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GAMEPRO

#1 VIDEO GAME MAGAZINE

5th
Anniversary
Collectors'
Issue!

SUPER STREET FIGHTER III!

SNES • Genesis • Turbo Arcade!

FREE! Super NES ProStrategy Guide
SUPER METROID
16 Pages BIG!

ProReviews!

Mortal Kombat (Sega CD)
Fatal Fury 2 • Jungle Book
Clay Fighter Tournament Edition
Shadowrun • Soulblazer 2

PreViews!

Double Dragon V • Shock Wave
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Mighty Morphin' Power Rangers
5 Jaguar Games!

An IDG Communications Publication

July 1994

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**Readers'
Choice
Awards!**

**Inside
Nintendo!**

**NEW GAME
SYSTEMS!**

- Sega!
- Sony!
- Nintendo!





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CAN PREPARE YOU

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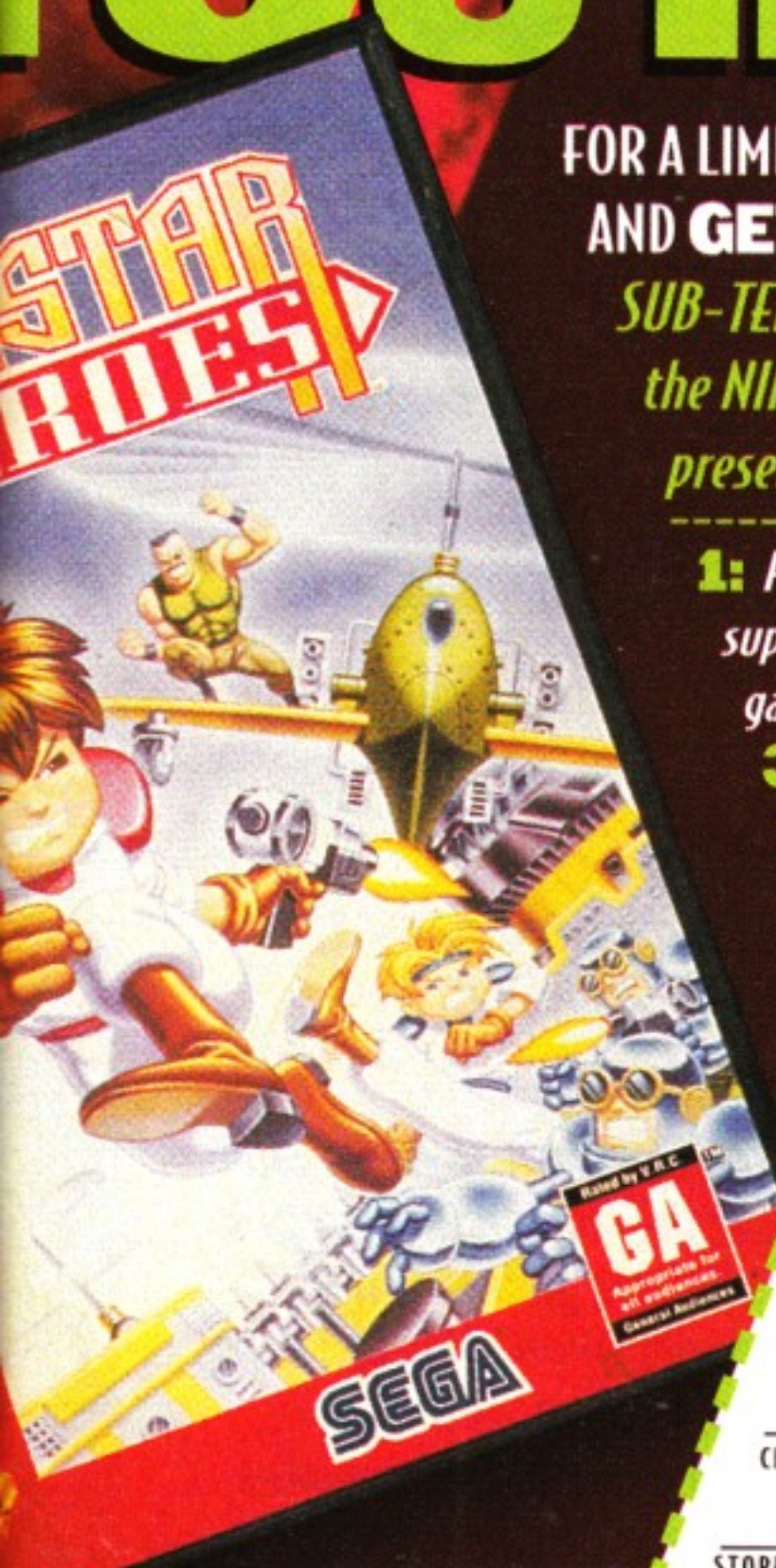
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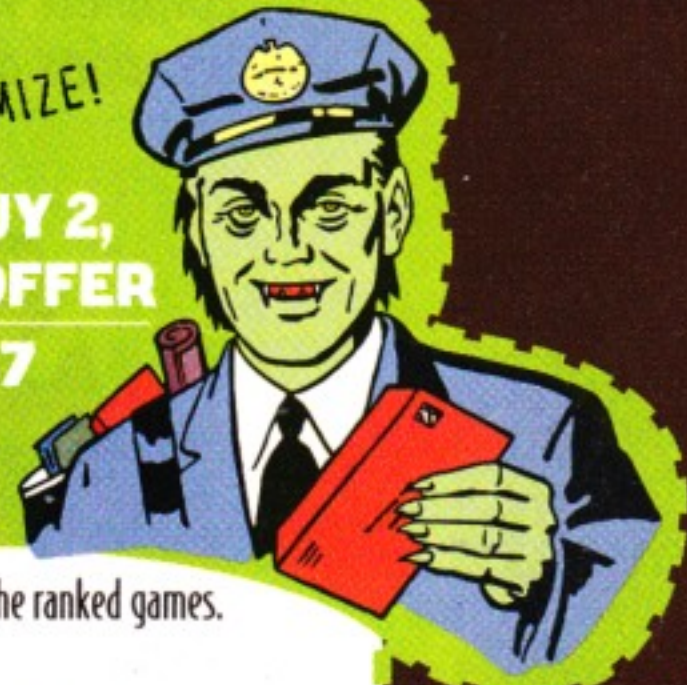
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- ___ Shinobi III: Return of the Ninja Master™(1136) ___ Dr. Robotnik's Mean Bean Machine™(1706) ___ The Ren & Stimpy Show™presents Stimpy's™Invention (1068)

ALL REQUESTS MUST BE POSTMARKED BY OCTOBER 15, 1994

Please allow approximately 8 to 12 weeks for delivery. Offer not valid in combination with any other Sega offer. Void where prohibited. Valid in the USA and its territories only. All games listed are either not rated or are rated for general audiences, with the exception of Eternal Champions (MA-13).

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TO FEAR THE DARK.



THE SHADOW FALLS. AUGUST 5, 1994.

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EVIL
EXISTS
IN
MANY
FORMS.

NONE
DARKER
THAN
THE
SHADOW
MASTER.

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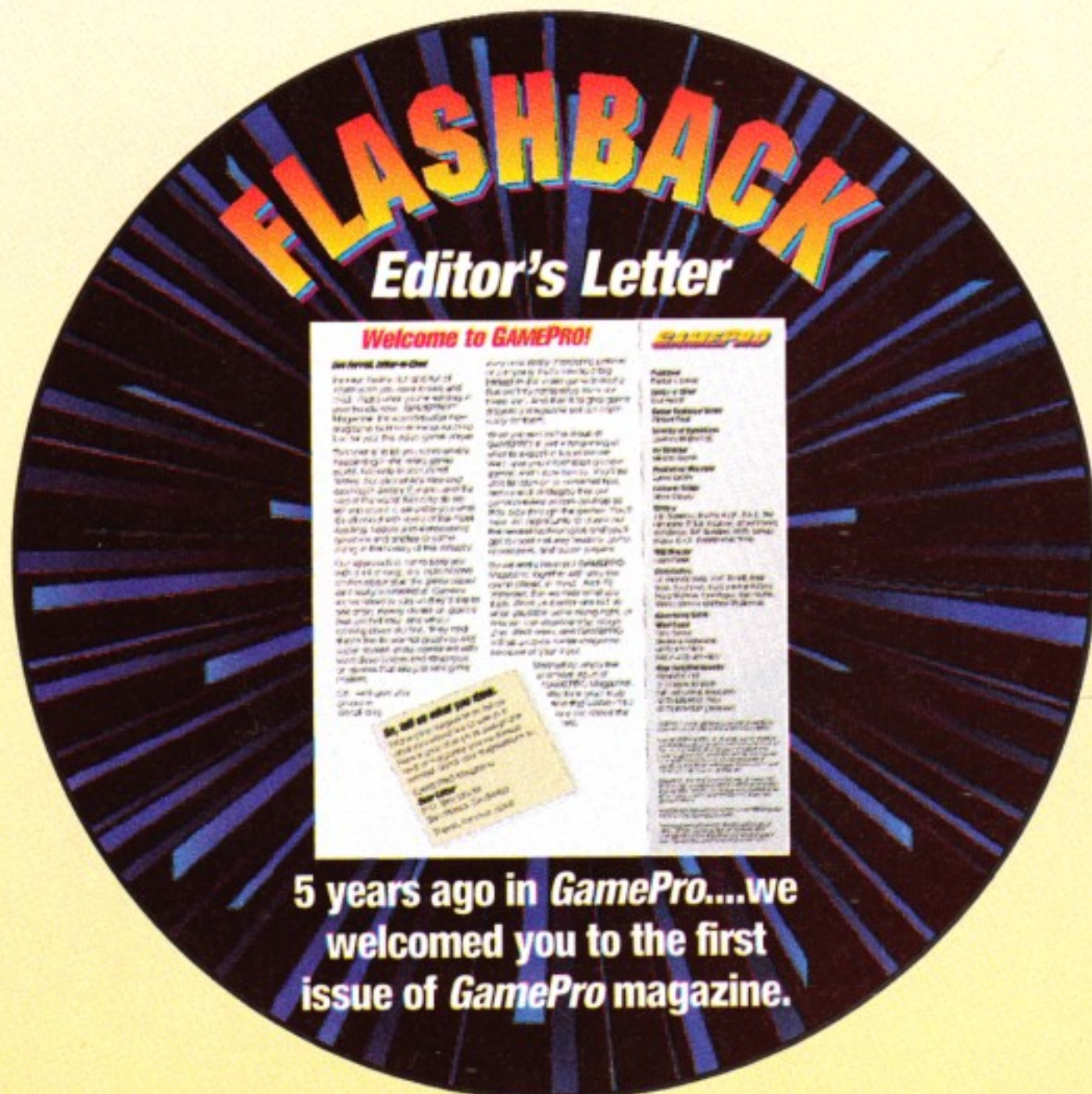
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The Big 0-5!

GamePro magazine is celebrating its fifth year of publication. Happy Anniversary... to you! Yeah, you. Thanks to your support and your ideas, *GamePro's* last audited circulation figure topped out at 394,000; *SWATPro*, our strategies and tactics magazine, is building major muscle; and *PlayRight*, our newsletter for parents, is garnering kudos from readers

games thing? The fun never stops as video games and game systems are about to be "redizzied" by 32-bit and 64-bit hardware and more sophisticated CD-ROM games (see The Cutting Edge this issue). *GamePro* will grow along with the changing electronic-games arena, but only with your assistance.

After five years of publication, one



everywhere. Our next stop? The world. *GamePro* is about to begin publication in Europe, Mexico, and South America.

No doubt about it, we've all come a long way – this magazine, the video game industry, and you as video gamers. But let's not forget our humble beginnings. Five years ago, Mario Bros. for the eight-bit NES and Shinobi for the Sega Master System were hot. Genesis was the first book of the Bible, street fighters actually fought on the streets, and CDs were something for music, but vinyl was the medium of choice. To pay our respects to the "good ol' days," we've sprinkled a few bits of nostalgic memorabilia from past issues of *GamePro* throughout this issue in some of the long-time departments of the magazine. (See if you can find them all.)

Remember how we weathered the transition from eight-bit gaming to 16-bit gaming? Remember how we surfed through that first-generation compact-disc-

thing always was and still is clear – *GamePro* is your magazine. We try to do our best to provide you with the information you want about video games. To that end, *GamePro's* launching a new consumers' column called Buyers Beware.

We receive boxes of mail and tons of phone calls asking for help whenever readers encounter a major problem with a video game product and can't get satisfaction from the manufacturer or can't even find the company! Now you can contact Buyers Beware. We'll investigate the situation and help you track down a solution to your problem. We'll also tackle any consumer issues of major concern, from game glitches to offensive advertising.

Our goal, as always, is to serve your needs. With your help, we think we're all getting pretty good at it, and we're looking forward to serving you even better in the future.

By the GamePros

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THE STREETS
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But don't make Mario yellow. We heard he hates that.



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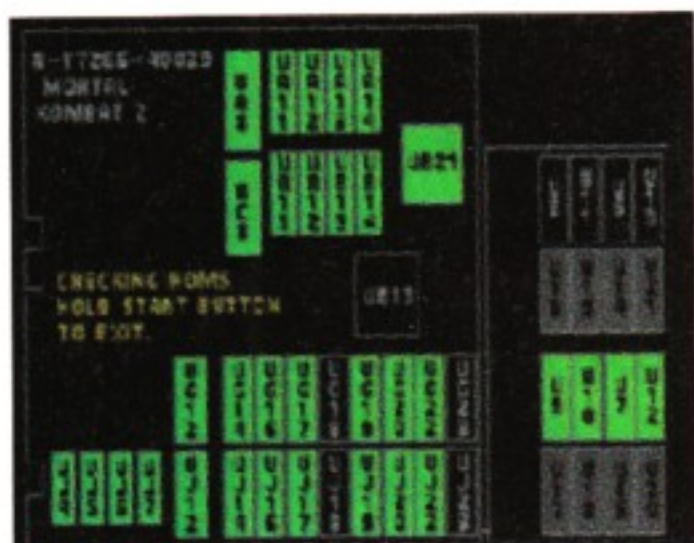
GamePro Readers Speak Out!

Is It True or Is It LamePro?

In your April LamePro section, you gave some arcade glitches. Do these actually work?

Dave Ryals
Daly City, CA

Yes. Unlike everything else in those April Fool's LamePro pages, the Mortal Kombat II and Samurai Shodown glitches actually exist. Not the fake NBA Jammers on that page, though – we made those up.



Do the MK II glitch correctly, and you'll get to see this thrilling ROM check!

Fightin' Words

What nationality is M. Bison in the SF II games?

Michael Pandullo
Henderson, NV

Manny LaMancha replies:

Capcom says his nationality, like many other facts about M. Bison, is intentionally unknown. For the record, he supposedly lives in Thailand.



My Thai – Bison's Hidden Fortress in Super SF II.

How do you pronounce the names of the characters in Ranma 1/2: Hard Battle for the SNES?

Stephen Swan
Oceanside, NY

Slasher Quan replies:

Here ya go! Use these phonetic spellings:

- Ranma = Rawn-mah
- Saotome = rhymes with Now-toe-may
- Ranma-Chan = Rawn-mah Chawn (Chan means "little one")
- Genma = rhymes with Kenma. The "G" is the same "g" as in "get"
- Ryoga Hibiki = Ree-oh-gah Hee-bee-kee
- Akane = Aw-kawn-ay
- Ukkyo Kuonji = Oo-kee-yo Koo-own-jee
- Mousse = Moos
- Hikaru Gosunkugi = Hee-kar-oo Go-soon-koo-jee
- Taro = Tah-row
- Happosai (a special character, he's the old martial arts master who appears) = Hop-sai

Give each syllable equal emphasis as you say the names. By the way, Quan rhymes with "Dawn."



Aw-kawn-ay nails Rawn-mah.

When you previewed Mortal Kombat for the SNES in your July '93 issue, you showed two play modes, Tournament and Exhibition. On my MK, there's only the Tournament mode. Is there a code for Exhibition, or did Acclaim take it out?

Derick Santos
Milpitas, CA



5 years ago in GamePro... Readers were asking us for more Sega!

Captain Squideo replies:

Phylene Riggs at Acclaim claims this mode would've enabled you to choose whomever you wanted for a quick fight with no running scores. The normal Tournament, however, was so popular in the arcades that the Exhibition mode never made it into the final home version.



Here's someone eager to see the next wave of video game systems. Meet a big-time Sonic fan, Joshua Carr of Norcross, Georgia.



In search of the lost mode.



Address Central

I would like to know what Gametek's address is.

Peter Shaffer
Sykesville, MD

Nintendo's working on Project Reality with Silicon Graphics. What are Silicon Graphics, or where are they?

Matt Quimby
Atkinson, NH

Lance Boyle replies:

Here's how to reach Gametek:

Gametek
2999 N.E. 191st St., #500
North Miami Beach, FL
33180

As for Silicon Graphics, this Northern California computer company is best known for its pioneering special-effects work in the film Jurassic Park:

Silicon Graphics
2011 North Shoreline Blvd.
Mountain View, CA
94043-1389



Enter to see Silicon Graphics' state-of-the-art movie monsters.

Let's Get Technical

Sega's working on the Saturn system and Nintendo's working on Project Reality. I hope they remember to make good control pads. The six-button controller should be standard. Let's face it, the 3DO and the Jaguar pads are just plain stupid. At those prices, a good controller should be something that's included, not something you have to buy separately.

Michael Lainez
San Francisco, CA

In your February '94 issue, a reader asked for controllers with buttons on the left. The TG-16 has one, the Ultimate Superstick, with buttons on both the left and right and the stick in the middle.

Matt Tolle
Seaman, OH

Is Nintendo coming out with an upgrade for the Super NES?

Jonathan
West Hills, CA

The Lab Rat replies:

Not yet. The only recent change in the SNES is the availability of the Super Game Boy, a new \$59 cart that enables you to play Game Boy games on your TV in color (see last issue's Lab Report for photos and details). Plug the cart into your SNES, plug your GB game into the cart, and voilà, the number of games you can play at home on your SNES has doubled.

Unfortunately, most of the "new" games are all Game Boy games that you might've already played; some new color Game Boy games, notably Donkey Kong, are due soon. As for something that actually improves the performance of your SNES, we're all waiting to see what Project Reality has in store for us next year. And check out ProNews for an announcement of yet another new Nintendo system.

Cart Queries

Check out Super Mario All-Stars for the SNES. Go to Super Mario Bros. 2, Level 4-2. You'll see something like a porcupine walking next to spikes as you ride on the fireballs. Doesn't that porcupine resemble Sonic? I'm quite sure of it. Is this Nintendo's way of poking fun at Sega?

Michael Holderby
Kansas City, MO

Captain Squideo says:

We looked and saw some pokey purple porcupines, all right, but we didn't see a resemblance to speedy Sonic. It's hard to imagine Nintendo doing this, since Super Mario 2 came out before Sonic the Hedgehog.



Porcupines, yes; Sonic, no.

Where are all the games that work with Sega's Menacer? I paid over \$70 for it, and the only compatible game I'm aware of is T2 - The Arcade Game. Are there any others?

Chris Bruntlett
Kitchener, Ontario

Bro' Buzz replies:

Five Genesis games were packed in with the Menacer: Space Station Defender, Ready Aim Tomatoes, Frontline, Wackball, and Monster Hunter. Also available are Who Shot Johnny Rock? and Mad Dog McCree, both for the Sega CD. Coming soon is another Genesis title, Body Count.



Mad Dog McCree makes mean Menacer mayhem.

Will EA Sports make any of its NHL Hockey games for the Game Gear or Game Boy?

Jarett Hailes & Kevin Coney
Edmonton, Canada

Coach Kyle replies:

No, but T•HQ will. T•HQ recently reached an agreement to bring several EA Sports games to the Game Boy, including hockey titles, a John Madden football game, and FIFA International Soccer. In nonsports developments, T•HQ is also going to make EA's Jungle Strike for the Game Gear and the Shaquille O'Neal fighting game for the Game Boy.

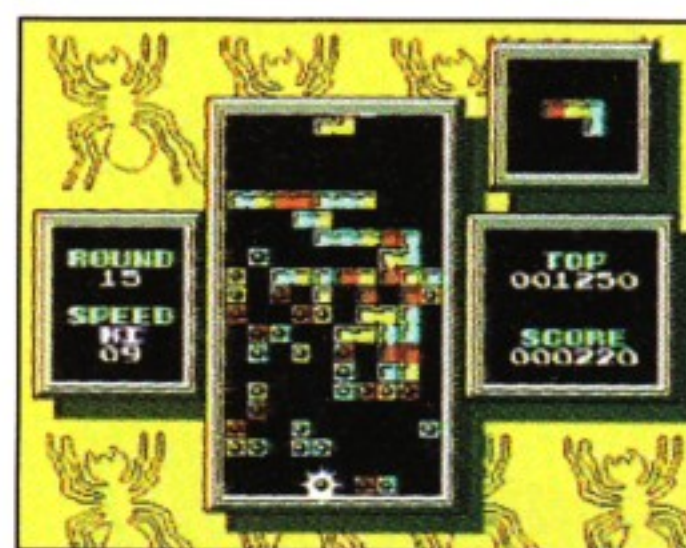
The Magazine Biz

Why don't you put more NES ProReviews in your magazine? Many people still have the old eight-bit system.

Kaye Amul
Cainta, Philippines

Captain Squideo replies:

We would review more NES games, if only there were any to review! New eight-bit games are trickling out so slowly, some months we can't even find a single new one to write about. Fortunately, there are hundreds of old NES games still around, so you should always be able to find something to play.



New NES games, such as Tetris 2, are few and far between these days.

Whaddaya Think?

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

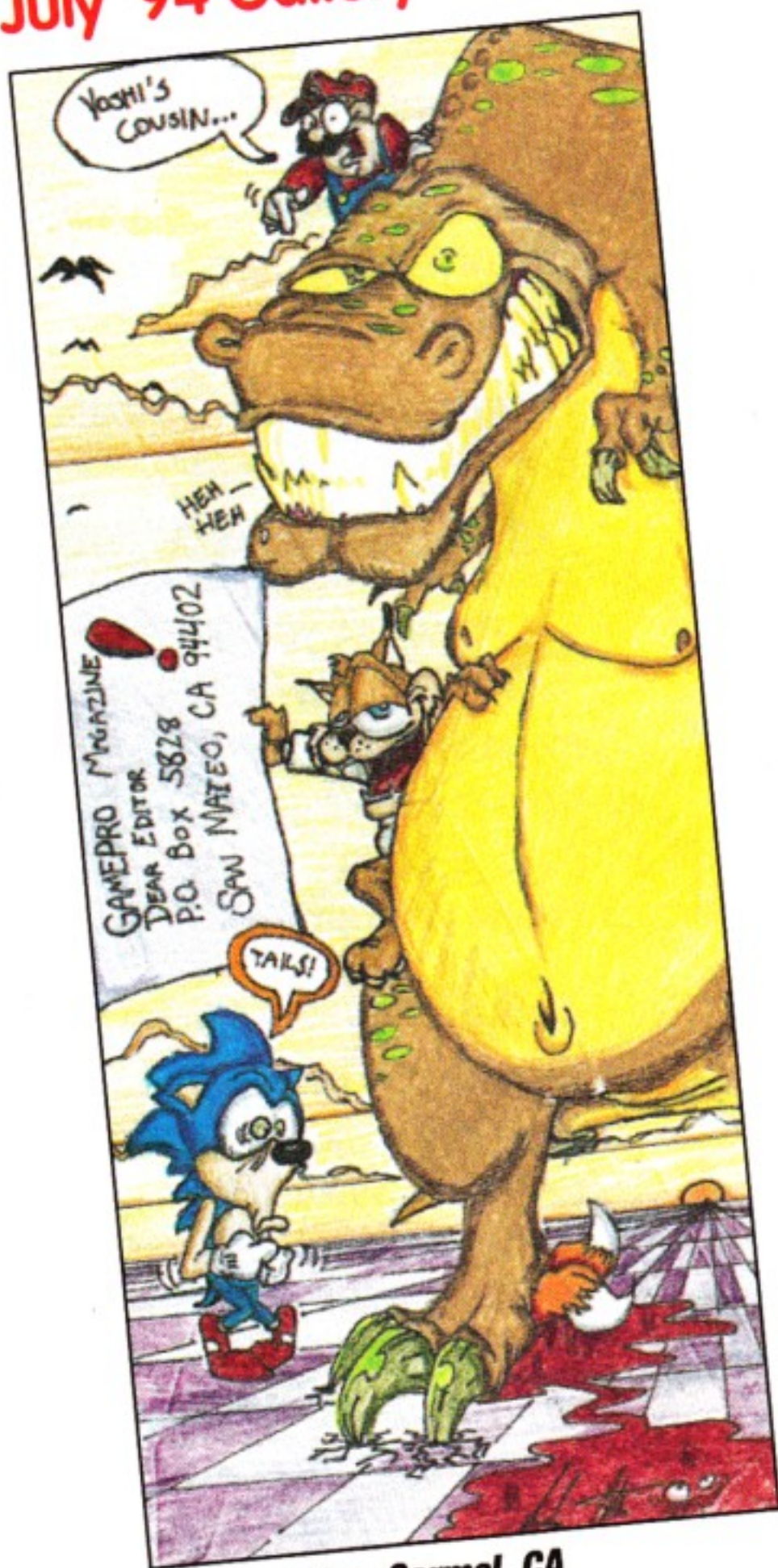
GAMEPRO Magazine

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

Sorry, but no art can be returned, and we cannot send personal replies to your letters.

GAMEPRO GALLERY

July '94 Gallery Winner



Jordan Stiles, Carmel, CA

GamePro Gallery Prize



Acclaim's Dual Turbo Wireless Remote System for the SNES and the Genesis

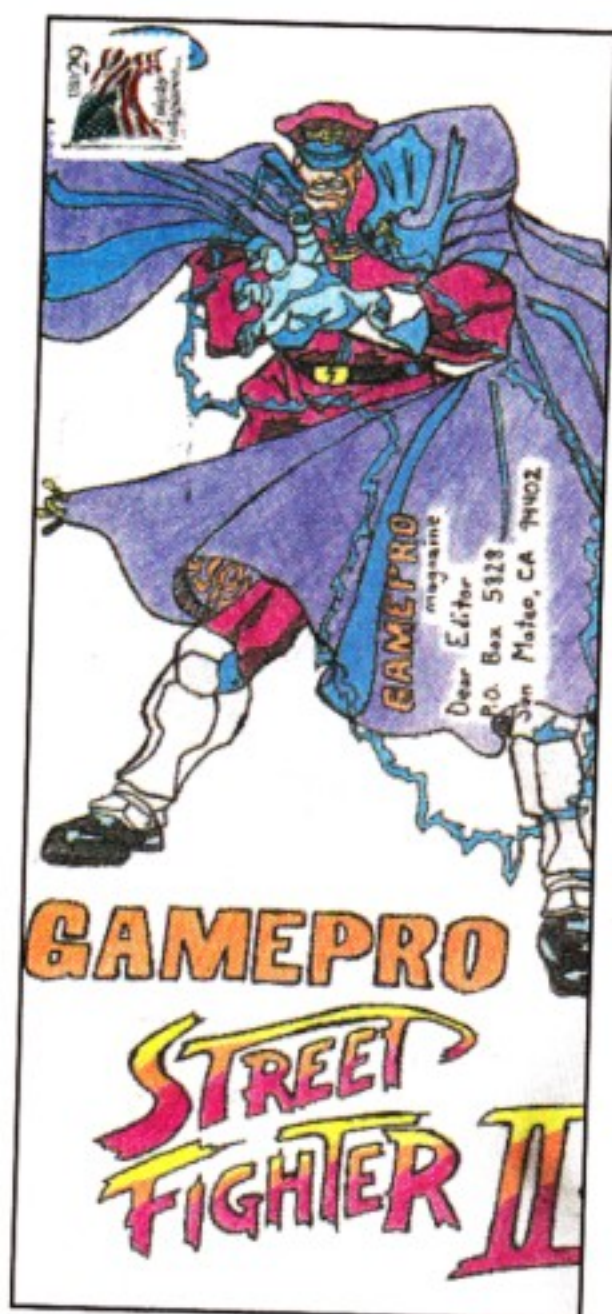
Here are this month's best artworks from the more than 1000 GamePro Gallery entries we've received in recent weeks. The winning artist will receive Acclaim's Dual Turbo Wireless Remote System for the SNES or the Genesis. Turn the page for an exciting announcement about our special Fifth Anniversary Samurai Art Contest.



Christie Majors, San Diego, CA



Madsen Clifton, CO



Richard Joyner, Clarksville, TN



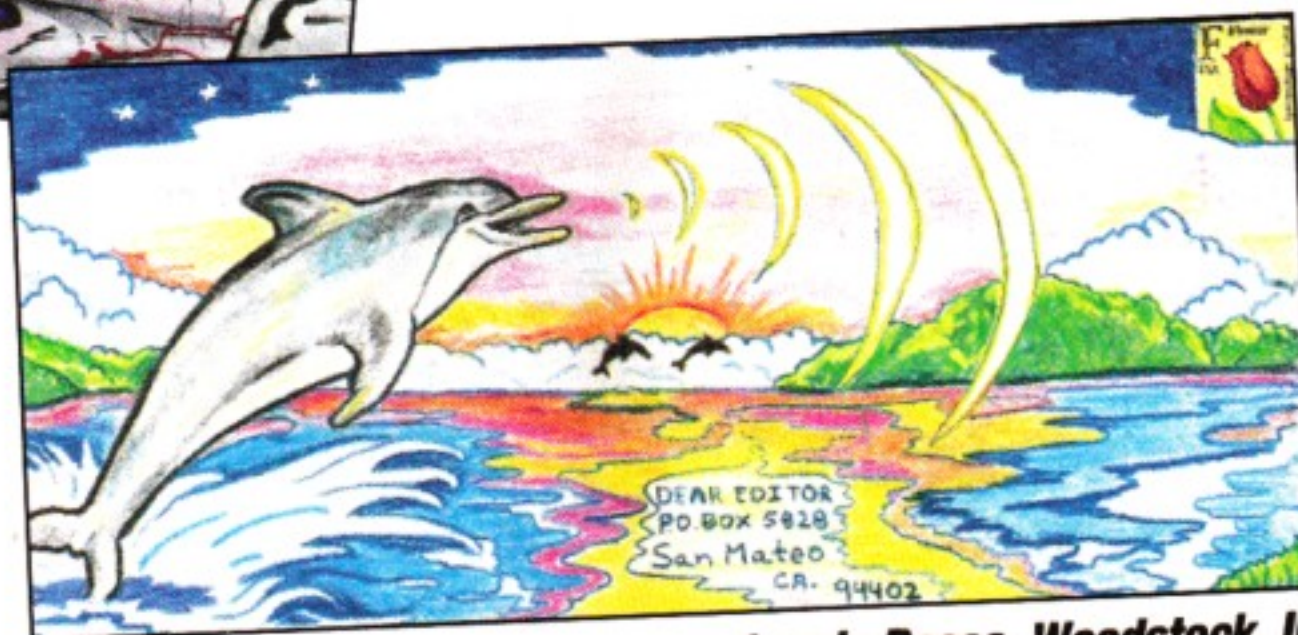
Tony Easley, Redwood City, CA



Ricardo Van-Der-Pool, New York, NY



David Weisberger, Norfolk, VA



Laurie Rossa, Woodstock, IL



**If you've played
one NBA full team,
full court, all star,
stat packed,
foul calling,
regulation
basketball
game,**

GAMEPRO GALLERY

SPECIAL CONTEST



Art Contest - The Samurai

Attention all artists! In honor of *GamePro's* Fifth Anniversary, we're bringing you an awesome art contest with an awesome prize: **Your own Samurai Shodown arcade machine!** The reader who sends in the best, most creative art will get a Neo-Geo with Samurai Shodown delivered to them, courtesy of Takara.

Be sure to read all the rules on this page. All entries must be hand drawn (not traced) on any size or shape paper up to 8½ inches x 11 inches. Entries must depict a *GamePro* writer (Slasher Quan, Scary Larry, Captain Squideo, etc.) as if they were in a video game.

The Winners

The competition will be divided into four age groups: under ten years old, 11-14, 15-17, and over 18. *GamePro* will choose the winners of each age group, and then we'll draw one of those winners at random to be our

Grand Prize winner of the arcade machine. The other three winners and dozens of runners-up will also receive terrific prizes, which we'll tell you about next month. Only one entry per person, so make it your best!

PROTIP: Don't include any derogatory remarks about systems, games, or companies on your entry.



The Rules

Entries must be postmarked by August 31, 1994, and sent to: Samurai Art, P.O. Box 5828, San Mateo, CA 94402. Put your name, address, phone number, and age on the back of your envelope *and* on the back of your artwork. Only entries that are addressed correctly with all the required information will be accepted. We'll announce the winner in our November '94 issue.

Five Years Ago: The First Winner

GamePro's first art contest was in the Premiere Issue five years ago. The entries had to depict a villain in a video game, with cash prizes for the winners. And who was that first winner? None other than Francis Mao, who not only won the contest, he won a job at *GamePro* as an Associate Art Director! Today, Francis heads up *GamePro's* Design and Production departments.



Francis Mao's winning entry...



Chairman Mao

The Really Fine Print: Official Rules

No purchase necessary. One entry per person. All entries that are duplicated will be voided. *GamePro* and Takara assume no responsibility for late, misdirected, incomplete, or illegible entries. All mail-in entries must be postmarked by August 31, 1994. Void where prohibited.

Awarding of Prizes

Winners will be determined in September, 1994 and announced in the November 1994 issue of *GamePro*. Odds of winning depend upon the number of eligible entries received. Winners will be notified by phone and/or mail. Winners' entry and acceptance of prize constitutes permission to use their names, photographs, and likeness for purposes of advertising and promotion on behalf of *GamePro* and/or Takara without further compensation. Winners are responsible for any and all federal, state, and local taxes if necessary. A complete list of prize winners will appear in a future issue of *GamePro* magazine.

Eligibility

Employees of Infotainment World, Inc., Takara, and all participating vendors, their subsidiaries, affiliates, advertising agencies, and their immediate families are not eligible.

Liabilities

This promotion is operated by Infotainment World, Inc., and Takara, which are solely responsible for its conduct, completion, and awarding of prizes. All decisions of Infotainment World, Inc., and Takara on all matters relating to this promotion are final. Infotainment World, Inc. and Takara assume no liabilities resulting from the use of this prize.

Prize Restrictions

Alternative prizes or cash will not be offered in lieu of prizes described above. Prizes may not be substituted, transferred, or exchanged. Because of the mature content of Samurai Shodown, winners under the age of 13 will need parental permission before Infotainment World and Takara will award their prizes.

You haven't played

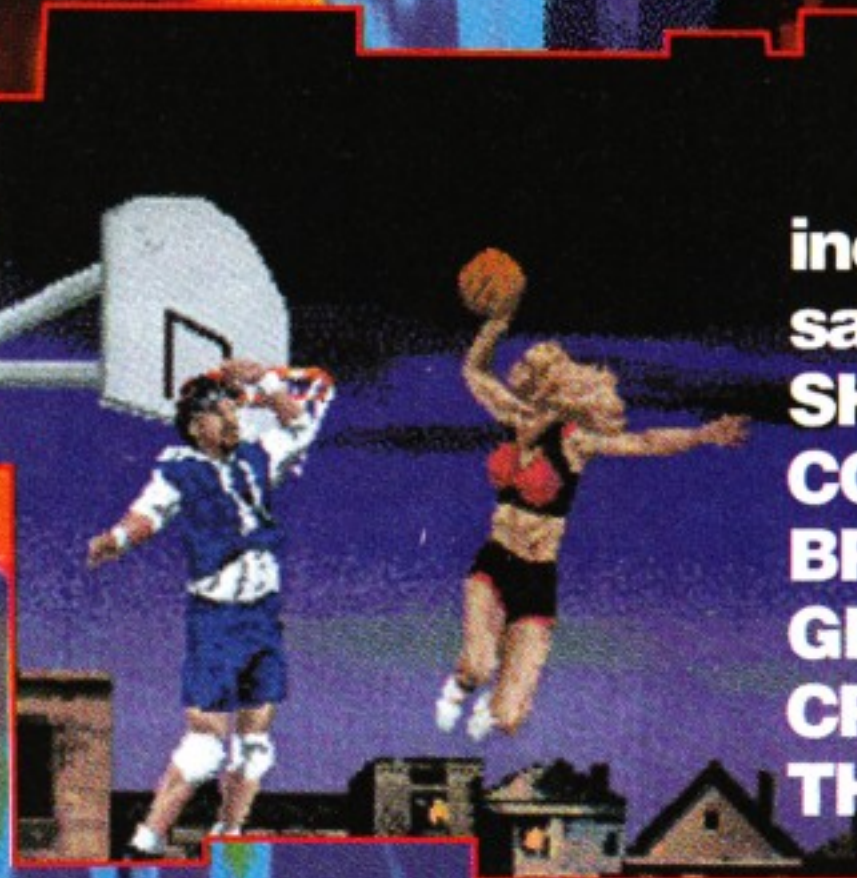
JAMMIT

Introducing JAMMIT, the no rules, no stats, no stars, down and dirty, fast and loose, fun and wild, trash talking, rough em up and spit em out, on the street, in your face, one on one 16 meg basketball video game.

Get it.

includes free cd music sampler featuring:

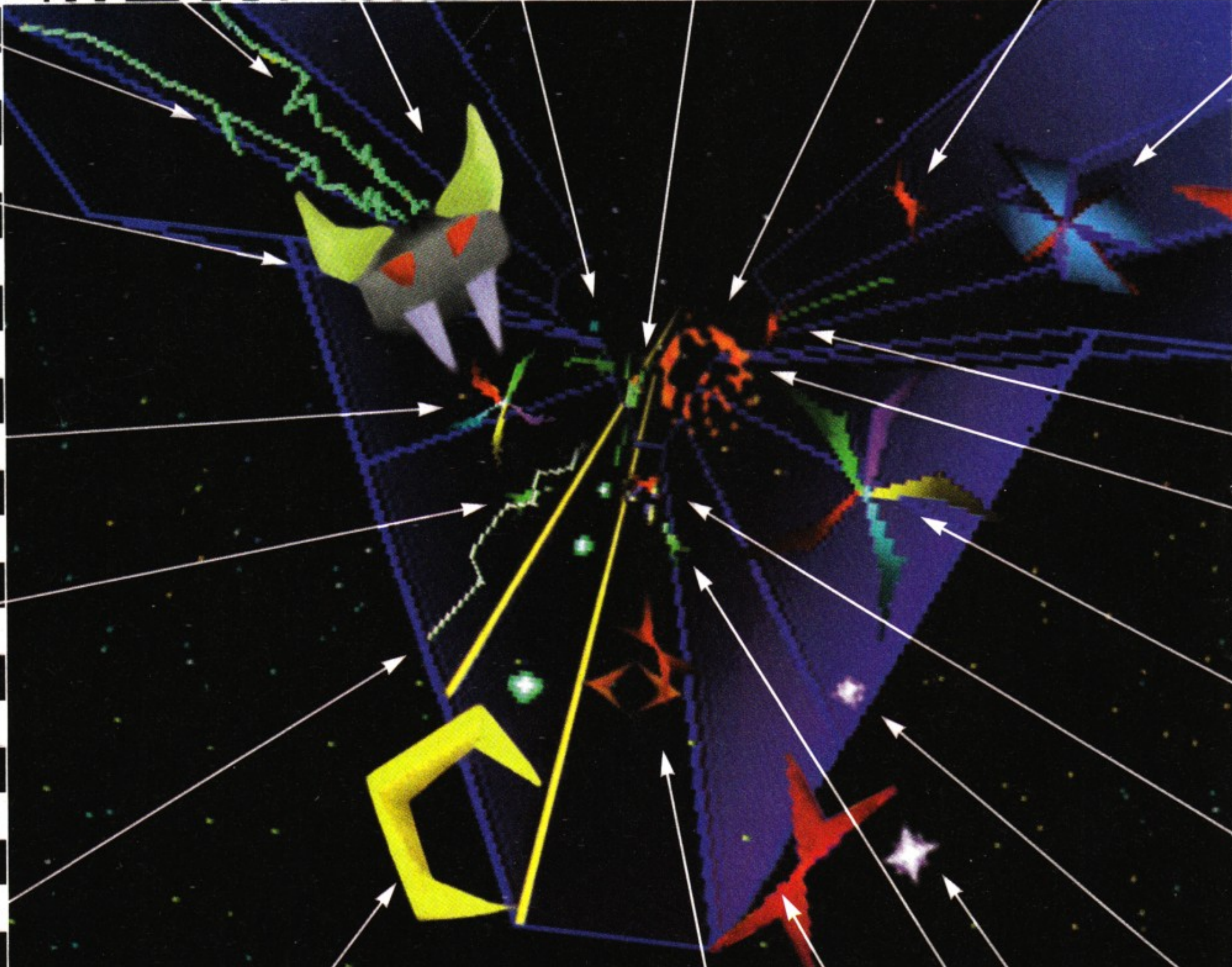
SHYHEIM
COLLEGE BOYZ
BROTHER CANE
GILBY CLARKE
CRACKER
THE AUTEURS



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Virgin

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THE CUTTING EDGE

Taking You into the Technology of Tomorrow



**By The Trackman
in Japan**

Get your SNES and Genesis while they're hot, because 32- and 64-bit systems loom just over the horizon. The 3DO Multiplayer is

available in Japan, and it's all the rage. But the current bad boy on the block may just be a precursor of things to come. Here's why...

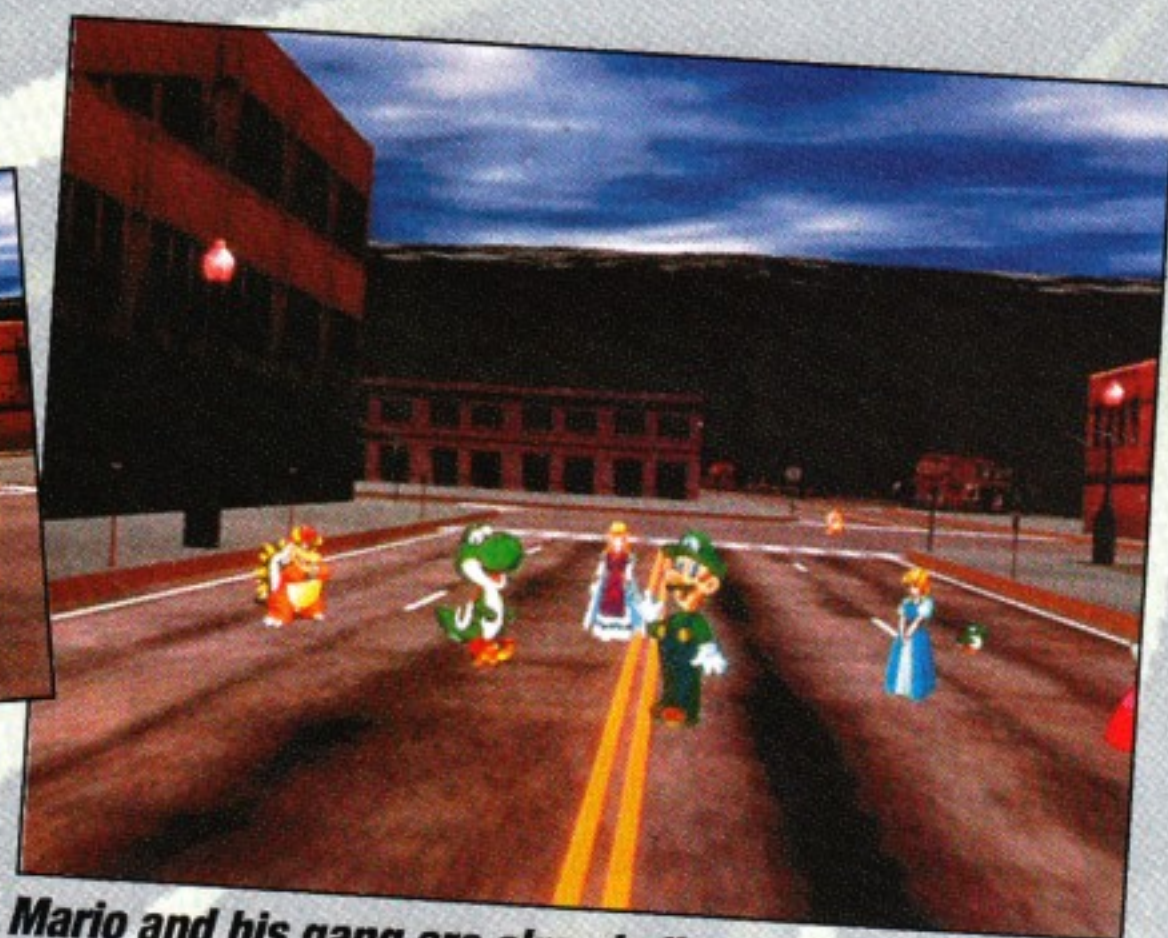
Project Reality (Nintendo)

Project Reality is the most tantalizing of all the new game machines, but it will also be the longest in development, with a sometime-in-1995 arrival date. With 64 bits of processing power based on a Silicon Graphics CPU, there's no doubt that Reality will have bite. The extra power translates into 100,000 polygons per second and 100 megahertz of clock speed. That means there's a lot of visual stuff coming at you with minimal screen slowdown, if any.

Nintendo predicts there'll be plenty of game developers making all that stuff, too, since 300 software developers have already signed up. The only worry in Japan is whether there'll be room for another machine after all the others soak up the yen margins.



Project Reality's 64-bit graphics will meld animation with digitized pix.



Mario and his gang are already lined up for Nintendo's Project Reality.

Saturn (Sega)

Check it out! Sleek, silver, and Say-gah! Software developers are lined up and ready to program for this cartridge/CD 32-bit system. Sega is aiming to create a machine that can duplicate the spectacular graphics

that players have grown accustomed to in awesome arcade games like Virtua Fighter and Daytona. It comes as no surprise, then, that Saturn can handle the flat shading and texture mapping that are so critical in creating depth perception (or 3D).



Sega's 32-bit Saturn system will support carts and CDs.

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The Saturn will also have the hard-wired ability to create image scrolling, so some sprites can move in (get bigger), while others move out (get smaller) to further enhance 3D realism. Since it already has a prototype for

display and 300 Saturn developers (including powerhouses such as Capcom and Konami), Sega should have no trouble getting the Saturn out for Christmas. It's the top contender to be the next system hot on 3DO's heels.



Games like *Virtua Fighter* and *Daytona* are prime Saturn material.



Mars (Sega)

Sega's hardware lineup is starting to look like a NASA flight plan. Called the "32X" in the U.S., this piece of 32-bit hardware is really a plug-in peripheral for the Megadrive (Genesis). It's aimed at anyone who might not want a whole new machine to play 32-bit carts and CDs. No specs are available yet, but Sega's U.S. announcement stated that an entirely separate line of carts and CDs will be created to support the 32X, even though Mars will likely match Saturn for power and playability. Expect to see Sega's *Angry Red Planet* this fall.

PS-X (Sony)

We'd love to tell you all about this machine, but the security surrounding it is tighter than Fort Knox's. We do know that its specs are remarkably close to the Saturn's, with hardware-supported texture mapping and high-speed polygon rendering (360,000 polygons per second). Almost all reports peg this system as a CD-ROM-only unit.

The software picture is cloudy because Sony is not a Sega or a Nintendo (yet); however, Capcom, Konami, and Jaleco are on record as PS-X developers, and Namco is a partner in the project. If this

system makes it out by Christmas, chalk up another point for Japan's overworked hardware developers.

FX (NEC)

NEC broke new ground with its CD-ROM platform, the PC-Engine Duo, but that was over five years ago. Now it has a new system in the works that boasts a 32-bit processor and some NEC-particular enhancements. The system's graphics processors will reportedly run full-screen animation at 30 frames per second (cartoon quality), and NEC will break, from tradition by using the JPEG compression system, which produces top-quality still pictures, rather than the ballyhooed MPEG compression. Without getting techie, that should mean higher-quality pictures for more lifelike graphics but less animation.

Software support is muddy, but game development seems to be moving forward with 170 developers (including NEC, Hudson, and Hunex) on board. According to an NEC spokesman, the machine will "almost certainly" not be called the "FX" when it's released, but it will be delivered on time to be a part of the Christmas fray this

November or December. **G**

FLASHBACK

The Cutting Edge

5 years ago in *GamePro*... The Cutting Edge news was the Power Glove from Mattel and U-Force from Brøderbund. Both were early peripherals that let you play games by moving your arm – you never had to touch a control pad.

ZON

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Presents

Virtua

h o w f a s t d o y o u

Adrenaline junkie. You are, admit it. That's why you've been waiting for Virtua Racing on Genesis.

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INCREDIBLE SPEED!

SVP chip comes in. Luckily, you don't have to understand the technology to appreciate Virtua Racing. Just drive.



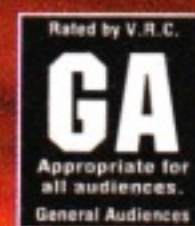
Race from four different perspectives. Need a break from the driver's seat? Switch views on the fly.



Kick your best friend's booty right in front of his beady little eyes with the split screen option.

Racing.™

u want to go?



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So much competition, so little time. Race against 15 other cars, the clock or, if you're shy...your own best time.

READERS' CHOICE

SPECIAL FEATURE



Best Role-Playing Game



Funny characters and a deep quest were the secrets to Secret of Mana's success.

1. Secret of Mana (SNES)
2. Legend of Zelda: A Link to the Past (Game Boy)
3. Lunar (Sega CD)

The readers have spoken! For three months in the spring, *GamePro* took your phoned-in votes for your favorite games of the last year. Hundreds of readers called in to have their say on which games should win in the 13 categories. Here are the top vote getters as chosen by you!

Best System of The Year



Considering all the fancy new hardware and Sega's momentum, this win for the SNES may come as a surprise.

1. Super Nintendo: The champ!
2. Genesis: A close second!
3. Sega CD: No other systems were even close to the top three.

Best Action/Adventure Game



Aladdin's imaginative game play and sense of humor were winners with GamePro readers.

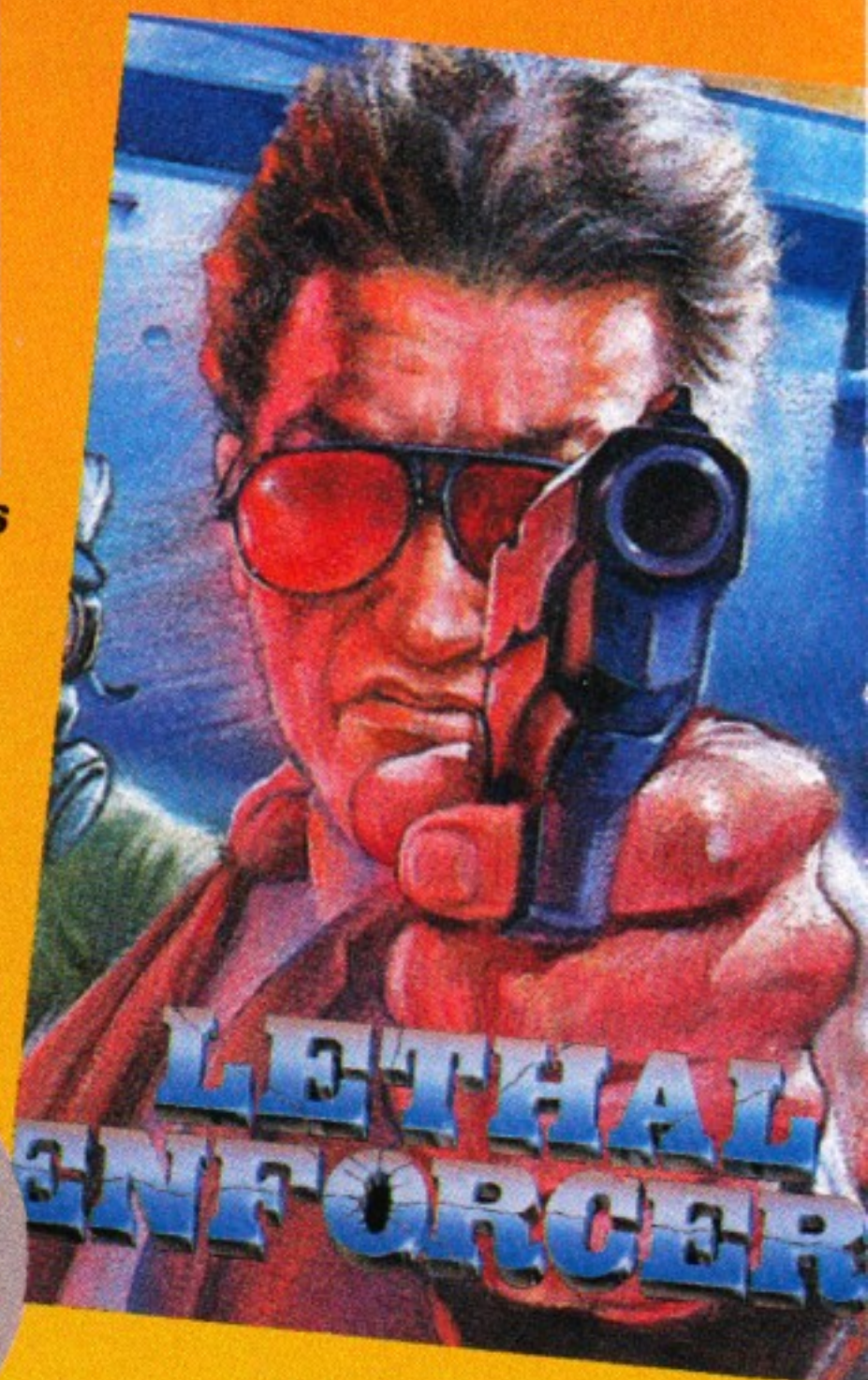
1. Disney's Aladdin (Genesis)
2. Mega Man X (SNES)
3. Sonic CD (Sega CD)

Best Shooter Game



It was close, but GamePro readers voted for plastic guns instead of polygons.

1. Lethal Enforcers (Genesis)
2. Star Fox (SNES)
3. Tie: Silpheed (Sega CD) and CyberMorph (Jaguar)



Best Sports Game



Is anybody surprised by NBA Jam's sweep of first and second place? A jammin' good time!

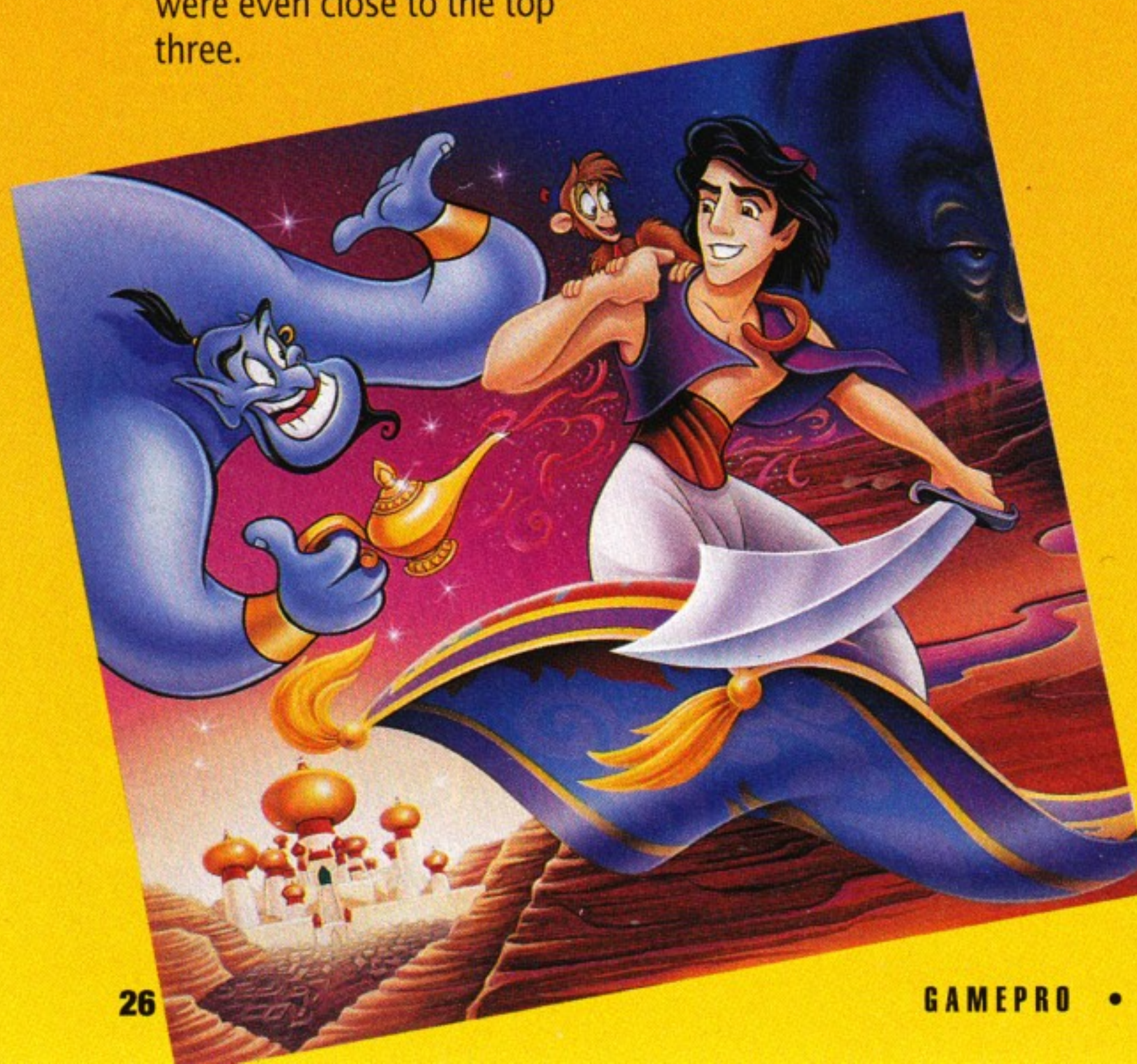
1. NBA Jam (SNES)
2. NBA Jam (Genesis)
3. Tie: Mutant League Football (Genesis) and NFL '94 Starring Joe Montana (Genesis)

Best Head-to-Head Fighting Game

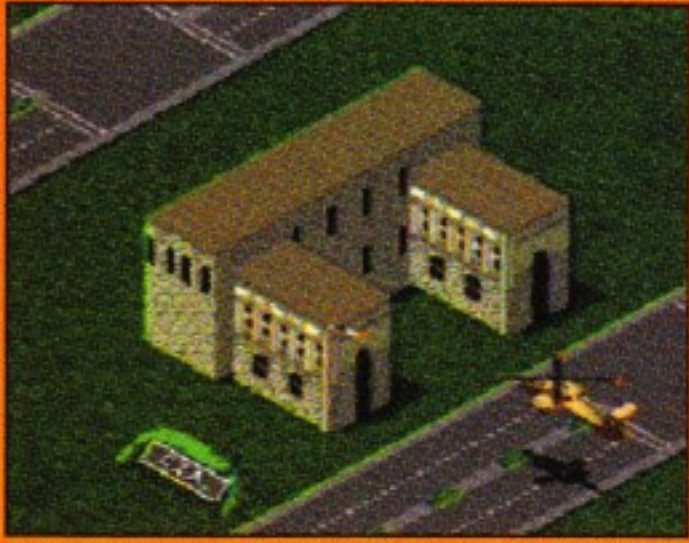


The biggest marketing blitz in history paid off for both MK games.

1. Mortal Kombat (Genesis)
2. Mortal Kombat (SNES)
3. Tie: Eternal Champions (Genesis) and Samurai Shodown (Arcade Neo-Geo)



Best Vehicle Simulation



EA struck gold with the second in its popular Strike series.

1. Jungle Strike (Genesis)
2. Top Gear 2 (SNES)
3. Tie: Turn and Burn (SNES) and Nigel Mansell's World Championship Racing (SNES)

Best Strategy/Puzzle Game



The Hedgehog legacy continues with this winning puzzler starring Sonic's nemesis.

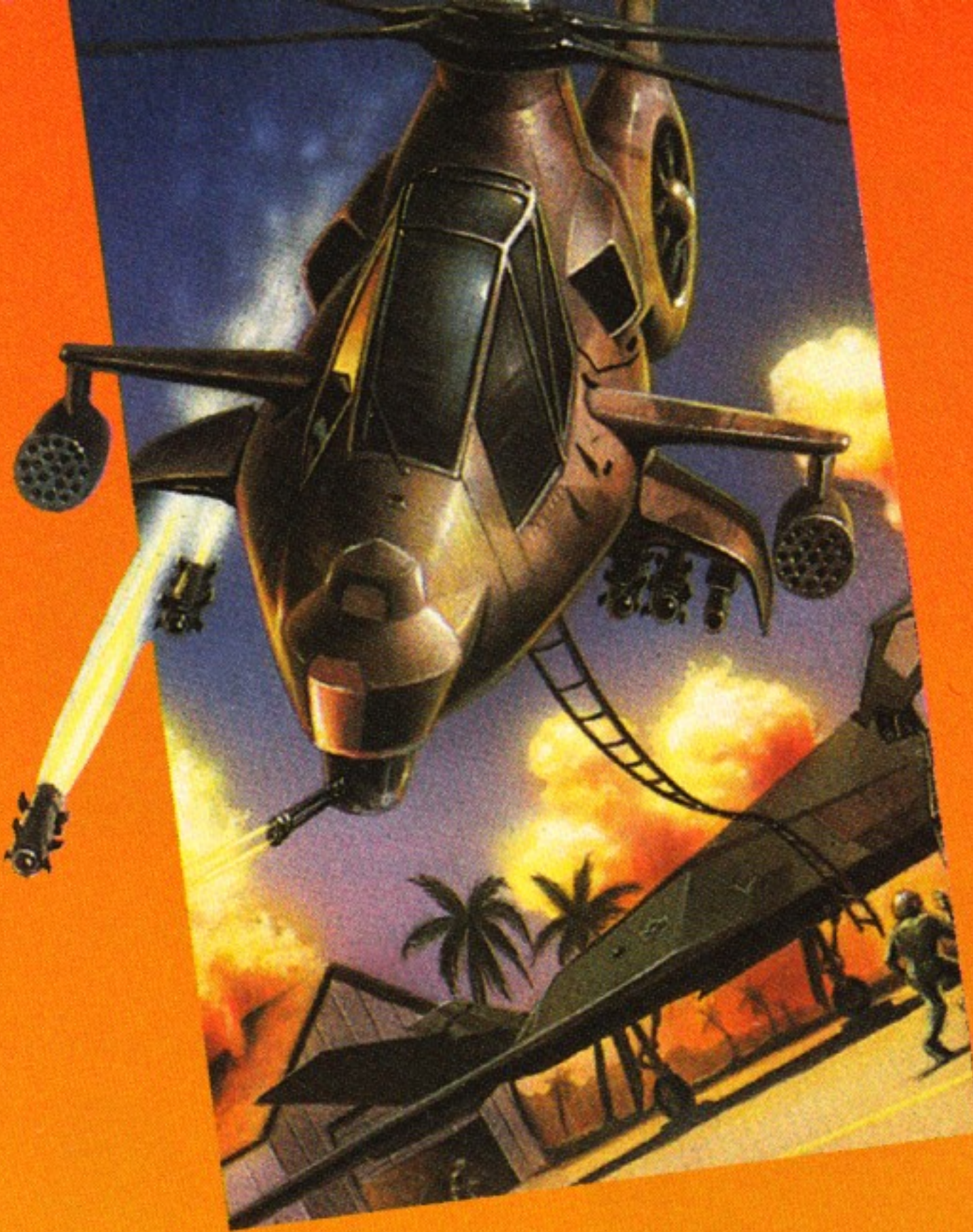
1. Dr. Robotnik's Mean Bean Machine (Genesis)
2. Super Bomberman (SNES)
3. Tie: Tetris 2 (NES) and SimAnt (SNES)

Best Educational Game



Where is she? In first place, that's where!

1. Where in the World Is Carmen Sandiego? (SNES)
2. Barney's Hide & Seek (Genesis)
3. Tie: Mario is Missing! (SNES) and SimEarth (SNES)



Best Movie Adaptation



Super Empire was super hard but super entertaining!

1. Disney's Aladdin (Genesis)
2. Jurassic Park (Sega CD)
3. Super Empire Strikes Back (SNES)



Best Sound Achievement



Ear-tingling, orchestrated music from master composer Yuzo Koshiro made ActRaiser 2 worth a second listen.

1. Tie: Disney's Aladdin (Genesis) and Mortal Kombat (SNES)
2. ActRaiser 2 (SNES)
3. ToeJam & Earl: Panic on Funkotron (Genesis)



Best Graphics



Excellent graphics made Night Trap so realistic, the U.S. Senate took notice and made violence a national issue.

1. Mortal Kombat (SNES)
2. Night Trap (Sega CD)
3. Sonic CD (Sega CD)

Best Overall Game



X marks the spot: The latest in the long Mega Man series took third place.

1. Mortal Kombat (Genesis)
2. Disney's Aladdin (Genesis)
3. Tie: Mega Man X (SNES) and Samurai Shodown (Arcade Neo-Geo)

GAMEPRO EDITORS' ALL-TIME FAVORITES

Athletic Supporter



1. NCAA Basketball (SNES)
2. Madden NFL '94 (SNES)
3. Bill Walsh's College Football (SNES)
4. NBA Jam (Arcade)
5. FIFA International Soccer (SNES)
6. Joe Montana (Genesis)
7. NHLPA '93 (Genesis)
8. Arch-Rival (Arcade)
9. Tony Meola's Sidekicks Soccer (SNES)
10. NBA Showdown '94 (SNES)

Bro' Buzz



1. Ninja Spirit (Duo)
2. Street Fighter II Turbo (SNES)
3. Samurai Shodown (Arcade)
4. Bomberman '93 (Duo)
5. Mega Man X (SNES)
6. Flashback (Genesis)



7. *Revenge of Shinobi* (Genesis)

8. Alien 3 (SNES)
9. Pocky & Rocky (SNES)
10. John Madden Football Championship Edition (Genesis)

Captain Squideo



1. Super Ghouls 'N' Ghosts (SNES)
2. Super Star Wars (SNES)
3. Disney's Aladdin (SNES/Genesis)
4. Viewpoint (Neo-Geo)

5. Total Eclipse (3DO)
6. Kirby's Adventure (SNES)
7. Sonic the Hedgehog (Genesis)
8. Super Empire Strikes Back (SNES)



9. *Super R-Type/Darius Twin* (SNES)

10. Magical Quest Starring Mickey Mouse (SNES)

The King Fisher



1. NBA Jam Tournament Edition (Arcade)
2. CyberBall (Arcade)
3. Flashback (Genesis)
4. Soldiers of Fortune (SNES)
5. Out of This World (Genesis)
6. World Series Baseball (Genesis)
7. Sonic the Hedgehog (Genesis)



8. *Road Rash 2* (Genesis)

9. Alien 3 (SNES)
10. Hardball (Genesis)

Manny LaMancha



1. Super Mario World (SNES)
2. Tempest 2000 (Jaguar)

3. NBA Jam (Arcade)
4. Sonic the Hedgehog (Genesis)
5. Tetris (any version)
6. Virtua Racing (Arcade)



7. *Flashback* (Genesis)

8. Global Gladiators (Genesis)
9. Star Fox (SNES)
10. Mortal Kombat II (Arcade)

Scary Larry



1. Super Empire Strikes Back (SNES)
2. Super Star Wars (SNES)



3. *Super Mario All Stars* (SNES)

4. Batman Returns (SNES)
5. Rabbit Rampage (SNES)
6. TMNT IV: Turtles in Time (SNES)
7. Might and Magic III (Genesis)
8. Tempest 2000 (Jaguar)
9. Sonic the Hedgehog (Genesis)
10. Super Street Fighter II (Arcade)

Slasher Quan



1. Turbo Street Fighter II Champion Edition Hyper Fighting (Arcade)
2. Super Castlevania IV (SNES)
3. Final Fantasy II (SNES)
4. Mike Tyson's Punch-Out!! (NES)
5. Castlevania III (NES)
6. Super Mario World (SNES)

7. Revenge of Shinobi (Genesis)
8. Thunder Force III (Genesis)
9. Herzog Zwei (Genesis)
10. Zelda III (SNES)

The Unknown Gamer



1. Street Fighter II (SNES)
2. Sonic the Hedgehog 3 (Genesis)
3. Tetris (NES)
4. Super Mario World (SNES)



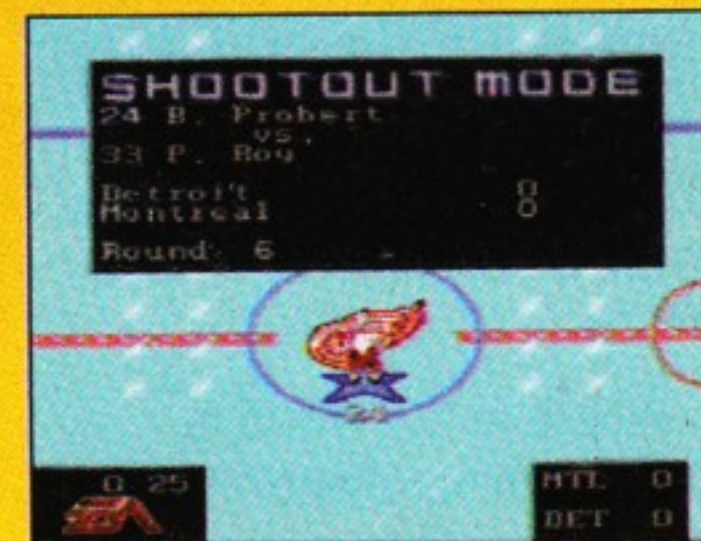
5. *Golden Axe* (Genesis)

6. Star Fox (SNES)
7. ToeJam & Earl: Panic on Funkotron (Genesis)
8. Clay Fighter (SNES)
9. Road Rash (Genesis)
10. Shinobi (Genesis)

Weekend Warrior



1. Road Rash (Genesis)
2. John Madden Football Championship Edition (Genesis)
3. Castlevania IV (SNES)
4. Nigel Mansell's World Championship Racing (SNES)
5. Street Fighter II (SNES)
6. Mortal Kombat (Genesis)
7. Sonic CD (Sega CD)



8. *NHL Hockey '94* (Genesis)

9. World Heroes (SNES)
10. Super Mario World (SNES) **G**

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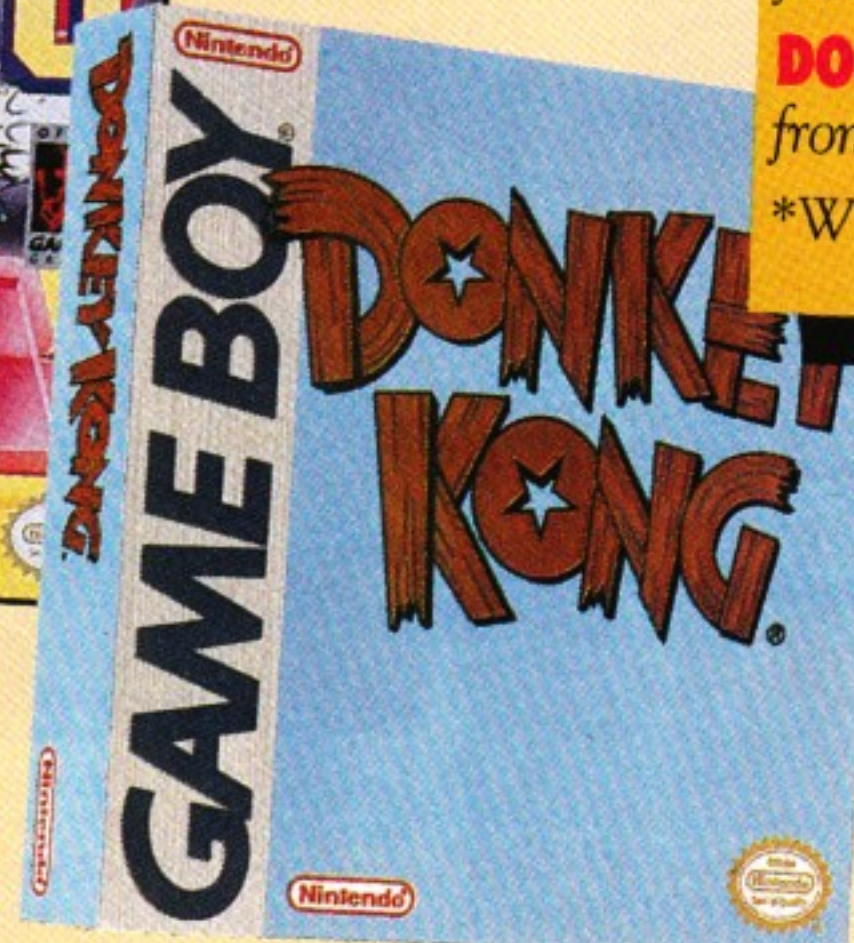
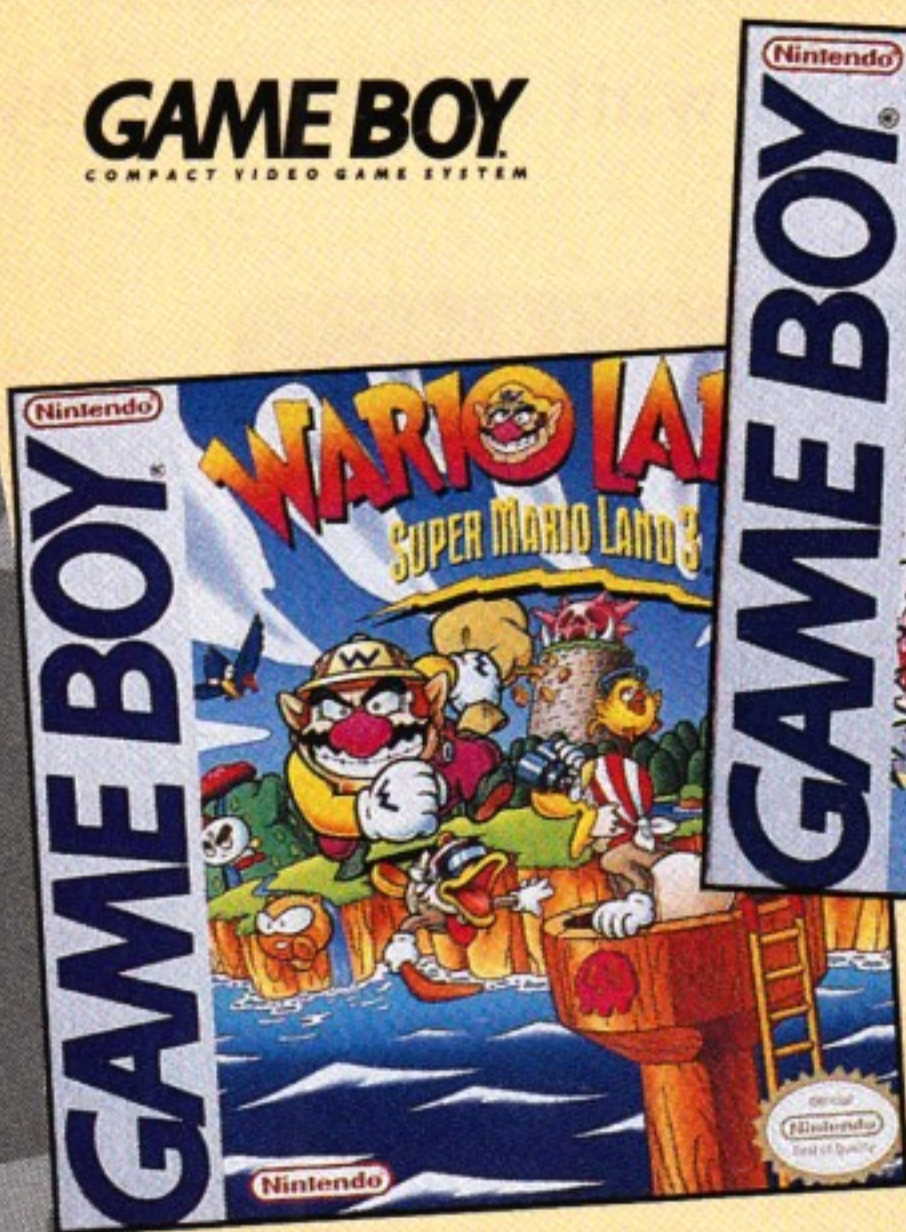
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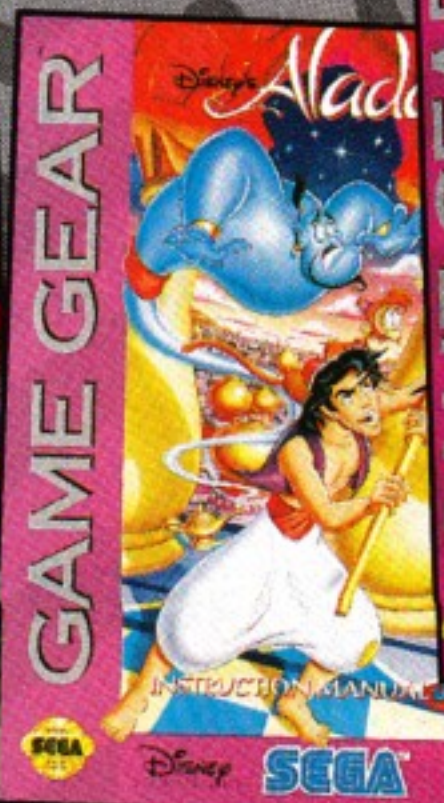
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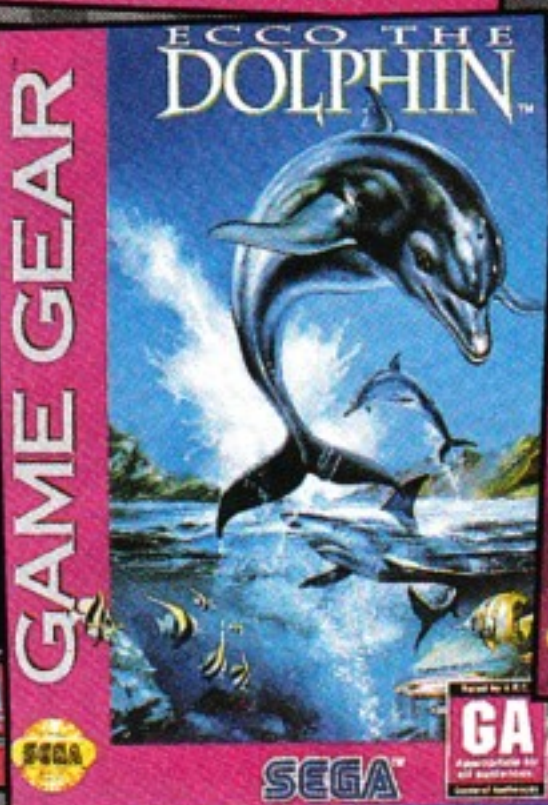
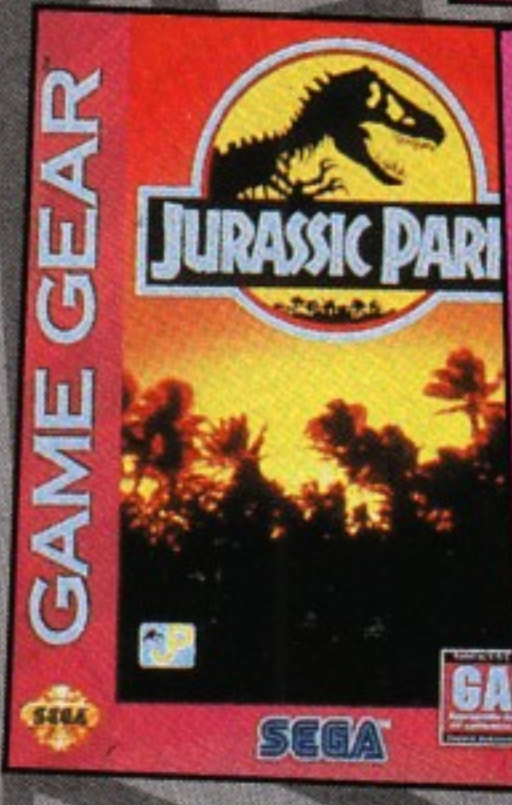
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**OPTION 3 SEGA GENESIS
3 TIPS**

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2 TIPS**

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OPTION 2 SUPER NINTENDO

OPTION 2 SEGA GENESIS

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Rated by V.R.C.

MA-13
Parental Discretion
Advised.
Mature Audiences



Super NES



By Slasher Quan

The fighting-game phenomenon that has ruled the arcades for the past three years, Street Fighter II, appeared to enter a downswing last fall when Super SF II debuted. Players' complaints focused on the unbearably slow speed and the lack of enough new features, even with the four new characters. To correct these flaws, Capcom recently introduced Super SF II Turbo (see ProReview, pg. 39), and that speedy, exciting fifth version in the coin-op series has garnered positive comments from fans everywhere – it's really what Super should have been in the first place.



Check out the new vs. screen!

So it is with bittersweet excitement that Capcom has announced Super for the SNES. Given that it has three stars (four speed levels) and all the features of the coin-op, true Street Fighter disciples will

probably find it worth purchasing. However, since many players have already invested in two versions of SF (original and Turbo), another \$70 may be hard to swallow. To complicate matters, this game doesn't have any built in Super Turbo arcade moves. Super is also missing some features from the Turbo home version.



Take on the new Time Challenge mode. You choose your player and the CPU opponent and try to win as fast as possible. Can you beat the Capcom staff record?



The Handicap can be applied even in the new Tournament Battle mode.

New Challenges

There's a lot to love about Super. First off, the new characters – Cammy, Dee Jay, Fei Long, and T. Hawk – all fall into established styles of game play and use familiar controller motions but still add new dimensions to the action. Considering that most of the old

characters have one new move (some more effective than others) you've got some exciting match-ups – 136 total, as opposed to 78 in Turbo.

On the subject of taking features away, Super has three stars of speed, whereas SF II Turbo had ten stars. If you prefer three stars or under, it's no

COVER STORY



On the negative side, for some reason Capcom saw fit to actually remove moves, which annoyingly weakens certain characters. Taking features away imbalances some fights and gives you less technique. In some instances, you may actually prefer to play your old copy of SF II Turbo over Super SF II.



T. Hawk's Storm Hammer will plant you face-first into the pavement.



Ryu's Red Hadoken stuns from far away and knocks down in close.

problem, but if you feel the need for Hyper speed, it can be a major problem.

All this leads to one big question: Are there any codes for extra stars, Super Turbo features, or anything else? Capcom confirms the existence of at least one code but won't say what it does. Capcom firmly denies, however, the slightest possibility that it's Super Turbo, since ST features would take up too much memory. Without a definitive confirmation of more stars, speed freaks should proceed with a degree of caution.



All the new challengers have cool win animations.

Me and My A.I.

Playing Street Fighter is exciting in two ways: playing against the computer and playing against a friend. In the single-

Super NES Game Profile Super Street Fighter II (By Capcom)

Super is a great update to the series, and three stars save it. Missing moves, missing stars, and no Super Turbo features keep it from nirvana.

Graphics	Sound	Control	FunFactor	Challenge
5.0	4.5	5.0	4.5	Adjustable

Price not available
32 megs
Available July

2 players
16 characters
Side view

player mode, Capcom has given the CPU some majorly cheap new patterns on the hardest setting that should keep experts frustrated and happy. (I



love to hate you, get it?) The artificial intelligence is really tough to beat, harder than the Super coin-op, though not as tough as Super Turbo arcade.



Blanka's new Beast Roll propels him easily over projectiles.

In the two-player mode, there's a plethora of new modes and options available, such as Tournament Battle and Time Challenge, but unfortunately none of them seem to add much value to competitive situations. For example, there's no way to hold an extended multicharacter tournament for

more than two players. Even Capcom traditional tournament-site rules aren't incorporated, which would've enabled both players to choose five or so different match-ups and then play both sides of each fight. If you can win both sides of the fight, you win a point. Wouldn't this have been more exciting and required more skill than the generic single-elimination Tournament Battle?

A New Look, Sort Of

If you're expecting completely redrawn character graphics and all-new animation, you'll be disappointed. The good news is that so much new artwork and animation were packed in that the look is just awesome. Combine this with the new background touches, such as the orange-hued sky in Sagat's Thailand and the perfectly rendered English countryside in Cammy's stage, and you'll be hard-pressed to find better SNES graphics than Super.

A Corny New Voice

Super's audio has highs and lows. The music is a big plus and has all the tunes from the arcade, with great representation of the cool instruments and effects. The voices, on the other hand, leave even more to be desired than the coin-op. Not only does the announcer sound less masculine than a soprano singer, but some of the voices, such as Dhalsim's death groan, are a bit distorted by echo effects. Regardless, it's still great sound once you get used to it.

A Special Deal

When all is said and done, Super SF II is a great translation, but it's not the game it could have been - Super Turbo with ten stars. On the other hand, one way to look at purchasing Super is this: Many

NOTICE SOMETHING MISSING?

Super Street Fighter II is a great revision, but you may find that some of your favorite Turbo Hyper Fighting moves don't work.

Ryu's Air Combo



In Turbo Hyper, Ryu could two-in-one a Fierce into a midair Hurricane Kick. Awesome!



In Super, Ryu's midair Hurricane Kick is altered and won't combo off the Fierce. Lame!

Zangief's Low Lariat



Zangief's low Clothesline passed low sweeps in Turbo, enabling him to get in for a Pile Driver.



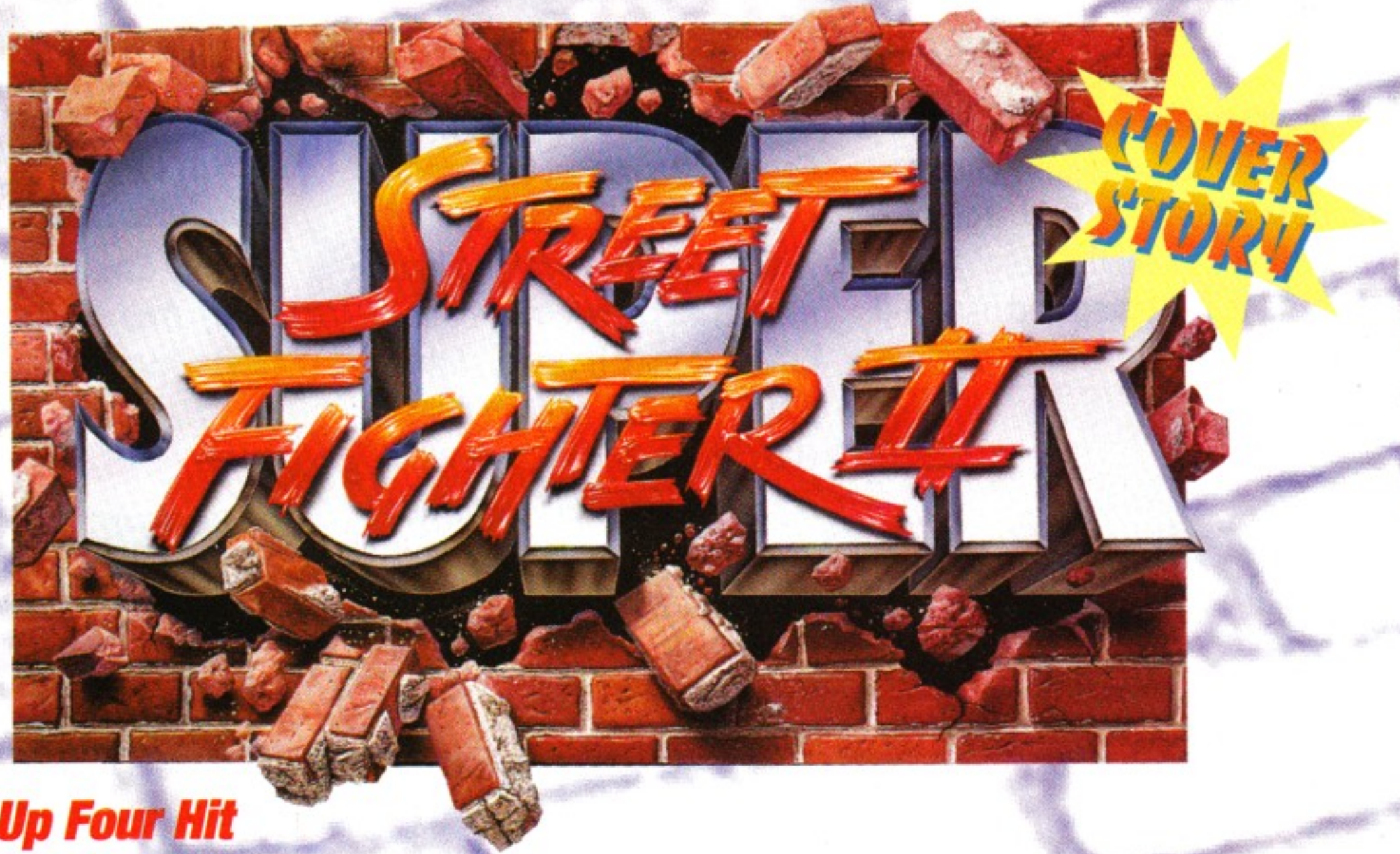
Zangief's low Clothesline can be easily countered by low attacks in Super. He really needed that move!

other series get updated every year with a few new features but at the heart are still the same game. If you're an SF fan, \$70 gets you a multitude of new features, new characters, and another year of Shoryukens and Thrust Kicks in your own home. **G**

PRO TIP: Need a tip? Read the SF II Turbo Hyper Fighting Strategy Guide for a special section on Super. Or check out the December '93 and January '94 issues of GamePro for Super Pro-Strategy Guide inserts.

NEW CHALLENGER COMBOS!

Check out some of the most powerful combos for the new characters and experiment to find more on your own.



Cammy's Cross-Up Four Hit



1) Cross up the enemy with a deep Strong Punch.



2) Do a standing Jab against small characters or a Strong against big characters.



3) Immediately two-in-one into the Roundhouse Cannon Drill for up to four hits.



Dee Jay's Cross-Up Five Hit



1) Cross them up with a deep Forward while Charging Toward (the other way).



2) Do two standing Strong punches while still Charging.



3) Immediately two-in-one into the Roundhouse Dread Kick for two more hits.

Fei Long's Cross-Up Five Hit



1) Cross them up with the Roundhouse.



2) Do a standing Fierce.



3) Immediately two-in-one into the Fierce Rekka Ken. Do two more Rekka Kens for five hits!



T. Hawk's Cross-Up Four Hit



1) Cross up the opponent with a Fierce Body Splash (hold Down).



2) Do a low Jab.



3) Do a standing Forward.



4) Immediately two-in-one into the Rising Hawk.

5TH DEGREE
BLACKBELT,
NINJA MASTER,
AND YOU REMIND
HIM OF A
2x4.

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PREVIEW

Genesis



By Slasher Quan

No more "Special" editions. No more multimonth delays. No more second place for Sega. Super Street Fighter II will debut simultaneously on both 16-bit systems in July, so Genesis aficionados can play alongside their SNES siblings. In fact, Genesis owners will get a few exclusive benefits, such as faster game play.

Hot from the Arcades

Super is a straight dump from coin-op to cartridge, so of course all the New Challengers, new moves for the old World Warriors and bosses, new computer A.I. patterns, new portrait graphics, new animation, new music, new voices, new sounds, and new endings will all be in this 40-meg monster! (Whew.) Of course, the big question is how sharp the graphics will look and how clean the audio will sound given the Genesis's capabilities. We'll find out in the next issue.

Overall, it looks like there will be a few minor feature differences between the Genesis and SNES versions. For starters, the Genesis has an extra star of speed, for a total of five speed levels (0-4), as opposed to four on the SNES (0-3). Also,

COVER STORY



Vega uses his new Off-the-Wall Claw Thrust against Guile.



Bison's new Flying Psycho Fist can confuse his enemies!



Super G's four stars make it faster than the SNES.

for computer-crushing fighters, a new Expert mode enables you to challenge all 16 opponents instead of just 12 on the SNES. The Score Challenge mode, where you fight to earn the most points in a certain amount of time, replaces Time Challenge mode. Finally, the Match Play mode from Group Battle has been nixed in favor of a Point Match mode where the amount of time remaining on the clock when you beat the enemy translates into points, and the player who scores the most points over the series wins.



New animation frames for the boss characters' movements are ported directly from the arcade.



Ken's Flaming Dragon Punch lights up the screen.



Ryu's Red Hadoken is all style.



T. Hawk has a nasty elbow hold to bust Ryu's chops.

Another Genesis in Fighting Games?

Critics contended that despite audio limitations, Special for Genesis outplayed Turbo for SNES. Super Sega's extra star is an indication that this could be another great-feeling edition of the legendary series. **G**

Super Street Fighter II (Genesis)
By Capcom
Available July



Get ready for the New Challengers on Genesis: Gammy, Fei Long, Thunder Hawk, and Dee Jay!

PROREVIEW

Arcade



By Slasher Quan

Super Turbo is out and, believe it or not, it's actually super. Its strengths are Hyper speed, some cool Death Moves, and balanced play. Its weaknesses, though not overriding, are missing moves that were never replaced from Turbo Champion Edition and some annoying Band-Aids.

Balanced, Protected, Tweaked...Almost

Overall, Super Turbo is the most exciting SF game ever, correcting most (but not all) of the complaints against regular Super. At first Super Turbo looks like everyone's worst nightmare. Its power bar closely resembles SNK's — it charges every time you hit the enemy with an attack or do a special move. When the energy bar is fully charged, you can unleash a Neo•Geo-style Super Death Move that is activated by a double-joystick motion. The Death Moves look pretty cool, but they're all old moves with a new shadow animation.



There are four levels of speed (0-3) in ST, but the arcade operator can allow the winning player to pick from three of these settings.

Super Street Fighter II Turbo

(By Capcom)

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	5.0	4.5	EXP. Expert



However, the good news is that none of the Super Death Moves are too difficult (unlike Fatal Fury Special's "connect-the-dots" eight-point flange motions), and usually they don't take off more than a quarter life (although if you're lucky, it can go up to a half life). In fact, Super Turbo has great damage protection, as good as or maybe better than Turbo CE. You can't kill in two combos anymore!



PROTIP: Balrog's Super is one of the most powerful as it can travel full-screen and almost always combos for five hits!



New ending frames, such as Guile's visit to Charlie's grave, await skilled players!



COVER STORY



Notice something missing? Ken's Fierce/Flaming Dragon Punch combo no longer hits four times against every character, which leaves him very vulnerable.



If you finish the enemy with a Super Death Move, you'll see a special sunburst effect!



PROTIP: Throw Ryu's Super through Fireballs for guaranteed damage!

Super Turbo is very balanced, and once again this is a mixed bag. On the positive side, more characters than ever before are strong enough to be considered competitive tournament fighters. Ryu might be king, but Balrog, Vega, and Chun Li are very powerful. On the down side, you'll find that Capcom has attempted to balance the game by making minor changes that aren't very effective. It would have been better to enhance moves to bring everyone up to speed instead of toning down characters that really don't need it in the first place. For example, why is it actually harder for T. Hawk to cross up his opponents with the Fierce splash?

Despite these weird tweaks, ST is a blast because there are new moves for every character to master and some crazy combos, even limited juggling! The game rewards patient players who will go outside the usual limitations in SF II. (Hint: Think Mortal kombos.)

Most importantly, though, Super Turbo is a great-feeling game with smooth response and control due to the high speed. There's great incentive to play this game in both competitive and single-player mode as there are new ending pix and extremely tough, frustrating new computer patterns, plus the added bonus of discovering the hidden character, Akuma. This SF II is the best ever, and it's definitely an all-out tournament machine! **G**

ON LOCATION:

With Steven E. de Souza

COVER STORY



By Slasher Quan

"Yippee Kaiyea...." With these words, Bruce Willis sent ruthless terrorist Hans plummeting from the top of the Nakatomi building to his death a hundred stories below in the hit feature *Die Hard*. Edge-of-your-cushion scenes like this one were crafted by one of Hollywood's most sought-after screenwriters, Steven E. de Souza. Adding to his list of blockbusters, which includes

Die Hard, *Die Hard 2*, *The Running Man*, *Commando*, and this summer's *Beverly Hills Cop 3*, is his newest venture: a screenwriter/director role on the *Street Fighter* movie, due this winter.

GamePro: How will *Street Fighter* succeed where other movies based on video games have failed?

de Souza: With *Super Mario Bros.*, the directors got fixated on literally carrying the game over to the movie. In the game the [characters] hop around and make doink noises, so they thought, "How do we do this in the movie? We'll give them little hopping boots." We could do something like that. If we were idiots, we could start out with the camera on the arcade game and then Guile jumps right out of the machine and yells, "Hi, kids!" And then we could all go right to the unemployment line.



GP: How much will you go outside the framework of the game?

de Souza: One of the most popular movies of all time, *It's a Wonderful Life*, was based on a four-page greeting card with a long poem in it. Obviously they went way beyond the greeting card.

Street Fighter is a cross between *Star Wars*, a *James Bond* movie, and a war movie...its model is definitely not kung fu or karate movies. There will be martial arts fighting, but I think the film is not going to be easily tagged.

I think I've seen 250,000 movies like that. I don't want to make that kind of movie. Our budget is \$34.4 million.

GP: Tell us about the plot.

de Souza: It takes place in Shadowloo where there's a civil war similar to what's happening in Bosnia. Bison is the most powerful of the many warlords and he's trying to control the entire country through the Shadowloo Tong, which is a sort of Asian Mafia. After getting a promotion, Colonel Guile leads a United Nations Strike

"It's going to blow people's minds!"
"People will be surprised when Sagat takes off his shirt."



STEVEN E. DE SOUZA DIRECTOR/ SCREENWRITER



GamePro editor Matt Taylor takes on Steven de Souza in a quick game.



GP: Everyone expects *Street Fighter* to be a martial arts tournament movie à la *Bloodsport*. This sounds different.

de Souza: One studio suggested to us, "Why don't you just make a movie where people bring drugs to Los Angeles and, meanwhile, there's a karate tournament, and maybe the drugs are being smuggled from a locker room, and you have to go undercover in the karate tournament, and you can make the whole picture for \$10 or \$12 million."

Force to take Bison out. The characters from the game will appear in appropriate situations. Cammy and T. Hawk are Guile's aids on the military staff. Chun Li is a news reporter and Honda is her cameraman. Sagat is a sophisticated gangster, another Tong guy. Vega is Sagat's protégé and fights people to death in the arena.

All 16 characters will show up, though some briefly. One problem is there aren't enough villains to work with, so there will be some surprises in the film. Some characters will switch sides.

GP: Where are you filming Street Fighter?

de Souza: We're filming on the north shore of Australia and in Bangkok, Thailand. We thought Capcom might be upset if the plot was that Bison seized control of Tokyo and started executing people. Of course, maybe it would have been okay if Bison had seized control of the Konami building and started executing people.

GP: What about the action?

de Souza: We're going to have enormous battle scenes – we're renting the entire army of Thailand. At the end of the picture when we have an all-out battle for Bison's hidden temple in the jungles of Shadowloo, it's going to blow people's minds. It's going to be like D-Day.

STREET FIGHTER

MOVIE SECRETS!



"If we were idiots we could start out with the camera on the arcade game and then Guile jumps right out of the machine and yells, 'Hi, kids!'"

GP: Are any of the backdrops based on the game?

de Souza: Yes, we have a fight that takes place in Vega's stage. That set with the walls and the audience is in the movie. There's also Guile's stage with the airplanes. There will also be some surprises. You'll have to pay close attention.

GP: Will the moves and combinations from the game be in the movie?

de Souza: The styles will be consistent, but there won't be any fantastic moves – no teleporting or fireballs. But there will be a hint that this might happen in a future picture.

GP: How tough has it been to choose a cast?

de Souza: We're also having trouble finding Cammy. We're seeing a lot of English girls, but they're not very thin or they're wimpy – they couldn't beat up Pee Wee Herman.

GP: Will backstory from the game, such as the Ryu/Sagat legacy, be in the movie?

de Souza: That's dealt with in the movie. People will be surprised when Sagat takes off his shirt.

GP: Any romance between any of the characters?

de Souza: There might be a little attraction, just like Star Wars. But in Star Wars they didn't really deal with it until the later films.

GP: Will the actors ever appear in an SF game?

de Souza: We'll shoot extra footage of Van Damme and some of the other actors that will appear in a future version of the game.

GP: Do other SF projects, such as the anime and comic, influence you?

de Souza: I'm worried that there can only be so much flexibility within the Capcom universe. What if you pick up the comic book and Chun Li is really Ryu's sister. And then you see the movie, and maybe they get married and have a baby. My concern is consistency.

GP: What is the violence content in the movie?

de Souza: We expect the movie to be PG-13. No one gets their eyeballs punched out by sharp stakes in a giant close-up. But if you think the Indiana Jones movies were thrilling, then this movie will be at that level. No gratuitous violence.

GP: So no Fatalities, huh?

de Souza: I didn't say that. **G**



Late-Breaking Cast Update!

Here's an up-to-the-minute list of who's who in the Street Fighter movie.

Guile: Jean-Claude Van Damme (*Bloodsport*)

Bison: Raul Julia (*Addams Family*)

Chun Li: Ming-Na Wen (*Joy Luck Club*)

Sagat: Wes Studi (*Geronimo*)

Dhalsim: Roshan Seth (*Ghandi, Mississippi Masala*)

Honda: Peter Tuiasosopo (*Fox TV's Danger Theater*)

Balrog: Grand L. Bush

Ryu: Byron Mann

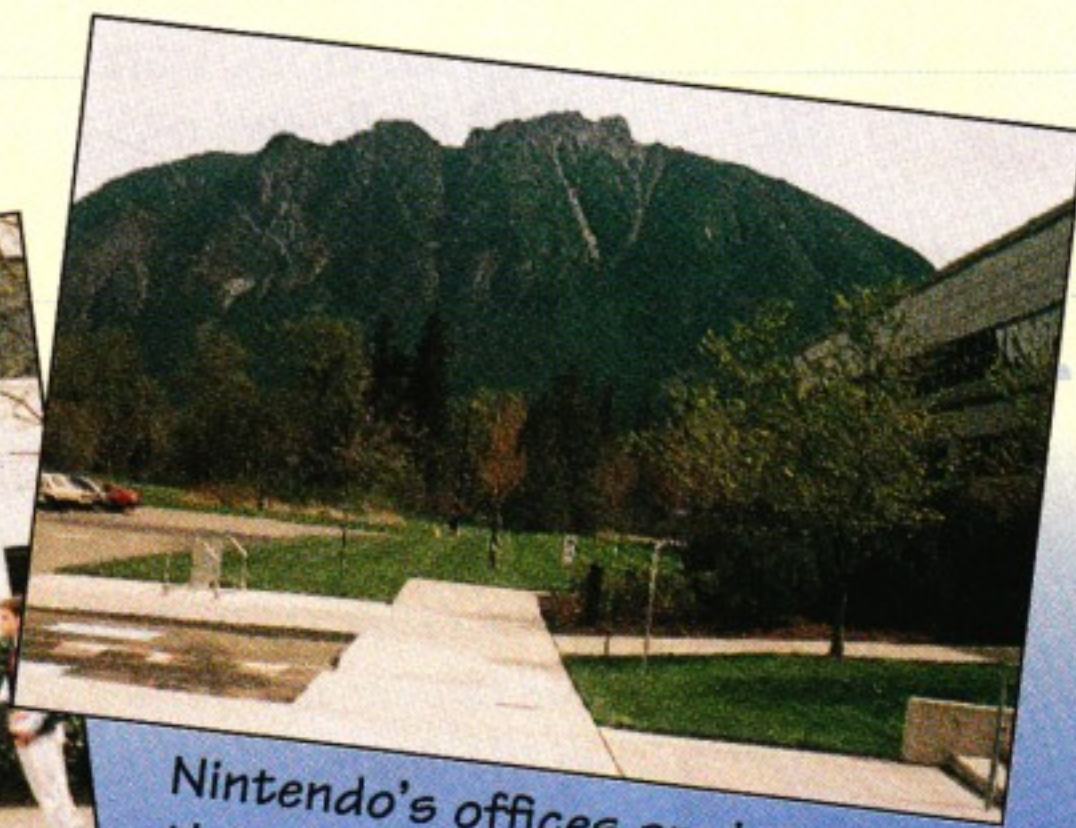
T. Hawk: Eric Schweig (*Last of the Mohicans*)

ON LOCATION: Nintendo



Behind the Scenes at Nintendo

A Reporter's Notebook:



Nintendo's offices are located at the base of the Cascade Mountains near Seattle.



By Andy Eddy

In the years since it introduced the NES in 1985 and subsequently rose to the top ranks of the video game world, Nintendo hasn't exactly had an open-door policy towards the press, but heated competition (primarily from Sega) has prompted a change in that attitude.

Recently, GamePro had the rare opportunity to tour Nintendo's facilities at Redmond, Washington, near Seattle. What follows is our own Andy Eddy's diary of that four-day visit.

Day 1

The flight from GamePro headquarters near San Francisco was uneventful, and in no time I was floating in the hotel pool. This was a travel day, so I relaxed, watched the tube, and surfed the on-line networks from the hotel-room phone.



Few mortals have seen Cafe Mario, let alone eaten there.

Day 2

Arising bright and early the next morning, it was off to Redmond, home of Nintendo. I was joined by other journalists from such publications as the *San Francisco Examiner*, the *Chicago Tribune*, *Disney Adventures*, *Sports Illustrated*, and *Time*.

First was a tour of two of the most active operations at Nintendo: the game-play counselors (GPCs) and customer-service representatives (CSRs). You can imagine how strange the conversations sound to nongamers. Hearing "Did you pick up the Whip Orb?" and "Be sure to push on the waterfalls!" would cause most people to question your sanity.



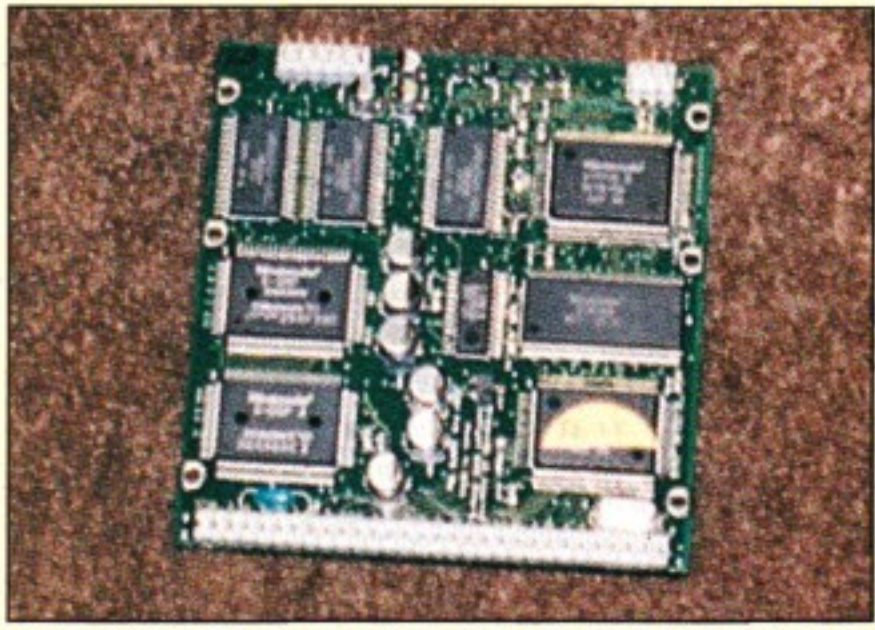
Nintendo keeps a running tab of calls and letters received and answered.

The GPCs and CSRs have taken 36 million calls since 1985 and average 110,000 calls a week, though the volume is as high as 220,000 calls when school is out or during a holiday! Video displays show how many calls are holding on the various lines and which ones been waiting the longest. Nintendo strives to have 80 percent of the calls answered by a "real person" within 30 seconds.



Nintendo's 250 game counselors scan this database for reference when you call with a question.

Next, Russell Braun, manager of engineering, spoke about the Nintendo Gateway System, which offers travelers access to games, audio CDs, shopping services, and movies in selected hotels, cruise ships, and airplanes.



This board, about three inches square, is the mini-SNES that resides in a Nintendo Gateway System airline seat.

Braun also touched on Project Reality (PR) and future Nintendo systems. He believes that while Nintendo feels that "optical storage [namely CDs] is a few years away from viable use," Project Reality would be expandable for CD capabilities. He also noted that "virtual reality is the next step - VR is to video games as video games were to board games." It's no surprise that Nintendo is calling its hush-hush 32-bit system (see ProNews, page 168) a "virtual-reality system."



Nintendo proudly displays the art and pictures sent in by its gamers.

During lunch, some Nintendo Power editors hit the stage to compare SNES and Genesis sports games. Can you guess which ones looked more impressive? Now, it's no surprise that the SNES looks better graphically, thanks to a larger color palette

and custom graphics processors. Just the same, the color looked "turned-down" on the Genesis monitors to make them seem less vibrant. I also noticed that everyone at Nintendo refers to Sega as "our competitor," not its name. Nintendo claims it has 102 sports games as compared to 62 for the Genesis.

George Harrison - no, not the Beatles' guitarist - heads up Nintendo's advertising, marketing, packaging, and consumer promotions. He noted Nintendo's recent advertising push with high-budget, aggressive ads (including the first product ads in video game magazines such as *GamePro*), as well as marketing on cereal boxes, candy bars, and juice packs. Nintendo was curious how its "advertorial" putting down Sega would be received (Eddy's note: It's garnered heated debate from on-line network users). Was it too much too late? Was it "desperate"?

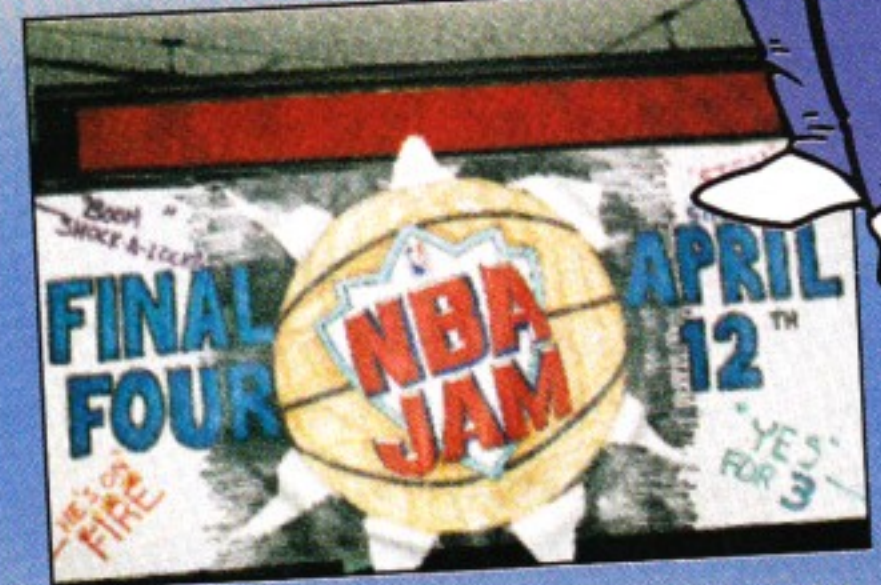


George Harrison, head of Nintendo's advertising and marketing, showed promotional SNES sets and Nintendo-related marketing on cereal boxes.

Mark Westcott, Nintendo's promotions manager, detailed an exciting project: Power Fest '94, which began in May and runs through October. Expected to hit 140 sites around the U.S., this event is comprised of six simultaneous trailer-truck tours, rather than an "arena" tour that hits fewer locations. Players compete in Super Mario All-Stars, Ken Griffey Jr. Presents: Major League

Baseball, and Super Mario Kart, with the winners being flown to the finals in November at Sea World in San Diego.

Howard Lincoln (chairman) and Peter Main (VP, marketing) gave extended discussions of Project Reality and upcoming competition. "[Nintendo] had a famine last year," Main acknowledged, "but we're feeling very good about how we are positioned for later this year." Just how "good" will become clear when the first PR product is released later this year, an arcade game by Rare called *Killer Instinct*.



Office competitions are common, and they also hone employee skills.

Lincoln and Main naturally expect that the PR system will surpass the competitors and last through the year 2000. Lincoln mentioned one of Nintendo's strengths in that regard: "We have \$3.5 billion in cash, no debt, and a household name around the world." Hard to argue with that.

Nintendo's general counsel, Lynn Hvalsoe, told us a little about counterfeit games and piracy. Although not as common in the U.S., there are elaborate networks of pirates who copy games, some of which are nearly duplications of the actual production version. Only when seen side by side can the real version be distinguished from the fake.

Next, producer Jeff Hutt gave us a brief look into game development, mostly focusing on the creation of Ken Griffey Jr. Presents: Major League Baseball. Nothing really new was revealed here. The only "secret" cart shown was *Stunt Race FX*, a funky driving game that utilizes the SFX chip, but it was too unfinished to review.



An early look at *Stunt Race FX*, Nintendo's upcoming driving game.

Our last stop for the day was Nintendo's game-evaluation center. Product analyst Mike Kelbaugh explained how gamers are brought in to look at Nintendo software. Over four years, Nintendo has amassed a database of 10,000 kids and adults. Evaluation groups assess new Nintendo games in a process similar to the one Nintendo uses to evaluate games from its licensees. All this takes place with one-way glass and remote-controlled cameras, so Nintendo observers can gauge participants' reactions.

We closed out the day with a nice dinner at a shoreline restaurant called Palisade. Did I have a relaxing evening after that? No way. I had a review to write for *GamePro*...back to the keyboard!

Day 3

This was scheduled as a short day – no, Nintendo, while powerful, can't trim the hours in a day. We didn't have much planned, yet it was one of the most interesting segments of the trip.



This scale is so sensitive that it can detect a missing manual from the box.

We started with a 45-minute drive to a city outside Seattle called North Bend. The spacious site, backed by snow-capped mountains and woods, was once the proposed site for the Seattle Seahawks' training camp. Nintendo took the 120-acre plot, built a \$62 million, state-of-the-art distribution center, and surrounded it with fences, barbed wire, and gun-toting

guards. Believe me, I never considered snatching a copy of *Super Metroid*...okay, maybe once.

Wayne Hamilton, director of distribution, gave us the lowdown on the facility, which is highly automated. All boxes are bar coded, stacked by "smart" machinery, and carted around by automated robots with names like "Star Fox" and "Mario's Kart." It's amazing to see all this happen with little human intervention.



This wire-guided robot runs on its own and plugs itself in if its battery is low.

The operation is extremely efficient. Everything is double-, triple-, and quadruple-checked. The use of bar codes not only kicks a misplaced box off the line automatically, but it also helps stores keep track of the contents better – and with fewer insurance claims.



This security cart brought a chuckle to the press corps touring Nintendo.



Oodles of *Super Metroid* games, ready to be sent out to good little boys and girls.



Up close and personal before the Seattle Mariners game.

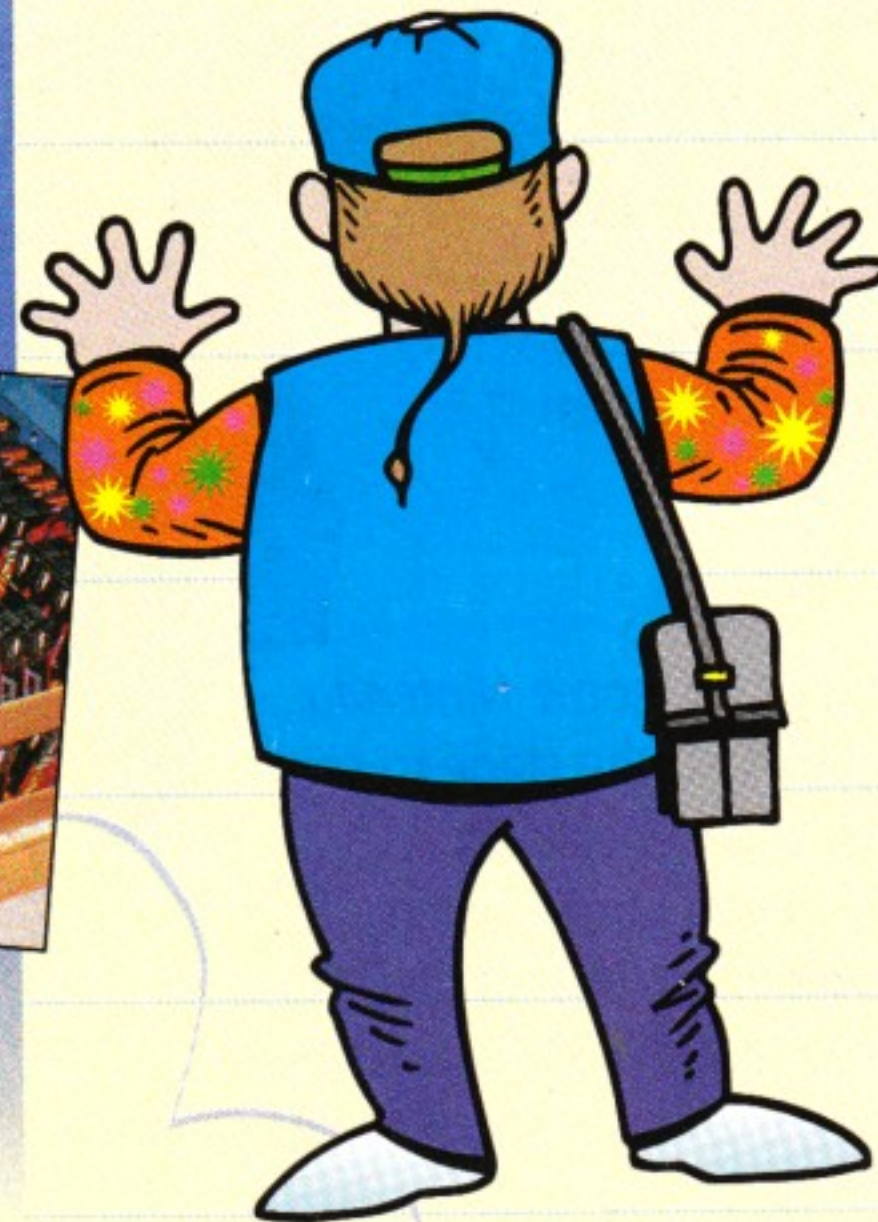
After a great lunch at Salish Lodge, we were offered a treat: Thanks to some of Nintendo's executives having majority ownership, we went to a Seattle Mariners...er, Mariners baseball game. We checked out batting practice from the field, watched a few innings from a booth behind home plate, and ate catered franks in the owners' box. I recommend this to anyone...if you can pull it off.



Never pass up an opportunity for a product placement, like this sign behind home plate.

Day 4

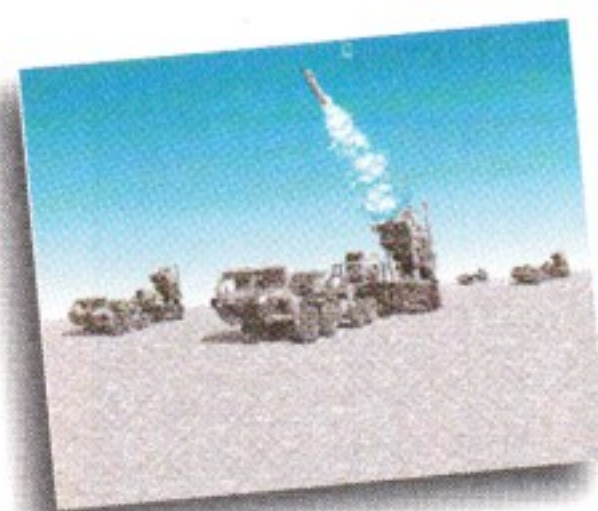
After some scrambling to get everything back into my suitcase, I headed back to the airport and returned to *GamePro* to write yet another review. An editor's work is never done....



IT'S A ROUGH WORLD...



Super NES® screens shown. Other systems' screens may vary.



...DON'T FORGET YOUR TANK.

The world can be a nasty place. You've got to be ready for anything. Pop quizzes. Zits on prom night. Psycho dictators out to wipe you off the face of the Earth with barrages of SCUD missiles, swarms of assault choppers, and hordes of T-72 tanks.

For those out-of-line dictator types, you'll need Absolute Entertainment's best-selling SUPER BATTLETANK series. With **SUPER BATTLETANK 2™** for the Super NES®, you'll feel the incredible 16-MEG rush of shattering an enemy attack with high-speed machine guns and laser-guided shells, and re-live your victories with awesome full-motion video

sequences. Or take the fury of modern armored combat with you wherever you go with **SUPER BATTLETANK™** for Nintendo's Game Boy® and Sega's Game Gear™.

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"... [SUPER BATTLETANK 2] is one tank simulator that couldn't get any closer to the real thing!"
— Game Hits magazine



NBA Jam Tournament Edition

SPECIAL FEATURE Hidden Characters



By The King Fisher

(Special thanks to Mark Turmell of Williams Bally/Midway)

Hellooooo!!! Welcome back to NBA Jam Tournament Edition. As you may know, this game's coolest features are the 70-plus hidden characters. And once again, *GamePro* has decided to come clean. Over the next three pages we'll show you all the hidden characters that we have to date and how to get to 'em. If you know of any that we didn't print here, write us at *GamePro*, to the attention of The King Fisher, and if we print your hidden character, we'll send you a *GamePro* T-shirt.



Hidden Characters

Just enter these codes at the Initials screen

Mark Turmell



Mark Turmell, Bally/Midway designer and producer...oh, and creator of NBA Jam. By the way, Mark bets the San Antonio Spurs will win the NBA Championship and Robinson will be the MVP. MJT Mar 22.

Air Morris



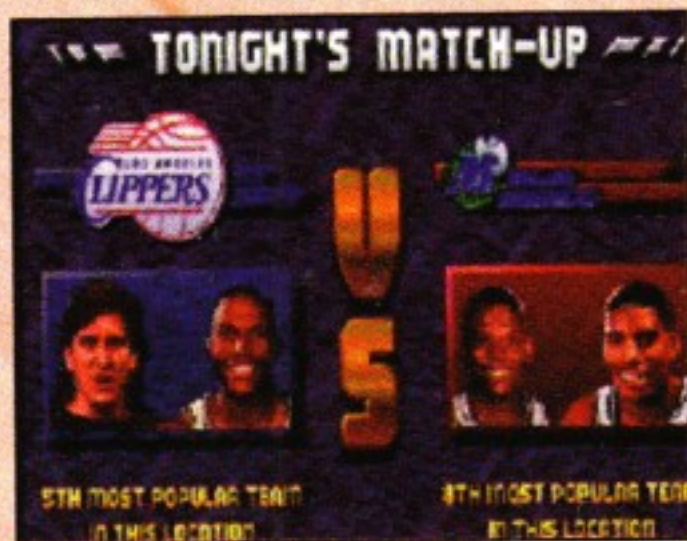
Willie Albert Morris, Jr., a.k.a. Air Morris, is the model that Bally/Midway used for the digitized jams in NBA Jam. WIL Jan 01.

John Carlton



John Carlton, video artist at Bally/Midway and on NBA Jam. JMC Aug 05.

Sal DiVita



Game designer and video artist at Bally/Midway, Sal DiVita is one of the original NBA Jam designers. SAL Feb 01.

Shawn Liptak



Shawn Liptak, Bally/Midway video programmer, who also worked on NBA Jam. SL_ (space) Jun 24.

John Newcomer



John Newcomer, one of Bally/Midway's and NBA Jam's video artists. JRN Jun 18.

Jon Hey



Jon Hey, sound designer at Bally/Midway and on NBA Jam. JWH Sep 20.

Sheridan Oursler



Sheridan Oursler, lab technician at Bally/Midway. SNO Jan 03.

George Petro



George Petro, Bally/Midway and NBA Jam designer. George also worked on T2 and the new arcade game Rev X. GNP Oct 08.

Al Lasko



Bally/Midway lab tech Al Lasko. AML Aug 31.

Joe Dillon



Bally/Midway's VP of marketing, Joe Dillon...looks a little like Doc in Total Recall, doesn't he? JPD Jun 03.

Josh Tsui



Josh Tsui, Bally/Midway's video artist and member of the 1992 Chinese Olympic basketball team. JYT Nov 28.

Ed Boon



Bally/Midway and Mortal Kombat game designer/programmer Ed Boon will bring electricity to your game. EJB Feb 22.

John Tobias



Bally/Midway and Mortal Kombat game designer/video artist John Tobias will also bring electricity to your game. TOB Aug 24.

Paul Heitsch



Bally/Midway game tester Paul Heitsch, rumored to be the worst secret character in the game and a serious nag. WMN Nov 11.

Larry "Kamm" Demar



Bally/Midway's main pinball man Larry "Kamm" Demar, whose creations include Twilight Zone, Stargate, and Robotron. VLK Nov 09.

Dan Forden



Bally/Midway sound designer Dan Forden. DWF Sep 28.

Eric Kinkead



Bally/Midway's video artist Eric Kinkead is reputed to have at least nine lives. DIE Jan 01.

Chris Granner



Chris Granner, sound guy, is reported to be Bally/Midway's best composer. CG_ (space) Dec 04.

Linda Deal



Linda Deal, an artist at Bally/Midway. LTD Apr 30.

Paul Barker



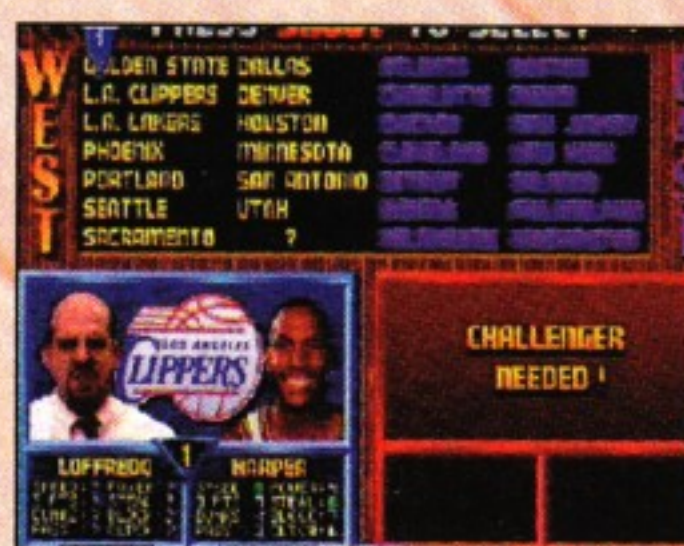
Paul Barker, head of Bally/Midway's Pinball Art Department. PCB May 09.

Roger Sharpe



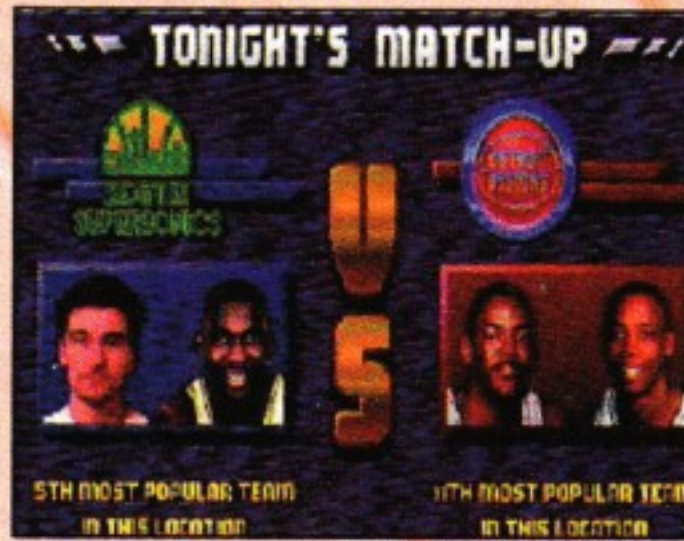
Bally/Midway's Roger Sharpe, one of the top marketing executives, is ready to roll. ROG Aug 01.

Mark Loffredo



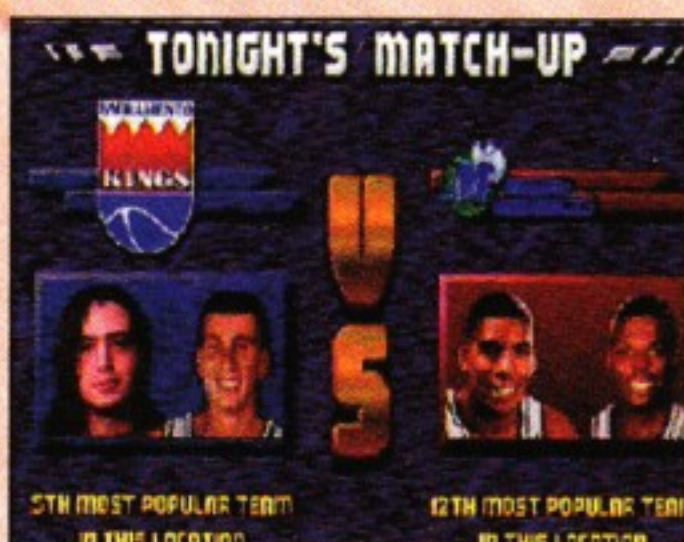
Mark Loffredo, hardware designer extraordinaire for Bally/Midway. ML_ (space) May 25.

Jamie Rivett



Bally/Midway and NBA Jam game designer Jamie Rivett. RJR Jan 17.

Tony Goskie



Bally/Midway and NBA Jam game designer/video artist Tony Goskie. The rumor mill at Bally/Midway says Tony is the most talented artist at the company. TWG Dec 07.

Bill "Dozer" Dabelstein



Bill Dabelstein, Bally/Midway programmer and video designer. Bill was involved with the games T2 and Rev X and is also co-founder of Underdog Records. DOZ Dec 31.

NBA Jam Tournament Edition

Hidden Characters

Mark Penacho



Bally/Midway programmer and game designer Mark Penacho. Mark was a programmer on the pinball game *Cyclone*. MDP Jan 13.

Jake Simpson



Jake Simpson, Bally/Midway programmer/designer and token Brit. JMS Feb 22.

Gary Mednick



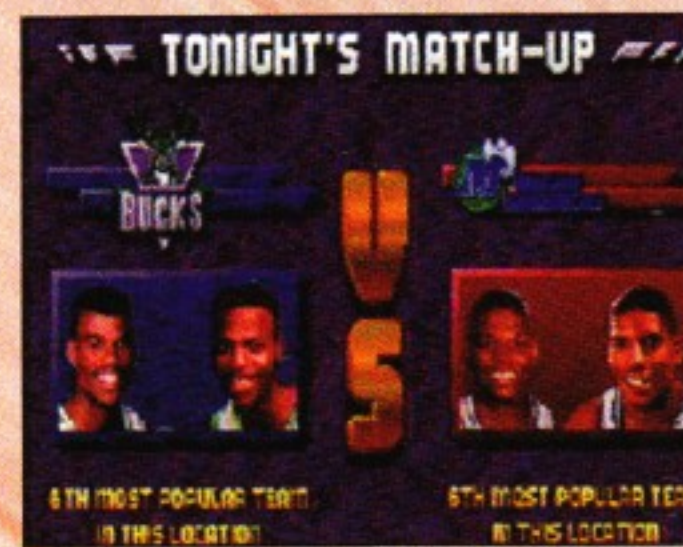
Bally/Midway's Video Department Manager Gary Mednick. CMM Jul 02.

Jason Skiles



Jason is an "Internet Guy" and can be reached on the net at Chuckles@MCS.COM. JMS Jul 29.

David Robinson



David Robinson of the San Antonio Spurs. ROB Aug 06.

Chris Webber



Chris Webber of the Golden State Warriors, a rookie superstar. WEB March 01.

Dee Brown



Dee Brown of the Boston Celtics. DEE Nov 29.

Scottie Pippen



Scottie Pippen of the Chicago Bulls. PIP Sep 25.

Alonzo Mourning



The Charlotte Hornets's Alonzo Mourning. ZO_ (space) Feb 08.

Patrick Ewing



Patrick Ewing of the New York Knicks. PAT Aug 05.

Derrick Coleman



Derrick Coleman of the New Jersey Nets. DC_ (space) Jun 21.

Shawn Kemp



The Seattle SuperSonics's Shawn Kemp. KMP Nov 26.

Dennis Rodman



Dennis Rodman (without blond hair) of the San Antonio Spurs. ROD May 13.

Lorraine Olivia

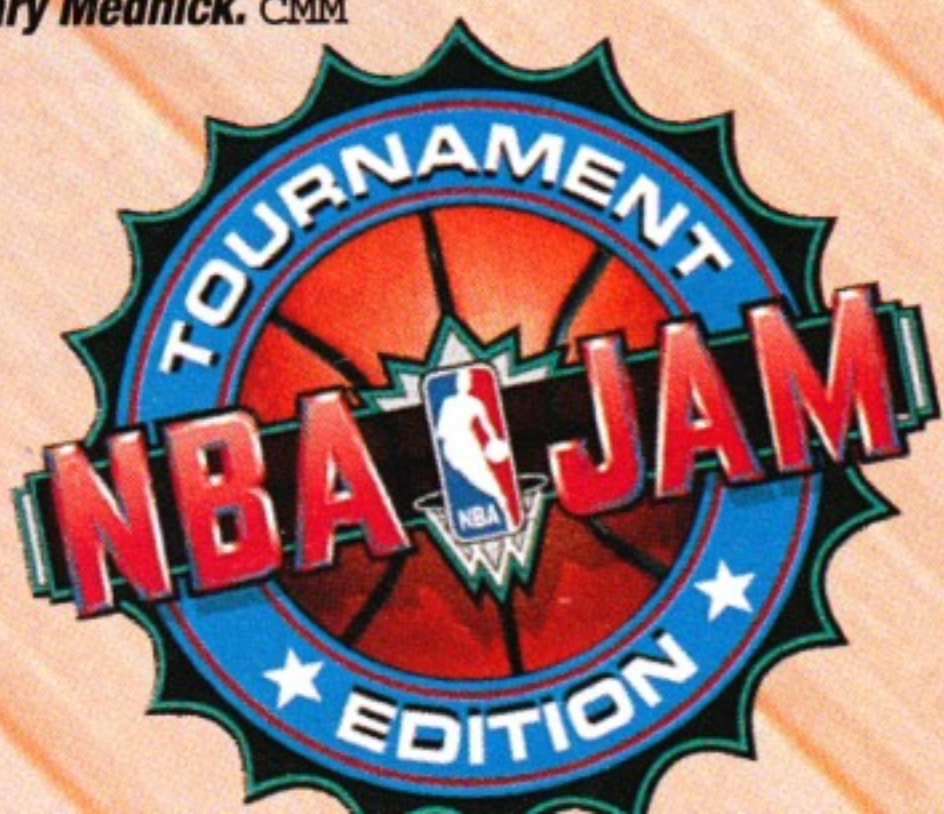


Ex-Bunny and current NBA Jam cheerleader Lorraine Olivia. LOR Feb 20.

Kerri Hoskins

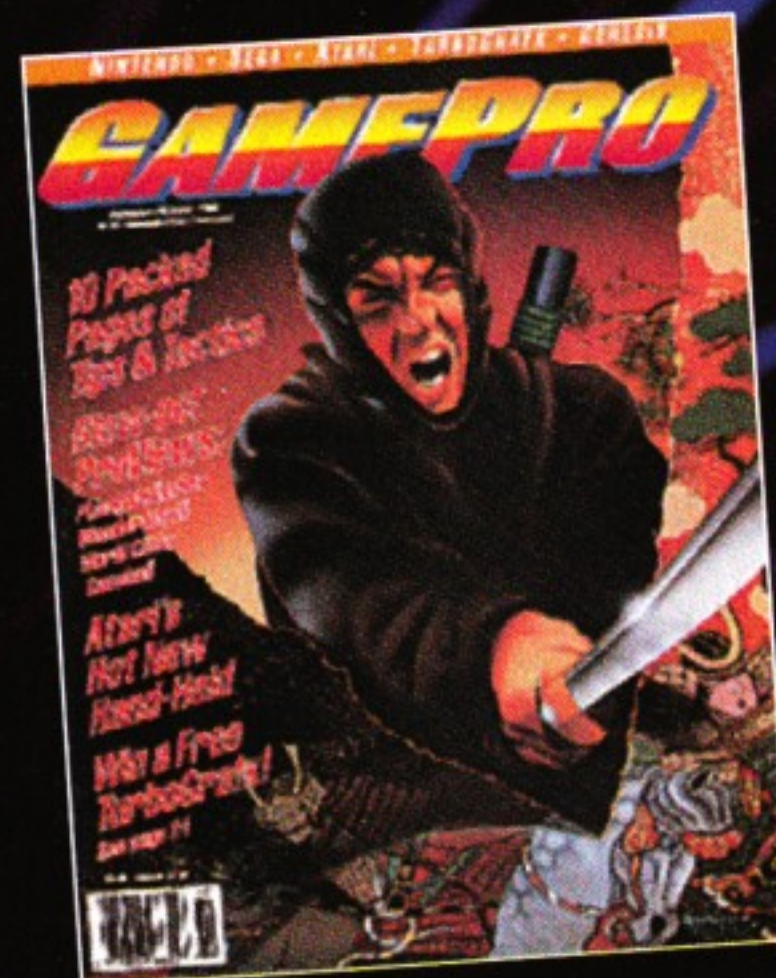
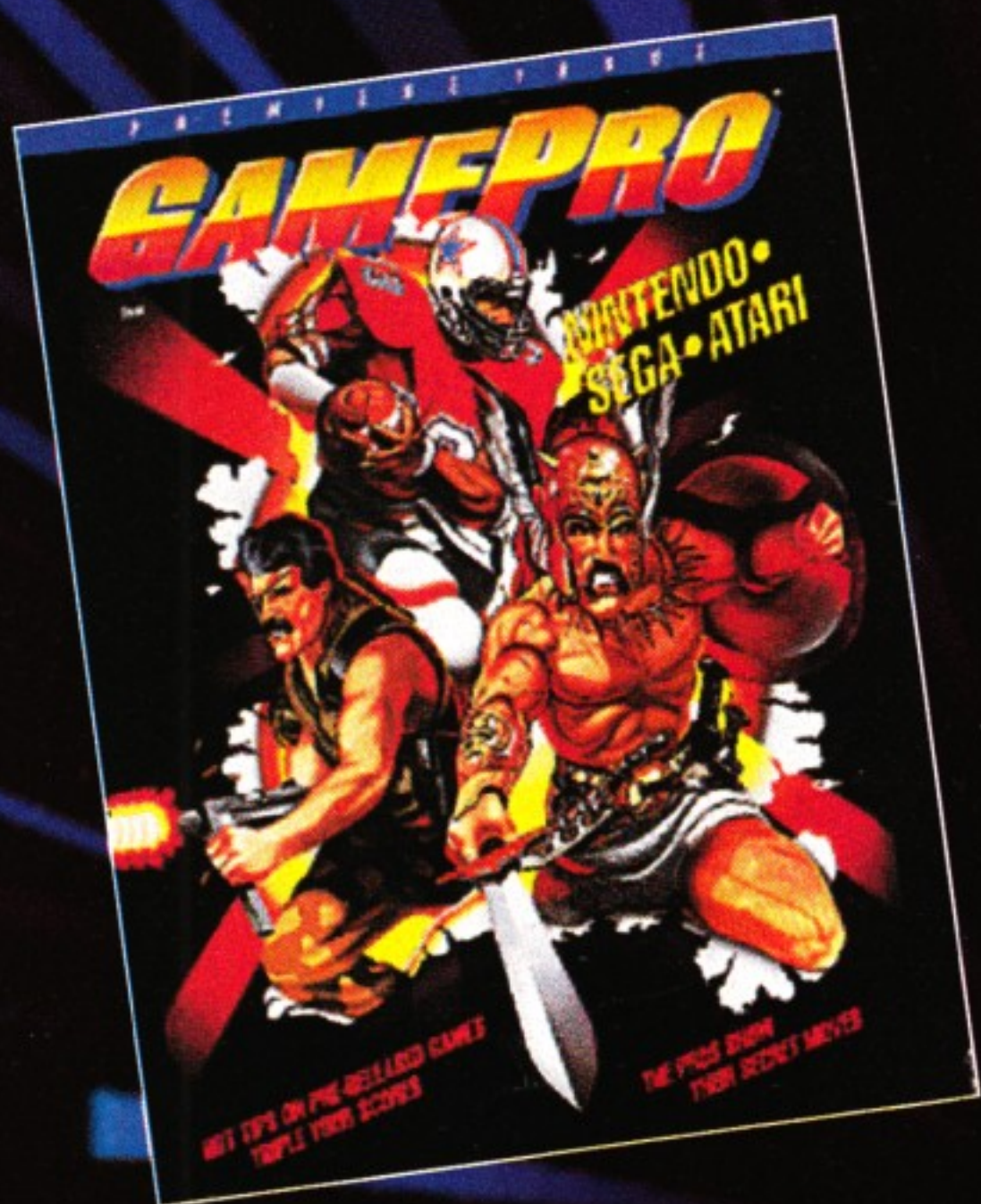


Kerri Hoskins is also an ex-Bunny and current NBA Jam cheerleader. KER Oct 10.



GAMEPRO FLASHBACK

5 YEARS AGO



1989



THEIRS.



ESPN Baseball Tonight is here, and it blows the competition right off the field.

With unprecedented player control, super-responsive "touch," and Chris Berman and Dan Patrick in the booth, this is the ultimate baseball simulation.

We started by filming real baseball players against a blue screen. Then we digitized the footage. The result is an arcade-style experience



INCREDIBLE BAT CONTROL WITH NORMAL, HIGH AND LOW SWING POSITIONS.

with the smoothest, most realistic player movement you've ever seen.



"TELEVISED BASEBALL" PERSPECTIVE WITH INSTANT REPLAYS AND HIGHLIGHTS.

The bat control is unbelievable. High-inside fastball? Swing high and take 'em deep. Curve ball low and away? Swing low and go to the opposite field.

The pitching is just as intense. A radar gun clocks each pitch to let you know how fast you can bring it. But if you throw heat all game long, your arm will die early.

You've got all 28 Major League teams,



OURS.

including the new divisions and the expanded League Championship Series. Use your password to track your favorite team through both rounds of the LCS and the World Series.

You'll hear digitized sound effects with crowds that actually respond to the action on the field. Sound realistic? Of course



OVER 10,000 FRAMES OF PLAYER ANIMATION FOR THE MOST FLUID MOVEMENT EVER.

it is--it's got ESPN's name on it. So if you've been playing those other

baseball games, put them away. You've had enough practice.



CHRIS BERMAN REPORTS "LIVE" FROM SPORTSCENTER. DAN PATRICK CALLS THE PLAY-BY-PLAY.



EVERYTHING ELSE IS JUST PRACTICE.™



Genesis

FATAL FURY 2



By Slo Mo

Fatal Fury 2's making a furious bid in the fighting-game arena. Its 24 megs and first-rate fighting action help it hold its own.

Fatal Attractions

Fatal Fury 2 faithfully mimics the Neo-Geo version and knocks Fatal Fury Genesis out of the ring. You get 12 selectable characters with a repertoire of moves that earns a black belt, including four Special Attacks and a block. Also, if you're almost beaten you can pull a last ditch Super Attack, which scores severe damage.

PROTIP: If your opponent jumps in on you and you can't meet him in the air, try a crouching low kick when he lands.

PROTIP: Use the projectile attack to counter an opponent's projectile attack.



PROTIP: A computer player usually jumps over your projectile attacks with ease.



PROTIP: Be quick to pick either high or low blocks and be correct! Overhead attacks usually break through a low block.

An FF holdover is the mildly controversial, uniquely Fatal Fury, three-dimensional movement that allows fighters to move up, down, and diagonally across lines of attack. If you like it, it's a cool (and easy) temporary escape. If you don't, it's cheesy.

FF2 features solid six-button controller support. You can win with the old three-button controller; however, to use the hard kick and the hard punch, you must do the near-impossible: hold down C and then hit A or B.



PROTIP: Jubei can follow his projectile shots very quickly.



All this and Fatal Fury 2.



Terry Bogard



Kim Kap Hwan



Jubei Yamada



Axel Hawk



Andy Bogard



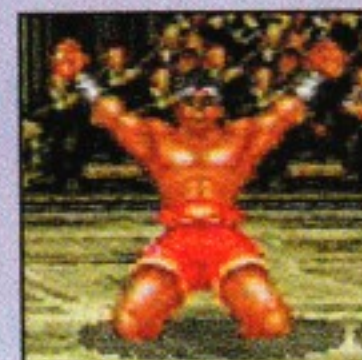
Mai Shiranui



Cheng Sin Zan



Lawrence Blood



Joe Higashi



Big Bear



Billy Kane



Wolfgang Krauser

PROTIP: Practice the diagonal move. Against human players it's good for quick escapes.

Fatal Distractions

Fatal Fury 2 features knockout character graphics and awesome Special Attack animations, easily on par with Street Fighter II Special and Mortal Kombat. Casting a pall over the nice-looking pix are the excessively bright, scrolling backgrounds. They're imaginative, but sometimes it's hard to see an opponent's move!

The sounds try to get serious. Even though the attack effects score, the music makes you snore.

Fatal Transaction?

Fatal Fury 2 is a fistful of Genesis fighting fun, but be sure to play with a six-button controller. The only caveat to cost-conscious consumers: Something special for the SNES is due in the fall – Fatal Fury Special. Whither the Genesis? **G**

Genesis Game Profile
Fatal Fury 2
 (By Takara)

GA With slick fighting action and imaginative graphics, Fatal Fury 2 ought to beat its way into your Genesis fighting stable.

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	4.0	4.0	ADV.

\$69.95
 24 megs
 Available now
 Fighting game

2 players
 12 stages
 Side view

YOU'LL BE TEMPTED TO
PLAY OUR NEW GAME LIKE
REAL SOCCER
BUT THEN YOUR
GAMEPAD WOULD REALLY

STINK

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PROREVIEW

Genesis



By The Unknown Gamer

Although this version of Next Generation doesn't quite reach warp speed, it's a varied and absorbing game. At the helm of the *Starship Enterprise*, you navigate across the universe, completing various smaller missions. At each step in your travels, you'll accumulate the pieces of the puzzle that will help you solve a greater mystery affecting the entire Federation and its most dangerous enemies.

Tactical systems. Communications with other ships and Starfleet give you clues and directions that help you pursue your mission. Once underway, you set your course, determine warp speed, monitor the ship's systems, search computer files for crucial information, fire phasers and photon torpedoes, and even send out Away Teams.



PRO TIP: During Away Team missions, always walk with your phaser ready to stun.

Make It So

Despite the gaps in the game play, most residents of the Federation are really gonna want to like this game – and Next Generation's stellar graphics really help to "make it so." Bridge views that scroll 360 degrees, the familiar TNG faces, and other authentic details bring the game to life.



The view from the Bridge.

STAR TREK THE NEXT GENERATION

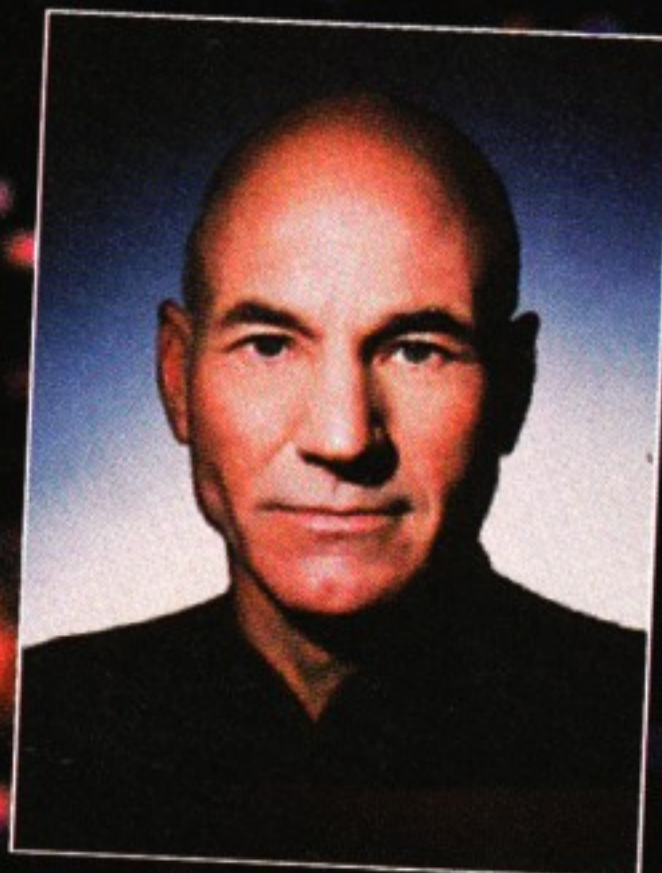
Set Phasers to Stun

You command the Enterprise from the Bridge, but you also have access (via a series of graphic-adventure-style menus) to the Conn (navigational controls) and Computer, Engineering, Security, and

The action all sounds authentic, and in many ways, it is. The varied game play,



PRO TIP: When a battle occurs and the enemy hails you, respond to the hail. Destroying an enemy ship will generally bring more trouble than it's worth.



PRO TIP: Repair the alien ship by searching for replacement parts and installing them.

Although delightfully familiar, the Next Generation theme song gets repetitive at times. Really cool sound FX include the Red Alert klaxon, Communications hails, familiar sounds of the Transporter in operation, and phasers firing.

Engage!

This Genesis cart isn't quite the same as the SNES game released earlier this year, but it's close enough that Starfleet officers who survived the SNES mission won't encounter enough surprises to make it worth a second play. Those with a choice will want to opt for a commission on an SNES voyage. Either way, fans should definitely set a course for this first generation of TNG games. **G**

from the first-person bridge perspective to the overhead-view role-play-style Away Team explorations, captures much of the flavor of the television show. Unfortunately, uneven action, such as long, repetitive exploration of mines, slows the game just when the story line starts getting absorbing. Similarly, the frustratingly awkward controls will make more many officers feel like resigning their commission. And of course, it's just not yet possible to capture the complex characters of a show like *Star Trek* in a 16-bit video game.



PRO TIP: Pay close attention to what this alien tells you. It'll give you important clues for later in the game.

Genesis Game Profile Star Trek: The Next Generation (By Sega of America)



The popular TV show doesn't rematerialize perfectly in this cartridge, but it's got enough Trekkie lore and interesting game play to give it some very promising Tricorder readings.

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	3.5	4.5	Intermediate

\$54.99
16 megs
Available now
Action/adventure
1 player
Multiple views

VIDEO GAMES ARE

LIKE UNDERWEAR.



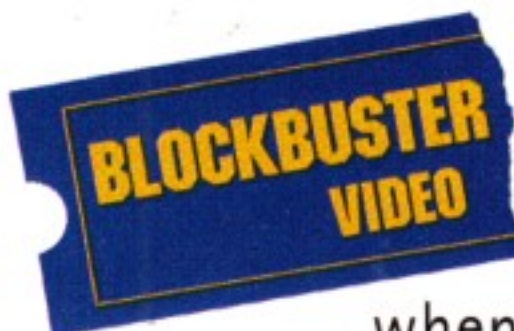
YOU GET ATTACHED

TO THE GOOD ONES,

BUT EVENTUALLY

YOU HAVE TO

CHANGE THEM.



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

WHERE THE CHALLENGE NEVER ENDS.

PROREVIEW

Genesis



By Cross Eyes

In the entertaining Time Trax, you play Capt. Darien Lambert in the year 2193. When the evil Mordecai Sahmbi uses a time machine to send the 22nd century's most dangerous criminals back to 1993, Lambert gives chase. Time is not on his side.

No Time Like The Present

This game emphasizes action. You start in the 22nd century, chasing Sahmbi and his gang as they escape to 1993. Exciting run-and-shoot adventures lie ahead, with two levels of shooter-style vehicle fighting (a jet ski chase and a helicopter battle) added in. You're armed with an effective Pellet Projection Tube (PPT) and are an expert at Mash-Ti, a futuristic form of martial arts. You can also slow down the speed at which visual information reaches your brain; this Time Stalling is most helpful when you run through doors or dodge lasers.

Unfortunately, the Time Stall ability ultimately proves to be a disappointment, because it isn't

necessary for much of the game. It's indispensable in Level Two, but after that the novelty and usefulness wear off.



PROTIP: The first level has the most hidden goodies. Take your time and explore; the items you find will help you later on.



PROTIP: The shortcut in Level One may be tempting, but don't take it. You'll need the various power-ups scattered elsewhere.

Another disappointment is the effectiveness of the controls. It's all too easy for poor Darien to lose his grip on an overhead pipe or tree branch while trying to kick a gunman. At other times, you'll accidentally activate a Time Stall, which takes time to recharge.

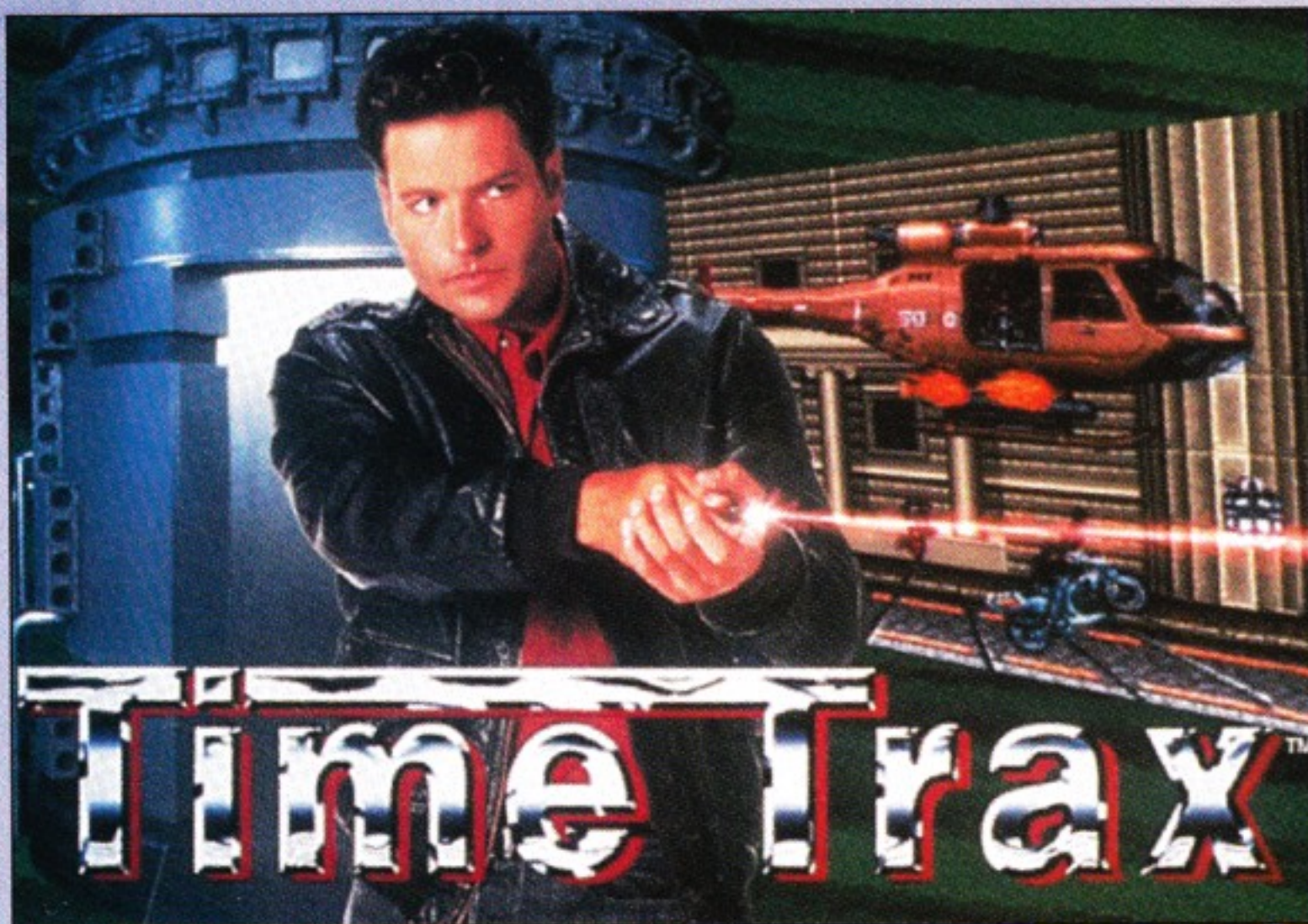
The graphics aren't as dynamic as the sounds, but there are still good details worth noticing: Each of the spiders' eight legs actually moves, for instance, and the huge aircraft in Levels Four and Six are overwhelming.



PROTIP: Shoot every wall, then watch where the explosion registers; you'll find hidden power-ups and secret paths.



PROTIP: When standing in a long, featureless corridor, duck and shoot repeatedly. Chances are you'll turn up something useful.



PROTIP: Your Time Stall ability is particularly useful for getting past doors in Level Two.



PROTIP: The best way to fight foes is to shoot them from a distance, then finish them off with a punch or leg sweep.



PROTIP: Keep a close eye on Darien in Levels Four and Six. It's easy to get hit or lose a power-up if you watch the target vehicle.

Music to Your Ears

Time Trax does have good sound and graphics that intensify the action. The pulsating soundtrack keeps your attention focused and your adrenaline high. The sound FX are also impressive – they're distinct enough to help you identify specific weapons being fired.

Better Make Trax

Despite its flawed controls, Time Trax is a slick game that blows away much of the competition. If intense action/adventure games are for you, make Trax to a toy store. **G**

Genesis Game Profile

Time Trax

(By T•HQ)



Pounding music, intense chases, and the ability to slow your foes to a crawl keep Time Trax from being just another action game based on a TV show.

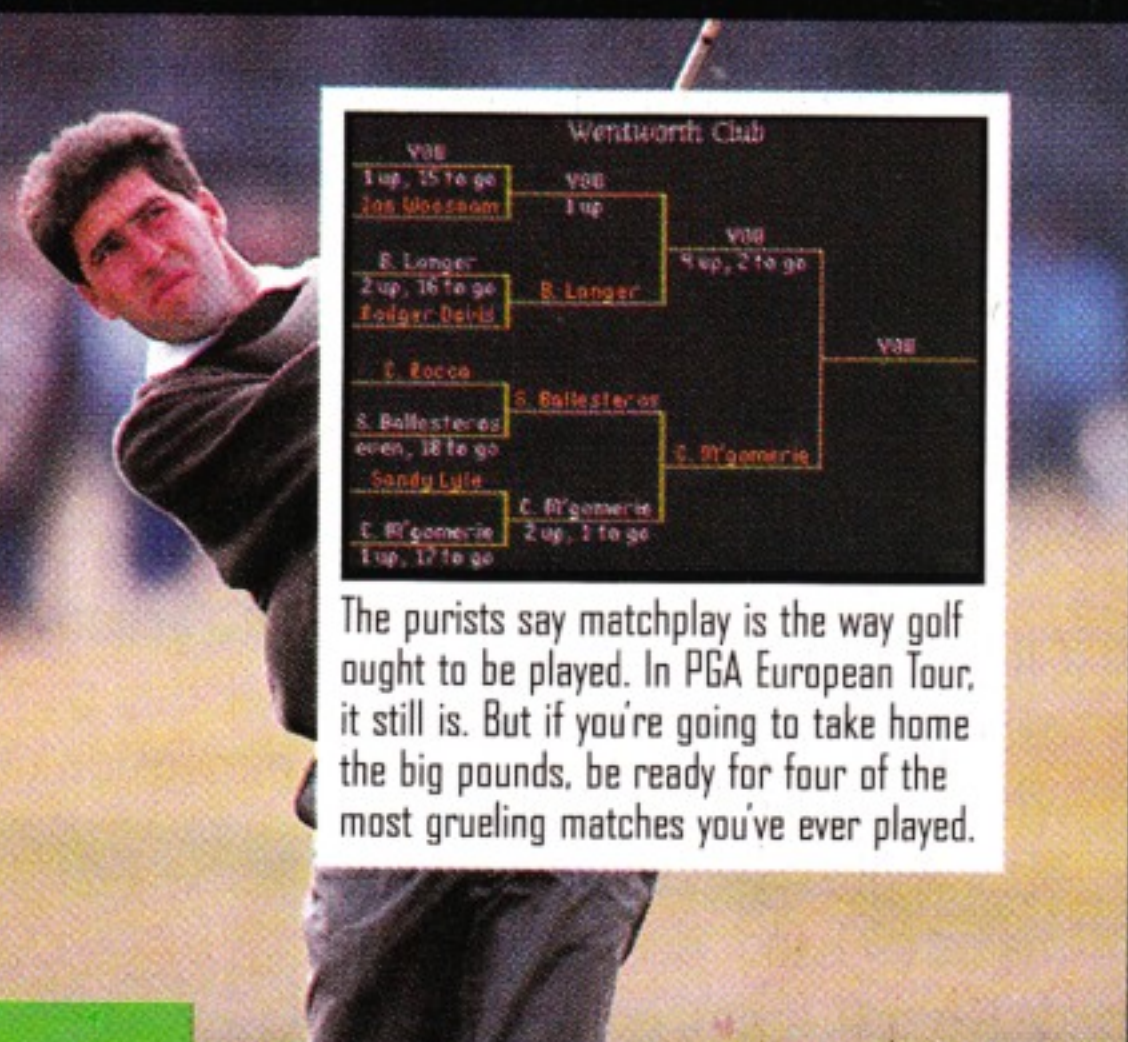
Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
4.0	4.5	3.5	4.5	Adjustable

\$59.95
8 megs
Available now
Action/adventure

1 player
8 levels
Side view
Multi-scrolling



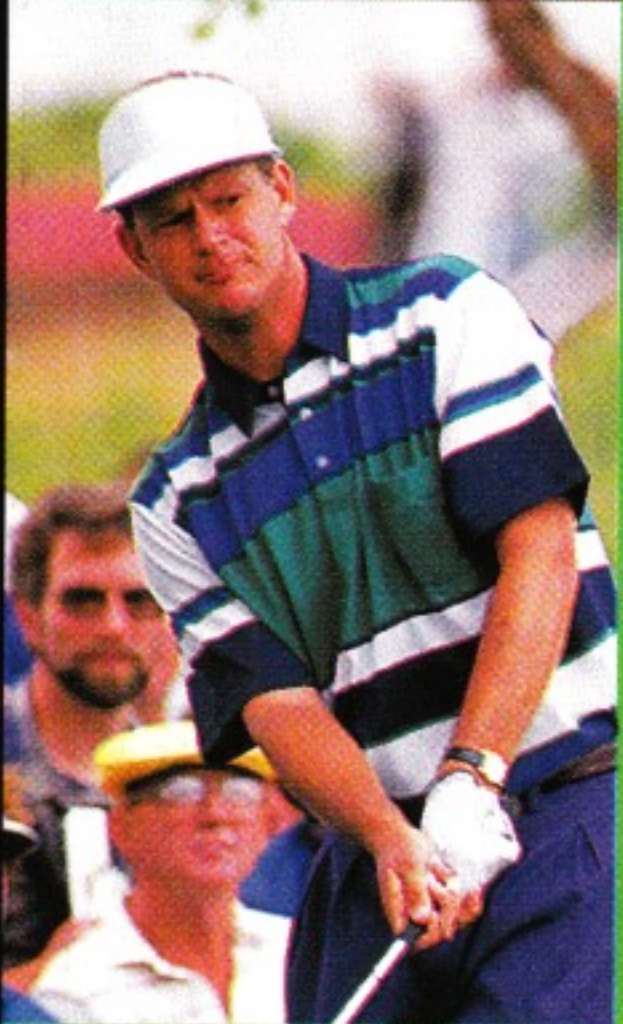
Europe is known for great courses. And PGA European Tour puts you on 5 of the best. But don't expect many breaks from the weatherman. It can get downright nasty across the pond.



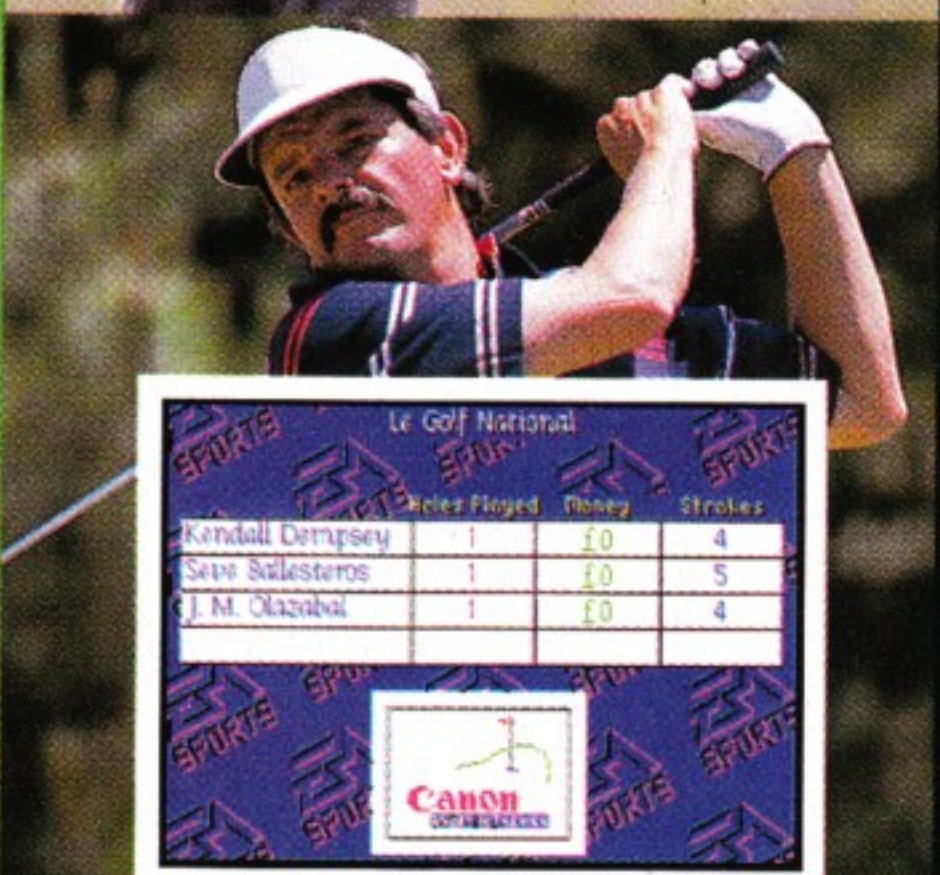
Wentworth Club

1 up, 16 to go	1 up	1 up, 2 to go
2 up, 16 to go	1 up	
2 up, 16 to go	1 up	
2 up, 16 to go	1 up	
2 up, 16 to go	1 up	
2 up, 16 to go	1 up	
2 up, 16 to go	1 up	
2 up, 16 to go	1 up	
2 up, 16 to go	1 up	
2 up, 16 to go	1 up	

The purists say matchplay is the way golf ought to be played. In PGA European Tour, it still is. But if you're going to take home the big pounds, be ready for four of the most grueling matches you've ever played.



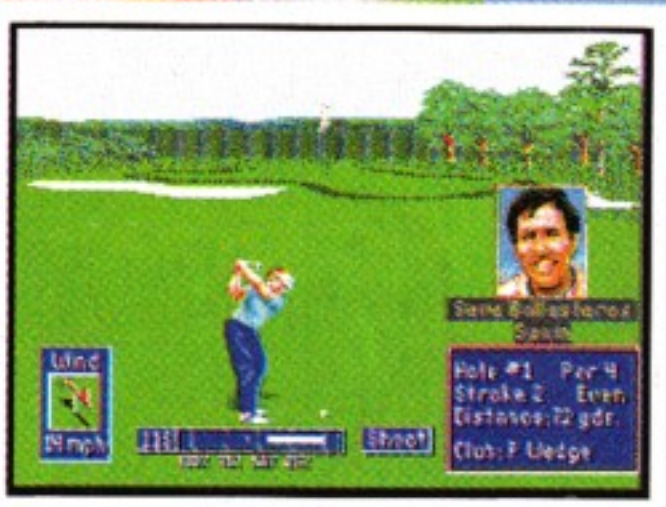
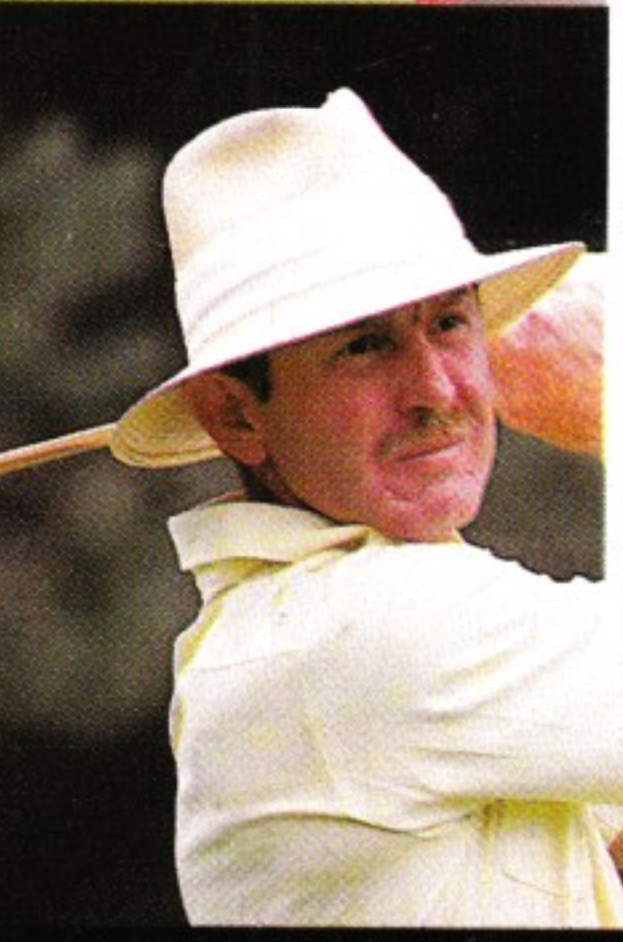
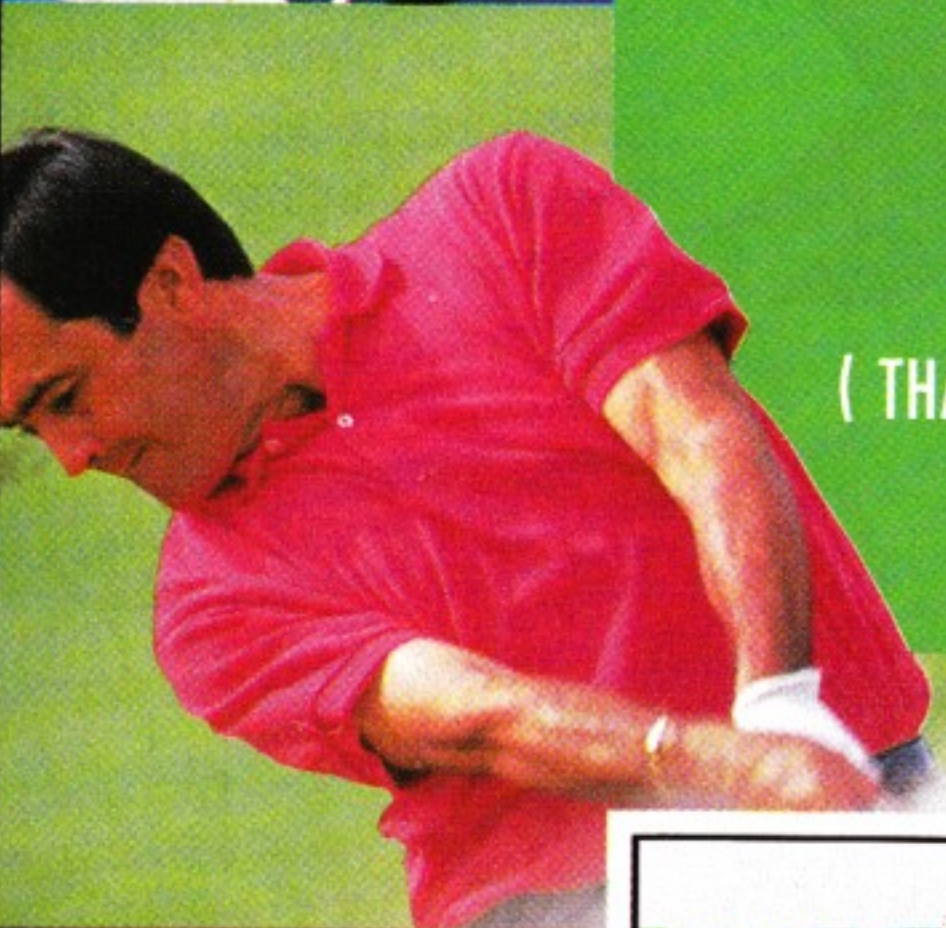
SUDDEN DEATH.
YOU GOT
A 6-FOOTER FOR
£20,000.
(THAT A GOLF BALL IN YOUR THROAT?)



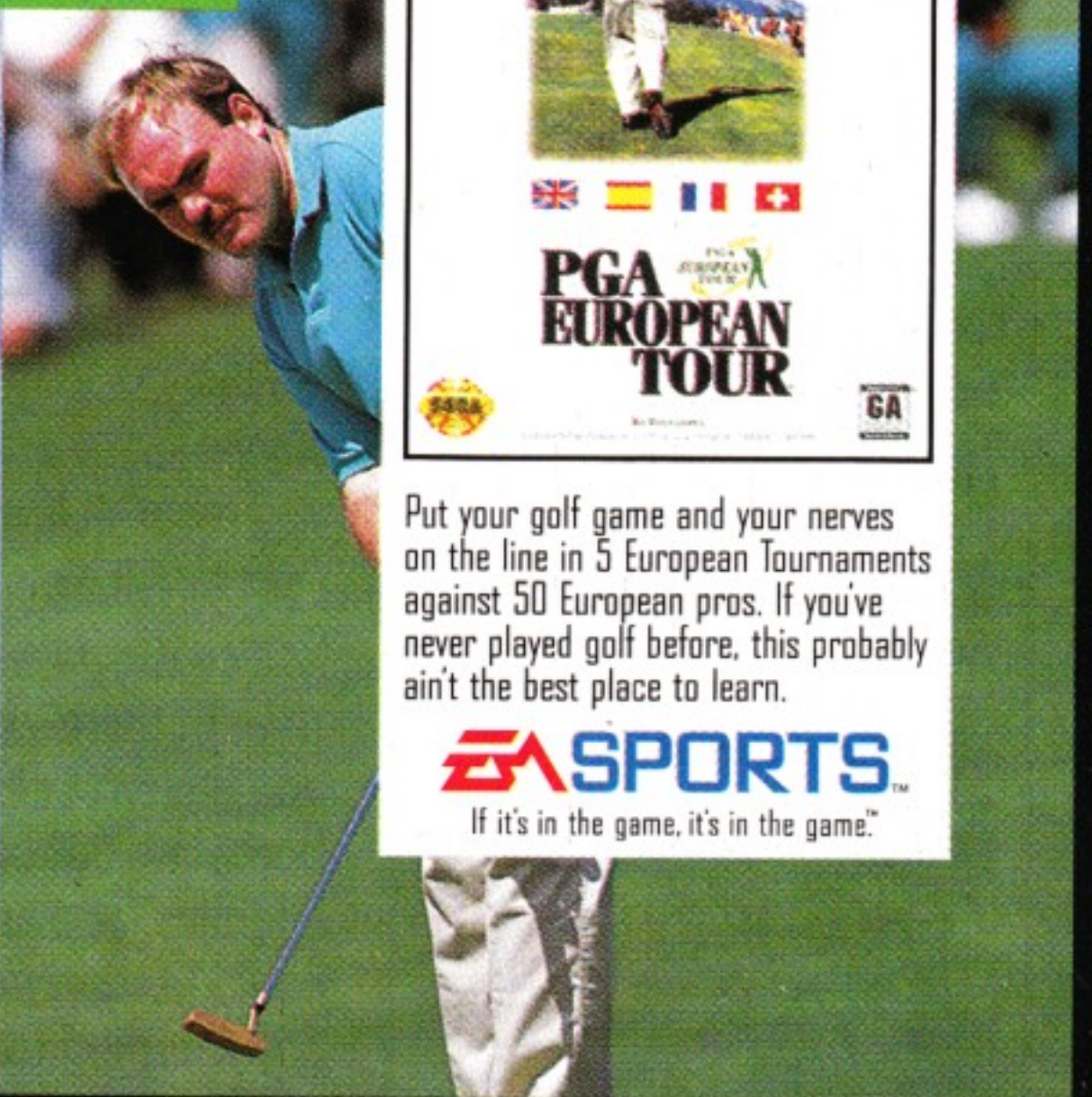
Le Golf National

Player	Holes Played	Par	Strokes
Kendall Dempsy	1	£0	4
Seve Ballesteros	1	£0	5
J. M. Olazabal	1	£0	4

Every hole is sudden death in the Canon Shootout. Four players start. The highest score on each hole drops out. Ties are decided by a chip-off. So be sure to bring every shot in your bag to this one.

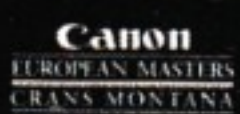


These guys play like the real guys. Seve is up and down from everywhere. Langer is his steady self. And you'll have to come out of your shoes to keep up with Woosie. If it's in their game, it's in ours.



Put your golf game and your nerves on the line in 5 European Tournaments against 50 European pros. If you've never played golf before, this probably ain't the best place to learn.

EA SPORTS
If it's in the game, it's in the game.



Genesis



By Captain Squideo

No, this isn't a game about Bill Clinton. Bubba's a gawky, bare-footed delivery dude who struggles to overcome bizarre obstacles (Clinton, on the other hand, doesn't make deliveries). If he's going to prevent aliens from invading Earth, Clinton...uh, Bubba has to use his brain, not his brawn, to solve the perplexing puzzles that are around every weird corner on the aliens' wacky planet. Strategy fans will like the mental workout, but action lovers might wish Bubba had a little more muscle.

Stixy Situation

Although he seems like a doofus, Bubba's smart enough to team up with the formidable Stix, an amazing animated stick. Stix is the key to the game's imaginative game play. Of course, Bubba can simply bop enemies with Stix, but he can also use Stix as a lever to fling boulders around, insert Stix into holes to create an instant platform, use him like a pool cue, breathe through him like a snorkel, and even use him for balance while tight-rope walking. The

seemingly unlimited possibilities for Stix and the easy controls that send him winging into action give this brain-twisting game an enchanting dimension other puzzlers lack.



PROTIP: In *Waldo's Starship*, flick the switch to the left to get an alien, then lead him to the pipe. Bash him into it and use him as a trampoline.



PROTIP: After using Stix as a snorkel in the *Marine Temple*, use him to turn this switch to raise the gate on the right.



PROTIP: In the *Volcano*, toss Stix, and he'll fly behind the boulder, knocking it toward you for use as a platform.

The zingy sound effects and percolating music create an appropriate sonic environment for the cartoony alien-world action. All that's missing are the goofy voices and alien roars that would've nicely complemented the humorous graphics.



PROTIP: Throw Stix into the *Spaceport's* security system - he'll get zapped, and you can proceed safely.

Bubba 'N' Kicks

Don't be fooled by the cheerful, innocent surface of Bubba 'N' Stix. Dozens of thought-provoking challenges are spread over the game's five levels, so you'd better be dedicated. Fortunately, passwords make it easy to try again. And Stix gives you plenty of reasons to continue, because you'll find yourself wanting to see what he'll do next. You ain't never had a friend like him. **G**

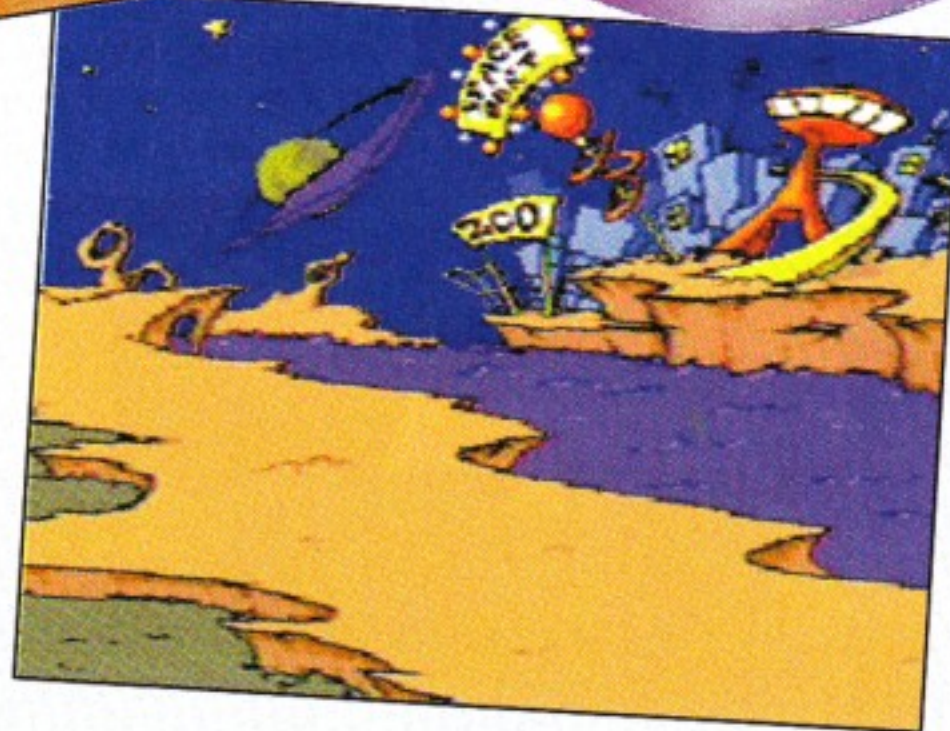
BUBBA 'N' STIX



PROTIP: While jumping, fling Stix at this *Alien Forest* boulder. It'll mash the alien on the right and ricochet back toward you.

The colorful graphics also add to the game's charm, though there's nothing here you haven't seen before. The bumbling Bubba, imaginative enemies, and alien landscapes could fit right into the Saturday-morning cartoon lineup, but it would've been nice to see some big bad bosses with in each level.

THE WEIRD WORLD OF BUBBA 'N' STIX



Genesis Game Profile
Bubba 'N' Stix
 (By Time Warner Interactive)

GA Rated by ESRB
 Appropriate for all audiences. General Audiences

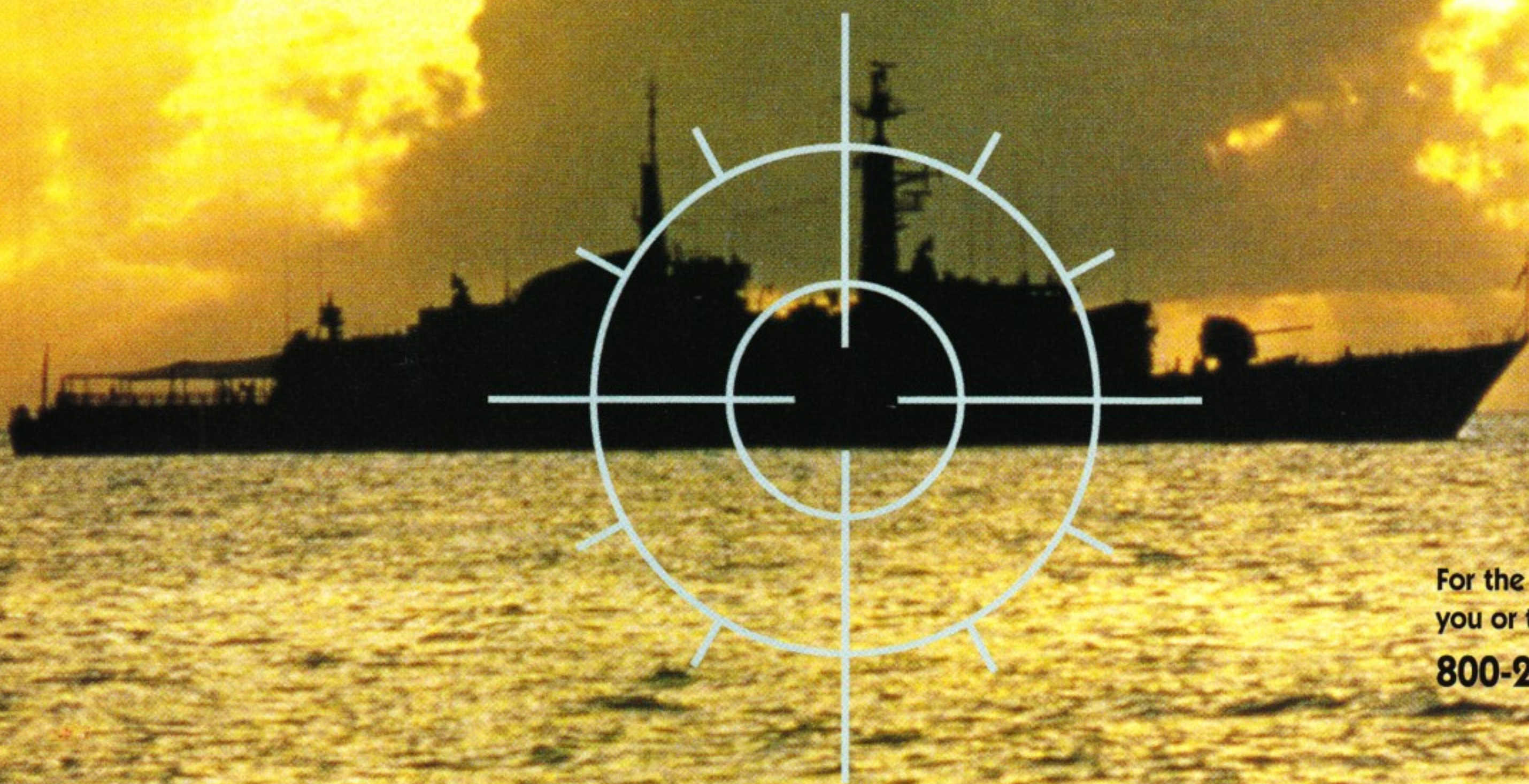
Bubba's a weakling, but the magical Stix gives him enchanting abilities. Brain-teasing puzzles and colorful worlds abound in this cartoony charmer.

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

\$59.95
 8 megs
 Available July
 Action/puzzle
 1 player

5 levels
 Side view
 Multi-scrolling
 Passwords

CLEAR ALL DECKS! SUPER BATTLESHIP IS NOW IN PORT!



For the store nearest
you or to buy, call
800-234-3088



*Battle on island chains,
coastlines and seaports!*

How real is this game? We've not only added true-to-life soundtracks and explosive new graphics, we've even added varying sea and weather conditions that will rock your living room.

Super Battleship™ is the all-new video version of the classic naval warfare strategy game. But now, your battle comes screaming to life on your video screen. You'll command entire fleets, hunt down enemy ships on the

run and use a whole new impressive array of weaponry to defeat your enemy through several different engagements.

Clear all decks! Super Battleship is here now. Get on board!



All new weapons and ships!



*Watch out or you'll end
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Milton Bradley

SUPER BATTLESHIP™

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PREVIEW

Genesis



By Slo Mo

Mr. X is back to enslave an unsuspecting city. This time, the X man's going to replace key officials with robot duplicates. His goal: "X-treme" evil! This third installment of the classic side-scrolling, thug-thrashing game hopes to take you for another button-crunching march down the Streets of Rage.

Word on the Streets

Streets 3 will reunite the tough Streets of Rage 2 team: Axel, Blaze, and Skate. This time they're joined by Dr. Zan, a cyborg crook turned crime fighter. The bad guys in the prelim cart looked like the usual suspects: punks, bikers, and amazons - all lowlives!

Beat-em-up fans usually like a change of scenery to accompany their fighting, and Streets 3 accommodates with a 12-stage rumble through an urban jungle. However, Streets 3 also upholds the fighting-game trend with a one-on-one Battle mode, too.

The SOR gang looks ready to unleash a devastating assortment of attacks. In addition to the standard punch, kick, jump kick, and throw, each fighter will pull unique Dash Attacks, Back Attacks to the rear, and two types of Special Attacks. Stationary Attacks will unleash 360-degree destruction when you're standing still, and Directed Attacks will produce a flurry of automatic combo punches. Naturally, you'll be able to grab fast food for fuel and weapons for fun.

All the Rage

Will the third time be the charm? Four bone-breaking endings await your assault. GamePro takes it to the Streets next issue. **G**

Streets of Rage 3
(By Sega)
Available July

STREETS OF RAGE

3



Yikes! Bikes!



Axel's Dragon Fire.



Blaze pulls a standing 360.



Dr. Zan goes electric.



Blaze meets Axel in Battle mode.



Skate's break-dance Knee Breaker

Mr. X's assassins: Are they human or robot?

Street's Fighters!

Axel has power.

Skate has speed.

Blaze has technique.

Dr. Zan has range.

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HUH?

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Once the carts are jacked-in, you'll never have to rip 'em out. A black steel outer shell to match your stereo makes it durable with a kick-butt look! A quality product at an excellent price, would not you agree? No

doubt... at \$49.99, even your mom will bark for one! Convincing her or the old man should be easy... just tell 'em it'll keep your carts off the floor, so any paralysis resulting from slipping on your carts and doin' a half-ganor into the TV would be indubitably impossible!

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

P.S. Don't forget to start buying your snot rags now so you'll be set to get sprayed with the *grossest* game in history, Hosenose & Booger! They'll be slobbering your way soon!

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Rules? What Rules?

Sega Genesis version of the Video Jukebox shown in photograph.



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PROREVIEW

Sega CD



By Lawrence of Arcadia

CD-based games are supposed to contain top-of-the-line sound and graphics because of their massive storage capabilities. Mortal Kombat seems like a natural for the CD arena because of its digitized graphics, but somebody missed the boat. The re-mixed MK music CD was more entertaining than this game.

Less Than (Sub-) Zero

Unless you slept through the release of Mortal Kombat for the home systems, you know the score here. You still play as one of seven characters in a best-of-three fight to the finish. You're trying to get to Shang Tsung, the infamous MC of the world's most brutal fighting spectacle.



PROTIP: Juggling in the corners still happens often in this game. Try blocking before you land to counter it.

Each character has a set of standard kicks and punches, along with super moves that

do such things as throw spears, freeze opponents, and toss fireballs. None of the moves have changed or become more dramatic. They're feeble rehashes of the cart moves. You still have your gruesome finishing moves (the game

comes preset for the Arcade mode with all gore intact), but there's no change there, either.

Muddle Kombat

The graphics at first look like the Genesis version. Upon closer inspection, it appears that frames of animation have been added, giving the characters' movements a faster, more complete look. Everything else looks as soupy and muddled as it did on the Genesis. Because of the limitations of the CD, there's an abominable access time between rounds and between certain finishing moves, which means that the game has substantial slowdown problems.

The sounds are also disappointing. No new speech was added, and some was actually deleted. The music is the same as before, with only miniscule improvements.

Likewise, the control remains the same, and the moves are fairly easy to execute. Still, the game's load problems give the game a quirky, out-of-touch feel. Actions happen seconds after you've completed the button presses to perform them, especially the finishing moves.

Finish 'Em

This game just doesn't fulfill enough expectations for CD owners, fight fans, or MK fans. If you have a Genesis and a Sega CD, there's no reason to buy this game. Just get the cartridge and you're doin' all right. If you go into this one looking for some entertaining action and CD-quality graphics and sound, you'll feel Mortally wounded. **G**



THE GANG'S ALL HERE!



PROTIP: The Leg Grab to Rings combo still works well for Sonya.



PROTIP: That ol' freeze-fist-and-foot-slide still works for Subbie.

Sega CD Game ProFile Mortal Kombat (By Acclaim)



Rated by V.R.C. **MA-17**
Not appropriate for minors.
Mature Audiences

Somebody kill this game before it multiplies! The original Mortal Kombat is back, this time on CD, and you'd think there'd be some improvements. Think again.

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
2.0	2.0	2.0	1.0	Adjustable

Price not available
CD
Available now
Fighting game

2 players
Side view
Multi-scrolling

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By Auntie Social

Attention, future world leaders!

Check out Extreme's Third World War before considering a career in politics. This decent Sega CD game will challenge your knowledge of global politics and economics as you try to conquer the world without putting it into a nuclear oven.

World Domination 101

Gamers lead one of 16 countries on a quest for global domination through military conquest and/or economic takeover. Nuclear attacks, also an option, could lead to an all-out nuclear war, which means Game Over. Players must also maintain their own nation's economy and status between military offensives.



PROTIP: Listen to your advisors; ignorance will cost you.



PROTIP: Military conquest is quick but risky. Economic domination is safer but could take much longer.

PROTIP: When enemies are grouped together, utilize air and naval ground support to quickly reduce their numbers.

Third World War By Extreme

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

\$49.95
 CD
 Available now
 Military strategy
 1 player

5 scenarios
 Multiple views
 Save feature
 Sega rating: GA



Sega CD

THIRD WORLD WAR

Strategy is the name of this game, and it's executed smoothly with the simple controls. Beyond the tense decisions you make, not much about the game is truly involving. You rely mostly on ordinary maps, charts, and graphs, with occasional animated clips and stills that do little to liven things up. You get slight relief from the slow game play and maps during military maneuvers that involve above-average 3/4-view battlefields. They're similar to EA's Powermonger, but Third World War's have less interaction and detail. Martial tunes keep soldiers marching, but the uneven vocals don't add much excitement.



Game over, man, game over!

War Zone

Students of geopolitical economics and current events will get the most enjoyment from Third World War. Action-oriented gamers will find this war slow, their jet-jockey reflexes sidelined by ponderous decision making. **G**



By Auntie Social

Wing Commander, the megahit PC space-combat simulator, launches into Sega CD air-space for fierce deep-space dogfighting. A great story line with cinematic animation and digitized speech gives this game the feel of a big-screen space opera.

Though there's no sound in space, there's plenty of sound effects in Wing Commander. Explosions, afterburners, and missile launches defy the laws of physics but please the ear.



PROTIP: To distinguish the nose from the tail of the Kilrathi spacecraft, look for the glowing tailpipes and the white flames.

WING COMMANDER

The Confederation Killed the Cat

As a rookie combat pilot aboard the *Tiger's Claw*, you battle the Kilrathi, a ruthless alien race of catlike beings. To neuter these ferocious felines, you'll fly 40 missions in four Terran fighters. Once in the cockpit, players must learn a vast array of button functions, making game-pad controls complicated at first. A six-button controller greatly simplifies combat operation.

The strong graphics give you varying looks in this game. Detailed, colorful animation and graphics aboard the *Claw* switch to bit-mapped traced graphics in space. Dogfighting action slows when the screen's full of bogies and asteroids, but otherwise the graphics are impressive.

The musical soundtrack enhances the atmosphere, while the digitized speech, especially from your angry Commander, is all too real.



PROTIP: If the odds are bad, it's sometimes best to keep your less experienced wingman in formation, no matter how much he pleads to break off and engage the enemy. Keeping him nearby may save his life and keep you from attending his funeral. Or your own.

Earn Your Wings, Commander!

With 40 increasingly tough missions, Wing Commander promises to challenge hardened video jet vets. Wing Commander's not just a simulation, it's an adventure. Don't forget to put the Kilrathi cat out. **G**



PROTIP: When an enemy ship starts to throw off sparks and debris, it's almost ready to blow.

Wing Commander By Electronic Arts

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

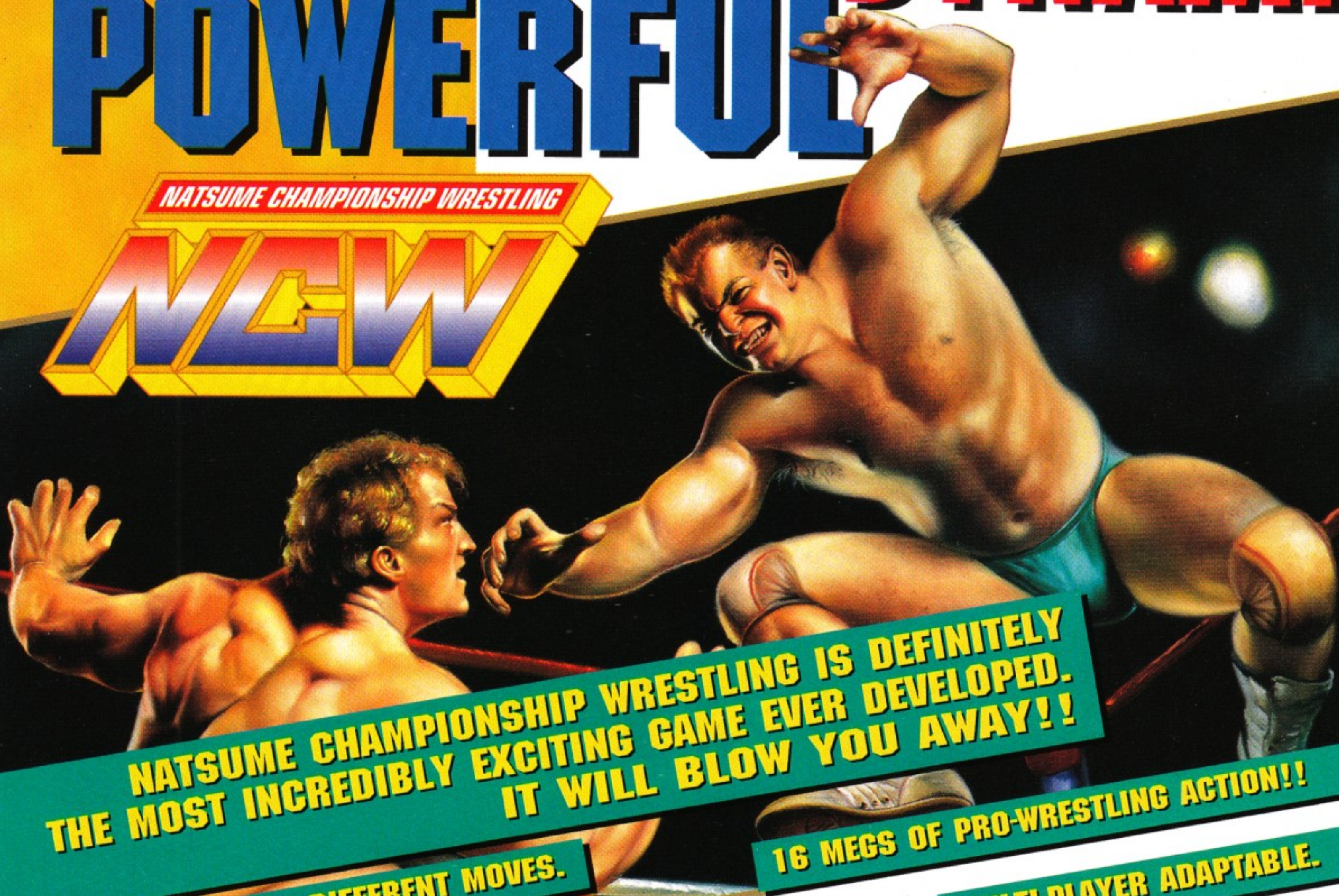
\$54.95
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 Available now
 Flight simulator
 1 player

40 missions
 Multiple views
 Multi-scrolling
 Save features
 Sega rating: GA

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- ★ DDT
- ★ Avalanche Hold
- ★ Shoulder Through
- ★ Powerbomb

- ★ Backdrop
- ★ Kitchen Sink
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By Lawrence of Arcadia

Hold the presses, pugilists! It's Judgment Day for Clay! The Clay Fighters are back and ready to stretch. Although this version seems to be more putty than punch, they're still rockin' 'em like the big boys!

Clay Melee

Clay Fighter Tournament Edition is an enhanced version of the original Clay Fighter for the SNES (see ProReview, *GamePro*, December 1993), with some cool new backgrounds and redone gimmicks. You get a new combo-counting feature (which is too small to see on-screen) and a brand-new, well-rounded Tournament system. The entertaining Tournament system that the game is named for enables you to fight with up to eight other players in a best-of-the-best Single Elimination, Double Elimination, or Sudden Death winner-takes-all round. You can still fight the computer to the end or brawl against a putty buddy, too.



Clay it on the line!



PROTIP: *Tiny is the best fighter to use to get to the end of the game. Keep using his Sucker Punch to nail opponents.*



PROTIP: *Watch your opponent's health bar. When they get low on health, they frenzy, so keep your defenses up.*



PROTIP: *Use quick punches and trap your opponent in the corner for an easy victory.*

Each fighter has their own range of special moves that range from deadly snowballs to lethal singing to stomping shoes. The humorous presentation of the moves (a certain diva comes flying at you butt

TOURNAMENT Clay Fighter EDITION

Helga



PROTIP: *Helga can do a Valkyrie Slam by executing a fireball move (Away, Down-Away, Down, Down-Toward, Toward) and then hitting a Kick button.*

Bonker



PROTIP: *Do the Clown Pounder by charging down, then going up and pressing a Punch button.*

Silly Putty

The real feature that sets this game apart from others is its self-deprecating humor. This game has the welcome ability to poke fun at itself and other games in the genre. For instance, the announcer bellows "Finish Him!" à la Mortal Kombat (even though Interplay swears that there are no Claytalities in the game). The

first) certainly makes the game enjoyable, but the combo system still needs refinement. There are certainly two- and three-hit combos, but where are the six-, seven-, or eight-hit combos that would have broken this game wide open? And with no new characters, who'll want to shell out the bucks for this game if they've got the previous one?

Super NES Game Profile Clay Fighter Tournament Edition (By Interplay)

Building up layers of humor and strategy, these lumps of doughy disaster are back in a game that improves over its predecessor, but you won't get all goeey over it.

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

Price not available
24 megs
Available June
Fighting game

2 players
Side view
Multi-scrolling

Taffy



PROTIP: Charge Taffy back, then go forward and slap a Punch button for this Overhead Taffy Smash.

Blue Suede Goo



PROTIP: Do a backward fireball move (Forward, Down-Forward, Down, Down-Toward, and Toward) and hit a Kick button to do a kneeling Hair Hit.

Bad Mr. Frosty



PROTIP: To make Frosty's snowball maneuver go straight into the air, charge down for about two seconds, then charge up and hit a Kick button.

New Backgrounds



Ickybod's Domain



Blue Suede Googantua!



Tiny's Lair

Ickybod Clay



Tiny



Blob



PROTIP: To do the Pumpkin Slam, just charge back, then go forward and press any Punch button.



PROTIP: Tiny can also launch his Medicine Ball move vertically. Simply charge down, then go up and press a Kick button.



PROTIP: You can do a Blob Buzzsaw by charging back for two seconds, then going forward and pressing a Punch button.

The Goo, the Bad, And the Ugly

Good fighters will need all their skills. On the normal or hard settings, the game gets harder than baked clay, so you'll need to keep on your toes. But you'll find that it's hard to keep your concentration when you're laughing so hard.

All in all, CFTE has a lot of new features that should attract first-time buyers of the game, and if you're a Clay fanatic, you'll want both to grace your shelves. If you're not that gooey about Clay Fighting, however, then this one doesn't really justify having both. Although there are some great new features, they really should've been included in the first game. **G**

sounds all have humorous undertones, as when the Elvis-like Blue Suede Goo mutters "Oh, Mama!" before each hit.

The graphics follow along the same humorous lines. All the movements of the sprites intersect with funny personality traits, so when the operatic Helga lets loose with some high notes, there's not a nonmoving

part on her body. The backgrounds are similarly effective (Blue Suede Goo's background is the best in the game).

The sound is actually clearer and more entertaining than that of any other fighting game. Along with a full rendition of the Clay Fighter theme song, the announcer makes sure that no shot goes

unsung, delivering quips that will keep your sides aching... from laughter!

Controlling your character will require patience, since many of the moves are not printed in the manual. You'll have to experiment with different button presses (or read Fighter's Edge in the next issue), but most are pretty simple.

The Jungle Book



By Bonehead

Bouncing onto most systems is The Jungle Book, Virgin's version of Disney's classic animated film. You'll have fun exploring the chapters of the SNES Book, but its difficulty might send you back to the movie.

It's a Jungle Out There

Based on Kipling's famous stories, Disney's movie was a lively, jokey, junglefest of fun. The SNES game retains the main characters and the basic plot—Mowgli the Man Cub tries to survive in the Indian jungles with a little help from his big bear buddy, Baloo. Annoying monkeys, Shere Khan the hun-

gry tiger, and Kaa the hypnotic snake are among the dangers lurking in the jungle.



PROTIP: Always explore the tops of vines for goodies. Gems and an extra life are at the top of the vines right at the beginning.



PROTIP: "Surf" upwards on this bug at the start of the Jungle By Day level for an extra life.

What's missing from the game is the boisterous fun. Baloo, the film's most entertaining character, is barely present (he appears briefly in each level). What's more, Mowgli's adventures are pretty repetitious, centering around his ability to swing on vines. He does have a few other talents, such as jumping onto birds for a quick flight. However, these skills are little used, sacrificed in favor of still

more vine-swingin' action. This ain't quite up to par with Disney's Aladdin, the award-winning SNES and Genesis games filled with varied and imaginative game play.



PROTIP: Jump across this bridge, then jump back so you won't get crushed by the boulder rolling from the left.

The Jungle Look

Like the Aladdin games, this one captures the visual appeal of the film well. Not only is the jungle colorfully detailed, but the characters show their personalities through subtle movements. For instance, sassy Mowgli boxes with moves straight from the flick. The graphics draw you right into the *Jungle Book's* pages.

The sounds, unfortunately, push you right out. The song "The Bear Necessities" plays incessantly, while average sound effects are only modestly successful. The lack of voice effects will make you realize how much the character voices added to the movie.

Panthers, Tigers, and Bears – Oh, My!



Mowgli



Baloo the bear



Bagheera the panther



Shere Khan the tiger



PROTIP: When you come to unreachable vines or ledges, look for hidden blocks that you can move to use as jumping platforms.

PROTIP: In the Kaa the Snake level, you can knock out annoying swarms of bees with a single well-aimed banana.

Wild Kingdom

Don't be put off by the cartoony, good-natured game play: This long game is deceptively difficult, made harder by the lack of continues and passwords. However, the lush jungle graphics and personable characters will make you want to forge ahead. This is one Book worth reading again. **G**

Super NES Game Profile The Jungle Book (By Virgin)

Join Mowgli and the gang for some good platform action. The vine-swingin' game play gets somewhat repetitious, but lush graphics keep you going.

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	4.5	4.0	Adjustable

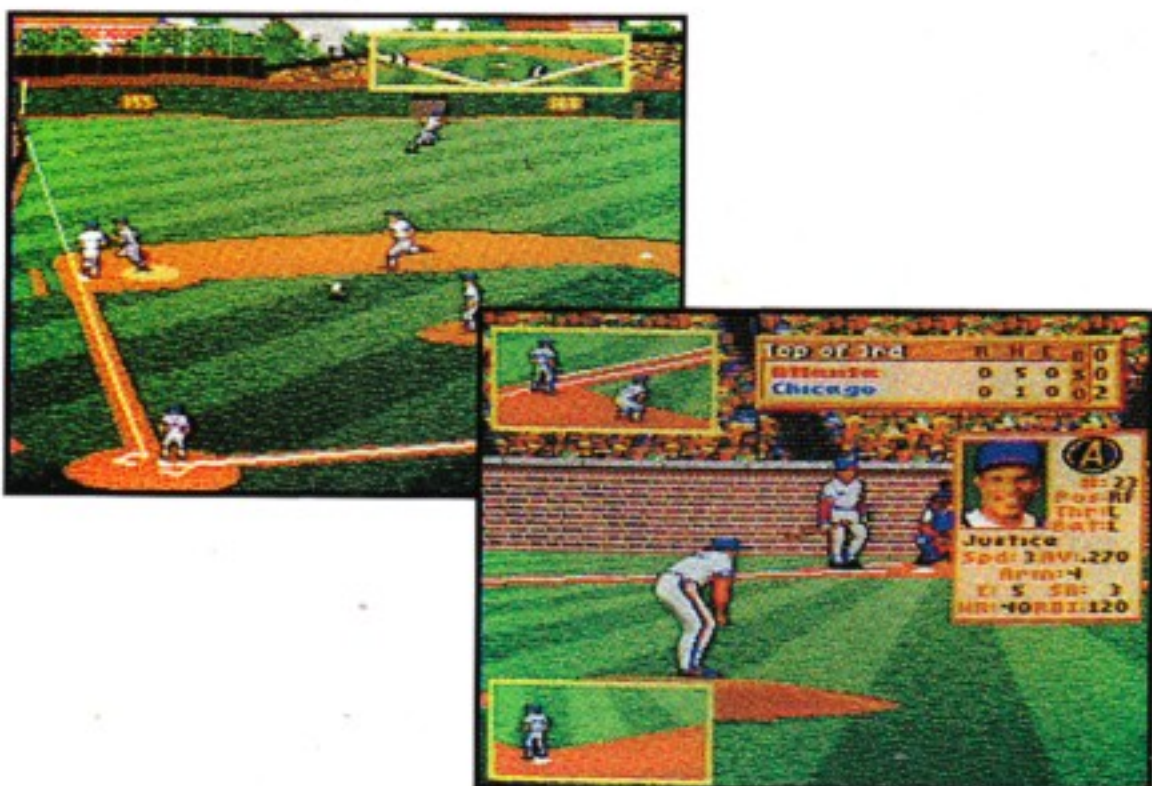
\$69.99
16 megs
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Action/adventure

1 player
10 levels
Side view
Multi-scrolling



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Super NES

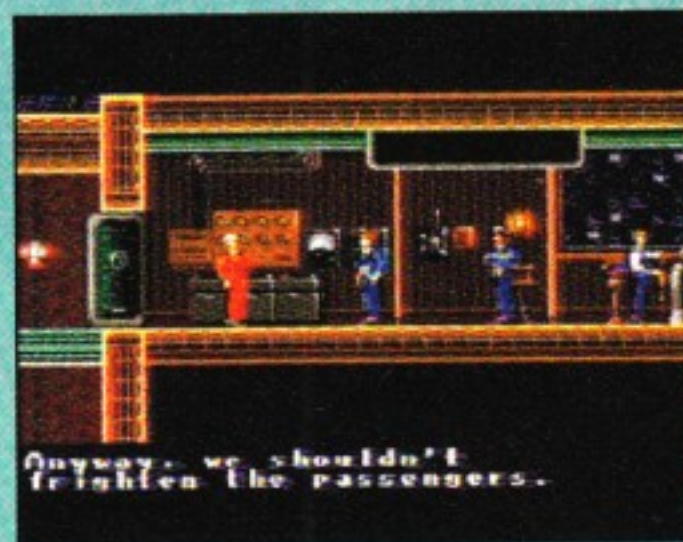


By Manny LaMancha

What starts out as a pleasant cruise on the *Lady Crithania* in 1921 turns deadly for many of the ship's passengers. Their world turns literally upside-down when they're clobbered by a massive tidal wave. SOS's adventure starts when you take your hero up through the liner's decks in search of survivors and an elusive exit, all with the clock ticking.



PROTIP: Pick your character carefully. For example, Luke already has the ship's map.



PROTIP: Be sure to watch what happens with your character before the tidal wave. It might fill in some details you need.

PROTIP: Don't get too far away from people you've saved, or you'll lose them.

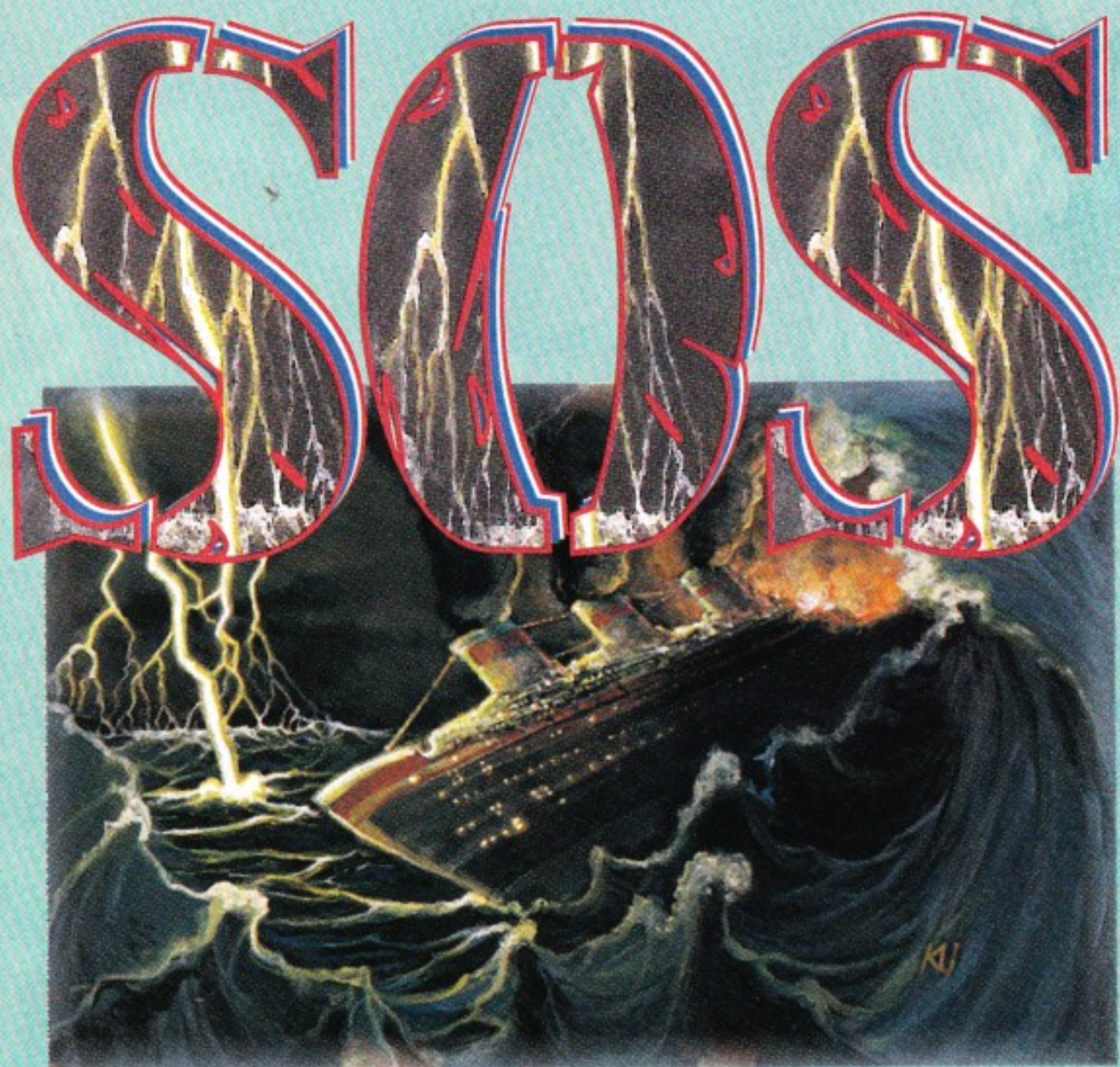
Are You Shore?

The game play takes a little getting used to. Because the boat is upside-down, you see strange sights, like toilets on the ceiling. Although the perspective is weird, you do get help from overhead-view maps as you navigate the ship's myriad decks. Your hero doesn't have to do a lot, just perform basic running and jumping moves that are easy to execute. There is a small learning curve for the controls, but in no time you're springing over platforms and through entryways.



There's nothing worse than an upside-down bathroom.

The whole experience would have worked better without some frustrating situations. For instance, it's tense when you find a guy wailing a friend's name, but that becomes a big time waster when you find that he's crying over a lost violin. It's equally troubling when you do some careful climbing, signal your party to follow, then sit with the clock ticking as they repeatedly miss the jump to reach you.



Wave Bye-Bye

Courtesy of the SNES's Mode 7 graphics, Vic Tokai's SOS easily rotates the ship on a dime, which adds to the excitement. Your character moves smoothly enough, though the animation isn't nearly as polished as it is in similar games like *Prince of Persia* and *Flashback*.

The sound sets a somber mood for your trek, though it's very simple and repetitive.

You'll hear an occasional scream when a rescued passenger who's following you falls to his death, but such sound effects are sparse.

A Ship Off the Old Block

The premise behind SOS is great: Your hero has a compelling mission of goodwill

and faces serious obstacles, all intensified by a race against the clock. Unfortunately, there are simply too many holes in SOS's layout. I had hoped for some smooth sailing, but the vehicle took on too much water to stay afloat. **G**



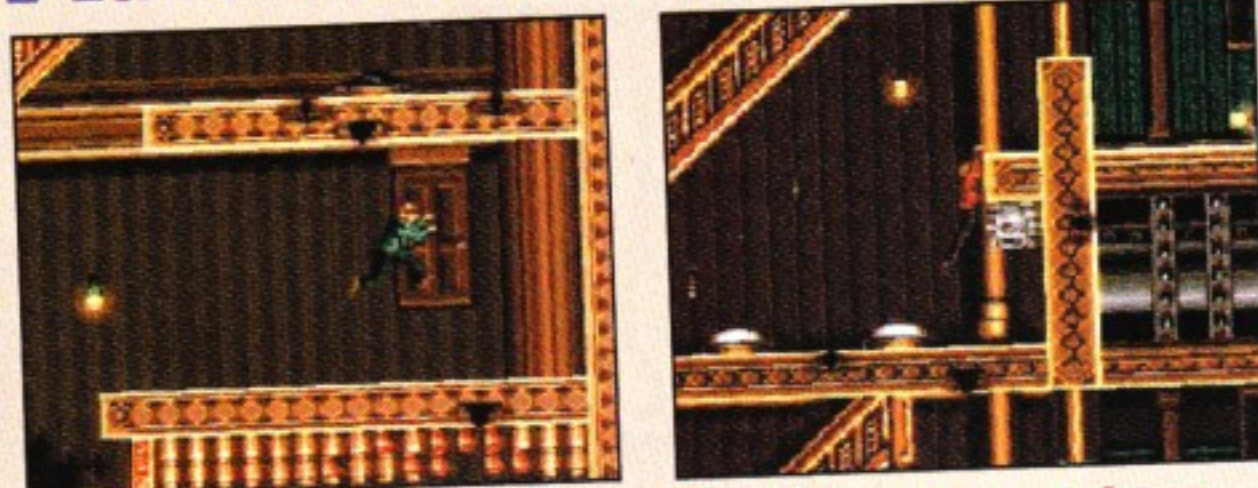
PROTIP: Talk to all living passengers, because there may be a tidbit of help in their words.

PROTIP: You can turn the map, so once you figure out where you are going, you can align it correctly.



It plays like a movie and it's even in the credits as a "film."

PRACTICE MAKES PERFECT



PROTIP: Get used to the controls before setting out on a "real" game. Practice will help you make the most of your time and get you through doors more smoothly.

Super NES Game Profile

SOS

(By Vic Tokai)

What happens when you mix the Poseiden Adventure with *Prince of Persia*? You get a movie-like trek that has great ambiance but hits some sticky spots along the way.

Graphics	Sound	Control	FunFactor	Challenge
				ADV.
3.5	3.5	4.0	3.0	Advanced

\$65.99

8 megs

Available now

Action/adventure

1 player

Side view

Multi-scrolling



THE DEATH
AND RETURN OF
SUPERMAN™

THE VIDEO GAME
FROM SUNSOFT®

COMING IN AUGUST



By Lawrence of Arcadia

Some of the most innovative technological advances have come from Japan, like VCRs, video games, and high-definition TVs. Then again, we also got rubber-suit monster movies from Japan. Now Takara blends the technological with the terrible in King of the Monsters 2, unfortunately, it leans more toward the latter.

Street Crater II

Once again, Takara takes three rubber-suited Japanese alien/heroes and makes them into gigantic brawling bad boys. This sequel to the 1992 SNES game just doesn't have enough punch to keep it going.



PROTIP: Throwing objects at bosses does more damage than wrestling with them.

You can fight against the computer, against a friend, or join forces with another player against the computer. You battle past cities, in airports, and even underwater in search of the end-level bosses. You choose from three characters, and you have a range of standard punches and kicks. Your character can also perform special moves that include projectile attacks and throws.



PROTIP: Grappling with the bosses is the easiest way to take them down. Use your Super moves when grappling.



PROTIP: Make sure to register some hits on your enemy when they're on the ground. It takes them a while to get up.

Hard 'n' Heavy

The graphics fall short of King-ly. The cartoonish enemies are poorly thought out, and the end-level bosses just look silly. The colors used are vivid, but the background details are small and unimpressive.

The sound and music are monstrous but bearable. You'll definitely need some other form of audio fix. Then again, the sound effects in Japanese monster movies never win any awards either.

KING OF THE MONSTERS 2



PROTIP: Charge up for Super moves when you're between battles, or you'll get hit constantly.

The real problem with this game is the control. Super moves are useless unless you charge up first, but you're vulnerable while charging. When you grapple with an enemy, you must constantly tap left and right on the control pad and push a button to perform a move. You also have to approach enemies at an angle, or you're vulnerable to projectile attacks.



PROTIP: Remember, you can swim in the underwater stages. Use this ability to your advantage when Sack Eyes is chasing you.

Mild-Mannered Monsters

As for challenge, you'll find yourself beating most of the monsters and bosses with no problem. The trick to staying alive is using your monstrous noggin and avoiding all the peripheral dangers of the game, such as exploding bombs or killer jets.

If you liked the first KOM, then this cart is more of the same, and you won't be disappointed. But if you want more options, more fighters, and more moves, you'd better move to another Kingdom. **G**



PROTIP: Be careful when battling Eiffelyte in the French City area. When the match is over and you think he's gone, his head makes a return appearance.



PROTIP: Be sure to get the upper hand when grappling with the Beetlemaster. If he grabs you first, he stings you, and all your moves are reversed.

Super NES Game Profile King of the Monsters 2 (By Takara)

This interesting take-off on fighting games looks like a bad rerun of Saturday-afternoon matinees. Still, if you liked the first one, you'll find more of the same here.

Graphics	Sound	Control	FunFactor	Challenge
3.0	3.0	2.5	3.0	ADJ. Adjustable
\$64.99	16 megs	Available June	2 players	7 stages
Action/adventure	Multi-scrolling			



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PROREVIEW

Super NES



By Slasher Quan

A game controversial enough to provoke a copyright-infringement lawsuit must be pretty interesting, right? Not really. Any Street Fighter II fan will quickly recognize Fighter's History for what it is: an unremarkable SF knock-off with solid but slow game play.



Fighter's History sends you into one-on-one combat against eight other foes and two bosses.

Don't Know Much About this History

Fighter's History is another one of those fighters-from-around-the-world tournament games. The story is, well... what story? Bland design keeps characters such as Marstorius the Hungarian wrestler and Jean the French gymnast/flowerist from being particularly likable, though you can't help being impressed by moves such as the Double German, which sucks you in like the Spinning Pile Driver.

FH plays much like SF, though a few of the moves, like Fei Lin's midair Fireball, are unique. Still, most techniques are familiar territory. The special moves mainly consist of controller motions like the quarter-circle or Charge



Matlok rules the streets with his boomerang.



Fei Lin can dazzle opponents with her projectile attacks!



PROTIP: The standard Fierce-Fierce-Fireball combos from SF work perfectly here.



motions where you hold back and then push forward. You'll also find that the game play engine and the combo system are nearly identical to those in Street Fighter, including two-in-ones. This means the action is solid but not provoking.



PROTIP: Ryoko's Storm Mountain takes off a ton of damage and is best used in close.

PROTIP: There's a code that enables you to play as the bosses, Clown and Karnov. Good luck finding it!

With all its similarities to Street Fighter, Fighter's History just isn't as balanced as it could

have been. Fortunately, seven difficulty settings will challenge players of every caliber, but you'll lose interest soon after encountering the goofy bosses, Clown and Karnov.



PROTIP: Look for keep-out moves, which stop the opponent when they jump in for an attack.

A Flat Fight

History's character animation isn't bad, but the dumb-looking characters don't help the graphics. Then you look at the backgrounds. Actually, you have to look twice because you almost miss them. They're washed out, lack detail, and don't have the

awesome multi-scrolling effects of Street Fighter.

The sound isn't much better. There are some pretty decent, though completely unintelligible, voices. (Ray's "Big Tornado" sounds like "Baked Potato.")



PROTIP: Use Marstorius's Double German to suck in the enemy when they try to do a move.

Send Out the Clone

Fighter's History is a decent clone of SF II, but somewhere along the way, Data East missed a gene or two. This game is a historic piece of rental material. **G**

Super NES Game Profile Fighter's History

(By Data East)

The coin-op SF copycat comes home, and it's just as average as it was in the arcades. Good action, but you've seen it before.

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

Price not available
20 megs
Available June
Head-to-head fighting game

2 players
Side view
Unlimited continues

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 **NUREALITY**





By Andromeda

Hark ye, lords and ladies. Heft Excalibur, the legendary Sword in the Stone, and prepare to seek the Grail. Forsooth, thy quest is honorable, but its lack of fun may sorely try thy patience.

Hear Ye, Hear Ye

Despite a time-honored game play formula in the tradition of such greats as Golden Axe, Knights of the Round, which is based on a classic arcade title, doesn't cut it as a 16-bit cart. Slow, repetitive game play dulls the edge of this otherwise-average game.



PROTIP: Use the Mega Crush Sword Attack sparingly. It uses up a lot of health and usually isn't necessary.

As either Arthur, Lancelot, or Percival (each with different knightly strengths), you pursue the Grail through seven stages of side-scrolling hack-n-slash, hack-n-slash, hack-n-slash action. Other than trying to leap astride a horse, strategy is limited to increasing your power, defense, and speed by whacking the tar out of every enemy in sight.

A standard cache of power-ups await you, including chests of riches that increase your experience points (earn 'em by, guess what, hacking-n-slashing your foes). Power orbs, 1-ups, and more are scattered hither and yon.

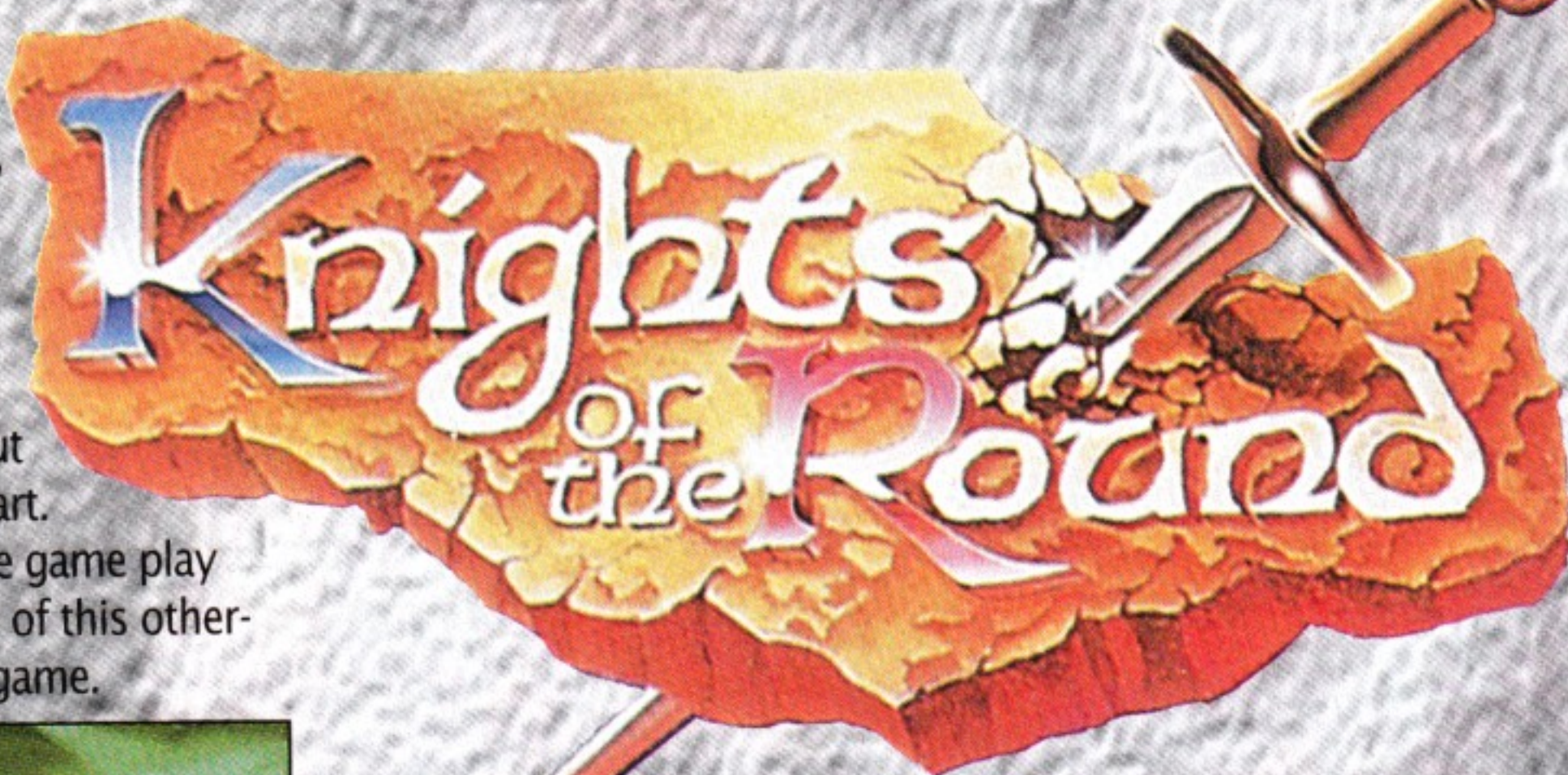
The controls are easy to learn (jump, attack, and block), and your knight has a few tricks up his sleeve, such as his Mega Crush Sword Attack and the ability to attack while riding a horse. (Psst... you can turn the horse around... just hit Button B.)



PROTIP: It's a heck of a lot easier to defend yourself from the back of your horse - for example, against the Stage 2 Boss.



PROTIP: If you can back your foes off the side of the screen, you can sometimes manage to continually slash them as they try to return. But if you put your own back to the side of the screen, you can easily fight off advancing foes.



PROTIP: If you manage to block an enemy attack, you'll be temporarily invincible.



PROTIP: Don't let yourself be surrounded by enemies. If they're hacking at you from both sides, you'll have a hard time defending yourself.

A Day with the Knights

Large sprites (especially the horse) are impressive, and appropriately Arthurian graphics serve as a backdrop for the action. Fortunately, there's no sign of the sprite flicker seen in this cart's precursor, King of Dragon.

The average tunes fail to stir the blood, but they don't detract from the action. Requisite grunts and groans punctuate the swordplay.

Chivalry Isn't Dead

There's nothing all that bad about Knights of the Round, but it's not spectacular enough to stand out from the crowd. For the most fun, stick with the two-player mode. If you cut your teeth on Golden Axe and other classic hack-n-slash carts, Knights of the Round'll be the kind of crusade you'll enjoy. If you can't abide this type of action/adventure, let someone else search for the Holy Grail. **G**

SNES Game Profile Knights of the Round (By Capcom)

Despite occasionally sharp hack-n-slash action, this arcade translation isn't honed enough to get much of an edge on the competition.

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	3.5	3.5	ADJ.

Price not available
12 megs
Available now
Action

2 player
7 stages
Side view
Side-scrolling

The Knights of the Round



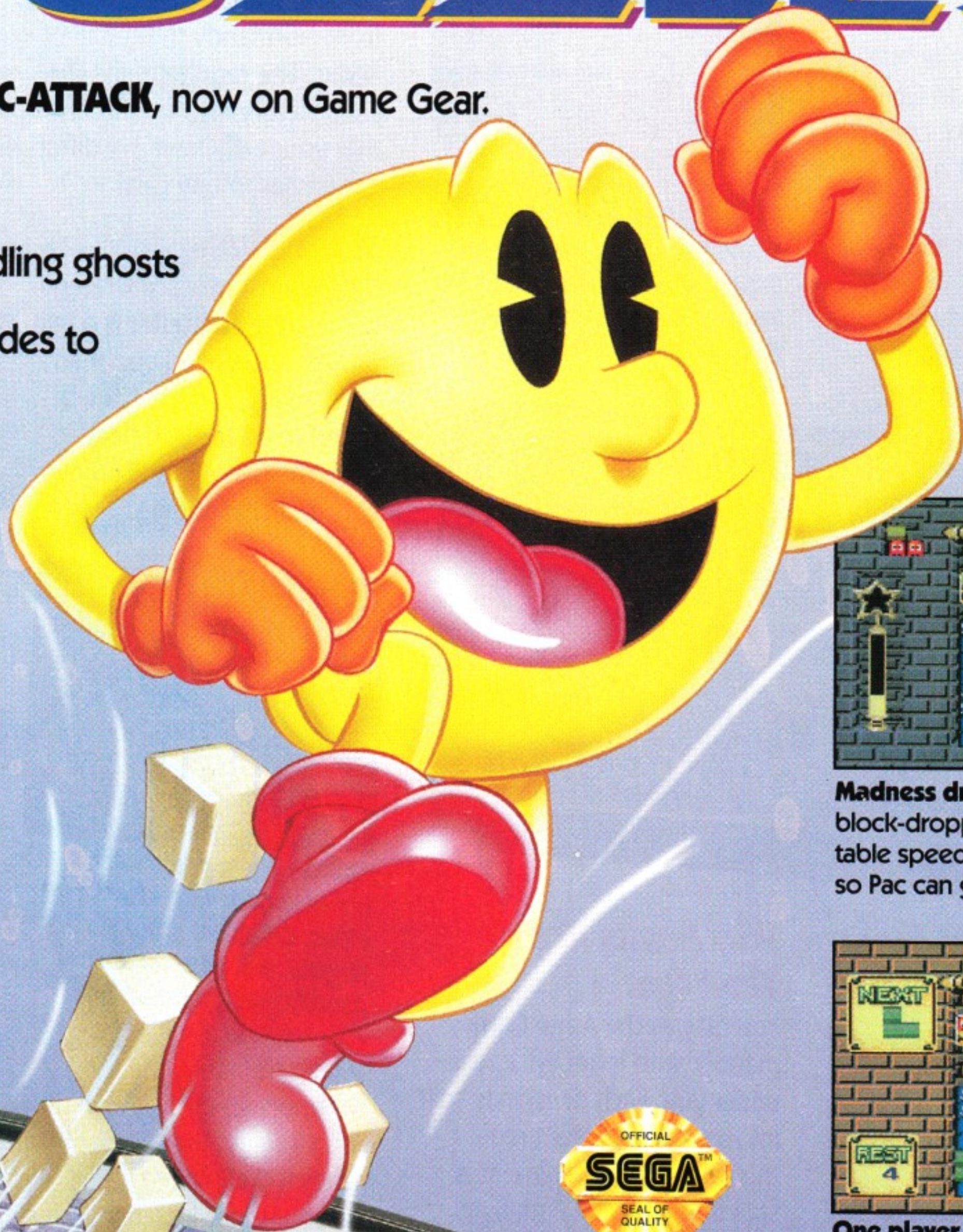
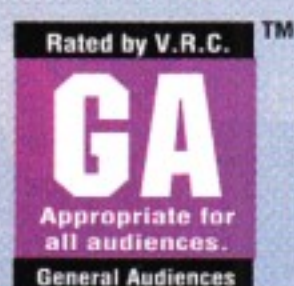
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It's a brain-busting,
quick thinking
challenge.



Madness drops in. Eye-poppin', block-droppin' action in 4 selectable speeds. Arrange the blocks so Pac can get a snack attack.



One player puzzle mode. Level after level—100 in all, and a password/resume option.



All You Can Eat, Gear-To-Gear. You line 'em up, Pac-Man mows 'em down.

PAC-ATTACK

GAME GEAR
COLOR PORTABLE VIDEO GAME SYSTEM

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The Game Creator

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Super NES



By Cross Eyes

If you've ever wanted to rewrite history, here's your chance. In Operation Europe, you take control of either the Axis or Allied forces in six point-and-click scenarios that cover the major European battles of World War II. Patton and other famous generals are here – unfortunately, exciting action isn't.



PRO TIP: If you're attacked and Supply or Engineering units are involved in the battle, recall them as soon as you can.



PRO TIP: If you're outnumbered or outgunned, take direct control of the battle; good tactics often defeat statistical odds.

Super NES ProFile Operation Europe (By Koei)

This simulation of World War II's major battles is involving and challenging, but it may be too detailed and short on action for beginning players.

Graphics	Sound	Control	FunFactor	Challenge
3.0	2.0	4.0	3.5	Intermediate

\$76.95
10 megs
Available now
Military strategy
2 players

6 scenarios
Overhead view
Multi-scrolling
Battery backup

Two Heads Are Better Than One

You play as the Army Commander with four Divisions under you. Each division is split into as many as eight regiments, and each regiment is split into up to six Battalions. All this adds up to a lot of soldiers to keep track of, but don't worry – your Division commanders can do it for you. As you plan your moves, you have smooth, straightforward controls that take you through the menu and effectively execute your strategies. The simple controls help keep you from getting confused as the decisions pile up.

The problem with most strategy games is that once you beat them,

there's nothing new to try. Koei has solved this problem beautifully by cramming six detailed scenarios into Operation Europe. Each scenario focuses on a different part of Europe, with battles ranging from Normandy to the fall of Berlin. The requirements for each victory are so different that you really have six different games in one cart.

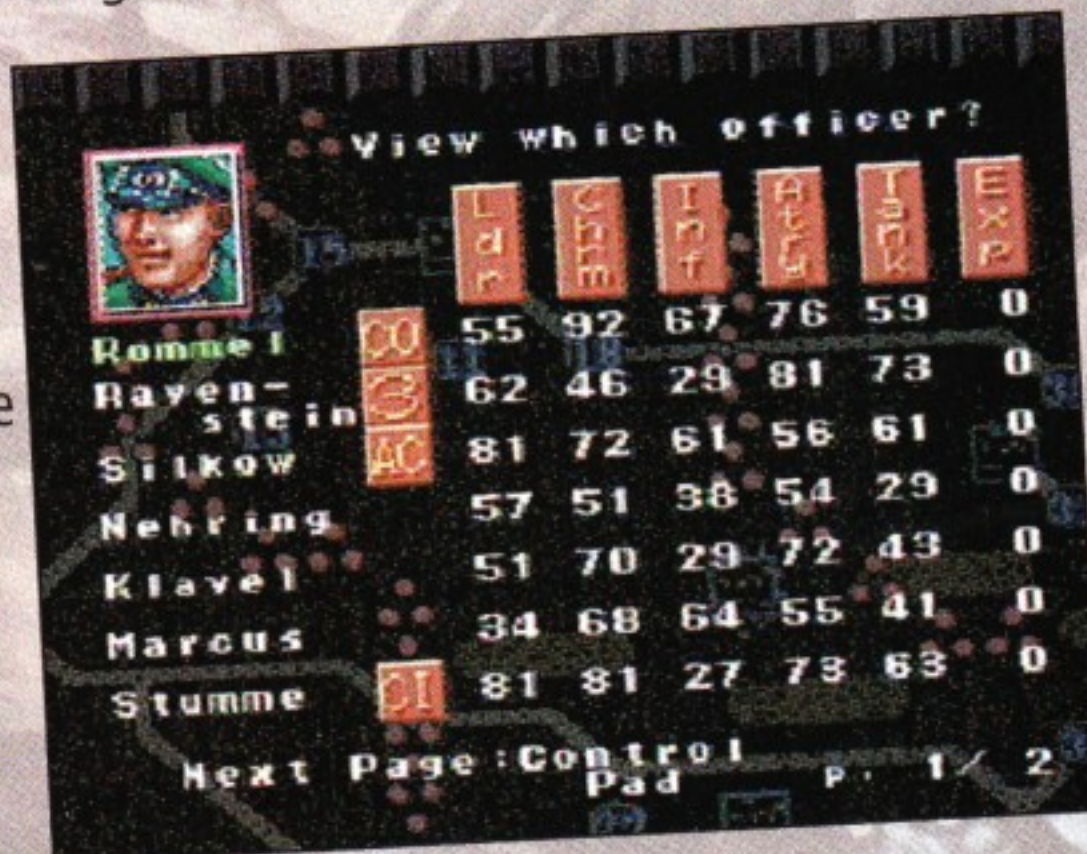
War Games

Unlike most military-strategy games, the computer is a thoughtful, skilled opponent. So even if you don't have a friend to go head-to-head with, the game is still enjoyable and challenging.



PRO TIP: Try to coordinate bombing runs with your attacks on cities. Cities are great stationary targets, and your regiments usually emerge unscathed.

Unfortunately, the programmers spent so much time with strategy, they forgot what makes a great video game. The sound, for instance, is forgettable. With the exception of the powerful music for the battle display, the soundtrack ranges from mildly distracting to totally obnoxious. The sound FX aren't helpful.



Meanwhile, the simple graphics are only average. At least it's easy to tell at a glance what's what.

The Final Solution

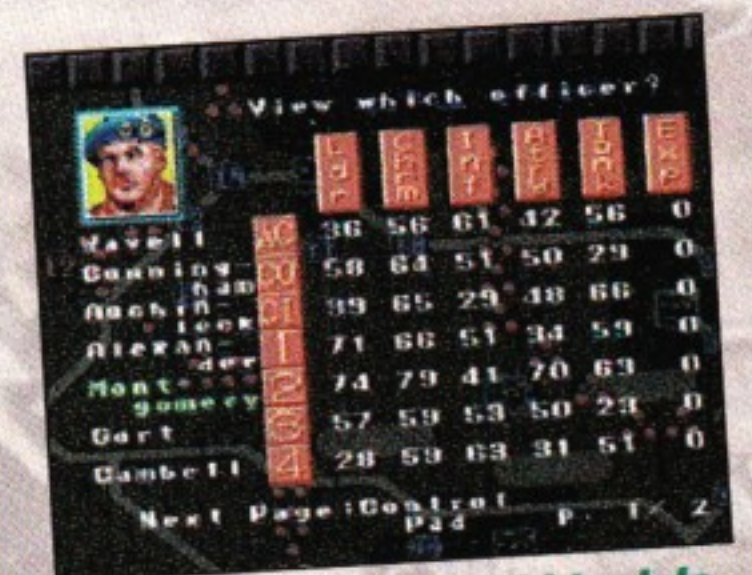
Gamers looking for non stop action/adventure had better look elsewhere. Operation Europe has its shortcomings, but its challenging strategy makes it a game that no serious WW II buff should be without. **G**



PRO TIP: If you're attacked while Resting, use your surroundings to your advantage.



PRO TIP: Save your game before each major offensive.



PRO TIP: Don't be afraid to delegate command; there's a lot to coordinate in this game.

PRO TIP: Gather as much information about the enemy as you can, either by using your Special Forces or by taking notes on different regiments as you attack them.

The best-selling baseball title of all time;
NEED WE SAY MORE?!??

QUICK! Guess what
system this game's for??
DUH!

The only big
league park we
didn't include was
YELLOWSTONE.

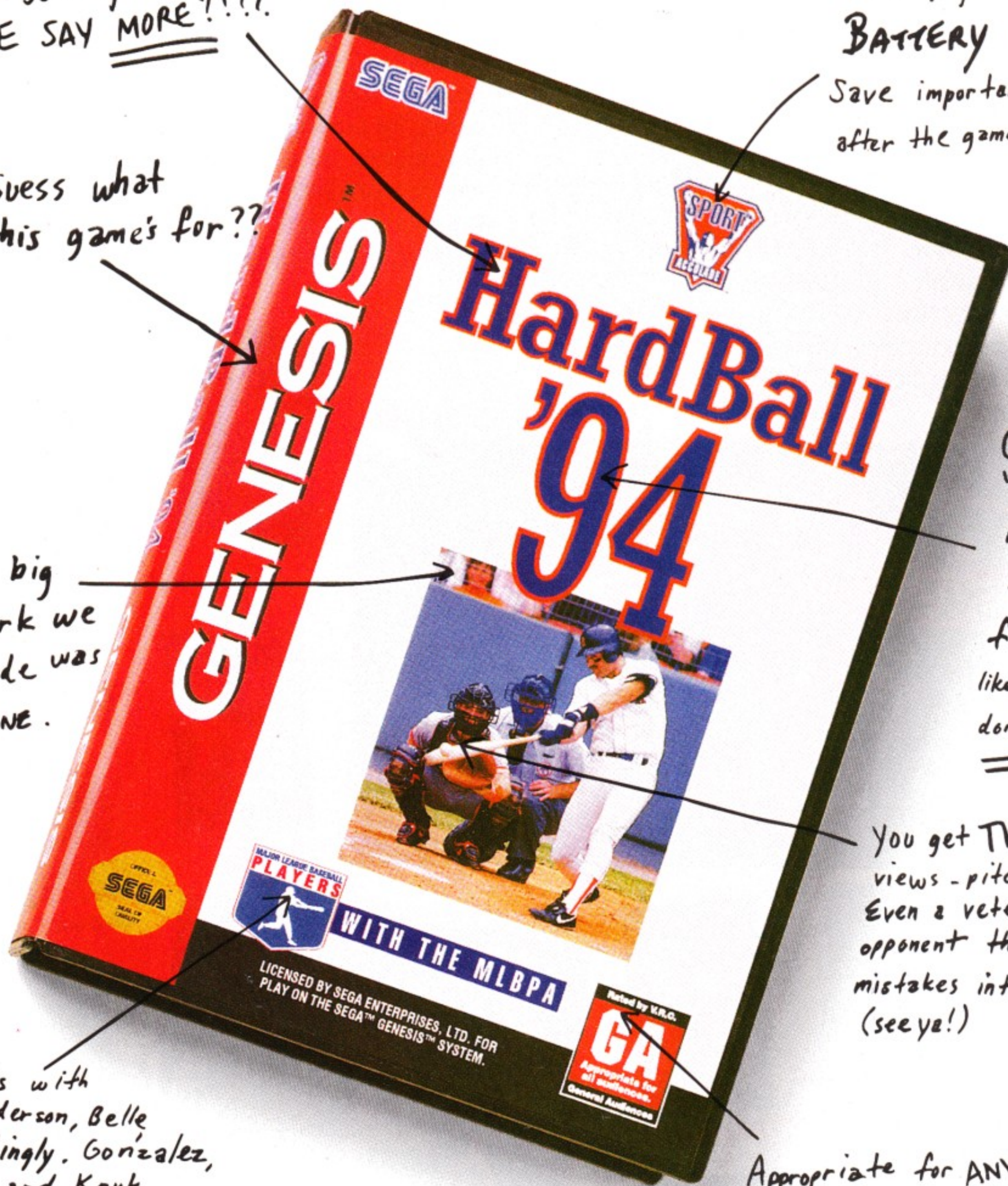
Spit seeds with
Bonds, Henderson, Belle
Justice, Mattingly, Gonzalez,
Van Slyke, and Kruk...
700 MLBPA stars!

These guys deliver with a
BATTERY BACK-UP!
Save important STATS - even
after the game's turned off!

Get the new
'94 division
realignment
& playoff
format - play
like the big boys or
don't play at all!

You get TWO different
views - pitcher or batter.
Even a veteran computer
opponent that'll turn your
mistakes into **SOUVENIRS!**
(see ya!)

Appropriate for ANYBODY - except
GEEKS! (NGA - No Geeks Allowed)



**ANY BASEBALL FAN CAN TELL WE'RE AHEAD
JUST BY READING THE BOX SCORE.**



GET IN THE GAME.™



PREVIEW

SNES/Game Boy



By Bro' Buzz

The Mighty Morphin' Power Rangers are hot! Just ask any kid or action-figure collector. Now Bandai's bringing the wildly popular TV show – miraculous martial arts, outrageous rubber-suited villains, and all – to the SNES and Game Boy.

Go! Go! Power Rangers!

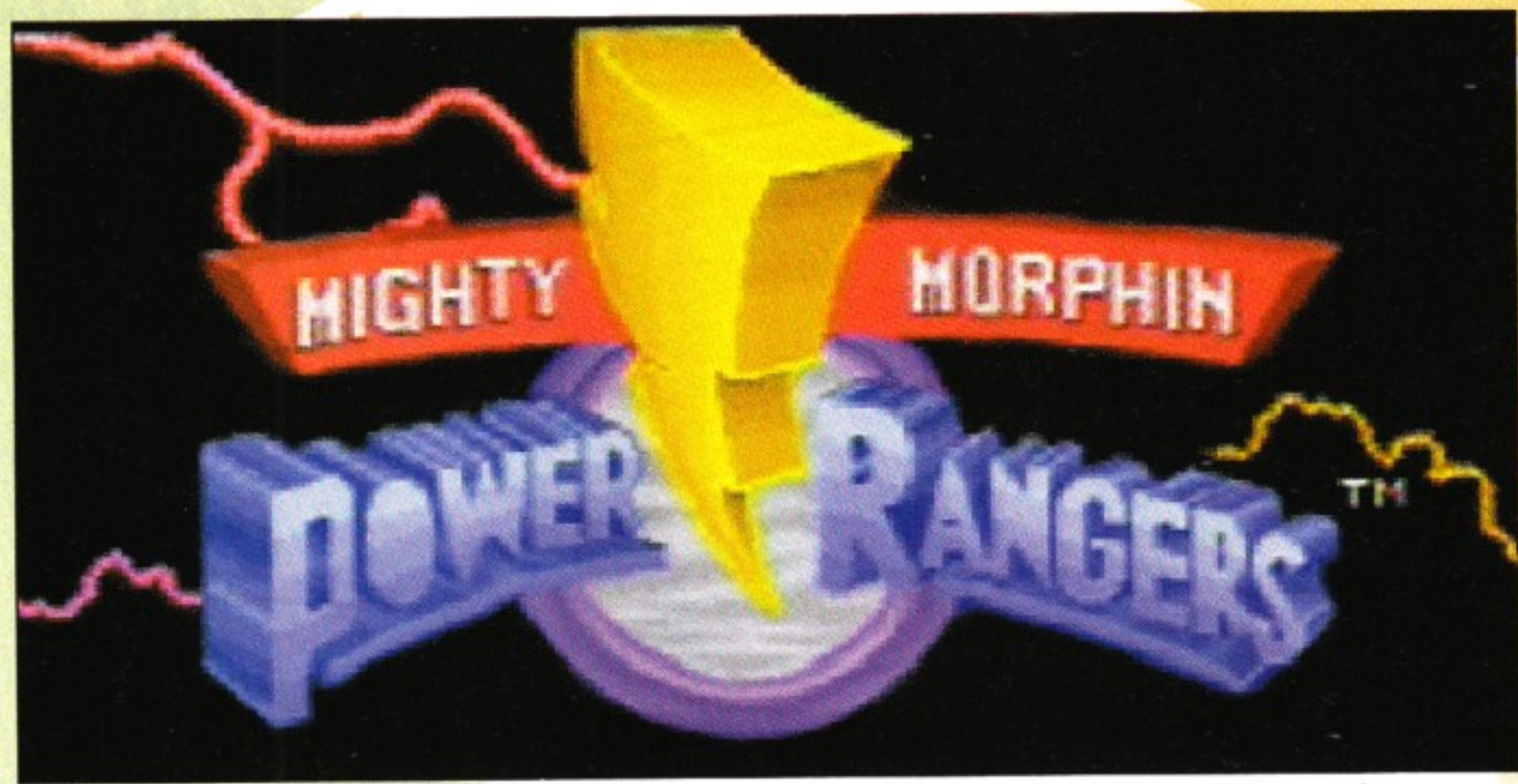
Even if you're out of it, you should know that the Rangers are really six squeaky-clean teens who fight for truth, justice, and... you know. In this 16-meg, side-scrolling action/adventure game, you'll only power up as the five original

Power Rangers. Sorry, Dragonzord fans, the Green Ranger doesn't make this trip.

At least the evil Rita Repulsa's on hand, and your favorite Rangers' villains, including Bones, Eye Guy, Genie, and Dark Warrior, will appear as bosses. You'll fight Rita's Putty Patroller army across seven stages as one of the teenage

personas – Trini, Kimberly, Jason, Zack, or Billy – and then “morph” into the appropriate Ranger at boss-fightin' time.

Rangers will have a Repulsa repulsin' repertoire of flying kicks and power punches in addition to their special weapons from the TV show. Unfortunately, this game lacks Dinozord action, but you'll be able to morph all the Rangers into the gigantic Megazord to fight two monstrous bosses.



Black Ranger!



Pulverize the Putty Patrollers!



Yellow Ranger!



Megazord action!



Mighty Morphin' Power Rangers!



Pink Ranger!



Rita Repulsa challenges the teens.

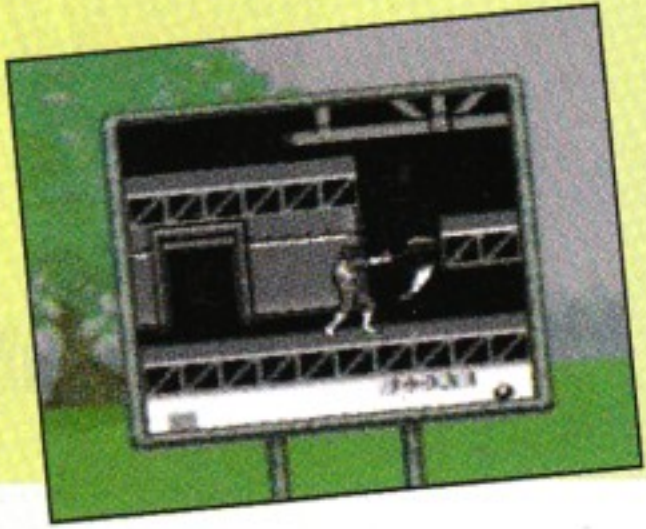


Blue Ranger!



Red Ranger!

Super Game Boy Rangers!



Game Boy Power

The Mighty Morphin' act will also go Game Boy as the first third-party color-it-yourself Super Game Boy game. You'll get five stages with four bonus rounds in a two-meg cart.

Is Mighty Alrighty?

The Power Ranger 'Pros are already lining up in our game lab to play these carts. Get set to “Power” up next issue. **G**

Mighty Morphin' Power Rangers
By Bandai
SNES Available September;
Game Boy Available August

GAMEPRO

PROSTRATEGY GUIDE

**16
PAGES**

Maps and
Play-Through
for the
World of Metroid

Beat the Bosses,
Including Kraid
and Draygon!

Awesome
Techniques and
Hidden Weapons



SUPER METROID™

SUPER METROID™

Strategy Guide SUPER NES



Mission Briefing



A message from Samus Aran, Space Bounty Hunter:

"I first battled the Metroids on Planet Zebes. It was there that I foiled the diabolical plans of the Space Pirate leader, Mother Brain, to use the creatures to attack galactic civilizations.

"I next fought the Metroids on their homeworld, SR388. I completely eradicated them except for a larva, which, after hatching, followed me like a confused child. I personally delivered it to the

galactic research station at Ceres so scientists could study its energy-producing qualities. The scientists' findings were astonishing. They discovered that the powers of the Metroid might be harnessed for the good of all civilization.

"Satisfied that all was well on Ceres, I left the station to seek new bounty. I had hardly gone beyond the Asteroid belt when I picked up a distress signal. Ceres station was being attacked..."

Your mission: Assist Samus Aran in returning to Planet Zebes to face Ridley, Commander of the Space Pirates, and Kraid, ruler of Brinstar. Stop them before they use the harnessed powers of the Metroids to destroy the galaxy.



Enemies

When Samus reaches Planet Zebes, she finds it overrun with a barrage of nasty critters. Some are easy to nail, but others require special strategies.



These crab creatures reach out to grab you.



These enemies can't be destroyed. Try freezing them and then standing on them.



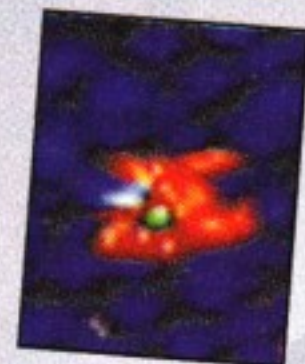
Use regular Bombs to blow away these enemies.



Samus's normal weapon will subdue any of these creatures.



To score power-ups, shoot the flies that emerge from these pods.



A constant stream of enemies comes at you from these generators.



You can't destroy these enemies. Wait for them to roll back and then leap over them.



You can freeze these deadly skulls, but you can't destroy them.

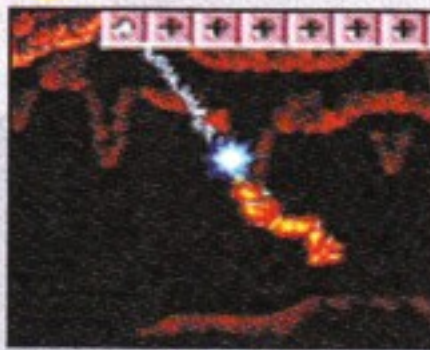
WEAPONS AND STRATEGIES

16 X-Ray Scope



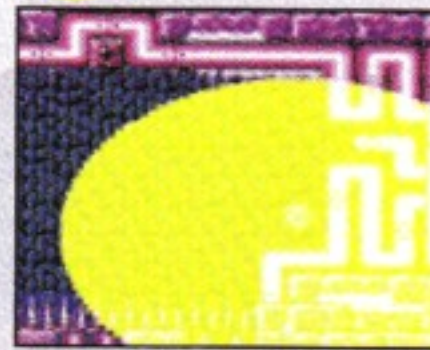
The scope reveals secret passages.

15 Grappling Beam



Use the Grappling Beam to swing from the ceiling (or even from enemies).

14 Power Bomb



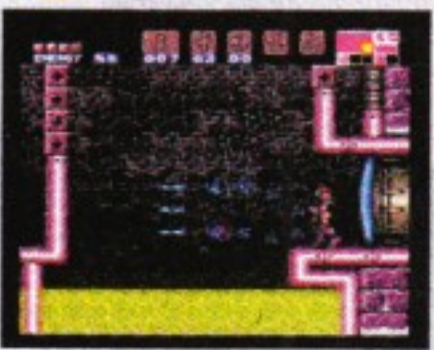
A more powerful version of the Bomb.

1 Charge Beam



This chargeable beam weapon is deadly against bosses.

2 Ice Beam



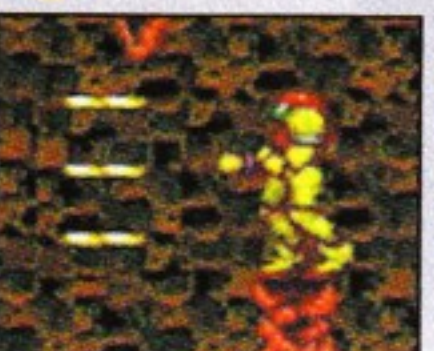
Use this beam to freeze enemies and render them harmless.

3 Wave Beam



A powerful weapon with deadly waves of energy.

4 Spazer



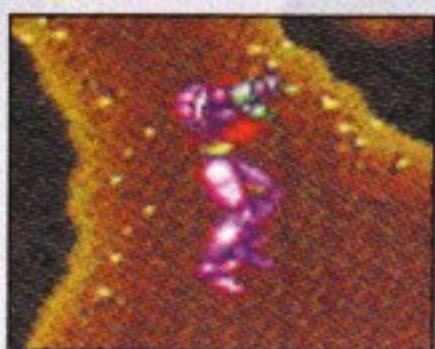
This item gives Samus's weapon three beams.

5 Varia Suit



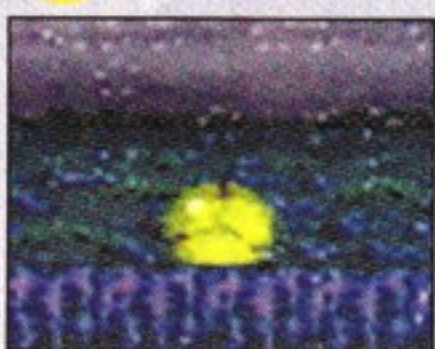
The Varia Suit enables Samus to safely explore heat-screened areas.

6 Gravity Suit



This suit helps Samus move underwater.

7 Morphing Ball



The first and most important weapon – you need it to lay Bombs.

8 Bomb



Unlimited supplies make the Bomb an essential weapon to pick up.

9 Hi-Jump Boots



Grab these special boots to leap extra high.

13 Super Missiles



These more powerful missiles are more difficult to come by.

12 Missile



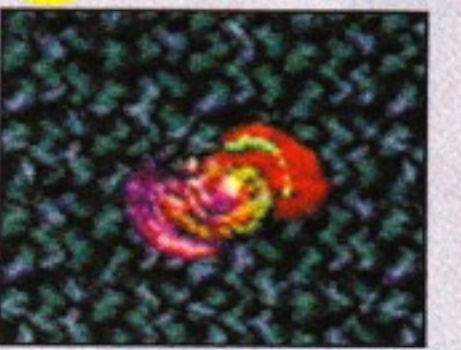
An excellent and plentiful projectile weapon.

11 Speed Booster

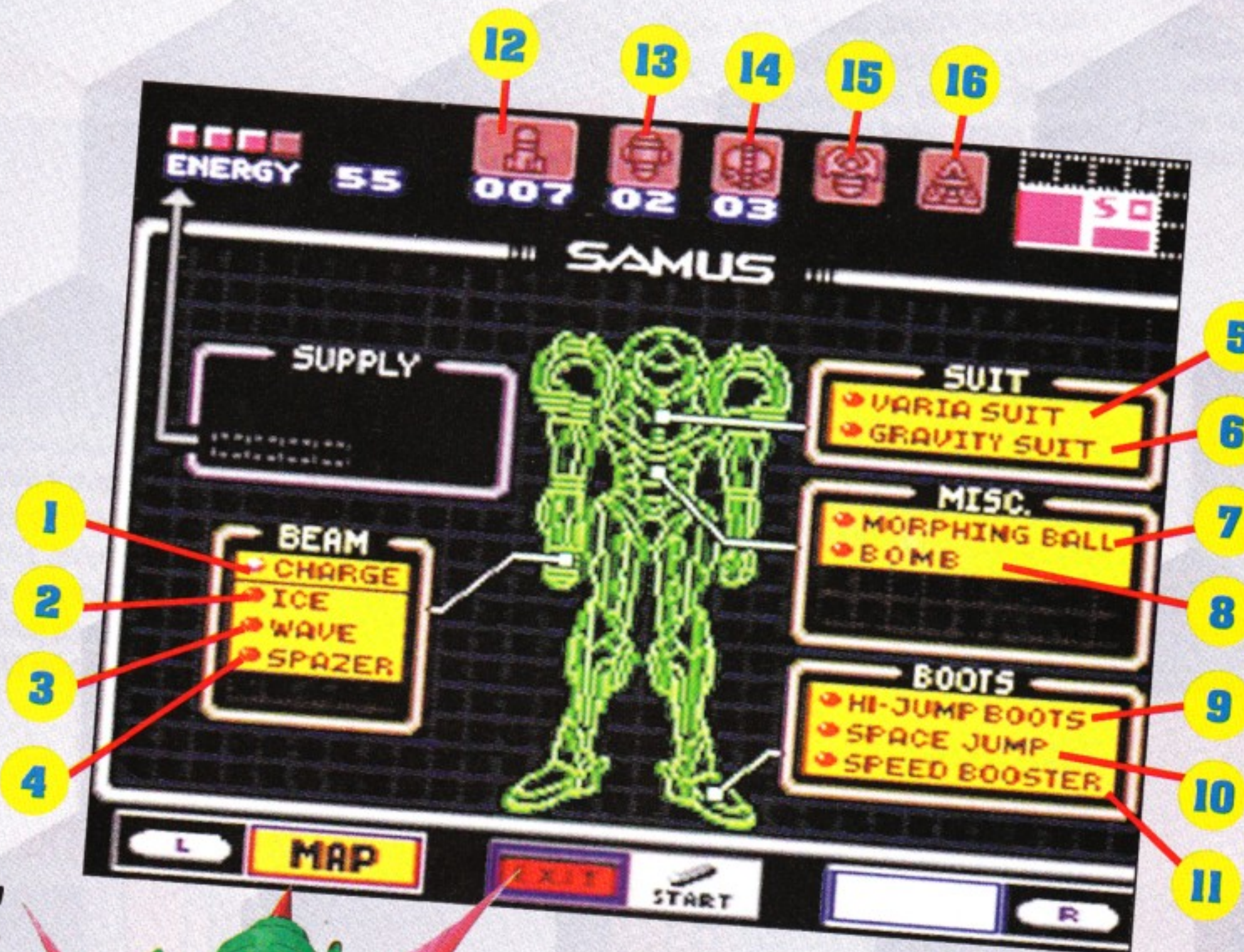


Once Samus has the Speed Boosters, she can run fast and smash through obstacles.

10 Space Jump



Enables Samus to jump and keep on spinning through space.



BASIC STRATEGIES

Open Up



The sliding doors use the same light trick as the tunnel gates. Check the color of the light at the top of the door and then use the appropriate weapon.

Mental Block



Sometimes when you try to destroy blocks, gray blocks will appear with symbols on them. The symbols indicate which special weapon you need to break through the blocks.

Bombs Away

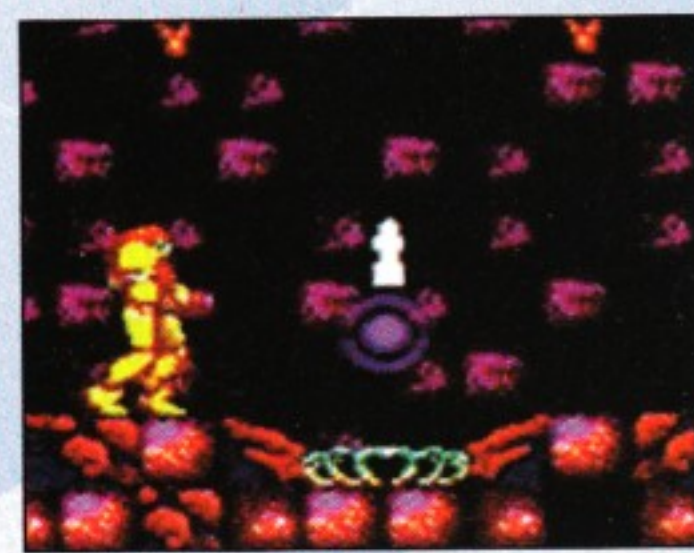


There are hidden passageways throughout Zebes. Always search for odd-looking blocks, cracks in the ground, and other signs of secret entrances. Even if you don't see any clues, constantly morph and lay bombs everywhere – you never know what you'll find.

Charge It Up



The classic Metroid recharge strategy still works: Sit by an enemy generator, blast all the critters as they appear, and collect the power pills they leave behind.



Jump 'Em



Once you have the Space Jump, use it to wipe out enemies easily.

Backtrack



Here's another classic trick: Destroy all the enemies in an area, leave, and return. They're back! You can destroy them again, grab more power, and repeat as often as you like.

Open Sesame

Opening each of the gates requires different tricks, depending on what color the door is.

Metal Gates



To open a Metal Gate, you must destroy all the enemies in the room or perform some other special action.

Blue Gates



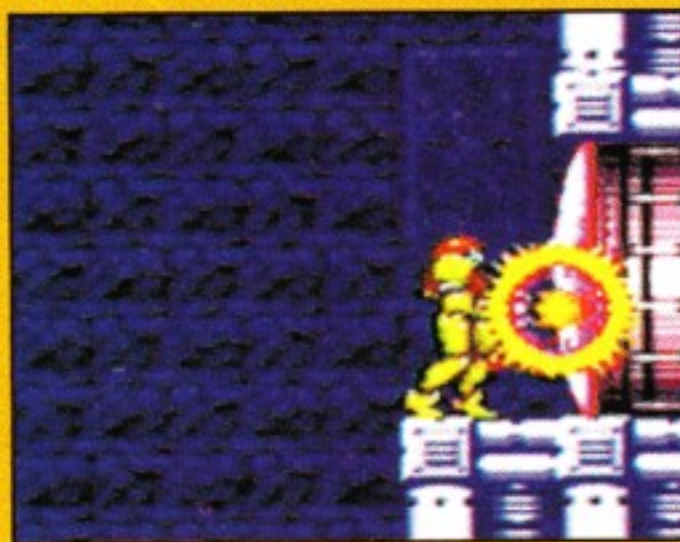
The regular weapon opens a Blue Gate.

Orange Gates



Blow up Orange Gates with the Power Bomb.

Pink Gates



To open the Pink Gate, blast it with five regular Missiles.

Green Gates



Use one Super Missile to open a Green Gate.

The End



This game has three different endings. If you finish in more than ten hours, you see the bad ending. If you finish in three to ten hours, you see the normal ending. If you finish in less than three hours, you get the best ending.



THE BATTLE PLAN

SUPER METROID

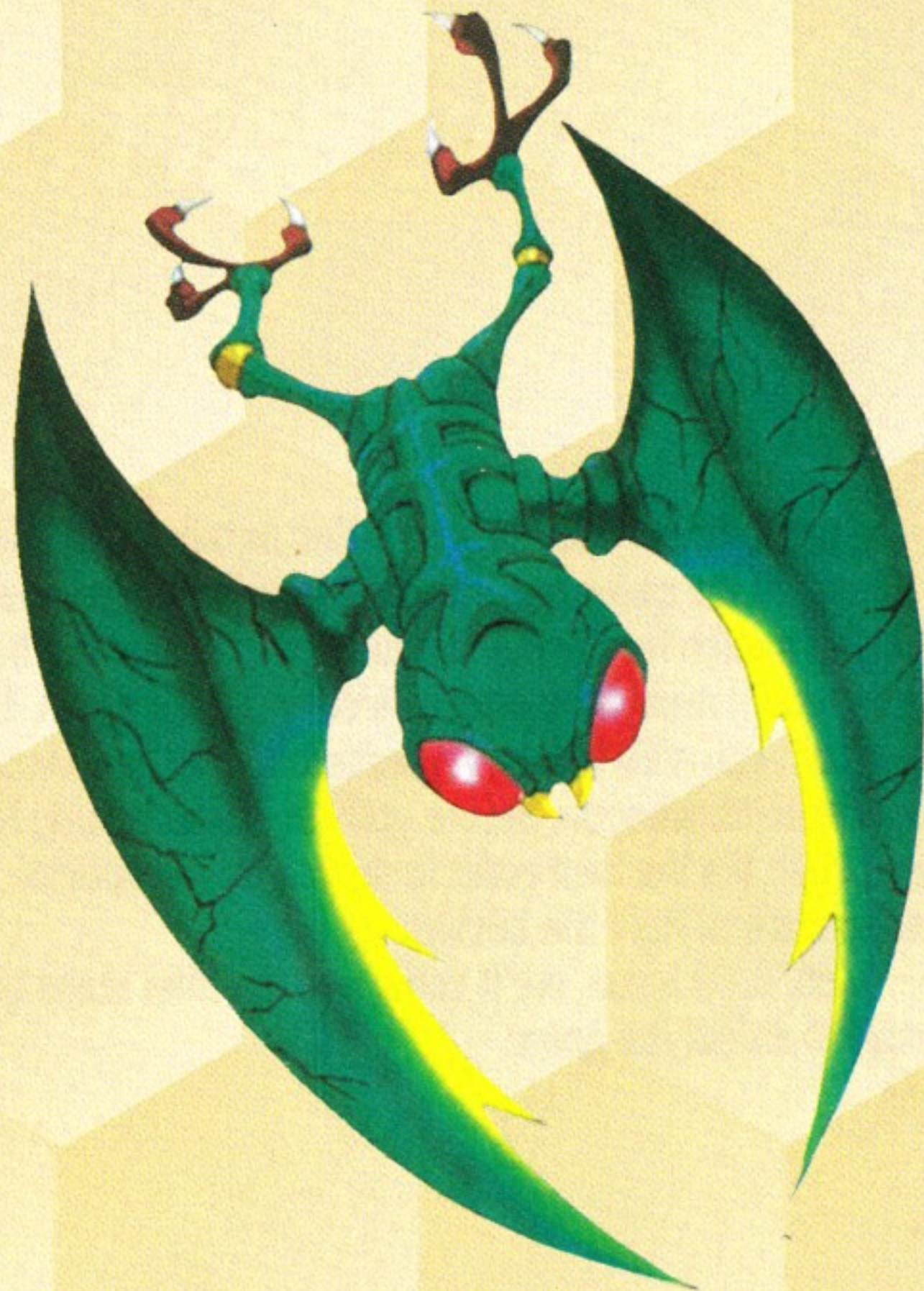
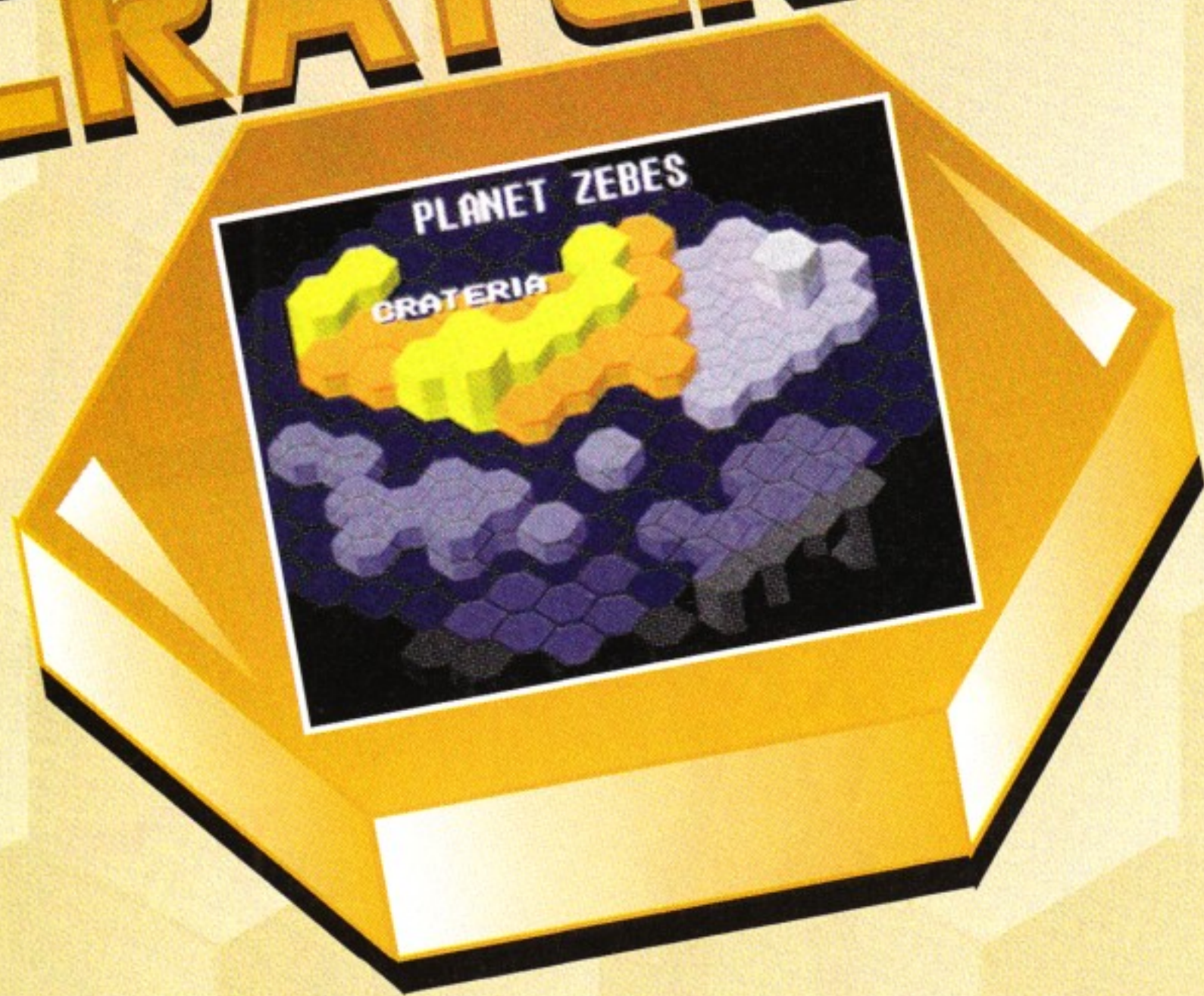
On the following pages, you'll find detailed maps for each area of the game and strategies for finding special items. As you search for the items you need to defeat the final boss, you'll roam from area to area and back again. Many parts of each area will be inaccessible until you've collected a specific weapon. Before you get started, study this checklist: It's the best order to search for the special weapons and fight the bosses.

In our next issue, we'll show you the final steps you need to defeat the game.



1. Find the Morphing Ball (Brinstar)
2. Find the Missiles (Brinstar)
3. Find the Bombs (Crateria)
4. Find the Charge Beam (Brinstar)
5. Find the Super Missiles (Brinstar)
6. Find the Hi-Jump Boots (Norfair)
7. Find the Spazer (Brinstar)
8. Destroy Kraid (Brinstar)
9. Find the Varia Suit (Brinstar)
10. Find the Speed Booster (Norfair)
11. Find the Ice Beam (Norfair)
12. Find the Power Bomb (Brinstar)
13. Fight Crocomire (Norfair)
14. Find the Grappling Beam (Norfair)
15. Find the Wave Beam (Norfair)
16. Find the X-Ray Scope (Brinstar)
17. Fight the Phantoon Boss (Wrecked Ship)
18. Find the Gravity Suit (Wrecked Ship)
19. To Reach Maridia (Maridia)
20. Break Glass (Maridia)
21. Find the Worm Boss (Maridia)
22. Fight the Worm Boss (Maridia)
23. Fight Dragon (Maridia)

CRATERIA

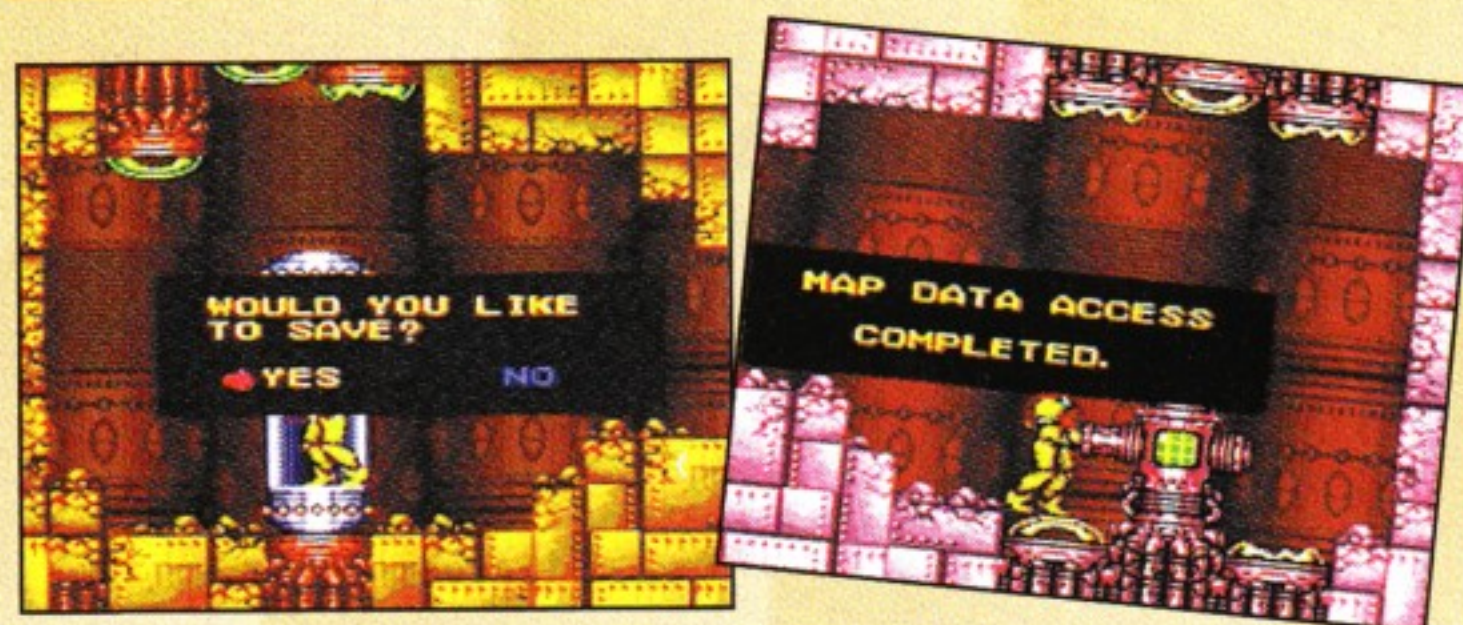


Key Point – Step 3: The Bombs



After you've grabbed the Morphing Ball and the Missiles in Brinstar, return to the tiny passage in Crateria near the first passage adjacent to your ship. Morph, enter the passage, and you'll find the Bombs down and to the right.

Key Point – Save and Map Points

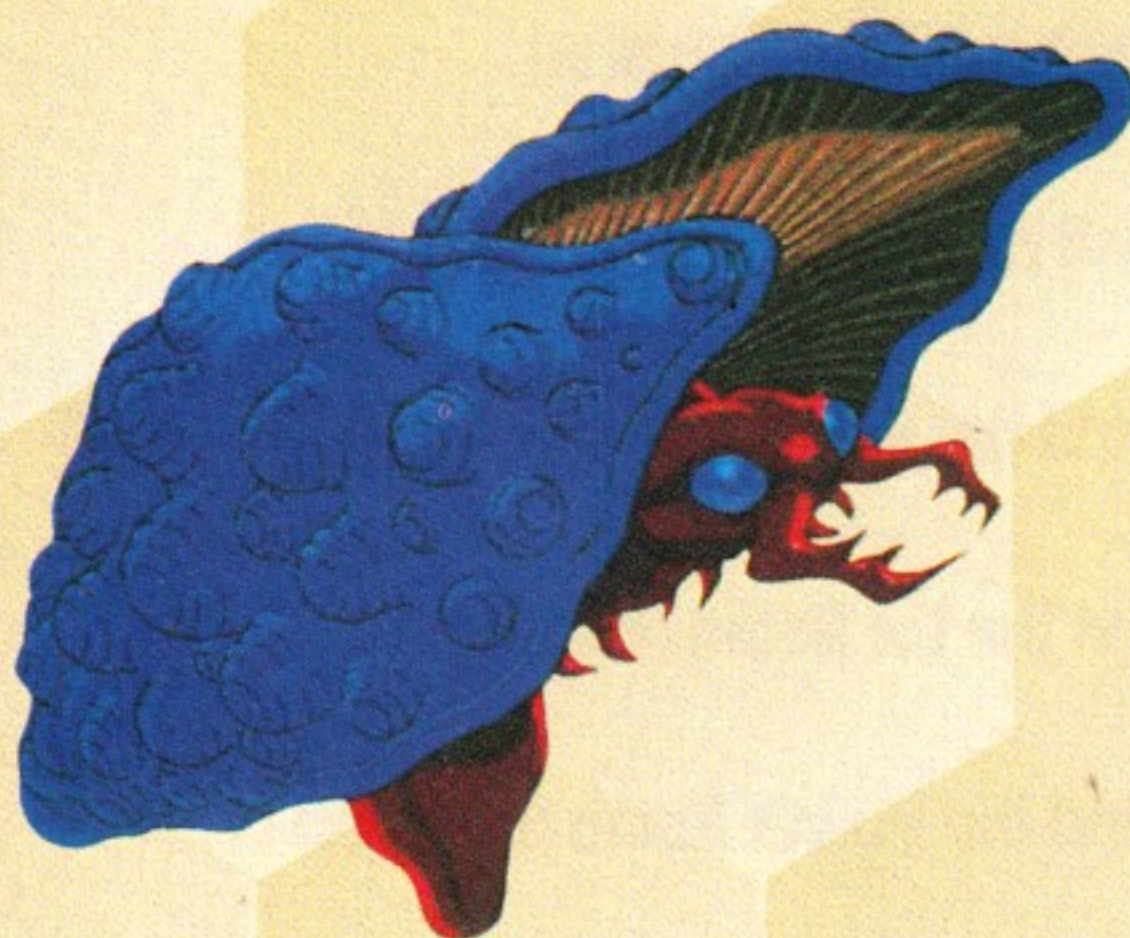


Once you've got the Morphing Ball, Missiles, and Bombs, seek out all Save and Map Points. Save frequently, because you'll die often. Hooking up with the Map Points illuminates all the hidden areas on the map and makes exploring much easier.

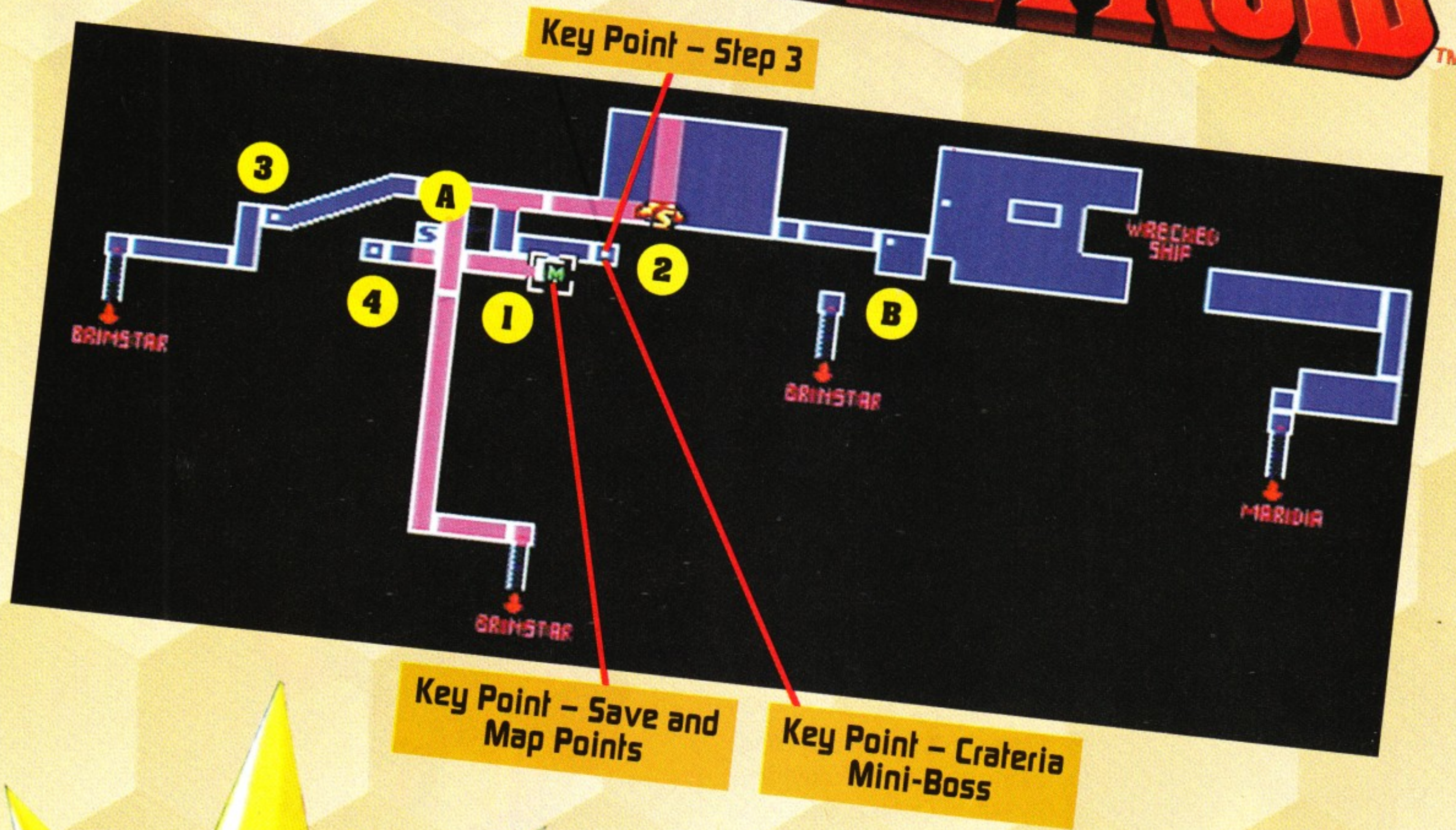
Key Point – Crateria Mini-Boss



After you grab the Bombs, you can't escape the room until you defeat the first mini-boss. Shoot his fireballs to get Missiles, and use the Missiles to easily destroy the boss.



SUPER METROID



Map Key

A = Save Point



1 = Map



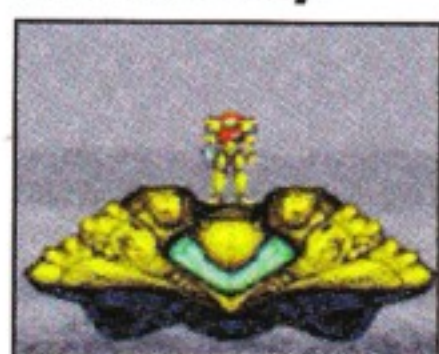
3 = Energy



B = Missiles



2 = Your Ship



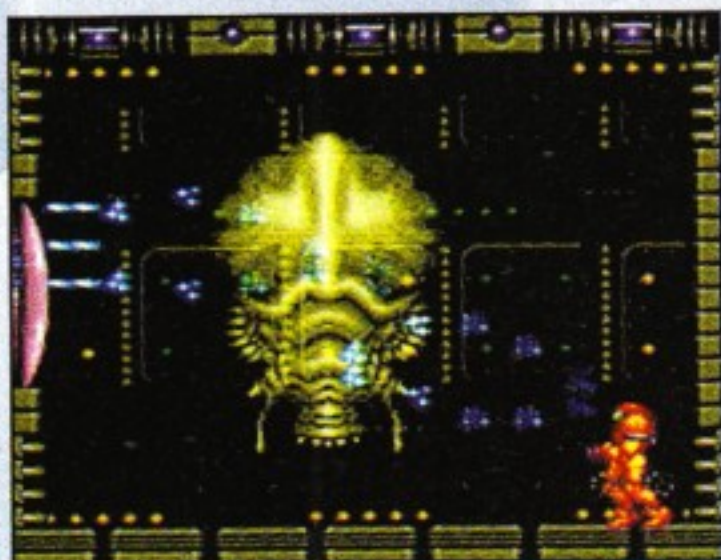
4 = Missiles



WRECKED SHIP

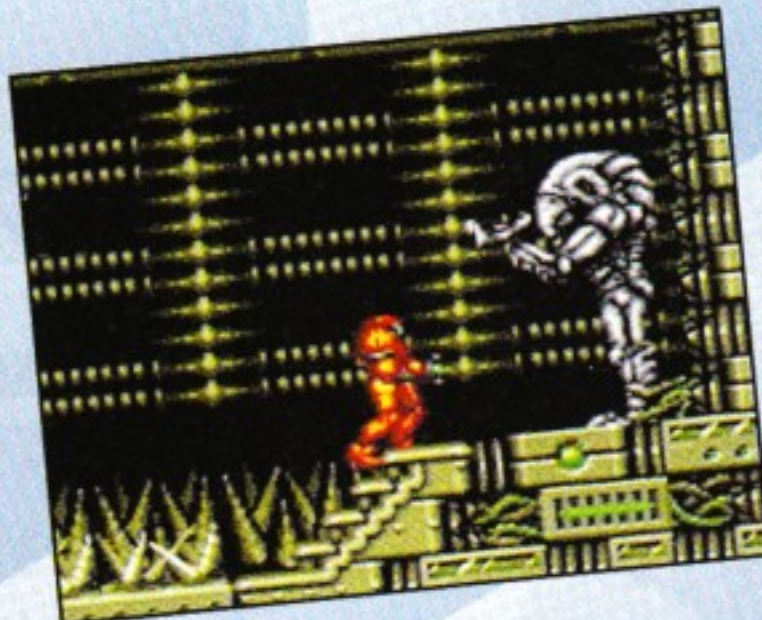


Key Point – Step 17: Fight the Phantoon Boss



Once you have the Grappling Beam, go to the Wrecked Ship by way of Crateria. Once inside, head down and to the right to battle the Phantoon Boss. To destroy the boss, fire Missiles into his eye.

Key Point – Step 18: The Gravity Suit

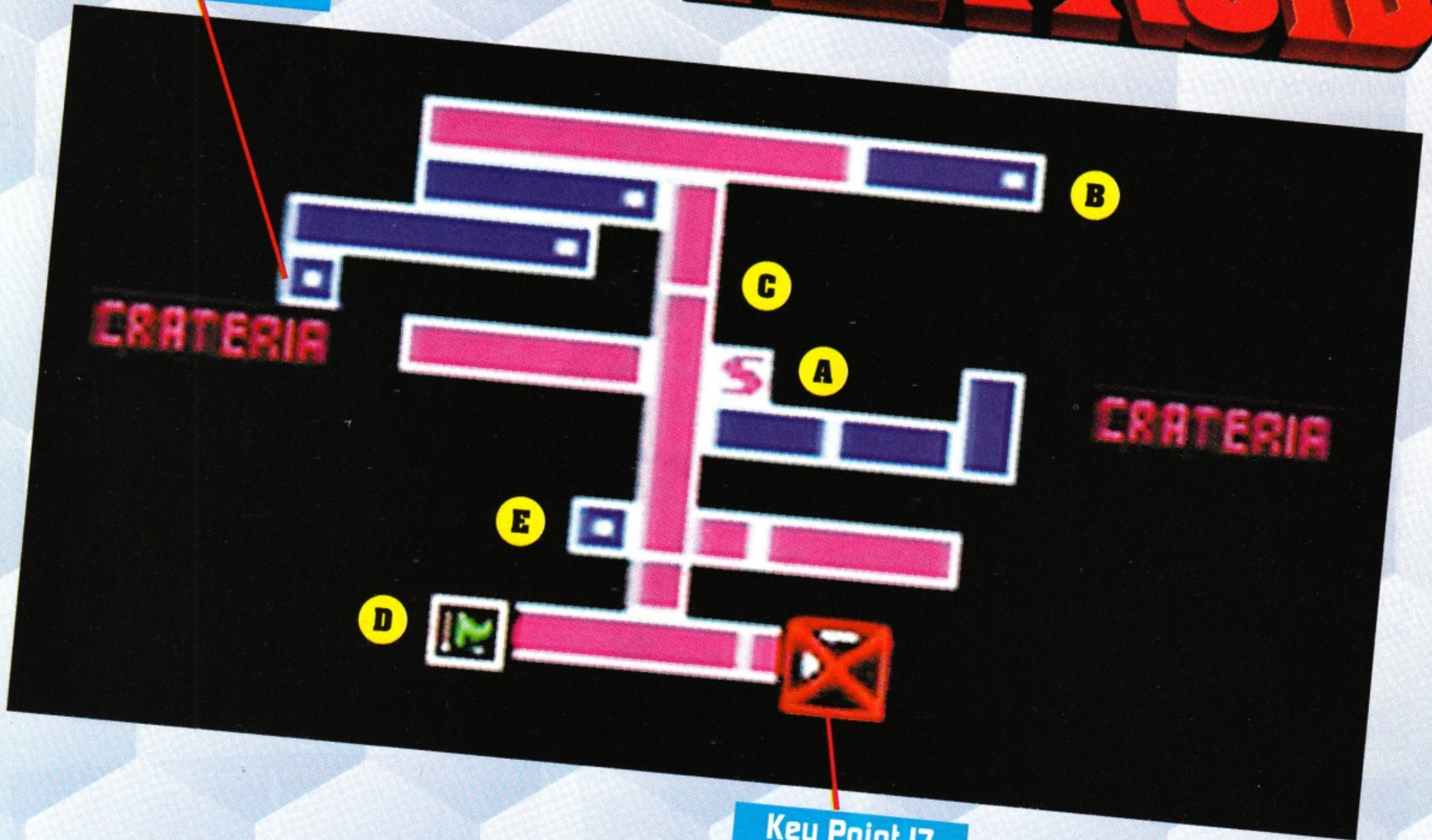


Once you've destroyed the Phantoon Boss, climb up to the upper left-hand corner of the ship. Leave the ship and, when you reach this area of crumbled ground, break into it with Bombs (see Crateria). Go back to the right until you enter the Wrecked Ship again. When you reach the bird statue, become a Morph Ball and sit on its hand. The statue will carry you to the Gravity Suit.



SUPER METROID™

Key Point 18



Key Point 17

Map Key

A = Save Point



D = Map



B = Missiles



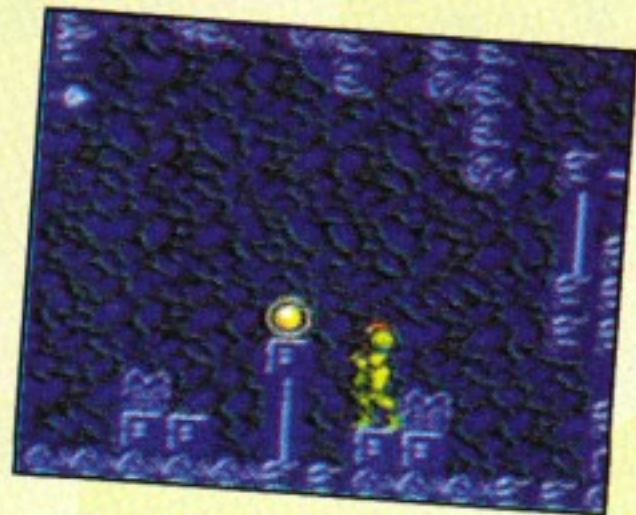
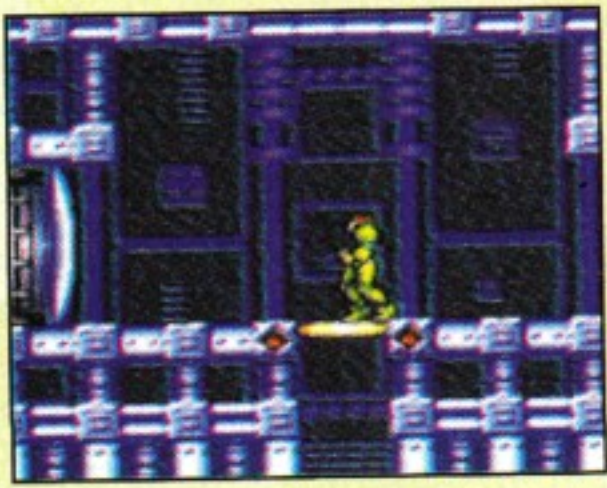
E = Super Missiles



C = Energy Tank

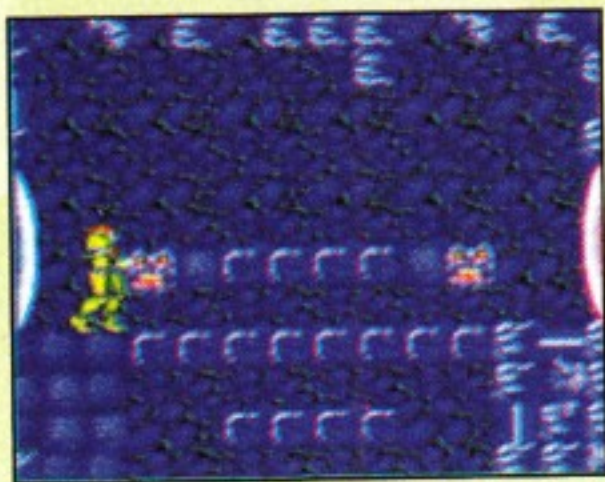


Key Point – Step 1: The Morphing Ball



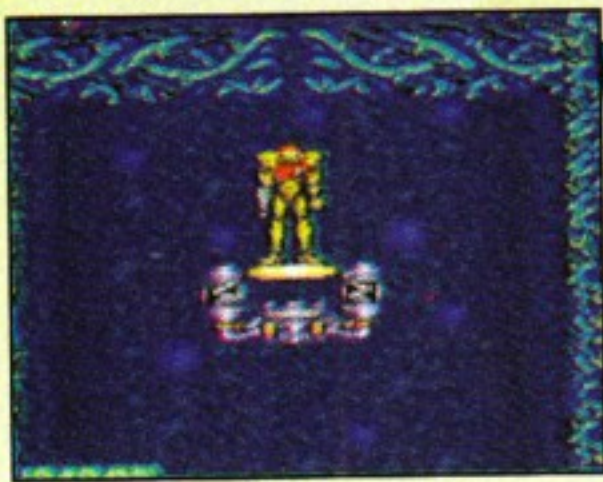
Enter Brinstar via the second elevator from the left in Crateria and then go directly to the left down the passage to find the Morphing Ball.

Key Point – Step 2: The Missiles



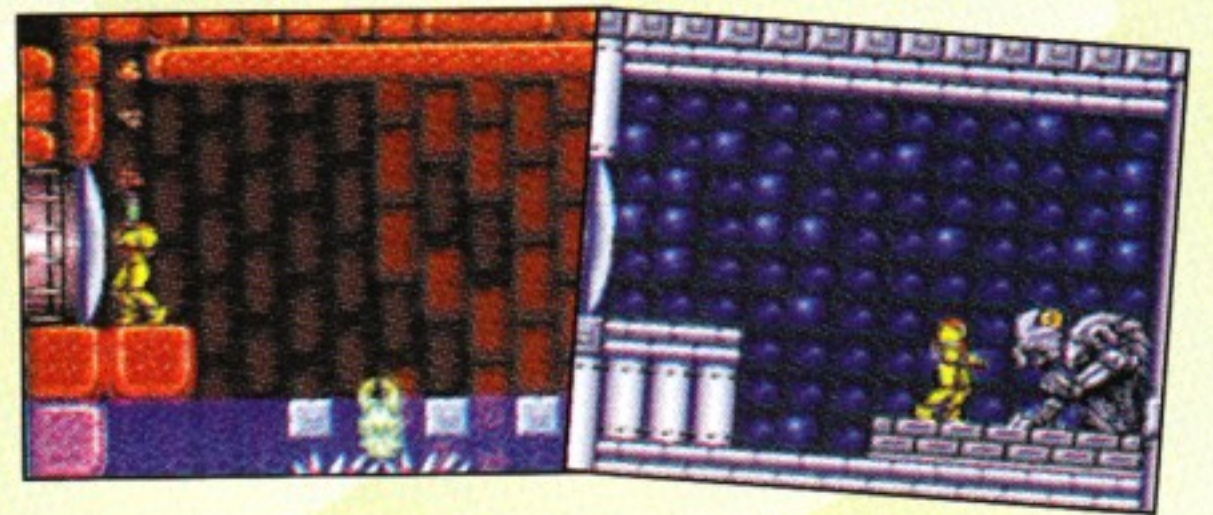
After you've grabbed the Morphing Ball, return to the elevator to Crateria and then move past it to the right. Break through the gate and then break the rocks at the end of the passage. Drop down to find the Missiles.

Key Point – Step 4: The Charge Beam



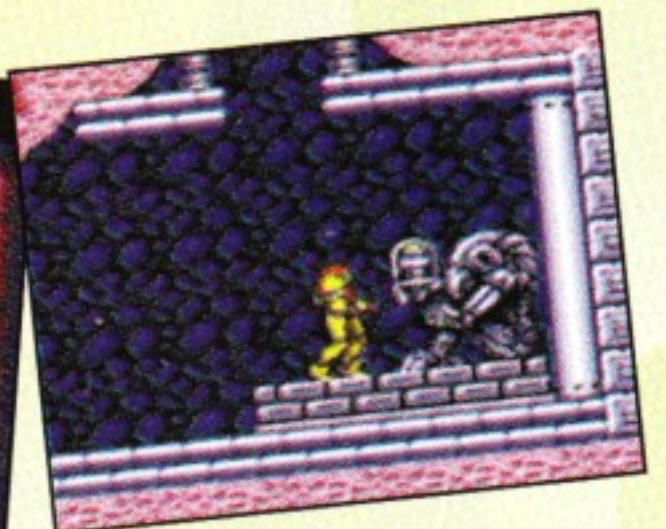
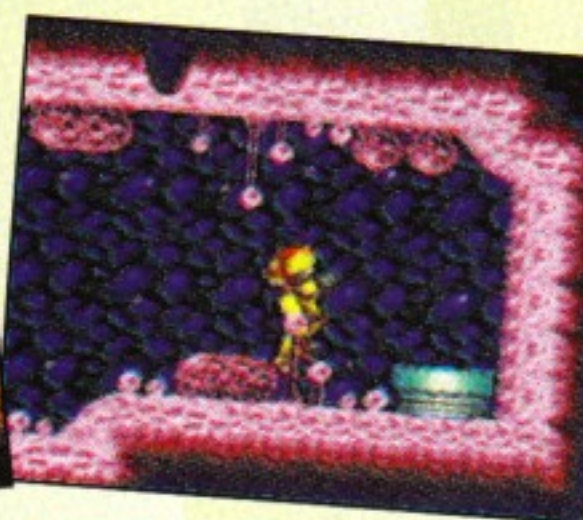
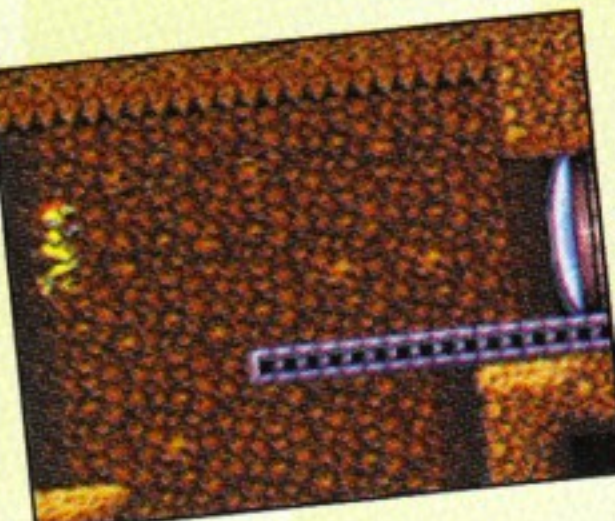
Enter Brinstar via the far-left elevator from Crateria. Climb off the elevator and enter the lower right-hand Pink Gate. Drop all the way down the main shaft. You'll find hidden Missiles on the left-hand side. At the bottom, break through the rocks to the right of the Missiles to find a hidden room with the Charge Beam inside.

Key Point – Step 7: The Spazer



After you return from Norfair with the Hi-Jump Boots, go to the left off the elevator. After you pass the snapping water creatures, enter this secret passage by shooting up at the ceiling. You'll find the Spazer up and to the right.

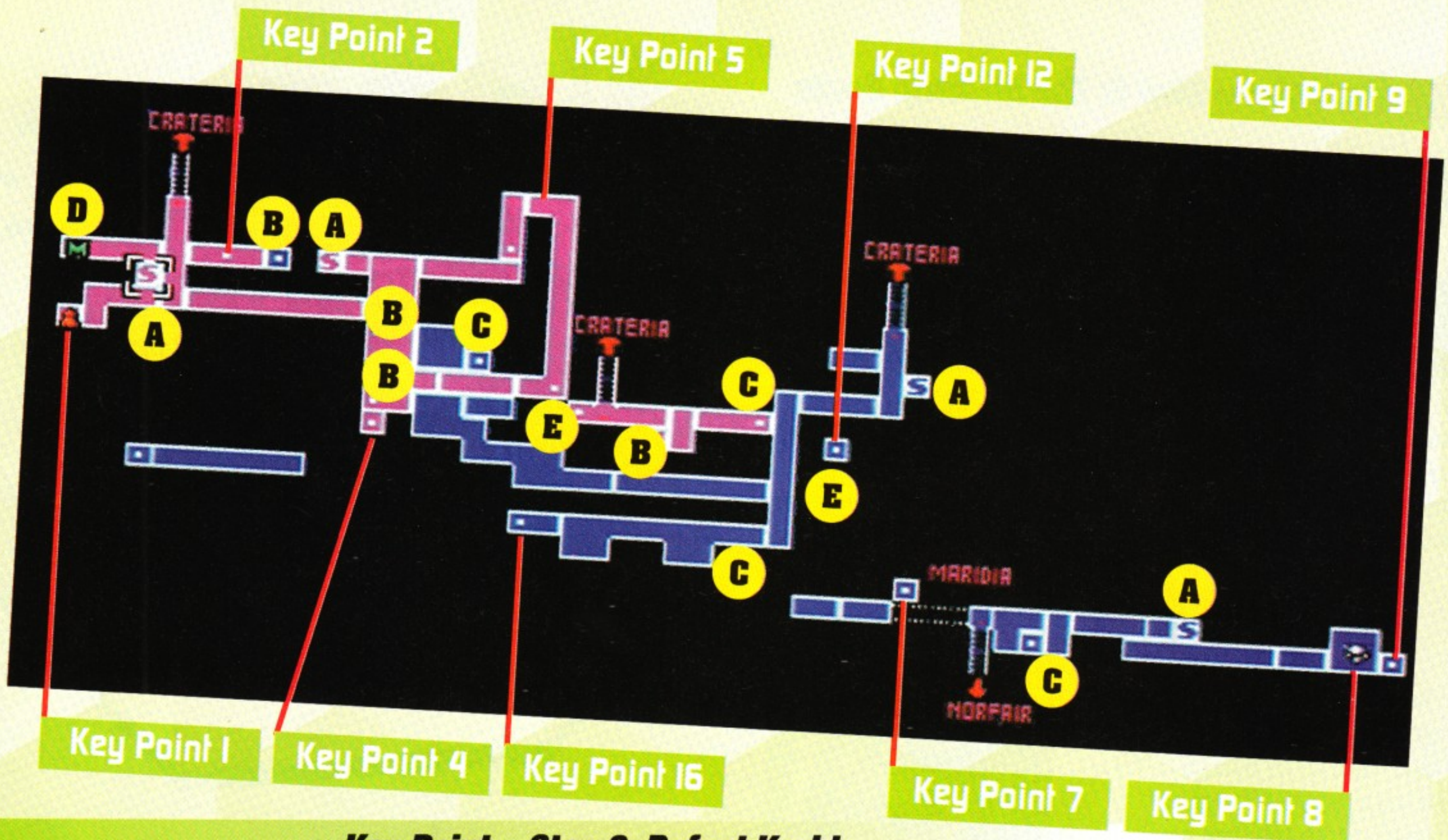
Key Point – Step 5: The Super Missiles



After you've grabbed the Charge Beam, climb back up the large shaft. At the top, enter the Pink Gate to your right, then go through the gate that leads up. You'll eventually reach a mini-boss, Spore Spawn. Destroy the boss by jumping and firing missiles into it when its shell splits open. After you destroy the boss, jump into the pipe just above it. Drop into the pipe and down to a hidden room with the Super Missiles inside.

BRINSTAR





Key Point – Step 8: Defeat Kraid



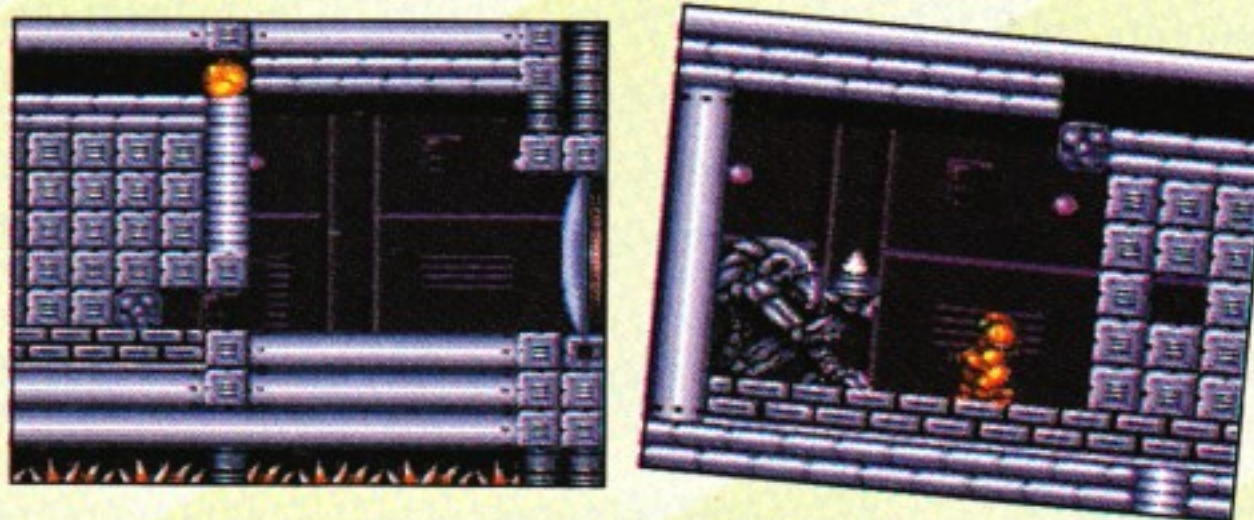
Armed with the Spazer, return to the elevator to Norfair. Use a Super Missile to blast through the wall to the right of the elevator and continue right until you meet up with Kraid. His first incarnation is easy to defeat, but when he transforms into his true size, it's a deadly battle. He's only vulnerable when his mouth is open. Shoot Missiles and Super Missiles directly into it.

Key Point – Step 9: The Varia Suit



After you defeat Kraid, go to the room just beyond him. Inside you'll find the Varia Suit.

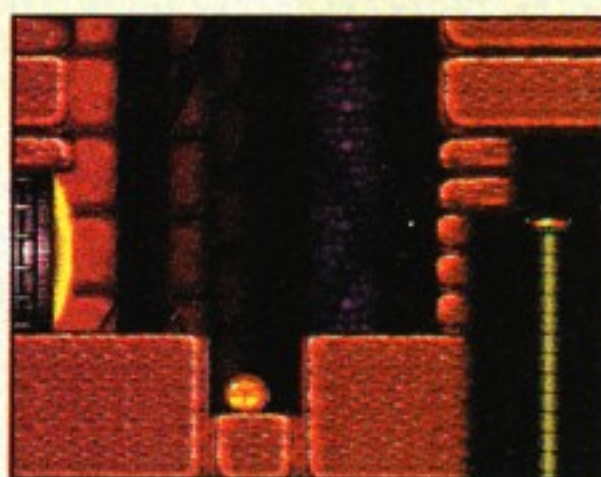
Key Point – Step 16: The X-Ray Scope



Back to Brinstar one more time to find the scope. Return to the gate (on the left of where you enter from the elevator) that opens with a Power Bomb. Use the Grappling Beam to swing all the way across to the left (in the dark). When you reach the area with the Scope, you'll have to use a bomb to get the pedestal to move so you can enter the room.

Key Point – Step 12: The Power Bomb

Return to Brinstar from Norfair and move to the left past the elevator. When you reach the large shaft, freeze the enemies with the Ice Beam and use them as platforms to climb to the top of the shaft. At the top, go to the right and break through the rocks. After you dodge



past some voracious vegetation, break the floor and go through the Green Gate to find the Power Bomb.

Map Key

A = Save Point



B = Missiles



C = Energy Tank



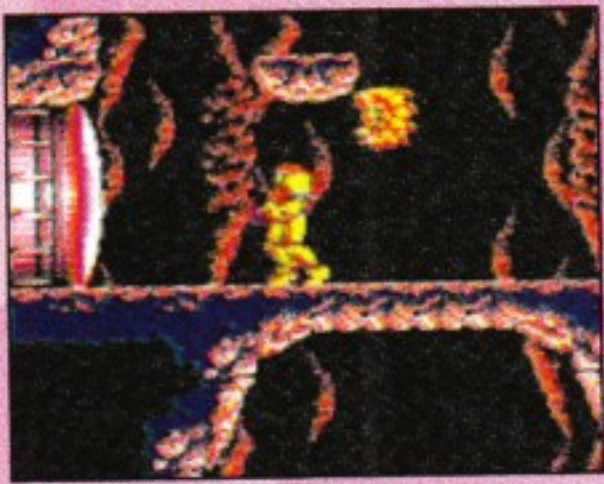
D = Map



E = Super Bomb



Key Point – Step 6: The Hi-Jump Boots



After you've collected the Super Missiles in Brinstar, journey down to Norfair to find the Hi-Jump Boots. Climb off the elevator and drop down the shaft until you reach a Pink Gate on the lower left. Go through the gate and blast the rocks on the floor to enter the lower Blue Gate. You'll find the Hi-Jump Boots inside.

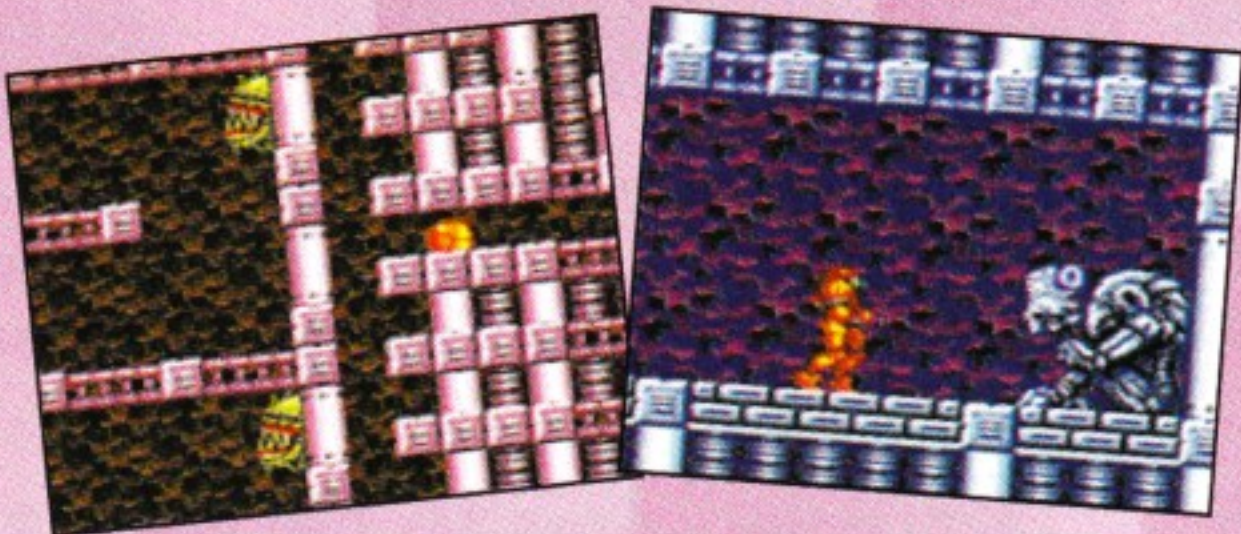
Key Point – Step 10: The Speed Booster

The Speed Booster is on the far upper right-hand side of Norfair. Head right at the bottom of the elevator. Travel through the large caverns and then break through the rocks. Go down and to the right, and then climb up as high as possible. Go through the gate on the right.



You'll find the Speed Booster at the end of the passage.

Key Point – Step 11: The Ice Beam



Return to the main elevator into Norfair and enter the gate on the left. Work your way left as far as you can, past the bullet-spitting enemies. Then climb up and move right. Instead of entering the gate you reach, morph into a ball and break a hole in the ground just below the gate. Stay in a ball and fall. Angle right as you fall to enter a secret passage in the wall. Hidden inside is a chamber with the Ice Beam.

Key Point – Step 13: Fight Crocomire



Return to Norfair for a tough battle with Crocomire. The larger your stock of Missiles (a minimum of 40) and Super Missiles, the easier it is to defeat him. Use the map to search for all Missile stores. After the elevator, use the gate to the left. Proceed down and to the left. Use the Power Bomb when necessary to

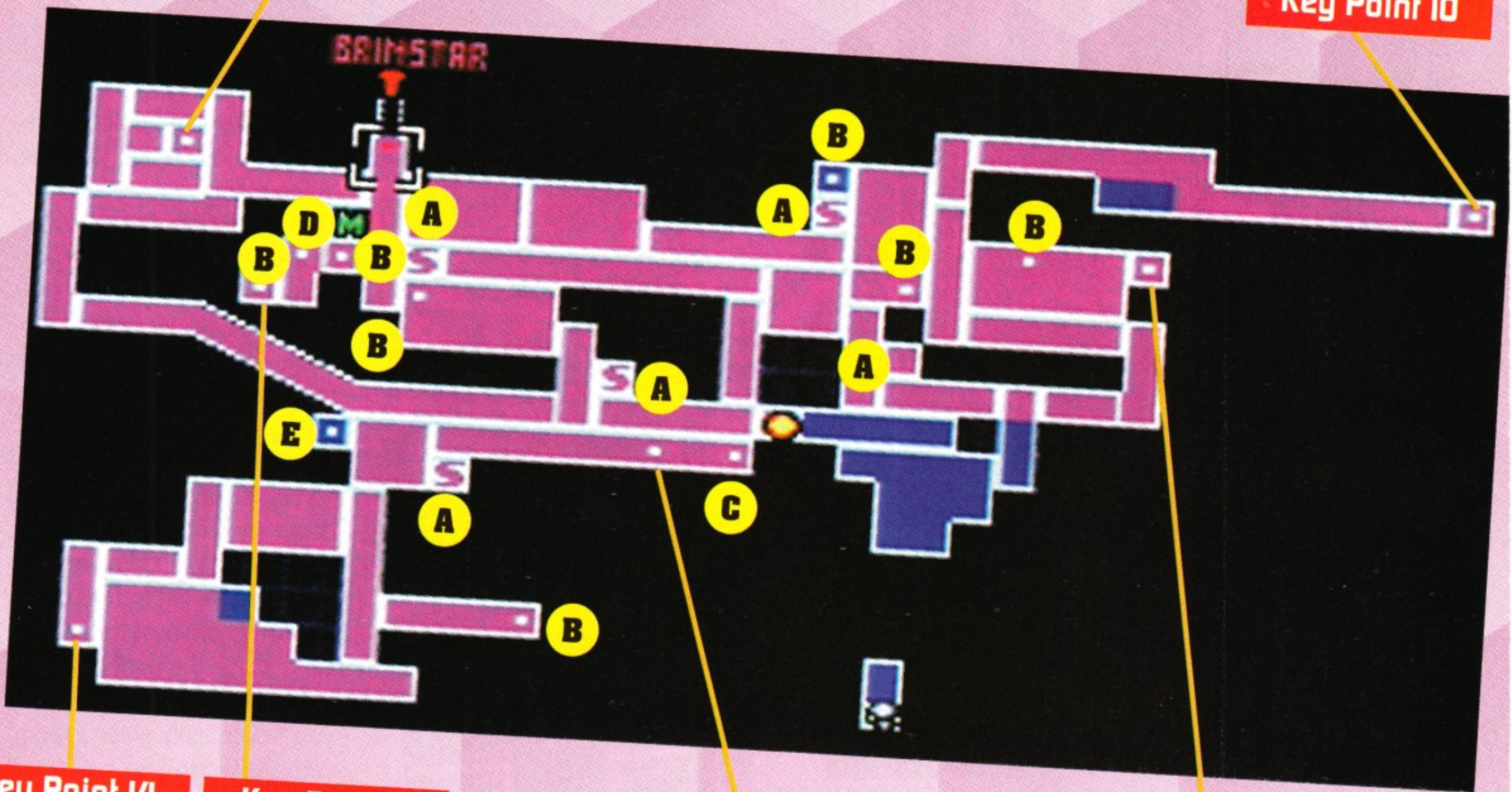
NORFAIR



open gates. Then head down a slope to the right. When you reach the gate that leads to Crocomire, first climb up and use the gate on the right to save your game. Drop down to Crocomire and quickly move to the right, just out of reach of him. Now rapidly fire Missiles or Super Missiles into his mouth whenever it opens. To destroy this beast, you must back him up until the ground beneath him crumples. Don't let him touch you (you'll lose too much ground).

Key Point II

Key Point 10



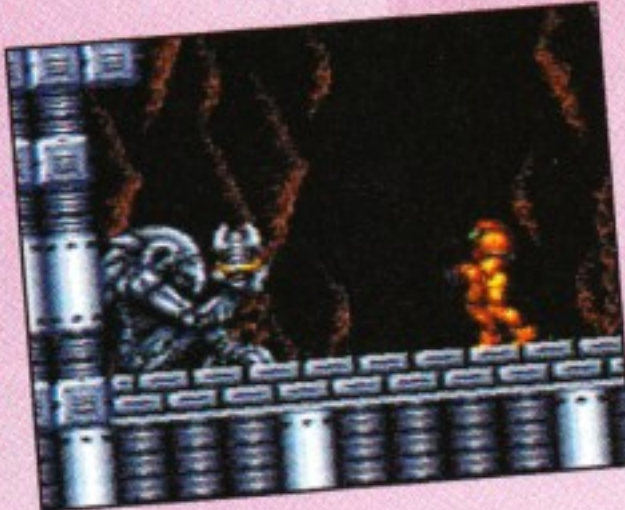
Key Point 14

Key Point 6

Key Point 13

Key Point 15

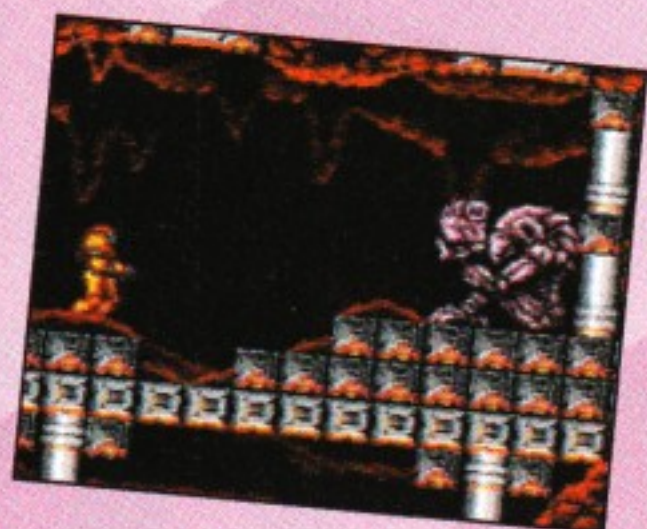
Key Point – Step 14: The Grappling Beam



After you've destroyed Crocomire, grab the Energy power-up behind him and then run back to the left to the spiked wall. The wall breaks and Crocomire's skeleton appears to give you one last fright. Head down and to the left. To make the high jump, use the Speed Booster to run rapidly up the slope and jump just as you reach the edge of the path. The Grappling Beam is in the lower left-hand corner of Norfair.

Key Point – Step 15: The Wave Beam

Once you have the Grappling Beam, you can get the Wave Beam. Return all the way to the upper right area of Norfair. Go to the Missile platform that is suspended high in a large room. Use the Grappling Beam to swing to a ledge to the right of the Missile Platform. Inside you'll find the Wave Beam.



Map Key

A = Save Point

D = Map



B = Missiles

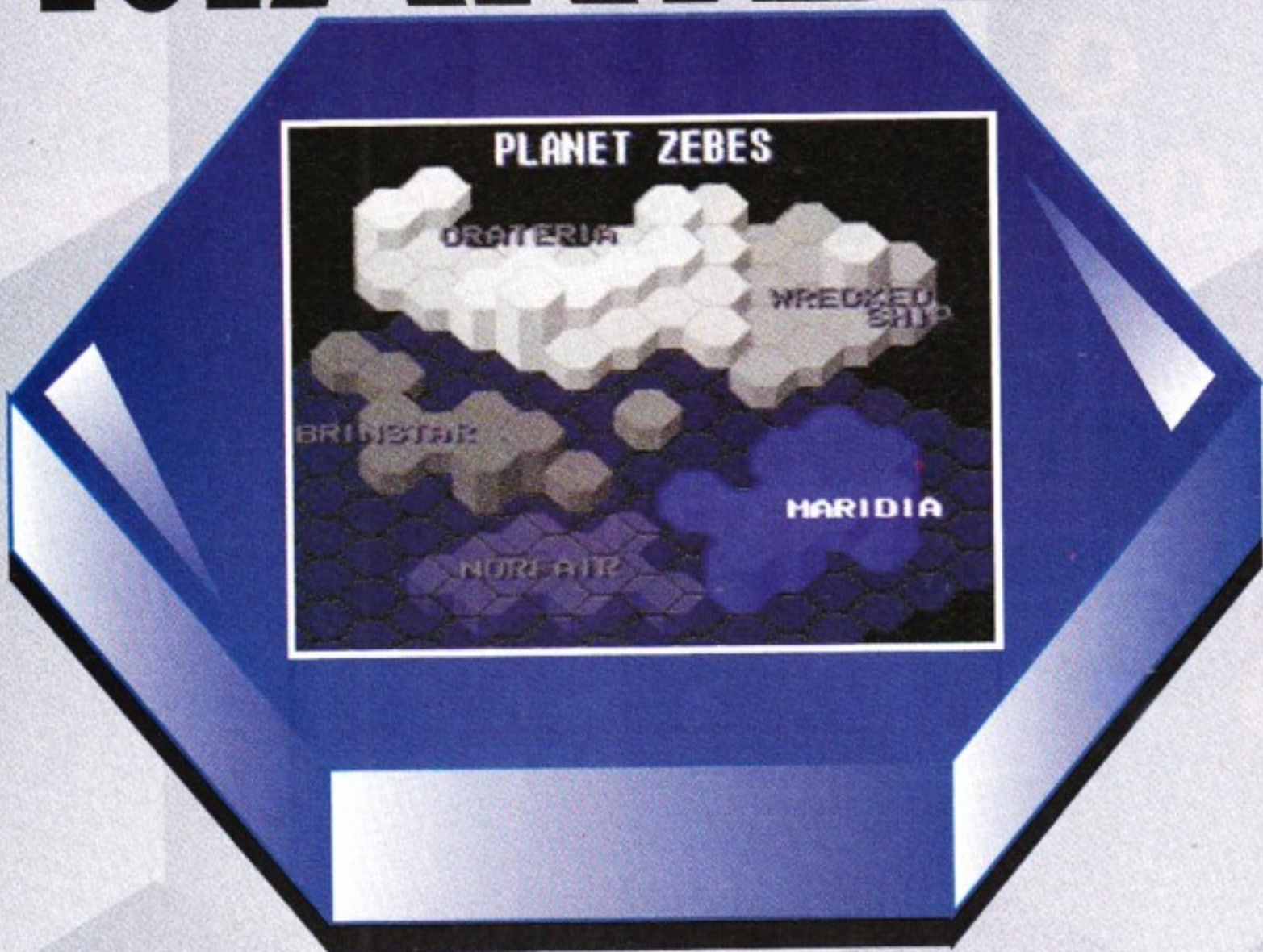
E = Power Bomb



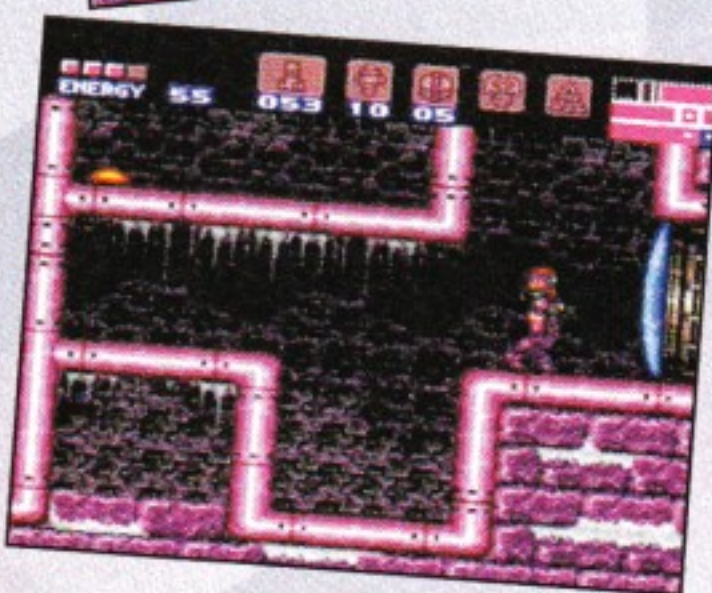
C = Energy Tank



MARIDIA



Key Point – Step 21: Find the Worm Boss



Finding the Worm Boss is really tough. After you break the glass tube, climb up as far as you can. Go through the Gate in the ceiling. Take the upper right-hand Gate. In the next room, do some really tough Grappling to cross all the way to the next upper right-hand Gate. Then break the blocks to fall down through the floor. Go right through the next Gate. Use the Super Bomb to reveal the openings. Drop down and enter a large room. Use the Grappling Beam to climb and swing to the upper left-hand corner of this room. Go through the door in the ceiling. Head to the right and you'll eventually enter a room with the Worm Boss.

Key Point – Step 19: Reach Maridia



Reaching Maridia is a little tricky. Exit the Wrecked Ship to the right. You'll wind through a complicated passage and eventually see a door down and to the left. Use the X-Ray Scope to find the secret passage that leads to the door.

Key Point – Step 20: Break the Glass



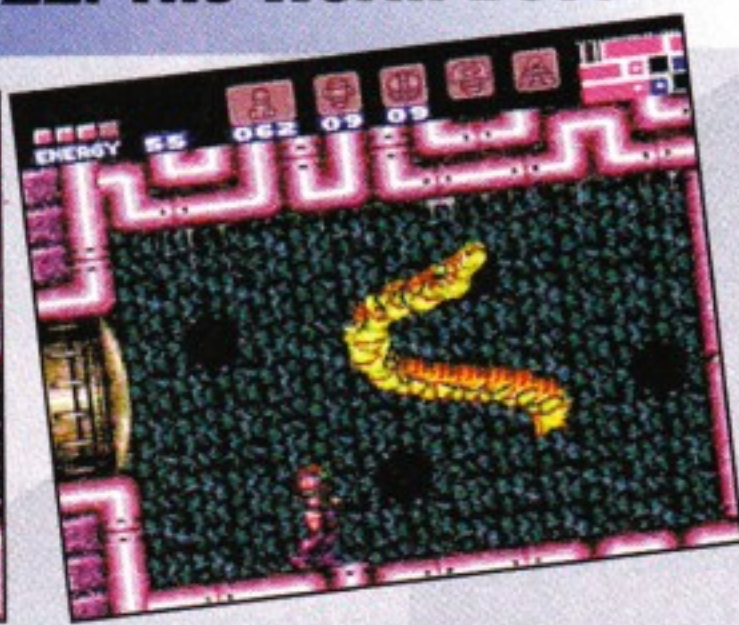
Maridia is a huge area. Watch out for the quicksand. You'll find a glass tunnel down and to the left. When you enter it, use a Missile to break the walls.

Key Point – Grappling Trick



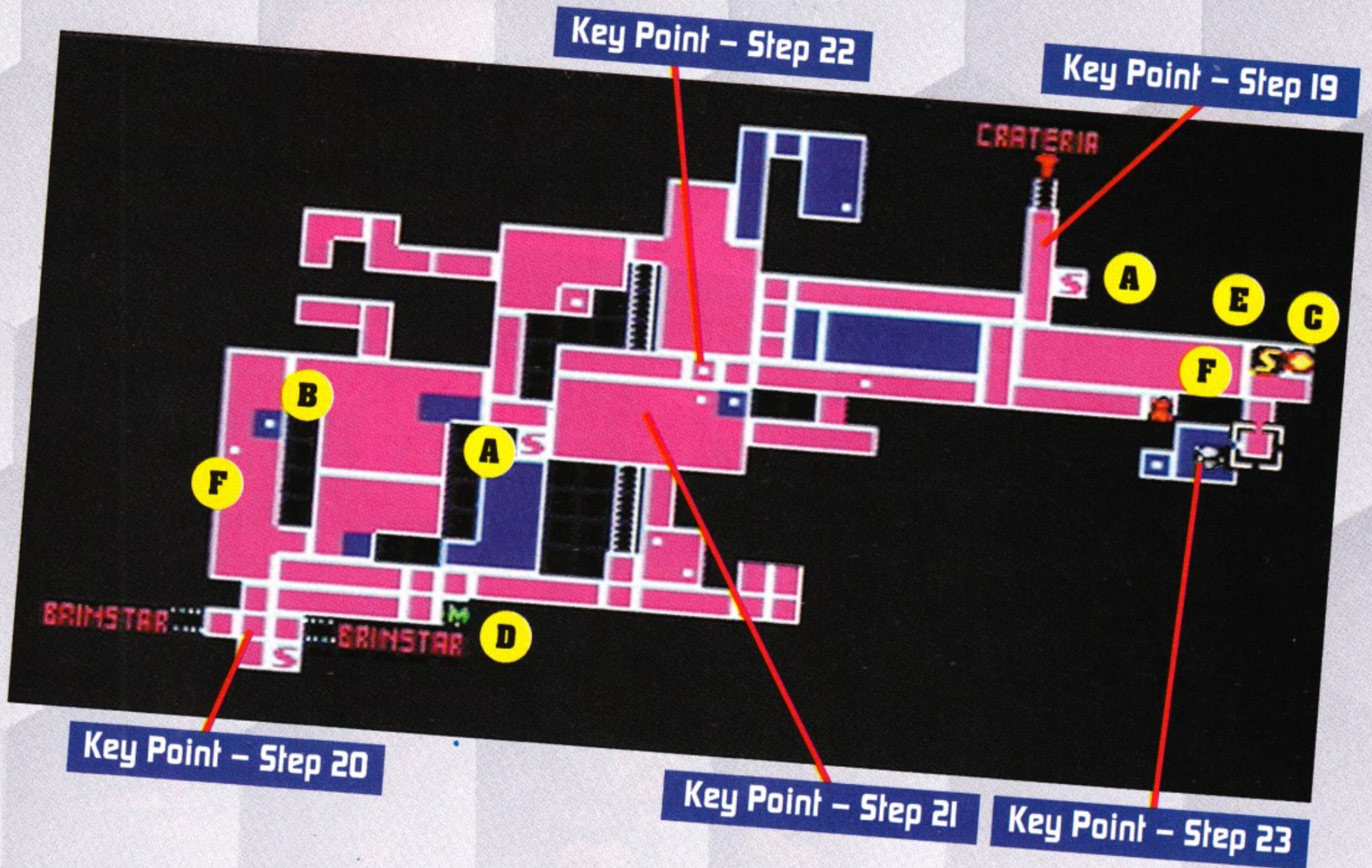
Turn off the Gravity Suit when you're trying to swing in Maridia. Otherwise you'll find it's too hard to make the precision Grapples.

Key Point – Step 22: The Worm Boss

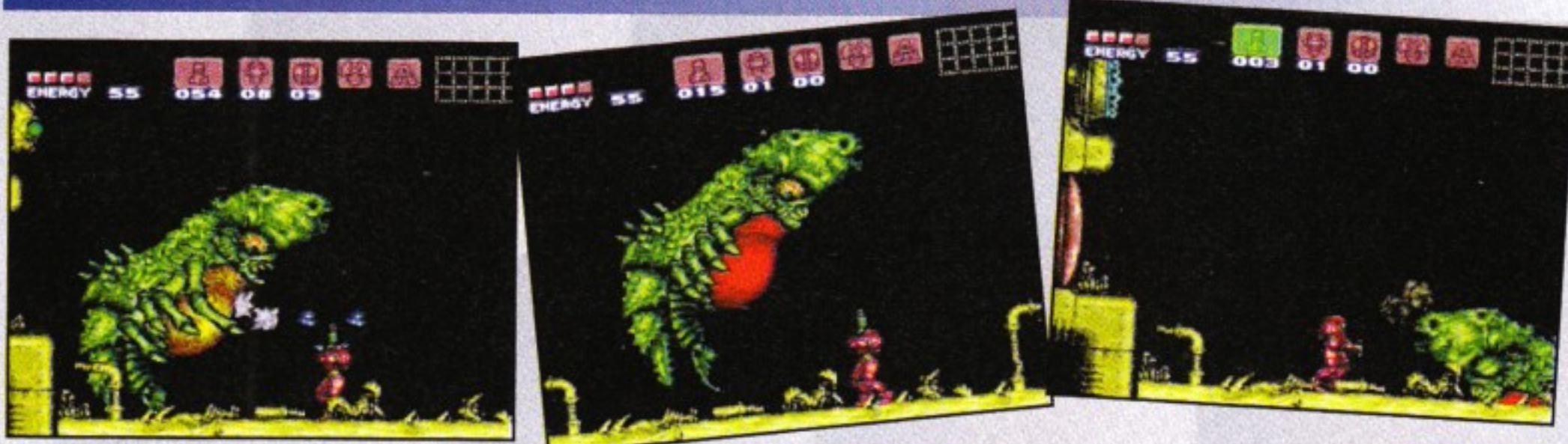


Destroy the Worm Boss by firing Missiles and Super Missiles at his head as he pokes it out of the holes in the wall.

SUPER METROID™



Key Point - Step 23: Fight Draygon



After you've defeated the Worm Boss, journey down and to the right until you reach the lair of Draygon. Destroy the two enemy generators along the wall on either side, and then fire Missiles and Super Missiles at Draygon's stomach.



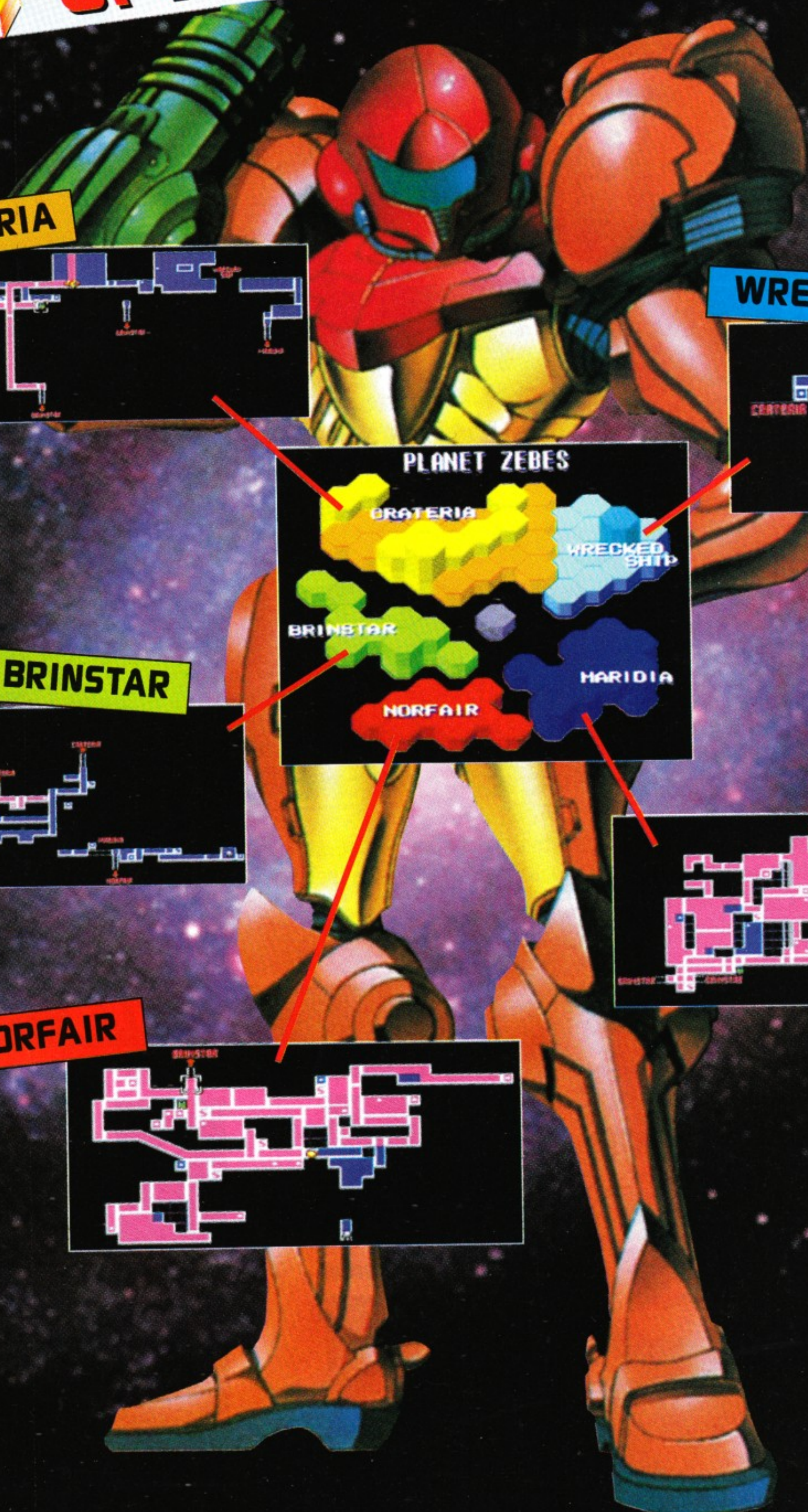
The Final Battle
For details on Samus' final climactic battle and how to beat Super Metroid, see the next issue of GamePro magazine!



Map Key

A = Save Point	C = Energy	E = Power Bomb
B = Missiles	D = Map	F = Super Missiles

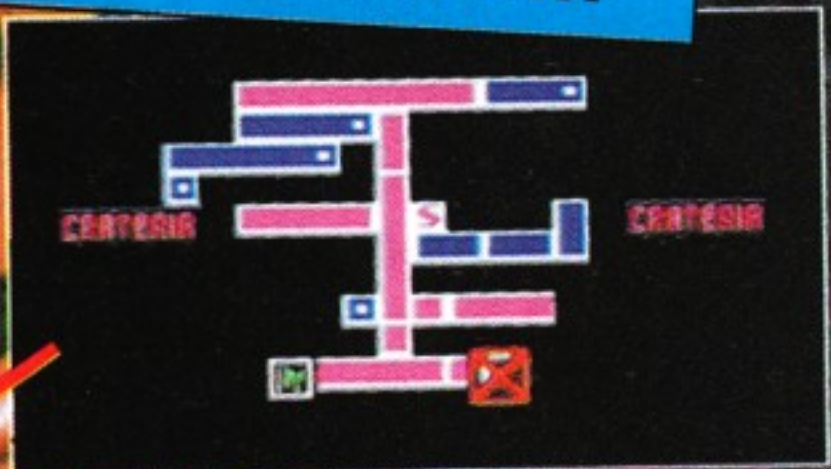
All the Realms of Planet Zebes



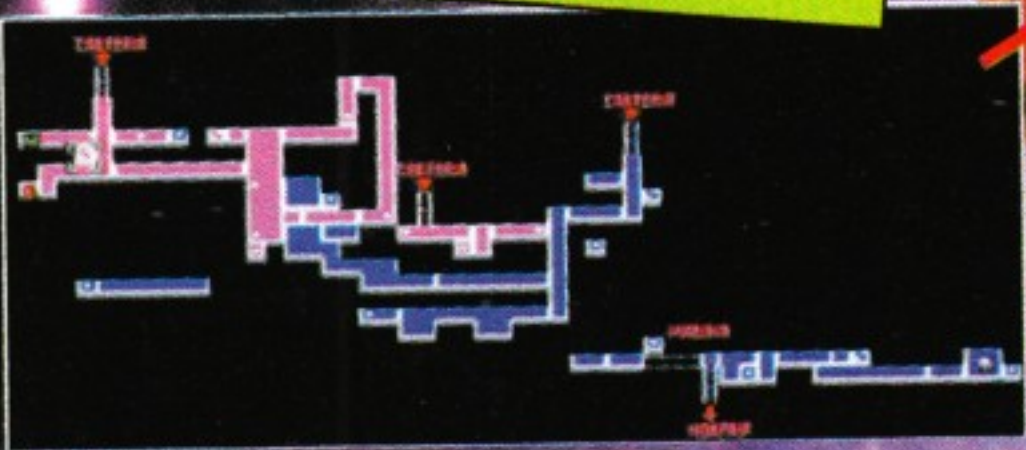
CRATERIA



WRECKED SHIP



BRINSTAR



MARIDIA

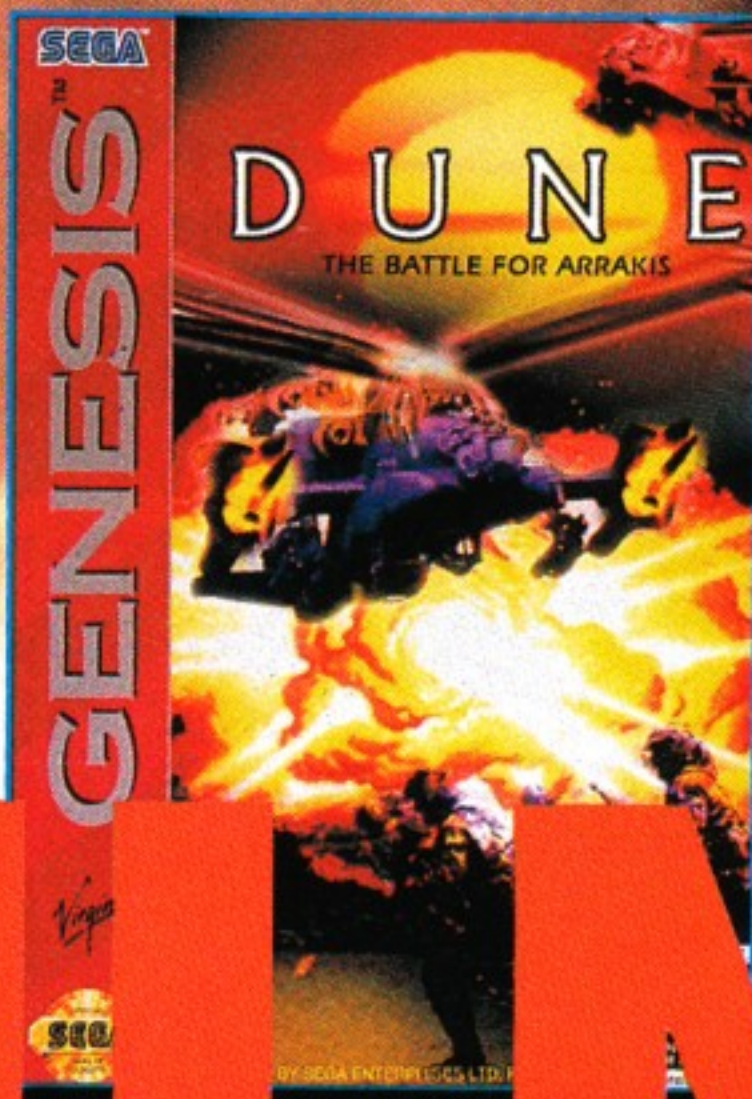


NORFAIR



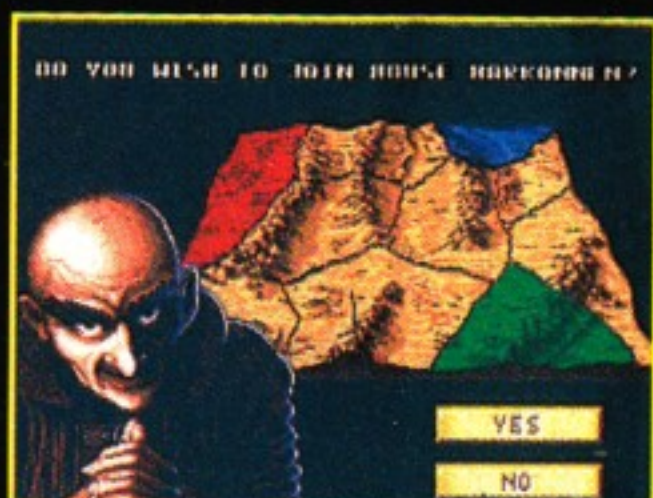
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NO TRUCE.
CRUSH YOUR ENEMIES.
CONQUER DUNE.**



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THERE'LL BE NO NEGOTIATION, NO TRUCE AS VAST ARMIES CLASH IN AN EXCITING GAME OF CUNNING AND MILITARY STRATEGY. DIGITIZED SOUND LETS YOU HEAR THE HISS OF ROCKETS, THE CLAMOR OF TROOPS. CHOOSE YOUR SIDE—YOU COMMAND THE HOUSE OF ATREIDES, HARKONNEN OR ORDOS—CREATE ARMIES AND BASES, DEPLOY AN ARSENAL OF OTHERWORLDLY WEAPONRY TO CRUSH YOUR ENEMIES AND CONQUER DUNE.

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PREVIEW

Super NES



By Toxic Tommy

If you've grown up with video games, you've probably grown up with Billy and Jimmy Lee, the Double Dragon boys. But one thing's for sure – you've never seen them like this!

Double Dragon V: The Shadow Falls will drop the Lees into a fighting game! Obviously, Tradewest wanted a fight...and it now has one with action/adventure game fans everywhere!

Cartoon Carnage

The graphics and background story will be based loosely on the TV cartoon. In Metro City, the DD boys meet up with ten fierce foes and, eventually, the Shadow Master. The game follows the basic fighting-game format: best two out of three matches, set against 12 backgrounds.



The Shadow Master



Meet the Dragon Master



Blade



Trigger Happy



Sickie versus Icepick!



Loser's screen



Sekka



Countdown



Countdown versus Blade!



Sekka versus Bones!



Bones



Icepick



You'll be able to toss fists, feet, and weapons in three modes: Tournament, Versus Battle (against another player), and Quest. In a Quest match, you're involved in a one-on-one duel where you try to keep the Shadow Master's gang from juicing the city water supply with Black Shadow toxins.

As with most fighting games, DDV will build its controls from a Street Fighter II model. There are six basic punches and kicks (in Light, Medium, and Hard varieties), a throw, and a block. Additionally, there are eight directional-pad movements that modify punches and kicks. Every fighter has either five or six SF II-style special moves, including Charge moves, where you build power by holding down a directional; and Fireball moves, where you thumb-slide around the directionals and hit a button.

Enter the Dragons

Can the Lees uphold the Dragon code – fight pure, and fight with honor – in a fighting game? Stay tuned next issue! **C**

Double Dragon V
By Tradewest
Available August



Sickie



Jawbreaker

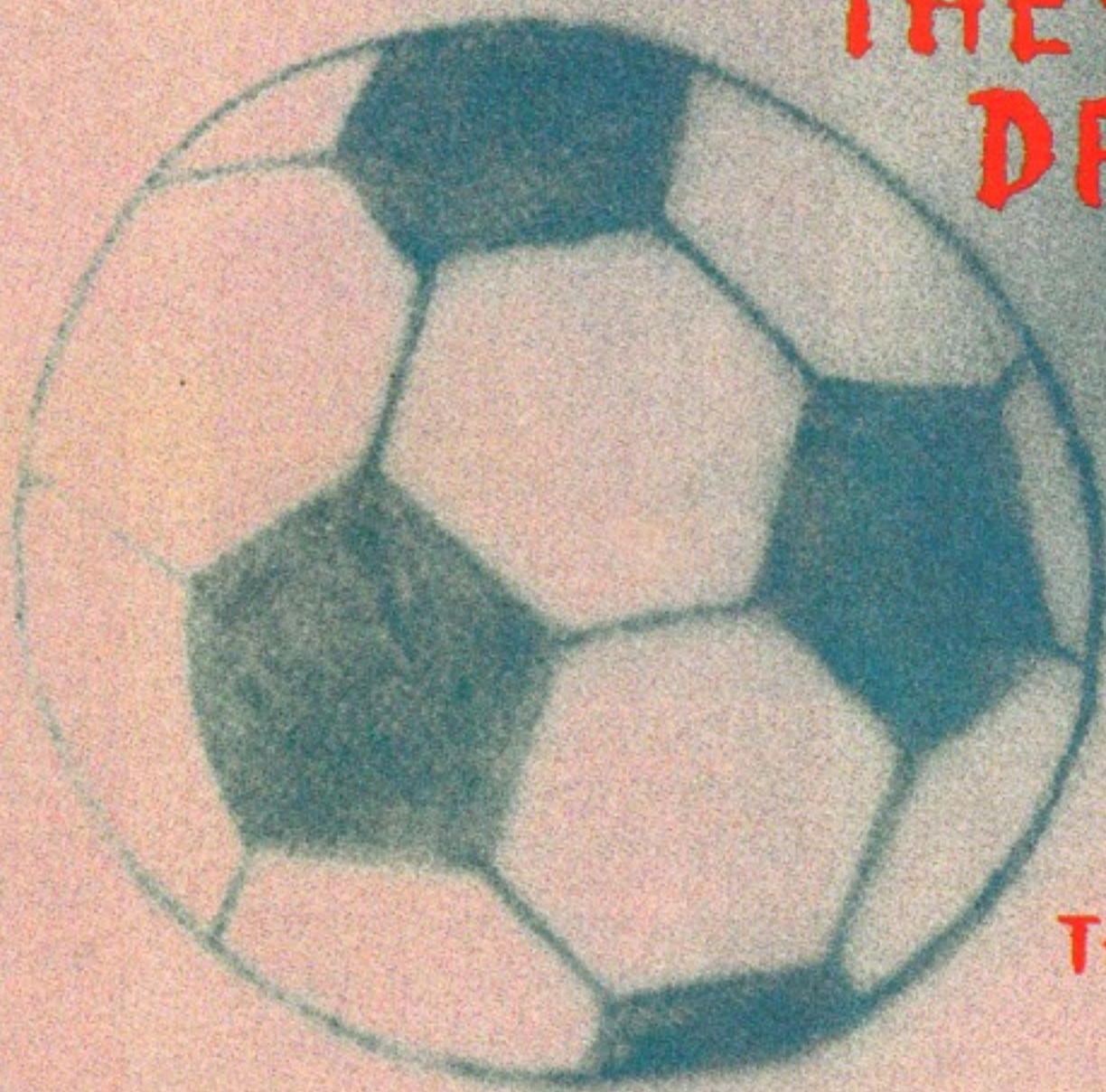


Billy and Jimmy Lee protect the Dragon Dojo.

IN EUROPE, SOCCER IS EVERYTHING.

THEY EAT,
DRINK, SLEEP,
AND BREATHE
SOCCER.

SOMETIMES,
WHEN THEY NEED
A BREAK FROM SOCCER,
THEY FIND OTHER WAYS
TO UNWIND.



CHAMPIONSHIP SOCCER '94

(THE MOST POPULAR SOCCER SIMULATION IN EUROPE. NOW AVAILABLE IN THE STATES.)

Championship Soccer '94 has arrived, and it's the most intense game of soccer this side of the Atlantic.

The ball control is unbelievable. You can control the spin, arc, and speed of your passes. So you can lead other players, and even curve the ball around the defense.

You can divide 51 international teams into your own league or cup competitions, and even control the weather. Choose "muddy" to slow the ball down, "dry" to speed



AIM YOUR PASSES WITH PINPOINT ACCURACY TO ACTUALLY LEAD OTHER PLAYERS.



51 TEAMS FROM AROUND THE GLOBE, WITH DIFFERENT LANGUAGES AND EVEN DIFFERENT WEATHER.

it up, or "icy" to let it fly out of control.

When things get rough, try some sliding tackles and diving headers. But don't get red-carded, or you'll have to put in one of your subs (and remember, these guys are subs for a reason).

This is soccer the way it was meant to be played. If you don't believe us, take it from the hundreds of thousands of Europeans who have made it the most popular game in Europe.

Available on Sega CD, Sega Genesis, and SNES.



(sure, it's just a game.)

"The only choice for die-hard soccer fans."

-Frank O'Conner, Editor of Total.

"Frankly the best soccer simulation you're ever likely to see."
-Mark Ramshaw, Sega Power.

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Super NES

Jeopardy! Deluxe

By Bonehead

The hit show returns once more to the SNES. New categories, 3600 new questions, same old trivia game.



PROTIP: Give yourself time to recheck your spelling.

You know the famous answer/question format. All the extras are present to keep hardcore Jeopardy! fans entranced: host Alex Trebek, Daily Doubles, Final Jeopardy!, and a new Tournament of Champions. The game moves a little faster than previous versions, but it's still as much a spelling quiz as it is a trivia quiz because you spell out the questions, which can really slow things down. The graphics and sounds are about the same – nothing special.

You'll have to be a whiz kid to win this game. At least Jeopardy! Deluxe works your brain, not just your thumbs.



PROTIP: Easier questions are at the top, so try those first.

Jeopardy! Deluxe (By Gametek)

Graphics	Sound	Control	FunFactor	Challenge
3.0	3.0	3.0	3.0	INT.

\$59.95
4 megs
Available now

TV quiz show
3 players

Super NES

Wheel of Fortune Deluxe Edition

By Bonehead

Hard-core fans of the TV show might enjoy the Wheel, but most gamers will wonder why the concept's so popular.



Choose your cool character.

Solve 4000 word puzzles and watch Vanna turn letters. Throw in a money wheel, and there's your game. Gametek jazzes things up with character-select screens and Vanna's voice, but this is a pretty slow game, even when you play against two friends.

The graphics and sounds don't add much. A clicky wheel, a board with squares, lounge music – oh, boy.

Unlike Jeopardy, WOF doesn't test your knowledge, it tests your ability to guess and spell. Should I spin? Solve the puzzle? Buy a vowel? If these strategic questions appeal to you, take this wheel for a spin. Otherwise, roll on by.



PROTIP: Don't solve the puzzle too quickly. You'll make more cash if you spin extra times.

Wheel of Fortune Deluxe Edition (By Gametek)

Graphics	Sound	Control	FunFactor	Challenge
2.5	2.5	3.0	2.5	INT.

\$59.95
4 megs
Available now

TV quiz show
3 players

Super NES

Socks the Cat Rocks the Hill

By Coach Kyle

Just when you think the Clinton kitty should be put to sleep, comical bosses show up to inject some humor into the standard hop-n-bop action.



PROTIP: In the Embassy's hidden room, arrange the dates to snag continues.

When spies steal a portable nuclear-missile launch unit, it's up to Socks to alert everyone. With the Secret Service and the Press Corps in pursuit, Socks runs, jumps, scratches, and swings through Washington landmarks like the Pentagon.

Flat, cartoony graphics and phony "Mrroww" sounds undercut Socks's charming personality. Controls for his many moves take practice but prove effective, though not much is demanded of him in this easy game. Best of all are the bosses – caricatures of Ross Perot and other political pinheads. The satire makes this game purr, but it doesn't roar.



PROTIP: Don't let the photographers take Socks's picture.

Socks the Cat Rocks the Hill (By Kaneko)

Graphics	Sound	Control	FunFactor	Challenge
3.0	2.5	3.5	3.5	BEG.

Price not available
8 megs
Available now
Action/adventure

1 player
11 stages
Side view
Multi-scrolling

Super NES

Fun 'n Games

By Doctor Devon

This four-in-one cart offers very young gamers four experiences: a paint program, video games, a Magic Music Machine, and a "doll dress-up" option. Bouncy music and colorful graphics will help small children through Barney withdrawal.



PROTIP: Use the sound cues in Mouse Maze to tell you when you can chase the cats.

The two video games are simplified versions of Pac-Man and a space shooter that even novice gamers will tire of. The paint and music options are better because of the sheer variety of drawings and compositions you can easily create (though MarioPaint is better). The strange Stylin' Stuff mode enables you to fashion accessorize a woman while voices shout "Rad!"

Fun 'n Games fills the time pleasantly and nonviolently, but even children will admit the fun is measured in modest amounts.



PROTIP: Shoot the monster's head – not his body – in Space Lazer.

Fun 'n Games (By Tradewest)

Graphics	Sound	Control	FunFactor	Challenge
2.0	2.5	2.0	2.5	BEG.

Price not available
8 megs
Available July
4-in-1 game

1 player
4 "fun zones"
Compatible with
SNES Mouse

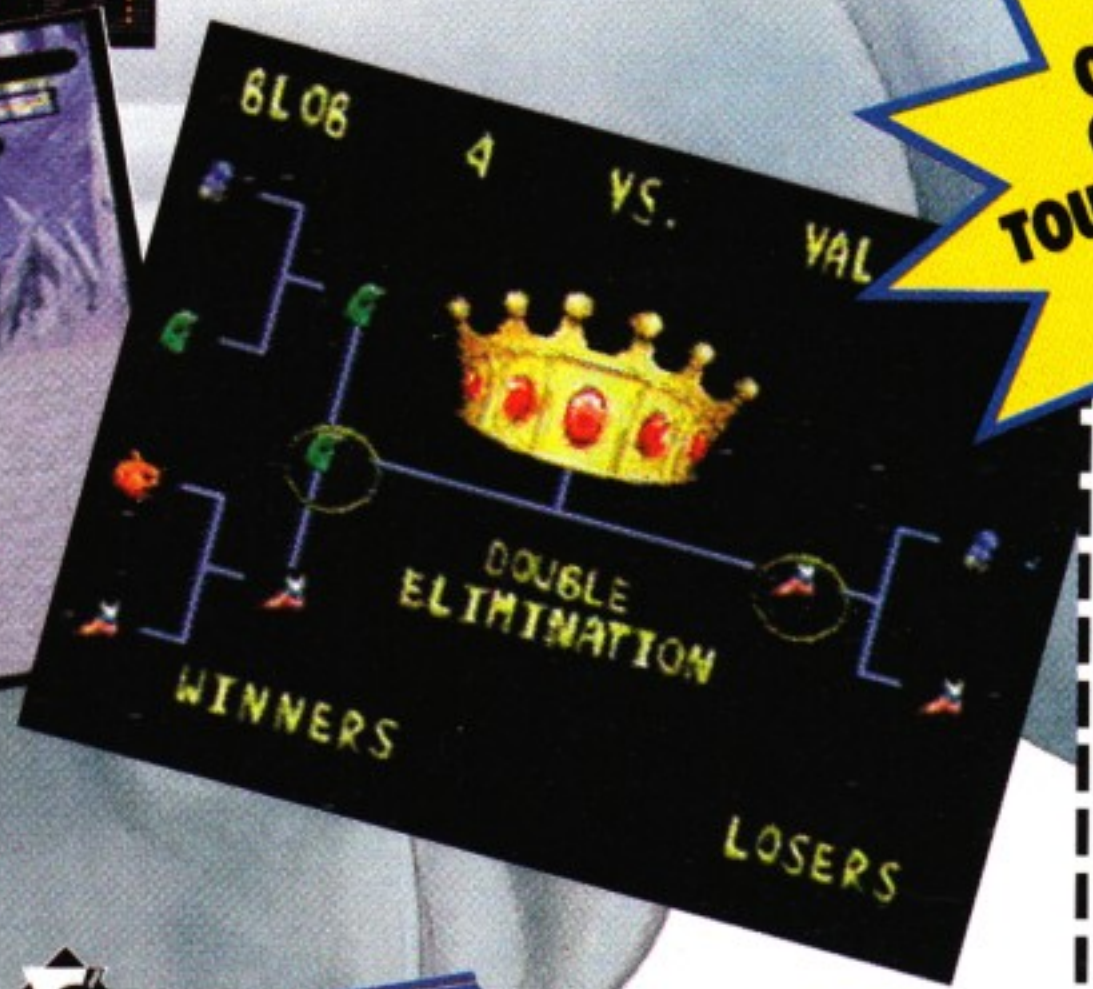
"HEY CHAMP, HOW'D YOU CLIMB TO THE TOP OF THE TOURNAMENT LADDER?"

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Clay Fighter™
EDITION

ONE CHUMP AT A TIME!

Stomp, bash and thrash your way to the top of the ladder in this bigger, bolder Tournament Edition of Clay Fighter. You and a whole bunch of friends can duke it out to see who's the champ and who's the chump in this carnival-gone-bonkers, big-time, big top brawl.

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 Please charge to my: American Express VISA MasterCard
 Account Number _____ Expiration date _____
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By Manny LaMancha

Trouble follows poor Mike Jones like a dark cloud. In the original *Star Tropics*, his archaeologist uncle was captured, leaving the teenager to find him and bring him back. Now Mike has been thrown back in time through his uncle's history book, meeting such figures as Cleopatra and Sherlock Holmes.

Cracking the Books

Each level of *Star Tropics II* is a Chapter, with nine chapters to complete before you're done. Along the way, Mike has to unearth Tetrads (Tetris-like pieces) through a blend of overhead-view puzzle solving and arcade battling, as in the original *Star Tropics*. To give you plenty of detective work, the game manual provides a bare minimum of info, and the story unfolds as you play.



PROTIP: Jump on this square, and you'll get some of your health restored.

The graphics are an improvement over the game's predecessor, featuring larger characters and plenty of color. However, a fair amount of glitching still pops up when you have a bunch of characters on-screen simultaneously. It's an occasional reminder that the NES is older technology, but it doesn't interfere with the game much. The sound supplements the action with vivid effects and mood-setting tunes. (Is it my imagination, or do the chimes at the title screen sound a lot like the "ba-ding" at the Game Boy's power-up?)



PROTIP: You've got a whole hole hidden here, so throw the room below a curve.

PROTIP: Flutes and snakes go well together. In Chapter Three, when you reach a room with the snake symbol on the floor, play away.

PROTIP: Use diagonal firing when you can to lessen your chances of getting hit.

PROTIP: Don't waste time picking up a fifth star until you need the heart recharge.

ZODA'S REVENGE

STAR TROPICS

You Got an Adventure, Jones

Where the game doesn't fare as well is the control department, though it's also an improvement. *Star Tropics II* adds diagonal movement, but it's sometimes hard to use; other times you'll want to go straight, but you'll wander off at an angle – probably into a hazard. Also, Mike has molasses in his boots, so don't count on getting him where you want him to go quickly.



PROTIP: Make note of any visual clues you get along the way!



Is this someone you know?



PROTIP: When this guy blinks dark red, get far enough away to work between his shots.

The key to *Star Tropics II* is its entertainment value. Aside from a quality adventure, you get some silly humor and info from various historical periods. Most "edutainment" software can be downright painful, but *Star Tropics II* gives historical tidbits in small doses with the game play.

Take a Zoda Pop

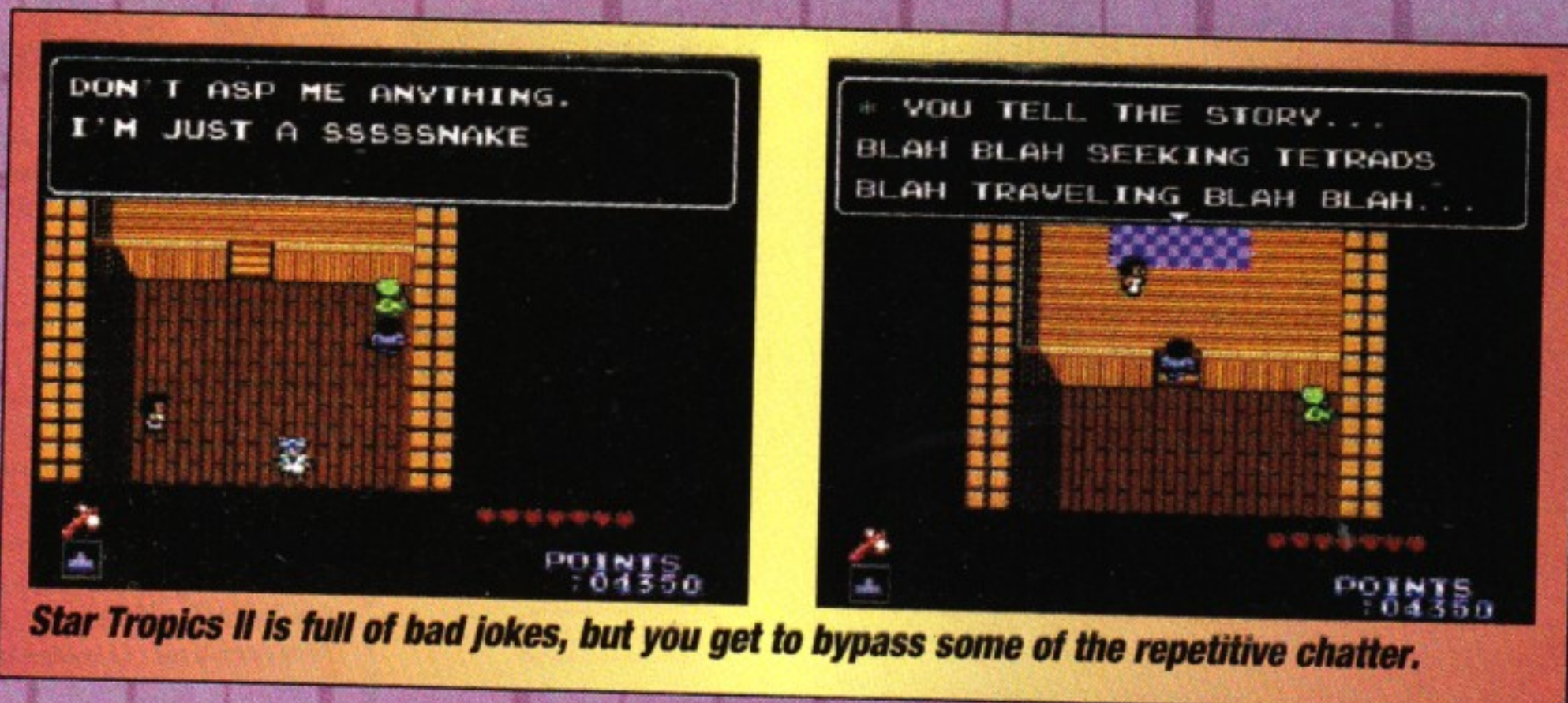
From the start of your trek to Zoda's defeat, you're challenged to solve both mind-bending and thumb-busting puzzles. Nintendo has put a good mix together and shown NES owners that the system isn't finished yet. *Star Tropics II* is a day in the sun. **G**

NES Game Profile Zoda's Revenge: Star Tropics II (By Nintendo)

Nintendo shows that there's still some fun to wring out of the NES, and this playful sequel does the hardware proud.

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	3.5	4.5	INT. Intermediate

\$39.95	9 chapters
4 megs	Overhead view
Available now	Multi-scrolling
Action/adventure	Battery backup
1 player	





By Slasher Quan

It's a bird, it's a plane, it's a jet... World Heroes 2 Jet. Not that this game is any faster or flightier than its predecessor or even serves bad boxed dinners. What it does do is add new features, new moves, and two new characters.

Now Departing, Gate 2

Jet's lead-off feature is the inclusion of a multitude of new animation frames and moves for all the original characters. Janne's new Fire Bird turns her entire body into a flaming phoenix as she soars across the screen. Dragon has a new vertical kick, a running kick, and a keep-out bike kick. There are quite a few new secrets to find.



Janne's new Fire Bird is beautiful and deadly.



Dragon's new bike kick is a great keep-out move.



Karn's new ball flies across the screen like Blanka.

Two new characters also grace this cart, bringing the total number of playables to 16. Jack is a wolverine-looking mohawked Brit with claws of death, and Ryofu is a nasty guy with a spear. These boss punks are super powerful.

Although it's for only one player, another exciting option is the Tournament mode, featuring all-new cinematic graphics. You fight opponents in groups of three, and each time you beat a group, the background changes.

Look for other game-play refinements. You can now "hit the hit," i.e., rebound off an equal-strength attack without either player taking damage. You can also select the ability of your character: speedy, strong, defensive, or normal. Throws have been moved from the C button to either A or B, freeing up C for fake-out dizzies and funny (though pretty worthless) taunts.



Ryofu is one of the new characters, and he's on fire!



Jack be nimble, Jack be quick, Jack chop you up like a candlestick.



Cinema graphics highlight the game's new Tournament mode.

WORLD HEROES 2 JET



See how far you can advance in the multiround tournament.



Trade equal-strength hits, and no one takes any damage!



You can fake out the opponent with dizzies and poses.

The Jet Set

Jet feels very similar to WH2, but the combo system is different (many of the old combos don't work). This game looks like a refuel for WH fans, but remember a jet is still a jet, and World Heroes is still World Heroes. **G**

World Heroes 2 Jet
By SNK
Available now

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 a. United States b. Moldova c. Fiji d. Uruguay
2. What player has scored the most career goals in the World Cup?
 a. Pele b. Andrew Shue c. Michael Jordan d. Gerd "Der Bomber" Muller
3. What's the name of the World Cup USA '94 mascot?
 a. Kicker b. Striker c. Doggie Daddy d. Underdog
4. Where will the 1998 World Cup be held?
 a. Remulac b. France c. USA d. Antarctica
5. What is the only country to have won the World Cup outside their own hemisphere?
 a. Switzerland b. Mexico c. Sweden d. Brazil
6. In what year was the first indoor World Cup match held?
 a. 1994 b. 1930 c. 1942 d. 1962

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By Atomic Dawg

High tech meets high concept in Jurassic Park Interactive. You may think you've seen it or played it already, but this version is brand new for 3DO.

Dinosaurs on Disc

The game is designed by Universal Interactive Studios under the auspices of movie-maker extraordinaire Steven Spielberg himself! Because of the Universal-Spielberg connection, 3DO dinosaur hunters will be treated to 25 minutes of footage from the hit movie. Rather than the real actors, however, you'll try to guide 12 decent look-alikes who stand in for film characters such as Alan Grant, Ellie Statler, and even the villainous Dennis Nedry.

the terrifying Tyrannosaurus rex as he snaps his six-inch incisors in your rearview mirror. You'll peer over the barrel of an electric taser to zap a pack of hungry Dilophosaurs (a.k.a. Spitters, à la Escape from Monster Manor). Finally, you'll match wits in a creepy game of hide-and-seek with the voracious Velociraptors.



INTERACTIVE



Velociraptors will be vicious.

Prehistoric beasts won't be the only fossils present. For a change of pace, look for dinosaur-starring versions of Space Invaders, Breakout, and Galaxians! (If you don't remember those classics... ohhhh, you're young!)

Movie Monsters

The 'saur is the star. This time, you'll try not to become extinct. **G**

Jurassic Park Interactive
By Universal Interactive Studios
Available July



Spitters will slime you.



Make tracks when the T. rex appears.

Of course, there'll be dinosaurs galore. The main game will feature three types of first-person-perspective game play based on the film. You'll try to drive away from



Rap Attack!



Nedry's still a nerd.

BLASTS FROM THE PAST!



Dactyl Scream...Galaxian?



Dino Egg 'Em...Break Out?



Spit Doom...Space Invaders?

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3DO



By The Eternal Cheesehead

Super Wing Commander is based on a classic PC game, which itself was a throwback to 1981's groundbreaking Star Raiders. If fans were hoping SWC would reach new heights on 3DO, they'll be disappointed.

Ride the Lightning

If you've played previous versions of Wing Commander, you'll recognize the plot. In the year 2654, the planets of the Terran Confederation are locked in a deadly struggle against the Kilrathi Empire. As a rookie pilot, you're assigned to a squadron that launches from the space cruiser *Tiger's Claw*. In the *Claw's* briefing room, you'll receive instructions, and then, with a wingman at your side, you'll venture out on first-person cockpit-view missions. Successfully complete your assignments, and you'll be reassigned to better ships. Between missions, you consult with other pilots or practice in the simulator.

Seven ships fly in the Confederation fleet. Each has its own flying capabilities, and each is equipped with distinc-

tive lasers and missiles. Among the special weapons at your command are Heat-Seeking Missiles, Porcupine Mines, and Mass Driver Cannons. Shields give each ship different defensive strengths.



PROTIP: When you encounter space mines, veer off slightly and fire your afterburners until you clear the field.



PROTIP: On escort missions, never break your formation. Make enemies come to you.

Unfortunately, flawed game play neutralizes these potentially exciting missions and weapons. The missions are usually either too short or too repetitive, and slowdown cuts into the building intensity. Even worse, when several ships fill the screen during battles, your controls either become jerky or freeze up.



PROTIP: Don't waste your ammo! Dumb-Fire Missiles work best at point-blank range.

SUPER WING COMMANDER



Havin' a blast, wish you were here!



PROTIP: When a Kilrathi ship flies past, spin your ship 180 degrees, and it should be in view.



PROTIP: If you are answering a distress call, ignore enemies that drift away and attack those that fire on the ship in need.

Monty Python's Flying Spaceship

The visuals in SWC vary. Scenes new for 3DO, like the launch sequence, use spectacular state-of-the-art computer animation that shows off the system's power. Your first-person cockpit view, however, ranks only above average in

comparison with other flight sims. The closeups of characters look great at first, but their monotonous facial expressions make them talk like actors in a Monty Python animation.

The audio tends to compound the problems with the graphics. The voices are slow, and the dialogue stalls at some points, making the characters seem bored. The music does manage to improve on the SNES's droning soundtrack.



If this is the 27th century, why are they still using Walkmans?

The Final Frontier

Fans of the Wing Commander series are probably the only ones who will enjoy this game. Anyone looking for a thrilling flight will find Super Wing Commander to be a tedious disappointment. **G**

3DO Game Profile Super Wing Commander (By Electronic Arts)

Burdened with mediocre controls and poor pacing, Super WC is too slow and boring for its own good. It's a big disappointment.

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	2.0	2.5	ADV. Advanced

\$59.99
CD
Available now
Flight sim

72 levels
First-person view
Forward-scrolling
Battery backup



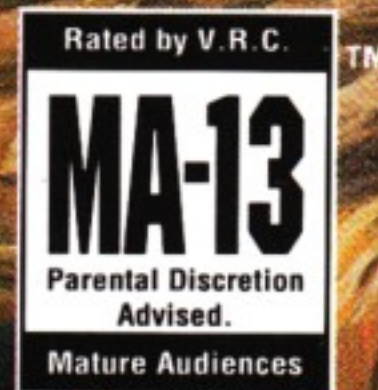
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PREVIEW

3DO



By Atomic Dawg

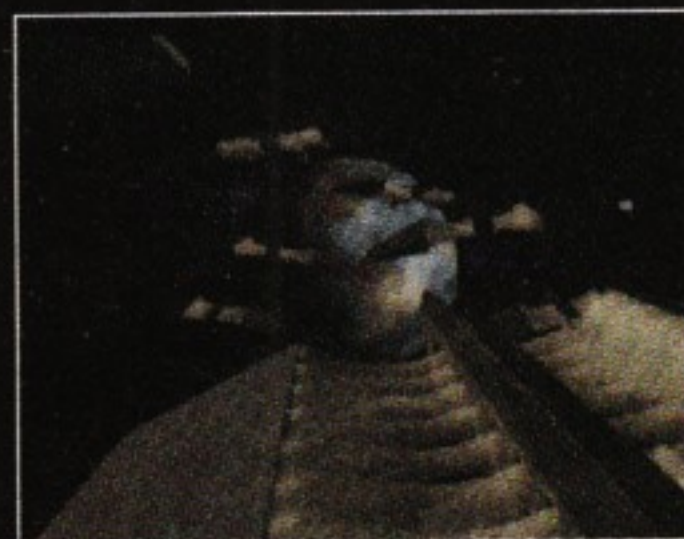
A mysterious alien invasion is about to send shock waves around the Earth. Shock Wave from Electronic Arts could do the same for 3DO shooters.

The State of Shock

The invasion presents a captivating mystery. No one knows who the aliens are or why they've invaded Earth. The awful answer will unfold as you complete missions over ten stages. Stylish cinematic scenes will tell the story using real actors against blue screens. This technique allows out-of-this-world hardware and other snazzy visual effects to be computer generated for every scene.



Those ain't meteors, dude.



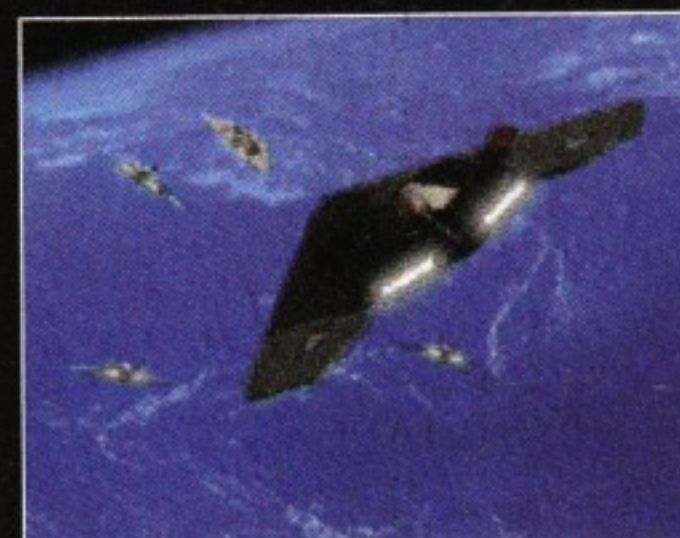
Shock wave!



You'll encounter strange alien vehicles.

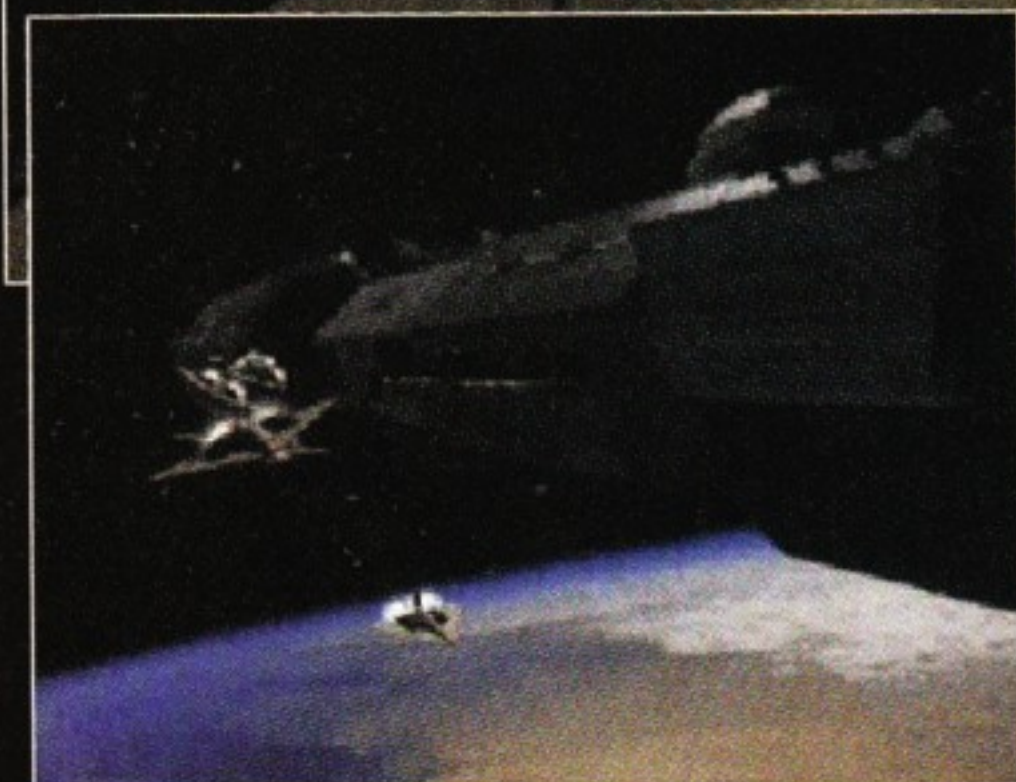


The story's reminiscent of H.G. Wells's War of the Worlds.



The animation looks excellent.

You'll fight battles in the skies above international locales from Cairo, Egypt, to Las Vegas, Nevada. The action graphics are polygon based, and you fly in a first-person cockpit perspective. A panel-mounted radar screen will guide you to your targets; however, on the prelim disc you could veer off your flight path as far as you wanted to explore areas.



Homebase: The U.S.S. Omaha



Night fights look awesome!

Evil ET forces will have weird armaments, including three-legged mechanical walkers, pesky interceptors, sneaky submarines, and nasty antiaircraft weapons. Your fighter craft will be armed with homing missiles and a blaster that fires one shot per button press.

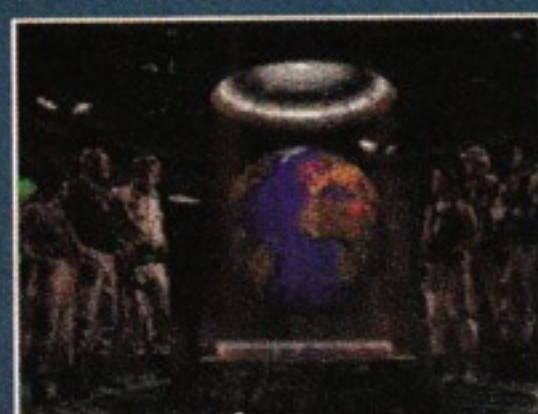
SHOCK WAVE

'Wave Rave

This CD looks like a sizzling shooter. Shock Wave could be a real shocker! **G**

Shock Wave
By Electronic Arts
Available August

Who Goes There?



The cinema sequences tell a strange tale, and even the preview disc looked excellent.

WORLD CHAMPIONSHIP SOCCER™ II

No bruised shins. No lame refs.

No butter-fingered keepers.

Otherwise, the real thing.



You now control the fate of 32 teams from 32 countries. Who will be world champion?



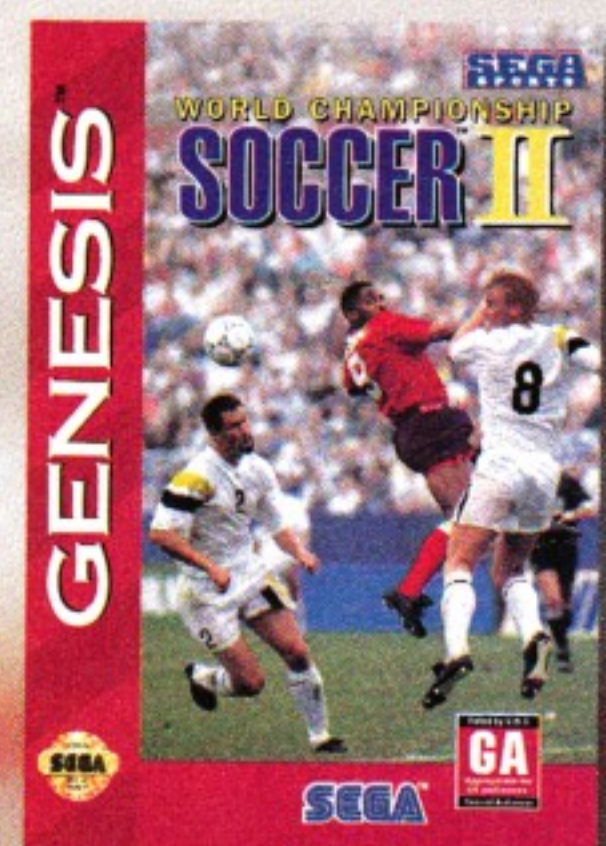
You have 8 professional offensive and defensive formations to choose from. Your opponent doesn't have a chance.



Instant replay confirms it. The Brazilian forward just fired the game winning goal.



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Jaguar

JAGUAR

SPECIAL PREVIEW



By Manny LaMancha

On a recent visit to Atari's offices, *GamePro* was given an early view of some hot software that's coming to the Jaguar. If people were sitting on the fence, waiting for a time when more dynamic software makes its appearance, that time has probably come. Check out these games.



Wolfenstein 3-D

One of the most popular, groundbreaking computer games in recent years, Id Software's *Wolfenstein 3-D* pushed the envelope of first-person-perspective action. Making a quantum leap from its Apple II namesake, its vivid graphics turned heads. It also had Nazi symbols and buckets of blood – though those elements were stripped from the SNES port. Openly critical on the Internet of this "sanitizing," Id claimed it would never work with Nintendo again.

Now this shooter is being moved to the Jaguar, and it's moving in an amazing way. While most games take more than a year to create, the foundation of the game was ported over to the Jaguar in a weekend and was playable in a week's time.

As part of this move to 64-bit, *Wolfenstein 3-D* will get a facelift.



Hans Grosse looks more menacing on the Jaguar (left) than the SNES (right), thanks to improved detail.



The detail right against the wall is pretty clean, especially compared to its predecessors.



Just a little more to the right, and this guard is yours.



After changing to mutant rats for the SNES version, these beasts are vicious dogs again on the Jaguar.

According to Atari, it's four times less blocky than the SNES version. In fact, the Jaguar's 128 x 128 wall tiles are more detailed than the whole *Wolfenstein* SNES screen! This permits subtle nuances like a flickering pilot light on the flame thrower and more character detail. Heads will undoubtedly turn again! **G**

Wolfenstein 3-D
By Atari
Available July

Club Drive

An Atari-developed and Atari-programmed effort, Club Drive is the first Jaguar game to feature a full 640 x 480 screen. Beyond its lush graphics, the game is also deep in game play, offering a variety of one- and two-player modes (the latter in split-screen).



The San Francisco scene includes a drive across the Golden Gate Bridge.



Digitized backgrounds will make you forget that Atari ever created Pole Position.

The goal is selectable at the start: Some scenarios have you trying to pick up items (some look like Tempest's rainbow-colored fuseballs) or hit a series of checkpoints as fast as possible. Perhaps the most fun comes from two-player

"tag." The player who's "it" drives around trying to run into the other car - "You're it!" The object is to make the other driver "it" as long as possible, with the loser hitting the pre-designated time setting first.

You can choose to battle in



The two-player "tag" mode works in split-screen and offers a game of "You're it."

one of four worlds: San Francisco, Wild West, Future, and the funny Big House. In the latter, you become toy sized and drive through the rooms of a house replete with a polygon pet and precarious ramps that stretch from one floor to the next. This game provides a lot of room for exploration. **G**

Club Drive
By Atari
Available July



The opening scenes of Club Drive give you an idea of what you can expect.



Kasumi Ninja

In 1994, a game system can't get by without a few fighting games - and Atari is taking steps to ensure that fans of the genre aren't ignored. Beyond Games, makers of Battlewheels on the Lynx, is currently working on Ultra Vortex, which should be released later this summer. The first fighter we'll see, however, is Kasumi Ninja, created for Atari by Hand Made Software, makers of Dracula for the Lynx.

As with most fighters, Kasumi Ninja offers a variety of characters and battle venues (though these pictures are from an early version, limited to one character and location). The graphics in Kasumi Ninja are stunning, featuring layer after layer of 3D imagery. You can choose from nine characters,



Like Bo Jackson breaking a bat over his head, this warrior breaks his opponent in a death move.



Much of Kasumi Ninja is typical fighting-game fare, but it features little twists like the sword-damage bars.



This early version has only one character type, but the imagery is still stunning to view.



The Jaguar's scaling process is put to good use as this combatant is caught in mid-transport.

such as an American Indian and an Amazon woman.

Among the moves are various punches, kicks, fireballs, and transports. Of course, each character has a "fatality" move, and Atari's liberal policy on content, bound to be controversial, means there'll be plenty of blood. In one death move, a warrior decapitates his opponent with a foot stomp. Clearly, Kasumi Ninja isn't a game for the squeamish or impressionable. **G**

Kasumi Ninja
By Atari
Available July

Redline Racing



A peek at the course from the weather satellite.



Deep in the driver's seat, cruising through the ravine.



Out for a leisurely drive – at 139 miles per hour.

Developed by Rebellion Software (see "The Cutting

You might have heard about this game under its previous name, Checkered Flag II. Atari spoke to a few pro drivers – namely Emerson Fittipaldi and Bobby Rahal – regarding the use of their names in the game. But the company later decided that the game stands on its own two feet – or four wheels.

This one-player game offers a selection of more than ten courses, different cars and equipment, a palette of car colors to choose from, even changeable weather conditions. You're also offered a selectable camera view. You can take it to any of six perspectives, including one from inside the car and another looking directly down on the action.

Edge," *GamePro*, June 1994), Redline Racing has a strong Virtua Racing feel, which is particularly effective given its comparatively low cost. Note that the pictures here demonstrate a work in progress (some screens still say "Checkered Flag II"), and the final software will offer even more detail and terrain. "It won't look so much like Kansas," an Atari engineer said...with no offense intended to residents of Kansas, we're sure! **G**

Redline Racing
By Atari
Available July

Doom JAGUAR SPECIAL PREVIEW

One of the most popular, groundbreaking computer games in recent years, Id Software's Doom...wait a minute, I said that already. Yet you can't ignore what Id has done to take the Wolfenstein framework even farther forward. For instance, Wolfenstein's visuals are boxy with squared-off architecture, while Doom features curving walls, intricate backgrounds and other ornamentation.



Even up close, the walls show strong detail and more variety than Wolfenstein.



This landscape (left) is smoothly shaded, even more so than the killer PC version (right).



Taking off from the Wolfenstein mold, Id Software's Doom adds to the surroundings.

Although still early in development at the time *GamePro* was shown this game, the final version of this one-player space shooter will feature 16-bit true color – offering smoother color shading than the PC version – for an over 65,000-color palette. The production version of Doom on the Jaguar will also run at a perky 24 frames per second, providing smooth animation and character movement. Of course, it will feature all the excitement and action that Doom is famous for. **G**

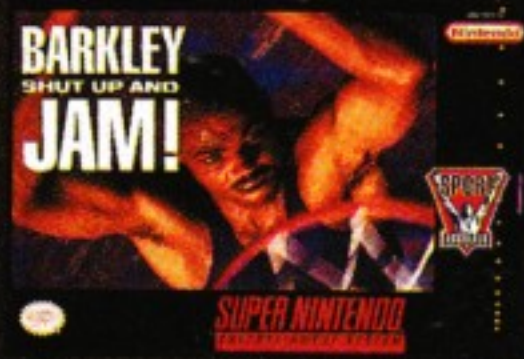
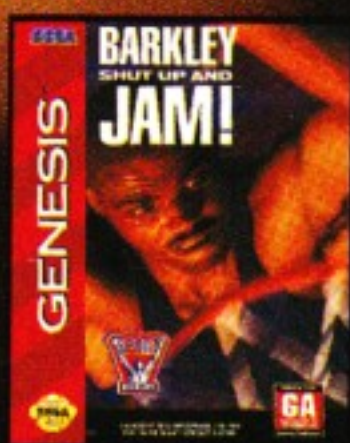
Doom
By Atari
Available July

Quit *crying*
about getting **hacked,**

or how your
shoes **hurt,**

or how you
can't shoot
outdoors.

Just **shut up**
and **jam.**



SHUT UP AND JAM! The only basketball game endorsed by Charles Barkley.
Coming soon for the Sega™ Genesis™ and Super Nintendo® Entertainment Systems.

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Game.™**



The Sports Page



Griffey Sent to Minors

Ken Griffey Jr. Presents: Major League Baseball



By The King Fisher

Ken "The Kid" Griffey Jr. has his own candy bar, he's an All-Star MVP, and now he has his own video game. Ken Griffey Jr. Presents: Major League Baseball for the SNES might not impress the true baseball fan, but it's good enough to make it one of the better baseball carts for beginners.

Sacrifice Squeeze

Ken Griffey Presents tries to be a playoff contender, but it sacrifices too much. The game claims to be realistic, and you do indeed get Major League teams and stats, but all the players are fictitious, except for Ken Griffey Jr., of course.

The game lacks realism in other important ways, too: The ballparks are not very detailed or accurate, and you can't adjust your defense. As for realistic pitching, this game lets you control the ball after it leaves your hand - just like in real-life pitching, right? Not! Some amateur pitchers may enjoy playing around with this control feature,



PROTIP: Get acclimated to the game by turning on the Auto Fielding option. It'll enable you to concentrate on pitching and hitting until you build up your skills.

but hard-core baseball fans won't.

In this cart's defense, even though your favorite players are missing, the game has a built-in editor to change the players' names (though the stats remain the same). In addition, Ken Griffey comes with one of the best manuals for a baseball game, featuring lots of interesting info on baseball history.



PROTIP: Even though your favorite sluggers may not be in the game, you can add 'em with the name editor.



PROTIP: If the runner at first is threatening to steal, throw over to the base to keep him honest.

No Heat Here!

One of the most disappointing aspects of Ken Griffey Presents is its mediocre graphics. They're not the worst out there, but they're certainly nowhere near the best. The players crouch in very unnatural batting stances, and their bodies look strangely pumped up. Some of the sluggers have arms bigger than their legs! These stylized renderings of the players only detract from the game. Even the opening sequences lack realism.

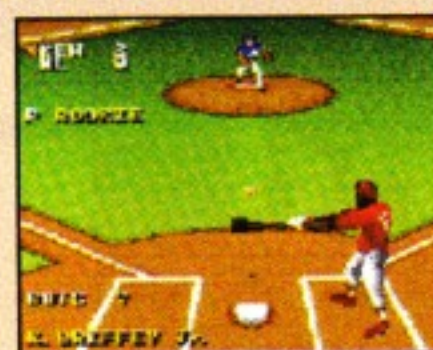


You'll find all 28 Major League teams here, but where are the players?

The music and sounds, on the other hand, are much better. An upbeat rockin' tune plays throughout the game, and if it gets

annoying, you can turn it off. The sound FX sport the clear digitized speech of the ump calling strikes and outs, and you hear the crisp crack of the bat hitting the ball.

Home Run Derby



The Kid bats first.



Then it's your turn.



Anything that travels that far should have a flight attendant!



PROTIP: To win it all, stand deep in the box, swing early, and drill it.

Swinging for the Fences

Wanna hot baseball cart? Look elsewhere. If you're not into realism, Ken Griffey Presents would probably satisfy. The cart offers easy play for beginners but not much else. It's a Triple-A game, not a Major Leaguer. **G**



PROTIP: With a runner on first and no outs, bunt. The batter might get thrown out, but you'll easily advance your runner into scoring position.

Ken Griffey Jr. Presents: Major League Baseball By Nintendo

Graphics	Sound	Control	FunFactor	Challenge
				ADJ. Adjustable
\$49.99	16 megs	Available now	Baseball	2 players Multiple views Save feature

ESPN Baseball: It's a Pop-Up

ESPN
Baseball
Tonight

Genesis

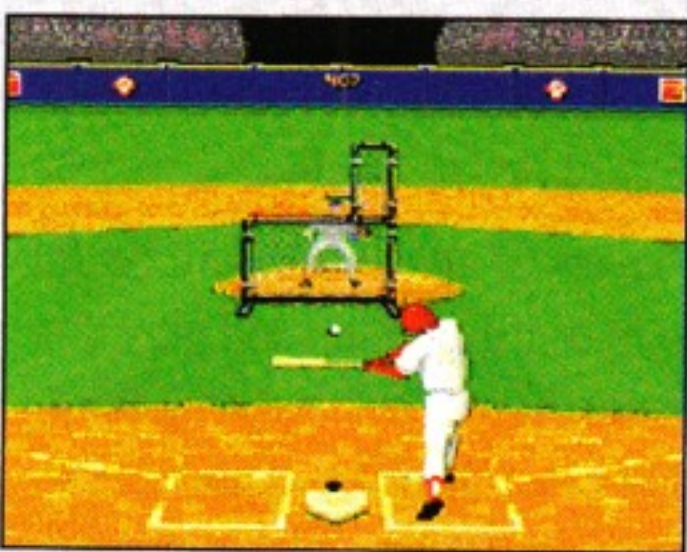
By The King Fisher

Everyone's getting into the baseball video game market, including TV's *ESPN Baseball Tonight*. If you want realistic, smooth-flowing graphics, this game has 'em. ESPN also has some of the clearest digitized speech of any game on any system, but that's it. It could've been a homer, but unfortunately this game falls short of the warning track.

Questionable Control

ESPN Baseball Tonight has potential. You'll find all your favorite Major League teams here, but not all the player names (the players get numbers instead). The game offers four play options, ranging from exhibition games to a home-run derby.

One big problem is that weak controls make the game too difficult. Hitting is very tough, and stealing a base requires a series of complicated button presses. ESPN will frustrate beginners.



Batting and Pitching Practice is available for those who need it.



PROTIP: Mix up your pitches. Pitch one way throughout the game and you'll be lit up like a birthday cake.

A Spark of Hope

The graphics are among the best of any game, as far as the players are concerned. If you didn't know any better, you'd swear these players were real. While not greatly detailed, the motions of a pitcher pitching and a batter swinging get our vote for the best in any baseball video game. As for the ballparks, everyone plays in the same ESPN Stadium, but it looks better than a lot of baseball games out there, and realistic billboards are scattered in the background.



Back...back...back...back...it's outta here! Pizza! Pizza!



Hey, it's Chris!

The sounds of the ballpark are also better than average. In addition to the clear voices from the ump, Chris Berman, and Dan Patrick, you hear the crowd's roar and the ballpark organ throughout the game.

A Number-Nine Hitter

ESPN Baseball Tonight offers great graphics and sound, but it falls way short in fun. The game gets frustrating at times because the computer makes nearly impossible plays, such as throwing out a runner at first from center field. The game play lacks realism and depth: You can't adjust the defense, pitchers don't have to warm up, and the few stats have little bearing on

the outcome. If you're a die-hard baseball fan or a beginner, steer clear of this cart. It'll only frustrate you. Casual players and Chris Berman fans will get mild enjoyment, but you'll end up just watching the TV show. **G**



PROTIP: To catch a fly ball, run toward the big shadow in the outfield. If you can't get there in time, run behind the big shadow and anticipate where the ball is heading.



PROTIP: When batting, hold Up as the pitcher winds up. As the pitch approaches, recognize whether it's high, low, or down the middle. If the ball is high, swing away. If it's in the middle of the plate or low, release the directional pad and swing away. You'll get a hit most of the time.



PROTIP: Always pick off the lead runner to keep the opposing team as far from home plate as possible.

ESPN Baseball Tonight By Sony Imagesoft

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	3.0	3.5	INT. Intermediate

\$59.95

16 megs

Available June

Baseball

2 players

Multiple views

Save feature

Sega Rating: GA, for

General Audiences

FLASHBACK The Sports Page



5 years ago in *GamePro*...The hottest sports cart was Goal! for the Nintendo system.

FIFA Kicks the Competition



FIFA International Soccer



By Weekend Warrior

Hot on the heels of last year's strong Genesis version, EA Sports' FIFA International Soccer comes to the Super NES with equal success. Incredible graphics, with the usual EA Sports attention to detail, create a truly realistic soccer simulation. The ability to hook up five players on Hudson's Multitap makes this sure-fire sports entertainment.

FIFA Features

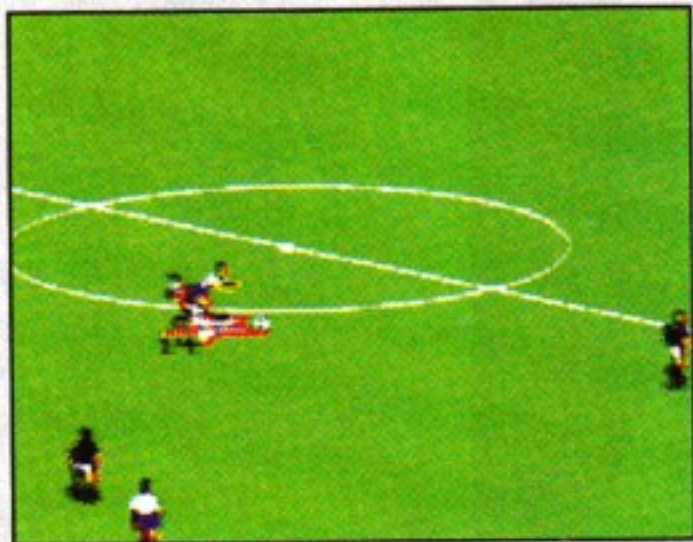
Options galore are at your fingertips in this game. Since FIFA stands for the Fédération Internationale de Football Association, EA Sports has crammed 30 international teams, each with unique strengths and weaknesses, into this eight-meg cart. You can play against the computer or team up with four other players in every possible combination and in three

game modes (Exhibition, Tournament, and Playoffs).

Strong and varied game play makes this the most realistic soccer game for the SNES. Although



PROTIP: Let your teammates catch up to you before you shoot at the goal. Additional players offer more passing lanes and different angles for your shots.



PROTIP: Slide into a dribbling opponent from the front or at an angle. Don't attempt this move from the back, because he's usually running too fast for you to catch him.

you play one on-screen player at a time, you have full control of your team's roster of 20 players, each of whom is rated in 14 skill categories. If you think a player isn't pulling his weight, bench him and replace him anytime during the game. Additional player-control options include manually adjusting your players' field coverage, adjusting the aggressiveness of play, and setting team formations. With a smooth interface and quick controls that efficiently execute your moves, the strategic possibilities are endless!

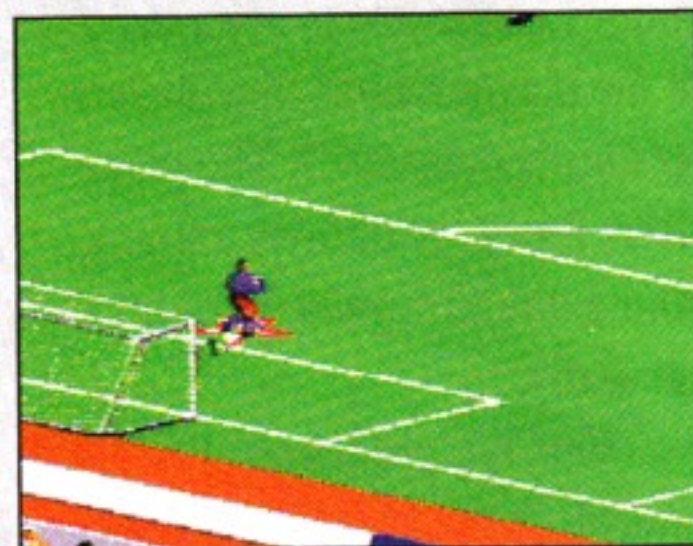
Sights, Sounds, Soccer!

In general, FIFA has good visuals and audio. Cleanly rendered figures and smooth side-scrolling animation follow the movements of the ball. The angled field is



PROTIP: Center your teammate's cursor in front of the goalie before a Corner Kick so that he has the best shooting angle.

attractive, but because you're watching from the corner you can see only a third of the field at once, a disadvantage when you charge downfield with no idea of what defensive or offensive formations await you. Start-up screens feature a hip, stereo, soundtrack, but sound effects are kept to a minimum during game play. The authentic, digitized crowd chants from various international stadiums create an eerie sense of realism.



PROTIP: Before kicking the ball back into play, put your teammate's cursor off to the sidelines and aim the kick at the cursor. This is better than kicking the ball into centerfield, where more opponents have a chance to intercept it.

Super Soccer Sim

Players of all calibers will be able to instantly pick up and play this game; however, mastering the game and the high-caliber computer opponents will be long-term challenges. Fortunately, FIFA is so good you'll want to keep kicking to the end. **G**

Coaching Decisions



FIFA International Soccer By EA Sports				
Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
4.0	4.0	4.5	4.0	Adjustable
\$59.95	5 players (using Hudson Multitap)			
8 megs	¾-overhead view			
Available June	Side-scrolling			
Soccer game	Passwords			

Soccer Shootout Scores Big

Soccer Shootout



By Athletic Supporter

Capcom's got a winner on its hands (uh, make that feet). Soccer Shootout for the Super NES is among the best soccer video games on the market. It has superior graphics, excellent controls, and tons of options.

It Shoots...

This one- to four-player cart can be played in several ways. You can play an exhibition match between any of the 12 international teams. You can also select from a 22- or 44-game season or a one-game all-star match.

The strength of Soccer Shootout is its graphic appeal. Capcom's realistic depiction of its players pays off in a big way. The players are very detailed, and their move-



PROTIP: In the indoor game, aim your shot wide of the goal, then kick in the rebound for the score.

ments are as authentic as in any sports cart around, including football and hockey titles. The graphic details, plus the multiple overhead and side views, compensate for the lame soundtrack, which thankfully can be turned off.

The controls are quick and responsive. The only complaint

here is that you don't ever really control an individual player. On both offense and defense, the players seem to move in groups of three. While this helps you on defense, it hurts on offense because your players don't have proper spacing.



PROTIP: Zig-zag back and forth to avoid a defender's tackle. You can't outrun opponents, so make yourself a hard target to tackle.



PROTIP: If your opponent is making a strong attack at your goal, drop back into your zone defense. Since you control more than one player on defense, you'll get three defenders for the price of one.

...It Scores!

Overall, Soccer Shootout is an excellent game. Its strong graphics, reliable controls, and abundant options make this a World Cup contender, especially for those players looking for a realistic soccer experience. **G**

Soccer Shootout By Capcom

Graphics	Sound	Control	FunFactor	Challenge
4.5	2.0	3.5	4.0	INT. Intermediate
Price not available		4 players (using Hudson Multitap)		
8 megs		Multiple views		
Available now		Multi-scrolling		
Soccer		Passwords		

World Cup: It's a Kick

World Cup USA '94

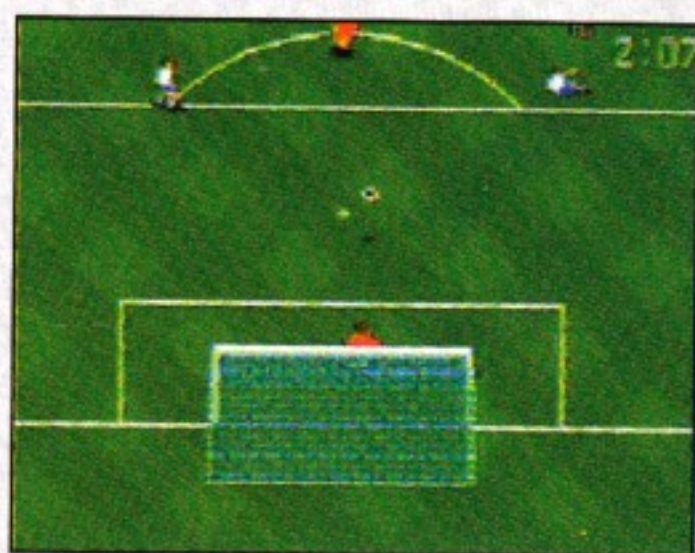


By Athletic Supporter

With the World Cup taking over U.S. stadiums this summer, it seems like every video game company is releasing its own version of this international event. U.S. Gold contributes the above-average World Cup USA '94 for the Super NES. This game has an amazing range of options, good controls, and great sound, but its graphics miss wide of the goal.

Soccer players and avid fans will appreciate World Cup's many options, including the ability to select from eight languages and to create your own individual set plays and formations. You play a full 32-team tournament, a 16-team customized tourney, or exhibitions. Your 32 international teams' per-

formances are based on their real-life counterparts (the U.S. is one of the weakest teams, of course). There's a lot to choose from, but casual fans might be overwhelmed by all these options and teams.



PROTIP: Use your directional pad to curve the ball while it's in the air. Bending shots will make them more difficult to save.

In Control

The controls are solid. The players are quick and responsive, you can control the goalie, and you can adjust the path of the ball in mid-flight. Younger players will be

able to play without having to deal with the more complex moves, though they may be frustrated by the game's frantic pace.



PROTIP: On defense, press Button Y to knock an offensive player off the ball. Don't use this move too much, or the zebras will issue a yellow card.



PROTIP: Agree to the offside rule. If you don't, the computer will have its best strikers around the goal at all times for easy shots.

The sound is also topnotch. The crowd noise has an international flavor to it, and there's no mindless soundtrack to turn off.

The major problems with World Cup USA '94 involve the graphics. Your overhead view makes the players appear short and dumpy. Also, the game sometimes looks out of focus.

Get Your Kicks

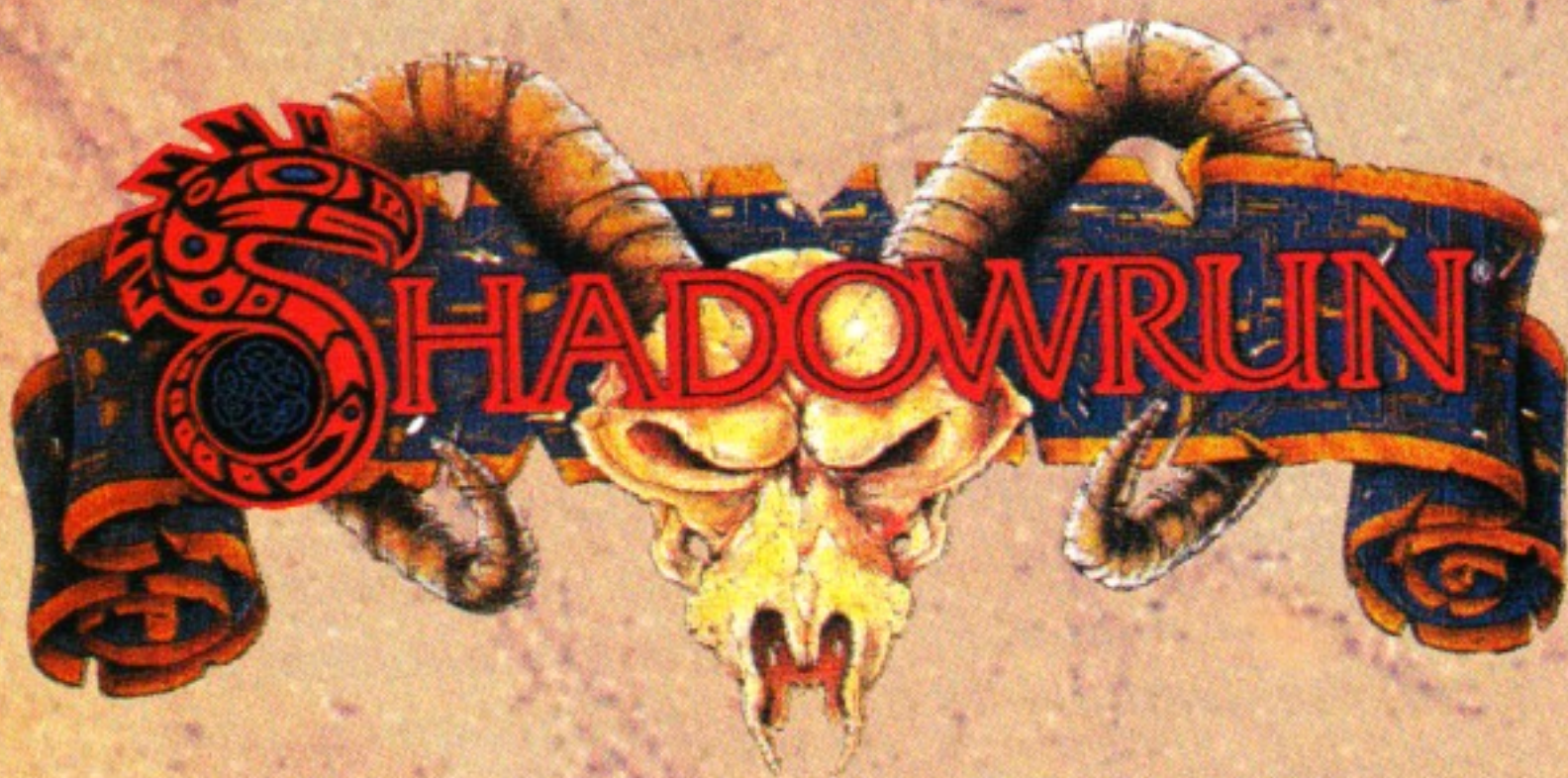
If you love soccer strategy and don't mind the too-cute mascot and the cartoony graphics, you'll really run with the detailed options in World Cup USA '94. If you're not a soccer fan, though, the unrealistic graphics will probably trip you up. **G**

World Cup USA '94 By U.S. Gold

Graphics	Sound	Control	FunFactor	Challenge
3.0	4.0	3.5	3.5	ADJ. Adjustable
Price not available		2 players		
8 megs		Overhead view		
Available now		Multi-scrolling		
Soccer		Battery backup		

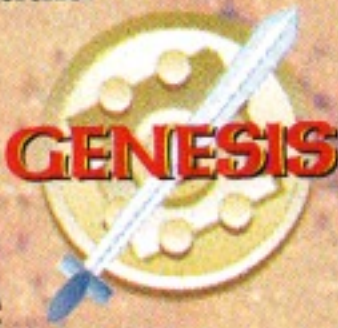
Role-Blayer's Realm

The Monthly Guide to the World of Role-Playing Games • July '94



By Lawrence of Arcadia

RPG fans can rejoice, because Shadowrun for the Genesis plays more like a traditional RPG than its SNES counterpart. There are two sides to that coin though, because the game also requires tedious character building and extensive game saving.



The Shadow Knows

In the year 2050, Seattle has become a wasteland frequented by thugs and mercenaries. Nestled within the grimy confines of the city are the Corporations that run things. These giant, powerful Corporations frequently hire members of the underworld to do their bidding. (Good thing that could never really happen.)

Into the fray come the Shadowrunners, small-time mercenaries who take a job, or "run," for any amount of money. They're kind of like the Teamsters of thugs, and they can put a hurtin' on you in a hurry.



PROTIP: The first Attribute you need to develop is your Negotiation skills. This leads to higher money for runs, and lower prices to hire 'runners.

You play as a Shadowrunner who wants to know what happened to your brother. He's been fragged by someone with connections to the upper echelons of power in the city, and you want that slag-head dead.

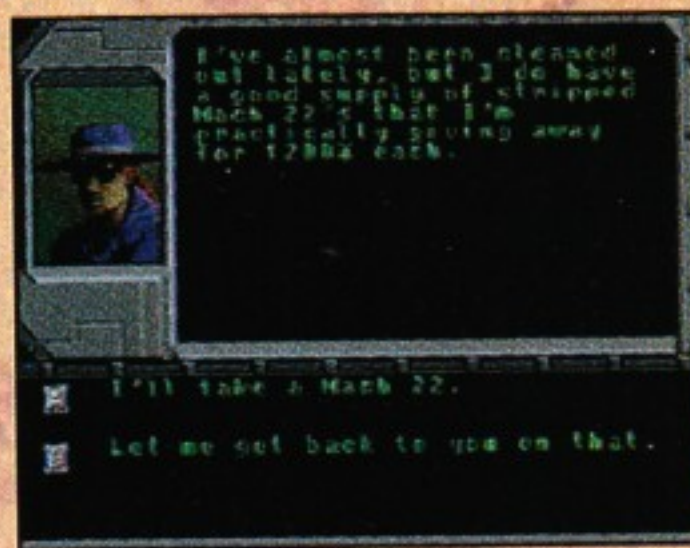


PROTIP: Whenever a character asks for money in exchange for information, be wary. Unless you have a high Reputation rating, they'll scam you every time. Save before you talk to them, then if it doesn't work out, reload the game.

PROTIP: Sleaze is your best weapon when in cybercombat. Use the Sleaze program when you're up against gray IC chips.

Apocalypse Now

You pick from three types of characters: a Samurai, a mercenary hunter skilled with weapons; a Decker, who's a computer whiz; or a Shaman, a mystical magic-user. Each character has his own set of skills and specialties. You can hire other 'runners to help you out, but they ain't cheap.



PROTIP: If you buy a stripped-down Mach 22 submachine gun from Boris, remember that it's illegal, and if Lone Star stops you on the street, you're busted.



PROTIP: Don't waste your time buying illegal Frag grenades from this character. Most times it's an undercover Lone Star cop.

Running roadblocks in your path are the Corporations. They have a group of orcs running the police-enforcement division, known as Lone Star. You'll also trip up with Ghouls, Street Gangs, Magic-Users, Vampires, and more. When you're not fighting these goons, you'll go up against the Matrix, a huge computer system that runs transactions for every business in the world. You "deck" into the system to gather information and Nuyen,

which is postapocalyptic money. You'll need the money to purchase anything from guns to cyberhardware (the computer accessories required for Matrix runs.)



PROTIP: If you're trying to lay low and you're being chased by cops or thugs, you can try to outrun them. Duck into alleys and make turns until they're off-screen, then duck into the first door you see. You won't be able to enter any buildings if they're on-screen.

As you start to gather skill and Nuyen, you unlock clues to your brother's murder. You also meet some of the strangest characters this side of San Francisco, so keep on your toes.

Shadowy Figures

Shadowrun sports two shadowy views. The first view is an overhead look that takes place whenever your 'runner is walking. This is when you'll fight the thugs and miscreants of futuristic Seattle. The graphics are small and muddled, and the sprites lack detail. The second view is a first-person perspective that takes place when your 'runner is in cybercombat in the Matrix. You'll see giant IC chips and computer Nodes flash in front of you while you try to zap them into memory hell. Although this view looks better, it's boring because nothing major happens.

Shadowrun (By Sega of America)				
Graphics	Sound	Control	FunFactor	Challenge
\$59.99	16 megs	Available now	RPG	1 player
Overhead view/First-person perspective	Multi-scrolling	Battery backup	Sega rating: MA-13	

The tinny sounds are out of place. Voice effects and more futuristic music would have enhanced this game. The only clear sound is the death-cry of your 'runner when he bites the dust.



PRO TIP: If you have a powerful weapon in hand, and your Negotiation rating is high, try to get

the Ghoul run from the Johnson in the Redmond Barrens. You can make a certain percentage per hit, making big bucks in the process. Don't take a 'runner.

As for controls, it was easier playing the board game on which Shadowrun is based than guiding characters through seamy Seattle. It's especially awkward to use weapons, because you target your victims by pressing a button. If there are lots of heavies coming after you (which usually happens), you may have to press frantically to cycle through the entire

gang in order to zero in on the guy in front before he turns your head into oatmeal. If he moves to the rear, you start all over again!

Run, Run, Run, Runaway

This game is much closer to a real RPG than the SNES version was, but the SNES version moved a little faster and was easier to play. If you're a real RPG die-hard, it shouldn't deter you. Be warned, though. You'll make hundreds of runs before you have the Nuyen to buy

even basic items, or the Karma to build up your Attributes, so get ready to put in some hours.

If you like that kind of methodic character development and consistent game play, then this is for you. Or if you're tired of seeing knights, castles, and dungeons, then walk to the seamy side of the city and run with these Shadows. **G**

The Redmond Barrens

The Redmond Barrens, where your first Shadowruns will take place.

The Jump House



The home of your first Johnson, this is where you come to get your Shadowruns.

Jackal's Lantern



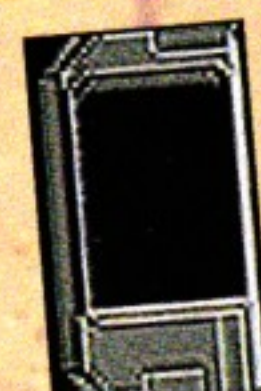
You can find your first 'runner-for-hire here.

Greenhouse



Boris deals in illegal weapons and equipment, but watch out! His tongue does more damage than his weapons.

Abandoned Warehouse



This is a ghoul hangout, and if you're loaded with guns and ammo, a great place to make some money wastin' 'em.

Hollywood Correctional Facility



This is also a drop-off for 'runners. The guards here are no-nonsense shooters, so think twice before making a disturbance.

Little Chiba's Chop Shop



This is the place to pick up cyberware and your data jack so you can deck into the Matrix.

Rat's Nest

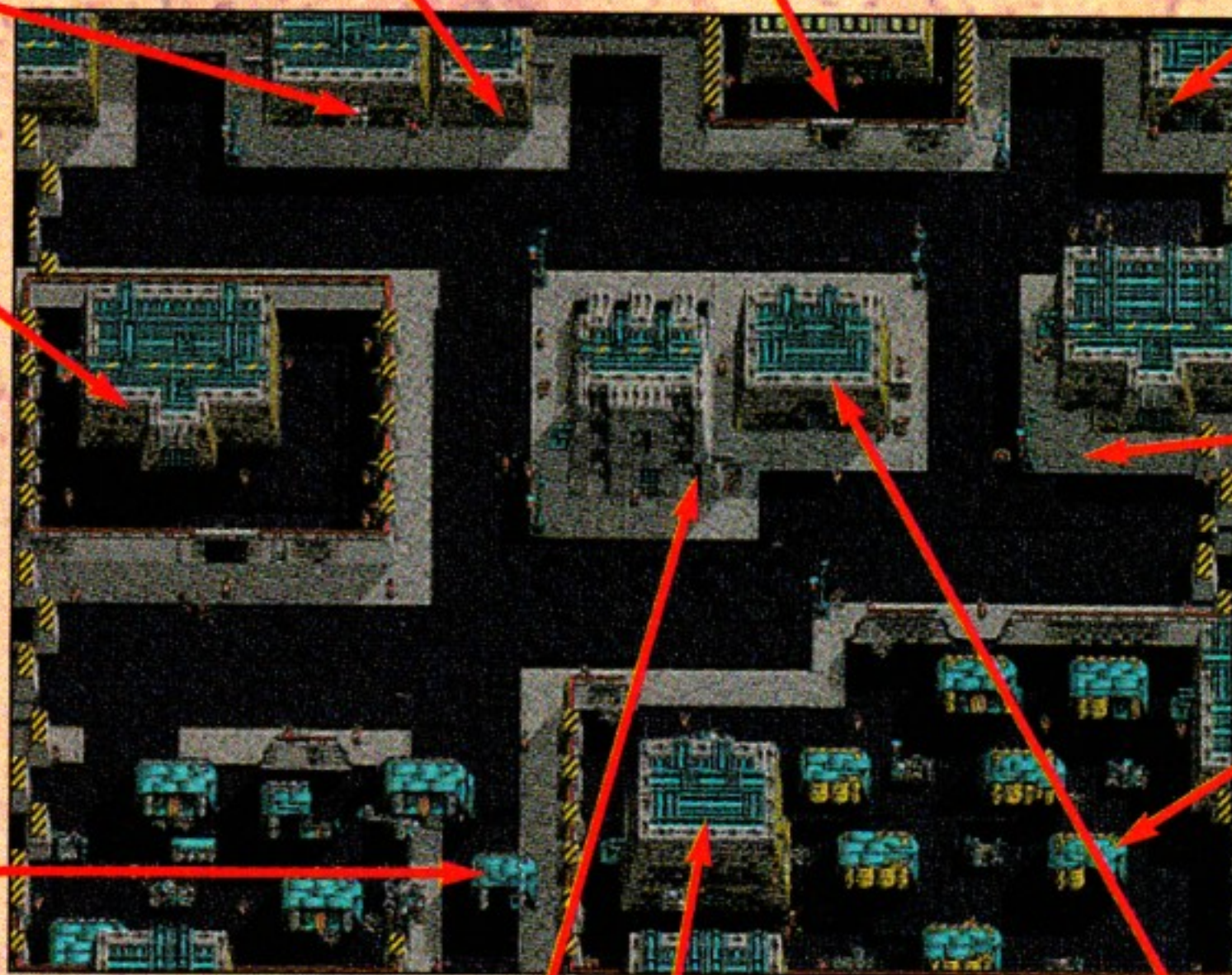


A sleazy drop-off for 'runners, this place is always watched by Lone Star.

The Halloweeners



Don't mess with these guys - they're tough! Quiz them to find out about the Eye-Fivers.



Stokers Coffin Hotel



A good place to rest up... provided you're a light sleeper.

Shiawase Nuclear Power Plant



Don't think of comin' in here with your guns blazin'. This is primarily a drop-off for package runs.

Aries Weapons Emporium



A good place to shop for weapons, you'll get some great prices here.

The Twisted Tales of Spike McFang

By Scary Larry

The latest word in RPGs is *cute*. With Secret of Mana and Final Fantasy II using small, rotund characters, the trend seems to have taken root. Along comes Spike McFang, a cellular-phone-wielding Tomato vampire. Too cute, you say? You don't know the half of it. This one makes Macaulay Culkin look like Charlie Manson.



PROTIP: Don't let the Feline Fighters get too close to you. They'll hang on and suck the life from you.

Don't let the kid-size sprites or cartoon-colored backgrounds fool you. Spike McFang plays like a standard RPG, with hit points, experience points, fighting companions, and enemies galore. That's standard RPG, not great RPG. This is definitely a first-timer's RPG game.

The story line even has a beginner's ring to it. Spike's traveling with Dr. Steam, his mentor, when his father, Dracuman, is kidnapped by General Von Hesler. Von Hesler, Dracuman, and Vampra were all leaders of the island until Von Hesler wanted it all for himself. Now Spike, along

with Vampra's daughter, Camelia, and Von Hesler's son, Rudy, must put a stop to Von Hesler's evil.



PROTIP: To knock off Croc, get behind him and let Rudy do all the work. Use Companion Cards and other power-ups to wear Croc down. Be careful, though; Croc powers up to max potential when he gets low on health.

PROTIP: Don't waste your time on any Hat other than the Feather Hat. Save your money to get one.

Your simple repertoire of weapons is strictly for beginners: a Cape, which you spin to swipe at weak enemies, and a Hat, which you throw to inflict several hits on enemies. You can buy upgrades for your Hat, and you can also buy Cards, which give Spike power-ups and health-ups during the game.



PROTIP: To knock off the Tree Root, attack it from the sides using your Hat. Watch for the tree arms and other obstacles. When the Monkeys start throwing things, move from one end of the screen to the other to avoid them.

The levels are filled with enough amateur enemies to keep your Hat busy, but they're simple enough that a

first-time player won't have any trouble slugging through them. You'll fight through Feline Fighters, fire-breathing Frankensteins, Killer Garlic Cloves, and more. At the end of each area you'll have to contend with a boss, and they aren't as kid-infectious as the rest of the game. You'll grapple with them over and over again.

Eye Spike

The graphics in Spike McFang are undoubtedly the cutest ever seen. That's both a drawback and a plus. The pleasing graphics are clean and well drawn. On the other hand, so is Barney, and no one wants to see an RPG with him in it.

The sounds are a little repetitive. With such a vampiric theme to the game, you'd

expect spookier sounds. There are some sound effects, and the music changes from stage to stage, but a little variety would have helped.

Sometimes the Tooth Hurts

Okay, so you're not impressed. Well, something has to keep the young-uns occupied while you're playing Shadowrun (see review, this issue). Spike McFang is a good exercise for young players who would be deathly bored by grown-up RPGs. It's also a good change of pace for RPG players who have seen one too many Neutral Chaotic Lawful Barbarians being eaten by the dreaded She-Hounds of Sloggogoth. You know what I mean. **G**



The Cards in Your Favor



Animal Card
Turns weak enemies into harmless stuffed animals.



Transport Card
This card returns you to Professor Steam. You can shop for other power-ups once you're in the neighborhood.



Flying Hat Card
Spike can hide inside his hat for a short while. This is good against certain enemies, or when the wife's relatives are around.



Earthquake Card
You'll shake-n-bake your enemies with this powerful groundbreaking card.

The Twisted Tales of Spike McFang (By Bullet-Proof)				
Graphics	Sound	Control	FunFactor	Challenge
2.5	3.0	2.0	2.0	ADJ.
Price not available		9 stages		
8 megs		Overhead view		
Available June		Multi-scrolling		
RPG		Passwords		
1 player				

Lord of the Rings



By Lawrence of Arcadia

Tolkien's novels are probably responsible for more role-playing games than any other works of fantasy. His legendary account of Hobbits led to such enduring RPG staples as healing spells, charisma levels, and more. It's a shame that this wealth of tradition has been wasted on such a bad game.

Bored of the Rings

If you don't know the story of the One Ring, don't bother unwrapping this RP cheese. But, if you do know the story about Frodo's quest to destroy the Ring of Power, then you may want to take a look just for sentimental reasons. (Beware; this cheese doesn't get any less smelly.)



PROTIP: Pippin will not join you until you clear the plains of all the Wargs.

You begin the quest playing Frodo. A second player can join as Sam after you've found him. (You must first find characters to control them. They are not selectable.) Plug in a multiple player adapter, and five players will control other

characters, if you can find five people to play this. You walk through all the lands of the first book on your way to Rivendell. Unfortunately, most areas are long, indistinguishable romps.



PROTIP: Listen for audio clues in the caves. You may not always see Bats, but you'll definitely hear them.



You possess a dagger and an old cloak. You can upgrade that to different daggers (Hobbits can carry only daggers) or armors. If you control Aragorn, you can find different swords, or if you're Gimli the Dwarf, different axes. There are no other weapons or items like Helms, Rings, or Magical Items to find or use, which makes all the walking around seem pointless.

Bad Hobbits Are Hard to Break

The graphics in this game are dismal. The sprites are minuscule, even for Hobbits, and the

tedious backgrounds blend into each other after awhile. The enemies are so small they seem comical.

The sounds are just slightly better than the graphics. The caves have eerie winds whistling through them, and the music, though on the cheerful carnival side when you're outside, does change from scene to scene.



PROTIP: You'll meet five elves just south of Merry. Don't walk away after talking to just one. Talk to all five to gather different clues.

Ring-ky Dink

Hardcore RPG players shouldn't touch this one with a ten-foot Runestaff. There are no characteristics except hit points and experience levels. Forget Luck, Dexterity, or other RPG complexities.



PROTIP: To the North of Old Man Willow is Tom Bombadil. Show him the note from Old Man Willow – and he'll come to your aid.

Lord is lean on challenge, as well. Getting through the areas is no problem. Enemies fly at you from all sides, but plenty of mushrooms and healing moss are around to help you out. This game should crawl back to whatever Hobbit hole it crawled out of. **G**

The Fellowship Begins



Frodo



Merry



Sam



Legolas



Pippin



Gandalf



PROTIP: Sam won't follow you unless you find the Gaffer's glasses. Look in the caves to the left of Hobbiton.

Lord of the Rings (By Interplay)				
Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
2.5	3.0	2.5	2.5	Adjustable
Price not available		1 to 5 players (using Hudson Multitap)		
8 megs		Overhead view		
Available August		Multi-scrolling		
RPG		Passwords		

Dark Wizard



By Peteroo

You won't hear the usual CD putdowns ("Nice slide show, man!") about Sega's Dark Wizard. Here's a strategy/role-playing game for the Sega CD that, while wonderfully appointed in digitized voices and sumptuous graphics, also has the right stuff in the game play department.

The Wonderful Wizard of Awe

You choose from among four characters defending the land of Cheshire against an ancient evil. Starting at your castle, you send your armies across a beautiful hex-based map. You can magically summon monsters, from unicorns to hydras, or hire (at a price) the usual sturdy crew of elves, dwarves, hobbits, or humans. It's all very neatly handled from a menu in the upper right-hand corner.



PROTIP: Don't expose your leader to combat without first knocking down the majority of the enemy forces.

These troops don't simply fight and die. Each has hit points, which are diminished by combat damage and restored by magic or rest.

Once they've accumulated a certain level of experience, the characters advance in abilities – sometimes to new classes. That lends Dark Wizard a real strategic flair, as you must take special care of your magic users, and take units out of the line in time.



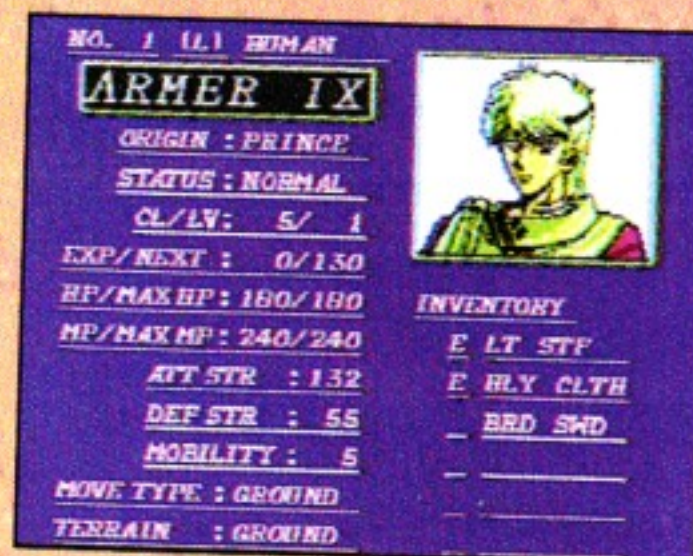
PROTIP: Be very careful in selecting which forces to build and summon. It's sometimes better to react than to act; a unit that appears strong at a glance may actually prove weak in specific circumstances of the game. Scope out the enemy formations in advance and use the game's built-in charts to see what works best against them.

You could play this as a straight wargame, moving from one territory to the next, but then you'd miss out on the substructure that gives Dark Wizard its weight. For instance, you can send out search par-

ties to scour the countryside for magical items. You can dispatch humanoid characters to the towns and villages and glean info from the mayor or innkeeper. In the towns, there are churches for prayer, taverns for drink (and talk), weapon shops, alchemists, and fortune tellers. You may also run across a side mission or three, so don't expect to find the bottom of the Dark Wizard well any time soon.

terrain charts one by one from within the game. The "real" combat option – a relatively crude, noninteractive animation of the combatants doing their thing – may strike you as a waste of time and CD space. It would have been better devoted to an interactive/tactical version of the battle.

But those elements are



PROTIP: Keep your leader out of battle unless his presence is essential to your side's well being.



PROTIP: Pray at the churches as regularly as possible. The gods are listening.

DARK WIZARD

Dark and Dashing

Dark Wizard has great graphics and music, beginning with beautiful pix that unfold slowly to one of the most evocative spoken intros ever heard in an RPG. Each of the four characters is introduced in their own lengthy and well-drawn animations that were clearly inspired by the better Japanese anime cartoons. The music has a real John Williams flair to it, with fully orchestrated symphonic sound.

It's a Wiz

There are a couple of reservations. It's enormously time-consuming to reference the various attack, mobility, and



PROTIP: Garrison castles against the threat of enemy attacks. If you don't, prepare to kiss them goodbye. The enemy's not dumb.

peripheral to the central fact of Dark Wizard: It's an essential CD game of substance and depth, detail and nuance, beauty and beasts that looks, sounds, and (most importantly) plays great. They should all be this good. Slide show? Hardly. **G**

Dark Wizard (By Sega of America)				
Graphics	Sound	Control	FunFactor	Challenge
4.5	5.0	4.5	5.0	INT. Intermediate
\$49.99	Overhead view			
CD	Multi-scrolling			
Available now	Passwords			
RPG	Battery backup			
1 player	Sega rating: MA-13			

Soul Blazer: Illusion of Gaia



By Peteroo

You could be forgiven for mistaking SoulBlazer: Illusion of Gaia for another "cute" RPG. Enix's delightful follow-up to its 1991 classic SoulBlazer starts out with another mop-topped kid staying after school, playing with his pals, and treating with pigs and princesses.

Blaze of Glory

Sweet stuff, eh? Well, it's a deceptive start. You'll soon realize this enormous role-playing game for the Super NES is comparatively grown-up. You're cast as a boy named Tim who's living with his grandparents in the seaside town of South Cape. His explorer father is missing – lost during an expedition to the Tower of Babel from which only Tim returned – and Tim has shown a curious ability to move certain objects with his mind. Obviously, he's adventure material, and, sure enough, Tim is asked by the king (who's been acting peculiar) to bring him a relic.

maze. (They come to life.) However, don't freak if you do touch one; just stay slightly upwind of it as you fight, so that its attacks pass you by.



PROTIP: It's standard RPG advice, but talk to everyone, and then talk to them again should circumstances change. (If you can't get out of South Cape, you probably need to check in with Lola.)

You're eventually dispatched on a tour of the ruins of the world to collect Mystic Dolls. (Don't ask.) Along the way, there's much traveling (sometimes with a companion or two), much talking, much fighting, some shape shifting, and, happily, much solving of puzzles by brain or brawn (or both).

View to a Thrill

Graphically and sonically, this sequel is at least on a par with the first SoulBlazer, and that's good news. The buildings are bright, rich, and solid, the effects are persuasive, and you've got to dig that view from the parapet on the third floor of Edward Castle. The music, ranging from semiclassical to bopping platformer funk, is great. Some of it is actually very memorable.



PROTIP: You can coax the unlucky fisherman on South Cape's dock into pulling up a red gem. Just keep after him and duck into seaside caves and houses in between visits to the dock.

The most notable addition to the SoulBlazer canon is a travel mode that places your party on a rotating Mode 7 map of the continent, which is more presentation than game play. In another switch, the

first game's sideways crab walk has been changed into the ability to break into a run.

Blaze On

The difficulty is nicely pitched. The designers entice you into the game slowly, with simple tasks, and by the time you enter the Inca maze – the first really tough nut to crack – you'll be hooked.

The game, however, has sacrificed the central theme that gave the original Soulblazer (and ActRaiser before it) a distinct sense of direction and purpose – an impression that your good works have an ongoing impact on the game world. On the other hand, Illusion of Gaia enjoys a sense of worldliness that SoulBlazer didn't have. The earlier game took a justifiable pride in being a sort of small-town RPG that took you through the same terrain many times. Here, out in the wide world, you never know quite what's coming next, and that's the best thing that could be said about an RPG. **G**



PROTIP: The hint book in the manual advises you not to touch the large statues in the Inca



PROTIP: Always look for gaps in the masonry through which Tim can drop. Sometimes it's just a nice shortcut, but sometimes they'll take him to places (the Jeweller Gem) he can't otherwise reach.



PROTIP: Never pass up the starry gates that surface when you're near. They offer your only access to Gaia's advice, the ability to change form... and to save your game.



PROTIP: Watch for an odd-shaped hole in the floor of the Inca maze and keep an eye peeled for the item to fill it. You'll go places.

SoulBlazer: Illusion of Gaia (By Enix)				
Graphics	Sound	Control	FunFactor	Challenge
				INT.
4.0	5.0	4.0	4.5	Intermediate
Price not available	Megs not available	Available July	RPG	1 player Overhead view Multi-scrolling Battery backup

Nobunaga's Ambition

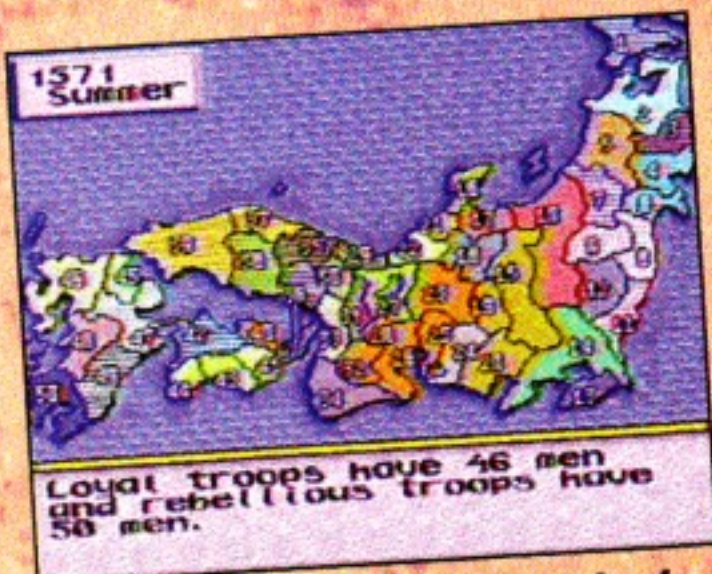


By Bro' Buzz

When Oda Nobunaga declared he could unify the warring states of medieval Japan, they told him it was all in his head. Now that real-life history can be in your head, too.

Ambitious Goals

Nobunaga's Ambition is an ambitious Genesis role-playing/strategy game, where the thrill lies in watching numbers grow and diminish, not fancy graphics or animation. You and up to eight samurai pals play as Daimyos, or warlords. The game presents four historical scenarios, which cover Japan's civil war period from 1467 to 1600. Your goal in each is to conquer all the country's fiefdoms (up to 50) to form one nation.



This country needs organizing!

PROTIP: When you generate character traits, hold out for Health and Intelligence above 100. High Luck helps, too, since you can't increase Luck during a game.

Pass the Menu, Please

Like all Koei games, Nobunaga has an easy-to-use but detailed menu-driven interface that

Nobunaga's Ambition (By Koei)				
Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
3.5	3.0	4.0	4.0	Adjustable
\$59.95	8 players	4 megs	4 scenarios	Available now
Strategy/RPG	Battery save	Sega rating: GA		

activates a load of complex commands. Four main menus open 19 submenus, and one of these has 12 sub-submenus. Your powers include raising cash by growing rice, recruiting soldiers, deploying Ninja assassins, and bribing enemies, among myriad other things. The results of your machinations show up as numbers, so you use your imagination to visualize the action...and, as Koei fans will testify, it works!



PROTIP: On defense, use your fief's terrain to your advantage. If there's a narrow mountain pass that allows just one enemy unit to pass through at a time, position your forces so that the enemy moves through the pass, several of them can attack at the same time.

Warfare in this game is a chess-style challenge in which you move five army units across a grid system. Again, the visuals are simple, and victory's based on your ability to trim enemy numbers before he subtracts all yours. It's mental, but fun.

Daimyo Eyes

This cart's truly a mind game. If you have a yen for Japanese history, a yen for number-crunching, or just a yen for yen, maybe Nobunaga's Ambition can be your ambition, too. **G**

Dynastic Hero



By Manny LaMancha

The Duo system, the console/CD combination spawned by the TurboGrafx-16, has its foundation set firmly in the Japanese anime market. TTI brings that look and some fairly good game play to Dynastic Hero.

Dyna-Mite

It's no surprise that Dynastic Hero, an RPG that details the struggles of Prince Dyna, has a very Japanese feel to it. The graphics are clean, though all the characters are short and cartoony in the traditional anime style, and they have that doe-eyed look reminiscent of the best motel art. But they still shine in comparison to most RPGs available for the Duo. The sound quality is very good, as you would expect from a CD game.



PROTIPS: Early on, springboard off these little guys to cross the water.

Control is normal for an RPG, featuring jump and sword buttons, along with the standard outfitting screens for items you acquire along the way. Putting some items into use, like the Ocar-

Dynastic Hero (By TTI)				
Graphics	Sound	Control	FunFactor	Challenge
				INT.
4.0	4.5	4.0	3.0	Intermediate
Price not available	1 player	CD	Side view	Available now
RPG	RAM save			

na, is a little quirky and requires carefully reading the manual's small type.



PROTIPS: Be sure to jump around the terrain. You may find bonuses like hearts or the coin shower shown here.

Plastic Hero

All these combined don't make Dynastic Hero bad, because it still offers a fair amount of enjoyment. The game is more interactive than most, with lots of combat and action, and as most RPGers



PROTIPS: Crouching to attack ground-based creatures tends to give better accuracy and less chance of damage to you.

know, a lot of walking and talking and no action makes Jack a dull boy.

Still, it appears that the designers didn't work too hard to inject much freshness, like a more intriguing story line or more realistic graphics. That's what makes Dynastic Hero a "run of the mill" rather than a "better" RPG. **G**



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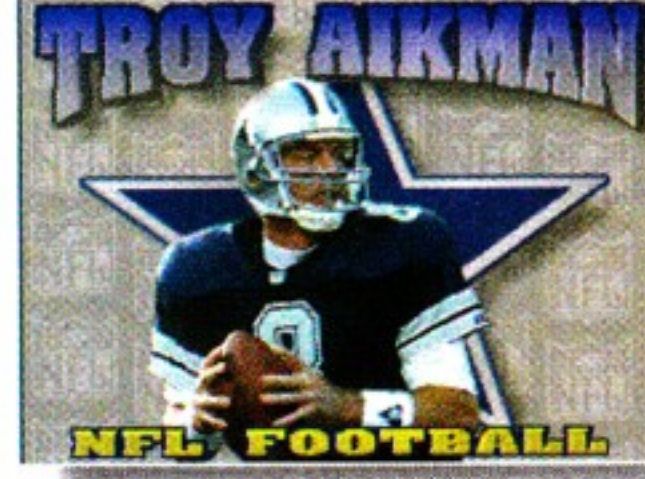
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THE SHADOW FALLS™
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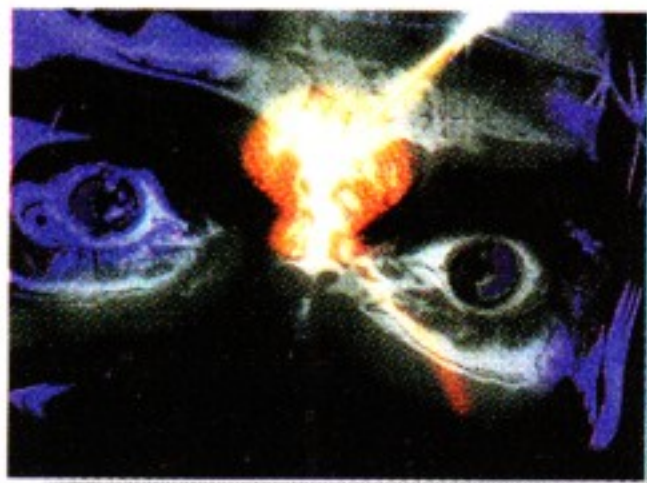
LET

GAMES

This is just the beginning for the Atari Jaguar 64-bit system. There are a ton of new games on the way for '94 designed to harness Jaguar's insane power. A power that's rapidly making other video game systems history.

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

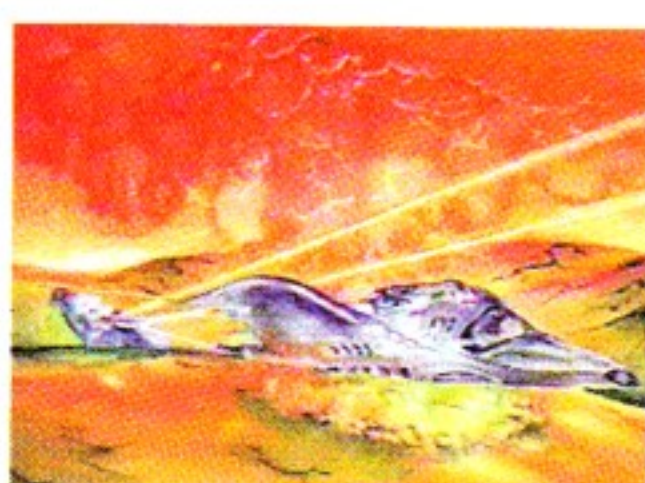
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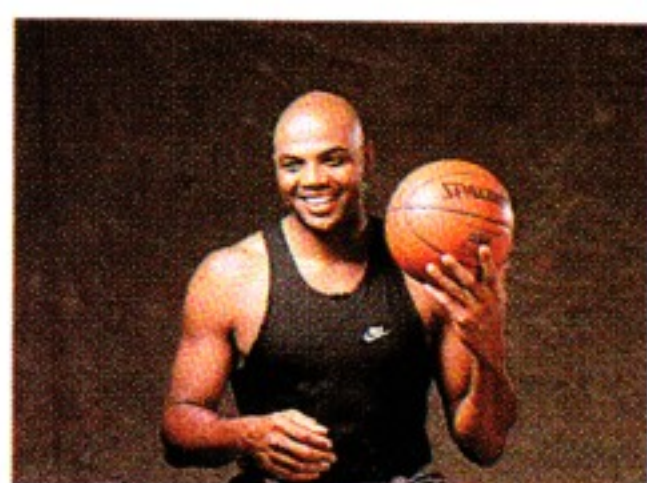


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Vortex, Kasumi Ninja and Double Dragon V, we've taken brawling to the 64th level.

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

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

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KASUMI NINJA™
Atari



RED LINE RACING™
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ALIEN VS. PREDATOR™
Atari





By Captain Squideo

Fans of the 16-bit Battletank games will like this Game Boy version. While the graphics aren't much, the cart offers undeniable fun as you chase enemy tanks, helicopters, and SCUD missile launchers around the desert.

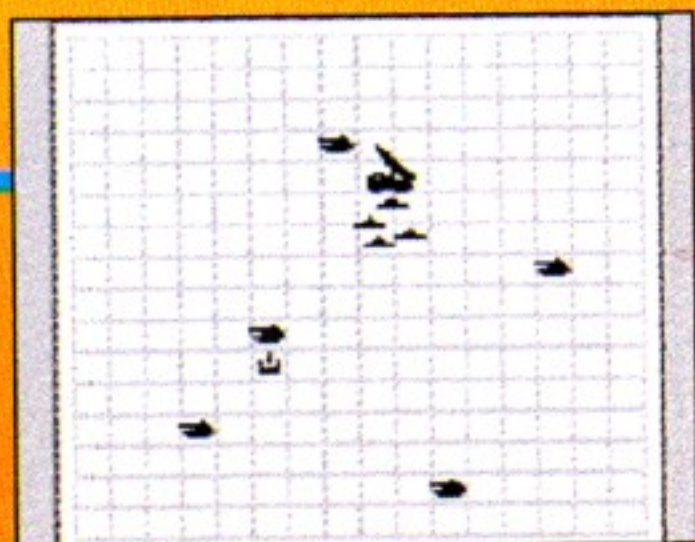


Game Boy

SUPER BATTLETANK

Tanks a Lot

Subtitled War in the Gulf, Super Battletank puts you in the driver's seat of a well-armed M1A1 tank. Cockpit displays update your weapon and damage status, while a helpful map locates enemy targets. Unfortunately, the forward-scrolling desert is mostly a blur, as are the quick-moving enemy vehicles that dash in and out of view.



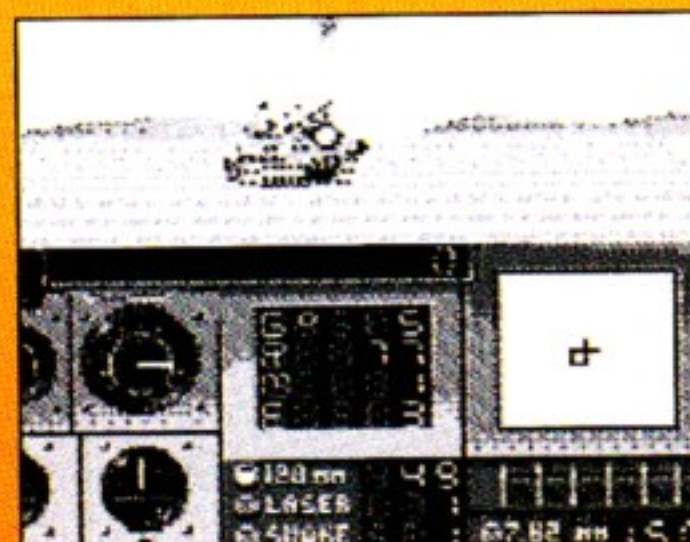
PROTIP: Refer to the Long-Range Radar Map frequently to locate enemies and Mine Fields. If you move your tank while looking at the map, you can be hit.

What's more, most of the game is played in virtual silence. Your tank rumbles along, but your own shots and exploding enemies don't get the sonic firepower they deserve. Minimal martial music dresses up the mission briefings.

SUPER BATTLETANK



PROTIP: Use your Laser-Guided Missiles sparingly. They're your most effective weapon, but they're in limited supply.



PROTIP: Enemy tanks move quickly. Try to keep them on the screen, or they'll appear suddenly and begin shooting at you.

A Round of Gulf

The game has a nice amount of strategy – not so much that it bogs you down in details, but enough to keep you thinking as you fire your guns and complete the ten increasingly difficult missions. The controls will take some getting used to, because you have to position your tank, select your weapon, and aim your guns at moving targets that blast away at you.

You'll be saying "tanks for the memories" after surviving these desert duels. **G**

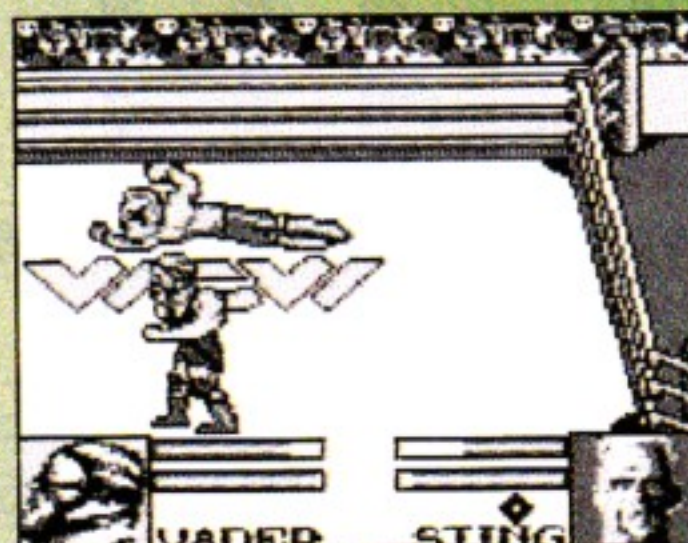


Lance Boyle

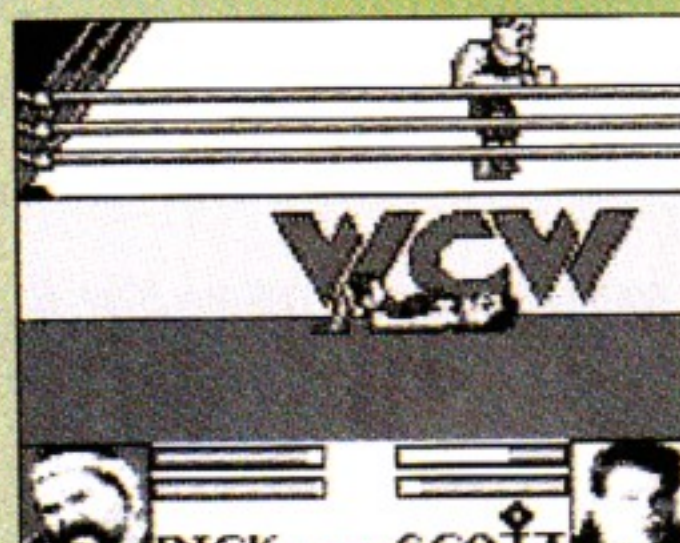
Recognize names like Johnny B Badd and Sting? Hard-core wrestling fans do, and they'll want to fight with their heroes in FCI's new wrestling game. Anybody else, though, will want to pin all these wanna-bes to the mat.

WCW: The Minor Event

The Main Event gives you the usual fighting options. Choices include one- or two-player brawls, single-elimination or tournament matches, three difficulty levels, and nine pro wrestlers. Each wrestler gets an arrogant photo in the manual and a Signature Move in the game. The side-view battles take place both in and out of a standard ring with no ref in sight. The 20 punches and kicks are easy to pull off, as are the Signature Moves, which require merely a single button press.



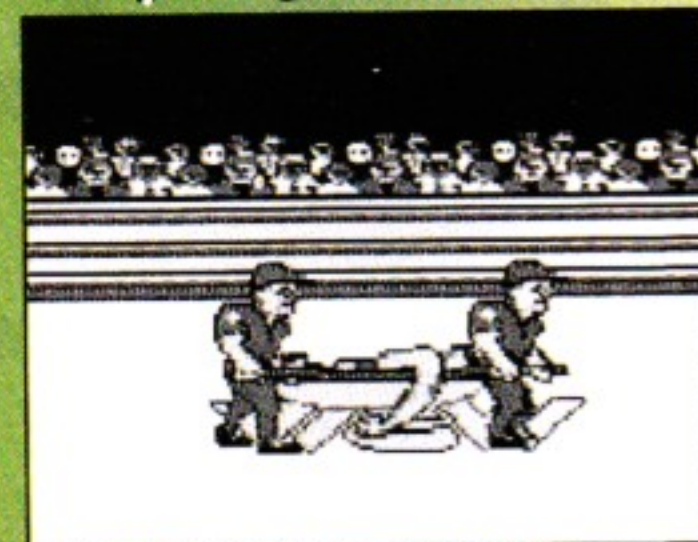
PROTIP: If you try a Flying Body Slam, be sure not to miss your target, or you'll end up flat on the mat.



PROTIP: If you knock your opponent out of the ring, stay near him because he has only ten seconds to climb back in.

WCW: The Main Event

Just like pro wrestling, you can't look too closely at this game or you'll see flaws. For example, you get no reason to pick one wrestler over another – there are no on-screen power ratings, and the manual gives only general background info. The fights themselves look weak – the large, cartoony sprites lumber towards each other with bored spectators behind them. The fights sound weak, too, with thin hit effects providing meager sonic support.



What you want your opponent to look like at the end!

PROTIP: Choose Big Van Vader if you want a powerful wrestler.

Pro wrestling makes no sense if you want the real thing. Same here – look elsewhere for true fighting action. **G**

Super Battletank by Absolute

Graphics	Sound	Control	FunFactor	Challenge
3.0	3.0	3.5	3.5	Intermediate
\$27.95	1 meg	Available now	Tank simulation	1 player 10 missions First-person view Multi-scrolling



WCW: The Main Event by FCI

Graphics	Sound	Control	FunFactor	Challenge
2.5	1.5	3.0	2.0	Adjustable
\$31.99	1 meg	Available now	Wrestling	2 players (using Game Link) Side view Multi-scrolling

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By Captain Squideo

Fans of the Marvel Comics superheroes can rejoice – Hulkmania is here! The rock-solid Genesis game has been translated into one of the best-looking Game Gear games of the summer.

THE INCREDIBLE HULK

A Banner Game

Marvel's heroes don't always fully succeed as hand-held games (just ask Spidey), but The Hulk rocks. When the Leader constructs a huge fortress, the mean green Hulkin' machine plows into five increasingly tough levels of side-view robot-stomping action. Ahead are confrontations with such Marvel-ous bosses as Rhino and Abomination.



PROTIP: Position yourself so you fight one enemy at a time.



PROTIP: Don't rush blindly into tunnels or onto platforms. Expect an immediate fight whenever you venture into a new area.

The Incredible Hulk by U.S. Gold

Graphics	Sound	Control	FunFactor	Challenge
4.5	2.5	4.0	4.0	Adjustable

Price not available
4 megs
Available July
Action/adventure
1 player

5 levels
Side view
Multi-scrolling
Sega rating: GA



Game Gear



Sound challenging? It is, but the Hulkster is well armed. His arsenal includes three punches, a head butt, a wall-breaking thump, and the ability to throw enemies and objects. Most of these attacks can be launched quickly and easily. The only control problem involves Hulk's jump, which is sometimes inaccurate.

Game Gear graphics don't get much better than this. The sprites are big, the colors are bright, the transformation from Dr. Banner to Mr. Hulk is well executed, and the Hulk moves with a savage grace. His motions as he climbs up and down ladders are particularly impressive. You'll be glad the graphics are strong, because the sounds are weak. Hulk's hits land with little sonic force.



From Banner... ...into Hulk.

Marvel-ous Mayhem

It's a heckuva Hulkuva game. Only the repetitive waves of robots diminish its game play. The imaginative bosses offer good variety, however, and the Hulk's own unique skills should keep you going. Just remember: He's more than just a pretty face. **G**



By Captain Squideo

It's the year 50 B.C. – France is called Gaul, Romans are roamin', and the latest fashions include pointy helmets. This side-view platform puzzler was a big hit in Europe, but remember that they also think Jerry Lewis is a genius. You'll find only mild enjoyment in this blast to the past.

Gaul in the Family

This game gives you a choice of heroes:

Asterix is a little guy executing basic action/adventure moves (a simple jump, a crouch/crawl, and standard punches), while Obelix is a big buffoon with power (he pushes blocks around).

Special weapons enable them to do stuff like levitate and assume disguises. The controls aren't very effective, however – your hero must be a precise distance away from an enemy to land punches (any closer and they have no effect at all). Jumps aren't always accurate, and Asterix's speed power-up makes him reckless and uncontrollable.

The game's considerable charm lies in its cartoony graphics, which are appropriately funny for this lightweight game. Asterix saunters along with a comical gait, Obelix is a goofy clown, and colorful bad guys lurk in imaginative settings. The bouncy music and sound effects are also straight from Saturday-morning TV.

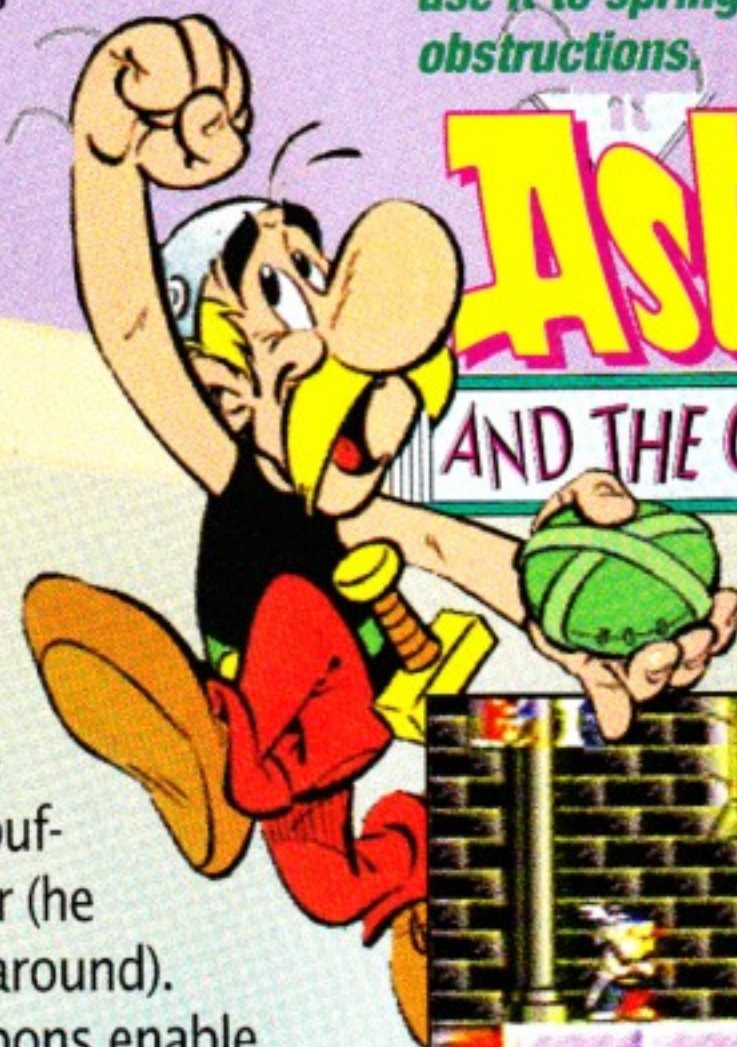


PROTIP: Ride up the Level 1-2 jellyfish, then push the pillars aside to enter special areas.



PROTIP: Create a cloud and use it to springboard over large obstructions.

Asterix AND THE GREAT RESCUE



PROTIP: Always look for hidden rooms. One lies just after Level 1-3's giant sickles, to the right of the potion.

Gaul of the Wild

While not the best platform game of the year, it's certainly worth a play or two. The graphics are charming enough that fans of action/puzzle games will want to make history with Asterix. **G**

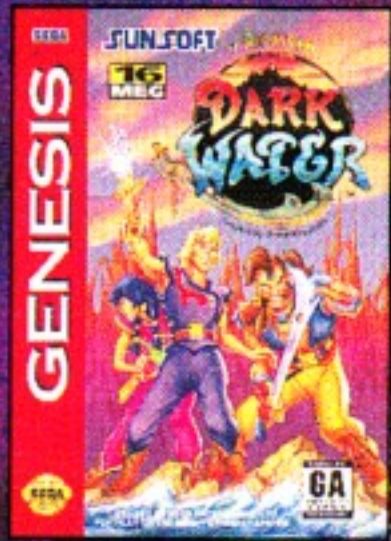
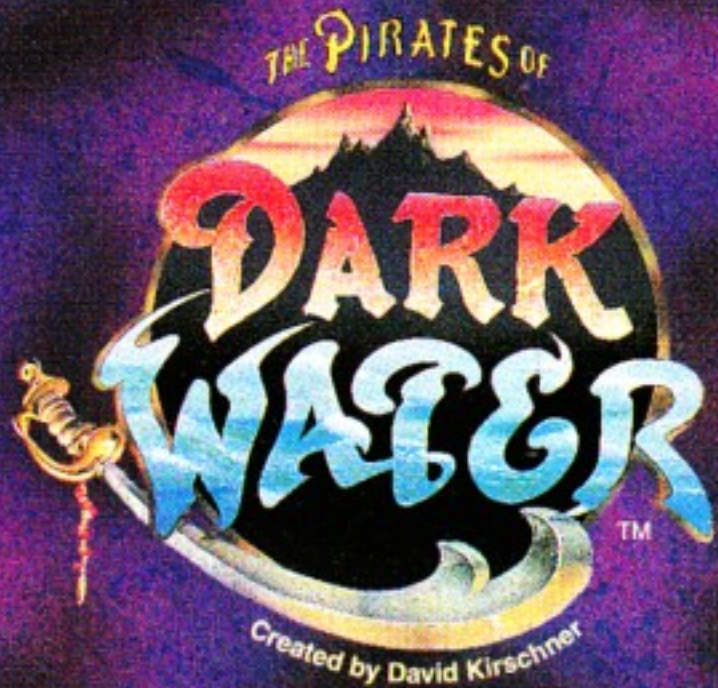
Asterix and the Great Rescue by Sega

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	3.5	3.5	Adjustable

\$39.99
4 megs
Available now
Action/puzzle
1 player

5 levels
Side view
Multi-scrolling
Passwords
Sega rating: GA

LOOK YOUR ENEMY STRAIGHT IN HIS EYE



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.



SUPER NINTENDO

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Game Gear

Side Pocket

By Bacon

Playing pool in this cart is more like solving a brainteaser. Determining the precise angle and power for a shot can be harder than taking a geometry test, but it's definitely more fun.



PROTIP: Take a stab at all the Zone shots, even if they're ridiculously hard. The bonus you'll get for sinking one is worth the risk.

The game pits you against three different challenges that range from a tournament-style Pocket match to a Trick Game with 19 difficult trick shots.

Maneuvering the stream of balls that acts as your stick is annoying – a simple line would offer much more precision. The cart does include some nice options for displaying small balls on a small screen, but the graphics are mostly standard fare. Unsurprisingly, the sound makes you want to turn the volume off.

Still, slamming home your shots is a whole lot of fun.



PROTIP: Carefully fine-tune both your power and your aim to bury trick shots.

Side Pocket (By Data East)

Graphics	Sound	Control	FunFactor	Challenge
				INT.
3.0	2.5	2.5	3.5	Intermediate

\$39.95
1 meg
Available now
Pool

1 player
3 play options
Overhead view
Sega rating: GA

Game Gear

Poker Face Paul's Poker

By Bacon

Budding card sharks looking to hone their skills will be intrigued by this cart, which departs from the format of traditional video poker. For others, the thrill will fade quickly.



PROTIP: Watch the style of the other "players" – knowing whether to expect a bluff or a solid bet can be invaluable.

A round of Five Card Stud lines you up against several CPU-controlled players, each represented by a simple, poorly animated icon. Some play like fools, while others bet shrewdly, and competing against them makes for real fun. Still, only a true poker fanatic will remain interested for long.

The game's spare graphics, functional controls, and droning sounds fail to add a needed sparkle. If you could play against two or three friends, it'd definitely be more of a blast.



PROTIP: When your up card is high, bluff by leading off with large bets. Your CPU opponents will often fold.

Poker Face Paul's Poker (By Sega)

Graphics	Sound	Control	FunFactor	Challenge
				BEG.
2.5	2.0	3.0	3.0	Beginner

\$24.99
1 meg
Available now
Card game

1 player
2 play options
Overhead view
Sega rating: MA-13

Game Gear

Poker Face Paul's Blackjack

By Bacon

Buy a deck of cards instead. It's cheaper and just as portable.



PROTIP: Use the Count command to help you track which cards have been played.

If you aren't bothered by peering at thumbnail-sized cards, this cart may interest you. You choose from four sets of rules and work to build \$50 stake into a small fortune. But since the game lacks a save feature, don't expect those winnings the next time you play.

Game Gear screens are small already, and your cards take up a mere quarter of the screen – a foolish waste of real estate. The controls fulfill their simple functions, and a typical video game jingle jangles in the background. Unless your gambling itch can only be scratched by betting against a "dealer," that tattered pack of cards in the closet will serve you better.



PROTIP: Try doubling down on 15. If you don't bust immediately, you'll probably beat the dealer and get twice the dough.

Poker Face Paul's Blackjack (By Sega)

Graphics	Sound	Control	FunFactor	Challenge
				BEG.
2.0	2.0	2.5	2.0	Beginner

\$24.99
1 meg
Available now
Card game

1 player
4 play options
Overhead view
Sega rating: MA-13

Game Gear

Poker Face Paul's Solitaire

By Bacon

With four styles of solitaire to choose from, card buffs may squeeze some fun from this cart. Most won't.



PROTIP: Clear out the smallest piles first so that you can replace them with Kings early on in the game.

Solitaire involves complicated piles of cards, and in this game herding cards between stacks is frustrating. With more fluid controls, moving a red Queen from the deck to a black King in the leftmost stack wouldn't require you to flip slowly past every other pile.

The cart does offer some useful options for displaying huge spreads of cards on a small screen, and the on-line Help clearly explains the more arcane styles of solitaire. But its graphics and sound don't add much spice. Skip it.



PROTIP: Before playing Calculations solitaire, turn on the Hints in the Options menu. The numbers next to each pile of cards tell you which cards you need.

Poker Face Paul's Solitaire (By Sega)

Graphics	Sound	Control	FunFactor	Challenge
				BEG.
2.5	2.0	2.0	2.5	Beginner

\$24.99
1 meg
Available now
Solitaire
1 player

Card game
4 play options
Overhead view
Sega rating: GA

Chalk Up, Dude!



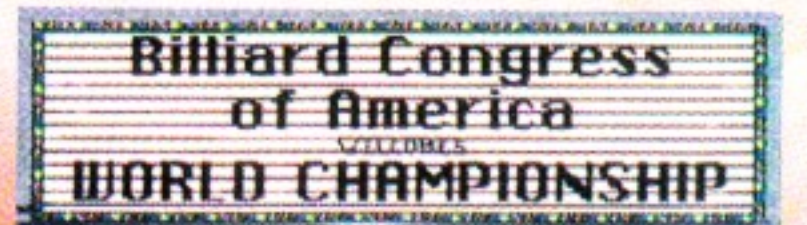
For the store nearest you or to buy, call
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Professional Video Pool Player.
Do not try this at home.



Astounding zoom-in screens



Qualify for the big one!

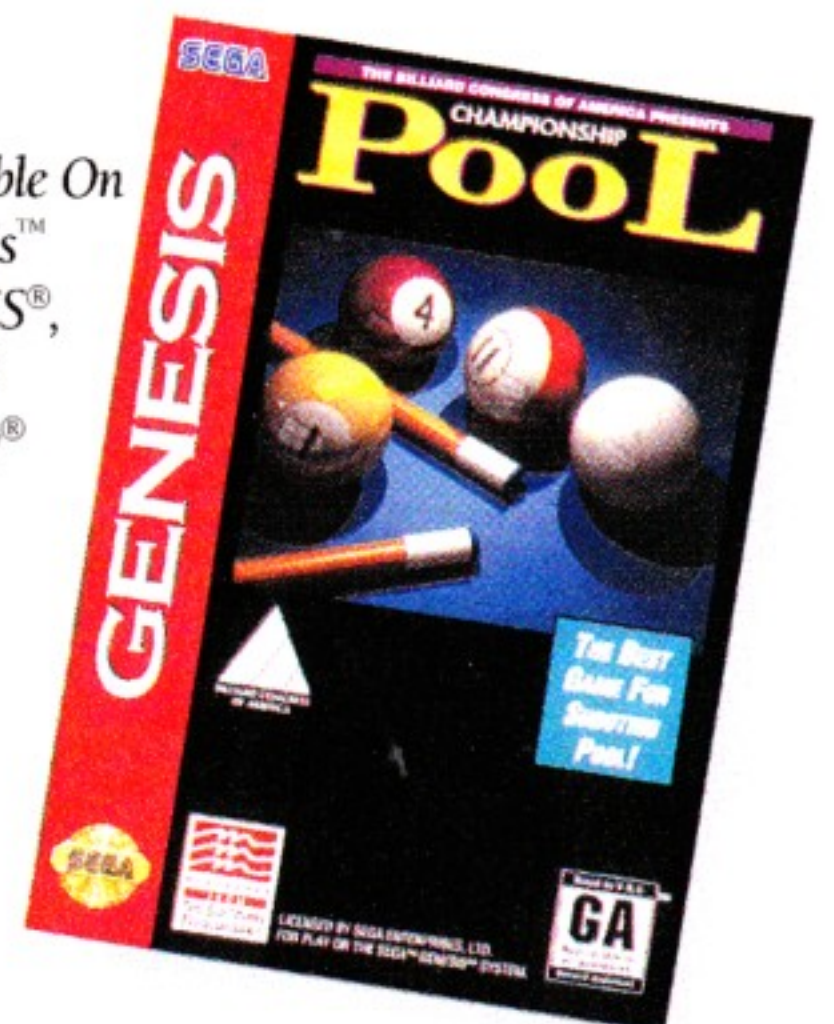
It's The Best Rack In Town!

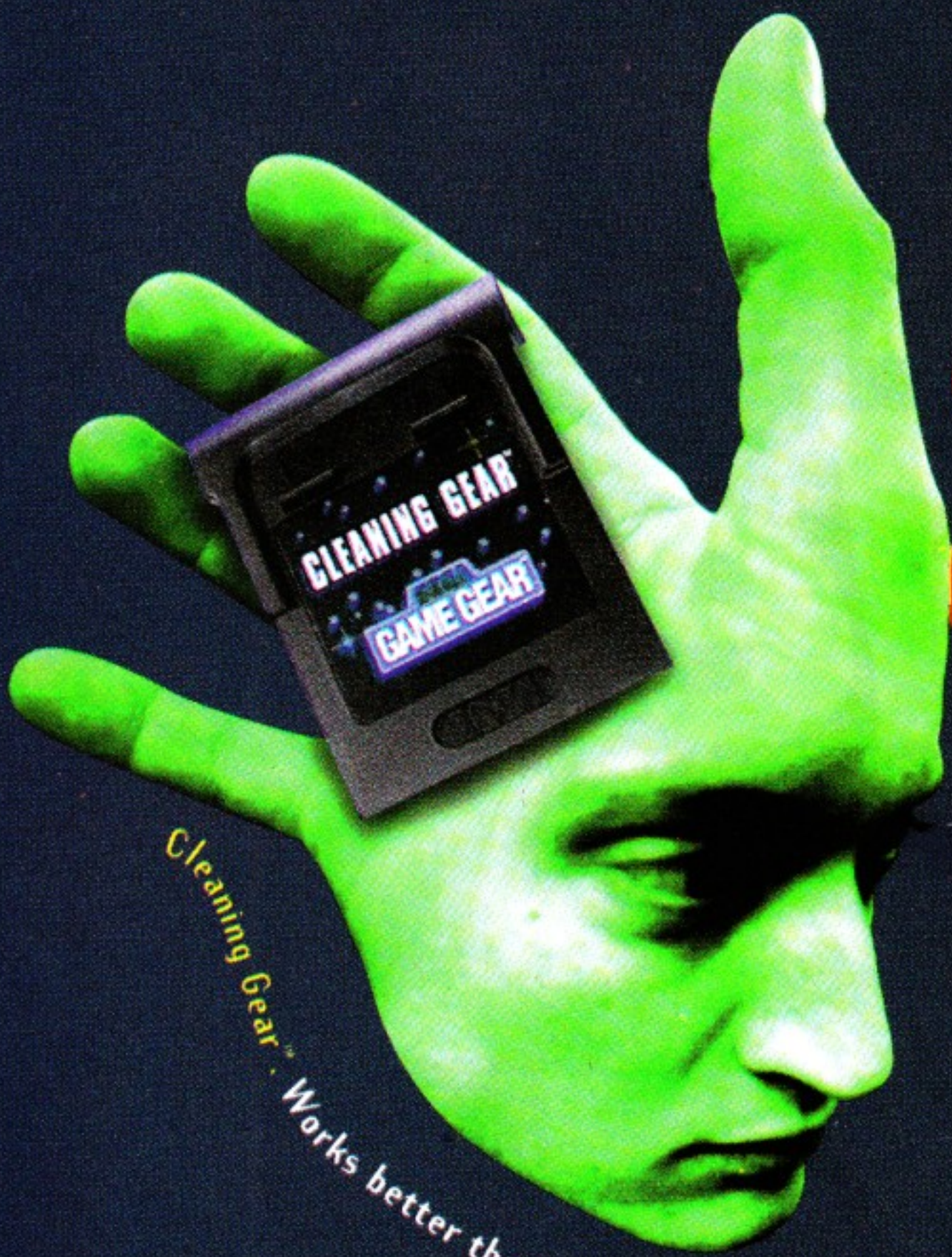
Finally, there's a video pool game that actually "feels" like real billiards. Billiard Congress of America Championship Pool uses multiple viewing angles and astounding zoom-in screens to recreate pool on your video screen.

Pit yourself against the computer or play up to eight players in 9 ball, 8 ball, straight pool and more - a total of 14 different pool games. In the Championship Mode, you can even qualify for the World Championship Tournament.

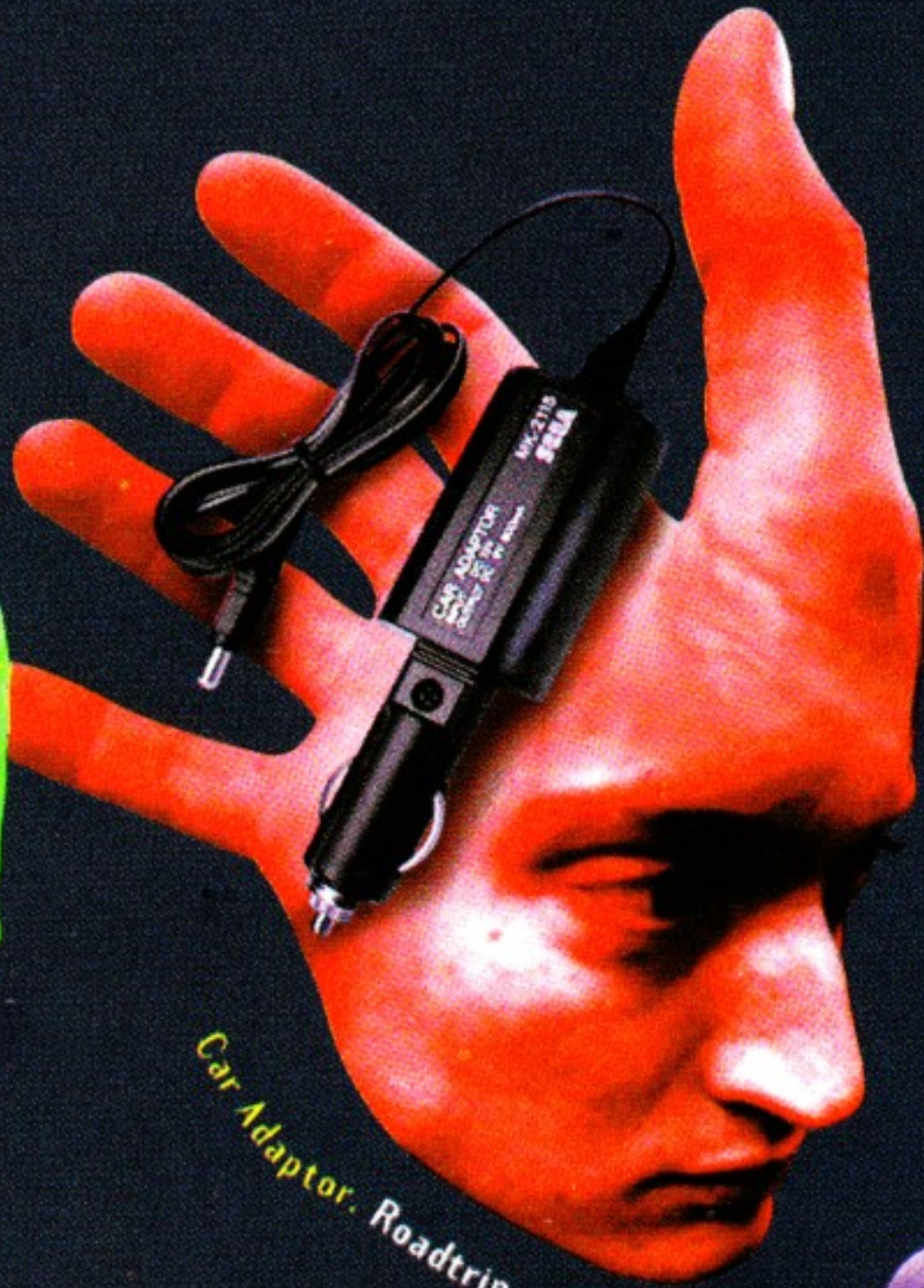
Shoot with the best - Championship Pool from Mindscape. Real pool "feel" for your video game system. It's the break you've been waiting for!

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Sega Genesis™
Also For NES®,
Super NES®
& Gameboy®

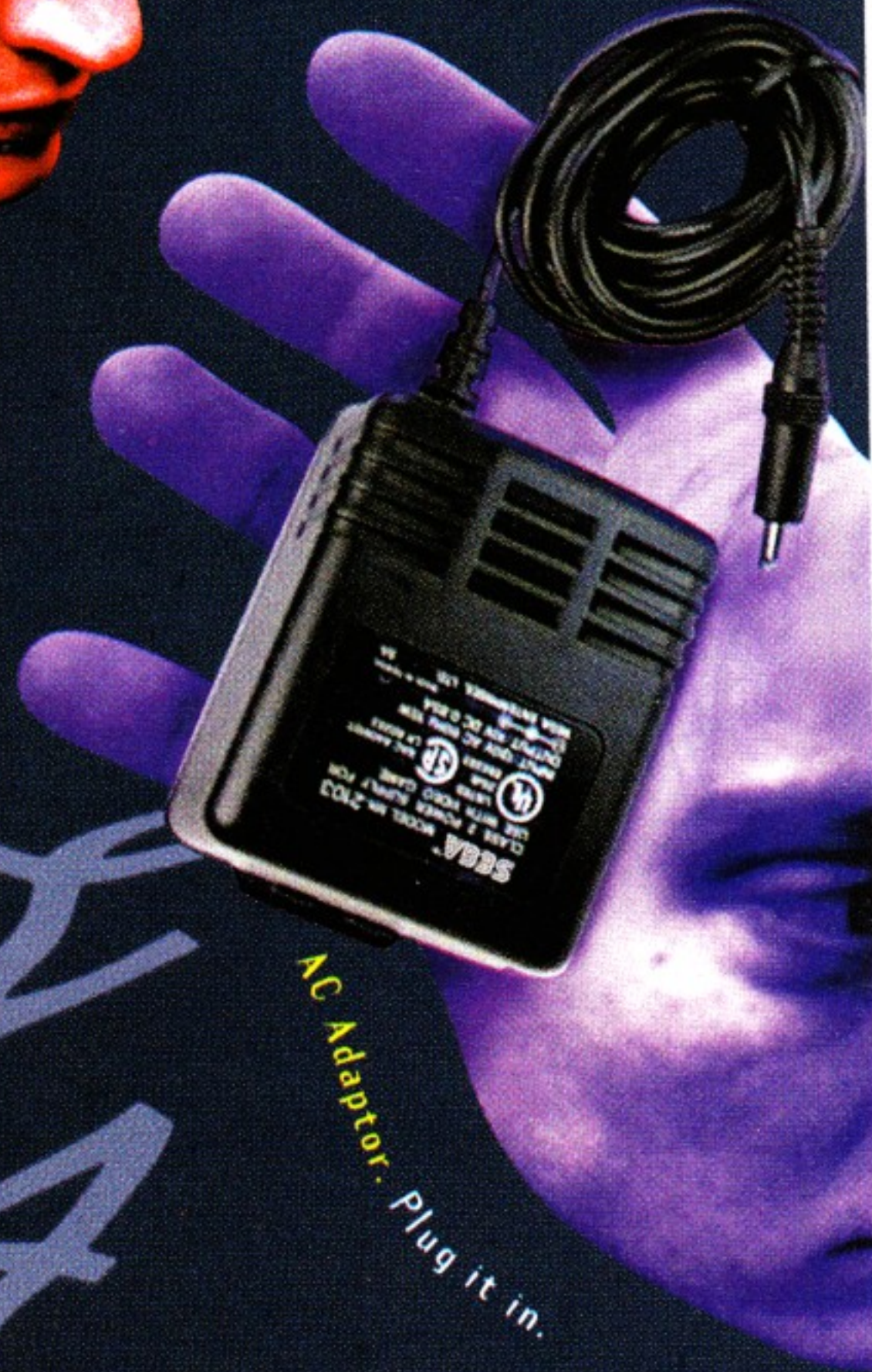




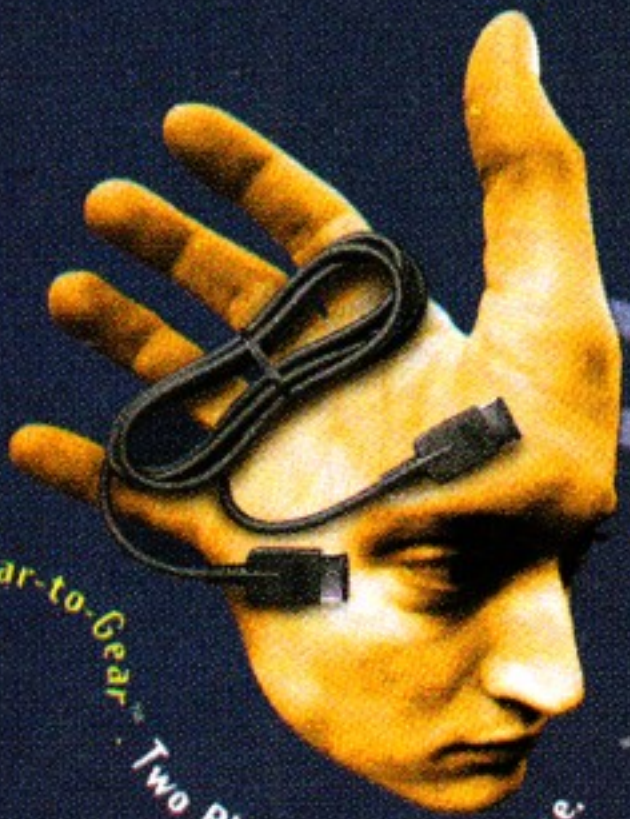
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AC Adaptor. Plug it in.



Gear-to-Gear. Two Players. Same Game.



Game Gear. Got one?

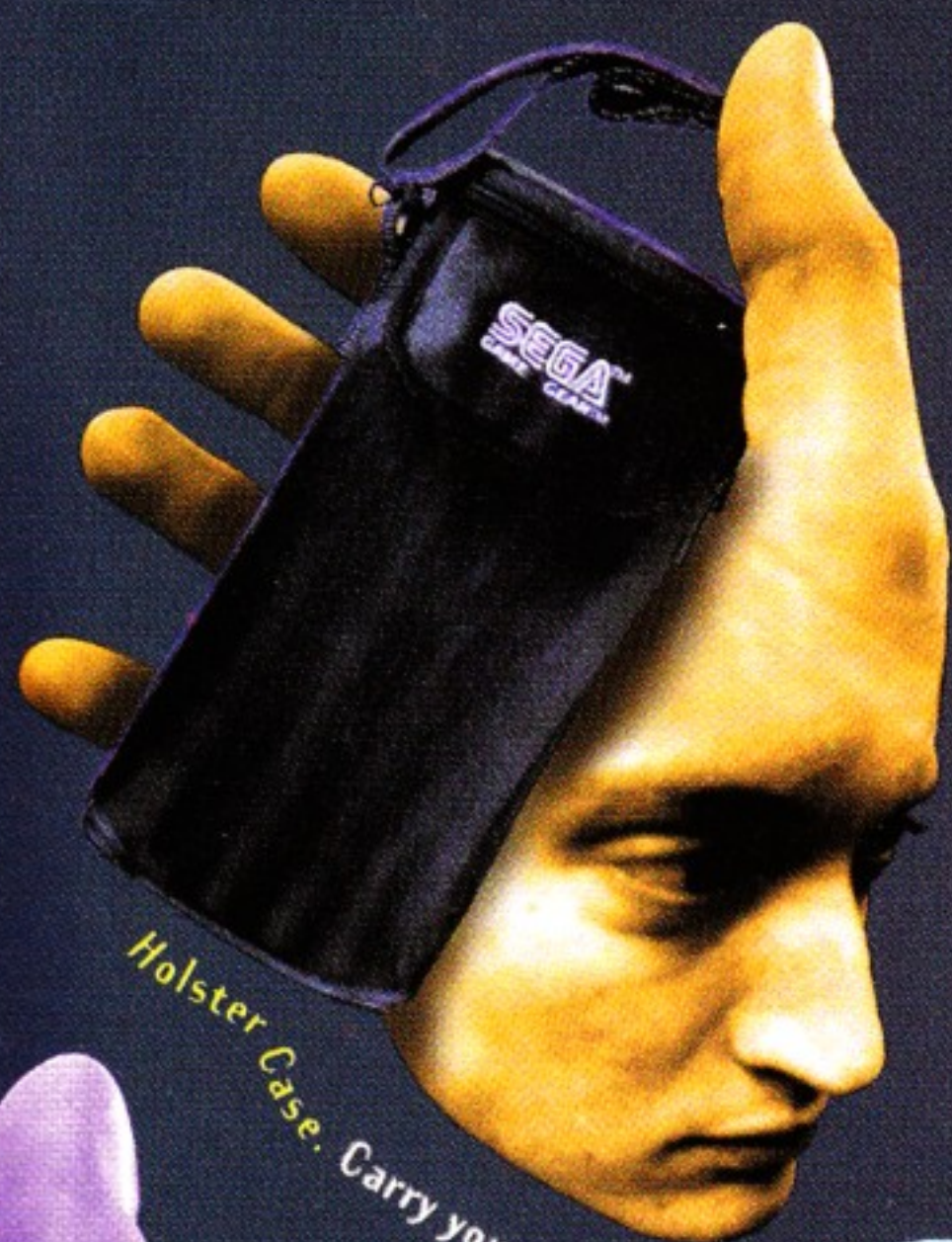
IF IT'S NOT A
SEGA
YOU LOSE

SEGA™ Game Gear™ - Extras.

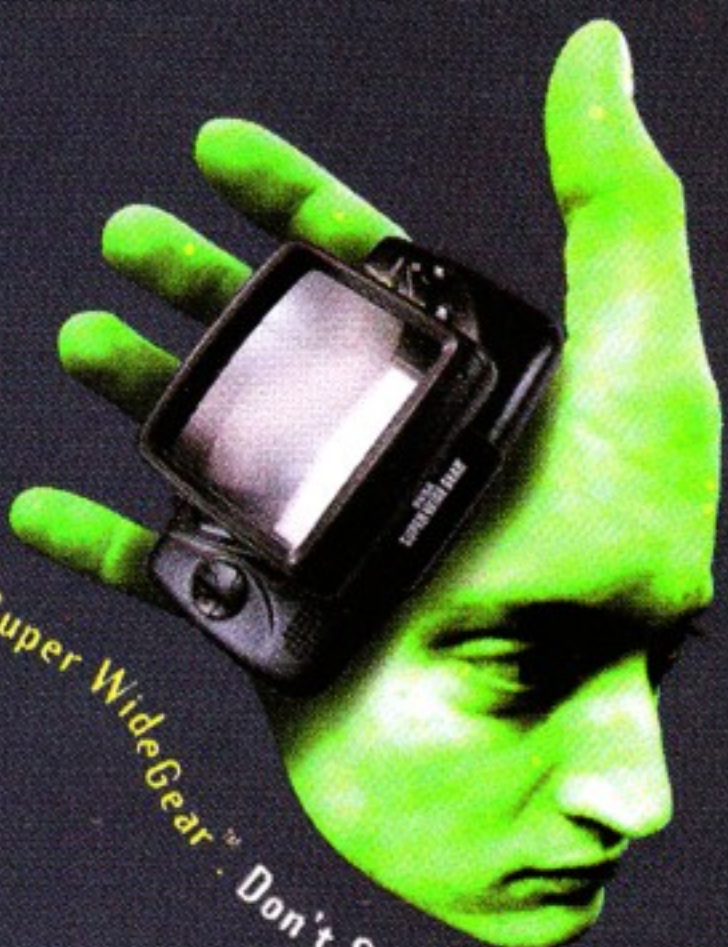
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Super WideGear™. Don't Squint. Magnify.



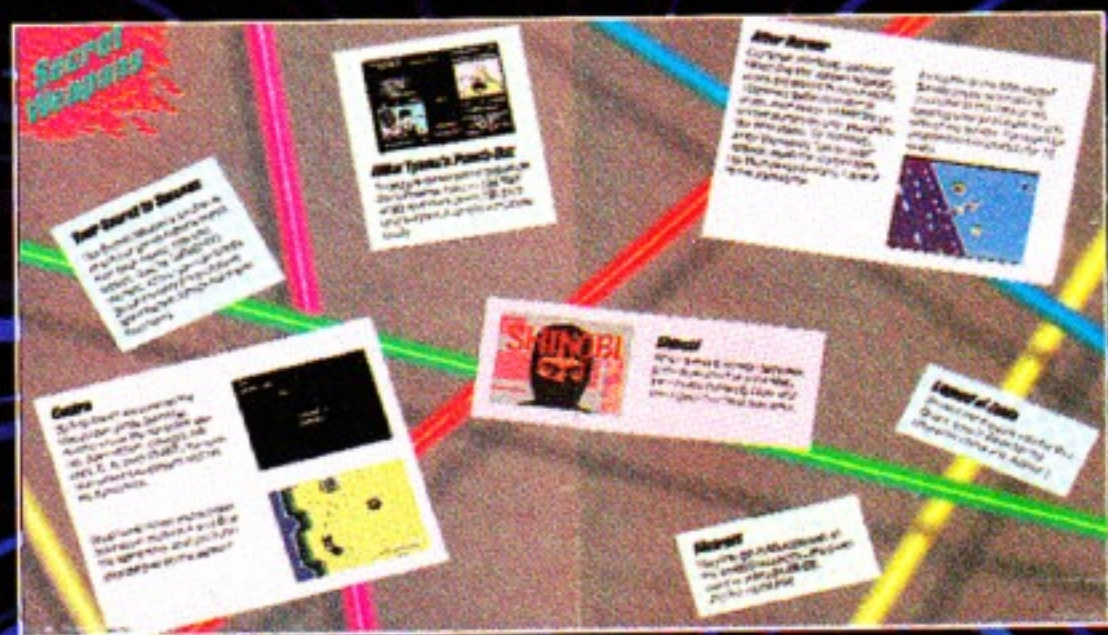
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S.W.A.T. PRO

Video Game Strategies, Weapons, and Tactics

FLASHBACK

S.W.A.T.Pro



5 years ago in GamePro...
The lead-off tip in SWATPro was
the infamous 30 free lives in
Contra for the NES.

Genesis

ToeJam & Earl: Panic on Funkotron Password



To check out the names of the
game designers of ToeJam &
Earl: Panic on Funkotron, enter
the following password at the
password screen:

toEjAM + EARL

Frank Slattery
Foxboro, MA

Genesis

Roar of the Beast

Level Select

Start on the level of your
choice with this trick. At the
second title screen, press **Up,**
Right, A, B, A, Down, Left, A,
Down, B, Up, B, B, then **A.**
Press Start to begin the game,
and you'll be able to start at
any point in the game, includ-
ing the credits.

Genesis

Sonic the Hedgehog 3

Stage Select



Put Sonic on any level with this
cool Stage Select for Sonic 3.
At the Sega screen, after the
voice says "Sega" and as
Sonic begins to appear on-
screen, quickly **push Up, Up,**
Down, Down, Up, Up, Up,
Up. If you've done the trick
correctly, you'll hear a chime.
When the title screen appears,
highlight "Competition" and
press Down. A Sound Test
option will appear. Go into the
Sound Test option, and you'll
enter the Stage Select/Sound
Test screen.

Ryan McDermott
Redwood City, CA



Genesis

Grind Stormer Free-Play Mode



Instead of grinding your way through Grind Stormer, check out this Free-Play mode that'll let you play with unlimited continues. At the title screen, **push and hold Buttons A, B, and C**. While holding the buttons, **push the Start button 100 times**. Now go to the Options screen and **select Credit Limit**. Change the Credit Limit to Free Play. You now have unlimited continues.

Paul Rizen
Phoenix, AZ

Genesis

Aero the Acro•Bat Cheat Screen



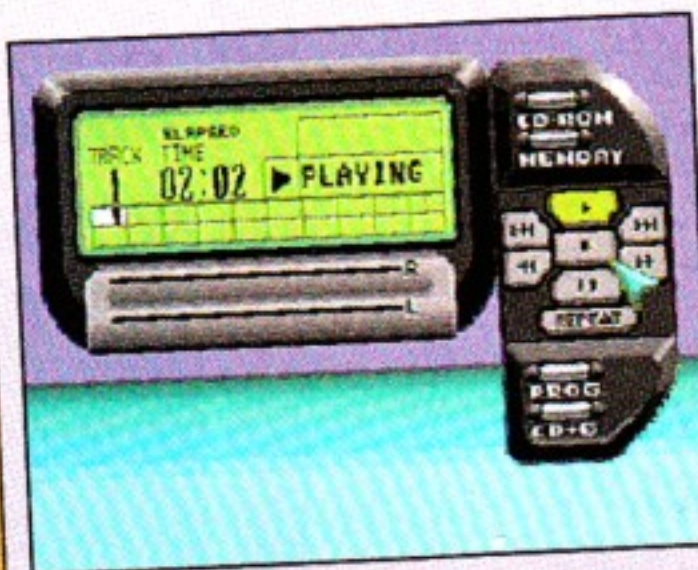
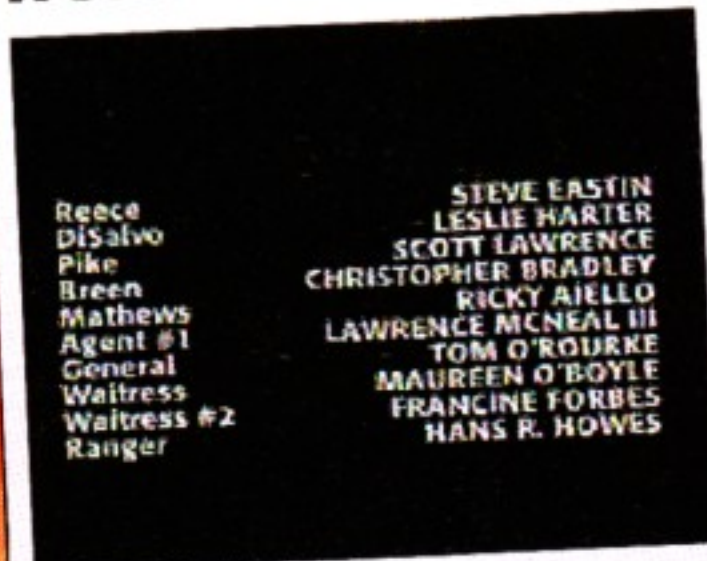
Frank Rios,
Briarwood, NY

This cheat screen gives Aero infinite lives, infinite stars, and a level select. At the Start/Options Screen, **press C, A, Right, Left, C, A, Right, Left**. Now go to the first level. When Aero appears, **press Start** to pause the game, then **press Up, C, Down, B, Left, A, Right, B**. Finally, **press and hold Buttons A and C** until the cheat screen appears.

Debbie Kibby
Daly City, CA

Sega CD

Ground Zero, Texas A Secret Scene

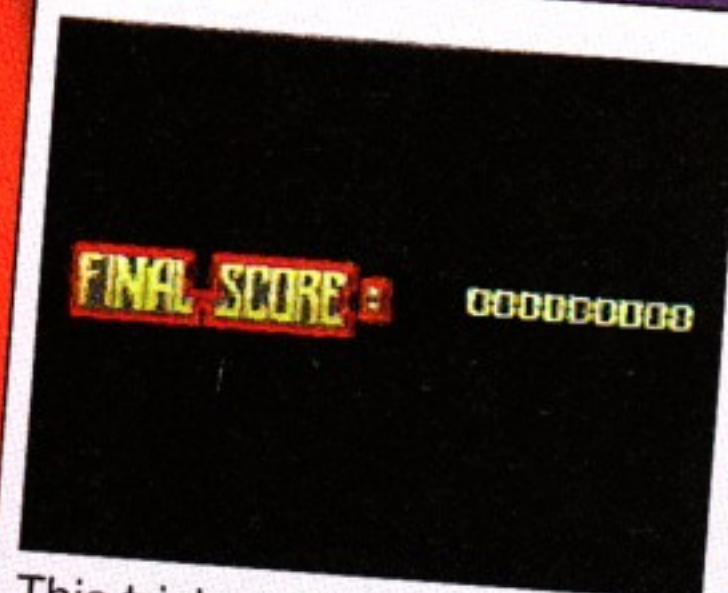


To view a secret scene in Ground Zero, Texas, you must first purposely lose a game. When the credits begin to roll, **press Button C, then B, then A in one quick motion, then press Start**. The secret scene will now appear.

Dana Tobor
Dallas, TX

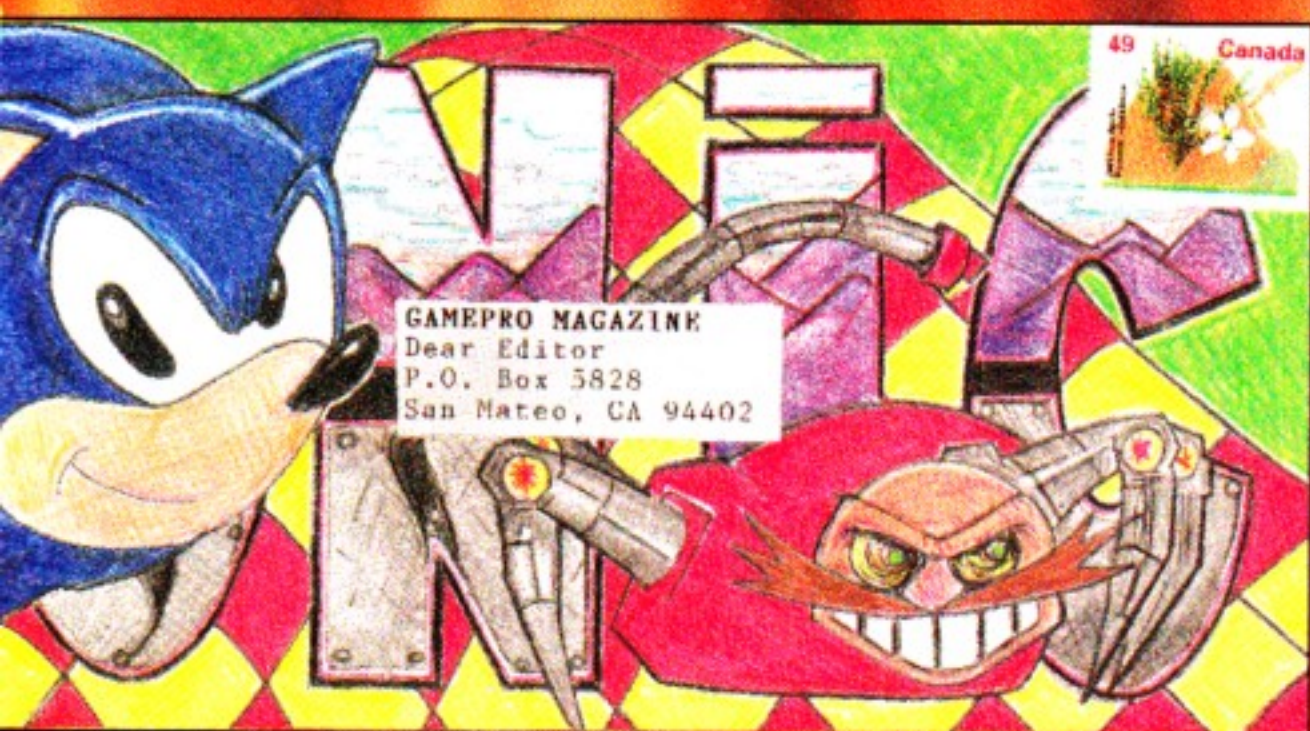
Sega CD

Stellar-Fire Stage Skip



This trick enables you to skip to any stage in Stellar-Fire. At the title screen, **highlight the difficulty level and set it to Normal**. Now **press and hold Buttons A, C, and Start**. While holding these buttons, **push Up on the directional pad**. You will begin to hear chimes. Each chime represents one skipped stage. If you **push Up seven times**, you can check out the game's ending.

John Silva
Jacksonville, FL

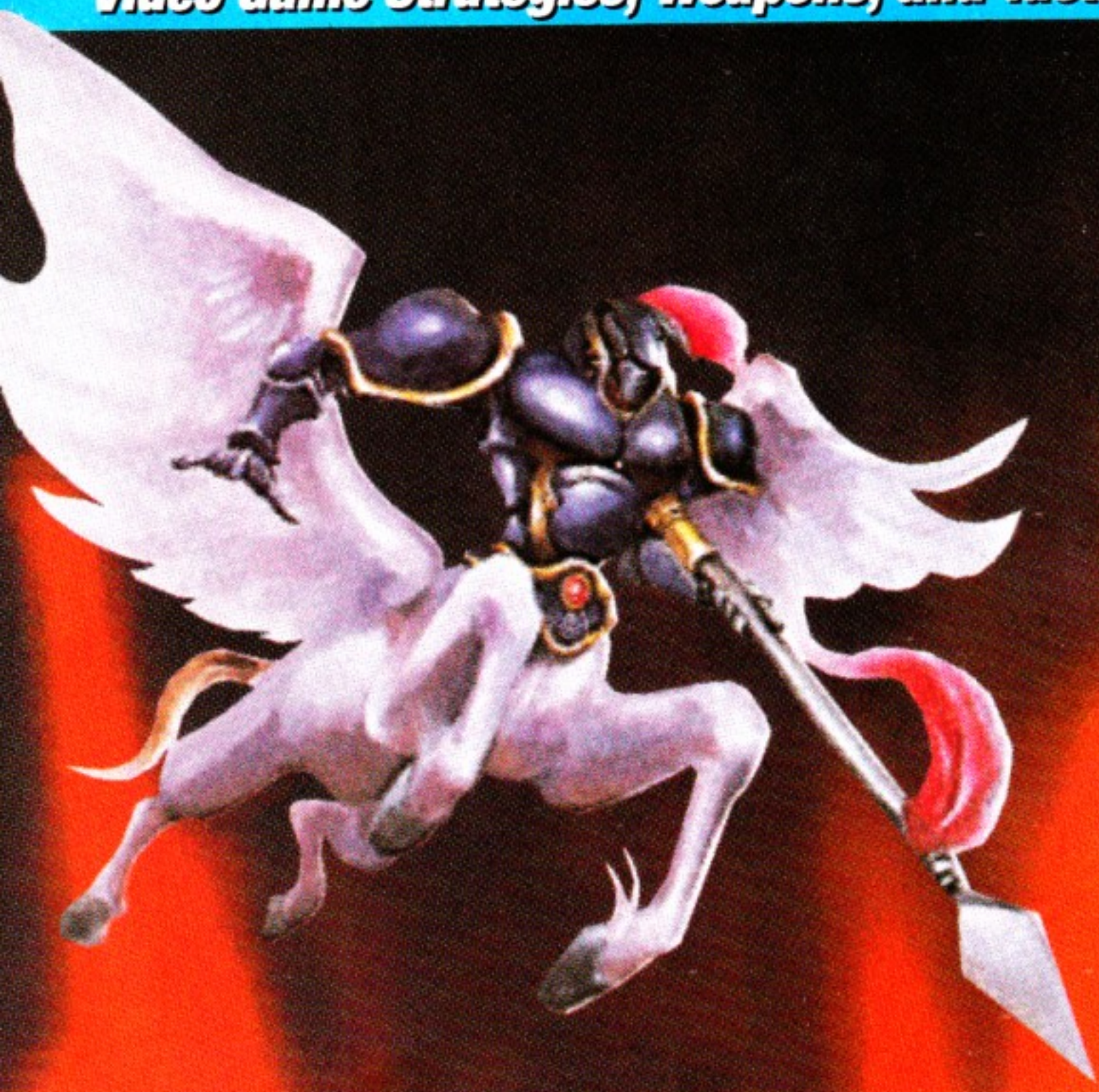


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Anonymous, Canada

S.W.A.T. PRO

Video Game Strategies, Weapons, and Tactics



Super NES

Metal Marines

Passwords



Conquer Metal Marines with all the passwords.

- Level 02: HBBT
- Level 03: PCRC
- Level 04: NWTN
- Level 05: LSMD
- Level 06: CLST
- Level 07: JPTR
- Level 08: NBLR
- Level 09: PRSC
- Level 10: PHTN
- Level 11: TRNS
- Level 12: RNSN
- Level 13: ZDCP
- Level 14: FKDV
- Level 15: YSHM
- Level 16: CLPD
- Level 17: LNVV
- Level 18: JFMR
- Level 19: JCRY
- Level 20: KNLB

Stanley Danielak
New Britain, CT

Super NES

ActRaiser 2

Password



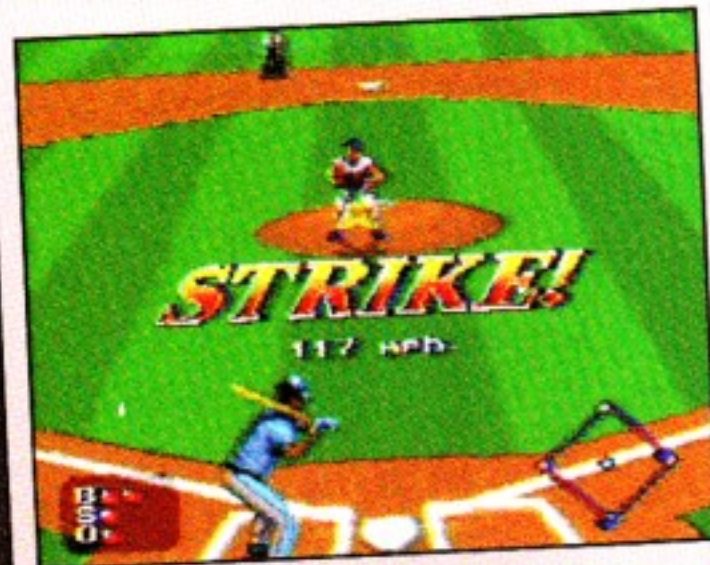
This password gives you 38 lives and takes you to the last level of ActRaiser 2. At the Password screen, enter MFMJ TVSY FVPX.

James Tseng
Brighton, MI

Super NES

MLBPA Baseball

Passwords



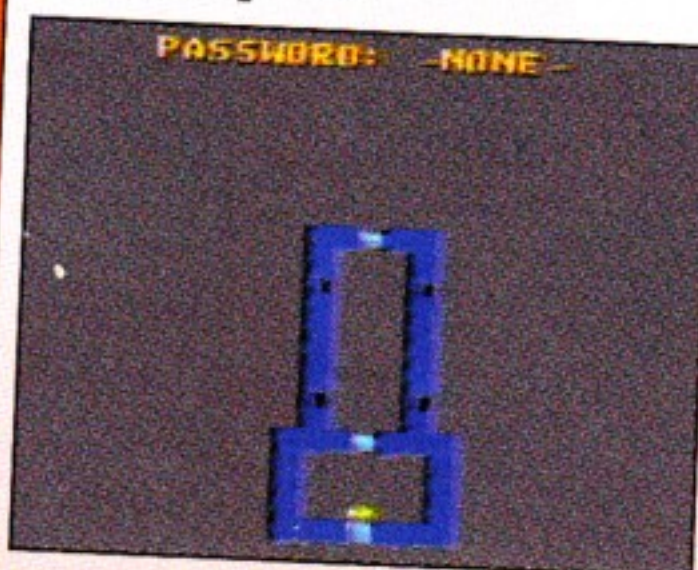
Ever wonder how baseball players would hold up on an icy playing field? Then check out this password. Enter BRRR at the Password screen, and any ball hit will roll and roll and roll until someone picks it up. If you wanna add another 40 mph to your pitches, enter the password PWRP. Now that's power pitching!

Steve Mesterie
San Diego, CA

Super NES

Wolfenstein 3D

All Weapons



Need some heavy weapons to help you on your way through Wolfenstein 3D? While playing a regular game, access the map mode by pressing Start. Now press R, Up, B, and A. Exit the map mode and press Select to cycle through your newfound weapons.

Larry Berrera
Lancaster, CA

Super NES

NBA Jam

Password



Play as the number-one-ranked player in NBA Jam with this password. Enter the initials **MJN**, then enter all ones (1) at the password screen. Boomshakalaka!!!

Brian Gabel
Manalapan, NJ

Super NES

Battle Cars

Mystery Mode

At the title screen, press **Up, Down, L, R**, then **Select**. If you've done the trick correctly, you'll hear an explosion in the background. Now go to the Options menu and choose **Mystery Mode**. You'll be able to play the whole game from an overhead view.

Matt Leamy
Troutdale, OR



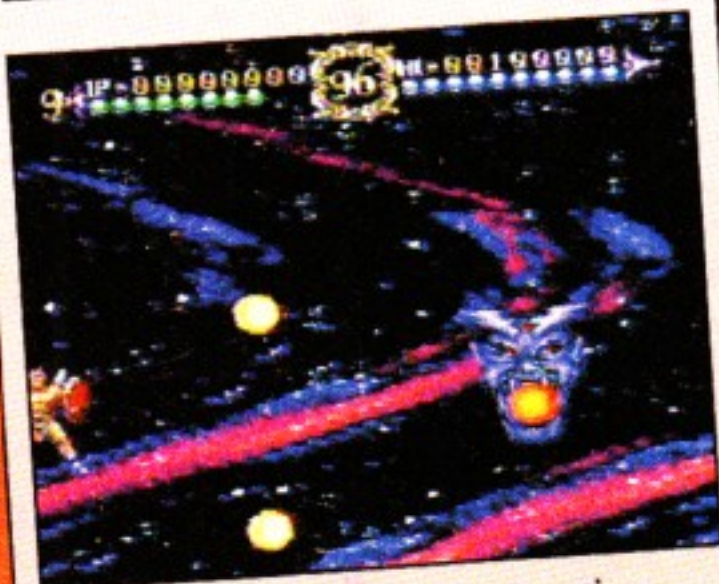
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Allan Wiebe
Richmond, B.C., Canada

Super NES

ActRaiser 2

ActRaiser 1 Boss



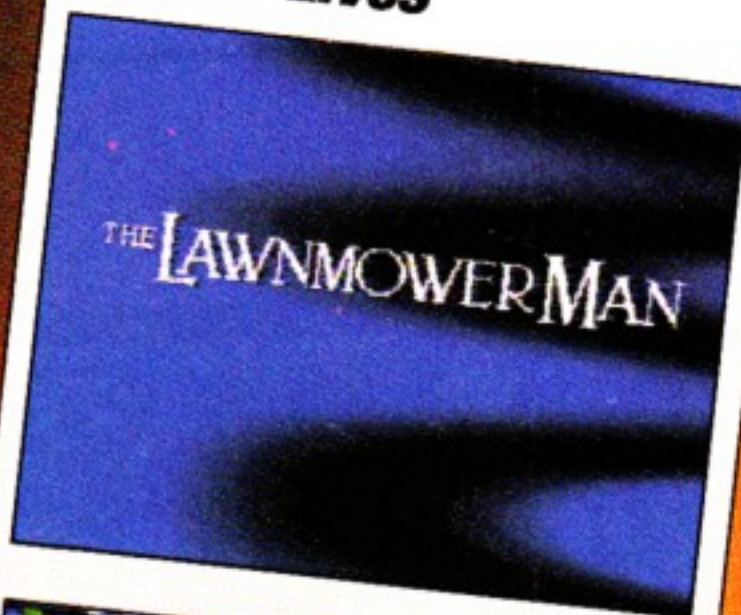
To enter a strange stage in ActRaiser 2 and fight a boss from the original ActRaiser, enter the following password: **XxxxYyyyZzzz**.

Chris Landess
Cleveland, OH

Super NES

Lawnmower Man

Infinite Lives



To start, play the game, then pause it. **Push B, Button R, A, Select, Select, Y, A, B, Y, A, then B**. Unpause the game, then pause it once again. Now **push the R Button, A, Select, Y, then Start**. You now have infinite lives.

Roy Vaughn
Rochester, NY

Super NES

Total Carnage

Secret Voices



To hear some secret voices from the original arcade version of Total Carnage, play the game until you reach the fifth position on the high score list. Now enter the name **YAWDIM** (Midway backwards) and move the directional pad **Right**. A hidden screen appears, and if you **push Y, B, X, or A**, you'll hear the voices.

Jason Herzogg
Jerome, AZ

S.W.A.T. PRO

Video Game Strategies, Weapons, and Tactics

Jaguar

CyberMorph Level Codes



Get ahead in CyberMorph with these level codes.

- Level 1: 1008
- Level 2: 1328
- Level 3: 9325
- Level 4: 9226
- Level 5: 3444

Kijoon Choi
Flushing, NY

3DO

Total Eclipse Level Select



Fly through Total Eclipse with this life-saving level select. Go to the Quit/Preview option screen, **hold down the Stop button, and push B, L, A.** Then **release the Stop button.** Now **push B, L, A, B, L,** then **A.** You are now able to begin the game on any of the first 20 levels.

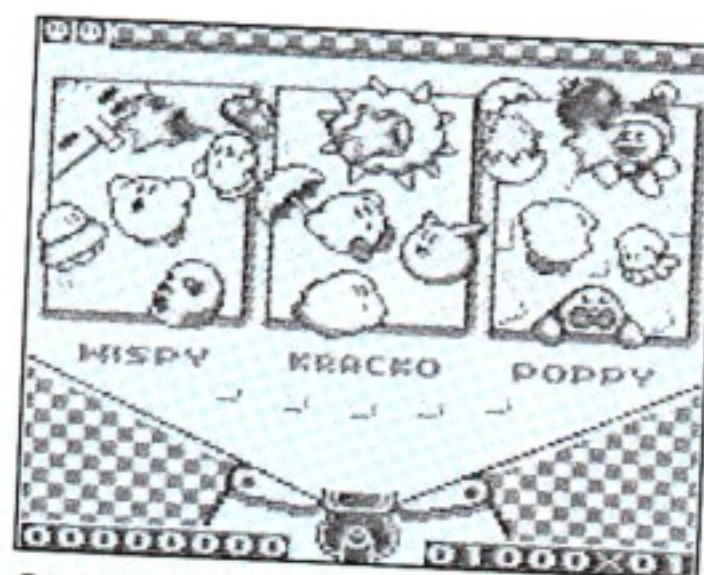
Jim Harris
Jamestown, VA

Game Boy

Kirby's Pinball Land Bonus Games



RANKING	
1	ARCADIA 00861160
2	TMMYNT 00775050
3	LOB RAT 00742330
4	SCY LRY 00521030



Score a bonus game in Kirby's Pinball Land with this easy trick. At the title screen, **simultaneously press Left, B, and Select.** When the screen changes to the High Score screen, a white cat will walk along the bottom of the screen. Now return to the title screen and begin a new game. When you select a stage to play, you will automatically go to the bonus game.

Greg Nowell
Spokane, WA

Do You Have a Secret Weapon?

If you do, send it to SWAT. If we publish it, we'll send you a free GamePro Super Shirt. Plus, your name will be entered into a drawing for an STD control pad for the SNES or the Genesis. One controller will be given out each month. Send your best tips and secrets to:

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P.S. – If that's not enough, we've decided we want to see more of your art! So every reader who gets their art published in SWAT-Pro will also receive a free GamePro Super Shirt and will be included in the drawing for the STD control pad. Cool!

GAME ENHANCERS

PRO ACTION REPLAY

Super NES

Aero the Acro•Bat	Infinite time	7EOC-C059
Fatal Fury	Unlimited bonus stage time	7E06-0620
Flashback	Infinite shields	7ECD-4604 + 7EC7-4605

PRO ACTION REPLAY

Genesis

Gauntlet IV	Unlimited energy (Warrior)	FF00F-900C8
Gauntlet IV	Unlimited energy (Elf)	FF094-500C8
Gauntlet IV	Unlimited energy (Wizard)	FF068-100C8
Gauntlet IV	Unlimited energy (Valkyrie)	FF03B-D00C8
Sonic Spinball	Infinite lives	FF579-E0003
Street Fighter II	Funny music	FFB97-70080
Street Fighter II	Player One turns to flames when hit	FF80C-20001

PRO ACTION REPLAY

Game Gear

Aliens 3	Battle last boss	00C42313
Ariel The Mermaid	Infinite energy	00C24908
Desert Strike	Infinite hellfires	00C5E508

GAME GENIE

Super NES

Battle Clash	Once charged, weapons stay charged	1DAA-3FAF
Final Fight 2	Infinite lives	DDCE-1D68
Mega Man X	Infinite lives	C2B9-3404
Mega Man X	Infinite weapons once you have them	C9B3-4769
Mortal Kombat	199-second rounds	D466-3D04
Mortal Kombat	Destroy with Freeze	A62C-3914
Mortal Kombat	Fight Reptile on any stage with a Double Flawless victory	6D67-3F0D
Rock 'N' Roll Racing	Infinite forward weapons	C2BF-476F
Super Empire Strikes Back	Start with 50 lives on Brave	7421-C7D5

GAME GENIE

Genesis

Chester Cheetah: Wild, Wild Quest	Always have cheese puffs once aquired	AG2A-AAER
Jurassic Park	Infinite energy	AVDA-AA24
Mortal Kombat	Kombatants fight in frozen stance	BBCA-AA28
Mortal Kombat	Players are invisible	9VDT-AE9Y
Mutant League Football	Master Code	R19T-86VA
Mutant League Football	Infinite Time Outs	RHJA-461A
Mutant League Football	Play clock is infinite	RGSA-4601
Sonic Spinball	Infinite lives	AXBA-4A4T
Sonic Spinball	Start on Level 4 showdown	APBT-5N7G
Sonic the Hedgehog 3	Each Ring worth seven	SCGT-D6YL
Sonic the Hedgehog 3	Only three Chaos Emeralds (plus Rings) needed to become Super Sonic	SCFT-B2T4
Sonic the Hedgehog 3	Ring power-up box worth 25 rings	DG5A-CAHN

GAME GENIE

Game Gear

Last Action Hero	Infinite timer	3A1-B1F-2A2
Sonic Chaos	Infinite time	008-3BD-E6E

GAME GENIE

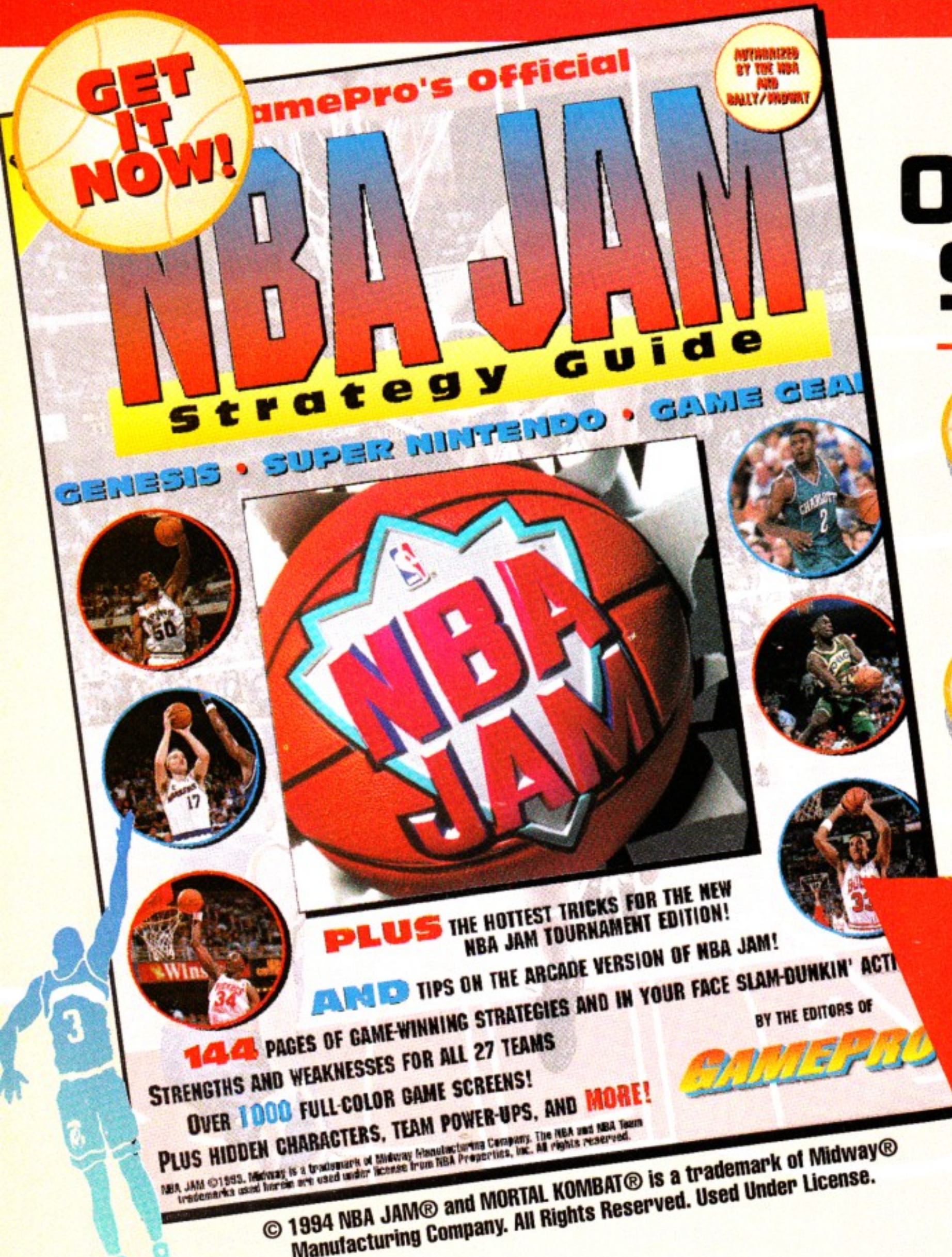
Game Boy

The Legend of Zelda: Link's Awakening	Infinite energy	FA0-999-4C1
Mortal Kombat	Infinite time	00C-B5E-3BE
Star Wars	Infinite energy	C9B-5CC-3BE

Codes provided by

Jason Axelrod Colonia, NJ	Cary Hightower Chicago, IL	Richard Newell Richmond, VA
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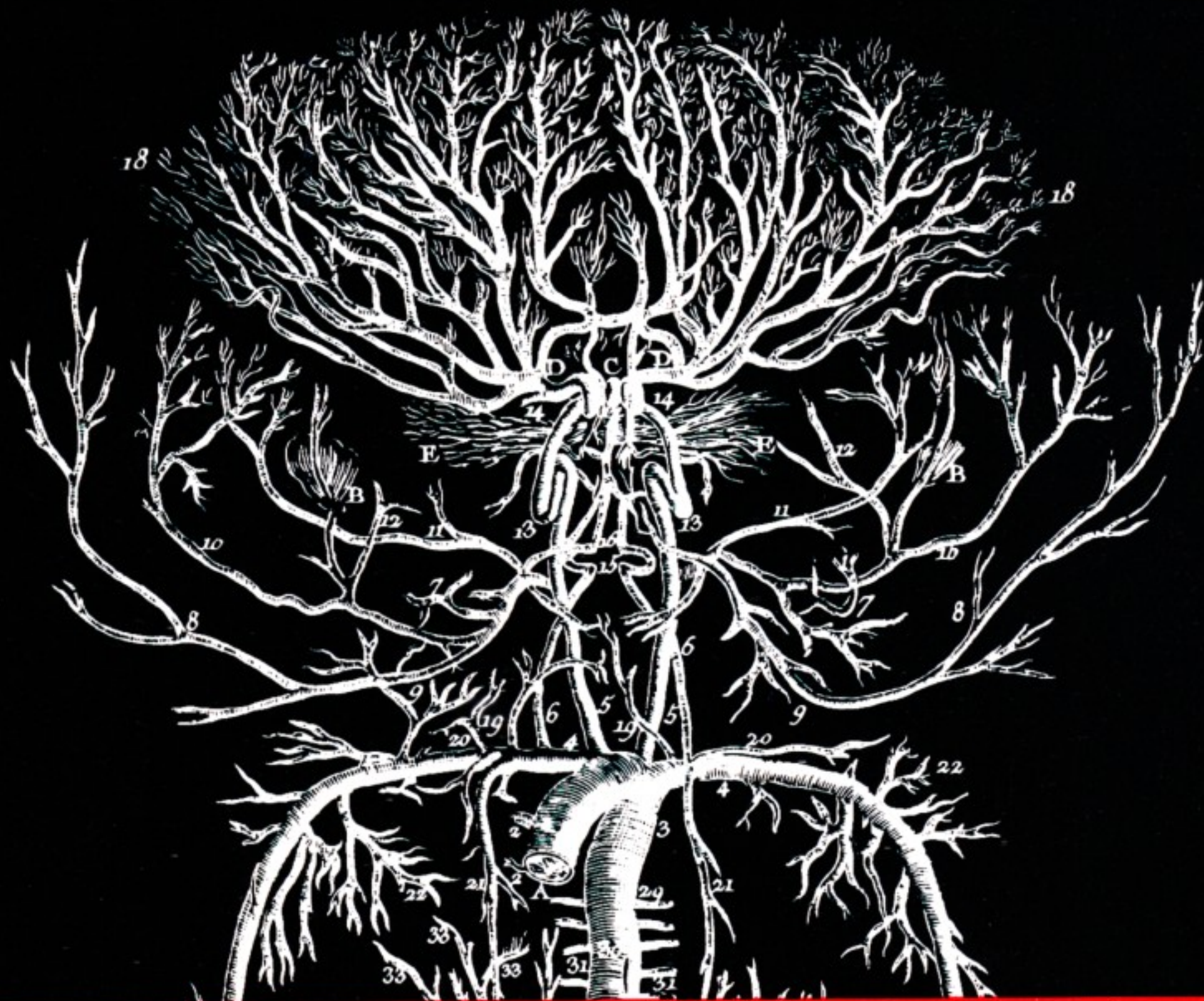
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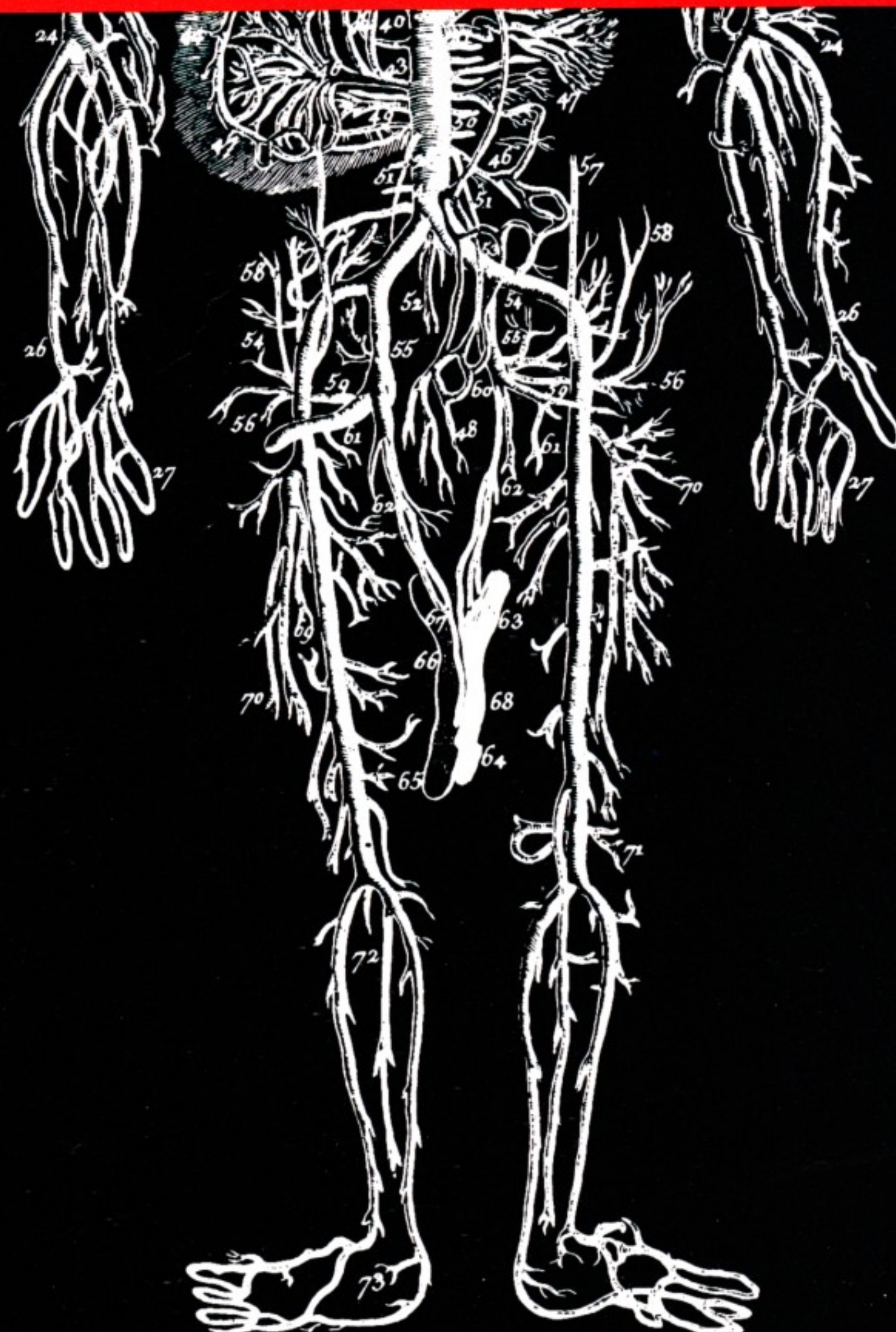
3 YEARS AGO



1991



THERE ARE 9,462 NERVE ENDINGS IN THE HUMAN BODY.

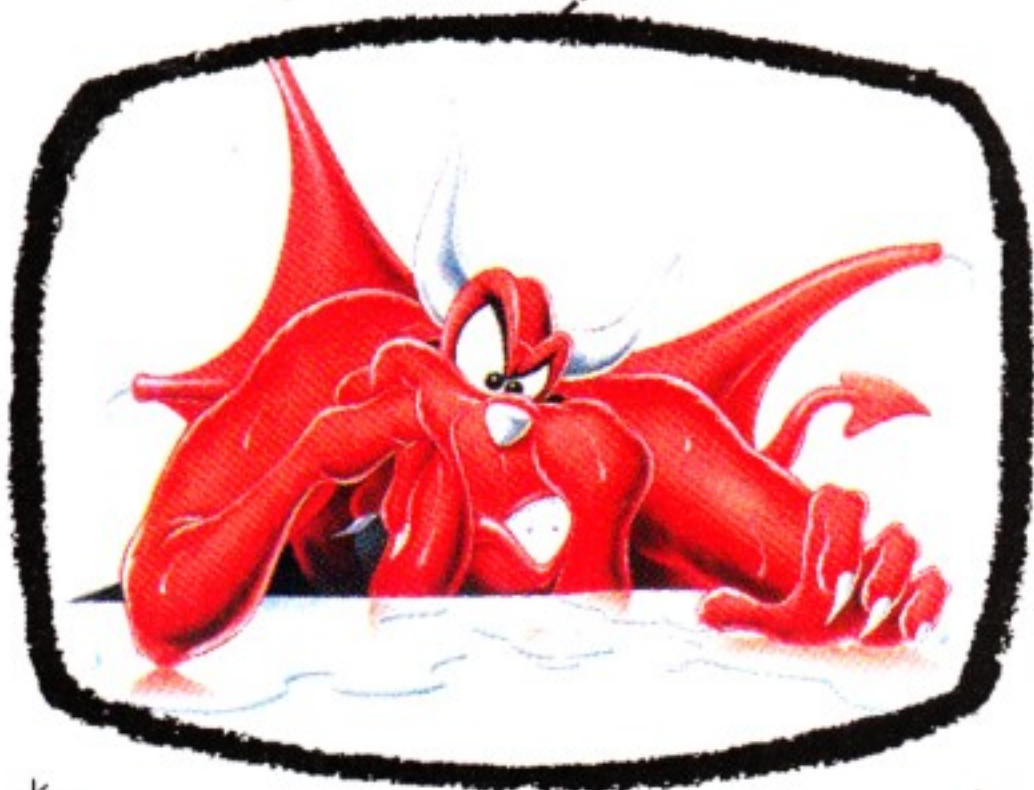


Burn Cycle

In this live action video/computer hybrid, you play Sol Cutter, data thief, whose brain's been downloaded with a 24-hours-til-you're-dust computer virus. Coming this fall on CD-i and CD-ROM.



WHY WASTE THEM ON "LOVE CONNECTION."



You are Mutt, a grumpy little hornhead, wending your way through the treacherous Labyrinth of Chaos in search of the mystic pizza. Coming this summer on CD-i, CD-ROM and PC Floppy. (Optional Digital Video cartridge required for CD-i.)

Lital Divil



Your job is to waste the mutants and hybrids who inhabit 10 post-apocalyptic landscapes. Expect to be taunted and teased by in-your-face animated foes. Coming this fall on CD-i. (Optional Digital Video cartridge required.)

Mutant Rampage: Body Slam

CD-i

Most of what's on TV can be summed up in one word: lobotomy. Which is why Philips has come up with three new exclusive games. All with retina-searing graphics and ear-bending sounds. Now that you know this, why just sit there when you have 9,462 anxious nerve endings just begging for the controls.

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MORTAL KOMBAT®

Tournament Rankings Tiers 3-4



By Char-Li

With special thanks to Martin Vega (#1-ranked California Mortal Kombat Association player) and Mike Guzman (#4-ranked CMKA player)

In last issue's MK II ProStrategy Guide, we showed you the ranking chart and a breakdown of Tiers 1-2: Mileena, Jax, Kung Lao, and Liu Kang. Now we're back to pick apart the remaining characters who comprise Tiers 3-4.

RANK	VS.	Mileena	Jax	Kung Lao	Liu Kang	Johnny Cage	Sub-Zero	Kitana	Scorpion	Shang Tsung	Baraka	Raiden	Reptile	Total Wins
Tier 1	1 Mileena	7	5	6	5.5	6	6	6	6.5	6	6	7	67.0	
	2 Jax	3	5	6	5.5	7	5.5	7	5.5	6	6	7	63.5	
Tier 2	3 Kung Lao	5	5	4.5	5.5	5.5	5.5	5.5	5	5.5	6	6	59.0	
	4 Liu Kang	4	4	5.5	5.5	6	5.5	5.5	5.5	5	6	6	58.5	
Tier 3	5 Johnny Cage	4.5	4.5	4.5	4.5	4.5	5	5.5	5	4.5	6	5	53.5	
	5 Sub-Zero	4	3	4.5	4	5.5	5.5	5.5	5.5	5.5	4.5	6	53.5	
	7 Kitana	4	4.5	4.5	4.5	5	4.5	4	5	5.5	5.5	6	53.0	
Tier 3	7 Scorpion	4	3	4.5	4.5	4.5	4.5	6	5	6	6	5	53.0	
	9 Shang Tsung	3.5	4.5	5	4.5	5	4.5	5	5	4.5	6	5	52.5	
Tier 4-12	10 Baraka	4	4	4.5	5	5.5	4.5	4.5	4	5.5	4	6	51.5	
	11 Raiden	4	4	4	4	4	5.5	4.5	4	4	6	6	50.0	
	12 Reptile	3	3	4	4	5	4	4	5	5	4	4	45.0	

How to Read the Chart

Each entry on the chart shows the number of fights that the character listed on the left would win in a ten-match series against the character listed at the top. The rankings are calculated assuming that both players are equally skilled experts. Special note: Shang Tsung's rankings are calculated assuming that he does not transform.

Numbers Analysis

5.0/5.0: Even match. Could go either way.
5.5/4.5: Slight advantage. One fighter has minor edge.
6.0/4.0: Advantage.

One character has the upper hand.
6.5/3.5: Heavy advantage. Multiple counters and scenarios favor one warrior.
7.0/3.0: Major advantage. Many counters and

priorities favor one character.
 Heavy-advantage fights are highlighted in red.
 Heavy-disadvantage fights are highlighted in blue.

Tier 3: The Rest of The Pack

Seven of the eight characters are separated by only 3.5 points, a small difference. This group plays with varying degrees of success against other Tier 3 characters, but nearly all have major problems with Tiers 1 and 2. These characters are ranked at this level because they lack the weapons to stay offensive and set the pace of their match. They mostly have to play off the mistakes of the opponent, especially against Tier 1 and 2 characters.

5 Johnny Cage



Various combinations of low and high Green Flames and Shadow Kicks keep opponents off balance. Shadow Kicks are excellent counters to blocked projectiles and missed close-range sweeps.

Strengths: low/high Green Flame; jumping kick difficult to counter; good juggling ability.

Weaknesses: slow Green Flame; Shadow Kick vulnerable to sweeps and uppercuts; Low Split Punch leaves him vulnerable when blocked.



5 Sub-Zero



Use combinations of sweeps, slides, and midair Freezes to keep opponents off balance. Freeze the ground anytime you knock opponents down. Multiple Freeze combos are Sub-Zero's great equalizers.

Strengths: Ground Freezes effective against most opponents; excellent juggling ability in the corner.

Weaknesses: weak uppercut; relatively predictable patterns of attack; Ground Freeze can be countered and snuffed by most opponents.





7 Kitana



Use Kitana's sweep speed and reach to keep opponents off balance. Her Fan Suction counters all jumping attacks and sets up a devastating combo.

Strengths: devastating combos; Fan Throw does huge damage; sweep speed; reach.

Weaknesses: slow release of Fans; limited attack patterns.

7 Scorpion



Use sweep and Spear attacks to keep opponents off balance at close range. Air Throws get priority over almost every form of air attack, so use them to frustrate and wear down your opponent. Teleports can counter projectile-throwing characters.

Strengths: Air Throw dominance; multihit combos; juggling ability.

Weaknesses: relatively limited and predictable attack patterns; weak uppercut; blocked Teleport can be uppercutted.

9 Shang Tsung



Use Shang Tsung's jumping kick in early/late variations to keep opponents off balance. Use morphs carefully and sparingly to gain advantages in key situations.

Strengths: various kick patterns difficult to counter; multiple hits with Fireballs; morphs can gain key advantages.

Weaknesses: not many combos; predictable attack patterns; morphs are vulnerable during transformation.

10 Baraka



Dominant air kicks are the key to Baraka's attack. Use uppercut as a defensive counter to jumping attacks. With good anticipation, Slicing Blades will counter any jumping attack.

Strengths: uppercut; jumping kicks and punches.

Weaknesses: predictable attack patterns; Slicing Blades leaves him vulnerable to easy projectile hit.



11 Raiden



Use the Superman along with Lightning Throw and sweeps to keep opponents off balance. Teleports are extremely effective in keeping opponents guessing and getting close for cheap patterns. Superman overpowers most air attacks and is a powerful counter and easy combo.

Strengths: Teleports keep opponents off balance; Superman overpowers most air attacks.

Weaknesses: Teleport vulnerable to counters if anticipated. His most effective attack patterns leave him vulnerable to various counters if anticipated and are risky against experts.

Tier 4: Never Pick this Character!

If you value your quarters, don't ever play this character!

12 Reptile



Use constant attacks of Venom Spit, Slides, and sweeps to put opponent on the defensive. Forceball should be used sparingly and only when opponent is defensive as it leaves Reptile extremely vulnerable. Reptile fights best when he's on constant offense.

Strengths: If you find any, drop us a line at The Fighter's Edge, P.O. Box 5828, San Mateo, CA 94402; or fax us at 415/349-8347.

Weaknesses: Lengthy Forceball release leaves him vulnerable; few effective fighting patterns; full list is too long to print.



We were looking for good Reptile tips, but this kept happening!

More Killer Kombos

We gave you a basic overview on MK II killer kombos last issue. Now check out some more devastating attack sequences for Version 3.1 machines.

KUNG LAO

Two-Hit Hat Throw Combo



1) Jump in with a deep Kick while starting the Hat Throw taps.



2) Land and immediately do the Hat Throw.

Corner Shield Two-Hit Combo



1) When the enemy's in the corner, jump in with a deep Kick as you rapidly tap Up to prepare the Shield Spin.



2) Just as you land, tap Low Kick to Spin and nail the enemy while they're still in the air.

LIU KANG

Two-Hit Bike Kick Combo



1) Jump in with a deep Kick while Charging for the Bike Kick.



2) As soon as you land, do the Bicycle Kick.

Three-Hit Fire Combo



1) When the enemy is a few steps away from the corner, jump in with a deep Kick as you start the Fireball taps.



2) Then while still in the air, do the High Fireball.



3) As soon as you land, do the Flying Kick to catch them for a third hit.

Note: Positioning is absolutely crucial. If their head bangs against the wall after recoiling from the midair Fireball, it will work.

Corner Fireball Combo



1) When the enemy is fully in the corner, jump in with a deep Kick while starting the Fireball taps.



2) Immediately do the High Fireball while still in the air.



3a) As you land, jack them with an uppercut. This takes extreme timing!



3b) Or immediately do a Low Fireball. This is easier to pull than the uppercut...



...but beware, it could leave you vulnerable!

JAX

Hammer-Gotcha Cross-Up Combo



1) Get close to the enemy and hit them with the neutral High Punch Hammer to stun them.



2) Cross them up with a deep Kick as you start the Gotcha taps.



3) Land and immediately grab them with the Gotcha Punches.

Note: Be prepared to Block at the end of this combo.

Corner Backbreaker Combo



1) When they're near the corner, perform a late super-deep Kick. As soon as you land, jump in for a Kick on the way up.



2) Now grab them with the Backbreaker while still in the air.



SCORPION



Corner Air Throw Combo



1) When your opponent is near the corner, jump in with a late super-deep Kick.



2) As soon as you land, immediately jump up. If you're lucky, you can hit them with a Kick, or play it safe and don't attack.



3) Now grab them with the Air Throw while still in the air.

REPTILE



Kick-Acid Spit Combo



1) Jump in with a deep Kick as you start the Acid Spit taps.



2) Land and immediately do the Acid Spit.

Version 2.1 Special

Rejuggle Combos

If you're lucky enough to stumble across an older Version 2.1 MK II machine, you'll discover some totally wacky kombos that can frustrate and rejuggle the enemy in the air. These kombos will not work in Version 3.1, so remember to confirm the version by resetting the machine.

Corner Relift Combo



1) Begin by using the Fan Suction to lift the enemy when they're in the corner.

KITANA



2) Jump Toward them and Kick while beginning the Fan Throw taps.



3) Throw the Fan and then immediately begin tapping Back for the Fan Suction.



4) As soon as you land, activate the Fan Suction to lift them up again! You can repeat from Step 2, and there's no way for them to escape!

Leg Grab Perpetual Juggle



1) Jump in with a late super-deep kick as you start the Leg Grab motion.



2) Immediately do the Leg Grab as you land. You'll know it worked if you grab them while they're still in the air.



3) Now do one standing High Punch juggle as you begin the Leg Grab motion.

SCORPION



4) Now re-juggle them with an immediate Leg Grab. Repeat from Step 3 again and again until they're juggled all the way across the screen!



Note: Although this combo is unblockable after the first hit, a quick opponent could jump out of it after the Leg Grab. If they do, throw the Spear. The only way for them to truly escape major damage is to jump away and do a projectile or teleport in midair!

Re-Freeze Juggle O' Fun



1) Freeze the enemy while they're in the air in the corner.



2) Push them into the corner if necessary. Then juggle them up with two quick standing High Punches as you begin the Freeze motion.



3) Immediately Freeze them in the air again and repeat from Step 2.



Note: This re-Freeze is very difficult and takes masterful timing but is really gnarly! To end it, uppercut while they're frozen.

Tournament Report

SUPER SF II

Midwest Regional
CHAMPIONSHIP

By Char-Li and Steve Warwick

Over 220 competitors from 12 states and Canada showed up for the big Super SF II Midwest Regional Championship on Saturday, March 26, at Michael Borg's Super Just Games arcade in Northbrook, Illinois. Top contenders who made the voyage included Fei Long legend Jessie Howard along with 20 of his fellow Minnesotans (who all piled into a van); L.A. native and #2 California Street Fighter Association player Mike Watson; and fellow L.A. Zangief guru and #19 CSFA player Steve Warwick. Of course, hometown favorite Eddie "Jax" Ferrier, a Street Fighter and Mortal Kombat master, was waiting for them all. With CSFA top-ranked Tomo Ohira not able to make the trip and Chicago's #1 Tom "Kyle's Guile" Lee running the tournament but not participating, first place would surely be up for grabs.

Sorting the
Chaff from the
Champs

In the Open Elite division, play was divided into five brackets of 32, with three players from each making the Sweet

16 finals along with one wildcard. Mike Watson brought a style of play to Chicago that had never before been seen in those parts. His mixture of talking trash, irreversible cheap moves, and skill introduced a whole new dimension of the game to many players in attendance. When preliminary play had finally ended, Eddie Ferrier led a group of 12 Chicago players into the Sweet 16. The dynamic duo from L.A., Steve and Mike, cheesed their way into the finals. Toronto player David Spence represented

Canadian gamers. Finally, Jessie Howard was the lone Minnesotan to survive the grueling prelims.

A total of about 150 spectators gathered around for the evening's finale. Steve Warwick of Los Angeles was able to make it to the final four, where he was finally stopped by Eddie Ferrier's fabled Vega, 3-0. Steve just couldn't seem to find a character that matched up well against Eddie's Vega. Eddie then played Mike in one of the closer matches of the evening. After

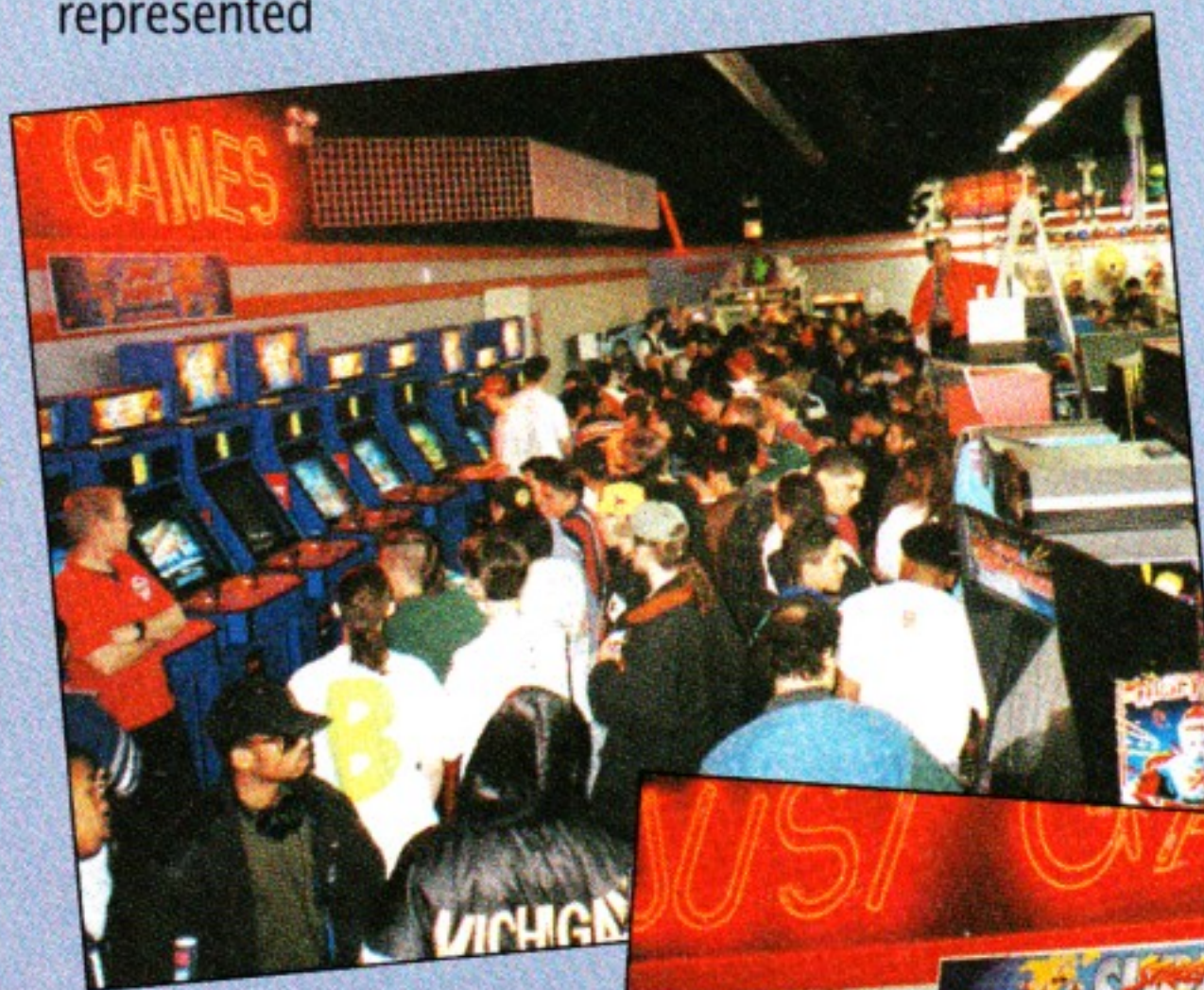
scouting Mike earlier in the day, Eddie was able to anticipate many of Mike's cheap throws and reverse them. Unfortunately for Eddie, Mike's bag of tricks runs pretty deep, and he always escaped the jaws of certain defeat by performing his now legendary Ryu cheap move: cross-up Roundhouse, standing Jab, Throw. Mike won 4-2.

The Champion's
Guile

In the evening's championship match, Mike faced off against the pride of Minnesota, Jessie Howard. Jessie drew first blood in the match with his Ken, beating Mike's Ryu. But Mike, not one to just roll over and lose, pulled out his Guile. At this point, a close match turned into a mismatch as Mike won the next four games in a row while Jessie tried valiantly to find a counter character. In the end, what had been the downfall of other Minnesota players – inexperience against Guile – came back to haunt Jessie as well. Congratulations to Mike on capturing his first major title, the Super Street Fighter II Midwest Regional Championship.



Mike Watson won and walked off with tons of Sega and Nintendo hardware, Capcom joysticks, SF games, a trophy, and cash!



Crowds of SSF II players crammed into Super Just Games to compete for the Midwest crown.



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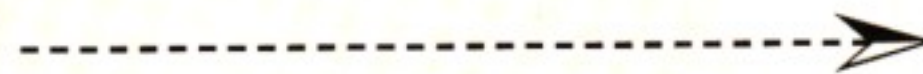
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C.P.U. Bach

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Oceans Below

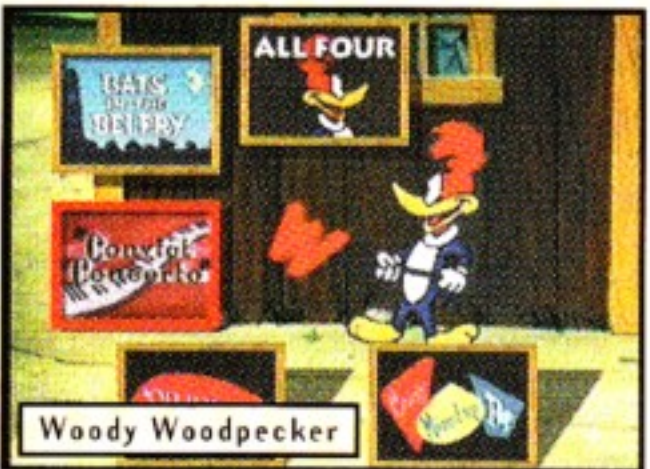
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AND VIDEO CDs. BUT

morally corrupt, youthful brain can't imagine. Take Total Eclipse, the hyper-real 3D flying game. You barrel roll at warp speed



Woody Woodpecker

MORE IMPORTANTLY,

through nasty obstacles. And when you screw up, you'll leave the cutest little black stain where your vessel was obliterated. Then there's



IT WILL PLAY A LOT OF



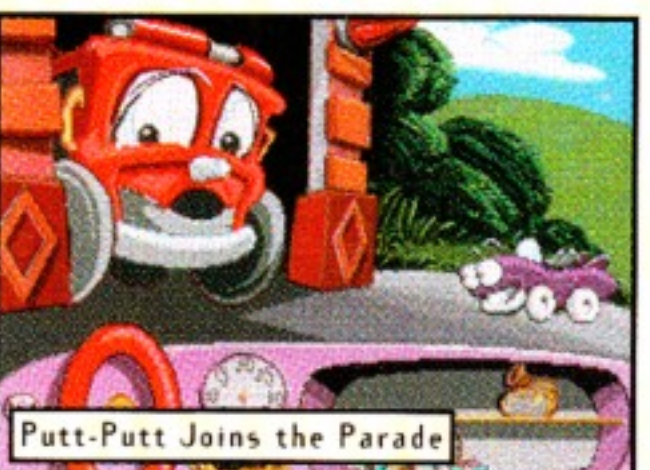
Pebble Beach Golf Links

Way of the Warrior, the wicked fast, high resolution martial arts game, where you master over 600 brutal martial arts maneuvers



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while simultaneously ridding yourself of unnecessary teeth. And Jurassic Park™ Interactive, which is just like the movie, except now



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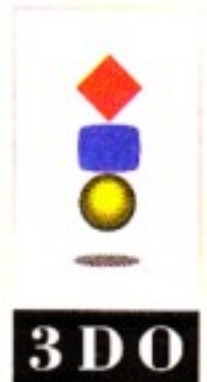
SUCH AS GEOGRAPHY,

practically smell the lawyer on his breath. These titles are only a few of the many. You get the idea. Even if your parents don't.)



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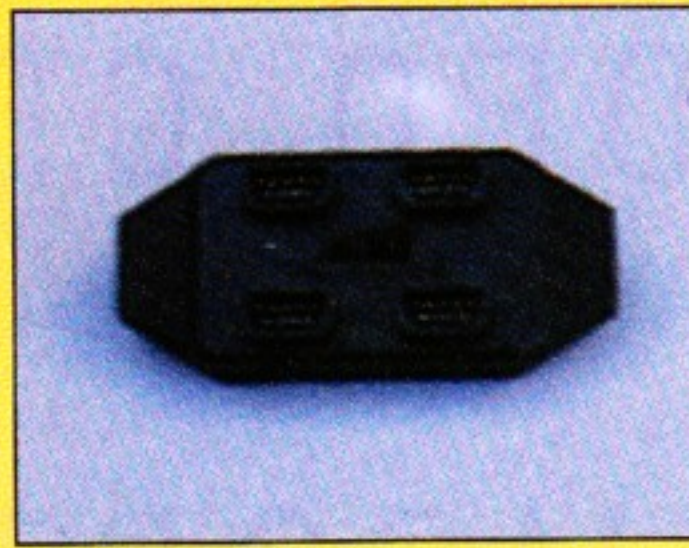
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Information for Concerned Consumers



By The Watch Dog

Grrrrrr! Nothin' makes my collar itch more than consumers gettin' ripped off. I'm part bloodhound, so I've decided to help *GamePro* track down answers to questions sent in by irate consumers. If you've got somethin' you want us to investigate, send it in to the address listed below.



Will the real tap please stand up?

Q: I recently bought NBA Jam for the Genesis. Some friends wanted to get in on the action, so I bought a four-player adapter from EA (EA's 4 Way Play). It didn't work with NBA Jam.

I returned the tap and purchased Sega's four-player adapter (the Team Player). It worked fine. Then I went out and got Bill Walsh's College Football for the Genesis. Now the Sega adapter doesn't work with that!

What's going on? Please don't tell me that I need two different adapters to play two different games. This is a rip-off!

A: **Sarah Mason, Associate Product Manager of New Products at Sega, states:** Sega never intended to have such a compatibility issue with EA games. We have been working hard to resolve this problem since we learned of it.

The good news is that, as of this summer, Sega will be selling a new version of the Team Player that will work with all multiplayer games for the Genesis. (That means EA games, too!) It is the only multiplayer adapter that will be compatible with all four-player games for the Genesis, and it's the only one that allows you to play new eight-player games with eight different players all competing simultaneously.

A: **Fiona Murphy, Associate Publicist for Electronic Arts, states:** It is true. EA sports games only work as multiplayer games using EA's 4 Way Play.

Editor's note: There are some games that use both adapters (Barkley's Shut Up and Jam!), and there are EA nonsports games that only use the EA tap (General Chaos).



Mortal non-Kombat?

Q: I bought an Ascii six-button joystick for the Sega Genesis (called the Fighter Stick SG-6) and when I took it home, I found out that it didn't work as a six-button controller for Mortal Kombat. Now what am I supposed to do? Will Asciiware refund my money?

A: **Asciiware Customer Service states:** The Asciiware Fighter Stick SG-6 six-button joystick is fully compatible with Mortal Kombat. If a customer is having problems with any of our products, we will do our best to help them. Our warranty guarantees the repair or replacement of any defective system or component free of charge. For service, call our Customer Service Department at (415) 570-7005 or write to Asciiware, P.O. Box 6639, San Mateo, CA 94403-6639.

Editor's note: While it is true that the Fighter Stick SG-6 is compatible as a three-button controller with Mortal Kombat, other letters and our own experience with the Ascii Fighter Stick SG-6 have revealed that earlier versions of the Fighter Stick were not compatible as a six-button controller for Mortal Kombat. The problem has been rectified in later versions of the stick.



Is Skitchin'...you know...?

Q: Why did you put a swear word in the advertisement for Skitchin'? It was unpleasant to read. I'm twelve years old, and I think the swear word ruined the ad.

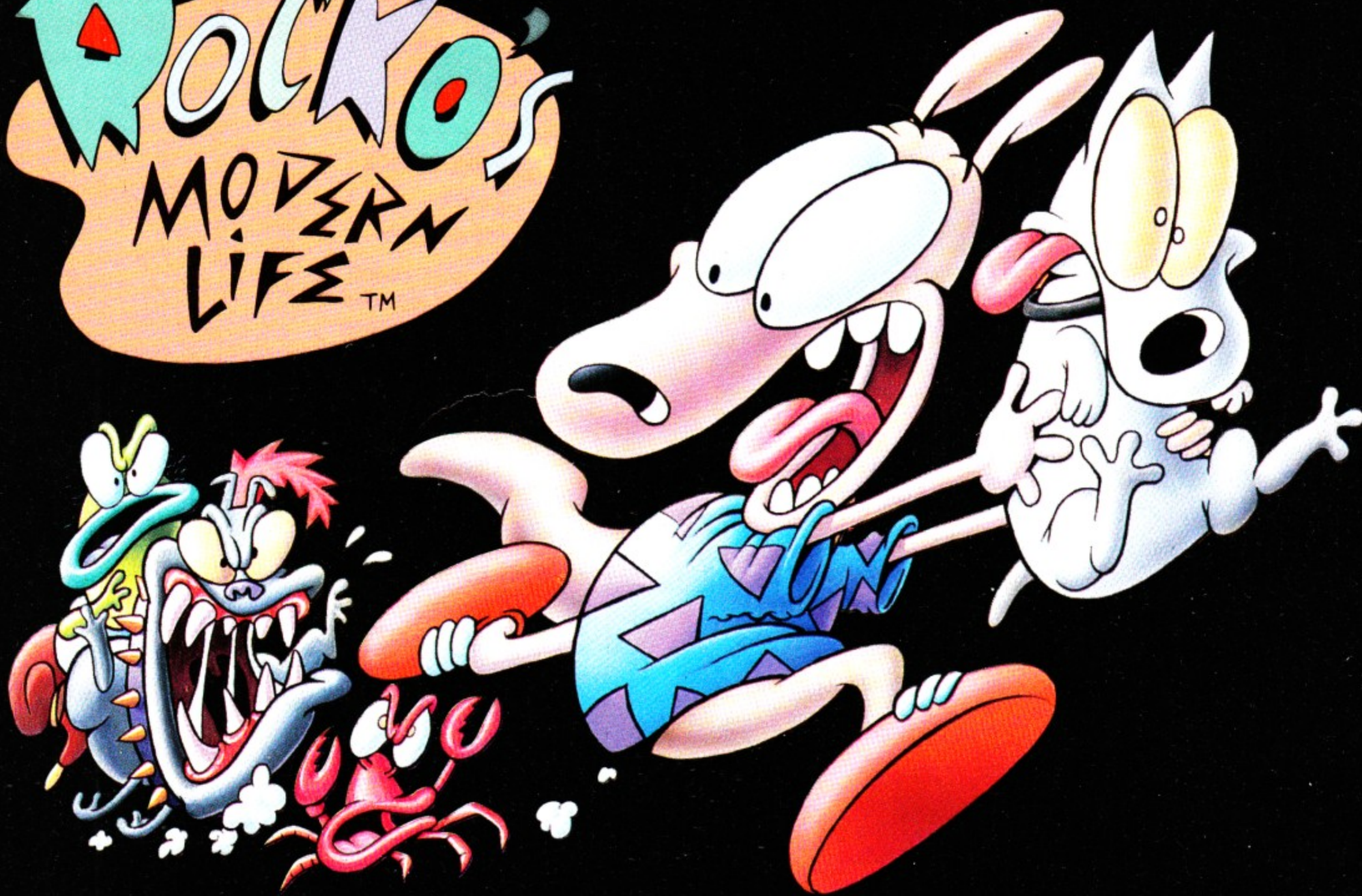
A: **Fiona Murphy, Associate Publicist for Electronic Arts, states:** *The American Slang Dictionary* defines the word *bitchin'* as "good, excellent, superior." Our use of the word was with this meaning in mind and was not intended as profanity. Skitchin' is an action-packed, hard-core street game, and we felt that the word *bitchin'* in the headline ("Skatin', hitchin', bitchin', skitchin'") reflected the attitude of the game and also conveniently rhymed with Skitchin'.

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VIACOM
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A Player's Guide to Power Peripherals



By The Lab Rat

Hello, Ratsketeers! In Labs this month, we'll look at two opposite ends of the game spectrum. We'll do a hands-on review of the Sega CDX, and at the other end of the table, the Tiger Toys Tiger Barcodzz, an LCD game system that uses regular UPC barcodes. We also have the word on Capcom's new joystick.

CDX-essive?

We've been waiting to see the **Sega CDX** since we first saw it at CES back in January. The unit is small and truly compact. It's about the same size as a portable audio CD player. There's a small space behind the top-loading CD unit for Genesis cartridges.

On the plus side, it comes with a Sega six-button controller and three discs, two of which are the best CDs made by Sega (Ecco the Dolphin and Sonic CD). The old Classics CD is also included. You can also use the unit as a battery-operated audio CD player, so you can play your best music along with your hottest games.

On the other hand, the CDX can be used only on TVs with audio/video-in jacks. There is no RF hookup. Another hindrance is the system's reliability on an AC adapter. If this were a truly portable unit, then a battery pack would charge it, allowing you to tote your games and play anywhere.

The other drawback is the unit's price. At \$399.99, the major question is "Do I really

need this?" It's about a hundred bucks more than buying the systems separately, and what you really end up paying for is the sleek, new design and the CDs. Then again, you could try to sell your Genesis to make up that hundred bucks.



Sega CDX

Type: Game System
System: Genesis and Sega CD
Features: Sleek, handsome, streamlined...the same things have been said about me! But, no one has offered a whopping \$399.99 for me, either!

Price: \$399.99
Available: Now
Contact: Your local toy store



Tiger Barcodzz

Type: System
System: LCD Handheld
Feature: The game comes with 24 precoded bar codes, or you can scare up a can of tomato sauce and try your luck. Ha, you laugh now, but you'll check it out when it's released!

Price: \$24.95
Available: Fall '94
Contact: Tiger Electronics, Inc., 708/913-8100



Capcom 6-Button Pad

Type: Joypad
System: Genesis and SNES
Features: Pistol grip has traditional Street Fighter six-button configuration but is sort of awkward to hold. If you've got calluses to spare, though, the price is right.

Price: \$9.95
Available: July
Contact: Capcom, 408/774-0500

Power Peripherals

Some gamers just can't wait until their favorite games are released or upgraded. So, for all those Street Fighters and Mortal Kombateers out there, there's a handy solution from **Tiger Toys** called the **Tiger Barcodzz**.

Tiger Electronics is famous worldwide for its handheld LCD games that tie in to every product imaginable. There are now Tiger handhelds for most video game characters, including Sonic, Mortal Kombat, and Super Street Fighter II Turbo.

But wait...there's more. Tiger also has a bar-code LCD game that works like this: You power up and pass any bar code through the reader. The bar code generates stats that power up your player. The unit also comes with 24 cards loaded with codes. Will your favorite morning cereal win against your favorite bag of

chips? Don't laugh. This is such a big deal in Japan that there are shows devoted to people getting the best bar codes and wiping out the competition.

Jammin' Joysticks

Capcom is producing new \$9.95 six-button controllers for both the Genesis and SNES to launch simultaneously with Super SF II in July. Codeveloped by Ascii, the controllers feature pistol grips styled for your left hand, so your right fingers are free to slap the Street Fighter-configured three-over-three buttons. Cool concept and nice price, but the feel is extremely hard to adjust to and may leave control-pad commanders longing for a standard pad. **G**



STRAP



YOURSELF



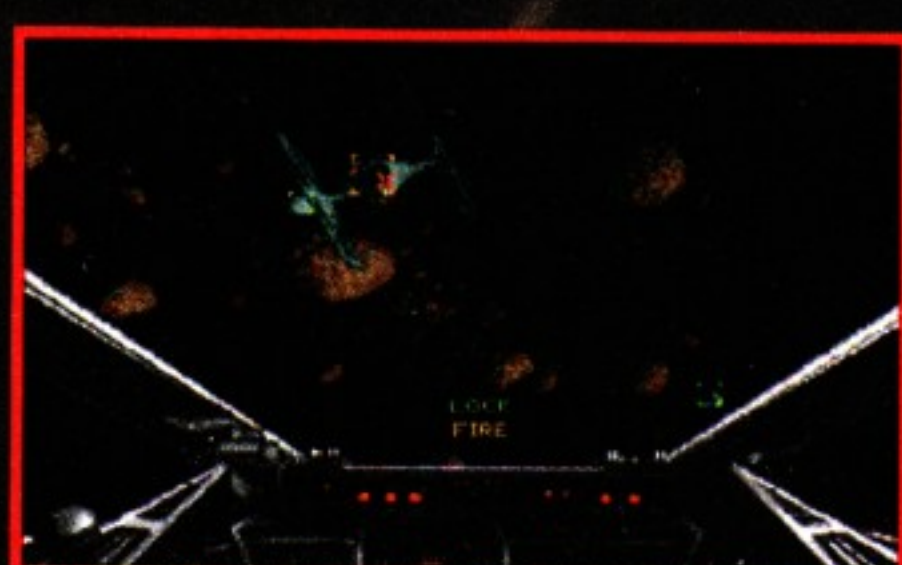
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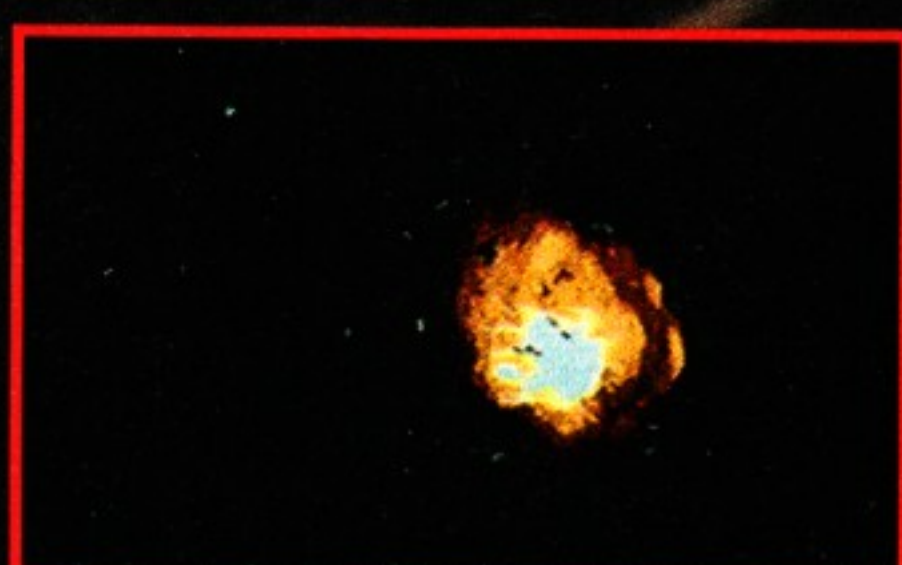
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and fulfill your destiny.

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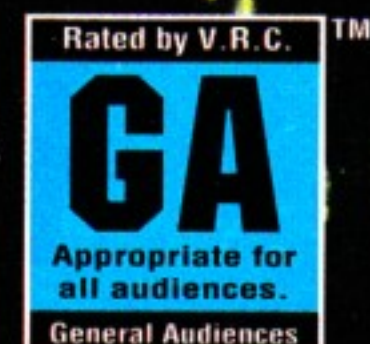
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75c each minute. If you are under 18, be sure to get a parent's permission before calling. Requires a touch-tone telephone and is only available in the U.S. Call length determined by user; average length is 3 minutes. Messages subject to change without notice. JVC Musical Industries, Inc., Los Angeles, CA.



SEGA CD

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Sonic the Hedgehog 3 Official Power Play Guide

Simon Hill

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

96 pages
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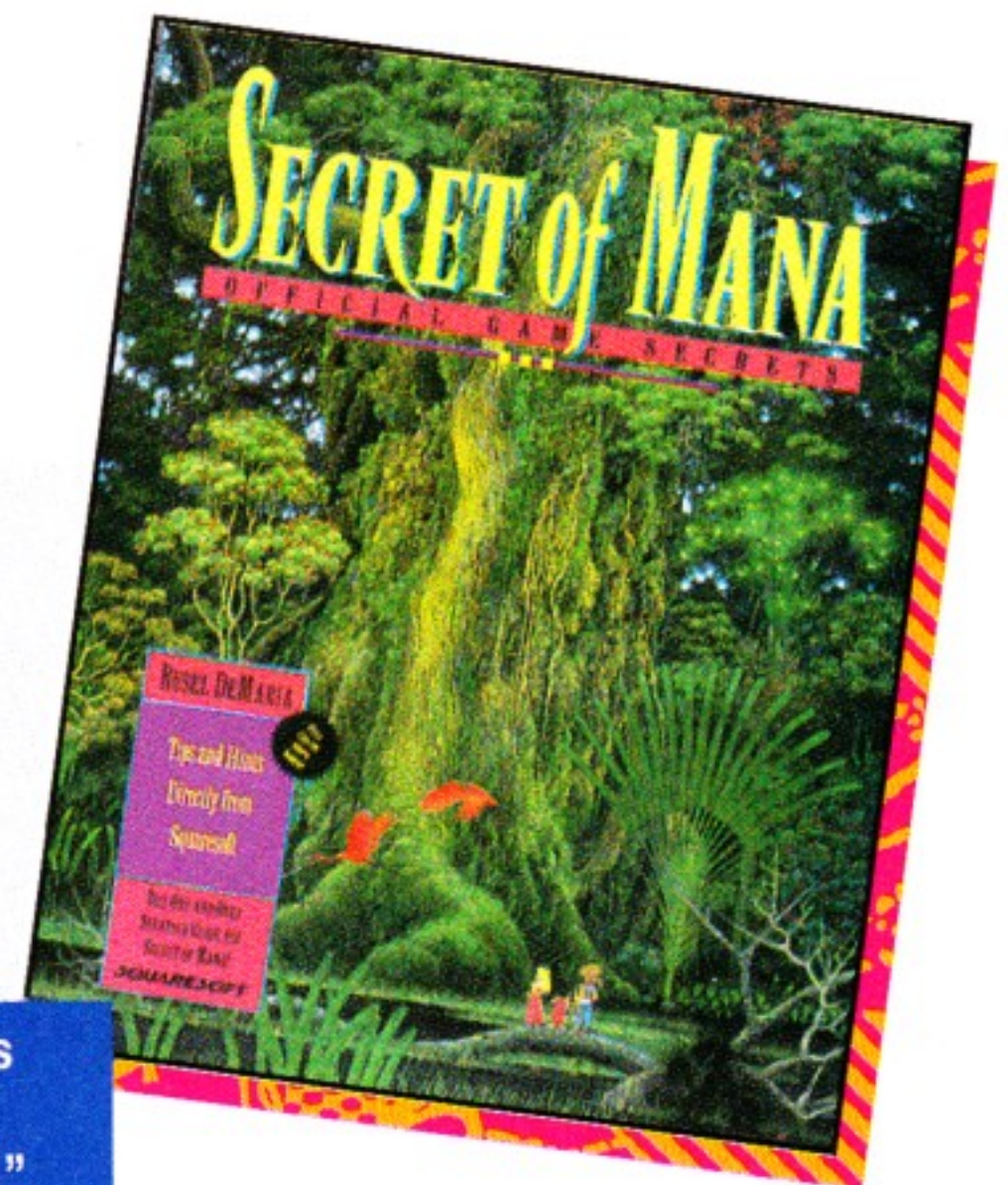
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Rusel DeMaria

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Rusel DeMaria & Jeronimo Barrera

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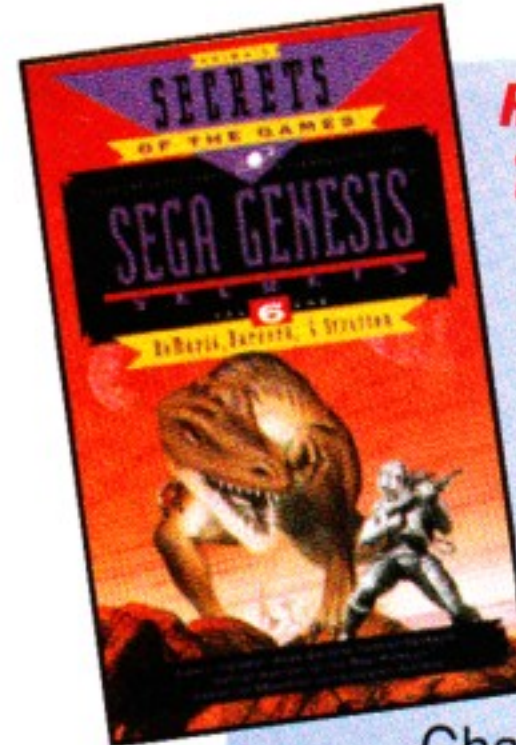


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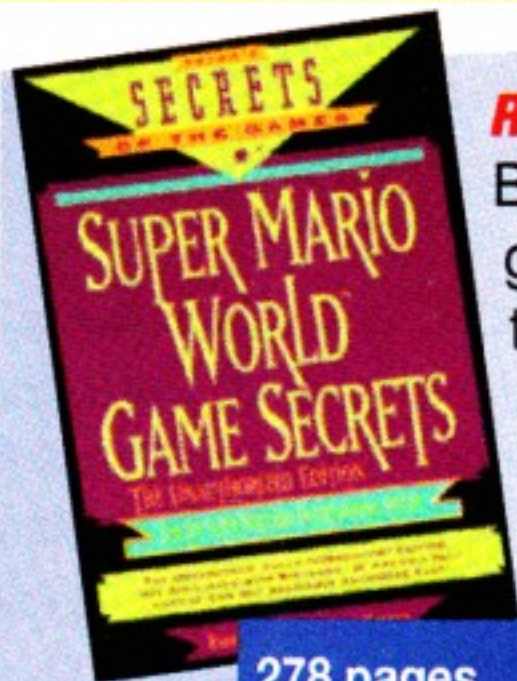
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SHORT PROSHOTS

Quick Hits on the Newest Games!

Genesis

Bubsy II

(Accolade)

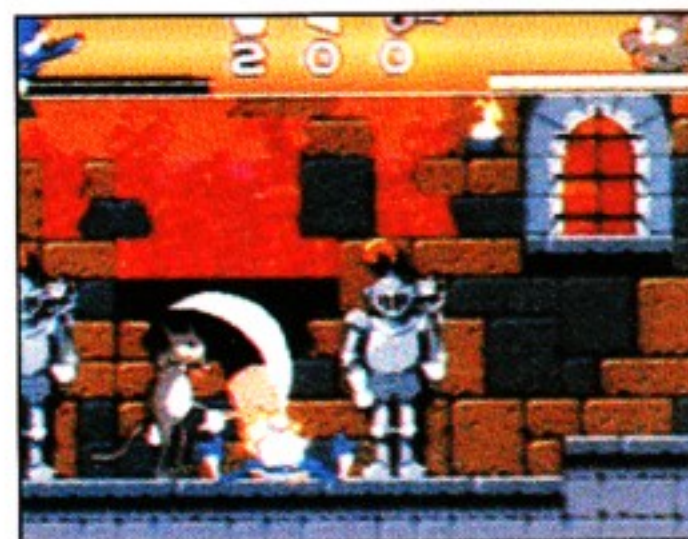


For the sequel to last year's hit action game, Accolade is working on new worlds, including two where Bubsy flies vehicles in a shooting frenzy. A new bonus game, the Armadillo Drop, has Bubsy maneuvering his armadillo friend so he won't get squashed by a truck. A new feature enables a second player to join in as the lovable/obnoxious Bubsy Twins.

(Available August)

Itchy & Scratchy

(Arena)



The stomach-churning antics of TV's funniest (and goriest) cat-and-mouse team come to the Genesis. Itchy the mouse torments his feline foe in the riotous side-view action first seen on "The Simpsons." Among the settings are a construction site, the Wild West, and an underwater level. Dynamite and giant mallets are among the destructive duo's weapons. SNES and Game Gear versions are also due out this year.

(Available Winter '94)

Genesis

Demolition Man

(Virgin)



The Sly Stallone/Wesley Snipes 1993 action flick explodes onto the Genesis this summer. The story line of this 16-meg side-view action/adventure game follows the movie: A tough cop hunts down a diabolical villain in a setting of urban desolation. The hero bungee jumps off rooftops, climbs ropes hand over hand, and blasts away with high-powered weaponry. Versions for the Sega CD, SNES, and 3DO are also due soon.

(Available September)

Super NES

Mighty Max

(Ocean)



scattered parts of a powerful weapon. Opposing him is the Skullmaster, whose minions await in 50 international cities. Two players can team up against the Skullmaster, or they can go head to head and sabotage each other's attempts to find and assemble the super weapon. Colorful graphics capture the flavor of each city.

(Available August)

FLASHBACK

Short ProShots



5 years ago in *GamePro*...The hot Short ProShots included *Mega Man II*, *Strider*, and *Wizards and Warriors II* - all for the Nintendo Entertainment System.

The popular Saturday-morning cartoon comes to video game life in this side-view, multi-scrolling action/adventure game. The 11-year-old Mighty Max travels through time and circles the globe to find the



The Great Circus Mystery Starring Mickey & Minnie

(Capcom)



Capcom retools Magical Quest's engine into a new two-player adventure. On a date to the circus, M&M discover that it's not just the circus food that's rotten, it's the clowns, the animals, and all the other performers. M&M have new power-ups, including a ghost-bustin' vacuum, a Mountain Climber suit, and a Broom-Handled Horse for extra-high bouncing. Expect cameos from Donald Duck and others.

(Available August)

Demon's Crest: Super Gargoyle's Quest

(Capcom)



Firebrand returns in a side-scrolling 12-megger that more closely resembles the action-packed Ghouls 'n' Ghosts



games than the action/RPG of the GB and NES Gargoyle's Quests. An overhauled look for the gargoyle guy complements some spooky backgrounds. Firebrand can morph into different gargoyles with varying abilities, such as swimming underwater and enhanced flying.

(Available September)

Normy's Beach Babe-o-Rama

(Electronic Arts)



EA's side-scrolling platform game's even wackier than its title suggests. Off-the-wall humor pops up everywhere in this eight-meg, one-player cart as beach bum Normy tries to save Daphne, Bambi, Moon Unit, and three other kidnapped beach goddesses. Normy's search takes him to eight worlds and 29 levels, including medieval England, the caveman era, and the future. Along the way he uses such weapons as a chicken hammer, frozen yogurt, and cherry pies.

(Available Now)

Samurai Shodown

(Takara)



Takara will be delivering 24 megs (perhaps even 32 megs) of Samurai Shodown to eager fighting fans by Halloween. Takara promises to make the two-player home version a faithful replication of the Neo-Geo original, with all 12 characters present for hand-to-hand combat on 13 levels. Shown here are early screens of what's shaping up to be a huge game.

(Available October)

Pocky & Rocky 2

(Natsume)



Nine stages of two-player action/adventure await in the sequel to 1993's popular Pocky & Rocky. This arcade-style, overhead-view 12-megger brings back Pocky, the young girl who removes spells and

evil spirits, and her pal Rocky the Raccoon, whom Pocky can throw like a hand grenade. Among the special weapons and moves are the abilities to fly and dig tunnels.

(Available July)

Speedy Gonzalez

(Sunsoft)



Having conquered the Game Boy last year, the popular sombrero-wearing cartoon mouse gets 12 megs of fast-paced action and 16 colorful levels on the SNES. Subtitled Los Gatos Banditos, this one-player game features fast and frantic run-n-jump thrills. The side-view, multi-scrolling action takes Speedy to the high seas, deserts, and mountains in his quest for cheese. Special sneakers give him extra acceleration, and hot sauce enables him to breathe fire. Look for cameos from other Looney Tunes characters.

(Available July)





Spider-Man/Venom: Maximum Carnage

(Acclaim)



Acclaim extends its Marvel Comics connection with this new action/adventure title. The 16-meg game follows two divergent paths, depending on whether players choose Spidey or Venom as their hero in their fight to block Carnage's plans for world domination. Joining the Marvel-ous cast are Captain America and Death Lok. Expect a "Mortal Monday"-style event for the release.

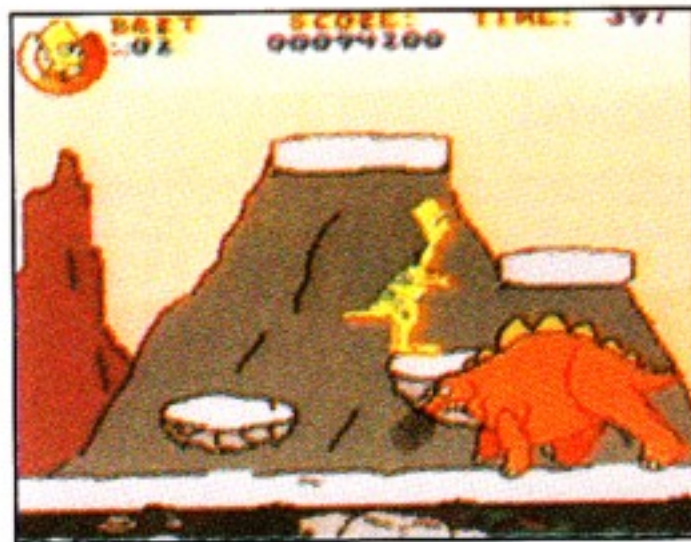
(Available August)

Virtual Bart

(Acclaim)



Bad boy Bart Simpson does some time traveling in his first 16-meg game. Wildly innova-



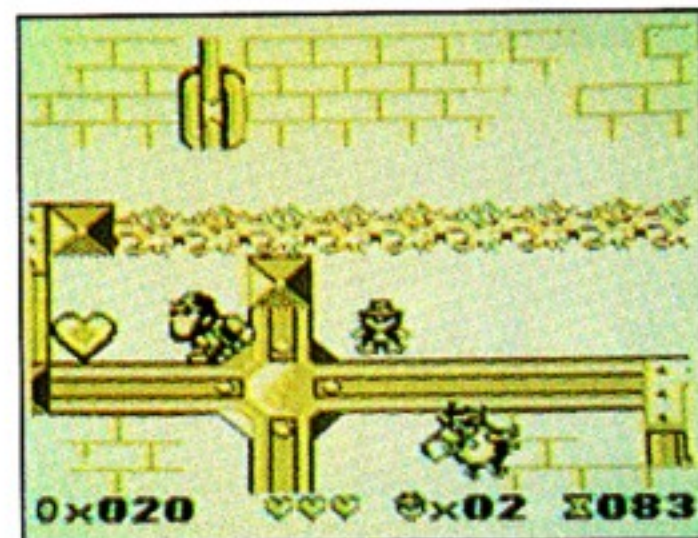
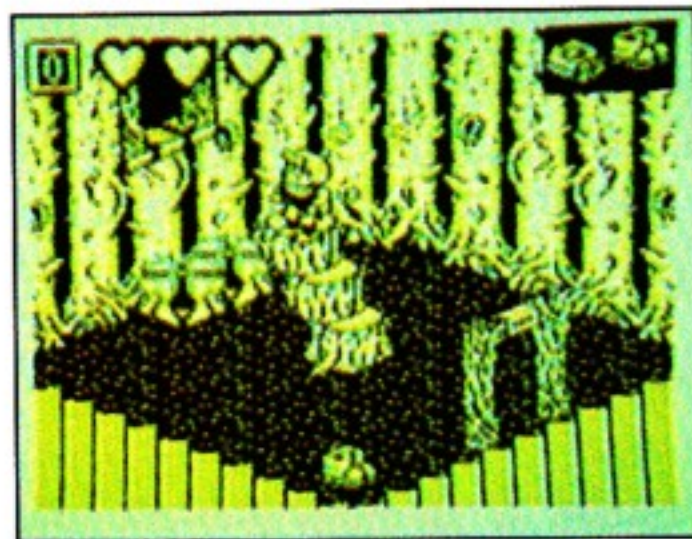
tive, Virtual Bart is built around a virtual reality machine created for a Springfield science fair. When Bart accidentally stumbles into it, he's sent on a series of interdimensional journeys. Get ready for Jurassic Bart, Bart the pig, and Road Warrior Bart, with perspectives that switch from a side view to a behind-the-Bart view.

(Available July)

Game Boy

Monster Max

(Titus)



Titus calls this the first "isometric 3D platform game," and indeed it does look different. Max is a rock star trying to restore the music that's been banned from his planet, a quest that takes him through 630 rooms of the Mega Hero Academy. The voluminous game play features many unique puzzles and challenges. Along the way, Max uses items like bombs, swords, maps, and bouncy springs.

(Available Now)

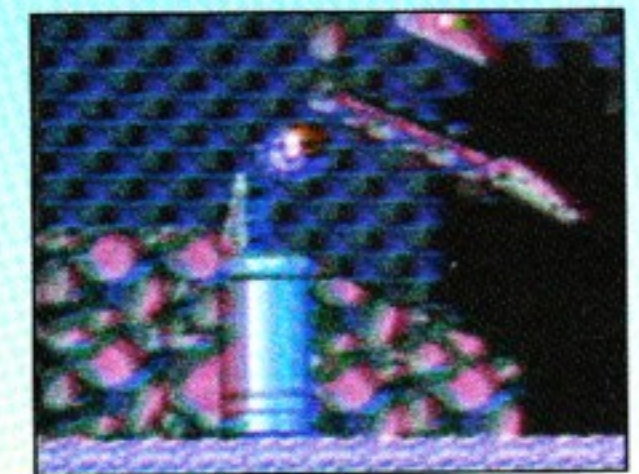
Game Gear

Sonic Spinball

(Sega)

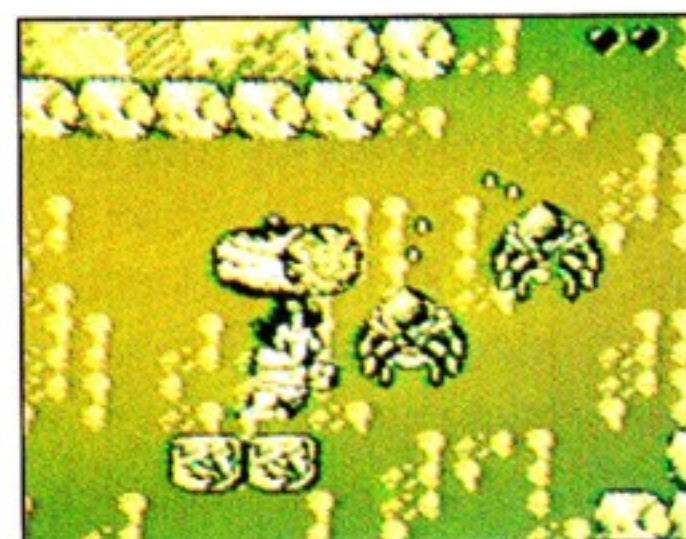
He's fast, he's cheeky, and he's blue. He's also Game Gear-bound this fall. As in the previous Genesis version, in this four-meg handheld game, Sonic the Hedgehog must spin, flip, and fly through Dr. Robotnik's Pinball Defense System in order to destroy the terrifying Volcano Veg-O-Fortress. The five rounds of side-view pinball action include the Toxic Caves, the Lava Powerhouse, and The Machine, with Bonus Cages as the sources for Mystery Eggs.

(Available Fall '94)

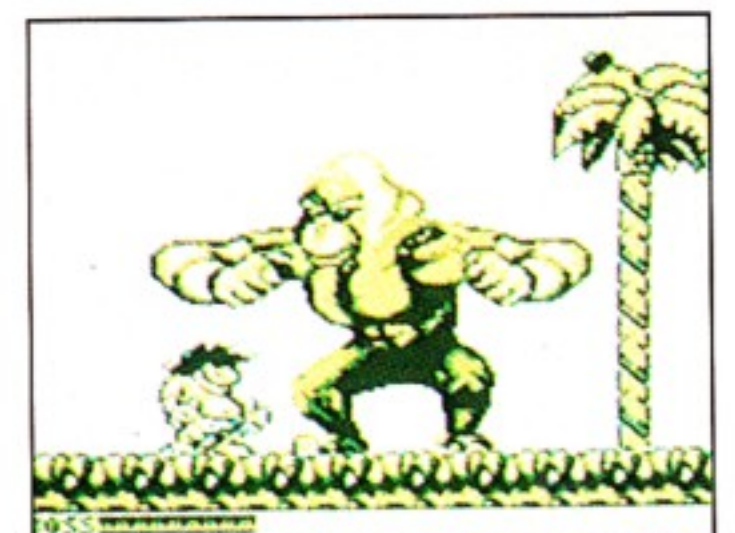


Prehistorik Man

(Titus)



Sam the Prehistorik Man is hungry. Subtitled Raiders of the Lost Nosh, this one-player game puts Sam on the trail of his dinner, but unfortunately that trail winds through a dinosaur-infested jungle. His



weapons include a club, ax, and hammer, plus Sam can fly a hang glider. The ten levels of side-view platform action feature big bosses.

(Available Now)

Shipping in July

Genesis

Battletech (Absolute)
Bubba 'N' Stix
(Time Warner Interactive)
Fatal Fury 2 (Takara)
The Incredible Hulk (U.S. Gold)
The Jungle Book (Virgin)
Liberty or Death (Koei)
Shining Force II (Sega)
Streets of Rage 3 (Sega)
Super Street Fighter II (Capcom)
Virtual Bart (Acclaim)
World Heroes (Sega)

Sega CD

ESPN Baseball Tonight
(Sony Imagesoft)
Who Shot Johnny Rock?
(American Laser Games)

Super NES

An American Tail: Fievel Goes
West (Hudson Soft)
Clay Fighter Tournament Edition
(Interplay)
Elite Soccer (Gametek)
ESPN Baseball Tonight
(Sony Imagesoft)
Fun 'n' Games (Tradewest)

The Jungle Book (Virgin)
Pocky & Rocky 2 (Natsume)
Speedy Gonzalez (Sunsoft)
Super Street Fighter II (Capcom)
Virtual Bart (Acclaim)

3DO

Demolition Man (Virgin)
Star Control II
(Crystal Dynamics)

Jaguar

Club Drive (Atari)
Doom (Atari)
Redline Racing (Atari)
Wolfenstein 3-D (Atari)

NES

The Jungle Book (Virgin)

Game Boy

Elite Soccer (Gametek)
The Jungle Book (Virgin)
Power Rangers (Bandai)
Stop That Roach! (Koei)
Taz-Mania (Sunsoft)

Game Gear

The Incredible Hulk (U.S. Gold)
The Jungle Book (Virgin)

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brother's **friends.**

You beat
your **cousins.**

And their friends.

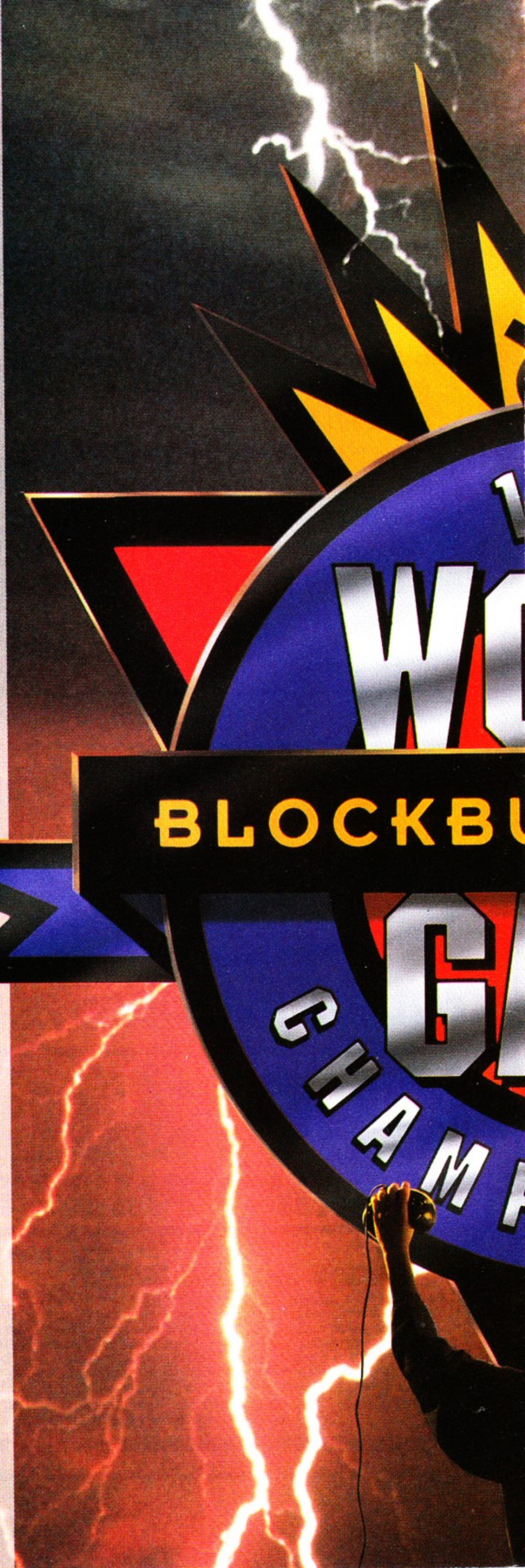
You beat that

one guy, Brad,
who said **he**
couldn't be

beat.

And you beat

them all **bad.**





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Nintendo's New 32-Bit Home System

Prior to the release of **Project Reality** late in 1995, **Nintendo** will launch a "virtual reality" 32-bit system. Developed in cooperation with a yet-unnamed American company, the new machine sports its own built-in monitor (but no goggles or other gadgets usually associated with VR technology).

Priced below \$200, the unit may be the next generation of portables from Nintendo. Questions of crossplatform compatibility have yet to be answered, and Nintendo is not forthcoming with details. The system will debut at the Shoshinkai show in Japan this November, and launch is set for Spring 1995 in Japan. No U.S. release date has been announced.

Mega Man Comes To Genesis!

Mega Man: The Wily Wars is rushing to Genesis screens this fall, boasting a 12-meg all-star collection of three classic games, Mega Man 1-3 for the NES. The Wily Wars represents more than 30 levels of robo rampage, with redrawn graphics and rescored sounds.

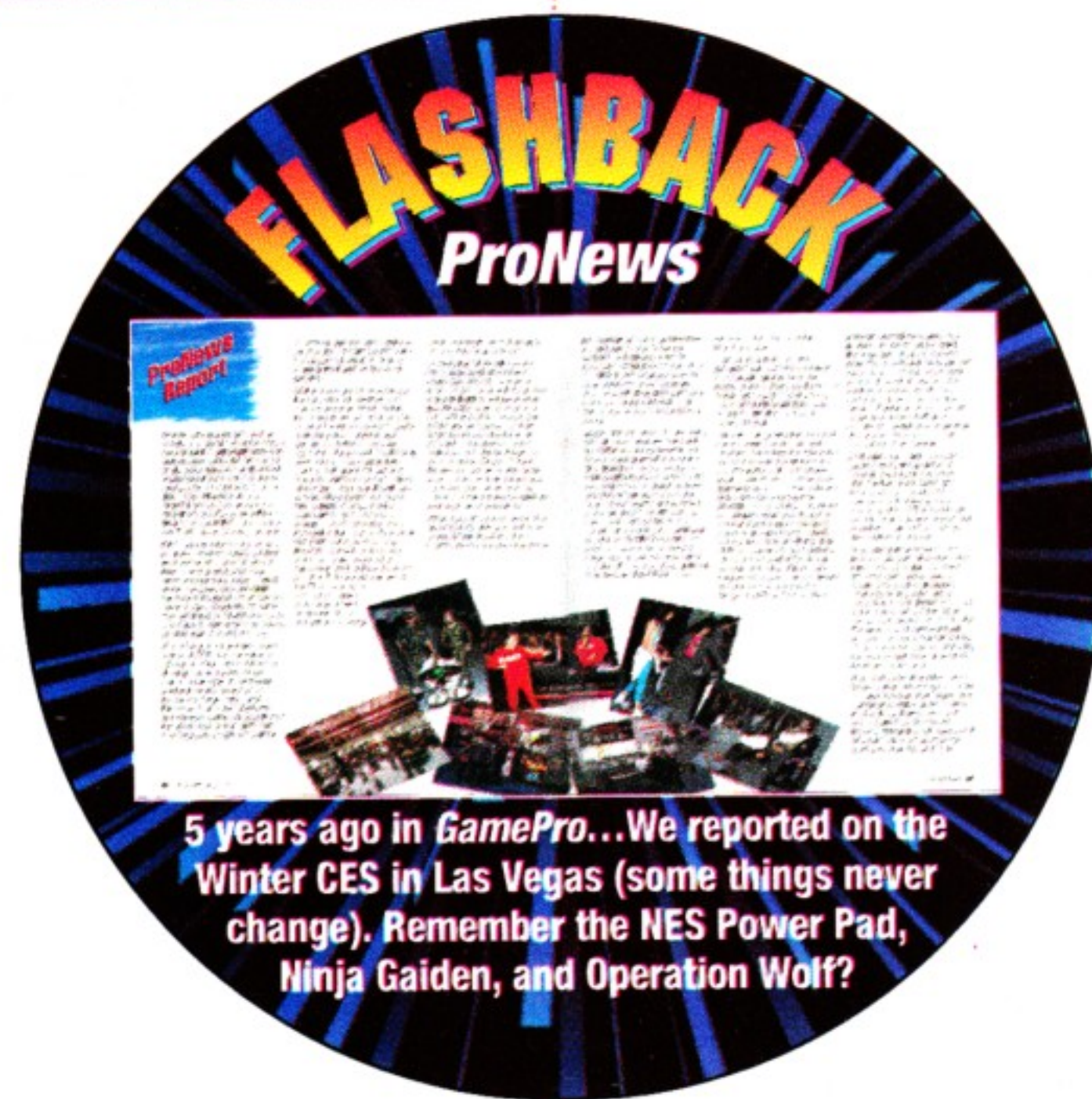
MM: TWW leads off a jam-packed lineup for **Capcom**. Other new titles include **Captain Commando**, a two-player, 16-meg SNES translation of the arcade side-scroller where players waste the Scumocide gang with some hot Final Fight-style techniques. **Mega Man V** for Game Boy features all-new boss characters and levels, an all-new story line, and at least some compatibility with the Super Game Boy. Later comes **Slam Masters** for the Genesis, a 32-meg conversion of the wrestling

coin-op due in December. Finally, **The Punisher** for Genesis, a 16-meg, two-player-simul arcade port due next January, features the Punisher, Nick Fury, punching, and gunning.



Mario All-Stars, The Lost Levels, and Super Mario Kart.

The top ten qualifiers at each of the 140 locations will be invited back for the Sunday playoff. Each site's winner gets a free ride to the finals at Sea World in San Diego, California, on November 18-20. To find out when Power Fest visits your area, call Nintendo's customer-service line at 1-800-255-3700.



Nintendo Seeks Top Gamer

As you may have already discovered, **Nintendo** has again started a nationwide sweep to find the best gamers. The tour will be run out of six different trailer-truck convoys at small outdoor locations, rather than the arena set-up of previous years. Competitors will go against the clock from Friday at 2 p.m. to Sunday at 4 p.m. on a specially constructed cart of Ken Griffey Jr. Presents: Major League Baseball, Super

Sega and MGM Sign Deal

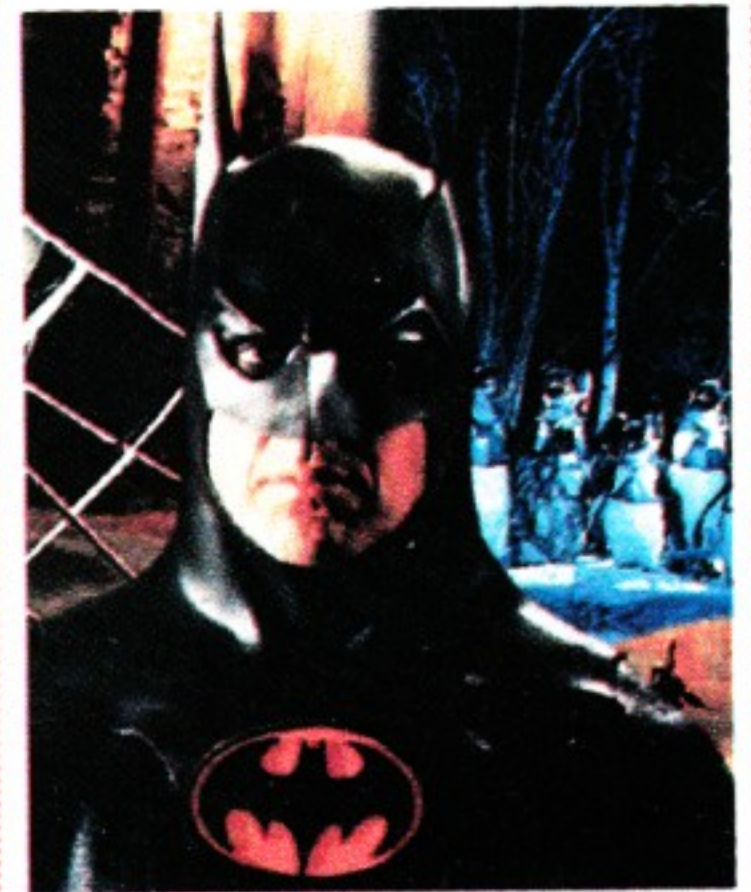
Sega is red hot right now, so it's no wonder that Hollywood giant **MGM** has agreed to a deal that will create a lineup of "media products." What exactly are "media products"? Interactive media titles, television programs, and motion-picture titles, according to a press release. The deal also gives Sega room to create games out of upcoming MGM and United Artists movies.

Commodore Sinks

Commodore International announced that its board of directors has "authorized the transfer of its assets to trustees for the benefit of its creditors," which liquidates the company and essentially puts it out of business. Commodore was at the forefront of the personal-computer revolution in the '70s and '80s but lost ground to IBM and Apple. Recently, Commodore released its CD32 CD system - the speculation is that another company will pick up this product line. Calls to Commodore's offices at press time went unreturned.

Acclaim Activity Report

In conjunction with Sega, **Acclaim** announced that it's the first company signed up to use Sega's revolutionary "Titan" hardware. This hardware forms the foundation of Sega's 32X and Saturn platforms, featuring "3D computer graphics and realistic sound."



Acclaim says it will use Titan technology and its own award-winning motion-capture technology to create its first arcade game, Batman Forever, based on the soon-to-be-released Warner Bros. film that again stars Michael Keaton. Following the 1995 coin-op release, Batman Forever will make its way to the various home cartridge systems.

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Video Game Contest. Play on the high-tech cutting edge with this line-up: Super NES with Super Scope, Sega Genesis with CD-ROM and Menacer, Panasonic 3DO and Atari Jaguar (not shown). Get all four or trade the ones you don't want for CASH! Bonus options include: Sega Virtual Reality Helmet, 33" monitor, \$1,000 in games, cash, accessories and more!

Media Rig Contest. The Ultimate Gaming Environment, 40 inch monitor,

130 watt receiver w/ Dolby Pro Logic Surround Sound, Infinity speakers, subwoofer, CD player, graphic EQ, dual cassette and laser disc. This rig will blow you away (literally!!!) You'll not only see but feel it too!

We're talkin' GAMING HEAVEN!

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. There will be four more puzzles at \$2.00 each and one tie-breaker at \$1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 61% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will each receive the grand prize they are playing for.

Mystery Word Grid

				S	M Y S T E R Y W O R D
		E			
E	N	T	R	Y	
	T				
				M	

WORD LIST and LETTER CODE chart

ENTRYW CHASE.....G WINGSP STORME
 MAJORH MICRO.....M DREAM.....R NINJA.....B
 METERF QUEST.....O TURBO.....T RULER.....S
 RANGEA TOWERJ FLINT.....U HEAVY.....Z

MYSTERY WORD CLUE: WORLD RULERS HAVE IT, IT COMES OUT OF AN OUTLET AND IN THIS CONTEST YOU HAVE IT!

Yes!

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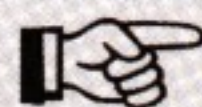
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CLIP AND MAIL

3DO News

Hot on the heels of its successful launch in Japan, **The 3DO Company** announced that it has pressed its one-millionth CD for the 3DO Interactive Multiplayer. "This milestone is a clear sign of a strong 1994," claimed Hugh Martin, CEO of 3DO. Indeed, the Japanese launch saw 70,000 units shipped to 10,000 stores.

In a related story, 3DO announced an agreement with Toshiba to create a portable 3DO system for use in cars, possibly providing maps and other navigational features.

SF II Movie Update

Capcom has confirmed that actor Raul Julia, best known as Gomez in the *Addams Family* movies, has been signed to play M. Bison, the villain in the upcoming *Street Fighter II* movie. Julia joins Jean-Claude Van Damme, who plays the hero, Guile.

Speaking of Van Damme, the Hollywood trade paper *Variety* has reported that he will receive between \$7.5 and \$8 million for his part in the movie. That accounts for a good chunk of the nearly \$35 million budget. The film is due to be released in December.



Bad guy Bison gets a star in Hollywood.

New SNK/Neo•Geo Hardware

With rumors flying about a new, souped-up **Neo•Geo**, **SNK**

says it will introduce advanced arcade hardware. According to SNK sources, the new hardware won't be an improvement of the Neo•Geo as much as it will be "new technology," resulting in one new game a year.

Sega Gives Gamers A Sporting Chance

In an effort to increase the impact of the Sega Sports brand, **Sega** is offering special system configurations, each featuring one of Sega's hardware products matched with sports software. The **Sega CD Sports System** (\$229.99) includes Joe Montana's NFL Football. The **Genesis Sports System** (\$149.99) includes NFL Football '94 Starring Joe Montana, two control pads, and a bonus Sega Sports Seat Cushion. Last but not least, the **Game Gear Sports System** (\$149.99) features a special "cool blue" Game Gear, a World Series Baseball cart, and a Deluxe Carry-All bag. These

combo packs will be available only for a limited time.



Sega Sports offers new ways to get Joe's advice.

Time Warner's Family Reunion

In a move that consolidates its various multimedia ventures, **Time Warner** has merged **Time Warner Interactive Group**, **Atari Games**, and **Tengen** under a common umbrella called **Time Warner Interactive**.

Contrary to speculation that the consolidation would result in layoffs, a Time Warner Interactive spokesperson said the new company would actually hire new programmers and other personnel to complete the many projects it's undertaking.

BLOCKBUSTER VIDEO

Top 10 Video Game Rentals

Nintendo

1. Mega Man 6
2. Teenage Mutant Ninja Turtles: Tournament Fighters
3. Kirby's Adventure
4. Ren & Stimpy Show: Buckeroos
5. Tetris 2
6. Mario's Time Machine
7. Mickey's Adventure in Numberland
8. Jurassic Park
9. WWF King of the Ring
10. Zoda's Revenge: Star Tropics II

Super Nintendo

1. NBA Jam
2. Super Metroid
3. Ken Griffey Jr. Presents MLB
4. Clay Fighter Tournament Edition
5. MLBPA Baseball
6. Star Trek: The Next Generation
7. Mortal Kombat
8. Mega Man X
9. ESPN Baseball Tonight
10. Rocko's Modern Life

Sega Genesis

1. NBA Jam
2. World Series Baseball
3. Virtua Racing
4. Sonic the Hedgehog 3
5. NBA Action '94
6. NBA Showdown
7. Mortal Kombat
8. Eternal Champions
9. ESPN Baseball Tonight
10. Star Trek: The Next Generation

Sega CD

1. Mortal Kombat
2. Rebel Assault
3. Tomcat Alley
4. Rise of the Dragon
5. Dark Wizard
6. Mansion of Hidden Souls
7. NHL '94
8. Revenge of the Ninja
9. Dragon's Lair
10. Wing Commander

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Blockbuster Winners Visit GamePro

In April, Alex Jebailey (SNES) and Terry Autrey (Genesis) of Orlando, Florida, the two Blockbuster Video Game Tournament winners, visited *GamePro* headquarters in San Mateo, California. Alex and Terry were treated to an afternoon of pizza, prizes, games in the *GamePro* lab, and exclusive tours of Capcom and Electronic Arts.

Forty Blockbuster Video stores participated in the 1993 Video Game Challenge, which ended with a final competition at Disney World in Orlando, Florida. See pages 89-91 of the June *GamePro* for more details on the Official Blockbuster Video 1994 World Game Championship - you could be the next lucky winner!

At the Deadline



Early in May, **Brøderbund** and **Electronic Arts** called off the \$400 million merger announced in February. Brøderbund, makers of the Carmen Sandiego series, will pay \$10 million to EA for nixing the deal.



TTI has announced it's ditching the 16-bit hardware market but will continue to maintain a software library for the Duo and make repairs through authorized service centers. TTI has elected to use independent companies in the U.S. and Canada to provide for the release of future software for Duo owners.

TTI is leaving the door open to releasing future technologies, such as the oft-rumored 32-bit "Ironman"

created jointly by NEC and Hudson Soft in Japan.



More Takara news: **Takara** is bringing **Samurai Shodown** to the Genesis in November in addition to the previously announced SNES and Game Gear versions, which will also be available then.



Sega and **T•HQ** have killed **Time Killers**, the ultraviolet arcade game that T•HQ was hoping to bring to the Genesis this year. Originally announced for an early Spring '94 release and then pushed back, it was nuked even though T•HQ had a final product. As for the SNES version, Nintendo quietly killed that earlier in the spring.



Takara says its **Transformers** game will no longer be

coming to the SNES. The game would've been released for Christmas and would've utilized the SFX chip first seen in Star Fox. Instead, the game will come out sometime in 1995 on several of the upcoming systems, including one of the Sega platforms, Project Reality, and possibly Sony's PS-X machine.



DMA Design Ltd., the company behind the Lemmings series, has signed up to make games for Nintendo's upcoming Project Reality system.

Correction: In May's ProNews, there was an error in our story called "Project Reality." We noted that Project Reality carts would "contain a minimum of 100 megabytes of data," but it should have read "100 megabits." Whoops! Thanks to David Dauria for the alert siren via the Internet.

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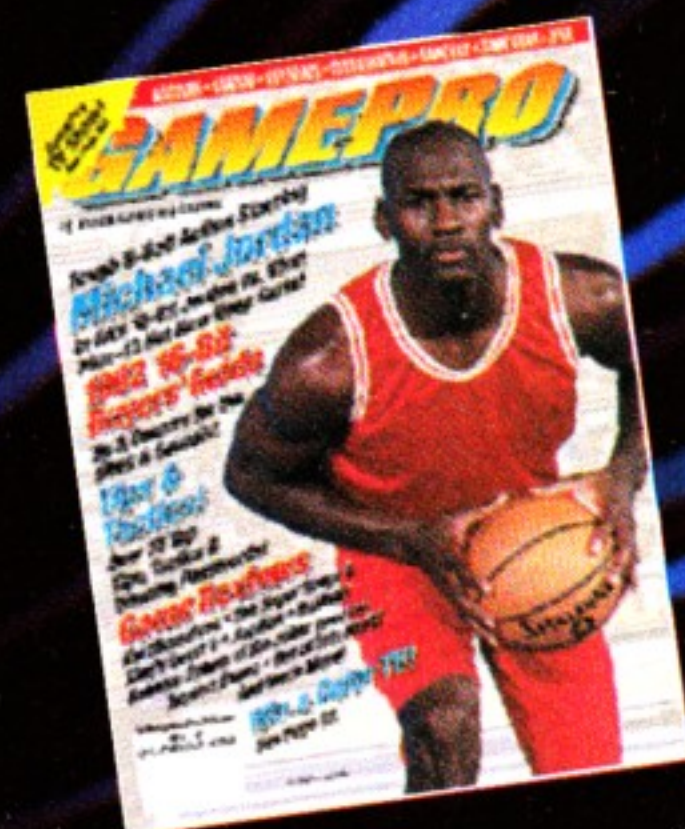
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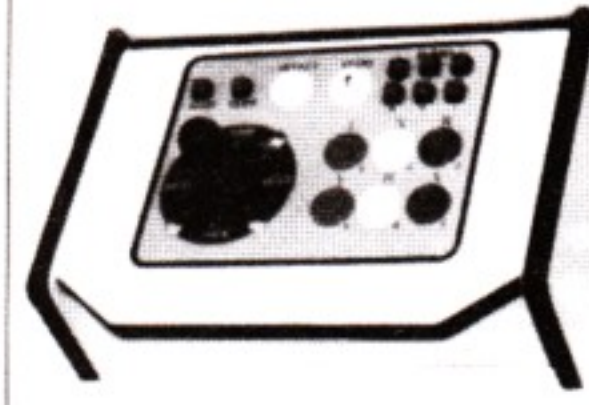
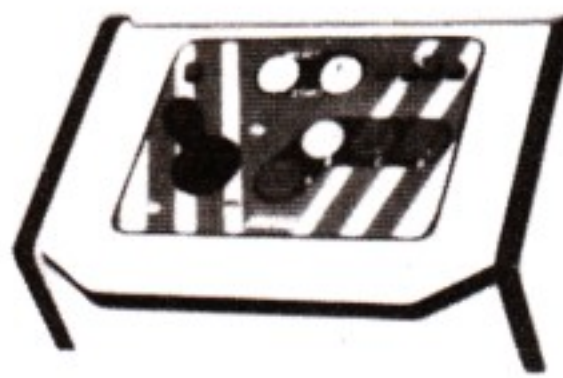
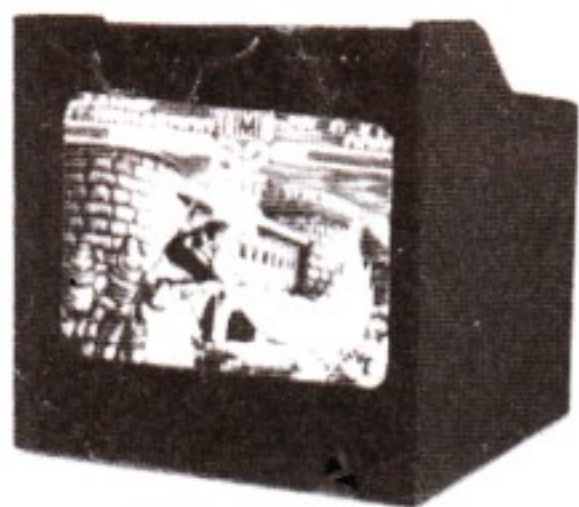
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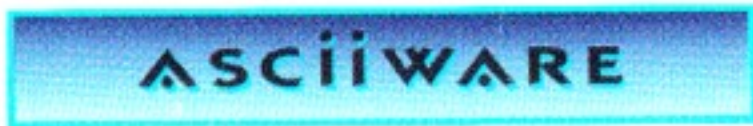
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