladder, and move on to the next level.

Level 3: The River

The following tips correspond to the Map on the following page.

1 To navigate the raging river, Grant has to pick up Gas Cans and weapons, while avoiding dinosaurs. Grab the Can and jump into the Raft. Hold right on the directional pad to pass the waterfalls. Some falls are deadly, others are just dangerous.

2 Watch out for the swooping Pteradactyl that awaits you just after the second waterfall. Shoot it and continue right.

3 Fall down this small waterfall and head left. Spitters will attack from the front and rear. Jump out of the raft when you see the first Spitter. Use a few Blue Darts on him. Don't worry, you'll find more Blue Darts and a Gas Can on the left.

4 Go down the waterfall and leap onto the ledge to the left. Stun the Spitter, then grab the Blue Darts, Smoke Bombs, and Gas Can. Finally, return your raft.

5 As you tumble down this small waterfall, press right on your directional pad, or you'll crash to the bottom.

6 Head to the right until you see the next waterfall, then jump out of your raft. Move left and shoot the Raptor with a Red Dart, then grab both of the Gas Cans that are near him.

7 Hold right on your directional pad when you go down this waterfall. At the bottom, proceed left, then stun the Spitter and grab the Gas Can. Jump onto the ledge on the left, then immediately shoot the Pteradactyl that's aiming at you. Cross to the left, then turn around and shoot the Raptor. Keep left and grab the Red Darts. Now, jump to the left across the gap and walk past the waterfall to the First Aid Kit.

Level 3: The River

SWATPRO STRATEGY GUIDE

8 Proceed left, but be careful as you fall down this waterfall. Grab the Electric Charge icon on the left and return to your raft.

9 Sail past the next waterfall, then guide your raft down the following waterfall. Keep right, fall down the next waterfall, and continue right until you see a Gas Can.

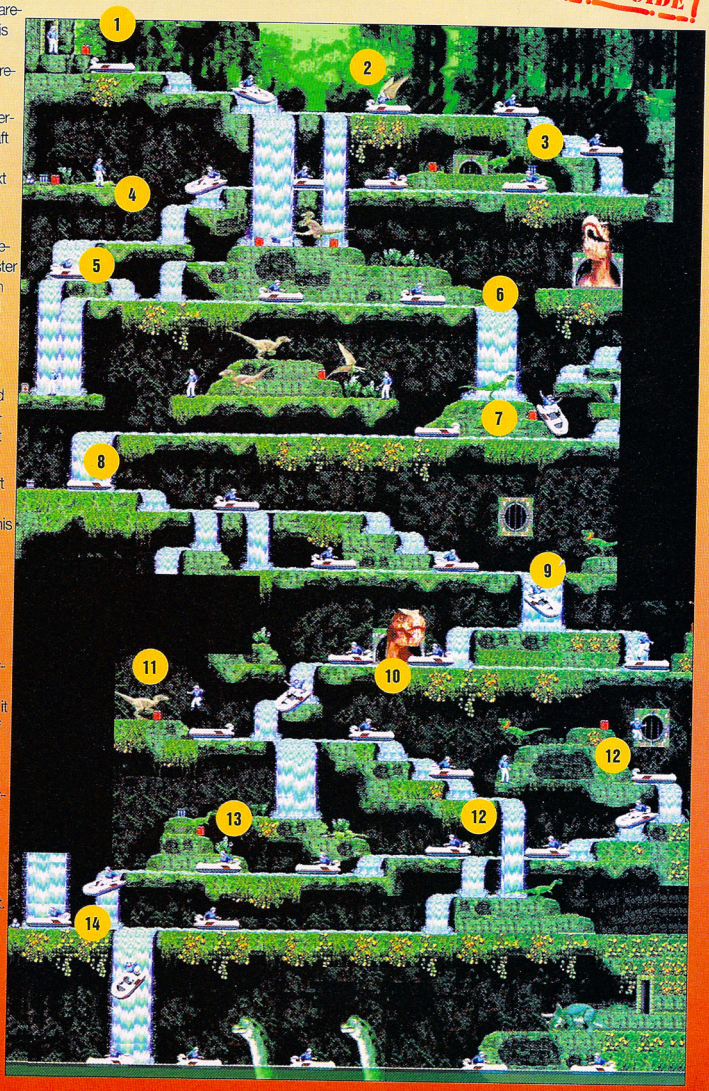
10 Slowly drift left and prepare a Red Gas Canister for use against a T. rex. Stun him, then drift to the left and go down the next waterfall.

11 Stun the Raptor and grab the Gas Can. Jump back into your raft and head right. Pass the first waterfall, and go down the next one.

12 This is the hardest part of the level. Park your raft at the bottom ledge of this outcropping. Wait until the Spitter jumps off the ledge, then climb up and grab the Gas Can. Continue right, jump down, and climb into the new raft. When the raft begins to descend the waterfall, pull a hard left on the controller. You should make it to safety, but it takes a lot of practice.

13 Next, jump out of the raft and shoot this Spitter. Grab the Gas Can and return to your raft.

14 Carefully fall down the next waterfall and grab the Smoke Bombs on the left. Turn right and fall down the next waterfall. Proceed right, but try not to steer your raft over the head of a Brachiosaurus, or he may tip it. The exit is just past the Triceratops and on the right.



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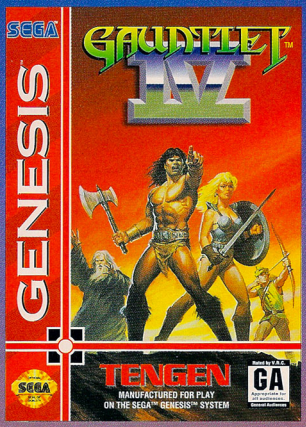





Choose your path carefully—that door could be the last you ever open. Boo!



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ACT RAISER 2

from Enix

Thousands of years ago you were a victor in a great battle; the Evil Lord, Tanzra, was dead at last. But now the Chosen 13, Tanzra's mightiest demons, have raised the Evil Lord, and they vow revenge.

For the Super NES



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from Nintendo

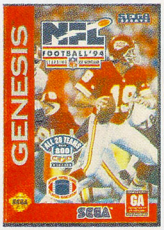
With this powerful graphic drawing program, you choose from over 50 colors, paint brushes, shading, and more. Includes a basic music composer, sprite animator, and Mouse for easy use of the program.



from Acclaim

The bone-shattering combos and awesome finishing moves you remember from the arcade are now on your favorite system. It's the #1 game for a reason.

For the Super NES
For the Game Boy
For the Genesis
For the Game Gear

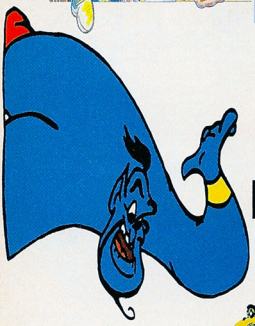


NFL FOOTBALL'94 STARRING JOE MONTANA

from Sega

Heading the list of awesome amenities on this cart is the new "Behind the Quarterback" view.

For the Genesis



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SILPHEED

from Sega

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For the Sega CD



Disney's Aladdin

from Sega

The actual Disney animators were involved in the production of this cart in a very big way. You guessed it:- the graphics on this title are incredible

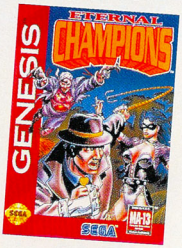
For the Genesis

ETERNAL CHAMPIONS

from Sega

24 Megs. 35 killer moves. Holo-Trainer. Instant Replay. These are just a few of the many features included in Eternal Champions, Sega's answer to MK.

For the Genesis





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from Electronic Arts

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For the Genesis

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SUPER EMPIRE STRIKES BACK

from JVC

The story line of this awesome 12 Meg cart is identical to the film. A hot soundtrack and several levels using Mode 7™ scrolling are also very good reasons to get the game.

For the Super NES



You Have Questions
We Have Answers

* Release Dates
* Game Tips and Back Doors
*Game Ratings

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At G&G/CAPTRON Stores



METAL COMBAT : FALCON'S REVENGE

from Nintendo

With 16-Bits of power and a 2 player simultaneous option, Metal Combat leaves the competition dead in its tracks. This game is a fantastic sequel to the mega-hit Battleclash.

For the Super NES

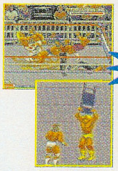


WWF ROYAL RUMBLE

from Acclaim

Test your wrestling skills against 12 of the best superstars of the World Wrestling Federation®, and smash your opponents into smithereens with ultra-cool moves.

For the Genesis
For the Super NES





NHL STANLEY CUP

from Nintendo

With an NHL license, and more graphics than many of the other hockey carts, NHL Stanley Cup has all of the NHL teams and the great gameplay you'd expect from a Super Nintendo title. The 3-D view is extra special.

For the Super NES



NBA SHOWDOWN

from Electronic Arts

Nobody captures the excitement of an NBA season like EA SPORTS. Now you can lead your favorite teams through an entire 82 game season plus the NBA playoffs.

For the Super NES





SOLDIERS OF FORTUNE

from Spectrum HoloByte

Do you have what it takes to complete your mission in the beast-infested jungle? There are six Soldiers of Fortune to choose from.

For the Super NES



FAMILY FEUD

from Gametek

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For the Super NES

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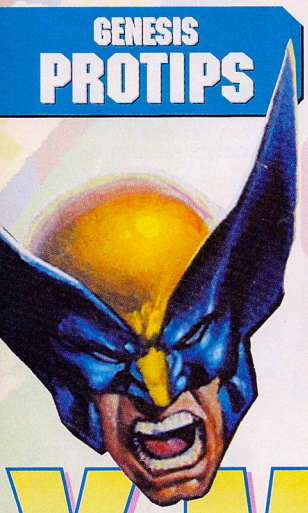


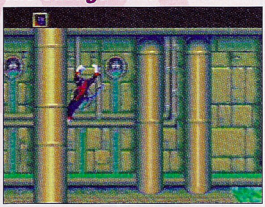
X-MEN



by Willy Y. Pout

X-tra Xs

The Savage Land



In Zaladane's Fortress, which is the first room after the jungle, the column to your left hides a Yellow X. Go behind it and jump to replenish your health.

Shi'ar Empire



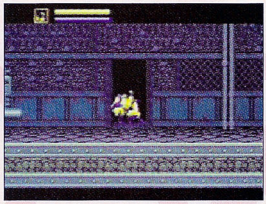
Once you discover the three Xs behind the mesh wall, go left or right through the first doorway and jump down. You'll fall behind the walls on to a lower floor. Walk and jump up toward the three Xs and load up. You can hide behind the walls to replenish your health or mutant power bar, too, since enemies can't touch you there.

There's a fourth X hidden in one of the three wall panels under the three Xs.

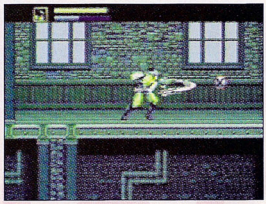
Excalibur's Lighthouse

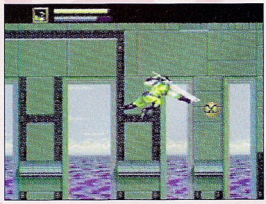


From the starting point, go one floor down, and then left. After you enter the first doorway, jump straight up behind the column that separates the two doorways. You'll find a Blue X.



Now, take the elevator down one floor and go right and through the first doorway. Keep going right until you reach the first column. Jump straight up for a Yellow X.





Two other Xs are accessible only with the goggles you find in the lower-left corner of the level. There's a Blue X to the far right of the floor under the starting point. The second is a Yellow X on the top floor above the right-most platform.

SWAT ProReview
X-Men
(by Sega)

X-cellent graphics, X-plosive action, and X-treme challenge make this one of the truest comic-to-video game translations ever. The game features major heroes, villains, and locales from throughout the comic's 15-year history.

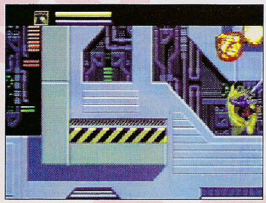
The large, smoothly moving sprites look exactly like animated versions of their latest comic book counterparts. Lavishly illustrated multi-scrolling backgrounds and straightforward game play make X-Men X-ceptional. Although there are three difficulty levels, at its highest level, X-Men is tougher than any action/adventure cart to date.

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

$54.95
8 megs

Action/adventure
Two players

X-tended Time



You'll find the time-control device in the upper-right corner of the Danger Room. Destroy it to get extra time to smash the power-up orbs.

X-scaping Bosses

Juggernaut



The best way to avoid getting hurt in a fight is to avoid the fight. To stay clear of Juggernaut in The Savage Land, jump on to the branch where the second giant beehive hangs, then call Iceman to build a bridge to the next tree. Don't fall down between the trees, or you're sure to face Jughead.

Sabertooth



You can also elude Sabertooth. Just before you enter Excalibur's Lighthouse, jump onto the platform and call Icy to form a bridge to the next platform.

X-ing the Giant Falls



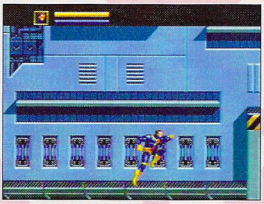
Instead of tiptoeing through the elevators at the giant waterfalls, you can get some help from a prehistoric friend. Climb to the very top of the first ledge after you defeat (or skip) Juggernaut, jump right onto the next platform and carefully move over to the right edge. A green Pterosaur will fly in from the left. Hitch a ride all the way across the falls by jumping onto its back. If you miss the Pterosaur, roam the area for awhile and repeat the process – he'll be back.

Skipping Stages to Level Four

Choose Gambit as your hero. Jump into the Danger Room computer and, as the screen fades, hold down Button A. The Savage Land flashes momentarily, then Gambit returns to the Danger Room. Repeat this procedure to reach Zaladane's Fortress, then let go of Button A to return to the Danger Room.

Repeat this trick until you reach the beginning of Level Three, outside Excalibur's Lighthouse. Play through this level until you reach the Lighthouse. When you enter and the screen fades to black, hold down Button A and you will return to the Danger Room. Before proceeding to Level Four, you can replenish all of Gambit's power and choose your favorite X-Men superhero. This enables you to start Level Four with all your X-Men at full strength.

Level Select



Insert a control pad into the Control 1 port only. Then, press and hold Down, Button A, and Button C on your control pad while you turn on the system. Continue to hold all the buttons, then also press and hold Start at the "Press Start" Screen until you reach the Difficulty Select Screen. Select any difficulty, then select a character.

When you appear in the Danger room, proceed immediately to the right. Stand in the area corresponding to the level you want (see screen above), then jump down (press Down and then Button C on your control pad).

Game Genie Codes

Return Gambit to the Danger Room and skip the current stage when you press Button A: **PZ1A-DAX0**

Enable Wolverine to walk straight off ledges when you hold down either Left or Right on your control pad: **CBCT-CX46**

Give Nightcrawler unlimited mutant ability: **BKWT-CA64**

Give Cyclops super-high jumps when you press Button C rapidly: **CBNT-CA88**

Make Cyclops, Nightcrawler, and Gambit invincible (does not work in some stages and your health bar must be full): **RBSA-AT6E**

GENESIS PROTIPS



By Bro Buzz

Fly across exotic South American locales, meet drug runners and terrorists...and shoot them. Jungle Strike, the sequel to last year's hot Desert Strike cart, puts you into combat once again, this time in the jungles of South America. As a hotshot chopper pilot, you're armed with Jungle Strike's 16 megs of memory, which enabled the developers to give it more campaigns, smoother flying mechanics, and aggressive enemy tactics. What more could you ask from a video game?

JUNGLE Strike

Campaign 6

The Snowfortress is one of the toughest Jungle Strike levels. Here are some special Mission tips to improve your survivability.

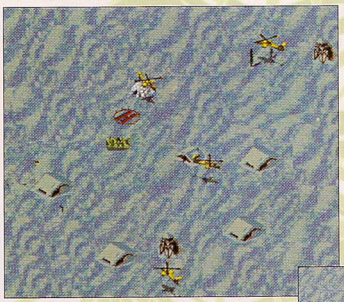
Jungle Strike
(By Electronic Arts)

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

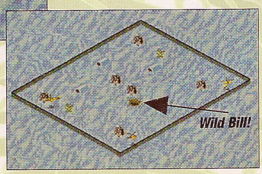
Price not available
16 megs
Air combat

One player
Passwords

Mission 1



Take out the Igloo due west of the starting Landing Pad, then free Wild Bill in the POW camp that's further West. He's in the building just south of the two center towers.



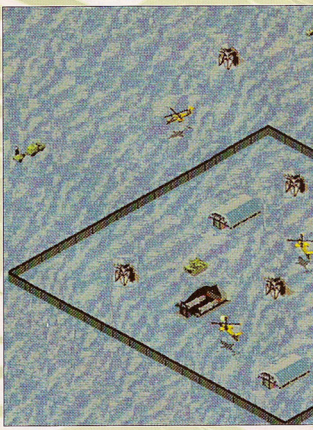
The Village Supply Depot

There's a village with hidden power-ups to the left of the starting point. You'll find this Striker's savior next to the Igloo and the Landing Pad. To grab the power-ups, you must battle two tanks and some soldiers. Blowing up the buildings uncovers the Super Winch, an Extra Life, and Armor Repair.

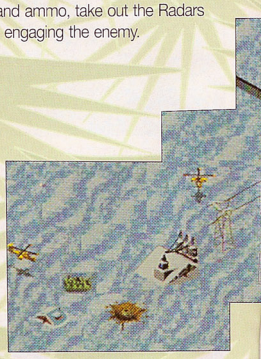
More Armor Repair

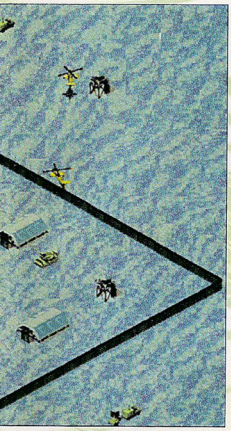
Armor Repair is a life saver. You'll find one south of the POW camp. To find it, destroy the building South of the guard tower. You'll find another Armor Repair disguised as a snow dune that's in an underground tunnel. It's Southeast of the POW camp, near two barren trees and an enemy chopper.

Mission 2



Close to the Mission Depot, you'll find three mobile Radars. The best directions for your attack approach are the north, northwest, and southeast. To conserve armor and ammo, take out the Radars without engaging the enemy.





Mission 3

Once you fly into the enemy compound, you can lure enemy units into helping you destroy buildings. Once you've allied yourself with the enemy, it's easy to eliminate the missiles inside.

Mission 4

The Soviet General is inside the center building. You must take him alive, since he knows where the Gainful Missile Launchers are located.



Mission 6



Destroy the Mobile Radar north of the power lines, or the Power Station will be on alert, which makes the mission a killer. Then, take out the four towers and the Power Station. Keep an eye out for the Armor Repair Box inside the Station's remains.

Mission 7

When you complete Mission 6, small smokestacks will appear on some snow dunes. The enemy is forced to use them to ventilate its hidden underground structures after you've cut off the power. Search for crates that contain warheads, then shoot them to reveal their missiles. Use the orientation of the tunnels to lead you to the next snow mound.



Campaign Codes

Campaign 2:	RXVWT74MYR7
Campaign 3:	9WT7NL6PF39
Campaign 4:	X7NL4SHCYRN
Campaign 5:	VL4S6MGZBVP
Campaign 6:	WS6MHPZF9TJ
Campaign 7:	TMHPGCFDYRL
Campaign 8:	7PGCZJYK3XM
Campaign 9:	NCZJFD3BRWC

Campaign 4: Night Strike

Fool the Choppers



During Mission 3, you don't have to destroy the enemy choppers. Lure them away from the Helipad, then return and take out the Pads. Of course, some won't leave, so you're forced to engage them.

Missiles Blast Buildings



Use missiles to destroy the 11 buildings in Mission 6. Also, destroy any parts or weapons you find inside or nearby the buildings, including the MiGs.

Campaign 5: Polosso City

Biker Alert



To get the Special Forces Attack Cycle in Mission 5, you must destroy the Computer Labs. The labs are the two black high-rise buildings in the downtown area. After you've destroyed them, go to the Police Station and shoot out the Radar Dish. Finally, land the chopper and get the Cycle.

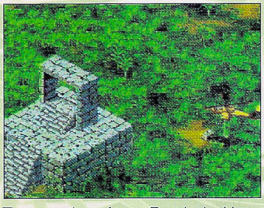
Campaign 7: River Raid

Extra Lives



Since the Stealth Fighter is very sturdy, you'll need extra lives only if you plan to fly around in the Comanche. At the beginning of the Campaign, there are four lives northeast of the Landing Pad. They're located inside the Pyramids, next to the Tiki Heads.

Armor Repair



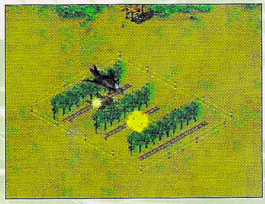
There are three Armor Repairs in this campaign. One is in the sector's upper-left area, under the Humvee and next to the Radar. Another is in the upper-right sector, under a Sheridan Tank. The third is under a Humvee, between a bridge and a temple in the lower-left sector.

Stealth Bombing



Bomb runs in the Stealth take practice. You have to release Ironbombs on a line to the target, starting from about three plane lengths away.

Drug Busting



To destroy the Drop Crops in Campaign 7, Mission 3, you have to drop bombs on the Drop Crops' center row.

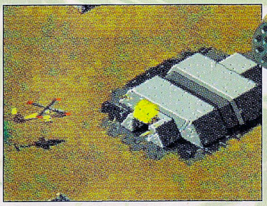
JUNGLES

Stealth or Comanche?

The nuclear missile assembly plants in Campaign 7, Mission 6, are disguised as small Pyramids. If you're having difficulty with the Stealth, try the Comanche. If you use the Stealth, you must destroy the missiles. If you use the Comanche, you can retrieve the warheads for extra points.

Campaign 8: Mountains

Blow the Bunker



To destroy the Mission 7 Bunker, remove the guns that guard the Bunker's corners first. The only way to do this is by blowing a hole in the south side of the building. Next, fly southeast to the Landing Zone. Don't blow up the ammo truck. Instead, land, and your copilot will get into the truck. Escort the ammo truck as your partner drives it into the Bunker. Now, blow up the truck and the Bunker.



SUPER NES PROTIPS

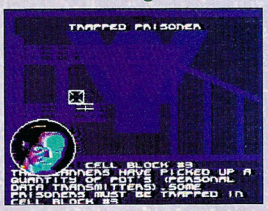
By The Unknown Gamer

Just when you thought you never wanted Aliens in your face again, Acclaim pulled a fast one! Alien 3 for the Super Nintendo is highly original – enough to please even jaded veterans of the Alien 3 wars on other systems. The six levels of Alien 3 dish out the best game play of all the Alien sagas, and the game is packed with excellent graphics and enough exploding Aliens to satisfy even the most hardened bug hunter. This version of Alien 3 is a mandatory adventure.

BASIC TRAINING

F161-C-WYCORP-NTCMCN-015000
Urgent...Code Red Alert...Study the following strategies closely...multiple Xenomorph presence confirmed on Fiorina 161...Nesting activities suspected throughout colony...Survival of Operative and destruction of Xenomorphs will depend on your ability to successfully follow these strategies...Weyland-Yutani Network Comcon 01500 Out..End msg.

Mission Briefing



When you select a mission, read it carefully and take a few notes, or make a quick sketch of the layout. If you forget where you're going, or the location of your hostage or equipment target, you'll lose valuable time and energy returning to the Terminal to check the blueprints again.



Mission Planning

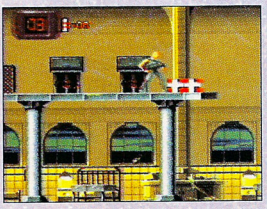
Take Time to Plan



When you begin a new stage, take the time to scan each mission. Don't automatically tackle the missions in the order they're listed. The challenge level varies. You'll also save valuable life and ammo if you first attempt missions that take place near each stage's starting point rather than those that require some traveling time.

Weapons and Power-Ups

To Your Health



Note the locations of Medic areas and Weapon rooms. Between missions, head to these areas and replenish your supplies.

Alien 3
(By Acclaim)

Graphics	Sound	Control	FunFactor	Challenge
5.0	4.5	5.0	5.0	Adjustable

$59.95
8 megs
Action/adventure

One player
Passwords

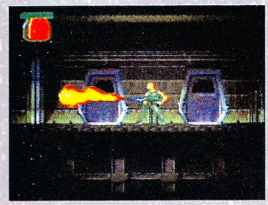
The Weapons



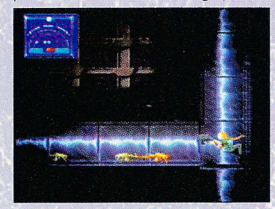
Pulse Rifle: This machine gun-style weapon fires four shots per second, but it isn't as powerful as your other weaponry. It's a good choice when you're crawling down air ducts, or when you're trying to preserve your more deadly weaponry – especially since you carry many 100-round clips of Pulse Rifle ammo.



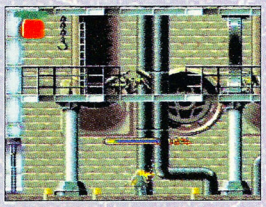
Grenade Launcher: This weapon is deadlier than the Pulse Rifle. The Launcher fires one grenade per second. One grenade readily destroys a Xenomorph, but it's difficult to aim. It's a good weapon choice, though, when you're crawling ahead into unseen danger. Fire grenades in front of you to clear away Xenomorphs. The Launcher has 10 rounds per clip, and you can carry several clips.



Flame Thrower: This powerful weapon fries Xenomorphs easily with its broad range and far reach. However, you cannot, repeat **cannot** carry extra cannisters of fuel. Conserve this weapon to use as needed, and grab extra Fuel cannisters only when you need them. If you grab them when your can is full, you'll waste the power-up. The fuel varies in power: Blue Fuel is low-powered, Red Fuel is medium-powered, and Green Fuel is high-powered.



Motion Tracker: This device enables you to track personnel and intruders as they move through the station. However, it's difficult to monitor the tracker while defending yourself against Alien attacks. It's not an essential piece of equipment.



Blow Torch: This weapon is used for repairing broken pipes and wiring, and for sealing doors. Fuel is unlimited.

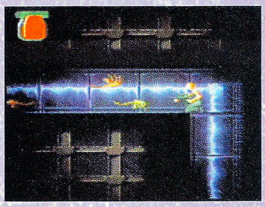
Strategies Against the Xenomorphs

Face-Huggers



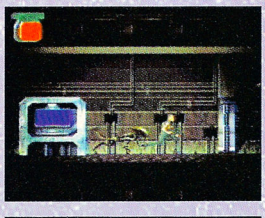
These tiny Aliens are the first creatures to hatch from Alien eggs. If a Face-Hugger grabs you, hit Left and Right rapidly to shake it off.

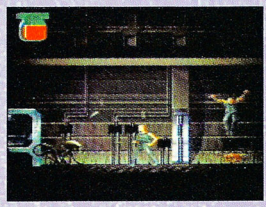
Chest-Bursters and Bambis



All smaller Aliens tend to creep along the ground. This can be deadly, since they're often below your line of fire and can creep in under your shots. To avoid this danger, crouch and fire while you creep along.

Full-Grown Aliens





Because they move so rapidly, these Aliens are the most dangerous. They can attack from above or below. Many spit acid, and they're very accurate.

Before they drop, destroy Aliens that creep across the ceiling above you. Remember, you can sometimes jump over an Alien if you don't have time to shoot it. The Grenade Launcher and the Flame Thrower are the most effective weapons against these larger Aliens.

Continued from page 63.

SUPER NES

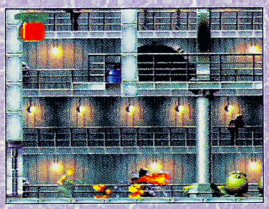


SECRET CODES

F161-C-WYCORP-NTCMCN-01500...

Reconaissance indicates Xenomorph presence overwhelming Operative...Accordingly, we've forwarded powerful secret codes for use of Operative only...Use with caution...Weyland-Yutani Network Comcon 01500 Out...End msg.

Passwords



Use these passwords to begin at any stage of the game:
Stage 2: QUESTION
Stage 3: MASTERED
Stage 4: MOTORWAY
Stage 5: CABINETS
Stage 6: SQUIRREL

Pro Action Replay Codes

Beat the game the easy way with the help of these codes:
Infinite Energy: 7E12-4464
Infinite Bullets: 7E15-D463
Infinite Smart Guns: 7E15-DC0A

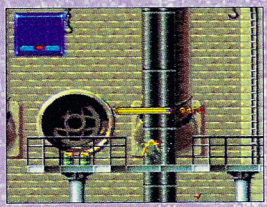
Mission Manual

F161-C-WYCORP-NTCMCN-015000

Xenomorph presence requires several different types of strategies to eradicate...Aliens have infested all areas of the Station...they must be destroyed...Repair all damage to equipment to keep Stations functional...The following is a summation of possible strategies for different missions...Study it carefully...Weyland-Yutani Network Comcon 01500 Out...End msg.

Pipe Repair

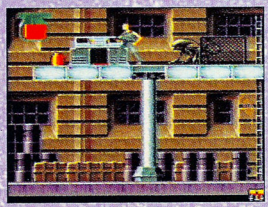




There's a Pipe Repair Mission in most of the stages. For example, Pressure Point in Stage 1 requires that you use the Blow Torch to fix the Pipes. Repairing Pipes is straightforward. When you log on to the Terminal, note the location of the area that you must repair and make a quick sketch of the location of the different pipes. Next, proceed to the pipes to avoid confusion, then simply kneel and press Button Y. The Pipe is repaired When the gauge reaches 100%.

Generator Repair





Many missions require locating a spare Generator part and taking it to the damaged Generator. In Stage 2's Power to the People, proceed to Hangar #4 to get the spare Power Pack. It's to the far right of the Hangar on an upper platform. You'll need to climb the chain at the far left to access the area with the Ignition. Once you've grabbed the unit, proceed to Weapons Room #8, then locate the missing Generator. When you walk in front of it, you'll automatically repair the Generator.

Destroy Mother and Eggs



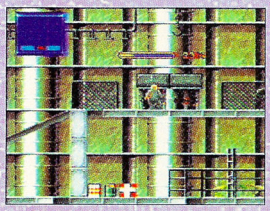


Destruction of the Egg Pods that infest the Station is essential. In most of these missions, you'll clear the infested area, then weld the doors shut to prevent further infestation. During the mission Slaughter 'Em High in Stage 3, you've also got to destroy a Mother Alien. Proceed to Surface Area #7. Use the moving platforms to reach the top platforms. Proceed right, past the second set of moving platforms, then drop to the Egg area.

The best way to destroy the Eggs is to kneel and creep slowly toward them, firing constantly with the Grenade Launcher or the Pulse Rifle. After you've destroyed the Eggs, you can grab two Grenade Launcher power-ups, located to the far right. Next, use the moving platforms to return to the higher level of the area, then go to the right. When you reach the next gap, drop down and head left. You'll find a Green power-up for the Flame Launcher. Now, climb back up and return to the second set of moving platforms. Drop down, and you're face to face with the Mother Alien. Dodge the of acid she spits, then quickly fry her with your super-powered Green Flame Fuel.

Fuse Repair

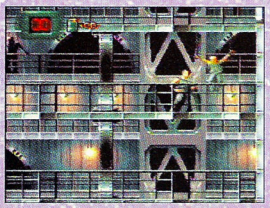




Repairing Fuses is very similar to repairing pipes. In Machine Mania, Stage 4, four Fuses need repair in Waste Area #11. Make a rough sketch of the area, noting the Fuses. Proceed to the location and hunt down the damaged Fuses one by one. When you reach each Fuse, crouch and repair it by pressing Button Y until the gauge reaches 100%.

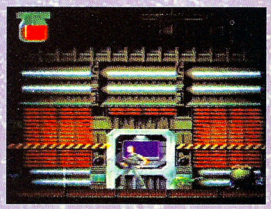
Hostage Rescue





Prisoners are trapped throughout the Station, and you'll have to rescue batches of them in every stage. For example, in Stage 5's Multi-Rescue, many prisoners are trapped in Assembly Hall #5 and Mine Area #2. Again, making a sketch of the prisoners' locations really helps. Wandering around aimlessly, especially at this stage in the game when the Aliens are more aggressive and deadly, is bad news. If you have a map, you can rescue the prisoners methodically to take the least amount of damage. To rescue an individual prisoner, simply walk in front of him.

Locate Terminal





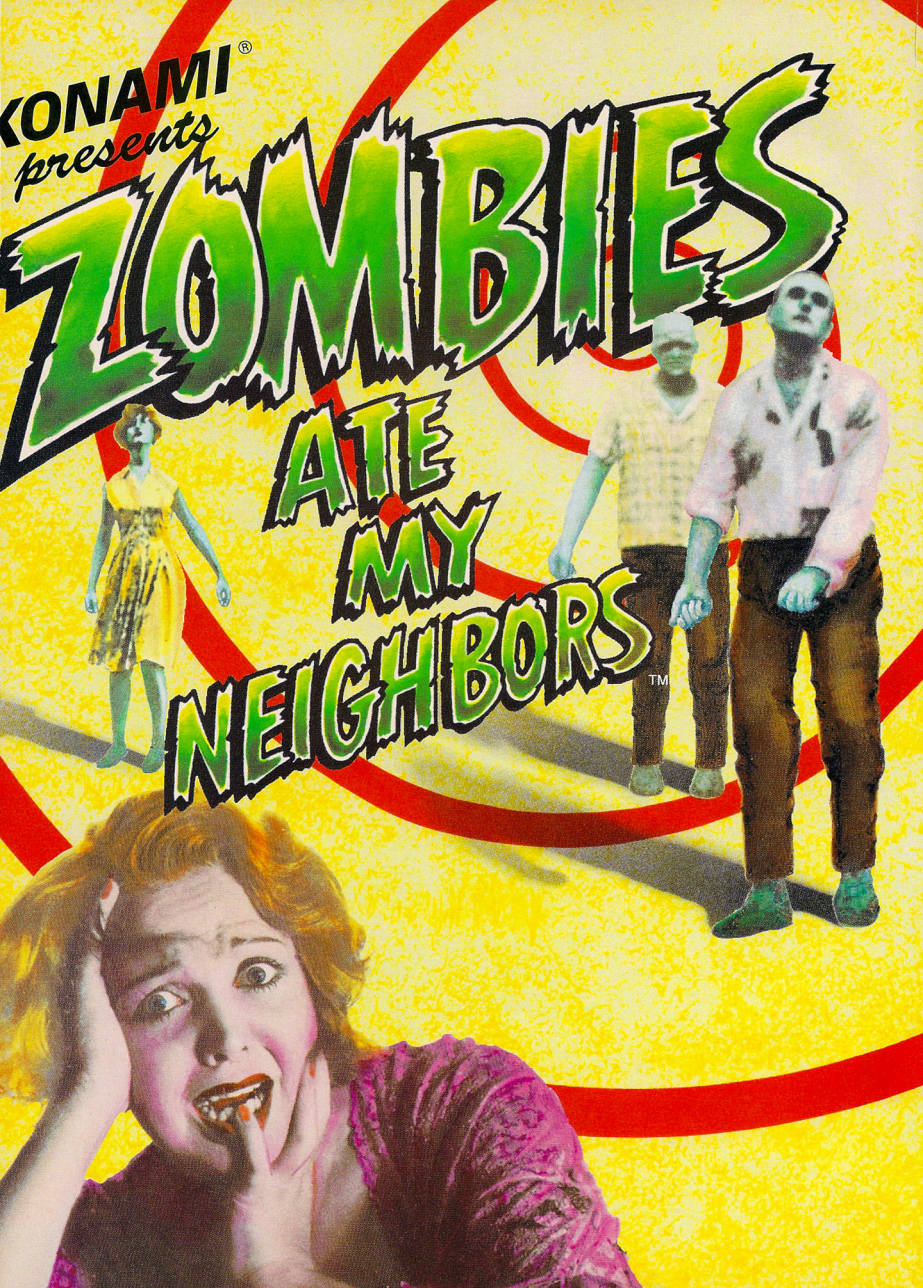


Terminals are few and far between in the last two stages of the game. When you reach Stages 5 and 6, the first thing you'll have to do is locate the Terminal. Psst... Red Hot is the final mission in Stage 6. It's an encounter with the Mother of all Aliens!

KONAMI®

presents

ZOMBIES ATE MY NEIGHBORS™



"I LAUGHED. I CRIED. I SCREAMED BLOODY MURDER."

Anita Placetohide
-Amityville Herald



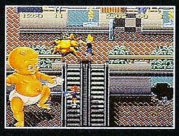


Only Konami® could bring something so demented and sick to your Super NES® and your Sega™ Genesis!™ Action! Adventure! A real scream! A must see!!

"55 levels of sheer terror. Not a dry seat in the house."

-Washington Post Mortum

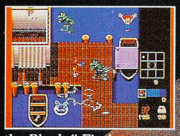
"MORE FRIGHTENING THAN YOUR MOM AT A THRASH CONCERT."

Slash Meehup-*Rolling Tombstone*

Thrilling performances by two teenage stars who must save cheerleaders, babies and BBQ-happy neighbors from every monster that ever stalked the cineplex.

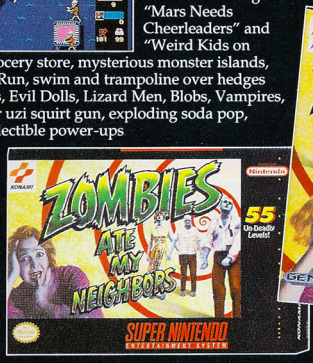
"Somebody help me! Help me please!"





B.A. Goner-*New York Times Up*

Fifty-five B-horror movies rolled into one are now slaying in your neighborhood. Scream to the sounds of "Hedgemaze Chainsaw Mayhem," "Mars Needs Cheerleaders" and "Weird Kids on the Block." Find your way through a "chopping" mall, a grocery store, mysterious monster islands, a haunted house and your own Zombie infested backyard. Run, swim and trampoline over hedges to escape hordes of Zombies, Chainsaw Maniacs, Mummies, Evil Dolls, Lizard Men, Blobs, Vampires, Giant Ants, Martians and more. Or take them out with your uzi squirt gun, exploding soda pop, bazookas and weed wackers. In a pinch use one of your collectible power-ups like secret potions and bobo clown decoys. Go it alone or as a Zombie squad of two. The game goes on and on and on. Run for your life! It just won't die!!



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SUPER NES PROTIPS



By The Ryanator

Bubsy's a must for any gamer's library. This cat's excellent graphics and digitized voice make his rollicking adventure drip with purrrr-sonality. Bubsy teeters on one paw when he's too close to an edge, and gripes about flyaway hair when he's drenched with water.

Bubsy's creators at Accolade hope to keep you purring with their new trademark character, and they probably will. The adventure is huge! There's a lot of territory to cover, and you never have to travel the same route twice. Though he slips up in controls here and there, this cat gets Best of Show.

1-Up

Every time you collect 500 balls of yarn, you earn a 1-up!

No Way Out



In Chapter 1, under the second cliff left of the wooden bridge, you'll discover an underground room with a 2-up and lots of balls of yarn. Jump in, grab the goodies, and then stand on the manhole cover to be tossed out before the rising water level drowns you.

Double Your Pleasure



Near the end of Chapter 2, there's a long passage that leads into a large cavern. In the upper left-hand corner of the cavern, there's an Invisible T-Shirt. In the lower right-hand corner, there's a 1-up.

BUBSY IN: CLAWS ENCOUNTERS OF THE FURRED KIND

Exit Stage Right



There's a large underground cavern near the beginning of Chapter 2. The water slide will slip you inside. Once there, head up and to the right until you reach a ledge with a switch. Flip the switch, then head down and to the right along the bottom of the cavern. You'll reach another water slide that slips you right out of the cavern.

Easy Bonus Round



Just at the beginning of Chapter 2, head left and glide down. Enter the cave on the ledge below and go straight to a bonus round.

Bubsy in: Claws Encounter of the Furred Kind
(By Accolade)

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

$69.95
16 megs
Action/adventure

Two players
Passwords

It's a Turn Off



In the second half of Chapter 3, you'll reach a large underground cavern that has a long, low passageway for an entrance. To reach a Yarn Crate and a 1-up, proceed inside and go up to the right-hand corner of the cavern. Go through the warp cave to reach a switch. Flip the switch to turn off the water. Return to the bottom of the cavern, and leap across the ledges to find the goodies.

Easy Boss



Unraveling the Woolie bosses at the end of Chaper 3 is easy. Simply leap on each boss two times while the Woolie is peeking out.

2-Up



When you reach the first Strongman platform in Chapter 4, leap on it and veer slightly to the right as you fly through the air. If you're angled correctly, you'll snag a 2-up.

Continue

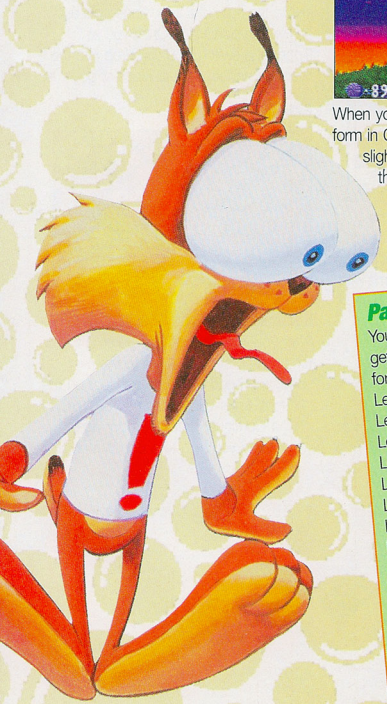


To reach the continue in Chapter 5, climb to the very top of the roller coaster. Head to the right, along the top. Go across the platforms until you reach the upper-right corner. Enter the round red circle door, and warp to the continue.

A-Mazing



To escape the maze at the end of Chapter 6, warp through the doors in the following order: the red door, left and through the blue door, left and through



Passwords

You won't need nine lives when you get your claws into these passwords for every level in the game:

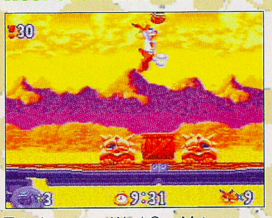
Level 2:	CKBGMM
Level 3:	SCTWMN
Level 4:	MKBRLN
Level 5:	LBLNRD
Level 6:	JMDKRK
Level 7:	STGRTN
Level 8:	SBBSHC
Level 9:	DBKRRB
Level 10:	MSFCTS
Level 11:	KMGRBS
Level 12:	SLJMBG
Level 13:	TGRTVN
Level 14:	CCLDSL
Level 15:	BTCLMB
Level 16:	STCJDH

Unlimited Lives

Use this Pro Action Replay code to ensure that you always have nine lives: 7E02-0D08

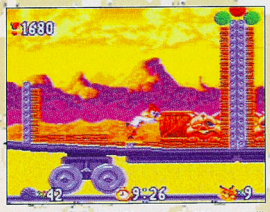
the brown door, left and through the red door, right and through the brown door, right and through the gold door. Now go down the roller coaster ramp and you're at the boss.

Wool-Gas-Matron



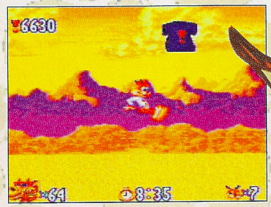
There's an easy Wool-Gas-Matron you can grab in Chapter 7. Simply leap off the box between the two gargoyle faces to grab the goods.

A Step in the Right Direction



In some areas of Chapter 7, it'll seem like you're trapped. Look for nearby crates to push over and leap off to safety.

Surprise



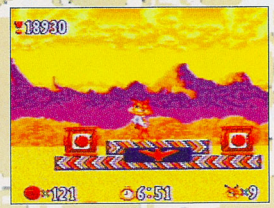
Leap off the giraffe heads in Chapters 7, 8, and 9 for a bevy of power-ups and surprises.

Invincibility



When you reach the desert area of Chapter 9, there's a tricky Super Bubsy Shirt that seems impossible to grab. The Shirt is located near the beginning of the level, past the first underground boulder pit. When you reach the ledge above the T-Shirt, drop to the Shirt and immediately vault to the right before you're skewered by the skulls.

Sky High



As you proceed along the top of the desert section of Chapter 9, you'll reach a dynamite crate. Land on it and it'll blow you into the air and on to a platform with two Yarn Crates.

Invincibility



There's a Super Bubsy Shirt in the middle of Chapter 10. The Shirt is past the first island with the Exclamation Mark, just after the floating platform.

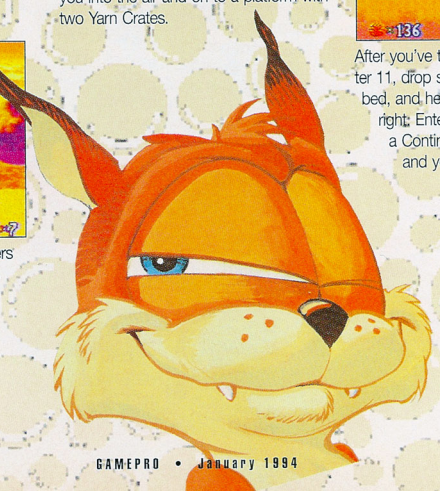
Don't Forget to Turn Off the Water

Near the middle of Chapter 11, there's a switch you can use to turn off the water. Look for the switch next to an arrow at ground-level in the middle of an island, just to the right of a tall orange pole and an Exclamation Mark. Once you've flipped the switch, you can drop into the river bed and look for all kinds of goodies.

Continue



After you've turned off the water in Chapter 11, drop straight down to the river bed, and head to the secret door on the right. Enter this door, and you'll zap to a Continue. Enter the door again, and you'll go to a bonus round.



Invisibility



Just underneath the land level of the chapter, you'll find a Shadow Bubsy Shirt near the middle of Chapter 12. From the T-Shirt, leap up and to the right (over the tall pole) and head straight to the switch that turns off the water in the river!

Another Bonus Round



When you reach the fifth stalk in Chapter 13, climb the stalk until you reach a door. Use the door to go left to a bonus round.

High Flying

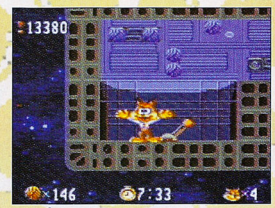


To get a 1-up in Chapter 13, bounce off the spider web in the third tree in Chapter 13.

Flip the Switch







Working your way through Chapter 16's Woolie Space Ship is tricky. To reach the far corners of the ship, you've got to flip the three different switches shown in the screens. Then you can transfer to the upper reaches of the Woolie ship, warp several times, and eventually encounter the two-headed Woolie Boss!



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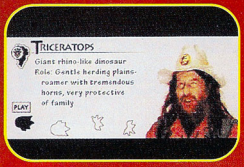

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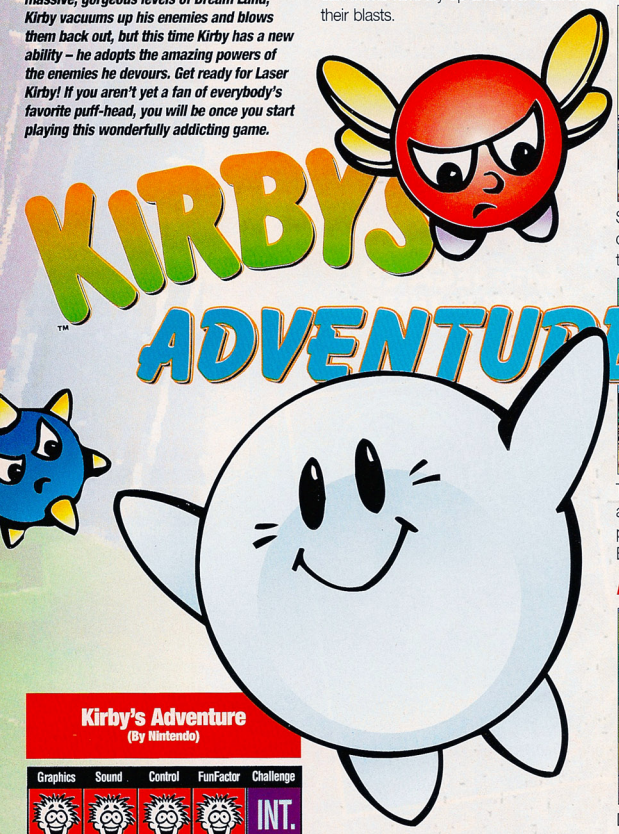
NES PROTIPS

By Data Carvey

Already a rotund legend on the Game Boy, Kirby comes to the NES with six big megs of imaginative action, charm, and color. While floating, running, and swimming through seven massive, gorgeous levels of Dream Land, Kirby vacuums up his enemies and blows them back out, but this time Kirby has a new ability – he adopts the amazing powers of the enemies he devours. Get ready for Laser Kirby! If you aren't yet a fan of everybody's favorite puff-head, you will be once you start playing this wonderfully addicting game.



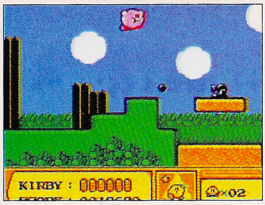
Kirby's Adventure
(By Nintendo)

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

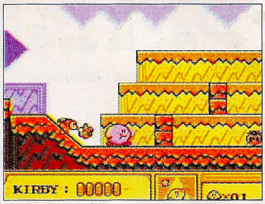
$39.99
6 megs
Action/adventure

One player
Battery backup

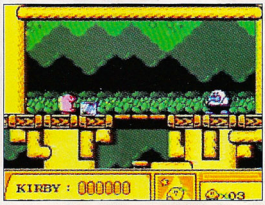
Vegetable Valley



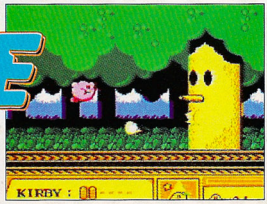
Kirby can't bomb the cannons, but they can bomb him. Fly up and over to avoid their blasts.



Let Kirby take the low road in Vegetable Valley's third door to pick up a Vitality-restoring Maxim Tomato.

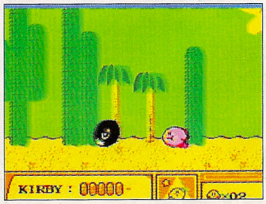


Suck in the ice blocks from this ice cream man, then fire them back at him to get to the boss.

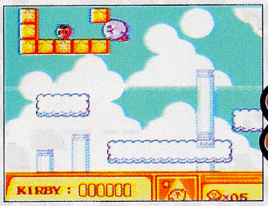


The Tree Boss puffs at you and drops apples. Dodge the puffs, suck up the apples, and spit them back at the Tree Boss's nose.

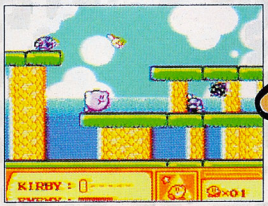
Ice Cream Island



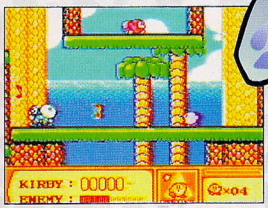
Don't let this wheel run you down. Jump above it and wait for it to unload little wheels at you.



On Ice Cream Island, enter this boxed area from the right to get the Maxim Tomato.



Take care of the lower enemies in this challenge before taking on the enemy at the top. Dodge those flying forks!

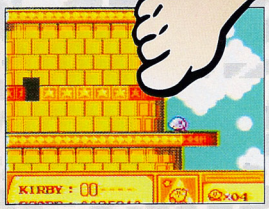


Keep your distance from this operatic enemy or he'll sing you to sleep (permanently!). Catch his notes and sing them back at him.

Butter Building



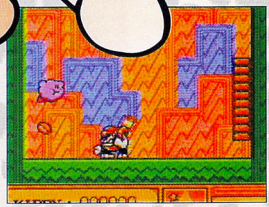
Grab the Pep Drink and then drop down the chute next to it to find a secret Butter Building doorway.



Walk to the far right of the Butter Building to get this door to open behind you.



Be quick as you go for these goodies. They'll quickly fall offscreen, and you could fall with them!



The Butter Building mini-boss can jump high and throw nuts. While dodging his charges, use the nuts as weapons against him.

Grape Garden



The Grape Garden's flying saucers are among the quickest enemies in the game. Proceed with caution!

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35: Shoot-Out - Arcade
36: Bombs Away - War/Arcade
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38: Dedant - Arcade
39: G-Force Fighter - Space/Arcade
40: Man at Arms - Arcade
41: Norman - War/Arcade
42: Armor Battle - War/Arcade
43: Magic Bean - Cartoon/Arcade
44: Apache Chopper - War/Arcade
45: Paratrooper - War/Arcade
46: Sky Avenger - Fight/Arcade
47: Sharp Shooter - Arcade
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49: Black Hole - Space/Arcade
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GAMEPRO

PROSTRATEGY GUIDE

Section 2 of 2



New Moves, Combos, Strategies, and Techniques Straight from the Pros at Capcom!

SUPER STREET FIGHTER II

The New Challengers

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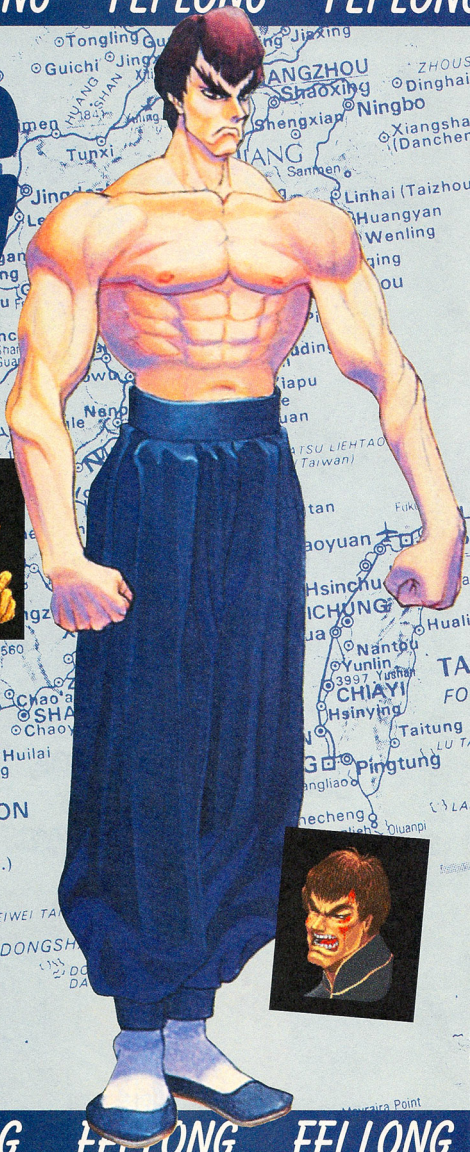
FEI LONG



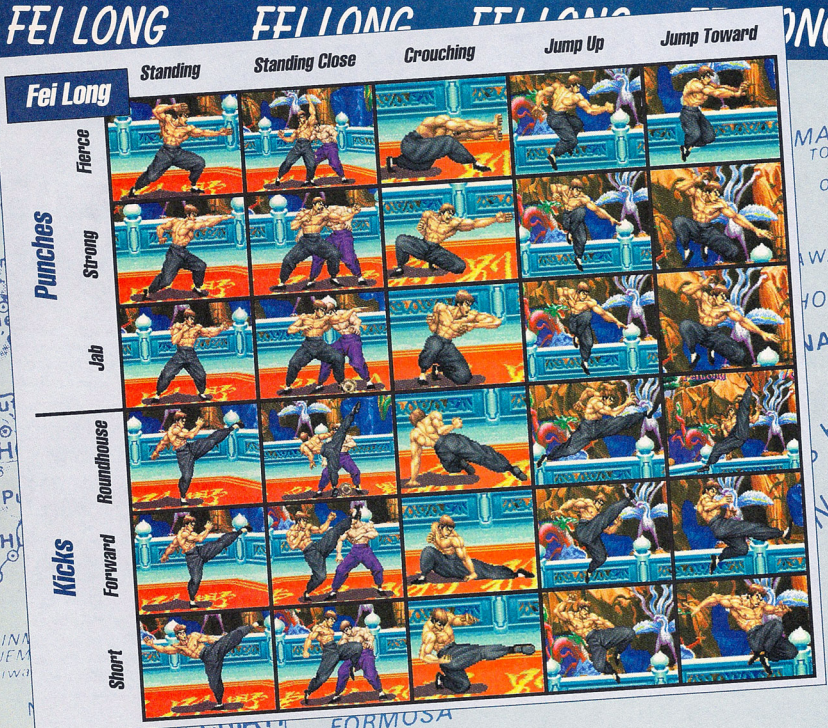
Fei Long has dedicated his life to Kung Fu. He began his training at an early age. His dream, like many young kids, was to become a martial arts action movie star. However, his dedication to Kung Fu put him on another path. Now honor, discipline, and the perfection of his art are the focus of his existence. When he learned of the World Warrior Tournament, he entered the contest to test his skills against the best fighters in the world.



Battle Quotes

"You must learn to block, or my speed will always overcome you!"

"You have trained to be a great loser! Now you must learn to fight!"





Fei Long studies and worships in a secluded temple setting. Many mystical creatures and beautiful birds can be seen in the foliage.



SPECIAL TECHNIQUES

Rising Dragon Kick



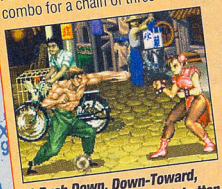
Internal fire becomes external fire with Long's quick vertical kick technique. Push Back, Down, Down-Back, and any kick button.



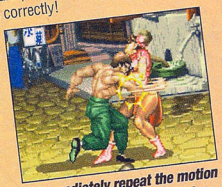
(It's a reverse Dragon Punch.) If close to a foe, you'll score two hits!

Rekka Ken

Fei Long rushes in for this powerful multi-punch attack, which will combo for a chain of three hits if done correctly!



1) Push Down, Down-Toward, Toward, and any punch button to rush the enemy with a punch.



2) Immediately repeat the motion and hit any punch button to come in with the second strike.



3) Repeat the move once more for the third hit! You can throw off the enemy's timing by mixing up Jab and Fierce Rekka Kens.

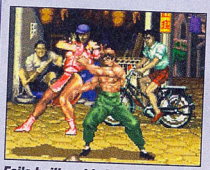
KILLER THROWS

Hair Throw



Remember: Your foes go where their hair goes. Push Toward or Back plus Forward or Roundhouse.

Power Throw

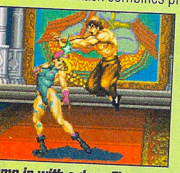


Fei's built up his body just to pull incredible power lifts. Push Toward or Back plus Strong or Fierce.

CRUSHING COMBOS

ive Fierce Wreckin' Rekka Ken

s awesome attack combines precision strikes with destructive power!



mp in with a deep Fierce.



2) Do a standing Strong or Fierce and immediately begin the Rekka Ken motion.



3) Complete the Rekka Ken and press Fierce.

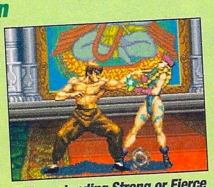


4) Immediately do two more Rekka Kens to give them five tastes of your fists of fury!

Four-Hit Double Dragon



1) Jump in with a deep Fierce while holding the controller Back.



2) Do a standing Strong or Fierce and immediately begin the Rising Dragon motion.



3) Complete the Dragon and push Roundhouse. Long combines a classic Double Tiger Claw with Snake Fist forms to create a fiery finish.

Roundhouse Step-In



Push Toward and Roundhouse to move in with a Double-Hit Kick.



This is a good psych-out move if you know when to use it!

Fast Dizzy





Two to three low Claws will guarantee a dizzy, and will set the opponent up for a death combo.

SUPER STRATEGIES

Missed Uppercut Counter







When an enemy misses their Uppercut, do a standing Fierce into the Rekka Ken for an easy four hits.

Fierce-Strong Roundhouse



1) Jump in with a deep Fierce.



2) Do a standing Strong.



3) Instantly go into the crouching Roundhouse for a third surprising hit!



Jab Counter





Long's standing Jab is a good keep-out move and counters certain body attacks, such as Balrog's Dashing Punch.

Three-Hit Low Claw Combo

Fei's fast enough to get out chain-hit combos!



1) Jump in with a deep Roundhouse.



2) Do a standing Strong.



3) Finish with a low Fierce. With this murderous combo, you attack from outside to low inside. Timing is critical!

FEI LONG

T. HAWK



T. Hawk's homeland was stolen by the evil Shadolu organization, headed by M. Bison. To get his nation back, T. Hawk entered the World Warrior Tournament to exact his revenge against Bison. Hawk represents unbelievable power. He's huge – 7' 2.5", 365 lbs. He even dwarfs Zangief. Hawk uses a powerhouse technique, including Native American-style wrestling and a little contemporary martial arts. He may appear to be frighteningly destructive, but he's really warm-hearted, with an unbound spirit and respect for nature.

Battle Quotes

"Your scream sounds like a pathetic war cry!"

"My totem is too great for your desperate fighting techniques!"

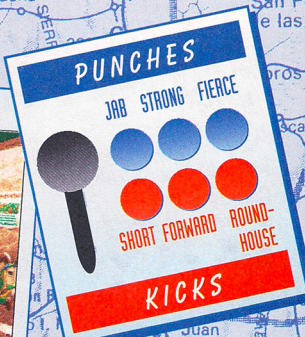
T. Hawk



MEXICO: Town Square

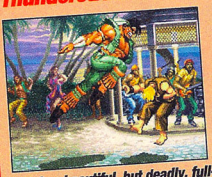


After being forced off his reservation in America, T. Hawk has taken residence in a Mexican village. The market is bustling with activity as people buy and sell the day's goods, and Hawk's friends pull for him.



SPECIAL TECHNIQUES

Thunderstrike



Here's a beautiful, but deadly, full-body collision. Push Toward, Down, Down-Toward, and any punch button. (It's identical to the Dragon Punch.)

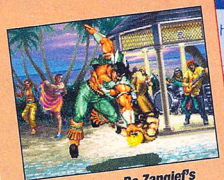
The Hawk



Like his avian namesake, Hawk can power dive onto opponents. Jump up. On your way up, push Down plus all three punch buttons.

The Storm Hammer





This 360-degree move ends in a crunching face slam. Do Zangief's Spinning Pile Driver motion and press any punch button to take 'em up and over.

KILLER THROWS

Elbow Smasher



T. Hawk is happy to rearrange any World Warrior's face. Move in close, then push Toward or Back plus Roundhouse.

Neck Choke



Hawk's neck-stretching power move is an uplifting experience. Move in close, then push Toward or Back plus Fierce.

Overhead Throw



Hawk makes his foes fly through the air with the greatest of ease. Move in close, then push Toward or Back plus Strong.

CRUSHING COMBOS

Four-Hit Storm Hammer

Zangief players will have no trouble picking up this monster cheeser!



1) Cross 'em up with a deep Fierce.



2) Throw a crouching Jab.



3) Do another low Jab and immediately begin the Hammer motion.

Five-Hit Thunderstrike Combo



1) Cross 'em up with a deep Fierce Body Splash.



2) Throw a crouching Jab.



3) Do a standing Forward and immediately begin the Thunderstrike motion.



4) Complete the Thunderstrike and press Fierce. If deep enough, the 'Strike will hit twice for five shots total – mucho damage!

SUPER STRATEGIES

A Soaring Hawk over Fireballs

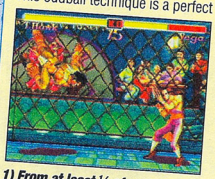
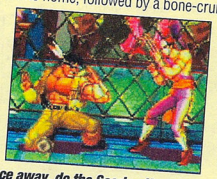
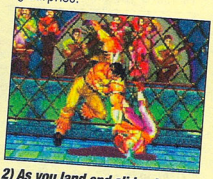




Anticipate when your enemy will throw a Fireball, then jump and go for the Hawk. The spirit of the Hawk turns the tables on your opponents' projectile attacks.

Safe!

This oddball technique is a perfect slide into home, followed by a bone-crunching surprise.

1) From at least ½ of a screen's distance away, do the Soaring Hawk and position yourself to land in front of the enemy. (The higher you start the Hawk, the farther you'll travel.)

2) As you land and slide, do the Storm Hammer motion to grab the enemy and take 'em up for a spin.

Storm from Above



4) Complete the Storm Hammer and press any punch button.

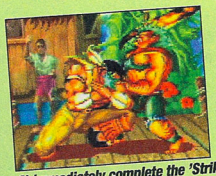



When you hop a Fireball and you know you're in hitting range, don't stick out a move. Instead, start the Storm Hammer motion and complete the Hammer just as you land! This may not dizzy like a combo would, but it's still super damaging.

Note: If you anticipate that you'll be thrown, do a move that sticks out and misses as you start the Storm Hammer, then land into the Hammer.

Standing Three-Hit




1) This one will really mess them over. Do a standing Jab and begin the Thunderstrike motion.

2) Immediately complete the 'Strike and press Fierce to finish off a three-hit surprise.

BLANKA



BRAZIL: Fishing Village



New villagers, such as the jumping girl, add more animation to Blanka's hometown.

The Vertical Roll Kick



Now Blanka kicks out of the Vertical Roll to stomp oncoming attackers. Chun Li will have a much harder time throwing him now!

Head Roll Combo

Blanka's got a new Two-in-One he can use in a combo!



1) Jump in with a deep Fierce while Charging Back.



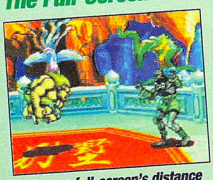
2) Land and do a standing Strong Head Butt, then immediately begin the Rolling Attack motion.



3) Complete the Roll and press Fierce. This is a skull-caver!

Note: *If the Head Butt double-hits, you were too slow! You can only Two-in-One into the Roll after the first Head Butt hit.*

The Full-Screen Fireball Snuff

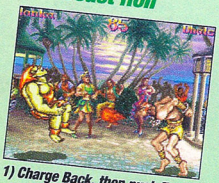


1) From a full-screen's distance away do a Jab Rolling Attack.

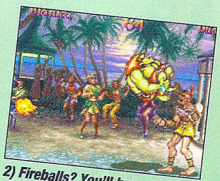


2) Just as you land do a low Fierce. This will counter or trade hits with a Fireball!

The Beast Roll



1) Charge Back, then push Toward plus any kick button to roll out Blanka's beastly new move.



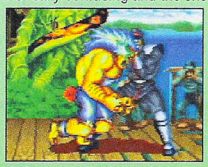
2) Fireballs? You'll have no problem countering those flames!

Psych-Out Beast Combo

Although this combo is blockable, it's really confusing and the enemy may not be able to react in time!



1) Jump in with a deep Fierce while Charging Back.



2) Do a standing Strong Head Butt and immediately begin the Beast Roll motion.



3) Complete the Beast Roll and press kick button. This will deck them if they try to throw a Fireball!



E. HONDA

New Trips





From approximately ¼ of a screen's distance away, Honda's standing kicks will trip, even if he uses a Short! Shuffle back and forth and stick out the Short for a good shot at a sweep – it's very damaging!

Note: A close Short won't sweep.



JAPAN: Sumo Bath House



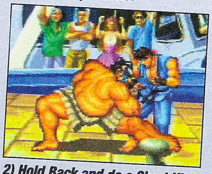
Honda's hot tub room has been retouched with brighter colors and more definition.

Head Butt Three-Hit

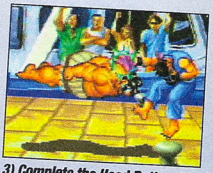
Finally, a Honda Head Butt combo that actually works!



1) Jump in with a deep Roundhouse while Charging Back.



2) Hold Back and do a Short Kick, then immediately start the Head Butt motion.



3) Complete the Head Butt and press Fierce.

One-Hit Smash Knockdown

The Sumo Smash now knocks down in one hit! Here are some new applications.





If you're trapped in the corner by Fireballs, do the Short or Forward Smash to counter.





Even though it doesn't hit on the way up, the Roundhouse Smash is now fast enough to cruise over Fireballs and tag your foe on the way down. If timed correctly, you can do this before they get their Dragon Punch out.

Hands Combo Psych



1) If the enemy is dizzy in the corner, jump in with a deep Jab and rapidly tap Jab.



2) They'll be hit by the Hands and get some life knocked off.



3) They'll probably be able to block the back end of the Hands.



4) As the Hands stop, stick out a standing Roundhouse. If they don't block low, they'll be swept!

GUILE

U.S.A.: Air Force Base



It's back to daytime again, and the marines in the background have donned new clothing colors!

New Look for the Sonic Boom



Guile's still one of the most powerful characters in the game. His Sonic Boom animation has been altered with frightening pyrotechnics!

New Jumping Forward



As if Guile needs more firepower! Check out his awesome jumping Forward!

One-Hit Flash Kick Knockdown





Guile's Flash Kick now knocks down in only one hit, so there's no way he can be jacked by the Uppercut Bros. (Ryu, Ken, Sagat) if he misses from far range!

Super Stylish Sonic Flash Kick Combo

This combo takes incredible precision, but it can be done if you've timed your Charges correctly!



1) Dizzy the enemy in the corner. Jump in while Charging Back, and be sure to land so that your sprite overlaps their sprite and you're very deep.



2) Throw a Jab-button Sonic Boom, then instantly hold Down-Back to Charge the Flash Kick.

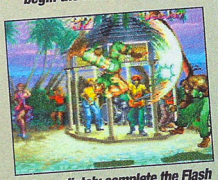


3) As they reel back, throw a low Strong while still Charging Down-Back.



4) Throw another low Strong (the timing on this is very difficult) and begin the Flash Kick motion.





5) Immediately complete the Flash Kick and press Roundhouse, Nasty!

Standing Flash Kick Combo



1) Jump in with a deep Fierce while Charging Down.



2) Throw a low Jab.



3) Begin the Flash Kick motion. At the midpoint, press Fierce.



4) Complete the Flash Kick and press any Kick to knock 'em down and out!

ZANGIEF

RUSSIA: Soviet Factory



The fence has been lowered to provide a better view of the fighters in Zangief's stage.

Overhand Toss



The Zangief Airways just got tougher! Jump close to the enemy and push Toward or Back plus Strong or Fierce.





Siberian Bear Crusher

Thought Zangief's Pile Driver range was unbelievable? You ain't seen nothin' yet!



1) From up to ¾ of a screen's distance away, do a Spinning Pile Driver motion and press kick. (The strength of the button controls the range.)



2) Zangief will dash, grab, and devastate! He's vulnerable low when he goes for the Bear Crusher.

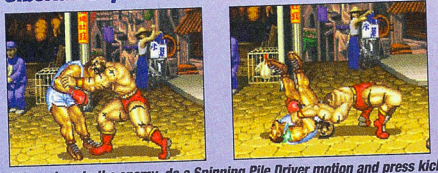
Backhand Toss





Zangief's got another Air Throw surprise. Jump close to the opponent and push Toward or Back plus Forward or Roundhouse.

Siberian Suplex



When close to the enemy, do a Spinning Pile Driver motion and press kick. This double-bounce suplex will deliver a major headache!

Cheap Pile Driver Protection!



Watch out! Now Zangief is vulnerable when he misses his Spinning Pile Driver.

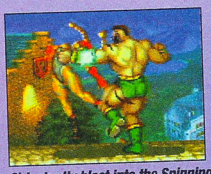
Improved Clothesline Combo



1) Cross Up the opponent with a deep Fierce Body Splash.



2) Throw a low Jab.



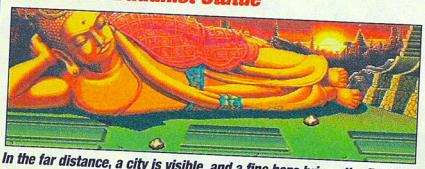
3) Instantly blast into the Spinning Clothesline. The Clothesline has a farther contact range than in Turbo, and it's built to combo!

SAGAT





THAILAND: Buddhist Statue



In the far distance, a city is visible, and a fine haze brings the fighters into the foreground.

New Animations



Sagat's jumping punches and kicks, among other moves, have new looks. This means combos that start with Fierce hit differently from those that start with Roundhouse!

Good-Looking Tiger





Capcom souped up the Tiger Knee's look so that it starts lower and ends higher. A tiger's roar now accompanies all of Sagat's Tiger moves.

New Roundhouse Tiger Combos

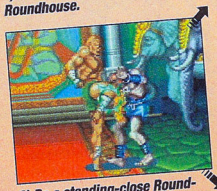
Now Sagat's Roundhouse can Two-in-One into a monster combo!



1) Jump in with a deep Fierce or Roundhouse.



3) Complete the Uppercut and press Fierce. This will jack the enemy and have them whistling high notes!



2) Do a standing-close Roundhouse and immediately begin the motion for the Uppercut or Knee.





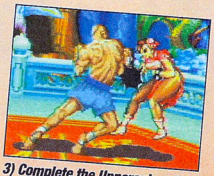
3) Complete the Knee and press Roundhouse. This one's harder to pull off, but you'll get more hits!

Note: If the standing Roundhouse double-hits, you weren't fast enough! You can only Two-in-One off the first hit of the Roundhouse.

New Fierce Combos



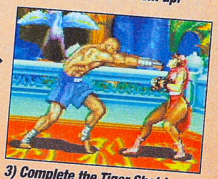
1) Jump in with a deep Fierce.



3) Complete the Uppercut and press punch to jack 'em up.



2) Do a standing Jab and begin the motion for a Tiger Knee, Uppercut, or Tiger Shot.



3) Complete the Tiger Shot to scorch 'em.



3) Complete the Tiger Knee and press Roundhouse for maximum hittage.



M. BISON





THAILAND: Palace Courtyard



The light of day filters through the sky and there are more colors and details in the bell in Bison's Hidden Fortress.

Fierce Counter



Bison's new standing Fierce Uppercut is out to destroy his foes. This is a nasty counter you should use!

Scissor Kick Knockdown



Now Bison's cutting Scissor Kick is more powerful than ever! It'll knock 'em down every time. Be careful when using it in Corner Traps, as it's now easier for enemies to throw you if they block the Scissor deep.

Flying Psycho Fist





Charge Down, then push Up plus any punch button to rocket through the air and slam one home. This is mainly used as a confusion technique to cross up enemies or psych them out!

New Jumping Animation

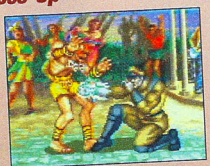


Big-boy Bison's jumping attacks look even better.

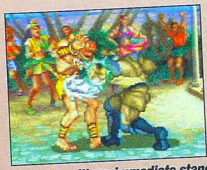
Four-Hit Roundhouse Cross-Up



1) Cross 'em up with a deep Roundhouse.



2) Throw two crouching Jabs.



3) Finish with an immediate standing Fierce.

Fierce Psycho and Scissor Combos



1) Jump in with a super deep Fierce while Charging Back.



2) Do a standing Strong and begin the motion for the Psycho Crusher or Scissor Kick.



3) Immediately complete the Pyscho Crusher motion and press Fierce.







3) Immediately complete the Scissor Kick motion and press Roundhouse.

Note: *The timing of the Scissor combo is incredibly difficult because you must charge three seconds instead of two. Be sure to start the Charge just as you jump in!*


M. Bison
Zangief
Sagat
Guile
E. Honda
Fei Long
Blanka
T. Hawk
STREET FIGHTER II
The New Challengers



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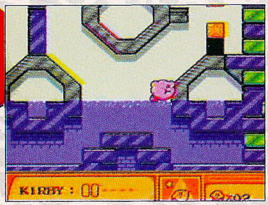
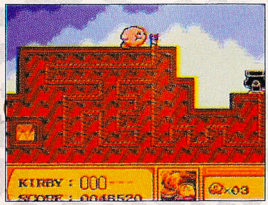


Swim to the far right of the Grape Garden's second door to find this hidden passage.



Shoot Kirby Fire at this fuse behind the third door of the Grape Garden. Once the fuse is lit, jump into the cannon for an explosive ride to a 1-up.

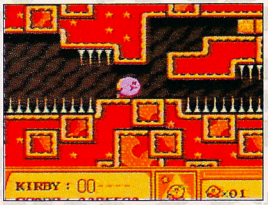


The boss at the end of the Grape Garden will try to open the clouds under you. Hi-Jump to the highest cloud and blast his eye with his own henchmen.

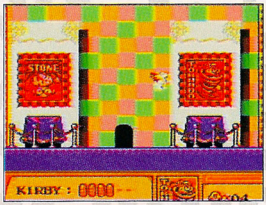
Yogurt Yard



Go through the left door in Yogurt Yard and you'll come back through the center door with a 1-up.



To find a 1-up, stay low in these long Yogurt Yard tunnels.

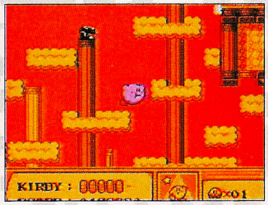


Kirby can find a helpful weapon in any of the museums. This Tornado can whirl him through much of Yogurt Yard.

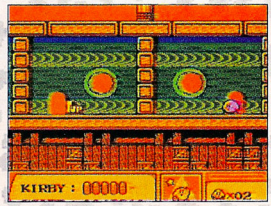


Stay close to the Yogurt Yard Boss as it moves away from you and gouges out open space.

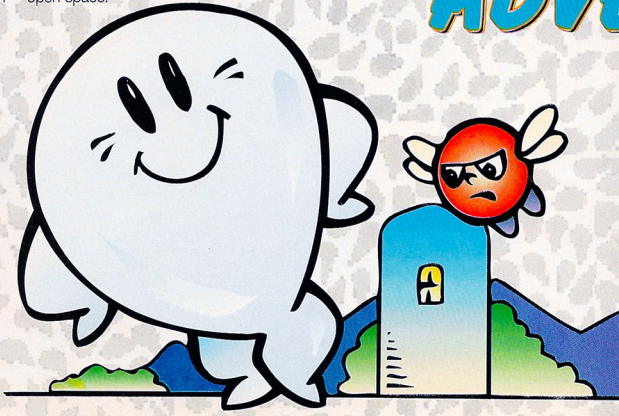
Orange Ocean

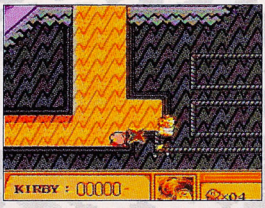


Fly down and to the right to find the exit in this maze of columns.



To get this seemingly unreachable 1-up on board the ship, back out and reenter through the window.



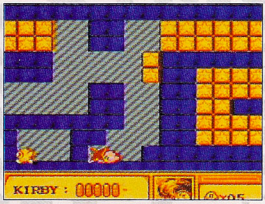


After entering the fifth door in the Orange Ocean, open the area to the right of the cannon before you light this fuse.

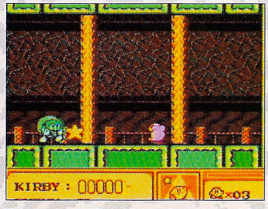


Keep Kirby on the ground when dueling the Orange Ocean Boss. Slash your sword as fast as you can.

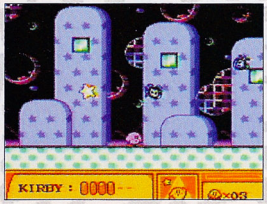
Rainbow Resort



Through the first door of the Rainbow Resort, some of the blue blocks are breakable.



This enemy rolls at you. Jump over him and fire his ammo back.



In the fifth area of the Rainbow Resort, swallow these killers before they hit the ground.



Be quick against the hard-to-beat King at the end of the Rainbow Resort. Your only weapons are the stars he hammers at you.

...And Beyond



The Fountain of Dreams turns the game into a shooter. Dodge the stars and wave your Star Rod to beat this space ball.



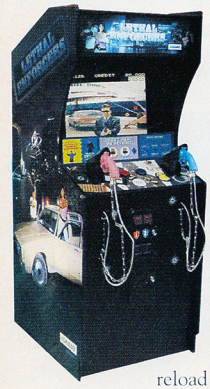
The Vampire Boss at the very end of the game is only vulnerable when he opens his cape.



All's well that ends well!

You won't find in any









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

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For one or two top cops.

(2nd player can use controller or mail in for another "Justifier." See details inside package.)
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Feel the funk...with Toejam & Earl!


SPLASH DOWN!
Dive for presents in underwater caverns and sneak a smooch from a friendly blowfish!
BUBBLE UP!
Bubble-bounce your way to the Funktivate Spots and help restore the fabric of the Funk Dimension!
LOCALS ONLY!
Jar the touristy twits - and those pesky poodles too, while you're at it!
THE ACTION HEATS UP!
Hotfoot through the fires of the underground caverns!
JAM OUT! Kick it with the jivesters on Homey Street...and collect valuable clues in the process!
BUST A MOVE! Drop-lob a jar on shin-kicking Earthlings! Everyone on the bus...pronto!

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GAME GEAR PROTIPS



By Earth Angel

Zone Select

Fortunately, there's a zone select code for this tough version of Sonic 2. You'll find it in the new Code Central in this issue of *SWATPro*.

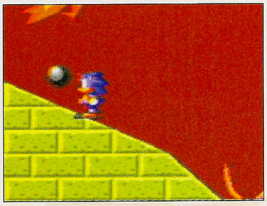


1-Up Loops

The old 1-up-loop trick works extremely well in Sonic 2 for the Game Gear. In almost every zone of the game, you'll find several hidden 1-ups. Locate the 1-ups, collect them, die, and you'll return to the beginning of the zone. Repeat this procedure until you've built up as many lives as you want. You'll have more lives than the nine it shows on-screen.

Beat the Bosses!

Underground Zone Boss



All you have to do to defeat this boss is leap over the boulders that come bouncing toward you from the left. Don't forget you can richochet off the side of the screen to the right. Each boulder you dodge hits the boss, and eventually destroys him.

Sky High Zone Boss



Wait for the birds to fall from the sky. Then, jump on each bird to destroy it. Once you've destroyed the birds, Sonic falls to a different cloud. Once you've cracked the four eggs there, a giant bird's head appears. To clip the big bird's wings, jump and bounce on its head while dodging the fire it spits from its mouth.

Aqua Lake Zone Boss



This one's not too tough. All you have to do is wait for the giant bubble to appear on the seal's nose. When the bubble is about half inflated, jump and pop it. Repeat until the seal's done for.

Green Hill Zone Boss



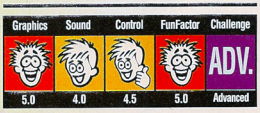
When this boss turns into a pig, bounce and hit him several times. When he turns

SWAT ProReview

Sonic The Hedgehog 2

(by Sega of America)

Sonic The Hedgehog 2's a mighty miniature. It's got everything it takes to make a successful hand-held: fast-paced game play, crisp graphics, and enough challenge to ensure you won't finish the game with just one set of batteries. With seven zones of rip-roarin' multi-scrolling action and adventure, you're gonna want to hold hands with your Game Gear for a good long time.



$39.99
Action/adventure

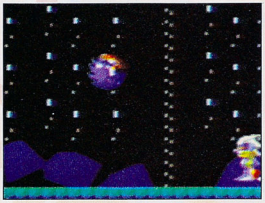
One player
Continues

into a ball, jump over him or duck under him as he rolls across the screen.

Gimmick Mountain Boss

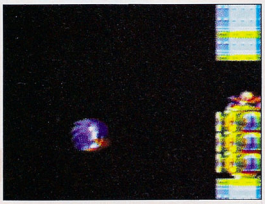
Jump over this high-altitude boss as it charges towards you. Dodge the rocks that fall from the ceiling. When the boss hits the wall, his spikes retract. You can bounce on it once while the spikes are retracted.

Scrambled Egg Boss



All you have to do to defeat this boss is keep jumping and hitting him when he's not bunched up in a ball.

The Final Boss: Crystal Egg Boss



When you reach this boss area, move right and leap into the tube. When you pop out of the tube, leap to the right and hit Robotnik, who's sitting on the right-hand side of the screen. Then, escape into the tube and hold Right or Left on your control pad to continually orbit the screen. You're invincible while you're in the tube. Wait for the fireballs and lightning bolts to disappear, then push Down on your control pad to escape the tube. Bounce on Robotnik again, and then return to the tube. Repeat this procedure until you beat the game!

Find the Chaos Emeralds

Chaos Emerald #1



The first Chaos Emerald is in the second Underground Zone. To find it, stay on the top level of the zone, and head all the way to the upper right-hand corner. To reach the Exit, drop off the ledge on your left while holding Right on your control pad.

Chaos Emerald #2



You'll find the second Emerald in the second Sky High Zone. Use the first hang glider to fly all the way to the right of the zone. The Emerald is in the upper right-hand corner of the zone, above the clouds. The Exit is to the right of that.

Chaos Emerald #3



The third Chaos Emerald is in Aqua Lake, Zone 2. Ride the two bubbles to the top area of the zone, then head to the right to a speed tube. While you're in the tube, head left to reach the Emerald.

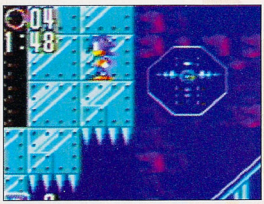


Chaos Emerald #4:



To find the fourth Chaos Emerald in the second Green Hill Zone, bounce right until you reach a platform with two springs on it. Use the right spring to bounce to another platform with two springs. Bounce off the right spring on this platform to reach a ledge with the Chaos Emerald. Head to the right to find the Exit.

Chaos Emerald #5:



To reach the Chaos Emerald in the second Gimmick Mountain Zone, take the long slope that leads up and to the right. At the top of the slope, jump left to go through a wall. Head left until you reach a spring. Bounce off the spring to reach the spinning wheels. Continue to the top of the zone, then go all the way to the right to reach the Emerald.

Chaos Emerald #6:

To collect the final Emerald, you must destroy the Scrambled Egg boss as described above. You'll get the final Chaos Emerald as a bonus.

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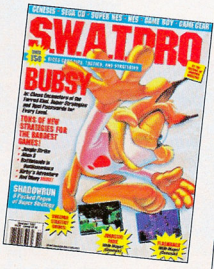

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541P1





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Get this–your controller is not obsolete. This might come as a bit of a surprise, since this magazine's loaded with ads trying to tell you that your controller is a piece of junk.

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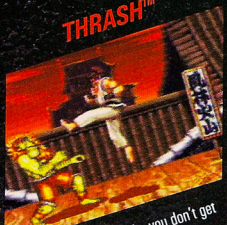

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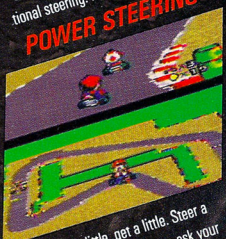

Mario. Steer a little, get a little. Steer a lot, get a lot. Master this and go ask your old man for the keys. He will, of course, say no, but it doesn't hurt to ask.

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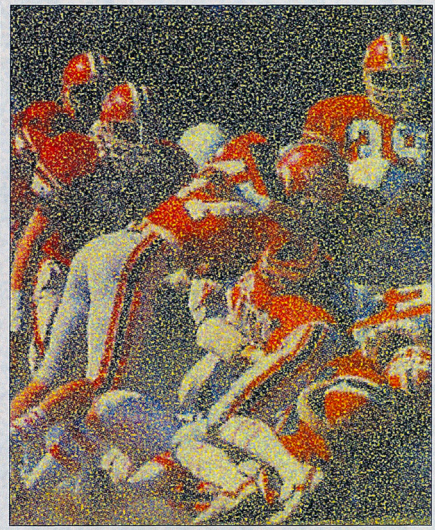
Watch Out Madden, Here Comes Joe '94!

NFL Football '94 Starring Joe Montana

Genesis

By Weekend Warrior

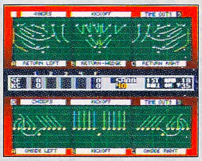
The Genesis gridiron, dominated by Madden NFL '94 of late, is about to overheat. NFL Football '94 Starring Joe Montana has it all: NFL teams, NFL players and their numbers, the trademark Sega Sports-Talk play announcing, incredible graphics, options galore, and more than 100 possible play combinations. Face front, folks, you've struck the pigskin mother lode!

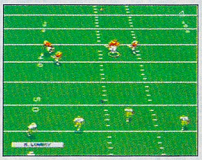


Joe Knows Football

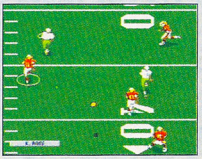
NFL Football '94 Starring Joe Montana lives up to the reputation of its legendary namesake (who's in the game as the Chiefs' QB). Building upon the same engine as NFL '93, this game has been revamped by speeding it up and adding enough new features to make it play like a completely new product. The most notable change is the game's new ¾ view from above the goalposts, giving the QB a much-needed look at more than 40 yards of field. This is a tremendous improvement on NFL '93, which featured only overhead and horizontal views, hindering pass plays. NFL '94 retains these views so you can identify gaps and lanes on running plays. There's also a blimp-high view, which is only effective if you're in the hard-to-enjoy Coach Mode.

Plenty of options and features guarantee a good time for football gamers of all calibers. New for this season are the complete NFL schedules for the '91, '92, and '93 seasons all the way up to the Super Bowl, with a handy password feature to keep your season intact. If your favorite team didn't make it to the Super Bowl last year, you can take them there yourself and see how well they do in the '93 season compared to the real-life results.





PROTIP: Defend kick returns by selecting Onside Kick, then kick with the strength of a regular kickoff. This skews your coverage to the same side of the field as your kick.



PROTIP: On defense, get in front of the receiver at all times. Always go for a block, not the interception, or you'll be munching on turf. Forget about tackling from behind or angling in for a hit from the side.

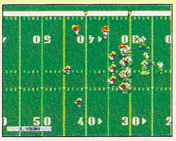
Also new for this version is the NFL Players Association license, which gives you all the

The Many Faces of Joe '94

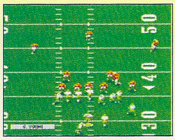
The various views are the keys to Joe '94.



Vertical per Offense/Defense



Horizontal

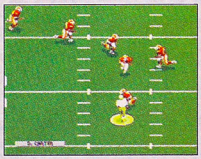


Vertical Offense/Defense



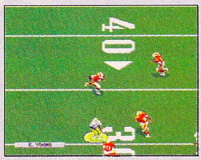
Blimp

players for every NFL team by name and number. It's a kick to be able to actually select Jerry Rice or Sterling Sharpe as your receiver for the long bomb. Unfortunately, the listings are simply that, listings, and you can't substitute players. An enhanced Statistics Board appears after every scoring drive and at the end of each quarter, providing a wealth of team and individual information.



PROTIP: Use the new and improved Stiff Arm Block! Stiff Arm straight into a defender and cut left or right at the same time so he doesn't fall on top of you.

The control of all these stars is perfect. Players respond swiftly and surely to your button presses. You have total control of plays (not found in every football cart) because here the QB is not committed to any set play. There's always a run-and-pass option, and you don't have to make the decision until the last possible moment. When you add in more than 30 defensive plays and 70 offensive plays, plus play-flipping to reverse the directions, Montana turns into a coach's dream.



PROTIP: Don't overdo the Spin Move when carrying the ball, especially in crowds. It opens the ball to multiple hits and causes fumbles. Save the Spin for one-on-one situations.

A.V. MVP

The graphics have been enhanced with super realistic moves for the players. All players are properly proportioned, and they react smoothly without choppiness in the animation. In the Zoom Mode, the players balloon over 200 percent in size and take up the entire screen. You'll feel like you're right in the midst of the action! As an additional graphic attraction, the playbook is also nicely illustrated. Every play is clearly layed out, with all players easily identifiable and all routes well marked.

NFL '94 features an enhanced Sports Talk feature. A cleanly digitized announcer's voice calls each play as it happens on the field. It rarely lags behind the play as it occurs, and there's enough variety in the vocabulary to keep it fresh for an entire game. It's wise to pay attention to this booth jockey, for he often identifies the formation your opponent lines up in, and he calls attention to clearly inappropriate play calls with a resounding "I don't believe it!"

Heads Up, John

One of the most heated battles for game supremacy is the one between the Montana and Madden lines of football games. Madden always stayed a step ahead because of Joe's shortcomings in the passing game. However, with the addition of the new ¾ view that deficit has been eradicated. Madden NFL '94 does feature a four-player option that Montana's NFL '94 doesn't have, so only a maximum of two players can throw with Joe. Still, Montana's wealth of play options, ultra-realistic graphics and sound, and intensive attention to detail create a more true-to-the-NFL experience. For solo action, NFL Football '94 Starring Joe Montana clearly takes the '94 season crown! Sorry, John! G

NFL Football '94 Starring Joe Montana by Sega Sports

Graphics	Sound	Control	FunFactor	Challenge
5.0	5.0	5.0	5.0	ADJ. Adjustable

$59.99	Multiple views
16 megs	Forward- and side-scrolling
Available now	Passwords
Football	
Two players	

Monday Night Football: Take the Night Off

ABC Monday Night Football

SNES

By Coach Kyle

No better than most video football games and a lot worse than the best, ABC Monday Night Football is a below-average football fare. Data East has made the game authentic to the TV show, but not very authentic to what happens on the field.

Once you get past the familiar trappings of the show (the energetic theme song, the clashing helmets, and a closeup of Frank Gifford), you realize that there isn't much realism here. Without an official NFL license, MNF can offer only generic players from an almost-real league, which is quite a comedown if you like having Steve Young dodge Reggie White to complete a pass to Jerry Rice. Plus, when you play teams with similar colors (as when "Buffalo" tackles "New Jersey"), the players have identical uniforms, making it hard to differentiate teammates from opponents. Also weakening the realism are the limited number of plays, the 13-week season, "speedy" receivers who get tackled from behind, and a final Super Monday Night Football game, whatever that is.

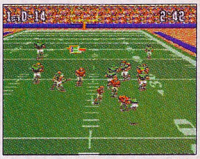


Frank Gifford steps in with replays of outstanding plays.

Still, this cart doesn't get blown out of the stadium. There are some decent graphics, such as a rotating field, nice forward-scrolling action on pass plays, and tackles that send players airborne. Choppiness spoils the mood, though. Likewise, the sounds are inconsistent, ranging from nifty quips from the Giffer ("Whoa Nellie! Touchdown!") to a dull hum from the crowd.



PROTIP: On offense, have your QB take his time passing so his receivers can get downfield.



PROTIP: When you're playing defense and you're close to your target, hit Button Y to send the ball carrier airborne.

Worst of all, the game play is pretty weak. Although you can create your own teams, your players are slow and unresponsive. At least it's an easy game to play, so novices can get some enjoyment out of it.

In this day and age of five-player Madden football with passing windows, real players, and high-impact action, ABC Monday Night Football plays like yesterday's cart. G

ABC Monday Night Football by Data East

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

$45	Two players
8 megs	Behind-the-goal view
Available December	Forward-scrolling
Football	Battery backup

Boxing's Greatest Heavyweights – Clash of the Titans

Greatest Heavyweights

Genesis

By Athletic Supporter

Who's the greatest heavyweight boxer of all time? Is it Muhammad Ali? Jack Dempsey? Or was it Rocky Marciano? You get your chance to find out in Greatest Heavyweights for the Genesis. It's only a lightweight when it comes to graphics and control, but Greatest Heavyweights offers enough other features and options to make it a contender in any weight division.

All Contenders, No Pretenders

Boxing superstars from the past 70 years, from Jack Dempsey to Evander "The Real Deal" Holyfield, answer the bell in this ultimate showdown of boxing legends for one or two players. Greatest Heavyweights features eight of the sports' all-time great fighters. Besides Ali, Dempsey, and Marciano, you get Joe Louis, Joe Frazier, Larry Holmes, Evander Holyfield, and Floyd Patterson ("Iron" Mike Tyson is notably absent). Each boxer fights with a distinctive style, which means you'll match Ali's speed and quickness against Marciano's power. The matchups are as fascinating as they are exciting.



Victories are announced in print.

Greatest Heavyweights has several game options. You can fight an Exhibition with any two fighters, or stage your own eight-man Tournament with history's greatest heavyweights. Three judges score the fights, and you get to see punch counts and accuracy stats after each round.

The coolest feature of this cart is the Build Your Own Challenger option. This mode allows you to enter the ring and mold a fighter into your ideal champion. This fighter can take on almost any shape or form – you get to select his head, hair, skin color, and trunks. You enter as the 30th-ranked fighter and take on all-comers in the Career Mode. After each fight you'll select from nine training items to increase your power, speed, and stamina. The computer boxers are tough and each has individual strengths and weaknesses. It's a fun, strategic battle to the top.

Head Shots

The controls for Greatest Heavyweights are sluggish, at best. Occasionally it seems as if the computer has more control over your fighter than you do, especially when you're getting pummeled and you can't retreat or cover up to stop the beating. This isn't a problem with the two-player option, where the controls are much more responsive.

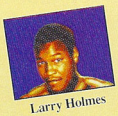


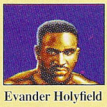
PROTIP: Alternate your jabs. Don't throw a left or right jab in succession. The computer will eventually pick up on your strategy and block your punches.

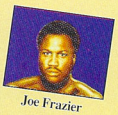


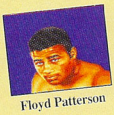
PROTIP: If your opponent doesn't have a lot of stamina, go for the body. This is the easiest and quickest way to score a KO.

Who's the Greatest?

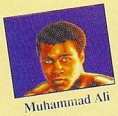

Larry Holmes

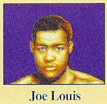

Evander Holyfield

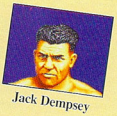

Joe Frazier


Floyd Patterson


Rocky Marciano


Muhammad Ali


Joe Louis


Jack Dempsey



PROTIP: When selecting from the Training Menu, pick items that will make you a balanced fighter. Don't load up exclusively on Training items that will give a lot of power.



PROTIP: For ultimate success, use a combination of jabs, hooks, and body shots.

The graphics for Greatest Heavyweights are just above average. You get a waist-up shot of each fighter, with a small overview of the ring at the top of the screen. The fighters are well represented and have good details, such as Dempsey's three-day beard and Holmes' wide waistline. You'll even see the spit fly after brutal head shots.

Compensating for the graphics are solid sounds. You hear every punch, every grunt, and every taunt from the champs. These are some of the clearest voices ever heard on the Genesis, and phrases like Ali's "I'm so pretty!" add a lot of personality to the sport. The background crowd reactions and the music don't add much, though.

Reigning Champ

Despite its minor control problems and ordinary graphics, Greatest Heavyweights still scores a TKO with its numerous playing options and its distinctive sounds. This cart will go the distance. G

Greatest Heavyweights by Sega Sports

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

$59.99
16 megs
Available December
Boxing

Two players
Side view
Battery backup

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Lotus II Finishes Back in the Pack

Lotus II

Genesis

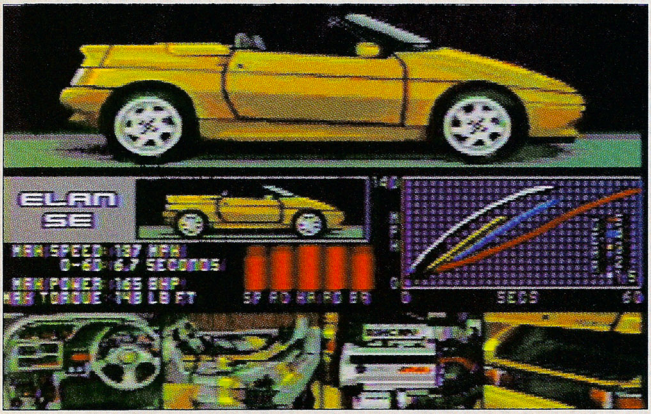
By Doctor Devon

Lotus II wants to blast right by Top Gear 2 as the hottest, most creative driving game ever to hit the 16-bit highway. Unfortunately, shaky game play runs this cart right off the road.

standard racing features are noticeably absent from Lotus II. There are no on-screen maps, so you can't tell what's ahead, and no rear-view mirrors, so you can't tell what's behind. You can't customize your car, either, or service it in the Pits (the Pits really are embarrassing – you just stop your car and it automatically refuels itself).



PROTIP: Obstacles slow you, but they don't destroy you. Drive with reckless abandon.



Lotus Entertain You

You want to like this game, if only because of the premise and the numerous options. Sleek, sexy Lotus cars speed along 13 distinct backgrounds, ranging from tumbleweed-strewn deserts to glittering futuristic cities. You have the ability to customize these courses to make them have more twists, denser fog, steeper runs, and more difficulty in nine different ways. Plus, you can construct and save courses of your own design, an attractive option with infinite possibilities.

Split-screen head-to-head competition between two players should have guaranteed a good time for all, but regrettably, the good times don't last long. Some



PROTIP: Other cars aren't as easy to spot at night or in the fog, so watch far ahead for telltale taillights.

PROTIP: Stay out of the lanes for oncoming traffic until you're ready to pass, or you'll get nailed.

The controls are weak, too. Annoyingly, your car drifts on straightaways. Plus, you can't leave the track or do spins (realistic features found in other racing games).

Lotus Position

The interesting graphics of the different courses and driving conditions help keep you going, as does the ability to switch soundtracks. Unfortunately, the lack of dynamic sound effects seriously detracts from the action.

Racers who want to really kick some 16-bit asphalt should take Top Gear 2 out for a drive on the SNES. Lotus II is still stuck in low gear. G

Lotus II by Electronic Arts

Graphics	Sound	Control	FunFactor	Challenge
3.5	2.5	2.5	2.5	ADJ.

$49.95	Two players
8 megs	Behind-the-car view
Available December	Forward-scrolling
Auto racing	Passwords

Taito Serves Up Tennis Ace

International Tennis Tour

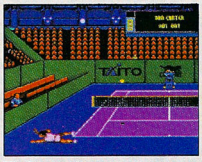
SNES

By Doctor Devon

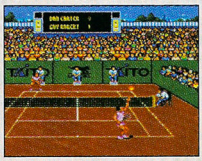
Options, options, options! These are the keys to unlocking the appealing International Tennis Tour for the SNES. While there are many similar tennis games, few offer as much as Taito's latest court cart.

First-Class Service

"International" is an accurate part of the title. You play against 63 players from around the world in five modes: Training, Exhibition, Tournament, The Nations Cup, or Pro Championship. The Training Mode sets you up with a ball machine and also lets you practice serves. In the other modes, you play singles or doubles matches of varying lengths (one, three, or five sets) on four different surfaces (clay, hard, grass, and indoors). Add in the adjustable difficulty settings and the two-player option, and there's enough tennis in this game to wear out ten pairs of sneakers.



Hit the court in more ways than one when you practice in the Training Mode.



PROTIP: Vary your serving strategy by positioning your server at different spots along the baseline.



Will You Accept the Challenge of a Jedi Knight?



Teach a gruesome ice beast a few manners as only a Jedi Knight can!



Battle menacing probe droids and Imperial Walkers on the ice planet Hoth!



Learn the secrets of the Force as you train in the hostile world of Dagobah with the Jedi Master Yoda.

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

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

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SUPER NINTENDO ENTERTAINMENT SYSTEM

LUCAS ARTS

JVC

Official Nintendo Seal of Quality

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Precise controls help ITT score an ace. Using all six buttons, you make the large character sprites run, slide, dive, and fire every shot, from a Low Backhand Volley to an overhead Smash. All that's missing is the four-player option available for Sega's Wimbledon Tennis, which still ranks as the top seed among 16-bit carts.



PROTIP: When two players team up in Doubles, don't keep both players at the net simultaneously.

The Look of Lob

Graphic details add considerable delight to ITT. Nimble, muscular players make exciting head-first dives, colorful crowds cheer wildly, on-court onlookers turn to watch the passing balls, and impatient players anxiously tap their racquets. Plus, the four court surfaces provide attractive backdrops for the action.

Sound in a tennis game, as in a golf game, is usually subdued to suit the nature of the sport, and that's true here. There's no music during the match, a solemn announcer calls out the score, and the on-court grunts and hits aren't very emphatic.

Still, there's plenty of razzle-dazzle to make this a good cart for the court. International Tennis Tour, anyone? G

International Tennis Tour by Taito

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	4.5	4.0	ADJ. Adjustable

Price not available
8 megs
Available November
Tennis

Two players
Behind-the-player view
Passwords

Winter Olympic Games Leave You Cold

Winter Olympic Games

Genesis

By Coach Kyle

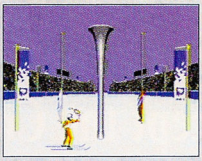
While the world looks to Lillehammer, Norway, for Olympic thrills this February, gamers can look to their Genesis for some multi-player action with Winter Olympic Games. A mountain of options, attractive outdoor graphics, and exciting events should've put this one in the medal hunt. Unfortunately, the execution is so weak, this game skates into oblivion.

Slow, Speed Skater, Slow!

Realism separates this game from similar titles. As the official video game of the Winter Olympics, Winter Olympic Games is set right on the slopes of Lillehammer and is filled with all kinds of authentic details, including the arrival of the Olympic torch. To emphasize the competition's international flavor, you can choose foreign languages for your screens. Add in the historical information in the manual, and you'll realize how hard this game works to get you into the Olympic spirit.

However, ten winter sports are represented here with little success, mostly because of control problems. Throughout, you're usually using only one button and the directional pad, and sometimes just the pad, so there's not much to do. What control you have is often frustrating. The intense skiing action you want isn't found in this cart's slow and repetitive slalom events. The Luge and Bobsleigh are somewhat better, only because the behind-the-rider view puts you closer to the action. However, you're still not controlling much. The shooting competition of the Biathlon livens things up, but again the skiing part is monotonous. Compounding the frustration is tedious scrolling through the competitors' times between each race. U.S. Gold proves that good intentions don't equal good game play.





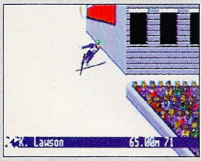
Some pomp and little circumstance



PROTIP: Stay toward the inside as you weave through the gates in Downhill Skiing.



PROTIP: Hugging the banked curves in the Luge will really slow you down. Ride midway up the slope for the highest speed.



PROTIP: Watch your ski jumper's hands. He'll point in the direction he's leaning, which is your signal to balance him with the directional pad.



PROTIP: Practice, practice, practice in the Training Mode before you attempt difficult moves in the Freestyle-Moguls event.

Ski You Later

The graphics and sounds are merely average for a sports game. The overhead view distances you from the skiers and skaters, so you don't feel very involved. Potentially good graphic sequences like the Olympic Opening and Closing Ceremonies, where Accolade really got into the spirit in its Olympic track and field cart, Summer Challenge, are abrupt and unimaginative in Winter Olympics. The music changes for each event and spurs your adrenaline, but more sound effects would've added some pizazz.

Though Olympic-obsessed fans might find some enjoyment here, the casual sportster will ultimately be glad that the Winter Olympics only come around once every four years. G

Winter Olympic Games by U.S. Gold

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.0	2.0	2.5	ADJ. Adjustable

$64.95
16 megs
Available December
Winter sports
Four players

10 events
Overhead and behind-the-racer views
Multi-scrolling

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A seemingly normal office building becomes a den of nightmarish danger.



In the Virtual Worlds, you will encounter terrifying manifestations of Virtual Reality.

As a movie, The Lawnmower Man exploded the limits of graphics technology. As a game, it will blow your mind with a dazzling blend of breathtaking 3D and blockbusting action.

It all begins in the shadowy research agency known as 'The Shop'. Here, the brilliant scientist Dr Angelo uses Jobe, a simple Lawnmower Man, as a guinea pig in his Virtual Reality experiment ..and creates a monster, transforming him into the superhuman CyberJobe who vows to dominate mankind. Now the race is on to destroy The Shop before CyberJobe can break out of their computer system and reach the global computer network, from which he will be able to control and manipulate the world's computers.

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SUPER NINTENDO ENTERTAINMENT SYSTEM

GAME BOY

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Colder Still with the Game Gear's Olympics

Winter Olympic Games

Game Gear

By Coach Lyler

What went wrong in Winter Olympic Games for the Genesis is even worse on the Game Gear. Instead of hot action, this game leaves you as cold as ice.

You still get ten winter events set on the slopes of Lillehammer, and there's still some official Olympic hoopla that's supposed to liven things up. However, the deadly slow game play, especially in the repetitive skiing events, will make you want to do something more exciting, like watching snow fall. Only the Short Track Speed Skating generates any speed and thrills.

The graphics and sounds are merely average at best, which is faint praise for a game that gives you little to do and little to think about. G



PROTIP: In any of the ski events, the blue tracks in the snow signal upcoming turns.



PROTIP: When shooting in the Biathlon, try aiming high and letting your sight drift down across the target.

Winter Olympic Games by U.S. Gold

Graphics	Sound	Control	FunFactor	Challenge
3.0	3.0	2.5	2.0	Adjustable

$39.95
4 megs
Available December
Winter sports
Two players

10 events
Overhead and behind-the-racer views
Multi-scrolling

and two-on-two support of the 4 Way Play multi-player adapter could make this the new standard for hockey carts.

NHL Hockey '94 by EA Sports
Available now

Electro Brain Skiing
(working title)

You've never seen a skiing game like the new untitled SNES cart coming from Electro Brain. Instead of the traditional overhead view of a distant skier as he gradually slaloms down the mountain, Electro Brain puts you at eye level, right behind a ski racer, for some stomach-churning downhill action. Multi-scrolling backgrounds complete the effects in both skiing and snowboarding events. Timed for release with the coming Winter Olympics, this cart even features one of the actual Olympic courses, so you can match times with the world's best. Keep checking our future sports pages for updates on the title.



Slalom past obstacles in Electro Brain's Downhill.



Grab some serious air on your snowboard.



In one of the snowboard modes, lines of skiers are just some of the obstacles you'll have to blast past.

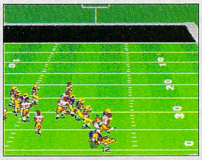
Electro Brain Skiing (working title) by Electro Brain
Available First Quarter '94

On Deck
Previews of Upcoming Games

Topping the list of soon-to-be-released games are two highly acclaimed 16-bit hits that are coming to the Sega CD, plus a great-looking skiing game for the SNES.

Bill Walsh College Football

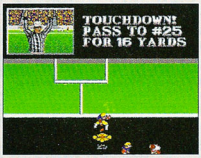
The legendary coach brings his intellectual approach to football onto the Sega CD. Walsh's Genesis game was highly acclaimed and should get even better on the CD, considering the hardware potential for great sounds and graphics. The college-style game features college rules, Two-Point Conversions, Wishbone Offenses, the Triple Option, and 48 of the best college teams in the last 25 years. Up to four players can share the action simultaneously with EA Sports' 4 Way Play adapter.



Do some high steppin' with Bill Walsh College Football for the Sega CD.



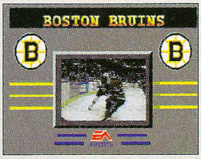
Walsh gives you reverse-angle replays of touchdowns.



Pound that spike into the turf after a CD TD.

Bill Walsh College Football
by EA Sports
Available now

NHL Hockey '94



The NHL comes to life in NHL Hockey '94 for the Sega CD.

One of the best sports games ever is going CD! All the real teams and players from the NHL join in the fun of NHL Hockey '94. Goalie control, updated ratings based on the '93 season, real NHL footage,



Guess who is starring in their own Sega™ Genesis™ game?

(connect fleas for answer.)

Hint: NICKELODEON

Sports Insider

NBA Jam Jammin'on Four Home Systems

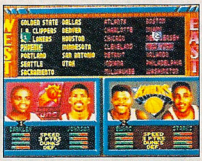
By Coach Kyle

NBA Jam, one of the most popular arcade games of all time, is finally coming to home systems. According to the manufacturer, Acclaim, NBA Jam should be available in February on the SNES, Genesis, Game Boy, and Game Gear.

In these new home versions, gamers can expect to find the same full-court action they've enjoyed at the arcades. This is the first arcade game licensed by the NBA, so all 27 real NBA teams are represented by two of their star players for fast-paced two-on-two action. Among the big names featured in NBA Jam are Charles Barkley, Patrick Ewing, Clyde Drexler, and Karl Malone.

Some of the trademarks that made NBA Jam an arcade hit will be found in the new home versions, including a variety of dazzling dunks and spectacular slams. Gamers will be able to shoot, pass, block, and steal the basketball. In addition, players can utilize the infamous Turbo button to speed up the moves and go for monster jams. NBA Jam will be a four-player game on the Genesis. There's no word yet on other multi-player options or the presence of hidden characters in the game. Shown here are some early screens from the SNES version.

NBA Jam by Acclaim
Available February



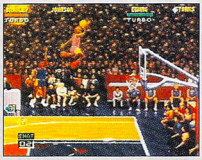
Choose from a full complement of NBA teams.



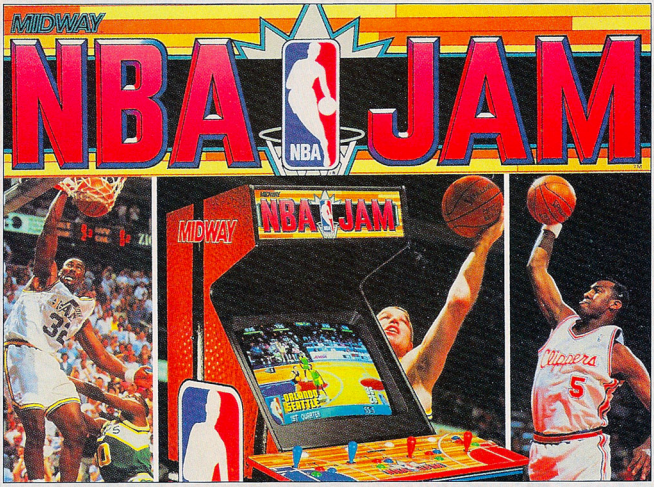
Stars and stats from the Phoenix Suns and New York Knicks

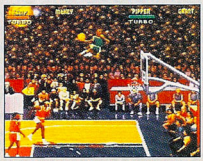


Halftime will provide a stats-filled breather from the frantic action.

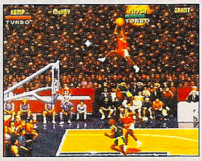


When Barkley skies for the Suns, opponents get out of the way.





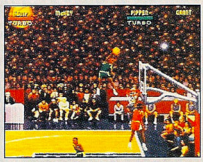
Shawn Kemp soars...



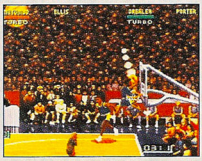
Air Pippen delivers for the Chicago Bulls.



Patrick Ewing's a Center of attention for the Knicks.



...and scores for the Seattle Super-Sonics.



A hot shot in more ways than one!

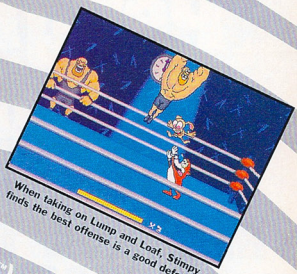




Stimpy uses Ren as a super boomerang to get these snapping flamingoes under control.



You'll have to move fast to avoid the repulsive clutches of the dog catcher.

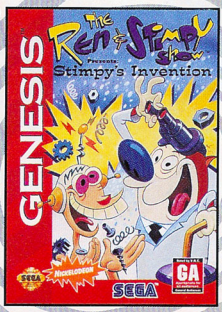


When taking on Lump and Loaf, Stimpy finds the best offense is a good defense.

(Answer: Ren™ & Stimpy™)

in

STIMPY'S INVENTION™



New on Sega Genesis

In Sega's newest adventure, Ren and Stimpy must work together to save the world from the hideous Mutate-O-Matic. Get on with it man!



Be Ren or Stimpy to Mega-Jump past these banana-throwing goons.



Stranded? Never fear. You can always hitch a ride on the Powdered Toastman's back.

SEGA™

GENESIS™

welcome to the next level™

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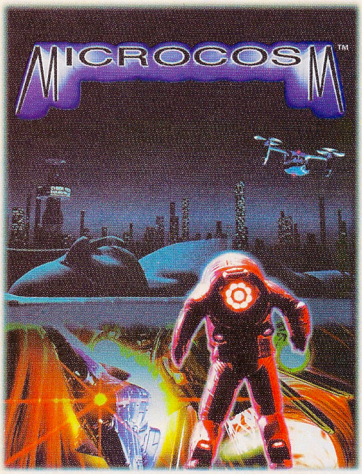
Psygnosis CD's, you Just play it.

A BRAIN IS A TERRIBLE THING TO WASTE.



Take a journey to the center of the mind. This situation is deadly serious. You are coursing through the body of corporate mogul Tiron Korsby in search of a brain manipulation droid planted by a rival company. Time is running out and you're forced to play a fast and furious game of hide and seek. Waste the droid before it wastes Korsby's brain.

Surging through veins, arteries, and other body organs, you blast attacking viruses and your enemies' defensive probes. This struggle for control features non stop action, unparalleled cinematic style imagery, and incredibly smooth gameplay. Over 500 MB of graphic and sound data, coupled with an original soundtrack from Rick Wakeman brings you the look and feel of a true inner-body experience.







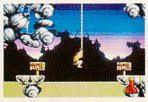
YOU MAY BE BRAVE ENOUGH, BUT ARE YOU SMART ENOUGH.



If this quest was simply a test of physical prowess, you would be all set. But the truth is, your journey will be filled with diabolically challenging puzzles. In order to save your sister from the evil Beast Master Zelek, you need to scour Kara-Moon and confront him face to face. But, to succeed you must master the most deadly weapon: your mind.

A sinister, intelligent game, filled with fiendish puzzles and challenging battles, Shadow of the Beast II is not your ordinary role playing game, stressing brawn alone. Beast II features an essential blend of strength and brain power. Well orchestrated music tracks, eight-way scrolling and cinematic animated sequences transport you to Kara-Moon, the land of the Beast.

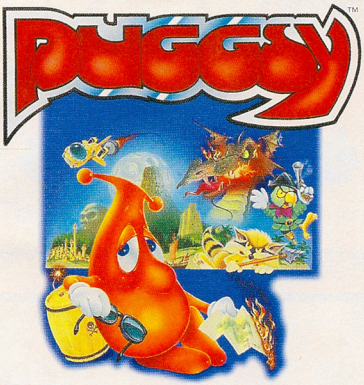






don't have to Psay it.

FASTER THAN A SPEEDING BULLET... NOT!

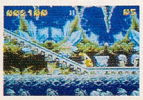


You've played these games, you know the score: First there were rapid rodents, then came the manic mammals and now we've got frantic felines. You know you've got the moves to shred the rest, it's time to add brains to your arsenal. Meet Puggsy, he's a goofy little alien with a laid back attitude. But he's in a terrible jam. While catching rays on some random planet, the local bad guys scooped his spaceship. Now he's on a frenzied search through a puzzling alien world; and, as we know, extra terrestrials can't get home without their ride.

Puggsy takes you through 50 plus levels of cartoon quality play, filled with secret rooms, hidden levels and "Easter eggs" and featuring; *Total Object Interaction™ (TOI™)* Puggsy actually uses his arms to control forty different objects, solving puzzles and zapping over 100 different alien creatures, as he waddles his way through 17 bizarre lands. With a multitude of sound FX and tunes, Puggsy takes you on an adventure that's endlessly entertaining.







Psygnosis takes you to the cutting edge of SEGA CD™ technology, with three new games that are guaranteed to challenge, thrill and amuse you. SEGA CD™ has got what it takes to blow you away, with enhanced video animation, more play levels, and the intense music and sound effect of QSound with 3-D sound processing. Take SEGA CD™ to the outer limits with Psygnosis' new games; Puggsy, Microcosm and Shadow of the Beast II. Psygnosis CD is *Psensational.*

If you can't find this game at your favorite retailer call: (800) 438-7794 (GET PSYG) to order your copy today.

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GENESIS

SEGA
WELCOME TO THE NEXT LEVEL

PSYGNOSIS

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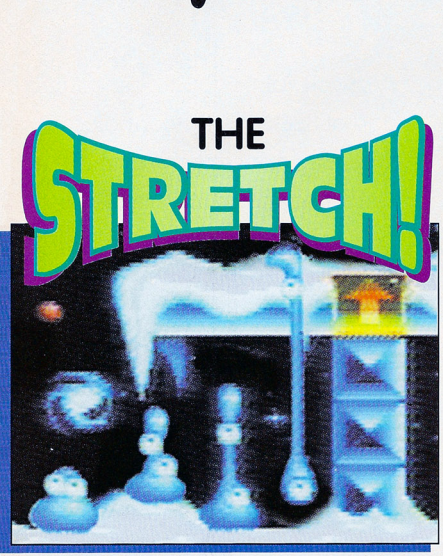
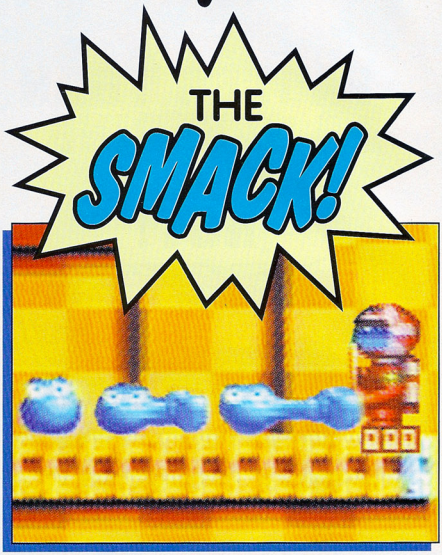
Play With Putty, And







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BATMAN™ The Animated Series



By Scary Larry

Hang onto your Grappling Hooks! Batman has returned, and now he's battling his way through Gotham City's sleaziest crime lineup. Batman means business, and he won't rest until the bad guys are behind bars.

Caped Fear

In Batman: The Animated Series, you start off as Batman, and, of course, you're on the lookout for supervillains. With your trusty Grappling Hook firmly attached, you use your fists as weapons and scour the levels, knocking off various henchmen while trying to keep your cape wrinkle-free. At the end of each stage you meet a boss, and the whole crew is here, including the Joker, Catwoman, Mr. Freeze, and the Riddler.

Along the way you find weapons, like Batarangs and Slingshots, and some much-needed help from the Boy Wonder, Robin. In some stages, you control him while Batman goes off to fight other, presumably more important, battles.

Game Boy Game ProFile

Batman: The Animated Series

(By Konami)

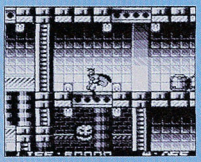
The Dark Knight is back, this time in a Game Boy incarnation based on the animated TV series by Fox. Does this ever-vigilant crime fighter stand the test of time (not to mention the rigors of animation)? He does!

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	3.5	4.0	INT. Intermediate

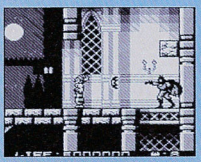
Price not available	One player
1 meg	5 episodes
Available December	Side view
Action/adventure	Multi-scrolling

The Good, the Bat, and the Ugly

Batman usually impresses with his deadly speed and cunning mind, but (most importantly for this small screen), he also impresses with crisp graphics. The 'Man looks sharp, and he moves fluidly without slowdown. Even the details in the backgrounds and the foregrounds are clean and clear.



PROTIP: If you come to a dead end, try looking at the floor for segmented areas. They usually denote an entrance to another part of the level (press Down and Button A).



PROTIP: Don't use the Batarang or the Slingshot on just any enemy. Save them for the bosses.

The familiar Bat theme music haunts every level at first, but you'll soon grow tired of it. There are few other sounds to interfere with the action, and that's definitely for the better.

The controls, on the other hand, require plenty of patience. It helps to have a good bat-itude, especially when you must use the Grappling Hook to jump from wall to wall. No bats about it, the going gets tough.

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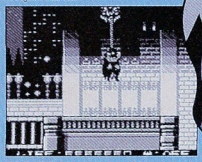
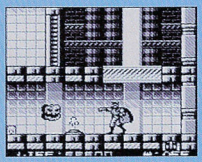
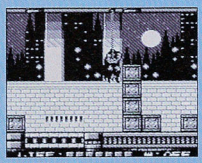


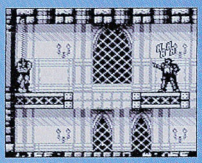
PROTIP: Jump up and throw your Grappling Hook in different areas. You may find walls or ledges that you can't see from the ground.



PROTIP: When you're Robin, stand in one place to hit the deadly Pumpkins that float around you. If you move, they'll follow you.



PROTIP: If you come to an area that's too high for you to climb or jump over, stand in front of the obstruction, throw the Grappling Hook, and pull yourself up. When you let go of the Hook, press Left or Right and you'll fall in the corresponding direction.



PROTIP: To knock off the nefarious Joker, hang from the ceiling and wait for him to appear in one of the four doors below you. When he does, jump down and punch him while he's laughing. To avoid the exploding Teddy Bears, be sure to hang from the ceiling between hits.

Well Done, Master Wayne

Although there isn't a lot to do here but run, jump, and punch, this game's action and graphic details stand out. It's a Batman's challenge to make it to the bosses, but only the worthy deserve to survive to that point anyway. You'll find yourself going back for more and more. What else are you going to do, Bat-fans, hang around? G

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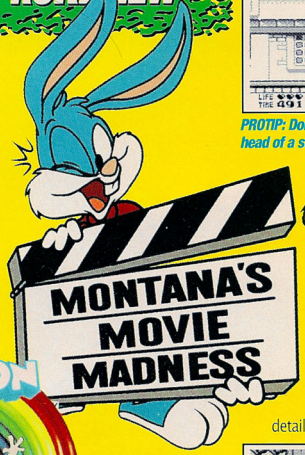
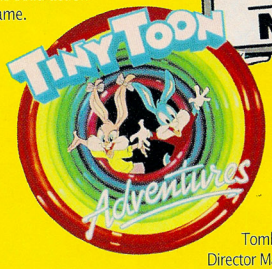
GAME BOY PROREVIEW



By Boss Music

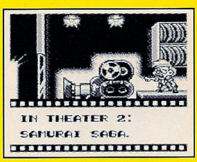
Breaking into show business is tough, a lesson Buster Bunny's about to learn – the hard way. Montana Max has sabotaged the Toonsters' fave films, and Buster's only chance to restore these movie masterpieces is to take a starring role in the flicks. Unfortunately, he's only got two continues to leave Monty on the cutting-room floor in this solid action game.





Tooned In

Monty's diced and spliced his way into a heroic role in five movies, with Buster depicted as the bad guy. *Au contraire!* With Gogo Dodo's help, Buster is blasted into each movie in sequence: The Lone Rabbit (a Western), Kung Fu Yung (a samurai showdown), Maxinator (a sci-fi shooter), Curse of the Bunny's Tomb (a horror flick), and Director Max and his Freeze-Flash Camera (the final battle).



Monty has evil plans for the Looniversity's film library!

Although the game play is nothing special, Konami did a superb job of incorporating the Tiny Toons theme and characters. You'll meet the whole cast in cinematic cut-scenes between the movies. Buster's friends also help (or hinder) him in various bonus rounds. The dialogue is well written, and the movie theme seems like it's lifted from the plot of a weekday afternoon's Toons episode.

Game Boy Game ProFile

Tiny Toon Adventures 2: Montana's Movie Madness

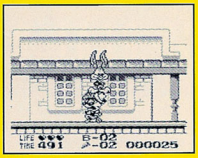
(By Konami)

Tiny Toons 2 terminates younger players with its difficult challenge, but otherwise this GB side-scroller is charming and fun.

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	3.5	4.0	ADV. Advanced

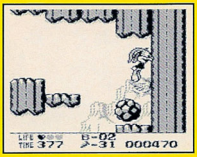
Price not available
1 meg
Available December
Action

One player
5 levels
Side view



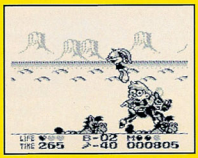
PROTIP: Don't just stand on the head of a stunned enemy, or you'll be hit when they snap out of their stunning affect.

Tiny Toons 2's graphics are toon-riffic. The characters look like their animated selves, and their facial expressions are cute. The backgrounds aren't overly detailed, but that's OK.



PROTIP: See the Rock? See the Safety Zone? NOW would be an appropriate time to press the Jump button. Very good, boys and girls.

If you can't already recite the Tiny Toons theme song by heart, you'll be able to hum it backward and forward after playing this game. The theme's used over and over in every conceivable fashion to reflect each stage's motif. Despite it's repetition, the music's crisp and probably won't grate on your nerves if you're a big Toons fan.

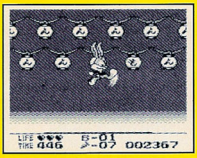


PROTIP: To beat Cowboy Max, hop over his Sombrero, then bounce on his head when he gallops on-screen. Repeat this three times.

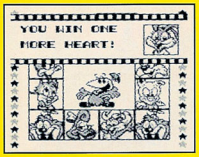
This Game Makes You Very Hoppy

Buster maneuvers through the traditional enemy-stomping thrills and platform-jumping spills. The cart really puts your reflexes to the test, and the game's based on the concept of making or missing tough jumps. Anyone can pick up the game play. However, the controls need more fine-tooning. Buster's new dash-and-jump commands are often needed for trickier segments, but they're unreliable and hard to master.

This cart would have been a perfect buy for all Toonsters, but the challenge is on the hard side. You only get two continues, which run out all too fast.



PROTIP: You can tell which Lanterns will fall by the shape of their marking. Kick dangerous Lanterns away or bounce on them in sequence.



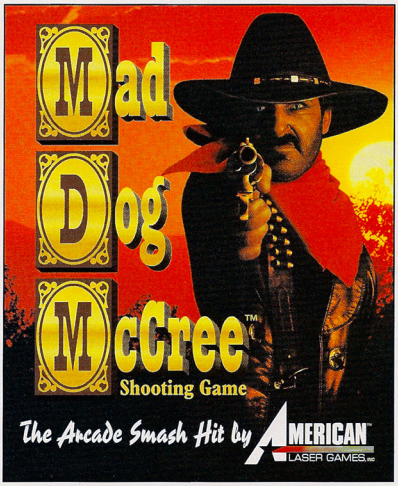
PROTIP: Babs awards an extra health point in Gogo Dodo's subgame. Stop the cursor as it passes over Shirley's face.

PROTIP: Kicks stun most enemies, but they kill the Condors.

Touch that Dial?

TT 2 is worth a play-see, but younger players will become frustrated with the lack of continues. Movie Madness opens to mixed reviews. G

LIVE MOTION PICTURE ACTION



Outlaw Mad Dog McCree and his henchmen have taken over a wild west frontier town, locked the sheriff in his own jail, and kidnapped the mayor and his daughter. Sharp shooting is a must in this arcade classic where the player must save the town, rescue the mayor and his daughter, and triumph in a final showdown against Mad Dog himself.



It's the Rollicking '30s and someone has killed popular singer Johnny Rock in this action-packed gangster whodunit. The player will need to navigate the back streets, gaming halls, funeral parlors and the dirty sections of this city to get at the clues held by a number of shady characters and solve this murder mystery. Bad guys with machine guns provide a high level of challenge.













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Game Boy PROREVIEW

The Real Ghostbusters

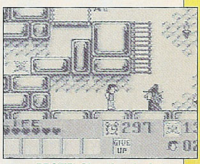


By Toxic Tommy

When you're in the mood for a good-time Game Boy action puzzler, who 'ya gonna call? Ghostbusters!

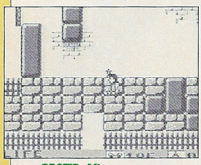
Stage Fright

As Dr. Peter Venkman of the *Ghostbusters* cartoon, you're trapped in a 50-stage, side-view haunted house full of ghosts, creatures, mazes, and puzzles. To escape each stage, you must ferret out a set number of hidden Spirit Stars and beat a stage timer without being zapped by spooks and traps.



PROTIP: Stop the clock to study particularly tough portions of a stage by pressing B to pull up the Inventory Screen.

You should be able to figure out how this game progresses: The mazes get trickier, the number of Stars increases, the Stars are harder to find, and the Paranormals get peskier!

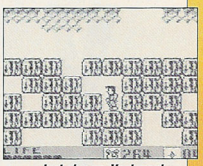


PROTIP: After you zap a block, don't stand where it used to be or it might re-materialize on you and cost you a life. Blocks reappear after approximately eight seconds.

At least your ghost-busting gear is in order. You use your handy Proton Pak to zap a path through blocks, but watch out, 'cuz they reappear in a few seconds. The cart places plenty of handy items around for you to find. Bombs and Invincibility Potions help you ward off the evil spirits. Clocks buy you more thinking time. Luckily, the game doesn't ask much of the controls, but they handle the job nicely anyway.

Although the game sounds familiar, Ghostbusters will give puzzle fans a real run for their money. Intermediate gamers should blow by the first eight stages, then Stages nine to 15 require concentration. Stages 15 to 50 are definitely frightening.

Since your brain works overtime on the puzzles, you might not pay attention to the graphics and sounds, but Ghostbusters are Game Boy good. Spirit sprites and goodies are detailed and easy to see. The music tries hard enough to deserve at least one listen.



Just give up, Venkman!

Don't Be 'Fraid of No Ghosts

Ghostbusters is a surefire way to give your mind a rigorous workout. Some stages will haunt you till you solve them.

The Real Ghostbusters by Activision

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

$29.95
1 meg
Available now

Action
One player
50 levels

Ms. Pac-Man

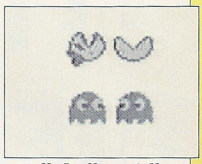


By Kay Oss

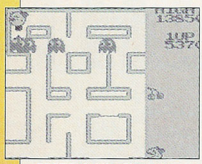
Ms. Pac-Man, the classic, returns on the Game Boy. This game is addicting, but don't get too hooked, because the four mazes end all too quickly.

Pac 'Em In

By now, everyone should know this game's premise – you are a round chomping ball with a bow on top who chases around the screen munching on dots. Gobble up all the little dots, and you'll move into the next maze. It's not that easy, though, 'cuz Pac-Man-eating ghosts are nipping at your heels. Your only reprieve from the spooks are Power Pellets, which you can munch to make the Ghosts temporarily vulnerable to your incisors. Otherwise, stay away from the spooks, or you're dead – and you only have three lives with no continues.



Ms. Pac-Man meets Mr. It's love-at-first-sight!



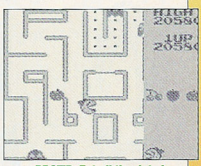
PROTIP: Get the Ghosts to chase you as a group and lead them close to a Power Pellet. Then, munch the Ghosts all at once to rack up a smorgasbord of points.

Racking up the points can help you in your travels. Healthy Fruit drops from the sky and scores you points when you eat it. Digest Ghosts to rack up more points. If you reach the 10,000-point mark, you get an extra life.

Ms. Pac-Man's graphics and sounds aren't fancy, but it doesn't matter. Ms. Pac-Man looks as good as she ever did, and the game's familiar bleeps sound average, although that squeaking can get annoying. The straightforward controls are simple, but sometimes unpredictable – occasionally they scurry Ms. Pac-Man along without you pressing a button.

Pac 'Em Out

You can get back to the basics with Ms. Pac-Man – if you really want to. Although the alternating two-player option gives the game some competitive flavor, there just aren't enough mazes to more than whet most gamers' appetites. If you're going on a very short road trip, though, you might consider packing this classic right alongside your toothbrush.



PROTIP: Eat all the dots in one section of a maze to avoid having to backtrack for strays later in the game.

Ms. Pac-Man by Namco

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

$29.95
1 meg
Available now

Puzzle/Strategy
Two player
4 Mazes

CRITICALLY ACCLAIMED SNES HOOK

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CROSS YOUR SWORD WITH THE BLOODIEST PIRATE OF THEM ALL!







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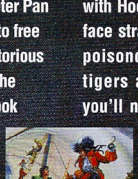







SEGA

GENESIS

GAME GEAR

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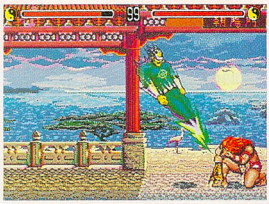
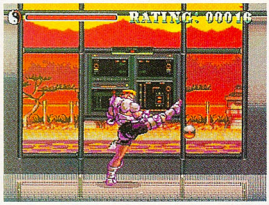
CHAMPIONS,
USE STREET FIGHTER II
AS YOUR
TRAINING
WHEELS.



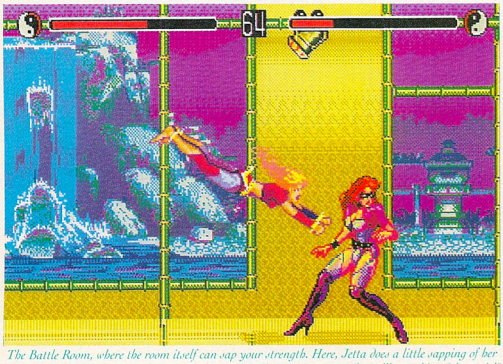
In a full force attack, Blade humbles Slash in China. Look at these warriors, they're huge. A wimp like Blanka wouldn't stand a chance.



In the Tournament Mode, Trident pulls a downward flying attack on Midknight. 32 players can compete here, 20 more than any other fighting game.



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



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

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

SEGA GENESIS



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TIME FOR MORTAL

ALL NEW! 16 MEGS OF POWER!





Daring takeoffs and landings on the rolling deck of a seaborne carrier call for nerves of steel!

Flying kicks. Super punches. Fireballs. Death blows. Some people call this type of fighting "combat." But there are others who call it kid stuff. Like anyone who's sat in the cockpit of an M1A2 Abrams battletank, ears ringing with each blast of its 120mm cannon. Or someone who, 30,000 feet above the Mediterranean, banked their F-14 Tomcat at Mach 2 to shake a MiG off their tail. Now we're talking mortal combat!



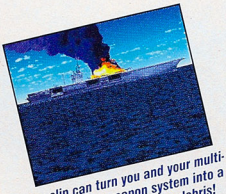
Sight enemy MiGs with the hi-tech Heads-Up Display and blow them out of the sky!



Dominate the skies in the Navy's most lethal and sophisticated weapon, the F-14 Tomcat!



Challenging night operations test the skill of even the most expert pilots!



One slip can turn you and your multi-million-dollar weapon system into a twisted heap of flaming debris!

SOME REAL COMBAT!



ALL NEW! 16 MEGS OF POWER!

And you can too with our spectacular new 16 MEG military simulators, ***SUPER BATTLETANK 2***™ *and* ***TURN AND BURN: NO-FLY ZONE***™. *They're not real life, of course, but their mind-blowing graphics, senses-shattering 16-bit sound, and lifelike animation make for combat action that sure feels that way.*

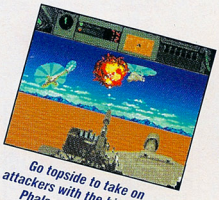
Forearm jabs? Roundhouses? Come on. Forget the kid stuff. Try fighting like the big boys do.

ABSOLUTE™



Murderous day, dusk, and night duels against a well-armed and numerous foe test your tactical ability!





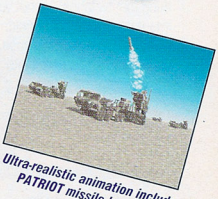
Go topside to take on attackers with the high-speed Phalanx machine gun!



Call in F-15 air support to swoop down and lay waste to enemy resistance!



Kill shot! Re-live your victories with full-motion video replays of enemy acquisition and termination!



Ultra-realistic animation includes PATRIOT missile launches!

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GAME GEAR PROREVIEW

Terminator 2: Judgment Day



By The Tummynator

He said he'd be back and he is! He's the Terminator, and he wants to help John and Sarah Connor, although you may not want to help him.

Steel Deal

In T2: Judgment Day, your mission is to find and locate John Connor and his mother, Sarah. You must also destroy the Cyberdyne building, which houses the memory chips for the Terminators, all while trying to avoid the T-1000, who's trying to kill John. Sounds like your social calender is filled for the day.

You start by swinging your fists, but you eventually trade up to a gun. Unfortunately, there's only one gun, unlike T2 for the SNES or Genesis where you power up different guns. There are also no driving sequences, and the Connors don't follow you around after you find them. You'll look for the Connors at the Hospital, and travel through Cyberdyne and the Steel Mill, as well as fight past security guards, hospital orderlies, and the deadly T-1000.



PROTIP: To knock off the first boss, run up to him, hit him, then run away. Five hits later you've got one knocked-out boss and you're on to the next stage.

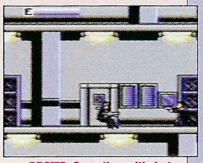


PROTIP: Keep track of what floor you're on in the hospital. It's easy to get lost. Check every room carefully, too. There are 1-ups strewn everywhere.

Platinum Pee Wee

The graphics in T2 are small and poorly defined. You can't see any detail in the characters, and very few in the backgrounds. Telling the Cyberdyne labs apart from the hospital is pretty hard.

The music and sounds in this cart should have been terminated. There's nothing familiar or even mood-enhancing here.



PROTIP: Sometimes it's better (and safer) to just duck into the nearest room when the T-1000 appears.

Hasta La Vista

The basic theme here is to walk through levels and to shoot anything that twitches. It's not very imaginative, but that shouldn't be a problem, since because your brain will be bored into numbness by the end of the first level. We've seen this side-scrolling run-and-shoot countless times before. If you're that hard-up for fun, this is the last action-hero cart you'd want to see.

Terminator 2: Judgment Day by Flying Edge

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.5	4.0	3.5	INT. Intermediate

$39.95
Available December
Action/adventure
One player

Levels
Side view
Multi-scrolling

Robocop vs. The Terminator



By The Tummynator

Robocop wants a piece of the Terminator's hide, and the Terminator wants a shot at the chrome cop.

Scrap Yard Dogs

You play as Robocop in your search for the Terminator. It seems that old Termie has infiltrated New Detroit and is crossing paths with Robocop. This side-scroller will take you through the slums, into a toxic warehouse, and eventually into the future to battle the Terminator. You battle Endoskeletons, gun-toting maniacs, robotic renegades, and all sorts of other metallic misfits.

You start with Robocop's patented slime-stopping pistol, but you can find other guns, like a rapid-fire missile launcher and a laser rifle. There are also life bar power-ups and 1-ups strewn throughout the stages.



PROTIP: There's a 1-up just inside this fence in the second stage. When you see this fence at the end of the stage, shoot the Terminator from there and he won't advance on you.

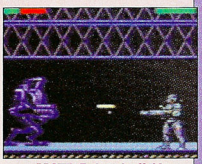


PROTIP: Shoot the floor cannons from behind the metal drums.

Prime Directive

The graphics in this Game Gear cart are surprisingly good, with such attention paid to the detail that it closely matches its Genesis cousin. There's still a lot of blood in this one, too. The backgrounds are good, and some small details, like Robocop's face on the TV screens in the OCP offices, are retained. Nice touch.

The sounds are good, too. There are some nice vocal effects using Robocop's patented tag lines. The music is unimpressive, but that's okay because the action fills the gap.



PROTIP: To knock off this metal monstrosity at the end of Stage 3, stay in the corner and shoot. When this boss flies a deadly bomb-disc toward you, jump and move forward while continuing to shoot.

Sharp Shot

You'll enjoy Robocop vs. The Terminator if you like fast-moving, hard-hitting, nonstop action on your Game Gear. Check out what these two metal-heads are up to now, and you'll stay for the end.

Robocop vs. The Terminator by Virgin

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	4.0	4.0	INT. Intermediate

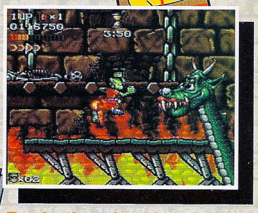
Price not available
Available now
Action/adventure

One player
Side view
Multi-scrolling

PARTS IS PARTS



PASSPORT
F. BONE



Franky thought only knights were supposed to fight dragons



Move too slow and you'll be shocked at what you see!



Don't get excited! They're only flying skulls.

FEATURES
8 MEG
20 HUGE LEVELS
1 OR 2 PLAYER
DECEMBER 1993

FRANKY AND BITSY ARE TAKING A VACATION FROM THEIR TRANSYLVANIA CASTLE. BUT BITSY FORGOT TO GET A PASSPORT! OUR SPARE PARTS HERO CAME UP WITH A PLAN, THOUGH. HE DISMANTLED BITSY, PACKAGED UP HER PARTS, AND MAILED THEM TO THEIR VACATION DESTINATION - NEW YORK CITY.

THE COMBINATION OF FRANKY'S LACK OF BRAIN CELLS AND THE INCOMPETENCE OF THE TRANSYLVANIAN POSTAL SERVICE HAS SCATTERED BITSY ACROSS THE GLOBE.

FRANKY MUST NOW EMBARK ON A GLOBAL JOURNEY TO RETRIEVE THE MISSING PARCELS AND RESTORE BITSY TO HIS SIDE.

Nintendo

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GAME GEAR PROREVIEW

Greendog



By Lawrence of Arcadia

When sitting back catching some rays at the beach, do you ever wish your Flying disc had some magical, mystical power that would allow you to destroy enemies with one blow? Neither do I, but in Greendog that's what happens. This amusing side-scroller will keep you wishing you were at the beach, even if it's the middle of winter.



PROTIP: If you fall in the water, you'll come out with scores of creatures stuck to you. Wiggle your directional pad back and forth to get rid of them.

Life's a Beach and then You Surf One

In Greendog, you're a surfer who comes across an ancient Aztec medallion. Problem is, the Medallion gets sort of attached to you and you can't shake it off until you find the Aztec Treasure to which it belongs. Surfing is prohibited until you find the treasure. Major bummer, dude!

Luckily, on your treasure hunt you'll travel through some nicely detailed stages, like the beach, the Aztec Temples, or the bottom of a briny aquarium. You sling your disc at frogs, birds, statues, and assorted fiendish flotsam. You'll even skateboard through some levels. Awesome, mon!



PROTIP: Sometimes, crouching down isn't enough to avoid projectiles. Crouch down and throw your disc to get lower.

The graphics in Greendog are clean. Although you'll experience some slowdown, the action is generally fast-paced and easy to control. In addition, the movement of the characters is smooth and realistic.

The music is the real cart-stopper. You'll bop your beach bum through a number of well-rendered, sun-soaked beach tunes with a definite Calypso beat. Put this one through some speakers, and you'll double your fun.

Back to the Beach

If you need some entertaining diversion between summers, you can't go wrong with Greendog. It makes a good game for a portable system – a game that won't bore you to tears with repetitive game play. Don't let other carts kick sand in your face with their hype. Check out Greendog for a restful vacation from dinosaurs and kombat.



PROTIP: Shoot your Frisbee at the mouths of statues to make stone walls disappear.

Greendog by Sega

Graphics	Sound	Control	FunFactor	Challenge
3.5	4.0	3.5	4.0	INT. Intermediate

$ 34.95
Available now
Action/adventure

One player
Side view
Multi-scrolling

Desert Strike



By Lawrence of Arcadia

Fans of this Genesis classic are going to jump for joy when they see this faithful translation by Domark. Almost every detail has been retained in this shoot first, ask later war sim.

Chopper 'til You Drop 'er

In Desert Strike, you're a helicopter jockey with a full mission list, on assignment in the Gulf. You have to track down scurrilous Commanders, shoot enemy artillery, blow up command centers, and more. You also have to find and rescue MIAs and Secret Agents.



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

Powering you through these treacherous missions is an onboard supply of weapons, including Hydra missiles, Hellfire rockets, and a body-bustin' machine gun. Your ammo runs out, but there are Ammo crates and Fuel Drums for you to pick up.



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

Sand in Your Face

This translation to the small screen is a good one. The graphics, although sparse, are close to the original (the Genesis version didn't abound with scenery, either). Finding missile-shooting soldiers will be a little harder since the terrain flies by so fast, but they're still there.

The music is minimal, but the sound effects are crystal clear. Every shot and explosion will rock your Game Gear.

The only problem is the awkward control of the chopper and the missiles. You never know when your missiles connect, or when they fly off target.



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

Have Some Desert

Once you get the aiming and flying down, though, you'll love this game, especially if you're a fan of the other Genesis titles. Kudos to Domark for keeping the spirit and action of the original title intact. If you're a chopper jockey, you can't go wrong with Desert Strike. If not, the worst you could do here is crash and burn.

Desert Strike by Domark

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

$39.95
4 megs
Available January
Helicopter-combat simulation

One player
¾-overhead view
Multi-scrolling
Passwords

Astérix®

THE GAUL







THE BARBARIANS ARE AT THE GATE!

The powerful Roman armies have captured the heroic Obelix and Asterix must travel through the snow packed Alps, the Egyptian Pyramids, the Acropolis of Greece, doing battle with the Roman armies, pirates, wild beasts and more. The future of Gaul lies in your hands!

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ELECTRO BRAIN

Nintendo ENTERTAINMENT SYSTEM

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GAME BOY

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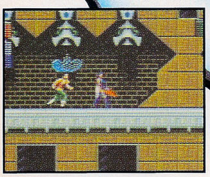
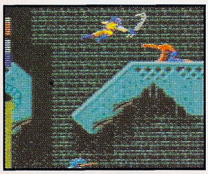
MARVEL COMICS

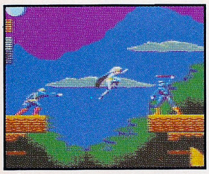
X-MEN™



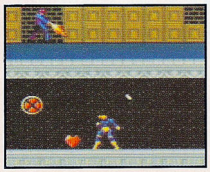
Sebastian Shaw grows stronger by absorbing your mutant powers. Think strategy and maneuver him into his own traps!



These Morlocks require a quick, fast attack or you're bound to take damage. Beware! The sewers can be very slippery.



Some areas of Madripoor may be difficult to pass, so choose your X-Men wisely.



The Hellfire Club hides a special bonus room. Find it! (Be sure to look everywhere.)

Real mutant action straight from the comic books comes to life on Marvel Comics® X-Men™ for Sega™ Game Gear™!



WELCOME TO THE NEXT LEVEL™





This is it . . . succeed and buy some hope for humanity. Fail, and see humanity destroyed!

SEGA™
GAME GEAR

Hated by the world they're sworn to protect, Marvel Comics' mighty mutant heroes face off with their most fiendish foe! Storm, Iceman, Rogue, Nightcrawler and Psylocke have been taken prisoner by Magneto's lackeys. Wolverine's razor-sharp adamantium claws and Cyclops' searing optic blasts are the X-Men's only hope! With incredible special effects and amazing action, this game is mutant mayhem to the extreme! Get the X-Men on Game Gear NOW!

FREE! 5 Premiere X-Men Fleer Ultra Trading Cards. Available ONLY with Marvel Comics' X-Men for Game Gear while supplies last. You gotta have em'!



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LYNX PROREVIEW

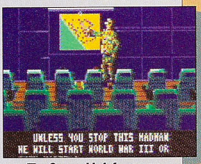
Desert Strike



By Boss Music

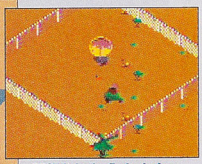
Just when you thought that desert madman was done terrorizing neighboring countries and threatening world peace, he's back on the Lynx. Should you choose to accept this mission? Probably.

Scorched-Earth Policy



The General briefs you on the forces of evil and overpriced oil.

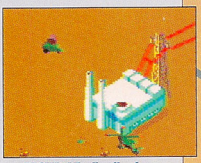
Desert Strike is a good conversion of EA's Genesis and SNES action war game. You pilot an attack chopper in an angled overhead-view environment and undertake four missions and numerous objectives to loosen the dictator's grip on the Persian Gulf. The action keeps you occupied as you try to rescue hostages, take out satellite stations, blow airports sky high, and generally wreak havoc on the enemy operation. It's extremely difficult to complete a mission, but fortunately passwords enable you to continue from the start of each mission.



PROTIP: In the first mission, start at the North quadrant, work your way South, then East, and then West.

Although your copter doesn't fly as smoothly as it could have, you grow accustomed to the stiff-at-first controls. Machine gun bullets, Hydra Missiles, and Hellfire Missiles are your arsenal. This game isn't just shoot-and-blast, as you must track your resources, such as ammo, shields, and fuel. A useful radar screen helps you locate your next target or supply dump.

The graphics have some fire. A surprising amount of detail from the 16-bit versions was retained, such as the tiny, annoying foot soldiers. The explosions are satisfying and you even put a crater in the ground when you take out something sizable. You probably won't suffer from too much eyestrain from this cart.



PROTIP: Missile silos have longer striking range than your machine gun, but they can't "see" around some obstacles. Hide and shoot.

The sounds are also good. There's not much music, but the hum of your helicopter is well done. You even hear a winch cranking when the rescue ladder is lowered.

Desert Strike by Telegames

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	3.5	4.0	ADV. Advanced

$49.95	One player
2 megs	Four missions
Available December	Overhead view
Action/war	Passwords

First Strike

Pick up Desert Strike if you like action, overhead flying, and war simulation. Even if the Lynx won't, you might survive a trip to the Desert.

Double Dragon



By Slasher Quan

Long before there were Mortal Kombatants or Street Fighters, the Double Dragons ruled the arcade-fighting game scene. Telegames brings a decent translation of this now-dated beat-em-up to the Lynx.

Decrepit Dragon



Double Dragon is back. The only question is, why?

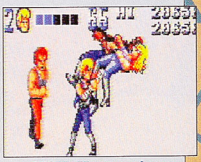
Double Dragon is so old that the dust will blind you. This version is a reasonable facsimile of the coin-op and even includes the two-player mode. You play as Billy Lee, and a friend can ComLynx and play as Jimmy. Four short levels and lots of street punks stand between you and the kidnapped Marion.



PROTIP: Use the diagonal jump to clear the gap in the Level 3 bridge.

The same old punches, kicks, elbows, and hair pulls are yours for the beating. The moves are solid, but somewhat slow and uncomplicated by contemporary fighting standards. Fortunately, most of the weapons from the coin-op are here, so you can swing baseball bats, throw knives, and swing chains.

While the original arcade game was only a bit sluggish, its unresponsiveness has been magnified by a factor of five on the Lynx. The controls are inconsistent: Sometimes they're fine, sometimes you'll jam on the button and nothing will come out.



PROTIP: Elbow smashes are the best way to take out the Abobos.

DD has adjustable difficulty. It's somewhat challenging due to a lack of continues, but you'll probably be able to crack it after a few tries. The game's not as long as the original, and some parts are missing.

The graphics and sounds are surprisingly faithful to the arcade. Although the character animation is pokey, the sprites are very big, and the backgrounds, such as the city streets, the forest, and the hideout, have what it takes. The classic Double Dragon theme song and level music have that old blippy Lynx effect, but most of the classic fighting strains were replicated.

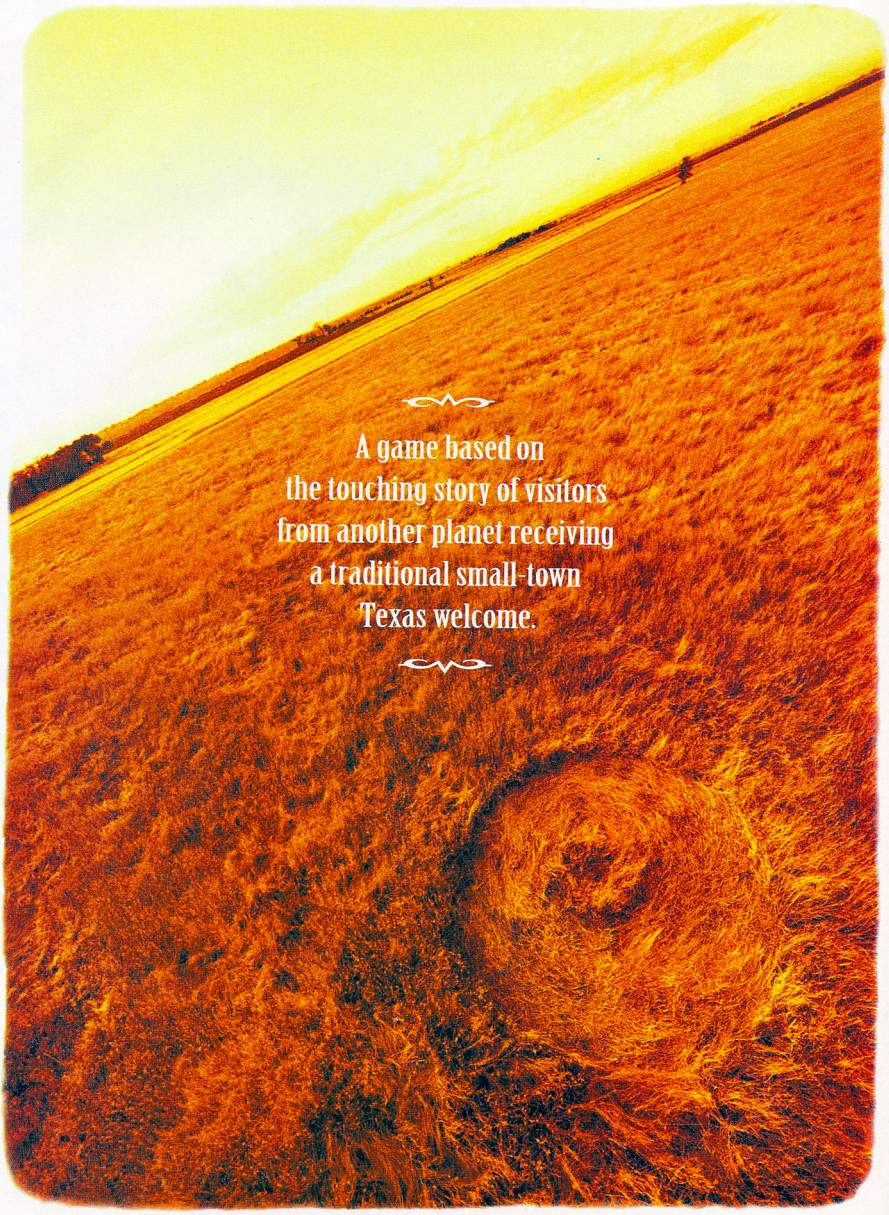
No Mas!

Double Dragon still kicks after all these years. However, in the face of newer and better competition, such as MK for the Game Gear, DD is past its prime.

Double Dragon by Telegames

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	3.0	3.5	ADJ. Adjustable

$39.95	Two players
2 megs	Four levels
Available now	Side-view
Beat-em-up	


A game based on
the touching story of visitors
from another planet receiving
a traditional small-town
Texas welcome.



COMMENCE 5 LEVELS OF EXTRATERRESTRIAL-BASHING. IT'S ALL LIVE ACTION WITH LIVE ACTORS. AT LEAST THEY'RE ALIVE WHEN YOU START.



RETICULANS ARE ABDUCTING TOWNSPEOPLE FOR FOOD. BLAST THEM INTO UNCONSCIOUSNESS AND STEAL THEIR WEAPONS. THAT OUGHT TO RUIN THEIR APPETITES.



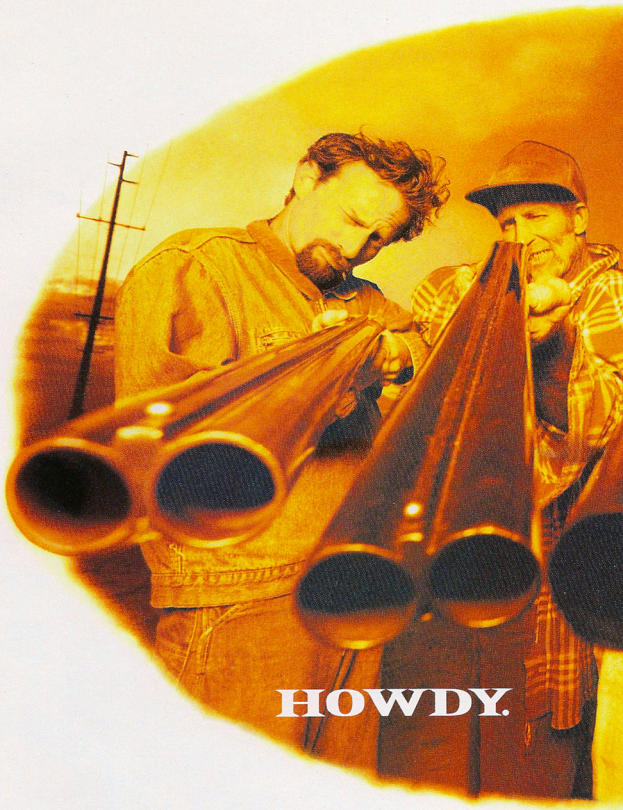
VIEW ACTION THROUGH BATTLECAMS ARMED WITH PLASMA DISRUPTER PARTICLE BEAMS. MESSY BUT EFFECTIVE.



SEARCH THE CANTINA WHERE 5 DIFFERENT PATRONS PULL GUNS ON YOU. (CUSTOMERS OR ALIENS?) THINK FAST - SLOW VISITORS GET LEAD POISONING.

SONY IMAGESOFT

(sure, it's just a game.)



THE BLOOD-THIRSTIEST ALIENS IN THE UNIVERSE HAVE LANDED AND YOUR JOB IS TO STOP THEM IN THEIR SIX-TOED TRACKS. (IN TEXAS PARLANCE, THAT'S KICK SOME ALIEN BUTT.) IT WON'T BE EASY. THESE RETICULANS INGEST AND INHABIT HUMAN BODIES WHICH MAKES THEM A LITTLE DIFFICULT TO SPOT. THEN YOU'VE GOT HEAVILY ARMED STORMTROOPERS TO FRET ABOUT. THEY ENJOY BARBECUED RIBS. YOURS. TO SURVIVE YOU'LL HAVE TO STEAL THEIR ARTILLERY. BUT BEFORE ANY SHOOTING BEGINS IN TEXAS, WE HAD TO DO A LITTLE SHOOTING OF OUR OWN—IN HOLLYWOOD. FOR THE FIRST TIME EVER, AN ENTIRE MOVIE WAS SHOT FOR

Digital Pictures

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CLUES LEAD YOU TO THE INVADER'S ARSENAL. CAREFUL, ACE. ONE WRONG MOVE AND YOU'LL BLOW IT...AND THE WHOLE TOWN!



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AGENT DISALVO CLUES YOU IN TO THE WHEREABOUTS OF A LASER CANNON. FIND IT, VAPORIZE THE MOTHERSHIP AND SAVE THE HUMAN RACE FROM BECOMING SUSHI.

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SEGA CD

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GAMEPRO LAB REPORT

Taking you into the technology of tomorrow.



By The Lab Rat

The Lab Rat is gearing up for the CES hardware blowout, so he reduced his coverage just a little bit this month. Be prepared, though, 'cuz next month he's hitting the pavement with a roundup of all the hottest peripherals holed up at CES. Until then, check out the much-awaited Game Genie for the Game Gear, a new carrying case (also for the Game Gear), and two unique joysticks for the Genesis. Make your New Year's resolutions, and send more cheese!

Genie Grants Your Wish

Galoob now has a **Game Genie** for the Game Gear. For those of you who want to jump higher, run faster, and play longer on the Game Gear, this is a dream come true. The Game Gear Game Genie also has a compartment in the back to hold a mini-codebook, which comes bundled with the hardware. Game code updates are available through Galoob.



Name:	Game Genie
Type:	Game Enhancer
System:	Game Gear
Features:	The Game Genie lets you jump farther, shoot faster, and play longer by entering codes that Galoob has developed. Galoob also offers code books and a subscriber service to keep you up to date on all your codes.
Price:	$39.99
Available:	Now
Contact:	Any Toys "R" Us or Kay-Bee store

Get Back

Sega is doing a great job of rounding out their peripheral showcase. In addition to their recent Activator, their six-button controller, and their six-button joystick, Sega's coming out with the **Remote Arcade System**, a new six-button infrared remote controller. The control unit plugs directly into the controller port on the Genesis, and the controller rests in your hot little hands! The signal is good for 15 feet, so sit back, relax, and power up with this hot new joypad!



Name:	Remote Arcade System
Type:	Remote Joypad
System:	Genesis
Features:	With the RAS, you get one six-button pad, a remote control unit, and a 15-foot area to play with. What else could you want?
Price:	$39.99 (additional pad $14.99)
Available:	December
Contact:	Sega 415/508-2800

Safe Sack

STD Entertainment has the perfect answer for wet-weather game players. Afraid to take your Game Gear to the snow or to the beach because of the possible chance of water damage? Fear no more! The **Handy Gear** is an all-weather carrying case that's shock absorbent and water-resistant. It also comes with an antiglare filter/magnifying glass. The durable hard plastic case surrounds your Game Gear and protects it from wind, rain, and snow. You even get an extra inner storage space for another Game Gear cart. Fully insulated, rubber-lined outlets for earphones, a power supply, and cables to link two Game Gears together round out the design. Keep dry as you stay cool.



Name:	Handy Gear
Type:	Accessory
System:	Game Gear
Features:	A glare-reducing magnifier comes with this awesome shock-absorbant carrying case. There's no better way to transport your Game Gear through all types of weather.
Price:	$24.95
Available:	Now
Contact:	STD Entertainment 410/785-5661

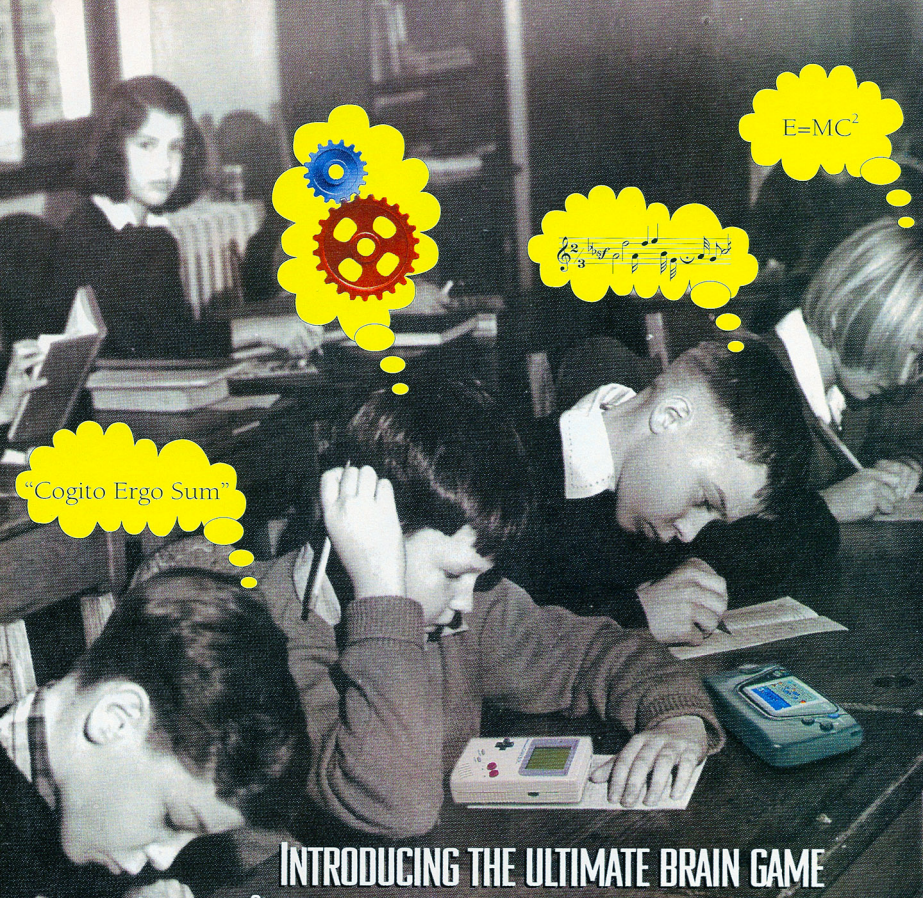
Get with the Program

STD is setting out to be the king of the programmable pads. With the release of their new crown prince, the **SG ProgramPad2**, the kingdom is in sight. This pad will have moves from so many Genesis games pre-programmed into its buttons that you're sure to find at least one shortcut you like in there somewhere.

Among the lineup are Jurassic Park, Street Fighter II Special CE, X-Men, Fatal Fury, Streets of Rage 2, David Robinson's Supreme Court, and of course Mortal Kombat. Want the arcade mode of MK in one button press? You've got it in this pad, so go out and grab yourself one. G



Name:	SG ProgramPad2
Type:	Programmable Joypad
System:	Genesis
Features:	STD now has a pre-programmed, six-button pad for Mortal Kombatants, Street Fighters, and X-Persons. With the wealth of moves from different games programmed into one pad, it will have a universal appeal for Genesis owners.
Price:	$39.95
Available:	November
Contact:	STD Entertainment 410/785-5661

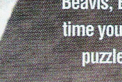


INTRODUCING THE ULTIMATE BRAIN GAME

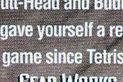
Okay, so you aced the pop quiz on the meaning of existence, showed your shop teacher a thing or two about birdhouse construction and scored big points with your essay "Beavis, Butt-Head and Buddy Themes in Western Thought." Now, isn't it about time you gave yourself a real challenge? With Gear Works,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

GEAR WORKS. THE PUZZLE GAME THAT'LL STRAIN YOUR BRAIN.

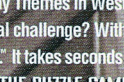




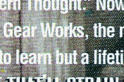
Solve over a hundred puzzles as you connect gears in a race against time and friction.



Transform twelve wonders of the ancient and modern worlds into smooth ticking time pieces.



Blast pesky gremlins determined to rust and break off the teeth of your gears.



Use high impact explosives to blow up incorrectly placed gears.

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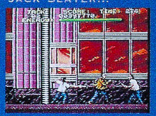
THE MAKERS OF LAST ACTION HERO DO NOT CONDONE ROUNDHOUSE KICKS TO THE HEAD, WANTON BLOODLETTING OR PUSHING PERSONS FROM HEIGHTS IN EXCESS OF TEN STORIES (UNLESS OF COURSE, IT'S IN SELF DEFENSE).



WE'D APPRECIATE IT IF YOU WOULDN'T PUNCH, KICK, AND SLASH YOUR WAY THROUGH 5 SPLEEN-WEAKENING LEVELS AS ARNOLD SCHWARZENEGGER'S JACK SLATER...



TRY NOT TO GLEEFULLY USE BLOOD-RENDERING MARTIAL-ARTS MOVES TO WASTE KNIFE-WIELDING SCUMBAGS, PUNKS WITH CHAINS, AND THE OCCASIONAL DEMENTED SNIPER...



BY NO MEANS PLAY CHICKEN WITH TRAFFIC AS YOU DODGE MOLOTOV-COCKTAIL-CHUCKING CONVERTIBLES, ZOOM AROUND DOUBLE-PARKED CARS, AND AVOID TREACHEROUS POTHOLES...



AND PLEASE DON'T CHALLENGE THE HEAVILY ARMED HELICOPTER AS BENEDICT AND THE RIPPER ATTEMPT TO REDUCE YOU TO SO MUCH PETROL-SCENTED MEAT...

IN FACT, WHY DON'T YOU JUST SIT IN YOUR ROOM AND PLAY SOME HARMLESS, NONVIOLENT GAME. LIKE MARBLES. OR TAKE A NICE, WHOLESOME NAP...

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SHORT PROSHOTS

Genesis

F-117 Nightstorm
(Electronic Arts)





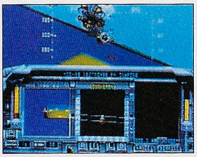


Fly the world's premier strike aircraft in tight combat missions, from top-secret training grounds in Nevada, through the skies of downtown Baghdad, and into the MiG-infested skies of future global flash points: Cuba, Grenada, Libya, Panama, Peru, Korea, and Bosnia-Herzegovina. Multiple views, six weapons, and two game play modes send this one-player cart flying!

(Available December)

F-15 Strike Eagle II
(MicroProse)

MicroProse brings air-combat action to the Genesis with F-15 Strike Eagle II, an action-oriented dogfighting game that lets you fly the F-15 on dangerous missions in the Persian Gulf. Among the game's selectable mission options are locating



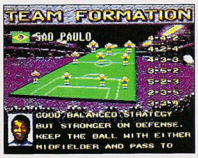


and destroying chemical warfare plants, blasting entrenched positions, and dogfighting through a sky full of bogies.

(Available December)

Pelé!
(Accolade)





Pelé is undeniably the most famous soccer player in the world, and he's bringing his legendary soccer skills to the Genesis and SNES this winter. Digitized players bicycle kick, dive, and slide-tackle on a playing field with a one-third overhead perspective. You can lead a team through 40 games of league play or a world-class tournament. A special memory chip allows you to save season and tournament play in-progress, as well as compile stats for your team.

(Available December)

High Seas Havoc
(Data East)





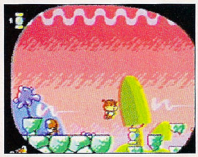
The evil Blackhearted Bernard has stolen the Magic Crystal and kidnapped the lovely Brijit. From a goon-filled waterway to a pirate-infested ice lab, gamers must slash through seven multi-scrolling levels of swashbuckling adventure. In this eight-meg cart, one player will battle wizards, ninjas, swabbies, and more.

(Available now)



Cosmic Spacehead
(Codemasters)





Codemasters introduces the universe's first alien tourist – Cosmic Spacehead, who's out to prove the Earth's existence. This game is set in a world with graphics similar to the wild cult cartoons of the 1950s. Most of the game play is "interactive arcade adventure," and it takes Cosmic across Linoleum (his home planet), Detroitica, and a Space Station.

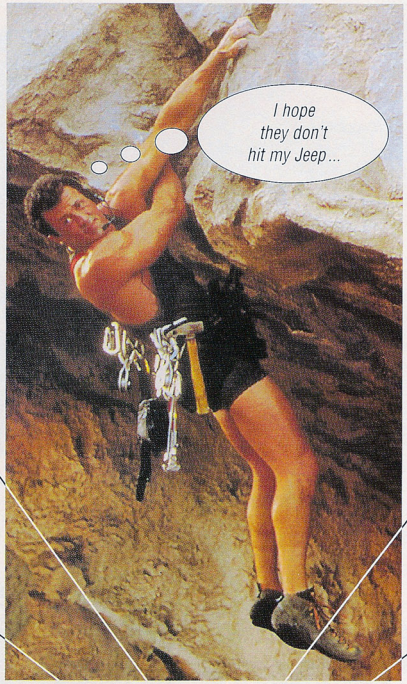
(Available now)

Sega CD

Bram Stoker's Dracula
(Sony Imagesoft)



In the black of night he stalks his victims – with the passion of a prince and the grace of a wild animal. In this action/adventure cart based on the



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(sure, it's just a game.)

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

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



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Battle the heavily armed attack helicopter, rescue the hostages and finish off the sadistic terrorist kingpin...before he turns you into a blood-flavored slushee.



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

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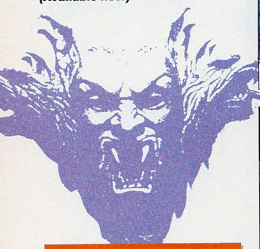
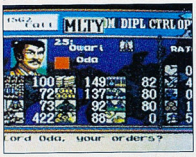
movie, *Dracula* has cast a spell on your lovely mistress, Mina Murray. Now you, Jonathan Harker, must drive a stake through the heart of this vampire. You'll quest through seven levels taken from the film, including Dracula's Transylvanian Castle, Carfax Abbey, and London, where you'll eventually face down the Count.

(Available now)



Super NES

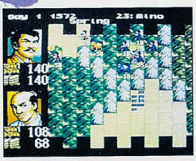
Nobunaga's Ambition
(Koei)



It's the 16th century, and Nobunaga's out to take control of Japan. You can either be him or beat him in his quest to unify the fragmented Japanese territory. You and up to seven friends can play as either Lord Nobunaga or one of 50 other famous Japanese warlords in this historical simulation. This cart will support the SNES Mouse.

(Available January)







Super NES

Eye of the Beholder
(Capcom)

SSI's premier first-person RPG computer game comes home to the SNES. You lead a party of four Advanced Dungeons & Dragons characters on a real-time quest to slay the many-eyed Beholder. While light on dialogue, the cart features plenty of item puzzles and mucho underground mazes.

(Available February)



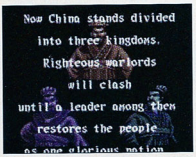




Romance of the Three Kingdoms III: Dragon of Destiny
(Koei)







You're the king, god of the world! Or, at least you'll be ruler of all 46 cities in China with the third game in Koei's Historical Simulation Series. This game recounts the history of China during a time called the "three kingdoms period." You can play as a historical ruler, or create your own ruler in any of six scenarios, beginning in 189 A.D. and ending in 285 A.D.

(Available December)

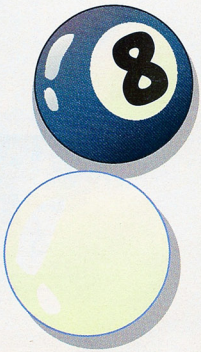
Side Pocket
(Data East)





Rack 'em up! Data East is putting the thrills and skills of pool onto the SNES. This eight-meg port-over from the Genesis features 9-Ball, Straight Pocket Billiards, and Trick Shot. One or two players can shoot using 19 different trick shots to break their way through five cities and five levels of billiard action.

(Available now)



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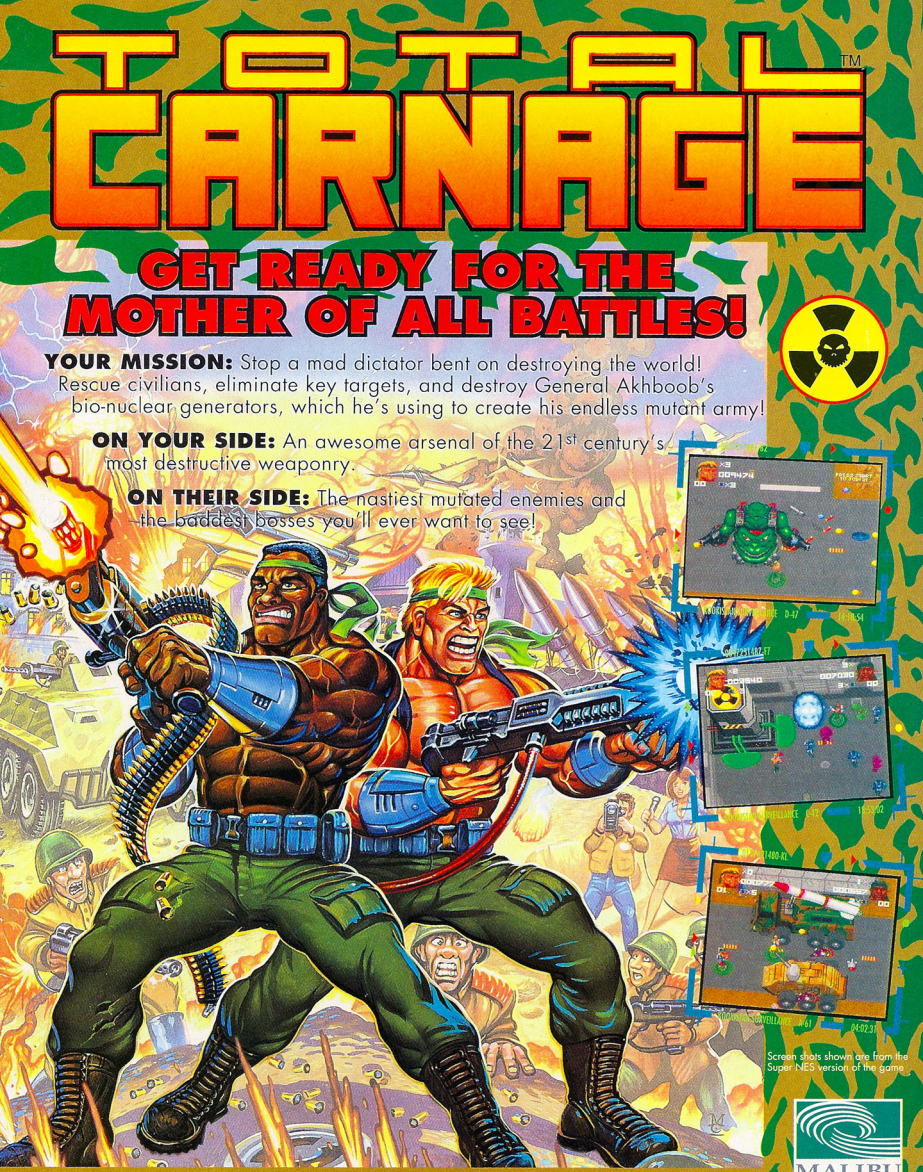
YOUR MISSION: Stop a mad dictator bent on destroying the world! Rescue civilians, eliminate key targets, and destroy General Akhboob's bio-nuclear generators, which he's using to create his endless mutant army!

ON YOUR SIDE: An awesome arsenal of the 21st century's most destructive weaponry.

ON THEIR SIDE: The nastiest mutated enemies and the baddest bosses you'll ever want to see!



Screen shots shown are from the Super NES version of the game

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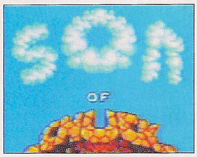
Game Gear

Chuck Rock II: Son of Chuck
(Tengen)

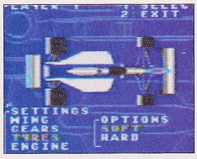




The silliness of the popular Chuck Rock is back in miniature: Now it's Chuck, Jr., and he's toddling over to the Game Gear. The side-view, multi-scrolling action/adventure cart packs in six levels, four sub-games, and adjustable difficulty. You're joined by colorful companions, like Max the Monkey, Anthony the Ant, and Susie the Spider. Your task as Chuck Junior is to defeat Brick Jagger (Big Chuck's kidnapper) and to rescue your dear old dad.

(Available now)

Formula One
(Domark)





Formula One scorches around the Game Gear track with 12 fully detailed official F-1 race-tracks, from the mountains of San Marino to the treacherous curves in Rio de Janiero. You can choose from four levels of difficulty, and from actual F-1 racing-circuit drivers and teams. The game also offers simultaneous, split-screen, two-player racing (via a Gear-to-Gear cable). Doppler-shifted stereo sound effects and a Turbo Mode simulate the F-1 racing experience.

(Available now)

PGA Tour Golf
(Tengen)





The hushed crowd goes wild as you sink a 23-foot birdie to win your first pro tournament! PGA Tour golf gets into the swing with four authentic PGA courses: Sawgrass, Avenel, PGA West Stadium, and Sterling Shores (a custom-designed link). A rotating 3D putting grid helps you on the green, and instant replays let you review your prize-winning putts. Up to four duffers can hit the links with this conversion from the Genesis title.

(Available now)



SHIPPING IN JANUARY

GENESIS
Brutal (Gametek)
Chester Cheetah 2 (Kaneko)
College Football '94 (Sega)
Dune: The Battle for Arakis (Virgin)
Incredible Crash Dummies (Acclaim)
Nobunaga's Ambition (Koei)
Pebble Beach Golf (Sega)
Romance of the Three Kingdoms III (Koei)
Time Killers (T•HQ)
Time Trax (T•HQ)
Wheel of Fortune 2 (Gametek)
Zool (Gametek)

SEGA CD
Out of This World (Virgin)
Powermonger (Electronic Arts)
Stellar Fire (Dynamix)
Zool (Gametek)

3DO
John Madden Football (Electronic Arts)
Who Shot Johnny Rock? (American Laser Games)

SNES
Chester Cheetah 2 (Kaneko)
Mega Man X (Capcom)
Mutant League Hockey (Electronic Arts)
NBA Jam (Acclaim)
Nobunaga's Ambition (Koei)
Romance of the Three Kingdoms III (Koei)
Stellar 7: Draxon's Revenge (Dynamix)
Super Metroid (Nintendo)
T2: The Arcade Game (Acclaim)
Wheel of Fortune 2 (Gametek)
Young Merlin (Virgin)

NES
Mega Man 6 (Capcom)
Rescue Rangers 2 (Capcom)

GAME BOY
Kevin's Dream (T•HQ)
Mega Man IV (Capcom)
Tip Off (UBI Soft)

GAME GEAR
Deep Duck Trouble (Sega)
Jungle Book (Virgin)
Robocop Versus the Terminator (Virgin)
X-Men (Sega)


BUCKLE UP
FOR SAFETY
TALK ABOUT FENDER-BENDERS!!
THAT JUNKMAN REALLY PACKS A WALLOP!!
BOMBS AWAY!!
YOU DON'T HAVE A LEG TO STAND ON!!
HEADS UP! THE CRASH DUMMIES™ ARE NOW ON SUPER NES®!!!
OFFICIAL PRODUCT
ALSO ON GAME BOY® GAME GEAR™ AND NES®!
COMING SOON ON GENESIS™!
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SEGA
GENESIS
CRASH DUMMIES
You'll Go to Pieces!
SUPER NINTENDO
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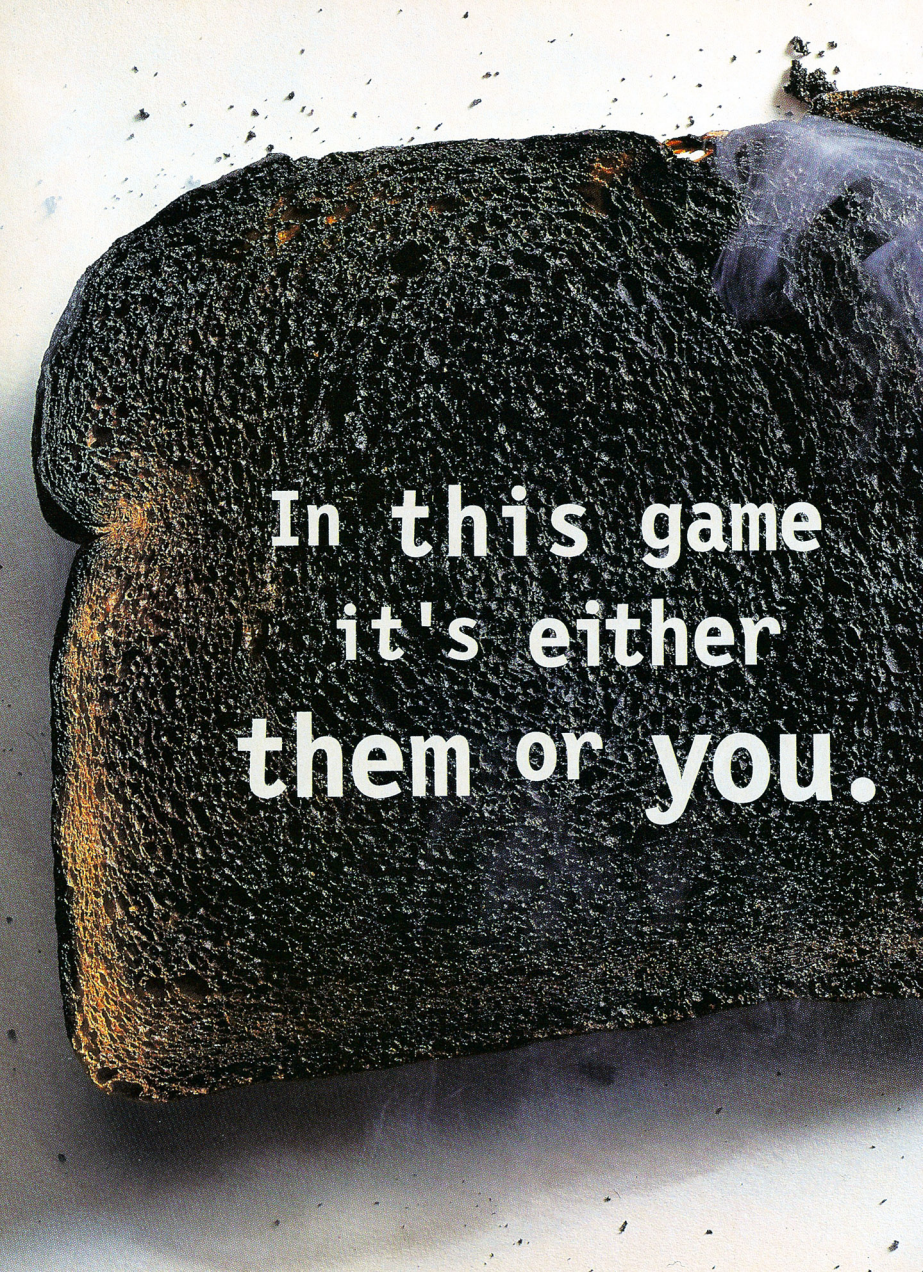
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it's either
them or you.



SOLDIERS OF FORTUNE



You're a mercenary mowing down every diamond-spitting toad and back-flipping lizard freak in your path.



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Around every corner lurks another sleazeball with a bad attitude.



You'll need a partner to watch your butt. Recruit a friend or let the computer back you up.



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Gold!

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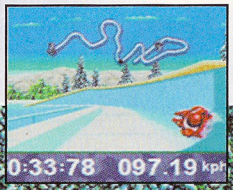
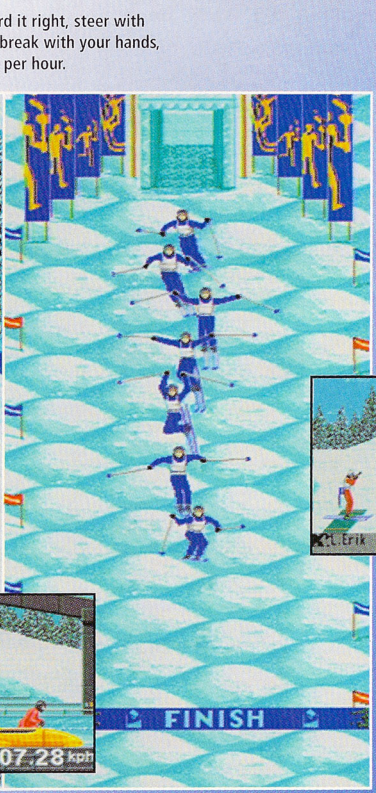


LUGE
Yeah, you heard it right, steer with your feet and break with your hands, all at 60 miles per hour.

DOWNHILL
Speed is king on this course, one mistake and it's all over.



FREESTYLE-MOGULS
Let it all hang out, bang the moguls, do some aerials and don't break your neck.



BIATHLON
It takes the stamina of a crosscountry athlete and the eye of a marksman to win this event.

BOBSLEIGH
Take them first but hit them right – this race is won or lost in the turns.



U.S. GOLD



MADE IN JAPAN

Famicom Spaceworld '93: Fighting Mad!



By The Darkman in Japan

Tokyo, Japan

Spaceworld '93 packed them in at the Harumi-Tokyo Trade Center. No fewer than 87 game software companies were showing off their latest-and-greatest in Famicom, Super Famicom, and Game Boy games – an incredible 260 new games in all!

The "Longest Line of the Show" award goes to Enix, where the standard five-minute game-play time limit had no effect on the hour-long waiting line of players eager to try Dragon Quest I & II, which combines the two original Famicom games in one Super Famicom cart. (Sorry to say, though, no U.S. release is planned yet.)

Fighting games were out in force at Spaceworld. The most popular game was Street Fighter II Turbo. The Capcom booth was swarming with Fighter fans eager to try new moves and uncover new combos. Serious players even had the opportunity test their SF mettle in a round robin tournament. One young fighter even brought his Capcom Power Stick Fighter with him. ("It has arcade-style controls," commented his knowledgeable mother.)

It looks like Street Fighter's success has spawned a gang of look-alikes and copy cats (but watch out for Mortal Kombat). Here are some standouts from Spaceworld.

Battle Master

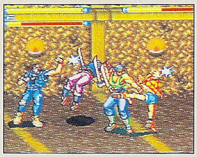


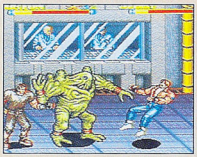


If Capcom ever wanted to sue for copyright infringement, this is the number-one candidate. Toshiba EMI copies the familiar pattern of fighters from various countries almost to the pixel, except this cart has two fighting females.

The fighting moves and special attacks are similar to SF II, but at least some of the graphics are unique. There's a wolf-man from Transylvania and Zeno, an extraterrestrial who challenges you after you trash everyone else. This out-of-this-world Warrior contest is set in the future, which explains the psychedelic backgrounds. A U.S. release is planned, but there's no date yet.

Rushing Beat Shura





If that name doesn't turn you on, you should know that "shura" means "bloodshed." Now do you want to play it? Well, you'll have to wait until March '94, which is when Jaleco plans to release this cart in the U.S. The cart features incredible fighting action mixed with hilarious hijinks. Rushing Beat supports the four-player multi-tap system, so you can assemble a genuine rumble. Somebody in the crowd getting too good? Go three against one and he's outta there!

Hokuto-no-Ken





Roughly translatable as Fist of the Great Bear (as in the Big Dipper Great Bear), rest assured that this game will have a new name if and when Toei Animation releases it stateside. This straight-up one-on-one fighting game features familiar game play, and the action is silky smooth.

Mortal Kombat





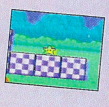




Although info on this game is already beaten to death, it deserves mention because it was easily the eye-opener at the show. Some first-time players argued that it's even better than SF II. Licensed by Acclaim Japan from Midway, it's the most visually exciting fighting game ever. The Japanese went nuts over this game. Wait until they see MK II! GP



MARIO and WARIO





By The Darkman in Japan

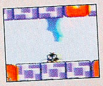
After making radical departures from familiar Mario themes with Mario Kart and Yoshi's Safari, Nintendo of Japan returns the plucky plumber to his old Coin-and-Star-collecting self in Mario and Wario.

This mouse-only Super Famicom (SNES) game is the latest offering in the Mario series. That's right, it doesn't work with a control pad! Mario and Wario features classic side-view hop-n-bop Mario moves, with some elements of Lemmings and good old Donkey Kong thrown in for good measure.

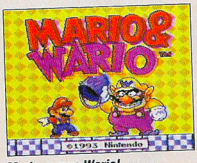
Lost in Wario-land

The game's story is simple enough: You're in a maze daze, searching for Luigi while the obnoxious Wario dogs your every move. Mario's evil twin drops buckets, egg shells, and octopi on you from his airplane, forcing him to wander helplessly through 10 levels.

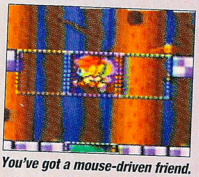








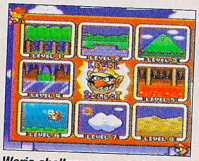
Mario versus Wario!



You've got a mouse-driven friend.



Wario bombards you at will!

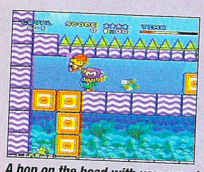


Wario challenges you to take him on in any of the first eight levels.

You can play with Mario, the Princess, or Yoshi. You use the mouse to guide a little flying elf. As your befuddled character moves, you make the elf bop them on the head with a magic wand to change their direction. You bust blocks with the wand, as well.

The various levels feature wide-ranging terrain, including mountains, forests, deserts, and ice lands. Each one is a labyrinth of escalators, timer blocks, spikes, and other assorted problems. You'll also run into familiar Mario meanies such as bats, birds, bugs, and fish.

You can choose to begin at any of the first eight levels. Complete the eight, and Levels 9 and 10 are your rewards.



A bop on the head with your wand keeps your character on track.



Play Mario, the Princess, or Yoshi.

You'll probably rack up 45 lives after the first eight levels, but that's no reason to cop an attitude. You're going to need every one of those extra lives to make it through the last two levels! In addition to an army of relentless creatures, the last levels also complicate things with some finicky footing. Balloon Blocks inflate and deflate, spring-loaded Jump Blocks propel you into the sky, and fissured Crack Blocks drop you into oblivion.

Waiting for Wario

Nintendo isn't ready to pinpoint a U.S. delivery date for Mario and Wario or to say if an American version will retain mouse-only control. Pray for controller capability, because the mouse makes playing this lengthy game a difficult chore. Mario and Wario could be a good adventure just waiting to happen. G

Now you're in...



Two of your worst nightmares have joined forces to bust your butt and take over your world!
They're the ultimate dirtbags of baditude!...

BATTLETOADS DOUBLE DRAGON

Sometimes to even the score, you've got to double the odds.

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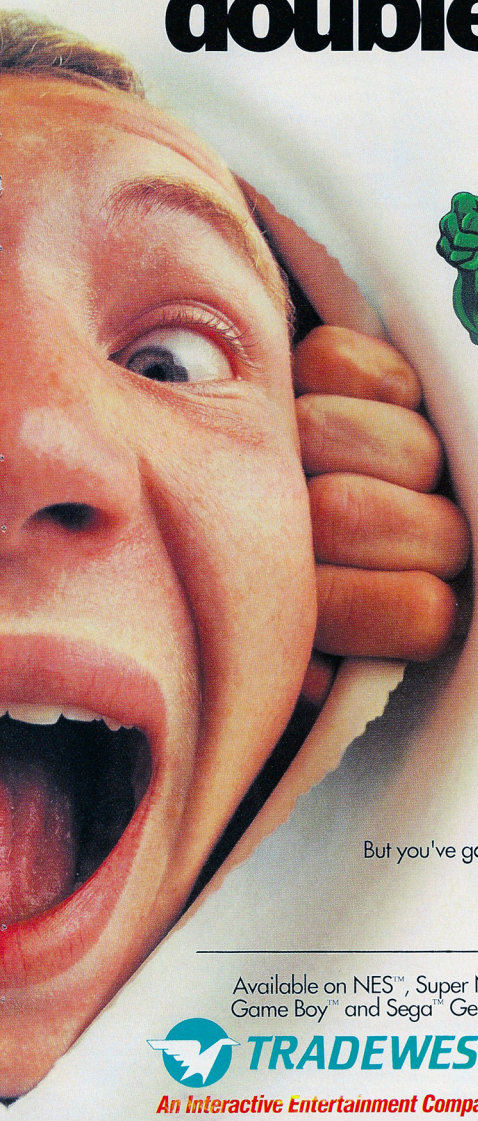
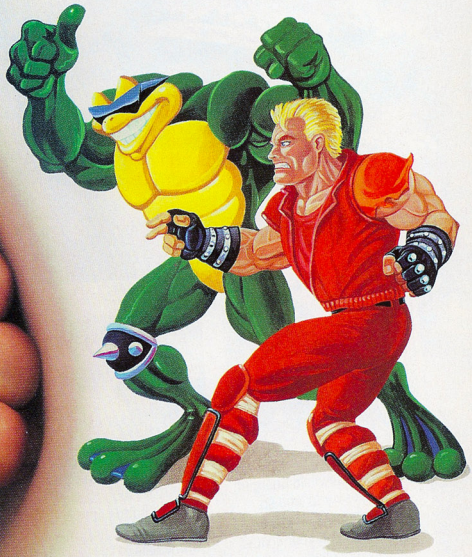
double trouble





But you've got the Battletoads and the Double Dragon dudes to even the sides and gang up on the goons.

They're the ultimate team!

Available on NES™, Super NES™, Game Boy™ and Sega™ Genesis™

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S.W.A.T. PRO

VIDEO GAME STRATEGIES, WEAPONS, AND TACTICS

STREET FIGHTER II' TURBO

STREET FIGHTER II' SPECIAL CHAMPION EDITION

Guile Re-Dizzy Combo

They said it couldn't be done – and they were wrong! We finally found a re-dizzy combo. A re-dizzy is any combo that the opponent can't block after the first hit and that will dizzy the opponent twice in a row. Well, the proof is in the pummeling, and here is the pummel! This will work on both Turbo for the SNES and Special Champion Edition for the Genesis.



Re-Dizzy in Corner



1) Dizzy the enemy in the corner. Jump in while Charging Back. Be sure to land so that your sprite overlaps their sprite and your character's in very deep.



2) Throw a crouching Jab, continue to hold down the Jab button, and begin the motion for the Two-in-One Sonic Boom.



4) Throw a crouching Strong, continue to hold down the Strong button, and begin the motion for another Two-in-One Sonic Boom.



3) Complete the Sonic Boom's controller motion's, release the Jab button at the Boom motions midpoint. Then immediately Charge Back again.

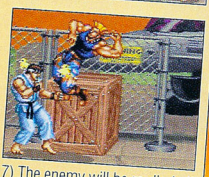


6) Throw a standing Fierce Back Fist with the controller in any position.



5) Complete the Sonic Boom's controller motion, but release the Strong button at the Boom motion's midpoint.

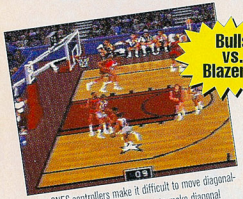




7) The enemy will be re-dizzied! Do your favorite combo to finish them off and laugh in their face! You are the master of the universe!

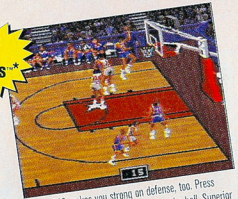
Note: The timing of the Charge for the second Sonic Boom is the key to doing this combo. You must be a Guile expert and practice this combo for hours to get it down, but it's worth the time. Even the best players won't believe this combo until they see it with their own star-blind eyes! You may even start a fight at the local arcade!

P.S. – There are other ways to do Guile re-dizzies...but we won't ruin all the fun.

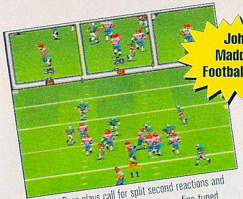


Bulls vs. Blazers**

Most SNES controllers make it difficult to move diagonally. The TT360 gives you the power to make diagonal drives on the net with no numb thumb!

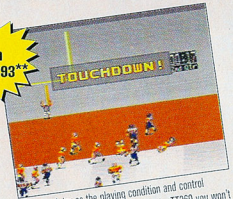


The TT360 makes you strong on defense, too. Press Button B to select your man closest to the ball. Superior diagonal control puts you where you need to be, ready to hit Button Y and block the shot.

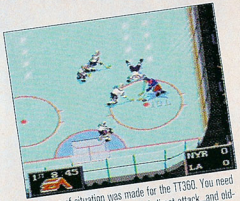


John Madden Football™ '93**

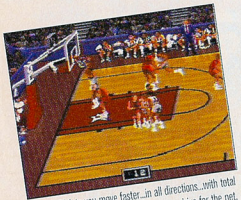
Pass plays call for split second reactions and timing. The TT360 gives you fine-tuned control over all your players, where old-fashioned controllers might only slow you down!



Choose winter as the playing condition and control becomes even more important. With the TT360 you won't slipslide away...or mangle your thumb trying to turn on a dime and make the end zone.

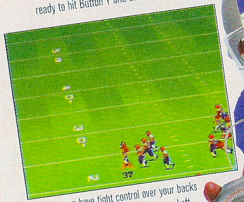


This type of situation was made for the TT360. You need to move fast and fight to score. A direct attack...and old-fashioned controllers...won't make the grade. Head Diagonal behind the net and try to dump it in the corner of the crease.



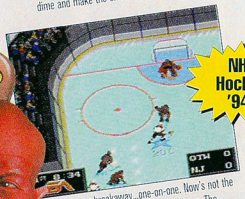
The TT360 lets you move faster...in all directions...with total circular control. Fake left and right as you drive for the net, then Button A for the Jump Shot.

*Shown on SNES **Shown on Genesis



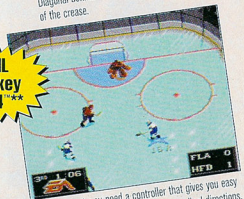
Now you can have tight control over your backs in an end run. The TT360 makes it easy...Left, Diagonal and Up in a simple thumb sweep. The advantage is yours. Drive for the goal posts.





NHL Hockey '94™**

You're on breakaway...one-on-one. Now's not the time for your controller to let you down. The TT360's smooth Touch Pad lets you switch direction fast to fake-out the toughest defense men. Cut to the Left Diagonal and go for the goal.



To be the best, you need a controller that gives you easy access to the diagonals as well as the cardinal directions. Use your right wing to pull your opponents off to the side. Diagonal pass, shoot, and score for victory. The TT360 can make you a winner.

PLAY WITH AN UNFAIR ADVANTAGE

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



For Genesis, SNES, & Nintendo



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The Ultimate Scoring Machine.

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S.W.A.T.PRO

VIDEO GAME STRATEGIES, WEAPONS, AND TACTICS

STREET FIGHTER II' TURBO

STREET FIGHTER II' SPECIAL CHAMPION EDITION

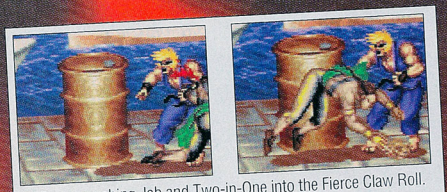


1) Get the enemy dizzy in the corner and slide in with the Roundhouse, which places Vega very deep.

New Re-Dizzy Combo!

Alfred Butler of Sun Valley, Nevada, responded to the ultimate SF II challenge posed in a recent issue of *SWATPro* magazine, and found an actual re-dizzy combo! Alfred shocked us with an awesome Vega combo we never knew re-dizzied!

Alfred notes that "this combo takes – and I can't stress this enough – near-perfect timing to pull off, but it's very consistent once you get the hang of it." Good luck, Vega Fighters!



2) Do a crouching Jab and Two-in-One into the Fierce Claw Roll.





3) The Claw Roll should hit a total of four times.



4) The exact moment the Claw Roll finishes, throw a crouching Fierce.



5) The timing of the final Fierce is nearly impossible! However, if done correctly, it will re-dizzy!

Lufia

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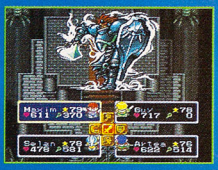



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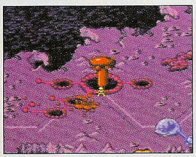
S.W.A.T. PRO

VIDEO GAME STRATEGIES, WEAPONS, AND TACTICS

Genesis

B.O.B.

Passwords





Make B.O.B.'s date a little easier with this complete set of passwords:

Goth:

Area 2:	171058
Area 3:	950745
Area 4:	472149

Anciena:

Area 1:	672451
Area 2:	272578
Area 3:	652074
Area 4:	265648
Area 5:	462893
Area 6:	583172
Area 7:	743690

Ultraworld:

Area 1:	743690
Area 2:	103928
Area 3:	144895
Area 4:	775092
Area 5:	481376

Lou Massa, Cedar Grove, NJ

Genesis

Shinobi III: Return of the Ninja Master

Unlimited Shurikens

To snag unlimited Shurikens in Shinobi III, go to the Option Screen and choose "Shuriken" for Sound Effects, "Shinobi" for Music, and "Shuriken Hits" for Voice. Then, go to "Shuriken," and select 00 as your number. Wait, and the zero will transform into Infinity, and you'll have unlimited Shurikens!

Mary Ann Ingole, Villa Park, IL

Super NES

Yoshi's Safari

Make Spring into Fall





To change the seasons for Yoshi, wait until the Title Screen appears and **press X, Y, Button R, Button L, and then Start** on Controller One. If you've done the trick correctly, the screen'll go black and return with a pink sky.

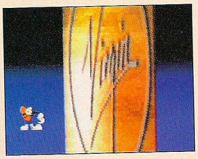
Mike Reilly, Maynard, MA

Super NES

Cool Spot

Rotate the Virgin Logo





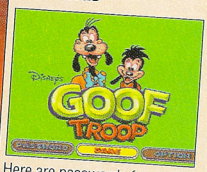
To make the Virgin Games sign move, hit the buttons on the control pad when the logo appears. You can then change its shape, make it move in and out, and generally mess it up!

Shawn Dawes, Rialto, CA

Super NES

Goof Troop

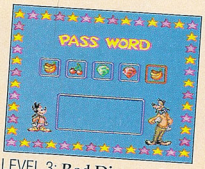
Passwords



Here are passwords for every level in Goof Troop:

LEVEL 1: Banana, Red Diamond, Cherry, Banana, Cherry

LEVEL 2: Cherry, Red Diamond, Blue Diamond, Cherry, Banana



LEVEL 3: Red Diamond, Cherry, Blue Diamond, Blue Diamond, Red Diamond

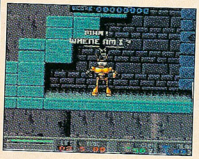
LEVEL 4: Banana, Cherry, Blue Diamond, Red Diamond, Banana

Joey Alberts, Casselberry, FL

Super NES

B.O.B.

Password Trick





To get 99 rounds of ammo, take any B.O.B. password and change the second digit to nine. For example, change the password 272578 to 292578.

Tim Fenton, Pennyan, NY

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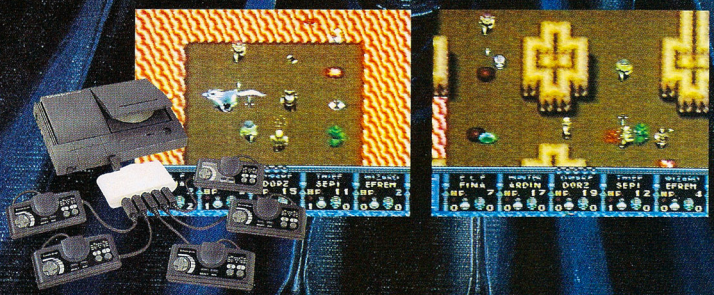

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S.W.A.T. PRO

VIDEO GAME STRATEGIES, WEAPONS, AND TACTICS

Super NES

Final Fight 2

Fight the Same Character







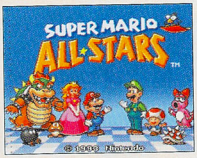
To fight your mirror image in Final Fight 2, wait until the Title Screen appears, then press **Down, Down, Up, Up, Right, Left, Right, Left, and simultaneously press Button L and Button R**. If you've done the trick correctly, the Title Screen will change from black to blue. Now, begin a two-player game and you'll discover that both players can choose the same character.

Chi Duong, Los Angeles, CA

Super NES

Super Mario All-Stars

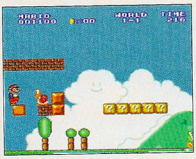
Unlimited Lives in The Lost Levels













To snag tons of 1-ups in The Lost Levels, head to the first set of blocks in the first stage. Release the Mushroom that's hiding in the second block, and bounce it up over the wall without hitting the Koopa Troopa. Grab the Mushroom, but don't scroll the screen past the next few rows of blocks.

Now, return and break the first block. Next, break the third block from the bottom-left and leave the Koopa Troopa pacing back and forth on the fourth block. Then, jump through the space where you broke through the first block and stand on the second block. Take a small leap over onto the Koopa and start bringing in the 1-Ups.

Don't grab more than 126 lives, or the game will end.

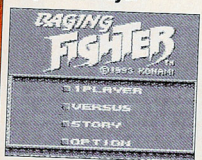
However, you can return to this part of the game any time by saving, returning to the saved-games screen, and pushing left. After you've snagged more lives, save, return to the saved-game screen, and push right to return to the level you were on!

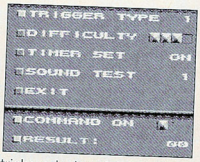
Brad Johnson, Redding, CA

Game Boy

Raging Fighter

Player vs. Player





Use that old familiar Konami code at the Title Screen to have any player go head-to-head against the same character. Just **press Up, Up, Down, Down, Left, Right, Left, Right, A, and B**. You'll hear a bell if the trick worked, and the words "Command On" will appear at the bottom of the screen. Choose your favorite fighter and put up your dukes.

Matt Josephson
Salt Lake City, UT

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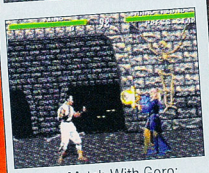
VIDEO GAME STRATEGIES, WEAPONS, AND TACTICS

GAME GENIE

Genesis

Mortal Kombat





Start on Match With Goro: **BN9A-CAG2**
After First Round, Most Fights Are in the Pit: **ANJT-DA9W**
Start on Match With Shang Tsung: **BT9A-CAG2**

Super NES

Mortal Kombat







Put the Blood Back into the Game (No Fatality Moves, though): **DDB4-DD07 + DDB4-DFA7.**

Mark Rogoyski, Ulster Park, NY

Always Get Flawless Bonus: **6DB8-3D67**
After First Match, Fight in the Bottom of the Pit (Turn off the Genie at the start of the round, then turn it on when the round ends): **CB6A-44AF + D16A-47DF**
Always Fight Goro: **CBBA-394F + D5BA-391F**

GAME GENIE

GAME GENIE

Game Gear

Jurassic Park





Invincible During Action Stages: **C98-26D-19D**
Invincible During First Arcade Section: **3A6-E78-2A2**
Infinite Lives: **3AC-B49-2A2**

GAME GENIE

NES

Hillsfar

Infinite Knock Rings: **SXKUTSVK + AEKUISAI**
Slower Timer When Picking Lock: **ASULILAZ**
Start With 100% More Gold for Self-Generated Character: **GOVANKZA**

GAME GENIE

Game Boy

Mortal Kombat

Player One Is Invincible: **005-94C-B31**
Foot Sweep Does More Damage: **FF9-C7C-E6F**
Punches Do More Damage: **FF9-AFC-6EE**

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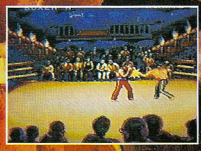

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VIDEO GAME STRATEGIES, WEAPONS, AND TACTICS

PRO ACTION REPLAY

Genesis

Shinobi III: Return of the Ninja Master





Infinite Lives: FF37E-00009
Invincibility: FF416-5000F
Infinite Shurikens: FF37E-30046
Infinite Ninjutsu Spells: FF37E-60003

Jeff Foster, Dearborn, MI

PRO ACTION REPLAY

Genesis

Mortal Kombat



Invincibility for Player One: FFCAB-90078
Stops Timer: FFAC7-E0098

John Irwin, Granite City, IL

PRO ACTION REPLAY

Super NES

Battletoads in Battlemaniacs



Infinite Lives for Player One: 7E00-2803
Infinite Lives for Player Two: 7E00-2A03

Robert Belmares, Irving, TX

Bubsy in: Claws Encounters of the Furred Kind



Infinite Lives: 7E02-0D08

Shawn Ellis, Auburn, CA

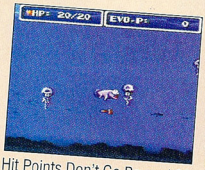
Super Turrican



Invincibility: 7E04-FD0C
Infinite Lives: 7E04-FB03

Shawn Ellis, Auburn, CA

E.V.O.



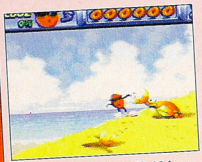
Hit Points Don't Go Beyond 20: 7E00-C520

Shawn Ellis, Auburn, CA

NES

Cool Spot





Infinite Lives: 7E00-D404
Invincibility: 7E00-D007
Freeze Timer: 7E00-CE68

S.J. Nardozzi, Mt. Vernon, NY

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HOT AT THE ARCADES

ProStrategy Guide



By Erik Suzuki

Street Fighter II may think it's sitting pretty atop the arcade fighting game heap, but there's an aggressive, well crafted game slashing away at this top dog – Samurai Shodown! The Samurai Shodown Survival Guide (GamePro, Oct. '93) led you through basic Samurai training and illustrated the Special Techniques for all 12 characters. If you're a Shodown samurai who's mastered those moves, you've no doubt discovered that the blades in this fierce Neo•Geo fighting game cut deep.

Now it's time to get down with Shodown! This ProStrategy reveals Combos and Shodown Strategies for the nine most popular characters in the game – Galford, Genan Shiranui, Charlotte, Haohmaru, Nakoruru, Wan Fu, Jubei, Hanzo Hattori, and Ukyo Tachibana. G



Charlotte

COMBOS

Sword Uppercut



1) When you're standing right next to your opponent, press A to pull a Weak Slash.



2) Then immediately push Back-Down, Down, Down-Toward, and B for her medium Sword Uppercut. This knocks your opponent down with two continuous hits.



3) As they get up, tap A and B rapidly to go into your Shimmering Sword Attack for extra damage.

SHODOWN STRATEGY

Whittle 'Em Down



Charlotte's Shimmering Sword Strike damages an opponent even if they block it. This is also a good way to corner trap an opponent to the edge of the screen.

Knee Jump Counter



Charlotte's Knee Jump is the best counterattack against any opponent jumping at her. To knock an opponent backward, simply press C when your opponent's about to land from a jump.

Galford

COMBOS

Plasma Blade Combo



1) Jump at your opponent. Just before you land, press B to execute a Strong Slash.



2) When you land, press Down and hit A for a Weak Slash.



3) Then do a Plasma Blade attack by pressing Down, Down-Toward, Toward, and any slash. You'll nail your opponent with three continuous hits.

MURAI DOWN

Spinning Pile Driver Combo



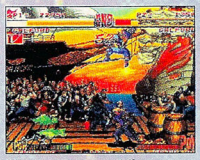
1) Jump at your opponent. Just before you land, press B for a Strong Slash.



2) Immediately after landing, move in close to pull a Spinning Pile Driver attack. Press Toward, Down, Down-Toward, and any kick. This will take off up to 30% of your opponent's energy bar.

SHODOWN STRATEGY

Disappearing Act Attack



When your opponent throws a projectile attack at you, do your disappearing act. Press Toward, Down-Toward, Down, Down-Back, Back, and then hit B, C, and D simultaneously. You'll hit your opponent and land out of their striking range.

Air Slam



1) When your opponent's in the air, jump towards them.



2) When you're almost touching them, press Toward and hit B to throw 'em.

Rush Dog Moves



1) Galford's best Rush Dog move is the Dog Strangle. When his Dog starts to strangle his opponent, press the A and B buttons rapidly to make the canine bite faster.



2) If you press the buttons fast enough, you can take up to 35% off an opponent's energy.

Gen-An

COMBOS

Fire Roll Combo



1) Jump at your opponent. Just before you land, press B for a Strong Slash.



2) When you land, move the joystick to the neutral position and press B again.



3) Then, immediately go into the Fire-Rolling Attack by pressing Toward, Down, Down-Toward, and any slash. This move sometimes dazes your opponent, but it always knocks 'em off their feet.

SHODOWN STRATEGY

The Blender



1) When you're close to your opponent, press Toward and hit B, or hit A and B simultaneously. Then, press the A and B buttons rapidly to make Gen-An spin faster. This move will take up to 50% off your opponent's energy.

Duck 'N' Run



Gen-An will advance when he's in the crouching position. Do this by holding down either Down-Toward or Down-Back.

Poison Blizzard Fake



1) When your opponent's across the screen, throw a medium Poison Blizzard attack at them by pressing Down, Down-Toward, Toward, and any slash.



2) Then go immediately into your Fire-Rolling Attack. Usually an opponent will see your first attack as a screw up because your Poison Blizzard will not reach them. Consequently, they'll jump toward you for an attack.



3) Your Fire-Rolling attack will hit them as they land, causing major damage.

SAMURAI SHODOWN

Hanzo

COMBOS

Star Combo



1) Jump at your opponent. Just before you land, press B for a Strong Slash.



2) When you land, press Down and hit the Strong Slash button (Button B).



3) Then, do Hanzo's Throwing Star attack by pressing Down-Back, Down, Down-Toward, Torward, and either A or B to nail your opponent with three continuous hits. You can replace the Star Attack with the Fireball, but completing the combo is harder.

Spinning Pile Driver Combo



1) Jump at your opponent. Just before you land, press the medium punch button.



2) Immediately after landing, do the Spinning Pile Driver attack. This cuts down your opponent's energy by 30 percent.

SHODOWN STRATEGY

Throwing Star Attack

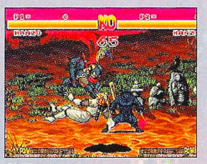


1) Remember that if an opponent hits your Throwing Star, it breaks in half and leaves you defenseless for a second.

Air Slam



1) When your foe's in the air, jump toward them.



2) When you're almost touching them, press Toward and hit B.

Art of Cheapness



1) When your opponent's across the screen, throw a slow fireball at them and immediately run in behind it.



2) They should block the fireball, but you'll be in range for your Spinning Pile Driver. If you time this correctly, there's almost no way to reverse it.

Haomaru

COMBOS

Short Sword Uppercut Combo



1) Jump at your opponent. Just before you land, press B for a Strong Slash.



2) Immediately after landing, press Down and hit C again.



3) Next, immediately press Toward, Down-Back, Down, Down-Toward, and any slash for a Sword Uppercut and three continuous hits.

Short Sword Uppercut Combo



1) Jump at your opponent. Just before you land, press C for a Weak Kick.



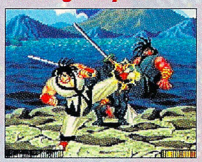
2) Immediately after landing, press Down and hit C again.



3) Next, press C and go directly into the Sword Uppercut for four hits. This slices 25 percent off your opponent's energy bar.

SHODOWN STRATEGY

Kicking Keep Out



When an opponent jumps at you, press D while the joystick is in the neutral position. This move will counter about 90 percent of all opponents' air attacks.

Striking Distance



Haomaru has great range when he strikes at his opponent. By using the Strong Slash (Button B), Haomaru will extend his sword about ½ of the screen length. Remember this when you're trying to keep an opponent away from him.



Jubei

COMBOS

Ground Fireball Combo



1) Jump at your opponent. Just before you land, press B for a Strong Slash.



2) When you land, pull Down and jam B again.



3) Then do a Ground Fireball by pressing Down, Down-Toward, Toward, and any slash. You'll nail your opponent with three continuous hits.

Super Rush 'N' Attack Combo



1) Jump at your opponent. Just before you land, press B for a Strong Slash.



2) Immediately after landing, pull down and press A to cut a Weak Slash.





3) Go directly into the Hard Rush 'N' Attack move to bring down five devastating hits. Push Toward, Down, Down-Toward, and any slash.

SHODOWN STRATEGY

100 Sword Strikes



1) Jubei's 100 Sword Strike move takes time to start, and a while to stop. Therefore, you should only use this move when your opponent's getting up from an attack.



2) If they block, the Strike still causes damage and Jubei will distance himself just out of the adversary's hit range.

Plan of Attack



1) Since he's very slow, Jubei isn't good at defending close attacks. So, you must keep your opponents out by throwing Ground Fireballs and using Powerful Slashes by simultaneously-pressing A and B. If you can get an opening, jump straight in for a combo, then immediately jump backwards for some distance.

Nakoruru

COMBOS

Fire Bird Combo



1) While standing next to an opponent, press Toward and hit A.



2) In one continuous motion, pull the joystick in a half circle away from the foe to the Back position. As the stick swings by the Down position, hit A to swing a Weak Slash.



3) As soon as the joystick completes the half circle at the Back position, hit A again. Nakoruru will complete her Firebird and fry her foe. This combo always knocks down the other guy and sometimes dizzies them.



Dash & Slash Combo



1) Jump at your opponent. Just before you land, press B for a Strong Slash.



2) As soon as you land, press Down and hit B again.



3) Now go immediately into the Ground Blade Runner Attack by pushing Back, Down-Back, Down, and any slash button. This combo's good for 30 percent damage.

SHODOWN STRATEGY

No Sword Attack



Believe it or not, Nakoruru's most powerful move occurs when she doesn't have a sword! When you're close to an enemy, press Toward and simultaneously press A and B. Jump on your opponent and beat them like a punching bag. Simultaneously press A and B rapidly and you'll punch faster. You can wipe away 40 percent of an opponent's energy bar this way.

Retrieve Your Bird



1) If you lose your sword during a grappling match, you lose your Bird, too.



2) To regain control of the Bird, press Down, Down-Back, Back, and any slash.

Ukyo Tachibana

COMBOS

Apple Slice Combo



1) When you're standing next to an opponent, hold the joystick in the neutral position and hit A to stab a Weak Slash.



2) Then, immediately swing an Apple Slice by pushing Down, Down-Back, Back, and any slash to hit the other guy up to four times.

Super Slash Combo



1) Jump at your foe. Just before you land, press B, Strong Slash.



2) When you land, simultaneously press A and B to cut your enemy up to three times. This Combo can dizzy an adversary, and it trims 40% off their energy bar.



SHODOWN STRATEGY

Two in One?



1) Ukyo's Firebird Attack can hit from his sword slash. This causes your opponent to block two hits, which usually positions them out of their striking distance. Even if you miss, you're safe.



2) The trick is to release the Firebird when you're about an inch away from the other combatant. Jump, push Down-Back, Down, Down-Toward, Toward, and any slash. You hit the other guy with your sword, and the Firebird burns them.

Sliding In



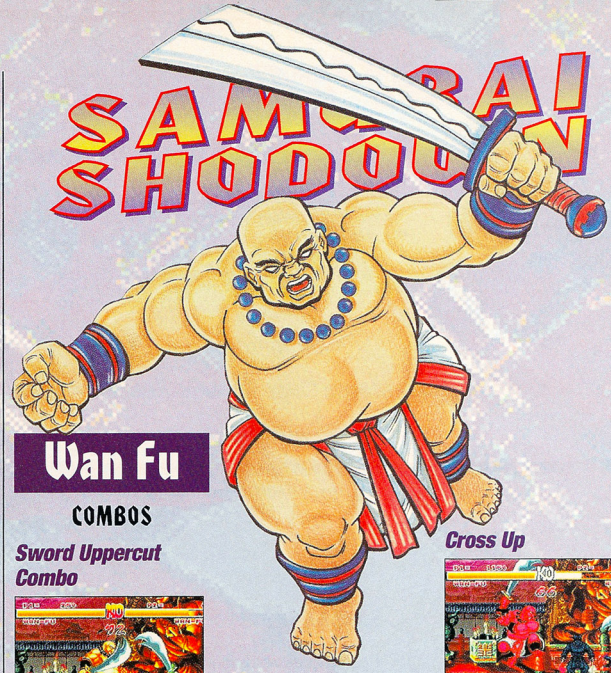
1) When your joystick is in the Toward or Back position, you can press B to slide at your opponent. If you're close enough and you've timed it correctly, you can counter most attacks by sliding into your adversary before their swords or feet begin an attack.



2) Also, if your foe misses an attack, they are vulnerable to the Slide Kick immediately after the miss.



3) Lastly, the Slide is a great weapon just after an attacker lands from a jump.



Wan Fu

COMBOS

Sword Uppercut Combo

1) Jump at your opponent. Just before you land, press C for a Weak Kick.



2) When you land, press Down and hit A to cut a Weak Slash. Then do your Sword Uppercut (Toward, Down, Down-Toward, and any slash) to nail your opponent for three hits.

SHODOWN STRATEGY

Long-Range Slashes



1) Wan Fu's regular Powerful Slash (pressing AB simultaneously) is really his strongest move.



2) He attacks his opponent with his devastating sword by extending himself almost halfway across the screen and hitting his opponent twice.

Cross Up

1) When your opponent is against a corner, throw a Hard Spiral Sword Projectile at them. Push Down, Down-Back, Back, and any slash.



2) It generally crosses up your foe, hits them, and then knocks them down.



3) While they're on the ground, quickly dash at them and grab your sword.

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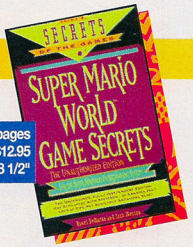

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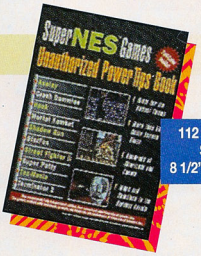

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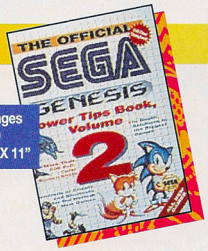

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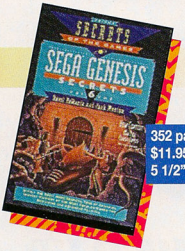

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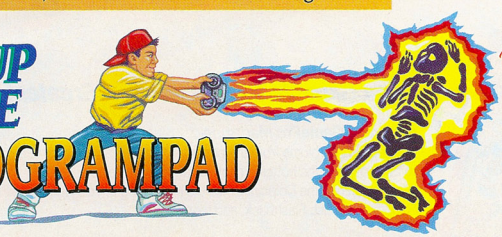

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THE HANDY GEAR

WHY LIMIT YOURSELF?

Role-Player's Realm

The Monthly Guide to the World of Role-Playing Games · Jan. '94

Finally! A Sega CD RPG! Lunar gets imported from Japan, and is worth the wait. Beyond Shadowgate is a Duo disc that harkens back to the days of PC Shadowgates, but adds an action element. For you Koei fans (both of you...just kidding Bro' Buzz) we've got a look at Genghis Khan II.

P.S. Be sure to tune in next month for a very special D&D treat from Capcom!

Lunar: The Silver Star

SEGA CD

By Lawrence of Arcadia

Fly Ye to the Moon

Lunar: The Silver Star by Working Designs is just what the RPG doctor ordered. Great graphics, awesome sound, and a very intriguing story come together to make this not just the best Sega CD RPG ever, but one of the best on any Sega system.

Lunar is the story of Alex of Burg, who, along with his friends Luna, Ramus, and Nall, craves adventure the way that a dragon craves gold. His hero was Dragonmaster Dyne, one of four adventurers who stopped the insane Black Dragon from destroying the world. Alex wants to fight dragons, too, and his ambition to be a hero like Dyne was could be his undoing.



PROTIP: You must talk to some people more than once to get the information you need from them. Keep talking until they start repeating themselves and you have probably heard everything they have to say. Go back and speak to them again after you've performed certain tasks.



PROTIP: There are stone tablets strewn throughout the land that will restore your Hit Points when you are low. Stay close to these monoliths and fight any enemies in the area, then go back and recharge. It's a quick, effective way to build up Experience Points.

Lunar: The Silver Star
by Working Designs

Graphics	Sound	Control	FunFactor	Challenge
4.5	5.0	4.0	4.5	INT.

Intermediate

$59.99	One player
Available December	Side & overhead views
Role-playing game	3 save slots

Alex is kinda soft on Luna, a singing enchantress who can heal (or hurt) with her songs. He is also best friend to Ramus, a rotund, ribald, treasure-hunting young man who wants the best the world has to offer. Rounding out the party is Nall, a small, winged, cat-like creature that's rumored to be a white dragon. Nall contributes to battles by letting the party know who can be beat, and who should be avoided.

Along the way you meet all kinds of characters, some of whom will help you, and many who need your help. There are many mini-quests that lead you in many directions, adding great appeal to the game. You also meet other adventurers along the way, such as Nash, a headstrong and cocky magician's apprentice, Mia, a healer who is longed for by Nash, Jessica, (Master Mel's daughter), and Kyle, a barbarian who's sword is just slightly larger than his ego.



PROTIP: If you're stuck, and no action seems forthcoming, return to Burg, where villagers and even your own party members may have something to say about your quest.

A Sight for Sword Eyes

The graphics in Lunar are great. Every cut scene and all the animation is smooth, fast, and colorful. The character sprites are small and cartoony, but the battle scenes (done from a side view *à la* Final Fantasy) are beautifully crafted. Every enemy has it's own well-detailed attributes. The insides of houses look similar, but the game does a good job of mixing up locales, making mazes out of forests, caves, and even some towns.



PROTIP: Just to the north and around the bend from the Woodcutter's house is a small circle of jagged stones. Walk into them and restore your party's Magic Points.



PROTIP: Don't be afraid of the White Dragon in the East Cave. As a matter of fact, talk to him repeatedly and you'll earn his respect, along with the Dragon Ring and the Dragon Diamond.



PROTIP: In order to get to Saith, the Woodcutter has to repair the bridge. You must retrieve his axe from the Weird Woods, which is northwest from his cabin. Talk to Laike when you're there.



Nall and Alex



Luna



The White Dragon

LUNAR™
THE SILVER STAR





Nash



Ramus



Laike

As for music and sound, this is Grammy Award-winning stuff here. Numerous voices and a great deal of different, mood-enhancing music are strewn throughout the game. Even the standard Lunar theme music is rousing and heroic. This is where the power of CD-based games should shine, and Lunar sparkles.



PROTIP: Check all over Saith and you'll find Nash. Next talk to Master Mel (one of Dyne's three companions in the quest for the Black Dragon) and you'll find that he's lost the sea maps in a card game.

The control (and menu system) of any RPG should be effective and diverse, but not too complicated. Lunar gets high scores on two of those three counts. It's not too complicated, and rather diverse, but sometimes in the heat of battle it is somewhat ineffective. For instance, if a RUN command is given to the party, several creatures should not all be allowed to gain hits on the party before it runs. The menu does allow you to give control of your party to the game's AI, but sometimes it's better to learn whom to fight and how to fight them for yourself.

RPG Whiz

If you thought that Sword of Vermillion or Phantasy Star were the last great RPGs for a Sega system, think again. Lunar deserves to be on the hallowed, if somewhat lean, roster of excellent RPG's for Sega. This is a terrific translation from the Japanese title, and one game in which graphics, sound, and story line come together in all the right ways.



PROTIP: Stop by the lighthouse before going to see the hag in the northwest. The Lighthouse Keeper will restore your health.



PROTIP: When you return the axe to the Woodcutter, he's kinda...well...lazy about rebuilding the bridge. Go back to Burg and talk to Luna's mom and dad, then talk to others in the village. When you go back, the bridge should be up.

Lunar will keep you around for a while (Working Designs estimates it'll take at least 30-40 hours of game play to complete this mammoth RPG), so if you're looking for something light, try Lufia. If you can't wait to explore other worlds and other lives, however, pick up Lunar and fly yourself to the moon. G



Genghis Khan II: Clan of the Grey Wolf

SUPER NES



By Bro' Buzz

If you're an RPG gamer who's a fan of Koei's historical simulations, then you truly revel in the power of the imagination. Genghis Khan II is good SNES fun that works your mind with numbers, stats, icons, and info overload in general.



If this screen makes sense to you, you're truly Mongol material.

Khan's Job

Genghis Khan II features four actual thirteenth-century scenarios, and that's plenty. You'll spend days, maybe weeks, trying to conquer the Mongolian tribes or all of Eurasia.



Abundant Harvest doubles your return on an investment in farming.

PROTIP: Max out on archers – Longbowmen, Shortbowmen, Horse Archers, and Crossbowmen – when you can.

As in all Koei historical sims, you must become a number-crunching, multitasking maniac to succeed. The broad skills you must perfect cover the categories of national policy-making, diplomacy, warfare, economic strategy, domestic affairs, and family matters.

Within those areas, things get complex fast. As a policy maker, you set the course for your nation's military posture and economic goals. As a warrior you recruit generals, draft soldiers, and pillage neighboring states. On the economic side you trade goods. Among domestic affairs, you allocate labor and tax the citizens. As a family man, you raise sons and daughters to help further your world-conquering goals. That's just a sampling of your tasks and sometimes you manage all this in one turn!



PROTIP: If you're in the mountains or the forests, an Ambush will help you defeat a superior force.

PROTIP: There's no such thing as a fast game here, but unless you have mucho time on your hands, choose not to view combat clashes between neighboring states.

PROTIP: Domestic Revolts are a drain on your resources. Avoid them by giving alms to your people as frequently as possible.

PROTIP: Once you've conquered Vassal States, it's critical that you help them build up their Gold and Food supplies. You'll lose them if you don't

PROTIP: An arranged marriage between your Princess and a General will ensure that the General is always faithful to you.

PROTIP: Remember, you must have a successor who's at least 10 years old in order to continue a game. Activate the Family command from the Personnel area often, until you've sired at least one Prince.

The game's interface appears daunting at first, and it takes time and study to figure it all out. (Don't ever lose the manual.) However, once you get your mind in tune with the icons and the numbers, the game play flows smoothly. The prodigious menu/icon system enables you to easily rule your nation and hopefully, the world.

Who You Callin' a Barbarian?

When you enter combat, the game shifts from the menu system to nicely implemented turn-based battles. You fight via a ¾-overhead Battle Display. Within this battlefield view you can maneuver 16 types of units, including Lancers, Archers, Samurai, and even Elephants. The thumb action's almost nonexistent. The combat thrill here is in crushing your foe with well-planned strategy and tactics.

Mongolian Beefs

As in all Koei carts, Khan's graphics don't have much to offer beyond icons and numbers, except a very few excellent static character images. However, the Battle Display, with its cartoony ponies and soldiers, leaves much to be desired.

The sounds take the minimalist approach: No noise is good noise. The music has a catchy Asian flavor.

Khan You Dig It?

Genghis Khan II draws its strength from the greatest game-making computer ever – your mind. If you're looking to make history, Khan can. G

Genghis Khan II: Clan of the Grey Wolf (By Koei)

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.5	4.0	4.5	Advanced

$69.95
8 megs
Available December
Historical simulation

One player
Four scenarios
Battery backup

Beyond Shadowgate

DUO

By Manny LaMancha

Boy, nice welcoming party! Called home after hearing that his father, the king, has been brutally murdered, Prince Erik is fully prepared to take over the throne upon his arrival. Instead, he's tossed into jail. It looks like the work of the evil Belezaar, but how can Erik save his land and his kidnapped little sister from a dingy prison cell?

Beaten to the Punch

Beyond Shadowgate is an enticing action/adventure RPG that combines the intricate puzzles of the original Shadowgate with a new graphic 3D environment. Beyond dumps you in many mysterious binds and leaves it up to you to find the way out. The control is comfy, with a simple point-and-click interface that makes easy work of maneuvering Erik and using the items he discovers. That leaves you to supply the brain power. For those situations that call for brute force, TTI's given Erik a mean right hook, which gets him out of some tight jams.

PROTIP: You can't always slug your way out of a situation, but it's a good starting place.

Unlike most adventures before it, Beyond Shadowgate doesn't limit you to a tight line of action. When you manage to escape the jail, you have a variety of paths to follow on your journey to Castle Shadowgate. It's nice on your wallet to know there's more than one way to get to the Warlock Lord, which doubles your pleasure and doubles your fun!

Cut to the Chase

Erik's a pretty athletic 18-year-old, and the animations of his moves also add to your enjoyment. The CD is chock full of visual bits that are triggered when you solve a puzzle, and many of them are filled with roll-on-the-floor laughs. Other scenes are gruesome—as a movie, it would probably be rated PG-13. If Erik makes a wrong move, he could find himself bleeding from a gaping head wound, plant food for a strange fungus, or in flames next to a lava river.



PROTIP: Try using the items you gather in different ways. The worst that can happen is a red X and telltale sound effect that tells you the item won't work there.



PROTIP: Click around with your eye and hand icons. Not everything that's necessary to victory is obvious.

The sounds, as you would expect with a CD game, are just as impressive. A torch's flame crackles, birds chirp in the forest, and you get frequent conversation, all in digital splendor. The music also sets the tone for Erik's current location.



PROTIP: If you drop the skeleton first, this maneater won't have a bone to pick with you.

PROTIP: Mulnear is a nasty creature, but he's got a lethal allergy and the local doctors don't make castle calls. Defeating him is a sneeze...er, breeze.

The negatives are few, but they mainly revolve around the slow loading time of the CD. When you get killed and want to bring Erik back for more, be prepared for some quiet time to yourself while it loads up. It's an expected trade-off when you're playing a CD-ROM game.

A Pain in the Brain

Duo owners who are looking for adventure can apply here, and the action that's sprinkled in ups the excitement level. The road to Castle Shadowgate is long, so tighten your fists, put on your thinking cap and get moving. Belezaar won't wait forever. G

Beyond Shadowgate (By TTI)

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

$49.99	One player
Super CD	Side view
Available December	Multi-scrolling
Action/adventure	Battery backup



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ProNews

Sony Announces CD Game System

The word from **Sony's** Tokyo office is that it's going to enter the crowded video game hardware market in Japan in 1994, with a targeted U.S. release planned for 1995. Though few details were available at press time, Sony did reveal that it would be creating a new company (**Sony Computer Entertainment, Inc.**) to market the product. It was also confirmed that this project is an offshoot of the long-rumored Playstation that Sony has been working on behind closed doors.

The new multi-processor console will use CD-ROM as the storage medium and will provide 3D images. Associated Press quoted Sony spokesperson Andrew House as saying, "We had to opt for a format that's incompatible with existing video game systems because of what we want to accomplish with graphics and high speed."

No announcement has been made yet regarding the price or other technical specifications of the system.

Capcom Debuts Dungeons & Dragons Coin-Op

After more than fifteen years of entertaining role-players around the world, TSR's Dungeons & Dragons game will finally appear in arcades, thanks to **Capcom**. The company has designed a side-scrolling action/adventure game that combines the hack-and-slash fun of Golden Axe with the actual rules and variables of D&D. To insure the game's authenticity, a long-time D&D enthusiast scripted and designed the entire game and TSR's publisher checked all of the game elements. Look for an in-depth preview next issue, and expect **D&D: Tower of Doom** to hit the arcades in the Spring of '94.

Atari Sues Sega

In the early 1980s, **Atari** patented certain horizontal-scrolling routines and the way they're displayed in its video games. Now, Atari has announced that it believes **Sega** is infringing on some of those routines, so it's taking Sonic's parent company to court.

According to Bob Brodie, Atari's Director of Communications, Atari has been in discussions with Sega regarding this issue, but Atari felt that it had to take court action in order to resolve the problem. Representatives for Sega declined to comment.

3DO Goes Interactive

3DO and **U.S. West Communications** are joining forces to bring interactive television services into your homes. The deal calls for 3DO to provide the software and graphics chips for a television decoder device that enables viewers to receive and play video games order movies, and do electronic shopping. The 3DO technology will be built into a set-top terminal (**STT**) that will attach to your TV. The STT is based on the same 3DO graphics/animation technology that drives the 3DO Interactive Multiplayer. It will include a network interface for broadband system connectivity and MPEG video decompression technology to provide video on demand and other networked services. The 3DO STT will first be deployed this year in Omaha, Nebraska, where U.S. West will build and test a new voice, data, and video communications network.

Behind the Scenes with Steven Seagal

Martial arts expert Steven Seagal has been making significant contributions to **Steven Seagal's The Final Option**, **TecMagik's** 16-meg action game coming for the SNES and Genesis next fall. As the first well-known actor to sign on with a video game publisher, Seagal has at times assumed the producer's role of steering the direction of The Final Option.

Gamers will play as a digitized version of Seagal, using his martial arts skills to fight through high-tech settings. While he himself did not perform the moves, which were filmed and then digitized for the game, Seagal did provide TecMagik with his stunt double and other actors from his movies. In addition, he suggested specific moves that would be appropriate in certain situations, and he supplied videotapes of his private training sessions to illus-

Sorry, Turtle Fans!

Due to a technical error at the filmhouse, Teenage Mutant Ninja Turtles: Tournament Fighters for the SNES appeared in the December issue without Ratings. Here's the lowdown on this mean SNES fighting game.

Teenage Mutant Ninja Turtles: Tournament Fighters by Konami

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
4.5	4.5	5.0	5.0	Adjustable

Price not available
16 megs
Available December
Fighting game

Two players
Side view
Side-scrolling



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trate his recommendations. Seagal also dictated key elements of the story line, such as adding a female partner and suggesting that his on-screen partner's son be kidnapped as a way to inject a human element into the game's crisis.



For The Final Option, Steven Seagal's been working behind the scenes instead of in front of the camera.



Dancers like April Ortiz performed a variety of finesse moves for the game.

Unlike some sports celebrities who have endorsed games without participating in its creation, Seagal is making his presence felt in The Final Option. TecMagik has signed the star to a long-term, multi-format contract that also allows for his possible acting contributions in future CD games.

Absolute Acquires Extreme

Absolute Entertainment, makers of David Crane's Amazing Tennis, Toys, and other cartridge games, has reached an agreement to purchase **Extreme Entertainment** (formerly Bignet). Absolute will acquire all 12 Extreme games currently in production, including BattleTech and Riddick Bowe Boxing.

Extreme, located in San Mateo, CA, will continue to operate as a separate label for Absolute, with the hopes of producing 10 to 15 new titles, three of which are targeted for the Sega CD, in 1994. Absolute President and CEO Garry Kitchen said, "Combining Extreme's solid product line with Absolute's technological expertise, extensive distribution, and financial capabilities gives us enormous potential."

Visions of Reality Recruits Naval Aviation Museum

The **Naval Aviation Museum Foundation** will provide to the Visions of Reality Corporation (VOR) its technical and historical guidance in the development of special interactive educational exhibits that focus on historical achievements in space flight and aviation. The exhibits, called the "**VOR Flight Academy**," will be installed in VOR's Family Entertainment Centers, which consist entirely of virtual reality arcade games. As part of the agreement, Visions of Reality will offer scholarships and grants to the National Flight Academy in Pensacola, FL, to help motivate young people to strive for academic excellence in the sciences.

At the Deadline

A **Mortal Kombat** movie is in development and set for release at the end of this year! All the characters from the game will be in the film, with a story line based on the mystic tournament set at the legendary Shaolin Temple. Michael De Luca, president of **New Line Cinema**, told the Hollywood trade paper *Variety* that "I don't think (it) will be a hard project to develop. If you've played the game, like I have, you'll already know what the movie will be like." Larry Kasanoff will produce the film, which will have a PG-13 rating. Goro-look-alikes are highly encouraged to report to central casting.

Rumormill: What has **Sega** been up to lately with its 32-bit machine? Codenamed **Saturn**, the 32-bit machine is rumored to be scheduled for a 1994 release. Ellen Beth Van Buskirk, head of Sega PR, commented on the difference between the Saturn and Nintendo's Project Reality: "It's no secret that we've been working on 32-bit for some time now, and when people see it they'll realize just how small the difference is between 32-bit and 64-bit. It's nothing like the difference between 8-bit and 16-bit." Also on the Sega front is Sega VR, which has been delayed until later in 1994. Based on initial previews of the software, Sega probably needed some more time to make this $200 machine more worthwhile to the consumer.

Nintendo's Color Hand-Held System: The hot rumors indicate the company is finally readying a **portable 16-bit Super Nintendo**. **Nintendo** denies it, but sources in high places have circulated information that this device could be ready for a Winter CES showing.

Turbo Sales: How hot is **Street Fighter II Turbo** for the SNES? **Capcom** thought it would ship one-million units between August and the end of the year. However, sales were so strong that Capcom shipped a million Turbos in the first month alone!



Turbo-riffic sales!

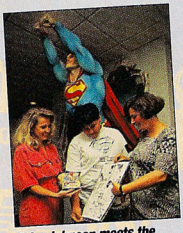
Meanwhile, **Acclaim** is already boasting record revenues for their fiscal year ending Aug. 31, 1993. The $327 million net income from last year represents a 52% increase over the previous year. It's worth noting that these figures were tallied *before* Mortal Monday and the huge sales of this holiday season. In addition to Mortal Kombat, another game expected to be a serious money-maker for Acclaim is **NBA Jam**, which is scheduled to be released on the SNES, Genesis, Game Boy, and Game Gear in February.

Sunsoft, makers of the SNES games Tazmania and Daffy Duck: the Marvin Missions, has recently denied accusations that it has purposely cheat-proofed its software to be incompatible with **Galoob's Game Genie** device.

In other **Sunsoft** news, the company has acquired the license to develop a video game version of the TV series ***Kung Fu: The Legend Continues***. To be released for the Genesis and SNES in May, the game will enable you to play as both Kwai Chang Cain (a Shaolin priest) and his son Peter (a policeman) in their battle against the villainous Tan.

Sunsoft, Part III: John Johnson of McAlester, Oklahoma, was the lucky winner of **Sunsoft's Superman contest**. Not only did he win a copy of Superman for the Genesis, he met DC

Comics editors and will have his likeness appear in an upcoming "Man of Steel" comic book.



John Johnson meets the Man of Steel's creators.

Pink Goes to Starlight: Copies of **Tec-Magik's** new **Pink Goes to Hollywood** game for the SNES and Genesis were among the prizes handed out at a recent fund-raising event hosted by the **Starlight Foundation** in Los Angeles. Mel Gibson was among the celebrities on hand to support Starlight, the non-profit organization that grants wishes to seriously ill children.

Macy's launched a **Sonic The Hedgehog** balloon at the Macy's Thanksgiving Day Parade on November 25th. Hey, where the heck is our Sub-Zero balloon? He'd do the turkey Fatality!

Bang for the Buck: **TTI** is folding up a free poster inside its new Super CD game, **Beyond Shadowgate**. The 14 inch by 19 inch poster depicts the game's hero, Prince Erik, with some of the game's other characters. The artist, Jim Holloway, also created the opening and closing sequences in the game. He's best known for his Dungeons & Dragons series of games.

The **Electronic Arts Haunting Contest** has produced the following winners: Grand Prize – Sean Miller, Portagueille, MO. Second Place – Bud Abbott, St. Marys, GA; Nicole Zertuche, Harlingen, TX; Beth Clanton, Chula Vista, CA; Ryan Maxey, Richmond, VA; Mary Curry, Castro Valley, CA; Larry Kirschmer, O'Neill, NE; Dorothy Sinnett, Roseburg, OR; Tristan Smith, Anderson, IN; Karen Dittrich, Grants Pass, OR; Adam Wallace, Wadsworth, OH. Third Place – Debra Wright, Ratcliff City, OK; Stephen Bores, Drexel Hill, PA; Andrew Kim, Philadelphia, PA; Tom Mohler, St. Louis, MO; Jonathan Drescher, San Jose, CA; Mary Werstine, Crystal, MI; Stephanie Hallett, Seymour, IN; Thomas Bowers, Slidell, LA; Norma Jean Belt, Hampstead, MD; Mark Ping, Columbia, SC; Jennifer Purcell, Spokane, WA; Ryan Wozniak, Elmont, NY; Dyana Lewis, Madison, TN; Bruce Crosller, Minneapolis, MN; Chris Vojacek, Savage, MT; Anthony Sanford, Schoheld Barracks, HI; Ross Crocco, Carmichael, CA; Shannon Brady, Hacienda Heights, CA; David Novick, Brooklyn, NY; Dustin Roberson, Arlington, TX; Sean King, Thousand Oaks, CA; Andy Jacobs, Bend, OR; Annettea Fullmer, Osgood, IN; Jeremy Franklin, Las Vegas, NV; Mike Kim, Pacoima, CA.



Pink and Starlight.



Look who hogged the Thanksgiving Day spotlight.

BLOCKBUSTER VIDEO® Top 10 Video Game Rentals

Nintendo NES	Super Nintendo	Sega Genesis	Sega CD
1. Tecmo Super Bowl	1. Mortal Kombat	1. Disney's Aladdin	1. Joe Montana NFL Football '94
2. Jurassic Park	2. Street Fighter II Turbo	2. Mortal Kombat	2. Silpheed
3. Tetris 2	3. Tecmo Super Bowl	3. Street Fighter II Special Champion Edition	3. Spider-Man vs. The Kingpin
4. WWF: King of the Ring	4. Disney's Aladdin	4. Tecmo Super Bowl	4. Bram Stoker's Dracula
5. Kirby's Adventure	5. NHL Hockey '94	5. NHL Hockey '94	5. Night Trap
6. Star Trek: The Next Generation	6. Super Empire Strikes Back	6. John Madden NFL '94	6. Jaguar XJ220
7. Mario is Missing!	7. John Madden NFL '94	7. Lethal Enforcer	7. Batman Returns
8. Tecmo NBA Basketball	8. NBA Showdown	8. Robocop vs. The Terminator	8. AH-3 Thunderstrike
9. Battletoads/Double Dragon: The Ultimate Team	9. World Heroes	9. Jurassic Park	9. Road Avenger
10. Bubble Bobble Part 2	10. Robocop vs. The Terminator	10. Splatterhouse 3	10. Cobra Command

This information was provided exclusively to *GamePro* courtesy of Blockbuster Video.



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—Electronic Gaming Monthly

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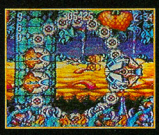







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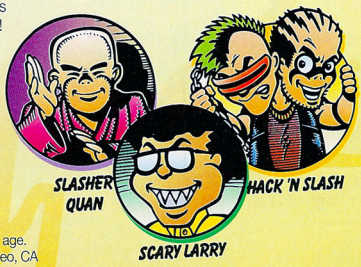

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System Abbreviations:

N = Nintendo, **SN** = Super Nintendo, **G** = Genesis, **SCD** = Sega CD, **MD** = Mega Drive, **T** = TurboGrafx-16, **D** = Duo, **TCD** = Turbo CD, **TSCD** = Duo Super CD, **GB** = Game Boy, **GG** = Game Gear, **L** = Lynx, **SF** = Super Famicom, **PC** = PC Engine, **NG** = Neo•Geo, **A** = Arcade, **3DO** = 3DO, **J** = Jaguar, **JCD** = Jaguar CD

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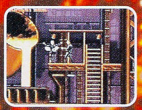

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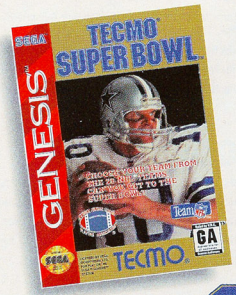

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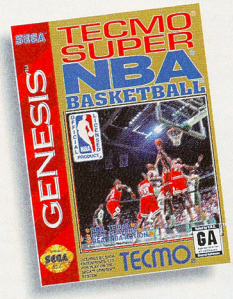

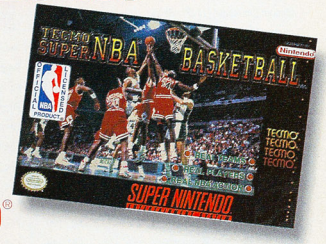

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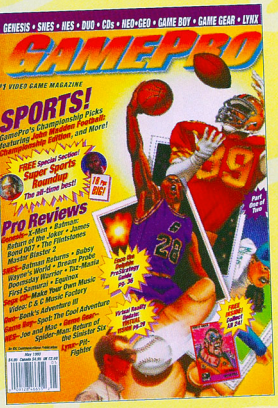

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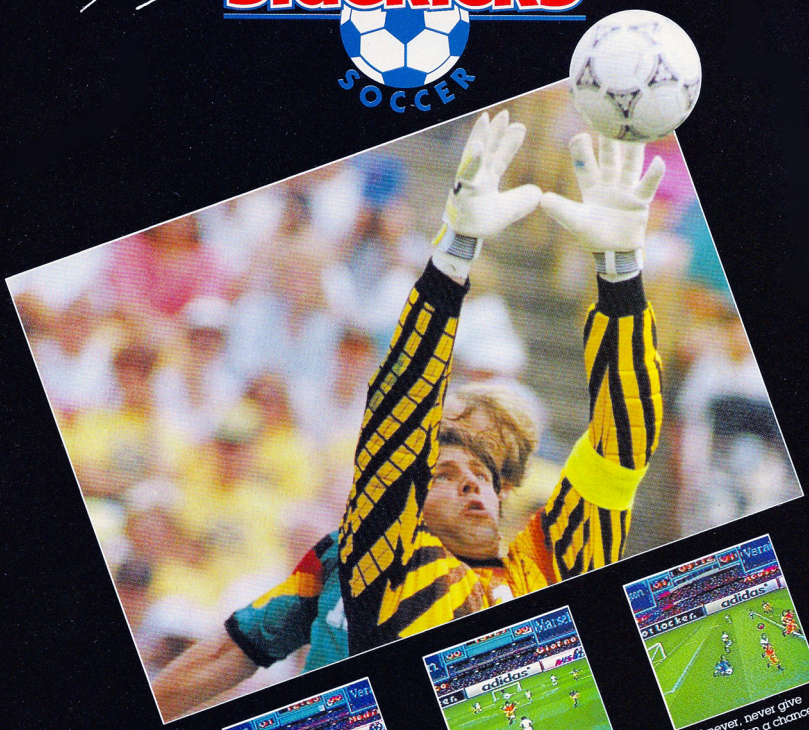



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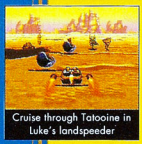

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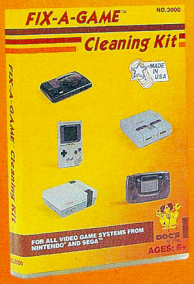

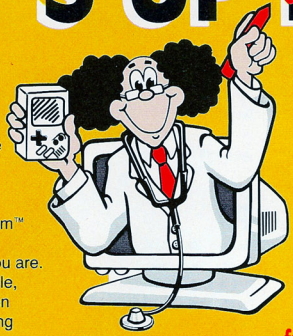

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Mystery Word Grid

				S		
		E				
E	N	T	R	Y	W	MYSTERY WORD
	T					
				M		

WORD LIST and LETTER CODE chart

ENTRY .....W	CHASE.....G	WINGS .....P	STORM .....E
MAJOR ....H	MICRO.....M	DREAM.....R	NINJA.....B
METER .....F	QUEST.....O	TURBO.....T	RULER.....S
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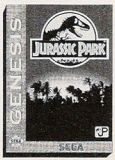



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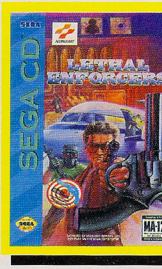

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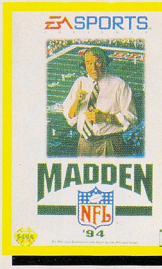

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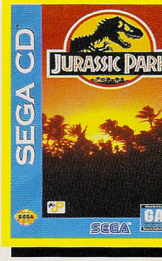

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720	1	3
1942	4	10
1943	3	15
8 Eyes	2	7
Abadox	1	5
Addams Family	6	25
Adv Byu Billy	1	4
Adv Dino Riki	1	7
Adv Island	4	15
Adv Island 2	14	28
Adv Island 3	22	42
Adv Of Lolo	8	18
Adv Of Lolo 2	14	29
Adv Of Lolo 3	26	42
Adv T Sawyer	3	10
After Burner	3	12
Air Fortress	1	5
Airbrn Ranger*	16	30
Airwolf	2	8
Al Unser	1	12
Alfred Chicken*	16	30
Alien 3	12	30
Alien Syndrome	3	8
All Pro Bsktbl	3	10
Alpha Mission	1	4
Amagon	1	5
Amer Gladiators	6	18
Anticipation	2	6
Arch Rivals	2	15
Archon	4	8
Arkanoid Game	10	26
Arkistas Ring	3	12
Asterix Gaul*	16	30
Astyanax	1	4
Athena	1	5
Athletic World	1	8
Attck Klr Tom	1	12
Baby Boomer	8	25
Back Futr	1	5
Back Futr 2/3	4	8
Bad Dudes	1	5
Bad News Bsbl	2	15
Bad St Brawler	1	5
Balloon Fight	2	7
Bnd Kngs Chna	18	34
Barbie	16	32
Bards Tale	6	18
Baseball	1	3
Baseball Pros	16	30
Baseball Smltr	4	16
Baseball Stars	8	25
Baseball Stars 2	18	40
Bases Loaded	1	6
Bases Loaded 2	1	8
Bases Loaded 3	6	18
Bases Loaded 4*	16	30
Basewars	6	16
Batman	3	8
Batman Returns	12	30
Batman Rtn Jkr	6	18
Battle Chess	8	18
Battle Olympus	2	7
Battle Tank	10	20
Battleship*	16	30
Battletoads	8	18
Batltds/Dbl Drg	16	30
Beauty Beast*	16	30
Bee 52	6	15
Beetlejuice	8	16
Best Of Best	14	30
Bible Advntrs	6	16
Bible Buffet	8	22
Big Bird Hd/Spk	12	25
Big Foot	3	12
Bignose Cvman	6	18
Bignose Freaks	12	24
Bill & Ted Adv	3	8
Bio Force Ape*	16	30
Bionic Cmndo	1	5
Black Bass	18	38
Blackjack	16	30
Blades Steel	8	15
Blaster Master	1	7
Blazebusters*	16	30
Blue Marlin	22	40
Blues Brothers	10	22
Bo Jackson	12	22
Bomberman	6	16
Bomberman 2	18	38
Bonk's Adv*	16	30
Bmerang Kid*	16	30
Boulder Dash	3	15
Boy & His Blob	2	8

Game	We Pay You	We Sell Used
Break Time	$12	$30
Breakthru	1	5
Bubble Bobble	8	20
Bubble Bble 2*	16	30
Bucky O Hare	8	22
Bugs Bny Bday	8	20
Bugs Bny Cstl	10	20
Bump & Jump	3	10
Burai Fighter	1	5
Burgertime	3	10
Buster Bros*	16	30
Cabal	2	8
Caesars Palace	14	38
Calif Games	3	8
Calif Raisins	16	30
Capt America	10	28
Capt Comic	1	6
Capt Planet	8	16
Capt Skyhawk	1	4
Carmen Sndgo	8	20
Cartoon Wrkshp	12	30
Casino Kid	8	25
Casino Kid 2	22	44
Castelian	2	16
Castle Deceipt	10	20
Castle Dragon	2	7
Castlequest	2	7
Castlevania	1	6
Castlevania 2	1	5
Castlevania 3	2	8
Cave Man Games	2	8
Chall Dragon	14	28
Champ Bowling	10	22
Chessmaster	16	30
Chiller	6	15
Chips Chall*	16	30
Chmp Pool*	16	30
Chubby Cherub	2	10
Circus Caper	2	8
City Connection	1	5
Clash At Dmnhd	1	5
Classic Cncnt	16	34
Cliffhanger*	16	30
Clu Clu Land	1	7
Cobra Command	1	5
Cobra Triangle	1	5
Code Nm Viper	1	5
Color Dinosaur	16	30
Commando	1	4
Conan	3	15
Conflict	14	28
Conq Xtal Plce	3	8
Contra	3	10
Contra Force	12	28
Cool World	16	30
Corvette ZR1*	16	30
Cowboy Kid	10	20
Crash Dummies	16	30
Crash/Boys-Ice	16	30
Crash/Boys-Strt	8	26
Crazyland*	16	30
Creatom	16	30
Crystal Mines	14	30
Crystalis	4	12
Cyberball	6	25
Cybernoid	1	4
Dance Aerobcs	3	10
Darkman	2	10
Darkwing Duck	10	28
Dash Galaxy	1	5
Daydrm Davey*	12	24
Days Of Thndr	4	12
Deadly Towers	1	4
Death Race	3	18
Deathbots	4	15
Def Of Crown	1	7
Def Of Dyn City	2	28
Defender 2	3	10
Deja Vu	2	10
Demon Sword	1	5
Dennis/Menace*	16	30
Desert Command	4	15
Dest Earth Str	1	4
Destiny Of Emp	10	20
Dick Tracy	1	5
Die Hard	6	25
Dig Dug II	6	15
Digger T Rock	8	18
Dirty Harry	3	8
Disney Adv	4	15
Dizzy	8	25
Donkey Kong	4	16
Donkey Kong Jr	3	12
Donkey Kong 3	4	10

Game	We Pay You	We Sell Used
Donkey Kng Cls	$4	$16
Dnky Kong Math	8	20
Double Dare	4	15
Double Drag	2	6
Double Drag 2	3	7
Double Drag 3	4	12
Double Dribble	4	10
Double Strike	8	18
Dr Chaos	1	5
Dr Jekyll/Hyde	1	4
Dr Mario	8	20
Dracula*	16	30
Dragon Fighter	4	20
Dragon Power	2	6
Dragon Spirit	1	6
Dragon Warr	1	5
Dragon Warr 2	10	28
Dragon Warr 3	16	40
Dragon Warr 4	26	48
Dragons Lair	8	16
Dragonstrike	12	25
Dream Team	16	30
Duck Hunt	1	2
Duck Tales	4	10
Duck Tales 2*	16	30
Dudes W/Tudes	2	10
Dungeon Magic	3	8
Dusty Diamond	12	28
Dyno Warz	1	6
Elevator Action	1	6
Elim Boat Duel	12	25
Emp Strks Bck	12	28
Evrt/Lndl Ten	2	10
Excitebike	1	5
Exodus	8	20
F 1 Hero	16	30
F 117 Stealth Ftr	16	30
F 15 City Wars	8	18
F 15 Strke Eagle	12	28
Family Feud	14	32
Fantasy Zone	3	12
Faria	18	36
Faxanadu	2	6
Felix The Cat	12	32
Ferrari GP	8	20
Fester's Quest	1	5
Fighting Golf LT	4	16
Fghtng Smlator*	16	30
Final Fantasy	6	16
Fire Hawks	6	15
Fire House Rsc	16	35
Fire N Ice*	16	32
Fist Of N Star	2	8
Flash	16	30
Flight Intruder	10	20
Flintstones	10	28
Flintstones 2*	16	30
Flying Dragon	1	5
Flyng Warriors	4	15
Formula 1	12	25
Frankenstein	6	16
Freedom Force	1	7
Friday 13th	1	4
Fun House	4	12
Galactic Crsdr	10	22
Galaga	18	38
Galaxy 5000	6	16
Gargyls Qst 2	4	22
Gauntlet	1	5
Gauntlet 2	1	7
Gemfire	12	25
Genghis Khan	14	28
George Frmn	4	25
Ghost Bstrs	1	6
Ghost Bstrs 2	2	7
Ghost Lion	10	22
Ghosts & Gblns	1	5
Ghoul School	2	18
GI Joe	6	18
GI Joe Atl	8	18
Gilligans Isle	6	16
Goal	1	5
Goal 2	14	32
Godzilla	3	10
Godzilla 2	10	30
Gld Mdl Chl '92	4	24
Golf	1	5
Golf Grandslam	22	38
Golf Pebble Bch	2	12
Golf Power	16	30
Golgo 13	1	4
Goonies 2	1	4
Gotcha	1	5
Gradius	1	5

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Grt Waldo Srch	16	30
Gremlins 2	3	8
Guardian Lgnd	1	4
Guerilla War	1	7
Gum Shoe	1	5
Gun Nac	3	20
Gunsmoke	1	8
Gyruss	1	8
Hammrn Harry*	16	30
Harlm Glbtrtrs	4	12
Hatris	20	38
Heavy Barrel	1	6
Heavy Shreddin	1	5
Heros Of Lance	2	10
High Speed	14	30
Hillsfar	16	34
Hit The Ice*	16	30
Hogans Alley	1	7
Hollywood Sqrs	3	12
Home Alone	10	20
Home Alone 2	4	20
Hook	10	22
Hoops	1	6
Hudson Hawk	1	12
Hunt Red Oct	4	10
Hydlide	1	4
I Can Rmber	10	22
Ice Climber	1	6
Ice Hockey	1	5
Ikari War	1	4
Ikari War 2	1	4
Ikari War 3	1	8
Image Fight	1	5
Immortal	8	16
Imp Mission 2	2	12
Ind Jns Doom	1	5
Ind Jns Lst Cr	8	18
Indy Heat	14	30
Infiltrator	1	5
Iron Sword	1	4
Iron Tank	1	5
Isolated Warr	3	12
Jack & Bnstk*	16	30
Jack Nkls Golf	4	16
Jackal	1	5
Jackie Chan KF	3	12
James Bond Jr	8	30
Jaws	1	7
Jeopardy	3	15
Jeopardy Jr	8	18
Jeopardy 25th	8	18
Jet Bike Sim*	16	30
Jetsons*	18	35
Jimmy Connors*	16	30
Joe & Mac	8	28
John E Qback	1	5
J. Madden 93*	16	30
Jordan vs Bird	1	7
Joshua	16	30
Journey Silius	1	7
Joust	3	8
Jurassic Park	16	30
Karate Champ	1	5
Karate Kid	1	5
Karnov	1	4
Kickle Cubicle	12	22
Kickmaster	6	16
Kid Icarus	3	10
Kid Klown*	18	34
Kid Kool	3	10
Kid Niki	1	5
King Neptune	14	28
King Of Kings	12	22
Kings Knight	2	6
Kings Of Beach	1	5
Kings Qst 5	14	30
Kirby's Adv	16	40
Kiwi Kraze	6	16
Klash Ball	1	15
Klax	14	30
Knight Rider	2	8
Krazy Kreatures	10	20
Krion Conquest	6	14
Krustys FH	6	25
Kung Fu	1	3
Kung Fu 2	16	30
Kung Fu Heroes	1	5
L'empereur	22	40
Laser Invasion	1	7
Lst Actn Hero*	16	30
Last Ninja	2	12
Last Starfighter	1	8
Legacy Of Wiz	1	3

Game	We Pay You	We Sell Used
Legend Of Kage	$1	$5
Legendary Wngs	1	5
Legends Dmnd	10	22
Lemmings	3	22
Lethal Wpn 3	16	30
Life Force	1	6
Linus Spchead	12	30
Litl Lg Bsbl	3	10
Litl Mermaid	12	25
Litl Ninja Bros	12	22
Litl Nmo Dr Mstr	4	15
Litl Samson	14	30
Lode Runner	2	7
Lone Ranger	6	16
Loopz	10	22
Lost In Vegas	16	30
Low G Man	1	7
Lunar Pool	8	16
Mach Rider	1	4
Mad Max	1	5
Mafat Cnsprcy	1	5
Mag Jhnsn Bskb	1	6
Mag Sherezade	2	7
Magic Darts	12	24
Magician	6	18
Magmax	1	3
Major Lg Bsbl	1	3
Maniac Mansion	4	15
Mappyland	4	15
Marble Madns	2	8
Mario Brothers	4	8
Mario Is Missing	18	38
Marios Time M*	16	30
Marvels X-Men	10	22
Master Chu	4	12
Matchbx Racers	16	30
Mc Kids	12	26
Mech Attack	2	8
Mega Man 1	6	16
Mega Man 2	4	12
Mega Man 3	3	15
Mega Man 4	8	22
Mega Man 5	16	36
Mega Man 6*	16	30
Menace Beach	10	28
Mendel Palace	2	8
Mermaid Atlntis	22	39
Metal Fighter	8	20
Metal Gear	1	2
Metal Man*	16	30
Metal Mech	3	10
Metal Storm	4	12
Metroid	1	5
Michl Andretti	4	15
Mickey Mouse	4	10
Mickey's Safari	18	35
M. Adv Nbrlnd*	16	30
Micro Machines	12	28
Mig 29	2	16
Might & Magic	32	54
Mighty Bmb Jck	1	7
Mghty Final Fgt*	14	30
Millipede	14	30
Milons Sec Castle	1	7
Mini Putt*	16	30
Mission Cobra	10	22
Mission Imp	1	4
Monopoly	18	40
Monst Trk Rly	12	28
Monster Party	2	7
Monster/Pocket	8	18
Moon Crystal	16	30
Moon Ranger	8	30
Motr City Ptrl	10	30
Mr Gimmick*	16	30
Ms Pacman	28	60
MULE	2	15
Muppet Adv	6	15
Muscle	1	4
Mutant Virus	2	16
Mystery Quest	1	6
NARC	1	8
Nascar Chall	8	22
Natl Ftbl Lg	2	8
NES Open	12	32
Nghtmr Elm St	4	10
Nightshade	1	16
Ninja Crsdrs	3	12
Ninja Gaiden	1	5
Ninja Gaiden 2	1	7
Ninja Gaiden 3	10	19
Ninja Kid	1	5
Noahs Ark	16	30
Nobun Ambtn	10	20

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Nobn Ambtn 2	$22	$45
North & South	12	25
Nosferatu*	16	30
Operation Wolf	1	4
Orb 3D	1	5
Othello	6	15
Over Horizon*	16	30
Overlord	12	22
P Radicus	8	18
Pac-Man	12	26
Pacmania	24	42
Palamedes	10	20
Panic Restaurant	12	28
Paperboy	4	12
Paperboy 2	10	26
Perfect Fit	4	16
Pesterminator	3	12
Petr Pan Pirts	4	12
Phantm Fighter	1	7
Pictionary	8	16
Pinball	4	12
Pinball Quest	8	19
Pinbot	8	16
Pipe Dream	10	20
Pirates	14	28
Platoon	1	3
Play Act Ftbl	1	5
Pool Radiance	16	30
Popeye	2	8
POW	1	6
Power Punch 2	6	22
Powerblade	3	8
Powerblade 2	16	30
Predator	1	5
Prince Persia	10	25
Princs Tomato	6	18
Pro Am Racing	2	7
Pro Am Rcing 2	14	36
Pro Sprt Hcky*	16	30
Pro Wrestling	1	5
Punch Out MT	1	7
Punisher	3	12
Puss & Boots	6	16
Puzzle	6	20
Puzznic	18	39
Pyramid	14	29
Pyramids Of Ra	16	30
Q Bert	6	15
Qix	24	40
Quant Fighter	1	7
Quattro Adv	12	24
Quattro Arcd	14	30
Quattro Sports	12	22
Race America	10	30
Racket Attack	1	4
Rad Gravity	1	6
Rad Racer	1	7
Rad Racer 2	2	12
Rad Racket	14	30
Raid 2020	1	8
Raid Bnglg Bay	1	4
Rainbow Island	18	34
Rally Bike	4	15
Rambo	1	3
Rampage	2	8
Rampart	10	25
RBI Baseball	2	7
RBI Bsbl 2	8	18
RBI Bsbl 3	16	35
Remote Control	1	5
Ren & Stimpy*	16	30
Renegade	1	4
Rescue Emb Mis	1	5
Rescue Rangers	6	15
Rscue Rangrs 2*	16	30
Ring King	3	8
Rivr Cty Rnsm	2	7
Road Blasters	3	10
Road Runner	6	18
Robin Hood	4	15
Robo Cop	2	7
Robo Cop 2	4	15
Robo Cop 3	6	25
Robo Cop/Trm*	16	30
Robo Demons	8	16
Robo Warriors	1	5
Rock N Ball	1	7
Rocket Ranger	1	5
Rocketeer	2	8
Rockin' Kats	10	22
Rocky/Blwnkle	12	30
Rger Clmns Bsbl	6	18
Roger Rabbit	2	8
Roller Ball	12	25

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Roller Games	$2	$7
Rollerblade Rcr	14	30
Rolling Thunder	1	6
Romnc 3 Kngds	4	18
Rmnc 3 Kngds 2	14	35
Roundball	2	18
Rush N Attack	1	4
Rygar	1	4
Scat	1	19
Secret Scout	12	28
Secret Storm	6	22
Section Z	1	3
Seicross	1	4
Sesame St 123	8	16
Sesame St ABC	8	16
Ses. St ABC 123	18	36
Sesame St Ctdn	12	32
Shadow Ninja	3	10
Shadowgate	3	8
Shatterhand	1	10
Shingen Ruler	4	14
Shinobi	1	10
Shock Wave	4	14
Shooting Range	3	15
Short Order	3	15
Side Pocket	16	35
Silent Assault	6	18
Silent Service	1	5
Silk Worm	3	12
Silver Surfer	4	10
SimpsonsB vs SM	3	10
SmpsnsB vs Wrld	4	12
SmpsnsB vs RM	8	25
Skate Or Die 1	1	3
Skate Or Die 2	1	7
Ski Or Die	4	18
Skull & Crsbns	2	8
Sky Kid	2	7
Sky Shark	1	5
Slalom	1	4
Smash TV	2	8
Snake Rattle	2	10
Snakes Revenge	1	5
Snoopy Sports	4	16
Snow Brothers	20	40
Snow White	17	39
Snow Wht Hap*	16	30
Soccer	1	5
Solar Jetman	1	5
Solitaire	16	30
Solomans Key	2	8
Solstice	1	5
Space Marine*	16	30
Space Shuttle	8	20
Spelunker	1	5
Spiderman-Sin 6	8	25
Spirit. Warfare	12	25
Spot The Game	4	18
Spy Hunter	1	4
Spy vs Spy	1	6
Sqoon	1	8
Squashed*	16	30
Stadium Events	14	30
Stakk'm	16	30
Stanley	8	25
Star Force	2	7
Star Ship Hctr	1	5
Star Soldier	1	5
Star Trek	12	28
Str Trk Nxt Gn*	16	30
Star Tropics	4	10
Star Voyager	1	4
Star Wars	10	20
Stealth	1	7
Stinger	1	4
Street Cops	4	15
Street Fighter	3	8
Strider	1	5
Stunt Kids	16	32
Spr Slam Dunk*	16	30
Superman	4	10
Supr Cars	3	16
Supr Contra	2	7
Supr Dodge Ball	3	10
Supr Glove Ball	1	3
Supr Jeopardy	10	22
Supr Mario	1	2
Supr Mario 2	6	15
Supr Mario 3	10	20
Supr Mr/Dk Ht	1	2
Supr Mr/Dk/Trk	1	2
Supr Off Road	2	15
Supr Pitfall	2	7
Supr Spk Vlybl	1	8

Game	We Pay You	We Sell Used
Spr Spk/WC Soc	$1	$12
Supr Sprint	3	10
Supr Spy Hntr	10	22
Supr Tm Games	2	8
Swampthing	10	30
Swordmaster	10	25
Swords & Serps	2	8
Taboo 6th Sense	3	8
Tag Tm Wrest	1	3
Tagin Dragon	10	19
Talespin	10	20
Target Rengade	1	4
Tsk Frc Harrier*	16	30
Tecmo Baseball	3	8
Tecmo Bowl	6	15
Tecmo Bowl 2	24	40
Tecmo Cup Sccr	14	30
Tecmoo NBA	20	40
Tecmo Wrld Wrst	2	8
TMNT	3	6
TMNT 2	6	15
TMNT 3	16	30
TMNT-Tr Fgtrs*	16	30
Tennis	1	6
Terminator	10	28
Terminator 2	4	15
Terra Cresta	2	8
Tetris	12	22
Tetris 2	22	39
Thomas the Tank	16	30
Three Stooges	4	12
Thunderbirds	2	8
Thundercade	1	7
Thundr & Litng	14	30
Tiger Heli	1	5
Tiles Of Fate	12	22
Time Lord	1	3
Times Of Lore	8	25
Tiny Toon	16	38
Tiny Toons 2	18	38
To The Earth	1	4
Toki	14	26
Tom & Jerry	14	30
Tombs & Trsrs	6	18
Toobin	8	20
Top Gun	1	4
Top Gun 2	2	8
Total Recall	1	5
Totally Rad	2	7
Touchdwn Fever	4	12
Tower Of Radia	16	30
Town & Country	1	2
Town/Country 2	2	18
Toxic Crusadors	4	22
Track & Field	1	5
Track & Field 2	1	5
Treasure Isl Diz	16	30
Treasure Mstr	1	12
Trick Shooting	6	12
Trog	8	20
Trojan	1	3
Trolls	16	30
Trolls Crzyland*	16	30
Twin Cobra	4	12
Twin Eagle	6	15
Ultima 1 Exodus	4	10
Ultima 2 Qst	12	25
Ult. 3 War/Dest	26	50
Ultmt Air Cmbt	14	32
Ultmt Bsktbl	3	15
Ultmt Journey	18	39
Ultmt Soccer	10	25
Ultmt Stuntman	1	9
Uncharted Wtrs	16	30
Uninvited	12	25
Untouchables	3	15
Uphoria*	16	30
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Aladdin	30	50
Alfred Chicken*	26	48
Alien 3	22	45
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Battleclash 2*	26	48
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Beethoven*	26	48
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Bizyland	26	48
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Brainies	26	44
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Bttltds Dbl Drg*	26	48
Bubsy	28	45
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Chuck Rock	12	35
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Crash Dummies	26	44
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Cybernator	18	38
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Dashin Dsprds*	26	48
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Gradius 3	8	18
Grt Waldo Srch	22	40
Guerilla War	24	44
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Home Alone 2	14	30
Hm Improvmnt*	26	48
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Humans	24	45
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John Madn 93	18	38
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Kawasaki Chall	22	42
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Lost Vikings	24	42
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Magic Boy*	26	48
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Metal Marines*	26	48
Metal Masters*	26	44
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Micro Machines*	26	48
Might/Magic 2*	26	44
Might/Magic 3*	26	44
Mnday Ngt Ftbl*	26	44
Monopoly	26	45
Mortal Kombat	24	50
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Musya	16	38
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NBA Showdown	26	48
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NFL Football*	26	48
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NHLPA 93	12	35
NHL Hockey 94	28	50
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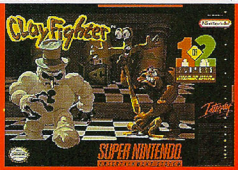

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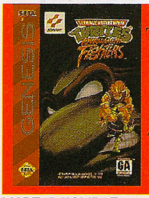

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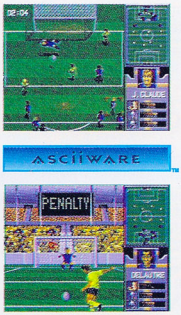

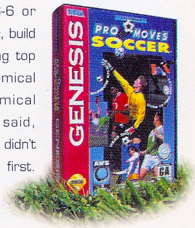

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