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GAMEPRO

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#1 VIDEO GAME MAGAZINE

Killer Instinct

...For the Ultra 64 Home System!

FREE!

Arcade ProStrategy Guide

Killer Instinct

Finishing Moves, Air Attacks, Shadow Moves, and MORE!

ProReviews

- NBA Jam Tournament Edition (Genesis, SNES)
- Pitfall (Sega CD)
- Jurassic Park II
- The Need for Speed (3DO)
- Iron Soldier (Jaguar)
- Syndicate (Jaguar)
- Wario Blast and MORE!

High-Tech Hardware:

Sega Saturn

Sony PlayStation

March 1995
$4.95 Canada $5.95

PLUS:
An Ultra 64 Update!
Nintendo's Virtual Boy

An IDG Communications Publication

The Consumer Electronics Show!
StarFox 2 • Comix Zone
Chaotix (starring Knuckles)
Earthworm Jim (Sega CD)

Final Fantasy III Strategies

Primal Rage
Outrageous Combos!

"He used to be such a good boy."

Kirby's back with a couple of real brutes for Super NES®.

Sad. One day you're cute 'n cuddly. The next, you're burying your opponents and **spitting** on your enemies. Who's to blame? Bad parenting? One too many sitcoms? Either way, the **mutant marshmallow** is now on 16-bit in two games. So prepare to be toasted. **Kirby's Avalanche™:** The chain-reaction puzzle game where saving your skin means burying your opponent in boulders.

Then facing some of the nastiest names in the business—like Waddle Dee and Squishy. (OK, so "The Mangler" and "Scarface" they ain't.)

Connect blobs on your side, then watch your bud get buried.

KIDS TO ADULTS
AGES 6+

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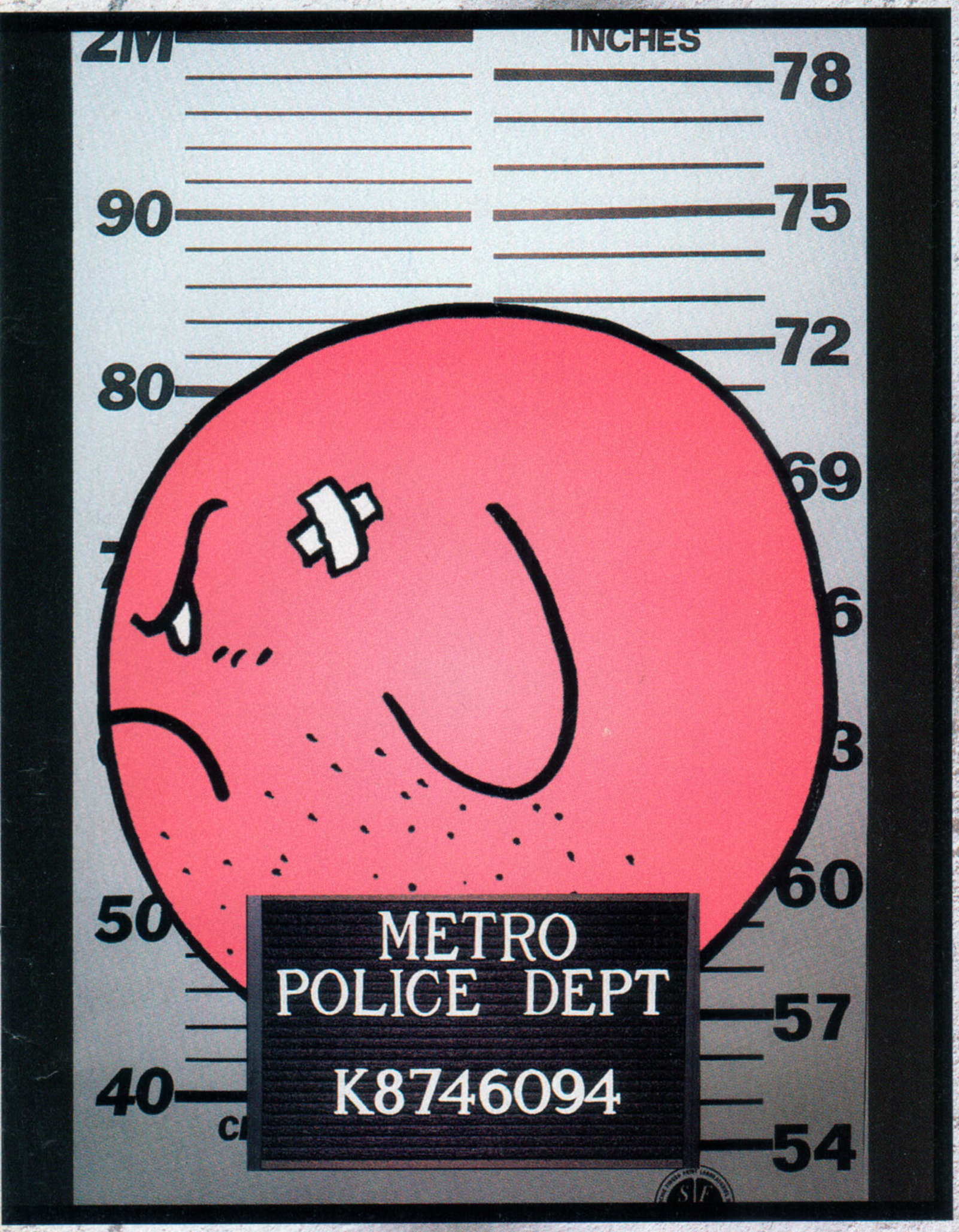
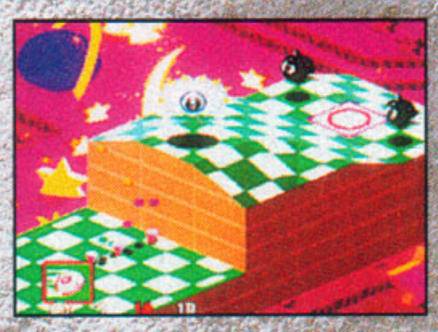


Kirby's Dream Course™: Trip to

a whole 'nother dimension. Is it miniature golf? Is it a wacky obsta-

cle course? Yes! Add mayhem and, "Voilà!" —eight 3-D landscapes with



Hey look, 3-D without the stupid glasses.

eight courses each to bop around in. There's even a hidden bonus level (if you're really good).

Yes, **His Flabbiness** is back in two new games for SNES. And this time he's here to separate the men from the cream puffs.

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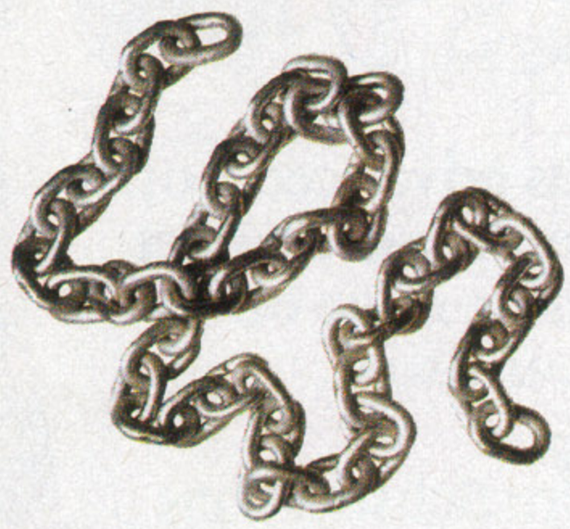

Terrorize seven international roadways and learn to say road pizza in the local tongue.

If you think a couple of punches to the head blurs vision, check out the mace.

How about a little oil to send your pesky nemesis to scab hell?

THE RASH IS BACK

The nastiest, no-holds-barred motorcycle combat game returns to Genesis™.

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WOLVERINE: ADAMANTIUM RAGE™ Game	83VT-B97L	Super jump
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	001 77D 3B7	Infinite power for phaser banks
	C95 F67 3BE	Infinite attempts in sub-games

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	D4CE-37AC	Each coin gives you 99 continues—switch off after you get 99 continues
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	FA6-AA8-4C1	Infinite time
SAMURAI SHODOWN™ Game	FA2-46D-4C1	Infinite time
	3EB-60D-7F1	Computer takes all damage even when you get hit
STAR TREK GENERATIONS: BEYOND THE NEXUS™ Game	3F3-F78-7FB	Start with 1/2 phasers and shields
	182-56D-2AA	Almost infinite phasers and shields
	013-D48-805	Infinite attempts in sub-game

NES®

DISNEY'S THE JUNGLE BOOK™ Game	IAVYZLAA	Start with 5 of each weapon
	GZVEOSSE	Infinite lives
	AAVEEYPA	Infinite time
	ZEKKULAP + SXXNLKOU	Only need 2 diamonds to finish levels 1, 3, 4, 7, 9

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GamePro • March 1995

CONTENTS

FEATURES

30 Overseas ProSpects: The Sega Saturn Enters Orbit
System Report: *Sega Saturn*
Saturn Games: *Virtua Fighter, Virtua Racing, Daytona USA, Digital Shinobi, Clockwork Knight, Panzer Dragon, Gale Racer, Tama, Victory Goal*

26 Cover Feature: Killer Instinct
Killer comes home!

36 Overseas ProSpects: The Sony PlayStation Plays For Keeps
System Report: *Sony PlayStation*
PlayStation Games: *Ridge Racer, Super Parodius, Crime Crackers, Hot Blooded Family, Tekken, Toh Shin Den*

40 WeaponLord, Part 2
Namco's designers are fashioning a unique fighting-game combat system.

46 Special ProReview
NBA Jam Tournament Edition slam-dunks onto the SNES and Genesis.

Sega Saturn sizzles in Japan. Page 30.

Sony PlayStation in the driver's seat. Page 36.

NBA Jam Tournament Edition doubles up! Page 46.

Learn how to design a combat system with WeaponLord. Page 40.

PROSTRATEGY

77 ProStrategy Guide: Killer Instinct (Arcade)
Special moves, air attacks, Shadow moves, and Humiliations for every character

116 Role-Player's Realm: Final Fantasy III
No Fantasy Too Final, Part III

126 SWATPro
Secret weapons and tactics for all your favorite games

132 The Fighter's Edge
Outrageous combos by Primal Rage players

Readers replay their favorite Rage combos. Page 132.

Cover: Courtesy of Nintendo

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The galaxy's newest superstar
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Ristar may be new at the superhero biz, but he's got attitude to spare- not to mention a universe to save!

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GamePro • March 1995

CONTENTS

ProReviews

48 Genesis
- 48 The Death and Return of Superman
- 50 The Itchy and Scratchy Game
- 50 Stone Protectors

52 Sega CD
- 52 Pitfall: The Mayan Adventure
- 54 Slam City with Scottie Pippen
- 56 Radical Rex
- 56 Novastorm
- 58 Mary Shelley's Frankenstein
- 58 The Misadventures of Flink
- 58 Cadillacs and Dinosaurs: The Second Cataclysm
- 58 Space Ace

60 32X CD
- 60 Corpse Killer

60 32X
- 60 Afterburner

64 Super NES
- 64 Jurassic Park II: The Chaos Continues
- 66 Looney Tunes B-Ball
- 66 The Flintstones
- 68 Time Cop
- 68 Street Hockey '95
- 70 Biker Mice From Mars
- 70 Home Improvement
- 72 Uniracers
- 72 Top Gear 3000
- 74 Hurricanes
- 74 Beavis and Butt-Head
- 74 3 Ninjas Kick Back
- 74 Tin Star

76 Neo•Geo
- 76 Zed Blade

94 3DO
- 94 Road & Track Presents The Need for Speed
- 96 Rebel Assault
- 98 Shock Wave Operation Jumpgate: 2026
- 99 The Lost Files of Sherlock Holmes
- 99 Shadow: War of Succession
- 99 Shanghai: Triple Threat
- 99 Family Feud

Return to Jurassic Park. Page 64.

Iron Soldier plays hard. Page 100.

100 Jaguar
- 100 Iron Soldier
- 102 Syndicate
- 104 Theme Park

106 CD-i
- 106 Earth Command

108 The Sports Page
- 108 Tecmo Super Bowl II (SNES)
- 109 NFL Quarterback Club (Genesis)
- 112 NFL Hall of Fame Football (CD-i)
- 112 Brett Hull Hockey '95 (Genesis)
- 113 Val d'Isere Skiing and Snowboarding (Jaguar)
- 113 Checkered Flag (Jaguar)
- 114 World Cup Golf (3DO)
- 114 Fred Couples Golf (Game Gear)
- 115 PGA Tour Golf II (Game Gear)
- 115 Sports Illustrated Golf Classic (Super Game Boy)

116 Role-Player's Realm
- 116 No Fantasy Too Final, Part III: Final Fantasy III Strategy Guide
- 119 Ogre Battle (SNES)
- 120 Brandish (Genesis)
- 121 Future Fantasies: Savage Empire (SNES), Ultima: The Black Gate (SNES), Rise of the Phoenix (SNES), Seal of the Pharaoh (3DO)

122 Super Game Boy
- 122 Wario Blast
- 122 Desert Strike: Return to the Gulf

122 Game Boy
- 122 USHRA Monster Truck Wars
- 122 Itchy & Scratchy in Miniature Golf Madness

123 Game Gear
- 123 Ristar
- 123 Kawasaki Superbike Challenge
- 123 Legend of Illusion Starring Mickey Mouse
- 123 The Itchy and Scratchy Game

Departments

10 Letter from the GamePros

10 The Mail

12 GamePro Gallery

20 Hot at the Arcades
Virtua Fighter 2!

24 The Cutting Edge
Virtual Boy will have players seeing red!

136 GamePro Labs
The Master Gear Converter, the 3DO Flightstick, and a SNES-controller adapter for the 3DO

138 Buyers Beware
Information for savvy consumers

140 Short ProShots
Games from the Winter Consumer Electronics Show, including StarFox 2, Chaotix (starring Knuckles), Comix Zone, and more

149 Index of Advertisers

154 ProNews
Nintendo promotes Ultra 64 and retires the NES; Sega shows a Saturn for America.

Games from the Consumer Electronics Show are highlighted in Short ProShots. Page 140.

YOUR TOMBSTONE WILL READ "GAME OVER."

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Hey, How Do You Rate?

Last month, *GamePro* started printing a new rating icon with each ProReview. The rating doesn't assess coolness of graphics or slickness of sound. Rather, it rates controversy: foul language, sexual innuendo, gruesome violence, and other explicit content.

Last year, the parental population of the United States decided that video games had gotten out of hand. U.S. Senator Lieberman (R., Connecticut) hauled in honchos from Sega, Nintendo, and other game companies to justify their products before the U.S. Senate. Lieberman and his colleagues also threatened to pass a law if the video game industry didn't clean up its presumably dirty act.

The ratings *GamePro* began publishing last month represent the video game industry's effort to satisfy the Congress. They were developed by an industry coalition called the ESRB, the Entertainment Software Ratings Board. Sega, Nintendo, Atari, and other game developers have signed onto the new rating system and will publish ESRB ratings on most, if not all, of their game boxes. 3DO has chosen to continue providing its own rating system, and makers of 3DO software are free to decide which rating system to use on their packages.

What do these ratings mean? To most gamers, "Early Childhood" means you shouldn't bother. Games rated "Kids to Adults" offer a bit more spice, but the fare's still safe. (Sonic, for example, might plow headlong into a spike, but it's not likely you'll see his blood splatter against the wall.) The "Teen" rating covers games like Pitfall and The Adventures of Batman and Robin. This is probably where most games will fall. Doom and Demolition Man sport the more risqué "Mature" label, earning the distinction through gratuitous bloodletting and/or locker-room vocabulary. (We expect that a few stores will prevent young gamers from buying Mature-rated games.) And finally, there's "Adults Only." We don't know anything about these games. Cross our hearts.

Although the rating system has its critics, *GamePro* believes that the more information available to consumers, the better. You're spending your hard-earned cash on games, so you deserve to know what you're getting. For details about the ratings, see page 81 of the January issue or call the ESRB at 800/771-3772.

The GamePros
San Mateo, CA

THE MAIL

GamePro Readers Speak Out!

Fightin' Words

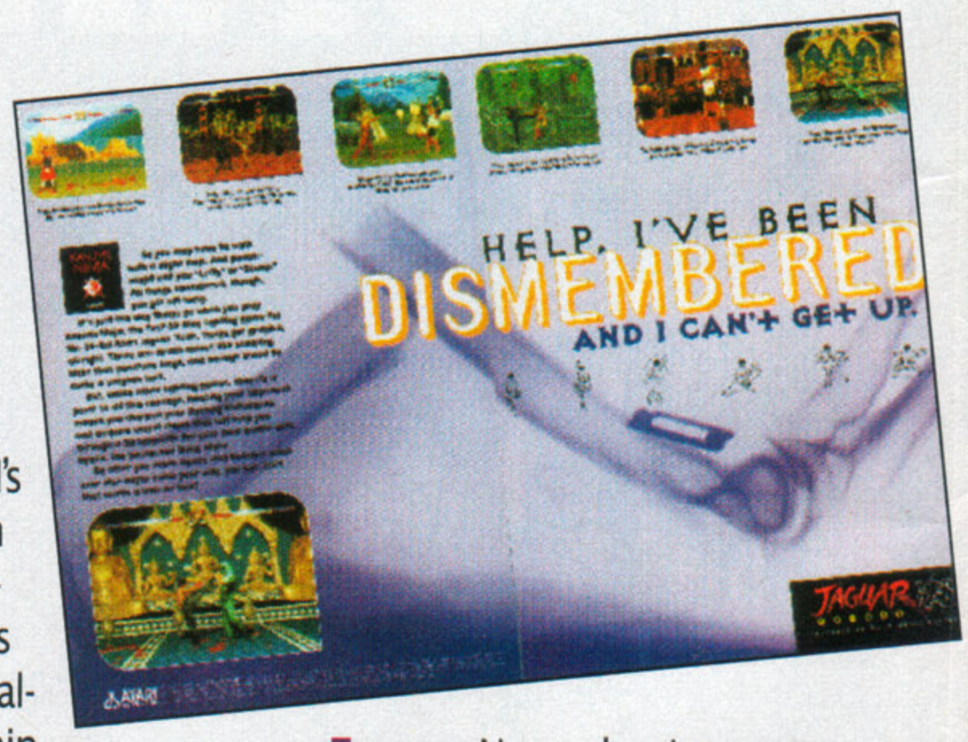
Why do gamers take sides and argue that Sega is better than Nintendo or vice versa? Why can't they just enjoy their own system or enjoy both systems without trying to prove that one is better than the other? Who cares? Just play!

John Craske
Palo Alto, CA

Justin Moore of Ansonville, North Carolina, knows his way around Mortal Kombat II's special moves.

I disagree with Slasher Quan's comparison of SSF II with MK II in your October issue. He says SSF II has more depth, yet MK II's characters each have more special moves, plus at least two Fatalities, a Friendship, a Babality, a Tomb/Pit, and a Dead Pool move. And he says SSF II has more game play, but MK II has more new characters (seven), hidden characters, interactive backgrounds, Pong, and much more. If I were in a desert with one game, it would be MK II.

Chris Ross



The Magazine Biz

What's in the background of the Atari ad on page 31 of your December issue?

Justin Bradock
Lake Helen, FL

Bruised Lee replies:

That's an x-ray. Look at both pages of the Kasumi Ninja ad, and you'll see it's a broken leg.

Rich Garr of Charlotte, North Carolina, carved a familiar logo into his pumpkin last Halloween.

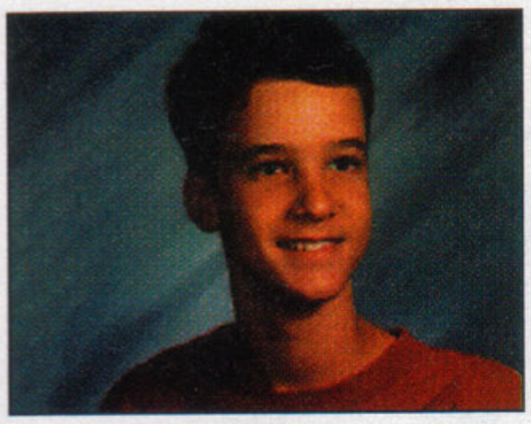
In your November issue you showed a confusing screen from the great Primal Rage game. It was a screen of a Chaos fatality, and it said "Censored" across it. Why?

Adam Volker-Yoblick
Miami, FL

Earth Angel replies:

Chaos executes a move that some people might find offensive. The word "Censored" doesn't appear on the actual

game screen. We added it to cover up the objectionable image (but we did give you all the button presses so you can see it for yourself).



Here's an imaginative GamePro! Meet 14-year-old David Werner of Burke, Virginia, who writes lyrics for video game music. He turned the music from Star Fox's Corneria level into a song called "Grasshopper Suicide"!

Cart Queries

Ridin' with the remarkable Road Rash for 3DO.

I need help! I spent a lot of money for a Panasonic 3DO, and I can't find a lot of good games for it. I've got four: Crash 'N' Burn, Jurassic Park, Shock Wave, and The Horde. Can you recommend others?

Remo Fickler
Albany, CA

Captain Squideo replies:

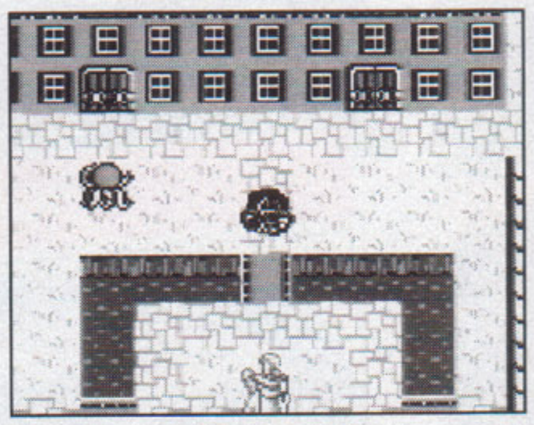
No problem! Good 3DO games are coming out all the time. Try out great space shooters like Total Eclipse or Shock Wave 2, wild and woolly Road Rash, humorous Mad Dog McCree II, suspenseful Escape From Monster Manor and Dragon's Lair, and John Madden's terrific football game. In our February sports section, we reviewed what some people feel might be the best sports game of all time for any system – FIFA Soccer for six players. In this issue, we review another dazzling racing game, Need for Speed. Check 'em out!

I'm an RPG fanatic who travels a lot. Are there any role-playing games for the Game Boy?

Jason Viera
Boulder, CO

Indill the Incredible replies:

Legend of Zelda, Nobunaga's Ambition, Final Fantasy Legend, and its sequel, FFL II, are four good ones.



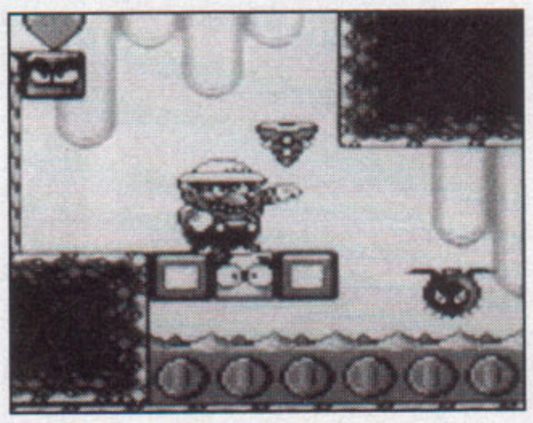
Zombies and Ashura Devils await in Final Fantasy Legend.

Is Wario supposed to be related to Mario and Luigi? A comic book shows them as childhood buddies.

Jared Wilber
Eielson A.F.B., AK

Manny LaMancha replies:

According to Nintendo lore, Wario was the neighborhood rival to Mario and Luigi in their childhood. Basically, he's jealous of Mario and Luigi's success, which is why in Wario Land he even acted like Mario in a Mario-style game.



Wario Land for the Game Boy

I'm a big fan of Mega Man. What were the ratings for the first Game Boy MM game?

Doug Grayson
Desloge, MO

Quick-Draw McGraw replies:

Back in August 1991, the Unknown Gamer said this was a "high-quality rehash of past MM carts," with all the "great game play and graphics that have come to signify the Mega Man games."

Mega Man in Dr. Wily's Revenge (By Capcom)

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

What are the teams in Bill Walsh's College Football? I don't recognize schools such as State College, College Station, Pullman, Raleigh, and Provo. Who are these guys?

Daniel Dreon
San Jose, CA

Ben D. Rules replies:

EA Sports didn't get the licensing to use actual names for the famous schools, so they listed their cities instead. Los Angeles is UCLA, Tallahassee is Florida State, Atlanta is Georgia Tech, Columbus is Ohio State, Baton Rouge is LSU, State College is Penn State, College Station is Texas A & M, Pullman is Washington State, Raleigh is North Carolina State, and Provo is Brigham Young. Team colors and ratings are appropriate for the actual schools.

Provo (Brigham Young) in dark blue challenges Los Angeles (UCLA) in powder blue.

Let's Get Technical

Why is the Sega CDX called a portable when you still have to hook it up to a TV?

Gabe Norrell
Greenville, SC

The Lab Rat replies:

You're right, it's not a true "portable" in the sense that a Game Gear is portable and can be played anytime, anyplace. You do have to hook up a CDX to a TV to play video games, and you do have to plug it into a wall to listen to music CDs. However, it is portable in the sense that it's small, compact, lightweight, and easy to move around. Consumers must decide for themselves if these features warrant the approximately $399 price tag.

Sega's CDX – discs to go?

Reader Report

Back in December we asked you what your favorite MK fatalities were. Here's the tally. All were from MK II:

1. Jax's arm-ripping fatality
2. Sub-Zero's ice-grenade fatality
3. Shang Tsung's soul-sucking fatality

Jax leaves Raiden unarmed.

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

GAMEPRO GALLERY PRIZE

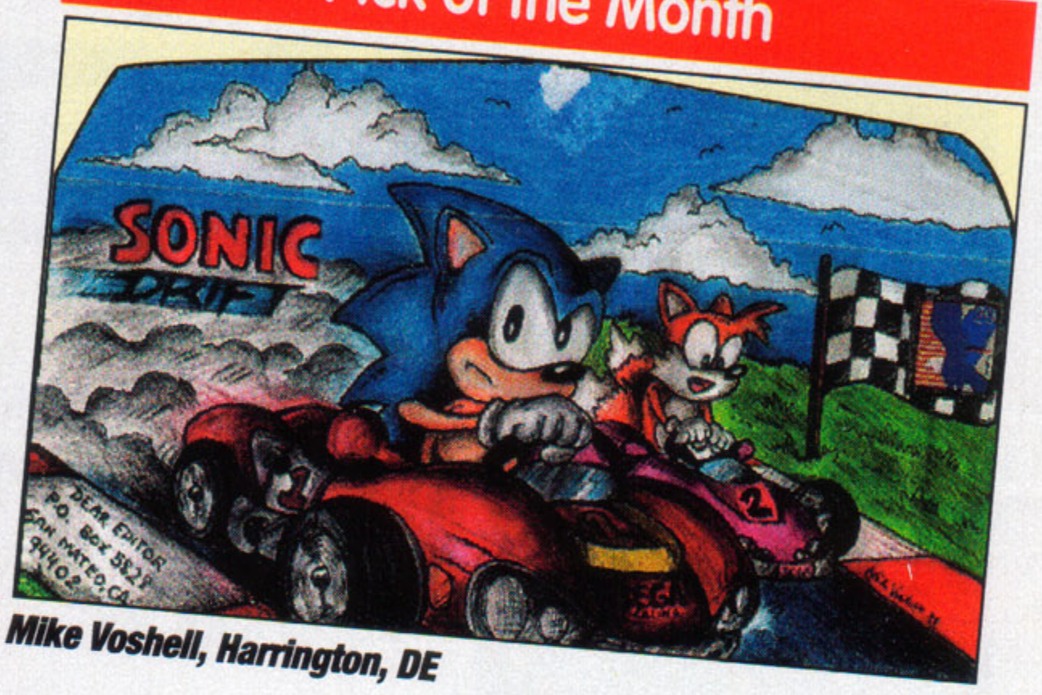
This month's winning artist will receive a *GAMEPRO* T-shirt!

Ivan Hurtado, Miami, FL

Travis Frazee, San Diego, CA

Audrey Adair, Three Rivers, MI

Pick of the Month



Mike Voshell, Harrington, DE

Jeff Daniel, Buckfield, ME

Andy Kinabrew, Albuquerque, NM

David Chia, Port Hardy, British Columbia, Canada

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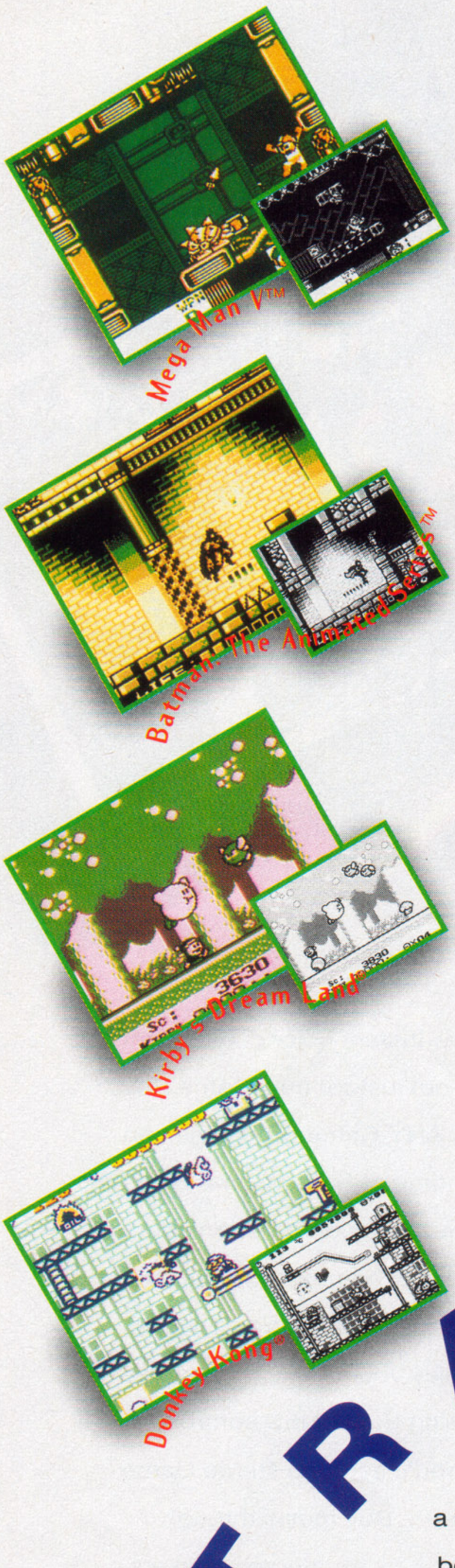

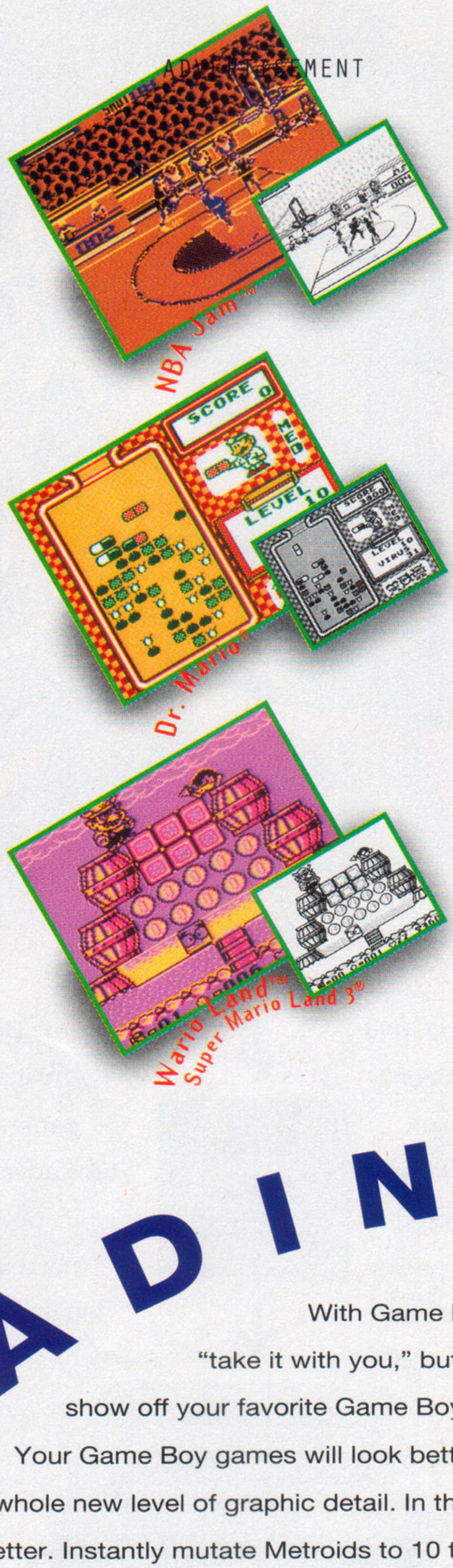

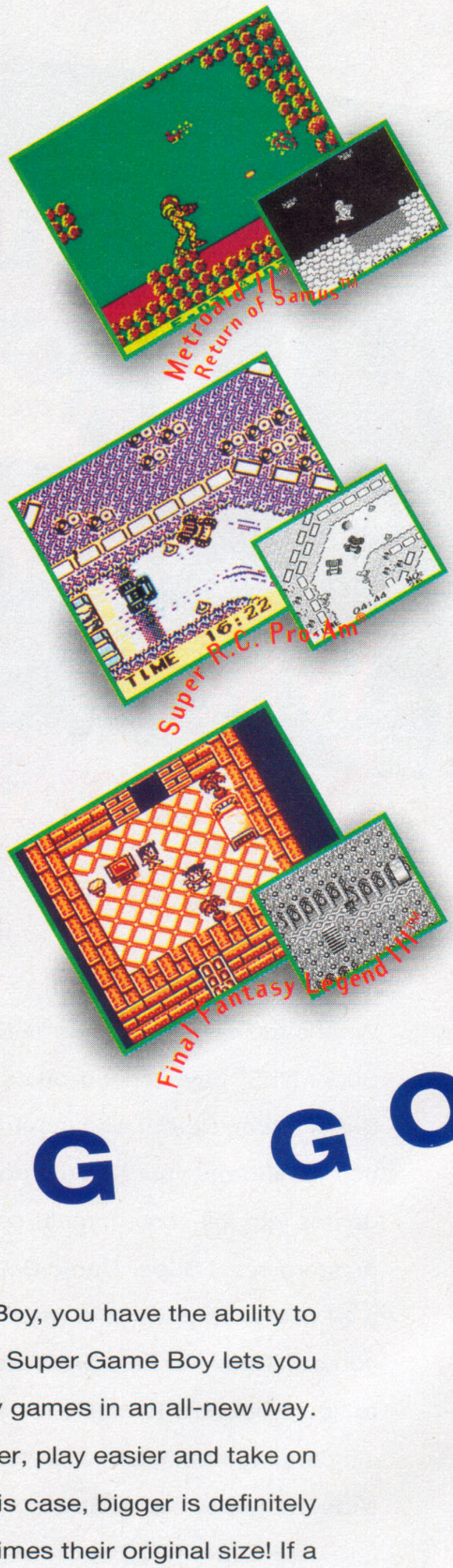

GO GRADING

With Game Boy, you have the ability to "take it with you," but Super Game Boy lets you show off your favorite Game Boy games in an all-new way. Your Game Boy games will look better, play easier and take on a whole new level of graphic detail. In this case, bigger is definitely better. Instantly mutate Metroids to 10 times their original size! If a picture is worth a thousand words, the "before and after" shots here are saying a lot of good things about Super Game Boy!

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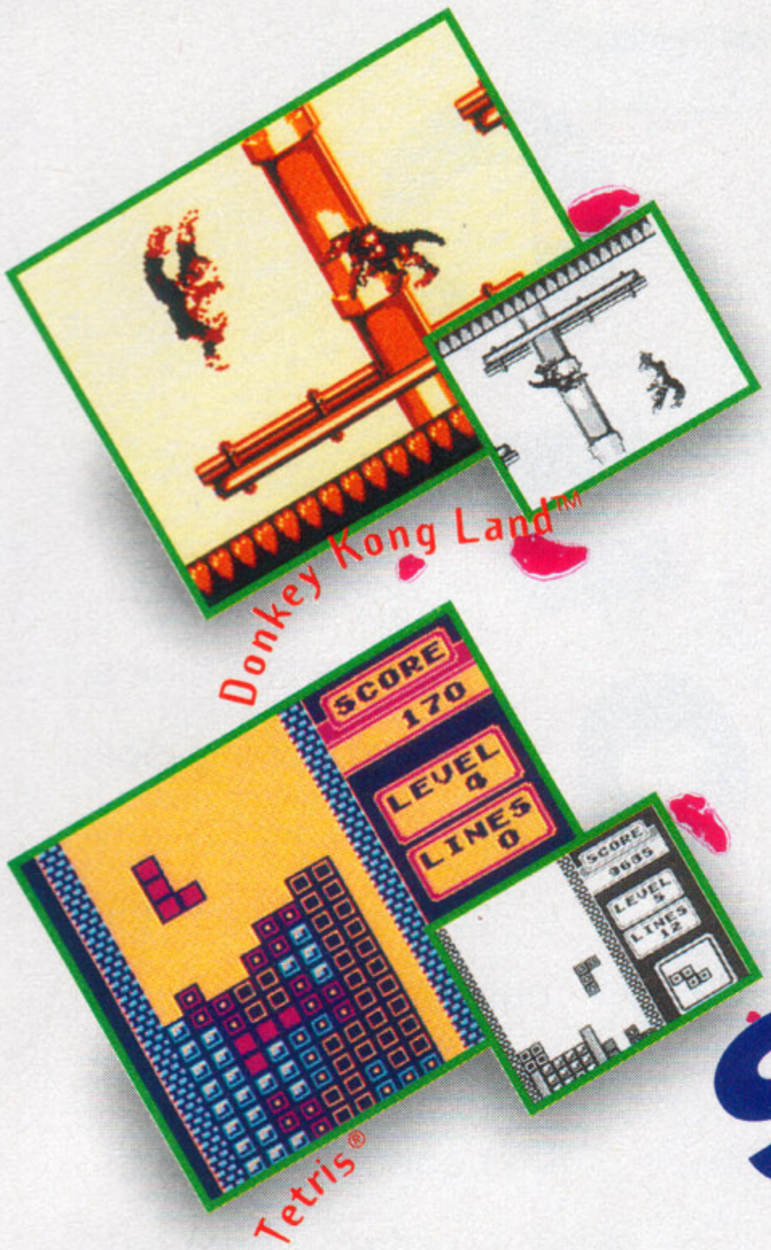

FOR SHOW

GAMES GAMES GAMES GAMES

If you have a Super NES but not a Game Boy, you can access a whole new world of games once you have a Super Game Boy. Exclusive Game Boy titles like Donkey Kong Land, Metroid II: Return of Samus and the entire Super Mario Land series can now be played on your Super NES! Paks like the Legend of Zelda®: Link's Awakening™ and the Final Fantasy Legend™ series take on a whole new level of excitement with Super Game Boy.

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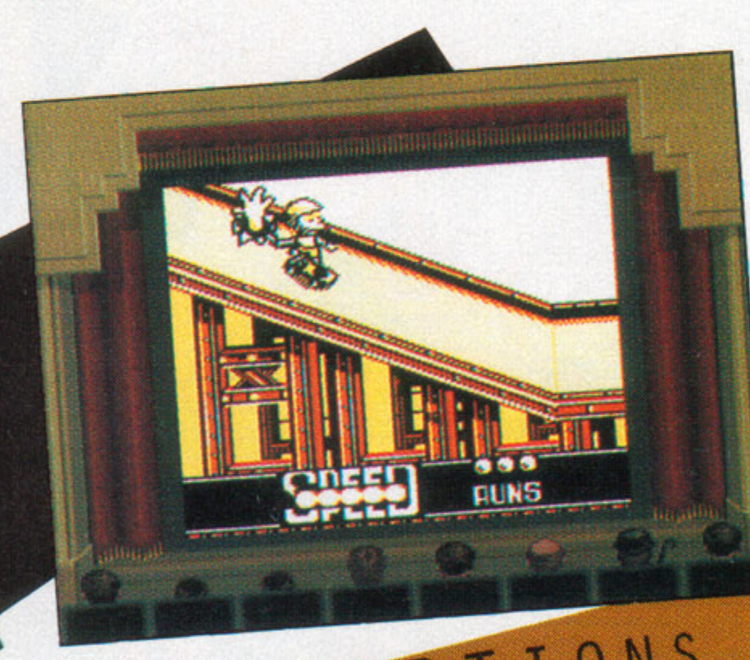
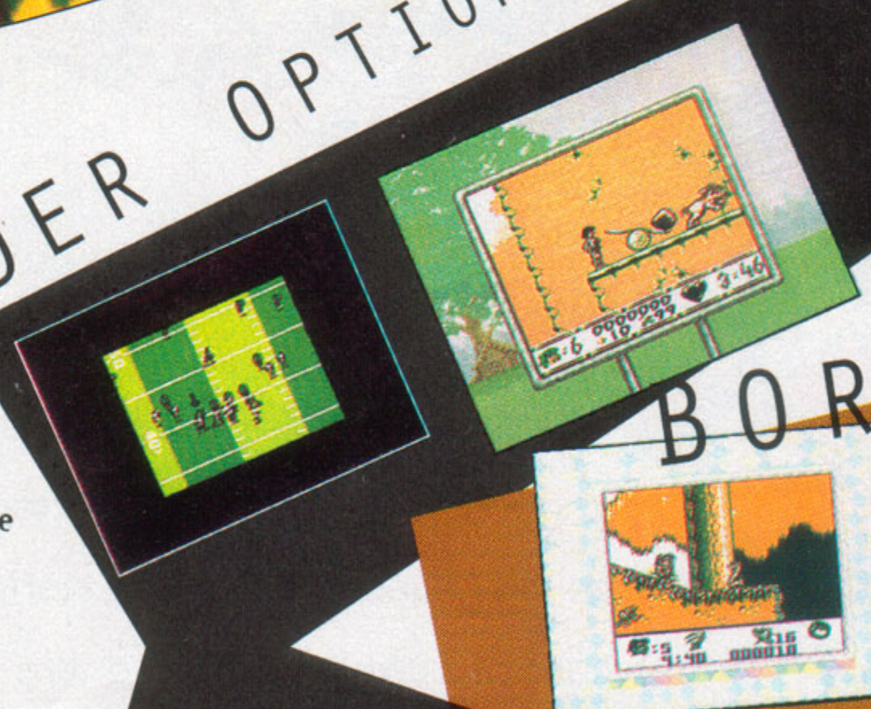
Color Options

When you plug a game into Super Game Boy—POW—instant color. Some color combinations look better than others, and some might be fitting for one game but not another. It all depends on what looks good to you. If the default color palette isn't to your liking, that's not a problem. Super Game Boy has lots of palettes to choose from, 32, to be exact.

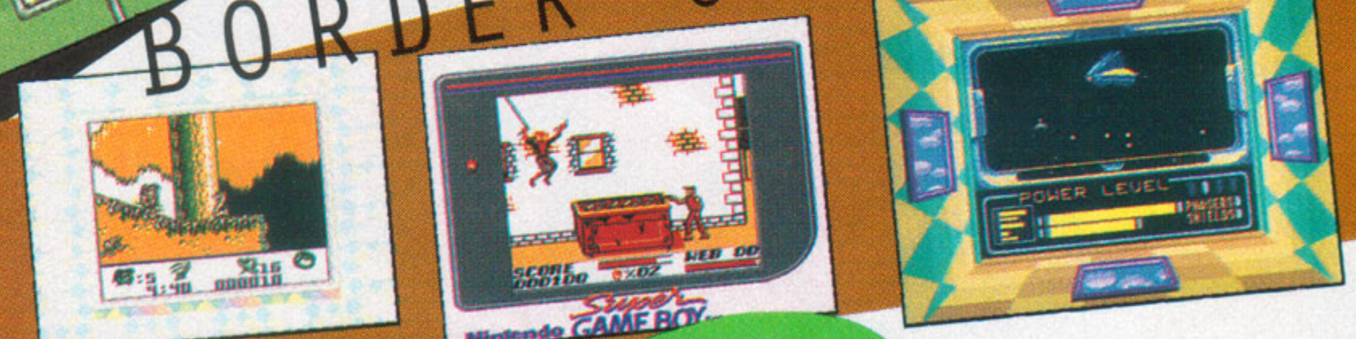
As you can see, games like Link's Awakening look great in almost any color palette. When customizing the game you're playing, you'll find that contrasting colors often work best.



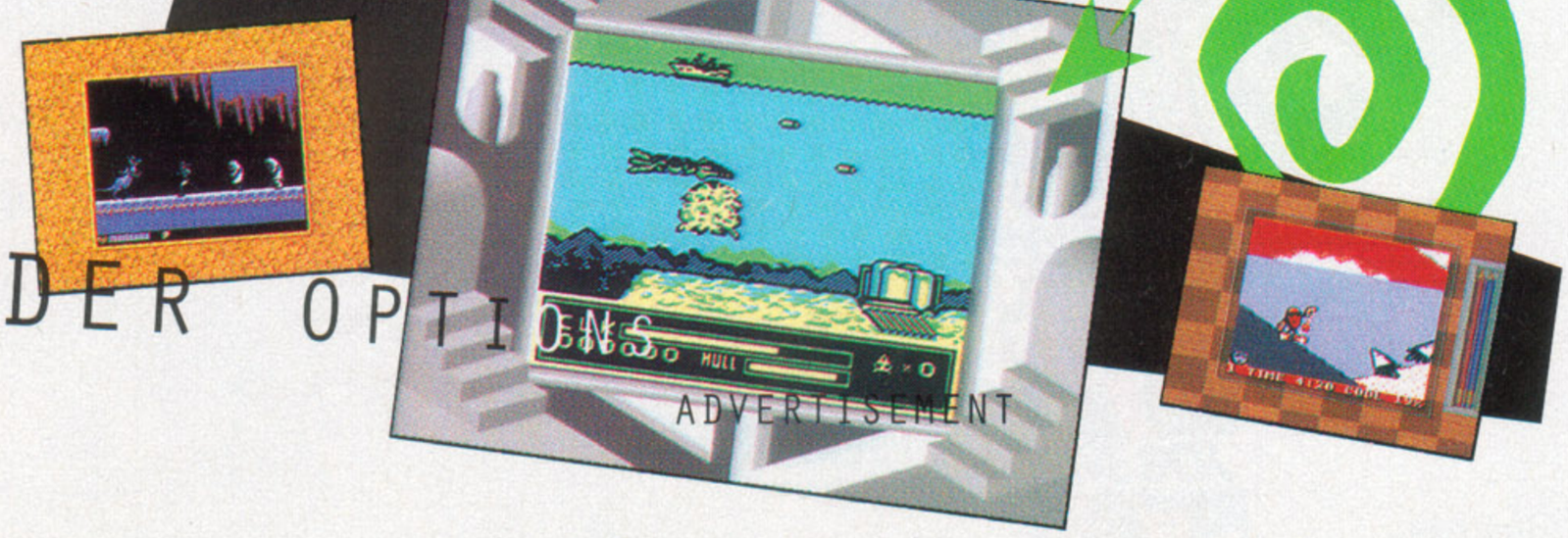
BORDER OPTIONS



BORDER OPTIONS



There is a secret about the border. If you pause your game and let it set long enough, the border image changes and/or sets itself in motion. It's like a Super NES screen saver. Try it!



BORDER OPTIONS

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Make your own choices

If you really want to go crazy with your borders, we suggest hooking up the Super NES Mouse to port 11 on your Super NES. It will work kind of like Mario Paint.® Just select a color from the color palette, click and hold the buttons, and paint away!

Another custom feature that will help you create stand-out screens is Super Game Boy's border option. It has nine pre-programmed borders, but your choices are almost endless because you can also design your own borders. Be creative. Select the Custom Border Icon and paint your own masterpiece.

Using a border that complements your game screen can certainly enhance your gaming experience. For example, set the scene for Link's Awakening by painting a border that features Koholint and Egg Mountain, or build an arena around your NBA Jam™ court.

Super Game Boy also allows you to edit the various colors of any given palette by increasing or decreasing the brightness of each color. If you come up with an unbeatable combination of colors, write down the password that you're given, and then enter it any time you want to use that palette again. It's versatile. It's comprehensive. It's cool.

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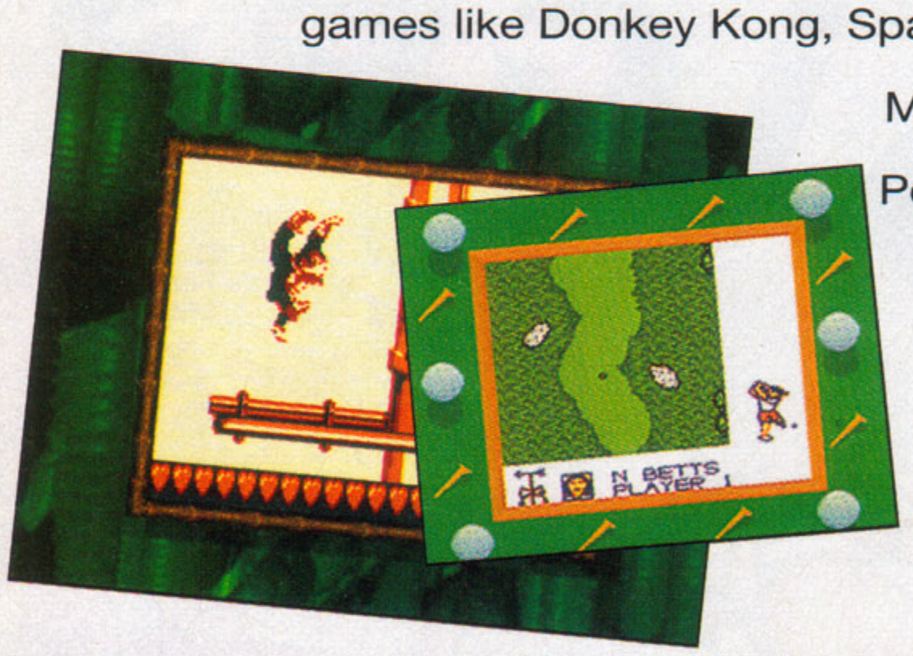
ENHANCED MODE

Super Game Boy Enhanced Mode Icon

Programmers can now pre-assign colors to provide optimal contrast, vibrancy and detail with Super Game Boy Enhanced Mode. Different levels of a game can access different color palettes, as well. And customized borders that surround the playfield can be built-in to create an exciting frame that complements the game. Check out games like Donkey Kong, Space Invaders,™ Mighty Morphin Power Rangers,™ Wild Snake,™ Bonk's Revenge,™ Mega Man V, Donkey Kong Land and more! Keep an eye out for the happy face icon on the box. It lets you know that the Super Game Boy Enhanced Mode is ready to roll!



Select any Power Ranger and the Enhanced Mode outfits them in the right color.

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Over the next three months–in the March, April and May issues of GamePro–we'll run questions about Super Game Boy. Ten questions total.

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1. Read the ad.
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3. Cut out a completed quiz form from each issue.
4. Staple them together and drop them in the mail to:

Super Game Boy Sweepstakes
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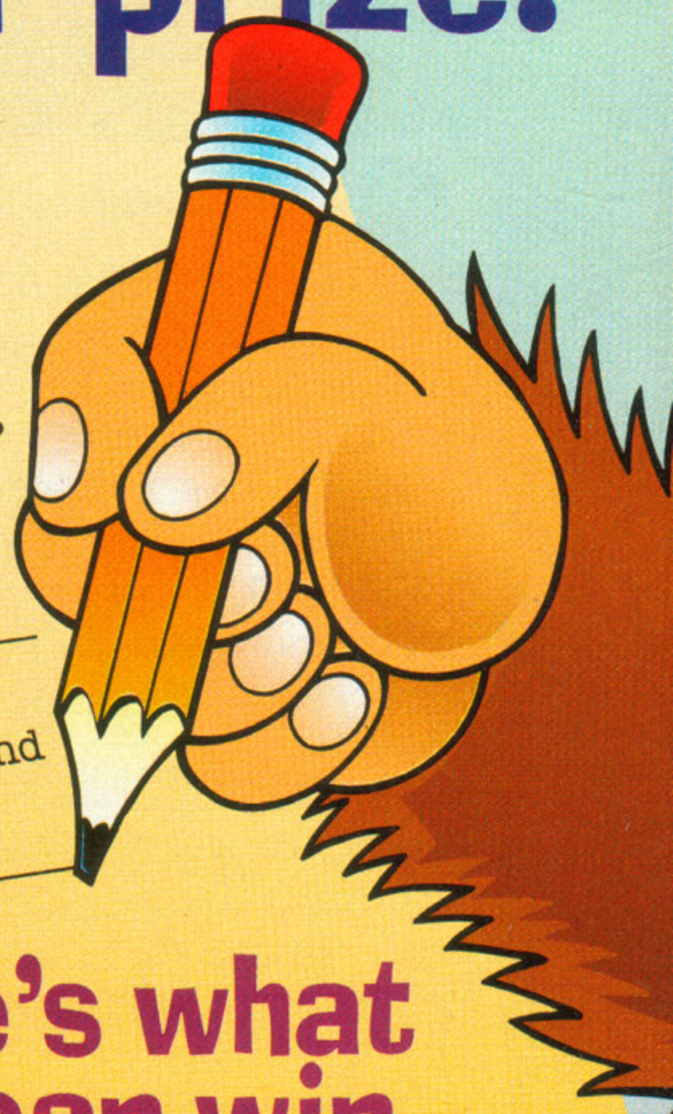
Think you know the max about Super Game Boy®? We'll See

1. How many pre-set colors are there in the palette? _____
2. How many pre-programmed borders are there? _____
3. Super Game Boy lets you play Game Boy games such as Metroid II and Super Mario Land in color on your tv?

True _____ False _____



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30 Fourth Place winners of a 1 year subscription to GamePro.

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Preview
Virtua Fighter 2

By Bruised Lee

Virtua Fighter broke into the arcade fighting-game field with an entirely new idea: polygon-based fighter graphics in a 3D arena. The original VF drew in players; now VF 2 with its vast improvements seems set to deliver the knockout punch.

They're Back!

All eight original fighters will return in this eagerly awaited sequel, but they aren't alone. Joining the ranks are two new fighters, Shun and Lion, who pull moves based on real martial arts forms – just like the other Virtua combatants. Shun and Lion use the new fighting techniques of Suiken (Kung Fu) and Toroken (Chinese Kenpo).

You'll get all the original moves in this version – and more. Altogether, you can try out up to 500 new moves.

Sega's designers didn't stop there. They also refined the fight areas and backgrounds, building in a 3D look. The arenas are also much larger, so you don't have to worry about ring outs as much as you did in the original VF.

Shun Di

Lion Rafale

Technical Knockout

You won't believe how much better this game looks compared to the first installment. To make an arcade analogy, Virtua Fighter 2 is to Virtua Fighter as Daytona USA is to Virtua Racing.

Much of what makes Virtua Fighter 2 look so good and play so well is Sega's upgraded arcade hardware. VF 2 sports the CG Model 2 board, which is the same graphics technology used in Daytona USA. The beefier chip set enables VF 2 to display texture-mapped polygon graphics with 1200 patterns of motion.

Sega also doubled the frame rate, cranking it up from 30 frames per second to 60 frames. This increase endows the characters with a much more realistic look and feel, especially in response to the controls. Many Virtua Fighter players, though entranced by the visuals, felt that the game play had to be juiced. The jacked-up frame rate completely revamps the action. The characters move more smoothly and execute their moves more quickly.

Virtually Brand New

VF 2 appears to take the great aspects of the original VF and improve upon them. It's worth a few rounds to find out if you can be a Virtua Fighter, too. G

By Sega
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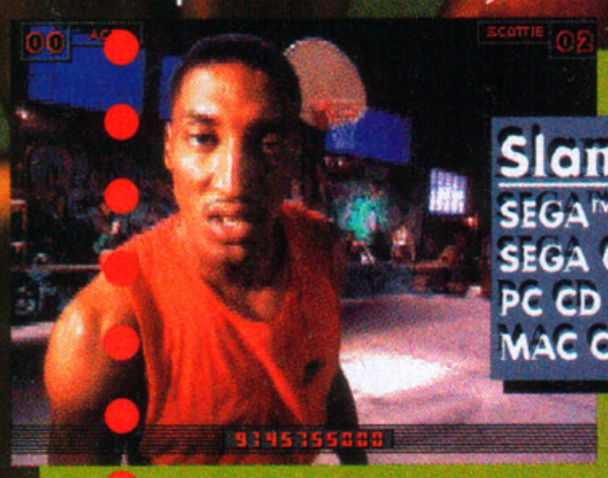

*COMING SOON

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THE CUTTING EDGE

VIRTUAL PLACES in small spaces

The Virtual Boy leads Nintendo's foray into virtual reality.

By The Whizz

When Nintendo announced the 64-bit Ultra 64 game system, most video game brainiacs figured it planned to leapfrog 32-bit technology altogether. Wrong!

The big N saw something in a Reflection – Waltham, Massachusetts-based Reflection Technology, that is – and decided to take 32-bit technology small. Now it's set to explore virtual reality with the Virtual Boy, a compact 3D game system.

The Kid's All Right

Virtual Boy is a stand-alone tabletop unit that doesn't connect to a television. The 32-bit virtual-reality (VR) system, powered by six AA batteries, is built around a RISC (reduced instruction-set computing) chip. It uses two high-resolution mirror-scanning LED (light-emitting diode) displays to produce a 3D image.

The Virtual Boy resembles a pair of ski goggles mounted on short metal legs. You set the unit on a table and simply slide your face into it. The design is meant to eliminate all external stimuli, totally immersing players in a multi-faceted monochrome world consisting of high-resolution red images against a deep-black background.

The separate VB controller is totally unique. It sports a two-handed design consisting of double pistol grips mounted on either side of a control pad, which features four action buttons and two directional pads.

Nintendo Sees Reflection

The brains behind the Boy belong to Reflection Technology, a company that specializes in virtual-display technology. What has the company that Mario built so jazzed is Reflection Technology's patented virtual-display technology, the Scanned Linear Array (SLA). With it, Reflection displays can produce a readable image comparable to that of a 12-inch monitor – within a one-inch-square window!

The SLA is built around a vertical column of tiny LEDs and a magnifying lens. A vibrating mirror sweeps the magnified image of the LEDs horizontally to paint a full-screen image. To view the image, you put the SLA display up to your eye and look into a tiny viewfinder. Because of the high speed of the mirror and the LEDs, your eye is fooled into seeing a single continuous image.

The same phenomenon occurs when you watch a movie. You see separate frames of moving film as a continuous animated picture rather than the individual images that comprise it.

The Boy as Toy

Nintendo of Japan is talking up the Boy big. The VB is slated for release in Japan this April at a suggested retail price of 19,800 yen ($210). According to Nintendo, three cartridge-based games will be available at the launch, followed by two to three titles each month. At press time, Nintendo projected that Virtual Boy sales in Japan will reach 3 million hardware units and 14 million software units by March 1996. That's a man-sized task for the little Boy. G

The table-mounted Virtual Boy doesn't look like much, but it's what's inside that counts. Check out the complex controller.

What are *you* waiting for?

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"Wow! At last! A true Doom KILLER!!!!!!"
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"The nasty computer game with graphics that change as if the player is moving in three dimensions."
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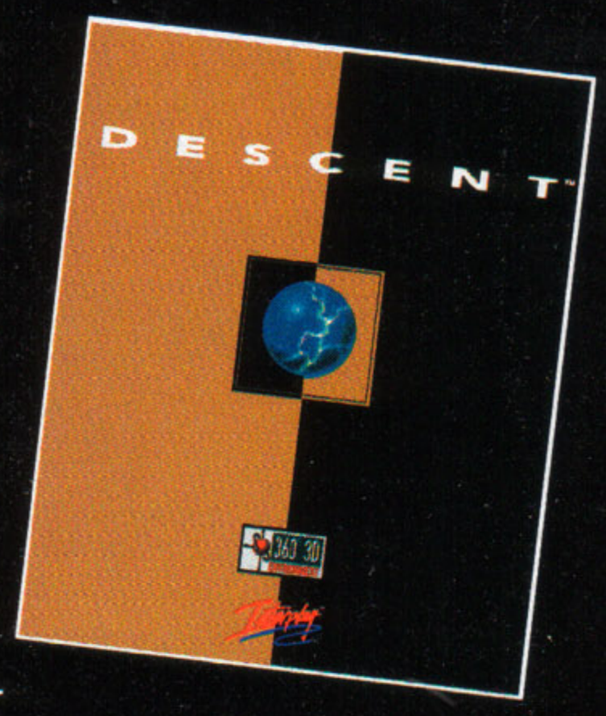
"Descent is an incredible game. Descent is to Doom as Doom was to Wolfenstein."
— Al Hunt, Compuserve



"Doom with a Jet Pack...It's not like playing an arcade game, it's like being in one."
— Electronic Entertainment

"Descent is superb."
— Apogee

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

"It's Doom with a twist, a turn, and a gravity free flip."
— Computer Gaming World

"Played it ... and I have one thing to say. Wow."
— Sir Ryck AMERICA ONLINE

"If you still have Doom loaded on your HD you're just wasting space."
— Big Joe d, AMERICA ONLINE

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— Eric Rose, Compuserve 71221,2660

"Cool game, just need to find my Dramamine to play it."
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"Holy Bat farts, Batman!.... I have never experienced an enemy intelligence anywhere NEAR the way these robots act. They peek, they fire, they chase you, they take cover, they wait."
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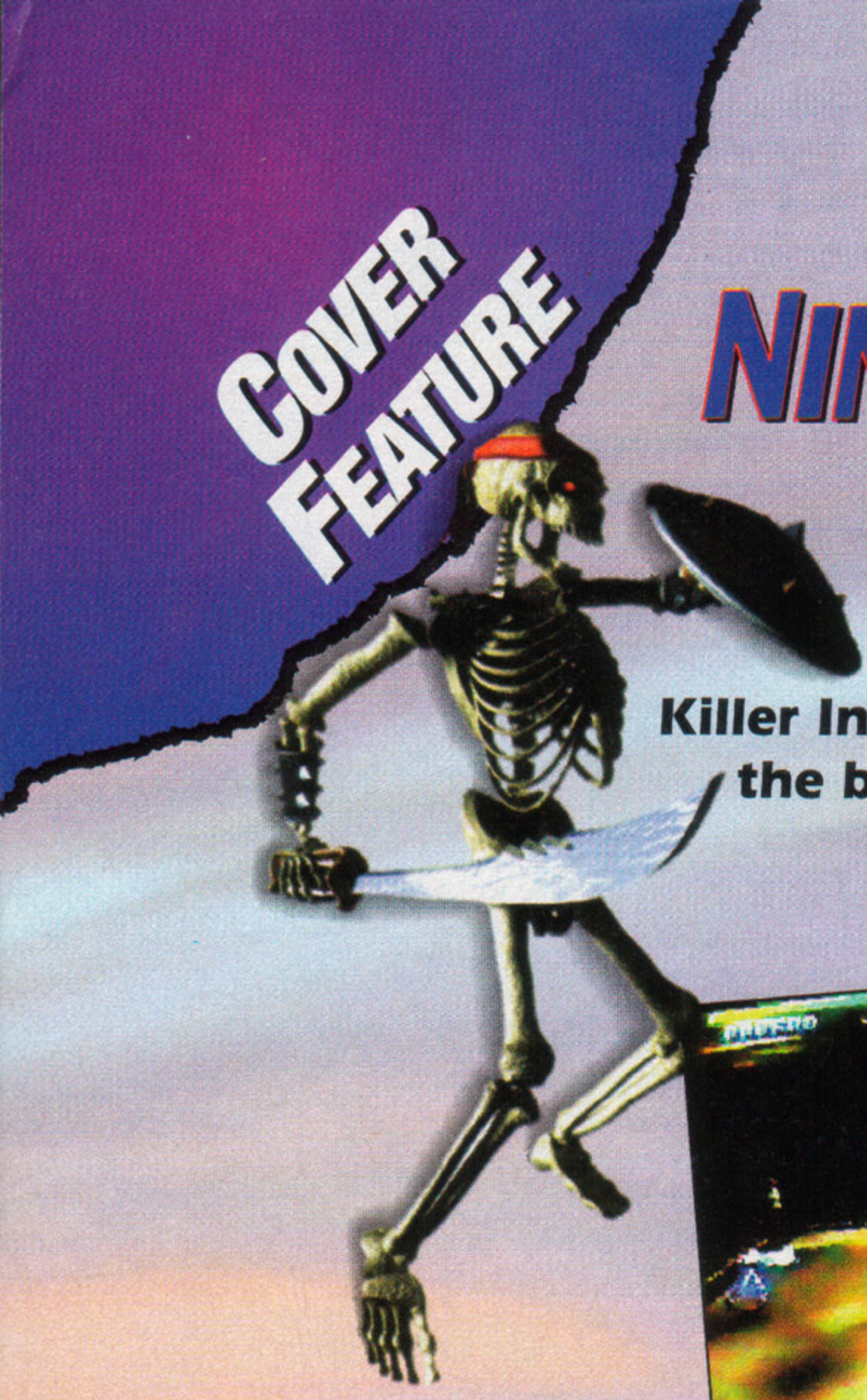
COVER FEATURE

ULTRA 64 watch

NINTENDO FOLLOWS ITS INSTINCT

Killer Instinct is killing 'em in the arcades, but the best Instinct may be coming...home!

By Eye Spy



Built-in polygon scaling will enable in-and-out scrolling to move much more quickly than it does in the arcade machine.

Nintendo announced in January that Killer Instinct will make the trek from the arcades to the eagerly awaited Ultra 64 home system. Silicon Graphics, Inc., has completed the basic Ultra 64 hardware design (see sidebar), and according to Dan Owsen, product manager for Killer Instinct, the Ultra 64 home system is "on schedule for shipping in late '95."

Fighting First

Killer Instinct will be one of the first games released for the system, but the game design is still on the drawing boards. "Right now," says Owsen, "we're thinking straight conversion, but it's possible we may do a tournament edition or something. Ken Lobb, our fighting guru, helped design Killer Instinct, so he'll oversee the project. At the very least, the game can be an exact copy. What would be ideal is that we re-create a Killer Instinct for the home system that's as different from the arcade version as Street Fighter II was from Street Fighter II Turbo. If we have the memory – and we probably will – we can add some extras."

Since players are just now discovering how deep the arcade version of Killer Instinct is (see page 77), those extras are most intriguing.

Killer Moves

The Killer Instinct arcade game was a collaboration by a heavy-hitting team: Nintendo, Rare Ltd. (the Donkey Kong Country designers), and Williams Entertainment, with some good advice from Silicon Graphics, Inc. Since the final Ultra 64 technology was not available for the arcade machine, however, the home game will be more sophisticated than the arcade version.

For example, Killer for the home should move much faster. The cartridge game will use a new compression algorithm that enables it to use fast-access chips to store certain game-play information that the arcade machine now stores on a relatively slow-moving hard-disk drive.

What's more, the Ultra 64 home system will have polygon scaling and texture mapping built into the hardware – effects that the coin-op produces via software programming. That means the rotating 3D levels and the in-and-out scrolling that occurs when characters approach each other will move much more quickly.

Killer will sport the same rendered-polygon look of the arcade version. In fact, Nintendo will use the same Silicon

Killer's multihit combos from the arcade machine will be unchanged for the home version.

Graphics models that appeared in the arcade system, which was designed by Rare. "From the get-go," says Owsen, "we planned that Killer Instinct would be an arcade game that would also be for the home systems."

Design plans also call for all the original characters to appear in the home version with all their moves intact. Naturally, the game will feature its signature multihit combos, but it's still too early to tell what the control-pad layout will be.

Evolutionary Instinct

Like any new system, if the Ultra 64 appears this year, it's going to need some knockout games. Killer Instinct could have fighting impact. G

ULTRA 64 PROGRESS REPORT

Silicon Graphics, Inc., (SGI) has completed work on Nintendo's Ultra 64 home system. George Zachary, SGI's manager of consumer electronics marketing, gave *GamePro* an update.

GamePro: What's the status of the Ultra 64 home system?

George Zachary: *The hardware design is complete, and Silicon Graphics has hit all of its engineering milestones as far as designing the chips and the low-level system software. Now Nintendo will build the prototypes.*

GP: Is the Ultra 64 going CD like the Saturn and the PlayStation?

GZ: *The Ultra 64 is still a 64-bit cartridge-based system.*

GP: What was your biggest technology challenge?

GZ: *Trying to take the highest-end performance of Silicon Graphics workstations and put it into a low-end consumer device. A game machine should be optimized for fun, but that's not the goal of a workstation.*

SGI makes a high-end graphics workstation called the Reality Engine, on which the Ultra 64 hardware is based. One of the toughest things was to design a Reality Engine-like coprocessor into a system for less than a $250 price point. It's easier when you want to go after an arcade system.

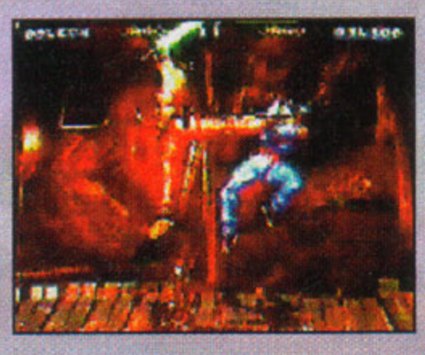
GP: How closely does the Ultra 64 arcade hardware match that of the home version?

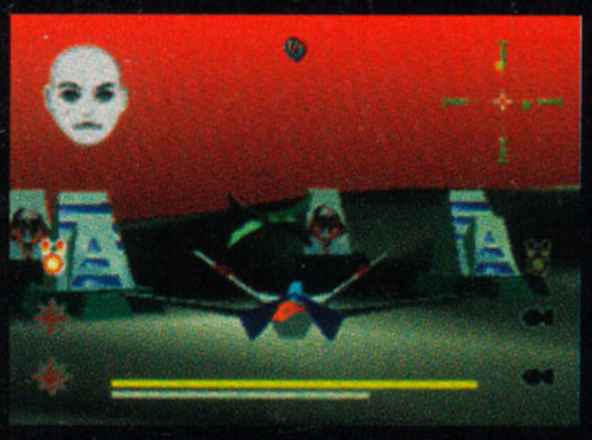
GZ: *Killer Instinct and Cruis'n USA for the arcades are Ultra 64 titles, not Ultra 64 hardware. The Killer Instinct arcade machine was not a full-fledged Ultra 64 system. Killer Instinct for the arcade uses a 64-bit Mips CPU, and it uses the Ultra 64 file format for data structure, but it doesn't use Ultra 64 memory media or the graphics technology.*

We worked with Nintendo and Williams to get them the information they needed to build a good arcade machine so it could be ported to a home system. However, over time there will be arcade versions of the completed Ultra 64, but our number-one priority was with the home system.

GP: SGI isn't known for electronic-gaming products. How can you add that entertainment element into the Ultra 64 design?

GZ: *Our goal was to build the fastest, coolest game machine. We have 110 people on the Ultra 64 development team. Every Friday, we get together for video game contests with a bunch of games on a bunch of platforms. Everyone likes the games with great game play, not necessarily the best graphics.*





BATTLEMORPH™ This much-anticipated 3-D sequel to Cybermorph has a killer new twist. You can seek out new worlds underwater and underground. Available 1st quarter.

BRETT HULL HOCKEY™ With awesome digitized graphics and a real-time 3-D rink, you'll feel every slapshot, save and humiliating slam into the boards. Available 2nd quarter.

DRAGON'S LAIR® Dirk's back, only this time he'll be fighting dragons in your home. It'll take the Jaguar's raw 64-bit power to the max. Available 1st quarter.

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ROBINSON'S REQUIEM™ Imprisoned on an alien planet, you either escape or die. You'll cover 3 miles of 3-D terrain as you fight off starvation, predators and insanity. Available 2nd quarter.

BLUE LIGHTNING™ You're in an F-18 battling a renegade general. Can you handle precision flying and stomach-wrenching dogfights or do you need your mother? Available 1st quarter.

CREATURE SHOCK™ You're on a mission to find the remains of a lost ship on the near-dead Planet Earth. 3-D graphics and eerie special effects add to the chills. Available 2nd quarter.

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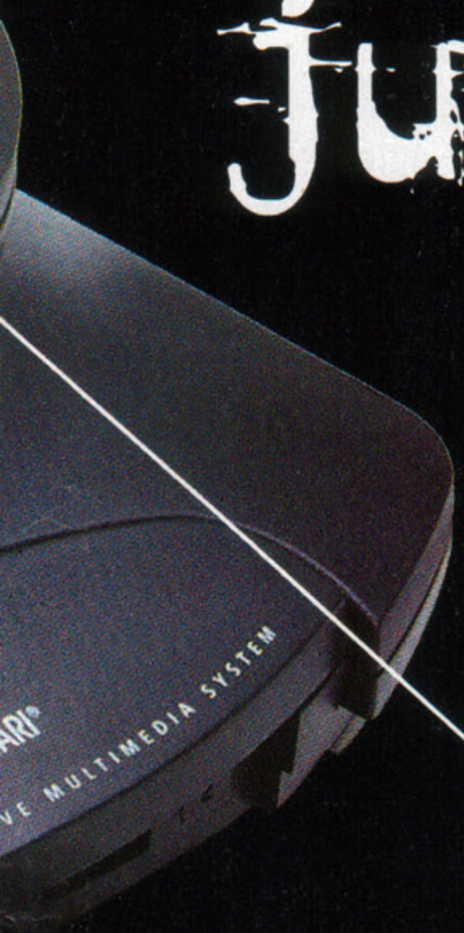
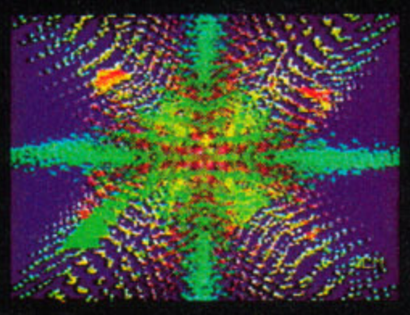
How can we possibly make the 64-bit Jaguar more powerful? Attach an Atari double-speed CD player. It's a lot like attaching an atom bomb to an F-14. We're talking explosive power that no other CD-ROM combination can match. Just piggyback this 790-meg monster onto your Jaguar and watch your TV come alive with insane true color, movie-like images and CD-quality stereo sound.

DEMOLITION MAN™ Get ready for an interactive adventure with live action footage of Stallone and Snipes. Now your sappy dreams of movie stardom can be a reality. Available 1st quarter.

The most powerful game system in the world just got a 790 Meg TUNE-UP.



VIRTUAL LIGHT MACHINE™ Watch the beats of your CD's come to life in a pulsating collage of 65,000 mind-blowing colors. Or create your own cosmic light show at the touch of a button.



If our Interactive CD games don't rearrange your brain cells, the built-in Virtual Light Machine will. Throw on your favorite CD, and watch the music morph, contort, and pulsate in a psychedelic light show your ex-hippie parents may even appreciate. So check out the new CD player for the Jaguar. It'll crank the torque up to nuclear proportions.

$149

[CD player comes fully loaded with everything but a Jaguar.]

JAGUAR™ 64-BIT MULTIMEDIA PLAYER CD

DO+THE MATH

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SPECIAL FEATURE

Overseas ProSpects

THE SEGA SATURN ENTERS ORBIT

Sega Saturn made its debut in Japan last fall, and to no one's surprise, the eyes of video gamers everywhere are opening 32 bits wide.

By Bruised Lee and Undercover Lover

Is the world ready for 32-bit game systems? Well, initial Sega Saturns were gobbled up by technology-mad Japanese gamers in a day. Now the scramble is on to keep units on Japanese store shelves.

Spinning Silver

The Saturn by Sega Enterprises of Japan is basically a CD-ROM system; however, there's a cartridge slot mounted in the top of the unit. Right now there's only an add-on RAM memory cart for saved games available on the Japanese market, but rumors in the Japanese press advise players not to rule out the possibility of cartridge/CD-based games.

Another intriguing Saturn mystery: a simple five-pin port in the back labeled simply "communications connector."

The system unit costs 38,000 yen (about $400). You get a single six-button controller, an audio/ video connector, and a power cord – no bulky AC converter (yes!). Of course, for fighting-game fans, the best bundled goody is Virtua Fighter (see the ProReview in this feature).

The control-pad button layout is similar to typical Genesis six-button jobs, but there are two SNES-style buttons in the front of the pad. The two new buttons broaden the base of the pad, so it fits much more comfortably in your hands.

Additional peripherals available in Japan include control pads, a joystick, and a mouse. Sega of Japan also has a six-player adapter in the works. You can also purchase an S-video adapter to produce a video image that's much cleaner than the standard composite (AV) image.

At Saturn's Core

What enables the Saturn to strut its next-generation video game stuff is a nifty bit of engineering called parallel processing. Two 32-bit Hitachi SH2 RISC (reduced instruction-set computing) processors, running at 28.6 megahertz, team up to pump graphics and game play into the system.

The Saturn sports a unique CD interface.

The Saturn has hardwired graphics capabilities that should make things easy for software designers. Among other features, Saturn can easily handle the flat shading and texture mapping showcased in games like Daytona USA. It will also create image scrolling so sprites can move in and out of the screen, as in Virtua Fighter.

You can also keep an ear or two open for great sound effects. There's a dedicated Motorola 68EC00 sound processor.

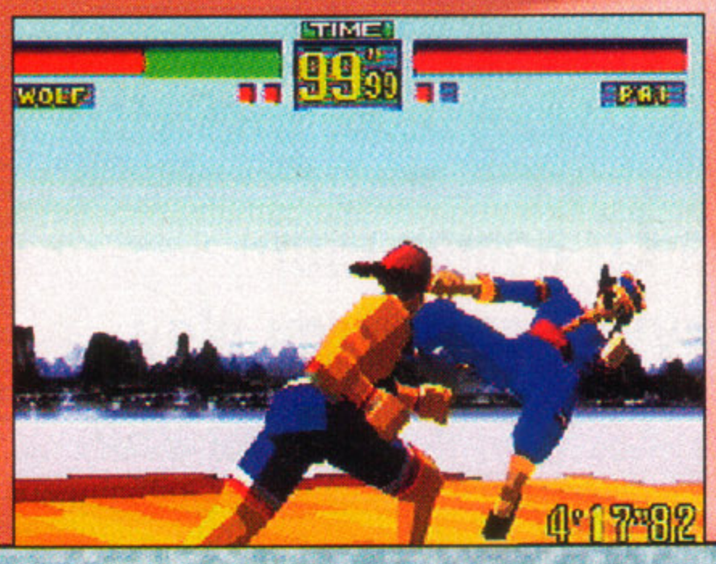
Do Not Lead Us Into Temptation

The Saturn has the goods, and video games are looking good in Japan. But before you rush off to the nearest import-export operation, remember that there's no guarantee that Sega Saturns produced in Japan will support games created anywhere else. G

The Saturn, Sega's 32-bit CD-ROM system, has a slot for carts, too.

SATURN ProReview

COOL CAMERA ANGLES



Virtua Fighter

By Bruised Lee

Lucky Japanese fighting fans are being treated to one of the best games ever bundled with a system! Spectacular polygon graphics, arcade-true game play, and killer sound will keep you fighting virtually for days on end.

Generation X-cellent

For a first-generation Saturn game, you won't believe how close Virtua Fighter is to the arcade version. All the fighters made the transition intact – as did all of their moves and combos.

PROTIP: If you're knocked down, you can sometimes take your opponent by surprise with a jump kick as soon as you get up.

The characters look great, and almost all their arcade polygons were carried over. Some fluidity of movement is missing, but the game seems to play a little faster than the original quarter-cruncher.

Sega wasted no time in showing what the Saturn hardware can do. Both the scaling and rotation effects are great, and the different camera angles have been faithfully ported over. When the game scales in and out of a fight, it's so smooth that you may not even notice it.

Overall, the polygon graphics are winners, but there are some points in the game where the action breaks up and flickers. Fortunately, it usually happens only during the instant-replay scenes.

PROTIP: When your opponent's down, pull a ground attack for an extra hit.

The rockin' sounds that were in the arcade are here also, as you may have guessed. Some, like the voices and collisions hits, sound even better on the Saturn.

Float Like a Butterfly...

Virtua Fighter's controls have always been a point of controversy among fighting gamers. The floaty feel of the combatants and the series of button taps that's required to perform moves are unappealing to some players trained on Street Fighter II and Mortal Kombat.

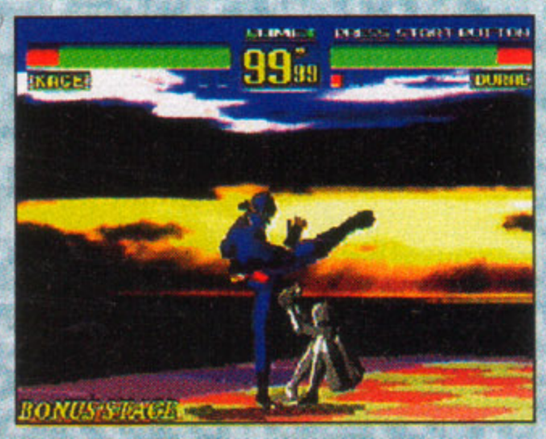
However, even in this regard, VF for the Saturn maintains its integrity. If you're one of the many fight fans who likes the VF controls, you'll be an instant pro on Saturn Fighter.

PROTIP: If you get the opportunity, try to push your opponent out of the ring for an easy win.

While Virtua Fighter keeps its arcade roots intact, it still offers some cool home-style options. From the Options menu, you can configure the controls to suit your style, along with changing the time limit, the length of the life gauge, and the number of rounds in a fight.

Get Ready to Rumble

Producing games that are almost direct clones of arcade versions is practically a survival tactic for Sega of Japan. Among fanatical Japanese players, the Saturn faces stiff competition from the Sony PlayStation and the upcoming Nintendo Ultra 64. Virtua Fighter is a great way to start a fight. G



PROTIP: When fighting the boss, Drul, make sure you take clean shots at him. He always counterattacks you.

PROTIP: After you throw your enemy in the air, do a combo on him.

Saturn Game ProFile
Virtua Fighter
(By Sega of Japan)

NOT YET RATED

Virtua Fighter is such a true translation from the arcade version that Japanese gamers must be looking for the Saturn's quarter slot.

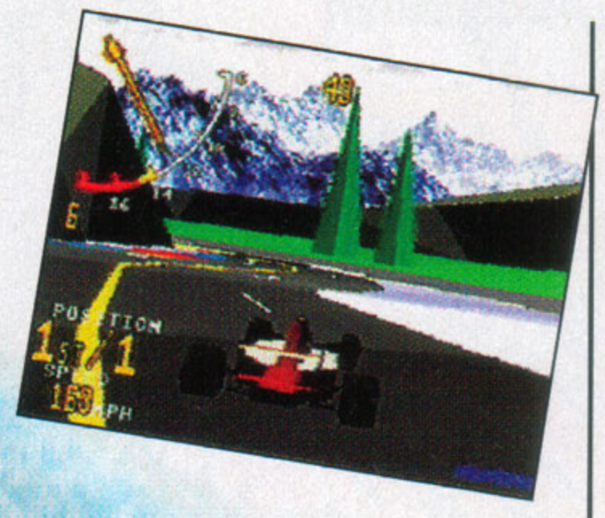
Graphics	Sound	Control	FunFactor	Challenge
5.0	5.0	4.5	4.5	Adjustable

Price not available
CD
Available now in Japan
Fighting
2 players
9 stages
Side view
Unlimited continues

Overseas Previews

SATURN GAMES IN ORBIT

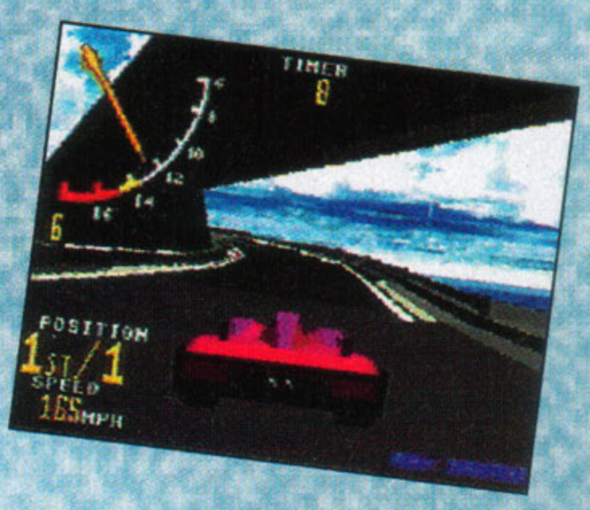
Here are some CD games that Japanese Saturn-savvy gamers can play.



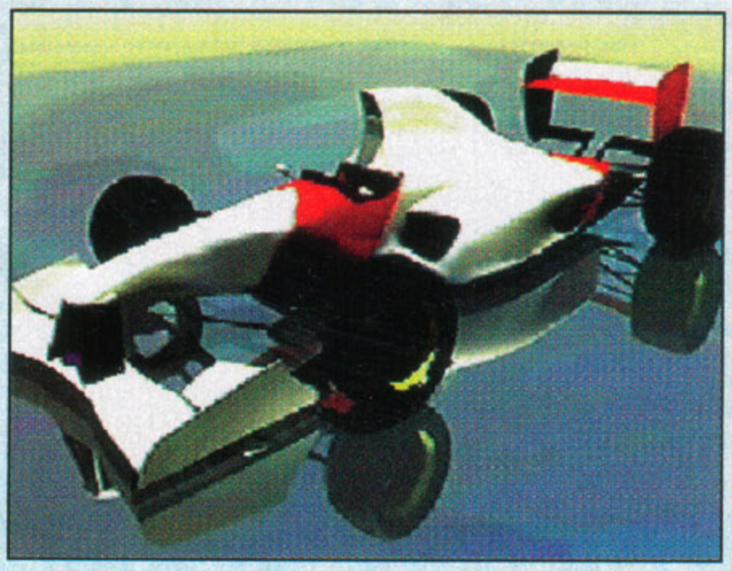
Virtua Racing

The best racing game for a home system just got better! The Saturn version of this monster road racer will be huge. Now you'll be able to drive five cars – a high-speed go-cart, sports coupe, sports prototype, modern Formula 1 racer, and vintage 1960s Formula 1.

You'll burn rubber across ten awesome tracks: the three originals from the arcades and seven new tracks created just for Saturn drivers. There are three game-play modes: Arcade, Grand Prix, and Practice. Arcade mode is just like the original coin-op, but the big race is the Grand Prix, where you drive in all the cars against 15 teams through an entire racing season.



By Time Warner Interactive
Available Fall '95

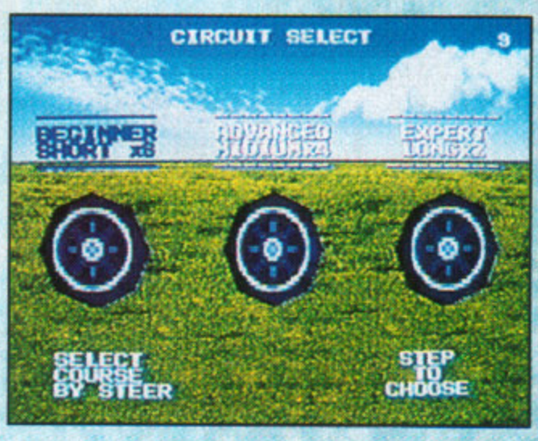


Daytona USA

Sega of Japan's taking its Saturn racing action seriously. Although Time Warner's engineering Virtua Racing, Sega of Japan is driving Daytona USA onto the 32-bit fast track. The game will be almost identical to the arcade version. Your racing choices include two hot cars, manual or automatic transmissions, and three courses – beginner, advanced, and expert.

You'll drive against a pack of stock-car pros who have no qualms about banging up your shiny, new 32-bit paint job. Selectable outside-the-vehicle views will propel you past gorgeous scenery. You'll be surprised by how much you can see at 300 miles per hour.

By Sega
Available Spring '95



Digital Shinobi

Shinobi disciples everywhere have been on the lookout for Joe Musashi. Well, he's been busy mastering new forms of ninja magic for his Saturn debut. Shinobi's set to display its usual side-view ninja-fighting heroics. The "digital" in the title refers to the sharp digitized graphics that include huge boss creatures and mesmerizing backgrounds. Yes, the rainbow shuriken toss is still in the game.

By Sega
Available Spring '95

Clockwork Knight: Pepperouchau's Adventure

When the kids go to sleep, the toys take over. Now you can see what really goes on after hours. Clockwork Knight's an action/adventure game set in an unusual 3D world. Rendered polygon graphics create a unique game-play perspective: As you watch from a little toy's point of view, a normal-sized house becomes a fascinating fantasy land. You guide the good Knight in a quest to make it a good night for all toys.

By Sega
Available Now

Panzer Dragon

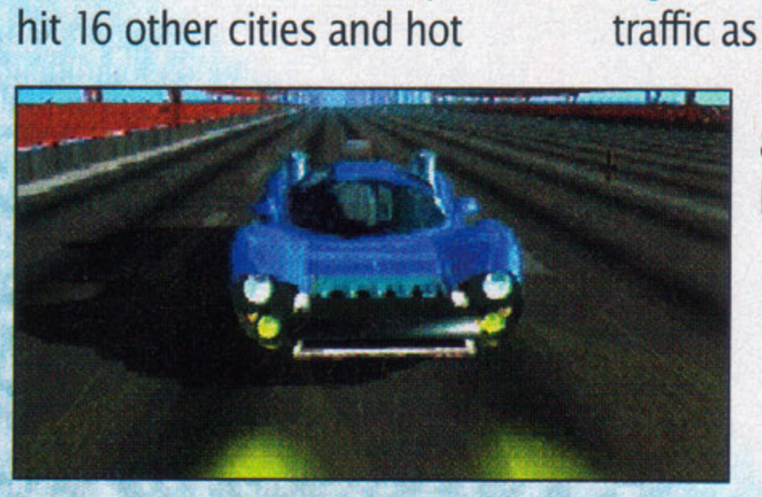
If your fantasy is to ride a flying dragon, here's a fantasy world where you can. In Panzer Dragon, your sharpshooting and dragon-riding skills will help save the land from magical invaders. You command a 360-degree view that enables you to blast your foes in any direction via a targeting cursor. Dragon may turn you into a Saturn frequent flyer.

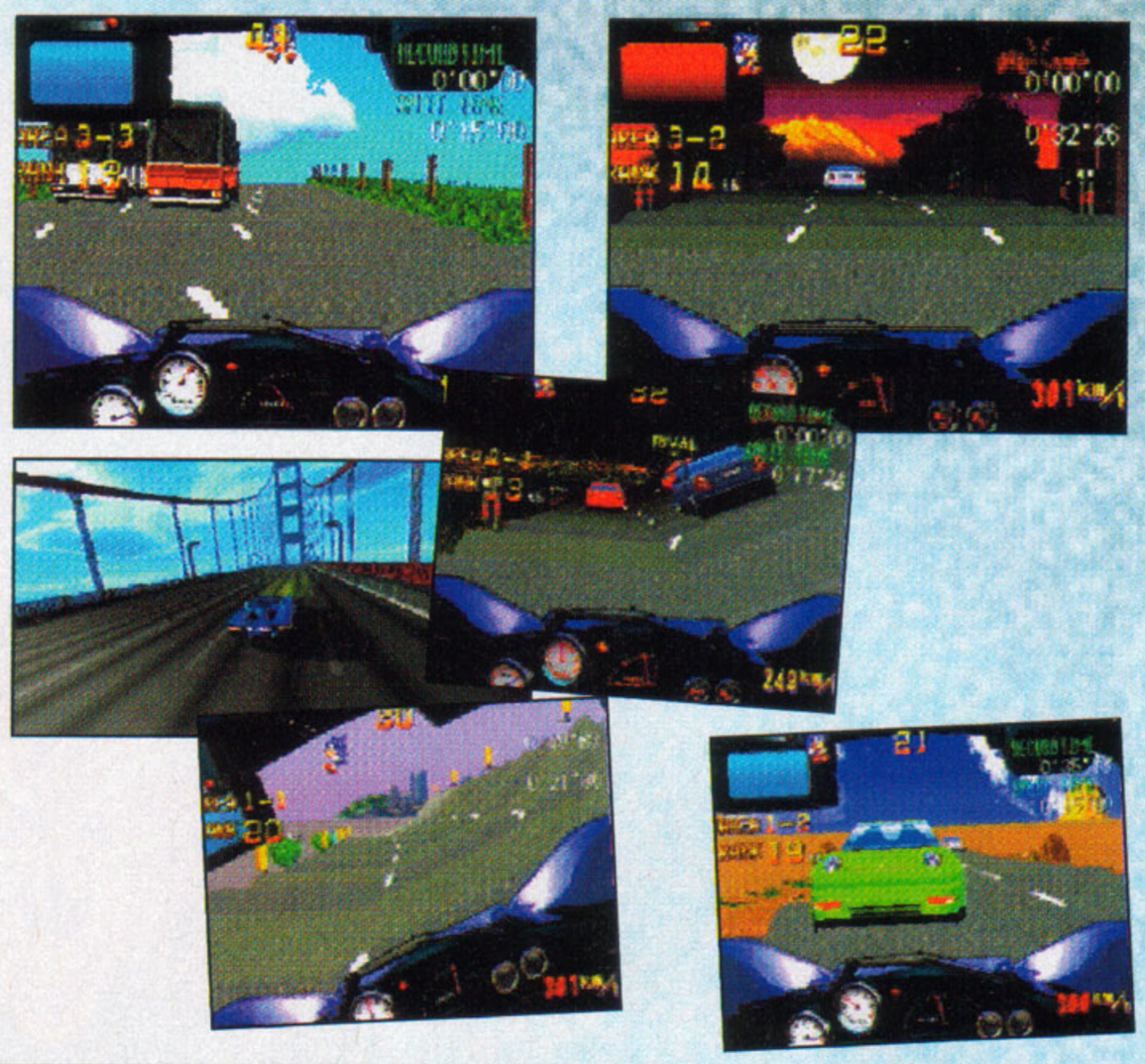
By Sega
Available March

Gale Racer

Gale Racer, formerly known as Rad Mobile in the arcades, motors to the Saturn. Your challenge is to race coast-to-coast across America in the Saturn Rally. The race starts in Los Angeles and finishes in New York. In between, you'll hit 16 other cities and hot spots like the Mojave Desert.

You go up against 24 rivals – the first one to finish claims the Gale Racer crown. The road to success is not an easy one. You have to watch out not only for the winding road and the grueling elements, but for oncoming traffic as well. There are no rules to Gale Racer, so anything's possible. Don't blow it.





By Sega
Available Now

Tama

Tama takes the classic marble maze from those tilting wooden cases and turns it into a beautifully rendered game for the Saturn. The main goal is to tilt, twist, and turn the maze surface to roll a marble around obstacles to a goal. Through seven landscapes, you can rotate mazes or zoom in on them for different perspectives of the puzzle. It's a race against the clock, so you must think and move fast. Don't lose your marbles.

By Time Warner Interactive
Available Now

Victory Goal

Until the Saturn reaches the U.S., "football" definitely means soccer, the most popular sport in the world. You'll play with international teams and vie for the world championship. The game features multiple views that you can control, so you'll be able to set up defensive and offensive strategies. Individual character moves include headers and tackles, but watch out for yellow flags.

By Sega
Available Now

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SPECIAL FEATURE

OVERSEAS PROSPECTS

THE SONY PLAYSTATION PLAYS FOR KEEPS

When Sony announced plans to be a big-time player in electronic-entertainment systems, everyone said, "Show me." Sony certainly did!

By Undercover Lover

Sony's PlayStation sports sleek styling.

Top-loading CDs fit under a spacious, solid cover.

The unique multi-button controller's a fingerful.

Sony's well known worldwide for its audio CD players, but the arrival of the CD-based PlayStation should be music to the ears of gamers everywhere. This sleek, solidly built system is like the sports car of video game systems. The asking price in Japan is the same as the Sega Saturn, approximately $400.

Scoring Style Points

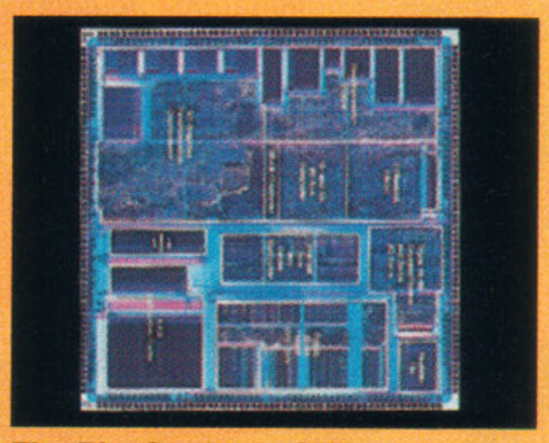
The PlayStation's trim, high-tech styling is eye catching, but what you notice right off the bat is its compact size. Only 2.5 inches high, its base footprint is smaller than an issue of *GamePro*. The CD player sits under a large circular cover mounted in the center of the unit between oversized Power, Reset, and Open buttons.

When you swing the PlayStation around, you immediately see its consumer electronics lineage. Across the back

Memory cards enable you to save games and transport them to other PlayStations.

are standard stereo audio/video (AV) ports rather than the custom-size connectors you find on the Sega Saturn and other game systems. The PS comes with a three-plug cord, but because its ports are standard size, any AV cord fits.

For a finer video image, you also get a standard S-Video connector – again, one size fits all. The power cord is detach-



The PlayStation's CPU-on-a-chip, courtesy of LSI Logic.

able so it doesn't get in the way if you transport the system.

PlayStation's unique controller sports two mini hand grips molded into either side of the controller's main body. This thing's a major fingerful. In addition to Reset and Start buttons, it has four front-mounted L and R buttons, four action buttons, and four directional buttons. That's right – instead of implementing a typical directional pad, Sony decided to use four buttons. It's much too early to tell how the directional buttons will affect game play for combo-mad fighting gamers, but they don't seem to adversely affect the game play of Ridge Racer, which comes bundled with the unit.

Made in America

PlayStation's miniscule size is largely the result of nifty custom engineering by LSI Logic of Milpitas, California. No off-the-shelf chipsets for Sony. LSI, which specializes in this sort of stuff, used advanced semiconductor-manufacturing techniques to combine several microchips, such as the microprocessor, memory managers, and video functions, into a single chip the size of a large fingernail.

Memory cards fit into a slot over the controller ports.

PlayStation has built-in texture mapping; gravity simulation, which makes on-screen objects respond more precisely to perceived gravitational pull; and elasticity, which enables objects to be pulled and twisted. The system can also display three light sources, which means game artists can more easily create realistic visual effects for shading. Another intriguing hard-wired feature is full-motion video. The PlayStation supports JPEG compression, and it can play compressed video from a CD-ROM.

Japan Takes a Station Break

Sony did its hardware homework; the thing to watch with the PlayStation will be future software support. Japanese gamers have already checked into this 'Station. Next stop… you know where. G

PLAYSTATION PROREVIEW

RIDGE RACER

By Bruised Lee

The PlayStation is sending Japanese gamers off to the 32-bit races in more ways than one: Ridge Racer, the port of Namco's awesome arcade driving game, is bundled with the unit. Great move!

Racing Basics

You can drive in a 12-car jam or in a two-car race against the computer. The game moves at very high speeds, especially if you choose the faster cars available in the game.

As in the arcades, Racer sports a single track, but it's fairly large. If you can beat the

PROTIP: Just like in real race driving, begin turns on the outside edge so your car can take them at high speeds.

clock at various checkpoints, you can extend the number of laps and even add extra lengths onto the track. Still, it would be nice to have more tracks. Ridge-racing GamePros are hot on the heels of a Japanese code that opens up this CD.

The control is very responsive in the first-person perspective. With the behind-the-car view, the controls are a little sluggish and tend to slow down in spots.

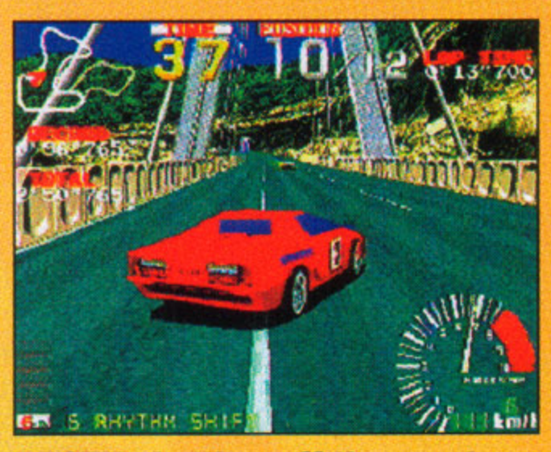
Access This

Ridge Racer via the PlayStation obliterates the common problem of CD access time. Once the game is loaded, you can remove the disc!

Try this ProTip: Play your favorite music CD in the PlayStation and listen to it while you're racing. If that's still too much access time for you, you can play Galaxian, a classic Namco arcade shooter, while the game's loading.

Sleek Looks

If you've played the U.S. coin-op, you know the textured polygon visuals kick asphalt. On a TV, the graphics look



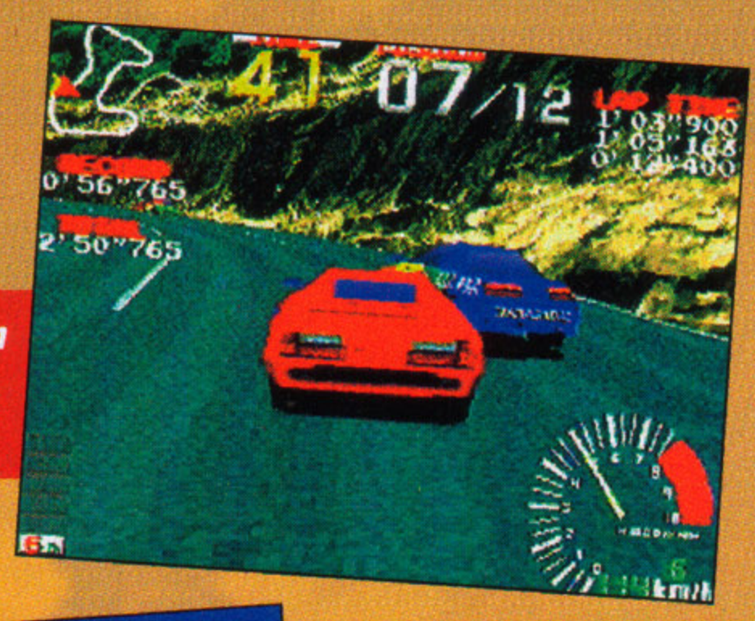
PROTIP: Letting off the gas to slow down through turns, then accelerating when you're into the turn makes your car skid. For top speed in turns, simultaneously press the gas and brake buttons.

incredible overall. The awesome first-person view feels like you're really on the track.

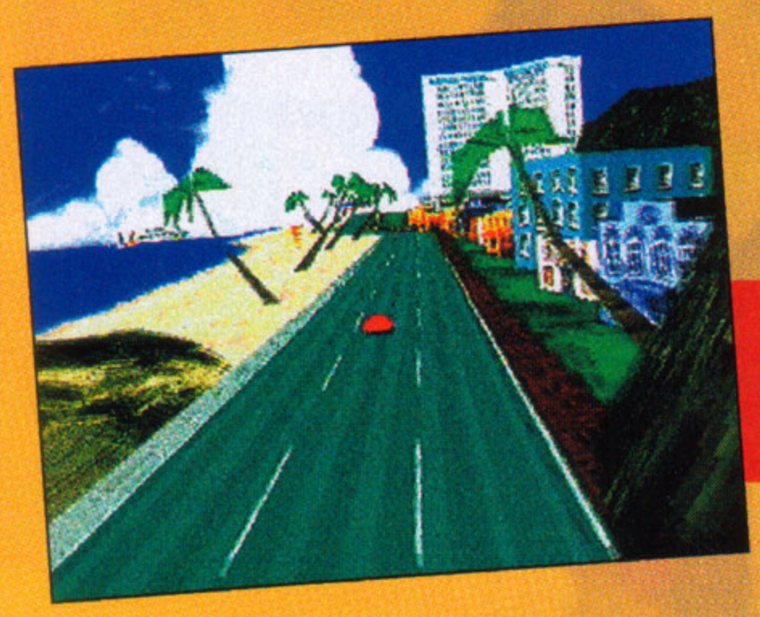
Almost all of the arcade version's polygons are present; this game appears like a near carbon copy of the original. However, despite Racer's eye-catching sheen, the paint job has scratches: Sprites glitch up in some areas, and slowdown

Tunnel driving looks as excellent as it sounds.

PROTIP: Do all your passing on the straight-aways, where there's more room.



Ridge Racer – an arcade classic comes home.



The track is exactly the same as the arcade version's.

plagues some spots, especially in the behind-the-car view.

Racer's super sounds include a very cool echo effect in the tunnel. The six selectable techno-rock tracks are equally great and suit this fast-paced game very well.

Ridge as Bridge

It looks like Ridge Racer's a great ride in any language. When the PlayStation hits the U.S., let's hope Ridge Racer's part of the deal. G

Ridge Racer By Namco

Graphics	Sound	Control	FunFactor	Challenge
4.5	5.0	4.0	5.0	Adjustable

Price not available
CD
Available now in Japan
Auto racing
1 player
1 track
First-person and behind-the-car views
Forward scrolling
ESRB rating: Not Rated

PROTIP: Play Galaxian while Racer's loading. Shoot all the Galaxian enemy ships to get more cars.

PLAYSTATION PREVIEWS!

Super Parodius Deluxe Pack

The first PlayStation shoot-em-up out of the gate in Japan is Super Parodius, and it's what would result if Hello Kitty had a nightmare about Gradius. You "fly" such bizarre characters as Twinbee, Pentaro Penguin, octopuses, and pigs with wings against bosses that include a giant Las Vegas showgirl, a cat-headed pirate ship, and a dog-faced space cruiser. Weird and wacky – but fun.

By Konami
Available Now

Hot Blooded Family

Hot Blooded Family is a Final Fight-style street brawling game. Three characters and three lengthy worlds make Family straightforward side-view combat stuff. Each hero has a unique scum-scattering offensive tool, including a polo mallet and a sword, in addition to major muscle power. They can also grab rifles, bazookas, and bombs along the way. Hot Blooded Family reunions are knock-down drag-out workouts.

By Technosoft
Available Now

Crime Crackers

Crime Crackers is a first-person-perspective maze shooter. You're stuck in a weird outer-space fortress where you must shoot your way past angry, well-armed aliens. You must manage your arsenal by buying and selling several types of items, weapons, and armor, but the descriptions are, of course, in Japanese. English-speaking sharpshooters might find that daunting, but this CD's fluent in the international language of firepower.

By Sony Computer Entertainment
Available Now

Tekken

American arcade gamers may have already seen Tekken, a 3D polygon one-on-one fighting game. In fact, Tekken's the first coin-op to use the PlayStation's graphics-driver board. Eight warriors battle their way to eight boss characters in unusual international locales such as the Acropolis in Greece. In the arcade version, you control the punches and kicks of each arm and leg independently. The eight-button PlayStation controller certainly has the ability to support that unique feature.

By Namco
Available First Quarter '95

Toh Shin Den
(Tale of the Gods of Combat)

PLAYSTATION PREVIEW!

You've seen Virtua Fighter? If first looks at Toh Shin Den are any indication, you haven't seen anything yet!

Polygons with Personality

Toh Shin Den is a wicked one-on-one weapons fighting game that features texture-mapped polygon graphics. Eight combatants and a boss each fight with such weapons as a Japanese katana sword, iron-claw gloves, two-handed broadsword, and a whip.

Every fighter has standard slash, punch, and kick attacks. They also wield multiple long- and short-range special attacks,

The eight fighters are depicted in excellent textured-polygon style.

Characters can fight themselves.

which you fire off by sweeping the directional controls and hitting an attack button.

The multibutton PlayStation control pad should strut some serious stuff here. You can handicap the controls so that a single button press busts a special move. You can also activate an autodefense feature, so that the CPU helps you defend yourself during a match. You can even set the controls to display a certain camera view whenever you like.

Want to play as Gaia, the boss? The instant the title screen appears, press Down, Down-Right, Right, and hit the Square button. You'll hear a voice say "Fight!" Then select 1 Player, choose Eiji, hold Up, and press any button.

Eiji's Nihontoh Sword versus Kayin's Claymore Sword. Projectiles intercept each other.

Sofia slaps Ellis.

Fighting with Flair

Automatic rotation effects add drama to every fight.

Toh Shin Den's other impressive features include a variety of camera angles and fast action that makes this game possibly the fastest-moving polygon fighter around! Plus, the camera views scale in and out according to the proximity of the fighters to each other.

Mondo's Spear versus Fo's Iron Claw. Mondo sticks Fo.

Rungo's Mace versus Sofia's Whip. Sofia tosses a fireball.

Fighting's Future

Every system's hot for a polygon fighting game. The PlayStation definitely has a contender in the wings. Toh Shin Den could be a winner...and you don't have to speak Japanese to play it. G

By Takara
Available Now

Duke's Two-Hand Sword versus Ellis's twin Dirks. Duke blocks an uppercut.

Defense is key to victory. Here Ellis evades Duke's attack.

SPECIAL FEATURE

ON LOCATION

WeaponLord

Game-Play Evolution Or Revolution?

Namco and Visual Concepts break the fighting-game mold with WeaponLord.

By Slasher Quan

Ask pro street fighters what makes a fighting game great, and the first words out of their mouths will be "game play." Sure, newfangled graphics and fatal endings are fun, but strip away the chrome and you're left with the substance, or the lack thereof.

Featured on last month's cover, WeaponLord by Namco and Visual Concepts for SNES and Genesis (due this May) is trying to push the fighting-game envelope in many areas. But the game's greatest ambition is to dethrone every other fighter in the category of game play.

Something Different, Something Better

Why is it that almost every fighting game – including Killer Instinct, Samurai Shodown, Art of Fighting, and World Heroes – has Fireball and Dragon Punch moves that use the exact same motion and produce the same effect as in SF II?

WeaponLord is a head-to-head fighting game similar in *format* to the Street Fighters and Mortal Kombats of the world, but that's where designers James Goddard and David Winstead at Namco Research want the similarities to end. WeaponLord's prime directive: To feature original, first-class game play while being marginally similar to other fighting games.

Notice that Forehand and Backhand swings are realistically rendered. Going from one type of swing to another is smooth and fluid.

The Demon Lord's Frenzy move is a devastating sequence of swings with his giant staff, nicknamed Guillotine.

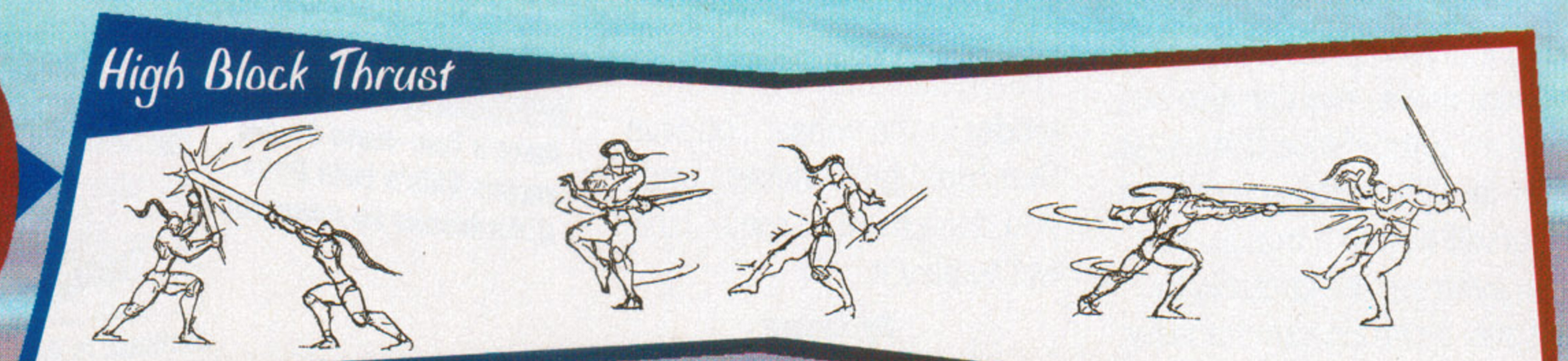
The Weapons System

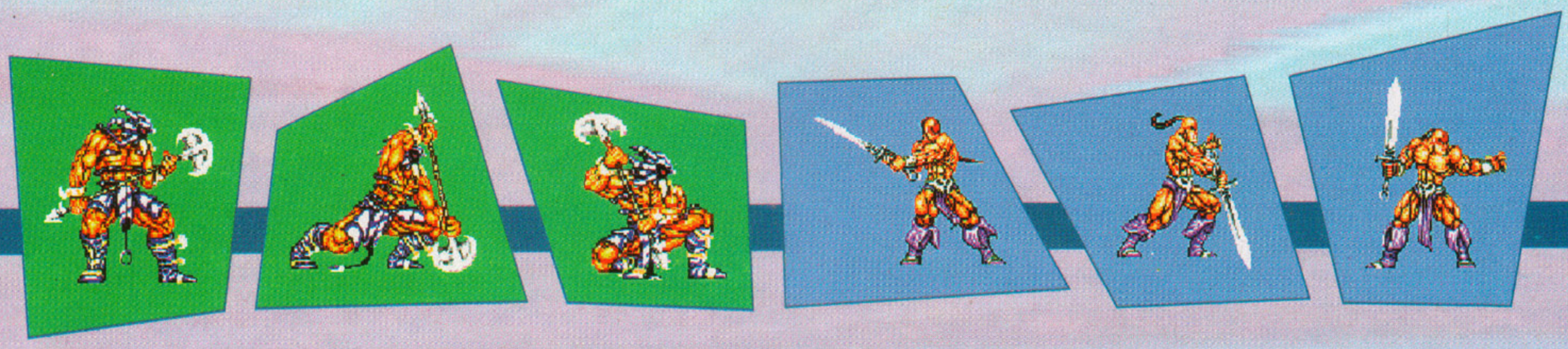
Everything in WeaponLord springs from one concept: weapon-to-weapon interaction. There is no unarmed combat in WeaponLord; at all times the characters wield their trademark weaponry, whether it be a broadsword, a warhammer, or a staff. The idea is that instead of the weapons always hitting the characters, there will be a much greater chance of the weapons colliding into each other. Players must attempt to control the momentum and tempo of the fight by dominating the weapon-to-weapon interaction.

Several key questions springboard off this idea. When the weapons interact, what happens? What occurs when a strong weapon attack

Work in Progress

Visual Concepts' lead artist Alvin Cardona sketched out preliminary concepts for unique weapon techniques, such as Guard Drops, Power Strikes, and Power Deflects.





hits a weaker weapon attack? How can a player's defenses be compromised so he can be struck by a weapon and damaged? Is it possible to reverse and counter moves?

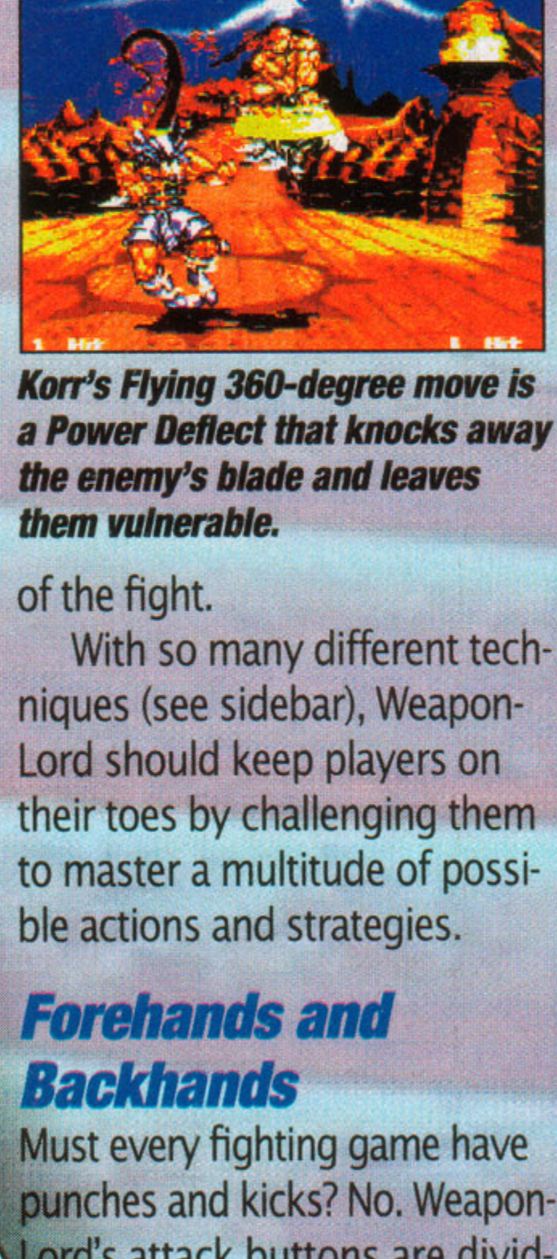
WeaponLord's designers asked and answered these questions, then questioned their answers, then asked more questions. This process led to what is, on paper, the most complicated combat system ever attempted in a fighting game.

First, when two weapon strikes of relatively equal strength collide, the characters recoil for a moment, much the way you'd recoil if you swung a baseball bat at a wall. But WeaponLord has tons of regular moves and about ten special moves per character, so there are plenty of techniques of unequal strength.

For example, if a lightly swung weapon contacts one that is swung hard, the player who used the hard-swinging weapon recoils for a split second less than their opponent. This split second gives the aggressor a slight advantage – not enough time to score a free hit, but time enough to begin his next move first.

And that's just for normal moves. Say the aggressor immediately activated his Guard Drop, a special technique. If the opponent tried a normal block, it would be knocked away, leaving them vulnerable to a possible hit or combo. On the other hand, if the opponent quickly reacted with a more difficult move, such as a Thrust Block or Power Deflect, the aggressor's Guard Drop attempt would be countered, shifting the momentum of the fight.

When players go weapon-to-weapon with normal swings, both will recoil.



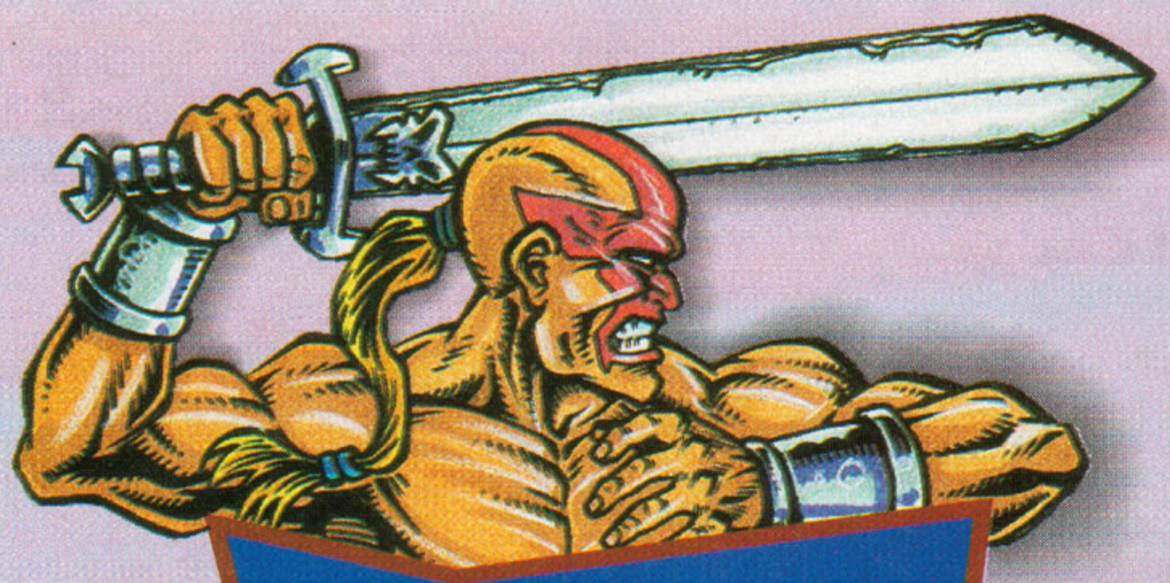
Korr's Flying 360-degree move is a Power Deflect that knocks away the enemy's blade and leaves them vulnerable.

With so many different techniques (see sidebar), WeaponLord should keep players on their toes by challenging them to master a multitude of possible actions and strategies.

Forehands and Backhands

Must every fighting game have punches and kicks? No. WeaponLord's attack buttons are divid-

Jump/Air Block



WeaponLord's Special Techniques

Power Strike: An very powerful attack that can knock away certain blocks or be used in a vicious combo.

Thrust Block: An aggressive block that can turn away or stop many attacks.

Take Down: A move that knocks down the enemy. Remember, you're vulnerable even on the ground!

Frenzy: An all-out weapon-attack sequence that can hit several times.

Guard Drop: An aggressive move used to bat away a normal block, leaving the enemy vulnerable.

Power Deflect: Used to aggressively counter an enemy's weapon attack, possibly knocking aside their blade and leaving them on the defensive.

ed into two types: Forehand swings and Backhand swings (each at three strengths). Best of all, the graphics actually match the swings. A Forehand swing travels around the right (or primary) side of the body, and a Backhand swing comes from the left side of the body. This movement looks very realistic!

It's Gotta Feel Good

Control can make or break a game. A champion can become an eternal chump if executing the moves is like punching Morse code or drawing figure eights with the joystick.

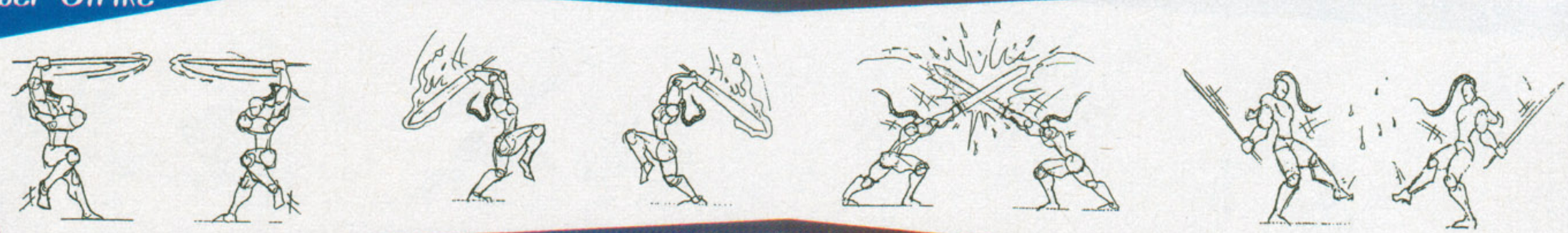
WeaponLord is generally a controller-motion-based game, much like SF II's quarter-circle and half-circle motions. The biggest difference is that many moves are activated by holding down a single button first and then doing the motion. This setup makes it possible to use motions that travel over the top half of the controller.

Designed to be similar to the style that players are used to but different enough to have their own feel, WeaponLord's controls are also simple enough not to cause players to miss their moves. And with the hold-down-the-button motions, combos will feel very different!

Power Combos

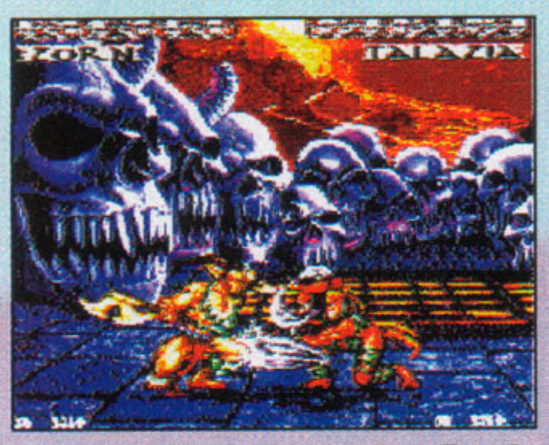
Like the rest of the game, WeaponLord's combo system

Power Strike



is based more on what you can do than on what you can't do. Other fighting games restrict players in many ways – for instance, by not enabling you to hit the enemy more than once when they're in the air or by preventing you from hitting the enemy when they're on the ground.

WeaponLord eliminates such restrictions, adds new ways to start combos, and incorporates familiar elements, such as two-in-ones and juggling. For instance, you can hit the enemy on the ground. But



Talazia's Guard Drop takes Zorn's powerful shield out of her way.

don't think a downed enemy is out: They can block immediately as they start to get up. You can also begin a combo with a weapon-to-weapon interaction, which can take place on the ground or in the air. There are also many possible two-in-ones, but you must learn them individually.

Not a Small Step

It's hard to dispute WeaponLord's claim that it is different from the pack. Now the question is: Will it break away and become the new standard that others follow? G

(Look for continued coverage on the creation of WeaponLord next month in GamePro.)

The Minds Behind The Weapons!

The key people who devised WeaponLord's game play are producer-designers, James Goddard and David Winstead of Namco, and the game's programmers, Steve Chiang (SNES) and Aki Rimpiläinen (Genesis) of Visual Concepts.

GamePro: What makes you think weapons are exciting?

James Goddard: *How many times have you watched a movie and seen someone go weapon-to-weapon – ba-ching! ba-ching! – and then, whoom, the guy parries and cuts the other guy's stomach open. It's bad-ass, it's intense, sparks are flying – what kind of vision does that give you?*

GP: What's the objective with the moves?

JG: *Everything has to be useful. We don't have fluff moves that look fancy just so you go, "Ooooh, ahhh...," and then you go, "Ahhh.... that sucks because I can't use it in a combo." In Way of the Warrior, when the biker throws lighter fluid on the guy and then lights it, how effective is that? We don't waste our time with stuff like that. Everything in WeaponLord is deadly precision.*

GP: What is your definition of a combo?

JG: *A lot of people play games like Eternal Champions and say, "Look, I can do a combo, there are combos in this game!" If the opponent can block after the first hit, that's not a combo.*

GP: How will players' strategies evolve?

Steve Chiang: *When people first started with Street Fighter, you didn't see a lot of trading hits or Ryu Dragon Punching Dhalsim's foot. You probably won't see advanced weapon-to-weapon action [from players trying out] WeaponLord for a few months.*

GP: How are throws handled?

Dave Winstead: *We were at some convention, and we met some overconcerned game designer who didn't put throws in his game because he thought they were cheap. In our game, throws aren't cheap. They require a motion, can be blocked, and can be used in a combo.*

GP: How is the control unique?

JG: *We're trying to match the motion to the move so it feels like you're actually doing it, especially with the over-the-top motions. We could have done Dragon Punch motions like everyone's used to, but how much would that have cheapened the feel?*

GP: What is your ideal control?

JG: *It should be silky smooth with lightning responses. If you miss a move, it should be human error rather than the game's fault.*

GP: What's an example of bad control?

JG: *Mortal I for SNES was a game with sloppy control. You'd press Up, and nothing would happen. You could feel the delay. Dave had this trick where he'd push down all four buttons and release, and four attacks would fire off in sequence.*

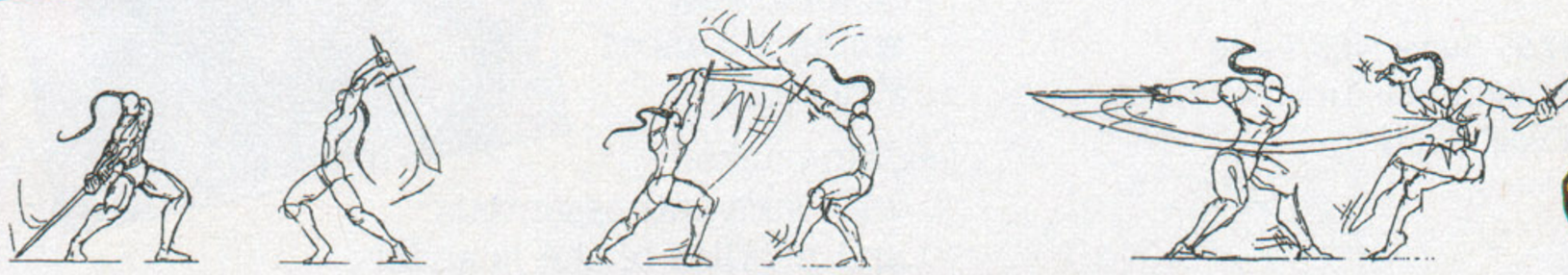
GP: How is the game play designed and programmed?

SC: *I wrote an in-house tool called Hero that we use to take the art files and go through, frame by frame, to hand-tune the collision.*

GP: How close will the Genesis and SNES versions be to each other?

Aki Rimpiläinen: *In game play, they will be 99.9 percent identical to each other. The Genesis has a faster processor so it can do a few more things, but graphics and sound will be better on the SNES.*

Power Deflect



GamePro's

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By Tim Rooney

- Filled with weapons charts, town guides, and in-depth maps!
- Learn how to escape the Tower of Light and the Ice Castle.

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By Corey Sandler and LeeAnne McDermott

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By Matt Taylor and Graham Wolfe

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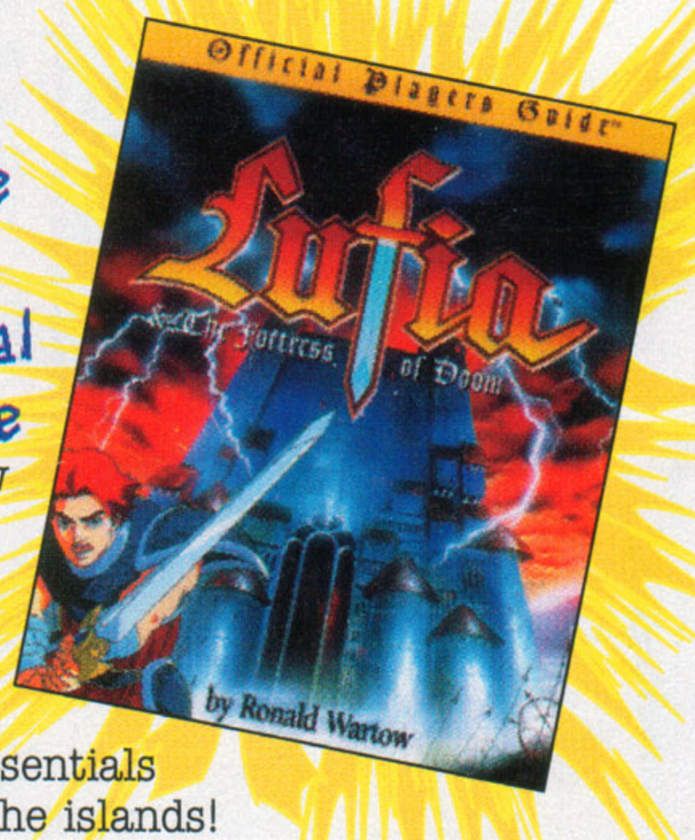

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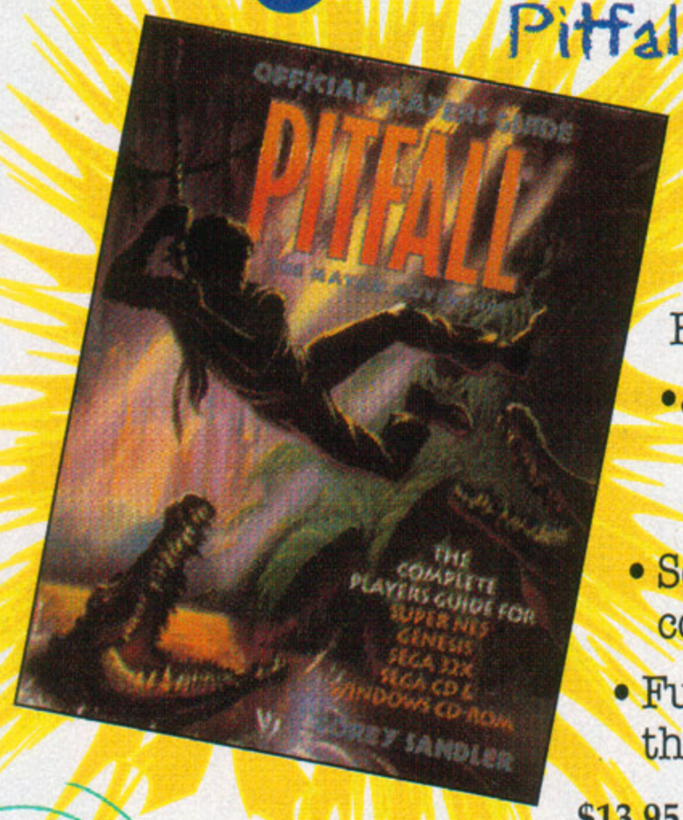

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By Corey Sandler

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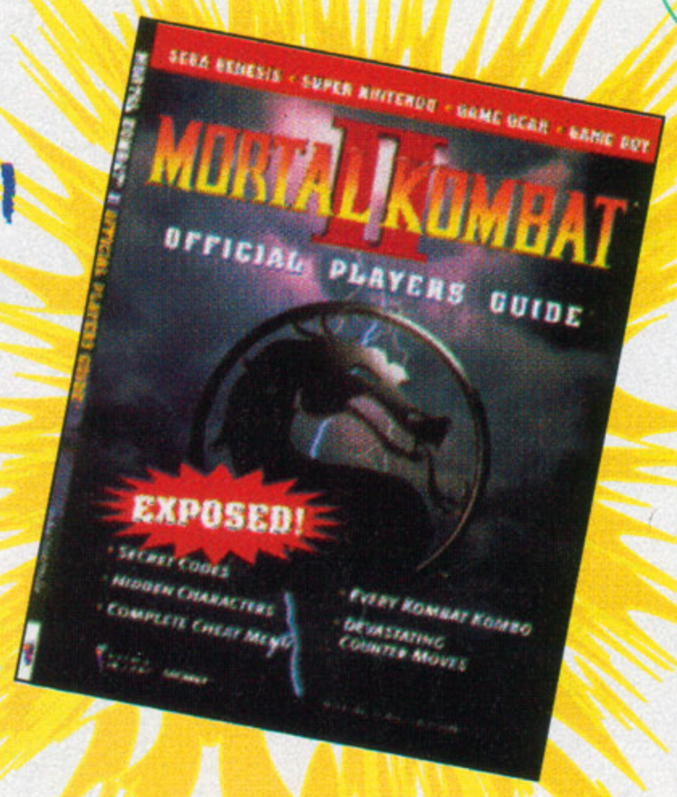

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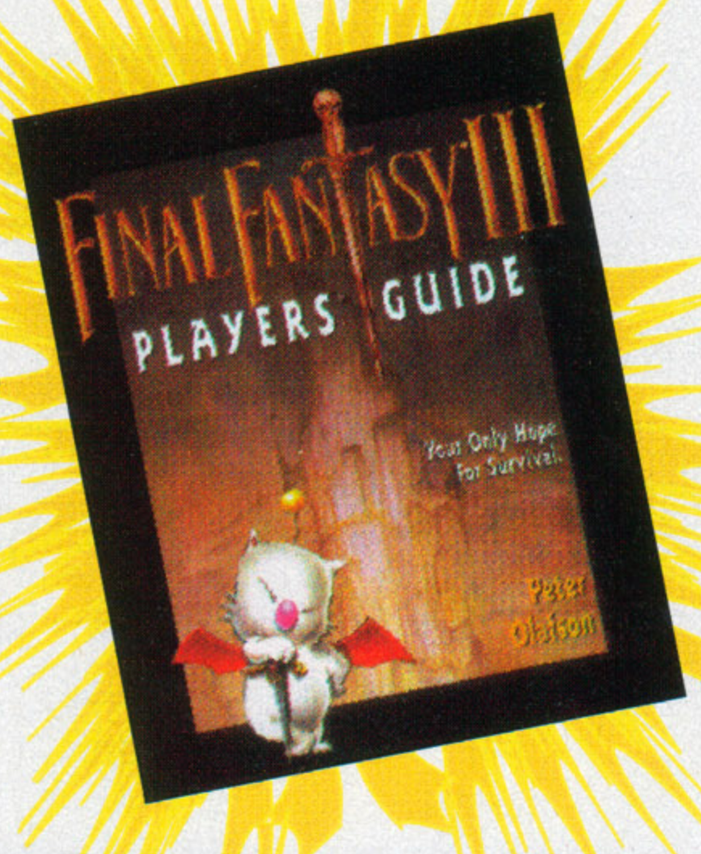

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PROREVIEW

Super NES/Genesis

NBA JAM TOURNAMENT EDITION

SUPER NES

By Scary Larry

Fillin' it to the rim doesn't just apply to coffee ads anymore. NBA Jam TE is loaded with options, action, and more backboard-bending fun than before.

The Jam Giveth...

So what's changed? Jam TE has a more developed game-play system. If you're used to sinking three from the opposite basket, expect to be disappointed. It's also easier to pick shots from the rim without getting called for Goal Tending, which makes the game more fair for defensive players.

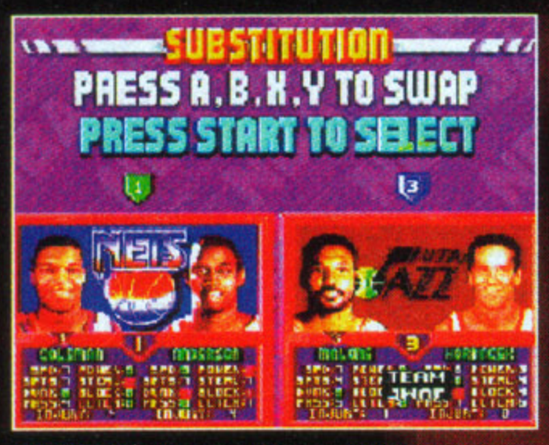
As for options, you can find a wide range of goofy power-ups like Unlimited Turbo, permanent On Fire ability, and more. Another new feature is the ability to substitute players after every quarter. When rested, they return with a zero injury rating.

More players are packed into NBA Jam TE for the home system than there were in the arcade. Each team has more than two players, and there's even a new rookie team with such first-year hopefuls as Jason Kidd, Grant Hill, and Glen Robinson. Minute touches, like Dennis Rodman's snow-white hair, enhance the game even more.

...And the Jam Taketh Away

What you won't see here are better graphics, better sound, and halftime shows. With larger character sprites, this version seems a lot closer to the arcade game. Although the crowd has been enhanced, the overall graphics look pretty limp.

The sounds are the most disappointing feature. Extra sound samples were added, but the announcer at times sounds so muddled that you don't know if he's saying "He's on fire" or "Heath goes higher."



PROTIP: Team Swap? Simultaneously hold down Button B and Up on the directional pad for a few seconds.

PROTIP: When playing with the floor icons, be careful. If you pick up the Fire icon, don't pick up anything else.

Rookies Grant Hill and Jason Kidd on the same team? Only in Tournament Edition!

PROTIP: When a player's coming down from a dunk, time your block to snatch the ball from the rim.

Blonds have more fun, as Dennis Rodman knows.

PROTIP: Push an opponent just as they begin their shot. You can generally make them miss.

PROTIP: Wait for the ball to almost touch the rim, then jump and take points away from the other team.

No music highlights the actual game play, and the dribbling ball and slams are characterized with standard sound effects.

Control-wise, there's so little to learn about playing this game that any ball bouncer with a joypad can join in. But the game play is advanced enough that good players will have a tough time challenging each other.

Jam-Tastic

If you're a Jam fan, then you've been waiting all year for this version. Although short on the graphics and sound, this one has "Hoop Hoop Hooray" written all over it. G

Super NES Game ProFile

NBA Jam Tournament Edition

(By Acclaim)

KIDS TO ADULTS AGES 6+

Slammin', jammin', in-your-face-whammin' basketball is back! NBA Jam Tournament Edition is guaranteed to keep you stuffed with b-ball action.

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	4.5	5.0	Adjustable

$74.95	28 teams
Available now	Side view
Fantasy basketball	Side scrolling
4 players	Game save

By Bacon

The courts are open for another round of slammin' and jammin'! The sights and sounds of NBA Jam Tournament Edition haven't changed much from the previous version, but the wild array of fresh options and game-play refinements make for a whole new game of hoops.

Razzle Dazzle

With the depth and variety of Jam's new features, this cart has enough staying power to challenge – and please – serious Jammers. All 27 NBA teams and a sharp Rookies team now offer three to five players per team, and the rosters are so current that Chris Webber even plays for the Bullets! Although new hidden characters were reportedly included, none were available at press time.

With the radical new options, players can delve deeply into the entertaining realm of fantasy b-ball with power-ups that deck everyone else on-court, enable you to jam from anywhere, and more. Bag a bucket from a hot spot to net anywhere from four to nine points or kick up the speed with the four Juice settings!

PROTIP: If you lose the tip-off, immediately go for a hit to regain the advantage.

PROTIP: Pick teammates with complementary strengths. For instance, match a small three-point wizard with a gigantic defensive player.

PROTIP: After shooting from the outside, immediately head under the net to knock down the other team's rebounder.

PROTIP: To use the Team Swap, press Up on the directional pad and hold Button B until "Team Swap Enabled" appears.

PROTIP: Pick teammates with complementary strengths. For instance, match a small three-point wizard with a gigantic defensive player.

Sweet Touch

Acclaim didn't forget the straight-up b-ball fans. Killer game-play refinements, like picking the ball off the rim, keep the action fast and furious. The game's cranked-up speed means you'll have to work harder to bag threes or plant dunks.

You'll need a microscope to spot the graphical improvements. The crowd now waves at you, and minor details like the scoreboard were reworked, but the well-detailed sprites still dunk and block with the same stiff, jerky animation found in the first Jam. Fortunately, the graphics were strong to begin with, and this 16-bit game serves up a remarkable rendition of the arcade court.

PROTIP: Create openings by starting to shoot (which should make your opponent block), then pass to your teammate before you release the shot.

Grabs the Rebound

In the sound department, the announcer belts out a nice variety of new phrases, but the muddy sounds effects, especially the flat backboard bounce, fall short. The controls, however, handle well and feel comfortable.

Despite the impressive additions, casual Jammers might find the action a bit too familiar to actually plunk down the cash. Hardcore hoops fans, though, will face enough challenges to keep them dunkin' and bumpin' for quite some time with this strong arcade conversion. G

Genesis Game ProFile

NBA Jam Tournament Edition

(By Acclaim)

KIDS TO ADULTS AGES 6+

Despite the all-too-familiar look and feel, Tournament Edition's dazzling new features and fast action will win the hearts of its fans.

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	4.0	4.5	Intermediate

$64.95	28 teams
Available now	Side view
Fantasy basketball	Side scrolling
4 players	Battery backup

Genesis

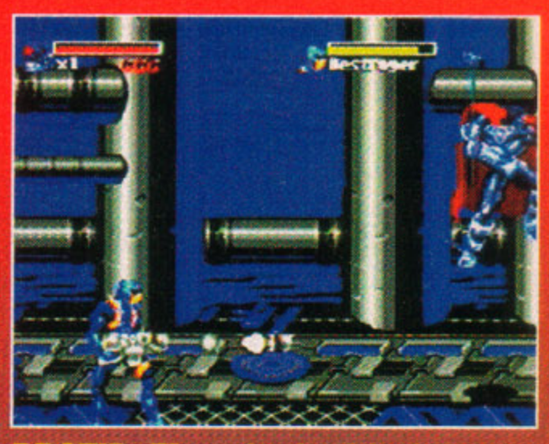
The Death and Return of Superman

By Manny LaMancha

As usual, Metropolis is in dire trouble. Superman is battling Doomsday to keep the city intact, but this time the Man of Steel ends up defeated – and dead. Thus begins Sunsoft's The Death and Return of Superman, an average beat-em-up contest based on the popular DC Comics series.

PROTIP: Leaping and then slamming down with an attack is a devastating move.

PROTIP: Watch for the shadows of falling debris so you know where they'll land and can avoid being hit.



PROTIP: First deal with the enemies who can damage you from a distance, then take on the ones that punch from up close.

Blue and Red... And Black and Blue

After Superman's demise, four Superman wannabes come out of the woodwork to fill the downed hero's shoes. As you fight through the game's ten levels, battling all forms of ground- and air-based opponents, you play as sassy Superboy, dark Eradicator, metallic Man of Steel, or robotic Cyborg.

Each character has their own special attack and super weapon in addition to the normal punches, throws, and flying moves. Only through a careful combination of these powers can the real Superman be brought back for his revenge and Metropolis's salvation.

Fortunately, control is consistent from character to character. The on-screen moves

PROTIP: Fly above the action on the ground to find power-ups, attack icons, and extra lives.

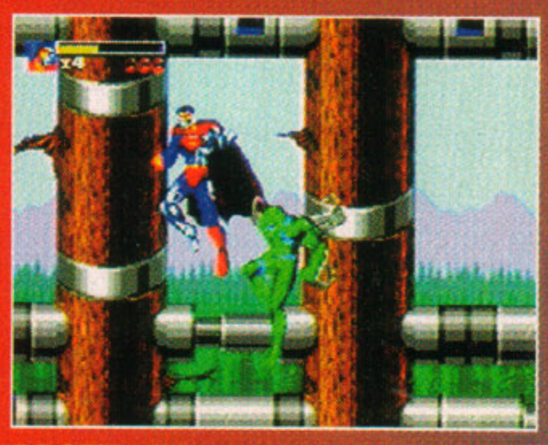
PROTIP: Enemies can be taken out by each other and by hazards, so try to draw an adversary into a jam.

may be unique – such as the Man of Steel's sledgehammer swing – but the end result is nearly always effective. This setup simplifies the switch from one superhero to the next.

Sorry, Kent Hear You

The background music rocks, providing adrenaline-pumping motivation as you play. However, the Genesis can't always keep up the pace with the other audio, and often drops key sound effects when the action gets heavy, which momentarily pulls you out of the game.

Death and Return's graphics are really sharp and colorful, but the animation is often



PROTIP: When battling Elite, fly above him to keep him from shooting you out of the sky.

jerky and quite repetitive. For example, the flying enemy Warworlder is simply a recolored Elite from earlier levels.

Kryptonite Moves

Death and Return has some thumb-busting segments and plot-building intermissions, but by the time you reach the later levels, you'll be worn out by the redundancy of the game play. Hover, wait, attack... hover, wait, attack...and so on.

The final battle, if you have the stamina to make it, is an exercise in tedium: Fall once, and you submit to a life-depleting pounding. Too bad – the story is compelling, the variety of Supermen is interesting, and there's a wealth of moves you can execute. But where's the game play? Guess it S-caped. G

Genesis Game ProFile

The Death and Return of Superman

(By Sunsoft)

NOT YET RATED

The now-classic adventure of Superman's demise is colorful and bright, but the game play's far too repetitive to hold your interest to the end.

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.5	4.5	3.0	Advanced

$54.99	10 levels
16 megs	¾-overhead view
Available now	Side scrolling
Beat-em-up	Compatible with six-button controller
1 player	

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PROREVIEW

Genesis

By Scary Larry

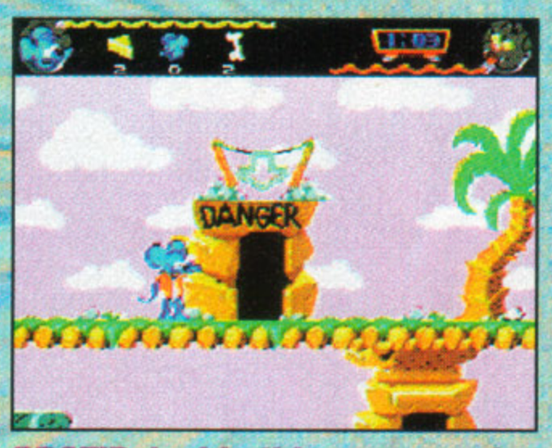
If the video game industry ever comes crashing down, Itchy and Scratchy will be near the top of the "Blame Us" list.

The Itchy and Scratchy No-Show

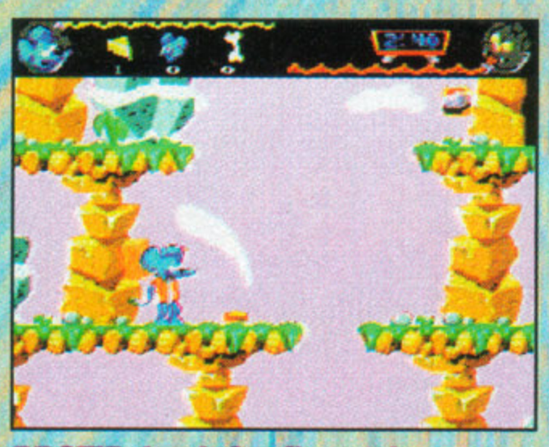
The first thing you'll notice is that this game is missing the things that made Itchy and Scratchy famous: their theme song, the rest of the *Simpsons* menagerie, and the humorously excessive violence, which is toned way down.

Instead, you get a cat-and-mouse version of Chuck Rock. As Itchy, you cruise through levels bopping Scratchy with such trite weapons as axes and arrows. You hit Scratchy until he expires, then you fight the boss. That's it. Scratchy chases you and sends miniature Scratchys after you, but any novice could knock this puss from his boots.

THE ITCHY AND SCRATCHY GAME



PROTIP: Inside this room are two 1-ups. Check the top of the screen when you enter.



PROTIP: Look for floor triggers that light up when you pass them. They reveal hidden platforms.

Eat My Shorts

The pale, lifeless graphics depict backgrounds that could be from any game and sorely lack the Groening (*The Simpsons* creator) touch. Watching this game is definitely less fun than watching the cartoon show.

Music? Without the theme song, what music would suffice? The remaining sounds are as lifeless as the graphics.

Acclaim hasn't done the *Simpsons* license a lot of justice in this or previous games. It's time to let the cat out of the bag, and see what other company can capitalize on the *Simpsons*' video game potential. This one's just too...mousy. G

PROTIP: The easiest way to declaw Scratchy is to wait on a cliff until he materializes below you, then whack him senseless.

The Itchy and Scratchy Game By Acclaim

Graphics	Sound	Control	FunFactor	Challenge
2.0	2.0	3.0	2.0	ADJ. (Adjustable)

$49.95
Available now
Action/adventure
2 players
7 stages

Side view
Side scrolling
ESRB rating: Kids to Adults

STONE PROTECTORS

By Captain Squideo

Stone Protectors brings a rock-n-roll spirit to cartoony beat-em-ups. The results will please novice fight fans, but veterans will move a stone's throw away.

Troll Call

Two slimy monsters attack Princess Opal with their reptilian army to get their claws on her powerful Great Crystal. Rushing to her rescue are the

PROTIP: To fight more efficiently, keep multiple enemies on the same side.

PROTIP: Blast suspicious-looking objects, like these barrels, to find power-ups.

Stone Protectors, five rock-n-roll trolls who battle guards, lizardmen, and bruising bosses through ten levels of decent beat-em-up action.

Ample control options juice the action. Each character has their own arsenal of kicks, punches, jumps, and spins, supplemented by unique musical moves and special attacks. However, the enemies are repetitive, so you can keep your attacks basic and still win. This game's not a brain-strainer, especially if you team up with a pal or the CPU.

Romancing the Stone

The graphics and sounds are straight out of the Saturday-morning TV lineup. Colorful, imaginative, otherworldly backgrounds are populated by small but detailed sprites that move stiffly. Rockin' music provides a good backdrop, and you get lots of sound effects. A few roars or voices would've sent the sound rating soaring.

Two big plusses are Stone Protectors' wide-ranging difficulty setting, which makes this game beatable for young players, and the level-select option, which enables you to see almost everything.

Stone Protectors isn't fabulous fun, but you could do a lot worse on a rainy afternoon. G

PROTIP: Use a quick jump to get in close when you're unarmed and facing enemies with slashing weapons.

Stone Protectors By Vic Tokai

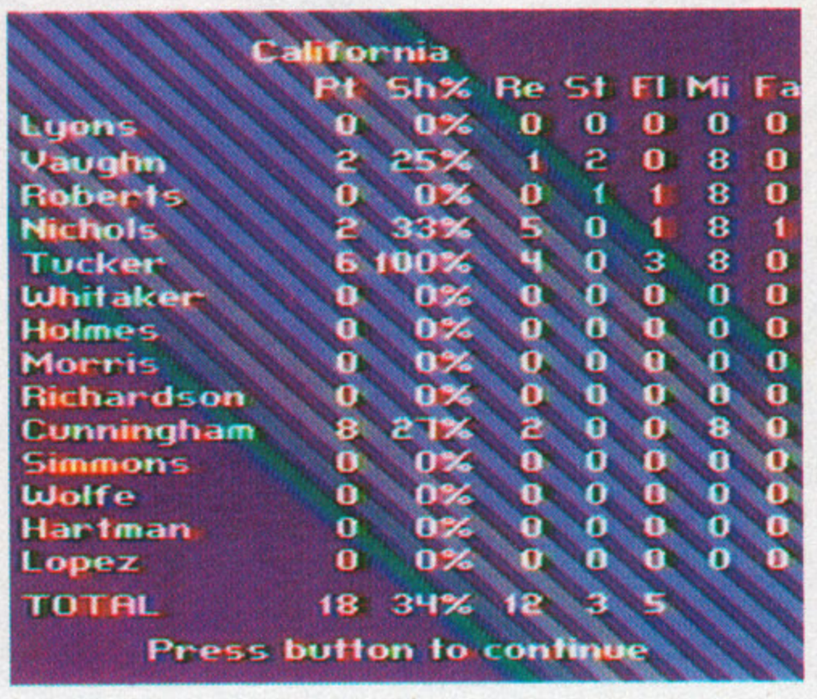
Graphics	Sound	Control	FunFactor	Challenge
3.5	4.0	4.0	3.5	ADJ. (Adjustable)

Price not available
16 megs
Available now
Beat-em-up
2 players

10 stages
Side view
Side scrolling
ESRB rating: Teen

64 hot teams!

NCAA tournament action!



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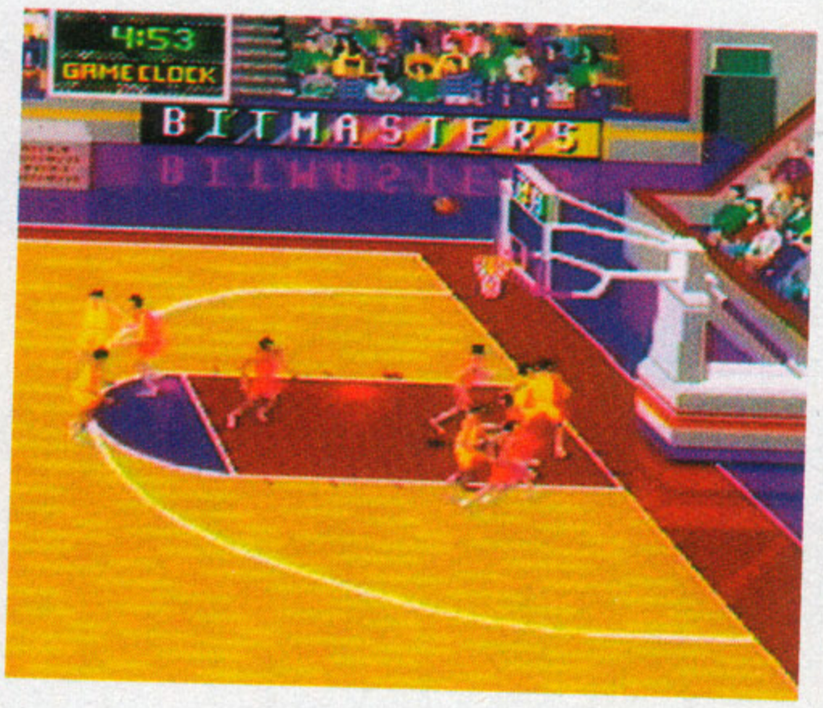

3-point shot!

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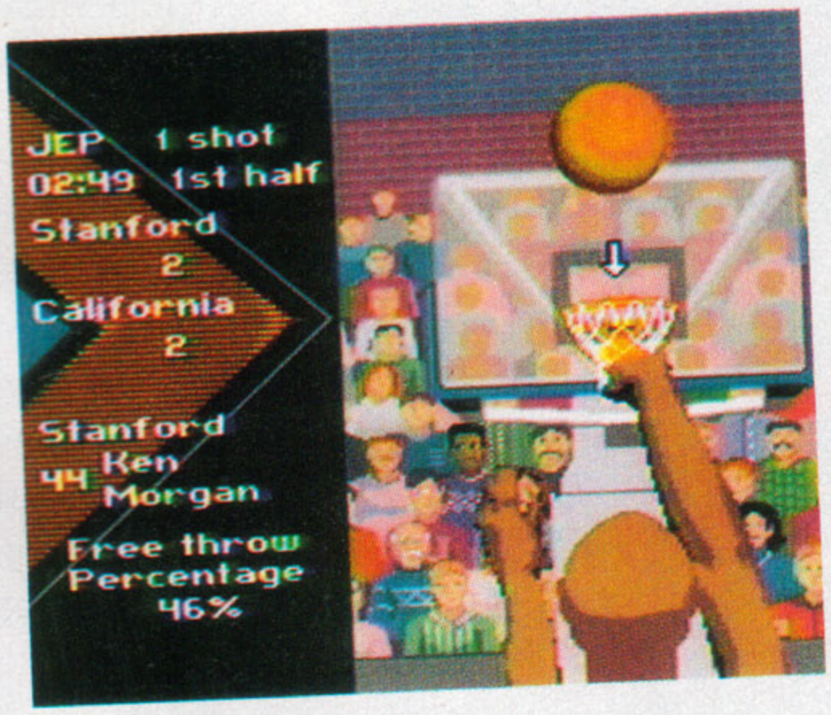
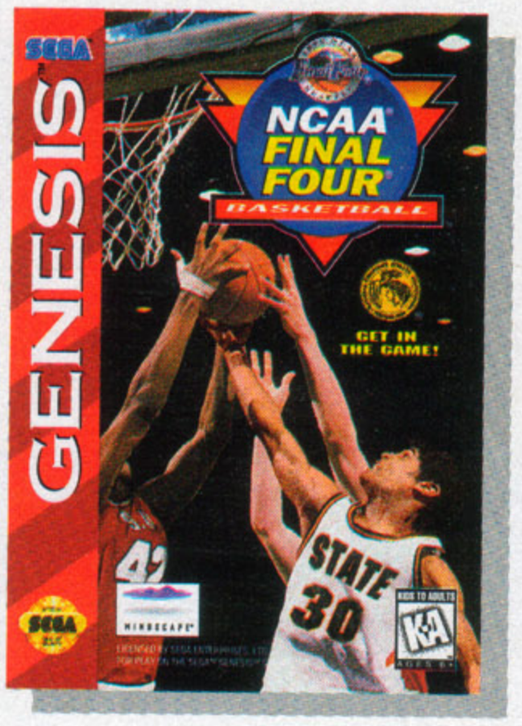


Foul shot!



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PROREVIEW

Sega CD

PITFALL
THE MAYAN ADVENTURE

By Bonehead

Crocodiles, vines, scorpions, and jungle jumpin' – Pitfall Harry returns! Fans of the original game and anybody who loves run-n-jump adventures should dig into Pitfall for the Sega CD. Pitfall's anything but the pits.

Young Indy

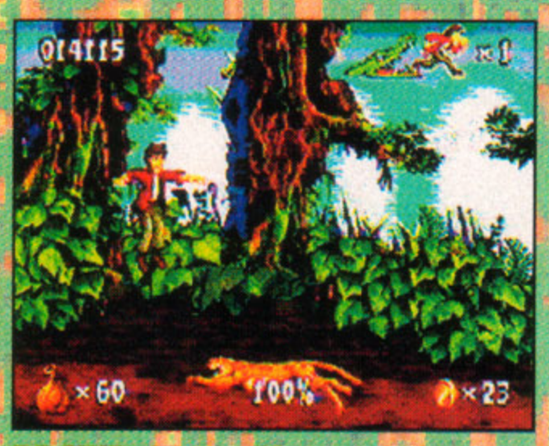
A terrific platform-action game, Pitfall: The Mayan Adventure fills a void in the Sega CD game lineup. If you played the earlier 16-bit games, you'll recognize virtually everything in this version because most levels are identical.

Once again you're Harry Jr. searching for your lost father through Indiana Jones-style settings and using stones, boomerangs, whips, and bungee cords to overcome a jungle full of carnivorous creatures. Three new levels strengthen this adventure, providing refreshing vertical platform action to complement the horizontal levels.

As in the SNES and Genesis games, the controls may be problematic to some gamers. Harry Jr. does a lot of throwing, bouncing, jumping, and vine swinging, but executing these moves cleanly requires extreme concentration. You'll sometimes struggle repeatedly to master simple-looking jumps (especially in the new levels), and you'll find many of the small enemies frustratingly difficult to hit with your main weapons, the stones. Plan on a hairy adventure, young Harry.

Exciting film footage gives this version of Pitfall extra bite!

PROTIP: Take out the annoying monkeys at Xibalba Falls with an Exploding Stone. These powerful weapons are in limited supply, so wait until lots of monkeys appear on-screen.



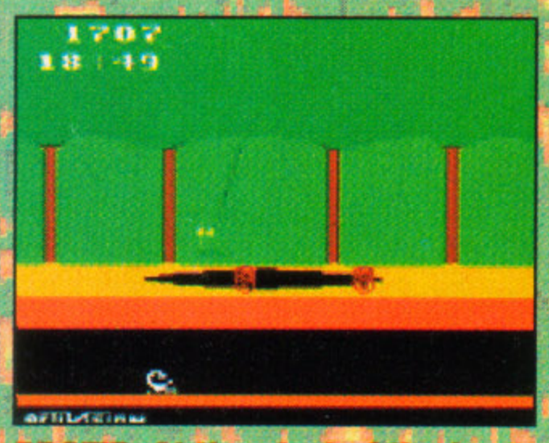
PROTIP: In the Mayan Jungle, don't jump prematurely when the first boss charges – he sometimes stops in front of you.

PROTIP: At the end of this bridge over Xibalba Falls, jump up to the ledge in the upper-right corner to gain a hard-to-see 1-up.

PROTIP: Stay low to dodge the projectiles tossed by this final Warrior Spirit.

It's a Jungle Out There

The dynamic graphics that made the 16-bit games memorable are even better here.



PROTIP: At the start of the Lost City of Copan, look for the Atari scorpions. Enter the door behind them, and you'll play the original Atari 2600 game.

PROTIP: In Tazamul Mines, push this cart to the brink of the broken track, then jump on it to reach the rope on the right.

Fast, live-action film footage thrusts you into the adventure, then you're immersed in an exotic world of lush foliage, ravaged ruins, and immense waterfalls. Harry Jr. and the jungle beasts move smoothly, and clever visual touches liven up the action (watch what happens when Harry stands around).

Best of all are the realistic sounds, which were recorded in Costa Rica by a Hollywood special- effects crew. The rich sonic background creates a distinctly tropical atmosphere, supplemented by effective jungle music.

Harry to the Rescue

Long and exciting, this well-crafted disc is one of the year's best platform games. While Pitfall may be too difficult for younger gamers, to everyone else, Harry's a hero. G

Sega CD Game ProFile

Pitfall: The Mayan Adventure

(By Activision)

TEEN T AGES 13+

You don't have to be a fan of the classic Atari 2600 game to enjoy this excellent run-n-jump adventure. New levels and sounds make this disc the best of the recent Pitfall games.

Graphics	Sound	Control	FunFactor	Challenge
4.5	5.0	3.5	4.5	Adjustable

$59.95	1 player
CD	13 levels
Available now	Side view
Action/adventure	Multiscrolling

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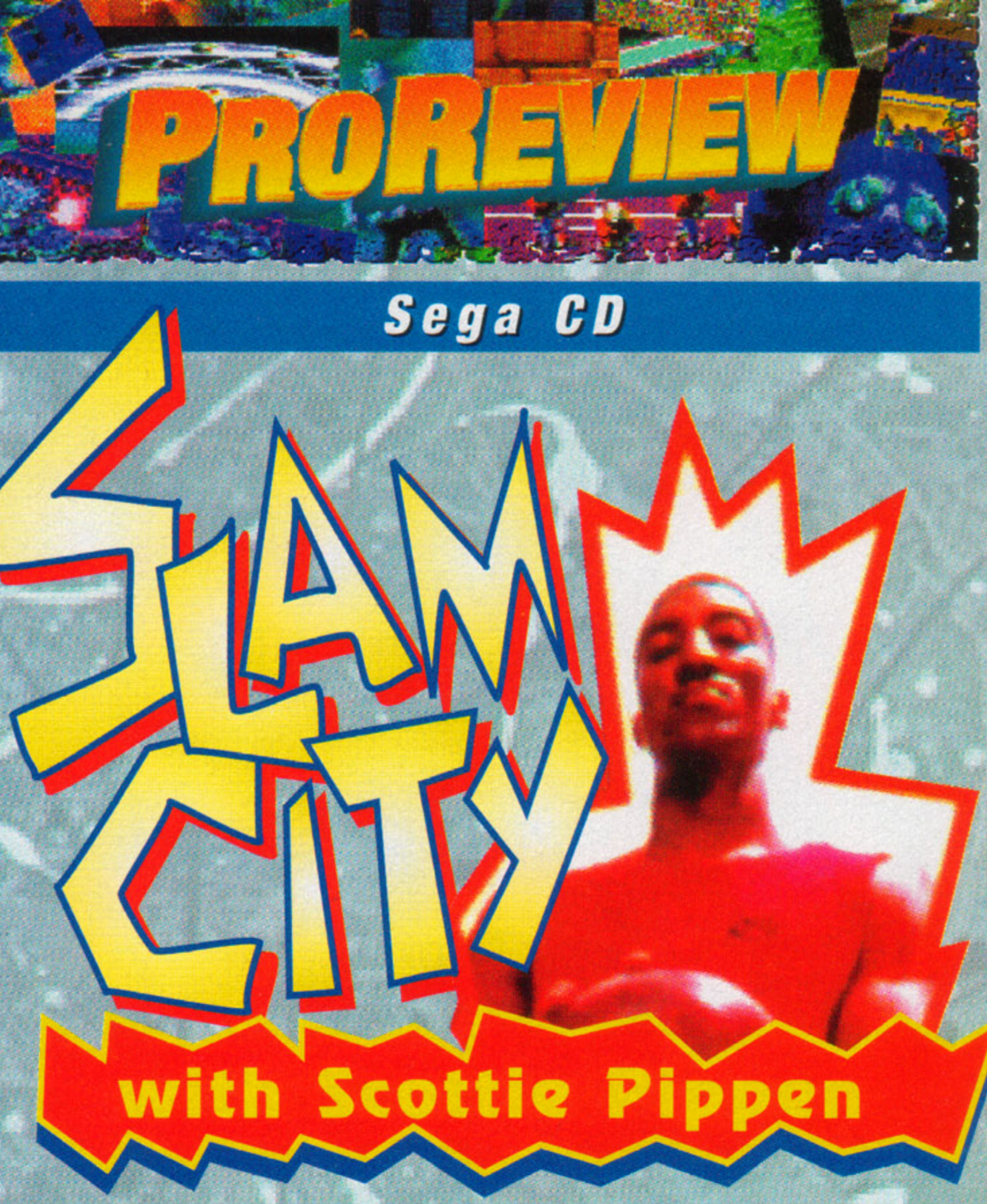
Sega CD

SLAM CITY with Scottie Pippen



By Athletic Supporter

At first, Slam City seems like one of the coolest games around. And it is – at first. But despite its startling use of video, Slam City gets old in a hurry.

PROTIP: Against Fingers, dribble left, fake left, press Button B, and head right for an easy hoop.

Slam 'n' Jam

Using a first-person perspective similar to last year's Prize Fighter, Slam City pits you against four street players with cocky attitudes and unique skills. If you're a street-hoops fan, you'll enjoy the in-your-face hoops that these players dish out.

Beat each player, earn enough Respect Points by blocking shots or making steals, and you take on Pippen. Be forewarned: He's almost unbeatable.

Sound cool? Play it for a while and see if you feel the same way. You soon get tired of seeing the same moves and video clips. Slam City is innovative, but it's like the Energizer Bunny: It keeps going and going – with very little change.

Brick City

The graphics and sounds are the best parts of the game. Everything's shown in video clips from a first-person perspective, so you stare down your opponent and play the game just as if you were pounding parquet.

Good graphical details make you feel like you're right there in some big-city gym with streetwise spectators watching. The trash talking is also good, though it eventually gets tiresome.

Unfortunately, Slam City's controls stink. They're so inaccurate that sometimes when you intend to move left, your player moves right and vice versa. Granted, you can't often go where you want because your opponent is countering your move, but this concept is taken to a frustrating extreme. And your moves aren't very sophisticated: You can't perform spin dribbles or head fakes, for instance.

PROTIP: Juice can shoot, so stay tight on her. Press Button B to make the block when she goes up with the ball.

PROTIP: As soon as you get the ball against Smash, hit Button B to blast by him.

Air Ball

A few other minor problems lower the FunFactor. You'll think the basket is set at about seven feet because every player constantly dunks.

Also, the game tries too hard to be politically correct, crediting the female player with slams when she makes lay-ups. You won't notice these flaws until you've played a lot of games, but there's a good chance you'll have left Slam City by then anyway. G

PROTIP: If you're ahead and the shot clock is running down, let your shot be blocked. You'll lose Respect Points, but you'll also get the ball back with a fresh ten seconds.

PROTIP: On defense, don't always press Button C to steal because opponents will catch on and start pulling up for short jumpers.

PROTIP: If you block Mad Dog's shot or slam over him, he immediately loses his cool.

PROTIP: For a quick score, take a long-range jumper the instant you touch the ball.

Sega CD Game ProFile

Slam City with Scottie Pippen

(By Digital Pictures)

TEEN T AGES 13+

First-person video similar to that in Prize Fighter is the main attraction, but poor controls are a real distraction in this disappointing hoops game.

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	2.0	3.0	Intermediate

$59.95	1 player
CD	First-person view
Available now	Multiscrolling
Basketball	

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Sega CD

Radical REX

By Bonehead

Skateboarding over to his third system is Radical Rex, and like his 16-bit predecessors, this Sega CD dinosaur offers easy-going, easy-playing fun for younger players.

Dino Delights

Rex is a dinosaur, but he's nothing like the savage monsters of Jurassic Park. Ever smiling, this T. rex rides a speedy skateboard through five prehistoric worlds and numerous bonus areas. When he's not riding down ramps, Rex is a run-n-jump dino who breathes fire on the many flying, crawling, and swimming creatures he encounters.

Good controls enable him to perform skateboard tricks, swing on vines, swim, climb, and high-jump with ease past danger. Joining in the fun is his girlfriend, who teams up with him for simultaneous two-player romping.

PROTIP: Learn to identify the different vines. Some can be climbed, and some can be swung on to reach new platforms.

PROTIP: When underground, you can stand temporarily on the brown blobs, but the clear bubbles will quickly give way and dump you into the deadly lava.

Rappin' Rex

Although some of the levels and enemies are new, the CD graphics and sounds are virtually identical to those on the SNES and Genesis. The sprites are big, the worlds are colorful and cartoony, and Rex again displays a range of charming animations. The sounds are also the same (lots of jungle rhythms, beastly roars, and boingy sound effects), plus the disc gives you a new introductory rap number missing from the SNES version.

PROTIP: Keep your momentum on your skateboard to negotiate sudden loops and ramps.

Easy and cartoony, Rex is a nice playmate for gamers who make friends with Saturday-morning and after-school TV pals. Older gamers, however, will quickly move on to Rex's more aggressive dinosaur brethren. G

Radical Rex By Activision

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

$49.95
CD
Available now
Action/adventure
2 players
10 levels
Side view
Multiscrolling
ESRB rating: Kids to Adults

Novastorm

PROTIP: Pick up the multishot power-ups first. Their increased range enables you to easily take out smaller fighters.

PROTIP: Explosions on the bosses indicate weak spots. Target this end-level boss's radar.

By Scary Larry

Fast-paced shooting fun with great fly-by graphics make up the bulk of Novastorm. But the 'Storm drizzles when it comes to hardcore shootin'.

Storm Warning

It's 2155, and you'd think that by now humankind would have learned how to build a better mousetrap. Unfortunately, one of the traps, the SCARAB computer defense system, became "self-aware" and learned how to program its aerial fortresses of death with hateful rhetoric. The result? A fully automated, overly sensitive corps of flying nightmares.

You take hold of some pretty solid metal yourself, navigating from a behind-the-ship view through four worlds with tight, precise controls. But the excitement soon thins, because with only four scenarios, the action seems finished before it's begun.

PROTIP: Save Smart Bombs to use against the bosses, but unload them at first sight! If you die when fighting a boss, your SBs are replenished.

Super Nova

Despite the lack of full color, Novastorm delivers some low-resolution but spectacular graphics. Liberal amounts of nonparticipatory flying scenes are packed in, and many of the landscapes will remind you of Total Eclipse.

The sounds are right on target. Good voice, techno-trashy music, and great explosions turn the 'Storm into a blizzard.

But the lack of any intense fighting and the ease with which you'll complete the levels soon downgrade the 'Storm to a tropical depression. This shooter parades out more bosses in less time than a coffee break at a construction site. But it's a great ride while it lasts. A two-night rental should cover this weather system. G

Novastorm By Psygnosis

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

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CD
Available now
Shooter
1 player
4 scenarios
Behind-the-ship view
ESRB rating: Not Yet Rated

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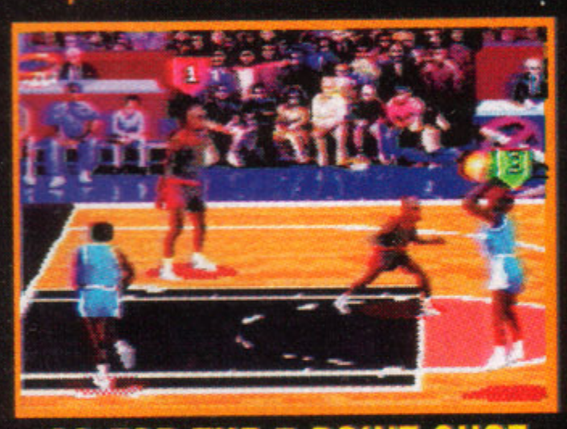

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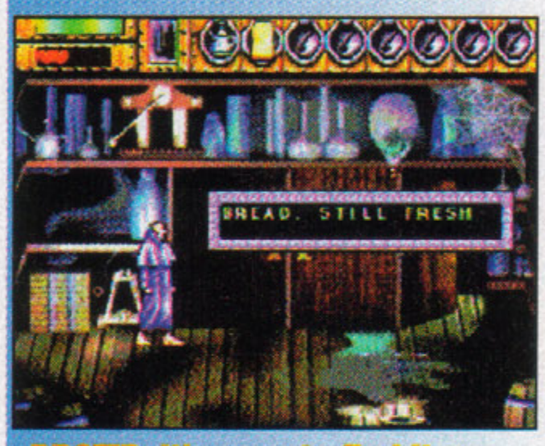
Sega CD

Mary Shelley's Frankenstein

By Bro' Buzz

Mary Shelley's Frankenstein mixes an action/adventure game with one-on-one fighting. However, as Frankenstein knows, building something from disparate parts can produce mixed results. The lengthy treks to collect puzzle-solving objects are challenging but ultimately a no-brainer.

The graphical quality is wide-ranging. The 3D cinematics look amazing, but the side-view



PROTIP: It's easy to find items, but you might need to use them elsewhere.

visuals are flat; the ¾-overhead look just reveals dull scenery. Moreover, the limping Frankenstein looks like the *Addams Family's* Uncle Fester.

Frankenstein comes bundled with Bram Stoker's Dracula, another frightfully average CD game. This two-for-one deal's okay…at discount.

PROTIP: Some items help you avoid a fight. For example, there's one that puts Dr. Frankenstein to sleep.

Mary Shelley's Frankenstein
By Sony Imagesoft

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.5	3.0	3.5	Intermediate

$59.95
CD
Available now
Action/advenutre
1 player
7 levels
Multiple views
Multiscrolling
Save feature
ESRB rating: Teen

Sega CD

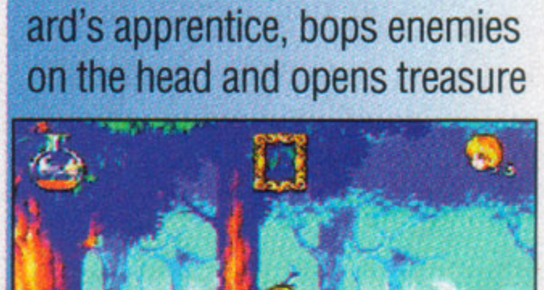
The Misadventures of Flink

By Scary Larry

Platform games on the Sega CD are rare. Although it tries to make the grade, Flink flunks.

Flink, a cutesy cartoon wizard's apprentice, bops enemies on the head and opens treasure

PROTIP: Time your jumps carefully. Flink moves slowly and is often caught just short of his target.



PROTIP: If you come to a dead end or a spot that seems impassable, try a spell.

chests. Your goal: Find ingredients for spells so you can progress.

The graphics are crisp, clean...and too cute. In the Enchanted Forest, too many enemies look alike.

The music is also youngish. Deep and well-balanced, it's nevertheless something that only a child can listen to without going nuts.

If you're really desperate for platform action, then Flink delivers…though the delivery is for an audience that thinks Mickey Mouse is too grown up.

The Misadventures of Flink
By Vic Tokai

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	3.0	3.0	Intermediate

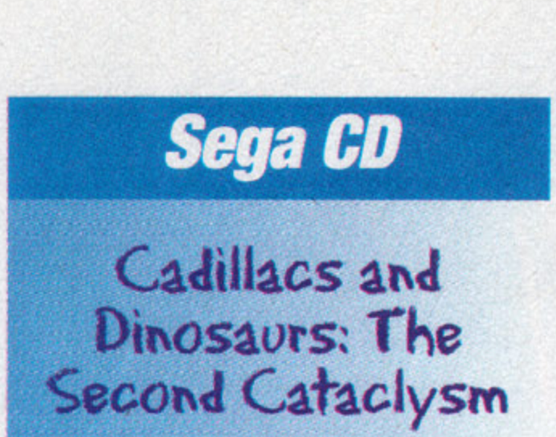
$59.99
CD
Available now
Action/adventure
1 player
Side view
Multiscrolling
ESRB rating: Not Yet Rated

Sega CD

Cadillacs and Dinosaurs: The Second Cataclysm

By Scary Larry

Despite an interesting premise, comic-book-based Cadillacs and Dinosaurs quickly runs out of gas.



PROTIP: Power up (hold down the Fire button) for big obstacles like large tree stumps.

You fire at rocks, tree stumps, and other obstacles while avoiding the dinosaurs that lumber across your path.

The comic-book graphics don't translate very well to the Sega CD. The colors are muted and muddy, and the details wouldn't do justice to a coloring book.

The sounds are awful but essential. There's some speech, which you have to hear to complete the courses.

There's not much else to do here but shoot and steer. Bury this one with the mediocre Sega CD fossils.

PROTIP: Listen for Hannah's audio clues. If it seems like you're going around in circles...you are.

Cadillacs and Dinosaurs: The Second Cataclysm By Rocket Science

Graphics	Sound	Control	FunFactor	Challenge
2.5	2.5	3.0	2.5	Intermediate

$59.99
CD
Available now
Action/adventure
1 player
9 levels
Behind-the-car view
ESRB rating: Teen

Sega CD

Space Ace

By Scary Larry

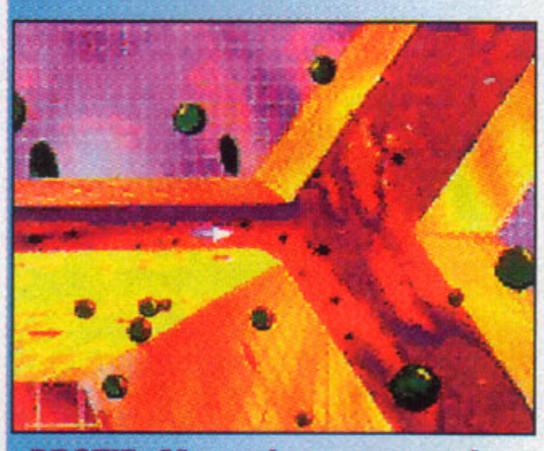
Interactive cartoons take center stage again with Space Ace. This Dragon's Lair clone doesn't offer anything new, except more voices and a better story.

The plot's simple: You guide Dexter through a series of point-and-click adventures trying to save his girlfriend.

The graphics aren't any better than those in Dragon's Lair, though you'll see more fantastic creatures and exotic locales. The color bleed on the Sega CD is overly apparent in this game.

The deep-space disco music is greatly enhanced by voice-overs. It's just what these cartoons need.

Space Ace is great for animation buffs or gamers who enjoyed Dragon's Lair. If that's you, pick up the Space.



PROTIP: Memorize scenes when you lose. Next time around, try pressing the commands before you see the scenes.

PROTIP: If you energize into Ace, you'll see a whole different series of scenes.

Space Ace By Readysoft

Graphics	Sound	Control	FunFactor	Challenge
3.5	4.0	4.0	4.0	Intermediate

$59.99
CD
Available now
Graphical adventure
1 player
Multiple views
ESRB rating: Kids to Adults

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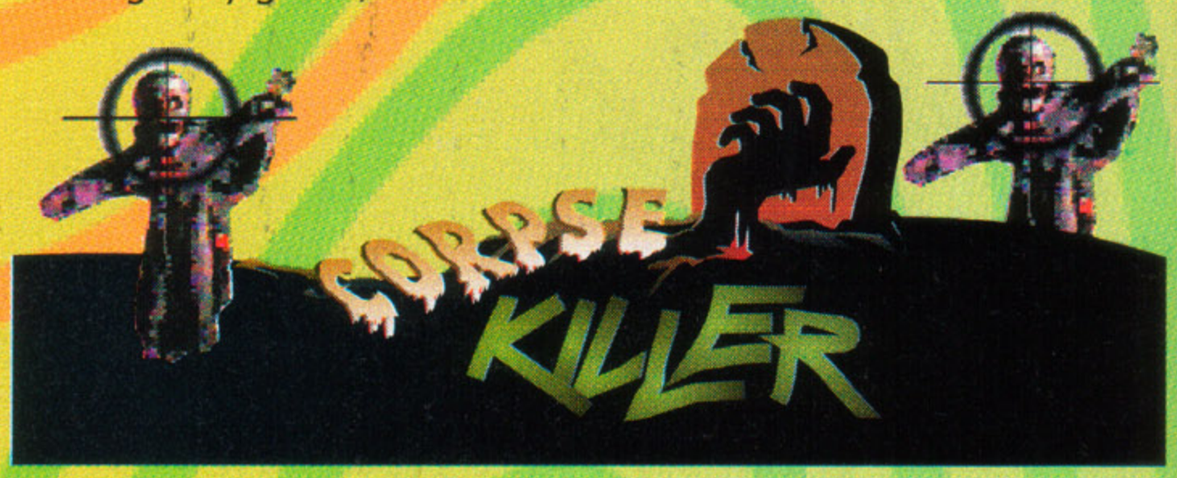
PROREVIEW

32X CD

32X

Vincent Schiavelli is perfect as the mad corpse rejuvenator.



By Toxic Tommy

Corpse Killer is making a rerun as a 32X CD (see ProReview, *GamePro*, January 1995). This time, according to Digital Pictures, you get five times more color and a 50 percent larger image. Killer colors breathe life into Corpse, even if it's exactly the same game.

Black-Magic Bullets

Although it's simple fun, this voodoo shooter isn't brain dead. Yes, you merely mow down gamey geeks, but to master the autoscrolling shoot-em-up action, you have to protect your, uhhh...assets.

Corpses are feasting in Zombietown, and you're the main course. In order to defeat the dead meat, you must plan monster-zapping patrols to secure poison ammo, protective potions, and other black-magic armaments.

The crisp game controls keep the ghouls at bay. A game gun makes the corpse killing a breeze; using the controller is more challenging.

The graphics are dead and alive. The zombies look Halloween-costume lame, but the color and clarity of the live-action visuals are much better than regular Sega CDs.

The sounds have style. Voices are crystal clear, especially your screams. The music has a good jungle beat with bongos, of course.

PROTIP: To fight Black Magic Strawmen, you need either Datura bullets for ammo or Ju-Ju Stick for protection.

PROTIP: Autoscrolling slides right by some zombies. Hold your fire and save ammo.

PROTIP: Shoot your zombitized squad members with Potion bullets to revive them.

Dead Again

Corpse is a B-grade game that's as fun as a B-grade movie. If you can't keep a good zombie down, you can't keep a pretty good one down, either. G

Corpse Killer By Digital Pictures

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	3.0	3.5	Intermediate

Price not available
CD
Available now
Shooter
1 player
4 areas
First-person view
Side scrolling
ESRB rating: Mature

By Scary Larry

Rip-roarin', sky-eatin' action for the 32X? This game is so fast it makes Star Wars Arcade look like an 8-bit game. Unfortunately, if you've played this one before on other systems, there's nothing new.

Burned

This blazing shooter is identical to the Genesis version with the exception of minor enhancements to the graphics and sound. But even with these enhancements, the 32X game play remains so close to the original that you'll wonder what decision-maker tapped this game for release at Sega.

You pilot the SSF-14, careening through the skies at near light speed. Armed with a Vulcan machine gun and a limited supply of missiles, your mission is to wipe out as many enemy planes as possible, which isn't hard since the controls are a no-brainer. If you know how to steer a wagon, you can get through this game.

PROTIP: Night flying is tough. Rely on audio signals to knock out enemy planes.

PROTIP: Don't be too stingy with your missiles. You can reload during the flight and also between stages.

Burning Sensation

The graphics are superior to the lowly 16-bit's, with better color, faster animation, and screen-filling explosions. No flicker, and certainly no slowdown.

The music and sound effects rock while you're rolling. A superb jet-jammin' score is offset by great sound effects.

Great sound, great graphics...great game? Only if you haven't played it before. Veterans, check out the speed, then move on. Rookies, strap in, lock on, and fire! G

PROTIP: Roll to escape sticky situations. If missiles are coming your way, wait until the last second before rolling.

Afterburner By Sega

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	4.0	3.5	Adjustable

$49.99
16 megs
Available now
Shooter
1 player
20+ stages
Behind-the-plane view
Multiscrolling
ESRB rating: Kids to Adults

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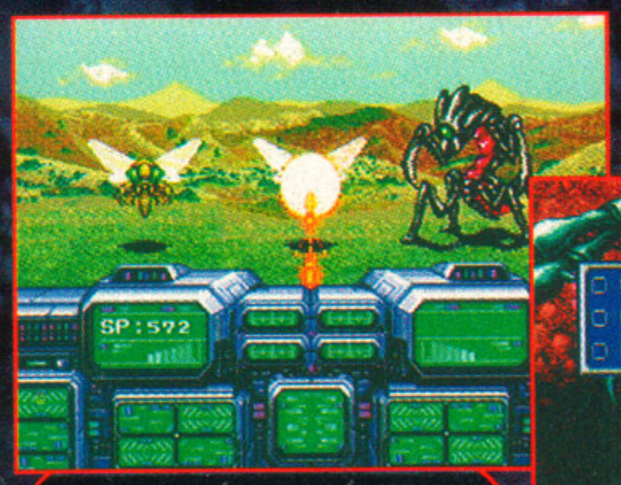
CHECK IT OUT! Comb the cities for clues to your next confrontation!



MOVE ON! Finally get inside the Land Rover and throw the battle into higher gear!

STAY ON YOUR TOES! Battle the many new forms of the Dark Force in the ultimate struggle for Motavia!

KIDS TO ADULTS K-A AGES 6+

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- KEEP A LOOKOUT FOR TRAPS THAT WILL SEND YOU BACK LEVELS OR TIME WARP YOU TO A NEW LOCATION
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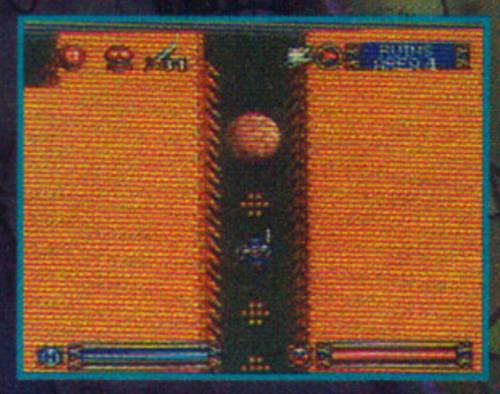
Headless warriors are out to ruin your day



Narrow corridors & rolling boulders are a deadly combo

Some underworld characters give helpful advice for a price

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Burlingame, CA 94010

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PC Compatible

KIDS TO ADULTS K-A AGES 6+

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Sega Genesis title pictured above not yet rated.

SUPER NINTENDO ENTERTAINMENT SYSTEM

GENESIS™

PROREVIEW

Super NES

By Scary Larry

Just when you thought it was safe to delve into genetic engineering again, Jurassic Park 2 comes along. Filled with standard platform action (but awesome sound and music), JP 2 isn't quite ready for extinction.

Dino Sore

John Hammond is having some trouble in the Park. It seems that Bio Syn, the company that hired Nedry to steal embryos, has invaded the island. Now Hammond wants Dr. Grant to return to Isla Nublar to help control the dinosaur population.

The action takes place in a side-scrolling platform style much like Jurassic Park for the Genesis. This departure from the earlier SNES JP (which used a first-person perspective) also incorporates another player. You take on various missions (like Raptor Attack, High Ptera, and T. Rex Carnage) and fight Raptors, Pteranadons, and the most fearsome animal of all, humans.

JP 2 is standard jump-n-shoot action: You try to make the dinosaurs extinct, and the dinosaurs try to do lunch with you...literally. The controls also follow a simplistic pattern – shoot, change weapons, and shoot some more.

PROTIP: Gallimimuses are fast and sneaky. Always shoot at them from a crouched position.

PROTIP: Remember to switch to a weapon that's low on ammo before picking up clips.

PROTIP: Hanging from a ladder with no help in sight? Check other walls for protruding ledges or other ladders. Also check ceilings for help.

PROTIP: Spitters always spit directly at you, whether you're hanging on a ladder or crouched on the floor. Stand up when the Spitter appears, then crouch and shoot before it gets off another shot.

Dark and Deadly

The graphics are typical of Ocean – the characters are squashed, the backgrounds are lifeless, and scenes where the light changes (underground, in a cave, and so on) become too dark. Even the dinosaurs look like they went through the graphical trash compactor. Fortunately, the variety and detail of the animals in the park compensates for the lack of imagination in the backgrounds.

PROTIP: Look for strange openings in the background and foreground. Doorways are sometimes hard to see.

PROTIP: Brown Raptors are harder to kill than other park inhabitants. Shoot them, jump over them, and shoot them again from behind.

PROTIP: Keep the Cattle Prod charged when moving into unfamiliar territory. The Prod takes out Green Raptors in one hit.

The sounds are superb. Eerie, haunting music enhances the sharp, realistic dinosaur cries. Each dinosaur is easily identified by its roar. A feast for the ears, especially if your SNES is hooked to a stereo.

Dullasaurus Wrecks

Although JP 2 is fun, you've seen this type of game play in a hundred other games; unfortunately, nothing new is added here to improve upon mediocrity. Whether or not you'll have fun depends on how good your excavating skills are. G

Super NES Game ProFile

Jurassic Park, Part 2: The Chaos Continues

(By Ocean)

NOT YET RATED

The call of the wild has returned. Jurassic Park 2 looks enough like the JP games for other platform to warrant a yawn, but there's still some life in the old bag of bones.

Graphics	Sound	Control	FunFactor	Challenge
3.5	4.0	3.5	3.5	Adjustable

$59.99
12 megs
Available now
Action/adventure

2 players
6 missions
Side view

You'll Spend Weeks Trying To Conquer Sheltem.

(But Exploring His World Takes Much, Much Longer)

Might and Magic III is a Role-Playing Game in which you'll head up a team of six fighters consisting of thieves, wizards, clerics, barbarians and others in varying races including human, gnome, elf, dwarf, half-orc, and others. The huge size of the world with all its towns, dungeons, and powerful spells makes M&M III the ultimate quest for survival and domination.

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But it won't be easy. You'll have to:

- map your surroundings
- talk to hundreds of people to learn clues
- strengthen your team through battle and training
- learn dozens of new, powerful spells to cast
- complete many mini-quests

So start preparing yourself now for those mythological monsters who want to keep you from your mission, and remember...they don't like to lose!

FCI Not Just Kid Stuff

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Super NES

LOONEY TUNES B-Ball

By Sarah Nade

The Looney Tunes are back! This time, they're jammin' hoops in a wacky game with funny moves never before seen in basketball.

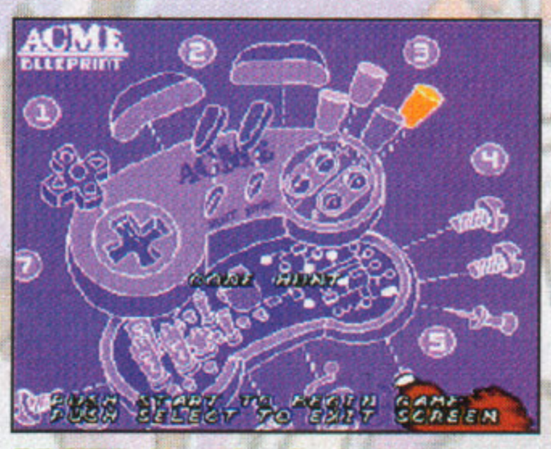
Slam Dunk

Looney Tunes B-Ball starts on the set of a cartoon, where Bugs and the crew have just finished another work day. A pick-up basketball game ensues, so get ready for some seriously funny antics, especially if you team up for four-player simultaneous action.

You choose from Bugs, Daffy, Taz, Sylvester, Wile E. Coyote, Elmer Fudd, Marvin the Martian, and Yosemite Sam for two-on-two basketball. In addition to standard shots and passes, the characters sport special offensive and defensive moves, such as passing a time bomb, that create as much merriment as mayhem.

The hoopsters handle well, and the special moves are easy to locate and use. It's sometimes hard to steal the ball, but otherwise the on-court action moves smoothly.

The graphics are equally great, with large, easy-to-follow sprites and fluid passing, shooting, and running. The well-detailed studio background looks very realistic.



PROTIP: Use the Code Hunt screen to uncover power-ups and wacky moves.

PROTIP: On offense, the cream pie is the easiest and most effective power-up.

PROTIP: On defense, Bugs' Disguise Defense freezes all the players, so he can steal the ball.

The star of the show is the sound. Each Looney Tune character has their own special line, such as Daffy saying "You're dethpicable." The background music has a nice beat that enhances the game play.

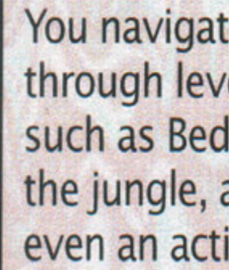
That's All, Folks!

Looney Tunes B-Ball is great fun for any Looney Tunes or basketball fan. The wackiness and simple yet fun game play makes this cart a winner. G

Looney Tunes B-Ball By Sunsoft

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.5	4.0	4.0	ADJ. (Adjustable)

$69.99
16 megs
Available now
Basketball
4 players (using Hudson Multitap)
Side view
Multiscrolling
ESRB rating: Kids to Adults



By Sarah Nade

Fans of last year's movie *The Flintstones* will enjoy this fun, frolicking, lightweight game. Good game play and exciting action make for a cheerful blast to the past.

Wilmaaaaaaaa!

In The Flintstones, you play as Fred, who must rescue Pebbles, Bamm-Bamm, and the rest of the Stone Age crew from kidnapper Cliff Vanderclave. You navigate through levels such as Bedrock, the jungle, and even an active volcano in your run-n-jump quest.

PROTIP: In Bedrock, watch for Bamm-Bamm's backward bounces – he's so small you could miss him.

The control is great – Fred has basic running, jumping, throwing, bowling, and clubbing abilities that are generally responsive, though they feel slightly sluggish during the heaviest action.

PROTIP: On the volcano, go to the very top of the hill and push this button to activate the ledges.

PROTIP: When climbing a cliff, time your progress so the caveman isn't close enough to knock you off.

The strong graphics are highlighted by colorful multi-scrolling backgrounds that add perspective. The sprites are large and easy to distinguish.

The background music is average, but at least you get the familiar theme. The plentiful sound effects are cool, adding lots of charm to the action. More voices would've added flair to the game, however: The only vocal is Fred's famous "Yabba Dabba Doo!" before the game even begins.

Yabba Dabba Doo!

Overall, The Flintstones is a fun game, definitely geared for younger gamers because of its easy challenge, despite its increasing difficulty. Cavemen didn't need much strategy to survive, evidently. The Flintstones still rule in Bedrock! G

The Flintstones By Ocean

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

$59.99
16 megs
Available now
Action/adventure
1 player
12 stages
Side view
Multiscrolling
ESRB rating: Kids to Adults

ALIENS HAVE EXPERIMENTED ON YOUR BODY.

THEY'VE DISMANTLED YOUR SHIP.

ENOUGH IS ENOUGH!

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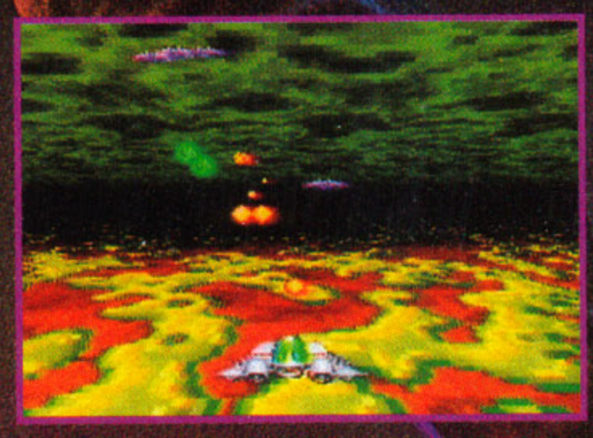

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TIMECOP

Super NES

By Scary Larry

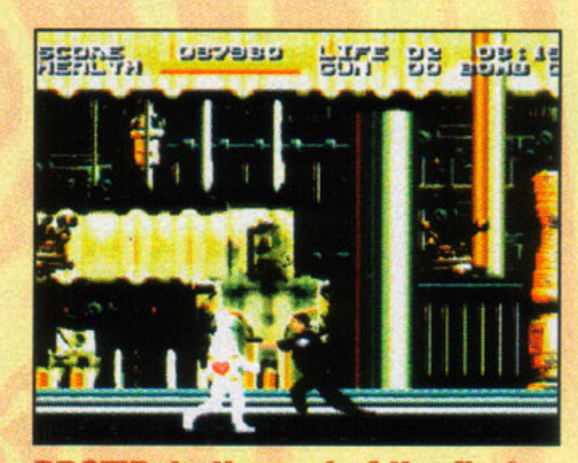
Some games make great movies (like Street Fighter and Mortal Kombat), and some movies make great games (like *Jurassic Park* and *Star Wars*). Then there are the so-so movies that are made into horrible games. Guess which one this is?

Time Will Tell

Time Cop, based on last year's movie, is one of those good-looking, poorly playing platform games that make veteran gamers wince. This slow, jerky game will never make it out of the rental arena.

You play as Max Walker, a cop who used to hunt down bad guys that abused time travel. Now you have to fight the inventor of the machine, Dr. Kleinstadt, and travel through time to get home.

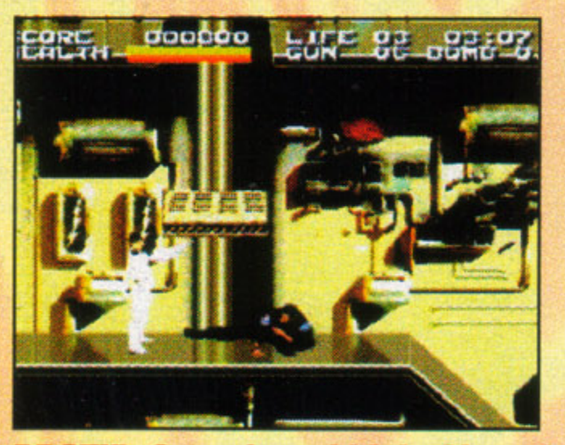
PROTIP: Don't waste time with the octopuses in the San Andreas levels. Shoot what you must but run when you can.



PROTIP: In the end of the first scene, run through the level, shoot, and collect hearts. Jump over all mechanical enemies, and you should be home free.

Time Out

The crisp, clear graphics are stunning. Apparently digitized from live video, the visuals are slick and realistic. But the characters move with such exaggeration that they soon feel cartoonlike. With the brainless way that most enemies walk right into you, you're in for one timeless evening.



PROTIP: Crouch and kick. Almost all human enemies can be disposed of in this way. Jump kicks also dispose of human enemies in one shot.

The futuristic funk soundtrack never gets off the ground. The sound effects are poor, and there are no digitized voices of the actors to liven things up.

Time Cop also has two difficulty levels: Hard and Impossible. Breakaway floors, surprise enemies, and unseen obstacles will have you glancing at your watch one time too many. When the movie hits the rental shelves, they can put this game right next to it. G

Time Cop By JVC

Graphics	Sound	Control	FunFactor	Challenge
3.5	2.5	3.0	2.5	INT. (Intermediate)

Price not available
16 megs
Available March
Action/adventure
1 player
Side view
Multiscrolling
ESRB rating: Kids to Adults

STREET HOCKEY '95

By Quick-Draw McGraw

The makers of Jammit have a new outdoor challenge. With its strong graphics and even stronger attitude, Street Hockey '95 might have you trading in your puck and ice skates so you can kick some asphalt.

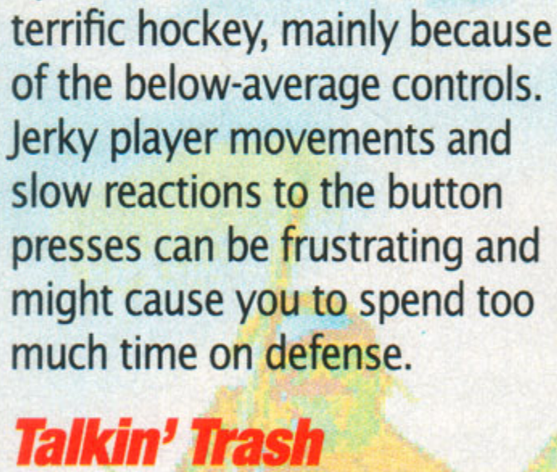
Takin' It to the Street

Like Jammit, Street Hockey is a three-on-three option-filled cart. You pick your team from nine street warriors and play five games with imaginative names like Hot Puck, Crammit, and Fat Point. You can choose to play in the Practice mode or enter a grueling tournament. True to the street spirit, games are played in six urban locations, including an empty swimming pool and an abandoned construction site.

Unfortunately, all these options don't translate into terrific hockey, mainly because of the below-average controls. Jerky player movements and slow reactions to the button presses can be frustrating and might cause you to spend too much time on defense.

Talkin' Trash

Street Hockey's sound is a split decision. Although the music and most of the sound effects are rather poor, the taunting and trash talking that made Jammit famous are just as entertaining here.



PROTIP: A good scoring tactic is to wait behind the opposing goal when your teammate steals the puck. Have him pass to the corner and try a wraparound.

PROTIP: In the empty pool, don't go all the way up the side, or you'll lose the puck.

PROTIP: In some games, certain shots are worth more points.

Large sprites and pucks are a plus in hockey titles, and SH has 'em. Detailed backgrounds show off the clever inner-city stadiums where the real action takes place.

Although games like NHL '95 provide more realistic hockey, Street Hockey shows off what really goes down every day on the streets. SH '95 is a decent walk on hockey's wild side. G

Street Hockey '95 By GTE

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	2.5	3.5	ADJ. (Adjustable)

Price not available
16 megs
Available now
Hockey
2 players
Side view
ESRB rating: Not Yet Rated

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Super NES

By Sarah Nade

Motorcycle fans, strap on your helmets! Biker Mice From Mars has all the elements of a good racing game.

Let's Rock and Ride!

This cart is much like the recent Street Racer – you play as one of the main characters, each with their own vehicle and weapon. The vehicles range from a hovercraft to a bike that looks like a bug.

In the Main Race, you compete in rounds against computer-controlled characters on increasingly difficult tracks. Some tracks are simple squares with no obstacles, while others offer hairpin curves, jumps, and rough terrain.

PROTIP: Landing a jump on both wheels prevents you from spinning out.

The Battle Race is nearly identical to the Main Race. You cruise the same tracks, but weapons help you battle for a prize-winning finish. The weapons are easy to use, and your bikes handle smoothly through all the races.

Stylin' and Profilin'

The bright colorful backgrounds feature cityscapes, islands vistas, and sewer views. Although the large sprites can sometimes be hard to tell apart, the graphics are generally strong. The sounds vary: There aren't many voices (other than the occasional "Let's rock...and ride!"), but the sound effects (especially the explosions) and music are both good.

PROTIP: Pop a wheelie over water and rough terrain so you don't slow down.

Konami included all the elements of a fun racing game in this cart: good game play, cool characters, easy control, and variety. The Biker Mice will be taking the checkered flag back to Mars! G

PROTIP: Be careful when using the nitro, or you'll end up meeting a wall.

Biker Mice From Mars By Konami

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

Price not available	30 tracks
8 megs	Overhead view
Available now	Multiscrolling
Racing	Passwords
2 players	ESRB rating: Not Rated

By Scary Larry

It was only a matter of time before *Home Improvement*, America's favorite TV show, made it to the video game arena. This game plays like Pitfall with power tools.

Tool Be or Not Tool Be

Tim Taylor, the popular *Tool Time* host, has his hands full. He must recover all the prototypes of the Taylor Turbo Power Tools set. The problem is that the tools are scattered throughout four obstacle-filled studios: Dinosaur Safari, Temple of Tools, Monster Theater, and Lost on Mars. Tim's equipped with a standard Nail Gun, but he finds Chainsaws, Jackhammers, and more as he battles dinosaurs, ghosts, and flying saucers.

PROTIP: Look for aberrations in the walls. Hidden areas can be opened with Dynamite or the Sledgehammer.

Although the game won't receive any awards for graphics, it's on par with other good side-scrollers like Pitfall. Lots of detail in the enemies and interesting backgrounds give you plenty to look at. The main character sprite is small but well animated.

The music is lamely themed to each scenario. Minor special effects round up a puny soundtrack, and there are no outstanding explosions or dinosaur roars.

The game handles well, and you can play without looking at the manual. But there's some problem-solving, too, so don't expect to breeze through the levels.

PROTIP: If you find the Hard Hat and you're invincible, look for the toughest enemies and walk through them.

Home Hum

If you're a fan of side-scrolling fun or just a fan of the show, you'll find something to like here. But serious gamers will find that Home Improvement doesn't have the challenge or long-lasting appeal of some other platform games. And that's tool bad. G

PROTIP: Tools will double and triple in power if you find more than one of them. Don't pick up any other tool icons if you see another icon of the tool you're holding.

Home Improvement By Absolute

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

$59.95	4 studios
12 megs	Side view
Available now	Multiscrolling
Action/adventure	ESRB rating: Not Yet Rated
1 player	

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Super NES

Uniracers

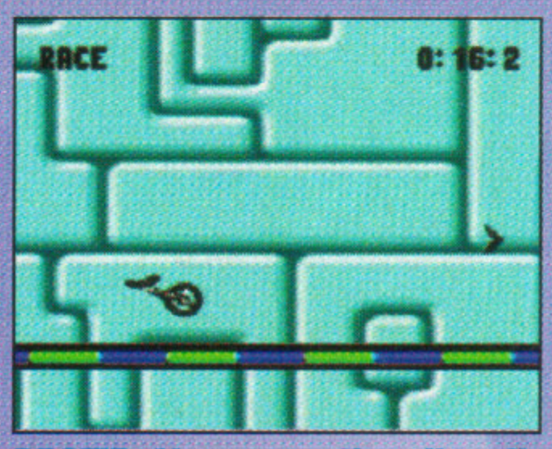
By Scary Larry

A clever concept that's a little one-dimensional, Uniracers is the most fun you can have with one wheel on the SNES.

The Wheel World

Uniracers is a fast-paced racing game that pits you against up to eight other players in a wild, cookie-tossing sprint to the goal line. You take command of an unmanned unicycle (pick one from a menu or customize your own), then race other players through an incredible set of loops and whirls.

It's not enough to just race, though. You gain real speed from performing a dizzying array of stunts, from simple wheel flips to treble twists and loop the loops. Your timing has to be perfect, and you have to know just when to perform the stunts.



PROTIP: Always continually roll on flat spaces.

PROTIP: If it's obvious that you're going to lose a race, take some time to survey the track. You may find hidden tracks that'll be useful the next time around.

PROTIP: Listen for audio clues. Whenever you hear your opponent do a roll, do one yourself to catch up.

Uni-que

The graphics are crisp and clean but a little boring. The backgrounds should've definitely been touched up, and the bikes all look identical. But the animation is smooth and very fast, so if you're at all prone to motion sickness, bike off, man.

The lame sound effects will puncture your tire. Each move is accompanied by a feeble tone, though the music spins your spokes nicely. Hard-drivin' unicycle music has never been this good. Actually, it's never been.

Control is easy once you practice for about ten minutes. Each track also has a Stunt Section where you can practice your most difficult moves. If you're hard up for some bike action, try this addictive game. You'll be one-wheelin' and loving it before you know it. G

Uniracers By Nintendo

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.0	4.0	4.0	ADJ. (Adjustable)

- $49.99
- 16 megs
- Available now
- Unicycle racing
- 8 players
- Side view
- Multiscrolling
- Battery backup
- ESRB rating: Kids to Adults

Top Gear 3000

By Captain Squideo

Top Gear returns to shred more SNES asphalt. Although the racing action is familiar, this game includes a terrific four-player option.

Green Flag

You've probably raced games like this before. Top Gear 3000 seems like the 3000th game with behind-the-car racing on forward-scrolling highways. The usual options are here: Win races, and you win car improvements in everything from engine to tires.

As you progress deeper into the game, you acquire special abilities like weapons, but Top Gear's mainly a racing game, not a Road Rasher, so the weapons aren't integral to the action. The best option is the head-to-head simultaneous racing, where the screen divides into four square boxes for good four-player fun.

The graphics are above average. The 47 tracks take you to various spacey locales throughout the galaxy, though many of them look suspiciously Earthlike. The cars are big, but you only get spinouts, not wrecks. The four-player boxes make multiplayer racing easier than it is in Street Racer, which gives its four drivers thin, layered strips of track.

PROTIP: If you're having trouble passing, slip briefly outside the track if you have to. Don't linger, or you'll hit an obstacle.

PROTIP: Fire up your Nitro Boost before the race even starts, especially if you have a bad pole position. You might get a jump on your competition.

PROTIP: Rather than gradually spending money on lots of different parts, quickly buy the most expensive Nitro Boost that you can afford.

The sounds are pretty ordinary. Rumbling engines and mild tire screeches rev up the action, but there are no voices or dynamic tunes to keep your ears excited.

Checkered Flag

Adjustable difficulty and smoothly handling cars that are easy to win with make this cart a good choice for drivers who don't yet have their license. Top Gear 3000 isn't at the top of the winner's list, but it's running fine. G

Top Gear 3000 By Kemco

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.0	4.0	4.0	ADJ. (Adjustable)

- $69.99
- 8 megs
- Available now
- Driving
- 4 players (using Hudson Super Multitap)
- 47 tracks
- Behind-the-car 3D perspective
- Forward scrolling
- Passwords
- ESRB rating: Not Yet Rated

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Super NES

Hurricanes

By Quick-Draw McGraw

Soccer fans will enjoy this soccer-themed adventure that's based on the cartoon.

When a madman challenges the Hurricanes to a match, you guide the 'Canes through 15 stages to the final clash. Choose between two characters and use your weapon, a soccer ball, and three types of kicks to defeat the Gorgans waiting to ambush you.

PROTIP: Wait for the first stage boss to charge, then jump over him and use a chip kick.

PROTIP: Bounce the ball on your knee to charge it for a more powerful super kick.

Good controls guide the ball. Special power-ups grant extra abilities so you can bash bosses.

Decent graphics compensate for poor sounds. Although the sprites are small, the oversized ball is easy to follow. Colorful stages help you overlook the minimal sound effects.

With many standard soccer titles available, it's refreshing to see a variation. If you like the show or the sport, join this winning team.

Hurricanes By U.S. Gold

Graphics	Sound	Control	FunFactor	Challenge
4.0	2.5	4.0	3.5	Adjustable

$59.95
8 megs
Available now
Soccer/action
2 players

5 episodes
15 stages
Side view
ESRB rating: Kids to Adults

Super NES

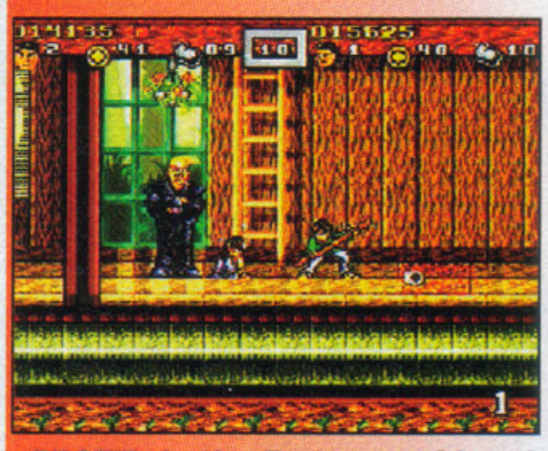
3 Ninjas Kick Back

By Tommy Glide

3 Ninjas Kick Back comes from the silver screen to the SNES in this below-average platform adventure. As one of three ninjas, you must rescue your grandfather from mobsters.

Most rental-only carts aren't good enough to sell, and this game falls into that category. Graphically, the backgrounds are passable, but the poorly depicted characters give 3 Ninjas an 8-bit look. The good sound effects and music help carry the game.

The best part is the simultaneous two-player action. While the control is decent, trouble spots exist – like when you try to grab swinging ropes. Fans of the film might like it, but others should avoid these new ninja kids on the block.



PROTIP: In the first area of Level 2, this mini boss has the last item. Take the rooftop to the last room to find him.

PROTIP: To move the block and get the chest, stand on the trigger that's hidden by the tree stump on the left.

3 Ninjas Kick Back By Sony Imagesoft

Graphics	Sound	Control	FunFactor	Challenge
2.5	4.0	2.5	2.5	Adjustable

Rental only
16 megs
Available now
Action/adventure
2 players
5 levels

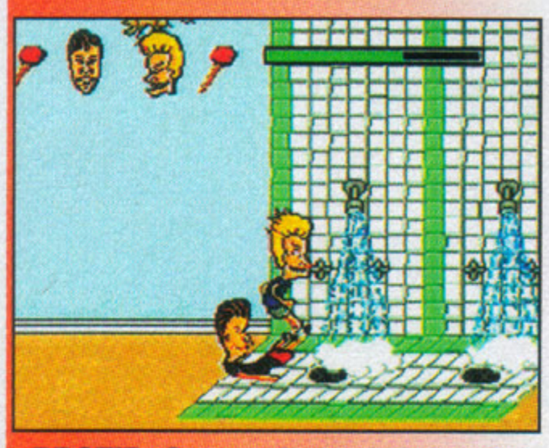
Side view
Multiscrolling
Password
ESRB rating: Kids To Adults

Super NES

Beavis and Butt-Head

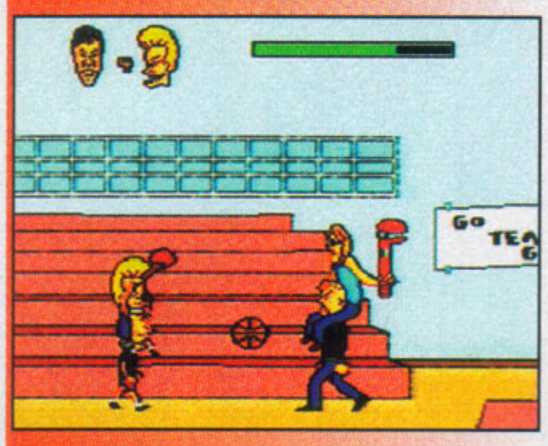
By Toxic Tommy

Beavis and Butt-Head is a solidly crafted hop-n-bop adventure with moderate challenge but a diluted version of B&B's trademark puberty-propelled personality. In their quest for admission to a GWAR concert, the boys nudge along in straightforward but uninspired game play. The controls keep the game crisp, but B&B are limited to basic jumps and nonviolent freakoid firepower like paint guns.



PROTIP: Some obstacles require teamwork. Use the Leg Throw (press Button A).

The graphics and sounds are cartoon simple. The flat, slightly grungy graphics are B&B perfect, but the guys would trash the jumpy rock tunes.



PROTIP: During the Highland High Chicken Fights, the block move (hold Up) protects against oncoming basketballs.

Beavis and Butt-Head doesn't suck, but it doesn't rule either. This game's strictly a thumb massage…but if saying "massage" makes you giggle, you're Beavis and Butt-Head material.

Beavis & Butt-Head By Viacom New Media

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	4.0	3.5	Intermediate

$64.99
12 megs
Available now
Action
2 players

5 stages
Side view
Multiscrolling
ESRB rating: Not Yet Rated

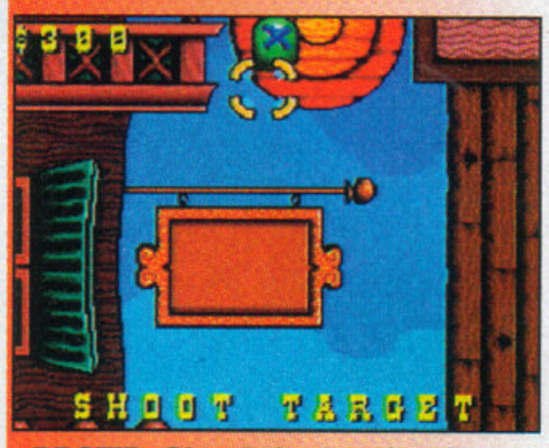
Super NES

Tin Star

By Tommy Glide

Cross cartoon robots with the Old West, and you get Tin Star. As Sheriff Tin Star, you command the cursor that controls a six-shooter.

Lighthearted in design, Tin Star's colorful, sharp graphics make watching this wacky western enjoyable. Cartoony noises add to the game's charm, while effective sounds and upbeat music enhance the humor.



PROTIP: Shoot the bottle after "Knock 'Em Down" changes to "Shoot Target" to play a new game.

The challenge depends largely on your controller. The Super Scope and Mouse (sold separately) are easier to use than the control pad.

Tin Star's comedic twist stands out, but the jokes don't change, and the game play's repetitive. Greenhorn desperadoes will find more pleasure here than experienced gamers.

PROTIP: To win the duels, quickly click on your revolver when it appears, then shoot your opponent.

Tin Star By Nintendo

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	3.5	3.5	Intermediate

$49.95
16 megs
Available now
Shooter
1 player
7 levels
First-person view

Multiscrolling
Save feature
Compatible with Super Scope and SNES Mouse
ESRB rating: Kids To Adults

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Neo•Geo

ZED BLADE

By Captain Squideo

If you love to blast away at rapidly side-scrolling aliens, you'll go zany for Zed Blade. While not wildly innovative, it extends SNK's long line of well-crafted outer-space shooters.

PROTIP: When setting up your weapons, choose the Vertical Shot for devastating forward-and-vertical firepower.

Use Your Zed

Check your brain at the door when you take on Zed Blade. There's no plot, no strategy, and no time for thinking. This game demands lightning-quick reactions – no more, no less.

You fly as one of three pilots, soaring to eight worlds against unending waves of alien fighters, ground-based antiaircraft installations, and huge mechanical bosses. Nailing a bogey sends a power-up floating your way, which leads to all kinds of wild weaponry.

The action's so fast and intense that sometimes you'll lose track of your ship. This is especially true in the two-player simultaneous mode. Fortunately, there's method to the mayhem: Crisp controls enable you to dash into tight spots to snag power-ups, then dash back safely.

Your weapons are terrific. You preset your effective armaments with a choice of shots (including a combination forward-and-vertical blast), missiles, and rear weapons. With firepower like this, you may never lose.

PROTIP: Blast the large boulders in the Asteroid stage but don't bother with the small asteroids.

Zed World

The graphics are good for this genre. You start on an earthly setting, with later levels taking you to various planets in the solar system. Spicing up the visuals are the many morphing mutants: Blocks and blobs suddenly turn into jets, helicopters, and technomonsters as you approach them.

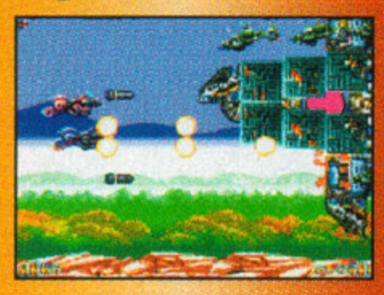
The sounds pump your adrenaline. Rave-type music slams along while you do your damage, and occasional voices jump in for effect. Full-blown explosions add to the sonic excitement.

Zed Blade has something for every shooter fan. The different speeds of the three pilots and the multiple weapons make for a variety of challenges. And with so much to see, hear, and do, you'll want to stay with Zed just to discover what's next. This Blade is sharp. G

PROTIP: Things aren't what they seem. The black blocks morph into attacking jets.

PROTIP: On Lunar, the crawler sends up bubbles that blow you up if you run into them.

A Bevy of Bosses

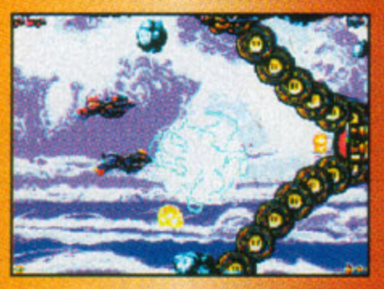


Roc Carrier

Lunar Walker

Cosmic Slime

Constrictor



Loki

PROTIP: Fly into the heart of this twin-pronged attacker to dodge its high and low missiles.

PROTIP: Stay ahead of this double-hulled attacker. The twin halves will slam together and crush you if you drift back.

Neo•Geo Game ProFile

Zed Blade

(By SNK)

NOT YET RATED

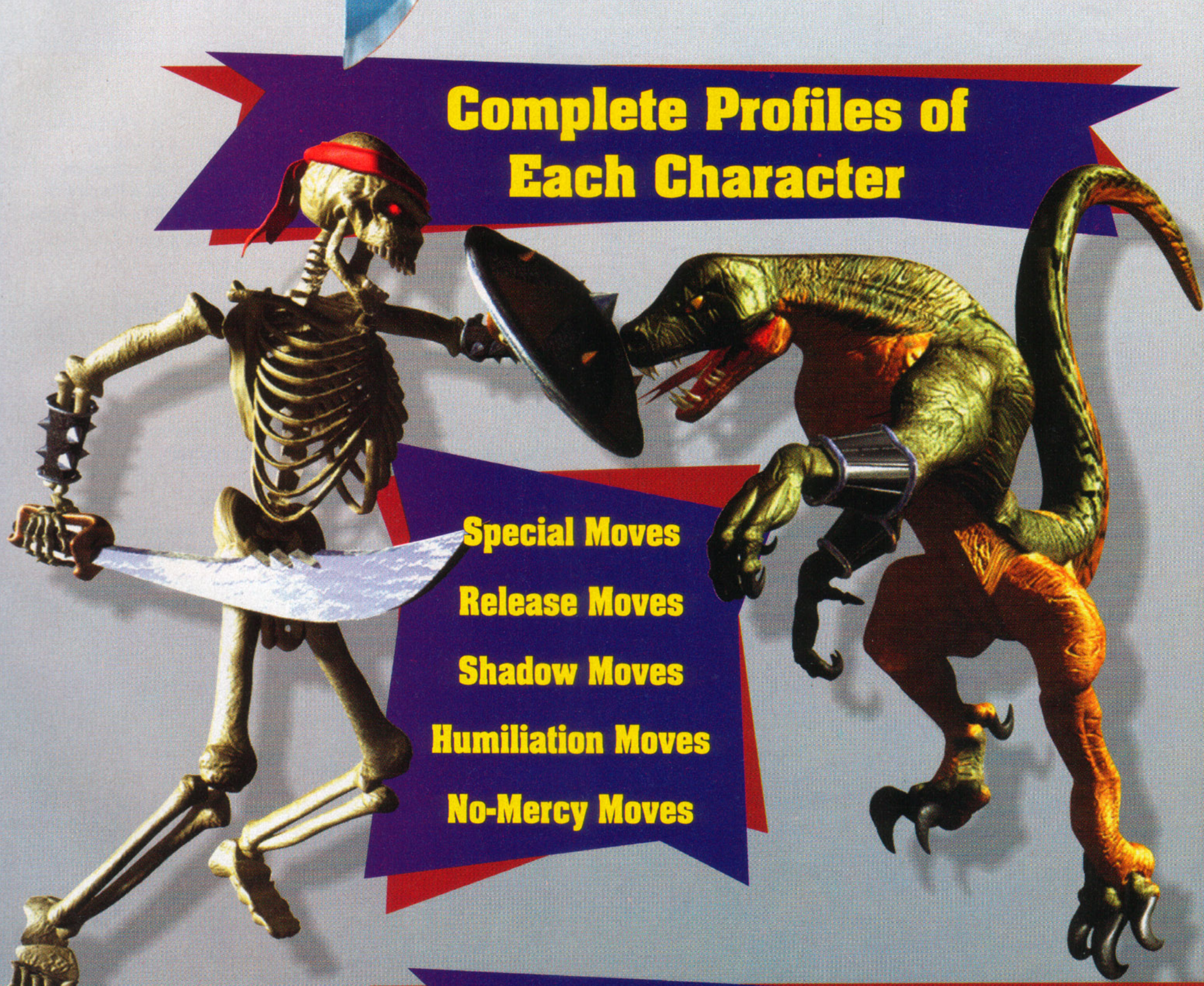
Fast and fun, Zed Blade rockets to the lofty heights where the great side-scrolling outer-space shooters fly.

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.5	4.0	4.0	Adjustable

Price not available
110 megs
Available now
Shooter
2 players
8 stages
Side scrolling

GamePro ProStrategy Guide

KILLER INSTINCT



Complete Profiles of Each Character

- Special Moves
- Release Moves
- Shadow Moves
- Humiliation Moves
- No-Mercy Moves

ARCADE

- How To Do Ultra and Killer Combos
- Game Endings for Each Character
- Strategies and Endings for the Battle with Eyedol

KILLER INSTINCT

ARCADE

By Bruised Lee

(Special thanks to Joe Willis, Brian Smolik, and Scott Petersen)

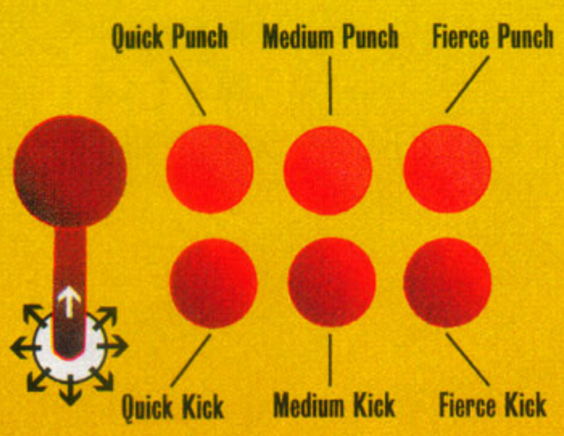
It's official – the final version of Killer Instinct is out. More has been added since the test versions, including additional Special moves, Finishing moves, air attacks, Release moves, and Shadow moves. And make sure you check out the Humiliation moves!

(Note: All moves are based on the most current version of Killer Instinct available at press time.)

The Controls

Killer Instinct's controls use an auto-hit mechanism. In other words, if you hit the right combination of buttons, the moves automatically happen in sequence. As with any complex game, learning to pull off the moves will take practice.

Controller Legend



↑ = Up
↗ = Up-Toward
→ = Toward
↘ = Down-Toward
↓ = Down
↙ = Down-Away
← = Away
↖ = Up-Away
FK = Fierce Kick
FP = Fierce Punch
K = Press any Kick Button
MK = Medium Kick
MP = Medium Punch
P = Press any Punch Button
QK = Quick Kick
QP = Quick Punch

Motion = Move the joystick in one smooth, continuous motion.
Tap = Tap the directions indicated in sequence.
Charge = Hold the direction indicated for the number of seconds indicated.
Close = The move must be done when close to the opponent.
Rapidly = Hit the indicated button rapidly.
( ) = Execute commands in parentheses simultaneously.

Special Note: All instructions assume that your character is facing to the right. If you're facing to the left, reverse any Toward and Away commands.

Before The FIGHT

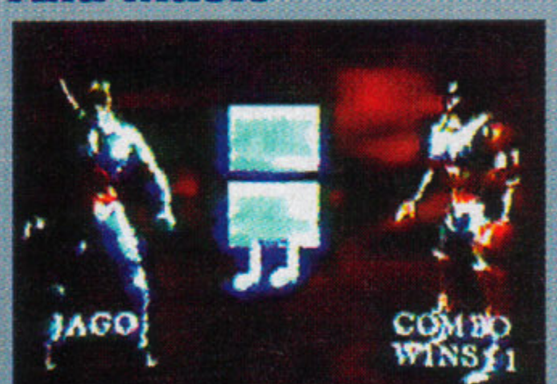
Different Colors

At the two-player mode screen, tap Up or Down on the joystick to change the color of your fighter.

Random Character Select

At the two-player mode screen, hold Up on the joystick and press Start to access a random character-select option.

Swap Backgrounds And Music



In the two-player mode, you can choose your background and music. (See the next page for further details.)

Turn On Combo Breaker

At the two-player mode screen, both players must press Down and Start until you hear the computer say "Combo Breaker." This option enables you to break combos more easily.

Choose the BACKGROUND AND MUSIC

In the two-player mode, players can choose their favorite background and music. When the character-select screen appears, the first player to press Up or Down and any button gets to choose the background. The second player then uses the same method to pick the music. Here are the backgrounds you can choose from:

Canyon

↓, QP

Altar

↓, MP

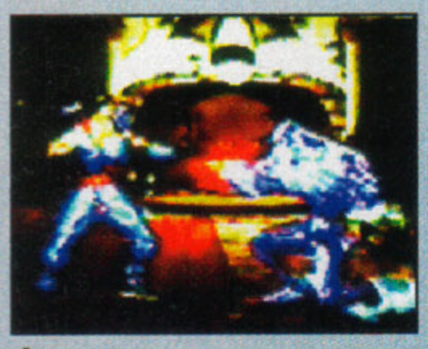
Lava Bridge

↓, FP

Chicago Alley

↓, QK

Castle Room

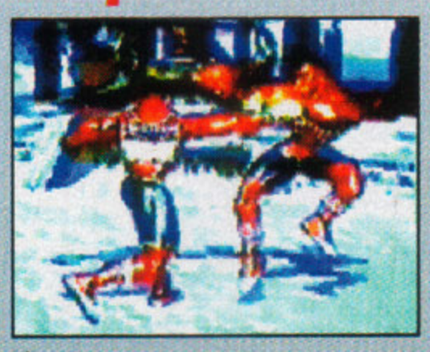


↓, MK

Warehouse

↓, FK

Temple



↑, QP

Cave

↑, MP

Shrine

↑, FP

THE ROOFTOPS

Killer Instinct also has three different rooftop backgrounds. To knock your opponent off the roof, finish them off with a combo toward the edge.

Chicago City Rooftop

↑, MK

When you fall off the roof in Chicago, you'll fall on top of this parked car.

Desert Rooftop

↑, FK

The Desert rooftop is not associated with any other background in the game. If you fall off, you land in a pool of lava.

Castle Rooftop

↑, QK

If you fall off the Castle rooftop, you'll fall through the drawbridge in front of the Castle entrance.

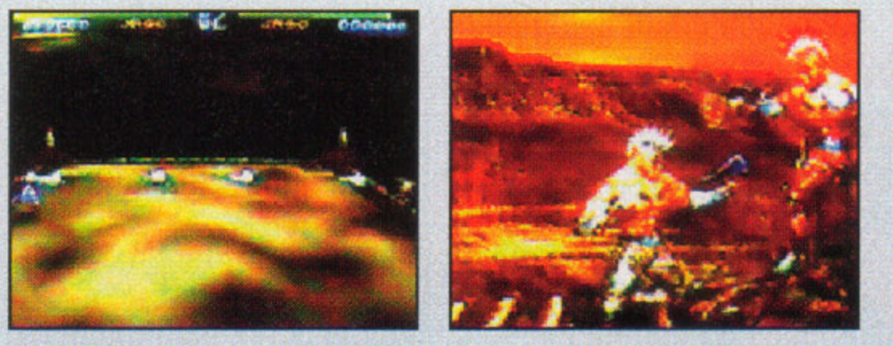
SECRET STAGE

To reach this special stage, both players must simultaneously press and hold ↓ and MK. You can be knocked off the platform at any time, so be careful.

KILL OR BE KILLED

Killer Instinct is more than just your basic fighting game. To prevail in this arena, you must master many elements. In this section, we quickly run through some of the essentials. Further explanations and instructions appear in the individual character profiles.

Know Your Turf

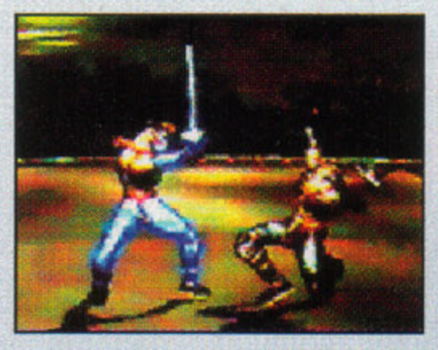


Killer's backgrounds can affect your strategy. Some backgrounds scroll in such a way that you can see the entire level at all times.

When you're playing in these areas, tossing multiple projectiles is an excellent strategy.

During other levels, the ground level may change, putting you on higher ground than your opponent and making it difficult to block.

Crouch Attack



Every fighter has a high attack that they can use when both players are blocking low.

To activate it, press ↙, FP. This move hits your opponent on top of the head. From there, roll into a combo.

Air Juggle

To Air Juggle, perform a combo that launches your enemy into the air. To juggle them again, perform another move that hits them as they're on their way down.

Ultra Combo

You can't perform an Ultra Combo until your opponent's energy is flashing red. To execute the Ultra Combo, come in with any combo and end it with an Ultra Move.

For example, with Orchid, Charge ← two seconds, →, FK, QP, Charge ← two seconds, →, MP.

The Charge ← plus → with the Medium Punch initiates Orchid's Ultra.

Counter Projectiles

Each fighter has a move to counter projectiles. Using their counter is a great way to begin a combo.

Combo Breaker

Combo Breakers are an important element in this game. When a player begins to combo you, perform a Combo Breaker to end the beating.

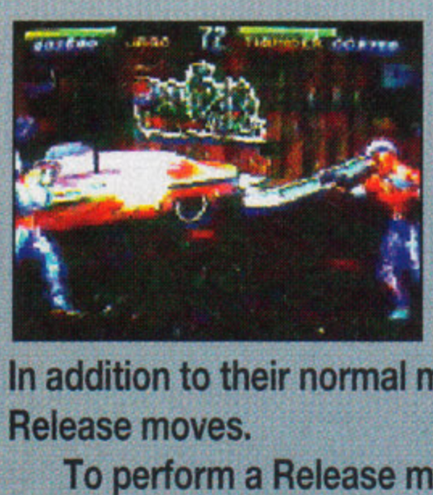
Combo Breakers are just one of the keys that opens the door for Shadow moves and some Release moves.

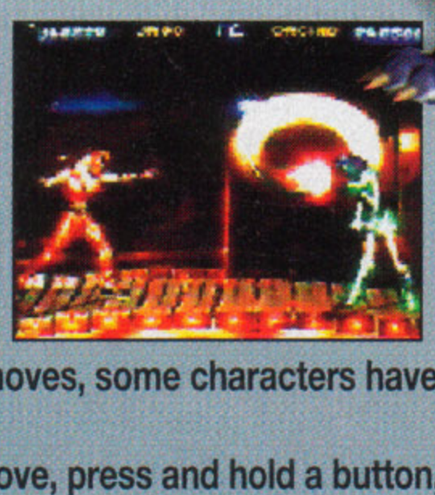
Shadow Moves

To pull a Shadow move, you first have to perform a Combo Breaker. Then perform the Shadow move just as if it were a Release move.

Shadow moves are normal moves, but a black-and-white image of your player follows behind you. When you strike the opponent, the move does more damage that it normally would.

Release Moves



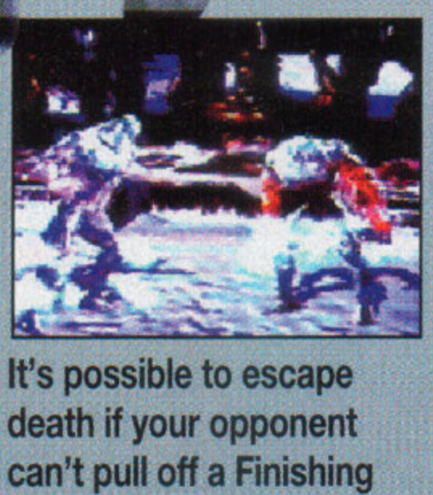


In addition to their normal moves, some characters have Release moves.

To perform a Release move, press and hold a button, perform the motion with the joystick, and then release the button.

Some Release moves, like Jago's red Fireball, can only be executed following a Combo Breaker.

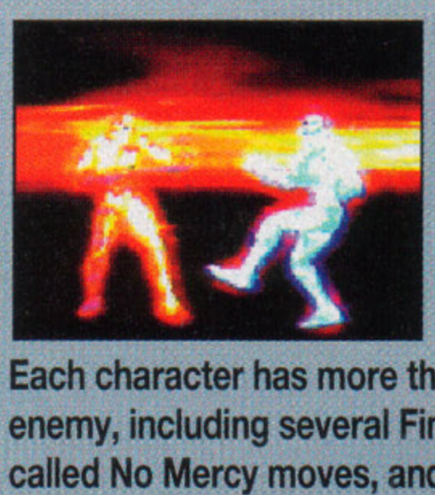
Last Chance

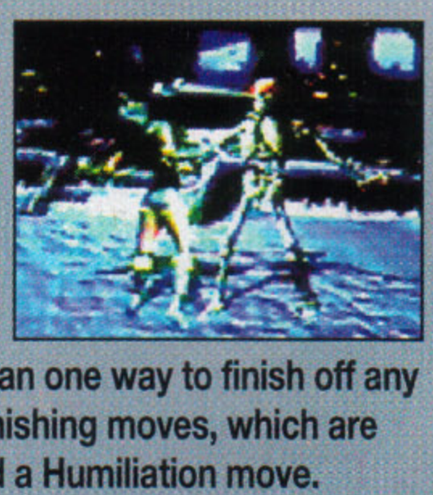


It's possible to escape death if your opponent can't pull off a Finishing move quickly enough.

Just slap all the buttons and wiggle the joystick around. If you're quick enough, you'll come back to life.

Show No Mercy





Each character has more than one way to finish off any enemy, including several Finishing moves, which are called No Mercy moves, and a Humiliation move.

The Humiliation move makes your opponents dance around, but you can only execute it if your character is still on their first life bar.

Special TECHNIQUES

T. J. Combo

Height: 6'1"
Weight: 220
Age: 25

The undisputed heavyweight champion for five years, T.J. Combo was stripped of his title when he was caught fighting with cybernetically enhanced arms. Now penniless, he enters the contest for the love of money.

Swinging Backhand

Charge ← two seconds, Tap →, QP

Double Roll Punch

Charge ← two seconds, Tap →, MP

Charging Punch

Charge ← two seconds, Tap →, FP

Straight Knee

Charge ← two seconds, Tap →, QK or FK

Flying Knee

Charge ← two seconds, Tap →, MK

Punching Bag

Rapidly Tap QP (close)

Winding Uppercut

Hold FP for three seconds, then release

Combo Breaker

Charge ← two seconds, Tap →, MK

Ultra Combo

As part of a combo, Charge → two seconds, Tap ←, FP

Shadow Move

Press and hold FP, Charge ← two seconds, Tap →, then release FP

Air Juggle

Charge ← two seconds, Tap →, FP

Counter Projectiles

Charge ← two seconds, Tap →, MP

Finishing MOVES

No Mercy – Number One

Motion ← ↙ ↓ ↘ → FK (close)

Humiliation

Tap ↓, ↓, ↓, QP

No Mercy – Number Two

Tap ←, ←, →, →, MP (stand one character's distance away)

KILLER COMBOS

Combo No. 1:
Charge ← two seconds, Tap →, MP, ←, FK, Charge ← two seconds, Tap →, MP

Combo No. 2:
Charge ← two seconds, Tap →, QP, →, QK, Charge → two seconds, Tap ←, QP, ←, QK, Charge ← two seconds, Tap →, MP

Jago

Height: 5'6"
Weight: 190
Age: 21

This Tibetan warrior-monk calls on the power of the tiger to discover his destiny. Overseen by the Tiger Spirit, Jago must enter the contest and destroy the evil within.

Special TECHNIQUES

Fireball

Motion ↓ ↘ → P

Uppercut

Motion → ↓ ↘ P

Sword Swipe

Motion ↘ ↓ ↙ FP

Flying Kick

Motion ↘ ↓ ↙ K

Counter Projectiles

Motion ↘ ↓ ↙ K

Combo Breaker

Motion → ↓ ↘ MP

Ultra Combo

As part of a combo, Motion ↓ ↙ ← QK

Release Move 1

Press and hold QP, Motion ↓ ↘ →. Release QP. You can't counterattack the yellow Fireball.

Release Move 2

Press and hold FP. Motion ↓ ↘ →. Release FP. You can only perform the red Fireball after a Combo Breaker. It's super fast and does major damage.

Shadow Move 1

Press and hold FK, Motion ↘ ↓ ↙. Release FK.

Shadow Move 2

Press and hold FP, Motion →↓ ↘. Release FP.

Finishing MOVES

No Mercy – Number One

Tap ←, →, →, QK (close)

No Mercy – Number Two

Tap ←, ←, →, →, MP (stand three characters' distance away)

Humiliation

Motion → ↘ ↓ ↙ ← MK

KILLER COMBOS

Combo No. 1:
Motion ↘ ↓ ↙, Tap FK, MK, Motion ↘ ↓ ↙, Tap FP, MK, Motion → ↓ ↘, Tap FP

Combo. No. 2:
Jump in with FK, MP, Motion ↘ ↓ ↙, Tap FP, MK, Motion ↘ ↓ ↙ MK

Special TECHNIQUES

Blade Arm

Motion ↘ ↓ ↙ QP

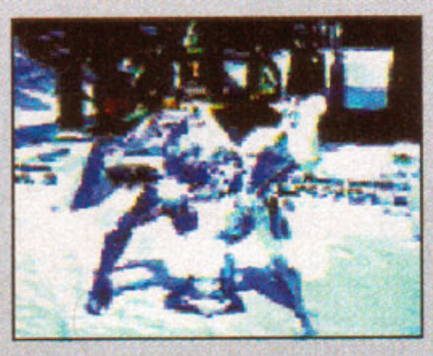
Arm Extension

Tap QP rapidly

Bouncing Fireball

Motion ↓ ↘ → P

Shoulder Charge



Charge ← two seconds, Tap →, P

Teleport Behind

Motion ↓ ↘ → QK

Teleport Uppercut

Motion ↓ ↘ → MK. Use FK to knock down your opponent.

Glacius

Height: 6'3"
Weight: 300
Age: Unknown

An alien being from a distant planet, Glacius crash-landed on Earth. He was captured by Ultratech. Hoping to prove that aliens are inferior, they force Glacius to fight for his life.

Air Juggle

Motion ↓ ↘ → FK

Counter Projectiles

Motion ↓ ↘ → MK or FK

Combo Breaker

Charge ← two seconds, Tap →, QP

Ultra Combo

As part of a combo, Charge ← two seconds, Tap →, FP

Release Move

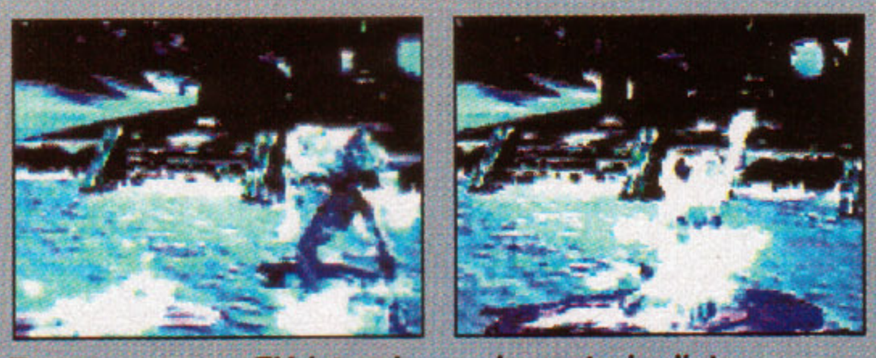
After a Combo Breaker, press and hold QP. Motion ↓ ↘ →. Release QP. This move produces a much faster fireball.

Finishing MOVES

Humiliation

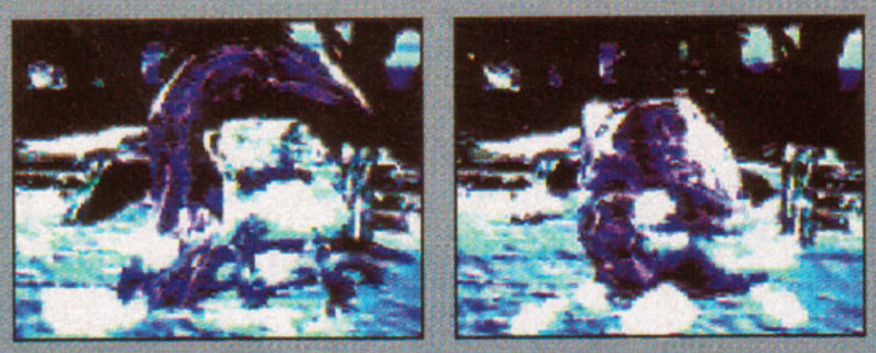
Motion ← ↙ ↓ ↘ → MK

No Mercy – Number One



Tap ←, ←, ←, FK (stand one character's distance away)

No Mercy – Number Two



Motion → ↘ ↓ ↙ ← MK (stand one character's distance away)

No Mercy - Number Three

Motion ← ↙ ↓ ↘ → MP (stand one character's distance away)

KILLER COMBOS

Combo No. 1:
Charge ← two seconds, Tap →, MP, →, MP, ←, MP, MP, Motion → ↘ ↓ ↙ ← QP

Combo No. 2:
Charge ← two seconds, Tap →, MP, →, MP, Motion ← ↙ ↓ ↘ → FK

Spinal

Height: 5'5"
Weight: 110
Age: 2650

Thanks to an unprecedented discovery in cell regeneration, Ultratech has recreated an ancient warrior from the past. Although he has no memory and lacks purpose, he fights tirelessly.

Special TECHNIQUES

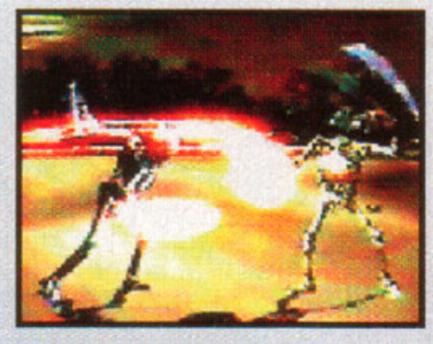
Shield Charge

Tap →, →, P

Fireball

Motion ↓ ↘ → P

Sword Attack



Charge ← two seconds, Tap →, MP

Morph

As part of a combo, Tap ↓, ↓, ↓, and any button. You'll morph into your opponent and complete the combo as them.

Teleport

To Teleport in front of your attacker, Tap ↓, ↓, ↓, P. To Teleport behind your opponent, Tap ↓, ↓, ↓, K.

Projectile Charge

Charge ← and hold down QP. Your shield glows and collects your attacker's Fireballs.

Counter Projectiles

Tap ↓, ↓, ↓, K

Slide

Press and hold ↙ FK

Air Juggle

Motion ↓ ↘ → P

Combo Breaker

Tap →, →, MP

Ultra Combo

As part of a combo, Motion ← ↙ ↓ ↘ → FP

Humiliation

Motion ← ↙ ↓ ↘ → FK

Finishing MOVES

No Mercy – Number One

Tap ←, ←, ←, MK (stand one character's distance away)

No Mercy – Number Two

Tap ←, ←, →, QK (stand one character's distance away)

Release Move

Press and hold down QP. Then jump in the air and Tap ↓, ↓, ↓, and release QP. To Teleport in front of your attacker, hold down QK. Then jump in the air and Tap ↓, ↓, ↓, QK to Teleport behind your attacker.

KILLER COMBOS

Combo No. 1:
Tap →, →, FP, →, MP, ↓, ↓, ↓, and then any button

Combo No. 2:
Charge ← two seconds, Tap →, MP, →, →, FP, →, MP, Charge → two seconds, Tap ←, MP, →, →, QP

Orchid

Height: 5'6"
Weight: 125
Age: 23

A secret agent, Orchid is trying to investigate the mysterious disappearances that surround the Ultratech contest. Her true identity and abilities are shrouded in secrecy.

Special TECHNIQUES

Fireball

Motion ↓ ↘ → P

Tiger Morph

Charge ← two seconds, Tap →, P

Charge

Motion ↘ ↓ ↙ QP, MP

Spinning Swords

Motion ↘ ↓ ↙ FP

Back Flip Kick

Hold ←, FK

Spinning Kick

Charge ← two seconds, Tap →, K

Air Juggle

Motion ↓ ↘ → QP

Front Flip

After being knocked down, hold ← for two seconds, FK

Combo Breaker

Charge ← two seconds, Tap →, FK

Ultra Combo

As part of a combo, Charge ← two seconds, Tap →, MP

Shadow Move 1

Press and hold FP, Charge ← two seconds, Tap →, then release FP

Shadow Move 2

Press and hold MP, Motion ↘ ↓ ↙, then release MP

Finishing MOVES

Humiliation

Motion → ↘ ↓ ↙ ← FP

No Mercy – Number One

Tap ↓, →, ←, QK (close). After your attacker transforms into a frog, Tap FK to step on 'em.

No Mercy – Number Two

Tap ←, ←, →, →, QP (stand one character's distance away)

Counter Projectiles

Charge ← two seconds, Tap →, P

KILLER COMBOS

Combo No. 1:
Charge ← two seconds. Tap →, FK, ←, QP, Charge ← two seconds, Tap →, FK, ←, QP, Charge ← two seconds, Tap →, FK, ←, QP, Charge ← two seconds, Tap →, FK, ←, QP, ↘, ↓, ↙, FP

Combo No. 2:
Charge ← two seconds, Tap →, MP, ←, QK, ↘, ↓, ↙, FP

Chief Thunder

Height: 6'2"
Weight: 280
Age: 42

A mystical defender of Native Americans, Thunder enters the contest in order to uncover the mystery surrounding his brother's disappearance in the previous year's tournament.

Special TECHNIQUES

Spinning Axe

Charge ← two seconds, Tap →, P

Uppercut

Motion → ↘ ↓ ↙ ← P

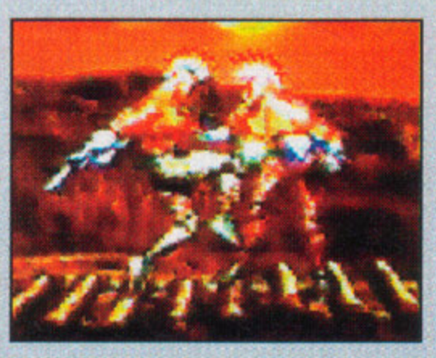
Tomahawk

In the air or after an Uppercut, Motion ↓ ↙ ← FP

Fireball

Motion ↓ ↘ → K. Hold ↑ or ↓ to direct the Fireballs.

Knee Charge



Charge ← two seconds, Tap →, FK

Air Juggle

Motion ↓ ↘ → QK

Counter Projectiles

Charge ← two seconds, Tap →, P

Shadow Move

Press and hold FP. While in the air or after an Uppercut, Motion ↓ ↙ ←, then release FP.

Combo Breaker

Motion → ↘ ↓ ↙ ← QP

Ultra Combo

As part of a combo, Charge ← two seconds, Tap →, QP

Finishing MOVES

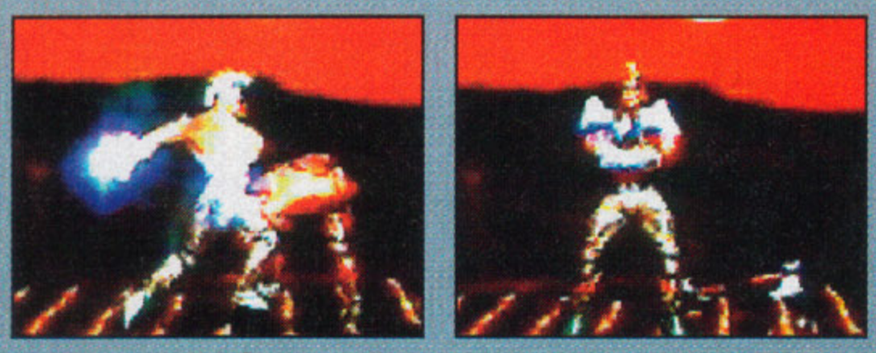
Humiliation

Motion → ↘ ↓ ↙ ← FP

No Mercy – Number One

Motion ← ↙ ↓ ↘ → FP (stand two characters' distance away)

No Mercy – Number Two



Motion → ↘ ↓ ↙ ← FK (close)

KILLER COMBOS

Combo No. 1:
Charge ← two seconds, Tap →, FP, →, FK, →, ↘, ↓, ↙, ←, FP

Combo No. 2:
Charge ← two seconds, →, FP, ←, FK, Charge ← two seconds, Tap →, FP

Special TECHNIQUES

Fireball

Motion ↓ ↘ → P, Tap ←, ←, ↓, ↘, →, QP to throw two Fireballs. Tap →, ←, ←, ↓, ↘, →, QP to throw three Fireballs.

Uppercut

Motion → ↓ ↘ P

Teleport

To Teleport in front of your attacker, Motion ← ↓ ↙ P.

To Teleport behind your attacker, Motion ← ↓ ↙ K.

Laser Shot

Motion ↘ ↓ ↙ FK

Reflector

Motion → ↘ ↓ ↙ ← P

Claw Charge

Charge ← two seconds, Tap →, K

Fulgore

Height: 6'5"
Weight: 560
Age: 1

A prototype cybernetic soldier developed by Ultratech, Fulgore's been entered into the contest as a final test of its capabilities before mass production begins.

Air Juggle

Motion ↓ ↘ → QP

Combo Breaker

Motion → ↓ ↘ MP

Ultra Combo

As part of a combo, Motion → ↓ ↘ QP

Counter Projectiles

Motion → ↘ ↓ ↙ ← P

Shadow Move

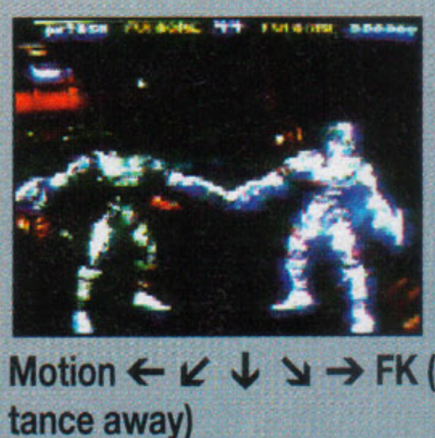
Press and hold FK. Charge ← two seconds, Tap →, then release FK.

Finishing MOVES

Humiliation

Motion ← ↙ ↓ ↘ → MK

No Mercy – Number One



Motion ← ↙ ↓ ↘ → FK (stand two characters' distance away)

No Mercy – Number Two

Motion ↓ ↙ ← FP (stand two characters' distance away)

KILLER COMBOS

Combo No. 1:
Charge ← two seconds, Tap →, FK, →, FK, ↘, ↓, ↙, FK →, QP, →, ↓, ↘, FP

Combo No. 2:
Charge ← two seconds, Tap →, FK, →, MK, →, ↓, ↘, FP

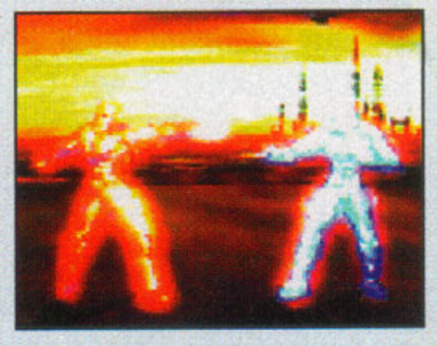
Cinder

Height: 6'2"
Weight: 195
Age: 31

Cinder is a convict who was experimented on by Ultra-tech. A failed chemical-weapons test mutated his body and turned him into living flame. Promised freedom if he defeats Glacius, Cinder enters the fray.

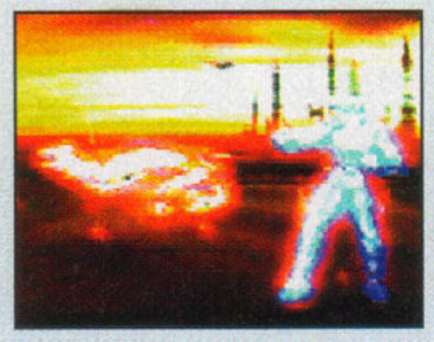
Special TECHNIQUES

Mini Flame Torch



Tap ←, ←, QP

Charge



Tap →, →, P

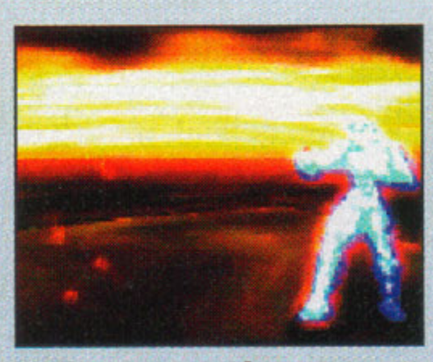
Air Charge

Jump into the air and Tap →, →, P

Outline

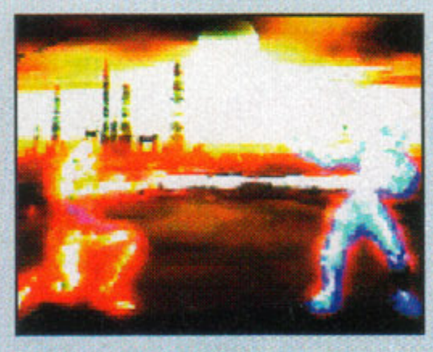
Motion → ↘ ↓ ↙ ← MP

Invisible



Motion → ↘ ↓ ↙ ← FP

Flame Torch



Tap →, →, K

Uppercut With Kick

Motion → ↓ ↘ K

Counter Projectiles

Motion → ↘ ↓ ↙ ← MP

Combo Breaker

Motion → ↓ ↘ MK

Ultra Combo

As part of a combo, Tap →, →, FP

Air Juggle

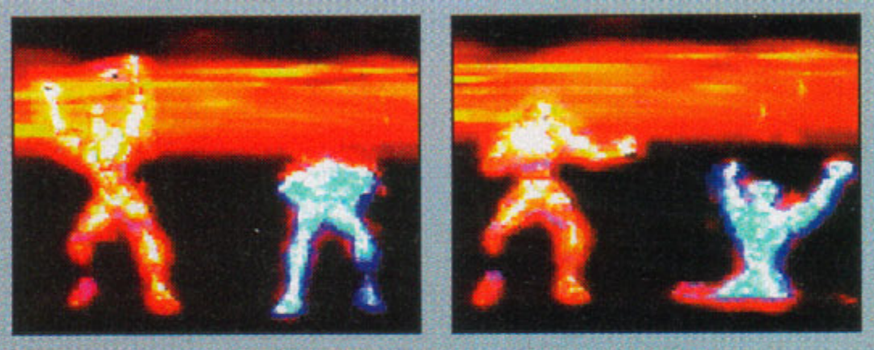
Tap →, →, FP

Finishing MOVES

Humiliation

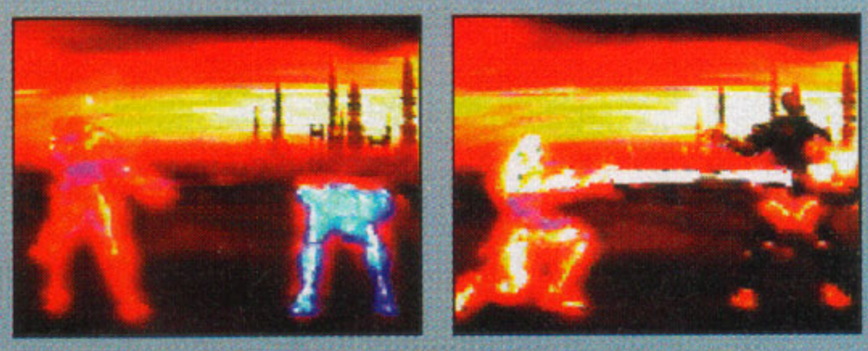
Tap ←, ←, ←, ←, FK

No Mercy – Number One



Motion ← ← ← MP (stand two characters' distance away)

No Mercy – Number Two



Motion ←↙ ↓ ↘ → QK (stand two characters' distance away)

KILLER COMBOS

Combo No. 1:
Tap →, →, QP, ←, MP, ←, ←, QP, ←, FP, →, ↓, ↘, FK

Combo No. 2:
Tap →, →, QP, ←, ←, QP, ←, FP, →, →, FP

Special TECHNIQUES

Fire Bat

Motion ↓ ↙ ← P

Spinning Claws

Charge ← two seconds, Tap →, P

Claw Roll

Charge ← two seconds, Tap →, QK

Charge Uppercut

Charge ← two seconds, Tap →, MK

Jump Attack

Charge ← two seconds, Tap →, FK

Counter Projectiles

Charge ← two seconds, Tap →, QK

Air Juggle

Charge ← two seconds, Tap →, FK

Combo Breaker

Charge ← two seconds, Tap →, MK

Ultra Combo

As part of a combo, Charge → two seconds, Tap ←, QK

Howl

Motion ↘ ↓ ↙ FK. This move increases the length of your moves and makes them stronger.

Sabrewulf

Height: 5'11"
Weight: 400
Age: 45

Afflicted with lycanthropy (a disease), Sabrewulf must spend his life as a recluse. If he is victorious in the tournament, Ultratech has promised to cure him.

Finishing MOVES

Humiliation

Tap →, →, QP

No Mercy - Number One

Motion ← ← ← MK (stand one character's distance away)

No Mercy - Number Two

Motion ← ← → MP (stand two characters' distance away)

KILLER COMBOS

Combo No. 1:
Charge ← two seconds, Tap →, QP, ←, FP, Charge ← two seconds, Tap →, MP, Charge ← two seconds, Tap →, FP

Combo No. 2:
Charge ← two seconds, Tap →, MP, ←, MP, Charge ← two seconds, Tap →, MP

Riptor

Height: 7'0"
Weight: 700
Age: 4

A product of Ultratech's DNA-manipulation project, Riptor's a mixture of human and reptilian genes. Ultratech hoped to create a creature with the intelligence and ferocity of a lethal fighting machine.

Special TECHNIQUES

Fireball

Motion ↓ ↙ ← P

Air Fireball

Jump into the air and Motion ↓ ↙ ← P

Head Butt

Charge ← two seconds, Tap →, P

Flying Feet Attack

Charge ← two seconds, Tap →, K

Low Flame

Motion ↘ ↓ ↙ FP

Flip Attack

Motion ↘ ↓ ↙ K. You can chain this move with other moves.

Counter Projectiles

Charge ← two seconds, Tap →, FK

Air Juggle

Motion ↓ ↙ ← QP

Combo Breaker

Charge ← two seconds, Tap →, FK

Ultra Combo

As part of a combo, Charge ← two seconds, Tap →, QK

KILLER COMBOS

Combo No. 1:

Charge ← two seconds, Tap →, QK, →, QP, Charge → two seconds, Tap ←, QK, ←, QP, Charge ←, two seconds, Tap →, FP

Combo No. 2:

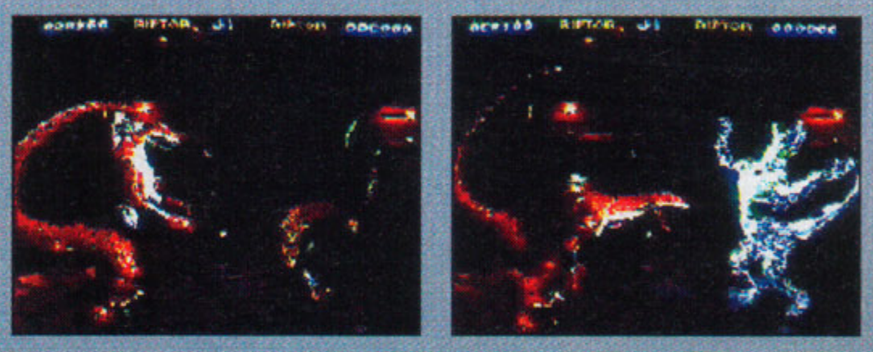
Charge ← two seconds, Tap →, FP, ↘, ↓, ↙, FP, →, FP

Finishing MOVES

Humiliation

Tap ←, ←, ←, ←, FK

No Mercy – Number One



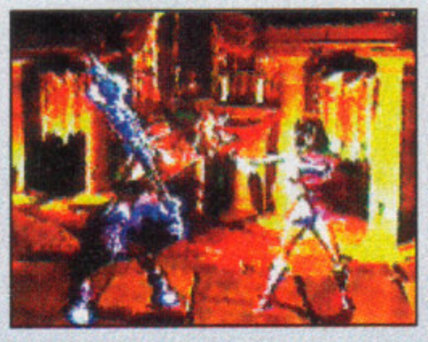
Motion ← ← ← MK (stand two characters' distance away)

No Mercy – Number Two

Motion ← ↙ ↓ ↘ → MP (stand two characters' distance away)

EYEDOL'S MOVES

Charge



Eyedol's Charge is unleashed with lightning speed.

Foot Stomp

When Eyedol stomps his feet, he regains his energy.

Air Opening

When Eyedol jumps at you, he leaves himself wide open for a free hit.

Club Attacks

Here is just one of the many ways Eyedol attacks with his club.

Kick

Eyedol's club is not his only method of attack.

Fireballs

Eyedol can spit out three Fireballs at once.

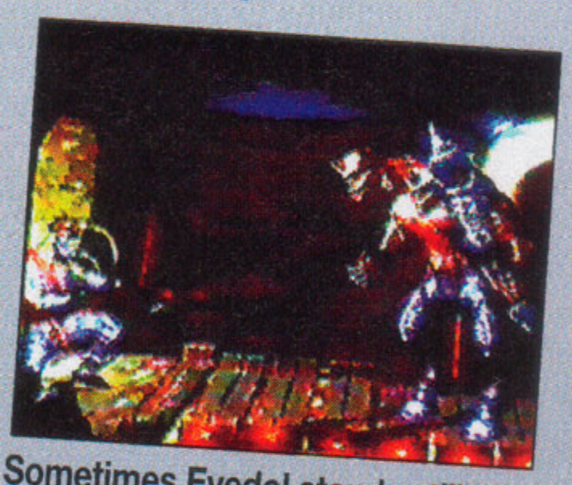
Eyedol

If you get past all ten fighters, you face the end boss, Eyedol. This two-headed creature carries a huge club. His various attack patterns are lightning fast. Check out some of his moves.

Defeating Eyedol

Use these key pointers when fighting Eyedol.

Free Hits



Sometimes Eyedol stands still after he does a combo. Use this moment to get in some free hits, but don't try to come in with a special move or combo – Eyedol will block them.

Waiting Game

The best way to defeat Eyedol is to let him come after you. Wait for him to make a move, block the move, and then counterattack.

Keep It Simple

Don't try any fancy combos – Eyedol will break them.

Ending One

This ending occurs if you finish off Eyedol with a normal combo.

Ending Two

If you polish off Eyedol with a combo that launches him into the air, you'll see this ending.

The Ultimate Ending

You're rewarded with one of two ending sequences when you defeat Eyedol. The ending you get depends on how you finish him off.

The End?

Sabrewulf

With victory, Sabrewulf obtains the cure that he's sought for so long. Rid at last of his curse, Count Von Sabrewulf can lead a normal existence.

T.J. Combo

When he wins the tournament, Combo finally achieves his ambition to regain his lost fortune and popular status. Once a nobody from the ghetto, Combo celebrates his win and newfound wealth by parading through those same streets. With money and fame at his side, Combo believes he can achieve anything.

Orchid

Orchid escapes unscathed with vital information about Ultratech's corrupt future plans. She informs her superiors of Ultratech's evil intentions so they can act to bring about the corporation's destruction.

Jago

Jago returns victorious to his shrine to commune with the Tiger Spirit. By defeating the evil that existed at Ultratech, Jago moves one step closer to total enlightenment.

Glacius

After he escapes from Ultratech's grasp, Glacius returns to the site of his crashed spaceship. With the advanced technology present at Ultratech, Glacius can take the materials he needs and repair his damaged ship. As the memories of the evil he faced at Ultratech slowly fade, Glacius begins the long, arduous trek back to his home world.

Fulgore

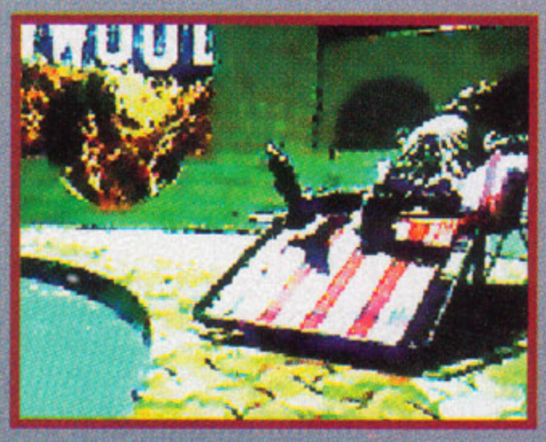
The combat test of the Fulgore series assault cyborg has been a success, and mass production can now begin. After years of research, an awesome weapon is in Ultratech's hands. The dawn of a robot-controlled empire will soon begin. The first prototype model, Fulgore 1, is deactivated and placed in a museum. The only humans left to view it are now slaves.

Cinder

As he leaves victorious, Cinder finds a hostile police reception waiting for him outside Ultratech's gates. No stranger to confinement because of his former life of crime, Cinder has no intention of being imprisoned again. Using his newly acquired power, he easily evades the law and escapes.

Chief Thunder

After discovering the fate of his brother, Thunder contemplates the future and mourns the loss of Eagle. But, with his death avenged, Eagle's soul can finally rest in peace forever. Or can it...



Spinal

Tired of being constantly surrounded by death and destruction, Spinal decides on a career change. Although nominated for an Oscar for his first film, Spinal still has great difficulty finding meaty roles.

Riptor

Ultratech's plans to create a genetically engineered weapon have escalated beyond even the company's control. By toying with the laws of nature, Ultratech has finally doomed the human race. Dinosaurs once again rule the Earth.

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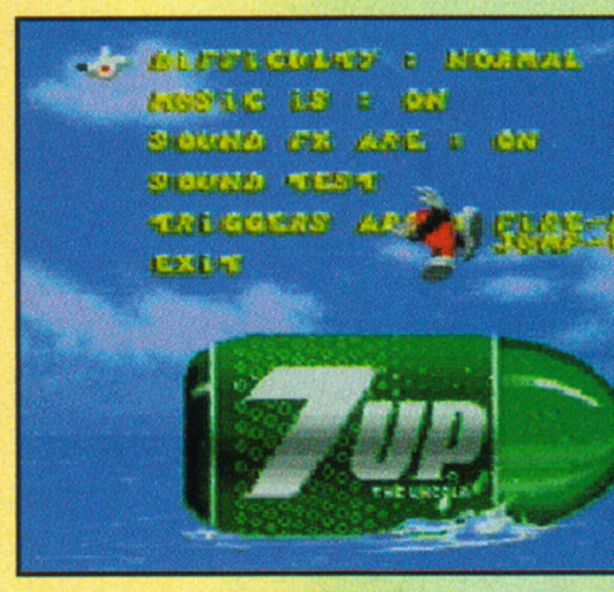

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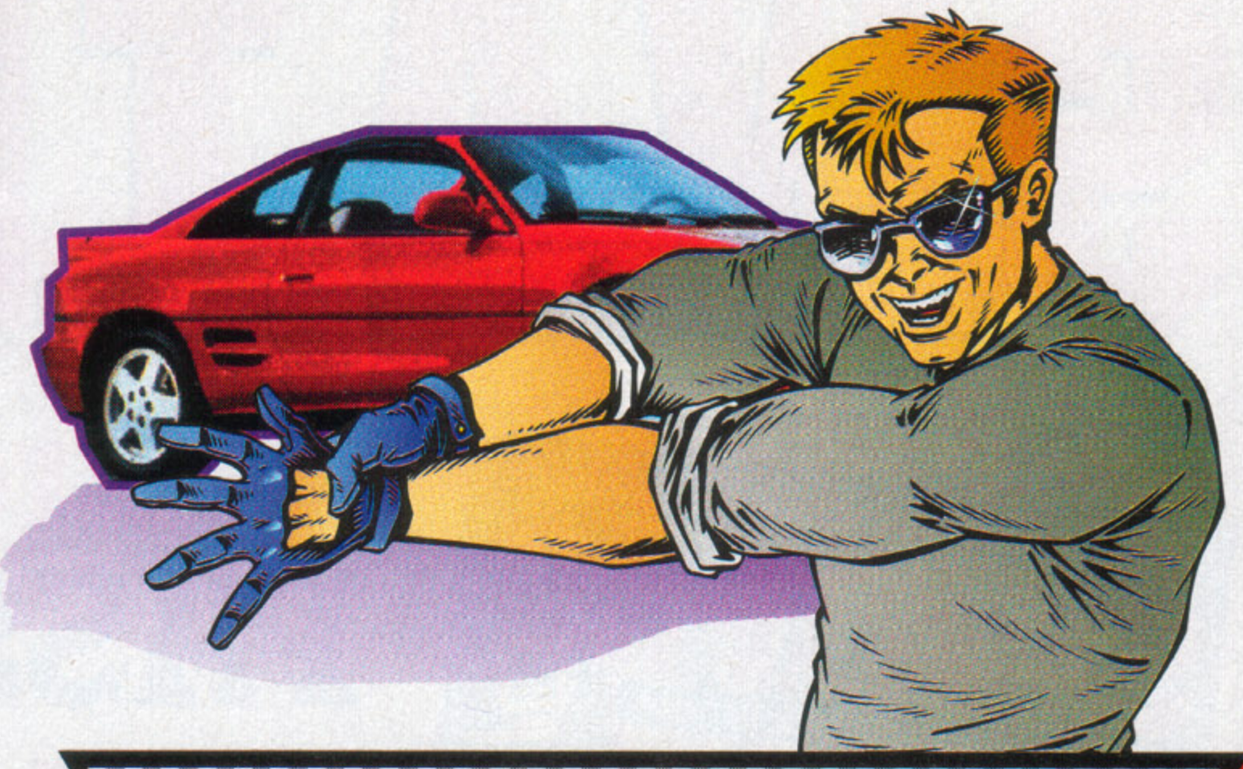
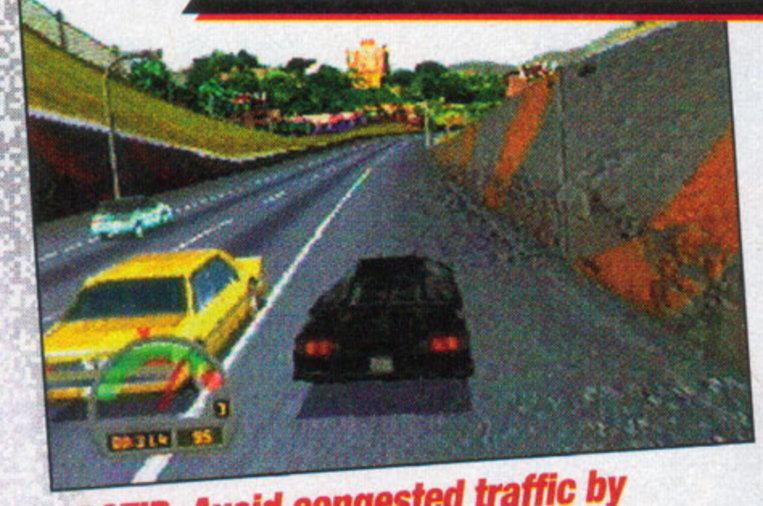
3DO

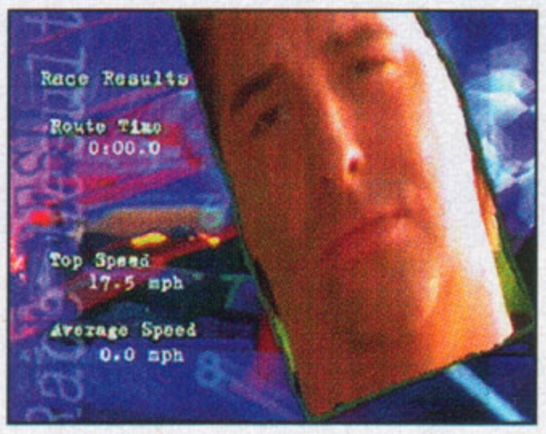


Road & Track presents The Need for SPEED



PROTIP: Avoid congested traffic by passing on the shoulder.

PROTIP: If you're about to crash, nail the brakes, and you'll usually sneak away with a spinout.

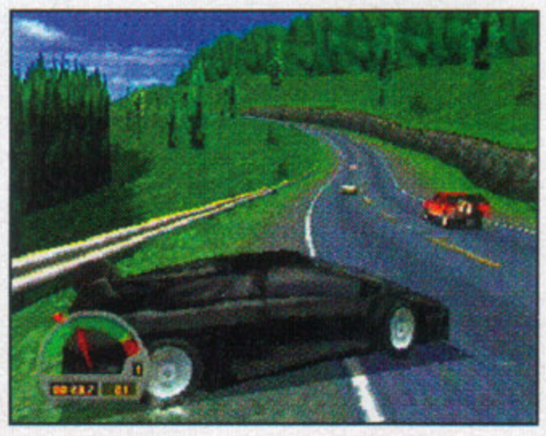


Even though the X-Man's a dweeb, you'll scramble to keep up with his wicked driving.

PROTIP: Downshift to reduce your speed through tight turns to gain more control than braking allows.

PROTIP: Rear-end the X-Man slightly off center and at high speed to send him flying into the rail.

PROTIP: If your car accelerates faster than the X-Man's, hold the wheel to the right before you pop the clutch at the start, and you'll nudge him off the road for an early lead.



PROTIP: If you start fishtailing, immediately downshift and steer counter to each swerve to straighten out.

By Bacon

Ever dream of cranking up the speed and whipping through traffic like a maniac? With the stunning graphics and exotic sports cars in EA's phenomenal Need for Speed, you can blaze down the streets until adrenaline overload wipes you out.

Dream Cars

This game's premise is simple, but its car selection blows the competition off the road. The sleek Lamborghini Diablo VT, Ferrari 512TR, Viper RT/10, and five other actual vehicles will leave car buffs drooling.

Once you've chosen a car, you toe the line against the X-Man, the CPU-controlled foe, and dash through twisty streets packed with Sunday drivers. Nope, there's no two-player action – a serious disappointment – but the vicious bump-and-grind business from the X-Man makes you sweat.

You steer from three perspectives (behind the wheel, behind the car, and distant behind the car), and a highlight reel records intense moments from seven impressive camera angles.

Smashing Scenery

Three tracks snake through city, coastal, and alpine scenarios, showing off dim, winding tunnels and snow-crusted mountains. Each course is broken down into three segments that take you through increasingly harder regions. You steer toward the finish in each segment, which means you compete in nine separate races, but the fastest overall time on each course scores the win.

This racing action is the most realistic yet. Digitized graphics serve up gorgeously detailed backgrounds, wild spins and flips, and full-motion video clips that show off the cars. The accurate, gripping sound effects intensify the realism. The only flaw pops up in the cut scenes, where the X-Man chimes in with some supposedly hard trash talkin'. You'll quickly silence this idiotic dork at the Options screen.

You'll Feel this Need

Superb controls put you firmly in the driver's seat. The subtle differences in the handling, shifting, and acceleration of each vehicle infuse the game with taut realism and fascinating variety.

With eight cars to master across nine races and three difficulty levels, this game provides enough challenges to satisfy both granny drivers and NASCAR pros. You won't get any closer to driving these killer cars without winning the lottery, so strap in and take off! G

3DO Game ProFile

Road & Track Presents The Need for Speed

(By Electronic Arts Canada)

NOT YET RATED

If you dream of racing exotic sports cars, it doesn't get any better than this incredible game. Impressive graphics, tough courses, and authentic driving keep you glued to the screen.

Graphics	Sound	Control	FunFactor	Challenge
5.0	5.0	5.0	4.5	Adjustable

Price not available	1 player
CD	3 tracks (9 races)
Available now	Multiple views
Driving	Forward scrolling

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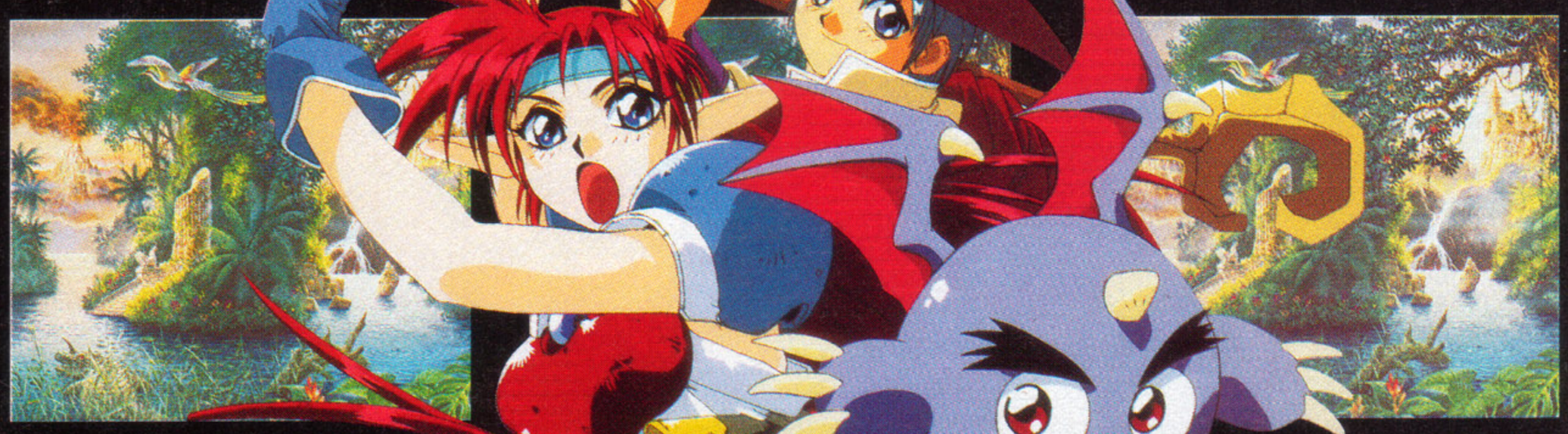

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3DO

REBEL ASSAULT

By Atomic Dawg

Star Wars happened a long time ago in a galaxy far, far away, but it's certainly still near and dear to many hearts. Now you can join the Rebel Alliance against the evil Empire, but it's an uneven fight. The 3DO version features excellent visuals, but you need the Force to master the flighty controls.

Rookie, But No Wookie

Rebel zooms you through 15 chapters based on the original *Star Wars* movie. Leia, CP30, R2D2, and Darth Vader make brief cameos, but the main cast is brand new. Basic flight training prepares you for daredevil dogfights leading up to a planet-busting showdown against the Death Star.

You fly A-Wings and X-Wings through various hairy maneuvers. The training flights are nicely tied to skills you need later, such as running an asteroid field and chasing TIE fighters through canyons. Clashes with Imperial forces look mesmerizing, and they're lengthy and very tough. However, much of the game's challenge is the result of clumsy controls.

The Force Is Not with You

The controls suffer from a skittish and slow directional pad. In behind-the-ship view dogfights, sensitive directionals make your ship rock like a bucking bronco. During behind-the-character gun battles against Storm Troopers, they're slower than Jabba the Hutt.

In cockpit-view action, the directionals pull dizzying double duty. They move the targeting cursor all over the screen, but they also control the ship's vertical and horizontal movement. You can't make turns unless you shove the cursor to the screen edge.

At least the awesome graphics put on a spectacular show. A few scenes are digitized from the movie, but the majority are excellent computer-generated visuals.

The sounds are also sweet. You get plenty of crystal-clear voice and forceful effects. Of course, the classic theme enjoys a reverent presentation.

Rebel Without A Cause

Rebel Assault launches an assault on your senses with mixed results. Superb graphics and sound immerse you in an excellent *Star Wars* saga. Imprecise controls will drive you to the Dark Side. **G**

PROTIP: When you hit the mini-walkers in Chapter 5, swing your sights along a line of them to score multiple hits.

The Storm Trooper shootout looks great but moves too slowly.

PROTIP: Feel your way through asteroid fields by watching the autoscrolling and then pressing the directionals to exaggerate the left-to-right movement. You must destroy most of the gray ice asteroids, but not all of them.

PROTIP: When you attack the Imperial Destroyer, knock out the closest guns on every pass.

3DO Game ProFile

Rebel Assault

(By LucasArts)

NOT YET RATED

If Shock Wave and Total Eclipse are your standards for 3DO shoot-em-ups, Rebel will make you rebel!

Graphics	Sound	Control	FunFactor	Challenge
5.0	5.0	2.0	4.0	Advanced

$59.99	1 player
CD	Multiple views
Available now	Multiscrolling
Flight sim/shooter	Passwords

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WRITTEN BY COREY SANDLER

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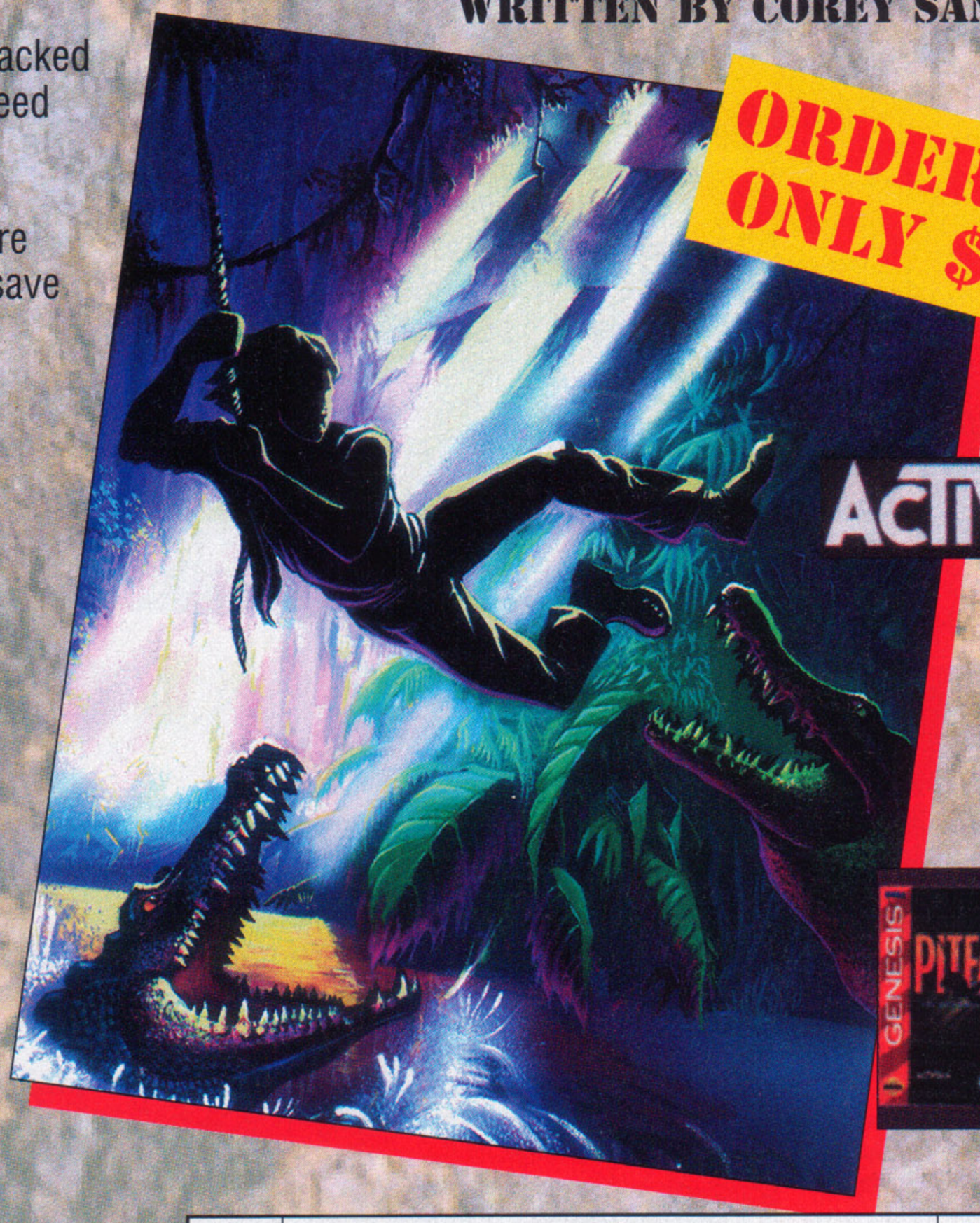

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3DO

Shock Wave Operation Jumpgate: 2026

By Captain Squideo

If you loved the first Shock Wave, you'll jump for joy over Jumpgate. But you'd better practice before attempting this tough outer-space battle – Jumpgate has a unique requirement. You must beat and save at least one mission from the original Shock Wave before you can access this second game.

PROTIP: On Mars, destroy rotating rings by pumping four Hellfire missiles into them.

Shocking News

Some aliens never learn. After being defeated in the first game, they've amassed a huge strike force that again requires you to leap into your trusty F-177 Fighter. This time, the fight isn't on Earth. Road trip!

Shock Wave Operation Jumpgate: 2026 sends you winging through the solar system in five long missions that supplement the ten missions in the first Shock Wave. Jumpgate's missions are similar to the prequel's. You weave through alien traffic in your low-flying craft, blasting the enemy and trying to ration your weapons between refueling stations. Full-motion video conveys the movie-like plot. During the fight, you'll hear familiar commentary from commanders and medics. By now, these guys are like family.

PROTIP: Don't fight near the boundaries outlined on your radar screen. Drifting off your flight path causes extra damage.

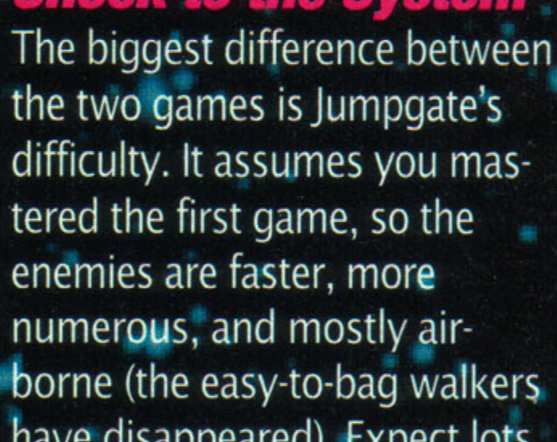
PROTIP: To reach this Refueler, destroy all the surrounding installations and enemies.

Forbidden Planet

The graphics and sounds will be instantly recognizable to Shock Wavers. Your first-person view of craggy alien terrain and darting ships is initially enthralling, but your surroundings don't vary much. It was more fun to destroy pyramids, casinos, and the Hollywood sign in the first game. As before, the video footage is stellar.

The sounds are also strong, with dynamic explosions and good voices driving the action. Still no battle music, though.

The controls are identical to the first game's: a button each for lasers, missiles, and turbo speed. The targeting cursor feels a little more forgiving this time, registering near misses as direct hits. The flying still feels somewhat limited since you can neither soar high nor burrow into the ground.



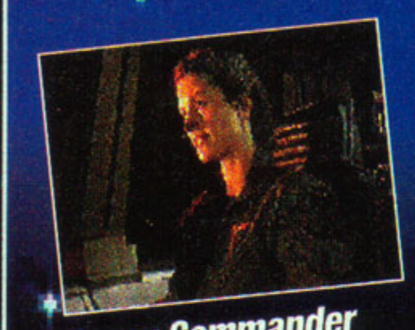
PROTIP: If you're desperate, ram enemy ships, but this tactic also damages you...a lot!

Shock to the System

The biggest difference between the two games is Jumpgate's difficulty. It assumes you mastered the first game, so the enemies are faster, more numerous, and mostly airborne (the easy-to-bag walkers have disappeared). Expect lots of crashing and replaying. But what replaying it is! This Operation's a success. **G**

PROTIP: Nail all the ground installations in each mission. If one slips by, you must start over, even if you survive the mission.

Family Album



Bossy Commander Stewart returns.

Is it bad, doc?

What to do with Shock Wave wreckage?

Make rides out of it!

Action above Earth...

...and beyond.

3DO Game ProFile

Shock Wave Operation Jumpgate: 2026

(By Electronic Arts)

KIDS TO ADULTS K-A AGES 6+

After repelling the aliens' attempted invasion of Earth in Shock Wave Invasion Earth: 2019, you now take the fight to the aliens' space bases in this excellent but difficult sequel.

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	4.0	4.0	Adjustable

$39.95	5 missions
CD	First-person view
Available now	Forward scrolling
Shooter	Save feature
1 player	

PAGE MISSING

Jaguar

IRON Soldier

By Manny LaMancha

With a BattleTech-like motif, Iron Soldier offers hot and heavy first-person game play. Hey, you're controlling a robot that's four stories high – what else would you expect?

PROTIP: Stamping out a tank underfoot saves your ammo – plus it's fun to watch!

PROTIP: When a helicopter turns away, it leaves its belly wide open for a few well-placed shots and a quick demise.

PROTIP: Press Buttons A and C simultaneously to quickly spin around and track rear attacks.

PROTIP: Press Button 2 to look and shoot at 90-degree angles from the direction you're walking.

Can't Catch Me!

In Earth's future, parks and forests give way to factories and blacktop. The evil Iron Fist Corporation (IFC) is a world force, thanks to its mechanical Iron Soldiers. The Resistance movement is fighting back, however. You guide a captured Iron Soldier through 16 shoot-n-stomp missions, discovering weapons to counter IFC's dreams of conquest.

PROTIP: When everything's laid to waste, it's easier to locate bonuses and roads that lead out of town – but you add more time to your mission.

Iron Soldier's great graphics present a sharp, through-the-robot's-eyes perspective on its polygon world. Buildings scattered across the landscape and helicopters, tanks, rocket launchers, and other adversaries clog your path throughout each mission. Pounding a structure with your metallic fist or blasting a foe results in a shower of tumbling 3D cubes – a really cool effect. Although lots of rolling rubble – from a grenade blast, for instance – slows the on-screen movement, the visuals are generally crisp and fast.

The audio really thumps, and you can individually alter the volume of the rocking music and sound effects for the desired mix. Run Iron Soldier through headphones for maximum immersion.

Riveting Action

The intricate controls require simultaneous button and control-pad pressing. However, it doesn't take long to master guiding the mech, picking a weapon, and dispatching enemies all at once.

PROTIP: Missions don't need to be completed in order. You may find weapons in later missions that make earlier levels easier.

Because of its great graphics, sounds, and action, Iron Soldier's real strength is its pure entertainment value. Although the robot lumbers along, your adrenalin kicks in when the radar screen fills with blips or when the display shimmers from incoming blasts. You'll yell at the TV and twist in your chair with each attack.

It's a Steel

The game's premise is so simple – blast everything and get out before the sheet metal hits the fan – and so well done that you're instantly hooked. If Atari can release a string of games with fresh game play that's this compelling, the Jaguar could pounce on its competition. In the meantime, let Iron Soldier test your mettle. G

PROTIP: Use fuel tanks to destroy nearby air and ground enemies, but don't get too close when they blow because they can damage your robot, too.

PROTIP: To avoid missing a target, learn the grenade's range of destruction.

Jaguar Game ProFile

Iron Soldier

(By Atari)

MATURE M AGES 17+

Iron Soldier gives you a 42-foot-high robot with powerful weapons and plenty of things to aim them at. The result is a gripping first-person game with edge-of-the-seat excitement.

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

$59.99	16 missions
16 megs	First-person view
Available now	Forward scrolling
Robot shooter	Game save
1 player	

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SYNDICATE

Jaguar

By Manny LaMancha

From across the courtyard, you carefully position the cross hair on the scientist who's working for the "other guys." Eliminate the dear doctor, and your foes will lose their grip on the country's population, making you a hero. You gently press the trigger and...

Married to the Mob

In this unique action/strategy game from Bullfrog Productions, you lead mob agents through more than 50 scenarios, including assassinations, elimination of enemy forces, and "persuading" key figures to defect.

Doom it's not – you don't shoot everything that moves. Missions are filled with normal citizens, hordes of trenchcoat-clad adversaries, and policemen who don't like weapons waved about. Completing your objective requires careful planning, and you must take care of your constituents or risk repeating a mission to calm the population.

PROTIP: Don't get stuck in a car when enemies are firing. The resulting explosion isn't good for your agents.

Trigger Happy

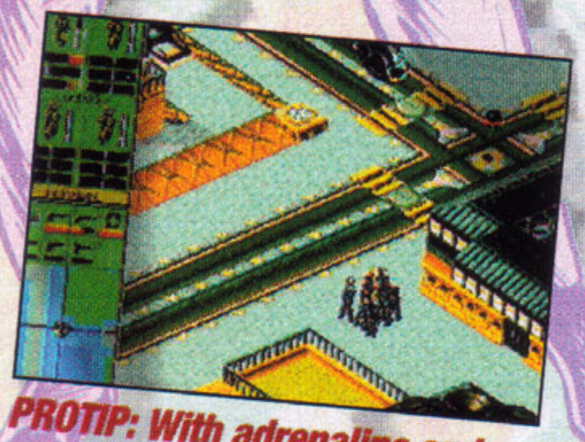
Manipulating your forces requires altering many criteria. Luckily, the Jaguar controller has plenty of buttons. It also doesn't take long to remember which button does what, so you can accomplish tasks easily.

The game's graphics are adequate, but they'll test your eyesight if you aren't using a crisp monitor with audio/video or Super VHS cables; the small condensed lettering on some screens proves particularly challenging.

The game's layout and images duplicate the computer original's. Ditto for the music and sound effects, from the changing music to the sounds of turmoil.

PROTIP: Be sure to keep researching new weapons and tools so you're prepared for the missions requiring advanced utilities.

PROTIP: You may want to sacrifice an agent by causing him to self-destruct as a suicide bomb amidst a crowd of enemy Syndicate agents.



PROTIP: With adrenaline and intelligence set high and perception set low, your persuaded friends crowd around you and shield you from incoming bullets.

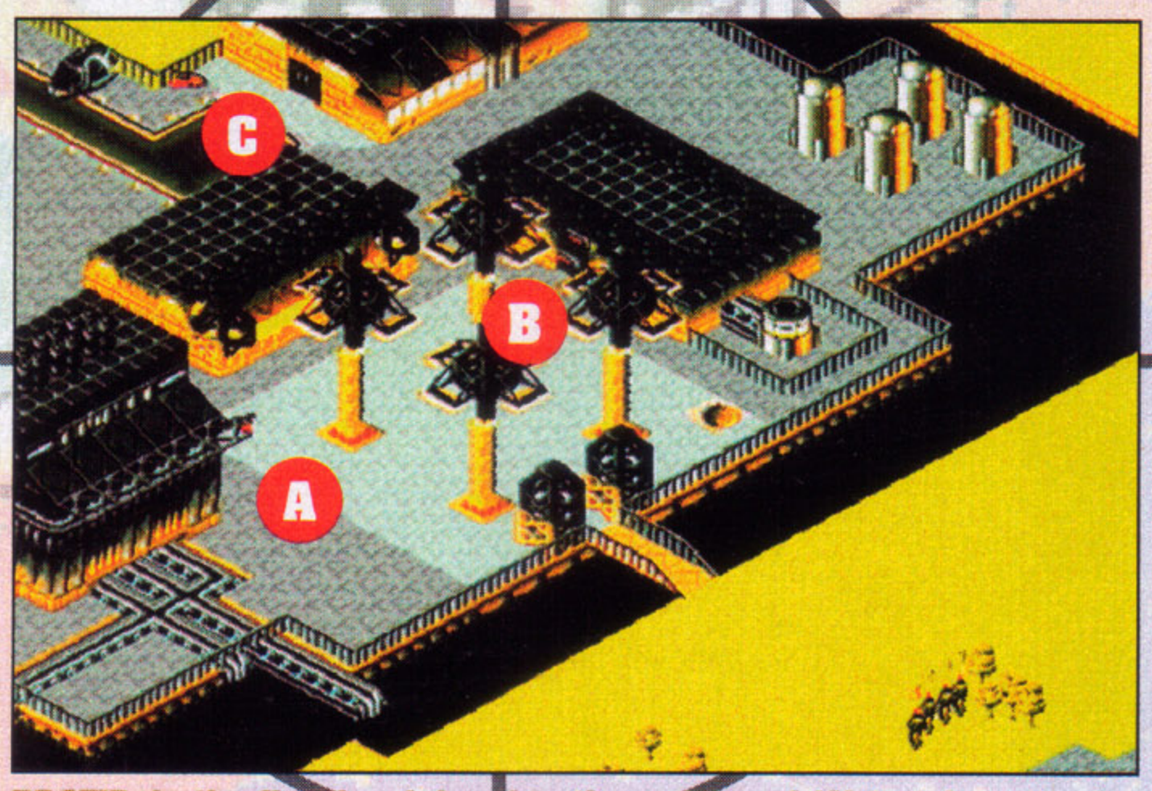
PROTIP: Persuading a few cops to come along gives you added firepower in battles against enemy agents.

Synner, Repent!

Syndicate Jaguar is virtually identical to the computer game, with one notable exception: It's often slower than a worm in molasses. The PC version was slow mostly because of your prey's slow pace.

The Jaguar game, however, has serious speed problems, particularly if you're trailing a bunch of persuaded individuals or facing excessive on-screen movement. Scroll the display past a moving train – it jumps unevenly from fast to slow to fast again.

It's hard to say that Syndicate is entirely enjoyable. If you have patience to plod through the game's many missions and can overlook its flaws, Syndicate is a hit. If you're looking for Sonic-like speed, though, you'll put a contract out on it. G



PROTIP: In the first level, head to the courtyard (A) to take out a foe, then cross to the building (B). Enter the building to take out the next adversary, but be ready with your gun and watch for the cross hairs turning red. Finally, assassinate your target (C) before he reaches the car. Be sure to collect all the weapons from dead foes before closing the mission.

Jaguar Game ProFile

Syndicate

(By Ocean)

NOT YET RATED

Ocean does an admirable job taking this complex computer game to the Jaguar, involving you in more than 50 missions of mayhem and mob activity.

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.5	4.5	3.5	ADV. Advanced

$59.95	50+ missions
Available now	¾-overhead view
Action/strategy	Multiscrolling
1 player	Game save

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Jaguar

By Manny LaMancha

Everyone loves amusement parks, but they're not all fun and games. Someone's gotta deal with payrolls, bank statements, and the ice-cream supply. That's what Jaguar owners do in Theme Park, a sardonic strategy game that honors the unique design of SimCity and Populous.

A Walk in the Park

You design and run your own amusement park, manipulating rides, concessions, paths, and decorations. Entertainers, mechanics, and guards even work for you. Once the doors are open, you must keep the attendees happy, so you tap into what they're thinking and upgrade your park accordingly.

Finances are a key problem. If you don't spend enough, there's little to attract customers. You may have a well-designed park, but then charge too much for tickets or forget to order hamburgers. Find the right balance to keep the customers – and money – coming in, and you can research new attractions and even start new parks.

Waiting in Line

Because there's a lot to track, Theme Park's intricate point-and-click controls might keep you at arm's length for a while. The menus and manual are laid out nicely, but the learning curve's high.

Ocean didn't work hard enough to make Theme Park look and sound good on the Jaguar. Images and text force you to strain, and though there's a nice complement of music, sound effects, and "atmosphere" (which you can mix to your liking), you'll also get annoying pops. Offsetting this sonic flaw are comical retching sounds and patches dotting the landscape when a rider's spun too fast, typical of Theme Park's bizarre spin.

An E-Ticket Attraction

Like Syndicate, Theme Park falls victim to occasional slowdowns. When you push a button and the game doesn't spring to action, you'll know the meaning of frustration.

It's not uncommon for a game developer to trip up when writing for a new system. Hopefully Ocean (and others) can better utilize the Jaguar's 64-bit power in future efforts.

Still, there's a lot of entertainment and replay value in this unique contest. Theme Park's strange sense of humor alone is a great draw. If you have the patience to look past its glitches, it's worth the price of admission. G

PROTIP: Nothing like a line to show you that an attraction's appreciated. Don't miss the Park Advisor's help if you select First Game at the Option screen.

PROTIP: Where there's smoke, there may not necessarily be fire, but there's a problem. Make sure you get a repairman there before the trouble worsens.

PROTIP: The only way to grow your park into an international draw is by putting money into research on roller coasters, staff training, and so on.

PROTIP: The tutorial mode gently leads you into the game's controls – it's too bad more games don't offer this feature.

PROTIP: Better negotiate a pay raise with your laborers, or they'll be out front picketing your park.

PROTIP: Your customers are the best gauge of what you need to add. Looks like it's time to consider putting in more food stands.

PROTIP: Checking your park against others helps you see where you need improvement.

Jaguar Game ProFile

Theme Park

(By Ocean)

KIDS TO ADULTS K-A AGES 6+

Ocean introduces a truly twisted game concept – a strategy game that has you running an amusement park. It's an enticing roller-coaster ride with comical graphics and sound.

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.5	4.0	3.5	Adjustable

$59.95	1 player
16 megs	¾-overhead view
Available now	Multiscrolling
Amusement-park simulator	Game save

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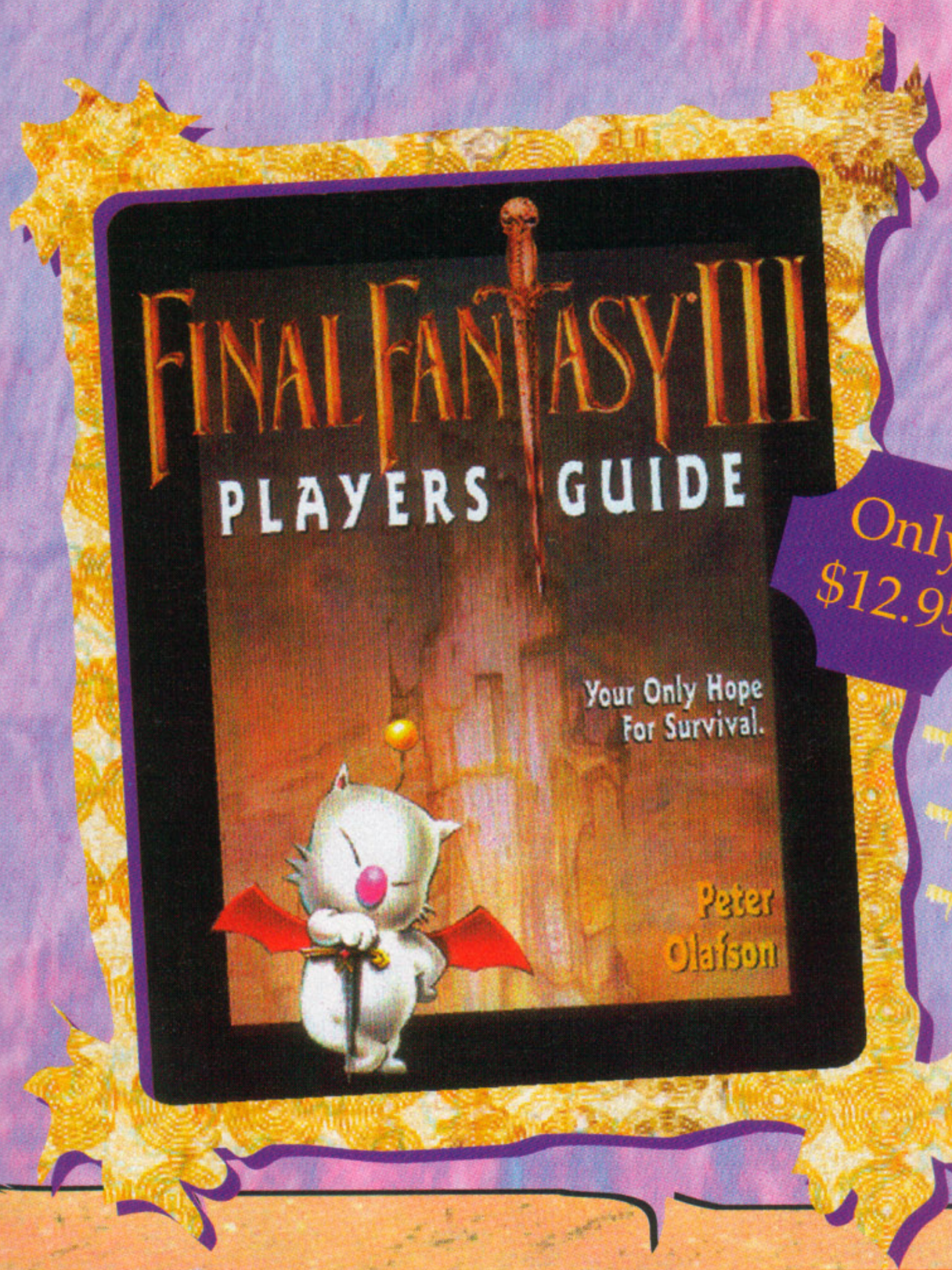

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Earth Command

CD-i

By Peteroo

This entertaining game places you in the catbird's seat of running the world with a UN agency watching you like a hawk. For 30 years, you manage the planet's affairs from an orbiting spacecraft, setting budgets, enacting laws, assigning money for development...and even sending in the troops.

Planetary Police

Running Earth requires you to make decisions in every facet of daily life. You can even encourage changes in "lifestyle" issues like meat eating and social activism. Turn the world around, and you earn points for progress and keep your cushy, high-stress job. Do poorly, and you're fired – possibly into space.

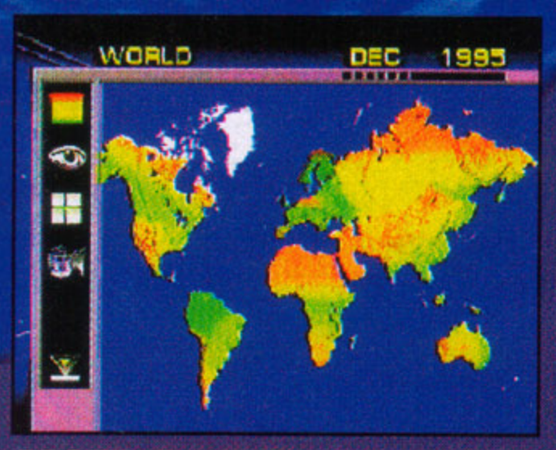
You access everything through a point-and-click icon interface that can be overwhelming when you're just starting out since crises are erupting everywhere, and your boss and insubordinate crew are sending increasingly caustic video instructions. Hey, there are only so many hundreds of billions of dollars to go around, y' know?

PROTIP: Practice moderation. Don't issue commands with a club. Make incremental changes.

The controls could use some fine-tuning. You can issue orders easily on world and country levels, but regional commands are handled by an awkward "Policy" command. It quickly becomes annoying when you have to zoom out and then in again to access another country on the same continent.

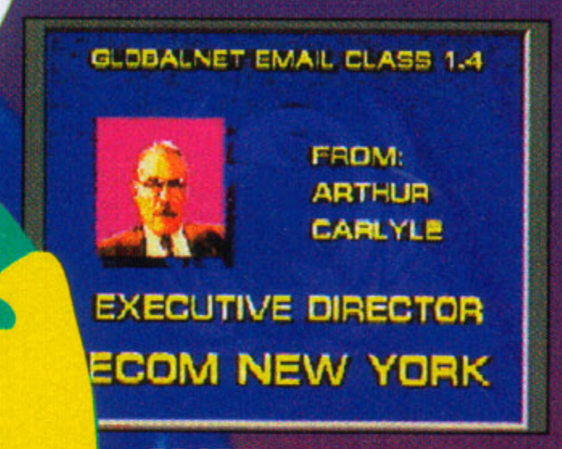
PROTIP: Target one area at a time for improvement. In particular, think environment. It's vital to your success.

PROTIP: Many elements are interconnected, so a change in one place probably requires a change in another. For instance, when you pass laws, set aside money to enforce them.



PROTIP: Don't play fireman, racing from hot spot to hot spot. Look at the big picture first.

PROTIP: Don't manage exclusively at the higher levels. You often need to adjust country budgets to get them into step with the global budget.



PROTIP: Listen to your boss and advisers. If they speak up, you have real trouble somewhere.

A tutorial mode would have helped; the manual's fine on just the facts, ma'am, but oddly silent when it comes to game-play examples.

Shiny Happy People

Fortunately, all this strategy's entertaining because Earth Command comes royally equipped with excellent video clips. You can quickly call up still graphics or full-screen, scrolling TV news clips that heighten the fun. The equally superior digitized speech helps makes the problem-solving worthwhile.

PROTIP: Don't let the WNN news reports freak you out. You can't be everywhere!

Earth: The Final Frontier

Earth Command may give you the feeling that you're not ruling the world so much as hammering and chiseling on the fringes of some mammoth equation. But you'll notice that you keep hammering anyway, and that each segment is a little longer than the one before it.

You'll find it's very satisfying when green markers – indicating progress – begin to pop up on the map. If only running the planet were this easy or this fun. G

CD-i Game ProFile

Earth Command

(By Philips)

NOT YET RATED

Ruling the real world is a lot easier than running it in Earth Command. But you're likely to have some fun with this polished, brainy resource-management game.

Graphics	Sound	Control	FunFactor	Challenge
4.5	5.0	3.0	4.0	Advanced

Price not available
CD
Available now
Strategy
1 player
Multiple views
Game save

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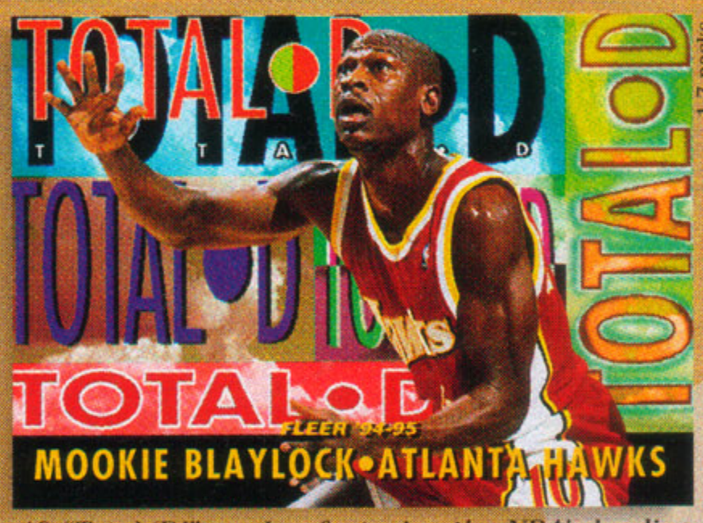

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1:5 packs.

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Tecmo Football Squeezes into the Playoffs

Tecmo Super Bowl II

Super NES

By Ben D. Rules

Year after year, Tecmo's football games remain popular with players, even though other carts boast better graphics and game play. Super Bowl II continues that trend: It's a decent game that'll still rank high in the sales.

First Down

As always, Tecmo's stats are the best part of the game. You select real NFL teams and their real rosters from the last three years, including last-minute acquisitions

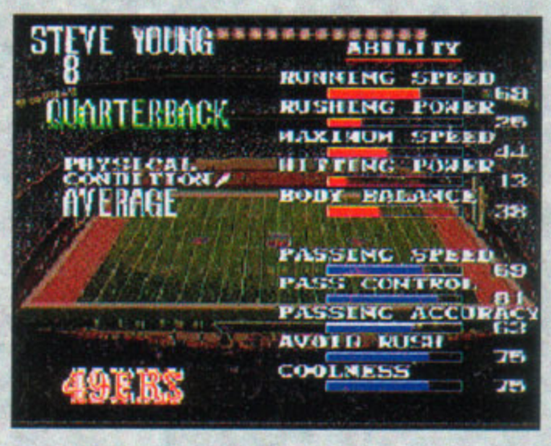
PROTIP: Select from all the NFL teams of the last three years (note the newly updated Patriots logo).

like the 'Niners late-arriving Deion Sanders. All the players get extensive performance ratings – even in such esoteric areas as "Coolness." Historical records and current season leaders in nine categories add perspective that enriches your feel for the game.

Plenty of options raise the FunFactor. As a coach or player, you compete in single Pre-Season games, play a full Season, or match up stars in the Pro Bowl. However, you don't get any great teams older than '92, nor do you get specially chosen All-Madden-

style teams or NFL QB Club's thrilling simulations of epic games. You do have some, but not much, control over game conditions. This feature is also slightly problematic: Indoor stadiums can still suffer a snowstorm.

Tecmo starts to lose yardage against big-name games like Madden in game play and graphics. You don't have nearly as



PROTIP: Sturdy and speedy Steve Young has only "Average" Physical Condition? You might not agree with these rankings, but check out your players' stats so you know how they can be most effective.

many plays as QB Club, nor do you have the zooming downfield view that makes passing in other games a breeze. Despite a few closeups and diving sprites, the old-fashioned ¾-side view and the stiffly moving midget players feel like yesterday's graphics.

The sounds are also average. The QB barks his signals like a

PROTIP: You can't switch your defenders once the play starts, so choose a good all-purpose defender (like a middle linebacker or safety) who can cover both the run and pass.

teen, you don't get taunts or commentary, and the thud of collisions sounds ordinary.

Tecmo's Touchdown

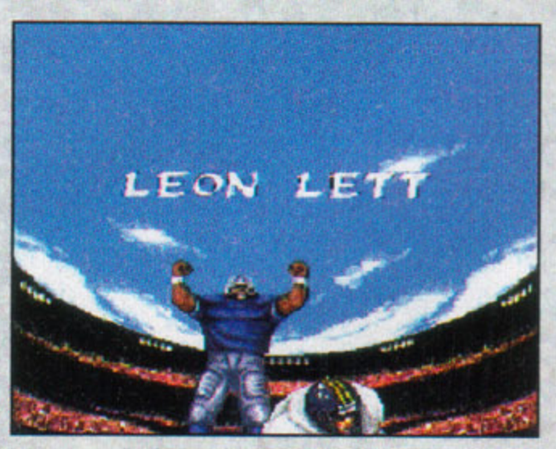
So if it's not perfect, why will it be so popular? Because it's undeniably fun, especially for first-time players. You don't have complex passing windows to study. You aren't interrupted by

PROTIP: Your QBs can throw far downfield, so drop them way back to avoid oncoming defenders. Your receivers will also have more time to run their routes.

some coach's advice. You just choose your play and pull the trigger. Add in the luster of all those name players, and you have a football game that just makes the playoffs, though the new Madden and NFL '95 would pound it in the first round. G

PROTIP: Power running plays are more effective in snowy conditions.

PROTIP: A surprising number of extra-point tries will bounce off the goalpost. You might as well go for two.



Players celebrate their big plays!

Tecmo Super Bowl II By Tecmo

Graphics	Sound	Control	FunFactor	Challenge
3.0	2.5	3.5	4.0	Adjustable

Price not available	¾-side view
Available now	Multiscrolling
Football	Battery save
2 players	ESRB rating: Kids to Adults

Quarterback Joins The Genesis Club

NFL Quarterback Club

Genesis

By Slo Mo

The football season is long gone, but that doesn't mean you have to stop playing ball. NFL Quarterback Club enables you to replay the 1994 season, relive past glories, and hone your skills for next year's season.

This QB Can Play

As a versus football game, QB Club's NFL Action mode makes the playoffs. You get real NFL teams sans real players. QB Club

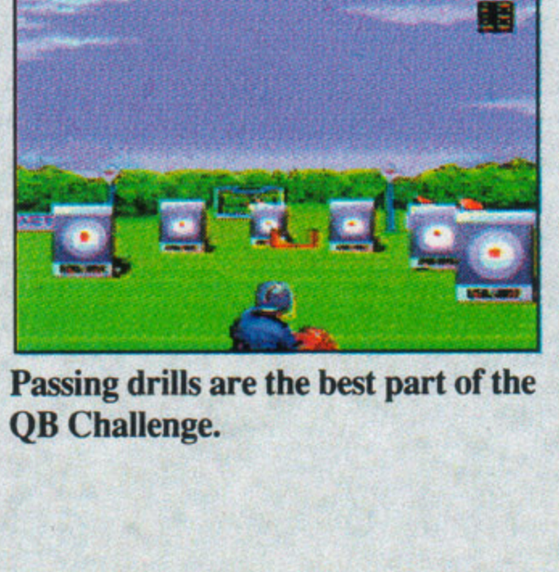
The excellent, smooth cam isolates any player.

PROTIP: Experiment with the return team. You can break a few rules against this cart.

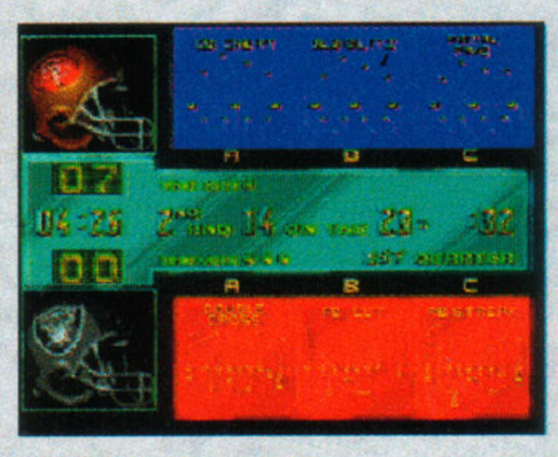
PROTIP: The refs are blind. Try to knock receivers off the ball while it's in the air.

uses the recent schedule, so you can rewrite history if your team had a losing season (hellooooo, Cincinnati!).

This cart can trade passes and mix defenses with the Genesis big boys, Madden and NFL '95. The action's backed up by a hefty offensive and defensive playbook – 430 plays if you flip 'em. Also, players can jump or



Passing drills are the best part of the QB Challenge.



PROTIP: Use audibles as your team's bread-and-butter plays. On offense, try a pass and a run. On defense, use a killer blitz or tight medium-pass coverage.

dive for passes and put on speed bursts for quick moves and tackles. You can also pick angles for punts and kickoffs, save audibles, and call no-huddle anytime.

The on-field graphics and sounds do a mediocre job. The sprites aren't pretty, and they don't move with NFL's flair, but they're quick enough. The sounds are strictly body-on-body effects and stadium noise – no music, no announcer, no problem.

Other great features keep the game interesting. A step cam enables you to isolate replays on

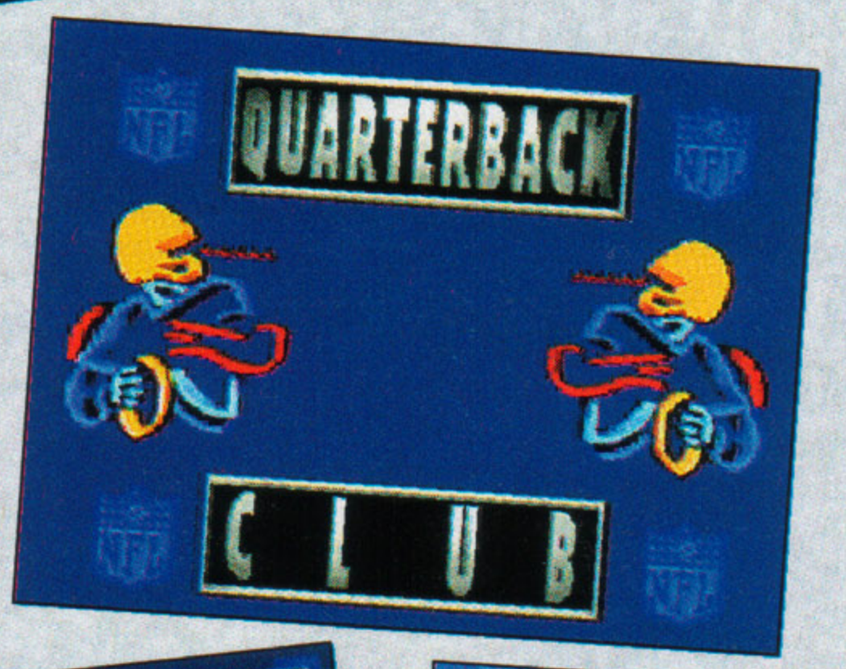
PROTIP: If you're in the open field, zigzagging helps you elude pursuit. Press Button C for a quick speed burst just before you're tackled.

any player and watch the action frame by frame. For stats fans, a Drive Summary reviews the yardage and time of possession for touchdowns.

Fantasy Football

For drama, Simulation mode deposits you into the NFL pressure cooker. You guide teams to victory in 30 tight game situations. Twenty-six are based on real-life contests, including the

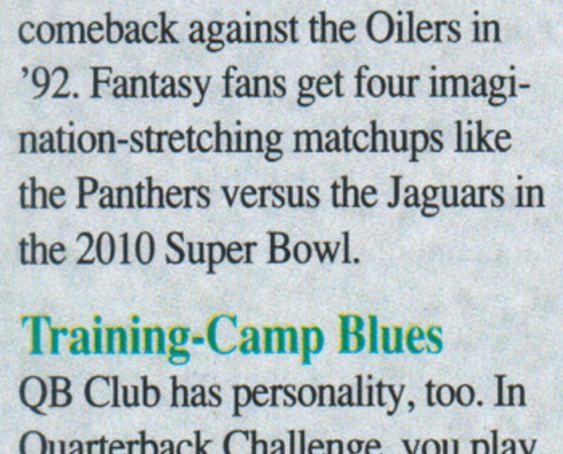
Welcome to the Club. Pick a pro or build your own dream player.



Broncos' classic fourth-quarter comeback against the Oilers in '92. Fantasy fans get four imagination-stretching matchups like the Panthers versus the Jaguars in the 2010 Super Bowl.

Training-Camp Blues

QB Club has personality, too. In Quarterback Challenge, you play as 19 real-life pros or build your own QB. The Club includes stars like Aikman – but where's Montana? You also get slick football-



PROTIP: Mad bombers, beware. You can go long on the CPU, but mix your receivers, or the computer defenders kill your one-dimensional offense.

card digitized face shots of the pro stars with their signatures.

Five players can play in four events: Accuracy, Distance, Speed and Mobility, and Read and Recognition. The passing drills (Accuracy and R&R) are great fun from the excellent behind-the-quarterback view. Speed and Mobility features neither, and Distance is merely macho button pressing.

New Look Offense

This cart's QB Challenge and Simulation mode bring imaginative extras to traditional video football. If you want variety on your video football team, join the Club. G

NFL Quarterback Club By Acclaim

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

Price not available
24 megs
Available now
Football
6 players
¾-overhead view
Save feature
ESRB rating: Kids to Adults

They both **FEED** on their **competition.**

Mantis

Ever watch the lightning-quick moves of a preying mantis in full-court press against its competition? Gives a whole new meaning to the term attack. Which is probably why it inspired such a killer idea for a new basketball shoe: one with super-sleek lateral support, super-traction grooved soles, and a super-fast ghillie speed lacing system.

Catch a pair, and we pity your prey.

change *the* GAME™

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CD-i's Tame Hall of Fame

NFL Hall of Fame Football

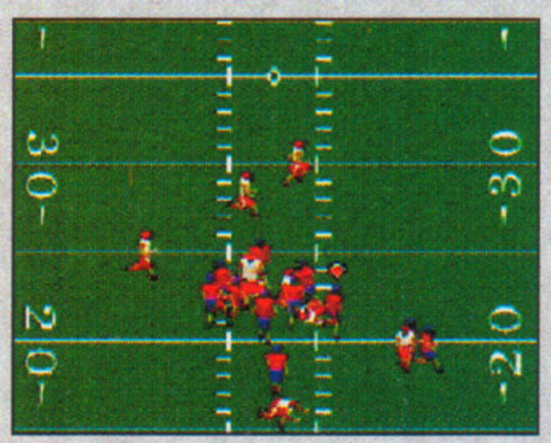
CD-i

By Slo Mo

If you've never visited the Professional Football Hall of Fame in Canton, Ohio, this disc provides a good glimpse. Hall of Fame Football is high on nostalgia but low on action.

Football as Religion

Two Hall tours take you on slick-looking trips down memory lane. You can review the careers of 145 great players, from Slingin' Sammy Baugh to Roger Staubauch. You can also look at 40 of



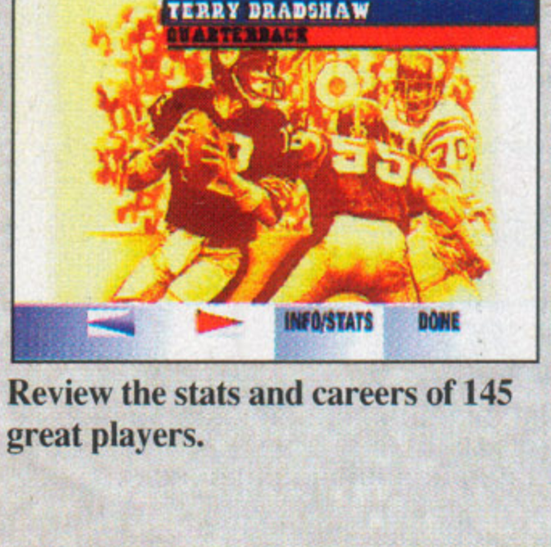
PROTIP: Watch to see how well the computer's doing. You can take over the action any time.

PROTIP: The disc lets you look to every receiver without being sacked.

PROTIP: You can pick three preset defensive sets. There's one that's just right for every offense.

the greatest teams in pro football. Remember the Pottsville Maroons? The history lesson stops, however, with the 1990 Buffalo Bills.

The tours make the graphics a tour de force. There are great photos of actual players and teams with a sufficiently reverent voiceover. Topnotch animation through the Hall and a real-life tour guide make you feel like you're really there.



Review the stats and careers of 145 great players.

Action Offsides

The game gets a penalty for the actual football action. You can combine teams and entire leagues of all-time great players, but on the field they can't cut the mustard – or anything else.

The graphics look good but move too slowly. The ¾-overhead view is flat, but the character sprites look sharp. The ancillary animations, like the refs making calls, are excellent. However, the choppy animation's much too pokey for hardcore video-football fans.

The controls are off the mark by about half a step. You'll never make any kind of cut work, and passing's a mystery. This game's really about setting up simulations and watching them run.

Hall of Fame Football breaks into a clear field...then fumbles. You'll have a good time studying football history, and a not-so-good time actually playing the game. G

Every team represented had an exceptional year.

NFL Hall of Fame Football By Philips

Graphics	Sound	Control	FunFactor	Challenge
3.5	4.0	2.0	3.0	BEG. (Beginner)

Price not available
CD
Available now
Football

Multiple views
ESRB rating: Kids to Adults

Hull's Hockey Not Striking on Genesis

Brett Hull Hockey '95

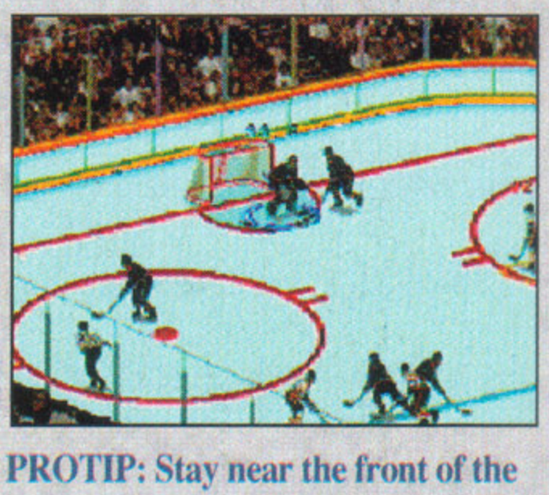
Genesis

By Greasy Gus

Like his all-star smile, Brett Hull's hockey sequel looks pretty sharp. And while Brett may not be missing any teeth, his game doesn't bite into the fast and furious world of the NHL.

Blue-Line Special

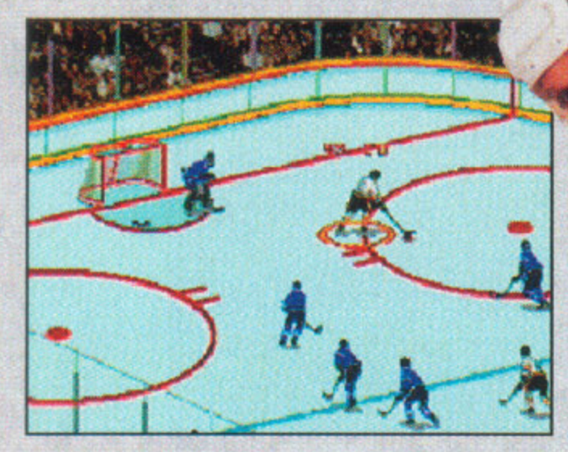
Hitting the ice with the NHLPA license, Brett Hull Hockey '95 brings home all 26 pro teams and



PROTIP: Stay near the front of the other team's net to steal easy passes from the goalie.

their players. You get various play modes, including exhibitions, playoffs, and seasons, along with team stats and an edit feature.

With a new ¾-overhead view, the graphics are the most impressive feature in this great-looking game. The players are crisply animated, and the rink shows depth.



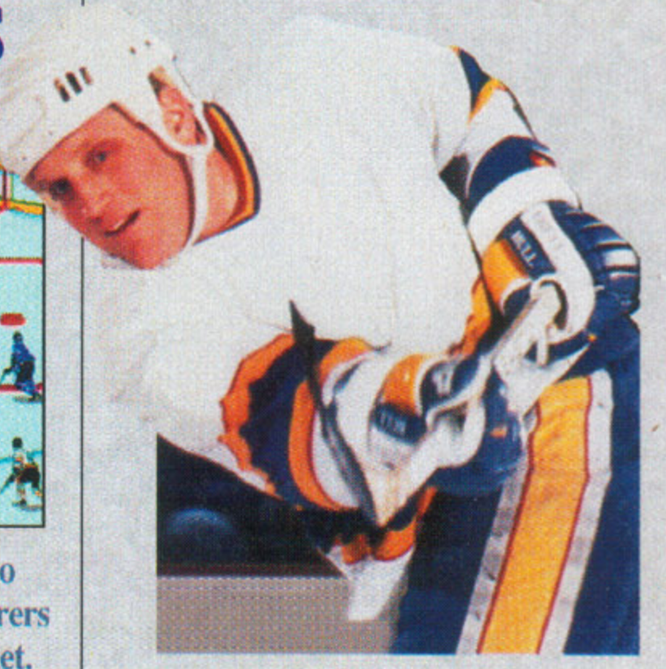
PROTIP: Your best bet to score is to shoot using your team's leading scorers and aim for the low corners of the net.

While the graphics are great, the sound effects are sparse. The puck noises seem genuine, but the play-by-play from ABC Sports announcer Al Michaels is grainy. Thankfully, you have the option to shut off the sound.

The real problems with this game begin when you pick up the control pad. The slow game play and slower control take the fun out of playing. There isn't much hockey strategy required, either. You can skate end to end without passing, and your defensive players never seem to be around when you need them.

Sinking Rink

Pro hockey is a fast game, and unfortunately, the speed and control required to simulate this sport effectively have been sacrificed here for the graphics. There are better rinks to play on. G



PROTIP: Don't wait too long to change your lines; check the meter often to make sure your line still has the strength to perform.

Brett Hull Hockey '95 By Accolade

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	2.0	2.5	INT. (Intermediate)

$59.95
16 megs
Available now
Hockey

2 players
¾ -overhead view
Battery backup
ESRB rating: Kids to Adults

Val d'Isere Is King Of the Hill

Val d'Isere Skiing and Snowboarding

Jaguar

By Sarah Nade

Snow lovers, grab your poles! Val d'Isere Skiing and Snowboarding provides some of the most realistic and fun game play yet in a video skiing game.

Hit the Slopes

Val d'Isere's snow park allows you to choose between a downhill event where you race through gates to beat the clock, a giant

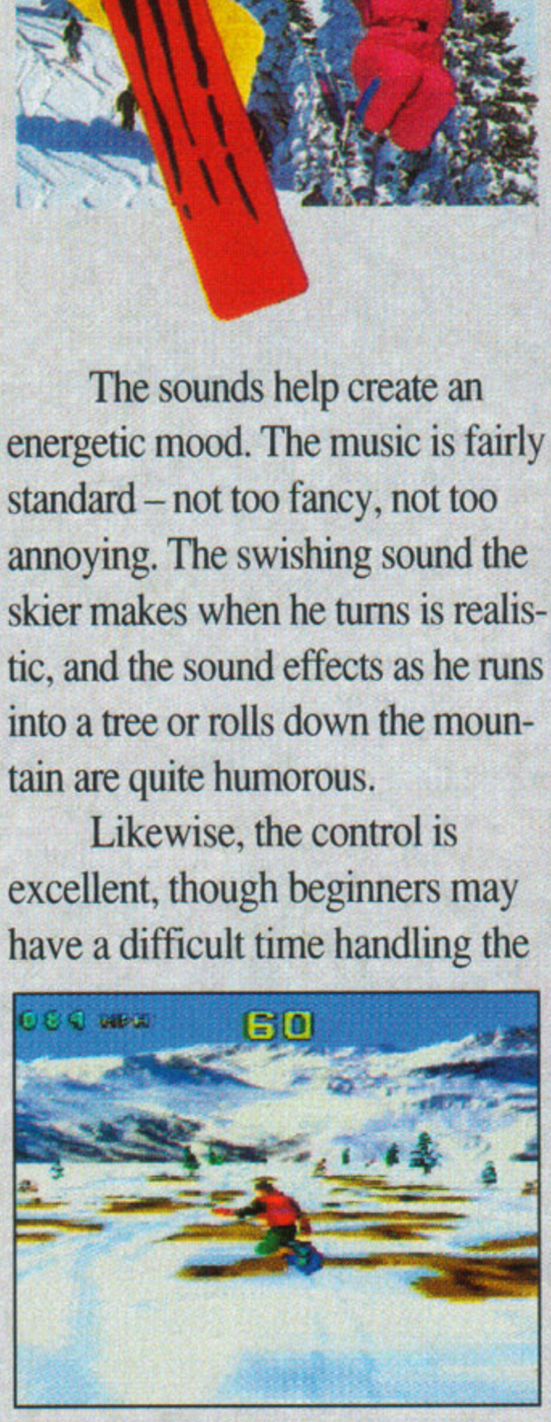
PROTIP: On the downhill run, missing a gate adds seconds to your final time.

slalom, or a free ride, which is similar to the downhill but more challenging. You also have the option to tear down the hills on skis or shred up the snow on a snowboard.

The excellent graphics employ a behind-the-skier view that makes you feel as if you're really hitting the slopes. The large

PROTIP: Watch for the guys in gray; they get in front of you and slow you down.

sprites are clearly visible with their bright clothing. The background, a spectacular mountain setting that looks like a photograph, adds to the realism.



PROTIP: Dirt patches slow you down, so jump over them.

The sounds help create an energetic mood. The music is fairly standard – not too fancy, not too annoying. The swishing sound the skier makes when he turns is realistic, and the sound effects as he runs into a tree or rolls down the mountain are quite humorous.

Likewise, the control is excellent, though beginners may have a difficult time handling the game's breakneck speed. Sharp curves and steep hills make challenging game play, but your skier responds smoothly.

Nice Run, Dude

Val d'Isere Skiing and Snowboarding excellently showcases the Jaguar's capabilities. If skiing games appeal to you, then strap on your skis (or board) and hit these slopes! G

Val d'Isere Skiing and Snowboarding By Atari

Graphics	Sound	Control	FunFactor	Challenge
4.5	3.5	4.0	4.5	Intermediate

$59.99	3 events
16 megs	Behind-the-skier view
Available now	Multiscrolling
Skiing/snowboarding	Unlimited continues
2 players	ESRB rating: Kids to Adults

Checkered Flag Low on Fuel

Checkered Flag

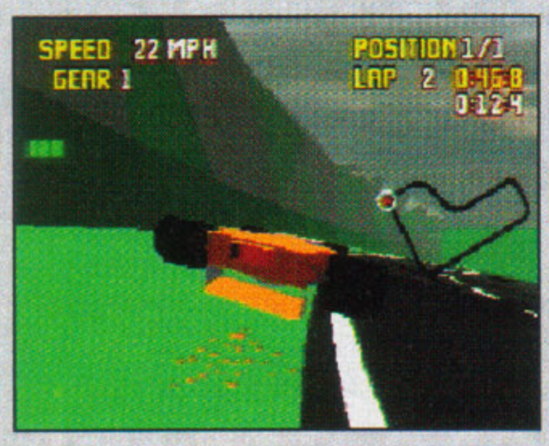
Jaguar

By Sarah Nade

So ya liked Virtua Racing? Checkered Flag is similar in style, and it has ten tracks – seven more than VR's three; however, its flaws make it less than it could be.

The Flag Is Down

In CF, you command all sorts of options, like the weather, your car's color, tires, and transmission, but once you choose your



PROTIP: Don't follow the skid marks, or you'll head straight for the wall.

track and actually race, the action isn't great. The biggest flaw is the option that's missing: Unlike most racing games, there's no head-to-head, two-player competition, which seriously downshifts the FunFactor.

The unmanageable controls also keep this game in low gear. It's almost impossible to keep

PROTIP: If you have a manual transmission, be sure to downshift when you crash or flip.

your car on the twisty tracks, and trying to steer and use a manual transmission is a challenge you'd rather not undertake in a fast-paced racing game.

Yellow Flag

The polygon-based graphics are average. The large sprites are easy

to follow, but the ordinary-looking backgrounds won't rev your engine. Although it's designed for a 64-bit system, CF looks like a 16-bit game.

Thankfully, the sounds are above average. The engine roar as you maneuver the tracks is pretty realistic, and the music's not too annoying (unless you play the

PROTIP: If you don't watch where you're going, you may end up facing a head-on collision!

game for six or seven hours straight). The announcer's voice saying, "Gentlemen, start your engines" is a nice touch. More voices would've added interest, however.

It might be best to rent this cart to see if you have the patience to master the controls. Unfortunately, Checkered Flag misses the checkered flag. G

Checkered Flag By Atari

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.5	2.5	3.5	Intermediate

$69.99	10 tracks
16 megs	Behind-the-car-view
Available now	Multiscrolling
Auto racing	ESRB rating: Kids to Adults
1 player	

Let's Go GOLFING!

TEE OFF WITH THESE FOUR GOLF GAMES

World Cup Golf Tees Up a Good Game

World Cup Golf

3DO

By Greasy Gus

Based on the international tourney, World Cup Golf on the 3DO sends you to Puerto Rico's Dorado Beach resort. You'd better wear some sunblock before you prepare to tee off: The graphics are so good that you might get sunburned.

Greenskeeper's Dream

Lots of options make this game score. There are no recognizable names from the PGA roster, but nice features allow you to adjust

PROTIP: To learn to shoot better, play the practice mode. The computer will select good club and strength percentage combinations.

the weather and create your own golfer using a simple pop-up interface. While World Cup Golf offers only one course, 15 types of tournaments like skins, medal, and stableford should keep the avid golfer intrigued.

With a behind-the-golfer view and a "ball cam," the game's graphics are its strongest feature. More than 500 playable views on each hole give you the best possible angle on a lie. On the downside, the computer considers out-of-bounds very close to the edge of the fairway. If you have a playable shot in the rough, you often get an obstructed view of your golfer, making a difficult shot even tougher.

The sound effects are limited but high quality. Most notable is the British commentator and the steel-drum music that plays on the opening screens.

PROTIP: If you have an extremely accurate swing, increase your power to 110 percent to really drive the ball off the tee.

PROTIP: When playing around obstacles at the edge of the fairway, move the cross hair off the hole and align it with the open course.

Not Caddyshack

Serious golfers will appreciate this challenging course and will want to keep trying to lower their handicap. Although it plays like other golf games on the market, the easy-to-command features and graphical realism make World Cup Golf worth the green fee. G

World Cup Golf By U.S. Gold

Graphics	Sound	Control	FunFactor	Challenge
5.0	3.5	3.5	4.0	Adjustable

$59.95	1 course (18 holes)
CD	Multiple views
Available now	Save feature
Golf	ESRB rating: Kids to Adults
10 players (tournament)	

Fred Falls Flat on Game Gear

Fred Couples Golf

Game Gear

By Bacon

Fred Couples is a two-time PGA Player of the Year; unfortunately, his Game Gear game won't win any awards. Golfing fiends may enjoy the strong details in Fred Couples Golf, but the tiny, cramped graphical layout will assault the senses of casual hackers.

Tee Up!

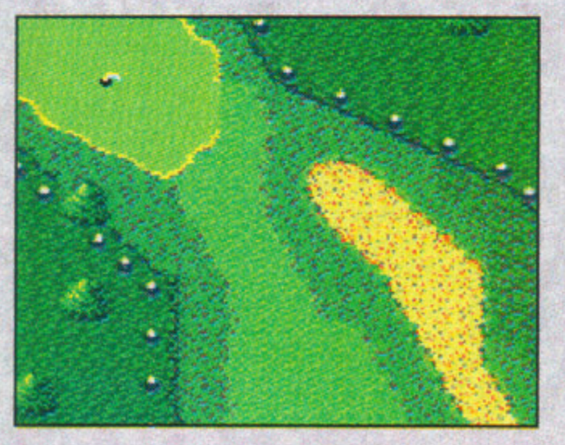
You choose from four courses and options to play alone, with up to three friends, or against a CPU-controlled Fred Couples. Pick your clubs, scout the hole, and account for the wind by adjusting your stance and where you strike the ball.

Fred coaches before each hole, and caddies offer stroke-by-stroke advice. With the nifty Practice mode, you can select any hole in the game and position the ball wherever you like. More courses and a Skins mode would've really scored a birdie, though.

PROTIP: Smack the ball directly in the center for a clean, straight shot.

Double Bogey

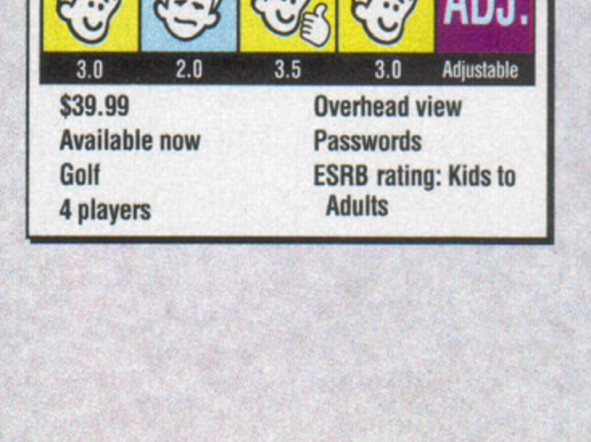
The graphics land in the rough by painting a picture of golf that doesn't ring true; the distant overhead view makes the courses look like miniscule, colorless smudges. Even worse, the screen's so packed with displays and prompters that you won't know where to start.



PROTIP: Use the helpful Fairway option to scout hazards before lining up your shot.

Nice animations at key moments (like sinking a putt) lend some realism, but you just don't get true golfing excitement. Vile, repetitive music and lifeless sound effects further detract from the action.

Once you sort everything out, the smooth controls help you put your strategies in motion, but the fun's still pretty limited. Despite its thorough details, Fred Couples doesn't quite make the cut. G



PROTIP: Judge the power carefully when putting – slight misadjustments will cause you to miss.

Fred Couples Golf By Sega Sports

Graphics	Sound	Control	FunFactor	Challenge
3.0	2.0	3.5	3.0	Adjustable

$39.99	Overhead view
Available now	Passwords
Golf	ESRB rating: Kids to Adults
4 players	

Slowdown Slays Solid PGA Tour II

PGA Tour Golf II

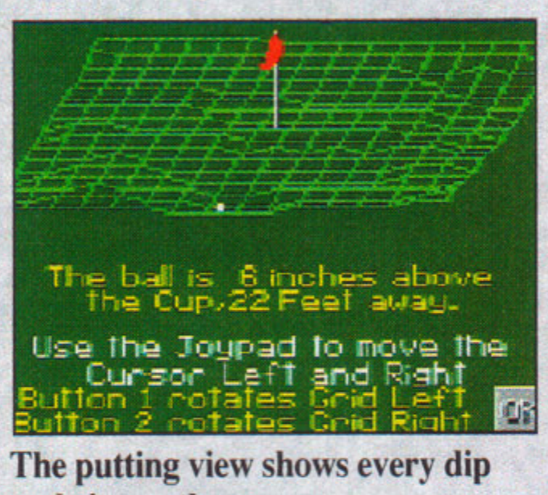
Game Gear

By Bacon

With remarkable graphics and sound game play, PGA Tour II surges onto the Game Gear with a seemingly strong conversion of the popular Genesis golf series. Sadly, murderous slowdown shatters what could've been a superb game.

Great Birdie!

If you've played the Genesis version, this cart looks like an old friend. Pick your clubs and step onto one of six courses for practice, tournament, or skins action. The well-organized screen keeps



The putting view shows every dip and rise on the green.

you clearly informed about course info and weather while leaving plenty of room to involve you in the realistic, solid game play.

With the steady controls, you can usually line up precise shots by tuning your power, draw,

PROTIP: Perfect accuracy is crucial for a good shot out of the sand.

and fade. Unfortunately, the aiming cursor is so wobbly that small adjustments jerk your aim too far out of line.

Another Bogey

The lush course backgrounds and detailed player sprites and animations will dazzle you – if you have eons of time to kill. Serious slowdown cripples the action; you'll grit your teeth for anywhere from five to 15 seconds while the screen redraws between scenes.

The feeble sound effects will annoy you with "treats" like chirping birds that sound like a panicky R2D2. At least you're only forced to listen to the mediocre music between holes.

If you possess the patience of a saint, PGA has all the golf you could want. Adrenaline junkies, however, will go cold turkey playing this one. G

PROTIP: Using draw or fade to adjust your shots eats up some distance, so be sure to increase the power to compensate.

PGA Tour Golf II
By Time Warner Interactive

Graphics	Sound	Control	FunFactor	Challenge
4.5	2.5	3.5	3.5	Adjustable

$39.95
4 megs
Available now
Golf
4 players
Behind-the-golfer view
Passwords
ESRB rating: Kids to Adults

SI Golf Classic Makes Par

Sports Illustrated Golf Classic

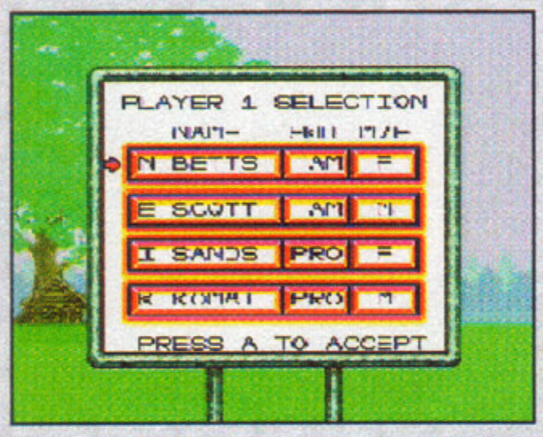
Super Game Boy

By Ben D. Rules

Eager to whack some golf balls, but winter weather won't let you? Try out this new game for the Super Game Boy. While not the classic its title suggests, SI Golf still offers a satisfying, easy golfing experience.

Tee Time!

Did we say easy? Sports Illustrated Golf Classic is clearly for the beginner: The manual defines



PROTIP: If you're a novice gamer, choose one of the amateur players. Their shots are easier to control.

every golfing term and rule, so if you don't know the pin from a hole in the ground, this game's a good place to start. Plus, you only have two courses, which further limits the complexity.

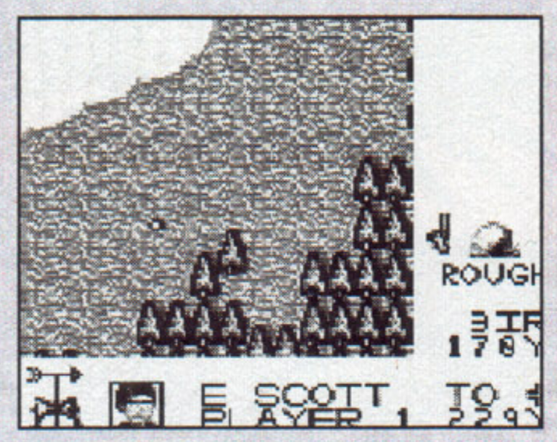
However, SI Golf does offer some of the strategy veteran duffers expect. After surveying the course from an overhead view, you select the appropriate club from the 12 available, adjust for the wind, then time your button presses to properly execute your shot. There aren't tons of strategic

PROTIP: Always check the lay of the land and identify all hazards before you tee up.

options, and the controls are easy to master, so you'll soon send that ball flyin' accurately.

Hit the Green

The graphics are colorful and clear. However, the ball is as



PROTIP: Switch to a low-numbered iron if you land in the rough far from the pin.

small as an atom on the ground, and the overhead view of your small, stiffly swinging golfer isn't very involving. At least the stats are uncluttered and easy to read.

The sounds don't add much. The background music percolates along, and the sound effects are average.

If you want an introduction to the golfing world without all the complicated texture mapping, stroke meters, and complicated options that some other games have, then hit the SI links. G

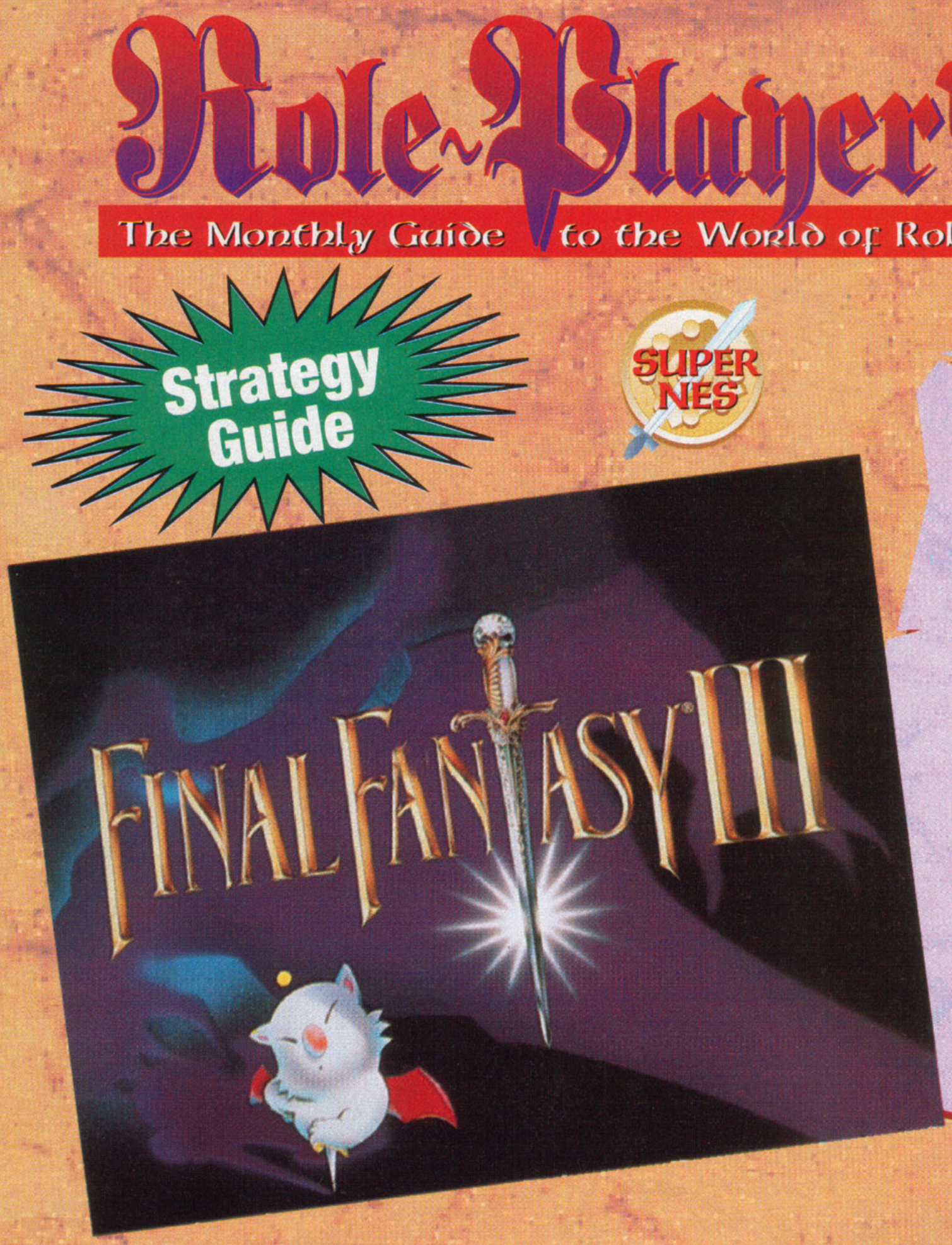
Sports Illustrated Golf Classic By T•HQ

Graphics	Sound	Control	FunFactor	Challenge
3.5	2.5	3.5	3.5	BEG. (Beginner)

$29.95
2 megs
Available now
Golf
2 players
Overhead view
Multiscrolling
Passwords
ESRB rating: Not Yet Rated

Strategy Guide

SUPER NES



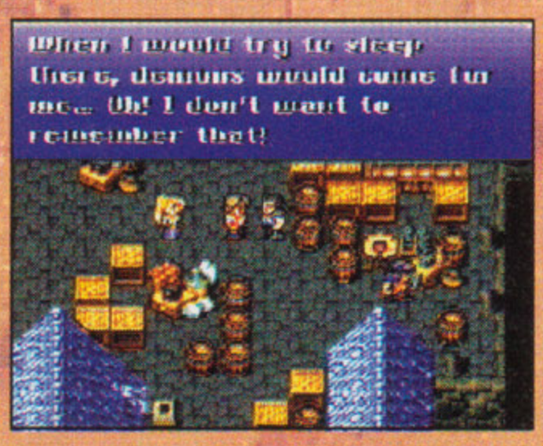
No Fantasy Too Final
Part III

Now we're into the second half of Final Fantasy III, and it's chock full of secrets and surprises - many of which you could miss entirely and never know it. In fact, there's so much here that we can't cram it all into one article. We'll get to the tail end of FF III next month.

By Peteroo

Dream Demons

Boo!



A couple of NPCs (in Nikeah and Thamasa) will relate stories of bad nights spent in Doma Castle. And yet, when you visit it, it may seem as empty as ever.

Hey, Mog!

Well, it isn't. You just have to be careful who you take along. Visit the castle with a full crew of characters – including Cyan – and sleep in the "dormitory" in the west wing. Three characters will wake in the night to find the "3 Dream Stooges" popping into Cyan's dream.

The Soul Train

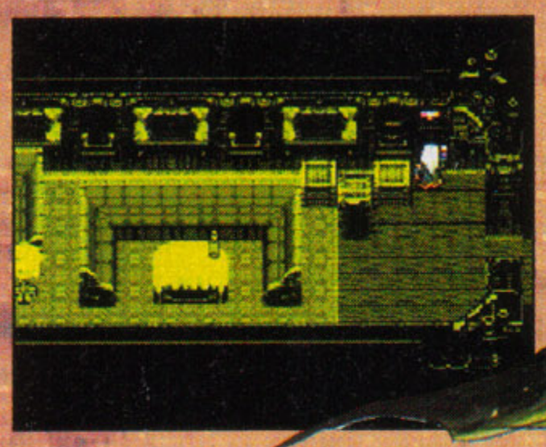
The dream sets off a long sequence that takes you through an Escher-like maze, the Phantom Train, Narshe's mines, and back to Doma Castle for a battle with the Wrex-soul "boss" for Cyan's soul. (Poor Cyan seems to have a lot on his mind!)

Success here maxes out Cyan's sword skill – he learns Cleave, the pinnacle of Swordtech techniques – and enables you to find the Magicite shard that Alexander leaves on the throne afterward. This sequence shouldn't give you too much trouble, but the pointers below will see you through the rough spots.

Dumb 'n' Dumber

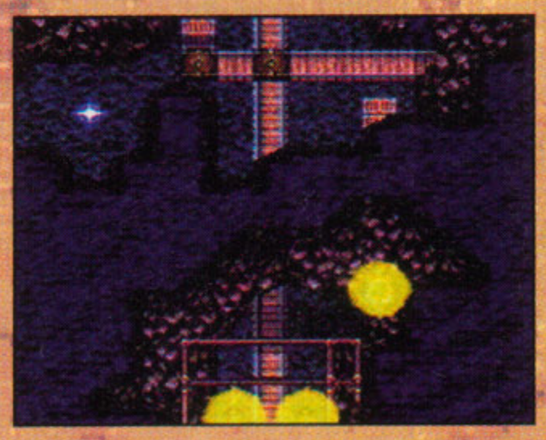
In the battle with the 3 Dream Stooges, go after the topmost stooge first.

Block to the Future



In the sliding-block puzzle on the Phantom Train, hit the levers in this order to pass: **right, middle, right, left.**

Round and Round



To stop going in circles in the mines, go counterclockwise until you enter a cave with a door at its southern tip. Exit through the door.

Secrets-a-Gogo

Who? I can't blame you for asking. An expert mimic, Gogo's the best, most useful hidden character in the game. He (or she, we never found out which) can be found below a triangle-shaped island in the northeastern corner of the map.

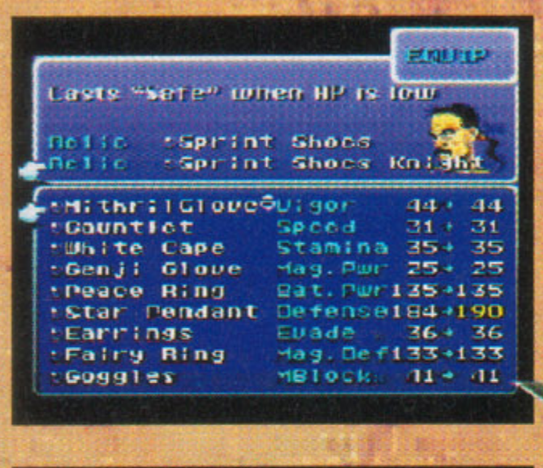
Sucker!

To reach Gogo, keep exploring until you find a big creature called the Zone Eater. You can kill it, but the trick is to let it swallow you. The party won't die but rather will resurface at the top of a big cave system. Guess who's at the bottom? The following pointers will help you on the way down.

Look Out Below

Let the little men knock you off the bridges to reach the chests on the lowest level and again after reaching the chest to the far left (which contains the Fake Mustache) on the entry level.

Look Out Above



To avoid getting crushed on the next level down, equip the Sprint Shoes relic and run between the areas that match up with the holes in the falling land. The first two are easy to reach. The third doesn't have a chest nearby for use as a reference point and its position is tough to estimate. (It's four squares west and two squares south of the second chest.)

Going to a Gogo

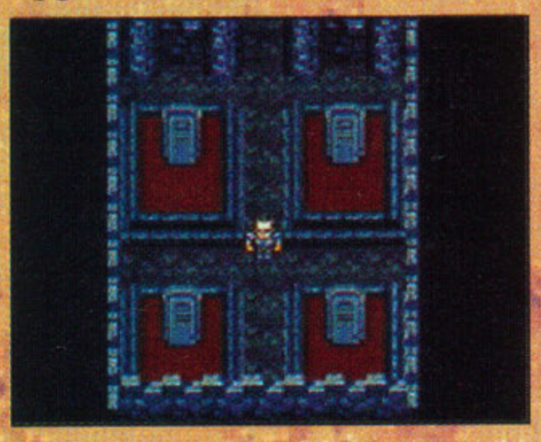
Gogo's a demon in combat, perfectly copying the attack of whoever goes after him. Yes, that even means you can break the rules and attack with the same Esper twice in one turn.

Everyone Hates A Mime

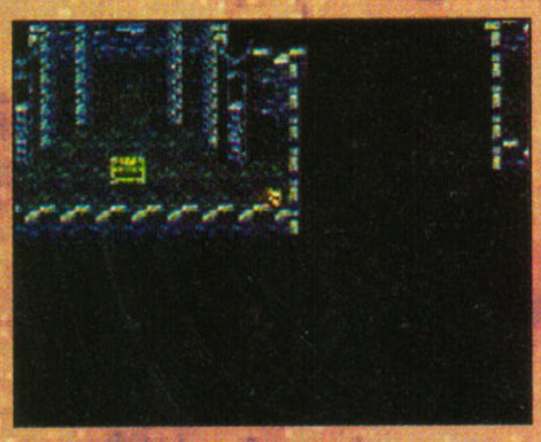
Gogo's even more talented than you might think. Call up his Status screen and click the blank area under "Mimic." You'll call up a wide range of other characters' abilities that can be assigned to Gogo. Whoa! Talk about being all that you can be!

Daryl's Tomb

You must go through the tomb of Setzer's old friend to retrieve a replacement airship. There's a side quest here, however, that will net you a great Easter egg when you complete it.



Enter the upper-right door in the first room in Basement 2. Use the button you find here to raise the water level. Then head through Basement 2's south-central door to reach a burial chamber. Read the four tombstones and note the position of each inscription.



Now head back to the main room, enter through the upper-left door, and write an inscription on the blank stone. Use the inscriptions in this order: WEHT DLRO QSSI and ERAU. They spell "The World Is Square" backwards. Now you can reach the Experience Egg relic. To find it, go through the east wall in the first room of Basement 3. The relic doubles your Experience points.

Realm of Shadow

Did you wait for Shadow back on the Floating Continent? Let's hope so because he adds a lot of spice to the game's second half. Although he generally turned up on his own in the first half, you must find him now. Injured, he's deep in the Veldt caves. The party will automatically return to Thamasa after the rescue, and Shadow will eventually disappear from his sickbed.

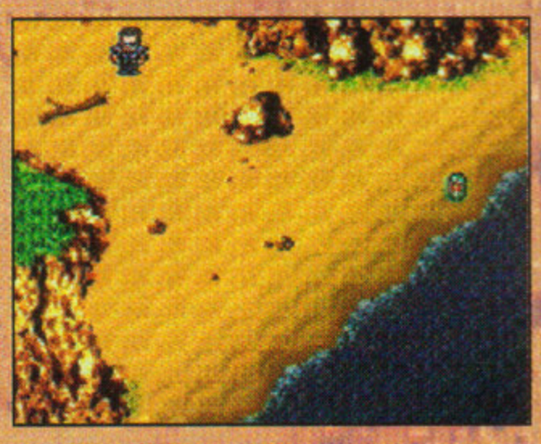
Nope! You'll find him at the Dragon's Neck Coliseum. However, he's not wandering around in the open or anything; Shadow will appear as your opponent in one-on-one combat only if you wager the Striker dirk (found only in the Dirk caves). Thankfully, Shadow's a lot harder to beat when he's fighting on your side, and once you defeat him, he's in the party for good.

Shadow's Secret

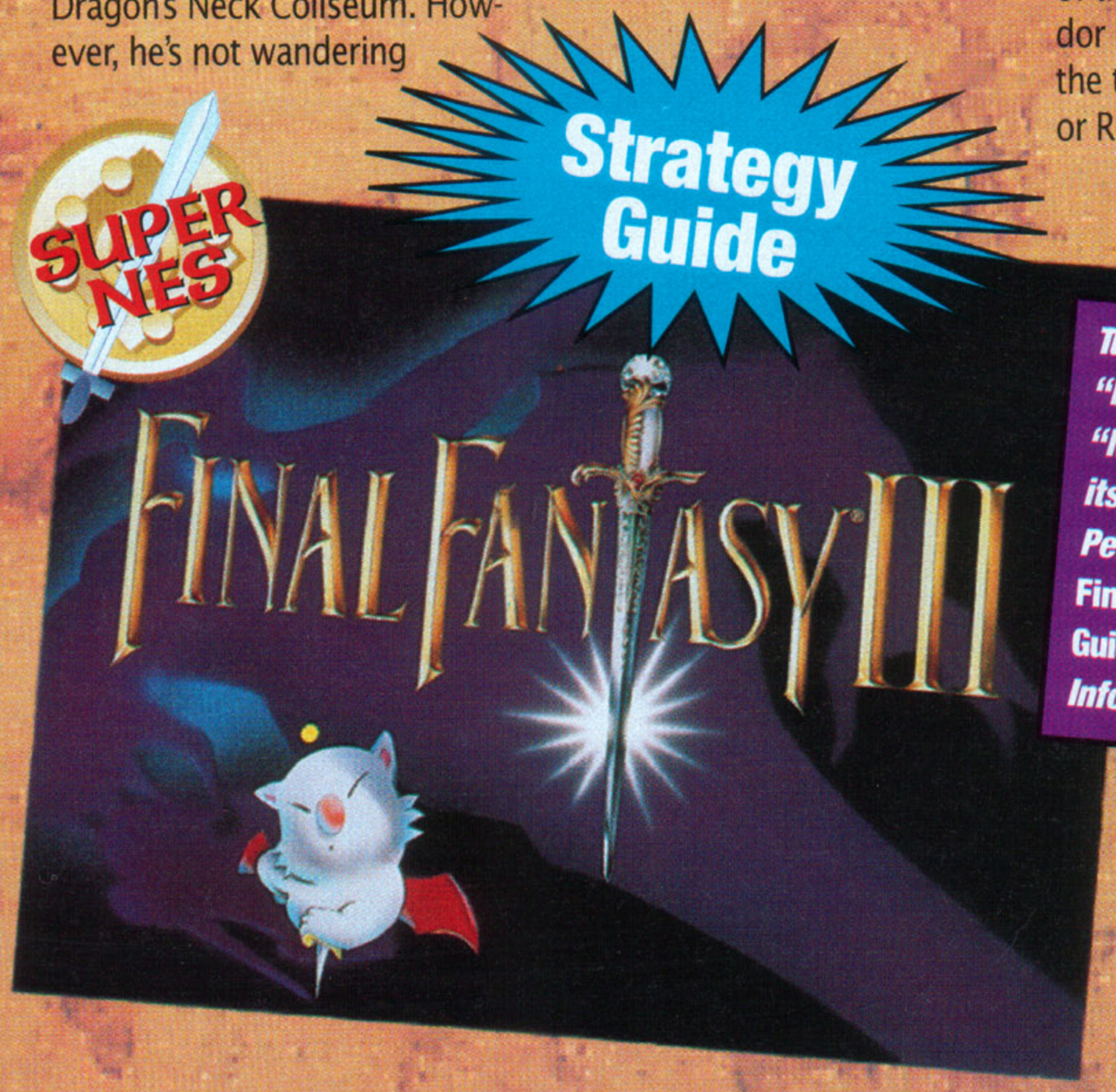
Now we'll reveal the secret about Shadow that we promised in the last issue. With Shadow in the active party, stay at any inn during the game's second half (Thamasa's a good choice since it costs only 1GP a night). There's a 1-in-4 chance that you'll see one of four story sequences that will reveal some of Shadow's shadowy background, and a 1-in-32 chance that you'll see a particularly revealing fifth sequence. Without blowing the surprise for you, let's just say that Final Fantasy III has some very Dickensian elements!

If you didn't rescue Shadow, you won't find him at all in the second half. Hope the poor fellow didn't croak! He'll turn up only in the end credits looking down on a town that looks very much like Thamasa. (That's a hint, by the way.) In the Veldt caves, you'll find Relm instead, and she'll likewise disappear from her bed and turn up at Owzer's house in Jidoor. If you rescued Shadow, Relm turns up directly at Owzer's.

And Home Again



Most of the Magicite shards are doled out as rewards for progressing in the game. Some you can buy. And one – the useful Pallidor – is just lying around. Make a point of revisiting the beach on the island where the second half of the game begins. The Pallidor should turn up there by the time you rescue Shadow or Relm. G



Tune in next time when Peter "Peteroo" Olafson brings "No Fantasy Too Final" to its stunning conclusion. Peteroo is the author of Final Fantasy III Players Guide, which is published by Infotainment World Books.

Ogre Battle

The March of the Black Queen

SUPER NES

By Sir Scary Larry

Part RPG, part war sim, and part strategy, Ogre Battle stands alone as a unique RPG. But you may stand back when you see the immense work involved in the game play.

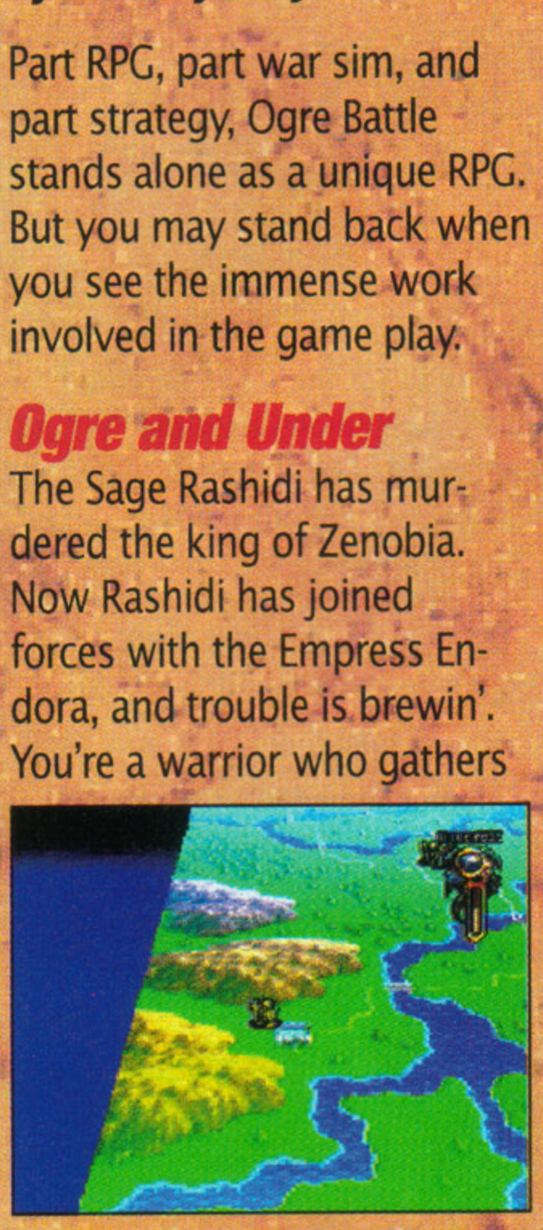
Ogre and Under

The Sage Rashidi has murdered the king of Zenobia. Now Rashidi has joined forces with the Empress Endora, and trouble is brewin'. You're a warrior who gathers forces from liberated towns and battles the enemy. You win the trust of the people, buy supplies, and deploy parts of your massive army.

If you're the type of RPG player that can't even keep your alignments in order, then you're not going to like all this war-sim machismo. It requires organizational skills and lots of patience.

Once you wade through the assorted menus and study the manual, control is usually not a problem. But there's not much to control. The fighting is all generated by the computer – all you do is take care of the troops.

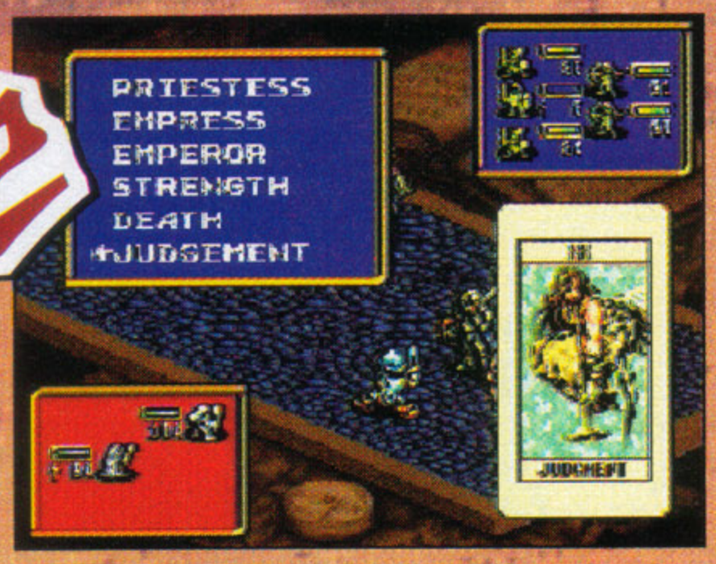
This game has a mystical element as well. When you liberate a town, you receive a Tarot card that can boost your party's strength or act as a one-shot weapon. When you pull the Hanged Man from the Tarot deck, for instance, your party's INT goes up a point, and during a fight, the card takes the defenses of the opposition down a few points.



PROTIP: There are many hidden towns and castles. Look for roads that seemingly lead nowhere.

PROTIP: Always stay stocked on Cure and Heal potions, but be careful not to waste too much money on them, or you won't have enough to deploy your army.

PROTIP: If you see an area beyond a hilly range, make sure to send Mountain Fighters. If they meet up with the forces of evil, MFs have the advantage.



PROTIP: Use Tarot cards in battle only when fighting a boss or when the opposition far outnumbers and outfights you.

PROTIP: Arm items as soon as you find them.

PROTIP: You must go to some towns twice. You get different information each time.

Somewhere Ogre The Rainbow

The graphics in Ogre Battle consist mostly of the map and a ¾-over-head battle view. They're not bad, but there's so little action that you see more of the map than anything else. The battle view is so small that you'll wonder when the Munchkins will start singing. Some of the spells are nice to watch, and the Tarot cards are beautifully illustrated.

The heroic, stirring music is matched with standard sound effects. More voice-overs would have gone a long way, and the death groans when you finish off an enemy are unsatisfying and feeble.

PROTIP: When you're done battling all the armies on one map and you're ready for the boss, marshal your forces around the boss's lair. Then, when one of your troops is defeated, you can easily send in a replacement before the boss recuperates.

Trolling Through The Park

This RPG is definitely different. For players looking for a well-rounded, interesting, and involving game, this cart's the ticket. But purists of the role-playing genre may sense that this cart was ogre before it started. G

Ogre Battle: The March of the Black Queen By Enix

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	3.5	4.0	ADV. (Advanced)

Price not available
12 megs
Available now
RPG
1 player

Overhead view
Multiscrolling
Save feature
ESRB rating: Kids to Adults

Brandish

GENESIS

By Bro' Buzz

Hold onto your calculators and abacuses, Koei fans – Brandish is not a historical strategy cart. It will, however, transport intermediate RPG gamers into an epic quest.

PROTIP: Monsters mean treasure's somewhere nearby.

PROTIP: Use the adjustable Game Speed feature to hasten your getaways until you're ready to fight aggressive boss creatures.

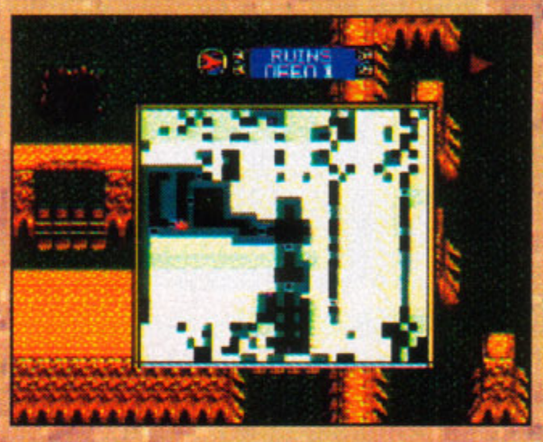
PROTIP: In the Ruins areas, it pays to have many sledgehammers.

PROTIP: You can buy some very useful info in the Tower with 5000 gold pieces.

PROTIP: You can rest (press R and L simultaneously) to restore hit points, but be alert. Monsters cause more damage than usual if they attack while you rest.

Down and Deadly

This engaging ¾-overhead-view adventure is an RPG with action game play. As the hero Varik, you must find your way



PROTIP: Don't let the game's rotations confuse you. Display the map periodically and align Varik according to its layout to get your bearings.

out of a mysterious underground kingdom overrun with monsters.

There's plenty of mind-bending maze wandering in Brandish, and the cart sets you up for a tough journey. In fact, the game's five stages consist of 38 areas. Vicious traps like Pits and Warps drop you into unknown locations or snap you back to earlier levels. Fortunately, the automap is easily displayed.

If the scenery doesn't sap your hit points, the monsters will. Fifty-five beasts and bad guys are locked underground with you, and they aren't too happy about it. If you get past the regular troops, seven boss monsters and the head honcho await you.

At least your arsenal's respectable, if standard, RPG fare. You swing a variety of swords, cast an array of slick magic potions, or just toss your fists. The combat system's a simple single-button-press attack (à la Zelda) that's more fun than it sounds once you get caught up in the dungeon quest.

You can purchase and find a variety of gear. Sledgehammers and steel balls are among the esoteric equipment that comes in more than handy. A sure-handed inventory system keeps everything at the ready.

PROTIP: Use the limitless swords as a main weapon. Save the stronger swords for bosses.

PROTIP: There are springs in the Ruins areas and other locations that restore your hit points.

Optical Illusions

Brandish sports adequate though average graphics. The characters are tiny, and the ¾-overhead-view dungeon guarantees miles of dead wall space. The graphics also slip on the sometimes-confusing behind-the-character view.

The game rotates the scenery around you whenever you turn; the automap, however, is always aligned one way. To use it effectively, you often have to display the map, move a few steps, then redisplay the map to figure out which way you're headed.

Brandish This Game

The sounds are practically nonexistent. The effects are minimal, and you may have nightmares about the sweet but repetitive music.

Despite some shortcomings, Brandish has a fine story to tell. You could be lost in this maze for days. G

Brandish By Koei

Graphics	Sound	Control	FunFactor	Challenge
3.5	2.5	4.0	4.5	Intermediate

Price not available	38 areas
16 megs	¾-overhead view
Available February	Multiscrolling
RPG	Save feature
1 player	ESRB rating: Not Yet Rated
5 stages	

Varik's Tale

One thousand years ago, the greedy king of Berimya destroyed his sacred dragon. Because of the dragon's curse, Berimya now exists as an underground land that Varik and his nemesis, Alexis, must overcome.

Future Fantasies

Savage Empire

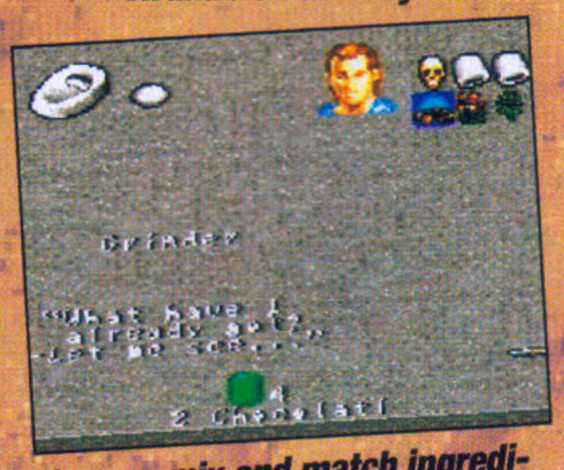
SUPER NES

Two new RPGs from FCI are almost here. The first, Savage Empire, is another Lord British adventure complete with the ¾-overhead view and extensive conversation techniques found in the Ultima series. You pilot the Avatar through some dense jungle terrain, wielding Shaman magic (along with a mean whip) and making friends and enemies along the way. Sort of like Indiana Jones meets King Arthur.

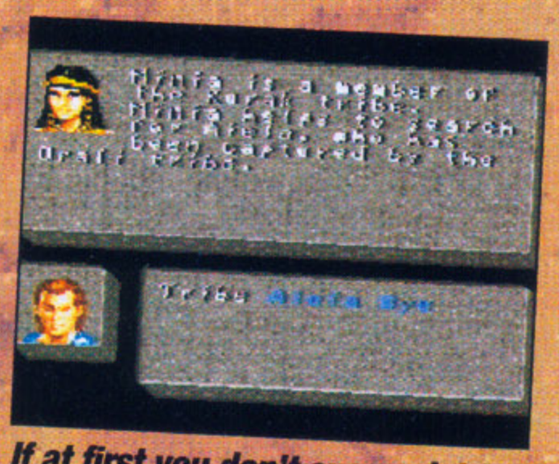
By FCI
Available February

Let's hope you don't appear on the menu.

The natives are restless.



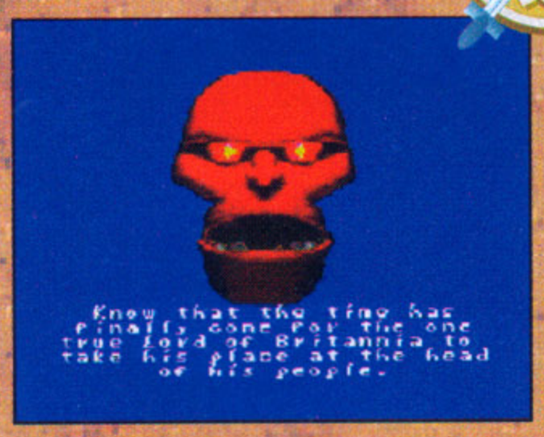
You can mix and match ingredients for powerful potions.



If at first you don't succeed, tribe again.

Ultima: The Black Gate

SUPER NES



The being with designs on the kingdom

They're your people, talk to them!

The Black Gate has many toll takers.

The villagers hold the clues to what's wrong in Britannia.

Seventh in the Ultima series, this installment finds the Avatar perched on the dawn of a new civilization in Britannia. It's time for one being to bring all of Britannia into the new age, but the ruler in question is not the Avatar. Who else can rule? And what has journeyed into Britannia through the Black Gate? Use spells, chat with the citizens, and take your rightful position as leader.

By FCI
Available February

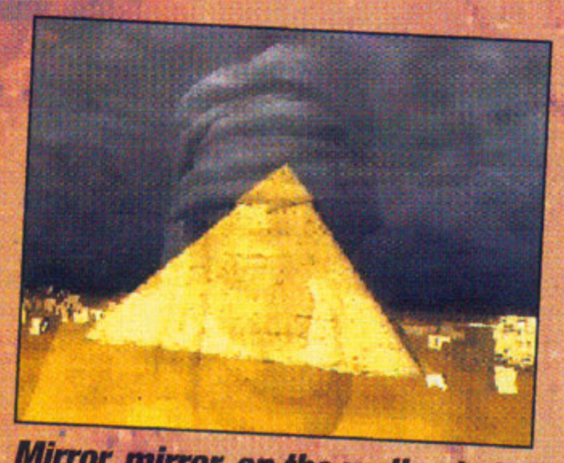
Seal of the Pharaoh

3DO

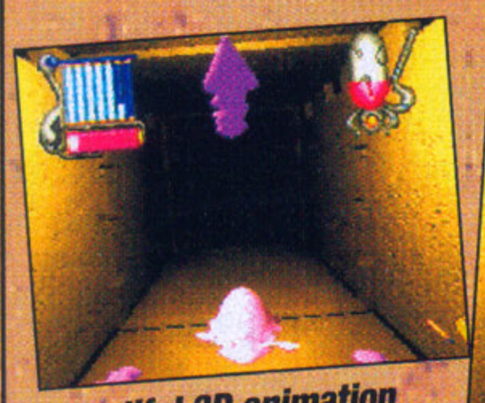
Described by one insider as an "easier" RPG, Seal of the Pharaoh is a beautifully rendered 3DO adventure that takes place deep in the heart of an ancient Egyptian pyramid. As you search for your father, you encounter the deadly yet exquisite creatures that have inhabited the tombs of the Pharaohs and have been waiting for an unfortunate soul like yourself to let them loose.

By Panasonic Software
Available March

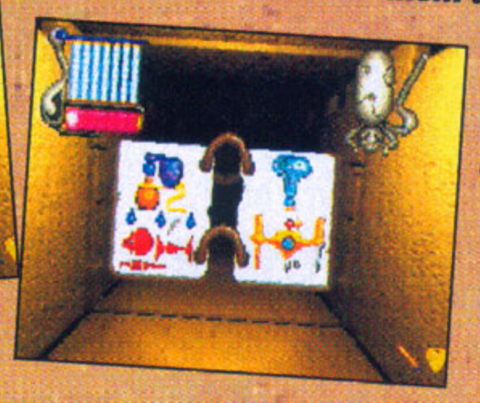
Fight unusual creatures and mystical beings, including ancient urns that come to life.



Mirror, mirror, on the wall, who's the Pharaoh of them all?



Beautiful 3D animation enhances the game.



Unlock the mysteries of the Pharaohs.

Rise of the Phoenix

SUPER NES

Koei brings you back into the glory of Ancient China, where two fierce warriors are battling for the top spot. (And you thought CEOs were vicious!) You must unite 39 cities, using foot soldiers, cavalry brigades, and maybe some unique irrigation control to flood your enemy's castle. Use Arrows, Battering Rams, and Catapults in your quest for domination. Nobody does Chinese warlords like Koei!

By Koei
Available March

Ravage the terrain, pillage a village, stop and ask for directions...

Keep your friends close...but your enemies closer.

The fight for democracy begins before Beijing.

It's family feudal with the Xiang Yu clan.

Game Boy

Wario Blast

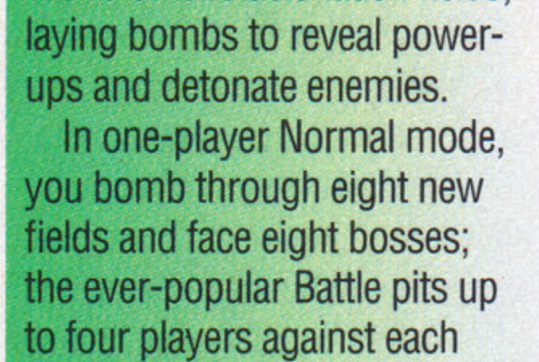
By Captain Squideo

A legendary concept gets a great Nintendo treatment. If you know earlier Bomberman games, you know this one. You play as either the B-Man or Wario on obstacle-laden fields, laying bombs to reveal power-ups and detonate enemies.

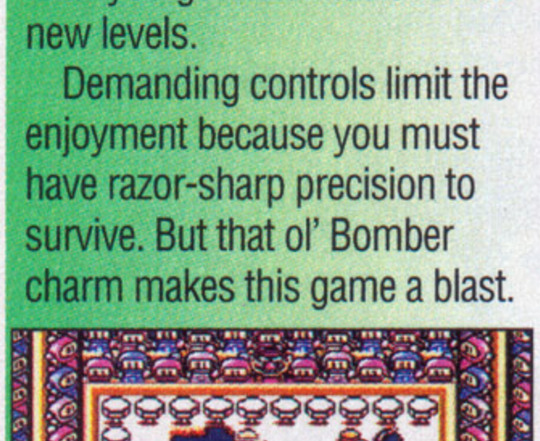
In one-player Normal mode, you bomb through eight new fields and face eight bosses; the ever-popular Battle pits up to four players against each other. It's all strategic fun.

The small, stiff-moving sprites will make you squint. At least you get new music for the new levels.

Demanding controls limit the enjoyment because you must have razor-sharp precision to survive. But that ol' Bomber charm makes this game a blast.



PROTIP: To find power-ups faster, lay your bombs where they'll blow up more than one block at a time.



PROTIP: Stay mobile against the bosses. A single touch from their craft, roving pods, or their shots instantly kills you.

Wario Blast By Nintendo

Graphics	Sound	Control	FunFactor	Challenge
3.5	4.0	3.0	4.0	ADJ. (Adjustable)

$29.95
2 megs
Available now
Action/puzzle
4 players (using Hudson Super Multitap)
32 levels
Side view
Unlimited continues
Passwords
ESRB rating: Kids to Adults

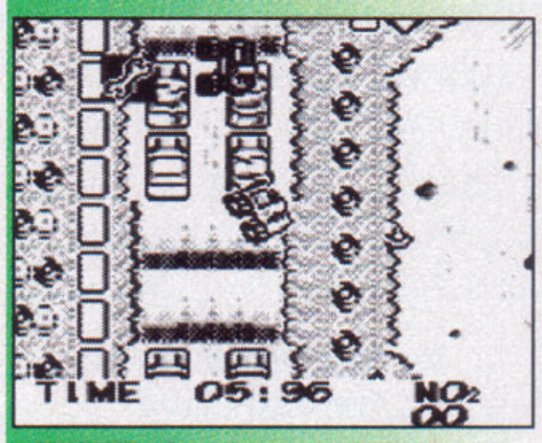
Game Boy

USHRA Monster Truck Wars

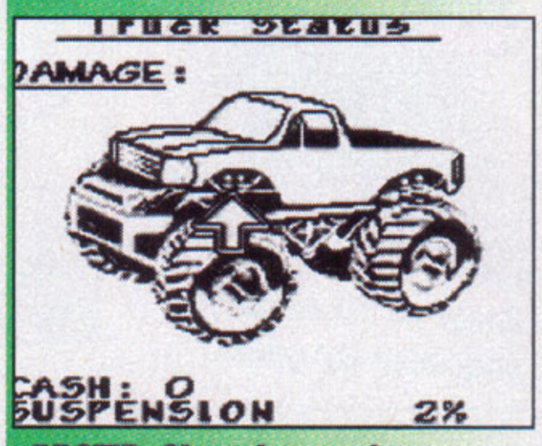
By Quick-Draw McGraw

Truck fans, get ready! The Monster Truck Wars are in town, and you have the driver's seat.

Six of the meanest monster trucks ever created compete on the championship circuit. Qualify, and you can race on



PROTIP: Crush cars to find power-ups.



PROTIP: Slow down when coming out of mud pits. It's hard to make sharp turns with mud on your tires.

several of the country's best off-road tracks. Crush cars, collect power-ups, and build up enough cash to ensure victory.

It's not easy controlling these machines, and MTW's poor handling can ruin any given race. An overhead view shows off the detailed tracks and trucks. Large sprites reduce eye strain.

The music and sound effects are decent. The engine's purr will give you an idea of how fast you're going.

Similar to R.C. and ProAm, MTW's a new twist to off-road racing. Start your engines!

USHRA Monster Truck Wars By Acclaim

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.0	2.5	3.5	ADJ. (Adjustable)

Price not available
Available now
Racing
1 player
Overhead view
ESRB rating: Not Yet Rated

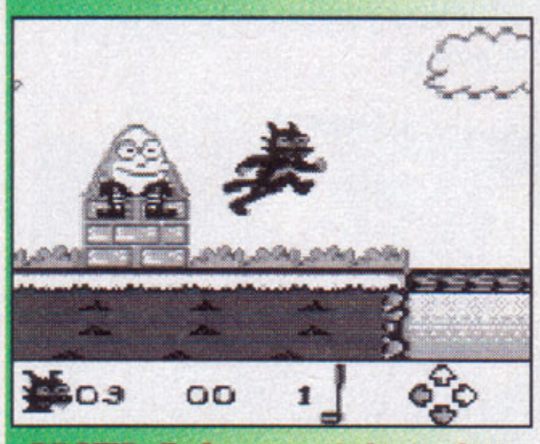
Game Boy

Itchy & Scratchy in Miniature Golf Madness

By Captain Squideo

Simpsons fans might want to play this game, but don't expect much. It barely makes par.

Scratchy the cat plays miniature golf while Itchy, the manic

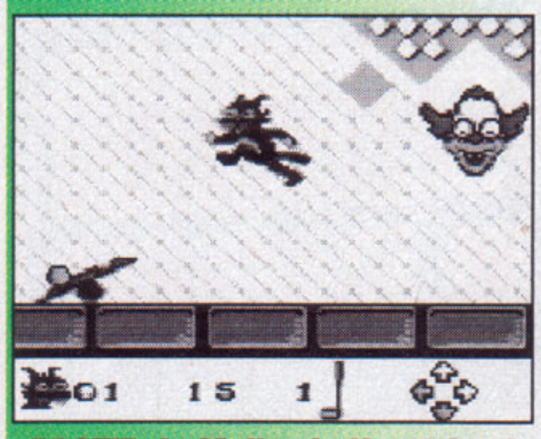


PROTIP: Before you take a shot, scope out the obstacles and the distance.

mouse, torments him. As the Scratchster, you aim shots past obstacles and pound on Itchy.

Both critters use weapons, including bazookas and mallets. The controls for these weapons and your accurate golf shots score a birdie.

Unfortunately, the graphics and sounds add up to a bogey. Plain backgrounds, stiff movements, and minimal details



PROTIP: In Malice in Krustyland, hit your ball onto the seesaws to reach new ledges.

combine for a boring look. The sounds also disappoint, with repetitive music and few sound effects to add interest.

Expect the show's ultraviolence, too. It's funny, but this routine game's not much fun.

Itchy & Scratchy in Miniature Golf Madness By Acclaim

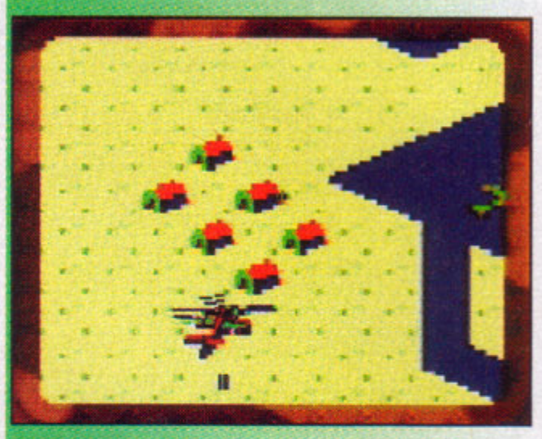
Graphics	Sound	Control	FunFactor	Challenge
2.5	2.0	4.0	3.0	INT. (Intermediate)

Price not available
Available now
Action/golf
1 player
Side view
Multiscrolling
9 holes
ESRB rating: Not Yet Rated

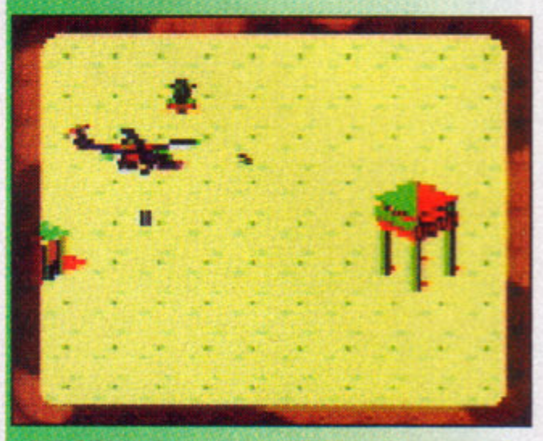
Game Boy

DESERT STRIKE: RETURN TO THE GULF

By Quick-Draw McGraw



PROTIP: Blow away everything in sight to find power-ups.



PROTIP: Beware of heavily guarded areas. This version gives no "Danger Zone" warning.

The handheld Desert Strike has almost everything that made the original title great.

You pilot an AH-64 Super Apache chopper through three tough desert campaigns. Armed with guns and missiles, you must rescue POWs and destroy Scud launchers. Unfortunately, inefficient controls make it sometimes difficult to position your chopper and fire accurately.

Commendable graphics and clear sounds give this game all the realism it can squeeze out of two megs. Gunfire and explosions are just a few of the sound effects that add life to each tough mission.

Strike fans and gamers who enjoy challenging action/shooters should climb into this Apache's cockpit. You'll be piloting one of the better Game Boy carts around.

Desert Strike: Return to the Gulf By T•HQ

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	3.0	4.0	ADV. (Advanced)

$29.95
2 megs
Available now
Action/shooter
1 player
3 campaigns
Passwords
ESRB rating: Not Yet Rated

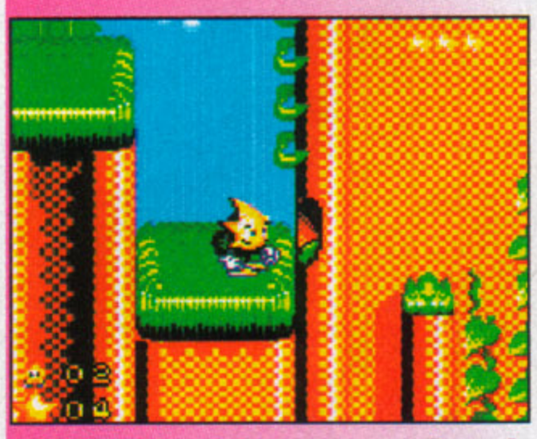
Game Gear

Ristar

By Earth Angel

Ristar's a yellow star who's trying to save his world from destruction. The hop-n-bop platform game play is surprisingly excellent.

At first, Ristar's action seems pretty standard. Ristar runs, climbs, and swings across six



PROTIP: Look in every nook and cranny for hidden power-ups.

rounds of play. A few variations rev up the action, including Ristar's ability to grab hostile aliens and items with his arms.

With one button to jump and one to move his arms, Ristar is easy to control. His movements are also tight and precise.

The graphics shine with brightly colored cartoon-style animations and clever backgrounds and enemies. The tunes rate above average.

The game play's tough enough for intermediates, and multiple pathways through the large rounds promise good replay value.

PROTIP: To beat the Round 2 boss, avoid getting sucked in to his nostrils and toss his polka-dot packages back at him.

Ristar By Sega

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

$39.99
4 megs
Available now
Action/adventure
1 player

6 rounds
Side view
Multiscrolling
ESRB rating:
Kids to Adults

Game Gear

KAWASAKI SUPERBIKE CHALLENGE

By Captain Squideo

Handheld racing doesn't get much better than this. Options galore make Kawasaki score.

Kawasaki comes complete with ten international tracks, 11 ways to customize your bike, and three play modes. Practice and Arcade modes let you select any track, while Superbike puts you on a season schedule. The action's fast, and the two-player racing's even better.

The graphics are good for a handheld game. Big bikes and rainy tracks add interest to the behind-the-rider view, but you don't get GP Rider's wild wrecks. The whiny engine sounds are pretty typical.

While not totally innovative, KSC does this genre proud. It's a winner.

PROTIP: Opt for wet-weather tires if you set the Weather to Changeable, or you'll skid out.

PROTIP: Try to make tire and brake changes at the same time you upgrade your engine.

Kawasaki Superbike Challenge By Time Warner Interactive

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

$34.95
2 megs
Available March
Motorcycle racing
2 players (using Game Link)

First-person view
Forward scrolling
Passwords
ESRB rating:
Kids to Adults

Game Gear

Legend of Illusion Starring Mickey Mouse

By Earth Angel

The latest of Sega's great Mickey Mouse games, Legend of Illusion includes a healthy dose of hop-n-bop play through eight levels populated with cutesy Disney characters. To add interest, Sega introduces some puzzle elements.

Mickey moves fairly well, though the controls are somewhat limited: Mickey has more than two moves, but the Game Gear has only two buttons.

Although larger sprites would have been nice, Legend of Illusion's graphics are Disney quality all the way. The sounds are standard for the Game Gear.

This game's challenge is pretty Mickey Mouse. Unlike some prior Disney games, it's a breeze for anyone but beginners. It's worth playing, however – the fun's no illusion.

PROTIP: When you find air in Level 4, bob up and down until the air meter is filled.

PROTIP: In the Crystal Forest, use the triangular crystal to create a path upward.

Legend of Illusion Starring Mickey Mouse By Sega

Graphics	Sound	Control	FunFactor	Challenge
4.5	3.0	3.5	4.0	BEG. (Beginner)

$39.99
4 megs
Available now
Action/adventure
1 player

8 levels
Side view
Multiscrolling
ESRB rating:
Kids to Adults

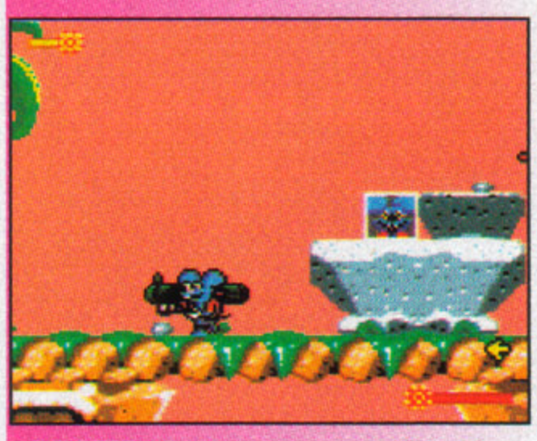
Game Gear

The Itchy and Scratchy Game

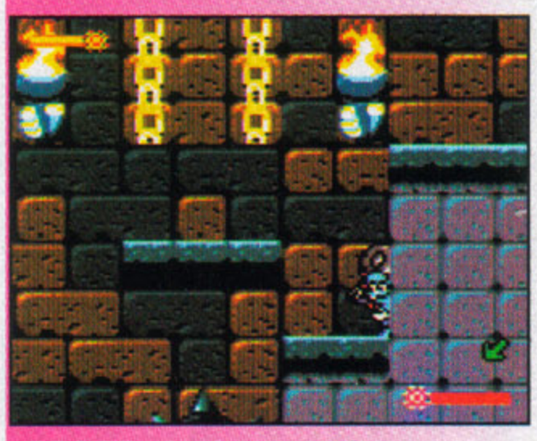
By Tommy Glide

Once again, these TV stars headline in a disappointing game.

This cat and mouse team feebly attempts more platform-hopping antics. As Itchy the mouse, you must defeat



PROTIP: Get power-ups like the bazooka to make Scratchy an easier target and to make your attacks more effective.



PROTIP: At the end of the Medieval Dead level, go behind the wall to teleport to a room with power-ups.

Scratchy with everything from hedgeclippers to a bazooka.

The graphics are okay; the look approaches the 16-bit versions. However, the sound is grainy and boring for the high-energy chases. You also don't get the boss battles on each level.

While the comedic potential is high, the characters' stiff attacks and the seen-it-before levels defuse the excitement. This game just doesn't capture Itchy and Scratchy's spunky cartoon nature.

The Itchy and Scratchy Game By Acclaim

Graphics	Sound	Control	FunFactor	Challenge
3.0	1.5	2.0	2.0	ADJ. (Adjustable)

$44.95
Available now
Action/adventure
1 player
6 levels

Side view
Multiscrolling
ESRB rating:
Kids to Adults

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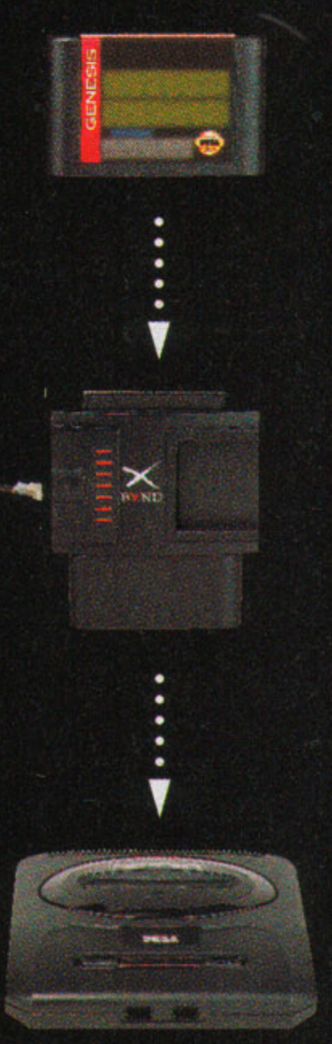
RIGHT NOW, AS YOU'RE READING THIS, THOUSANDS OF HARDCORE GAMERS ARE BATTLING IT OUT ON THE XBAND NETWORK. DO YOU HAVE WHAT IT TAKES TO BEAT 'EM IN A VICIOUS GAME OF MADDEN NFL™ '95, NBA® JAM, NHL® '95, OR MORTAL KOMBAT® II? FIND OUT. JUST STICK OUR XBAND VIDEO GAME MODEM INTO YOUR GENESIS.™ PLUG IN YOUR PHONE LINE. AND IN JUST MINUTES WE'LL AUTOMATICALLY CONNECT YOU TO SOME SERIOUS ASS WHUPPIN'. SO GIVE US A CALL AND SIGN UP. YOU'VE GOT NOTHING TO LOSE. EXCEPT YOUR EGO. (COMING SOON FOR SUPER NES.®)



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S.W.A.T.PRO

Video Game Strategies, Weapons, and Tactics

Genesis

Mickey Mania

Level Select

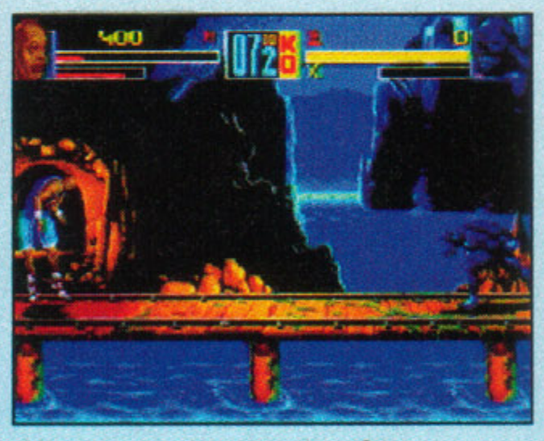
At the Options screen, select the Sound Test. Set Music to Continue, FX to Appear, and Speech to Think. Put the cursor on Exit and hold Left for several seconds until you hear a noise confirming the trick. Start a normal game, and the Level Select screen appears.

Bruce Kunkel
Kingston, MA

Genesis

Shaq Fu

Hidden Bonus Fight



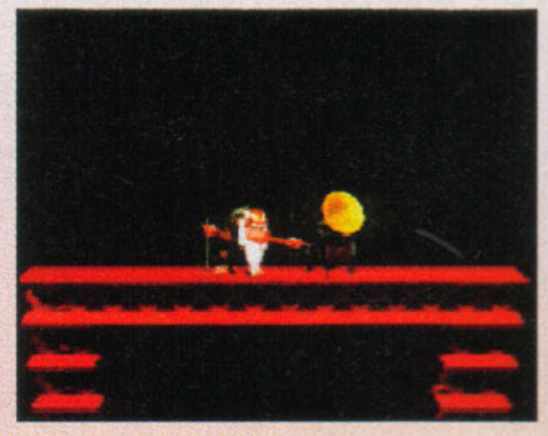
When playing in the Story mode, go to the right-hand corner of Gargoyle's Peak. A set of stairs leads down the cliff. Move Shaq down these stairs to the black door (the control is sticky) and press Start. You'll face a blue version of Beast.

Gary Clark
Steger, IL

Super NES

Donkey Kong Country

Secret Bonus Round Room



To make this trick work effectively, you must use saved games. On your last life, you must die playing as Diddy Kong. At the Game Over screen, press Start. When Cranky Kong appears on the screen, **press Down, Y, Down, Down, Y** (DYDDY, as in "Diddy.")

Immediately a room will appear with three gold Rambis, three gold Winkys, three gold Enguardes, and three gold Expressos. You may enter any of these four bonus rounds as often as you like to collect as many 1-ups as you want.

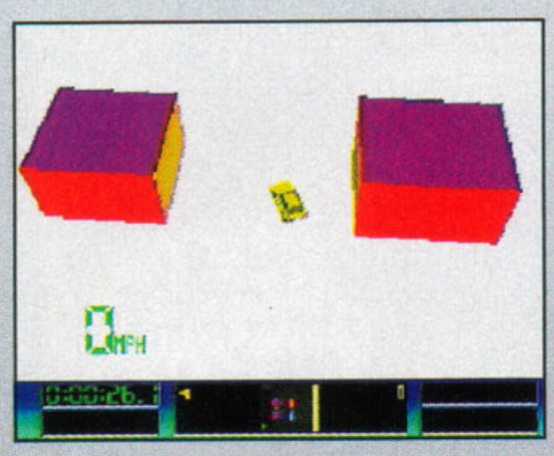
To leave the special bonus area, press Start to pause, then press Select. You return with all your new 1-ups to the area where you last died.

Phillip Burk, Collins, GA

Jaguar

Club Drive

Hidden Planet



Start the game and go to the World Select screen. Put the cursor on the World line and **hit button B**. Instead of picking a world, **hold Button 4 on the keypad and hit Button 2**. Then **press B again**. "Planet Todd" appears on the World line. You'll now have access to this simple world, which has a couple of cube obstacles, some ramps, and a high sloping wall.

Sega CD

Radical Rex

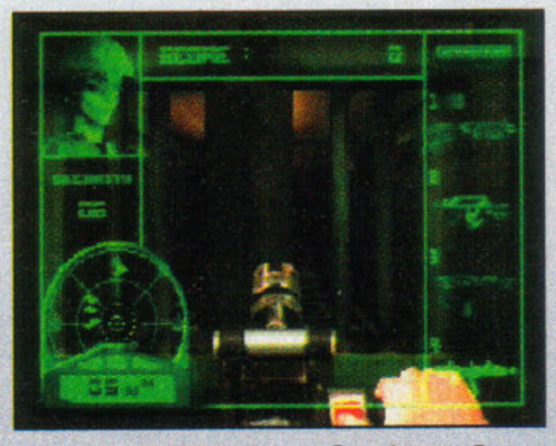
Level Select

To access the Select Level menu, **press A, C, Down, Right, Up, B** on Controller 2. This trick works on both the Genesis and Sega CD versions.

Jag

Alien vs. Predator

Cheat Codes



Select a character and begin a game. **Press Pause, Option, 6, simultaneously press 1 and 3, then press B, A, 9, A, 9, A, *, Option, 6, #, *, *, Option, 2, Option.**

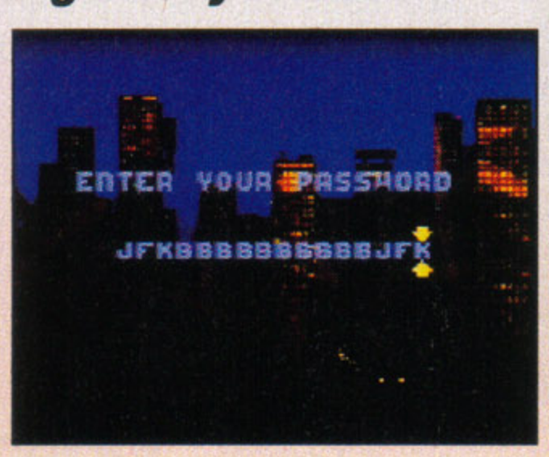
If you hear the Predator laugh, you entered the trick correctly. Then **press Option and 5**, and a "Cheat On" message will appear and give you infinite health and ammo. You can then enter the codes at right by **holding down Option and pressing the corresponding buttons.**

Srdjan Gavanski, Moscow, Russia

Super NES

Lamborghini American Challenge

Big Money Password



Select the Password option and enter the code **JFKBBBBBBBBBBJFK**. You can now buy into any race as you'll start with $6 million in winnings.

Eric Waite
Williamsburg, VA

Genesis

Dynamite Headdy

Stage Select

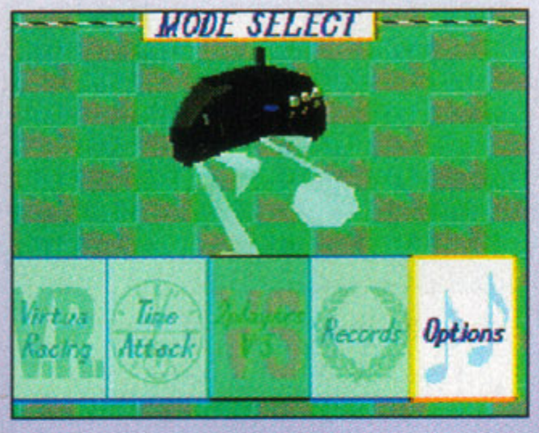
At the title screen, press Start to bring up the Start Game/Option box. Highlight Start Game, and **press C, A, Left, Right, and B**. A sound will confirm the trick. Press Start, and the Stage Select screen pops right up!

Kevin Petersen
Provo, UT

32X

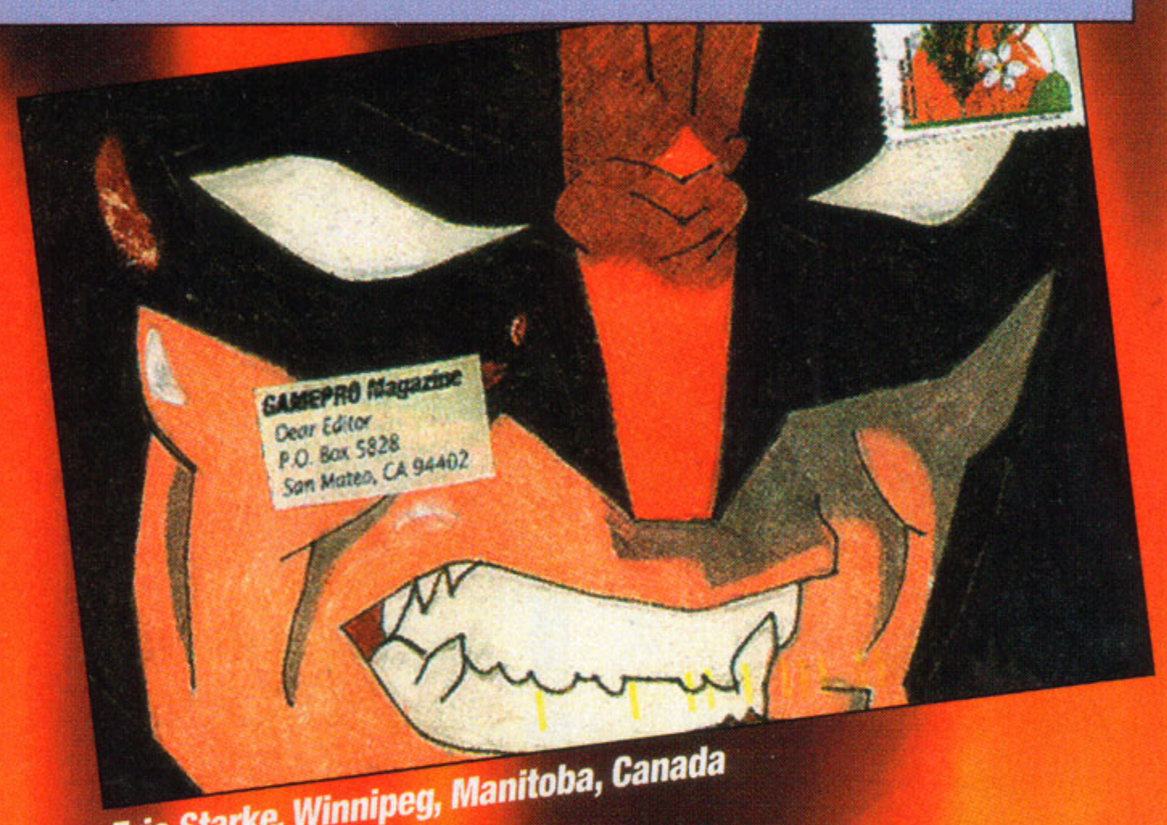
Virtua Racing Deluxe

Race on Backward Tracks



Start by winning a race on each of the five tracks in either the Normal or Hard mode. Once you've obtained the necessary five trophies, return to the Mode Select screen. Put your cursor on the Options square, and **press Right** on the directional pad to reveal a reverse image of the words "Virtua Racing." Select it to race on the backward tracks.

Burke Wells
Bostic, NC

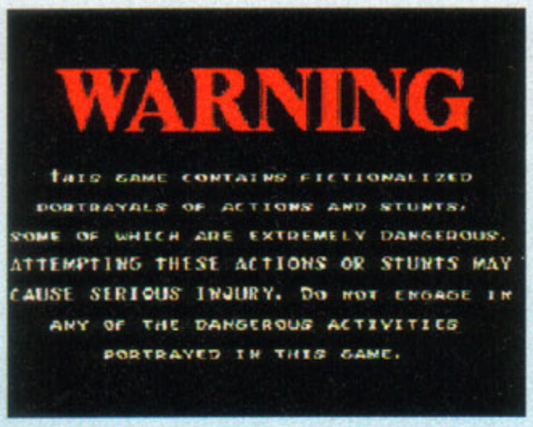


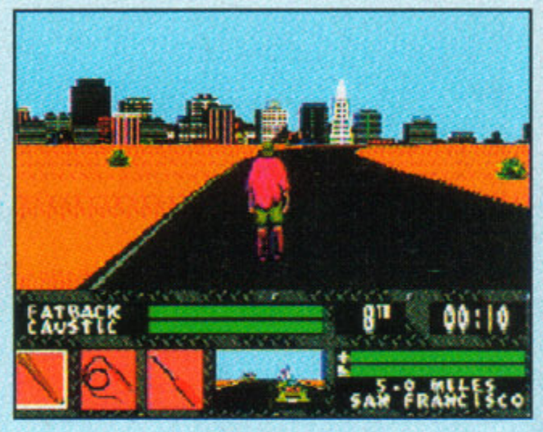
Eric Starke, Winnipeg, Manitoba, Canada

Genesis

Skitchin'

Power-Up Passwords





At the Warning screen, **press B, A, Down, A, Start, Start** (BADASS). A crashing noise tells you if it's done correctly. At the opening Option screen, **highlight Password and press A**. Enter any of these codes and press Start. You can enter as many power-ups as you want, but you can choose only one city.

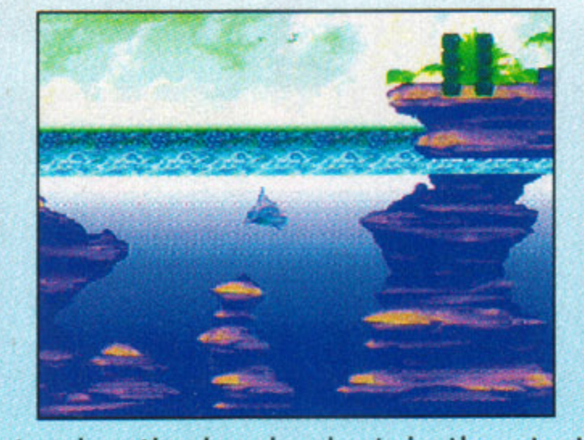
Grade 5 Equipment:	**ARMOR**	Toronto:	**JAYS**
3 Nitros:	**SPEED**	Miami:	**PALMS**
$2000:	**MONEY**	Chicago:	**PIZZA**
Best 3 Weapons:	**THRASH**	New York:	**LIBERTY**
Vancouver:	**TOTEM**	Detroit:	**CARS**
San Diego:	**BEACH**	Washington:	**CAPITAL**
San Francisco:	**HILLS**	Denver:	**BRONCOS**
Los Angeles:	**STARS**		

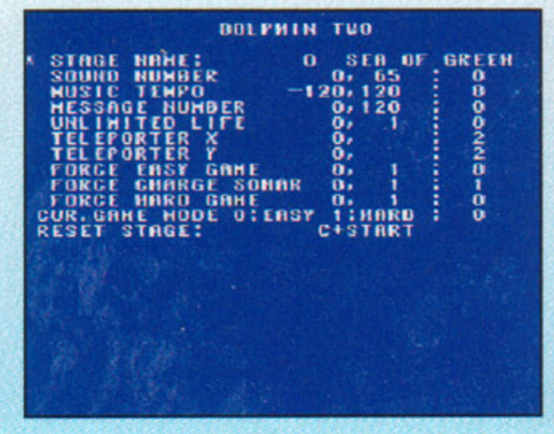
Dominic Johnson
Dubai, United Arab Emirates

Genesis

Ecco: The Tides of Time

Hard Mode and Level Select





To access the Hard mode without using the level select, in the starting area immediately break the two shells over Ecco's head. Swim into the tunnel that appears to start the game in Hard mode.

To access a level select and debug menu, pause the game with Ecco facing you. To make the debug menu appear, **press A, B, C, B, C, A, C, A, B.**

Joseph Garcia
Miami, FL

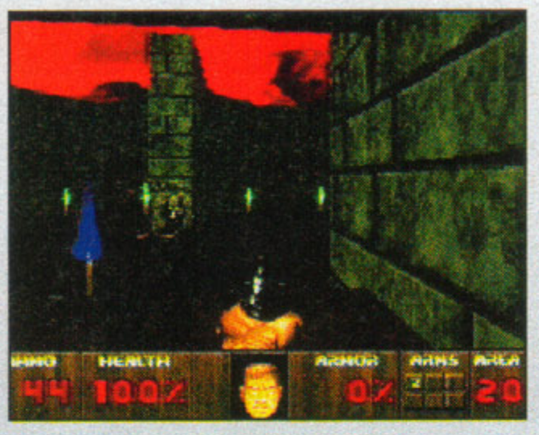
S.W.A.T.PRO

Video Game Strategies, Weapons, and Tactics

Jaguar

Doom

Level Select and Cheat Codes



During regular game play, **simultaneously press Pause and the corresponding button(s):**

Levels 1-9:
Press Pause and 1 to 9

Level 10:
Press Pause and A

Levels 11-19:
Press Pause and A and 1 to 9

Level 20:
Press Pause and B

Levels 21-24:
Press Pause and B and 1 to 4

You cannot go beyond level 24. Trying to do so may lock up your game.

To become invincible, **simultaneously press Pause and *** on any level of game play. Hit Pause again to start the game. Your eyes will turn yellow if your invincibility is activated. Simply repeat this trick to deactivate it.

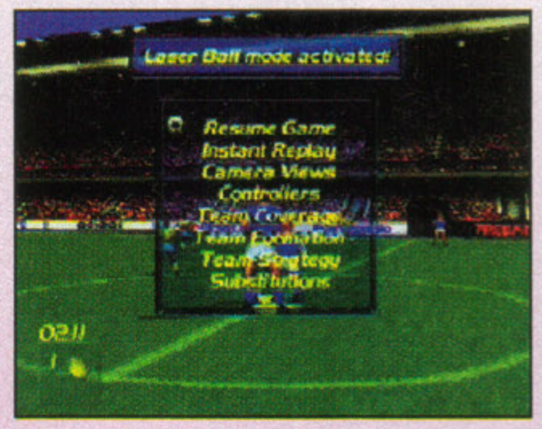
To get all the weapons, 500 bullets for each weapon, all the keys, and 200 percent armor, **simultaneously press Pause and #** during the game. Hit Pause again to start the game, and these items should appear.

Eddie Schaeffer
Balto, MD

3DO

FIFA International Soccer

Special Feature Codes



Any time during a match press **II** to pause the game. When the menu appears, enter any of these wild codes. You'll hear a noise and get a message confirming each code.

Giant Player mode:	**B, A, B, A, R, B, A, B, B, A, R**
Hot Potato mode:	**C, R, A, B, B, R, L, A, B, A, B, B, R**
Laser Ball mode:	**L, A, C, R, B, A, L, L**
Invisible Walls mode:	**A, B, B, A, C, A, B, A, B, B, A**
Big Ball mode:	**B, C, B, A, L, L, A, B, A, L, L**
Metallic Men mode:	**B, A, R, C, L, B, A, B, B, A**
Beef Cake mode:	**R, A, L, B, A, C, L, A, B, A**
Radical Curve mode:	**C, A, R, C, A, B, R, A, B, B, L**
Brute mode:	**R, A, B, B, A, C, L, L, B, A, C, L**
Crazy Bounce mode:	**L, A, B, A, R, R, A, C, C, A**

Kristopher Huynh
Houston, TX

3DO

Off-World Interceptor

Get $9,999,900 Cash

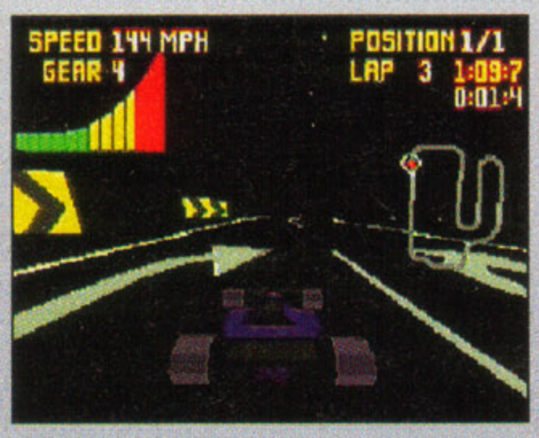
Go to the Options screen and move the cursor down to Sound. Then in sequence, **press buttons A, B, C six times, then button L**. A drilling noise confirms the trick. Begin the game, and your cash window shows $9,999,900.

Rael Baisen
Brooklyn, NY

Jaguar

Checkered Flag

Night Racing



Go to the Options screen, move to the Weather selection, and **press 8, 4, 7, 3**. A new option called "Dark" will appear.

Do You Have a Secret Weapon?

If so, send it to SWAT and, if we publish it, we'll send you a free *GamePro* Super Shirt. We've also decided we want to see more of your art! Every reader who gets their art published in the SWAT section of *GamePro* will also receive a free *GamePro* Super Shirt. Cool! Send your best tips and secrets to:

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GAME ENHAN

Hot Game Genie and Pro Action R

Genesis (Game Genie)

Ballz	REGT-A6XY	Infinite lives
	CBNA-CABA	Player 1 can select any character
	CBNA-CABJ	Player 2 can select any character
Eternal Champions	9THT-HCP4 BEHT-GAF6 +	In 1-Player game, Player 1 plays as the Eternal Champion
Formula One	ABKT-7TG4 AA9T-7TCA +	Tires last three times longer
	AJ2A-6A5L	Each race is one lap
	AJ2A-6A48	Each race is infinite laps
Madden NFL '95	R1GB-Y60J	Master code (must enter with following codes)
	HT7A-CABT	Game lasts four minutes
	GB0T-DAW2	Safety is worth eight points
	AF0A-DE38	Field goal is worth one point
	CTPT-EADW	Play clock resets to 20 seconds after most plays
Mazin Saga	AV84-CA7Y	Infinite lives
	AJ9T-CA5Y	Infinite continues
	RAMT-DRAE	Invincibility power-up lasts ten times longer
	A4HA-CA2C	Invincible against superboss

Game Gear (Game Genie)

Dynamite Headdy	008-E2D-E69	Infinite lives
	004-56C-D54	Infinite energy
	344-F3F-3BE 344-EFF-3BE +	Start on Toys in the Hood level
The Jungle Book	3AC-20E-2A2	Infinite energy
	AFC-1FE-19E	Player has only one energy point
Taz in Escape from Mars	3AE-916-2A2	Infinite lives
	215-545-6E2	Infinite energy
	304-7B6-E6A	Start with Bubble Gum Float
	C94-7C6-2A2	Keep weapons temporarily after death

Justin Boldaji, Kill Devil Hills, NC

Tai Ming Cheng, Houston, TX

Game Boy (Game Genie)

Roger Clemens MVP Baseball	014-68A-F7D	No walks
	014-87A-F&D	No strikeouts
	016-AFC-E66 01B-87C-E66 +	No outs called except strikeouts
Turn 'n' Burn	7C2-8BE-08F	Infinite missiles
	001-51C-F74	Gun doesn't overheat
Wario Blast Featuring Bomberman	03F-87E-E6E	Start with 300 seconds
	210-3BB-4C1 000-13B-5D4 +	Start on round 3-3
	210-3BB-4C1 3C0-13B-5D4 +	Start on round 3 boss
	003-EFA-3B7	Extra bomb power-ups have no effect
	003-D7A-3B7	Explosion expanders don't do anything
Xenon 2	FA4-16D-4C1	Infinite energy
	FA2-EBF-4C1	Infinite lives
	C96-DBC-6EE	Shop items are free

R'S EDGE

Combos and Strategies

ARCADE

NEW FINISHING MOVES!

Baron von Riesenberger

CHAOS

Churl

Tap (1 2 3 4), ←, ←, ←, ↓, →

Tap (1 2 3 4), →, →, →, ←, ←, ←

VERTIGO

La Vache Qui Rit

Tap (1 2 3 4), ↓, →, ↑, ↓, ↑

ARMADON

The Impaler

Tap (1 2 3 4), ↓, ←, ↑, ↓

Tap (1 2 3 4), ↓, →, ↑, ↓, ↑

BLIZZARD

Redemption

Tap (1 2 3 4), ↓, ←, ↑, ↓

Controller Legend

↑ = Up	↓ = Down	1 = Press Button 1
↗ = Up-Toward	↙ = Down-Away	2 = Press Button 2
→ = Toward	← = Away	3 = Press Button 3
↘ = Down-Toward	↖ = Up-Away	4 = Press Button 4

Motion = Move the joystick in one continuous, smooth motion.
Tap = Tap the directions indicated in sequence.
( ) = Execute commands in parentheses simultaneously.

Special Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse the Toward and Away commands.

SAURON

Grape Crusher

Tap (1 2 3 4), ↑, ↓, ↑, ↓, ↓

TALON

Stampede

Tap (1 2 3 4), →, ←, ↑, ↓

NEW SPECIAL MOVES!

CHAOS

Air-Activated Ground Shaker

Tap (2 3), ←, ↖, ↘

VERTIGO

Air-Activated Teleport

Tap (2 4), ↓, ↑

SAURON

Air-Activated Earthquake Stomp

Tap (1 2 4), ↑, ↓

Primal Rage Out-RAGE-ous Combo Contest

And the Winners Are....

These radical combos are the winners of our Primal Rage combo contest. They were chosen from the thousands of entries with the assistance of the Primal Rage Team at Time Warner Interactive. The Grand Prize winner takes home Primal Rage for the SNES or Genesis when the game is available this summer; First Prize winners receive a 128-page Primal Rage Strategy Guide and a Primal Rage T-shirt; and Runners-Up each win a Primal Rage T-shirt.

Talon's Out-RAGE-ous Five-Hit Combo

From: Sean Bennet of Fremont, CA

Leap in with a Jumping High Fierce.

Follow up with a Crouching Low Fierce...

...and execute a Crouching Low Power.

Follow with a Frantic Fury.

To end it all, rip into your opponent's flesh with a Slasher Special Attack.

Sauron's Out-RAGE-ous Four-Hit Combo

From: Sean Thompson of Pensacola, FL

Come in with a Jumping High Fierce.

Nail 'em with two Crouching Low Fierces.

Finish with a Crouching Low Power.

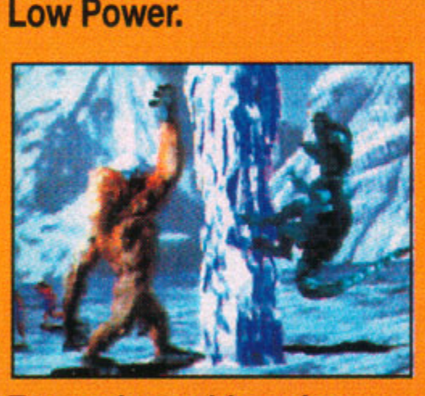
Blizzard's Out-RAGE-ous Nine-Hit Combo

From: Eric Cramer of Chattanooga, TN

Dive in with a Jumping Low Fierce and a Jumping Low Power.

Tag 'em with an in-close High Fierce.

Pull a Standing High Fierce and then a Crouching Low Power.



Freeze 'em with an Ice Geyser...

...followed by a Jumping High Fierce and a Jumping High Power.

Conclude with an Air Throw.

Chaos's Out-RAGE-ous Seven-Hit Combo

From: Luis Mairena of Alexandria, VA

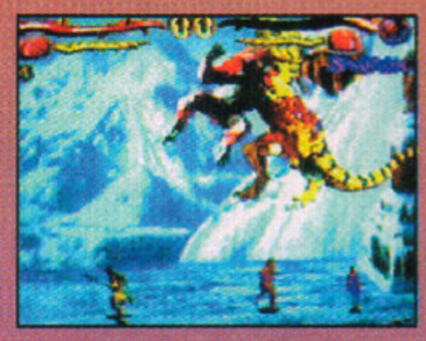
Leap in with a Jumping Low Fierce.

Then execute a Jumping Low Power.

Whack 'em with a Crouching Low Fierce and a Crouching Low Power.

Follow with a Battering Ram...

...and a Jumping High Fierce.

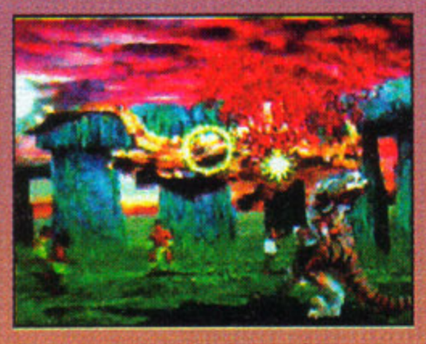


Finally, pull a Jumping High Power.

Armadon's Out-RAGE-ous Five-Hit Combo

From: Richard Sawyer of Chesapeake, VA

Dive in with a Jumping High Fierce.



Follow with a Jumping High Power.

Do a Standing High Fierce.

Pull a Standing High Power.

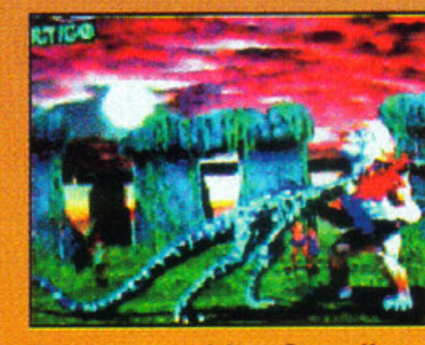
Finish with a Rushing Uppercut.

Vertigo's Out-RAGE-ous Eight-Hit Combo

From: Dave Prange of St. Jacob, IL

Leap in with a Jumping High Fierce...

...and a Jumping High Power.



Follow up with a Standing High Fierce...

...and a Standing High Power.

Next, pull 'em in with a Come Slither.

Nail 'em with a Standing High Fierce...

...and a Crouching Low Power.

Top it off with a Scorpion Sting.

Diablo's Pure Simplicity Out-RAGE-ous Combo

From: Wes Enzinna of Lake George, NV

Start the attack with a Jumping High Power.

Follow up with two Crouching High Quicks.

Finish with a Hot Foot.

Runners-Up

Daniel Bobb
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Jeff Boutin
Odessa, TX

Luke Bubenzer
Lexington, KY

Chris Conway
Freehold, NJ

Jared Geissler
Littleton, CO

Aaron Gilbert
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Scranton, PA

Tony Gonzalez
Lucedale, MS

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Orlando, FL

Sean Thomason
Pensacola, FL

Jorge Valdez
Lake Forest, CA

Adam Volker-Yoblick
Miami, FL

GAMEPRO LABS

A Player's Guide to Power Peripherals

By The Lab Hamster

I hit the rat – just like that – with a Whiffle-ball bat...oh! Excuse me, you caught me working on my new rap album. But never mind the funk – the lab is loaded with new stuff. Let's look at a SNES-controller adapter for the 3DO, a 3DO flight stick, and a Master System adapter for the Game Gear.

Flight of the 3DO

Any 3DO owner knows that there's an abundance of flying and shooting games available for their system. For the 3DO gamer who wants to enhance the feeling of flight on games like Rebel Assault and Shock Wave Operation Jumpgate, a stick that gives them the pilot's edge has landed.

After releasing several successful flight sticks for the computer-gaming world, **CH Products** delivers the **Flightstick Pro** for the 3DO. With nine buttons (four on the base, four on the shaft, and one trigger), this sturdy controller looks and feels like it's straight out of a cockpit. It's specifically designed for games involving aircraft control, so don't expect to use it with games like Street Fighter II.

In flight tests with the games mentioned above, the Flightstick handled, well...like a flight stick. Its sensitivity demands an easy hand, as it really tweaks your flying control. But its sensitivity also impairs your shooting ability. Keeping shots lined up with the Flightstick in Rebel Assault is harder than making Yoda meet the height requirements for rides at Disneyland.

Because this hardware is new, it's currently compatible with several recent 3DO titles. Older games like Total Eclipse and the original Shock Wave won't work with it, so check the game box for Flightstick compatibility. Die-hard pilots will surely be pleased with this piece of machinery, but it's priced at more than 100 clams, so take it for a test run first.

Joystick

Flightstick Pro

System: 3DO

Features: Launch into aerial combat on the 3DO with the closest thing to a real flight controller next to ripping one out of an F-14.

Price: $129.95

Available: Now

Contact: Local toy or electronic-gaming store

Gear Up Master System Games

Once upon a time before the Genesis, Sega made an 8-bit system called the Master System. It wasn't nearly as popular in the U.S. as the NES, but more than 120 games were made for it. In fact, a Game Gear isn't much more than a portable Master System.

The two are so similar that **Innovation**'s **Master Gear Converter** enables the larger Master System carts to play on the Game Gear, opening up the library of Master System titles for the Game Gear.

The Master Gear Converter slides easily into the Game Gear cartridge slot and secures itself like a backpack to the back of the unit. This lightweight converter is unintrusive and allows the Game Gear to retain its portability.

Because Master System games were designed for use with a television, the game play and graphics of some titles suffer on the Game Gear's greatly reduced screen. The beauty is, for just about $20, you'll have access to many good Master System games, which Innovation sells used for around $20 – a fraction of the cost of some Game Gear titles.

Peripheral

Master Gear Converter

System: Game Gear

Features: Converts your dusty Sega Master System games to play on the Game Gear.

Price: $19.99

Available: Now

Contact: Innovation, 203/395-3090

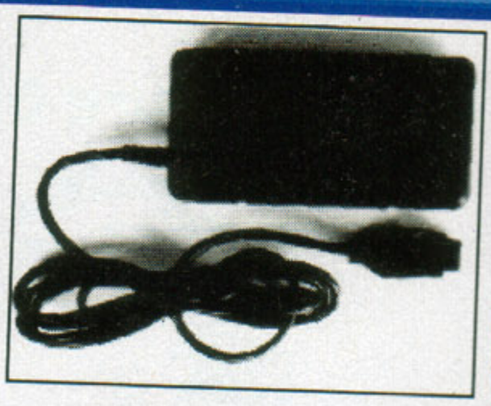
Control Patrol

If you're still griping about the stock 3DO controller, relax. **Innovation** now produces a **3DO-SNES adapter** for those who would prefer not to leave behind the comfort of their SNES controllers.

This boxy black adapter may be a blessing for joystick fans, as it makes any SNES-compatible controller work with the 3DO. Built with an additional control port, it enables players to use SNES controllers in multiplayer games without breaking the daisy chain of control pads.

The unit adds more than seven feet to your overall cord length, but there is one minor flaw in this adapter's design. Although it plugs into the Panasonic 3DO control port, the head doesn't initially fit flush with the Goldstar 3DO system. You'll manage to jam it in eventually, but it takes a few tries. G

Peripheral



3DO-SNES Adapter

System: 3DO

Features: Adapts SNES controllers for use with a 3DO.

Price: $49.99

Available: Now

Contact: Innovation, 203/395-3090

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SEGA GENESIS

GENESIS ACCESORIES

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$ 48	6 Btn Stk w/trbo SN/GEN
$ 79	Activator
$229	CD Player W/SwrShrk
$395	CDX Player
$ 99	Core (Sega) System
$ 20	Datel Converter
$ 79	Proaction Replay
$ 34	STD Program Pad II
$134	System With Lion King
$ 29	Team Player
$ 69	X Band Game Modem

GENESIS GAMES
In-stock & Coming soon

Price	Title
$49	Aero Acrobat II
$59	Aerobiz Super Sonic
$52	Air Cavalry
$45	Al Unser Jr
$46	Animaniacs
$55	Barkley Basketball
$54	Bass Master Classic
$52	Batman & Robin
$54	Beavis & Butthead
$50	Beethoven
$45	Berenstein Bears
$46	Black Thorne
$26	Blades of Vengeance
$50	Bobby's World
$48	Boogerman
$48	Brett Hull Hockey '95
$31	Bubble & Squeak
$48	Bubsy II
$19	Bulls Vs Lakers NBA
$51	Clayfighter
$50	College Football '94
$48	Comndo Raid Red Zone
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$48	Cybernauts
$36	Dashin' Desperadoes
$49	Daze before Xmas
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$40	Dinosaur Tales
$45	Disney Bonkers
$29	Dracula
$45	Dragon Lair
$62	Earth Worm Jim
$37	Elemental Master
$50	EXO Squad
$54	Fatal Fury II
$53	FIFA: Soccer '95
$48	Fireteam Roque
$48	Generations Lost
$49	Goofy
$50	Impossible Mission 2025
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$43	Itchy & Scratchy
$55	Jammit'
$19	John Maddon '93
$55	Jungle Book
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$49	Lost Vikings II
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$53	Mighty Max
$55	Mickey Mania
$57	Might & Magic III
$65	Mortal Kombat II
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$49	Dragon's Lair II
$49	Dune
$43	Dungeon Master
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$48	Fatal Fury
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$49	Popfulmail
$48	R.B.I. '94
$61	Revolution X
$48	Samarai Showdown
$55	Sim City 2000I
$50	Slam City
$45	Snatcher
$49	Sonic Hedgehog
$51	Space Ace
$52	Supreme Warrior
$55	Top Gear 3000
$51	Total Carnage
$49	Vay

GENESIS - 32X

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$79	Pro Action Replay
$69	XBand Game Modem

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$61	Batman Forever
$19	Battle Clash
$56	Battle Tech
$49	Black Thorne
$55	Btle Tds/Dbl Dragon
$54	Beavis & Butthead
$56	Breath of Fire
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$51	Brett Hull Hockey '95
$57	C-2: Judgement Clay
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$48	World Cup Golf
$48	Who Shot J. Rock

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BUYERS BEWARE

By The Watch Dog

March, as they say, comes in like a lion and goes out like…a slightly hotter lion. This month, we tackle a hot Nintendo issue and some sticky Sega situations.

Q: I purchased Mortal Kombat II for the Super NES. I noticed that the small plastic cover that usually fits over the open part of the cartridge wasn't included. I called Nintendo and was told that if I wanted one, I could purchase it for $1 at any authorized service center. I think this is awful!

John R. Botti, Bronx, NY

No longer covered.

A: **The Watch Dog says:**
It's true, those plastic covers will not be included in new SNES games. Sally Reavis, corporate communications assistant manager for Nintendo, explains that the company is trying "to reduce packaging. The GamePak sleeves were originally created to help keep NES games clean. With the tight GamePak-to-system connections in the SNES and the new NES, we found that the sleeves no longer provide any added protection for the game."

You can still get sleeves through Nintendo Consumer Service (800/255-3700). There's a $1 charge for shipping and handling.

Q: I've had my Genesis for two years, and now my controllers aren't working. I try to treat them well, but buttons keep sticking. What should I do?

George Varontsoulis, Whitestone, NY

A: **The Watch Dog says:**
This is the first report we've had of worn-out controllers, but that's what we think happened. The Sega spokesperson thinks so, too. She says they will wear out even faster if you jam 'em really hard, spill liquid on 'em, or get dirt into 'em. It's too late to return them (within 90 days of purchase is the limit); perhaps it's time to upgrade to a six-button controller.

At *GamePro*, listening is what we do best. When you have a problem with a product or feel you've been ripped off, we want to know. If you have a complaint about a product, write to:

GamePro's Buyers Beware
P.O. Box 5828
San Mateo, CA 94402

Q: I purchased a Sega Genesis and after 30 days, it malfunctioned. I lost the proof of purchase, so I can't return it. What can I do?

Hunter Herr, Irving, TX

A: **A Sega spokesperson says:**
The warranty on the box is effective for 90 days, but you're required to send in the dated receipt along with the defective unit. You might still be able to get a repaired or replaced Genesis, however. Call Sega's Warranty and Repair Department at 800/872-7342.

Gotta have it to play 32X games.

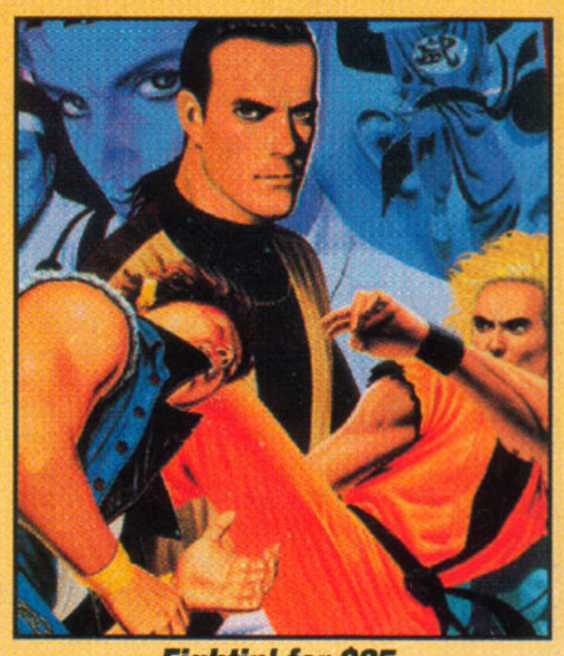
Q: Will the new Sega 32X games play on a Genesis unit?

Dana Gravesen
Chicago, IL

A: **The Watch Dog says:**
No. 32X games plug into the 32X, which then plugs into the Genesis. You can't just take a 32X game and play it without the 32X system. You can, however, play Genesis games through your 32X. Sega plans to release a new 32X-Genesis combination system called the Neptune later this year.

Q: BRE Software has ads in your magazine that offer money for used games. I mailed Art of Fighting for the SNES to BRE, and the company was supposed to send me $25. I've waited six months. What should I do?

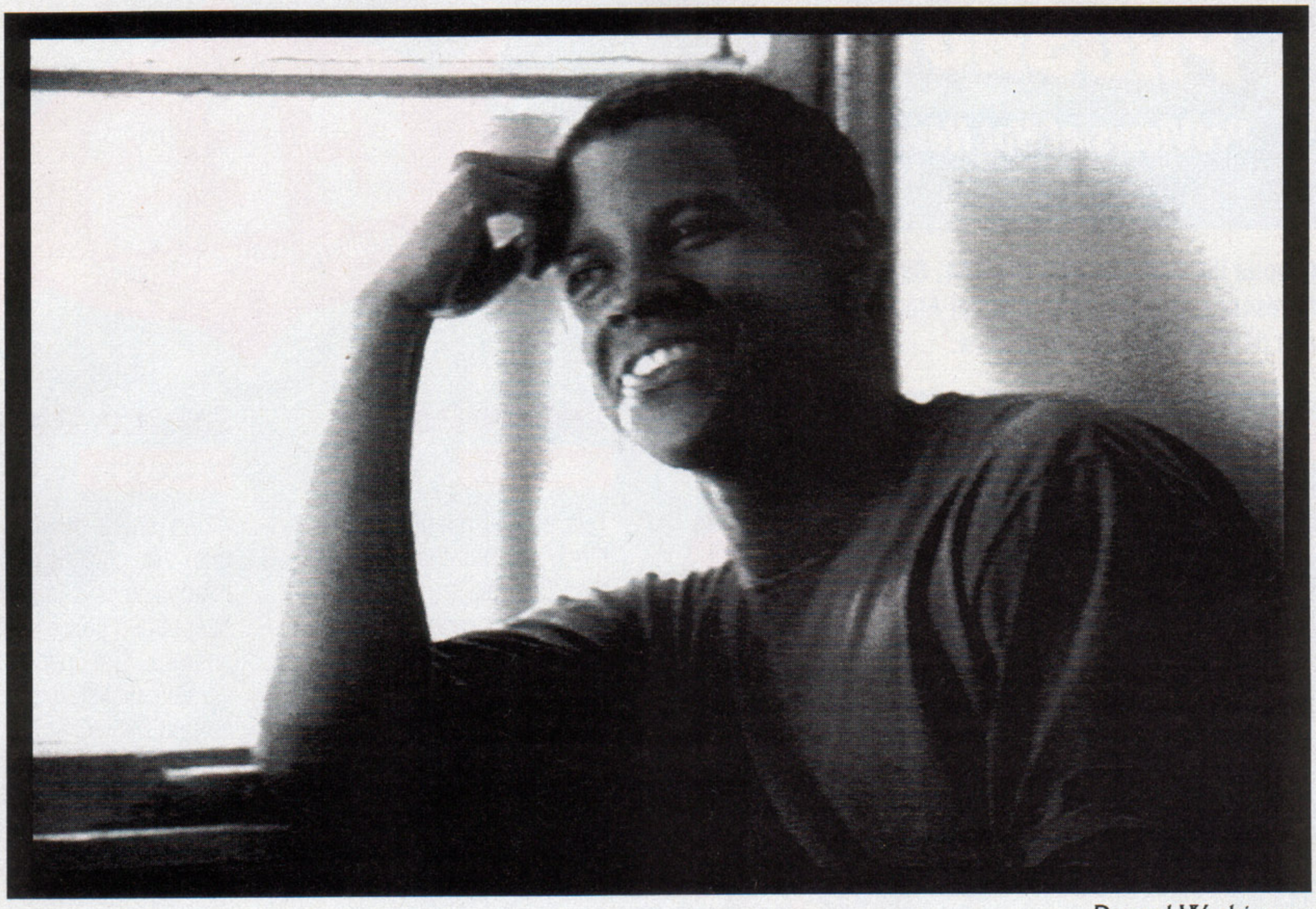
Gabe Impert, Seattle, WA



Fightin' for $25.

A: **A BRE representative says:**
BRE records show that a $25 check was mailed on June 13, 1994. BRE is still researching to determine if the check was cashed; if it wasn't, you'll be issued a new one, which should've been mailed to you by mid-January.

In cases like this, we suggest you always call the company (BRE can be reached at 209/432-2684) any time you think there's something wrong. (Don't panic, though. Allow the company a few weeks to complete the original transaction.) BRE and other similar companies rely on good customer relations, so they'll do everything possible to make things right.



Denzel Washington

"He stood about five-foot, nine-inches tall, but he was a giant. Billy Thomas. He ran the Boys & Girls Club where I grew up. Now, I know today it's different. Young people face problems I never even had to think about.

But that's why now, more than ever, *we need* the Boys & Girls Club. It's a positive place where thousands of people like Billy Thomas help young people succeed. Does it work? It did for me."

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SHORT PROSHOTS

PreViews of Hot New Games!

Despite the lack of a real Ultra 64, Saturn, or PlayStation presence, this year's Consumer Electronics Show in Las Vegas dealt gamers plenty of aces.

Virtual Boy Games

Whatever you think about the new Nintendo red monochrome portable, the Teleroboxer and Space Pinball demos wowed 'em at the Consumer Electronics Show (CES). Untitled games in development included two shooters. The T&E Soft game was a behind-the-spacecraft wire-model wing war. The other by Hudson Soft was a classic overhead-view space shooter…except that your ship and your attackers could drop underneath and in between the scenery.

Other intriguing demos included a Mario/Wario platform game and a slick auto racer. Nintendo stated, however, that it hadn't decided if they would be developed into Virtual Boy games.

Teleroboxer

Virtual Boy

Teleroboxer made players flinch and pull their faces out of the VB display unit. It's styled after first-person boxing games like Super Punch-Out!, so you peer at a robotic opponent over your two metal-gloved hands. Toe-to-toe, the two of you just beat the bolts out of each other. In the prelim version, you could throw high-low combinations. Cool 3D effects bring your foe's attacks literally right into your face: One 'bot spears you right between the eyes with their spiked spinning-top head gear.

By Nintendo
Available April

Space Pinball

Virtual Boy

Video pinball never looked like this! You play via a ¾-overhead view on a table that's suspended somewhere in the cosmos. The speedy prelim version rocketed the steelies around the table. Special ramps sent balls into bonus areas below the playing surface. Slam the ball too hard, and it jumps directly into your face and shakes the entire screen.

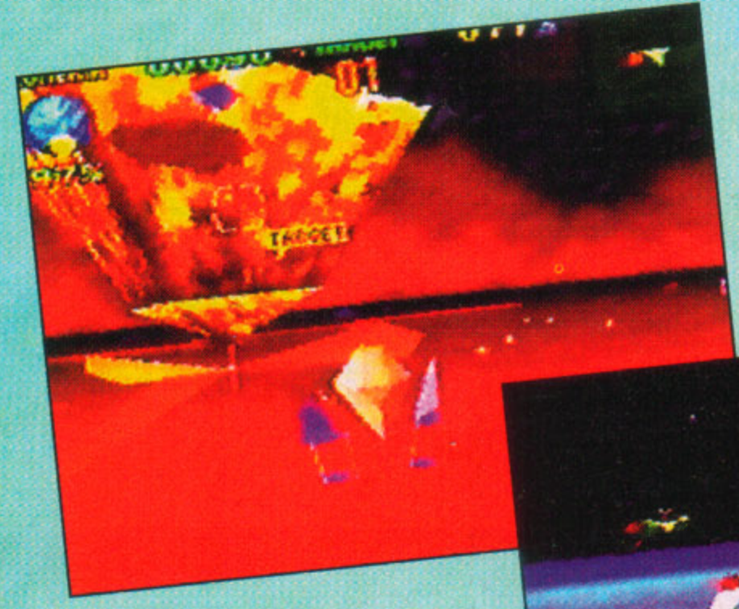
By Nintendo
Available April

StarFox 2

Super NES

StarFox 2 looks even better than the original. Yes, you can fly in any direction! You aren't locked into a straight-path flight like you were in the first game. Your craft also morphs into several forms as you battle both on a planet's surface and in space – another hot new addition. Unlike its predecessor, this game includes a strategy element. You must defend the home world against invasion, and you can choose which squadrons of enemy fighters or missiles to engage. While the main game is still one-player, there's now a two-player split-screen duel mode.

By Nintendo
Available August



Eternal Champions: Challenge from the Dark Side

Sega CD

Sega's upgraded the Genesis Eternal Champions into a Sega CD fighting heavyweight with enough new features for two games. EC CD is a gorefest galore, sporting four types of death moves per character. You'll wonder if the game has reached new heights or sunk to new lows when you scope out death moves like a *Pulp Fiction*-caliber gunshot to the head or President Clinton launching a nuclear missile on a hapless victim.

Improvements include 13 selectable hidden characters (for a total of 26 characters), more backgrounds, CD music, and – wonder of wonders! – an actual working combo system with two-in-ones and juggles.

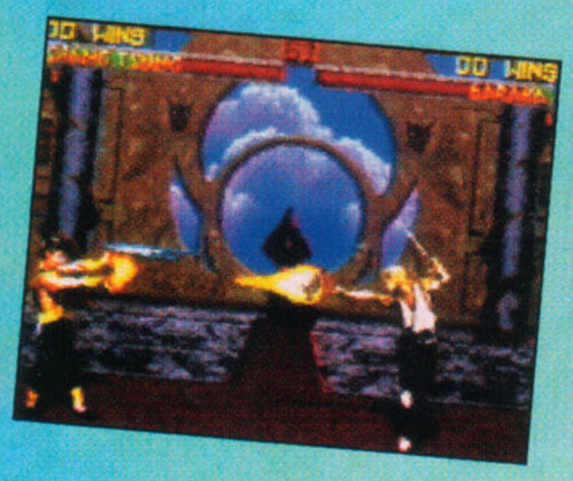
By Sega
Available February

Mortal Kombat II

32X

Mortal Kombat II for the Genesis didn't have all of the arcade version's most awesome features, and the graphics paled in comparison to the SNES version. MK II is getting a 32X upgrade, and it certainly restores much of the missing coin-op luster. Get set for full-size cinema pix and endings, more of the missing sounds and music from the arcade, and a lot more on-screen colors. The version at CES was incomplete, so the jury's still out on the controls, graphics, and those missing killer kombos – some are back, but some are just as missing as ever.

By Acclaim
Available Spring '95

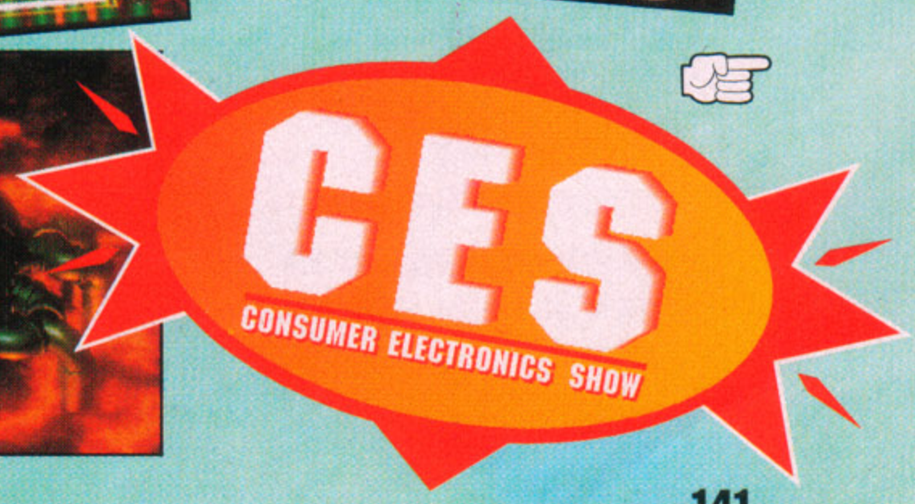


Secret of Evermore

Super NES

Secret of Evermore is the first game that Square has created entirely in the U.S. Evermore is heavily influenced by Secret of Mana (though there's no story tie-in). Look for the familiar interface and party system but many enhancements and new features. For example, you can cast a spell to summon a boss monster, then use their arsenal of magic. The American-style graphics and story are supposed to give Evermore an extra inroad into this market (it's launching on these shores months before it launches in Japan). Action, adventure, and role-playing all rolled into one should make Evermore another hit for Square.

By Squaresoft
Available May

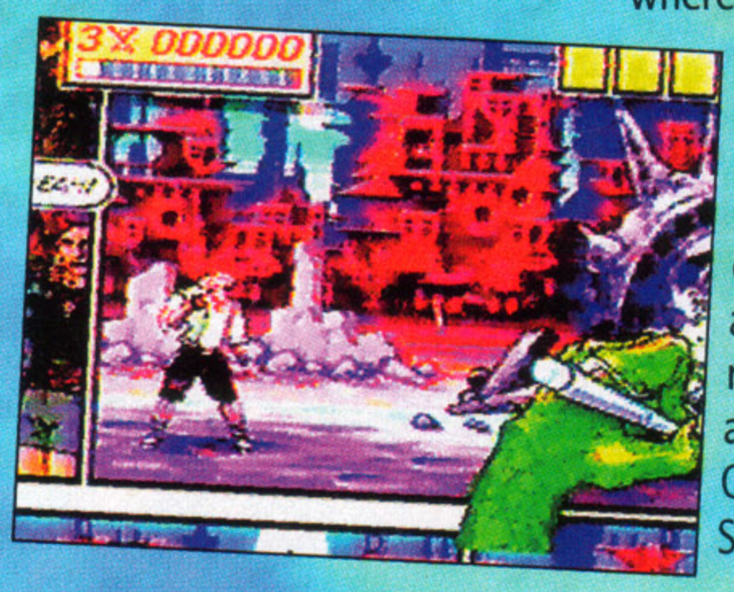


CES
CONSUMER ELECTRONICS SHOW

Comix Zone

Genesis

Comix Zone was one of the most original games of the show. When his comics come to life, artist Sketch Turner is pulled into the Comix Zone where he must defeat his own animated creations before he's erased.



Experienced comic artists worked on Zone, creating a unique look and feel. The intro cinemas are incredible black-and-white works of art. Great touches, such as Sketch's hand appearing

and drawing in each frame, add to the environment. The game play is solid, straightforward, side-scrolling punch and kick.

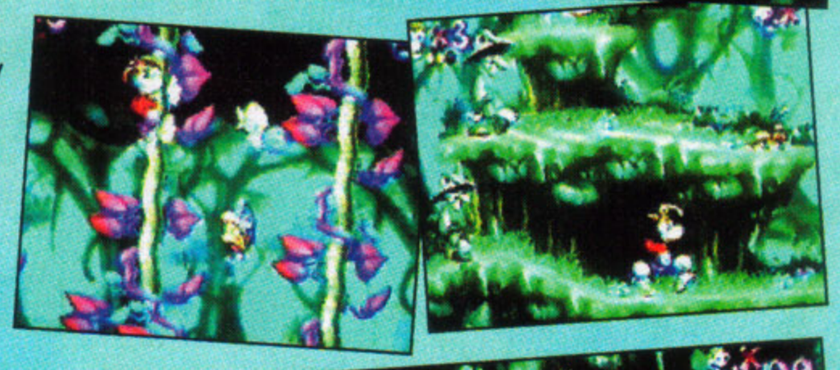
By Sega
Available Spring '95

Rayman

32X **Saturn** **3DO** **Jaguar** **PlayStation**

Rayman is this, uh, weird-lookin', disembodied, no-legged, thingamajig, and he, uh, jumps around and floats like a dandelion by using his hair as a propeller, and, uh....

While we don't know what Rayman is, we know the game is too cool for words! It's fairly standard side-view hop-n-bop, but Rayman's amazing variety of facial expressions and character moves shows what memory and 24-bit graphics can do for a Sonic-type game. You'll be bug-eyed when you see the gorgeous parallax backgrounds, which seem to use all the colors of the rainbow and then some.



By UBI Soft

Jaguar and 32X Versions Available June

PlayStation, Saturn, and 3DO Versions Available September

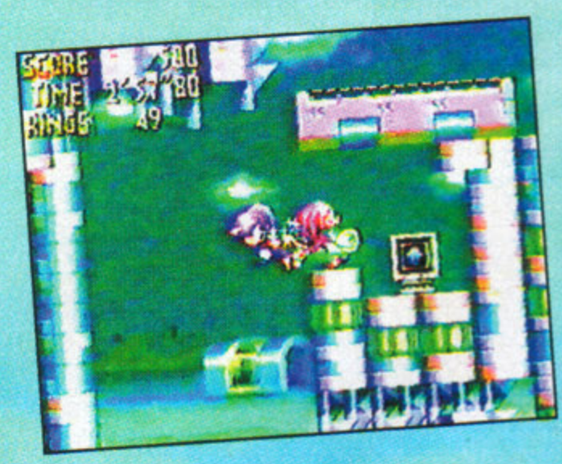
Chaotix

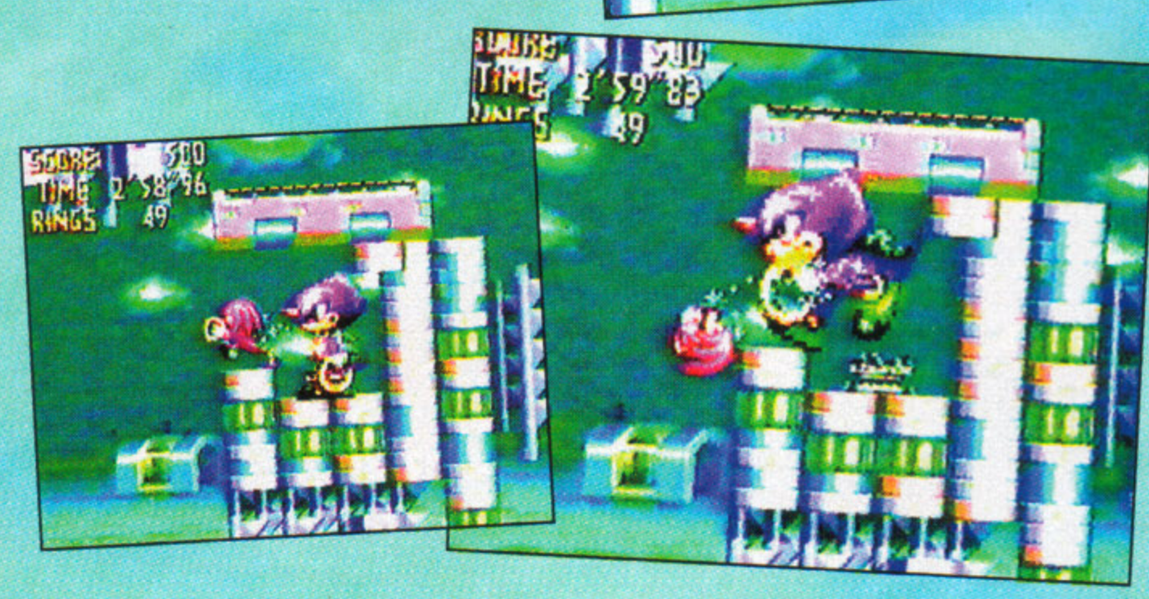
32X

Chaotix, a Sonic spin off, stars a cast of super-heroic Sonic characters. You choose two characters (one leads, the other follows) as you traverse a grand old 25-level theme park in search of Dr. Robotnik.

New characters include Vector Crocodile, Mighty the Armadillo, and Charmee Bee. Standbys like Knuckles and Sonic also appear (but check out Sonic's red hair!).

The game presents many unusual aspects, including negative Rings and laws of gravity that make even Wile E. Coyote's midair exploits look believable. Keep an eye on this one...if you can! It's fast!

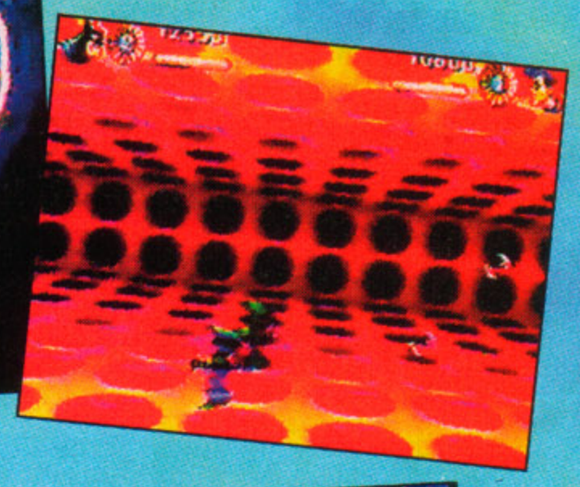




By Sega
Available Spring '95

The Adventures of Batman and Robin

Genesis

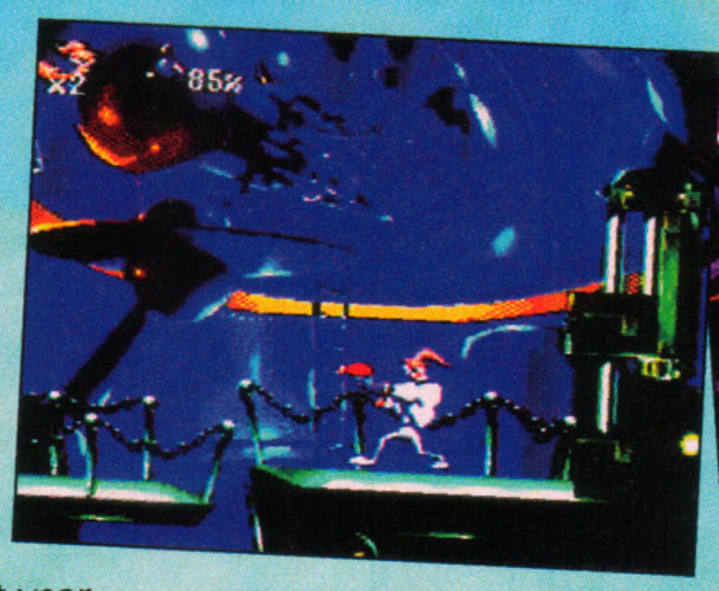


The Adventures of Batman and Robin is unrelated to the SNES game with the same name, though it, too, is based on the hit animated TV series. This time, Mr. Freeze has Gotham City locked in cold storage, and Batman and Robin must try to counter Freeze's frosty fanaticism with hot side-view beat-em-up action. In this version, you can play as either Batman or Robin (all right!), and the two-player mode features selectable game-play perspectives. The Dynamic Duo punches, kicks, and tosses Batarangs at such infamous foes as The Joker, Mad Hatter, and Two-Face. The prelim version looks intense!

By Sega
Available First Quarter '95

Earthworm Jim Special Edition

Sega CD

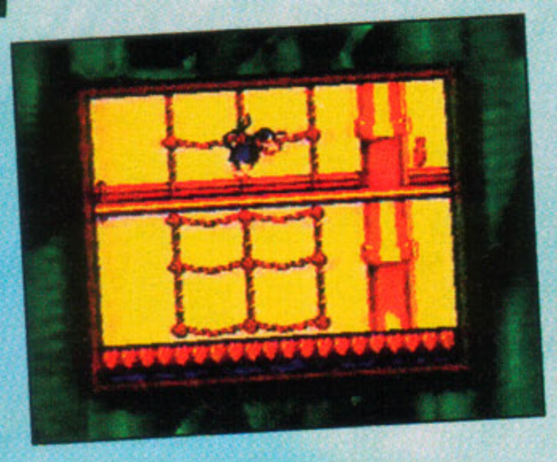


Egads, he's back! And he's brought more levels, more enemies, and more weapons! Earthworm Jim Special Edition is an upgraded version of the Genesis cartridge that we all "dug" into last year. The game has one spanking-new level with all-new enemies, plus two new mini levels. Additionally, some of the art has been retouched or reanimated. New voice and sound effects are included, as are remastered tracks, courtesy of Tommy Tallarico. Jim also has a new gun that shoots homing missiles, and there's a cool pencil test at the Sega logo screen.

By Interplay
Available February

Donkey Kong Land

Super Game Boy



What does a $50,000 ultra high-tech graphics workstation have in common with an obsolete black-and-white $49 contraption? Donkey Kong Land, of course! Okay, maybe the good ol' Game Boy isn't obsolete yet, and DK Land proves it with the best graphics ever for the GB. Created using the same Silicon Graphics workstations by the same people who did DK's SNES big brother, Land is almost as cool as Country. Massive sprites (so big it's almost hard to see where you're going) complement the 30 new levels and the Super Game Boy-optimized pix. Beat the Kremlings and don't forget to share the bananas with Diddy!

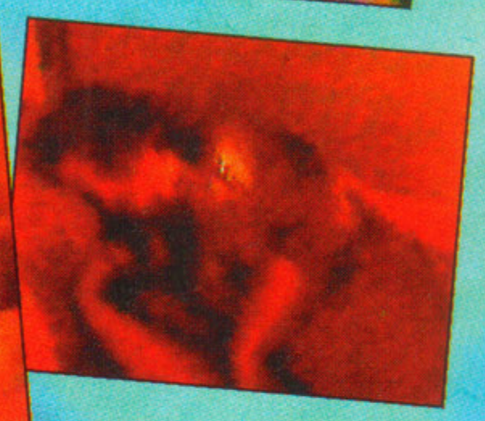
By Nintendo
Available March

Fahrenheit

Sega CD **32X CD**

Ever wanted to rescue someone from a burning building? This one-player live-action game gives you the chance to be a hero. As a firefighter, you have a first-person view of the action as you run through disasters like burning apartment complexes, train wrecks, and chemical-plant explosions. Your task is to douse the flames and rescue trapped victims.

By Sega
Available Spring '95

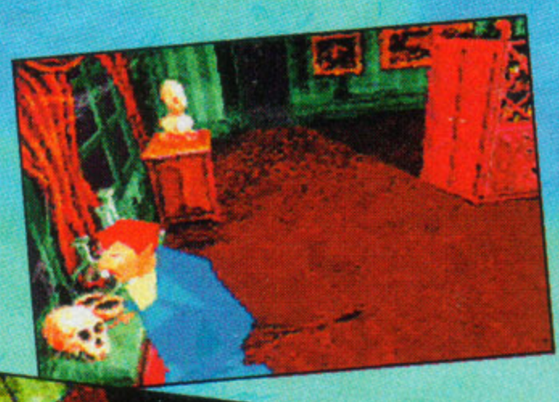


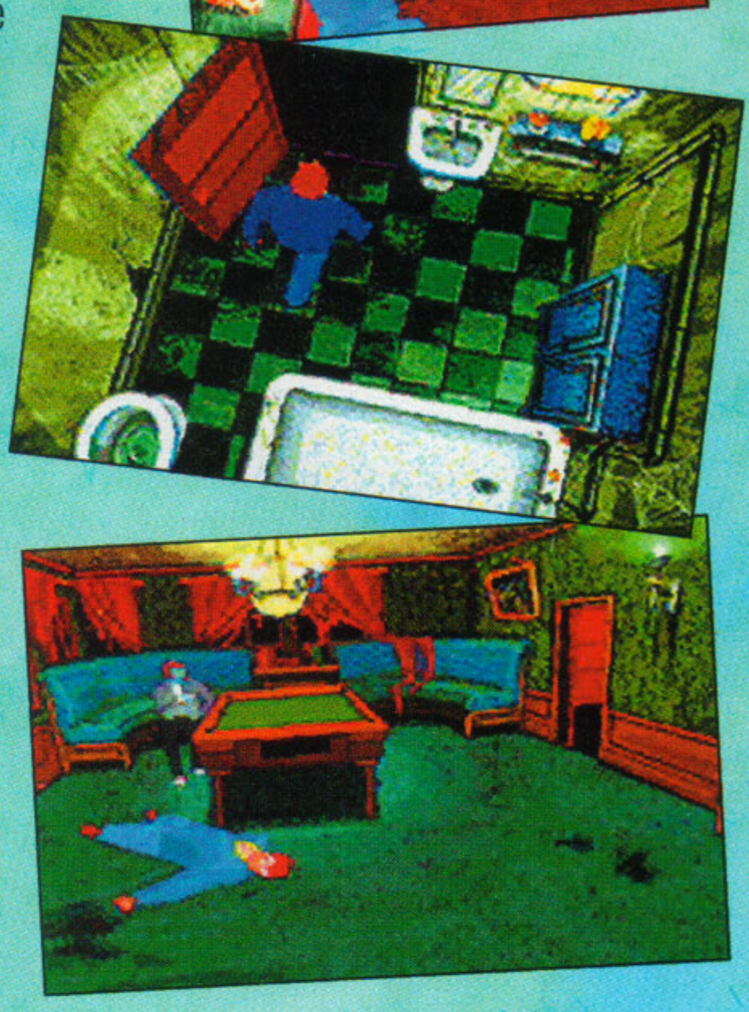
Alone in the Dark 2

32X

In this spooky translation of the popular PC game, you must figure out whether Jeremy Hartwood committed suicide or was murdered. From a first-person view, you explore a strange house. As you search for clues, you're entertained by unusual graphical effects that include zooms, odd camera angles, close-ups, and scaling. The macabre landscape includes a slew of horrifying monsters that pop up everywhere.

By Interplay
Available Second Quarter '95



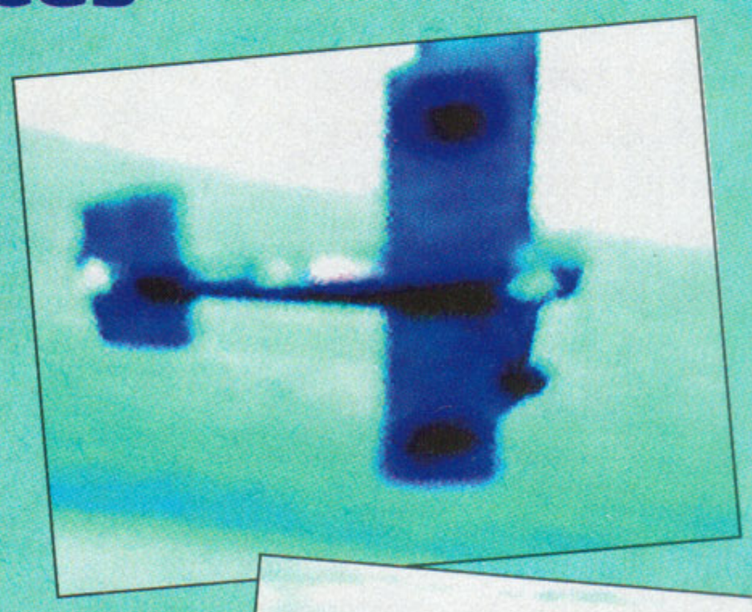


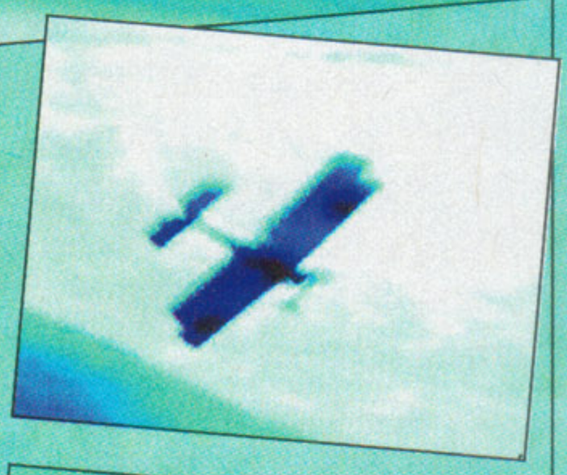
Flying Aces

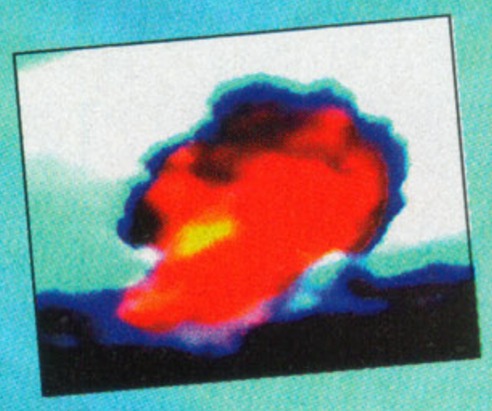
32X CD

This one-player flight simulation is reminiscent of Sega's Tomcat Alley. A pilot in a French Spade plane during World War I, you take to the air to duel with the likes of the Red Baron. The game play is depicted with live-action, full-motion video and includes multiple views from both inside and outside the aircraft. Tongue-in-cheek humor makes the game a lot more amusing than the average flight sim.

By Rocket Science
Available Third Quarter '95





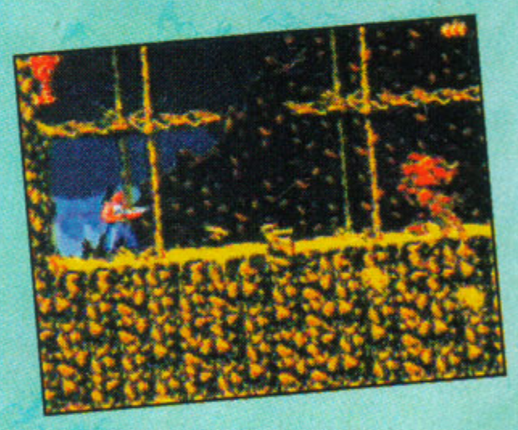


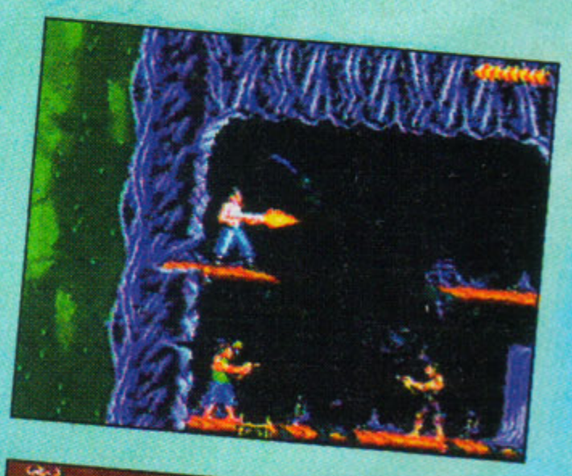
Blackthorne

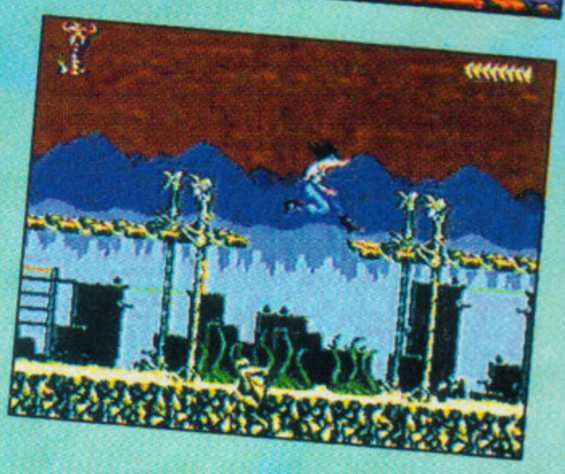
32X

Last year's surprise hit for the SNES is coming to the 32X. This game's graphics make heavy use of rotoscoping and digitized sound effects, à la Flashback. The action/adventure centers around Blackthorne's journey through four sci-fi worlds toward an ultimate battle with Sarlac. To survive the quest, you must search for clues, use your wits, and master Blackthorne's many moves to successfully battle Sarlac's high-tech firepower.

By Interplay
Available Second Quarter '95





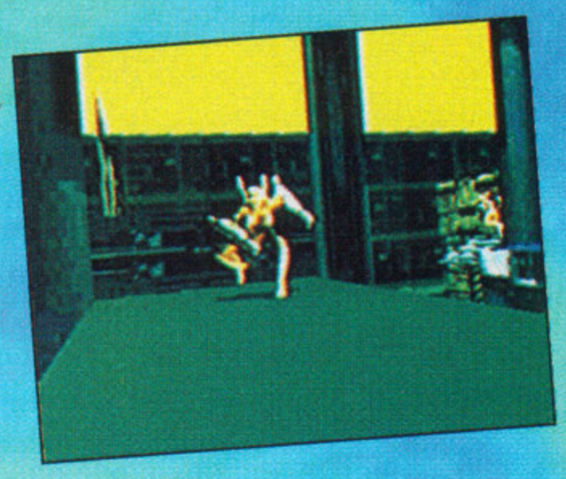


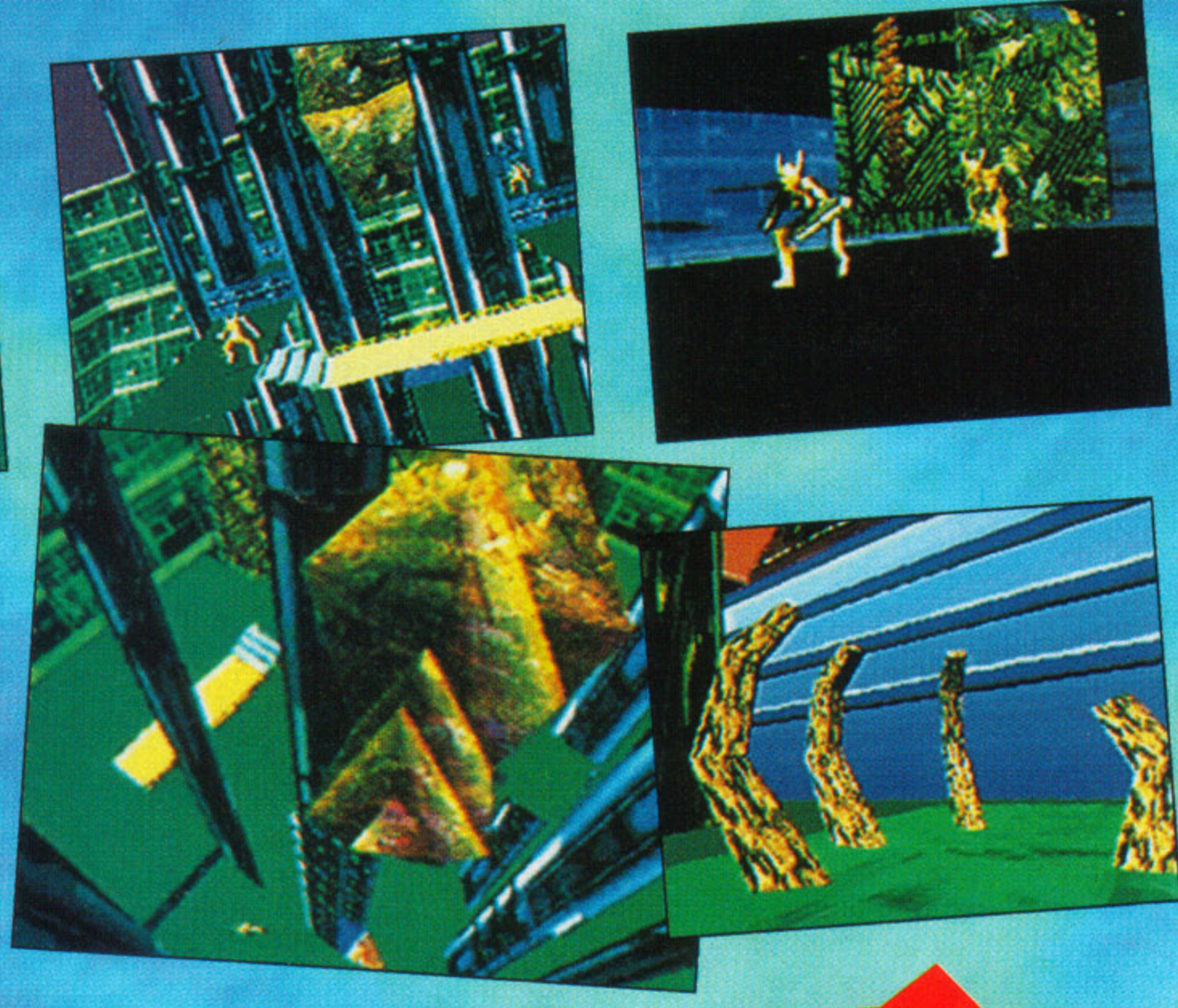
PO'ed

3DO

This game, the first action/adventure from Any Channel, uses a play style that's similar to Doom, including fully rendered 3D graphics.

You're part of an elite space marine squad on a mission to a far-off world. Something goes wrong. Now you're the only marine left of your squad, and you're stranded on a hostile planet. To survive, you must hunt for weapons and artifacts and, of course, fight off scads of nasty aliens. With more than 40 levels, PO'ed looks like an excellent first game for Any Channel.



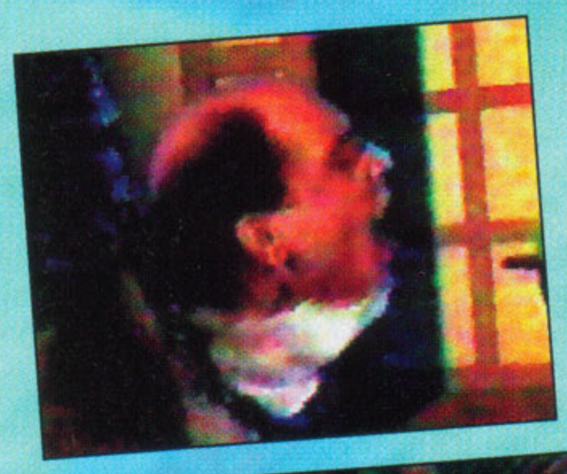


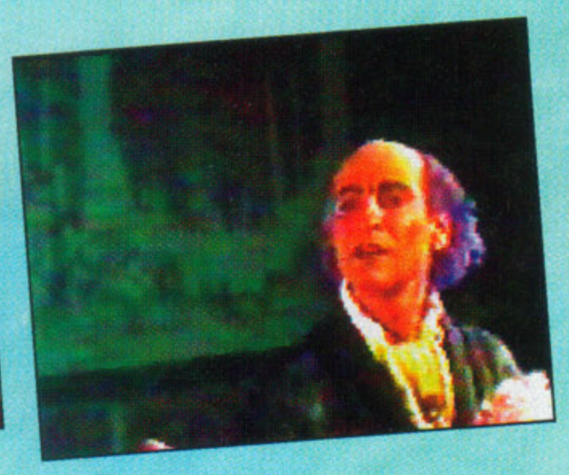
By Any Channel
Available Spring '95

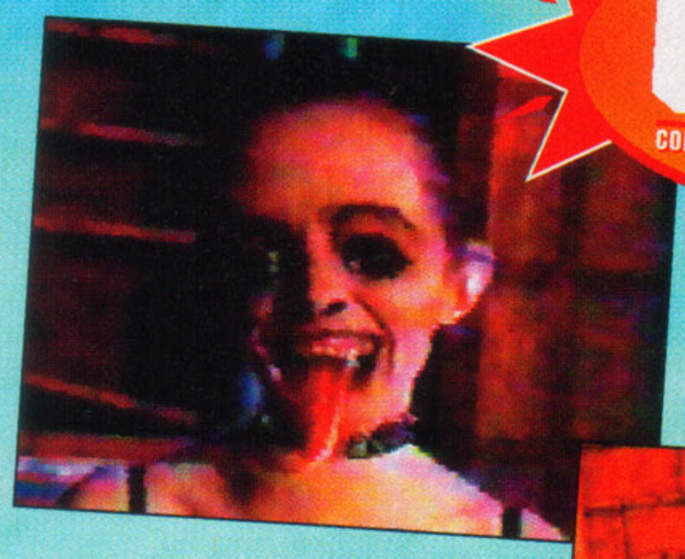
The 11th Hour: The Sequel to the 7th Guest

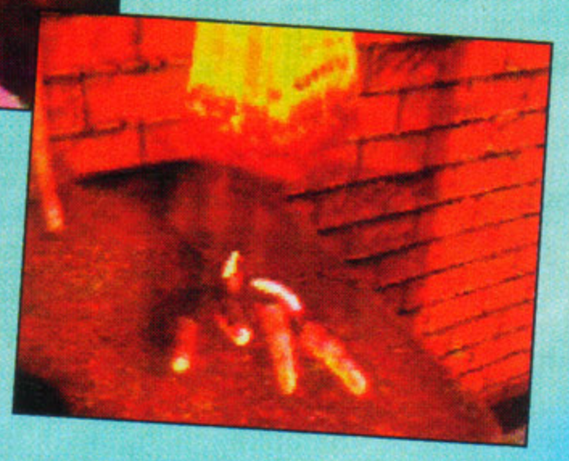
3DO

The 11th Hour is the next installment in the classic 7th Guest series, and it's even scarier than its predecessor. In it, you return to Henry Stauf's haunted estate 70 years after the end of 7th Guest. You explore 22 rendered rooms depicted with truly horrifying graphics. Blood-curdling surprises lurk around every turn. The many quests and puzzles include more than an hour of full-motion video.







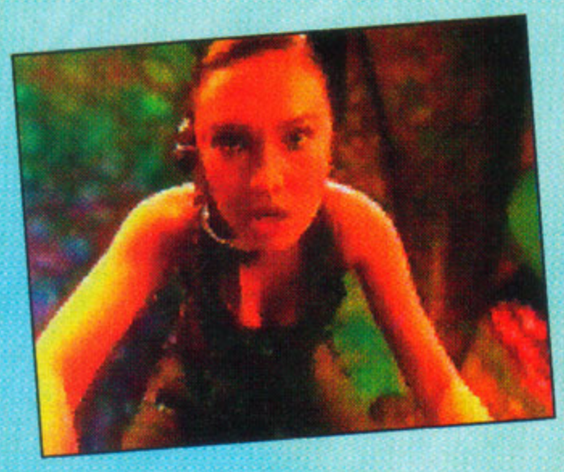


By Virgin
Available March

Daedalus Encounter

3DO

Fast forward to the future – to the 22nd century, where your job is to salvage spaceships throughout the galaxy. Your trio of salvage vessels encounters a very large, very strange organism and discovers it's actually a living spaceship. Your task in the game is to maneuver the thing safely through space. Using full-motion video with live actors, the game play includes multiple plot twists, mazes, strategic puzzles, and varying game endings. The game play is designed to shift with the player's attitude (peaceful or hostile).

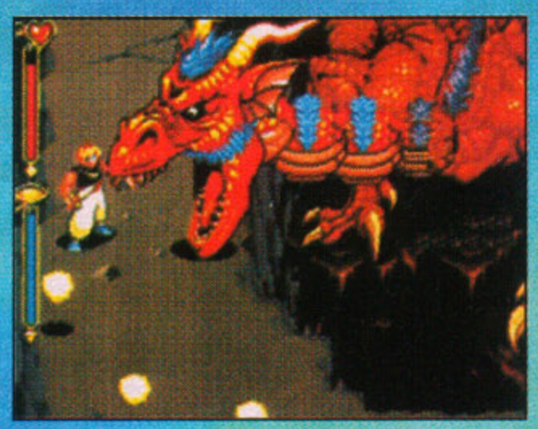


By Panasonic
Available April

Quick Hits

Beyond Oasis

Genesis

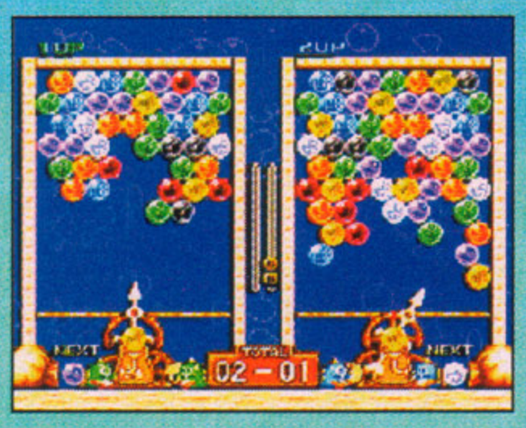


This hack-n-slash adventure has an unusual 3/4-overhead view that makes the bosses look enormous. The action revolves around Prince Ali's battle against an evil sorcerer.

By Sega
Available March

Bust-A-Move

Super NES



This game's one of the most promising in the new crop of puzzle carts. In more than 100 levels of play, you fire colored bubbles at other colored bubbles, clearing the screen while avoiding danger.

By Taito
Available Spring '95

Comanche

Super NES

This top PC flight sim debuts this summer on the SNES. A Super FX chip combines with NovaLogic's Voxel Space technology to create 30 all-new missions as you pilot an RAH-66 Comanche helicopter.

By Nintendo
Available July

Duelin' Fireman

3DO

Chicago's ablaze in this bizarre game, thanks to an unfortunate midair crash between Air Force One and the Space Shuttle. While the city burns, you have to keep seven parties hoppin' and your guests entertained.

By RunandGun!
Available Summer '95

Hell

3DO

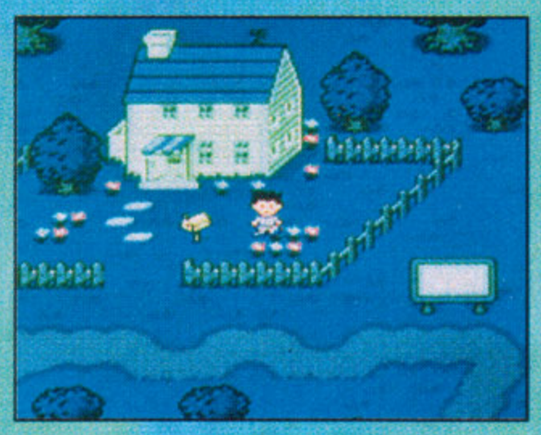
This cyberpunk thriller stars Dennis Hopper and Grace Jones. In it, you journey through a seamy underworld where you must battle Satan and Demons. 3D rendered graphics lend atmosphere.

By GameTek
Available June

CES
CONSUMER ELECTRONICS SHOW

Earthbound

Super NES



This 24-meg role-playing adventure is a one-player sequel to the Japanese game Mother. The game's sci-fi theme includes high-tech weapons, UFOs, and supernatural happenings.

By Nintendo
Available April

FX Fighter

Super NES

Nintendo and GTE teamed up on this heavy-hitting fighting game that's similar to Virtua Fighter. FX Fighter's 16-meg, two-player action is driven by the Super FX chip.

By Nintendo/GTE
Available May

Cyberwar

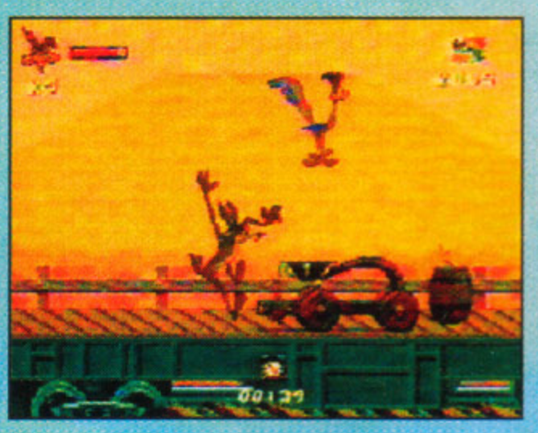
Sega CD | Saturn | 3DO | PlayStation

In the newest Lawnmower Man game, you travel into Cyberjobe's Virtual City. Using 3D graphics, Cyberwar's diverse game play includes flight simulations, weapon simulations, and puzzles.

By SCI
Sega CD Available First Quarter '95
Saturn Available in Japan Second Quarter '95
3DO Available Second Quarter '95
PlayStation Available in Japan First Quarter '95

Desert Demolition

Genesis



As usual, crafty Wile E. Coyote's running across Sega country trying to catch the Road Runner. This action/ adventure game includes beautiful cartoon-style graphics and guest appearances by the likes of Bugs Bunny and Elmer Fudd.

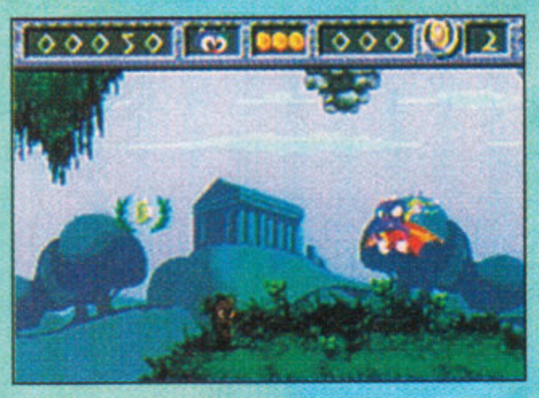
By Sega
Available February

Quick Hits

Izzy's Quest for the Olympic Rings

Genesis

32X Super NES



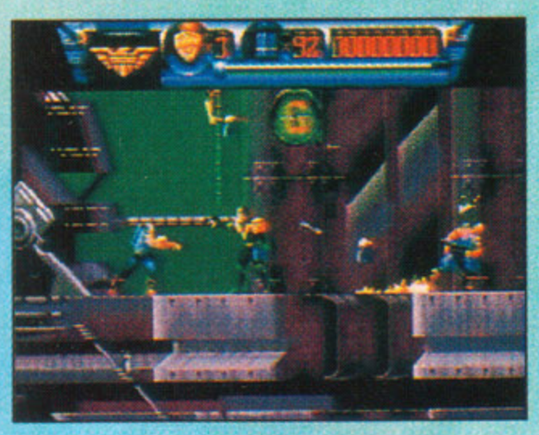
This game stars Izzy, the official mascot of the Olympics, in a hop-n-bop action/adventure quest for the Olympic rings.

By U.S. Gold
Genesis and SNES Available April
32X Available June

Judge Dredd

Genesis Super NES

Game Boy Game Gear



Marvel Comics' star Judge Dredd is coming to a slew of video game systems, as well as the silver screen. The futuristic action/adventure game has 12 levels, eight based on this summer's soon-to-be-released movie and four on the comic-book series.

By Acclaim
Available Summer '95

Warlock

Genesis Super NES

In Warlock, you're Hero, a Druid warrior who's trying to stop an evil Warlock from ruling the world. The game's based on the cult video series of the same name.

By Acclaim
Available Spring '95

Shellshock

32X Saturn 3DO

PlayStation

Be prepared for Shellshock as you take to the air in this chopper flight sim. The air jockey action's underscored with cool 3D graphics.

By Core Design
Available Late '95

WeaponLord

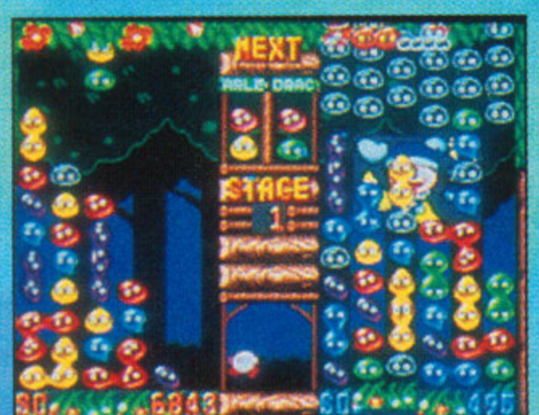
Genesis

For more on this hot new fighting game, see the Special Feature on page 40.

By Namco
Available May

Kirby's Avalanche

Super NES

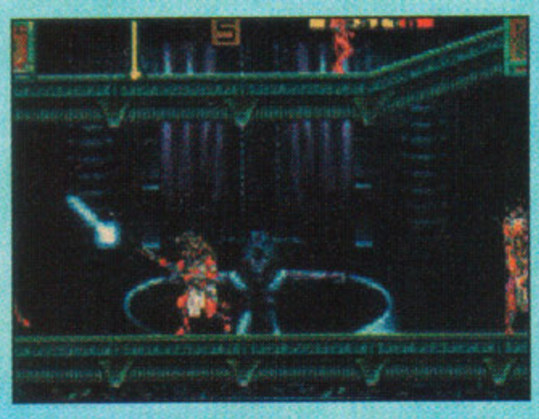


In this Tetris-style adventure starring Kirby, you fill your opponent's playing area with colored blobs while matching other colored blobs to keep your playing area from filling up. Sounds familiar....

By Nintendo
Available March

Stargate

Super NES



Stargate's based on last year's sci-fi flick. The 16-meg action/adventure game closely follows the movie's plot as an archaeological expedition turns into a dangerous intergalactic journey.

By Acclaim
Available Spring '95

Surgical Strike

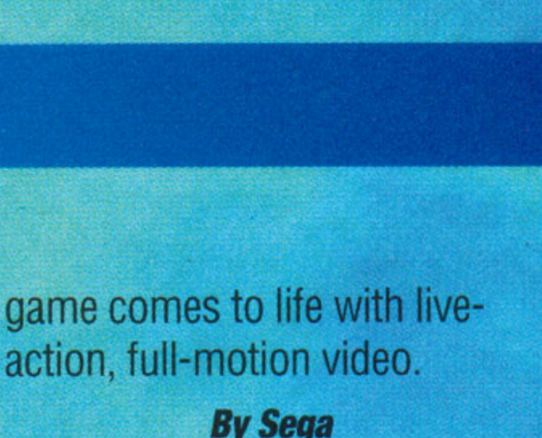
Sega CD

Battle urban terrorists aided by five high-tech strike vehicles. The action in this one-player game comes to life with live-action, full-motion video.

By Sega
Available Spring '95

Star Trek: The Next Generation

3DO

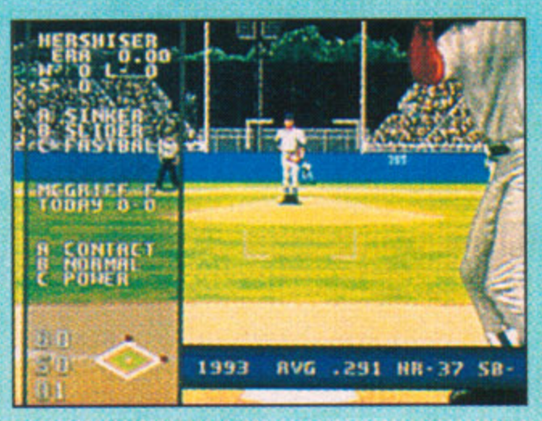


You'll have to wait a little longer for this long-awaited game. The latest word is that the 3D interactive adventure includes multiple paths and multiple endings.

By Spectrum HoloByte
Available Summer '95

World Series Baseball '95

Genesis



The sequel to Sega's top World Series Baseball cart, WSB '95 includes 1994 rosters, 700 players, and a new six-division alignment and playoff structure.

By Sega
Available Spring '95

CES CONSUMER ELECTRONICS SHOW

Road Rash 3

Genesis

Prepare for aggressive international motorcycle racing in this latest version of EA's ever-popular Road Rash games. Rev your bike to race seven circuits across the globe, including the streets of Germany and Japan and the African plains. Per usual, you can pick your favorite bike, but now you can soup it up with performance, protection, tire, and suspension upgrades that you purchase with your cash winnings. Available bikes include Rat, Sport, and Super quality. The head-to-head fighting action's been enhanced with five new weapons, including mace, 50,000-volt cattle prods, and nunchuks.This time around, the play modes are Solo (you against the pack), Take Turns (two players take turns challenging the pack), Split Screen (two-player simultaneous racing), and Mano a Mano (a two-player split-screen slugfest). Don't get busted!

By Electronic Arts
Available March

Coach K College Basketball

Genesis

As Duke University's coach, Mike Krzyzewski, you guide one of 32 top college teams or any of eight all-time championship hoops squads. Try to come out on top in four-, eight-, 16-, or 32-team tournaments in the four-player action. A few of the special features packed in this hoopsfest are 53 offensive and ten defensive sets, dunks, turbo mode, a free-throw perspective from behind the shooter, actual team and user stats, and even college crowd chants.

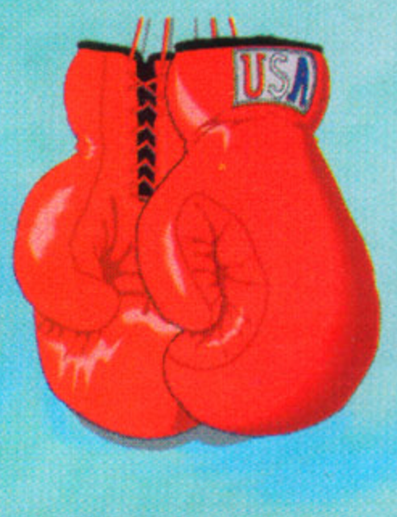
By EA Sports
Available March

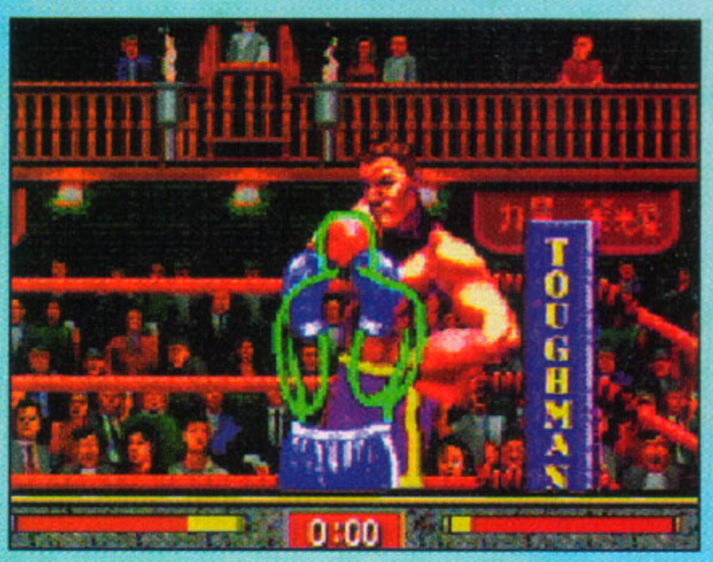
Toughman Boxing Contest

Genesis

EA Sports's first boxing cart climbs into the ring with a combination of arcade fighting and realistic professional boxing action. The cart's based on the real Toughman contest and includes 24 contestants from around the world. You can customize each fighter's punches and choose from four global fight venues. The fight modes include Exhibition, an entire Toughman Contest, and a Custom Tournament feature for up to eight players.

By EA Sports
Available March





Cyberia 3DO

Fast forward to a future where global terrorists rule. A doomsday device, Cyberia, is hidden in Northern Asia. Through game play that delivers a combination of adventure and puzzler action, you must save humanity from destruction. The graphics include photorealistic cinematography and interesting animation.

By Interplay
Available Second Quarter '95

Kawasaki Superbike Challenge Super NES

This motorcycle racing game rides on Domark's Formula One engine, full-motion video outtakes, and the name Kawasaki. One or two competitors climb on Kawasaki Superbikes and race on 15 circuits. Earn cash and prizes and use them to keep your bike in shape as realistic wear and tear and weather conditions run you down. Time Warner's claiming this 8-meg cart will be the fastest racing game ever.

By Time Warner Interactive
Available March

Index of Advertisers

Acclaim .....4th Cover, 53, 57
Activision 157
Atari 28, 29
Blockbuster 59
Catapult 124, 125
Chips & Bits 158, 159
Digital Pictures 35
Electronic Arts 44, 45
FILA Footwear 110, 111
Fleer Entertainment 69
Fleer Sports 107
Fujisankei 65, 67
G & G Software 151
Galoob 5
Goldstar USA 14, 15
Interplay 17
Koei 63
Master the Game 137
Mi ndscape 51
Nintendo .....2nd Cover, 1, 19, 20 .....21, 22, 23, 24, 25
Psygnosis 71
ReadySoft 73
Sega of America 7, 49, 61
Sega Channel 9
STD .....160, 3rd Cover
Upper Deck 75
Working Designs 95
Zappers 103

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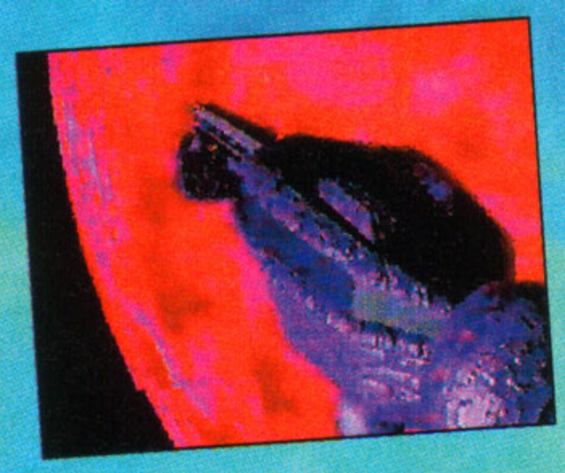
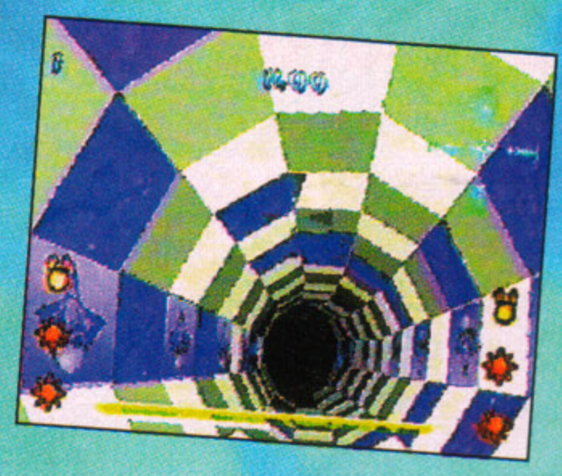
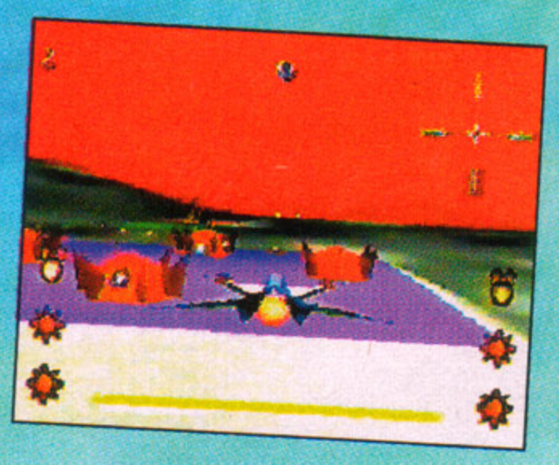
Battlemorph — Jaguar







In Battlemorph, the CD sequel to Cybermorph (one of the first Jaguar carts), you soar through more than 50 worlds of space shooting action. As in the original game, the graphics are texture mapped – but this time around the topography includes tunnels and underwater scenes. The one-player action takes place from a behind-the-craft view as you pilot a new spacefighter with improved weapons. An auto-mapping feature comes in handy since the action is non-linear and you roam each world in any order you choose.

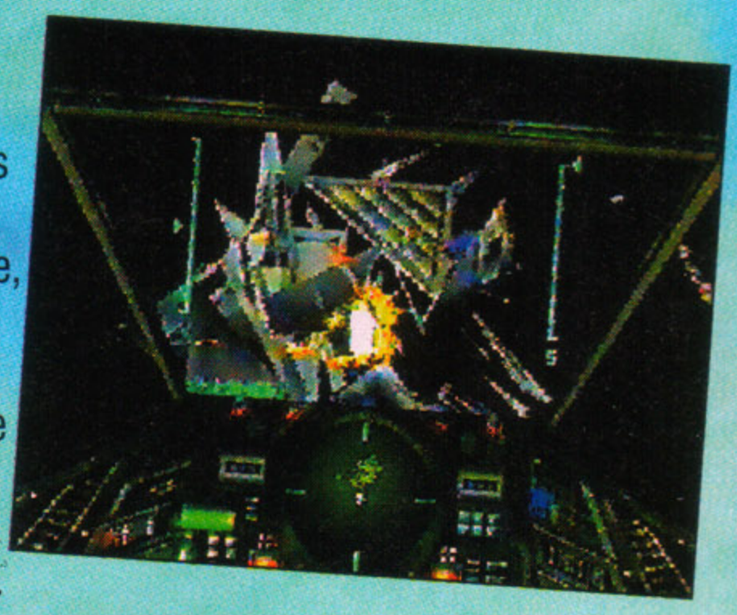
By Atari
Available March

Hover Strike — Jaguar

In this one-player shooter, you pilot a futuristic hovercraft across a weird polygon landscape with 3D-rendered, texture-mapped graphics. Venture across more than 30 worlds with either a first-person-perspective cockpit view or a view from behind the craft. Defend and attack with four weapon systems as you try to complete both day and night missions.

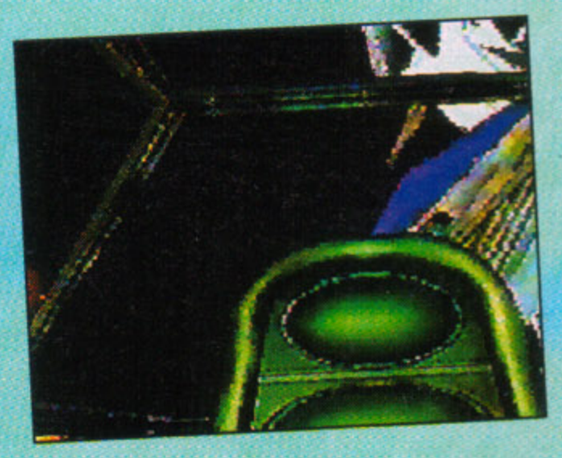
By Atari
Available February

Space War 2000 — Jaguar



Space War 2000 is another Jaguar space shooter that shows this cat's claws. The eight-meg cart uses real-time, 3D-rendered, texture-mapped graphics, plus unusual views from the spacecraft – including front, rear, and side views from the cockpit. Choose from competitive or cooperative one- or two-player action. An unusual side-by-side split-screen view makes for fascinating two-player gaming.

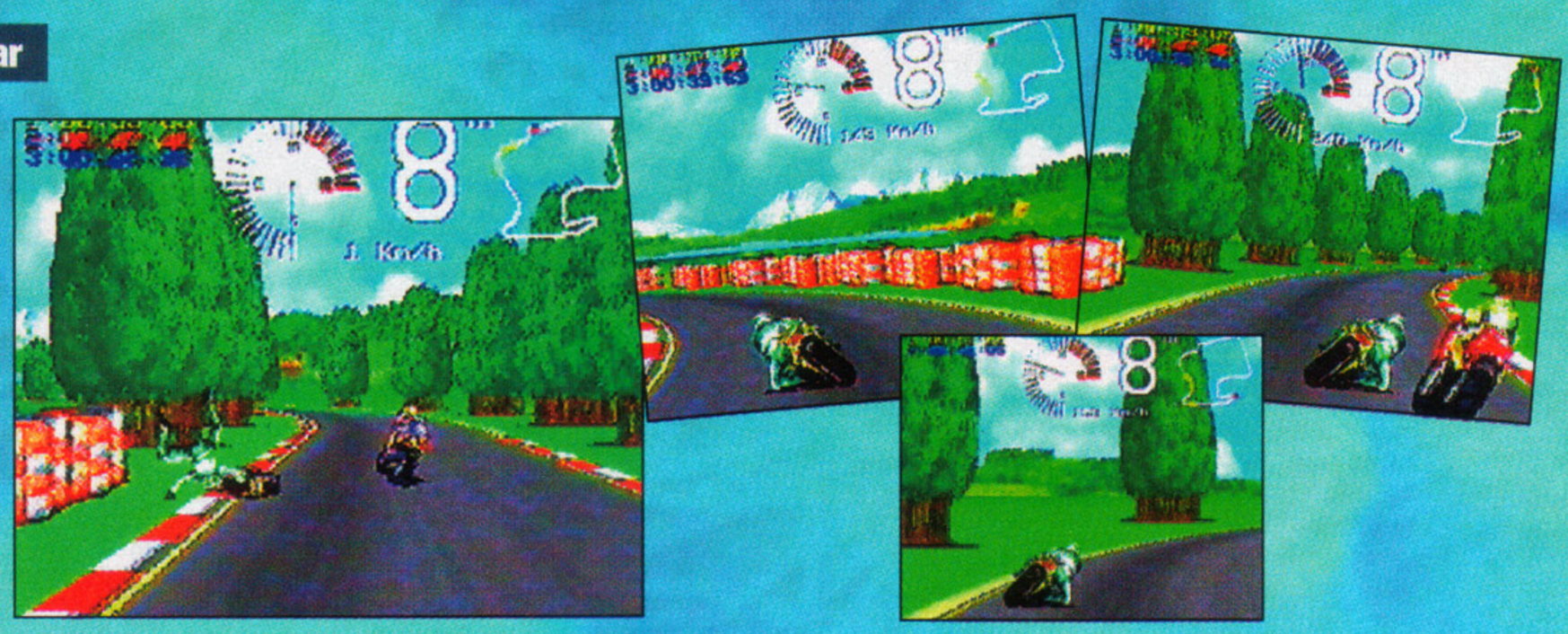
By Atari
Available March



Burn Out — Jaguar

Take to the streets in this motorcycle-racing game developed by Virtual Experience in France. Only one level was available for an early look, but the fast-paced 16-meg, two-player action has a Road Rash look and feel. Atari's plans include modem compatibility.

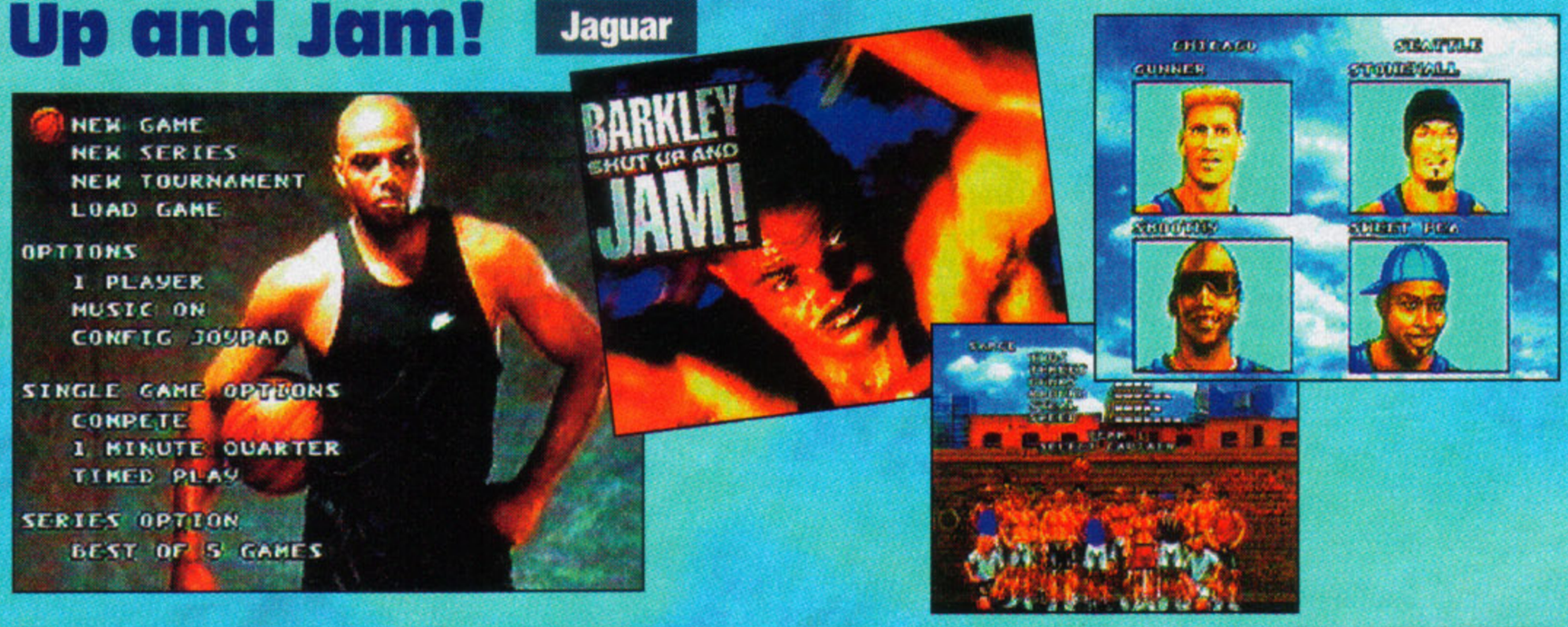
By Atari
Available March



Barkley Shut Up and Jam! — Jaguar

Another license picked up from Accolade, this b-ball cart boasts street-style two-on-two hoops action for two players. The 32-meg cart stars Charles Barkley, of course.

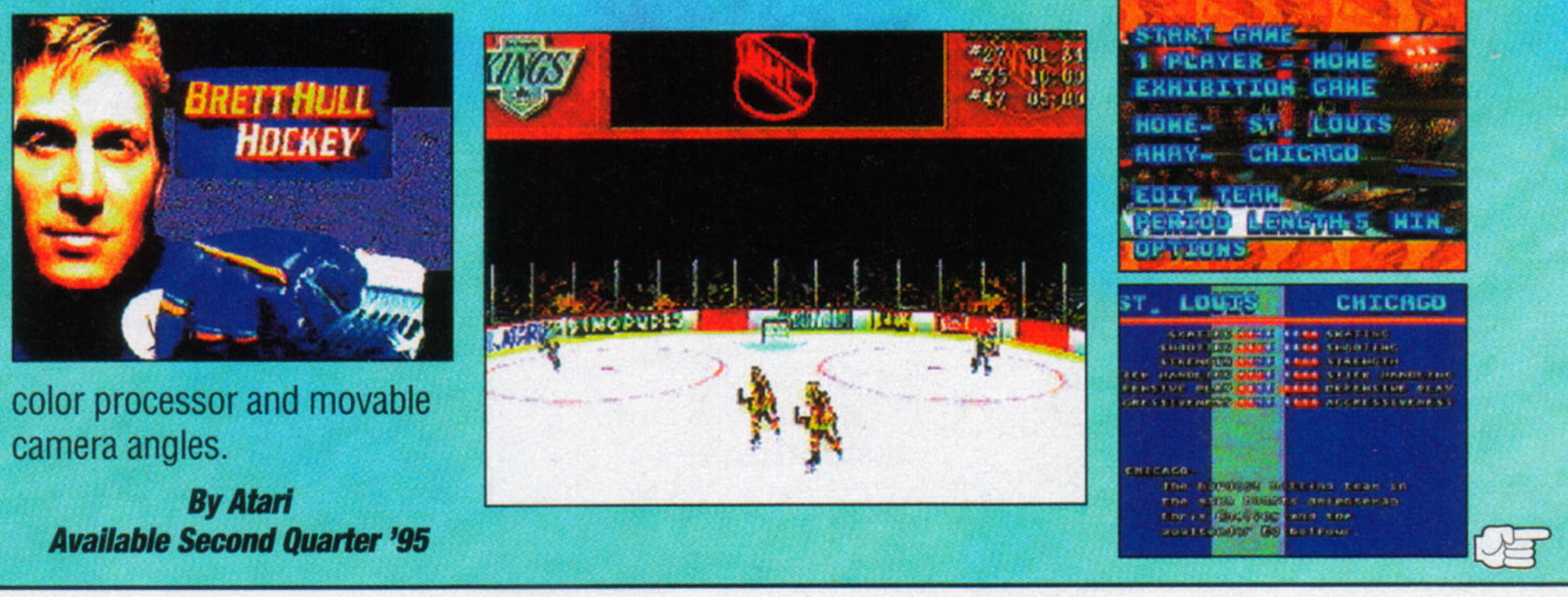
By Atari
Available Second Quarter '95



Bret Hull Hockey — Jaguar

Atari picked up this familiar hockey license, which stars NHLPA-licensed teams and players, from Accolade. The game's planned as both a 16-meg cart and a CD. On the ice, the two-player hockey action boasts sprites with colors amped by the Jag's built-in color processor and movable camera angles.

By Atari
Available Second Quarter '95



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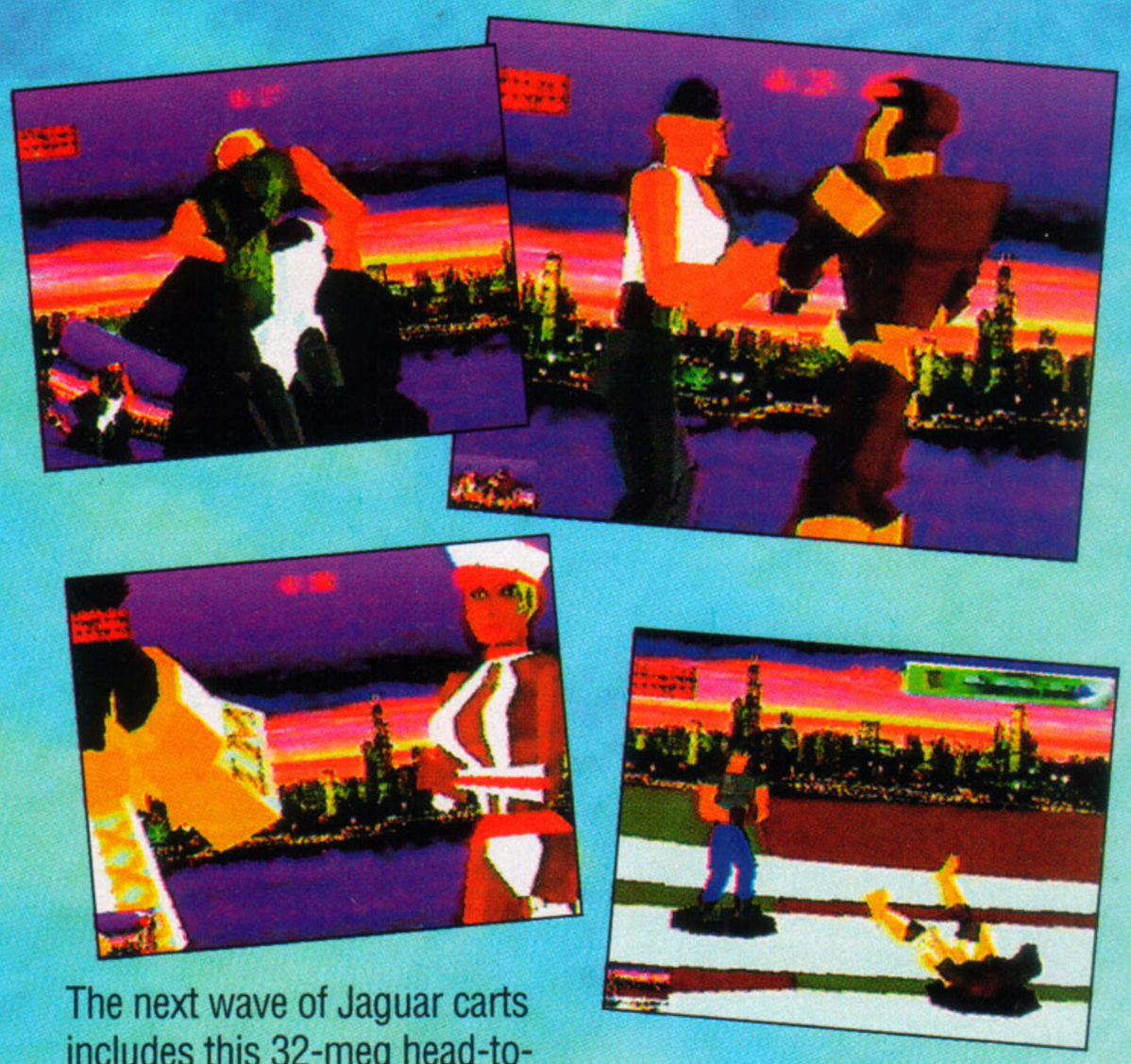
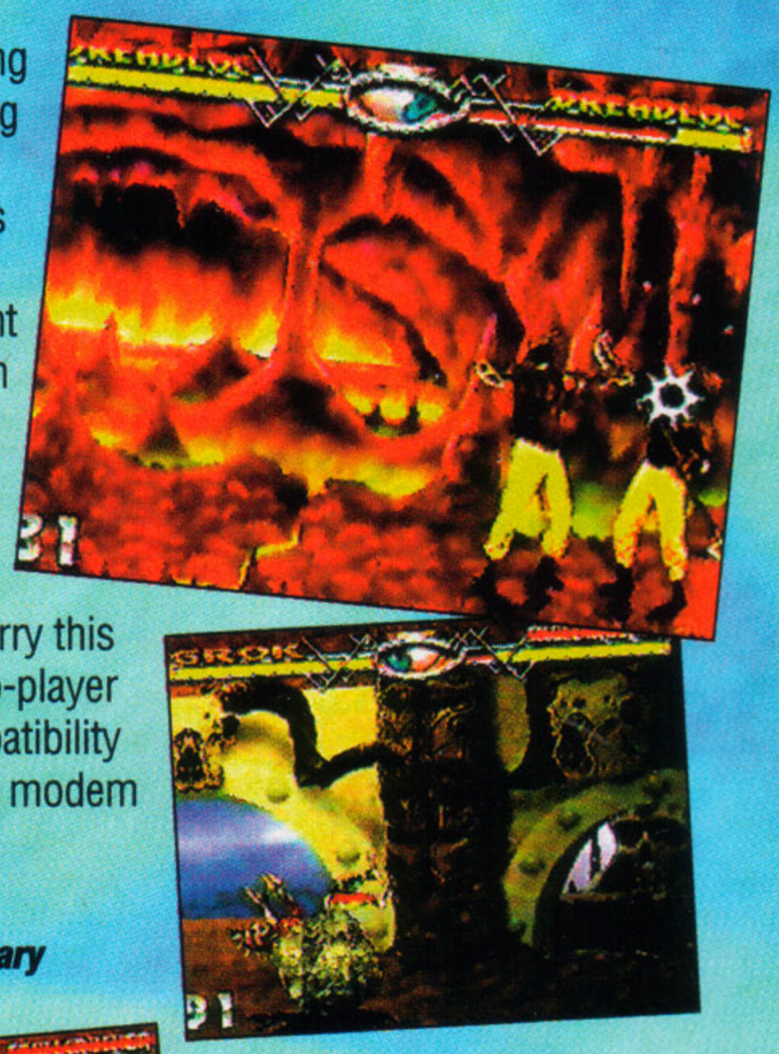
Fight for Life — Jaguar



The next wave of Jaguar carts includes this 32-meg head-to-head fighting game with polygon-based, 3D graphics à la Virtua Fighter. The two-player action features eight fighters, including Ian (a Guile look-alike), and Jenny (a mysterious Cleopatra-like woman). Expect nine digitized backgrounds, an instant-replay window, and a view-changing camera. You can even look up at the action from underneath the fighters!

By Atari
Available March

Ultra Vortex — Jaguar



A head-to-head fighting game, this 32-meg Jag cart developed by Beyond Games serves up action similar to Mortal Kombat's. Eight digitized fighters, each with their own background graphics, special moves, and other standard fighting-game features, carry this cart. Look for this two-player game to feature compatibility with Atari's new voice modem for the Jaguar.

By Atari
Available February

Blue Lightning — Jaguar CD

Climb aboard the Blue Lightning, a jet flight simulator with killer combat and beautiful graphics. This Jaguar CD version of Atari's popular Lynx game of the same name features single-player action with a variety of missions and weapons, plus unusual rendered cinematics.

By Atari
Available March

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GamePro's 1995 Readers' Choice Awards

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BEST SYSTEM OF THE YEAR

1. 3DO
2. Atari Jaguar
3. Genesis
4. Neo•Geo
5. Philips CD-i
6. Sega 32X
7. Sega CD
8. Sega Saturn (available in Japan only)
9. Sony PlayStation (available in Japan only)
10. Super Nintendo

BEST ACTION/ADVENTURE GAME

1. Blackthorne (SNES)
2. Burn: Cycle (CD-i)
3. Demon's Crest (SNES)
4. Donkey Kong Country (SNES)
5. Doom (Jaguar)
6. Earthworm Jim (Genesis)
7. Ecco: The Tides of Time (Genesis)
8. Mega Man X2 (SNES)
9. Pitfall: The Mayan Adventure (Sega CD)
10. Sonic & Knuckles (Genesis)
11. Super Metroid (SNES)
12. Super Return of the Jedi (SNES)

BEST ROLE-PLAYING GAME

1. Dungeon Master II: Skullkeep (Sega CD)
2. Final Fantasy III (SNES)
3. Guardian War (3DO)
4. New Horizons (SNES)
5. Ogre Battle (SNES)
6. Phantasy Star IV: End of the Millennium (Genesis)
7. Slayer (3DO)
8. Snatcher (Sega CD)
9. Vay (Sega CD)

BEST SPORTS GAME

1. Bill Walsh College Football '95 (Genesis)
2. FIFA International Soccer '95 (Genesis)
3. FIFA International Soccer (3DO)
4. Madden NFL '95 (Genesis)
5. Madden NFL '95 (SNES)
6. NBA Jam Tournament Edition (Genesis)
7. NBA Jam Tournament Edition (SNES)
8. NBA Live '95 (SNES)
9. NFL '95 (Genesis)
10. NHL Hockey '95 (Genesis)
11. PGA Tour Golf III (Genesis)
12. Super Punch-Out! (SNES)

BEST SHOOTER

1. Burning Soldier (3DO)
2. Iron Soldier (Jaguar)
3. Lethal Enforcers (Sega CD)
4. Lethal Enforcers II: Gun Fighters (Genesis)
5. Novastorm (Sega CD)
6. Revolution X (Arcade)
7. Shock Wave Invasion Earth: 2019 (3DO)
8. Tempest 2000 (Jaguar)

BEST FIGHTING GAME

1. Killer Instinct (Arcade)
2. King of the Fighters '94 (Neo•Geo)
3. Mortal Kombat II (SNES)
4. Primal Rage (Arcade)
5. Samurai Shodown (Genesis)
6. Samurai Shodown II (Neo•Geo)
7. Super Street Fighter II (Genesis)
8. Super Street Fighter II (SNES)
9. Super Street Fighter II Turbo (Arcade)
10. World Heroes 2 Jet (Neo•Geo)
11. Virtua Fighter 2 (Arcade)

BEST STRATEGY/PUZZLE GAME

1. 7th Guest (CD-i)
2. Alone in the Dark (3DO)
3. BreakThru! (SNES)
4. PaTaank (3DO)
5. Pac-Attack (Genesis)
6. Super Bomberman 2 (SNES)
7. Tetris 2 (Game Boy)
8. The Horde (3DO)
9. Wario Blast (Game Boy)
10. WildSnake (SNES)

BEST VEHICLE SIMULATION

1. Daytona USA (Arcade)
2. Road & Track Presents: The Need for Speed (3DO)
3. Road Rash (3DO)
4. Virtua Racing (Genesis)
5. Virtua Racing Deluxe (32X)

BEST MOVIE ADAPTATION

1. Demolition Man (3DO)
2. Indiana Jones' Greatest Adventures (SNES)
3. The Jungle Book (Genesis)
4. Jurassic Park II: The Chaos Continues (SNES)
5. Lawnmower Man (Genesis)
6. The Lion King (Genesis)
7. Mary Shelley's Frankenstein (Sega CD)
8. Super Return of the Jedi (SNES)

BEST EDUCATIONAL GAME

1. ACME Animation Factory (SNES)
2. Aerobiz Supersonic (SNES)
3. Compton's Interactive Encyclopedia (Sega CD)
4. Math Blaster (Genesis)
5. Rex Ronan – Experimental Surgeon (SNES)

BEST GRAPHICS

1. Daytona USA (Arcade)
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5. FIFA International Soccer (3DO)
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3. Escape from Monster Manor (3DO)
4. Pitfall: The Mayan Adventure (Sega CD)
5. Rebel Assault (3DO)
6. Revolution X (Arcade)
7. Super Return of the Jedi (SNES)
8. Tempest 2000 (Jaguar)
9. Tomcat Alley (Sega CD)

BEST OVERALL GAME

1. Donkey Kong Country (SNES)
2. Earthworm Jim (Genesis)
3. Earthworm Jim (SNES)
4. Killer Instinct (Arcade)
5. Mortal Kombat II (SNES)
6. Final Fantasy III (SNES)
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PRONEWS

Disney Rides Solo

Disney Software partnered with companies like Sega, Sony, and Virgin Interactive to release game versions of such movies as *The Jungle Book*, *The Lion King*, and *Disney's Aladdin*. However, **Disney** announced last December that it would set off on its own with more than 200 newly hired employees and a new division: **Disney Interactive**.

The group started by releasing Aladdin Activity Center and Disney's Animated StoryBook: The Lion King for PC CD-ROM. Although no video game products were immediately announced, Disney Interactive committed to releasing products for Sega and Nintendo platforms during 1995. It's expected that the first cartridge releases will revolve around the upcoming Disney movie *Pocohontas*, which is due out later this year.

Acclaim Gets Busy

Acclaim Entertainment expands with the acquisition of **Iguana Entertainment**, developers of such Acclaim products as NBA Jam, NFL Quarterback Club, and NBA Jam Tournament Edition. Iguana is also responsible for the development of Sunsoft's Aero the Acro•Bat series, as well as computer-software products.

Acclaim also moved into the movie business. Following an announcement that Acclaim Studios would create some visual effects for the upcoming Warner Bros. movie *Batman Forever* ("ProNews," December 1994), Acclaim announced that it has completed work with computer-graphics wizards **R/Greenberg Associates** for special effects for New Line Cinema's animated home video *Mortal Kombat*.

High-power developer Iguana Entertainment, which worked on such hits as NBA Jam Tournament Edition, is in Acclaim's house.

GameTek Acquires Malibu

GameTek signed an agreement to acquire the development staff of **Malibu Interactive**, which is responsible for Evander Holyfield Boxing, Joe Montana NFL Football, and Batman Returns. Serving as GameTek's West Coast office in Thousand Oaks, California, the Malibu team will be part of Alternative Reality Technologies (ART),

GameTek acquires Malibu Interactive, developers of Joe Montana NFL Football and other games.

GameTek's development division. The new team will develop sports products on upcoming game consoles.

ART also formed a new company with Take 2 Interactive Software, known for developing such PC and Mac games as Star Crusader, Hell, and Mantis. The new company, located in Youngwood, Pennsylvania, was created to develop cutting-edge software for Nintendo, Sega, and Sony's new systems.

Gretzky Goes Gaming

Time Warner Interactive (TWI) signed L.A. Kings' hockey star **Wayne Gretzky** to a three-year deal that will result in a signature line of video game products. TWI said that it will develop versions for arcade and consumer systems, as well as upcoming CD-ROM-based systems. A license with the NHL Players Association will also add real players and stats to the games.

The first game in the series is a Genesis version that's due this spring, and TWI plans to include 26 teams, six international all-star teams, digitized video of Gretzky, and more than 500 frames of real player animations. Super NES and PC CD-ROM versions, along with a 3D arcade product, will follow in the summer. *GamePro* has learned that the game may end up on the Jaguar as well.

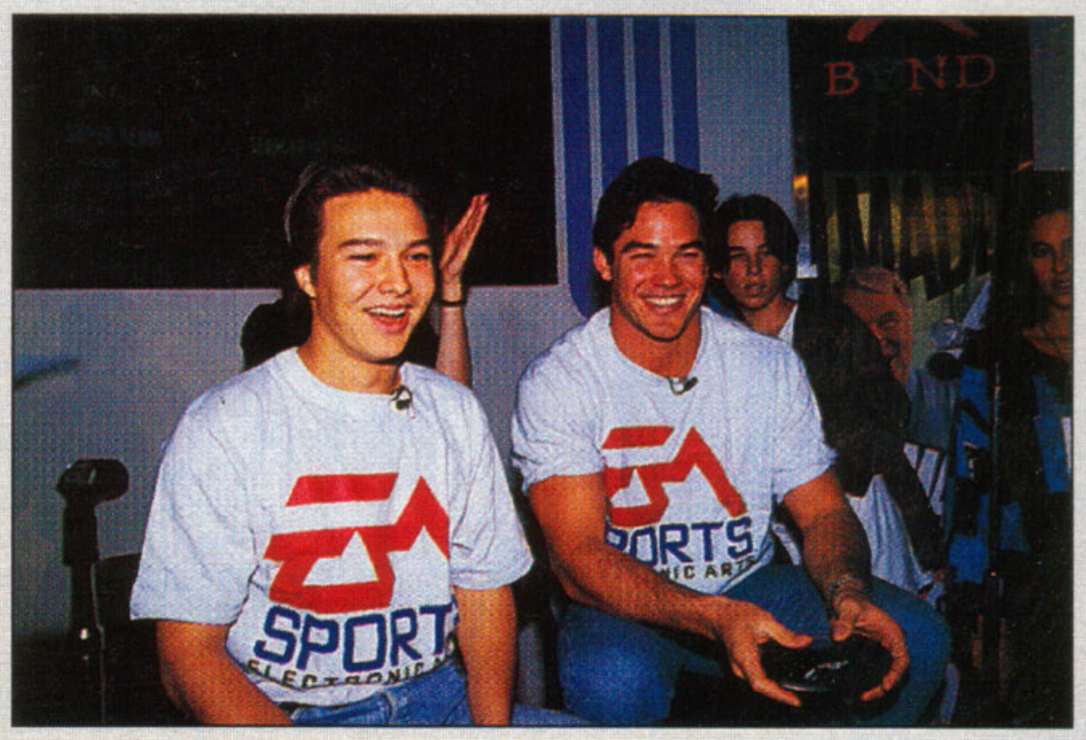
Wayne Gretzky is sure to score when he hits the game systems later this year.

Milking the MK Craze

You can find Mortal Kombat characters on shirts, lunch boxes, and soon in the movies. Now one fad hits another as MK meets milk cap. **Video Vend, Inc.**, and **Midway** have teamed up to produce a series of **Mortal Kombat milk caps**, also known as POGs. Each set

Superman Tosses the Jets

Justin Whalin and Dean Cain, who play Jimmy Olson and Superman in ABC's Lois and Clark, *took on Marcus Turner and Bobby Houston of the New York Jets in Madden NFL '95. The twist? Each team was located on opposite coasts: Cain's "Super Team" in Los Angeles and the Jets' "Team Kryptonite" in New York. The Genesis workout took place over Catapult's XBAND modem. Final scores were 41–12 and 44–18, with the Super Team handily winning both contests.*



comes with four cardboard milk caps featuring comic likenesses of Johnny Cage, Scorpion, Liu Kang, and other well-known MK characters, along with the dragon symbol embossed on a thicker plastic "slammer." The companies hope that the MK POGs will top the popularity charts, as a series of Street Fighter milk caps did last year.

The milk-cap furor can be traced back to Japan, but the caps are becoming the rage in the U.S. after a reintroduction in Hawaii. In the milk-cap game, each player puts in a certain number of caps, which are then stacked face down. Using a slammer, players successively strike the stack. Any face-up POGs are taken by that player until all POGs have been overturned. Many schools across the nation have outlawed the game as a form of gambling.

Mortal Kombat milk caps are all the rage.

SF Contest Winner Hits L.A.

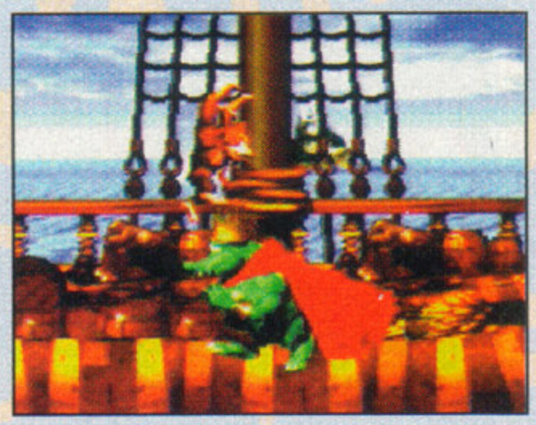
Christmas came a few days early for George Ferguson, the 14-year-old winner of **Capcom** and *GamePro*'s **Street Fighter movie contest sweepstakes**. On December 16, George and his mother, Judy, flew from their Detroit, Michigan, home for a whirlwind weekend in Los Angeles, California, where they were given VIP treatment by Capcom, Universal movie company, and *GamePro*. After touring the Universal Studios theme park, George and Judy met Hammer (who sings on the soundtrack) and the cast and crew of *Street Fighter*. Then the party of more than 200 watched the L.A. premiere of the film. Autographs, photos, and *GamePro* gifts added up to lots of souvenirs to take home.

For George, winning was almost expected, even though he knew thousands of readers also entered the contest. "I knew I would win," he said happily, and he must know what he's talking about: He had already won another sweepstakes contest in Michigan earlier this year. George is an avid game player who hopes to attend the University of North Carolina and then work in the video game industry. His favorite SF II character is Vega, but the truth is that his favorite game is WWF Raw. And his review of the film? In a word: "Wow!"

Movie stars Kylie Minogue (Cammy) and Grand Bush (Balrog) with contest winner George Ferguson (center)

At the Deadline

The December 26 issue of ***Time*** magazine listed its prestigious Best of 1994 winners in several categories. In the category "Best Products," only one video game made the top-ten list: Coming in at number two, right behind the Chrysler Neon, was **Donkey Kong Country**.



Donkey Kong Country made it to Time's Best of 1994 list.

BLOCKBUSTER VIDEO®

March Hot Sheet!

NES

1. Wario's Woods
2. TMNT: Tournament Fighters
3. Mega Man 6
4. Tecmo Super Bowl
5. Mario's Time Machine
6. Kirby's Adventure
7. Mario Is Missing
8. Jurassic Park
9. The Jungle Book
10. Tetris 2

Super NES

1. Donkey Kong Country
2. The Lion King
3. Wolverine: Adamantium Rage
4. X-Men
5. WWF Raw
6. C2: Judgment Clay
7. Uniracers
8. The Adventures of Batman and Robin
9. Beavis and Butt-Head
10. Mega Man X2

Genesis

1. The Lion King
2. WWF Raw
3. Madden NFL '95
4. NFL '95
5. The Death and Return of Superman
6. ESPN National Hockey Night
7. NFL Quarterback Club
8. NBA Live '95
9. Rugby World Cup '95
10. PGA Tour Golf III

Sega CD

1. Slam City with Scottie Pippen
2. Corpse Killer
3. NBA Jam Session
4. Fahrenheit
5. Masked Rider
6. Supreme Warrior
7. Super Strike Trilogy
8. Exterminators
9. Midnight Raiders
10. Links

PRONEWS

CES

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CES ProNews Flashes!

Nintendo Update

Ultra 64 was a hot topic in Las Vegas, but public showing of any product was limited. What was available to view included **Killer Instinct**, **Nintendo**'s hot arcade machine, and video tapes that revealed how Nintendo expects Ultra 64 to surpass its competitors. Although Nintendo's marketing VP, Peter Main, insisted that the Ultra 64 will

Cinder and his Killer Instinct buddies are still expected to warm up your home this year on the Ultra 64.

hit store shelves this year, rumors of a delay were rampant. Main also officially announced that the die-hard NES platform has "retired."

Don't be misled if you hear about Nintendo's new **Color Game Boy** – it's not a color-screen portable, but rather a series of Game Boy units with colored cases. The cases come in red, yellow, green, black, and a clear model that will undoubtedly be popular. Expect them to hit the stores soon at around $55.

In software news, **Rare** has signed on with Nintendo to convert the first in a series of **James Bond films** to Nintendo's hardware. Rare was the company responsible for programming Donkey Kong Country, which has sold more than 6 million copies to date. Actor Pierce Brosnan will appear in the game, which will be based on *Goldeneye*, Brosnan's first Bond film. No release date has been set for the game.

"Color" Game Boy features the same old monochrome game screen, but the case has a totally new look.

Sega Update

Sega of America President Tom Kalinske announced to a rapt CES audience that the **Saturn** is set for a U.S. release this year at a price "greater than $300 but less than $500." He showed off the Saturn's American look: a jet-black replica of the silver Japanese Saturn with a slick new logo.

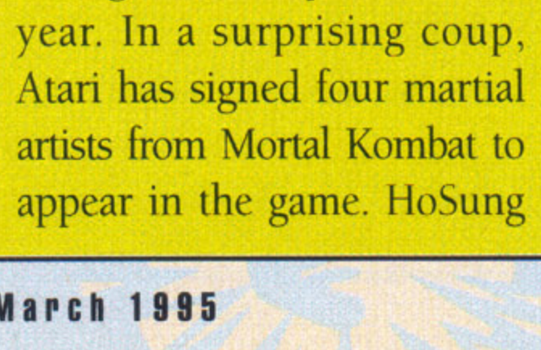
The other addition to Sega's hardware team is the new Genesis/32X combo system, code-named "**Neptune**." Priced at less than $200 and slated for a fall release, the console shoehorns a Genesis and 32X into one box for integrated 16- and 32-bit gaming.

Kalinske also announced that Sega is working on a Genesis portable, code-named "**Venus**." He noted, however, that there's no release date planned for the unit because Sega doesn't feel it can comfortably price the unit for consumers.

The crowd was also surprised by the appearance of football and baseball star **Deion Sanders** – especially with his important NFL playoff game only two days away. Sanders has signed a multiyear deal with Sega that makes him the official spokesman for the Sega Sports series and gives him top billing in a line of NFL games that will be coming out in the fall.

Atari Update

The makers of the **Jaguar** system aren't waiting for Sega, Nintendo, and Sony to duke it out in the 64-bit ring. One of **Atari**'s most exciting announcements at CES was about **Thea Realm Fighters**, which is due for release during the third quarter of this year. In a surprising coup, Atari has signed four martial artists from Mortal Kombat to appear in the game. HoSung Pak (Liu Kang), Phillip Ahn (Shang Tsung), Katalin Zamiar (Kitana, Mileena, and Jade), and Daniel Pesina (Johnny Cage), along with more than 20 other martial artists, will be digitized combatants in the game.



HoSung Pak (left) hopes to fire up the Jaguar. Katalin Zamiar's a fan, too.

Atari also announced an expected third-quarter release of **Batman Forever**, a game based on this summer's Warner Bros. movie, in which the Caped Crusader (played by Val Kilmer) battles The Riddler and Two-Face (played by Jim Carrey and Tommy Lee Jones respectively).

Time Warner Interactive's successful arcade game, **Primal Rage**, is scheduled for home release in the fourth quarter. The prehistoric fighter is slated to come out on the Jaguar CD platform.

Atari also announced that it will give away free goods to gamers who buy Jaguar systems. If you purchase the regular Jaguar system (which retails for about $250 and comes with Cybermorph), you can send in for a controller and your choice of Tempest 2000 or Wolfenstein 3-D – free! G

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'DRAGON: THE BRUCE LEE STORY' The spirit of martial arts master Bruce Lee lives on in Dragon, a dangerously life-like combat simulation based on his biographical film. Apply discipline and age old fighting techniques to subdue opponents. **Jaguar $39**

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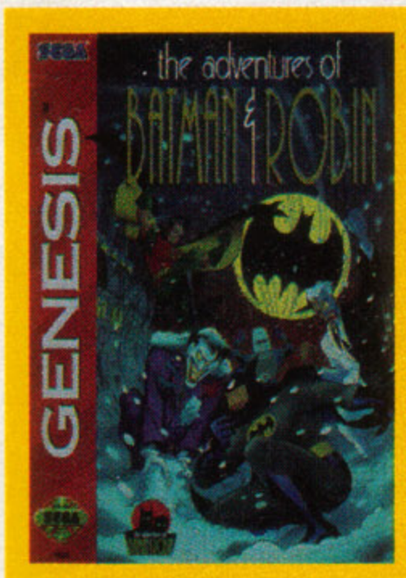

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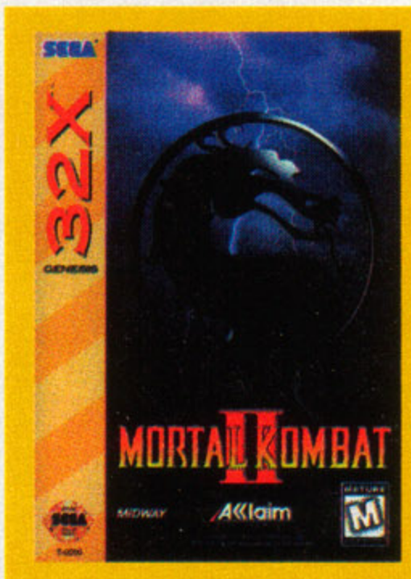

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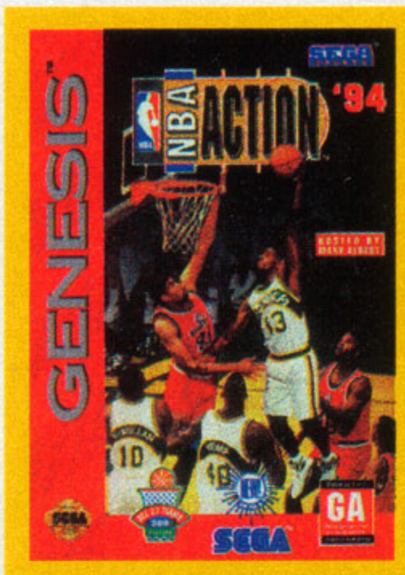

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