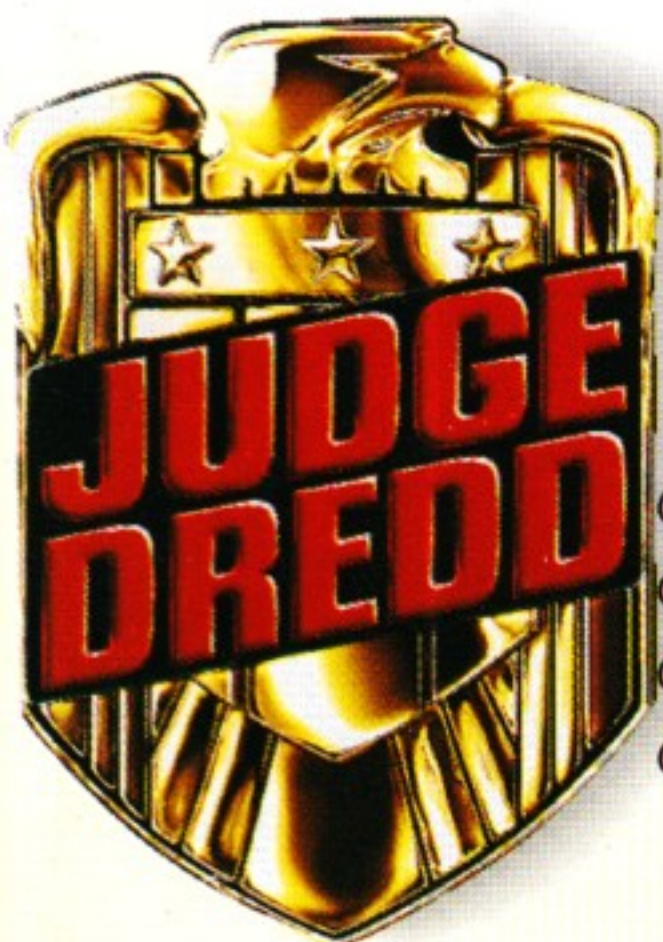


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- Fatal Fury 3 (Neo-Geo)

Electronic Entertainment Expo Highlights!

An
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is Here!**

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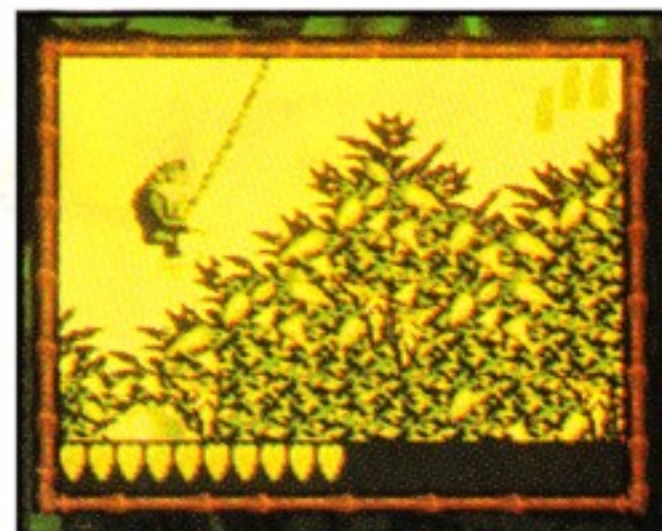
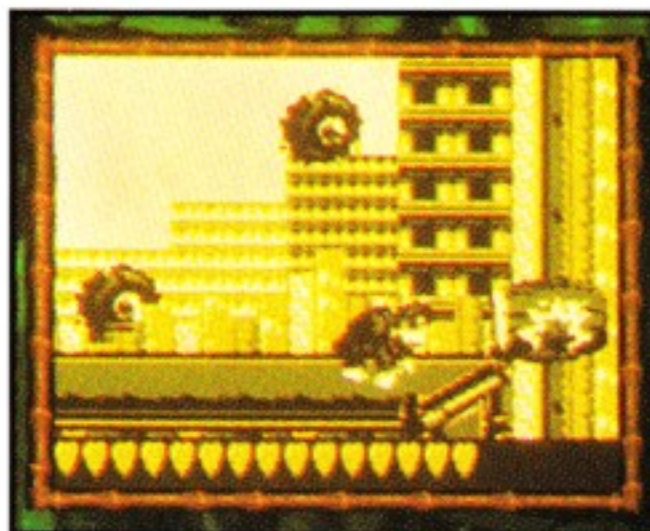
Special PlayStation Previews!

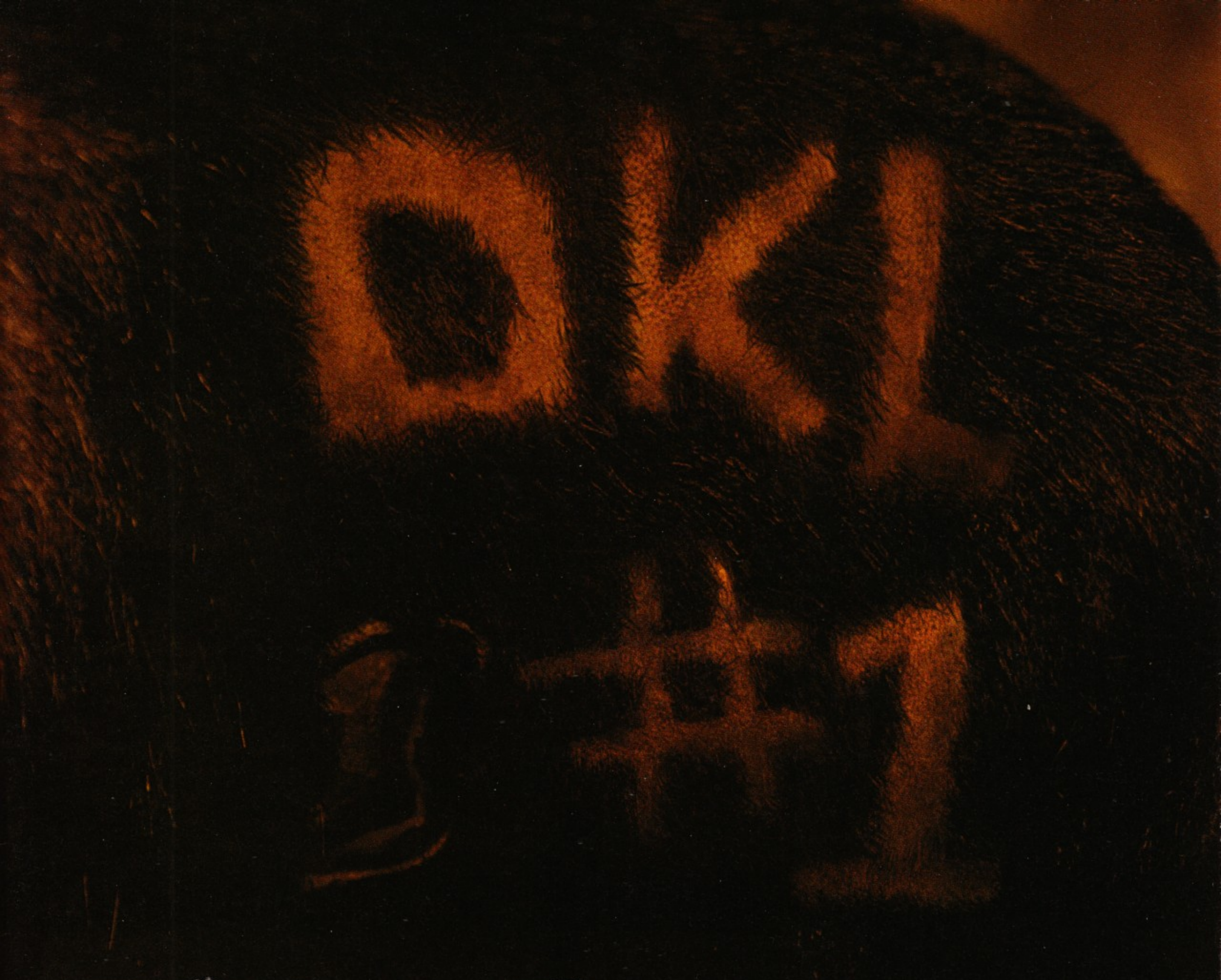
Tekken, Krazy Ivan,
Kileak the Blood,
and **MORE!**



New Donkey Kong Land has and the best graphics ever seen on Game Boy.

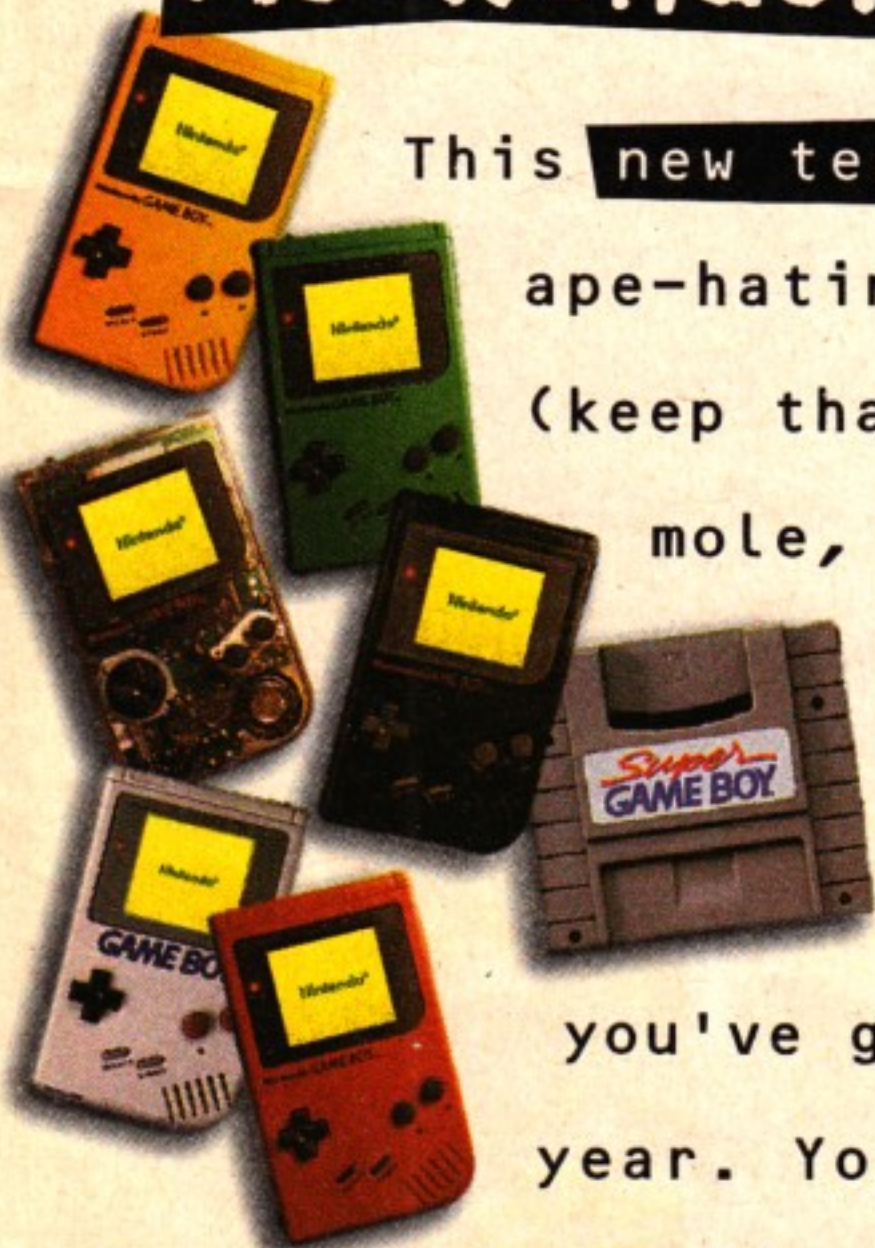
First there was Donkey Kong Country[®], it was like nothing anyone had seen before. Now all that excitement has been crammed into an awesome new game. **Donkey Kong Land™** is here, and it's only available for Game Boy[®] and Super Game Boy[®]. You'll recognize the **hairy** heroes for sure, but everything else is entirely new. There are four wild **new worlds**, each with its own sinister boss. There are savage **new levels** that take Donkey and Diddy from pirate ships to mean city streets.

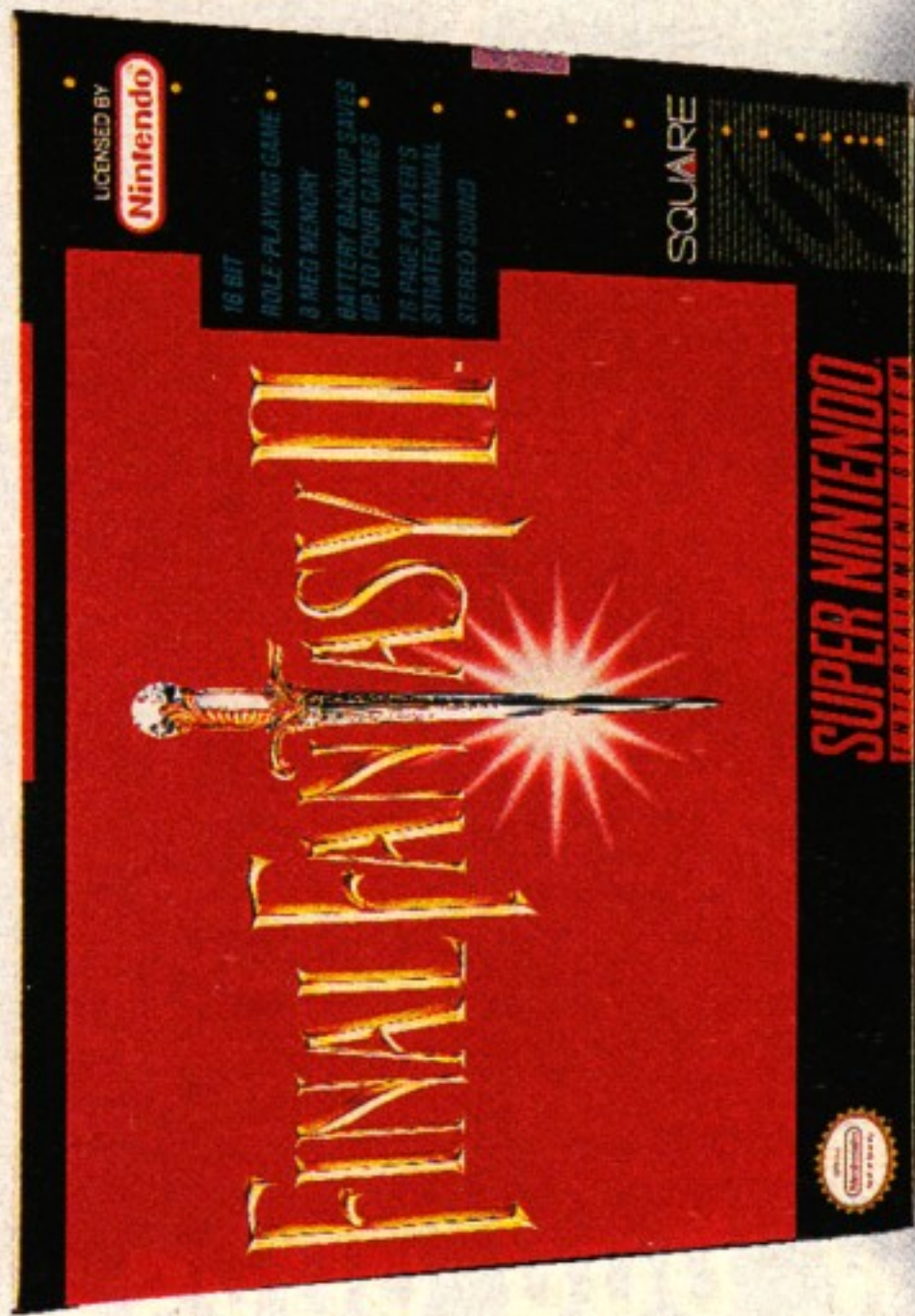




30 new levels, all new bad guys
No wonder it has such huge fans.

This new terrain is populated by the most bizarre crew of ape-hating slimebags ever. There are flocks of flying pigs (keep that umbrella up), psycho squids and a helmet-hurling mole, to name a few. Add to all this fully computer-rendered graphics, (a first on Game Boy) and a funky banana-yellow cartridge (it was in Kong's contract), and you've got the biggest, hairiest adventure of the year. You're gonna love it so much you might even scratch, grunt and throw food a little more than usual.

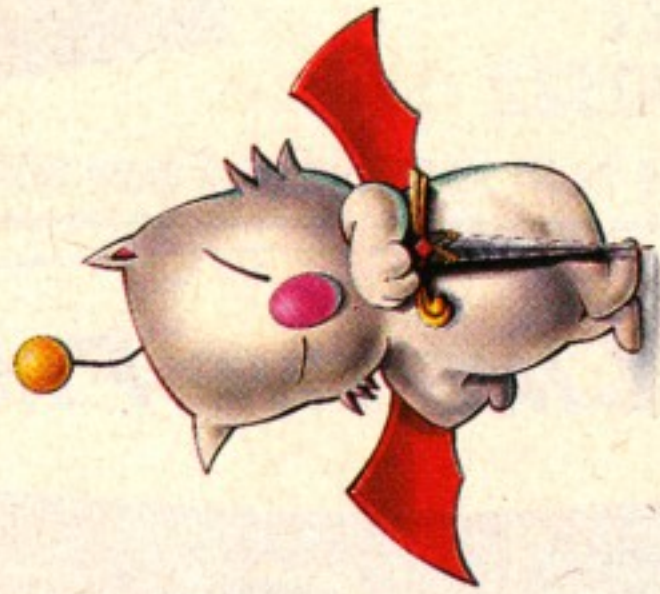




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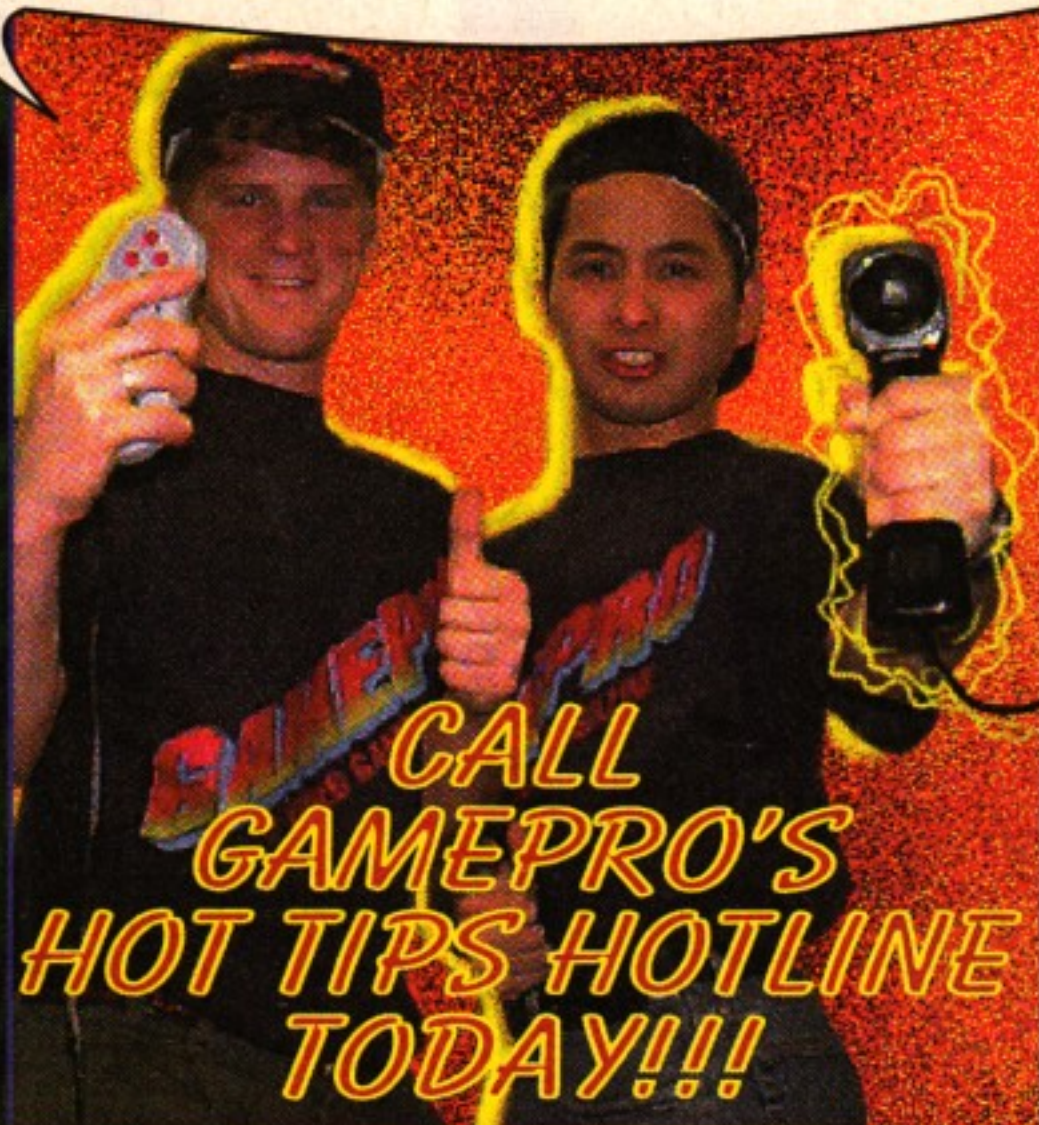
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THE FLASH™ vs SUPERMAN™

WONDER WOMAN™ vs SUPERMAN™



Batman vs. Batman!?



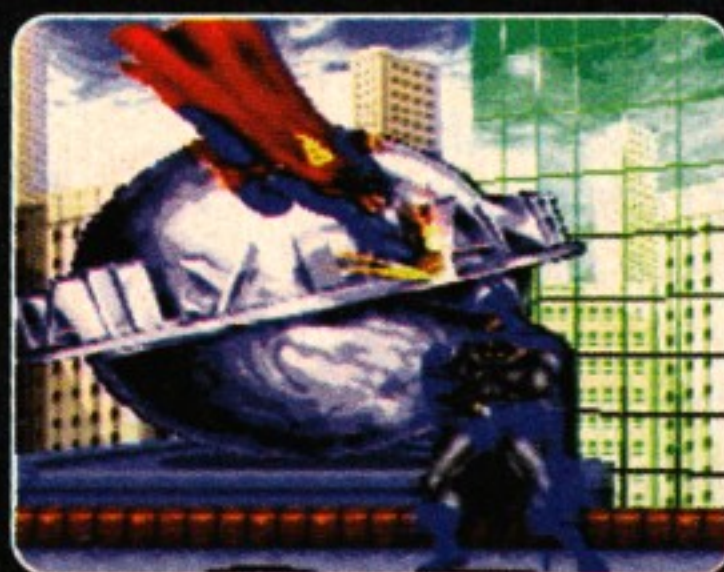
It's a bird. It's a plane. It's Superman™?!!!



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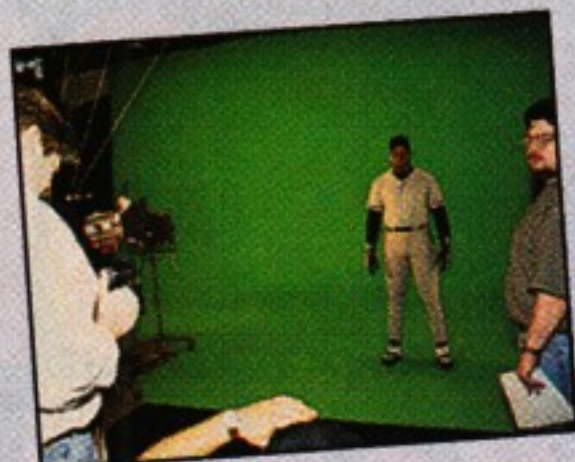


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FEATURES

28 Hooray for Hollywood! Acclaim Studios

With motion-capture and blue-screen studios, Acclaim's new headquarters carry a touch of Hollywood to rural New York.



Acclaim goes Hollywood. Page 28.

30 PlayStation Previews!

On location with new PlayStation developer 47-Tek, plus 92 PlayStation games and counting!

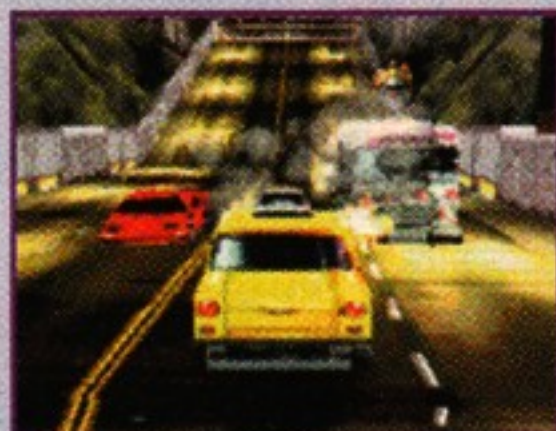


Tekken

The PlayStation will see plenty of action! Page 30.



Kileak the Blood



Twisted Metal



Krazy Ivan

42 The GameMakers: Meet the Talent Behind the Titles

This new GamePro series explains how games are made and takes you behind the scenes to meet the people who make them.



Judge Dredd practices law. Page 24.

COVER FEATURE

24 Judge Dredd!

This issue's Dredd-full! The Judge holds court on the SNES, Genesis, and Game Gear. Plus a special look at the movie.



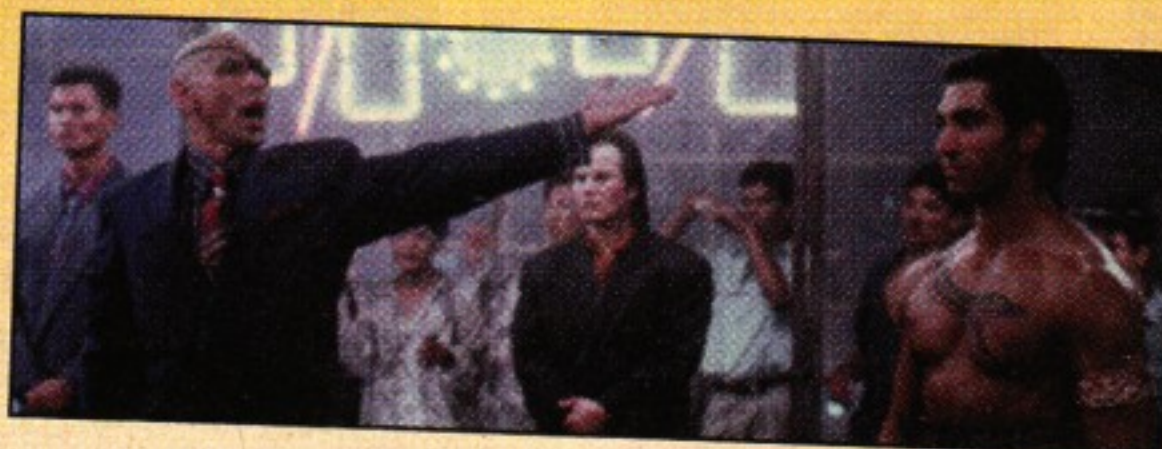
PROSTRATEGY



85 PROSTRATEGY GUIDE

Street Fighter: The Movie

The name's the same, but this version of Street Fighter enters the arcade with new special and super moves.



96 SWATPro

Secret weapons and tactics for your favorite games

104 The Fighter's Edge

This guide to Fatal Fury 3: Road to the Final Victory leads you through special moves and power moves.

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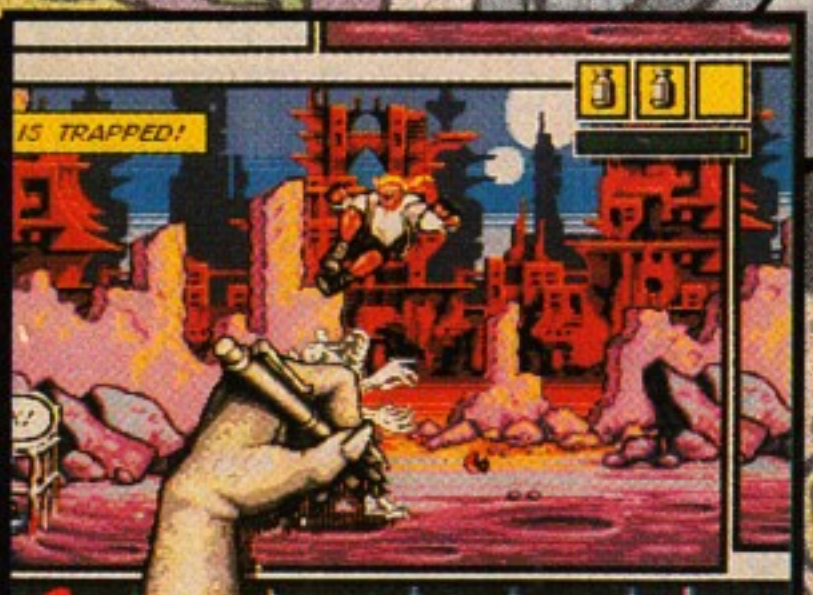
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PROREVIEWS

- 46 32X**
46 Zaxxon's Motherbase 2000
46 Shadow Squadron
48 BC Racers
- 48 32X CD**
48 Fahrenheit
- 49 Sega CD**
49 Marko
49 Panic!
50 Surgical Strike
50 Mad Dog 2: The Lost Gold
- 52 Genesis**
52 Justice League Task Force
- 56 Super NES**
56 Phantom 2040
58 Nosferatu
60 Hagane
62 Justice League Task Force
63 Lemmings 2: The Tribes
63 Power Instinct
63 Rise of the Robots
63 The Itchy & Scratchy Game
64 Jungle Strike
65 Air Cavalry
65 Bass Masters Classic
- 66 Jaguar**
66 Super Burn Out
66 Ultra Vortex



Call a doctor! It's Surgical Strike!
Page 50.



Phantom's phantastic!
Page 56.

- 68 Neo•Geo**
68 Fatal Fury 3: Road to the Final Victory
69 Panic Bomber
69 Double Dragon
- 70 The Sports Page**
70 Kyle Petty's No Fear Racing (SNES)
71 The Next Glory: Super Sidekicks 3 (Neo•Geo)
72 Slam City with Scottie Pippen (32X CD)
72 NFL Quarterback Club II (Game Boy)



Super Sidekicks kicks! Page 71.

- 74 Role-Player's Realm**
74 EarthBound (SNES)
76 Romance of the Three Kingdoms IV: Wall of Fire (SNES)
- 78 Super Game Boy**
78 Donkey Kong Land
78 Kirby's Dream Land 2
- 80 Game Boy**
80 NBA Jam Tournament Edition
80 World Heroes 2 Jet
- 82 Game Gear**
82 Cheese Cat-Astrophe Starring Speedy Gonzales
82 True Lies

DEPARTMENTS

- 12 Letter from the GamePros**
- 12 The Mail**
- 13 GamePro Gallery**
- 16 The Cutting Edge**
The M2 Accelerator makes the 3DO a 64-bit monster.
- 18 Hot at the Arcades**
Mortal Kombat 3: pain or gain? Plus moves for each character.
- 110 GamePro Labs**
Panasonic's 3DO Pad Soldier, Mad Catz 3DO 8 Button Control Pad, and previews of Saturn and PlayStation controllers



Panzer Dragoon...

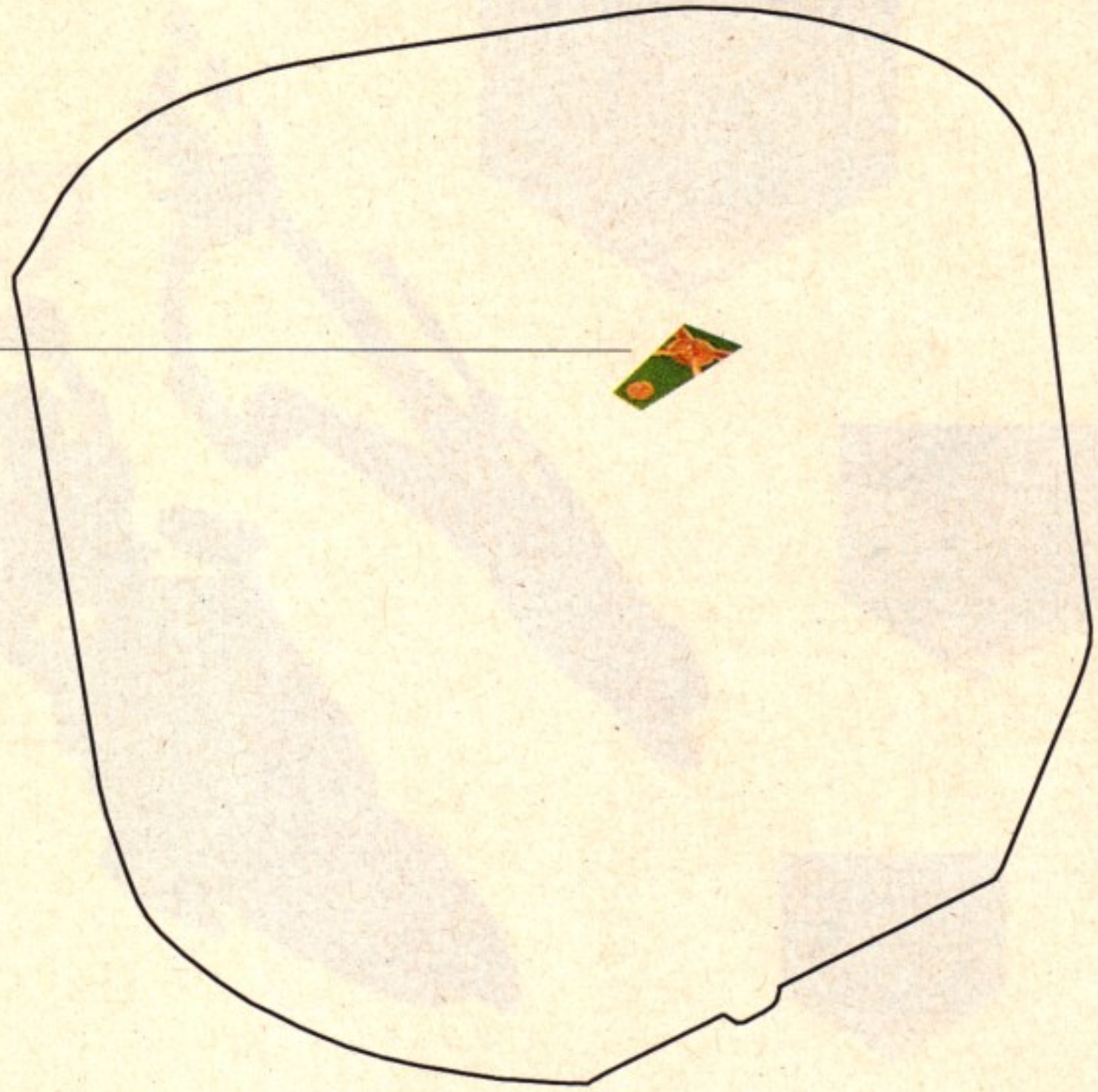
- 112 Buyers Beware**
Information for savvy consumers
- 114 Overseas ProSpects**
Continental breakfast: the European Computer Trade Show



...joins Daytona USA in Short ProShots. Page 120.

- 118 Short ProShots**
Killer Instinct (SNES), Donkey Kong Country 2 (SNES), Earthworm Jim 2 (SNES, Genesis), Panzer Dragoon (Saturn), Daytona USA (Saturn), Bug! (Saturn), and more
- 125 Index of Advertisers**
- 130 ProNews**
The Sega Saturn has arrived!

{ figure 1 }
A detailed view of
World Series Baseball.®



If you're going to take the field

{ figure 2 }
A detailed view of
Triple Play '96.





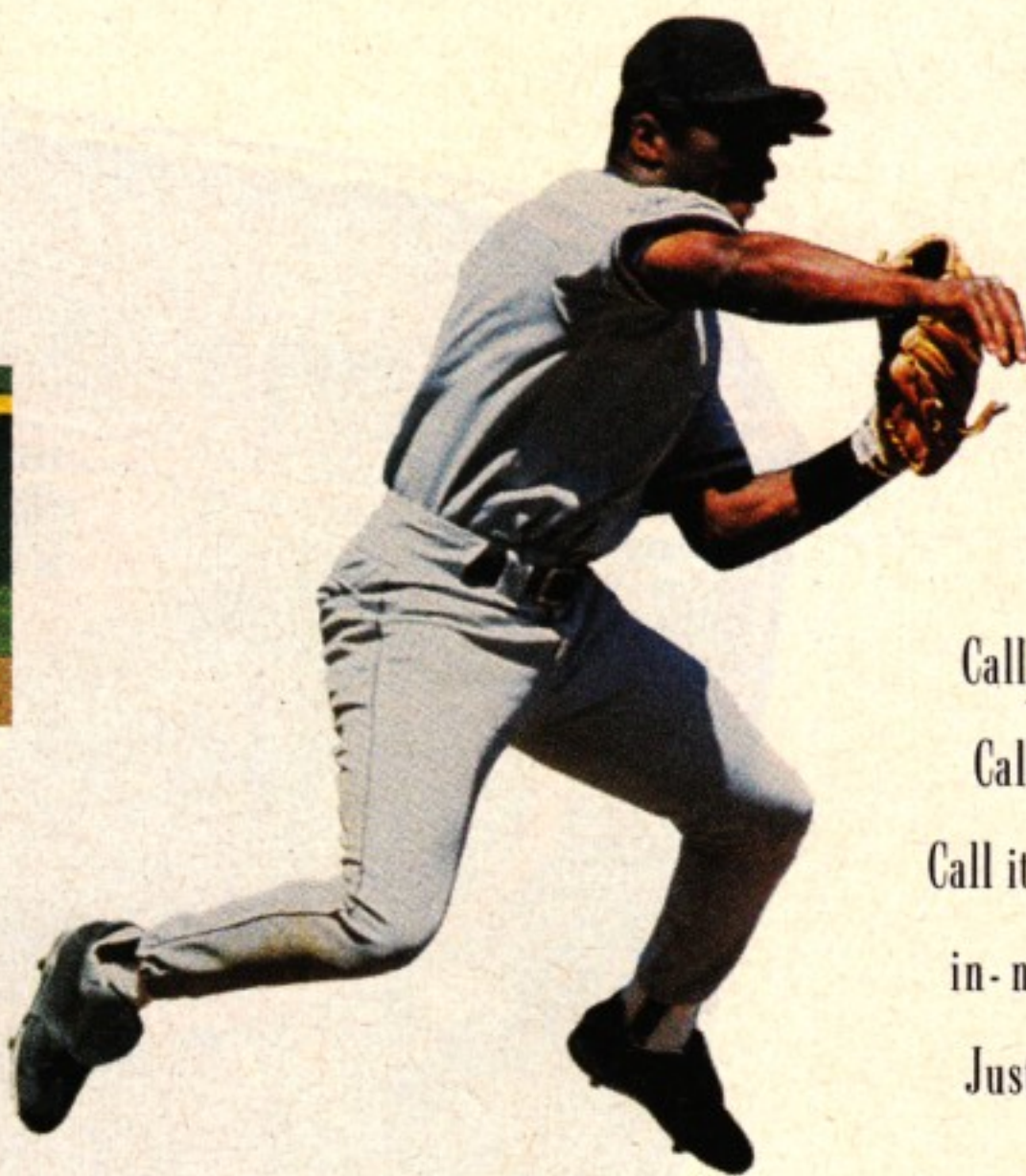
Ah, the sweet sound of
chin music. Now available in stereo.
Two batter/pitcher views to choose
from. Brush 'em back in either one.

It's your call.



Take the

As close to the ballpark as
you can get without a ticket.
Lifelike animation puts you
there whether you're diving
down the third base line or
caught in a pickle between
second and third.



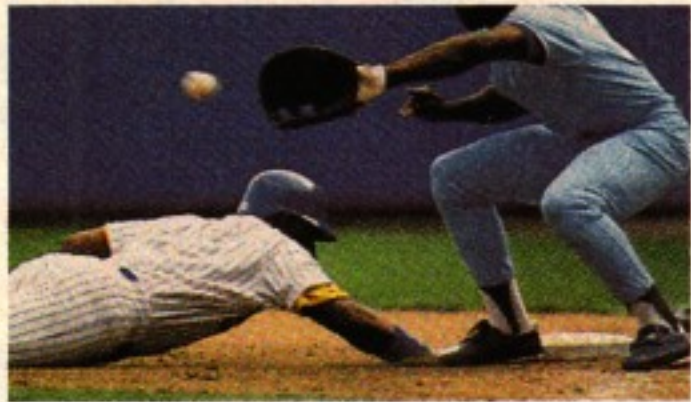
Call it a head-first slide.
Call it a take-out slide.
Call it a balls-out-I'm-goin'-
in-no-matter-what-slide.
Just don't call it an "out."



This official seal is your assurance that this product meets the highest quality standards of Sega™. Buy games and accessories with this seal to be sure that they are compatible with the Sega™ Genesis™ system.



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LEAGUE LEADERS
Home Runs

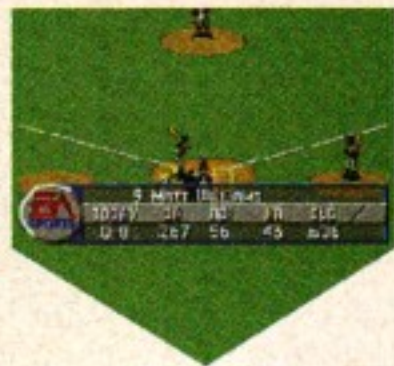
Player	Team	HR
Barry Bonds	San Francisco	33
Mike Piazza	Los Angeles	27
Ray Lankford	St. Louis	27
Mark Williams	San Francisco	27
Jed Lowme	Florida	27
Frank Thomas	San Diego	26
Ed Galvis	Atlanta	26
Frank Robinson	Los Angeles	26
Sam Rice	San Diego	26
Carlton Fisk	Chicago	26
Carlton Fisk	Chicago	26

Get all the stats in TV style presentation.
Updated 1995 rosters. Full season compilation mode. Use 'em to create players.
Trade players. Edit teams. And become the first player/manager in recent history.

Whether you're pitchin' overhand or submarine, you've got the runner in the corner of your eye. He's on. He's off. He's out. Picked off.

CUSTOM PLAYERS

Name	Position	Team
John	P	San Francisco
Tommy	C	Los Angeles
Mike	1B	St. Louis
Ray	2B	San Francisco
Mark	3B	San Francisco
Jed	SS	Florida
Frank	LF	San Diego
Ed	CF	Atlanta
Frank	RF	Los Angeles
Sam	OF	San Diego
Carlton	OF	Chicago



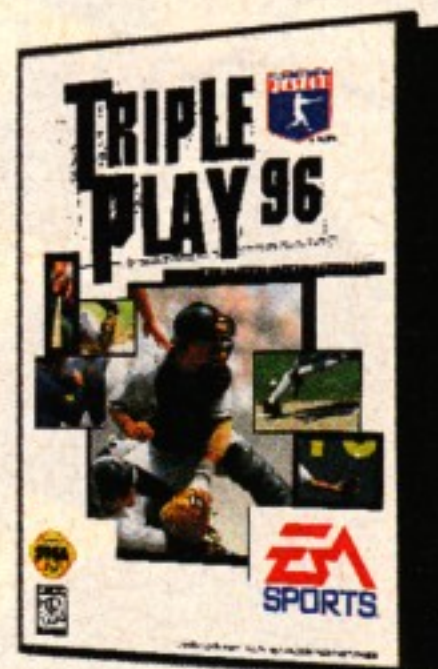
whole field

I got it. No, I got it. I got it. No, I got it.
Wham. You both got it. Out cold. Watch where you're going or suffer severe player collisions.



If it's in the game, it's in the game.™

Triple Play '96 is the first baseball game ever to deliver excitement beyond an oversized pitcher/batter interface. We took all of baseball. Edited the boring parts. And delivered an action-packed game that can only be described as "playing one continuous highlight reel." Go nuts.



An Open Letter to Game Companies

Of the approximately one thousand letters we get each month, several hundred usually have some comment, question, or complaint about the high cost of video gaming. We ran a few of those letters last month, and we're running another one in this issue. Typically, gamers are upset about the spiraling cost of current games (up to \$100 per game in some cases), or they're worried about the cost of the next round of systems and software.

The major video game companies are worried, too. Nintendo, Sega, Atari, Sony, and 3DO all know that you have limited funds to spend on systems and games. Mistakes have already been made: Look at 3DO's big blunder when its first system came out at \$700. Sluggish sales resulted in a quick price cut to about \$400. Atari has also recently announced a price change, lowering the cost of a Jaguar to under \$160 (game not included). As for the software, two-in-one deals are now available from many companies, such as Sony and Ocean. Deals like these were unheard of two years ago. The times, they really are a-changin'.

Fortunately, some companies appear to be learning from the industry's past mistakes as they shape the future of gaming. Nintendo has made the cost of an Ultra 64 system (approximately \$250) a big selling point, but the unit won't be available until summer 1996 (see "ProNews"). Its Virtual Boy, on the other hand, may cost \$200, a price some gamers may find prohibitive for games in red and black. Unfortunately, Sega and Sony have estimated that their new systems (the Saturn and PlayStation, respectively) may cost as much as \$450: Is this figure attractive to anyone?

Therefore, this letter from the GamePros isn't really going out to gamers - it's going out to the major video game companies to pass on to them the message: Listen up, you guys. Money matters, and gamers are watching your prices closely.

The GamePros
comments.gamepro@iftw.com
San Mateo, CA



Future Watch

Price Points

I heard that CDs only cost a few dollars to make. So why do Sega CD games cost \$50-60? Even music CDs are only about \$15.

Jim Leja
Clarendon Hills, IL

Video Head replies:

Everything you say is true. The actual CD itself costs under \$1 to make, and the packaging is about \$5. It's the disc's contents that are expensive.

Music CDs are simple: The music company may have to pay only a few musicians, plus the engineering staff and marketing costs (this explanation is simplified).

But video game companies have enormous production expenses. They'll often put more than a million dollars into developing a single game. Some of the factors that can increase the costs are licensed music (famous songs by famous musicians); new ground-breaking techniques for graphics; licenses from organizations like pro leagues or movie studios; and famous commentators, such as John Madden. TV advertising costs are also huge (by comparison, music CDs get lots of free MTV and radio exposure).

Remember also that the companies are doing all this to make a profit, so they must raise the price even higher. So though the disc and its box cost under \$10, all those extra expenses drive up the price so that sometimes it takes a \$60 price tag to turn a profit.

Cart Queries



Pitfall 2?

After the credits in the Pitfall games, the words "To be continued" appear. Is Activision making a sequel?

Nick Bartoni
St. Peters, MO

Captain Squideo replies:

Probably, but it hasn't been started yet. Right now Activision is readying versions of Pitfall for the PlayStation and possibly for the Saturn, which will be released at the end of the year.



Wayne's World

Why don't most recent hockey games have fights in them like the older games?

James Schrader
Internet

Ben D. Rules explains:

Ever hear that saying, "I went to a boxing match and a hockey game broke out"? The NHL wants to clean up its image, so before it gives its licensing approval to a game, it tries to eliminate or limit the fighting. Games that do include fighting, such as the recent Wayne

Gretzky and the NHLPA All-Stars, only allow fights with the same frequency that real games would have fights.

Your April issue ran a letter asking for three-player fighting games. One has already been made. It's called Yuu Yuu Hakusho (by Treasure), but unfortunately this version is only available on the Japanese Mega Drive. Actually, it enables up to four players to fight at once.

David D'Auria
Internet



Akira's future is uncertain.

I know there's going to be an Akira game for the Genesis and SNES. Will they have the motorcycle sequence featured in the movie?

Geoffrey Moran
Englewood, NJ

Undercover Lover replies:

There would have been such a sequence in Akira, but T•HQ has postponed the game. If Akira comes out at all, it won't be until 1996.

Will there be a Genesis version of Donkey Kong Country?

Alain Goindoo
Palm Beach Gardens, FL

The Unknown Gamer replies:

Just as Sonic probably won't ever appear on a Nintendo system, Nintendo is unlikely to let its biggest game of 1994 come out on any Sega system.

Because Sonic and Donkey Kong are so identified with Sega and Nintendo respectively, they're too important to be licensed to a major rival. The same goes for other key Nintendo figures like Mario and

Luigi, and it's also true for important Sega characters such as Ecco, ToeJam, and Earl.

Address Central



Callin' on Kylie.

Do you have Kylie Minogue's address? She played Cammy in the movie Street Fighter.

Noel Phillips
Jacksonville, NC

Earth Angel replies:

Reach Kylie by writing to her manager at this address:

Terry Blamey Management
329 Montague St.
Albert Park 3206
Victoria, Australia

CORRECTION

In our feature about the Sega Channel ("The Sega Channel Spreads Nationwide," May), we misprinted the Sega Channel's phone number. Reach 'em at 402/573-3637.

Whaddaya Think?

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

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San Mateo, CA 94402

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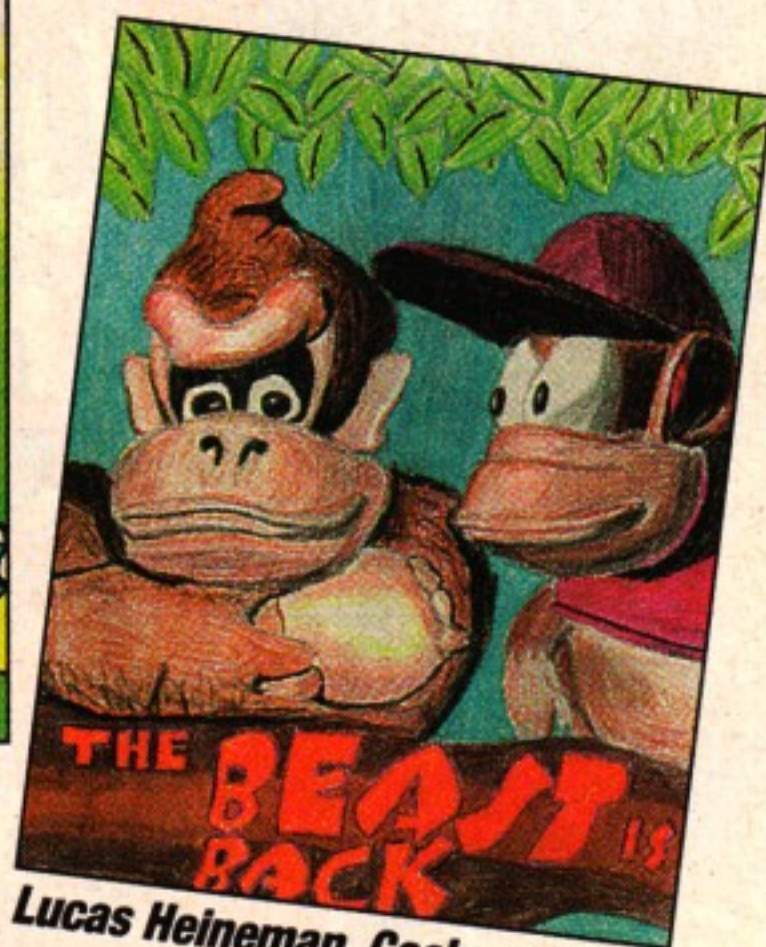
Pick of the Month



Russ Kumro, Cheektowaga, NY



R.J. Turnbow, Novato, CA



Lucas Heineman, Cochrane, WI



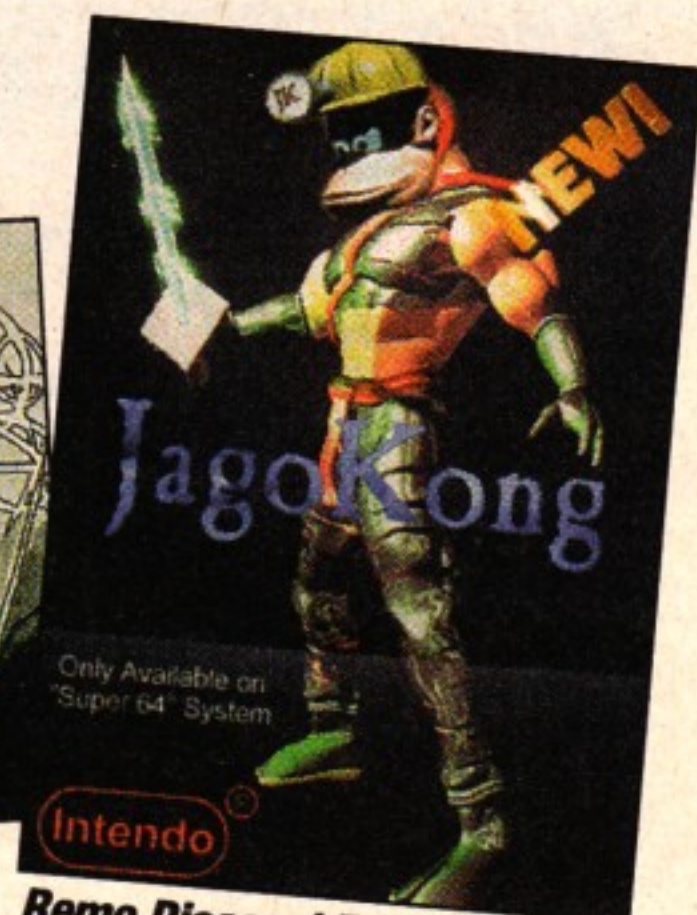
David Stoltzenberg
Moreno Valley, CA



Emilio Quezada, Panama



Garrick Dean, Oceanside, CA



Remo Disconzi Filho
Cañas, Brazil

the adventures of
BATMAN & ROBIN



Feel the heat of the Knight!
 When Mr. Freeze puts Gotham City on ice, Batman and Robin answer the call. With a mix of sharp-shooting and intense action, it's like two games in one!



Go ballistic! Battle huge bosses including *The Joker*, *Mad Hatter*, *Two-Face* and the chilling *Mr. Freeze* before *Gotham City* becomes Ice Cube Central!



Enter a new dimension! Awesome original animation lets you run a gauntlet of 3-D rotating and scaling sprites... then team up and double the intensity in 2-player mode!



Madness marches on!
 Exploding rabbits, terrorist teacups and killer coffee pots mean *Mad Hatter's* cupboard is full—and you better watch your back before you get done in by another nasty knickknack!



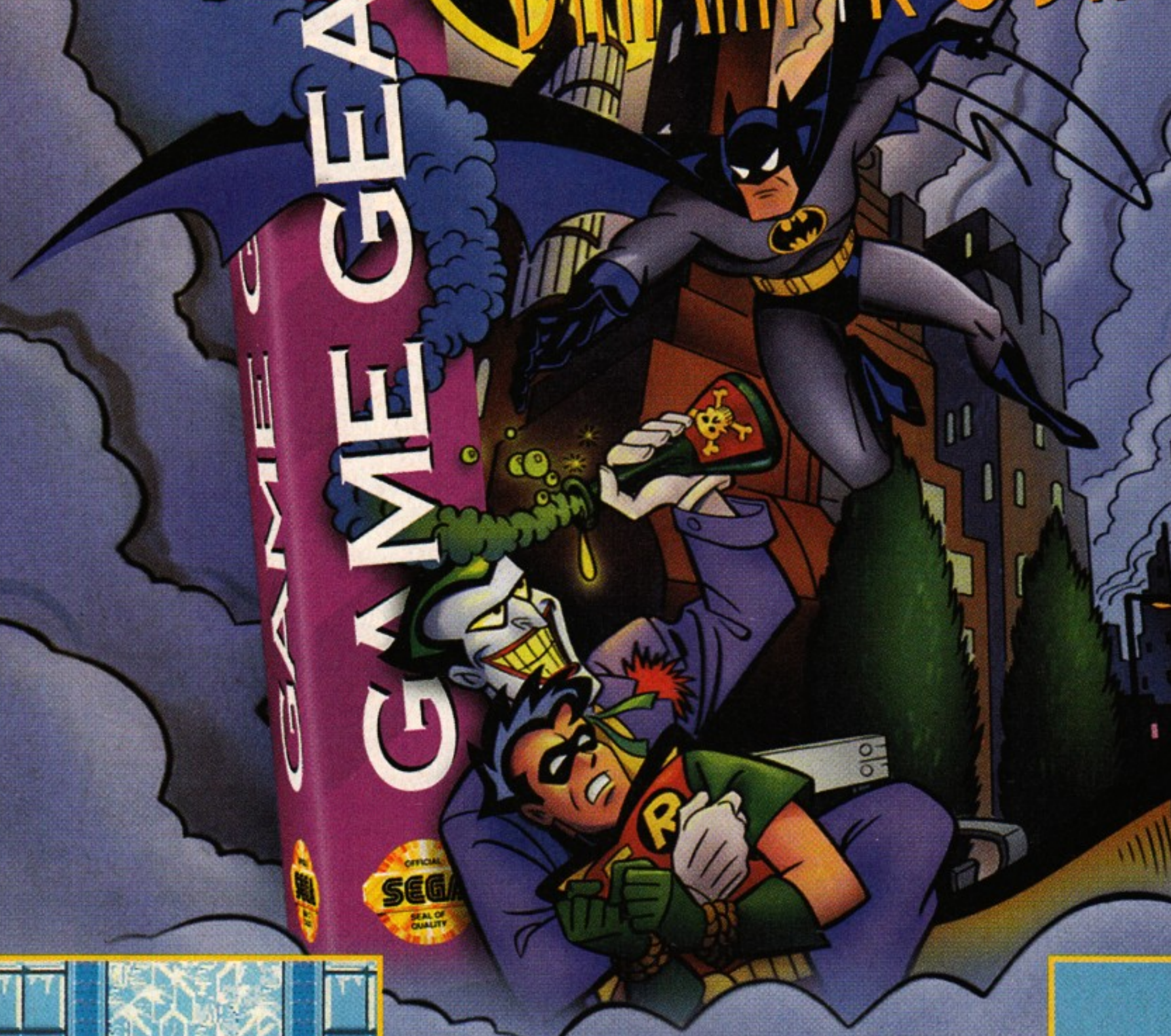
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THE
CUTTING EDGE

3DO's M2 Technology

What do you get when a next-generation game system steps into the *next next* generation? 3DO gamers are about to find out.

The Sony PlayStation and Sega Saturn are chumming the gaming waters for a furious feeding frenzy at Christmastime. But 3DO isn't about to tread water, especially since it was the first 32-bit game system back in 1993.

3DO is poised to pump 64-bit muscle into its 32-bit 3DO game systems by Panasonic



BladeForce by Studio 3DO may be the first game to see M2 action.

and Goldstar with the M2 Technology upgrade. Scheduled for a late 1995 release, the M2 will be backward compatible with existing 3DO systems, and it will arrive in two forms. Current 3DO owners will be able to purchase a dealer-installable upgrade card, while first-timers can opt for a new stand-alone unit.

It's in the Chips

3DO won't reveal the look of the M2, but the internals are impressive. The Accelerator gets its punch from ten custom processors built around a

custom PowerPC 602 CPU – a 66 MHz RISC chip. That's the same digital brain that "powers" Apple's Power Mac computers.

All that silicon propels data through a 64-bit bus with a 528 megabytes/second bandwidth. That's fast. It also means that at optimum performance, the 3DO/M2 graphic-generating potential reaches mind-boggling levels, including rendering speeds of 100 million pixels/second and one million poly-

gons/second. Of course, whether such top-end specs reach our TV screens is up to game programmers...but what potential!

The M2 hardware also makes it easier for game developers to create snazzy



This demo screen shows the clarity of M2 closeups.

By The Whizz

visuals with hard-wired graphics tools such as texture mapping, Mip mapping, Gouraud shading, filtering, and 3D perspective correction. These are techniques for refining the detail you see in complex 3D polygon images. For example, filtering eliminates pixelation in close-up views.

The unified memory architecture enables game develop-



Built-in M2 graphics features will include shading to produce the mist effect seen here.

ers to allocate memory where it's needed. Unlike other systems, which use a set portion of memory for such tasks as audio, M2 uses something called a unified contiguous memory area, which can be allocated as needed for audio, video, and graphics.

M2 Extras

The M2 also sports a few nifty gaming options. New internal nonvolatile memory will make

it easier to capture and archive high scores. A memory-storage card feature will make it possible to use removable cards for continuing a game on a friend's system. The M2 will house additional peripheral card slots for modems and multiplayer



M2 will produce smooth zooms, too.

action with several networked 3DOs. Who knows, with the PowerPC CPU, 3DO-to-PC gameplay can't be far away.

3DO's Game

Battling Sony, Sega, and Nintendo puts 3DO up against major marketing muscle in the super-system wars. The M2, plus some flashy software, could certainly keep this system in the hunt. **G**

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HOT AT THE ARCADES

Mortal Kombat is back for its third – and possibly final – entry. Midway vaguely hinted as much at the ACME coin-op show (see “Hot at the Arcades,” June), but kept the door open. Midway also promised, though, that MK 3 would improve as much on MK II as MK II improved on MK I. This Mortal has its moments, but for Mortal maniacs, it’s more of a hop and a skip than a major jump.

Be Prepared

The Kombat returns to Earth to face Shao Kahn for the final battle with old and new faces. Seven new characters (Stryker, Kabal, Nightwolf, Sheeva, Sektor, Cyrax, and Sindel) join seven



PRO TIP: When you catch an enemy in Cyrax's net, drop a Far Bomb on the ground. Uppercut your foe out of the net, and they'll land on the exploding bomb and be forced back toward you for more hits.

Arcade Game Profile Mortal Kombat 3 (By Midway)

NOT RATED Prepare yourself. Frustrating multiple-hit combos and disappointing graphics drag down the strong controls and new features in this third edition of the fighting-game classic.

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.5	4.5	3.5	Advanced

Coin-op
Available now
Fighting

2 players
Side view
Passwords



PRO TIP: Running is an excellent way to avoid teleport moves and enemies that jump in.



PRO TIP: Use Kano's Spinning Ball to counterattack an opponent who's trying to low sweep you.

returning characters (Kung Lao, Jax, Sub-Zero, Liu Kang, Shang Tsung, Sonya, and Kano).

Graphically, MK 3 doesn't improve enough over MK II. Although the fighters are drawn with more detail and color, they're smaller. Even finishing moves and Animalities are major visual disappointments. For example, Sub-Zero's Ice Breaker looks like you're pulling apart chewed gum instead of a frozen body. Moreover, the Animalities have so few colors and such cheesy animations that hardcore Kombatants may wish they were still a rumor.

The sounds sing another tune. As in Killer Instinct, techno



PRO TIP: Stryker's Baton Throw can be used to counter enemies who jump in.

MORTAL KOMBAT 3

By Bruised Lee

(Special thanks to Ben Cureton, Brian L. Smolik, John George, and Major Mike)

Fatality



Sheeva's Skin Rip is one of the better fatalities: Hold HK, Tap →, →, →, release HK (in close).

and hip hop inflections pace the action, replacing most of the usual martial arts music.

Easy to Be Hard

The controls are MK 3's strong point. Air juggles are easier to pull off, and some combos that should've worked in MK II work now. For example, you can complete Liu Kang's Neck Kick combo: Neck Kick, High Fireball, Flying Kick. The Run button also adds strategy because you can run away from jump-ins and teleports.

Fighting fanatics will be frustrated by the challenge. The close-in multiple-hit combos



PRO TIP: After blocking Liu Kang's Flying Kick, go directly into your combo or uppercut.



PRO TIP: As Sub-Zero, jump in with a Neck Kick while starting the motion for his Ice Clone. If timed correctly, the Ice Clone will freeze your opponent.

are interesting to watch, but they're as mindless to perform as Killer Instinct combos. Unbalanced players – Sub-Zero and Cyrax have 100 percent damage combos – are way too powerful, and both bosses can be defeated far too easily.

MK 4, Please

What about the secret codes? Gamers are gradually digging them out, and Midway isn't talking. So far there are too many old features in MK 3 and too few new ones. Familiarity doesn't breed contempt, but it makes the Outworld a cold, lonely place. **G**



The power
of the visible
is the
invisible.

#20

-Moore



MK3. The Arcade Game.

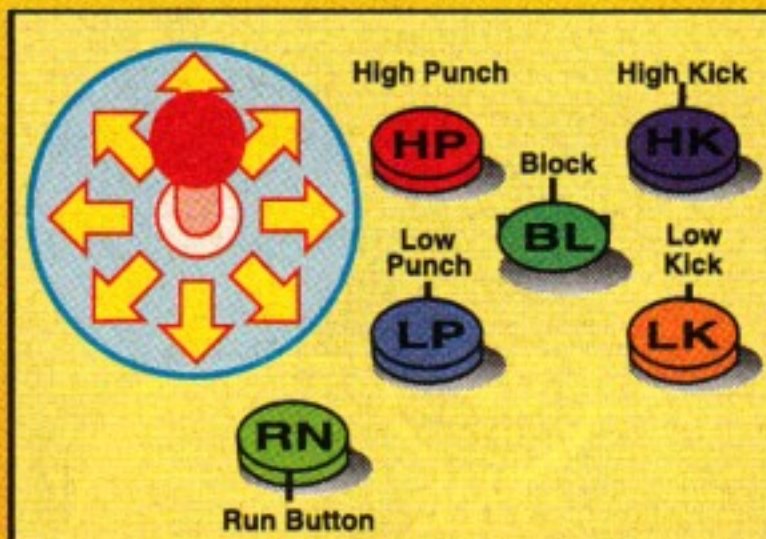
MK MOVE LIST

This move list breaks down each fighter's special moves and some finishing moves. These moves were collected from version 1.0; changes are possible.

(Special thanks to Adam and Mike at Golfland USA in Sunnyvale, California. 408/245-8434)



Controller Legend



- ↑ = Up
- ↗ = Up-Toward
- = Toward
- ↘ = Down-Toward
- ↓ = Down
- ↙ = Down-Away
- ← = Away
- ↖ = Up-Away
- HP = High Punch
- LP = Low Punch
- BL = Block
- HK = High Kick
- LK = Low Kick
- RN = Run

Motion = Move the joystick in one continuous, smooth motion.
Tap = Tap the indicated buttons or directions in sequence.
Charge = Hold the direction indicated for the indicated time.
Close = The move must be done when close to the enemy.
() = 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 any Toward and Away commands.

Mercy

A Mercy is performed in place of a finishing move, allowing a defeated opponent to regain some of their health. Mercies can be executed only in a third round.



Tap ↓, ↓, ↓, ↓, RN
 Note: This Mercy motion is the same for each character.

Animality

The rumor from MK II comes true. Now you can morph into an animal or insect to finish your opponent. Animalities can only be performed after a Mercy in the third round.



Note: Animalities are listed in the character profiles.

Finishing Moves

A finishing move is performed when a player beats an opponent two out of three rounds. As always, they require certain joystick and button combinations.



Note: Finishing moves are listed in the character profiles.



Tap →, →, →, RN (close)
 Note: This motion is the same for each character.



Tap →, →, →, RN (close)
 Note: This motion is the same for each character.

Pit Fatality

This time around, you knock your opponent into a pit where rotating blades are just waiting to tear them apart.



Tap →, →, →, RN (close)
 Note: This motion is the same for each character.

Wooden Tower Fatality

You knock your opponent through several wooden floors onto a bed of spikes.



Beyond This Realm

After the 100th battle, this message will appear: "You have been transported to another realm. A realm where neither the Earth warriors nor Shao Kahn have any control. Beware the realm of Rellim Ohcanep." Only true warriors will know what that means. From there you can play a game like Space Invaders.



SHANG TSUNG

Special Moves

- Fireball: Tap ←, ←, HP
- Two Fireballs: Tap ←, ←, →, HP
- Three Fireballs: Tap ←, ←, →, →, HP
- Ground Fireball: Tap →, →, ←, ←, LK

Morphs

- Cyrax: Tap BL, BL, BL
- Kano: Tap →, ←, →, BL
- Jax: Tap →, →, ↓, LP

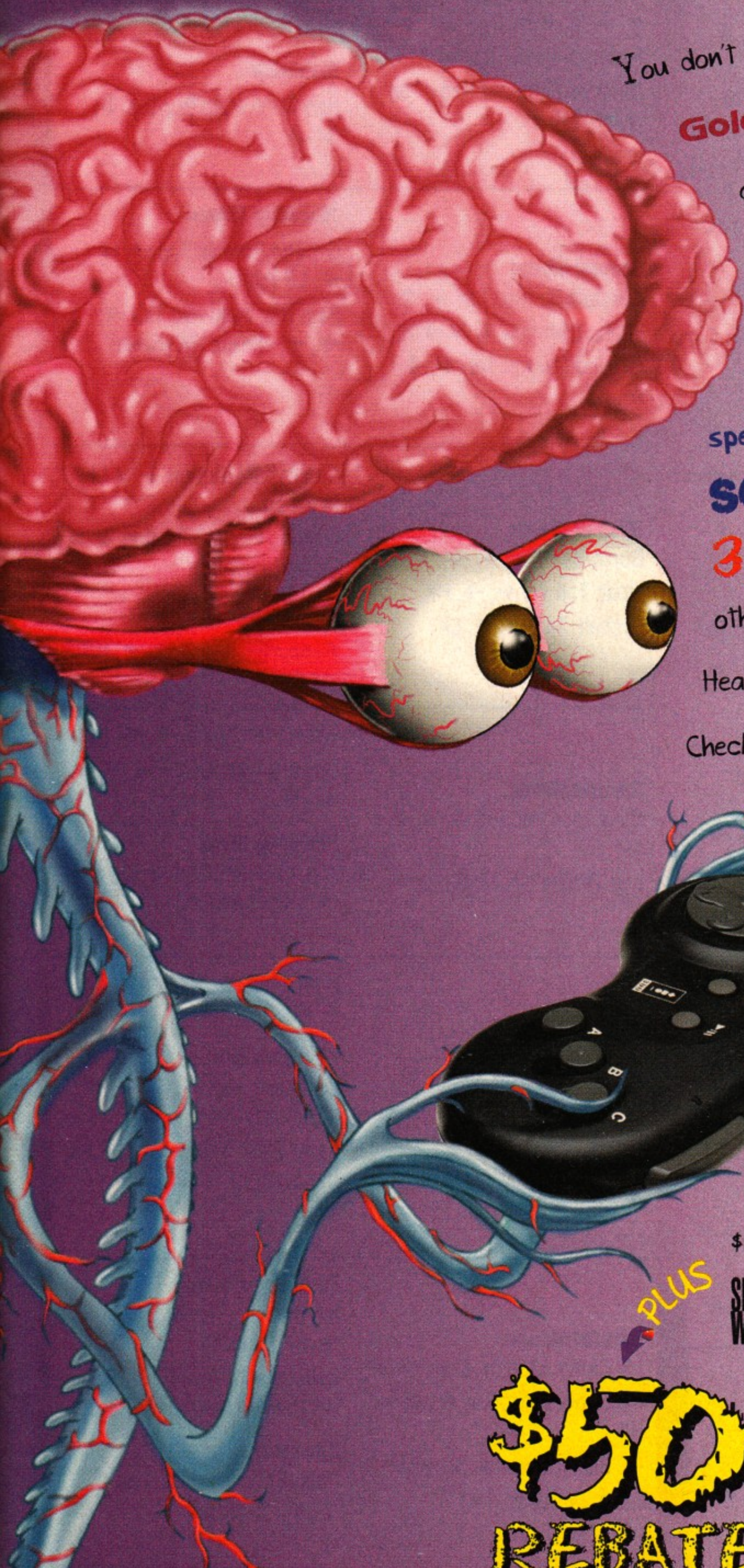
- Kabal: Tap LP, BL, HK
- Liu Kang: Motion a full circle starting →
- Nightwolf: Tap ↑, ↑, ↑
- Sektor: Tap ↓, →, ←, RN
- Sheeva: Tap →, ↓, →, LK
- Sindel: Tap ←, ↓, ←, LP
- Sonya: Tap ↓, ↓
- Stryker: Tap →, →, →, HK
- Sub-Zero: Tap →, ↓, →, HP



Finishing Move

- Spikes: Tap ↓, →, ↓, →, (BL, LP) (close)

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*Requires optional digital video module.

CYRAX

Special Moves

Green Net: Tap ←, ←, LK
Teleport: Tap →, ↓, BL
Close Bomb: Hold LK, Tap ←, ←, HK
Far Bomb: Hold LK, Tap →, →, HK

Air Throw: Motion → ↓ ↘ BL to start the move. Hold (→ LP) or (← LP) when in close to throw your opponent.

Finishing Moves

Helicopter: Tap ↑, ↑, ↑, ↓, HP (anywhere)
Self Destruct: Motion a full circle starting → twice, RN (close)

JAX

Special Moves

Flaming Missile: Tap ←, →, HP
Double Flaming Missile: Tap →, →, ←, ←, HP
Bionic Rush: Tap →, →, HK
Ground Slam: Hold LK for three seconds, release LK

Gotcha Grab: Tap →, →, LP
Backbreaker: Tap BL in the air

Finishing Moves

Slice 'N' Dice: Hold BL, Motion a full circle starting →, release BL (close)
Stomper: Tap RN, RN, RN, BL, LK (far)

KABAL

Special Moves

Fireball: Tap ←, ←, HP
Note: You can perform this move in the air.
Tornado Spin: Tap ←, →, LK
Ground Saw: Tap ←, ←, ←, RN

Finishing Move

Respirator: Tap ←, ←, →, ↓, BL (sweep range)

Animality

Dino Charge: Hold HP for three seconds, release HP (close)

KANO

Special Moves

Spinning Ball: Hold LK for three seconds, Release LK

Blade Toss: Motion ↓ ↙ ← HP
Blade Swipe: Motion ↓ ↘ → HP
Air Throw: Tap BL in the air

KUNG LAO

Special Moves

Hat Throw: Tap ←, →, LP

Teleport: Tap ↓, ↑
Spinning Shield: Tap →, ↓, →, RN
Diving Kick: (↓ HK) in the air

LIU KANG

Special Moves

High Fireball: Tap →, →, HP
Low Fireball: Tap →, →, LP

Flying Kick: Tap →, →, HK
Bicycle Kick: Hold LK for three seconds, release LK

Finishing Move

Toasty: Tap →, →, ←, →, LK

SEKTOR

Special Moves

Seeking: Motion ↓ ↙ ← HP
Straight Missile: Tap →, →, LP

Teleport: Tap →, →, LK
Note: You can perform this move in the air.

Finishing Move

Trash Compactor: Tap ←, ←, ←, HK (sweep range)

NIGHTWOLF

Special Moves

Arrow: Motion ↓ ↙ ← LP
Hatchet Uppercut: Motion ← ↙ ↓ ↘ → HP
Reflect Shield: Tap ←, ←, HK
Shadow Shoulder Ram: Tap →, →, LK

Finishing Moves

Energy Blast: Tap ↓, →, →, HK (sweep range)
Lightning Axe: Tap ←, ←, ←, HP (two characters' distance away)

Animality

Red Wolf: Hold BL, Tap ↓, ↓, ↓

SHEEVA

Special Moves

Teleport Stomp: Tap ↓, ↑
Fireball: Motion ↓ ↘ → HP
Ground Stomp: Tap ←, ↓, ←, HK

Finishing Moves

Ground Smash: Tap →, →, →, LP (close)
Skin Rip: Hold HK, Tap →, →, →, release HK (close)

SINDEL

Special Moves

Sonic Yell: Tap →, →, →, HP
Float: Tap ←, ←, →, HK
Fireball: Tap →, →, LP

Air Fireball: Motion ↓ ↘ LK in the air
Floating Fireball: Motion ↓ ↘ LK while floating

Animality

Wasp Attack: Tap →, →, HP

SONYA

Special Moves

Ring Toss: Motion ↓ ↘ → LP
Leg Throw: (↓ LP BL)

Wave Punch: Tap →, ←, HP
Upward Bike Kick: Tap ←, ←, ↓, HK

Finishing Move

Kiss of Death: Tap ↓, ↓, ↓, →, LK (anywhere)

STRYKER

Special Moves

Rushing Throw: Tap →, →, HK
Baton Throw: Tap →, ←, LP
Low Grenade: Motion ↓ ↙ ← LP

High Grenade: Motion ↓ ↙ ← HP

Finishing Moves

Explosive: Tap ↓, →, ↓, →, BL (close)
Tazer Shot: Tap →, →, →, LK (far away)

SUB-ZERO

Special Moves

Ice Clone: Motion ↓ ↙ ← LP
Ice Shower: Motion ↓ ↘ → HP
Ice Ball: Motion ↓ ↘ → LP
Slide: (← LP BL LK)

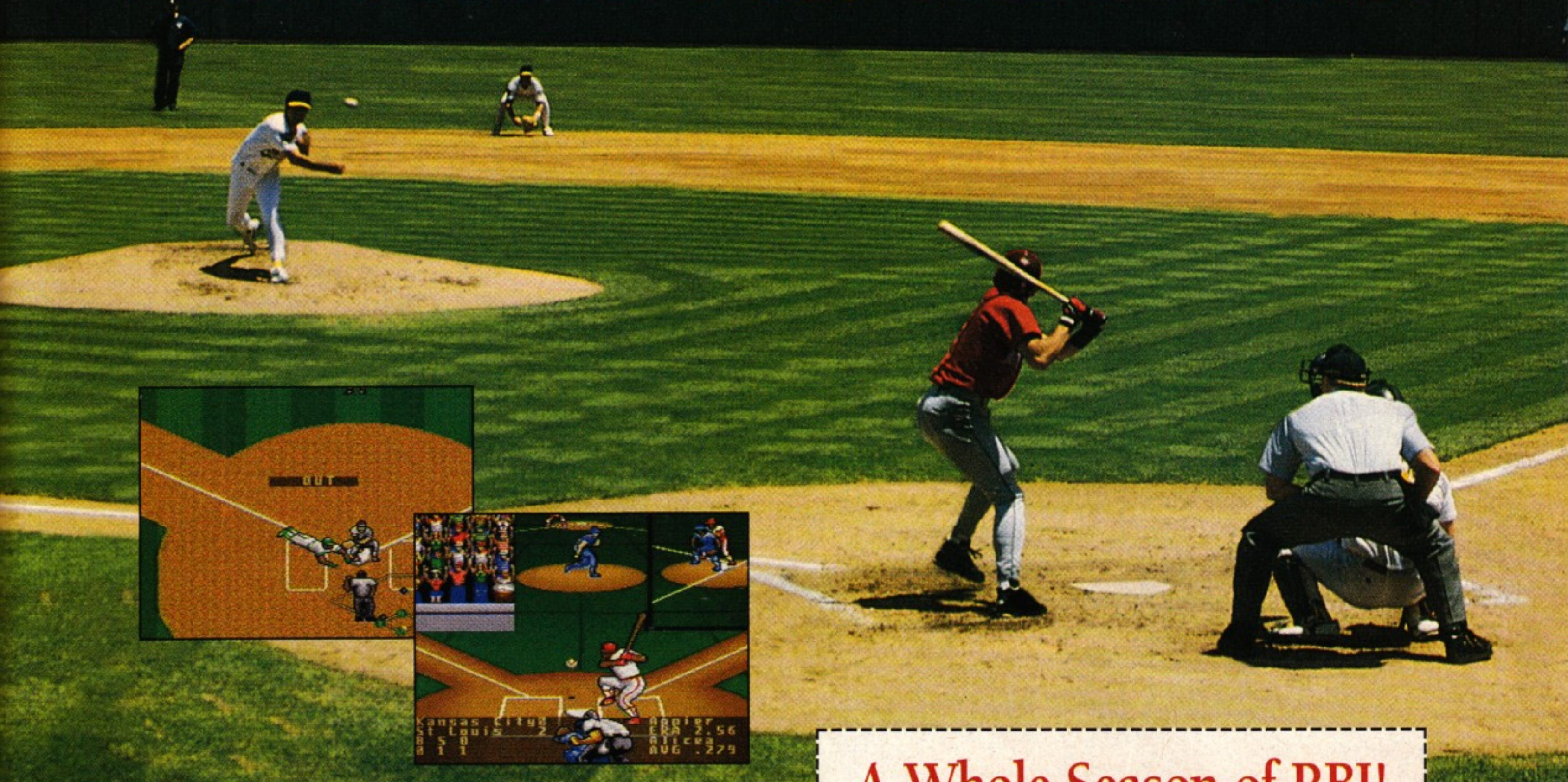
Finishing Moves

Ice Breaker: Tap ↓, →, ↓, →, LP (close)
Cold Breath: Tap ↓, →, ←, HK (Sweep range)

Animality

Polar Bear: Hold BL, Tap ↑, ↑, ↑ (close)

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Step up to the plate as Barry Bonds or Juan Gonzales

and drive one into the upper deck, or see what it feels like to stare down the barrel of a loaded cannon when Randy Johnson or Roger Clemens lights up the radar at over 90 MPH. Create your own Dream Team with superstars like Frank Thomas in Florida teal, or Ken Griffey, Jr. in Yankee pinstripes. Try the Defense Practice mode as Roberto Alomar to polish your fielding skills, or play Homerun Derby as Jeff Bagwell and drive the ball deep and out of the park!



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Here Comes the JUDGE

Combining science fiction and rock-em-sock-em action, Judge Dredd hits movie and video game screens this month. We review the games, then take you behind the scenes of Sylvester Stallone's exciting new movie.

COVER
FEATURE

GENESIS

ProReview

By Major Mike



Pass the popcorn and grab the controller. Acclaim's at it again with yet another movie adaptation, this one for Sylvester Stallone's actioner *Judge Dredd*. Unfortunately, you've seen this game before, especially after the initial freshness wears off.

Judgment Day

In the year 2139, the court system is radically simplified. Judges capture bad guys and dish out harsh sentences on the spot – including executions. That's where Dredd comes in – and you grab the controller.

Dredd has linear gameplay, several items to collect, boss characters – in short, everything you've come to expect in an action/adventure title. Instead of blowing away



PROTIP: Stand in front of computer terminals and press Up for mission updates.

everything in sight, Dredd gives you a choice: Put suspects in the morgue immediately, or arrest them and earn more points. The latter is a nice alternative, but trigger-happy players will probably opt to blow away the baddies.

Although Dredd has several attacks, the game's control isn't up to snuff. Dredd picks up weapons as he goes and can kick, punch, and head-butt suspects into submission. The dead-on weaponry responds well, but in close combat, the punches and kicks get

a little confused – what you press is not what you get.

Jury Duty

The levels make for a good time because they're loaded with plenty of action and hidden passages. The same can't be said for the boss char-



Briefings at the start of each mission prepare you for the action.



PROTIP: Shoot enemies while climbing the ladders – you can shoot through some floors while remaining safe from harm.

acters. Usually fought in tight quarters, battles with these menaces are simply wars of attrition with little room for strategy or technique.

The technical aspects are also routine. The graphics are drab, and the stages take

PROTIP: Push the crates against the walls to create steps and reach inaccessible areas.



PROTIP: In some stages, you can walk through hidden passages in walls that appear to be solid.



PROTIP: Defeat the first boss by crouching and firing, then moving only when he throws fire bombs.

place in dimly lit, washed-out settings. With so-so explosions and gunshots right out of the Genesis archive, the sound effects also bear the generic label.

Thumbs Not Quite Up

Dredd has its moments, but not enough to make a lasting impression or to warrant much replaying. With no continues and intermittent passwords, the game's challenging, but it quickly becomes routine. Judge Dredd is guilty of being barely above average. **G**

Genesis Game Profile

Judge Dredd

(By Acclaim)



The demolition man returns as Judge Dredd – judge, jury, and executioner rolled into one. It's a decent shoot-em-up, but there's little to make Dredd rise above the average.

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.0	3.5	3.5	INT.

Price not available	1 player
16 megs	12 levels
Available now	Side view
Action/adventure	Multiscrolling



PROTIP: In the flying stage, stay in the middle of the screen and be prepared for attacks from the front and the rear.



By Air Hendrix

Action fiends will find their thumbs twitching in anticipation of Acclaim's latest big-screen conversion. Dredd offers engaging graphics and long, challenging levels, but its somewhat banal platform action won't blow you away.

Demolition Man

Based on this summer's Sylvester Stallone action flick, Judge Dredd drops you into a



PROTIP: In the first stage of the Block War level, push this barrel against the righthand wall, then use it to jump over the barrier and grab a 1-up.

futuristic world where judges patrol the streets and sentence – or execute – criminals on the spot. As the convoluted plot unfolds, Dredd is betrayed by a corrupt judge and must clear his name.

With grenades, five types of missiles, rubber bullets that stun crooks, and more,

Super NES Game ProFile
Judge Dredd
(By Acclaim)



Judge Dredd's side-scrolling action formula feels tired, but its zippy graphics and formidable levels will win over action/adventure fanatics – especially since decent 16-bit titles are scarce.

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

Price not available	12 levels
16 megs	Side view
Available now	Multiscrolling
Action/adventure	Passwords
1 player	



PROTIP: Use ricochet missiles to sentence opponents whenever possible; enemies often yield useful power-ups.

Dredd's armory is suitably daunting. Punches, kicks, and head butts round out his attack abilities. Refreshingly, Dredd doesn't always have to waste his foes. With a slightly less vigorous attack, most enemies surrender to arrest, often coughing up a few power-ups to boot.

Rocky Action

Unfortunately, the combat falls short of riveting. The muddy controls don't allow any complex or strategic fighting; correctly timing a jump kick, for example, involves more luck than skill. Usually, you and your opponent just



PROTIP: Defeat these tough opponents in the Aspen Prison level by shooting them briefly, jumping away from their missiles, then jumping back to shoot them again.

face each other and shoot like drunken Western gunfighters until somebody drops.

Nonetheless, the long levels pose a serious challenge. Initially, you patrol the city to trace and destroy ammo stockpiles, while later missions charge you with

tasks like suppressing a prison riot by shutting down the computer system. The constantly changing scenery and nicely varied missions keep things fresh and furious, despite the somewhat tired mix of shooting and searching for items scattered throughout levels.

For the Specialist

Impressive graphics and sounds polish the game's rougher edges. Background



PROTIP: In the first stage of the Aspen Prison level, jump left through the wall and shoot the computer inside to unlock a force field that guards a 1-up found later in the level.

elements, such as ladders, blend too deeply into the scenery, but the sci-fi landscapes breathe a sense of futuristic excitement into the action.

A respectably sized sprite, Dredd plows through his enemies with graceful realism. An enjoyable soundtrack meshes with pulse-raising gunfire.

Ultimately, the mediocre gameplay tips Dredd's scales down, but the beautiful graphics and tough



PROTIP: Always look for safe places from which you can shoot opponents without being hit by their return fire.

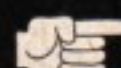


PROTIP: In the second stage of the Aspen Prison level, crawl through the left wall at the last terminal to collect a 1-up.

challenge tip them back up. Hardcore action gamers will have a blast whipping through Judge Dredd, but casual players are better off with a solid cart like Stargate. **G**



PROTIP: To obliterate the first boss, plaster him with three or more grenades, then hit him with the rest of your arsenal.





Stallone Deals Dredded Justice on the Big Screen

What would summer be without a new Sylvester Stallone action movie?

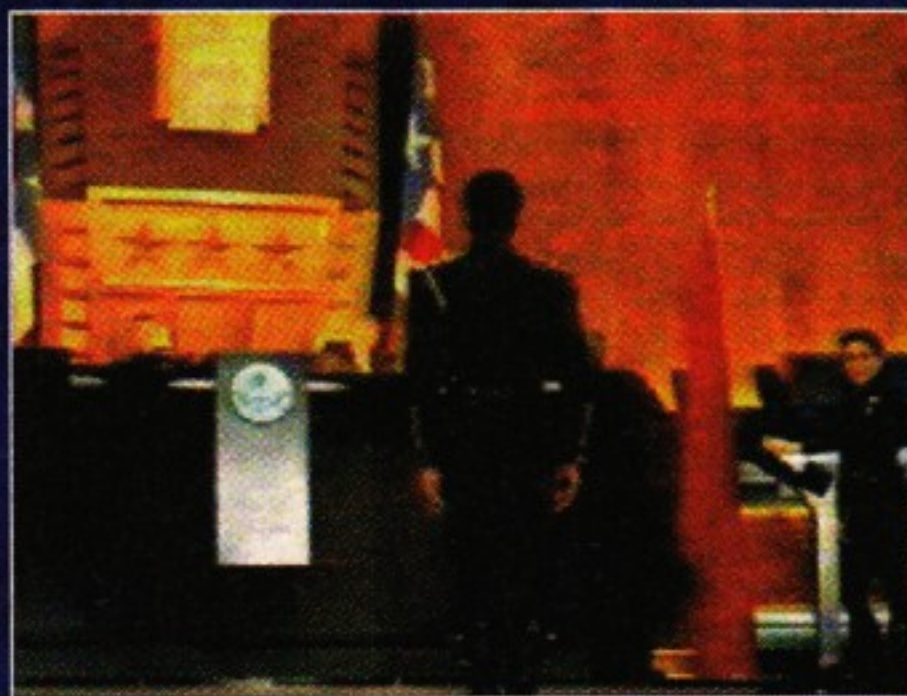
By Cover Girl

Sylvester Stallone's about to hold court – on the big screen. Laying down the law as the title character in this summer's \$70 million sci-fi action flick *Judge Dredd*, Sly deals justice in the crime-infested streets of Mega-City One, circa the 22nd century. Opening in theaters on June 30, *Judge Dredd* blends its cult comic-book roots (see sidebar "Dredd Dispenses Law and Disorder") with familiar Hollywood names, including co-stars Armand Assante, Diane Lane, and *Saturday Night Live*'s Rob Schneider.

Genetic engineering gone awry, corruption, and one man fighting the big-city machine fuel *Judge Dredd*'s plot. Everyone in Mega-City One is a potential "perp," or criminal, in the eyes of the judges. Judges are the new law and order, operating as both judge and jury to enforce laws and carry out the instant sentencing of offenders.

Genetically engineered from the DNA of history's greatest judges, two men are created to be the ultimate

enforcers. One – Judge Dredd – becomes the perfect jurist, battling crime and dispensing justice. The other – Rico (played by Assante) – suffers



Dredd (Stallone) receives a life sentence for a crime he didn't commit.



Dazzling special effects breathe life into the apocalyptic mutant menaces.



In the 22nd century, judges ride Lawmasters to carry out law enforcement and instant sentencing.

from a criminal defect that lands him on the wrong side of the law he's supposed to uphold. Aided by the city's corrupt chief justice, Rico frames Dredd...and the fun begins in a way that only Sly

and big-bucks special effects can deliver.

The simultaneously released video games from Acclaim borrow heavily from the movie. Acclaim digitized the movie's sets for use as backgrounds in 7 of the 12 levels (the other 5 are based on the comic book). Also incorporated into the games were such movie details as characters and props, including Dredd's firearm, the Lawgiver, which possesses mission-variable, voice-activated ammunition; and his motorcycle, the Lawmaster, which is equipped with dual laser cannons and an antigravity system that enables it to fly. Conversely, the movie borrows something from the video game industry: Keep your eyes peeled for the futuristic Acclaim arcade.

Would it be a crime to miss this movie? If you like watching Sly blast around the big screen with a big gun, then it's one flick you probably won't Dredd watching. **G**

Casting Call



Judge Dredd (Sylvester Stallone) comes gunnin' for the man who framed him.



The fun begins when Rico (Armand Assante) escapes from his futuristic prison.



Dredd saves Saturday Night Live's Rob Schneider throughout the movie.



Co-star Diane Lane is more than Sly's match.



Director Danny Cannon grew up reading Judge Dredd. How much of the comic-book character's intensity will he carry over to the movie?

Judgment Day Cometh



Crime and anarchy rule in Mega-City One, but one man prevails.



By Tommy Glide

Step down, Judge Ito – Judge Dredd's court is now in session, and he's packing more than a gavel in this decent Game Gear title.

Right Said Dredd

The Game Gear version looks and plays similarly to the two 16-bit versions. In a series of



PROTIP: Never go head-to-head with enemies because you'll take damage. Strategically shoot them from safe locations.



PROTIP: Use the computers stationed throughout the levels to check how close you are to completing your objectives.

running and jumping levels, you must destroy enemy ammo, free hostages, find the computer terminals, and of course, dispense Judge Dredd's own brand of justice on numerous nameless foes.

The Judge moves cleanly with solid animation throughout the levels. While the backgrounds aren't especially bright, they're detailed and

make for above-average Game Gear graphics.

Unfortunately, the sound is Dredd-ful. You get typical scratchy-sounding effects and the same plunky Game Gear music you've heard before. The only beneficial sound effect is a little jingle that lets you know you've met all your mission objectives.

Better Off Dredd

It doesn't take a specialist to handle the Judge. The solid controls give you good jumping maneuverability, and you can duck, crawl, and climb hand-

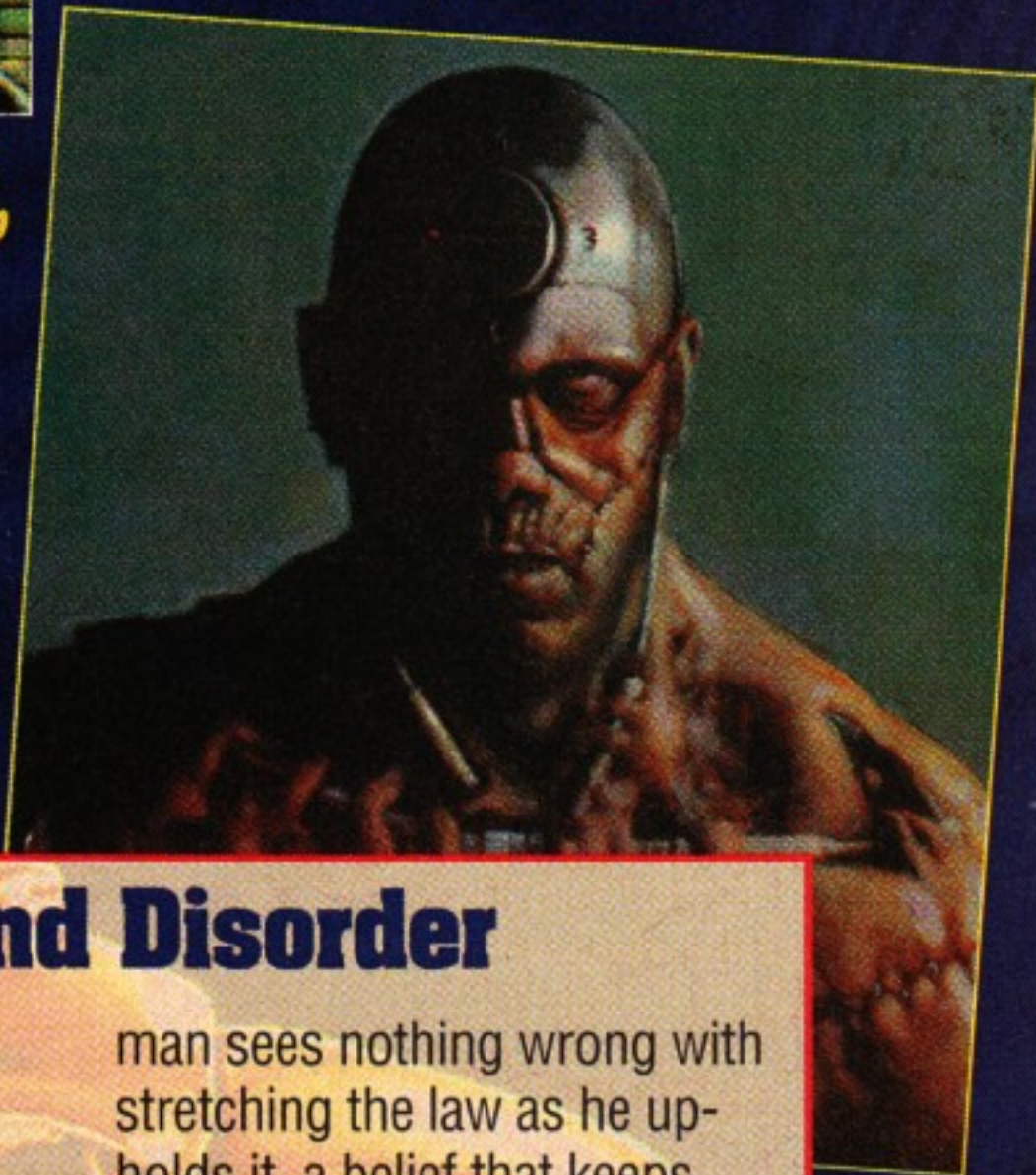


PROTIP: In the first few levels, save your grenades to blow up the ammo dumps.

over-hand across wires. While performing any of these moves, you can shoot your gun in eight compass directions.

Even with a variety of levels and power-ups, the

action stalls just a bit. If you're a Dredd fan and have a 16-bit system, spend your money there. If the Game Gear is your only system, Dredd isn't bad – but judge for yourself. **G**



Dredd Dispenses Law and Disorder

A cult comic-book favorite, Judge Dredd first arrived on the crime scene in 1977, executing his peculiar form of justice in *2000 A.D. #2*, a comic distributed in the U.K. to wide acclaim. Dredd blasted onto American shores in 1983 with his namesake comic. Today, law-abiding comic-book fans can read about his exploits in DC

Comics' *Judge Dredd* and *Legends of the Law*, though the good judge has also crossed into novels, sharing two with another comic-book noir character, Batman.

It isn't clear how much of Dredd's movie character will mimic his comic-book character's hard-nosed approach. The future's most dreaded... er, feared comic-book law-

man sees nothing wrong with stretching the law as he upholds it, a belief that keeps him in hot water with the city's chief justices but makes for plenty of action. If you're a fan of Dredd's comic-book brand of law and disorder, you'll want to see how much stretching it takes to successfully carry the feeling of Dredd to the big screen.



Judge Dredd is the law!



Dredd's Lawmaster motorcycle and Lawgiver gun even up the odds as he singlehandedly enforces the law.



Perps control Mega-City One's streets.



As a new member of DC Comics' family, Judge Dredd retains the original flavor of the 1983 cult comic-book favorite (left).

Judge Dredd by Acclaim

Graphics	Sound	Control	FunFactor	Challenge
4.0	2.5	4.0	3.5	Intermediate

Price not available
Available now
Action/adventure
1 player

Passwords
Side view
Multiscrolling
ESRB rating: Teen

**SPECIAL
FEATURE**

HOORAY FOR HOLLYWOOD! ACCLAIM STUDIOS

Acclaim's new global headquarters in rural New York merges a Hollywood-style movie studio with state-of-the-art video game production.

By The Feature Creature

A walk through tiny Glen Cove on New York's rural Long Island is like a walk through old-fashioned Small-town, U.S.A. – until you come to Acclaim's gleaming new global headquarters. Inside this sleek, futuristic building is one of the world's top video game facilities, Acclaim Studios – a place where Hollywood-style special effects and video game technology are blended into some of the year's most eagerly awaited games.

Acclaim Access

For almost six months now, the building at One Acclaim Plaza has been devoted to Acclaim's many video game projects. Although the exterior is white and wrapped with glass, the interior is darker, dominated by labyrinthine corridors and small offices humming with high-tech equipment. It's a look common to other video game companies with two notable exceptions: the sheer size (70,000 square feet, accommodating almost 300 employees) and the room in the basement.

That 2500-square-foot room is what puts Hollywood-like special effects into Acclaim's latest games. Called the motion-capture studio, it's the size of a small high-school gym with 24-foot-high ceilings, a black padded interior, and a glass-enclosed control room. Powerful lights and custom-built cameras stand in the corners, a flying rig for aerial stunts

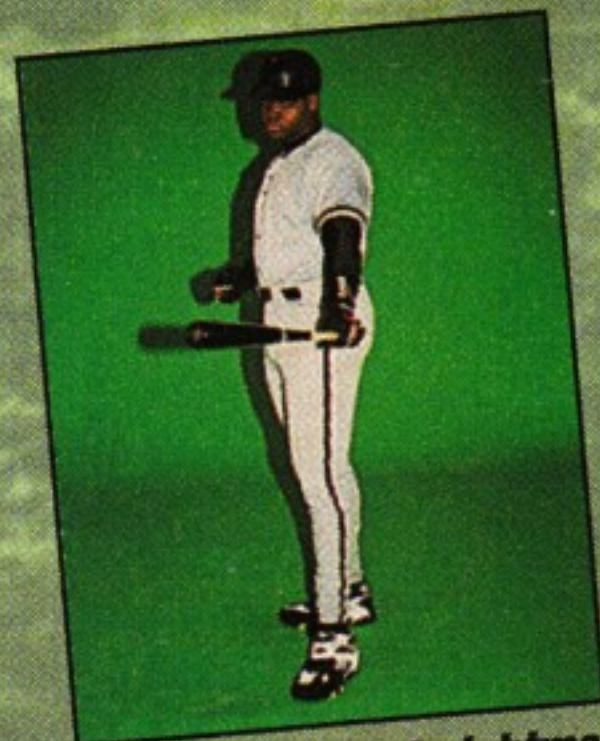
hangs from the ceiling, and a black basketball hoop (left over from NBA Jam) stands against one wall.

Anyone familiar with Hollywood's special-effects studios would recognize this room – the surprise is that it's here at Acclaim. Acclaim is the only video game company to have its own on-site motion-capture



The headquarters at One Acclaim Plaza in Glen Cove, New York

studio. Here an actor will wear a black costume studded with up to 300 reflective light sensors. This past spring, Chicago White Sox All-Star Frank Thomas spent several days here being filmed for the upcoming Frank Thomas "Big Hurt" Baseball. The cameras in the corners pick up the movements of the light sensors



A pitcher's worst nightmare...

attached to the actor – for example, Thomas swinging a bat – and feed the data into a computer in the control room.

The computer data is then digitized into 3D images.

Thomas's movements can then be re-created as the actions of

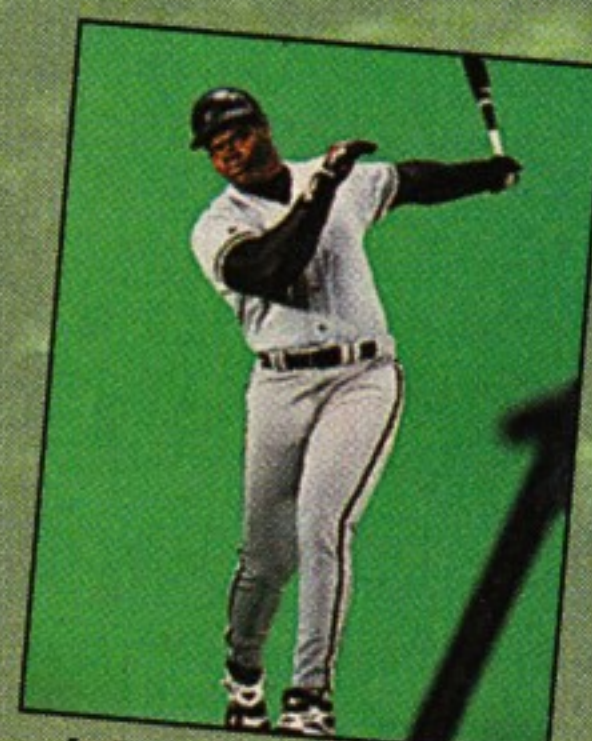
a smoothly moving video game character.

The creatures in Alien Trilogy for the PlayStation were also created in this fashion. An actor slithered and leaped in the black suit, then his computer image was given the "skin" of an agile alien. An in-house studio gives Acclaim a tremendous advantage

over other video game companies, which must rely on the availability of outside studios for their motion-capture effects.

The Green-Screen Team

Acclaim has another ace up its sleeve: its own blue-screen studio. Located across the street from the headquarters,



...is Thomas swinging away.

The Motion-Capture Studio



Crew members surround Frank Thomas inside Acclaim's vast motion-capture studio.



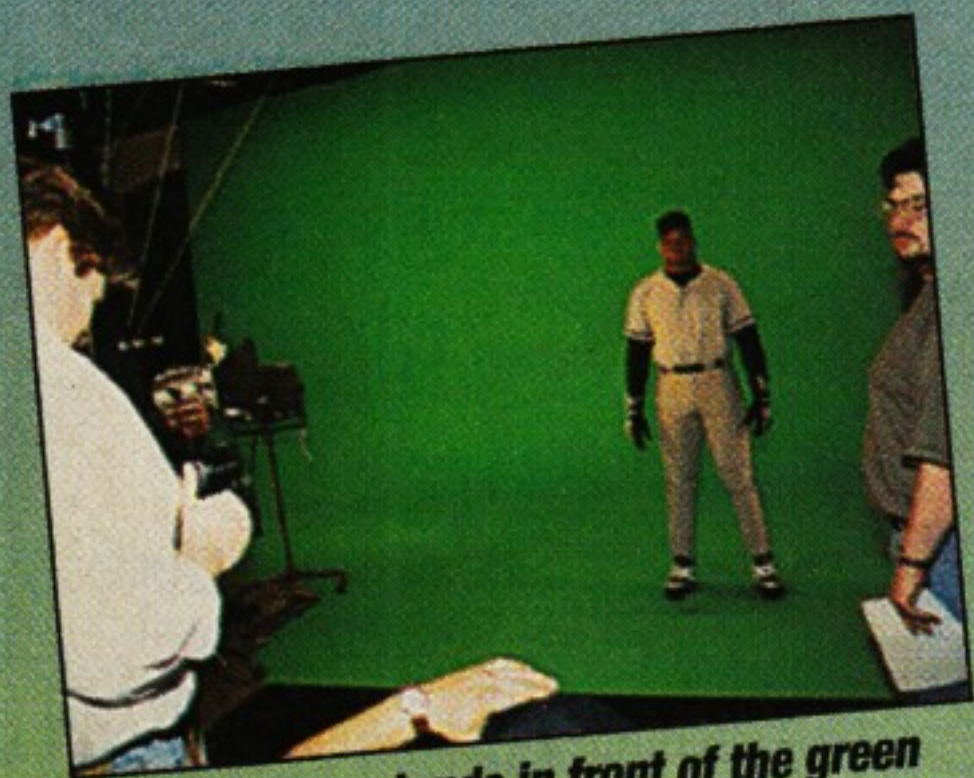
Thomas dons his sensor-studded black costume.



Thomas is about to step into an imaginary pitch...



...and send it downtown.



Frank Thomas stands in front of the green screen, waiting to be filmed.



Batman assumes the position in *Batman Forever* for the SNES.



Nice parking spot. Batman probably doesn't even need to use *The Club* when he leaves the Batmobile.



the former car showroom now creates effects common to movies like *Forrest Gump* and *True Lies*. A live, costumed character is filmed in the foreground against a blue or green background (the color depends on the color of the character's costume); later, they're superimposed onto the background that appears in the film or the video game.

The results are not merely impressive, they're award winning. Last spring the advanced Ultimatte film technique, similar to what's used at Acclaim, won an Oscar for technical achievement.

On this day, filming is

under way for the *Batman Forever* games. Guided by a director and stunt coordinator, a purple-clad stuntman named Matt Norklun performs flips that will appear in the games as a thug's attack on the Caped Crusader. Everything behind and around him is painted bright lime green, including the props and the small trampoline he bounces from. Later, everything that's green will be replaced by the detailed backgrounds and props seen in the games. There's no doubt what game they're working on: Hanging to one side is a large Batman figure, while costumed man-

nequins of the Riddler and Robin stand just offstage.

Acclaim to Fame

Acclaim has always wanted its games to lead the industry into new directions. Now, armed with cutting-edge technology and the Acclaim Studios, the company is pointing the way to the next decade of

game making. In addition to the titles already mentioned, you'll probably see effects created in the Acclaim Studios in the upcoming 16-bit game *George Foreman For Real Boxing*. With movies and video games converging, perhaps one day all games will be made like this. **G**

The Blue-Screen Studio



Val Kilmer portrays the Caped Crusader in the film *Batman Forever*.



Mannequins of the Riddler and Robin, waiting for the *Batman Forever* shoot. This scene required use of the green screen instead of the blue.



Stuntman Matt Norklun confers with Stunt Coordinator Jeff Gibson in the blue-screen studio.



Norklun, wearing the costume and mask of one of the game's thugs, prowls the green screen between takes.



Elsewhere in the headquarters, animators and programmers turn the filmed footage into digitized video game characters.



Rubber-limbed Jim Carrey is Batman's archenemy.

**SPECIAL
FEATURE**

PlayStation Preview

The Sony PlayStation has ignited the creative fires at game-development companies everywhere. Here's a look at a few PlayStation games in the works by veterans and rookies alike with a special focus on an up-and-coming outfit, 47-Tek!

By Toxic Tommy

Krazy Ivan

Krazy Ivan will be a first-person 3D combat blaster. In the year 2086, nasty extraterrestrials have enclosed vast areas of Earth behind nearly impenetrable force fields. The Russians crack the fields, so they encase a bolts-for-brains soldier, Ivan,

in a 40-foot, 50-ton mech-warrior power suit and let him go...well, crazy! Ivan and his mech foes pack missiles, bombs, and guns galore. The high-tech fighting occurs at long and short ranges, utilizing scaling graphics and a 360-degree field of view. Here's a Russian revolution with potential.

By Psygnosis



Tekken

Tekken brings Namco's Virtua-chasing coin-op home. Although the version currently available for the Japanese PlayStation is drawing raves for improving on the arcade action, Namco has reportedly used the year-long release difference to tweak the American version even further. You'll choose from the same

eight arcade combatants, but look for them to move much more quickly than before. The absence of projectile attacks may be controversial among pros, but it will force you to master completely different strategies. You'll also be able to control each of your fighter's arms and feet independently.

By Namco



Kileak the Blood

This Doom-style dungeon blaster seeks to get seriously down with the graphics and the gameplay. In fact, Kileak's truly deep...you'll bust into an underground fortress and keep heading...straight down! You'll have

to find your way through each murderous maze, with frightening, well-armed mechanical horrors breathing down your neck and a limited energy supply. Kileak's out for blood!

By Sony Computer Entertainment



Wipe Out

Psygnosis' game makers are huge Ridge Racer fans, so they've set a goal to make their futuristic game better than that arcade and PlayStation powerhouse. Wipe Out will drop you into the seat of a mean anti-gravity racing vehicle for wild, stomach-twisting driving around ten tracks. You can choose between eight antigrav craft, but it's the nine strategic weapons you'll really need.

By Psygnosis



Ridge Racer



If you're looking for the PlayStation pack-in game, you might not have to look any further. According to Namco, there's a good chance Ridge Racer, a PlayStation port of the arcade road machine, will ride along with every PlayStation unit. You'll drive in a 12-car jam or duel one-on-one in two-car races against the computer. There's already a Japanese version, but look for Namco to customize the game for U.S. drivers.

By Namco



F-111 Aardvark: The Agile Warrior

The Aardvark could be a real aerial animal. The high-tech chopper combat will get a blast of rendered polygon graphics as you seek and destroy airborne and land-based targets. You'll fly your helicopter via switchable outside-the-ship and cockpit views, hopefully with gorgeous PlayStation graphics. Don't let the enemy catch you admiring the scenery!

By Virgin



VMAX

Like Psygnosis, Mindscape will set its PlayStation mind toward high-tech racing. VMAX means "velocity maximum," which you'll strive to achieve in a far-out vehicle that flashes along rails of light. Of course, the competition is trying to do the same, and they'll try to put out your lights with demolition-derby-style combat.

By Mindscape



War Hammer Fantasy Battle

Mindscape captured the license for the hot War Hammer series of fantasy board games, where humans and elves wage an epic conflict against orcs and goblins. Fantasy Battle is a point-and-click strategy game. You position a team of multitasking mercenaries on a battlefield, hit start, and let 'er rip. What's more, you can take control of any fighter at any time.

By Mindscape



StarBlade Alpha



Namco's rolling out all its arcade hits. StarBlade Alpha, currently out in Japan, will feature the same first-person, fixed-path, shoot-em-up gameplay as the arcade, Sega CD, and 3DO versions of StarBlade. The "Alpha" reference in the title manifests as two extra missions and CD-juiced sound.

By Namco



Destruction Derby



Cynics say people watch stock-car racing just to see the crashes. Psygnosis runs with that notion. Destruction Derby enables you to drive beautifully rendered, big-block racing vehicles from several gameplay perspectives and smash 'em into each other.

By Psygnosis

Twisted Metal

If take-no-prisoners vehicle combat gives you the jitters, Twisted Metal will try to motivate you to take the controls by offering supernatural powers as the prize. The deadly competition takes place on the streets of LA. Gameplay perspectives include a first-person view, two outside-the-vehicle looks, and several camera angles with a "god's-eye" view. Twelve vehicles will be at your disposal, so choose wisely.

By Sony Imagesoft

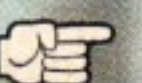


Razorwing



Razorwing is about alien-blasting in a fierce antigravity tank. You'll take a cockpit-view ride through strange worlds where your challenge will include the violence of the environment as well as the enemy. Earthquakes and volcanoes will rock you, but your Razorwing will adapt as your combat skills win alien technology. Brought to you by the crew that designed Desert Tank in the arcades.

By Sony Computer Entertainment



Street Fighter: The Movie



This head-to-head fighter is headed to the PlayStation, but it will be totally different from the arcade game with the same name. Developed in Japan, this version will feature completely different fighting action. However, the World Warriors will be created from digitized images of Jean-Claude Van Damme and the rest of the *Street Fighter* movie actors.

By Capcom

Johnny Mnemonic

Johnny has 12 hours to download the confidential code on the memory chips implanted in his brain...or else he dies. Based on the original short story and screenplay by cyberpunk guru William Gibson, *Johnny Mnemonic* is a full-screen, interactive action/adventure game. Full-motion video with a seamless, intuitive, window-box interface will enable players to venture from one live-action scene to another.

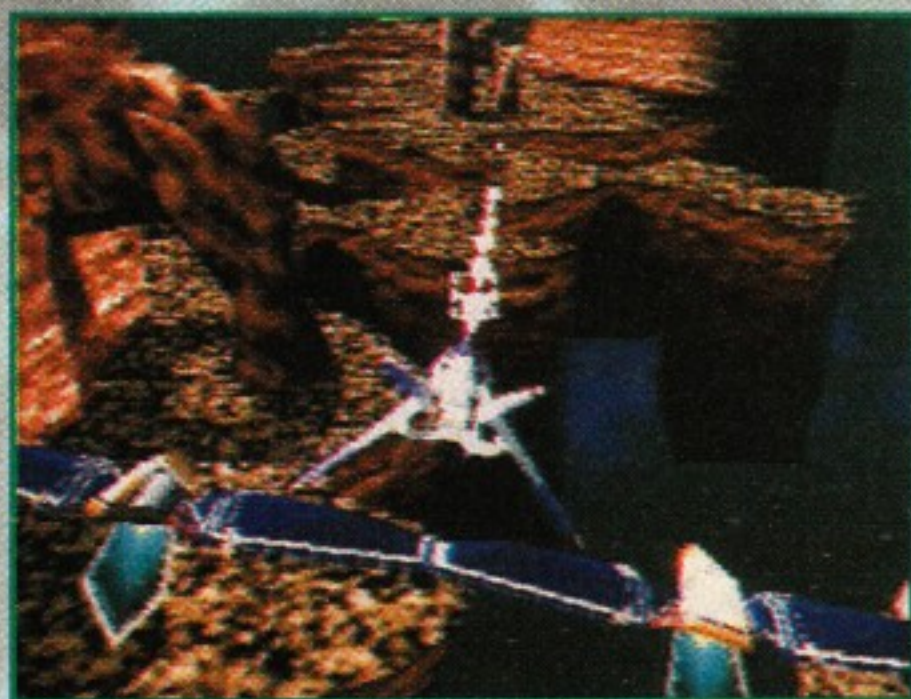
By Sony Imagesoft



Zeitgeist

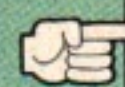
You may need a dictionary to grok the title, but this futuristic 3D shooter should be a no-brainer for thumb jockeys everywhere. You'll toggle from a cockpit view to an overhead look as you rain massive laser fire upon squadrons of spacecraft piloted by angry aliens. *Zeitgeist* should certainly fit the PlayStation's zeitgeist.

By Taito



More PlayStation Games In Development

- Aeon Flux** (Viacom New Media) MTV's *Liquid TV* sci-fi adventure
- Air Combat** (Namco) Fly against the air pirates.
- Alien Trilogy** (Acclaim) Three action *Alien* stories in one
- Assault Rigs** (Psygnosis) Futuristic tank warfare
- Bio Hazard** (Capcom) Adventure horror beat-em-up vs. zombies and monsters
- Casper** (Interplay) Ghostly action with graphics from the new movie
- Castlevania** (Konami) New chapter in the vampire-stalking series
- Championship Pool** (Mindscape) Bitmasters runs the tables again.
- Converse City Ball Tour** (Virgin) Serious street ball, shoes not included
- Creature Shock** (Data East) Doom-style shooter with flying levels
- Cyber Sled** (Namco) Mechanical mayhem in a maze
- Cyberia** (Interplay) Battle monsters in a gruesome fantasy land
- D&D: Tower of Doom** (Capcom) Based on the arcade RPG
- Dark Legend** (Data East) Chinese mythological warriors fight one-on-one.
- Dark Sun: Shattered Lands** (Data East) Based on the fantasy board/PC game
- Darkstalkers** (Capcom) Port of the first arcade fighting game
- Defcon 5** (Data East) A space shooter with strategy elements
- Descent** (Interplay) Mean machine combat inside the Earth
- ESPN Extreme** (Sony Imagesoft) Race inline skates, street luge, and more.
- FIFA Soccer '96** (EA Sports) Will outkick the '95 3DO game.
- Fox Hunt** (Capcom) Interactive spy adventure
- Frank Thomas Big Hurt Baseball** (Acclaim) Digitized polygon rendered players
- Galaxian 3** (Namco) Multiplayer fixed-path alien zapping
- Harbinger** (Mindscape) Fight evil aliens who have taken over your mind.
- Incredible Toons** (Capcom) Ghosts & Goblins-type action/adventure puzzler
- Jimmy Houston's Bass Tour USA** (American Sammy) 3D rendered...fish?
- Journeyman Project Director's Cut** (Sanctuary Woods) A time-traveling adventure.
- Magic Carpet** (Electronic Arts) Make magic on the carpet.
- Major League Baseball** (Konami) Play ball with digitized pro players.
- Minnesota Fats Pool Master** (Data East) Shoot stick with the Fat Man.
- Mortal Kombat 3** (Sony Computer Entertainment) Yes! The arcade killah!
- NCAA Football** (Mindscape) Based on the PC gridiron game
- PGA Tour Golf '96** (EA Sports) Swing with digitized pros.
- Primal Rage** (Time Warner) Dinosaurs and giant apes fight.
- Project Overkill** (Konami) Contra-style run-n-gun action
- Psychic Detectives** (Electronic Arts) Solve crimes from inside suspects' minds.
- Pyramid Intruder** (Taito) A shooter inside a pyramid
- Rayman** (Ubi Soft) Colorful hop-n-bop action
- Ridge Racer** (Namco) Port of the classy arcade racer
- Road Rash** (Electronic Arts) More bare-knuckle motorcycle mashing
- Rock 'n' Roll Racing** (Interplay) Auto racing to monster rock tunes
- Ruins** (Lobotomy) Egyptian mummy-infested action/adventure inside pyramids
- Run and Gun Basketball** (Konami) Based on the arcade cult hit
- Shanghai Triple Threat** (Activision) New versions of the ancient strategy game
- Shock Wave** (Electronic Arts) Spacecraft shooter 3DO port, Jumpgate included
- Shred Fest** (Electronic Arts) Become a primo snowboarder, avoid getting a job.
- Spot Goes to Hollywood** (Virgin) Effervescent action with the 7-Up Spot
- Street Fighter Legends** (Capcom) Final Fight and original *Street Fighter* characters
- Street Fighter: The Animated Movie** (Capcom) Fighting game based on the Japanese animated flick
- Street Racer** (Ubi Soft) Mario Kart with an attitude
- Super Parodius** (Konami) Two off-the-wall shooters in one
- Swagman** (Core) Dreamworld action/adventure
- Syndicate Wars** (Electronic Arts) New installment of PC strategy hit
- Tangrams** (Capcom) Solve 100 picture-based jigsaw puzzles.
- Team 47-Goman** (47-Tek) Gigantic mechwarrior combat action
- Theme Park** (Mindscape) Build your own Disneyland.
- Toh Shin Den** (Takara) Weapons fighting game cutting 'em up in Japan
- War Hammer 40,000** (Mindscape) Battle space orcs 40,000 years in the future
- War Hammer Blood Fist** (Mindscape) Like *Doom* in a *Lord of the Rings* setting
- WarHawk: The Red Mercury Missions** (Sony Imagesoft) Combat flight sim
- Waterworld** (Interplay) Action RPG based on the sci-fi flick
- Wing Commander III** (Electronic Arts) Mark Hamill flies against evil space cats.
- X-Men** (Capcom) Port of the Children of the Atom arcade fighter
- Zoop** (Viacom New Media) Tetris-style action from four sides at once



PlayStation

Spotlight: 47-Tek

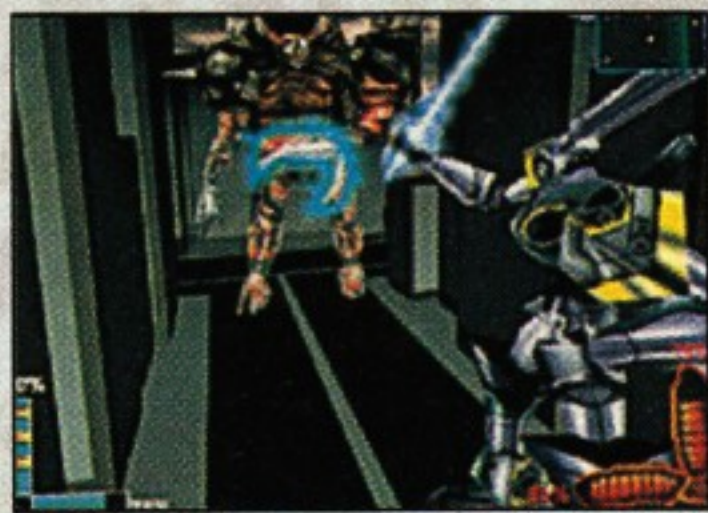
An innovative young company in San Francisco is working on Team 47-Goman, a dazzling "true 3D" mech game for the PlayStation.

By The Feature Creature

You've meched around with MechWarrior and T-Mek. Maybe you've sampled the heavy metallurgy of Iron Soldier on the Jag. These games all put you into the body of a huge warbot – but what about getting into the mind of such a machine? Prepare for the September release of Team 47-Goman, an exciting new PlayStation game from 47-Tek that blends martial arts, strategy, and remarkable 3D innovations into one unique package.

Mechs to the Max

Team 47-Goman's gameplay defies categorization. Gamers pilot a skyscraper-size mech as they defend 21st-century Earth from immense revenge-minded aliens. The action takes place in six stylized settings – a



An early mockup of the onscreen action, showing the health bars in the lower-left corner and a forward-counting clock in the upper right corner.

futuristic New York, Hawaii, and Tokyo among them.

That action, however, changes constantly, which is what separates Team 47-Goman from another 3D PlayStation game, Toh Shin Den. While Toh Shin Den is all fighting, in Goman (pronounced "go minn"), fighting is merely one gameplay option.

Gamers can sneak around corners to fire long-range armaments, pick up and throw cars, engage enemies in claw-to-claw combat, or use strategy to beat the

monsters to their objectives and keep them from gaining energy.

What's more, mechs and monsters have their own personalities and skills, adding another layer of depth to the gameplay. Explains Producer Max Deardorff: "We're not just creating monsters and saying 'Here, look at this, now fight.' We're creating characters that evolve during the game. Each monster grows during the mission by consuming toxic waste, so by the end of each level, it's become its own end boss. The



A preliminary version of the game: Roggosh prepares to whip his scorpion tail at SabreMech in the Mojave Desert. A futuristic bullet-train rail stands on the right.

monsters also up their intelligence as you play, so you'll have to get into their minds and understand their motives to win."

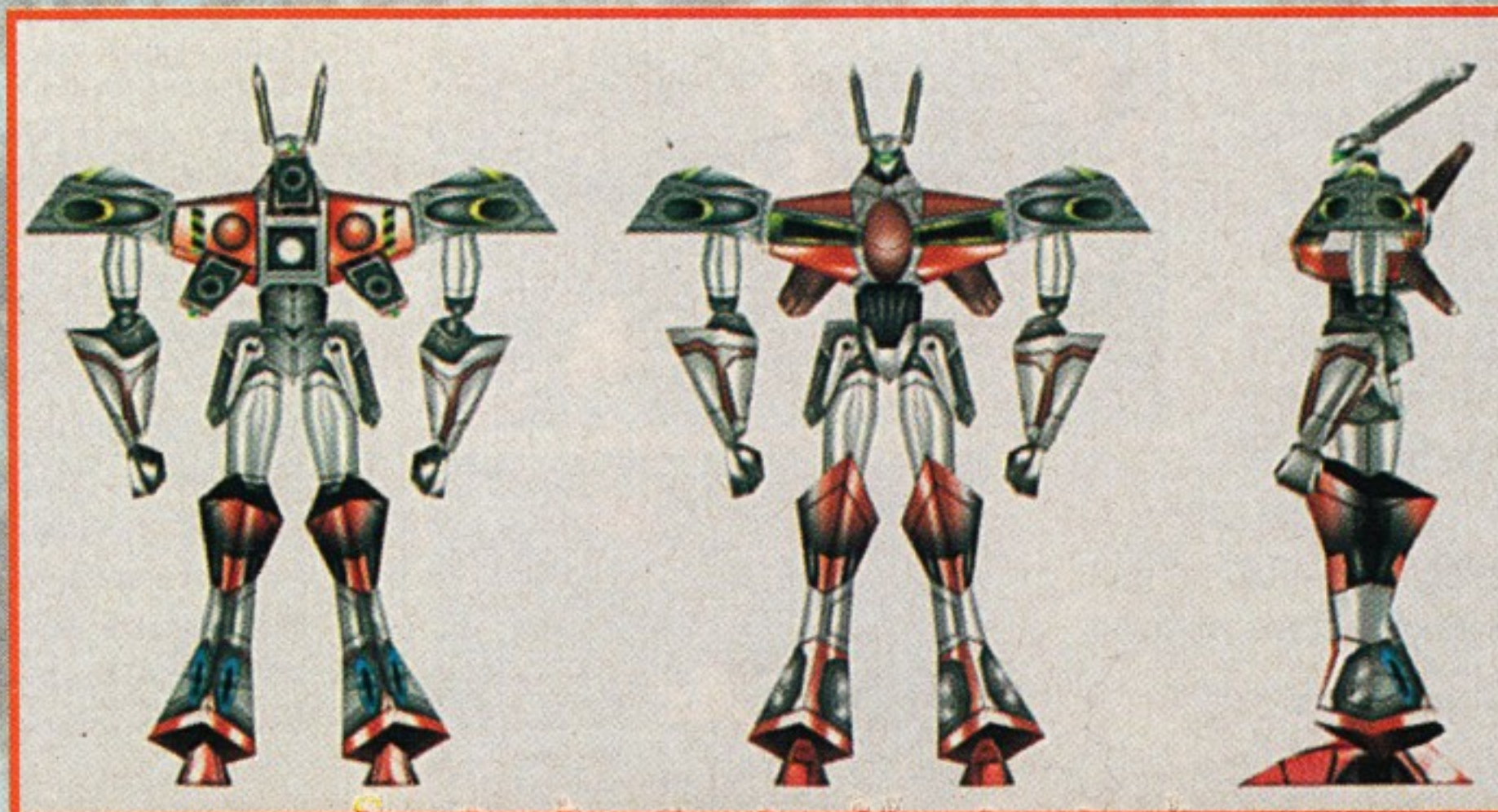
Even winning is different. "It's not enough just to win," Deardorff says. "You have to achieve an honorable victory. So not only must you beat the monster, you must prevent destruction. In the desert, for example, you must win while saving the Joshua trees, which is much more than a simple 'win at all costs' philosophy. Basically, we're not just thinking about what you'll do during the game, we're thinking about what you'll feel as you're playing."

The Mech Makers

If the gameplay seems distinctive, wait until you see the graphics. Guiding the visuals is 28-year-old Mark Hirsch, the president of 47-Tek, the two-year-old company that's making Goman. 47-Tek's 13-member



Nealloth, one of the monsters



SabreMech, one of the 100-foot-tall mechs. The pilot's "cockpit" is in the chest.



**24 HOURS
IS THE
BEST WE
CAN DO.**

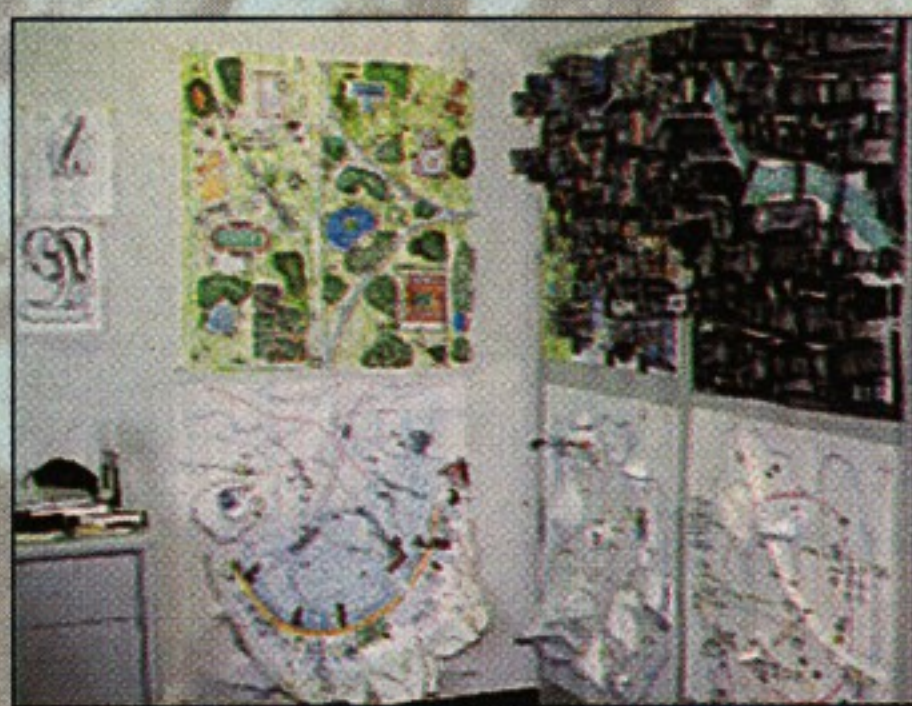


**SEGA
CHANNEL**

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Welcome to Sega Channel. The all day, all night video game channel. It's up to 50 games a month pumped into your humble abode. Get secret codes, insider tips and test drives of the newest games around. Play what you want, when you want, for as long as you want, for one low monthly price. Call your cable company or (402) 573-3637. About time, don't you think?

staff works out of colorfully cluttered offices in the artsy section of San Francisco. Everyone has different backgrounds – some in mathematics, some in films, and some, including Hirsch himself, in martial arts. In fact, what Hirsch calls “my toys” – his martial arts weapons – decorate one office wall, ready for use when he wants to demonstrate a move to an animator. Utilizing the staff’s disparate skills, 47-Tek has developed what it calls “true 3D” graphics. Prepare to redefine your view of games.



3D wall maps of the game's levels

Scenes from Sento



Toh Shin Den, Takara's 3D fighting game for the PlayStation

“Other games claim to use 3D animation, but they’re really only 2.5D,” explains Hirsch. “Think of Doom: There’s the illusion of 3D depth in the

graphics, but you only see a finite series of predetermined pictures, shown from limited angles. Same with Donkey Kong: though it looks 3D, it doesn’t allow you to go absolutely anywhere you want into the background, and there’s a limit to what you can see. What we’re doing

is creating an actual 3D world, where you can circle around behind opponents, look and move in any direction, and knock enemies off a cliff in the background. Other games give you front, back, or side views of 2D characters, but we give you an infinite number of angles to move anywhere and see anything you want.”

Goman Graphics

Although the game is unfinished, so far its visuals support Hirsch’s claims. Characters are wonderfully agile – these aren’t your father’s plodding, stiffly moving, Godzilla-style monsters. Backgrounds stream smoothly toward you, and objects don’t suddenly “pop” into view; instead, they grow seamlessly in size as you



Side view of Nealloth

approach. And your view does quickly zoom around in all directions, taking in large overviews or zeroing in on objects for a closeup.

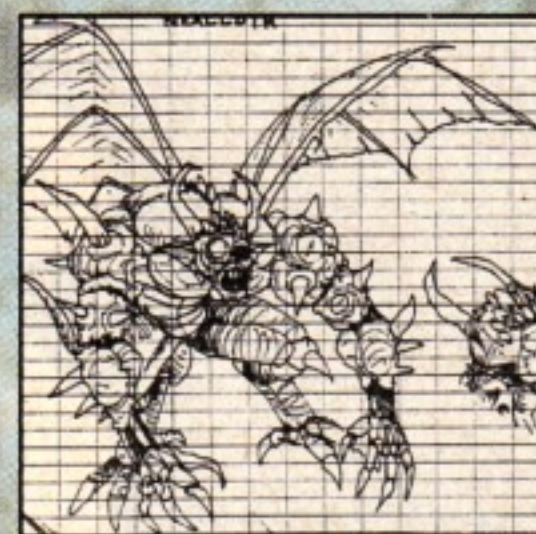
Examples of what Hirsch envisions are found in Sento and Creep Clash, two 1994 games 47-Tek created for the PC (see side-

bars on this page). They make real a gamer’s best 3D dreams: The fighters are fast, moves are fluid, and the camera zooms effortlessly. When you see these games, the possibilities seem



Designer/Artist Dan Ross

Scenes from Creep Clash



A 47-Tek artist's original sketch of Nealloth



Eight from 47-Tek; Producer Max Deardorff is fifth from the left.



President and Executive Producer Mark Hirsch

limitless. Hirsch feels the PlayStation will deliver even more. “The PlayStation has the speed to push polygons as fast as we need. Plus, the PlayStation controller is perfect,” he says. “Ergonomically, it simply feels better than any other controller. And the extra buttons offer unlimited potential for our kind of gameplay.”

Tek Talk

Where does 47-Tek go from here? Perhaps to other systems, though a game like Team 47-Goman will only be possible on the most advanced hardware. Tentative plans also call for fighting and driving games, but nothing’s been officially announced. Whatever the next project, Hirsch is clear about 47-Tek’s mission: “We want great gameplay and great graphics, but we’re emphasizing content, too.” If it sounds like a gamer’s dream...well, it is. Fortunately, 47-Tek seems to be one of those rare places where dreams and reality collide. **G**

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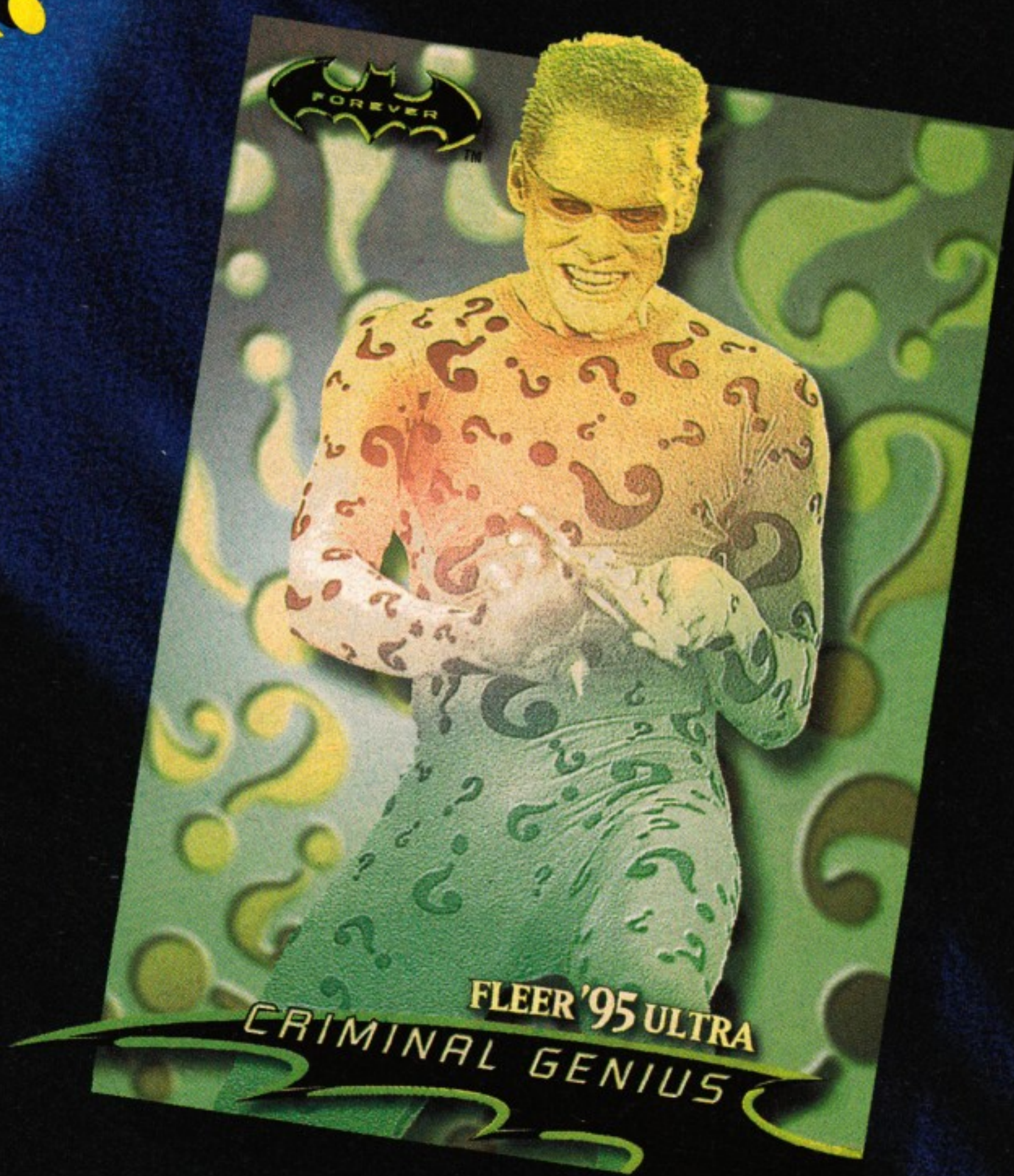
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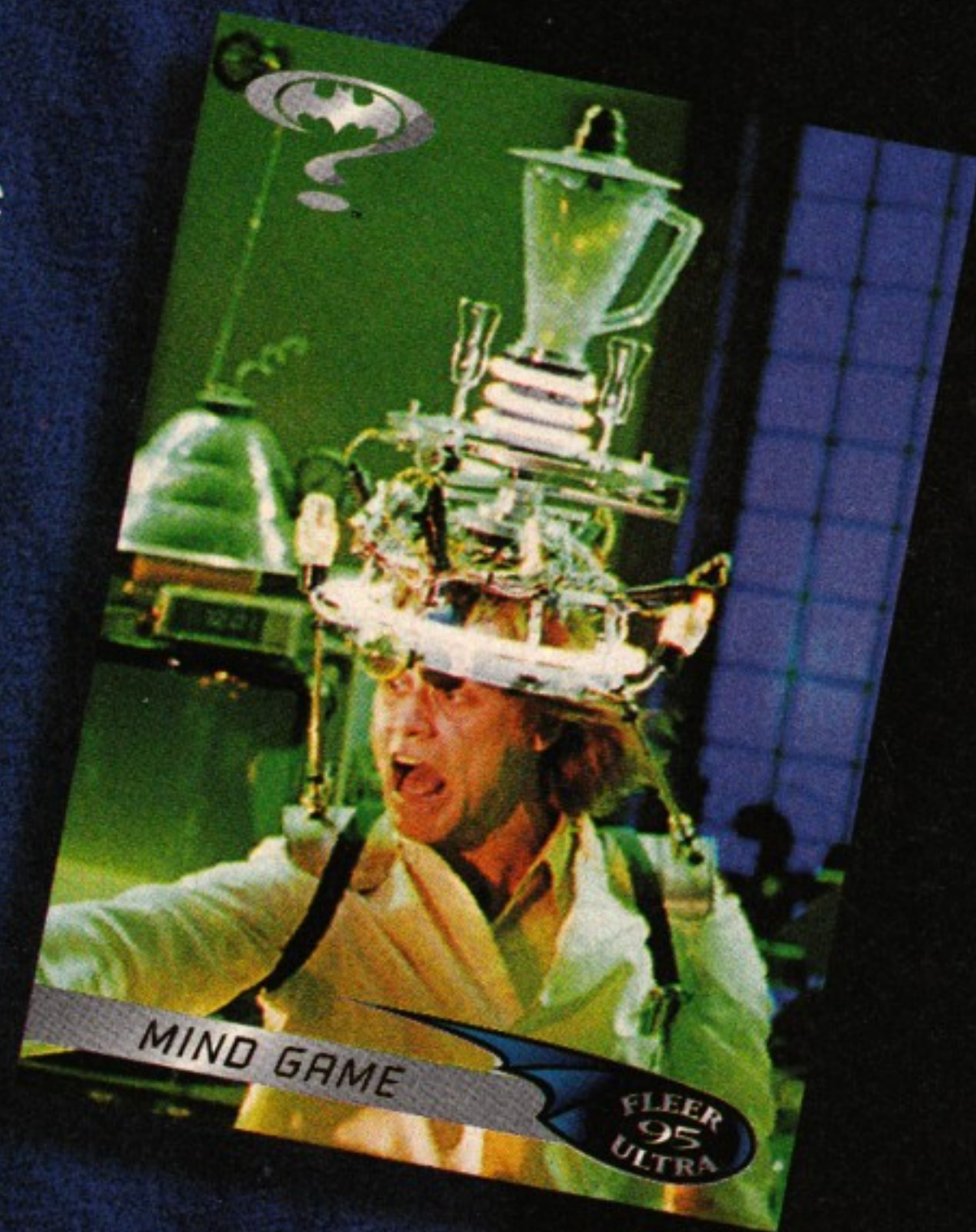
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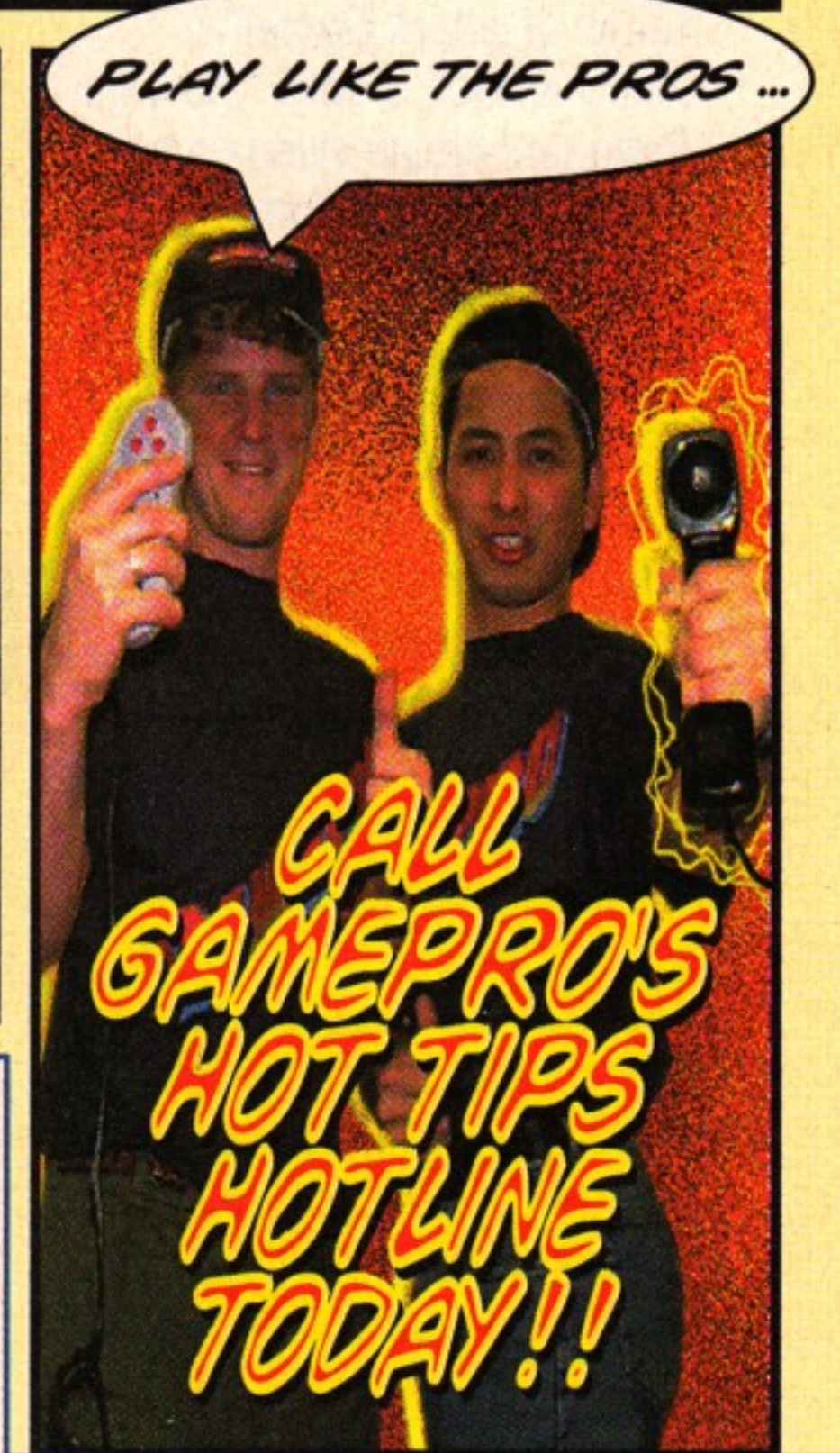
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1 Tip
- OPTION 2** **Super Nintendo**
3 Tips
- OPTION 3** **Sega Genesis**
3 Tips
- OPTION 4** **Alternative Systems**
3 Tips

OPTION 2

Hit us with your Best Tip

Leave or pick-up some of the *best* tips from the most serious gamers around!

- OPTION 1** **Nintendo**
- OPTION 2** **Super Nintendo**
- OPTION 3** **Sega Genesis**

OPTION 3

Get a Classic Clue

The "best" weekly tips for your favorite system!

- OPTION 1** **Nintendo**
2 Tips
- OPTION 2** **Super Nintendo**
2 Tips
- OPTION 3** **Sega Genesis**
2 Tips
- OPTION 4** **Hand Held**
2 Tips each

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16-bit tip of the week!

OPTION 5

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THE GAMEMAKERS:

Meet the Talent Behind the Titles

If you've ever wanted to meet the people who make video games or wanted to become part of their creative team, read on. Beginning in this issue, our in-depth and ongoing series gives you an insider's view of the industry.

By The Feature Creature & The King Fisher

Two questions frequently pop up among the thousands of letters *GamePro* receives each month: "How do designers create video game effects? And how can I get into the video game business?" Clearly, today's most dazzling video games are inspiring players to learn how games are made. What's more, many of today's players want to become tomorrow's game programmers, artists, and producers.

"The GameMakers" will answer these two pressing questions. This ongoing series of articles will explore the main aspects of video game creation: how it's done and who's doing it. You'll learn such diverse things as how sound effects are created, how an

animator turns a sketch into a fully rendered video game character, how the designs on game boxes are chosen, and how a producer decides what staff they'll need as they plan out their next game.

video game creation, working from the genesis of a game idea through to the day the game hits the store shelves. First, "The GameMakers" will introduce the role of the producer/designer. While this job may vary between companies, this person has some traditional responsi-



Madden '95 fans have already seen EA Sports' Mary Snow, one of the industry's top publicists - she plays the game's Sideline Reporter.



When you call Sega looking for game hints (415/591-7529), you might talk with Customer Service Representative Sybyl Farley, an expert at Sega games.

You'll also get up close and personal with the creative talent behind the games. You'll find out about the backgrounds of these gifted men and women, what they studied to get where they are today, and what their typical work days are like. And you'll get their upfront advice to newcomers in their own words. If you're thinking of working in the video game industry, you'll want to see what "The GameMakers" has to say.

Course Syllabus

Think of "The GameMakers" as a semester-long class (but without homework and tests). Each issue, it'll focus on a different aspect of

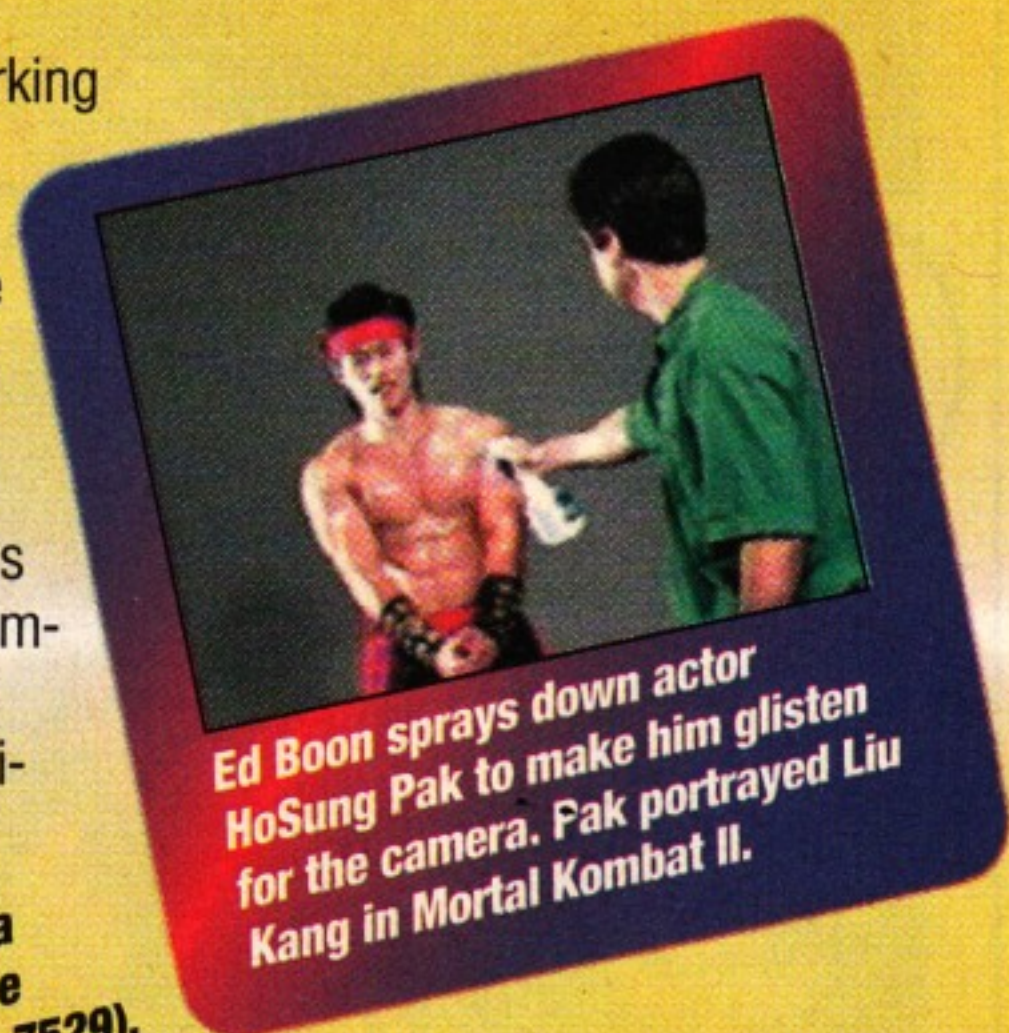
bilities as they select a team, invent a story, and generate the basic gameplay ideas.

Next up will be the artists. These are the graphics experts who do the texture mapping, the 3D animation, the Donkey Kong Country-style rendering, the Mortal Kombat-style digitization. Expect to read about Primal Rage and John Tobias. If these names are unknown to you now, they won't be.

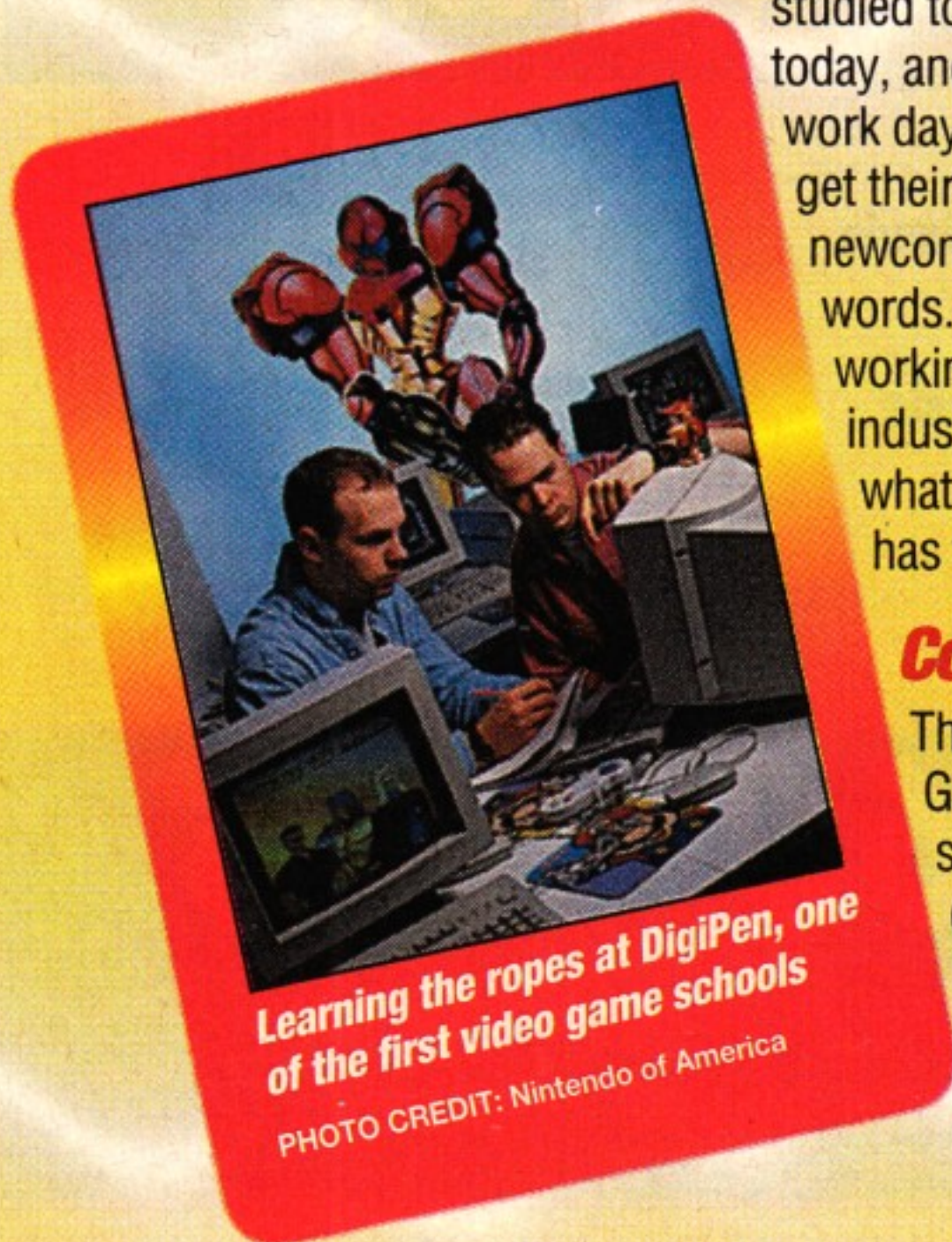
Once the producers and designers have set a game's development in motion, and once the artists have created the look of a game, it's up to the pro-

grammers to get everything onto a cartridge or disc. Programmers like Ed Boon (Mortal Kombat) and Mark Turmell (NBA Jam and Jam TE) are some of the most well-known people in the industry.

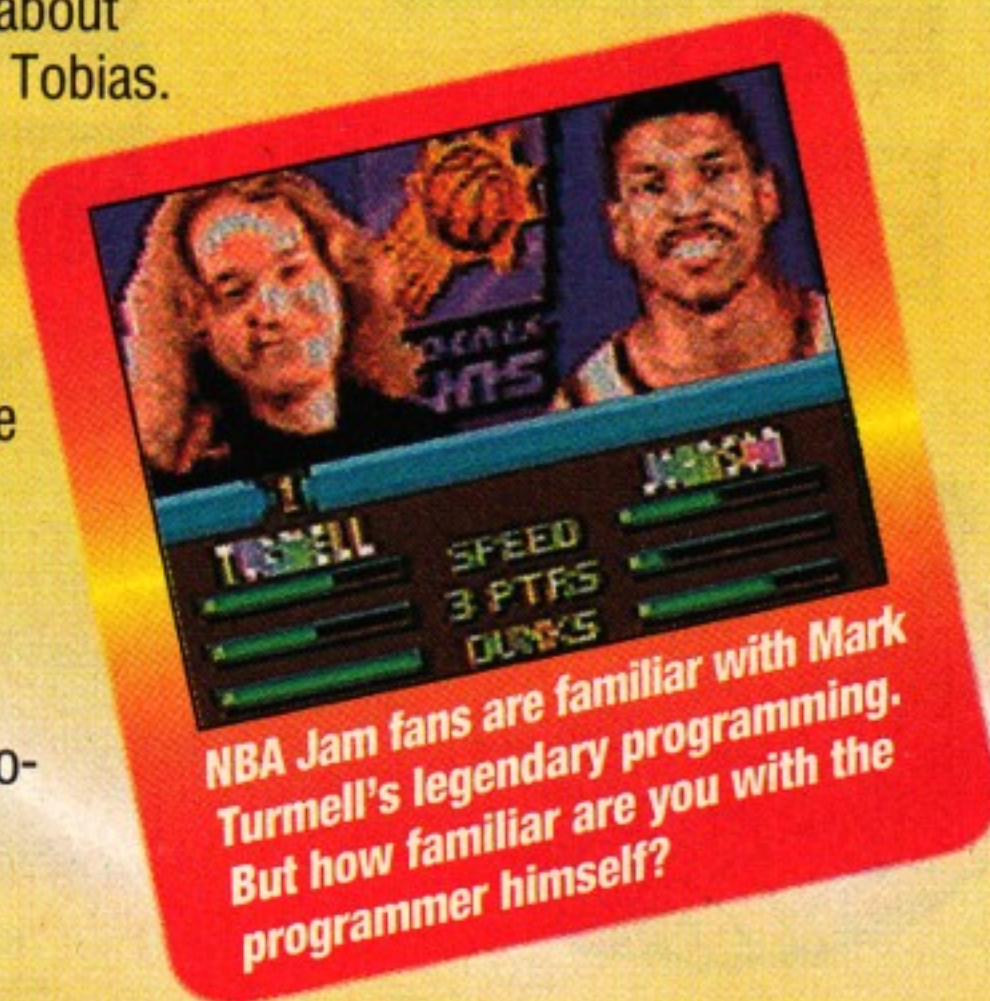
Complementing the game's look is its sound, which will be covered in another article. Surprisingly, many video game companies have only one "sound guy," a single person



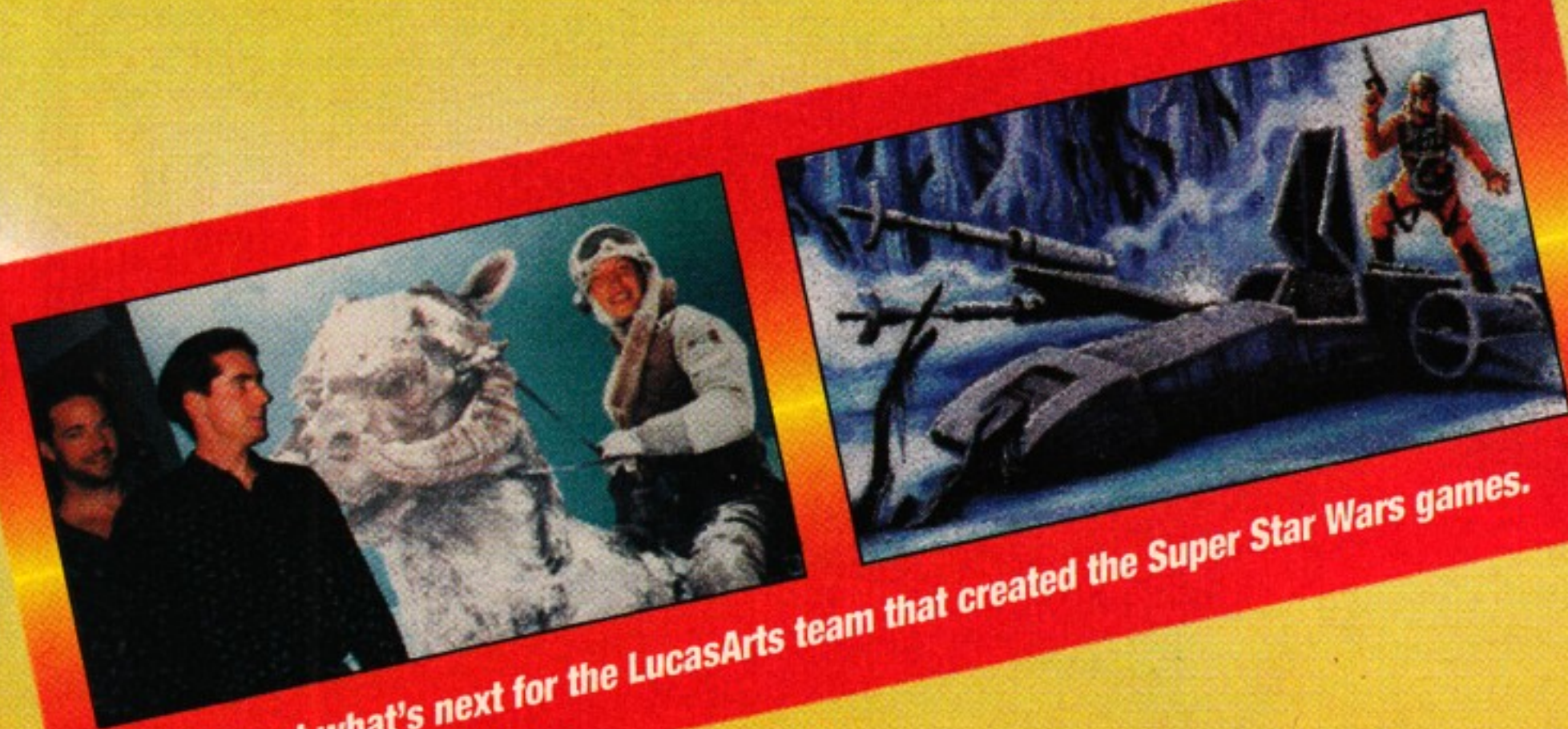
Ed Boon sprays down actor HoSung Pak to make him glisten for the camera. Pak portrayed Liu Kang in Mortal Kombat II.



Learning the ropes at DigiPen, one of the first video game schools
 PHOTO CREDIT: Nintendo of America



NBA Jam fans are familiar with Mark Turmell's legendary programming. But how familiar are you with the programmer himself?



Find out what's next for the LucasArts team that created the Super Star Wars games.



lists, but you will understand how games like these are made and who's making them.

Press Start

No two games are created the same way. A cross-section of interviews and examples will show how various companies develop their products, but the only hard-and-fast rule is that there are no hard-and-fast rules. In an industry that changes itself as often as Madonna and uses technology that's rampaging toward the 21st century, the only thing to expect is the unexpected. "The GameMakers" will evolve right along with the industry. You wouldn't want it any other way. **G**

responsible for composing the music and creating the sound effects for all their games. If you like games that are feasts for the ears, don't miss this one.

As the game nears completion, technicians and testers go on a major bug hunt, extensively playing the game to unearth glitches in the programming code. This is the stage where actual gamers may be involved if the producer wants to push the game as far as it can go. If you're looking for entry into the industry this way, pay close attention to this upcoming article.

Finally, with the game ready to hit store shelves, two other departments take over: manufacturing and marketing. Mass production of the game and successful marketing through TV and magazine ads will be the subjects of this article. Watch for some of the wackiest public-relations stunts you never heard of.

If you know you've found your calling, plan to read the article on video game schools. There are several around the



That earthworm just to the right of center might be recognizable, but did you ever wonder who these other guys are who appear in Earthworm Jim? Find out in "The GameMakers."

Turmell (lead programmer on NBA Jam). In addition to these industry supernovas, you'll also meet rising young stars, the up-and-coming new talents who aren't yet famous but soon will be.

And of course, along the way you'll see games. New ones, old ones, famous ones, and unknown ones. "The GameMakers" will show off everything from Time Warner's thunderous arcade game, Primal Rage, to the next title in EA's series of Strike games. You won't get ProTips or move

world that offer classes in such areas as animation and programming.

Meet Your Makers

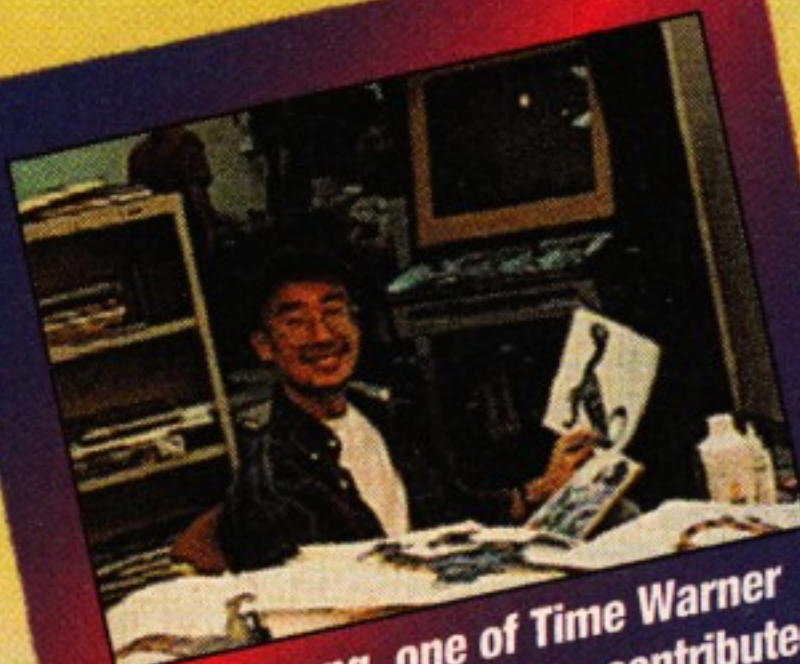
To bring you the latest – and best – information, "The GameMakers" will speak with the game makers themselves. Among the experts you'll meet are David Perry (of Earthworm Jim fame), Kalani Streicher (project leader for the Super Star Wars games), and Mark



Creating most of the sounds for games is Doug Brandon's job.



Primal Rage arcade machines on the assembly line at Time Warner Interactive.



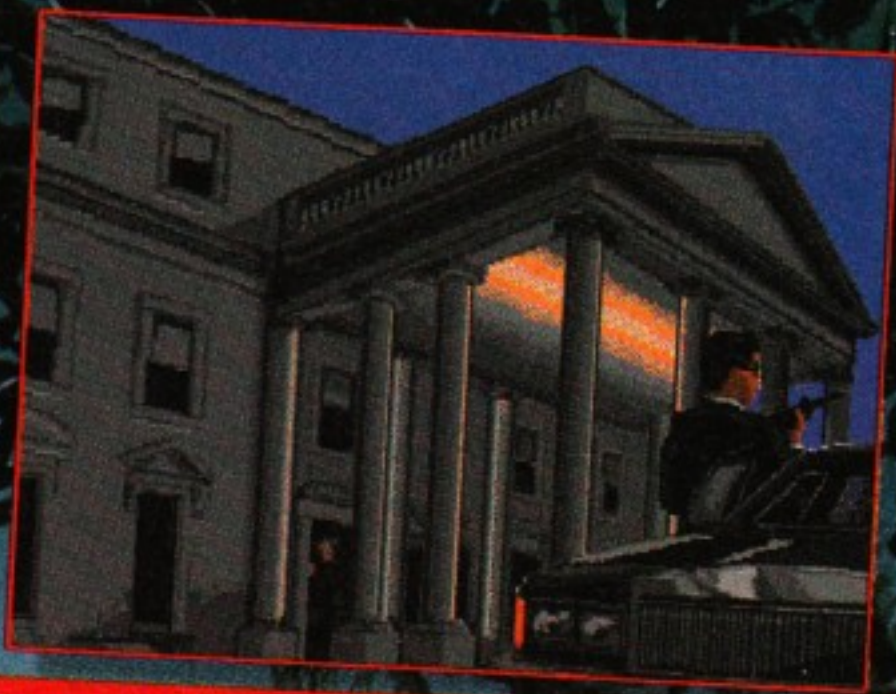
Jason Leong, one of Time Warner Interactive's artists who contributed to Primal Rage



The very first look at EA's next Strike game. Still untitled, it's coming next spring for unspecified systems.



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You've got a whole arsenal of vehicles to help you blast your way through nine new levels - night campaigns, high speed river chases and jungle hide-outs. But the enemy's packing more firepower too, with 26 new vehicles and weapons. Jungle Strike's faster. More Graphic. More Explosive. Loaded with more danger at every turn. Can you take the heat?

For more information, visit "The EPlcenter", the Electronic Arts Product Information Center at <http://www.ea.com>.

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By Tommy Glide

At first glance, Shadow Squadron looks like just another cockpit shooter. But its slick controls and superb graphics will keep sci-fi pilots re-enlisting for Squadron duty.

Rocketboy Wanted

Fleets of alien spacecraft are invading (same story, new game). In a series of six missions, you must engage the enemy fighters and destroy large enemy ships.

You choose between the fast, maneuverable Feather 1 or the powerful Feather 2. In a



32X



PROTIP: Attack large enemy ships from the rear and shoot the grey areas near the yellow exhaust ports. You'll destroy the ship with fewer shots, and you won't encounter as much enemy fire.



By Tommy Glide

A long time ago, a really cool shooter called Zaxxon stormed through the arcades. Now Sega is using the Zaxxon name to generate interest in Motherbase 2000, a vaguely similar but ultimately mediocre 32X game.

Zaxxon, Zaxxoff

In Motherbase, you pilot a spaceship through polygon attack bases and giant robots. Unlike most shooters, you don't want to blow away every



PROTIP: When towers start falling, move to the upper-right corner to avoid them.

pump, but other sections sound whiny.

Word to Your Motherbase

Although your ship maneuvers fairly easily, jumping in and out of the enemy vehicles can get sticky. It's worth learning how to master this problem, though, as the power-up

SHADOW SQUADRON



PROTIP: In the second mission, quickly destroy the Accel Gate by shooting the dark grey squares on the outside of its thick center ring.

one-player game, players have the choice of piloting or using the computer's autopilot – a boring ride. In the two-player game, one player pilots while the other shoots.

Virtua Space

Great-looking polygon spacecraft steal the visual spotlight. Combining a variety of large enemies with smooth scroll-

ling and scaling, Shadow Squadron provides a stimulating sci-fi environment.

Unfortunately, the sounds don't maintain the quality of the graphics. The laser and explosion effects are decent, but the music isn't even remotely inspiring.



PROTIP: If you're a straight shooter, choose the Feather 2 because its laser destroys enemy fire. If you're a squirrely pilot, choose the Feather 1 for its greater maneuverability.

Shadow Squadron gives you commanding control and a true sense of flying. A six-button controller enables you to rotate your ship for some fancy flying.

Fans of Star Wars Arcade will appreciate Shadow's better graphics and control. 32X owners should at least take this Squadron for a test flight. **G**

zaxxon's MOTHERBASE 2000



PROTIP: At the end of Level 1, don't waste time shooting the boss. Blow up the two boxes on either side, and he'll fall through the trap door into outer space.

enemy because your ship can jump into many enemy craft and use them as power-ups! This unique feature saves this cart from flying over the edge of utter boredom.

Graphically, the enemies and backgrounds are respectable, but the scrolling and size of the sprites don't provide much elbow room. At times, the scrolling can jump if you suddenly shift position.

With average blips and blasts, the sounds effects are equally hum-drum. Parts of the vibrant techno soundtrack

feature is the best aspect of the game.

Fans of the old Zaxxon will be disappointed because this Mother bears little resemblance to its founding father. Some shooter fans



PROTIP: Jump into these red pods for assorted power-ups, such as a smart bomb or shield.

will enjoy it, but the name should have been changed to protect the innocent. **G**

Shadow Squadron by Sega				
Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
4.0	3.0	4.0	4.0	Adjustable
\$69.99	16 megs	Available June	Shooter	2 players
16 levels	Cockpit view	Multiscrolling	ESRB rating: Kids to Adults	

Zaxxon's Motherbase 2000 by Sega				
Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
3.5	3.5	3.5	3.5	Adjustable
\$59.99	16 megs	Available June	Shooter	2 players
6 levels	3/4-overhead view	Multiscrolling	ESRB rating: Kids to Adults	

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32X**

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By Tommy Glide

Put the thrilling motorcycle racing of Road Rash in to a comical Flintstones-like Stone Age environment, and you get BC Racers – a goofy but enjoyable racing game.

Meet the Racers

In this wild prehistoric realm, you choose from six teams of racers, then ride behind the bike for a view of your driver and sidecar passenger. On 32 challenging tracks, you must race while using your sidecar



PROTIP: When you make a big jump, navigate the track while you're airborne, or you'll land offcourse.

character to attack others and defend your bike. To continue to the next race, you can't finish last or wreck your bike.

Detailed sprites and colorful backgrounds lend cartoony character to this game, which looks much crisper than the Sega CD version. The graphics, however, take an evolutionary step backward when the racing begins and the scrolling becomes choppy. Some slowdown plagues the simultaneous two-player split-screen races.

The decent music captures the game's funky flavor. But the

BC Racers by U.S. Gold				
Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
3.5	3.5	3.5	3.5	Adjustable
Price not available	32 tracks			
24 megs	Behind-the-bike view			
Available June	Multiscrolling			
Racing combat	ESRB rating: Kids to Adults			
2 players				



32X

32X CD

sparse sound effects and shallow-sounding screech of your tires taking a corner leave you craving better racing audio.

Bedrock Bombers

Simple controls make steering through these twisty tracks relatively easy, but you

hardly have time to use your attacks. Three skill levels let you select the difficulty. Normal and Harder modes plant crazy obstacles in the tracks, like pop-up coffins on the graveyard course.



PROTIP: Drive through the row of meat at the side of the track by the starting lines to restore your bike's health.



PROTIP: To make tighter turns, ease off the accelerator just before you enter corners.

BC Racers' numerous tracks, humorous attacks, and simultaneous two-player action will appeal to those looking for a lighthearted challenge. Serious racers who won't appreciate the game's humor should stick to present-day speedways. **G**



By Captain Squideo

The strong elements of Fahrenheit on the Sega CD get even better on the 32X CD. Topnotch graphics and sounds make it one hot game.

Hot Stuff

The 32X CD's gameplay is identical to the Sega CD's. You're a firefighter battling blazes in a house, hotel, and university. You walk through each setting from a first-person per-



PROTIP: The valve on the right turns off the gas leading to this burning stove in the kitchen.

Burning Down The House

This kind of gradual gameplay isn't for everyone. If you want lots of thumb-blistering control options, fan your flames elsewhere because this game is mostly limited to simple taps on the directional pad. Too bad you don't get to aim

FAHRENHEIT

spective, making quick decisions about which doors to open. All the while, your air tanks are depleting, adding extra tension to your searches. The action's not fast, but its intensity builds steadily.

The graphics are similar to what you'd see in a big-budget



PROTIP: When you're asked to test bedroom doors, say yes, or the results could be explosive.



PROTIP: Inside the house, press Button A to remove this explosive lamp from the den.

Hollywood flick: Lots of orange flames and weepy family members. As you'd expect, everything's more sharp and clear on the 32X CD, making your smoky search easier.

The sounds also cook. Fire crackles in the background, voices radio in, and audio clues drift through the air. All that's missing is memorable music.

any hoses to douse the fires.

You do have to think your way out of tight jams, though. Those jams grow more intense on the Hard setting, where you have more decisions to make. It's that strategy, coupled with hot visuals and sounds, that burns Fahrenheit into your memory. **G**

Fahrenheit by Sega				
Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
4.5	4.5	3.0	4.0	Adjustable
\$59.99	3 levels			
CD (comes with Sega CD version)	First-person view			
Available now	Multiscrolling			
Strategy	Save feature			
1 player	ESRB rating: Teen			

PROREVIEW

Sega CD



MARKO

rats, spiders, dinosaurs, and sludge monsters.

The only knock on the Genesis game was its control, and the same criticism holds true here. Marko has but one weapon – his magical soccer ball. While he can perform an array of kicks, juggles, and chips, you'll struggle to do



By Captain Squideo

If you liked Marko as a Genesis game last winter, you'll like it as a CD game this spring. Once again, Domark combines sharp graphics and simple soccer action into a good-natured platform frolic.

Soccer It to 'Em

As in the Genesis game, Marko uses an environmental theme to add some gravity to the lightweight action. You play



Practice your moves in Marko's Backyard. Learn to take out multiple enemies with single kicks.

as Marko, an English lad who's trying to keep vile toxic sludge from consuming his town. The 13 levels take you to such diverse settings as grim underground sewers, a colorful circus, and a construction zone to face mutant



PRO TIP: Climb this Radnor Road telephone pole and bounce off the top to find a giant hamburger.



PRO TIP: Watch your step carefully in the last level. The toxic slime pits are instant death.

them accurately and efficiently. You'll put in lots of time in the handy practice area before you breeze past enemies.

Make Your Marko

The graphics and sounds have an enchanting, cartoony appeal with sharp foreground visuals, imaginative enemies, and colorful multiscrolling backgrounds. The music is equally pleasing, and lots of sound effects add interest.

You don't have to be a soccer fan to enjoy Marko. You probably have to be a younger gamer, however, to fully enjoy its buoyant platform action. For the right audience, Marko's definitely a kick. **G**

Marko by Domark				
Graphics	Sound	Control	FunFactor	Challenge
				INT.
4.0	4.0	3.0	3.5	Intermediate
\$59.95		Side view		
CD		Multiscrolling		
Available now		Passwords		
Action/adventure		ESRB rating: Kids to Adult		
1 player				



By Captain Squideo

Data East has come up with one of the year's more unusual puzzlers. Unfortunately, "unusual" doesn't equal "fun."

Don't Panic

Seeing a name like Panic!, you'd expect some speed, but this game plays like molasses rolling uphill. When a computer virus affects the machines of the world, you must reach the main Computer Network Server to solve the problem.

En route, you're exposed to about 1000 scenes with various machines, including hair dryers, TVs, and lawnmowers.

in them, and so on. Wow.

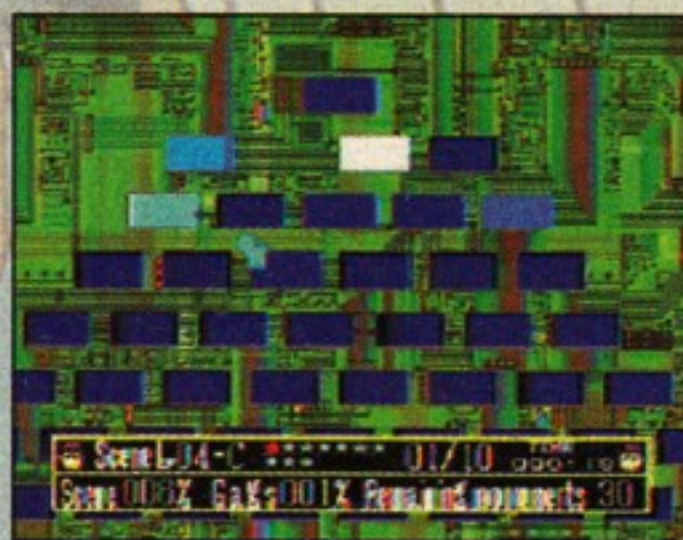
You might feel differently if there were at least great jokes coming from the switches, but



PRO TIP: Switches at the bottom often warp you to another scene. The switch at the upper left usually gives you a joke.



An unusual parade accompanies the closing credits.



Periodically hit Start to check your progress on the map screen.

Each machine has its own control pad with up to a dozen switches – press them randomly to get curious jokes, simple graphic effects, or to transport to a new scene.

The game's controls are frustrating, though only one button is needed for the point-and-click play. You have no idea which onscreen switch to hit, so you see many pointless scenarios.

For instance, in a field of lightbulbs, one switch fills the lightbulbs with little fireworks, another puts simple drawings

the humor is mostly simplistic cartoons with childish graphics, like basic versions of animations from *Monty Python*. The sounds vary widely, however, and are the best part of the game.

Feeble Fun

Supposedly this game is for older audiences, but childish graphics and feeble humor make it more appropriate for kids with a lot of time on their hands. You won't be in a panic to finish this game. **G**

Panic! by Data East				
Graphics	Sound	Control	FunFactor	Challenge
				BEG.
2.0	4.0	1.0	1.0	Beginner
Price not available		1 player		
CD		Side view		
Available now		Save feature		
Puzzler		ESRB rating: Teen		

PROREVIEW

Sega CD



By Bro' Buzz

A madman has his finger on the nuclear trigger. Someone has to remove this cancer on society. In Surgical Strike, you're the doctor – and you make house-calls in a mean mutha hovercraft. The tools of your trade are missiles and an awesome Vulcan cannon that fires a bizillion bullets a second.

SURGICAL STRIKE

Strike's Force

The adrenaline-pumping, live-action, first-person visuals and speaker-ripping audio are the stars of the sizzling show. You motor through blazing movie sets as major destruction flies



PROTIP: Tanks move and fire quickly. You've got to blow them away immediately.

past you. "Kick A" model work pumps frightening life into exploding buildings and enemy hardware. The sounds will rock your house with explosive effects, mean missile blasts, and ear-rattling Gatling gun fire.

It doesn't take a brain surgeon to figure out the gameplay. An onboard computer picks out targets – you just set your sights on them before

Surgical Strike by Sega				
Graphics	Sound	Control	FunFactor	Challenge
4.0	5.0	3.5	4.0	Intermediate
\$59.99	1 player			
CD	5 levels			
Available June	First-person view			
Shooter	ESRB rating: Teen			



PROTIP: Don't overlook these seemingly easy targets.



PROTIP: It pays to check your map everytime you come to a turn. Each delay grinds down your armor.

they set theirs on you. Your ammo and armor strength are limited, however, while the enemies' are massive.

Your gun controls do their duty, but the driving controls may drive you up a wall. Crisp directionals purposefully whip the onscreen gunsight across the terrain. The directionals are more precise than those of Sega's similar gun game, Ground Zero, Texas. A two-button turn control and dizzying visuals, however, disorient you enough to miss several turns. Miss enough turns, and vicious gunfire grinds you into dead meat.

Doctor, Doctor, Gimme the News

Surgical Strike is a slick ride with acceptable challenge and a vicious body count. But if you couldn't drive a nail – let alone a hovercraft – stay out of Strike's surgery. **G**



By Tommy Glide

After being vanquished in the original Mad Dog McCree, that no-good outlaw has the nerve to come back with an equally enjoyable shoot-em-up sequel.

Name that Saloon

It seems you and that varmit Mad Dog have your eyes set on the same lost gold. While the story is new, the gameplay is the same as the first Mad Dog adventure – shoot the full-motion-video bad guys. A big improvement in this sequel is the choice of three guides who take you on different routes to find the gold. You must choose between a flirtatious burlesque woman, a wizened Native American, and a nutty con man. Each guide leads you into different scenarios, which adds greater depth and replay value to the game.

Graphically, this Mad Dog is



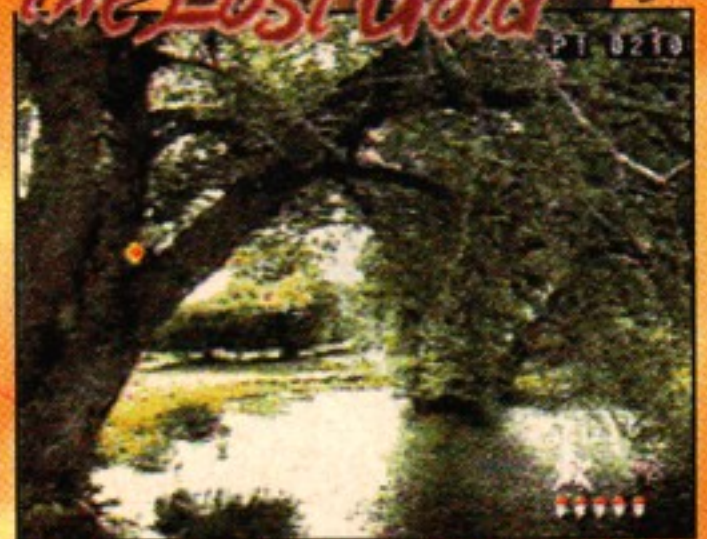
PROTIP: Shoot the man as soon as he calls the professor a swindler. Then immediately take out his partner to the right. Finish this scenario by quickly shooting everyone else as they reach for their guns, including the bartender.



PROTIP: Reload while your opponents go down so you'll have full ammo for the next enemy.

MAD DOG II

the Lost Gold



PROTIP: When Bonnie tells you, "Blast those peeping Toms," aim to the far left between the low split in the trees.

much crisper than the first. The characters look less digitized and the backgrounds are more detailed, but some objects and enemies still appear grainy.

The sound quality, like the graphics, improves upon the original. The gunfire rings true, and you hear suspense-building Western guitar music.

Same Dog, Different Day

A light gun (sold separately) is the preferred weapon here. You can also use the Mega Mouse or a control pad, but you can't aim or reload as quickly with these.

Fans of the original game will recognize characters like the undertaker, the old timer, and of course, Mad Dog. The gameplay, however, is so much like the original that this game is just more classic gunfighting for those who couldn't get enough the first time. **G**

Mad Dog 2: The Lost Gold
By American Laser Games

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	3.5	3.5	Adjustable

\$54.95
CD
Available now
Shooter

2 players (alternating)
First-person view
Multiscrolling
ESRB rating: Teen

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Tecmo Part # TCM9006

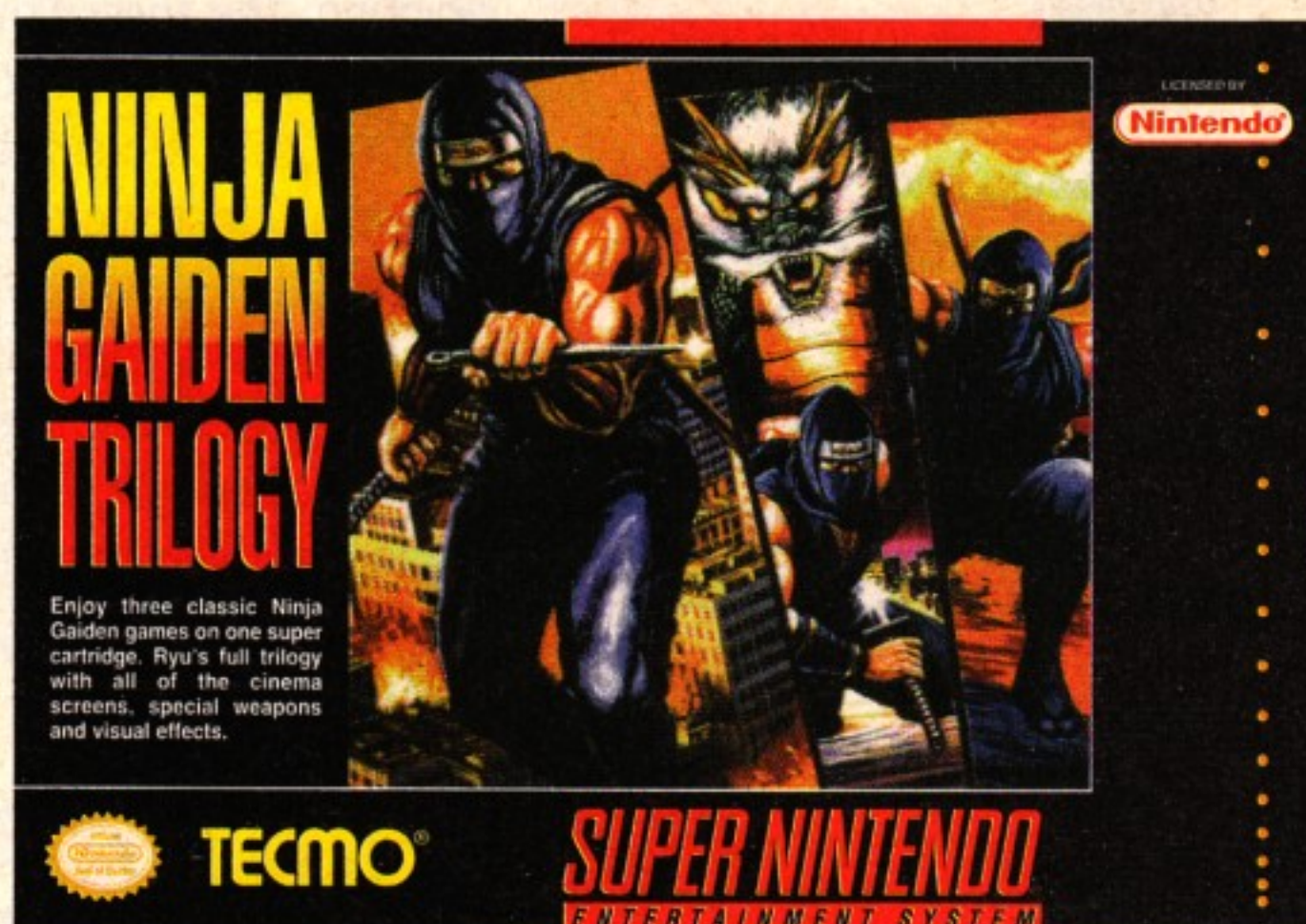
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Phone (310) 787-2900



Genesis



By Scary Larry

Where else can Superman and Wonder Woman battle it out against each other? Acclaim's new fighting game lets you see it happen on your Genesis. But you may find that the scales of justice tip more toward the computer than toward you.

A League of Their Own

In a diabolical plan to rule the Earth, the evil alien emperor Darkseid wants to enslave humans in order to take over the universe. Old Dork-seid has apparently never heard of the Justice League, which is composed of Superman, Batman, Wonder Woman, Flash, Aquaman, and Green Arrow.

Unfortunately, you must battle against your fellow Leaguers (and three bosses) in order to bring down Darkseid. This means that Wonder Woman will have to kick some Bat butt, and Superman may have to bend a green arrow or two. You have a full complement of standard moves, along with an arsenal of ho-hum special attacks. "Super" applies to the heroes – not the moves.

The control is just as disappointing. The special moves are hard to perform accurately, which doesn't adversely affect gameplay since the regular punches and kicks seem to do just as well in a fight. It feels as if the specials were thrown in as an afterthought, and the unfair computer opponents

seem to perform special moves far too easily.

Caped Fear

The graphics look a little cleaner than they do in the SNES version (see ProReview in this issue). The sprites are large, but aren't always in charge as traces of slowdown mar the sparring. The backgrounds are gorgeous and suit the persona of each fighter.

The sounds are less than heroic. No justice is done to

the game sonically with the weak grunts and out-of-place screeches. If you want to see a larger-than-life character squeal like a sissy, go pinch Rush Limbaugh.

Less Than Hero

It's unfortunate that a great idea like a superhero fighting game is bogged down by poor control and lack of imagination. Looking for great fighting? Look elsewhere, because this be-League-red cart wouldn't fill Underdog's boots. **G**

JUSTICE LEAGUE TASK FORCE



PRO TIP: Don't get trapped in the corners. Use leg sweeps and low punches to battle out of corner fights.

BATMAN'S HOMING PUNCH



PRO TIP: Time the homing punch just as an opponent is about to land. Holy Black Eye!

GREEN ARROW'S FLAME ARROW



PRO TIP: It's possible to launch the Flame Arrow from the air. Try this move on crouching opponents.

AQUAMAN'S TRIDENT VAULT



PRO TIP: The great thing about this move is its reach. Aquaman can nail an opponent from almost two-thirds of the way across the screen.

WONDER WOMAN'S WRIST REFLECTOR



PRO TIP: This is an excellent deflection move. Use it against Green Arrow's projectiles.

FLASH'S FLASH DASH



PRO TIP: The Flash Dash is a great way to get on the other side of an opponent who is trying to cheap out of a fight.

SUPERMAN'S FREEZE BREATH



PRO TIP: Use the Freeze Breath, and while the opponent is stunned, follow up with the Earthquake Slam.

Genesis Game Profile Justice League Task Force (By Acclaim)

KA Super heroes, super fighting? In Justice League Task Force, never the twain shall meet. Although all your favorite comic crushers are here, this fight just ain't right.

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	3.0	3.0	ADJ.

Price not available
Available now
Fighting

2 players
Side view
Multiscrolling

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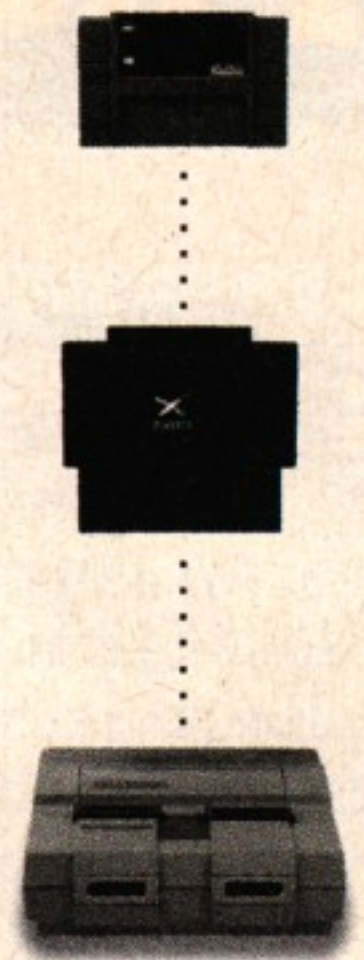
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Video Game Network



Super NES



By Atomic Dawg

It's rumble-in-the-jungle time! For 40 years the Phantom has cleansed Africa of crime in newspaper comics. Now he arrives to save the day for action-hungry SNES players.

The Ghost That Walks

Phantom 2040 is based on the TV cartoon, which is based on the classic cartoon strip. The Phantom here is 24th in a century-long lineage of jungle crime fighters.

He stars in a rip-roaring action/adventure game that pumps the best elements of the genre: fast-moving, side-view, beat-em-up action; multiple selectable weapons; and hordes of enemies. The blast-to-the-last battle takes place in futuristic Metropia City, which



PROTIP: The Inductance Rope enables you to reach the unreachable. Learn to swing and jump from the sides of walls.



PROTIP: Vehicles protect you from everything but an attack from directly overhead.

PROTIP: Check the upper reaches of the screen for 1-ups and other heavy-duty power-ups.

PHANTOM

2 0 4 0

sits atop the Phantom's legendary Ghost Jungle.

Jungle Fever

The challenge is a real finger breaker, not suitable for low-attention-span intermediate players. Adversaries attack on the ground and from the air with weapons that track you as you move. They make each level a murderous maze, while



PROTIP: Conserve weapon energy by battering Biots with punches and kicks. Low kicks are safe and deadly.

the mind-melting search for exits can make you freak. Moreover, you can pursue multiple pathways through the game to uncover 20 endings!

The brain-scorching challenge requires that the con-



Rebecca Madison is evil – extremely evil.

trols be excellent, and they are. The P-man adroitly busts punches, kicks (jumping and crouching), a running dash, and slick somersaults. He also fights with either hand, which you arm from a high-tech arsenal that holds 36 limited-

ammo weapons – if you find them.

The control highlight is the sweet Inductance Rope. It sticks with precision to any surface, so you can develop impressive skill at scaling walls or swinging along overhead structures (à la Spider-Man).



The inventory screen puts 36 crime-fighting tools at your disposal. And you'll need 'em.

PROTIP: Once you complete an area, return there later. You may find newly opened areas with power-ups or 1-ups.

Phantom Pix

The graphics are a blast. The cool visual look is straight from the TV 'toon, featuring sharp, sinewy character sprites and weird backgrounds. The

cart also flashes slick cinematic transitions between levels.

Phantom's easy on the ears, too. The sound is skimpy on the effects, but the tunes rock steady with variety and flair.

Phantom 2040 is a welcome arrival for the cart-starved SNES faithful; this game is an excellently crafted action/adventure. As the Phantom says, "Someone has to care!" Viacom apparently does. **G**



PROTIP: Use the Inductance Rope to carry out an elevated-attack strategy against the bosses.

Phantom Moves!



Super NES Game Profile
Phantom 2040
 (By Viacom New Media)

KIDS TO ADULTS
KA
 AGES 10+

Hardcore adventure gamers will find that Phantom is for real! Average players, however, may take until the year 2040 to complete the mazelike levels.

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	5.0	5.0	Advanced

\$59.99
 16 megs
 Available July
 Action/adventure
 1 player

7 chapters
 Side view
 Multiscrolling
 Passwords
 20 endings

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By Major Mike

Bolt your windows and lock your doors! Count Dracula is back, and he's not fighting a character named Belmont! Long in coming, Nosferatu has finally arrived. This game will give those seasoned in Prince of Persia-style action/strategy a serious run for their money – and test their patience at the same time.

Bite Off More Than You Can Chew

The story – what there is of it – involves the traditional damsel in distress and the resourceful hero braving horrendous perils to save her. Her fate is hardly a mystery when you see her changing appearance from a pretty lass to a vampire queen at the Continue screen.

If you take the Prince of Persia game engine and drop it into a vampire story, you'll get Nosferatu, though this game relies more on strategy, timing, and thinking than simple, fast action. The six stages are loaded with booby traps, spike-filled pits, and minions of the undead. Watching your step is especially important,



Follow your progress to the count.

Nosferatu

because some falls can result in instant death.

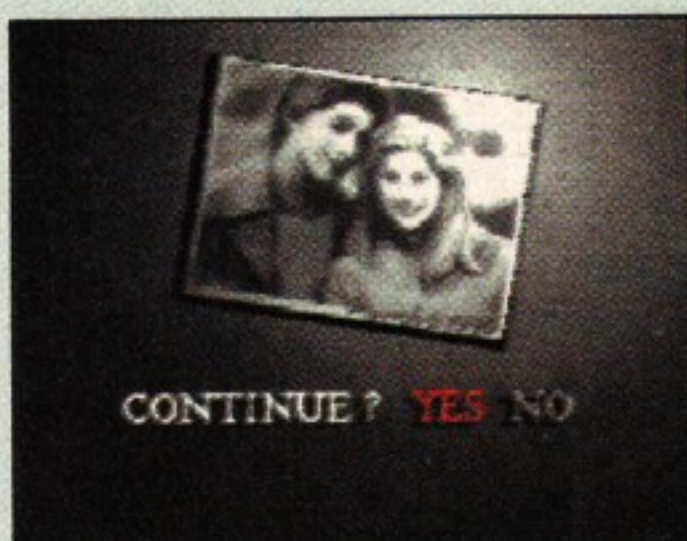
The controls are responsive enough for avoiding dangerous situations, but periodically the slow character movements can lead to your demise when you can't duck an enemy fast enough or get knocked off a ledge. You're given some extensive hand-to-hand fighting skills that can easily subdue most menaces, but these are put to the test against the bosses.

Stake, Rattle, And Roll

The huge, mazelike stages are set in dungeons and other scary areas and convey the creepy mood effectively, but your character looks muddy and washed out in his gray attire. The cinemas between the stages are exceptionally well done, and the music score, while monotonous, always manages to stay in the background.

Nosferatu is quite a challenge because you have only one life – no saved games, no passwords (at least you get unlimited continues). Unless you leave your system on for days at a time, the only way to return to the last point is by playing up to it again. While this makes you learn the stages more thoroughly, it does eventually become a monotonous exercise.

Still, Nosferatu fits in nicely with the other games of its type. You can take that to the blood bank. **G**



You have unlimited continues, one life – and that's it!



Excellent cinemas provide a break in the action.



PROTIP: Slide under objects by tapping **Toward** twice on the control pad and then pressing **Down** and **Attack**.



PROTIP: Defeat the two ape bosses in Stage Two by bunching them together and punching them out.



PROTIP: Do quick jabs to knock down the jumping gremlins, then move in close to punch 'em out!



PROTIP: Some solid walls will move when you push them.

Super NES Profile

Nosferatu

(By Seta)

NOT YET RATED

Nosferatu is frighteningly good with deliberately slow-paced, strategic action. If you loved *Flashback*, *Blackthorne*, and *Out of This World*, you'll be bitten by Nosferatu.

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.5	3.5	4.0	Intermediate

Price not available! 1 player
16 megs 6 stages
Available now Side view
Action/strategy Unlimited continues

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By Scary Larry

Hagane (pronounced ha-gah-nay) is a good-looking, average-playing game that will remind players of the days of yore. Newcomers who have been recently dazzled by better games will want more from Hagane.

He Shoots, He Soars!

Hagane is a postapocalyptic fighter with a variety of weapons on hand. He shoots darts, throws bombs, and tosses a grappling hook, to name a few. As he travels through several nicely illustrated levels, he fights off all creatures great and small, which can be anything from



PROTIP: Whenever falling, press Down on the joypad so that your flaming feet can destroy any enemies below you.

morphing slime men to samurai robots with attitude. Most enemies, however, are your garden-variety leaping ninjas.

Hagane's war chest of awkward special moves sets it apart from other side scrollers. Not just any ordinary run-n-jumper, Hagane can also leap down on an opponent's head

The backgrounds are all impressive as well, but they follow the usual postapocalyptic, industrial-complex theme.

The sounds aren't as stunning as the graphics. The eerie but unimpressive music is techno Japanese rock at its most mundane. Dismal grunts and groans round out the soundtrack.

Performing Hagane's moves is simple. The effective controls are intuitive and easy to



PROTIP: You must destroy this boss while avoiding the two samurai on the right and left of the screen. Use your flip attack.

Donkey Kong won't have to give up his bananas just yet, Hagane is certainly worth renting for a few nights. **G**

HAGANE

Weapon Management



Grappling Hook

Although listed as a weapon, it works better as a climbing tool. Don't waste time or precious energy fighting enemies with it.



Grenades

Grenades are useful, but they have a slight distance problem. They sometimes arc over an enemy that's flying or moving toward you.



Darts

Darts are the best weapons for long-distance enemies. Some enemies will stand and wait to be hit just offscreen. Use the darts to knock out flying enemies as well.



Sword

The sword, your standard weapon, is in limitless supply. It's good for short-range fighting and blasting through walls and obstacles.

Super NES Game ProFile

Hagane

(By Hudson)



A throwback to older side scrollers like Contra III and Ninja Gaiden, Hagane will be old hat to most experienced gamers. This cart is for nostalgic gamers who want more action and less fighting.

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	4.0	4.0	Advanced

\$69.99
16 megs
Available now
Action/adventure

1 player
Side view
Multiscrolling

with a fiery foot flash, hang from the ceiling, bounce into walls (à la Super Metroid), and slide away from danger. And those are just a few of his special moves.

Here Today, Hagane Tomorrow

The graphics in Hagane look cool, and they fill the screen with amazingly large enemy sprites, but in the end, their imaginative flair is overshadowed by their repetitiveness.

master. Although some stages require lightning-fast reflexes, the controls respond instantly.

Hagane with The Wind?

In a feeble 16-bit market, Hagane will appeal to gamers looking for old-fashioned gaming. By no means a classic run-n-jumper, Hagane holds its own with classic side scrollers like Batman Returns and Run Saber (which have somewhat similar gameplay). Although



PROTIP: You can bounce off large enemies for added height during a jump. This is crucial in Stage 1-4 when you have to leap across large chasms in a tight time frame.

THE GREAT ONE



Tony Amonte



Chris Chelios



Kirk Muller



Pavel Bure



Russ Courtnall



Sergei Fedorov



Marty McSorley

NHLPA PLAYERS (OVER 600)

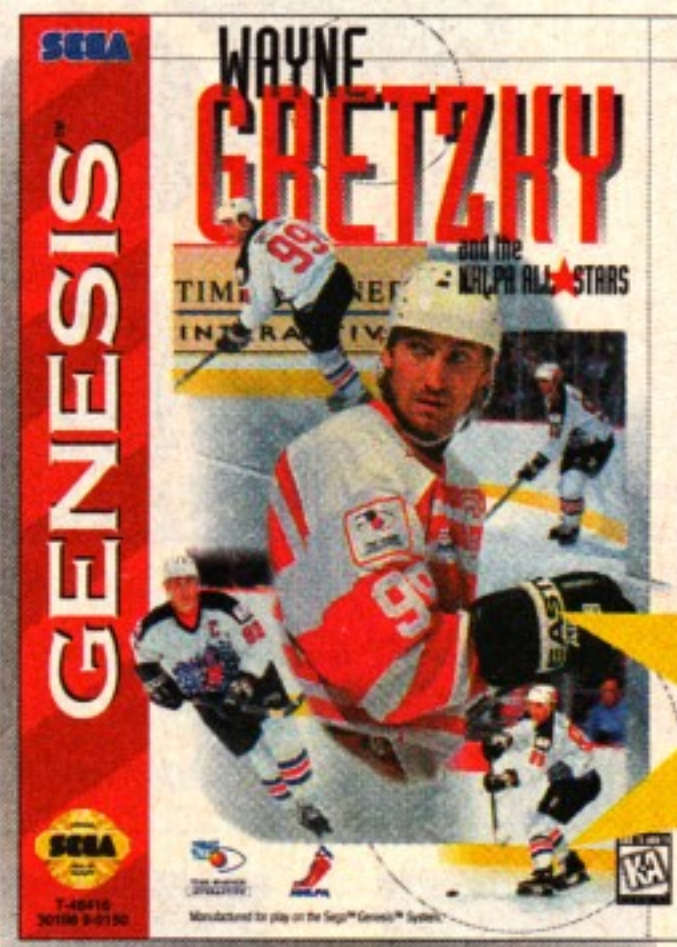
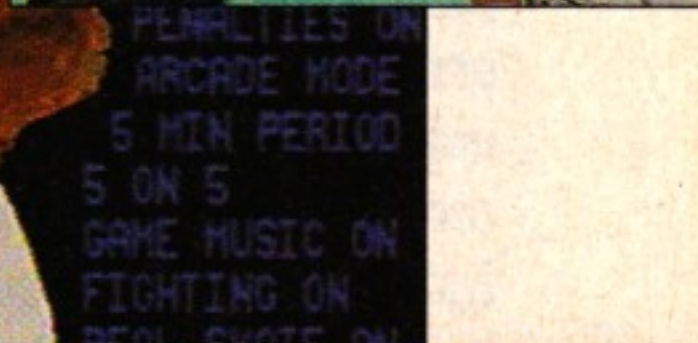
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TIME WARNER INTERACTIVE

JUSTICE LEAGUE TASK FORCE



By Tommy Glide

If Batman and Superman duked it out, who would win? If you're tormented by questions like this, try Justice League Task Force, an average fighting game that lets you pit your favorite DC heroes against each other.

Comic Crusade

In this game you can assume the role of one of six Justice League heroes (including Wonder Woman, Green Arrow, Flash, and Aquaman) and three villains, Darkseid, Despero, and Cheetah. The three styles of play include a Battle mode, a two-player Versus mode, and a Story mode. In the Story mode you battle evil clones of the other Justice League members before squaring off against Darkseid and his minions in the final rounds.

The characters are well drawn, standing about as tall as most fighting-game sprites. Although they look good while posing, the villains and heroes unfortunately diminish in visual quality when they move, becoming stiff and less detailed. Each fighter's background, however, is well illustrated and



PROTIP: When fighting as Batman, double-tap toward your opponent to charge unharmed past their projectile attacks.



PROTIP: Master Wonder Woman's Wrist Guard Reflect and turn your foe's projectiles against them.

offers touches of animation, plus a few token breakables (à la Street Fighter 2).

The sound, like the graphics, rates better than average. The combat sound effects are also reminiscent of SF 2, though the sparring superheroes occasionally

voice super grunts. Moody music and custom background sounds, like the whipping wind in Flash's stage, bring a unique sonic presence to each match.

Justice Fatigue

Control is the weakest aspect of this game. The heroes' and villains' fighting styles don't differ much, and they interact more like brawlers in a beat-em-up game than full-on fighters.

While each character packs three or four special moves, the standard attacks (like the quick and medium punches and kicks) feel the same, and the combination attacks lack the continuity of movement most players want in their fighting



PROTIP: Batman's Drop Kick is difficult to execute but very effective. Learn to pull it off quickly.



PROTIP: With plenty of special projectile attacks, Green Arrow is a good choice if you prefer to fight from a distance.

games. The computer opponents even compensate for this lack of fluidity with extremely cheap fighting styles.

Conceptually, the idea of putting these well-known warriors in a fighting game is a good one. Long-standing heroes like these, however, deserve a better effort than this game, which plays like something only the Joker could love. **G**



PROTIP: Fans of Mortal Kombat's Scorpion should choose Wonder Woman. Her Lasso attack works similarly to Scorpion's spear.



Aquaman



Superman



Batman



Wonder Woman



Flash



Green Arrow



Darkseid



Cheetah



Despero

League Headliners

Super NES Game ProFile Justice League Task Force

(By Acclaim)



DC Comics' superstars square off against each other in this ambitious fighting game. The mediocre gameplay, however, doesn't do these heroes any justice.

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	3.0	3.0	Adjustable

\$69.99
20 megs
Available now
Fighting

2 players
Side view
Multiscrolling
Unlimited continues

Super NES

Lemmings 2: The Tribes

By Manny LaMancha

Lemmings 2: The Tribes adds nonlinear variety to the cartoony brainteasers mix.



PRO TIP: In this level, you can get your lemmings out by filling the hole or flaming down the wall.

The mission on each level is to lead the lemmings through obstacle-laden paths to the goal. You turn lemmings into tools – such as platform builders and pole vaulters – to work around the hazards.

The controls are intuitive, but you'll repeat levels to achieve the requisite pinpoint timing. The graphics are colorful, but the lemmings could have used upsizing. The audio is similarly clean, featuring funky music and sounds.

PRO TIP: One of the best skills is *Twister*, which carves a path wherever the fan points.

The dictionary says lemmings often drown in their travels. Video lemmings face many dangers during their 120 levels, and you'll relish each and every one.

Lemmings 2: The Tribes by Psygnosis

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.5	4.0	4.5	ADV.

\$49.95
16 megs
Available now
Puzzler
1 player
120 levels
Side view

Multiscrolling
Compatible with SNES Mouse
Battery backup
ESRB rating: Not yet rated

Super NES

Power Instinct

By Tommy Glide

Power Instinct falls along the lines of Fatal Fury, but it falls short. It has cool practice modes and eight familiar fighters but a disappointing boss, who's a palette-swap of a playable character.

The graphics are passable. Average music and sound



PRO TIP: For a five-hit combo as Keith Wayne, press Down, Down-Toward, Toward, and Button X. Continuously press X and Up-Toward as you finish the kick to flip over your opponent and kick them from behind.



PRO TIP: Oume, the boss, and Otane are vulnerable to attack when morphing.

effects give you standard battle cries and kung fu tunes.

With double jumps and special moves, control is PI's finest feature. The normal setting is easy, so veterans must ramp up the difficulty.

For martial arts madmen looking to pound new faces, PI is worth renting – but it's no substitute for power hitters.

Power Instinct by Atlus

Graphics	Sound	Control	FunFactor	Challenge
3.0	3.0	4.0	3.0	ADJ.

\$69.89
20 megs
Available now
Fighting
2 players

Side view
Multiscrolling
Unlimited continues
ESRB rating: Teen

Super NES

Rise of the Robots

By Bruised Lee

If you're wondering why the 16-bit market may be dying, just play Rise of the Robots. This has to be one of the most



PRO TIP: Use the mission briefing to find out the fighters' strong and weak points.

unappealing fighting games ever made for the SNES.

The graphics are average at best, with dark, bland colors for both the backgrounds and combatants. It's the fall of the robots.

The sounds are as lifeless as the characters you play. Just when you think it can't get any worse, it does.

The control is extremely weak and choppy for both the fighters' movement and their



PRO TIP: Don't use blocking as a key defensive move because you lose too much energy.

fighting techniques. It's a real struggle to do anything tactical.

All the elements that make fighting games enjoyable are absent from ROTR. Someone unplug these robots – please.

Rise of the Robots by Acclaim

Graphics	Sound	Control	FunFactor	Challenge
3.0	2.0	1.5	1.5	ADJ.

\$74.95
Available now
Fighting
2 players

Side view
ESRB rating: Not yet rated

Super NES

The Itchy & Scratchy Game

By Captain Squideo

Simpsons fans, beware! The cat-and-mouse team stars in another disappointing game.

As Itchy (the mouse), you swing your mallet at Scratchy through levels that range from undersea to prehistoric settings. Beat him in each level, and you face a boss. Unfortunately, the



PRO TIP: Stand above Scratchy to hit him safely.



PRO TIP: At the end of the Old West, hit the panic button four times for a path to a 1-up.

action's so mindless that you won't stay for the bosses.

Weak graphics serve up pale colors and familiar backgrounds. The animations of squished characters are entertaining – once. Peppy music drives the action, but there are almost no sound effects.

The control is the worst part. In a game of jumping and hitting, the lack of jumping attacks and the inaccurate weapons make you itch for a different game.

The Itchy & Scratchy Game by Acclaim

Graphics	Sound	Control	FunFactor	Challenge
2.0	2.0	1.5	2.0	ADJ.

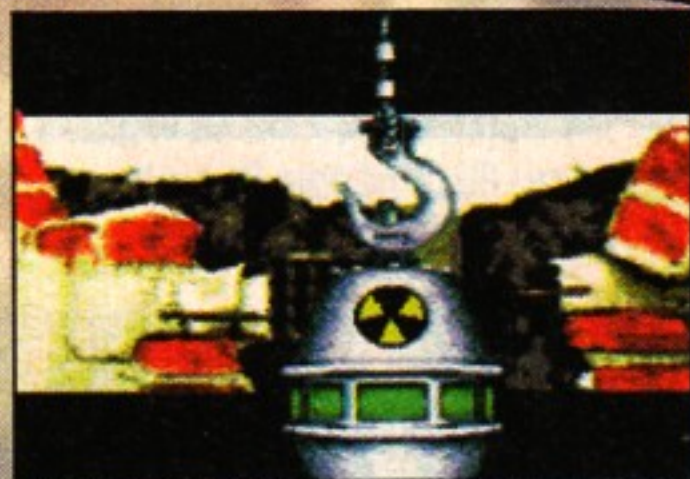
\$59.95
Available now
Action/adventure
1 player
7 levels

Side view
Multiscrolling
ESRB rating: Kids to Adults



By Major Mike

The legacy of the Madman lives on through his son, who's ready for revenge in this sequel to the attack-chopper game Desert Strike. Jungle Strike flies onto the Super NES and essentially provides an enhanced version of its twin Genesis brother. While Desert used the Gulf War as a story backdrop, Jungle creates original battle scenarios.



Excellent cinemas complement the action.

campaigns, very limited). You also collect other items, such as faster ladders and extra lives.

Instead of being confined to the attack chopper for the

Battle it out in the nation's capitol and save the President!



targets that must be repeatedly circled before you can get a clean shot. The last vehicle is an attack motorcycle that has controls and weapons similar to the hovercraft's.

More Diversity

Jungle has stages ranging from the desert to snow-covered mountains to the White



PROTIP: Destroy the nuclear subs in the second campaign by strafing back and forth to avoid their missiles.

JUNGLE STRIKE

Welcome to The Jungle

Divided into nine campaigns, Jungle takes the play mechanics of the first game and adds diversity. The long campaigns require more skill than destroying everything in sight: Your armor, ammunition, and fuel are in limited supply (in some



PROTIP: Run down the foot soldiers with the hovercraft to save time in the second campaign.

entire game, Jungle puts you behind the controls of three other vehicles, which are a mixed bunch. The first, a hovercraft, responds much like the chopper – save a mine-dropping attack that takes practice to master. It can eliminate foot soldiers by simply running them over, but this takes a toll on your armor.

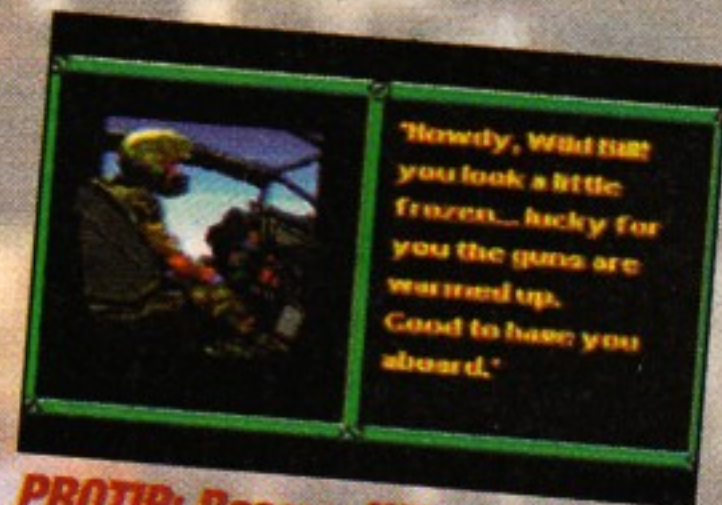
The stealth fighter is the most awkward to pilot. Though it has unlimited fuel and ammo, it's constantly in motion and cannot hover. This gets particularly maddening with ground

House! In terms of the challenge, some stages are longer and more difficult than others, but subsequent stages aren't always harder than preceding ones as you advance through the campaigns.

The graphics are clean and detailed right down to the swan dive foot soldiers perform when you shoot them off high platforms. Jungle also excels in the sound department with intelligible voices and loud explosions.

Sky's the Limit

Jungle took its sweet time arriving, and it may be nearly identical to the Genesis version, but those grounded to the Super NES will want to give it a shot. These games always strike a good balance between shooting and strategy, and Jungle is no exception. **G**



PROTIP: Rescue Wild Bill in Campaign Six and use him for the rest of the game – he's the best copilot.



PROTIP: The stealth fighter has unlimited ammunition and fuel, but it can be used only for hit-and-run tactics.



PROTIP: Enemies can unintentionally help you out. Position a target between you and an enemy to destroy structures in half the time.

Super NES Game Profile

Jungle Strike

(By Electronic Arts)



A carbon copy of the Genesis version, Jungle Strike packs even more punch on the SNES. Familiar play mechanics with upgraded sound and graphics make this cart worthy of a promotion.

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	4.0	4.0	INT.

Price not available
16 megs
Available June
Action/adventure

1 player
9 campaigns
¾-overhead view
Passwords



By Captain Squideo

Love the smell of napalm in the mornin' 'cause it smells like vict'ry? Quit watchin' *Apocalypse Now* and saddle up your chopper, pardner. Solid gameplay and effects make *Air Cavalry* a war worth winning.

Air Fair

Fans of *Desert Strike* will like this shooter. Hostile forces have again swarmed into three of the world's hot spots –

AIR CAVALRY



PROTIP: Conserve your best weapons. Don't waste missiles on enemy trucks when simple gunfire will destroy them.



PROTIP: Keep swerving as you attack, and you'll avoid the onrushing enemy fire.

the Middle East, Central America, and Indonesia – and you must cool them off. Using a behind-the-chopper view, you fly three types of helicopters, each armed with its own array

Air Cavalry by GameTek

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.5	3.5	3.5	Intermediate
\$75.99		Behind-the-helicopter view		
16 megs		Forward scrolling		
Available now		ESRB rating: Kids to Adults		
Air combat				
1 player				
3 campaigns				



Super NES



PROTIP: Oops! Be careful that a friendly helicopter isn't in the area when you fire a missile.

of missiles and guns, against tanks, anti-aircraft batteries, and supply trucks. The action's simpler than the more strategic *Strike* games, but it's still fun, especially in the two-player Versus mode.

If you like high-performance flying, you may be disappointed by these controls. The choppers aren't that fast, and they don't fly very high. They do fly in reverse, though, and their performance worsens as they take damage.

War Is Heli

The graphics and sounds are solid, though they're not dazzling. Mode 7 rotation smoothly spins the landscapes underneath you, and colorful explosions reward direct hits. The chopper's gauges, however, take up half the screen, limiting the battle's visual impact in the one-player game. The sounds are fine initially, highlighted by "Ride of the Valkyries" and pilot voices. They get old fast, unfortunately.

Easy targeting and non-moving enemies make this a better game for rookies than veterans. Whatever your rank, if you're looking for a solid shooter, *Air Cavalry* comes to the rescue. **G**



By Scary Larry

Everyone wants to hang the "Gone Fishin'" sign on their door once in a while. With *Bass Masters Classic*, you can go fishin' whenever you want. And guess what? It's just as boring and lifeless as when you really fish.

Bass-anova

You must compete in a series of local, state, and regional bass tournaments to make it to the Classic, the big fish of the bass world. To compete, you must catch the heaviest totals, which means you have to fish until your line breaks...if your attention span can last that long.

With a practice pond and a very helpful bait shop, you can load up on lures, motors, fishing lines, reels, and rods. You get advice for every piece of equipment, so you're never left with your bass on the line.

Fish Sticks

The graphics are as muddy as the bottom of a pond. Although the three types of fish (trout, bass, and pike) are easily distinguishable, you don't win a real graphic reward for the tons of hang-time you spend fishing.

The music is so down home, all you're missing is your bloodhound. You'll also enjoy the numerous minor sonic treats, like the plunk of your lure and the ridiculous chomping sound the fish make when they bite the lure.

The control is limited to two buttons that you use to just reel in the fish. Handling the lure box is also very simple.

Fished Out

Bass Masters Classic is for real fisherpeople, no one else. If



you're looking for a mellow way to spend an evening, rent a fishing video. **G**



PROTIP: Look for out-of-the-way places to fish. Sometimes the best anglers angle alone.



PROTIP: Stock up on a variety of lures. Purchase deep-water, top-spin, and scented lures. They work differently in different areas of water.



PROTIP: All the fish look the same head on. Before one takes your lure, move the lure so that the fish turns sideways. Striped fish are trout; long fish are pike.

Bass Masters Classic by T•HQ

Graphics	Sound	Control	FunFactor	Challenge
2.5	2.5	3.0	3.0	Intermediate
\$64.95		Forward/backward scrolling		
12 megs		Battery backup		
Available now		ESRB rating: Kids to Adults		
Fishing				
1 player				
First-person perspective				



By The Axe Grinder

Gamers, start your engines! Super Burn Out is a well-crafted behind-the-motorcycle racer with several tracks, excellent graphics, and plenty of options, but that's about it.

Options Galore

There are four modes of play: Championship, Record, Trainer, and Versus. Championship is a race against the computer; Record is a race against time; Trainer lets you test-drive the tracks; and Versus allows you to race against a friend in a two-player split-screen game. You can also determine the transmission type and how tough your computer opponents will be.

Graphics Finish First

SBO's strongest point is the graphics. The game's super-fast scaling is incredibly smooth across the varying landscapes, with some races set in the day, others at night. Even your bike is detailed, right



Jaguar



Pick from several tracks in various areas of the world.



PRO TIP: Stay on the inside during turns to keep from going off the track.

down to the red taillight that lights up whenever you brake.

The visuals run into problems in the Versus mode, however. Here things get a

Super Burn Out



You can even race head-to-head against a friend in the Battle mode.

little tight: Your racer is the same size as in the one-player modes, but appears on half the screen. This makes it difficult to see the road ahead.

Audiowise, the voices are clear and intelligible with the skidding and motor revving prevalent in most racers. The control is accurate and is blessed with a configure option – a life saver when you choose the manual transmission.

Overall, Super Burn Out provides the elements necessary for a solid racing title. All it lacks is that spark of originality that would boost it to the front of the pack. **G**

Super Burn Out by Atari				
Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
4.0	3.5	3.5	3.0	Adjustable
\$59.95 Available now Motorcycle racing 2 players		Forward view ESRB rating: Kids to Adults		



By Scary Larry

Kasumi Kombat? Way of the Cosmic Warrior? Take your pick. This clone of past digitized fighting games doesn't offer anything new or exciting.

Keeping Your Guardian Up

Ultra Vortex centers around an ancient tablet, someone called the Guardian, and something called the "time of testing." If only Atari had taken the time

ULTRA VORTEX

for testing, this might have been a better game.

You choose from seven great-looking digitized fighters, ranging from a skeletal misfit à la Killer Instinct to a leggy firethrower named Volcana. Each fighter's roster consists of standard and special moves that are graphically impressive –



the fighters. Unfortunately, the fighters are as pint-sized as fighters get. Any detail is lost on their miniscule frames.

The sounds are basic techno-trash rock. Grunts, groans, and screams round out the sound effects. Lots of bass, thumping electric guitar, and ho-hum rhythms make the Vortex a vacuum on the ears.

Ultra Vortex is a great game for someone who hasn't seen Killer Instinct, Mortal Kombat II, or Super Street Fighter. But if you've seen and played those games, you've seen more than Ultra Vortex has to offer. **G**



PRO TIP: Jump over incoming projectiles rather than blocking them. Come in with a kick to catch your opponent offguard.



PRO TIP: Be careful in the corners. The computer will unfairly sweep you into submission.



PRO TIP: Mercury's Ice Slam costs his opponent more than two-thirds of their life bar.

but they're also rarely seen in a one-player game because the computer is all over you like white on rice. Executing the moves, however, is easier than would be expected.

Looking for Trouble

The backgrounds are as gorgeous and eye-catching as

Ultra Vortex by Atari				
Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
4.0	2.5	3.5	2.5	Adjustable
\$69.95 Available August Fighting 2 players		7 fighters Side view ESRB rating: Not yet rated		

PUSH YOUR CD TO THE MAX!



FLYING NIGHTMARES

Based on the elite "Flying Nightmares" Marine Harrier squadron, this game really pushes the envelope of CD technology.

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

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

bombs and radar-jamming pods. It's

enough to make your heart pound and palms sweat. It'll also strain your brain. This happens to be one intelligent action-adventure game as well.

FLYING NIGHTMARES. Pushing CD technology – and you – to the max.



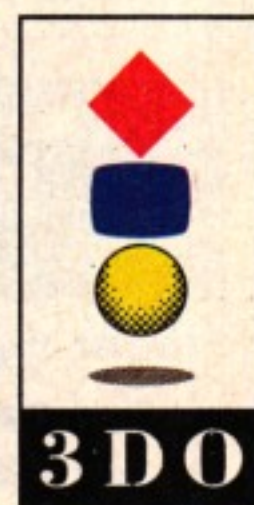
DOMARK

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

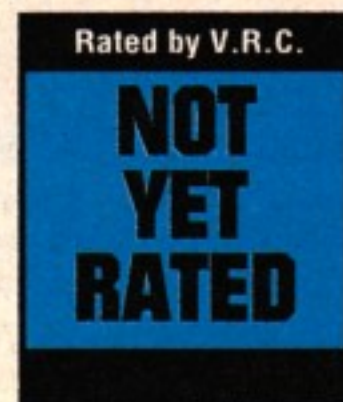
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By Major Mike

Less may be more, but fans of the long-running Fatal Fury series may be disappointed by this version's toned-down lineup. Fatal Fury Special was loaded with 16 combatants, but Fatal Fury 3 trims the lineup to ten. It keeps five familiar faces (Terry, Andy, Joe, Mai, and Geese), however, and creates an equal number of new ones.

Three Lines Of Play

Where the other FF games had two lines of play (foreground and background), FF 3 has front, middle, and back action (see sidebar)! This setup gives you a way to avoid projectiles and circle around an opponent. You can also use it in conjunction with combo moves. However, this system can be problematic with multibutton moves (Mai's Fun Flash Flamenco) because it can produce unintended results like jumping the line instead of doing the move.

Another addition is the fighting-level system that ranks you after each fight. The faster



Chart your progress across Southtown.



THE NEW FATAL FURY LINEUP

THE SWAY LINE SYSTEM



The middle fighting line



Go to the rear line by simultaneously pressing Buttons B and C.



Move to the front line by simultaneously pressing Buttons A and B.

FATAL FURY 3

ROAD TO THE FINAL VICTORY

you defeat an opponent, the higher your ranking. Ultimately, your ranking affects which game ending you see.

King of Fighters

The five new fighters are a mixed bunch. Most interesting is Sokaku Mochizuki, who resembles Caffeine Nicotine from Samurai Shodown II. But he's loaded with magical moves that don't fit the street-brawling mood. Franco Bash is the token slow, brutal boxer, while Bob Wilson and Blue Mary are limited by uninteresting attacks. The nunchakus-toting Hon Fu has quick moves and is more in the vein of the replaced Kim Kaphwan character.

Graphically, FF 3 stays in line with the other entries. This time, all the backgrounds have been redone (some beautifully so), and most stages have a unique "finishing" effect. If, for example, in Mai's aquarium stage, you hit your opponent from the foreground for the last hit in the second round, they'll fly into the glass.

A Worthy Entry

Instead of simply adding more fighters, FF 3 does more with fewer fighters (hidden moves and so on) and a unique method of gameplay. Rather than rehashing the same game, SNK has done something new to breathe life into the series. **G**

Neo•Geo Game Profile

Fatal Fury 3

(By SNK)

NOT RATED

They're back! The eagerly awaited fourth installment of the Bogard saga has fewer fighters, but it compensates with a new method of fighting and awesome special moves and animations.

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.5	4.5	4.5	ADJ.

Price not available
266 megs
Available now
Fighting

2 players
12 stages
Side view



PROTIP: Use Mai's Fun Flash Flamenco against air attacks.



PROTIP: In the second round, kick your opponent into the background from the front line for a cool finishing effect.



PROTIP: Get used to Yamazaki the first time you fight him - you'll meet again.



PROTIP: Sokaku's Lightning Strike scores multiple hits if it isn't blocked.

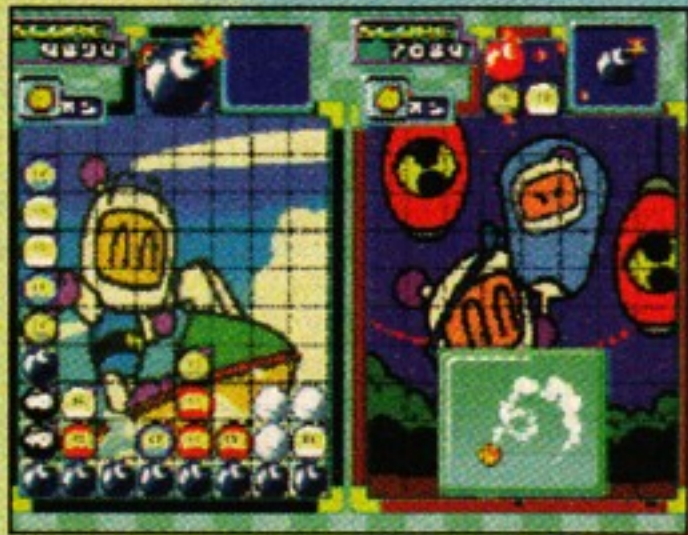


By Major Mike

Fun as it is, Panic Bomber doesn't really need an arcade engine because the gameplay is too simple. Panic Bomber doesn't rely on glitzy graphics, detailed levels, or even fancy moves. It's another addictive entry into the puzzle genre, and as usual, playing against a friend is infinitely better than taking on the computer.



Neo • Geo



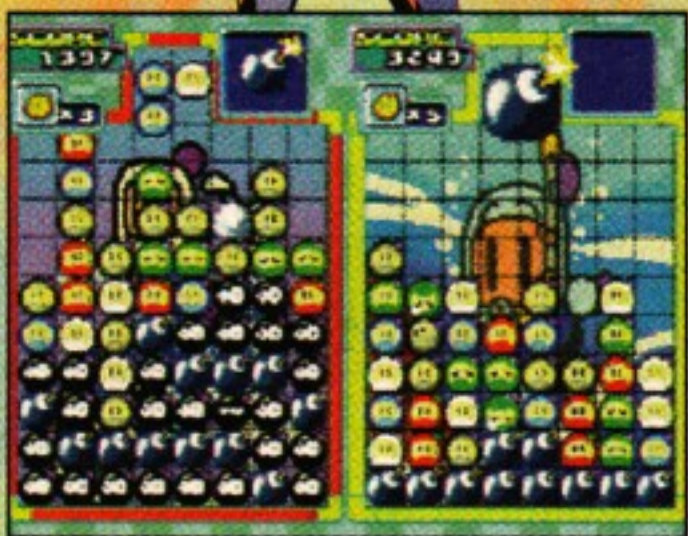
PROTIP: Rocks can only be destroyed by a super bomb.



BombTris?

Panic takes its basic theme from Tetris: Match up the same-color Bomber Man heads and keep the screen as clear as possible. The first player to fill his or her screen loses.

Panic adds a few nice control twists, including bombs of varying colors and explosive powers. Black bombs remain neutral until a red one sets them off. If you line up the black bombs or position them close to each other, you can create a chain explosion that clears a good portion of the screen. When this happens, the refuse is dumped on your opponent.



PROTIP: Use the super bomb to clear off your screen and dump junk on your opponent.

But the best bomb is a gigantic super bomb. You can watch it slowly grow in the upper-right corner. When it falls, this bomb will clear practically everything off the screen.

The graphics are simple (mostly falling Bomber heads and explosion sprites), and the music is rather subtle. On the other hand, the sound effects can become bothersome with occasional bursts of "hi-ya" and other strange remarks from various opponents.

An Addictive Blast

For a system renowned for fighting games, Panic is a refreshing presence. This Bomber will keep you coming back for more. **G**



By The Axe Grinder

Double Dragon does for fighting games what the Double Dragon movie did for cinema: It makes



PROTIP: When the word "Charged" appears, do the super move.

DOUBLE DRAGON

you appreciate the good ones that much more. With cutesy cinemas between fights and an announcer who sounds as if she just left cheerleader practice, Dragon seems geared toward younger players.

"Special" Moves

The strongest element in the game is the control, which helps you flawlessly execute special moves and makes combos a breeze. Dragon's best control gimmick is its Charge power, which enables

Grade D Fun

Visually, some stages are colorful, while others are laughable—especially the fight on the wings of a moving airplane.



PROTIP: Stomp on your opponent when they're dizzy.



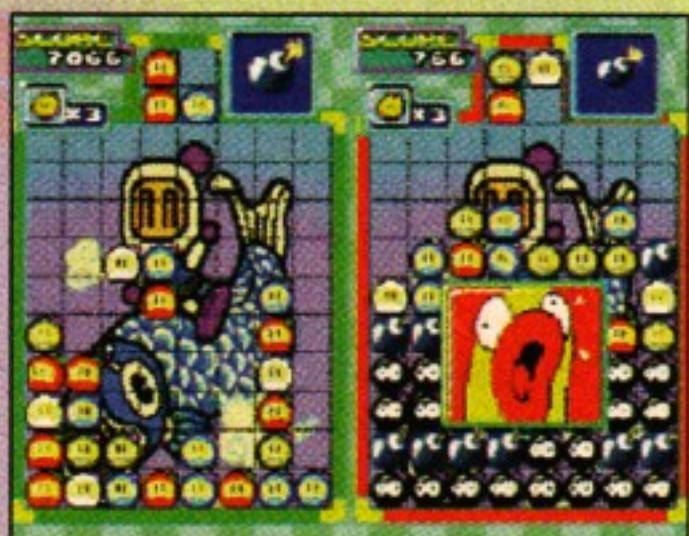
Ten mighty warriors fill the screen of this one.

you to execute a super special move that decimates your opponent if it connects.

The only challenging aspect of the Charge move is remembering exactly what to do when the time comes (the move is shown just before the fight). A lesser gimmick is the ability to stomp on your opponent after they've been dizzied—à la Aggressors of Dark Kombat. It's an interesting feature, but doesn't add much to the gameplay.

Yet overall, the graphics are remarkably subdued. The only visual grabber is the Art of Fighting zooming effect. The audio provides the usual assortment of "ya" and "oof" noises.

Normally, Double Dragon would just be average, but the silly aspects (the announcer) and goofy fighters (with some very standard moves) get in the way. Despite its commendable controls, it's still not a very good game. **G**



Watch the computer sweat it out in the one-player mode.

Panic Bomber by Eighting				
Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
3.5	3.0	4.0	4.0	Adjustable
Price not available	2 players			
52 megs	Side view			
Available now	ESRB rating: Not yet rated			
Puzzle				

Double Dragon by Technos of Japan				
Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
2.5	2.5	4.0	2.5	Adjustable
Price not available	2 players			
178 megs	Side view			
Available now	ESRB rating: Not yet rated			
Fighting				

Petty Screeches into the Winner's Circle

Kyle Petty's No Fear Racing



By Ben D. Rules

A stock car full of options and fun gameplay make Kyle Petty's No Fear Racing a champion. Buy this cart with no fear.

Green Flag

Terrific options get this impressive racer off to a blazing start. You compete in a full season of stock-car action starting on the classic Daytona Beach track, or



At the Custom Track screen, you can create the ultimate in twisting tracks to challenge your driving skills.

you can skip around the 28 tracks in the Single Race mode.

Snow and night racing are just two of the challenges you'll encounter along the way. Earn enough money with trophy finishes, and you can customize everything on your car from the engine to the tranny.

These options, plus the two-player split-screen racing, are



PROTIP: If you like experiencing "turn terror," choose Tulsa, Las Vegas, or Darlington.



PROTIP: Buying more nitro is the most inexpensive way to quickly pump up your car's performance.

pretty standard, but the Custom Track feature is really amazing. You can literally build and save your own dream course, making it as straight or as curvy as you like, changing the weather conditions, and placing such objects as signs and snowmen wherever you want. This kind of versatility adds a creative dimension that's rare in the world of racing games.

Fast Lap

Pushed along by solid controls, the gameplay is fast and exciting. Your cars really move, and they noticeably respond to customizations. The courses have banked turns, so you can effectively



Kyle's quotes help before Season races. Listen up!

weave past opponents at high speed, and cars spin out and flip if you bump 'em right. There's nothing Petty about these races.

The graphics also help push this game to the front of the pack. Big cars dominate the track and are supplemented by good visual



details, such as sparks when you graze the wall. Some choppiness slightly impedes the flow of scenery that you pass, and a map



PROTIP: Skid through turns without banging into the wall, then burn your nitro as you come back down to the straightaway.

during races would help, but overall this game looks like a winner.

The sounds are even better. An announcer's voice calls out the action on the track, while your crew radios in during a race with advice about your tires and fuel. Such audio really helps because



Roger, Houston, we have lift off!



PROTIP: Get the fastest possible start by gunning your nitro just before you get the green light.

you can keep your eyes on the track without having to look at the gauges off to the side.

Checkered Flag

Kyle Petty may not be as famous as his legendary dad, Richard, but perhaps he will be one day. This turbo-charged game certainly doesn't hurt his chances of reaching superstardom. **G**

Kyle Petty's No Fear Racing By Williams Entertainment				
Graphics	Sound	Control	FunFactor	Challenge
4.0	4.5	4.0	4.0	Adjustable
Price not available		Behind-the-car view		
24 megs		Passwords		
Available now		ESRB rating: Kids to Adults		
Racing				
2 players				

Super Sidekicks Is a Soccer Sensation

The Next Glory:
Super Sidekicks 3



By Scary Larry

When you take a powerful system like the Neo-Geo and combine it with a great action sport like soccer, you're guaranteed to get a fantastic game. The Next Glory delivers the goods.

Glory Road

Although soccer has not endeared itself in American homes with the speed of baseball or football, it's a very active and engaging international sport. SNK juiced up the action by creating a fun, fast-paced game that will appeal to fans and nonfans alike.

The Next Glory features more than 64 teams from Europe,



PROTIP: Passes are dangerous to attempt when you're in a crowd. Make sure you're clear when passing.



PROTIP: To set up a good goal shot, pass to an inside man just before reaching the goal. You'll rarely be able to run it in and score with the same player.

the Americas, Africa, and Asia. Each team has its own strengths and weaknesses, like better goalies or faster, stronger point men. Players can power up their team with different defensive and offensive strategies. Want to power up your team captain? How about the goalie? Defense?



PROTIP: Roughing a player can be beneficial. A hard tackle may give you a Psych Out, which temporarily bolsters your strength.

Attack power? You can do all that and more in SS 3.

Field of Dreams

The spectacular graphics faithfully represent every nuance of soccer, from charging to sliding to knee-juggling the ball. The fields look awesome and are better tended to than those of the World Cup last



PROTIP: Use the long kick to move the ball downfield, especially when time is running out.



PROTIP: Pick a team with well-rounded strengths, such as Brazil or Germany.

year. The detail on each player is also outstanding, and it just makes you want bigger sprites.

The sounds are well done but not very original. Lots of crowd noise, some grunts, and the obligatory thump of the soccer



ball all make sonic appearances. The shout of "Goal!" is the only vibrant sound in the game.

The control is simple and effective. The quick and intuitive



PROTIP: Extract the most from slides by positioning another player close by to take away the ball.

three-button interface lends itself well to the speedy action. Passing, shooting, tackling, and defending are all only a button press away.

Goals and Objectives

Soccer fans will not want to miss out on SS 3. But nonsoccer fans with a Neo-Geo system may also

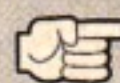
PROTIP: Always try to pull the goalie to the right or left, then shoot for the opposite corner.

want to look into this great sports title, which is a cut above other soccer games.

Although not the favorite American sport yet, soccer gets a video game boost with The Next Glory. After all, everyone has to have a goal in life. **G**

The Next Glory: Super Sidekicks 3 By SNK

Graphics	Sound	Control	FunFactor	Challenge
5.0	4.5	4.0	4.5	Intermediate
\$249		2 players		
158 megs		Angled-overhead view		
Available now		ESRB rating: Not rated		
Soccer				



Slam City's Here, and Pippen's the Mayor

Slam City with Scottie Pippen



By Quick-Draw McGraw

So you want to run hoops with the big boys, huh? Slam City is an entertaining place to find out what you've got. And after winning three NBA rings, Scottie Pippen's gonna show you who's boss!

Just a Little Respect

You're the new guy in town, and the regulars won't let you run with them unless you prove you're worthy. That means beating Fingers, Juice, Mad Dog, and Smash – the toughest and most unique players in town – in a series of one-on-one basketball games. But you're not just playing to score, you're also playing to build up Respect Points by successfully slammin' and jammin' the competition.

The first-person action puts you right in front of your opponent as you try to shoot over, drib-



PROTIP: The moment you get the ball, take a jumper. You'll catch your opponent offguard every time.



PROTIP: When playing D, don't keep trying to steal the ball. It opens up a lane.

ble around, and defend against them. Unfortunately, these moves can be frustrating, especially on defense where slow reaction time is a major control problem.

Scottie Beams

Clear, interactive, full-motion video clips make the graphics and colors awesome (much better than the grainy Sega CD version). The first-person perspective gives you a closeup on every ugly facial expression headed your way. The sounds are also incredibly real. These guys talk more trash



PROTIP: Juice is an excellent shooter. Wait for her to go up and then block her shot.

than the New York Knicks, and you have a courtside seat for all the action.

Although the controls could use some improvement, Slam City is a great way to experience tough street-hoops action. Make way, Jammit – Scottie Pippen is here to stay. **G**

Slam City with Scottie Pippen By Digital Pictures				
Graphics	Sound	Control	FunFactor	Challenge
				INT.
5.0	4.0	3.0	4.0	Intermediate
Price not available		1 player		
CD		First-person view		
Available now		ESRB rating: Teen		
1-on-1 basketball				

QB Club Sacked in The End Zone

NFL Quarterback Club II



By Quick-Draw McGraw

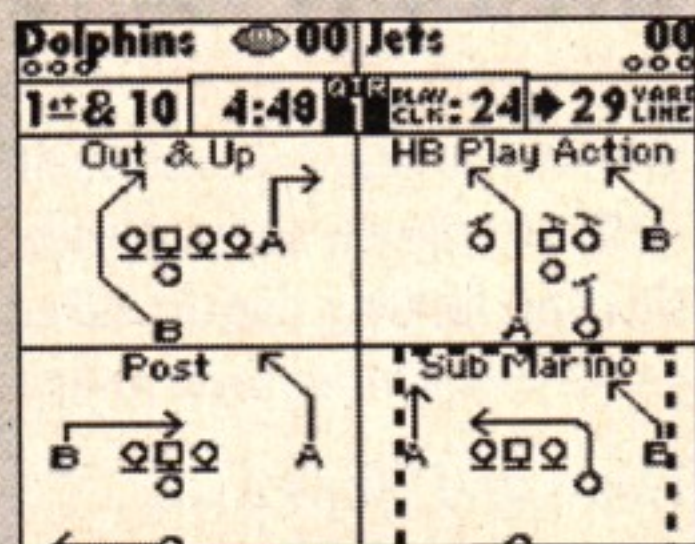
Every year the NFL's top QBs get together in Hawaii to test their skills in the Quarterback Challenge. Based on this event, Acclaim's QB Club has scored well on the 16-bit systems; unfortunately, Acclaim fumbled the Game Boy version.

Join the Club

While the 16-bit versions had four QB challenge events (testing your passing accuracy and quickness, among other skills), this cart has none. With only a regular-game mode, the eight featured QBs can show their stuff only on the grid-

iron. The missing skills competitions make this just another football cart.

Not that it's bad football. Each club member does have his own signature play that utilizes his strengths. Also, the regular plays are creative, offering lots of trick plays and two-point conversions. All 28 teams are included,



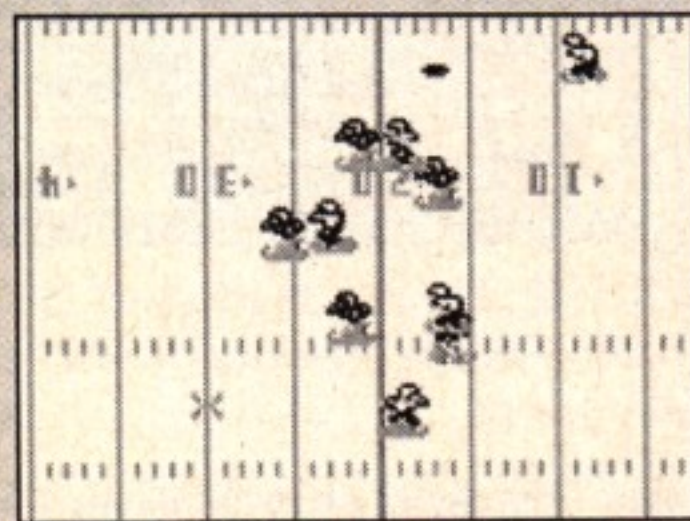
PROTIP: Use a team with a feature QB. Their signature plays will give you a needed advantage.

and team stats are given at the half and the end of a game.

The control is just barely average. Even though players can break tackles and use speed bursts, it can be difficult to run the plays as diagrammed.

Fourth Down and Plenty

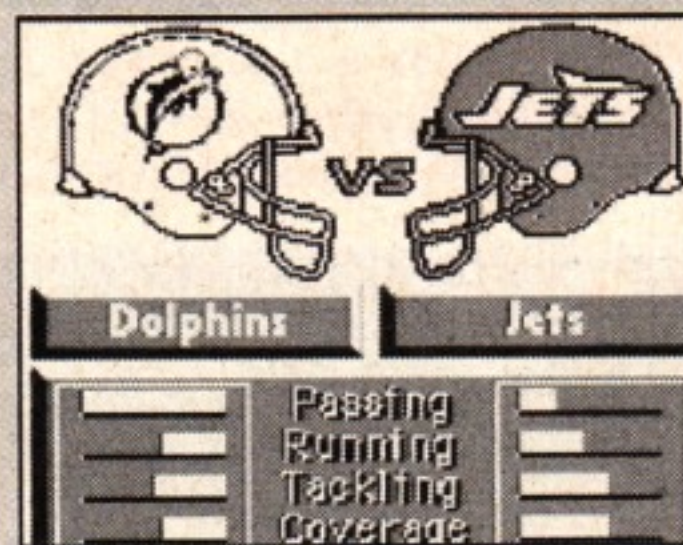
The graphics meet Game Boy standards. The action is clear, and the sprites are easy to see. With-



PROTIP: Trick plays are easily the most effective. Don't be afraid to use them in your offensive game plan.

out any animation frames, though, every game feels the same.

The sound effects are nearly nonexistent. With only a static-



PROTIP: Study each team's attributes to learn their relative strengths and weaknesses.

filled crowd and occasional pong noises, you'll barely be awake for the two-second touchdown music.

Madden '95 has already made a smooth transfer to the handheld world. QB Club gets sacked in comparison. **G**

NFL Quarterback Club II By Acclaim				
Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
3.0	1.5	3.0	2.5	Adjustable
\$29.99		Side view		
Available now		ESRB rating: Kids to Adults		
Football				
1 player				

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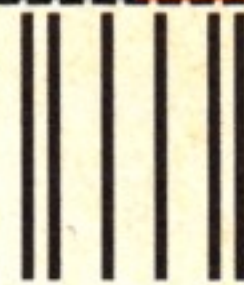
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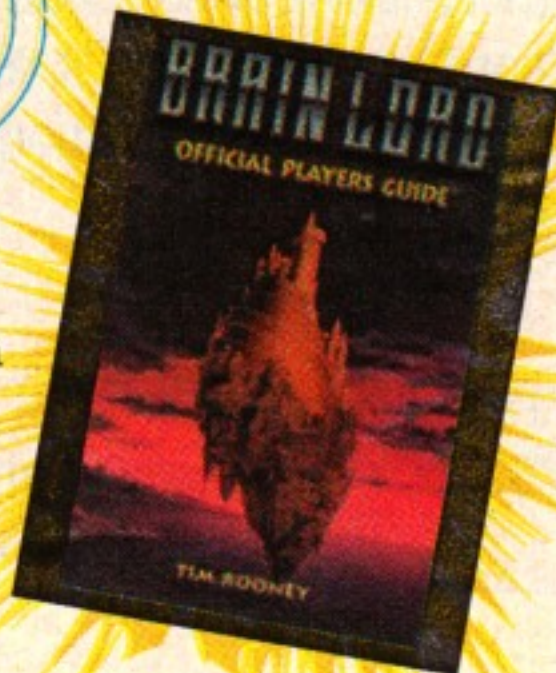
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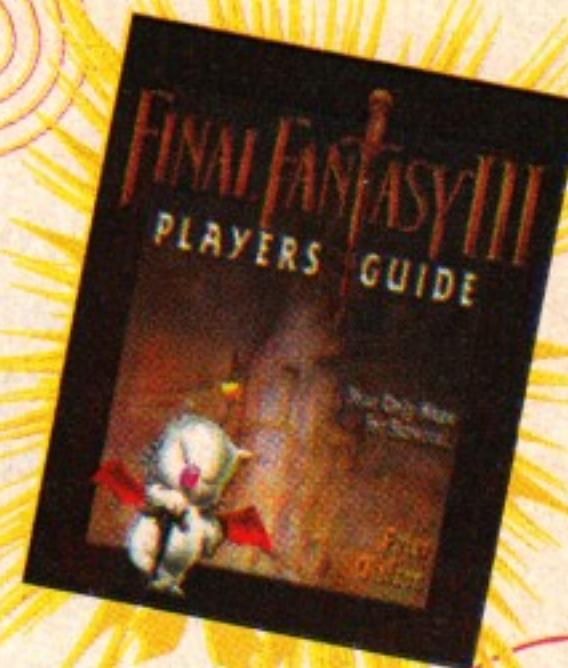


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Role-Player's Realm

The Monthly Guide to the World of Role-Playing Games · July '95

EARTHBOUND



By Sir Scary Larry

Although EarthBound has all the classic RPG elements (extensive conversations, puzzle solving, side quests, weapons, and power-ups), it has a very child-like interface. If dungeons and dragons are more to your taste, pass up this kid's menu.

Earth: The Banal Frontier

EarthBound is the story of a young boy, a meteorite, and a number of very funny coincidences. After a meteorite falls on the town of Onett (which is next to the town of Twoson, next to Threest...you get the idea), our young hero decides that the town is going to go straight to heck and he should do something about it. He pairs up with his buddies (a psychic, a dog, and other assorted cast members) and tries to unravel



PROTIP: Never pass up a butterfly. Touching it restores all your PSI points. Also, if you're near the mouth of a cave, go in, use numerous PSI attacks, then exit the cave and refill your PSI meter.

the mystery, which has something to do with aliens taking over the Earth.

The lack of a convincing story line and the dull NES-clone graphics (the game is a portover of an 8-bit Japanese Famicom title) will make serious RPG fans a little cautious about approaching EarthBound.



PROTIP: Libraries are a good source of information. Librarians will also give you maps of the town. Stop in every local library.

The saving graces are the fairly good music and unintentionally hilarious adult humor. Discussions about bodily functions, crazed maniacs, and sexual innuendoes abound in EarthBound.

Earth Tones

The graphics follow the three "S's": short, squashed, and

simple. The backgrounds don't look particularly 16-bitish, and the enemies are weakly illustrated. Dragon Warrior on the NES had better-looking enemies. All the main characters look exactly the



PROTIP: In town, search everywhere for power-ups. Even trash cans reveal helpful items.

same; only different hair color sets them apart.

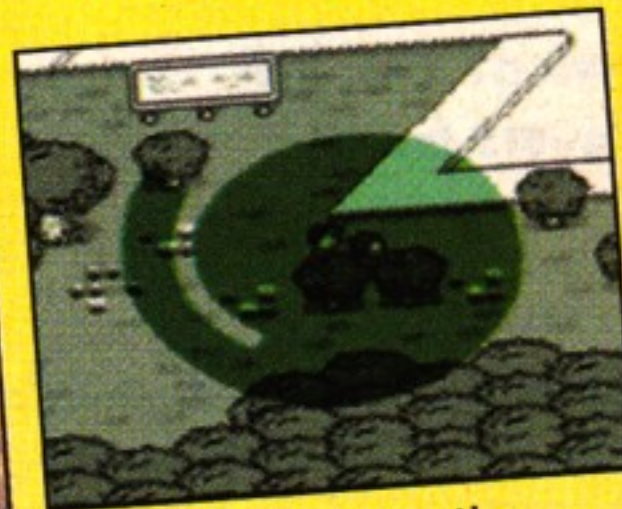
The good music features eerie symphony sounds that



PROTIP: Don't leave home without a weapon. Check the box in your sister's room for the cracked bat. As soon as you get enough money, buy another weapon.



Attack Strategies



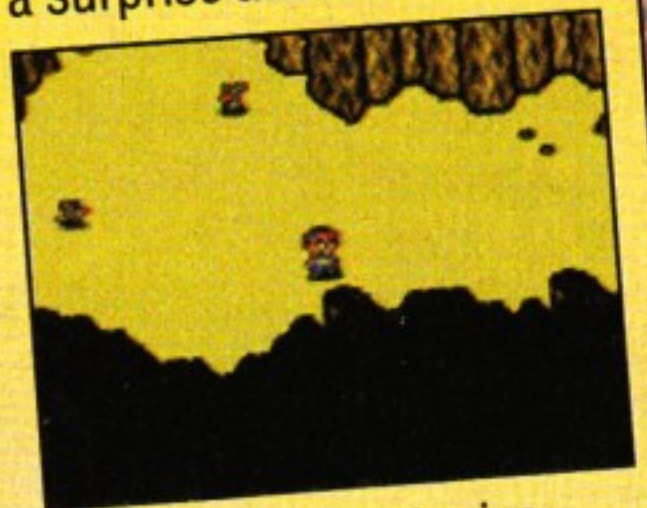
If you attack from the back, the screen turns green, and you'll score a surprise attack (you get to fight untouched for one battle round).



If you turn your back on an enemy (which you should never do), the screen goes red, and the enemy scores a surprise attack on you.



If you attack from the side with the enemy facing you, it's an even fight, and the screen turns purple. You go first, your enemy goes next, and so on.



Other useful strategies include walking around enemies (which the computer won't let you do too often) or exiting and re-entering a room to see if the sprite has disappeared.

EarthBound By Nintendo

Graphics	Sound	Control	FunFactor	Challenge
2.0	4.0	4.0	3.5	Beginner

Price not available
24 megs
Available June
Fantasy RPG

1 player
Overhead view
Battery backup
ESRB rating: Kids to Adults



PROTIP: Moles are also an invaluable source of information. Seek them out and learn their secrets.

complement heroic fighting tunes. When you find Frank's Arcade, you're treated to a variety of classic video game music. It's unfortunate that no voice-overs or better enemy sounds were inducted into the game.

The control falls along classic RPG lines. A menu system enables you to choose items, spells, and more. When you buy a more powerful weapon, the computer will equip it for you and trade you cash for the old one. The only drawback is the very limited number of items you can carry at a time.

Bound for Glory?

EarthBound can be amusing if you know where to look for the funny parts. Otherwise, the humor is too mature for little kids, and the gameplay is too immature for older gamers. This one is bound to fall to Earth sometime soon. **G**

Fightin' Franky



Fighting Franky, the boss of the first arcade, is tough. First you have to find the arcade (which is in the lower-middle portion of Onett). When you see this tough guy, refuse to join, and he'll fight you. Beat him, and you'll meet Frank.



Don't fight Frank without 100 percent health. Bring along some hamburgers and try to have the PSI Rockin' Attack. If you don't, go out and fight until you do.



When Frank falls, there's one more menace: Frankenstein! Use PSI Rockin' or try to slug it out hit-for-hit with him.

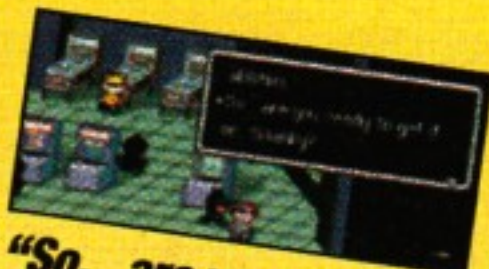
Earthy Humor!



Even the bee has a sense of humor! "Oh! The pain... Everything is getting dark...."



Humor from the bathroom: "Don't talk to me. I...I'm thinking...!"



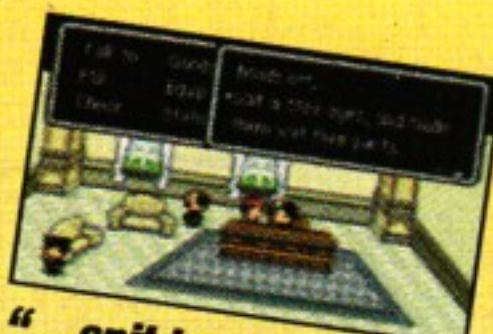
"So...are you ready to get it on, Spanky?"



"Break the course of violence. Don't break the wind of change."



"I'll eat garlic and work out to strengthen myself." The garlic alone should keep people away from him.

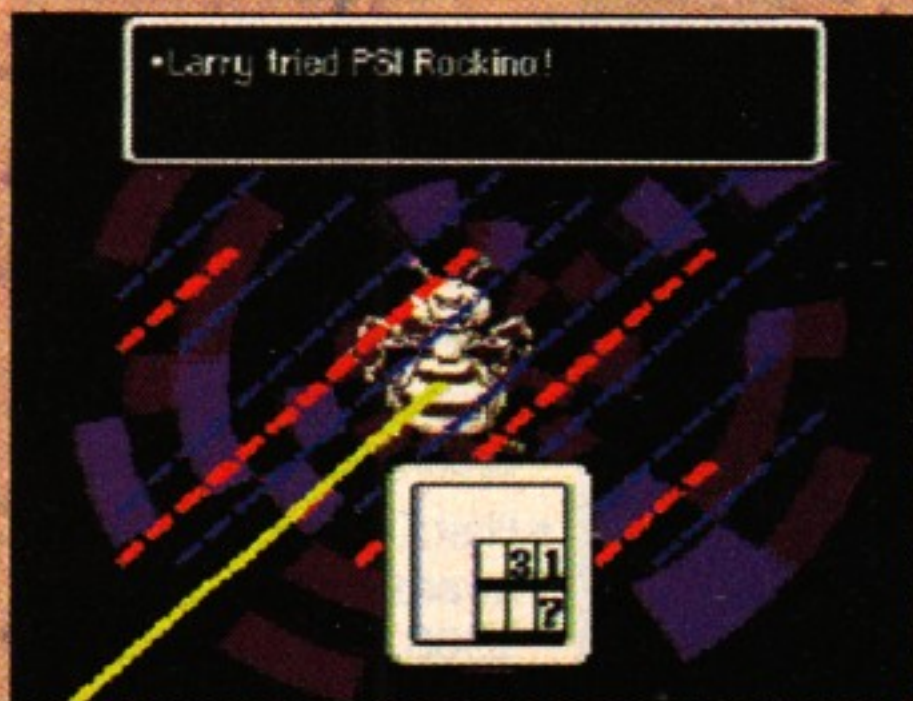


"...spit in their eyes and made them wet their pants..." Sounds like a drive-by wetting at the police station.

PROTIP: Because you have such a limited amount of space in your backpack, eat everything you can to pump up your life bar.



PROTIP: Call your mom from Onett, and she'll tell you that your sister is employed by Escargo Express. Use Escargo Express to store items that you may want later. Be choosy; the service charge is hefty.



PROTIP: The giant ant before Big Footprint is tough. First eliminate the two smaller ants in front of him, then use the PSI Rockin' Attack to crush him. If your points get low, use PSI Lifeup to replenish.



PROTIP: ATMs are located in every drug-store and department store (as are weapons dealers and medicine peddlers). Never carry a lot of cash with you; leave it in your account. If you die, you come back with half the cash you were carrying.



PROTIP: After looking at the meteorite and traveling back to Pokey's house (to watch his parents knock him around), go back to the meteorite and look for the bee.



Romance of The Three Kingdoms IV

Wall of Fire™



By Bro' Buzz

Koei has primed ancient China for a fourth royal ransacking. In Romance of the Three Kingdoms IV, the later Han Dynasty is collapsing, and three powerful kingdoms are tearing the country apart. Up to eight players can play any of six scenarios that occur between the years 189 A.D. and 235 A.D. As usual, if you haven't already calculated that it's a 46-year span, you'll never



Romance, the fourth time around

enjoy this typically math-intensive Koei game.

Romantic Entanglements

Your task is to bring peace to China by conquering 43 cities. As with all Koei history sims, you accomplish this mountainous task by playing politician, city manager, and general via a deep, multilayered menu system. Romance IV's menus,

however, are the easiest yet. Simply scrolling through a single row of menus opens up an intricate command system.

Building prosperous cities to support your conquering army is the key to the game. The City commands offer the usual Koei controls for commerce and placating the populace. Romance IV even enables you to assign officers to oversee key areas, such as farming and the economy. The talent you assign to these tasks can make or break you.

For warfare, you recruit and train troops, then command navy, cavalry, and infantry. Romance IV upgrades its battlefield armament with catapults, firebolts, and, as you might suspect by the title,

PROTIP: In every scenario, keep your eyes and ears open for the Hereditary Seal. You need it to become emperor.

blistering walls of fire.

The graphics and sounds were upgraded, too. The visuals remain simple, but they feature gorgeous static stills and lush coloring. The music's

PROTIP: Invest in technology. With Technology at 60 or above, you can build deadly auto cross-bows; at 100 or above, you can build awesome catapults.



When you build a character, you even pick a face, but it's the 24 Special Skills that give you an edge.

Romance of the Three Kingdoms IV: Wall of Fire By Koei

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	4.5	4.0	Advanced

\$69.96
24 megs
Available June
Historical strategy

8 players
6 scenarios
Battery backup
ESRB rating: Kids to Adults

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WHO IS IZZY?!?

IZZY is the official character of the 1996 Atlanta Olympic Summer Games. He is also the star of U.S. GOLD's IZZY'S Quest for the Olympic Rings video game for the Genesis and Super Nintendo. IZZY exists in the Torch World where he is capable of morphing

himself into any sports equipment to help him gather gold, silver, and bronze medals hidden throughout his world.



IZZY'S OLYMPIC GAMES TRIVIA

- Site of the 2000 Olympic Games: Sydney, Australia.
- 4 events that comprise women's gymnastics: Floor exercise, Vault, Uneven Bars, and Balance Beam.
- Five colors of the Olympic rings: Blue, Yellow, Black, Green, Gold
- First Olympic Games to award medals: London, 1908.
- First Olympic torch relay; Berlin, 1936.
- Water temperature in competitive swimming pools: 78 to 80 degrees Fahrenheit.
- First perfect 10.00 score awarded in gymnastics: Nadia Comaneci (Rumania) in 1976.

FINAL INSTALLMENT—SEND IN YOUR ENTRY TODAY!!!

LAVA DOME 1

Go to the bottom of the vine and go back up to the top. Jump off to the LEFT to pick up a 1-Up and enter a secret portal to a hidden room!



fine-tuned to be subtle and even relaxing at low volumes.

Officers and Gentlepersons

Not only must you build your cities and armies, but you can also build rulers and officers (male and female), too. In

PROTIP: Put your strongest officer in charge of the city economy to quickly build up your funds.



PROTIP: Spy or die. Use the Snoop command to check a city's tech before you attack. High tech usually indicates a tough fight ahead.

addition to adjustable qualities such as Leadership, Power, and Intelligence, randomly generated Special Skills give your people (and you) an edge over enemies.

The 24 Skills run the gamut from the ridiculous to the sub-



Crisp graphics grace the streamlined command interface.



As usual, Romance battle screens won't make you feel romantic, but the strategy's captivating.



PROTIP: If your city is relatively weak, form alliances for temporary protection against stronger foes. Remember that your honorable friends must become your honorable enemies later.

lime. Some characters are good at spreading gossip, while others can call lightning down on enemies.

Do the Math

Of course, watching numbers rise and fall really has to thrill you to enjoy any Koei game, but this time the enhanced graphics and smooth command interface seem to hide the number-crunching behind political intrigue and battle strategy. Wall of Fire adds spice to Romance. **G**

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By The Axe Grinder

If you're still going ape over Donkey Kong Country, you'll be surprised by Donkey Kong Land, the Game Boy version of the 16-bit hit. Regardless of reductions in scope and cutbacks on technical aspects, DKL has excellent character sprites that really come alive, huge levels, and a tough challenge that means you won't complete this cart in one sitting.



Super

Game Boy

Super



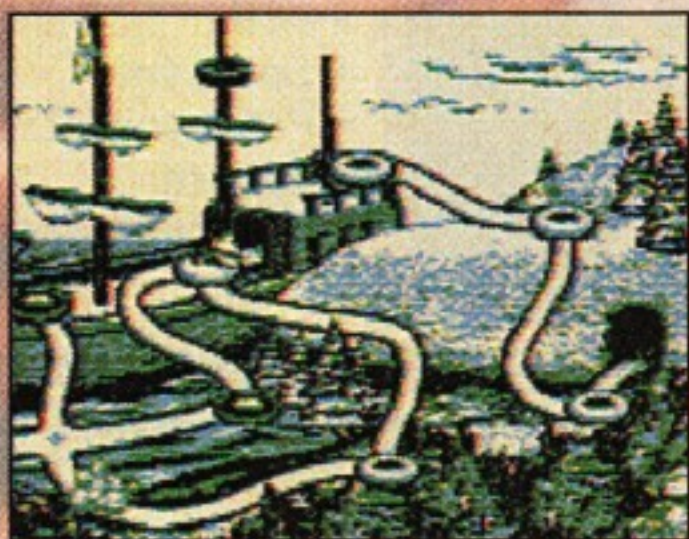
The DK title screen on the Super Game Boy

DONKEY KONG LAND

Law of the Wild

The rules are simple: Start as Donkey Kong, but if you find a barrel labeled "DK," you can break it open and find Diddy Kong. You don't play with both characters on the screen at the same time, however. Instead, you toggle between the two by pressing Select.

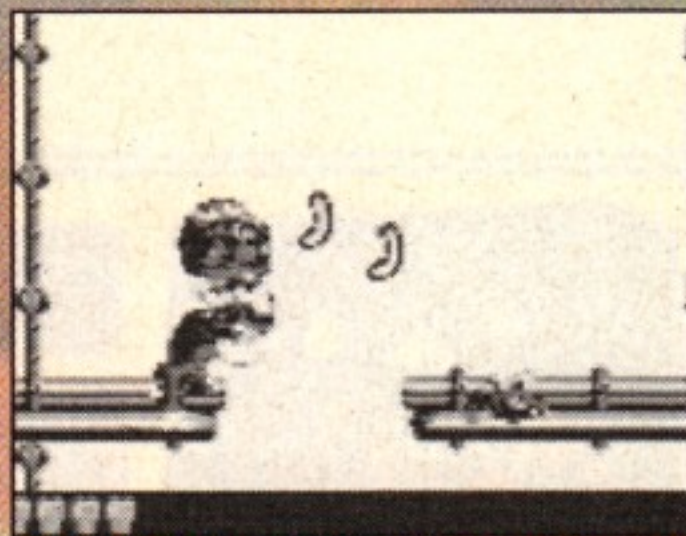
You can also use barrels to dispense with bees and other enemies that you can't defeat with jumping attacks. If you get hit, you revert to your alter ego. Take a hit after that, and it's all over.



PROTIP: At the main map, you can return to completed levels and search for more hidden bananas and power-ups.

Goin' Ape

With selectable colors, this game is made more for the Super Game Boy than the monochrome Game Boy. The green-and-white Game Boy monitor just doesn't do this game justice. The sound is



PROTIP: When you find a barrel, carry it around and throw it at bees and other tough enemies.

tinny and benign with subdued effects and a subtle music score.

The difficulty was cranked up on this cart. Some later stages require painstakingly careful movements. One false move, and you could lose a hit or an entire life. With such strong gameplay and graphics, Donkey Kong Land is a formidable effort considering what it accomplishes on a portable system. **G**



By Captain Squideo

Kirby's back, and not in a puzzle or golf game. Dream Land 2 reprises the classic formula of the original Kirby games. If you don't already love the Kibster, you will once you play this great game.

You Are What You Eat

Although it's been slightly enhanced for the Super Game Boy, Dream Land 2 will be instantly recognizable to Kirby fans. King DeDeDe, spiky ene-

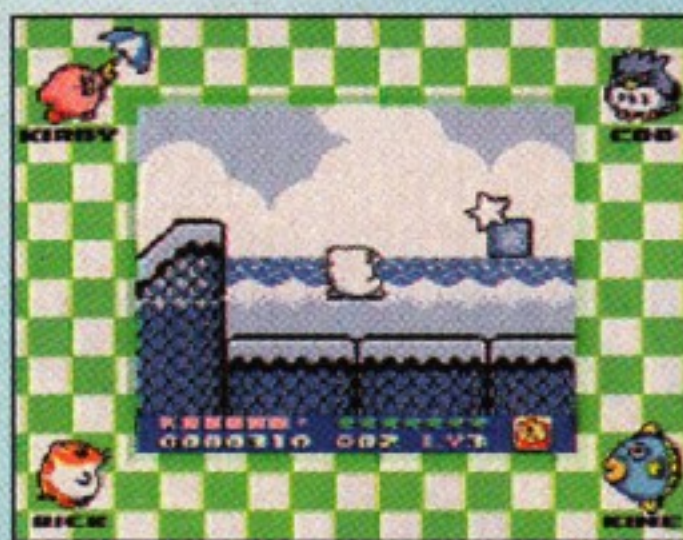
emies, adding variety to the usual platform action.

These extra powers enrich the controls. At different points, you'll be able to ride a giant hamster, bounce into a thorny-but attack, and inhale underwater. Considering the limited two-button setup, the controls are impressive.



PROTIP: Bosses require the same strategy: Dodge their charge attacks, then spit back their projectiles or stars.

KIRBY'S DREAM LAND 2



PROTIP: Always blast the blocks around you - occasionally you'll find a star inside.

mies, the Tree Boss, and more are all here from the prequel.

Once again, Kirby's a puff-headed, flying little blob who hoovers up enemies and spits them out. Occasionally he takes on the power of those inhaled



PROTIP: These spiky enemies that reappear throughout the game can't be inhaled, so dodge 'em.

Krazy for Kirby

Buoyed by the Super Game Boy's colorful palette, the graphics are sharp. But shouldn't we expect more in 1995 than we did in 1993? The backgrounds are still pretty empty, and resuscitating dozens of old characters isn't as impressive as inventing new ones.

The sounds are also extremely familiar. The peppy music's good, but every character is still mute.

If you've been waiting for more easygoing, easy-to-beat Kirby charm, your wait is over. While not everything is new in Dream Land 2, everything is definitely fun. **G**

Donkey Kong Land by Nintendo				
Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	3.5	4.0	Intermediate
\$29.95	1 player			
4 megs	Side view			
Available June	ESRB rating: Kids to Adults			
Action				

Kirby's Dream Land 2 by Nintendo				
Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	5.0	4.5	Intermediate
\$29.95	Side view			
4 megs	Multiscrolling			
Available now	Save feature			
Action/adventure	ESRB rating: Kids to Adults			
1 player				
7 islands				

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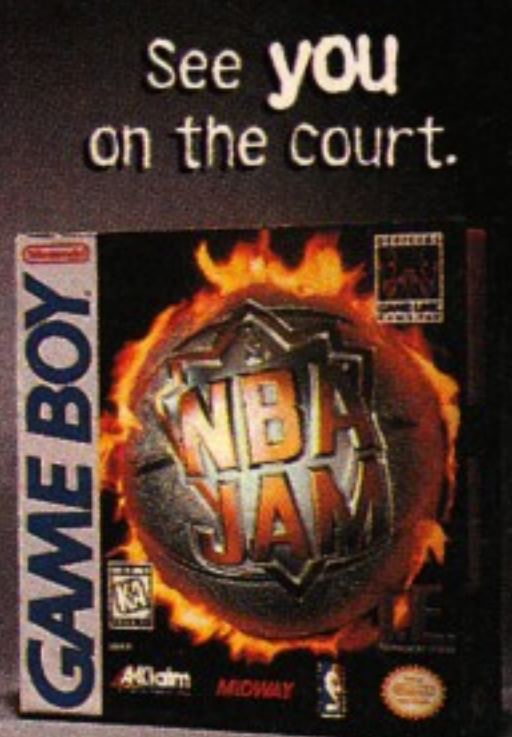
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By Scary Larry

You wouldn't think Playmates would be able to cram 16 fighters (with special moves) into a tiny 4-meg cart. Think again. World Heroes 2 Jet is a scaled-down version of the Neo•Geo fight-



Super Game Boy

game. Performing the moves is also fairly simple. If you have only a Game



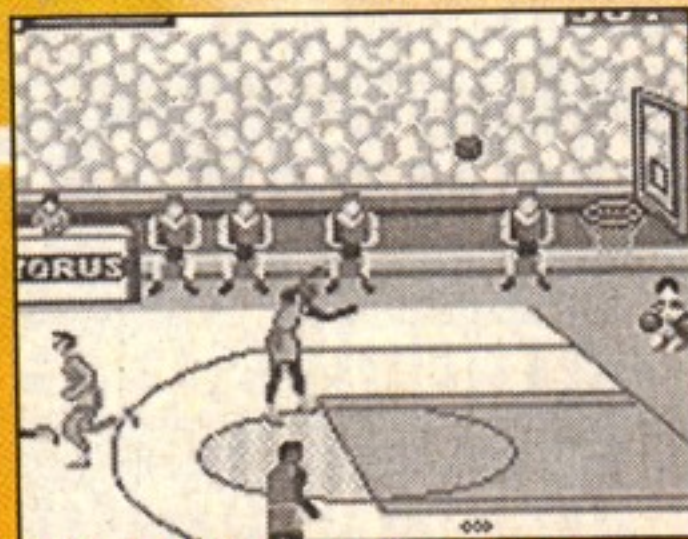
By Scary Larry

Raucous rim action on a tiny spinach-green screen? Forget playing this one on the Game Boy. If you're a Jam fan, you need a Super Game Boy...and a magnifier...and lots of patience.

NBA Jammed

NBA Jam TE is finally here for the Game Boy, and for those portable players who couldn't live without it, welcome to the NBA. But for everyone else, this game is a pale imitation of an otherwise great game.

You can play up to four players (via the GameLink), with all the oncourt action



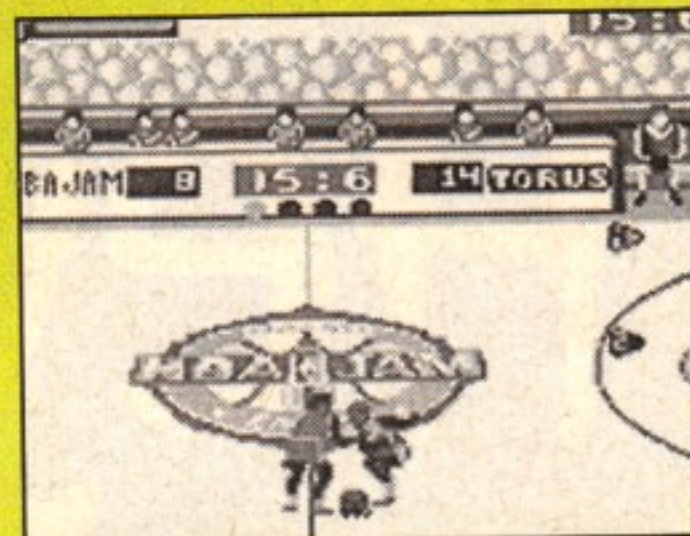
PRO TIP: When going for the three-pointer, stand well outside the three-point line. Shots anywhere near it will score as two.

you crave - albeit in a much reduced size. The options include setting the skill level, entering hidden characters, substituting players, and more.

Tournament Play

The graphics are so small that even Patrick Ewing looks short. The detail on the players is nonexistent, which means you'll have trouble discerning who's who on the floor.

The sounds are more annoying than NBA rookies whining about their contracts. Dismal

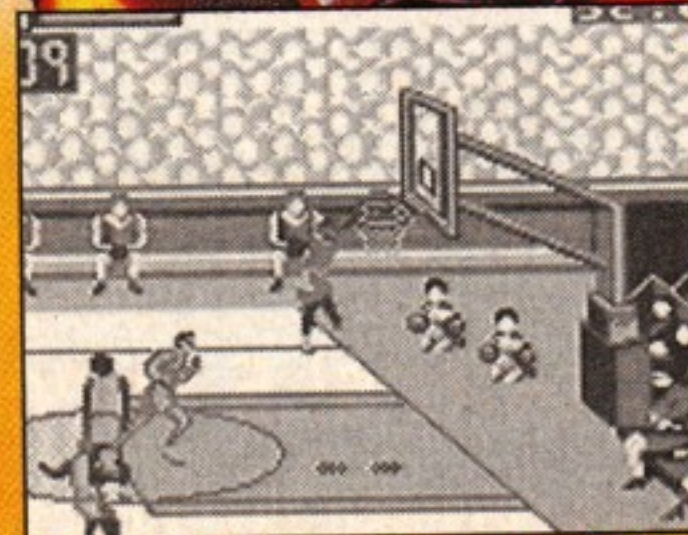
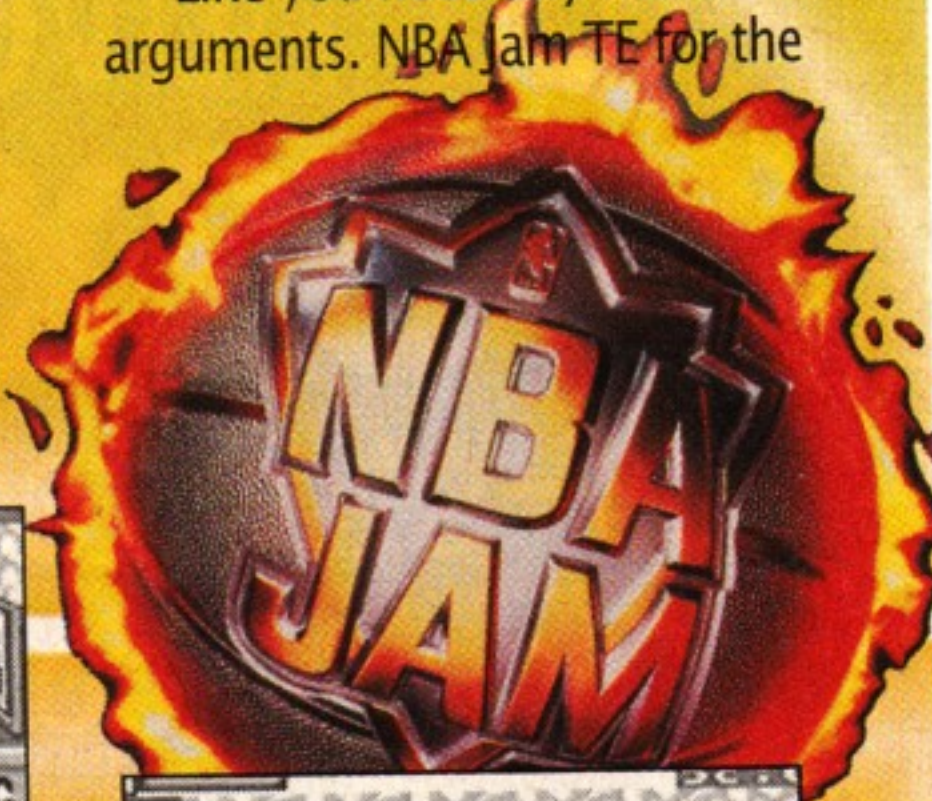


PRO TIP: Avoid running the same lanes repeatedly. The computer A.I. will compensate and send an opponent to snatch the ball away from you.

tinny music quickly gives you a hammerin' headache.

As in previous Jam titles, you shoot, pass, block, slam... and all with three buttons. Activating turbo with the Start button is annoying, which is another argument for playing this game on a Super Game Boy court.

Like you need any more arguments. NBA Jam TE for the



PRO TIP: Conserve your turbo for slams and passing. Don't keep your finger on the button for court-pressing.

Game Boy is a great game for people who are confined for medical reasons. Everyone else would be better off playing hoops in the 'hood. G

World Heroes 2 Jet



er, and for its size, it's a portable punch-out.

Munchkin Muscle

The best fighters of World Heroes 1 and 2 appear in this Super Game Boy cart, and though they look like they've been through the trash compactor, they still pack a punch.

Sixteen fighters, from the sword-wielding Janne to the dragon-punching Fuuma, brawl to see who can take it all. You can fight against a friend (via the GameLink) or in a best-of-three match.

Jet Powered

Although the fighters have been reduced to cartoony pint-sized characters that are almost too cute, they still retain a lot of the fluid special moves, like Fuuma's Dragon Uppercut and Janne's Aura Bird. Even scaled down, the moves are easy to see.

The music is not as worldly. The repetitive battle theme is annoying, and the contact effects (when you score a hit) sound like clothes ripping.

The control is a breeze, especially if you know the moves from the Neo•Geo

Boy to spare and you're a fan of the Neo•Geo game, World Heroes 2 Jet is just the fight you're looking for. It's too bad no one has seen fit to release this puppy for a 16-bit system yet. Oh, well. Jet happens. G



PRO TIP: A good offensive tactic with Fuuma is to rush the opponent (tap twice in their direction), then go into the Dragon Uppercut.



PRO TIP: When you launch J. Carn on his squat shot, get in close. You could miss and open yourself up to attack.



PRO TIP: Be careful when launching Capt. Kidd's ship in close. If it's deflected, it damages you. Enemies always deflect in close.

World Heroes 2 Jet by Playmates				
Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
2.5	2.0	3.0	2.5	Adjustable
\$29.99	4 megs	Available July	Fighting	1 player
16 fighters	Overhead view	ESRB rating: Kids to Adults		

NBA Jam Tournament Edition by Acclaim				
Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
2.5	2.0	3.0	2.5	Adjustable
\$29.99	Available now	Fantasy sports	4 players (using GameLink)	
27 teams	Overhead view	ESRB rating: Kids to Adults		



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By The Axe Grinder

Everyone's favorite lightning-fast, non-hedgehog character leaves his pursuers in the dust in yet another Looney Tunes video game adaptation.

Speed Kills

For a portable game, Speedy looks as if it just jumped off the Saturday-morning cartoon lineup. This little rodent is excellently detailed, right down to his trademark ten-gallon hat



Game Gear



Tweety isn't Sylvester's only prey - Sly's also after Speedy.

CHEESE CAT-ASTROPHE

Starring SPEEDY GONZALES

that flaps in the wind when his little legs start going. Essentially a run-and-jumper, Speedy also uses a hat-throwing attack to waylay meanies that can't be dispatched by simply jumping on them.

Speedy's main problem is that he lives up to his name all too well. The Speedster is a fairly large sprite, and once he gets going, he's always positioned at the center of the screen instead of the extreme



PROTIP: In the first stage, re-enter the holes in the ground to collect several hats and hearts.



PROTIP: Find the key, and you can rescue your imprisoned buddy.

sides. This cuts into your reaction time substantially, which gets particularly maddening when you don't have time to jump across a missing bridge section or chasm, and lose a life. The only way around this is to slow Speedy down and enjoy the scenery, but that only makes the game boring. This fella was meant to race!

Too Cheesy?

Speedy excels where the other handheld 'Toon games (like the Taz entries) failed - in the control department. The well-done backgrounds depict detailed mountains and other environments (mostly deserts).

Speedy almost stalls at times, but he floors it over the speed bumps and makes for a fun little game. **G**



By Sir Garnabus

It's true. We won't lie to you: True Lies never should have made it to the handheld arena. This slow-paced action/adventure game, which is based on last year's movie, isn't so much an entertainment vehicle as it is a torture device.

Harry Unveiled... And Buried

Already available on the Genesis, Super Nintendo, and Game Boy, this debut on the Game Gear is nearly as disappointing as it was on the Game Boy. True Lies' true letdown is its slow action, which is painfully apparent when more than two



PROTIP: Save your big guns for the bosses. Most enemies go down after only three hits with your 9-mm handgun, and the bosses can be tough.

even the most dedicated portable gamer blind after an hour or two of playing.

Additionally, the repetitive pings, pops, screeches, and squeals would put a preschool teacher's teeth on edge. This girly-mon sound is too much.

Overall, the control is weak. Targeting enemies and moving fluidly do not go hand in hand in this game, which is what it needs to be True to the action/adventure genre.

TRUE LIES

characters are onscreen. The slowdown also magnifies the game's overall plodding pace. Forget about escaping from attackers. The game really comes to a standstill when enemies are hot on your tail.

Earplugs 'R' Us

The Game Gear's graphics and color serve the game well, but the small size of the characters and the extraneous background details would render



PROTIP: Be cautious in the park. Flame throwers take off a lot of energy - and they're everywhere.

Slowdown, bad sound, and poor controls make True Lies for the Game Gear a sure dust collector after the initial excitement wears off...which shouldn't take long. Truly. **G**



PROTIP: Save your first-aid packs until you need them; there aren't many to waste.

Cheese Cat-Astrophe Starring Speedy Gonzales by Sega				
Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
3.5	3.0	3.5	3.0	Adjustable
Price not available		1 player		
4 megs		Side view		
Available now		ESRB rating: Kids to Adults		
Action				

True Lies by Acclaim				
Graphics	Sound	Control	FunFactor	Challenge
				INT.
3.0	2.0	2.5	2.5	Intermediate
\$44.95		6 levels		
Available now		Overhead view		
Action/adventure		ESRB rating: Kids to Adults		
1 player				

LUNAR

ETERNAL BLUE

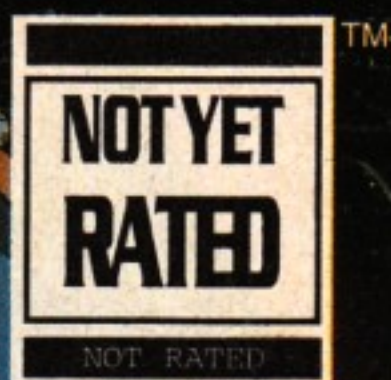
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GAMEPRO PROSTRATEGY GUIDE



STREET FIGHTER

The Movie

A R C A D E

Learn the fighting basics and find out how to counter throws and perform air juggles, Interrupt moves, Come Back moves, and escapes.

Breakdowns of each character with their special and super moves

Awesome playing options! Tag Team, Upside Down, and Turbo modes, no blocking, and many more



STREET FIGHTER

The Movie

(Special thanks to Brian L. Smolik, John George, Elaine Ditton, Richard Ditton, Leif Marwede, Jane Siegrist, and the staff at Incredible Technologies)

By Bruised Lee

Basic Skills

Every player should learn these basic skills and use them. Most of the basics are also explained in each of the character profiles.

Interrupt Move



You can perform an Interrupt move immediately after you block a move by your attacker. Each character has different Interrupt moves.

Super Moves



As in SF II Turbo, your Super bar must be full in order to execute a super move. Each fighter has several super moves.

Come Back Move



Come Back moves can be done only when your life bar flashes "Danger."

Counters, Throws, and Escapes



To throw a player, move in close, Tap ← or →, and use either MP, FP, MK, or FK. To escape a throw by any attacker, just Tap ← or → plus any four buttons simultaneously. To counter a throw, you must know your opponent's Counter move.

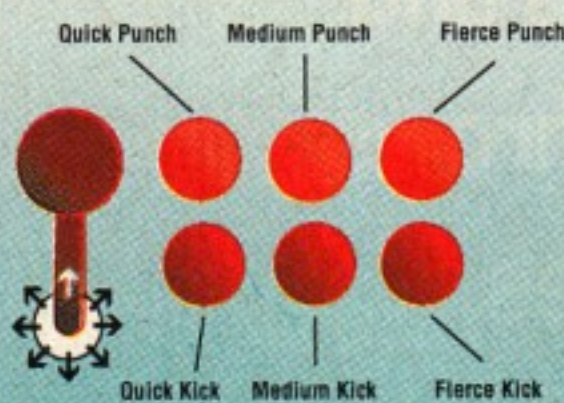
Air Juggles



To juggle your opponent, first knock them in the air. Then jump up and hit any of the buttons or perform a special move. To continue juggling an enemy for several hits, avoid using the same button twice in a row. Each time you score a hit, press a different button.

You've seen the movie, now play the game. Incredible Technologies teamed up with Capcom to bring all the fast action of the *Street Fighter* movie to an arcade near you. The game's fighters were created by digitizing the actors from the movie. *Street Fighter: The Movie* includes almost all of the original *Street Fighter II Turbo* moves, along with several new moves, features, and a list of secret options that spice up the action in any fight. This guide breaks down the game's basics and the moves for each character.

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 continuous, smooth motion.

Tap = Tap the directions indicated in sequence.

Charge = Hold the direction indicated for the number of seconds indicated.

() = 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 any Toward and Away commands.

Linking Moves



You can link some moves together to score extra hits. For example, Chun Li's Spinning Air Kick ties together with her Spinning Bird Kick. Try to link moves with all the characters.

AKUMA

Special Attacks

With his Air Fireball and Teleport moves, Akuma is one of the stronger characters in the game.

Dragon Punch



Motion → ↓ ↘ P

Air Hadoken



In the air, Motion ↓ ↘ → P

Blue Hadoken



Motion ↓ ↘ → P

Red Hadoken



Motion ← ↙ ↓ ↘ → QP (for one hit) or MP (for two hits) or FP (for three hits)

Hurricane Kick



Motion ↓ ↙ ← K
(Note: This move can be done in the air.)

Teleport



To teleport toward your opponent from a far distance, Motion → ↓ ↘ (QP MP FP). To teleport away from your opponent from a distance, Motion ← ↓ ↙ (QP MP FP). To teleport toward your opponent from nearby, Motion → ↓ ↘ (QK MK FK). To teleport away from your opponent from nearby, Motion ← ↓ ↙ (QK MK FK).

Shadow Charge Kick



Charge FK for two seconds, then release FK

To Counter Throws
Tap ↑, MK

Super Moves

Note: You can perform these moves only when your Super bar is full.

Super Fireball



Motion ↓ ↘ → ↓ ↘ → P

Super Punchfest



Move in close, hold down P, Motion ↓ ↘ → ↓ ↘ →, release P

BALROG

Special Attacks

Balrog has a new set of punches that he can use in close to juggle an opponent.

Dash Punch



Charge ← for two seconds, Tap →, P

Dash Uppercut



Charge ← for two seconds, Tap →, K

Turn Punch



Charge P for two seconds, release P

Charge Punch



Charge (QK MK FK), then release (QK MK FK)

Note: The longer you charge, the greater the damage you'll inflict and the distance you'll travel.

Shoulder Charge



Charge ↓ for two seconds, Tap ↑, P

Super Uppercut



Motion ↓ ↙ ← FK

Repeating Standing Jabs



Repeatedly Tap QP

Come Back Move



Charge QK, Tap →, →, release QK

Note: You can do this move only when your life bar flashes "Danger."

To Counter Throws

Tap ↑, FP

Super Move

Note: You can perform this move only when your Super bar is full.

Super Shadow Dash



Charge ← for two seconds, Tap →, ←, →, P



M. BISON

Special Attacks

Most of the evil ruler's moves are intact, but his Scissor Kick now has a much wider range.

Psycho Crusher



Charge ← for two seconds, Tap →, P

Electric Psycho Crusher



Hold down P, Charge ← for two seconds, Tap →, then release P

Reverse Devil Punch



Charge ↓ for two seconds, Tap ↑, P, move in close, P

Scissor Kick



Charge ← for two seconds, Tap →, K

High Scissor Kick



Hold down K, Charge ← for two seconds, Tap →, then release K

Foot Sweep



Hold ↓, Tap FK

Electric Arc



Charge FP for two seconds, release FP

Head Stomp

Charge ↓ for two seconds, Tap ↑, K, move in close, K

Head Stomp Devil Punch

Charge ↓ for two seconds, Tap ↑, K, move in close, K, P

To Counter Throws

Tap ↑, FK

Super Move

Note: You can perform this move only when your Super bar is full.

Super Scissor Kick



Charge ← for two seconds, Tap →, ←, →, K

BLADE

Special Attacks

New to Street Fighter, Blade is a mysterious master of edged weaponry and can seemingly create weapons of death from thin air. He appeared from the shadows and quickly climbed the ranks of Bison's army, but not much else is known about this mystery soldier. He's a good character to start with.

Boot Knives



Tap ↓, ↓, K

Note: Use this move against incoming flying attacks.

Knife Kick



In the air, Charge MK

Stun Rod



Charge MP for two seconds, release MP

Knife Throw



Tap →, ←, →, P

Air Blade



In the air, Motion ↓ ↘ → P

Choke



Move in close and Charge FP, Tap →, release FP



Super Move

Note: You can perform this move only when your Super bar is full.

Super Rotator Attack



Charge ← for two seconds, Tap →, ←, →, P



CAMMY

Cammy's backfist is improved for both offense and defense. She can now do her Cannon Drill in the air as well.



Special Attacks

Cannon Drill



Motion ↓ ↘ → K

Air Cannon Drill



Charge K in the air, Motion ↓ ↘ →, release K

Hooligan Combos



Motion ↓ ↘ → ↗ P. Move in close and hit P again to shoulder ride.

Thrust Kick



Motion → ↓ ↘ K

Spinning Backfist



Motion ↓ ↘ → P

Note: With FP, you can get three hits, spin through projectiles, or cross up by spinning past your opponent and attacking from behind.

Whip Choke



Charge FP for two seconds, release FP

Neck Ride



Move in close, Tap → or ←, MK or FK

To Counter Throws

Tap ↑, QP

Super Move

Note: You can perform this move only when your Super bar is full.

Super Cannon Thrust



Motion ↓ ↘ → ↓ ↘ → K

CHUN LI

Chun Li can link her Air Kick with the Bird Kick for up to seven hits. She also has a new grab move that she can perform from any distance.

Spinning Bird Kick



Charge ← for two seconds, Tap →, K

Front Kick



Move in close, Tap MK

Face Slap



Hold down FP, Charge ← for two seconds, Tap →, release FP, move in close, Tap P

Come Back Move



Motion ↓ ↘ → P

Note: You can do this move only when your life bar flashes "Danger."

Spinning Air Kick



Charge ↓ for two seconds, Tap ↑, K

Double Flip Kick



Charge MK for two seconds, release MK

Super Moves

Note: You can perform these moves only when your Super bar is full.

Super Lightning Kicks



Charge ← for two seconds, Tap →, ←, →, K

Super Birds of Prey



Charge ← for two seconds, Motion ↓ ↘ → ↓ ↘ → P

Special Attacks

Lightning Kick



Rapidly Tap K

Kikkoken Projectile



Charge ← for two seconds, Tap →, P

Heal Kick



In the air, hold ↓, Tap MK

GUILE

Guile is even stronger now that he can chain some of his kicks together. He can also throw handcuffs to immobilize his opponent for a free hit.

Special Attacks

Sonic Boom



Charge ← for two seconds, Tap →, P

Flash Kick



Charge ↓ for two seconds, Tap ↑, K

Split Uppercut



Charge FP for two seconds, release FP

Double Punch



Charge MP for two seconds, release MP

Double Foot Sweep



Hold ↓, Tap FK

Interrupt Move



Tap ↑, QK

Note: You can only perform this move immediately after you block one of your attacker's moves.

Come Back Move



To launch a Sonic Boom, Charge ← for two seconds, Tap →, ←, →, P. To make it explode, Motion ↓ ↙ ← ↓ ↘ →.

Note: You can do this move only when your life bar flashes danger.

To Counter Throws

Tap ↑, MP

Super Moves

Note: You can perform these moves only when your Super bar is full.

Super Flash Kick



Charge ↙ for two seconds, Tap ↘, ↙, ↑, K

Super Van Damme Kicks



Charge ← for two seconds, Tap →, ←, →, K

HONDA

Honda now has more in-close two-in-one moves that do major damage. His new Sumo Stomp is sure to take attackers by surprise.

Special Attacks

Hundred Hand Slap



Rapidly Tap P

Sumo Head Butt



Charge ← for two seconds, Tap →, P

Sumo Slam



Charge ↓ for two seconds, Tap ↑, K

Ochido Body Throw



Move in close, Motion ↓ ↙ ← P. To perform a Double Ochido Body Throw, Motion ↓ ↙ ← ↓ ↙ ← P.

Sumo Stomp



Charge (QK MK FK) for two seconds, then release (QK MK FK)

One-Two Punch



Move in close, Tap QP

Knee to Roundhouse Kick



Move in close, Tap FK

Come Back Move



Charge ← for two seconds, Tap →, ←, →, K

Note: You can do this move only when your life bar flashes "Danger."

To Counter Throws

Tap ↑, FP

Super Move

Note: You can perform this move only when your Super bar is full.

Super Torpedo



Charge ← for two seconds, Tap →, ←, →, P



Ken has a new Standing Uppercut that he can use to begin any one of several different combos and juggles.



Special Attacks

Hadoken Projectile



Motion ↓ ↘ → P

Dragon Punch



Motion → ↓ ↘ P

Hurricane Kick



Motion ↓ ↙ ← K

Note: You can perform this move in the air.

Shadow Hurricane Kick



Hold down K, Motion ↓ ↙ ←, release K

Note: You can perform this move in the air.

Hurricane Kick Double Jump



Motion ↓ ↙ ← K, then hold ↑ (QK MK FK)

Flaming Uppercut



Charge FP for two seconds, release FP

To Counter Throws

Tap ↑, MP

Super Moves

Note: You can perform these moves only when your Super bar is full.

Super Flaming Dragon



Motion → ↓ ↘ → ↓ ↘ P

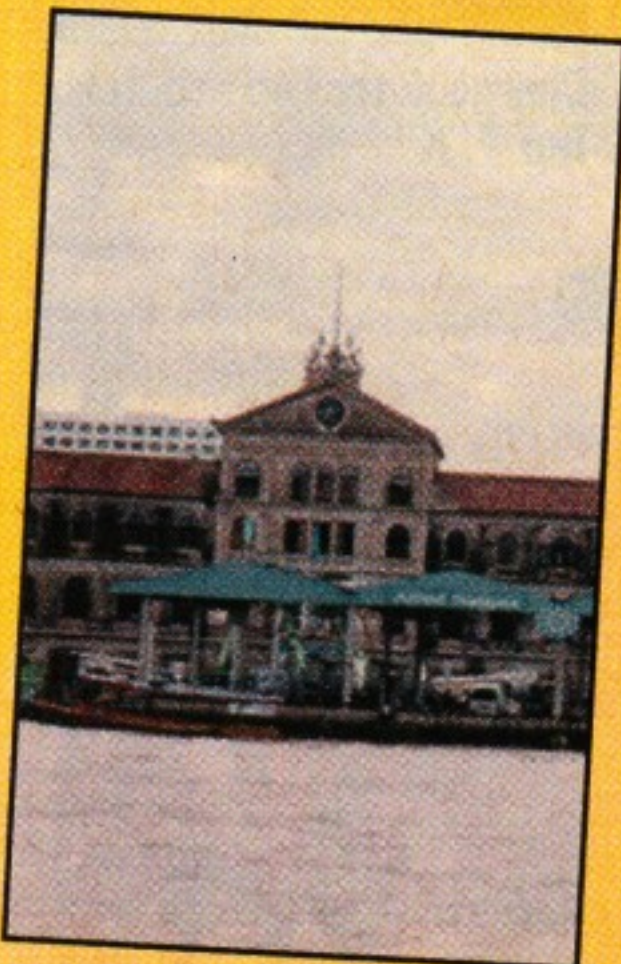
Super Knee Slam



When in close, Motion ↓ ↙ ← ↓ ↙ ← K



Ryu's Fireball is still unmatched by anyone. He can also use his Hurricane Kick to easily juggle opponents.



Special Attacks

Red Hadoken



Motion ← ↙ ↓ ↘ → P

Blue Hadoken



Motion ↓ ↘ → P

Dragon Punch



Motion → ↓ ↘ P

Hurricane Kick



Motion ↓ ↙ ← K

Note: You can perform this move in the air.

Shadow Hurricane Kick



Hold down K, Motion ↓ ↙ ←, release K

Note: You can perform this move in the air.

Shadow Roundhouse



Charge FK for two seconds, release FK

Shadow Front Kick



Charge QK for two seconds, release QK

To Counter Throws

Tap ↑, MP

Super Move

Note: You can perform this move only when your Super bar is full.

Super Burst Fireball



Motion ↓ ↘ → ↓ ↘ → P

SAGAT

Sagat has a new two hit projectile and an Evil Eye move that stuns his enemies for a short time.



Special Attacks

Tiger Knee



Motion ↓ ↘ → ↗ K

Tiger Uppercut



Motion → ↓ ↘ P

Tiger Shot High



Motion ↓ ↘ → P

Tiger Shot Low



Motion ↓ ↘ → K

Super Tiger Shot



Hold down P, Motion ↓ ↘ →, release P

Evil Eye



Charge (QP MP FP) for two seconds, then release (QP MP FP)

To Counter Throws

Tap ↑, FK

Super Move

Note: You can perform this move only when your Super bar is full.

Super Tiger Knee Uppercut



Motion → ↓ ↘ → ↓ ↘ P



SAWADA

Captain Sawada is Colonel Guile's right-hand man at the A.N. He is known and respected for his ability to execute devastating fighting techniques, such as the Atomic Drop Kick, the Rising Katana, and a modified version of Guile's Flash Kick.

Special Attacks

Atomic Drop Kick



While in the air, Motion ↓ ↙ ← MK

Axe Kick



Motion ↓ ↙ ← K

High Axe Kick



Hold down K, Motion ↓ ↙ ←, release K

Back Axe Flash Kick



Charge ↓ for two seconds, Tap ↑, K

Rising Katana



Motion → ↓ ↘ QP

Note: This move can reflect projectiles.

Flying Katana



Motion → ↓ ↘ MP or FP

Flash Swipe



Charge MP for two seconds, release MP

To Counter Throws

Tap ↑, MP

Super Moves

Note: You can perform these moves only when your Super bar is full.

Super Axe Kick



Motion ↓ ↙ ← ↓ ↙ ← K

Super Punch Katana



Move in close, hold down P, Tap →, →, release P



Unmatched in the air, Vega can throw an enemy at almost any given time. Now he can also throw his mask and claw – making him just as strong on the ground.

Special Attacks

Wall Spear



Charge ↓ for two seconds, Tap ↑, P

Claw Dive



Charge ↓ for two seconds, Tap ↑, K

Roll Attack



Charge ← for two seconds, Tap →, P

Note: The Roll Attack enables you to pick up your mask or claw.

Back Flip



Press (QP MP FP)

Back Attack



Charge (QP MP FP) for two seconds, then release (QP MP FP)

Kick Flip



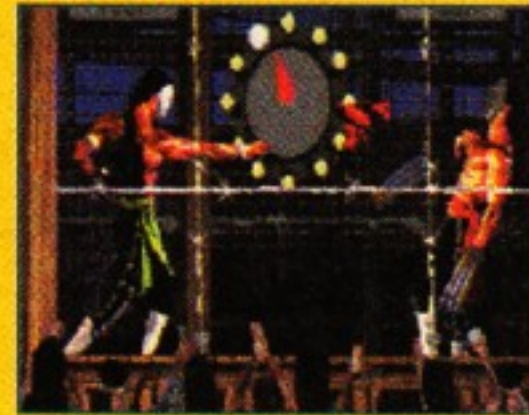
Charge ↙ for two seconds, Tap →, K

Mask Throw



Hold down QP, ← for two seconds, Tap →, then release QP

Claw Throw



Hold down FK, Charge ← for two seconds, Tap →, then release FK

To Counter Throws

Tap ↑, MK

Super Moves

Note: You can perform these moves only when your Super bar is full.

Super Flip Throw



When in close, Motion ↓ ↙ ← ↓ ↙ ← P

Super Gymnastic Flips



Charge ← for two seconds, Tap →, ←, →, K



Zangief has always been strongest when in close to an enemy. His moves are extremely fast and cause serious damage. If caught in his Super Pile Driver, consider yourself finished.

Special Attacks

Spinning Pile Driver



When in close, Motion → ↘ ↓ ↙ ← → P

Spinning Clothesline



Press (QP MP FP) or (QK MK FK)

Note: During this move, you are invulnerable to projectiles.

Airplane Spin



When in close, hold down FP for two seconds, Tap ← or →, release FP

Spinning Green Hand



Motion ↓ ↙ ← P

Note: This move can reflect projectiles.

Suplex



Move in close, Tap ← or →, MK

Pile Driver



Move in close, Tap ← or →, MP

Head Bite



Move in close, Tap →, FP

To Counter Throws

Tap ↑, FK

Super Moves

Note: You can perform these moves only when your Super bar is full.

Super Spinning Pile Driver



Move in close, Motion → ↘ ↓ ↙ ← → ↘ ↓ ↙ ← → P

Super Flying Airplane Crunch

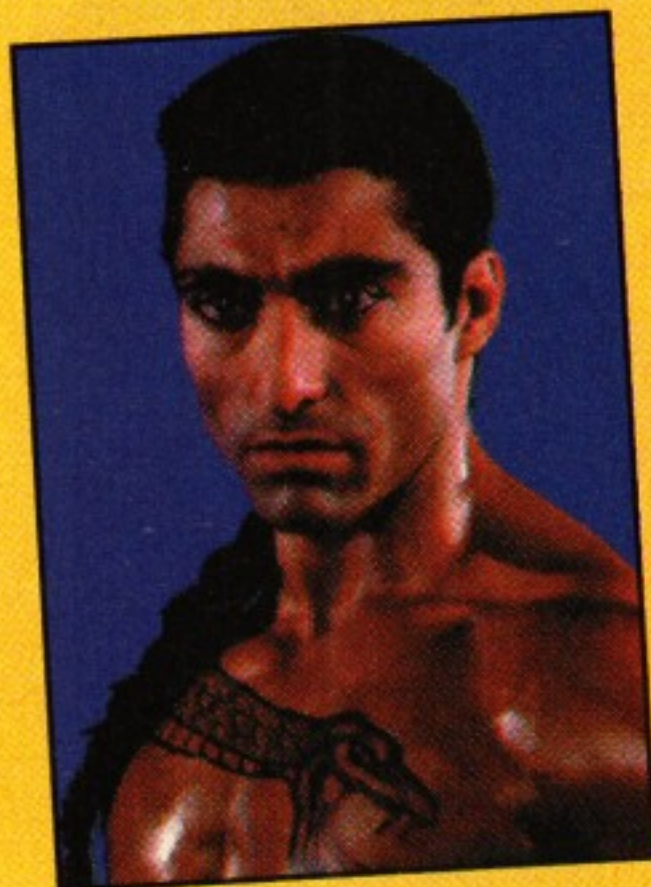


Move in close, Motion ↓ ↘ → ↓ ↘ → P

Special Modes



Try out these cool added options before you begin a fight. You must select all the options before you choose a fighter. Most of these special modes work only in a two-player game, and you must press all the buttons simultaneously to activate them. You can activate more than one mode at a time.



Random Select



Tap \uparrow and Start to have the computer select your character. This trick works in one-player mode.

No Special Moves



Press Start and QK to deactivate all special and super moves. You can fight only with standard moves.

Handicapped Mode



Tap \rightarrow , Start, and QP to begin the round with half of your energy.

Upside Down Mode



Tap \leftarrow , Start, and QP to flip the entire screen upside down and backwards.

Hidden Strength Meters



Press Start and QP to hide both your Life bar and Super bar during a fight. This trick works in one-player mode.

No Standards



Press Start and MK to deactivate regular kicks and punches, and limit the combat to special moves.

Turbo Mode



Tap \rightarrow , Start, and MP to speed up the game. Tap \rightarrow , Start, and MP again to activate a Slow mode.

No Blocking Mode

Tap \rightarrow , Start, and FP to eliminate blocking.

Wacky Controls

Tap \leftarrow , Start, and MP to reverse all the joystick movements so that they're upside down and backwards.

Swap Fighters and Modes

Tap \leftarrow , Start, and FP to enable your opponent to pick your character and modes for you.

Activate Come Backs

Press Start and MP to activate a mode that lets you use all Come Back moves any time during the match (instead of only when your Life bar flashes "Danger").

No Throws



Press Start and FP, and you won't be able to throw your opponent.

Tag Team Mode



Press Start and FK to select two characters. You fight with one in the first round and the other in the second round. This trick works in one-player mode.



Combo Mode



Tap \rightarrow , Start, and QK to make multihit combos easier. This mode prevents your opponent from falling as far away from you after being hit.

No Kick Buttons

Tap \rightarrow , Start, and MK to disable your kick buttons. You can use only punches.

No Punch Buttons

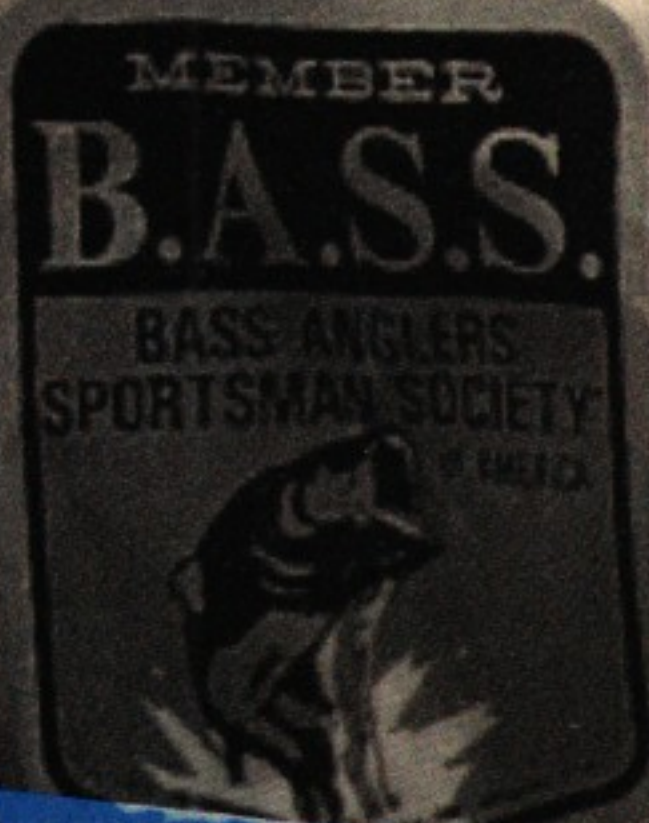
Tap \rightarrow , Start, and FK to disable your punch buttons. You can use only kicks.

Random Modes

Tap \leftarrow , Start, and (QK, MK, FK) to have the computer randomly select several of the modes for you. You won't know which modes are active until you begin fighting.



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S.W.A.T. PRO

Video Game Strategies, Weapons, and Tactics

Super NES

GP-1, Part II

Passwords



At the title screen, select "GP Race," then enter the following passwords at the Continue screen:

Racing Team: Yellow Storm

Round 2:	JHDXB1CX	PZBZ5WLCL
Malaysia	YFW4BB4B	DBGDBBCF2
Round 3:	JMGYB1CX	PZBZ5WWC4
Japan	#LCRKCWB	GBGFBBDK6
Round 4:	JSOYB1CX	PZBZ5W4FM
Spain	RRYBLDLB	JBGHBBCPH
Round 5:	JX2YB1CX	PZBZ5XBGM
Austria	4XD8QFWB	JWGKBBBVG
Round 6:	J126B1CX	PZBZ5XKHP
Germany	G1Z8TGBB	KBGRBBCZW
Round 7:	J527B1CX	PZBZ5XSJY
Netherlands	06G4XGBB	MBGSBWGDB
Round 8:	J93FB1CX	PZBZ5XZKZ
Italy	D#140GWB	MWGYBWCK6
Round 9:	KC3FB1CX	PZBZ5X7K7
France	XFJW3HBB	QWG3BWKQJ
Round 10:	KJKFB1CX	PZBZ5YFMQ
Great Britain	&K3G6JBB	RBG5BWJVD
Round 11:	KPKGB1CXPZBZ5YQP0	
Czech	SRK88J4D	TBG5BWHY&
(Maxed-out bike)		
Round 12:	KTKGB1CXPZBZ5YYP0	
USA	5W48#LBD	WBL8BWZFFZ
(Maxed-out bike)		
Round 13:	KYKGB1CX	PZBZ5Y6RH
Argentina	K1MXBLLD	YBL8CMBJF
(Maxed-out bike)		
Round 14:	K2KGB1CX	PZBZ5ZBSS
Europe Finals	356SBMLD	ZBR&CMJPF
(Maxed-out bike)		

3DO

The Need For Speed

Blow Up Surrounding Traffic



Start a race against the computer.



When the Loading screen appears, press and hold L, R, and Left on the directional pad.



At the starting line, press Pause and quit the game. Start

the game again. At the Loading screen, press and hold L, R, and Up. At the starting line, pause and quit the game again. Start the game a third time. At the Loading screen, press and hold L, R, and Right. Pause at the starting line and quit the game again. Start the game a final time. At the Loading screen, press and hold L, R, and Down. This time, don't quit the game when you're at the starting line. Release the buttons and start racing.



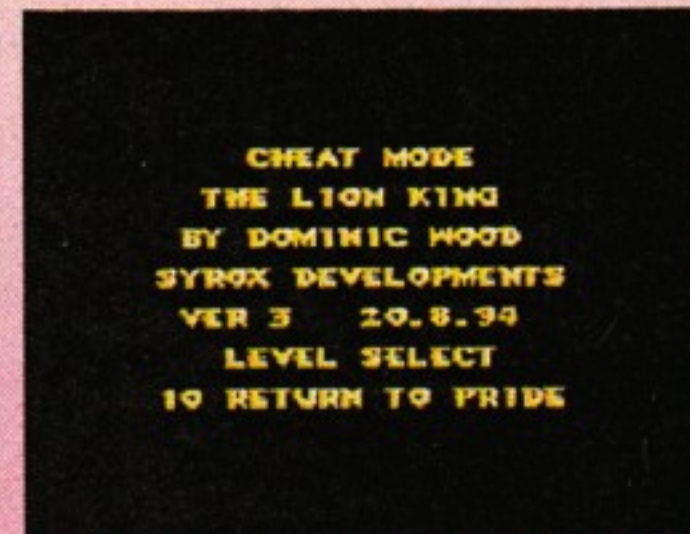
Whenever traffic is in front of you, press Button X (the stop button), and the other cars will flip in the air as if they've been in an accident!

Ryan Neufeld
Diamond Bar, CA

Game Gear

The Lion King

Level Select



When the Sega logo appears, press Up, Down, Left, Right, Up, and Down. Start a game, and a level-select option will appear.

Jason Hill
Blackwater, VA

Super NES

NBA Jam Tournament Edition

All-Star Teams



At title screen, press Start to advance to the menu. Then press Button Y, Up, Down, B, Left, A, Right, Down, and Start. If you did the trick correctly, team mode is the automatic selection. Next, at the Enter Initials screen, enter the letters "JAM." Stats indicating that all 27 NBA teams have been beaten should appear. At the team-selection screen, you'll have a choice of All-Star teams instead of rookie teams.

Tom Linsley
Chandler, AZ

3DO

Quarantine

Start with \$10,000 and Access to All Weapons



At the language-select screen, highlight "English," then press B, C, B, A, and Start. If you did the trick correctly, you'll hear a scream instead of a laugh. You'll begin the game with \$10,000 and access to every weapon and power-up from the Repair Shop and Weapon King.



Carl Mudd, Leitchfield, KY

Super NES

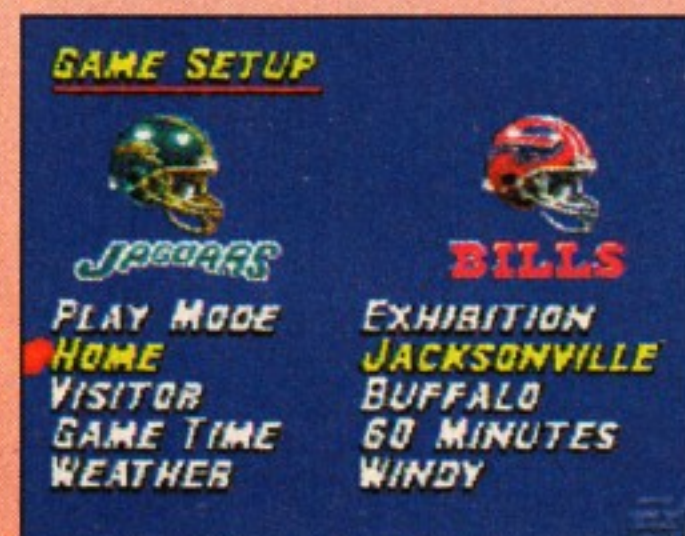
Madden '95

Play as the Two Hidden Expansion Teams

At the Game Setup screen, highlight either "Visitor" or "Home," and press the following:



To play as the Panthers, press Buttons L, R, L, R, Y.



To play as the Jaguars, press L, R, L, R, A.

Dave Murphy
North Canton, OH

Genesis

Road Rash 3

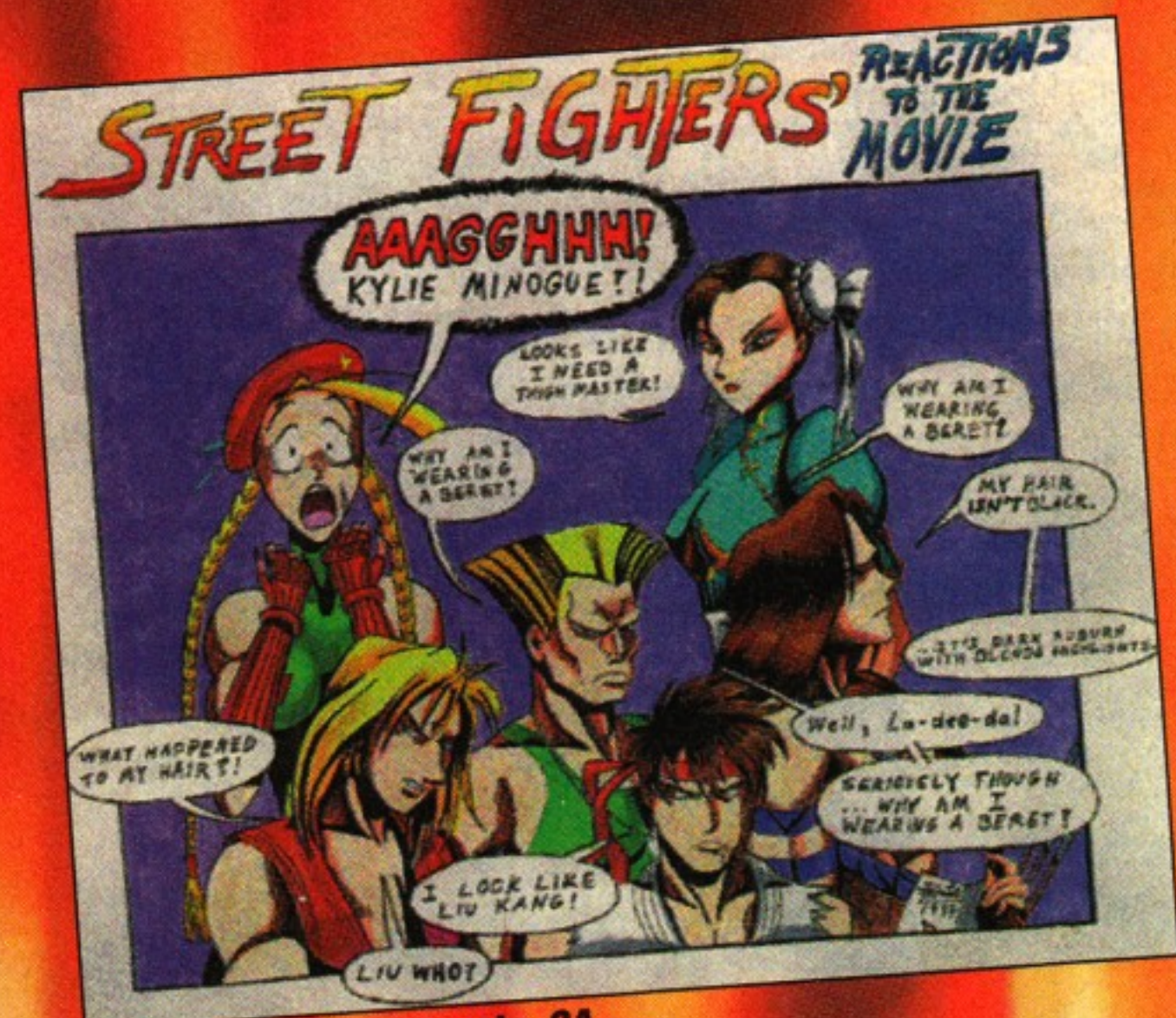
The Ultimate Password



To start at the beginning of the game with \$200,000 and the Wild Thing 2000 bike – a black bike that goes more than 200 miles per hour without nitro! – enter this password:

1559 PU03

Douglas Bancroft
Somerset, MA



Dena Natali, Sacramento, CA



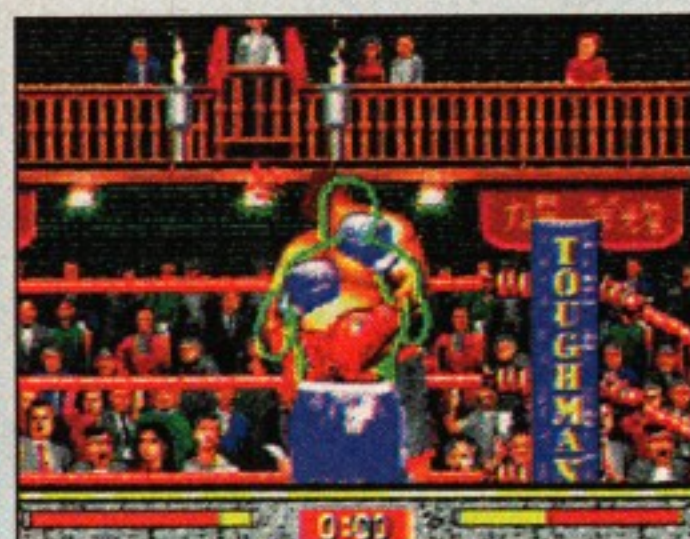
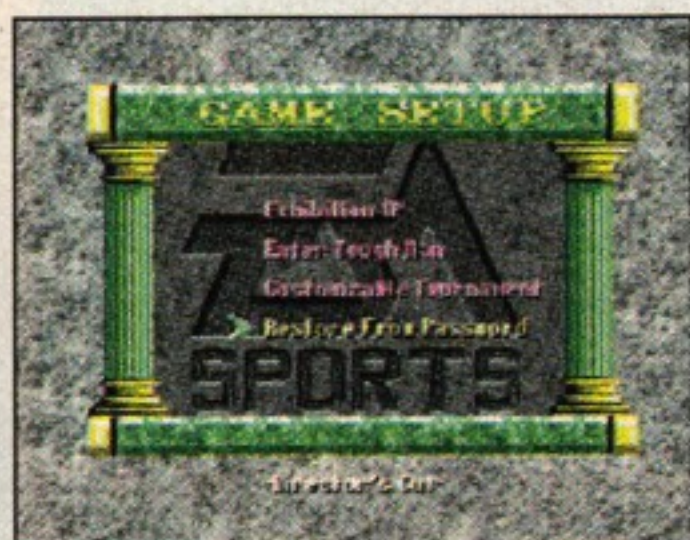
S.W.A.T. PRO

Video Game Strategies, Weapons, and Tactics

Genesis

Toughman Contest

Power-Up Passwords



In the Game Setup menu, select "Restore From Password" and enter the following passwords to get the power-ups:

Director's Cut

(headless opponents and maximum blood): **RUBE**

Stealth mode

(opponent is all black): **FQSTER**

To the Death mode

(no time limit, first with three knockdowns wins): **2LT**

Caffeinated mode

(game is played at double speed): **HYPER**

Iron Man mode

(Player One is invincible): **MAXX**

All Moves On

(throw all power punches, regardless of what's chosen on the set-up screen): **MRBUCKEYE**

Little Napoleon

(draws opponent 32 pixels shorter than normal): **WEASEL**

Nuclear Waste Man

(turns opponents into neon-colored fighters): **NUCLEAR**

Whoop Ass mode

(CPU difficulty is on the highest setting): **SUPERG**

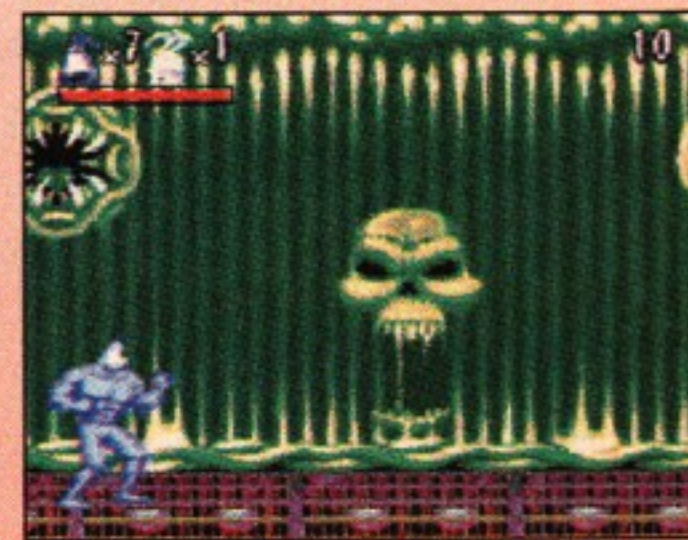
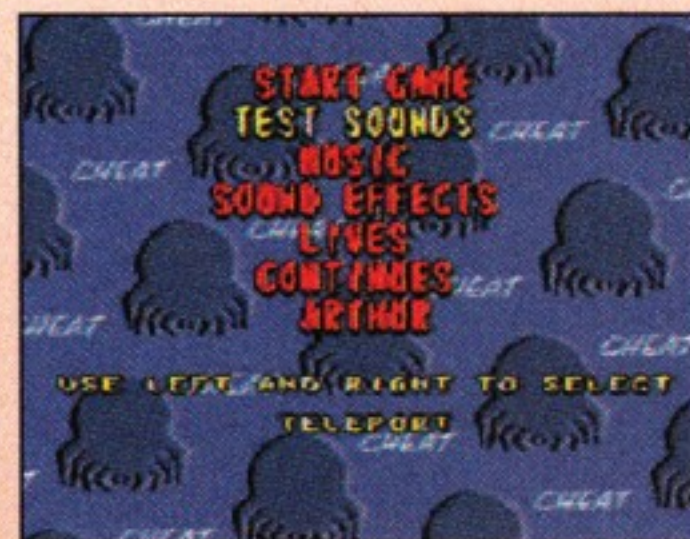


Jessica Osborne, Phoenix, AZ

Super NES

The Tick

Stage Select



At the title screen, press Start to go to the Options screen. At the Options screen, set "Arthurs" to two, "Lives" to seven, and "Continues" to four. Next, choose the Test Sounds option and select "Teleport." Press Start, and the word "Cheat" will appear. Start the game, pause it, and press Select. You now have a stage-select mode.

George Lambert

Los Angeles, CA

3DO

Return Fire

Play on Any Level and Debug Menu



Play on any level: Start a new game and go to the map-selection screen. Keep pressing Up on the directional pad until you reach the Password entry screen. Enter the password **WOLF**. You can now pick any level in the game.

Debug Menu:

First, enter the **WOLF** password above to begin a game. Then, anytime during gameplay, hold down Buttons L and R and pause the game. A debug menu will appear that enables you to have the flag in the first building and to play sounds from the game.

Jonathan Marshall

Madison, WI

Neo·Geo

Samurai Shodown II

Play as Kuroko the Referee



This pad trick works only for a two-player game. At the player-select screen, move the cursor to Haohmaru and, using either controller, **press Up, Down, Left, Up, Down, and simultaneously press Right and Button A**. Kuroko the referee will appear. Do the trick on both controllers for a same-player fight! You can fight as Kuroko for only one match – win or lose, a Game Over screen will appear, making it impossible to finish the game with him.

Daymon Charles
Chicago, IL

Super NES

Shien's Revenge

Player Two Controls Boss, Hidden Difficulty, and Extra Continues and Weapons

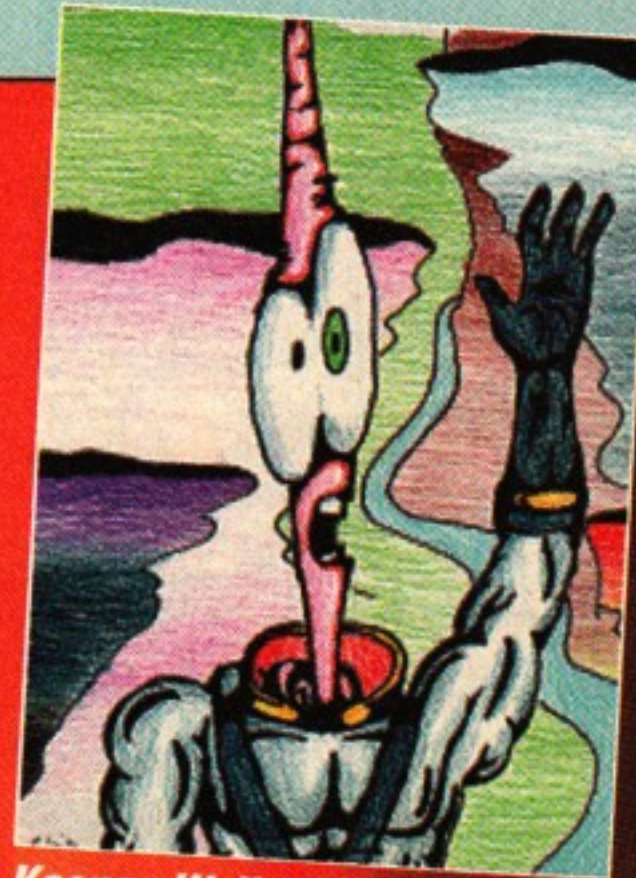


Player Two controls boss: Start a normal game while **holding down Buttons L and R on Controller Two**. You will start the game by fighting the first boss, but the second player will control him.

Hidden difficulties: At the title screen, **press Button L seven times on Controller Two**. Go to the Options screen, and you'll see a new difficulty called "Dynamic," which is super easy. **Press Button R seven times on Controller Two** to get the "Almanic," or super-hard, setting.

Extra continues: At the title screen, **press Select seven times on Controller Two**. If you did the trick correctly, you'll hear a sound and be given 30 continues.

Extra weapons: At the title screen, **press Start seven times on Controller Two**. If you did the trick correctly, you'll hear a sound and be given nine special weapons.



Keenan Wells, Scottsdale, AZ

Super NES

Power Instinct

Play as Young Otane



At the Mode Select screen, choose V.S. Mode. **Press and hold Buttons A, B, and Y on Controller One, and press Start**. At the Player Select screen, Player One should put the cursor on Otane. **Press and hold Buttons L and R, and press A, B, and X or Y**. Next, Player Two should pick their fighter and press Start.

3DO

Pataank

Upside-Down Game, Free Mobility, and More



Go to the Options screen and enter the following pad tricks:

Upside-Down game: **Hold Button R, and press Button A, C, B, Right, B, C, B, A.**

Free mobility: **Hold Button L, and press B, B, C, Up, C, C, B, A.**

Sky view: **Hold Button L, and press B, C, C, Left, A, C, B, A.**

Basement view: **Hold Button R and press A, C, A, Right, B, B, C, B.**

Immediate Hall of Fame: **Hold Button L, and press A, Pause, A, Pause, B, and B, then release Button L.**

Steven J. Devlin
Deerfield Beach, FL

S.W.A.T. PRO

Video Game Strategies, Weapons, and Tactics

Genesis

Barkley: Shut Up and Jam 2

All Barkleys, Mirror Match, And Nonselectable Characters



The following codes work only in the Exhibition mode. Pause the game and highlight the word "Quit." Try any of the following pad tricks. After doing the button presses, highlight "Resume" and press Start:

All Barkleys (all four players are Barkley):

Press Button B three times

Mirror Match (both teams are identical):

Press Button C three times

Play as Barkley's Partners (pick nonselectable tournament teammates):

Press Button A three times: Blade

Press Button A four times: Dolemite

Press Button A five times: Hamma

Press Button A six times: Jim-Pak

Press Button A seven times: Pauly

Press Button A eight times: Shuga

Press Button A nine times: Spider

Press Button A ten times: Bongo

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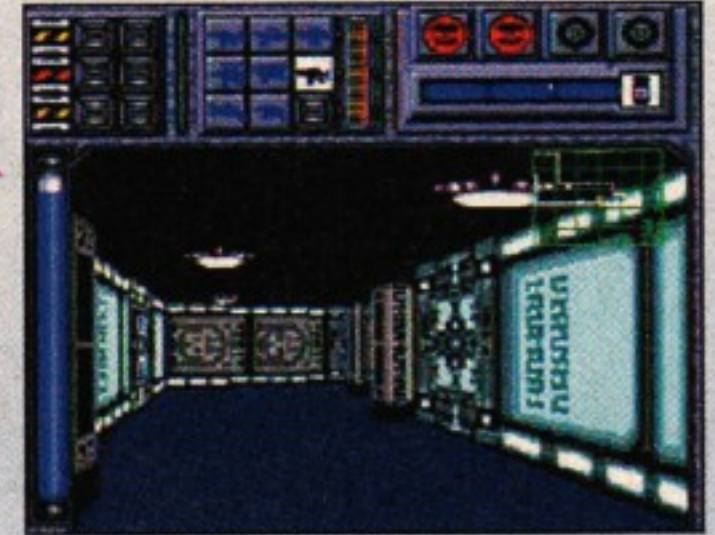
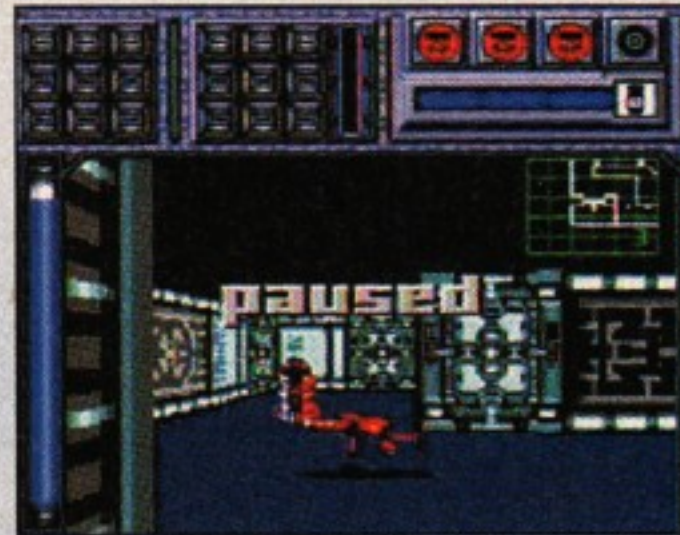
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You can also e-mail us your tips at:
swat.gamepro@iftw.com

Sega CD

Battle Frenzy

Cheat Codes



Begin to play a game, then pause it at any time and enter the following pad tricks:

Get the red key: **Down, Down, B, C, Up, Up**

Get the yellow key: **Up, Up, B, C, Down, Down**

Full oxygen: **C, C, B, A, Down, Down**

Full ammo: **B, B, B, Right, Down, Left**

Level skip: **Up, A, Up, A, A, Down**

Cannon: **Left, B, C, Down, Down, Right**

Grenade: **Up, Down, Up, Right, B, C**

Lock on: **A, A, Left, Right, Left, Right**

Piercer: **Up, Right, Down, Left, Up, Right**

Rapid: **C, Up, Up, Right, Right, A**

Ricochet: **Left, Right, C, A, B, Right**

Spray: **Up, B, Up, A, B, B**

Tribolt: **A, A, A, Right, A, Right**

Susan Potter
Pontiac, MI

Jaguar

Cybermorph

Passwords



At the Select Destination screen, enter the following passwords using the numbers on the pad:

Sector 2: **1328**

Sector 3: **9325**

Sector 4: **9226**

Sector 5: **3444**

Unknown: **6009**

Clay Halliwell
Internet



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ENTER NOW!

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Name _____ Age _____

Address _____

Phone Number _____

Game System: Sega Genesis Super NES (circle one)

Send this entry form to:
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Dept: "X" — GP
20823 Stevens Creek Blvd., Suite 300
Cupertino, CA 95014

One entry per person

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GAME ENHANCERS

Hot Game Genie and Pro Action Replay Codes

Genesis (Game Genie)

X-Men 2: Clone Wars

AKRT-AA58	Infinite lives
ABRT-AWEE	Start with 9 health after first life
6F7B-WADG	Wolverine heals himself four times as fast
RFMA-N60W	Play as Magneto on any level

Super NES (Pro Action Replay)

Earthworm Jim

7E516233	Infinite lives
7E662334	Infinite normal gun

Jurassic Park II

7EA9B614	Infinite darts
7EA9B214	Infinite shots
7EA9B014	Infinite Uzi machine gun

Super Punch-Out!

7E089F50	Infinite energy
7E0B2805 +	Infinite time
7E0B2D05	
7E089C1B	Infinite super punch

Genesis (Pro Action Replay)

Dark Castle

FF1309005	Infinite energy
FF13070050	Infinite elixirs

Mega Bomberman

FF95430003	Infinite lives
FF953B000X	Area select
FFA462000A	Infinite bombs

Pink Panther Goes to Hollywood

FFBFCB0005	Infinite lives
FFC05E0001	Infinite lamp posts
FFC05F0001	Infinite drills

Code of Honor

Have you discovered a hot Game Genie or Pro Action Replay code? If so, send it to Game Enhancers. If we publish your code, we'll print your name and you'll get a cool *GamePro* T-shirt! So get cranking on those codes and send them to:

GamePro Magazine

Secret Weapons (Game Enhancers)
P.O. Box 5828
San Mateo, CA 94402

You can also e-mail your codes to:
swat.gamepro@iftw.com

Super NES (Game Genie)

The Adventures of Batman and Robin

DB86-4FC9	Start with 9 lives (doesn't work in Easy mode)
DD86-4D19	No credits
C988-340D	Infinite lives
C9A1-34AF	Infinite stars
466B-4494	Get full energy from hearts
4DAF-14DF	Moon jumping
D08D-C765 +	Move faster
E88F-CDD5	
E38D-C765 +	Moon walk
DF8F-CDD5	

Michael Jordan: Chaos in The Windy City

DBC8-5700	Start with 10 lives
C2D2-746D	Infinite lives
D74E-87DF +	Super jump
D745-54DD	
D74B-5FA4 +	



Game Boy (Game Genie)

Madden '95

000C-3BE-19E	Infinite play clock
00C-62E-19E +	Infinite game time
F09-33C-6E6	
048-8ED-E6E	Start on fourth down
005-DED-19A +	Down never increases
FAE-F0C-4C1	

Game Gear (Game Genie)

FIFA Soccer '95

00E-71D-19A	Infinite timer
01E-35D-F7A	Each half lasts 1 minute
00D-39A-19A	Computer can't score
018-E0D-E6A	Game only lasts for a half

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THE FIGHTER'S EDGE

ARCADE

Tournament-Winning Combos and Strategies

FATAL FURY 3 ROAD TO THE FINAL VICTORY

By Bruised Lee

The fourth installment of SNK's Fatal Fury series hits the arcades with five of the original fighters and five new fighters. Each character is armed with several special moves and a power move that they can perform when their life bar flashes red.

Lines of Play

In FF 3, you can fight from three parallel scrolling lines that mark different areas: middle, background, and foreground. You begin play on the middle line and from there you can move either to the background or foreground. Strategically, the lines are best used to move to the other side of an enemy for surprise attacks. You can also use them to get out of corner traps and avoid projectiles.

Background



To go to the background, press (WK SP).

Foreground



To go to the foreground, press (WP WK).

Circling Around



To circle around your enemy for a surprise attack, first move to the foreground or background. Then Tap →, → to dash toward your opponent. When you're opposite your opponent, you can quickly come back to the middle with a move or let the computer automatically move you in. Coming in with a special move or a throw is the most effective attack.

NEW CHARACTER

Bob Wilson

Most of Bob's moves are easily countered, making him a weak offensive player. Bob's only advantage is that his Power Move is easy to pull off.

Special Moves

Bull's Horn



Charge ↓ for one second, Tap ↑, WK or SK

Rolling Turtle



(WP SP) or (WK SK)

Wild Wolf



Charge ← for one second, Tap →, WK or SK

Power Move

Note: You can perform this move only when your life bar flashes red.

Dangerous Wolf



Tap ↓, ↓, ↓, (WK SP SK)

Controller Legend

- | | | |
|-----------------|---------------|-------------------|
| ↑ = Up | ↓ = Down | WP = Weak Punch |
| ↗ = Up-Toward | ↘ = Down-Away | WK = Weak Kick |
| → = Toward | ← = Away | SP = Strong Punch |
| ↙ = Down-Toward | ↖ = Up-Away | SK = Strong Kick |



- Motion** = Move the joystick in one continuous, smooth motion.
- Tap** = Tap the indicated buttons or directions in sequence.
- Charge** = Hold the direction indicated for the number of seconds indicated.
- Close** = The move must be done when close to the enemy.
- ()** = 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 any Toward and Away commands.

Terry Bogard

The leader of this wild bunch returns with a new Power Dunk move. If done in close, the Power Dunk can register three hits. Use it to go through projectiles and to prevent enemies from jumping in. Overall, Terry is still one of the game's strongest fighters.



Special Moves

Power Move

Note: You can perform this move only when your life bar flashes red.

Burning Knuckle



Motion ↓ ↙ ← WP or SP

Power Dunk



Motion → ↓ ↘ WK or SK

Crack Shot



Motion ↓ ↙ ← ↻ WK or SK

Power Rave



Motion ↓ ↘ → WP or SP

Power Gaze



Motion ↓ ↙ ← ↘ → (SP SK)

Andy Bogard

Andy is one of the most balanced fighters in the game. His new Sho Ryu Dan is the perfect counter to enemies who jump in. Andy's offense would be unstoppable if his Shiranui Spirit Crunch wasn't so easily countered.

Special Moves

Power Move

Note: You can perform this move only when your life bar flashes red.

Special Reppandan



Charge ↓ for two seconds, Motion ↘ → (SP SK)



Zab El Ken



Motion ← ↙ ↓ ↘ → WP or SP

Shiranui Spirit Crunch



While in the air, Motion ↓ ↘ → SK

Shiranui Spider Squeeze



When in close, Charge ↓ for one second, Tap ↑, SK

Hi Sho Ken



Motion ↓ ↙ ← WP or SP

Sho Ryu Dan



Motion → ↓ ↘ WP or SP

Joe Higashi

Joe's variety of special kicks makes him one of the best offensive and defensive fighters. As an offensive player, his moves inflict major damage. On defense, the Tiger Kick is all he needs to keep most opponents away. Either way, Joe is a hard adversary to beat.



Special Moves

Power Move

Note: You can perform this move only when your life bar flashes red.

Slash Kick



Motion ← ↙ ↓ ↘ → WK or SK

Golden Heel Blast



Motion ↓ ↙ ← WK or SK

Tiger Kick



Motion ↓ ↘ → ↗ WK or SK

Hurricane Upper



Motion ← ↙ ↓ ↘ → WP or SP

Serer Upper



Motion → ← ↙ ↓ ↘ (SP SK)



Sokaku Kochizuki **NEW CHARACTER**

Sokaku is the best new fighter in this installment. Since he has a ton of defensive moves that all pack a real punch, play Sokaku to start exploring the new lineup of characters.

Special Moves

Makibishi Washer



Motion ↓ ↘ → WP

Flames of Doom



Motion ↓ ← ↙ WK

Possession Blast



Tap →, ←, →, SK

Dance of Demons



Rapidly Tap SK

Evil One Bop



Motion ← ↙ ↓ ↘ → SP

Wild Monkey Slash



Motion ↓ ↙ ← SK

Lightning Strike



Motion → ↓ ↘ SK

Power Move

Note: You can perform this move only when your life bar flashes red.

Ikezuchi



Motion → ↘ ↓ ↘ → (SP SK)

Blue Mary **NEW CHARACTER**

Unfortunately, Blue Mary is more exciting to watch than to play. Her moves just aren't strong enough to make her a threat in a matchup. Using Mary as a fighter will simply give you the blues.



Power Move

Note: You can perform this move only when your life bar flashes red.

Typhoon



Charge ↙ for two seconds, Motion ↓ ↘ → ↗ (WK SK)

Special Moves

Spin Fall



Motion ↓ ↘ → ↗ WP

Vertical Arrow



Motion → ↓ ↘ WK

Straight Slicer



Charge ← for one second, Tap →, WK

Spider



Motion ↓ ↘ → ↗ SP

Spatcher



Motion → ↓ ↘ SK

Club Crunch



Charge ← for one second, Tap →, SK

Hon Fu **NEW CHARACTER**

If Hon Fu didn't have his Sky of Fire move, he would be as worthless as Blue Mary. The Sky of Fire is great on defense and has almost no hang time, so you can chain it continuously.

Special Moves

Nine Dragon Drabbing



While blocking, Tap →, WK or SK

Sky of Fire



Motion → ↓ ↘ WP or SP

Heavenly Lightning



Motion ↓ ↙ ← ↖ WK or SK

Lightning Jumper



Charge ↙ for one second, Tap →, WK or SK

Storm Gadenza



Motion ↓ ↙ ← ↙ → (WK SK)



Power Move

Note: You can perform this move only when your life bar flashes red.

Mai Shiranui

Mai's excellent speed and air superiority give her an advantage over some fighters, but her moves inflict little damage. To win, you must constantly hammer away at your opponent.

Power Move

Note: You can perform this move only when your life bar flashes red.

Special Deadly Ninja Bees



Motion → ↙ → (SP SK)



Special Moves

Kacho Sen



Motion ↓ ↘ → WP or SP

Ryu



Motion ↓ ↙ ← WP or SP

Sun Flash Flamerod



Tap ↓, ↓, (WP WK SP)

Deadly Ninja Bees



Motion ← ↙ ↓ ↘ → SP

Musasabi



When in the air, hold ↓, (WK SP) or (SP SP)

Geese Howard

With superior reach and a vast assortment of air and ground projectiles, Geese is by far the best fighter in the game. Only the most versatile fighters will pose a challenge to this former end boss.

Power Move

Note: You can perform this move only when your life bar flashes red.

Raising Storm



Motion ↙ → ↘ ↓ ↙ ← ↘ (SP SK)

Reppo Ken



Motion ↓ ↘ → WP

Double Reppo Ken



Motion ↓ ↘ → SP

Special Moves

Knockdown Blow



Motion ← ↙ ↓ ↘ → WK or SK

Note: The Knockdown Blow works best as a counter move.

Mars Masher



Charge ↙ for one second, Tap →, WK or SK

Shipper Ken



When in the air, Motion ↓ ↙ ← WP or SP

Franco Bash NEW CHARACTER

A projectile move would have made Franco a more challenging player. His moves are the most damaging of all the fighters, but to use them, you need to be in close.

Special Moves

Double Kong



Motion ↓ ↙ ← WP or SP

Tavioc Blow



Motion ← ↙ ↓ ↘ → WP or SP

Power Bicycle



Motion ↓ ↘ → WK or SK

Harmagedon Buster



Motion → ↘ ↓ ↙ ← (SP SK)

Power Move

Note: You can perform this move only when your life bar flashes red.



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A Player's Guide to Power Peripherals



By The Lab Rat

The lab is closing early today because the EPA is here to remove some nuclear waste from a Newt Gingrich school-lunch experiment. But before we leave, we'll quickly look at two new 3DO controllers, as well as upcoming Sega Saturn and Sony PlayStation controllers.

Six "Super" Slick Buttons

Looking for some six-button action on the 3DO to complement your Super Street Fighter II disc? Look no further than the **Pad Soldier** controller from **Panasonic**.

This unique, sturdy controller fits in your palm like the handle of a gun, and your thumb controls the directional pad as though it were resting on the gun's hammer. Specifically designed for use with

Super Street Fighter II, the Pad Soldier has a six-button layout (on an angled face) that players will recognize.

Although some players may

Controller



Pad Soldier

System: 3DO

Features: This six-button control pad with a form-fitting design may be the answer for fighters looking for better control, but don't expect any extra bells or whistles.

Price: \$29.95

Available: Now

Contact: Panasonic, 800/833-9626

not want to give up the familiarity of standard controllers, the Soldier's directional pad responds infinitely better than the standard controllers, and the six-button spread provides good button action.

Six-Button Breakthrough

Another six-button 3DO controller, called **Mad Catz 8 Button Control Pad**, is now available from **Mad Catz**. More like a stock 3DO controller, this pad has a six-button face and retains the two top left and right triggers for a total of eight buttons.

Although the design is generic, the directional pad isn't cemented directly to the base, which makes the pad more flexible. This gives the controller a slight floating feel that provides better diagonal control. The pad also includes extras like turbo, autofire, and slow-motion settings.

Although it offers better directional-pad control and button layout, this controller still doesn't feel quite as dura-

Controller



8 Button Control Pad

System: 3DO

Features: While not of the same high-test plastic as the stock Panasonic controller, the Mad Catz 8 Button gives you a good directional pad and six-button face, along with extras like slo-mo, turbo fire, and autofire, at a good price.

Price: \$17.99

Available: Now

Contact: Mad Catz, 800/659-2287

ble as the Panasonic pack-in. As long as you're not throwing it across the room, however, this eight-button bad boy should endure. **G**

CONTROLLING THE FUTURE

As we get closer to the American release of the Sony PlayStation and Sega Saturn, you can bet your sweet potato pie that many third-party controllers are headed your way. Here's a quick look at what's coming so far.



This hot controller designed for Namco's Ridge Racer is already available in Japan. The

controller twists from side to side so you can get better steering control.



A new company called Hori Den USA will have arcade-style eight-button fighting sticks for both the Saturn and PlayStation. Almost identical in design, both sticks will feature turbo settings and will be available when the systems launch.



Long-time control-pad maker STD Entertainment has several Saturn and PlayStation controllers in the works. Some models will look identical to STD Genesis and SNES controllers. When launched, the Saturn Joystick will sell for \$49.95 and the PlayStation controller (shown above) featuring auto-fire and slow motion will sell for \$29.95.



Mad Catz will also be making Saturn and PlayStation controllers. Each will feature autofire and turbo fire, along with a slow-motion option.

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BUYERS BEWARE



By The Watch Dog

Is it July already? What a ruff month it's been! It looks like we're headed into the dog days of summer, and to start July off right, we'll answer some questions about Doom (32X), NHL '95, and Sonic & Knuckles.

Q: I have a Sega Menacer with the six-game cartridge and T2: The Arcade Game. I haven't seen any other Menacer-compatible games. Has Sega given up on the Menacer?

D.J. Durso, Hampton, VA

A: **A Sega Customer Support representative states:** Sega has no current plans for Menacer games in the 1995 season. However, there may be a Menacer game available in 1996.

Q: I played Doom on the 32X up to the 15th level, and at the end of that level, this message "C: Doom)_" appeared at the bottom of the screen. I waited to see what would happen and tried pushing all the buttons. What does the message mean, and why don't I get a response from the control pad?

Gregory Burke, Staten Island, NY

A: **A Sega Customer Support representative states:**

If you use any of the cheats (such as God mode, unlimited weapons, or unlimited lives) from the various magazines, then you will not be able to see the game's true ending. You must play a regular game and blast your way to the end, or you'll receive the "Doom Over" symbol: C: <.



Doom-ed from the start.

Q: I purchased Ultra-verse Prime by Sony Imagesoft for the Sega CD. It says on the box that it's for two players, but only one-player capability appears onscreen. Is my game defective?

Ruben Caro, Palm Bay, FL



Lonely Ultraverse?

A: **A Sony Imagesoft Customer Service representative states:** We are very sorry. It was a misprint on the box. It has been rectified on later releases.

Q: I got Sonic & Knuckles for Christmas. It said on the back of the game box that the cart could lock on with Sonic 2 and 3, but with no other games. Later I discovered the game could also lock on with Sonic 1. Why doesn't the box mention this anywhere?

**Steven Poissant
Farmington Hills, MI**



Knuckles sandwich?

A: **A Sega Customer Support representative states:** Sonic & Knuckles can be locked on to any game. You can see the special 3D bonus level with any Genesis cart locked on. But for enhanced levels, the game only works with Sonic 2 and Sonic 3.

Q: I received EA Sports' NHL '95 for the Genesis in December. Recently, I've noticed the game messing up: Some data disappeared, and sometimes my stats were wrong.

Joe Koeniger, Hollywood, MD

A: **An EA Product Support representative states:**

If you score more than 127 points in league play, the stats register will not recognize the number, so essentially you'll end up with 27 points instead of 127 points. The trick is to get to 125 points, choose "End season after today" in the Options menu, then go right into the playoffs in first place and still qualify for the end-of-the-year awards.



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Media Rig Contest. The Ultimate Gaming Environment, 40 inch monitor, 130 watt receiver w/ Dolby Pro Logic Surround Sound, and all components shown. Win DBS Satellite Receiver as a BONUS OPTION! This rig will blow you away!!

We're talkin' GAMING HEAVEN!

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. There will be four more puzzles at \$2.00 each and one tie-breaker at \$1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 61% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will each receive the grand prize they are playing for.

Mystery Word Grid

	H				M Y S T E R Y W O R D
		E			
P	O	W	E	R	
	R				
S					

WORD LIST and LETTER CODE chart

POWERN PRESSK BLASTA WRECKP
 BREAKZ PUNCHS SPRAYE TURBOV
 STOMPT STANDH PRESSC DREAMI
 CRUSHO SCORER SLANTL CHASEP

MYSTERY WORD CLUE:

TO GRAB SOMEONE'S SKIN BETWEEN TWO FINGERS AND PRESS.

Yes!

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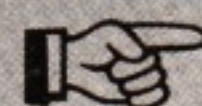
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OVERSEAS PROSPECTS



ECTS

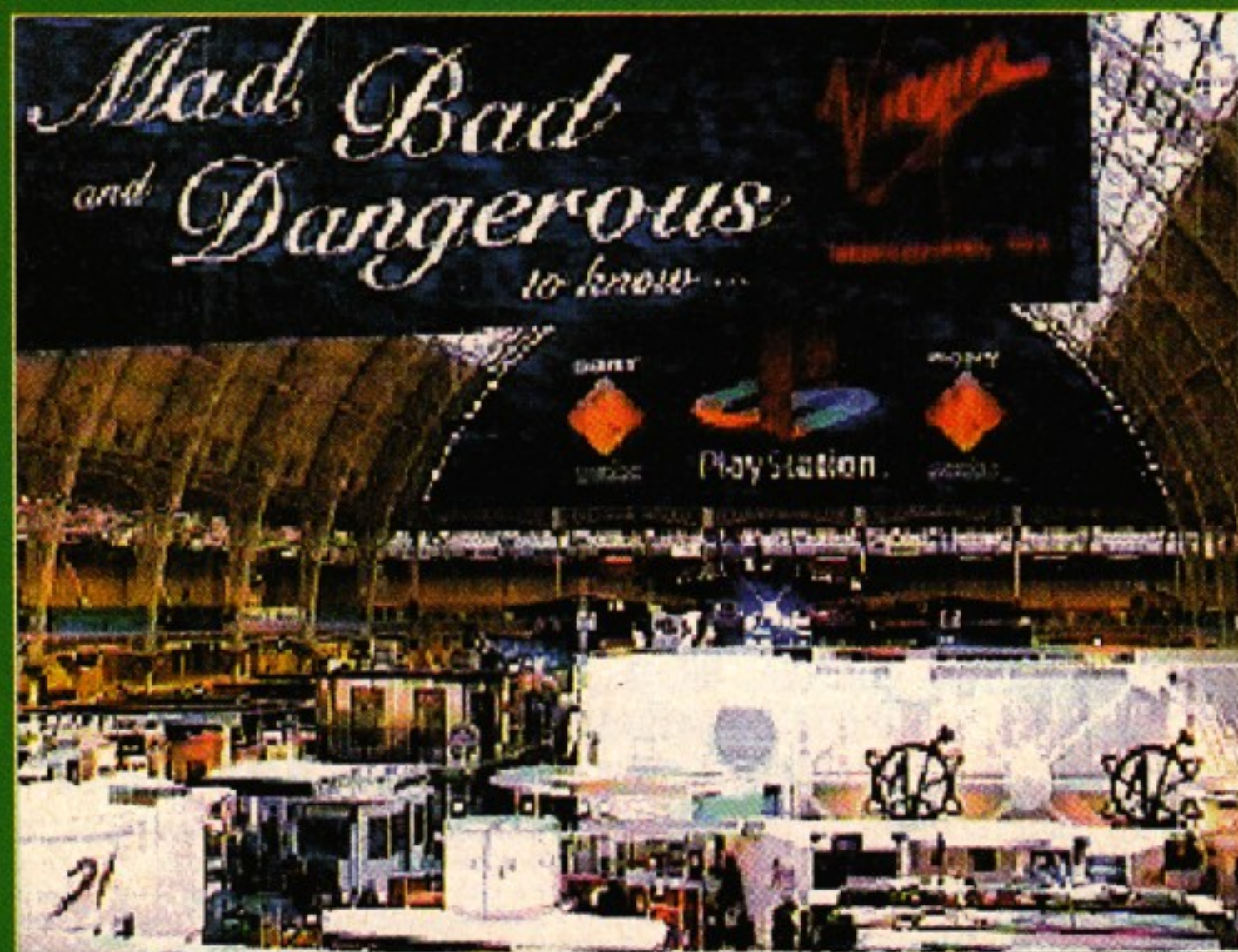
Europe's Electronic Entertainment Showcase

Good games know no boundaries; this spring a major industry event in Europe showcased some exciting software.

By Eye Spy

The European Computer Trade Show (ECTS) is the happening annual event for electronic gaming on the Continent. Although it's traditionally a PC game show, this year's event in Lon-

don featured the debut of the European versions of the Sony PlayStation and Sega Saturn. Here's a look at what was okay in the U.K.



PlayStation's Promise

In the 32-bit tango, Sony Computer Entertainment (SCE) Europe had the ECTS show floor to itself because Sega opted to bus showgoers to its nearby headquarters for the Saturn unveiling. SCE took the spotlight to announce its PlayStation launch for "some-time at the end of September" for a price point "around \$299." Imprecise, yes, but that's still more information than its American counterpart was willing to reveal at the time.

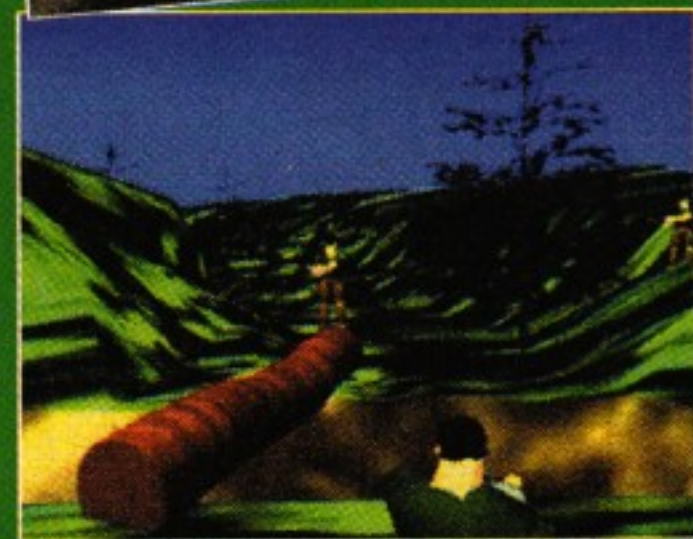
SCE also let on that there would be six games available at the European launch with 25 games to follow within 30 days, but...you guessed it, the titles were undetermined. The Sony booth featured hands-on gameplay from the usual suspects, plus a couple of surprises: Ridge Racer, Tekken, and StarBlade Alpha by Namco; Toh Shin Den by Takara; Raiden by Seibu; and Motor Toon Grand Prix by SCE.

Taken with Tekken



Although SCE gave Ridge Racer a big-screen presence, Tekken made an impression on showgoers with control speed subtly revved over that of the arcade version.

Lone Soldier



Telstar's a new company out to make a name for itself on the PC and PlayStation. Lone Soldier will star a heavily armed, rendered Rambo-type character in an action/adventure shootathon. You'll set off fireworks from behind and above the soldier as he attacks evil forces in a jungle, Middle Eastern city, and alien settlement. No wonder he's alone.

By Telstar Electronic Studios

Motor Toon Grand Prix



If Ridge Racer aspires to be a finely tuned auto game, Motor Toon GP will pull into the PlayStation garage as a finely "toon" racer. You'll get four race modes and seven cartoony cars with loony drivers. From a behind-the-car view, you'll watch the vehicles bend and twist outrageously with every hairpin turn. Bad drivers who suffer too much damage will be forced to get out and run.

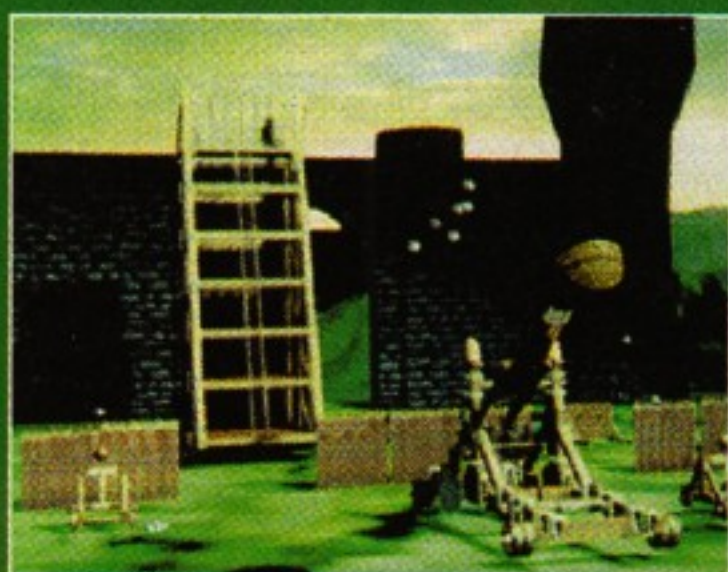
By Sony Computer Entertainment

Raven



Medieval times may be murder in this strategy/action game. Choose to attack or defend one of 25 castles, control up to 100 knights (collectively or individually), load the crossbows, arm the catapults, dispatch spies and saboteurs, or just sit back and quaff ale.

By Telstar Electronic Studios



Raiden



The radical, vertically scrolling blast from the past is back, and it's bringing along its younger brother. This shooter will team Raiden and Raiden II to bring home the arcade versions together. You'll get a buzz storm of enemy attackers, violent homing weapons, and arcade-level challenge. Are you game for nostalgia?

By Seibu

Daedalus

Daedalus's shooter gameplay and first-person view is reminiscent of Doom, but the texture-mapped, rendered graphics are definitely not. An orbiting space station is overrun by malevolent aliens, and you use a remote-controlled, heavily armed robot unit to scour spooky labyrinthine levels.

By Sega



Grand Chaser



Grand Chaser will be like Virtua Racer set in the far future. Multiple views will enable you to drive a ground-hugging air car in hot and heavy racing competition.

By Sega

Coming Over There; What About Here?



Virtua Cop



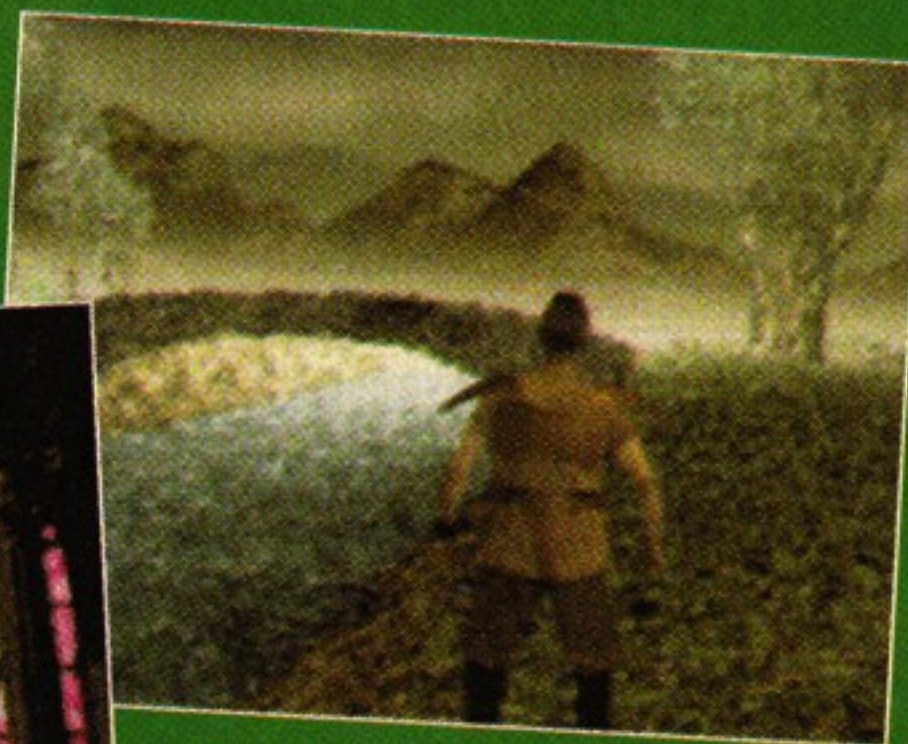
Sega Rally

Clockwork Knight II
Congo
Freerunner
NBA Basketball
NHL Hockey
Pinball Arena
Real Yumemi
Sega Rally
Virtua Cop
Virtua Fighter II
World Striker (soccer)

Saturn Solid

Sega put on a weird, smoke-and-mirrors outer-space show at its Saturn unveiling. Unfortunately, precious little actual gameplay was available. Unlike the PlayStation, however, the Saturn had a definite lineup of titles promised for release and beyond. You know about Virtua Fighter, Daytona USA, Panzer Dragoon, Clockwork Knight, International Victory Goal Soccer, Bug!, and Pebble Beach Golf. Some upcoming European releases have definite U.S. appeal, but Sega of America wasn't talking.

Virtua Hydlide



Hydlide will use rendered graphics and animated visuals to put adventure into RPGs. You're mysteriously cast into a fantasy land where magic holds the key to your escape...if you can master it. Does anybody remember the original Hydlide?

By Sega

More ECTS Games

The Ooze **MegaDrive**



This game could be hot, and it's already radioactive. The hero is a man morphed into slimy, atomic goo. Like the infamous Blob, the Ooze grows when it absorbs enemies, but it shrinks when it gets hit. The $\frac{3}{4}$ overhead view enables you to slime across the screen.

By Sega

Light Crusader **MegaDrive**



Treasure's out to score for Sega again. As you guide the hero through a deadly castle, you'll face weapon-wielding action with the deep story line and character development of an RPG.

By Sega

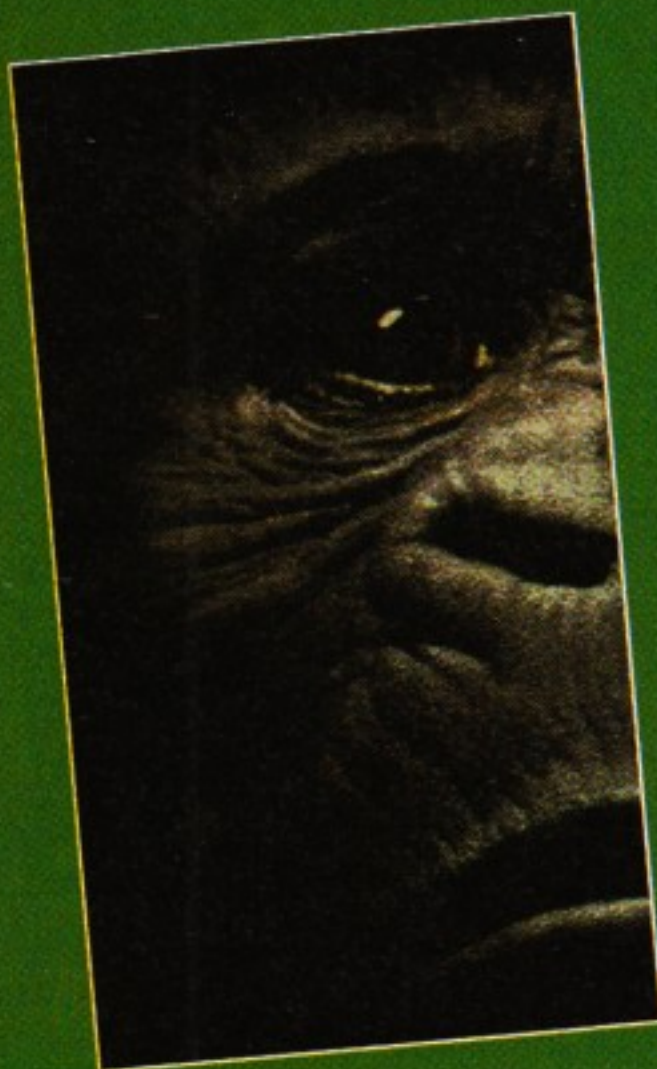
Alien Soldier **MegaDrive**



This fierce action/adventure game ought to look familiar. Soldier's coded by Treasure, which created Gunstar Heroes and Dynamite Headdy in Japan. Side-scrolling blast-to-the-last action leads to 20 enormous bosses.

By Sega

Congo **Saturn** **MegaDrive** **Super NES** **PC CD**



This interactive adventure will attempt to make monkeys out of players everywhere. Congo is based on Michael Crichton's novel about a mysterious species of apes that rule a secret expanse of the African Congo. First-person rendered graphics will lead you from lush jungles to ancient ruins.

By Viacom New Media

Rise of the Robots **Arcade**

Rise of the Robots, which has stomped its way through every home system, is ready to go coin-op. To make this mechanical one-on-one fighter worthy of your tokens, Mirage

plans to add 13 robots to the original crew, juice the A.I., and refine the collision tables. The added attraction is the remixed music soundtrack from Brian May, the legendary Queen guitarist.

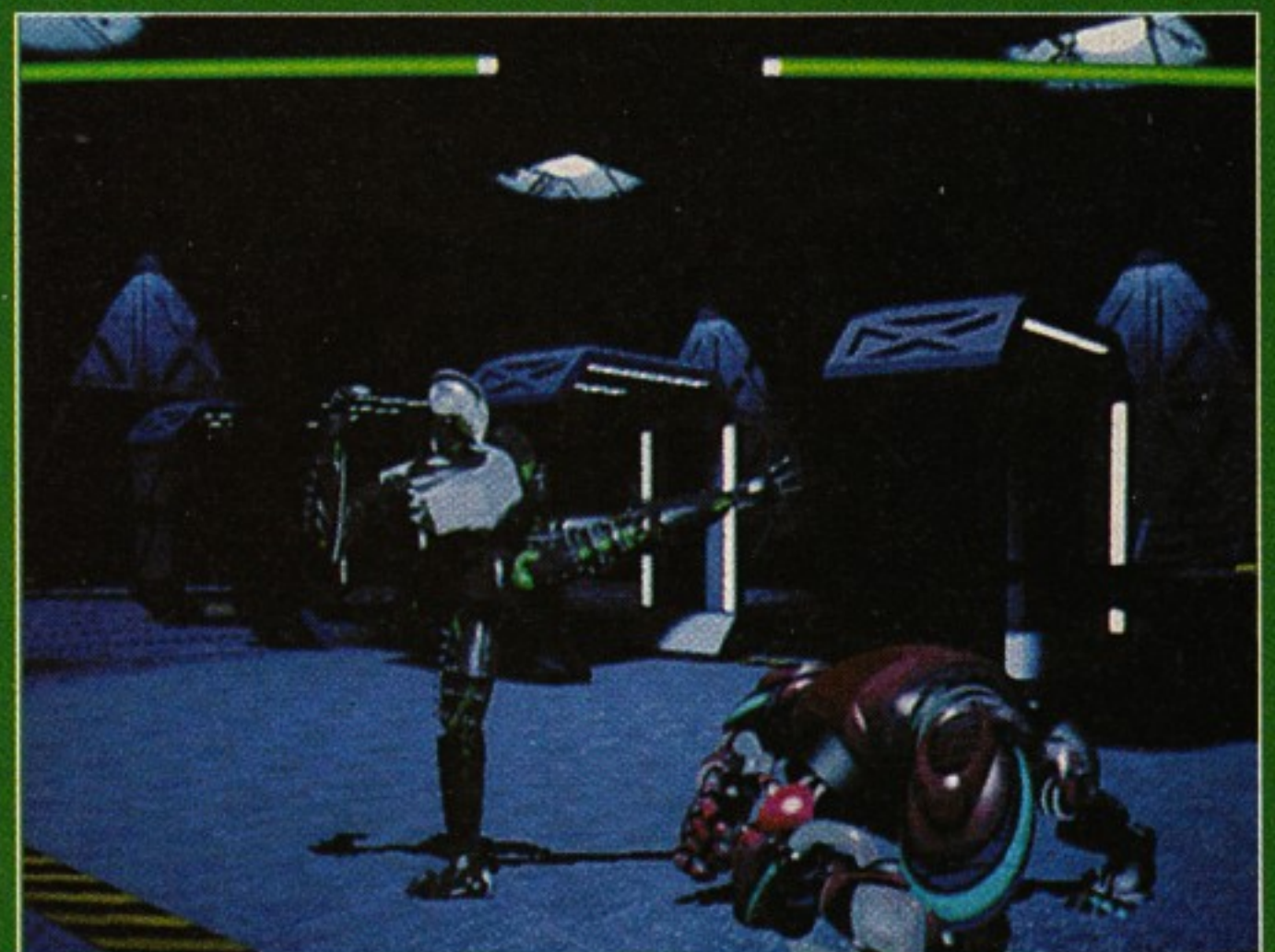
By Mirage

Comanche **Super NES**

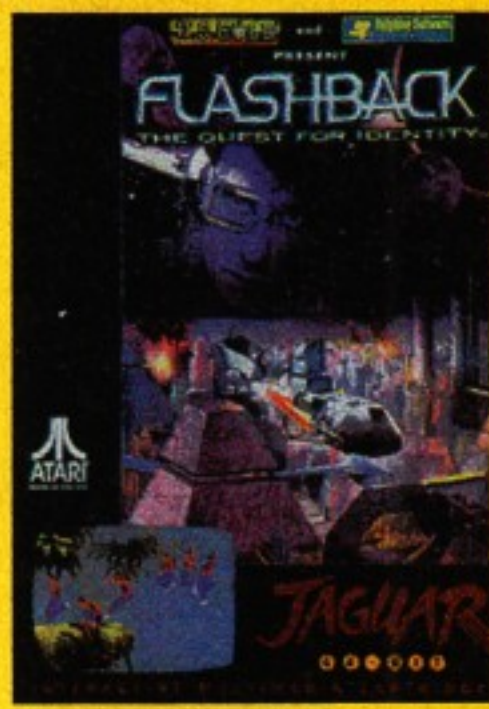


have its FX2-powered helicopter combat cart on hand for a tantalizing look-see. Nintendo will publish the game in the U.S.

By Novalogic



Comanche for the SNES put in a surprise ECTS appearance. Novalogic just happened to



'FLASHBACK' Players star as Conrad B. Hart, Galaxis Bureau of Investigation Agent, Stranded on a faraway planet after he discovers an alien plot to overtake earth. A truly explosive version of this award winning adventure. **JAGUAR \$52**



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'LUNAR: ETERNAL BLUE' Join Hiro and Ruby as they work to unlock the secrets of the Blue Spire and the strange young girl they found within it! Along the way, you'll meet exciting fully animated monsters and crawl through slimy dungeon depths. **CD \$54**



'SATURN SYSTEM' arrives with major game playing muscle! 8 processors, including 3 custom 32 bit RISC processors, will power the onscreen action & the 16 bit soundboard will blow you away. **\$499**



'SHADOW SQUADRON' is a cool, new shooter that lets one of two players pilot a starship into heavily guarded enemy bases. Shadow Squadron is done in a style very similar to 32X Star Wars. **32X \$52**

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SHORT PROSHOTS

PreViews of Hot New Games!

Killer Instinct Super NES

Who said 16-bit was dead? Nintendo's out to resuscitate the sagging SNES market with a 32-meg version of their coin-op hit, Killer Instinct. The head-to-head fighting game looks really good – it's an accurate port of the arcade version, with all ten fighters and monster combos of up to 46 hits. Each character has their

special moves from the arcade plus air attacks, release moves, Shadow Moves, and Fearful Danger Moves.

The one- or two-player action was programmed by Rare (the same folks who did Donkey Kong Country), utilizing Nintendo's Advanced Computer Modeling. The 3D graphics are surprisingly detailed, and the controls are sharp and responsive.

The first 2 million copies of the game will be bundled with a CD called "Killer Cuts," featuring the game's 15 soundtracks. This one's a good bet to be the biggest game of '95.

By Nintendo
Available August 30



Donkey Kong Country 2: Diddy's Kong Quest Super NES

1994's biggest game is back with an action/adventure sequel that looks even better than the original. The one- or two-player gameplay is basically the same, but offers more than 100 new levels (and lots of secret areas) with spectacular landscapes to ratchet up the fun.

This time, Donkey Kong's missing. Diddy searches for him, accompanied by a new simian companion with a blonde ponytail, Dixie Kong.

Diddy boasts the same smooth moves, but Dixie possesses some unique moves of her own – including the ability to throw things and whack enemies with her ponytail. Designed by Rare, DKC 2 has enhanced ACM graphics, including a squad of colorful new enemies with an advanced 3D look.

By Nintendo
Available November



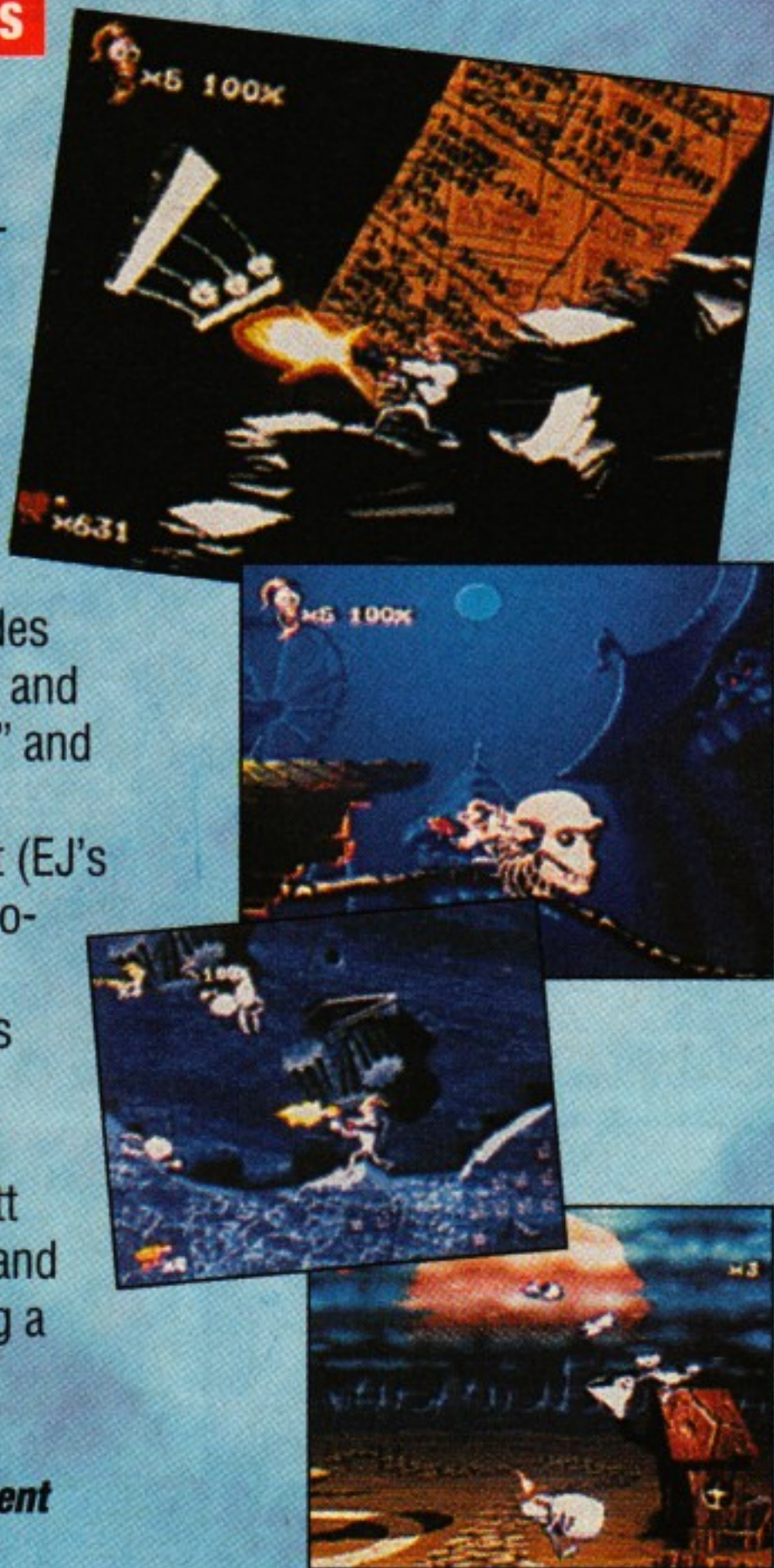
Earthworm Jim 2

Genesis Super NES

Playmates has an awesome EJ sequel in the works. The 24-meg, one-player action/adventure cart features a story line so bizarre that we can't do it justice here. Suffice it to say that Jim's embarking on another surreal adventure that includes levels like "Peter, Pound, and Mary," "Evil's Funhouse," and "Lorenzo's Soil."

Shiny Entertainment (EJ's creators) are using Animo-tion II to produce better animation quality in Jim's second go-round. Jim also utilizes hidden special moves, plus the Snott swing, Snott parachute, and five new guns – including a bubble gun. Yes!

**By Playmates
Interactive Entertainment
Available October**



Vectorman

Genesis

This action/adventure game takes place in the year 2043. Earth's an abandoned toxic dump, and a bunch of strange mechanical life forms called "orbots" are trying to clean it up. The single-player action begins when Raster, the orbot leader, goes crazy and starts a revolt. As Vectorman, you must stop Raster before he destroys what's left of the planet. Interesting 3D graphics illustrate the side-view action.

**By Sega
Available Fall '95**

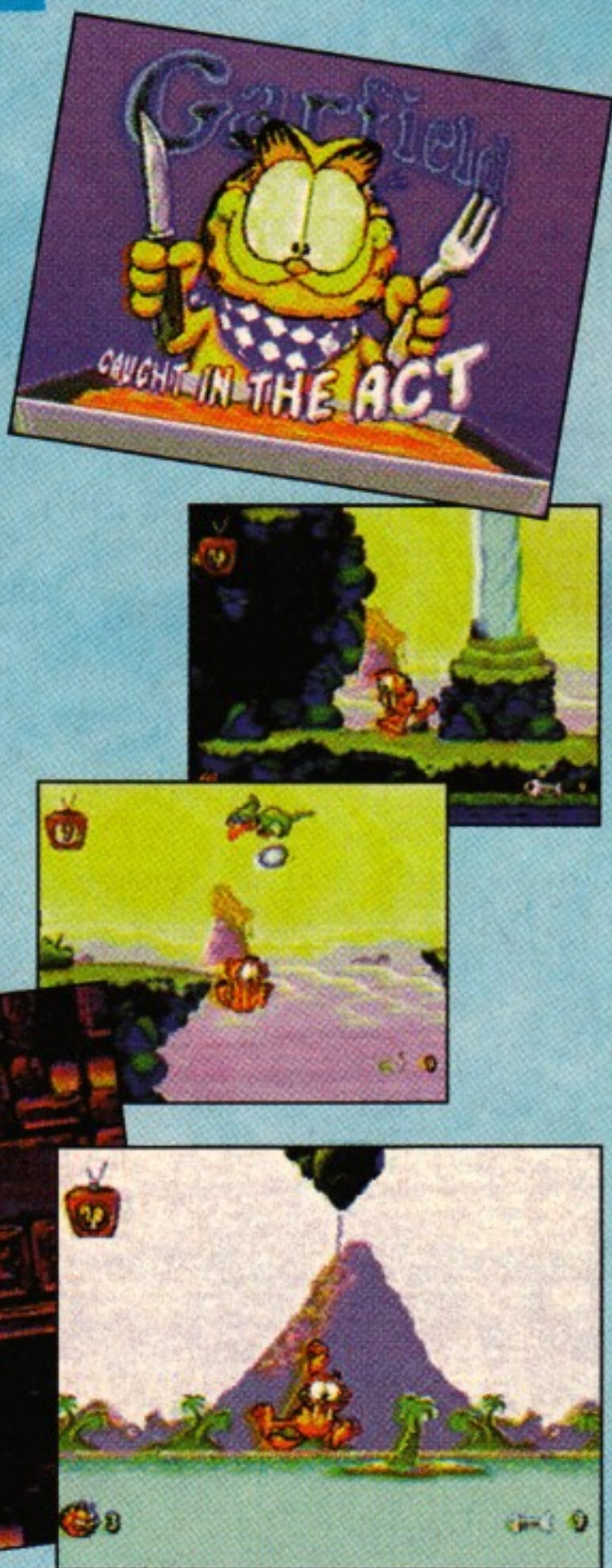


Garfield

Genesis

That lasagna-loving furball, Garfield, is making his way to the only form of media that he hasn't conquered to date – video games. Jim Davis, Garfield's creator, helped this 24-meg hop-n-bop action/adventure game capture Garfield's wit and attitude. Garfield gets sucked into a TV and has to escape from seven strange levels, including "Cave Cat 3 Million B.C.," "Count Slobula," and "Catsablanca."

**By Sega
Available Fall '95**

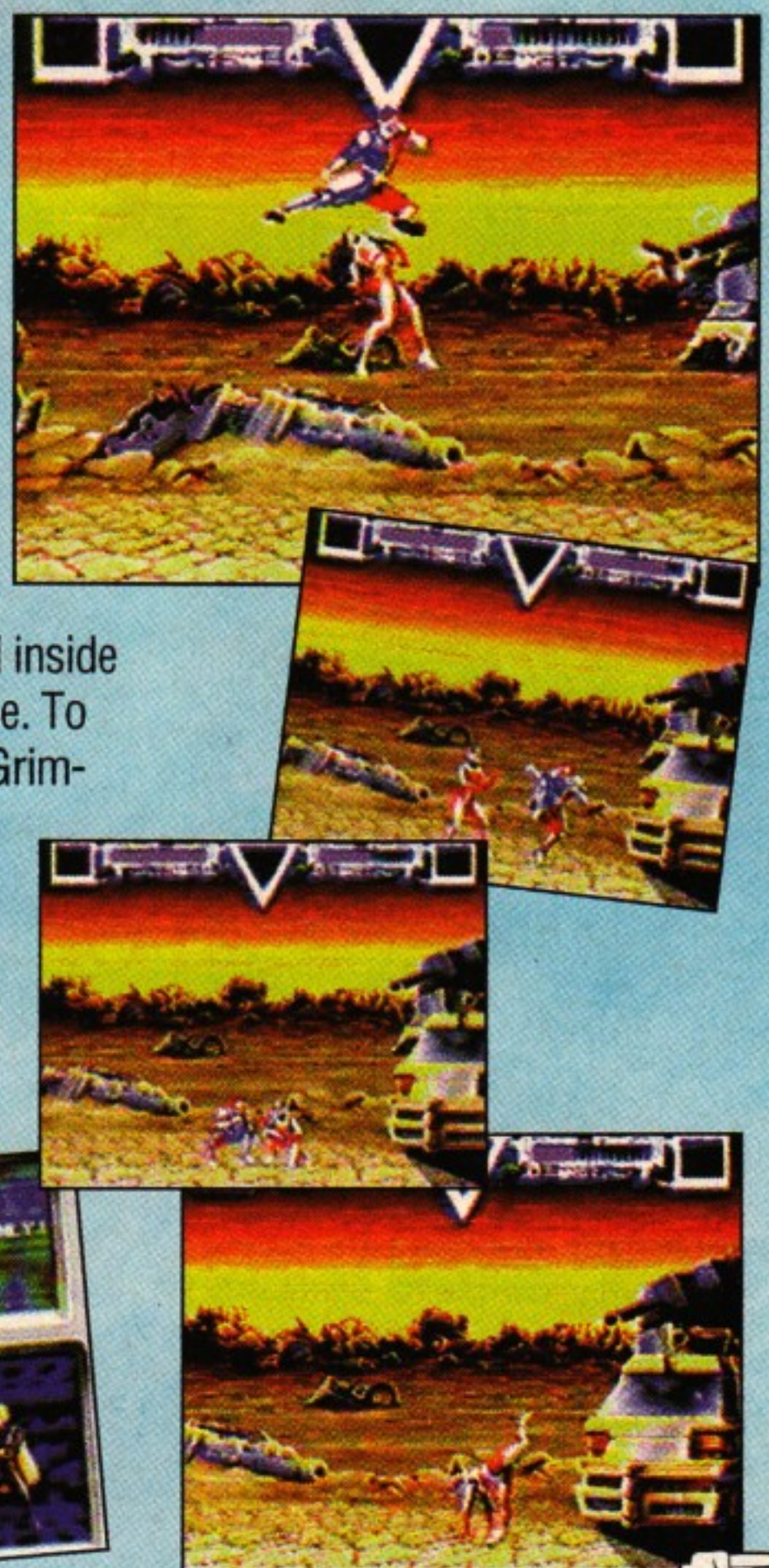


VR Troopers

Genesis

The VR Troopers are currently going head-to-head with the Power Rangers for the hearts and minds of the afternoon TV crowd. This, of course, means that they also get their own video game. The beat-em-up story line tracks an episode of the TV series, with the Troopers trapped inside a virtual-reality video game. To escape, they must battle Grimlord and his minions in side-view two-player simultaneous action.

**By Sega
Available Fall '95**



Panzer Dragoon Saturn

This groundbreaking, one-player shooter is a monstrous hit in Japan, and it's sure to earn top-flight honors among the initial crop of U.S. Saturn games. The story line unfolds with an incredible, polygon-rendered cinematic sequence that opens the game. You play as dragon rider, soaring through seven levels of 3D shooting action on the back of a huge reptilian mount (if you play in Hard mode, you face an additional level). The action takes place on all sides as you defend and attack from four views (including the sides and the rear) with a laser and plasma homing missiles.

The stunning levels – which include jungles, mines, water worlds, and mysterious ruins – are composed with 3D texture-mapped graphics, as are the vile creatures you fight.

Sega promises special enhancements (including a tougher challenge) and lots of secret codes for the U.S. version of the game, which is certain to be a must-have disc for Saturn owners.

By Sega
Available September

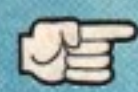


Daytona USA Saturn

With the Saturn on the horizon, gamers can finally look forward to true arcade-quality racing action at home. Daytona USA is an almost pixel-perfect port of Sega's popular quarter muncher – and then some. The play modes include standard Arcade mode and a new Saturn mode, which offers an extra view (the four in the arcade, plus a hidden fifth helicopter view) and the capability to set the length of the race. Arcade

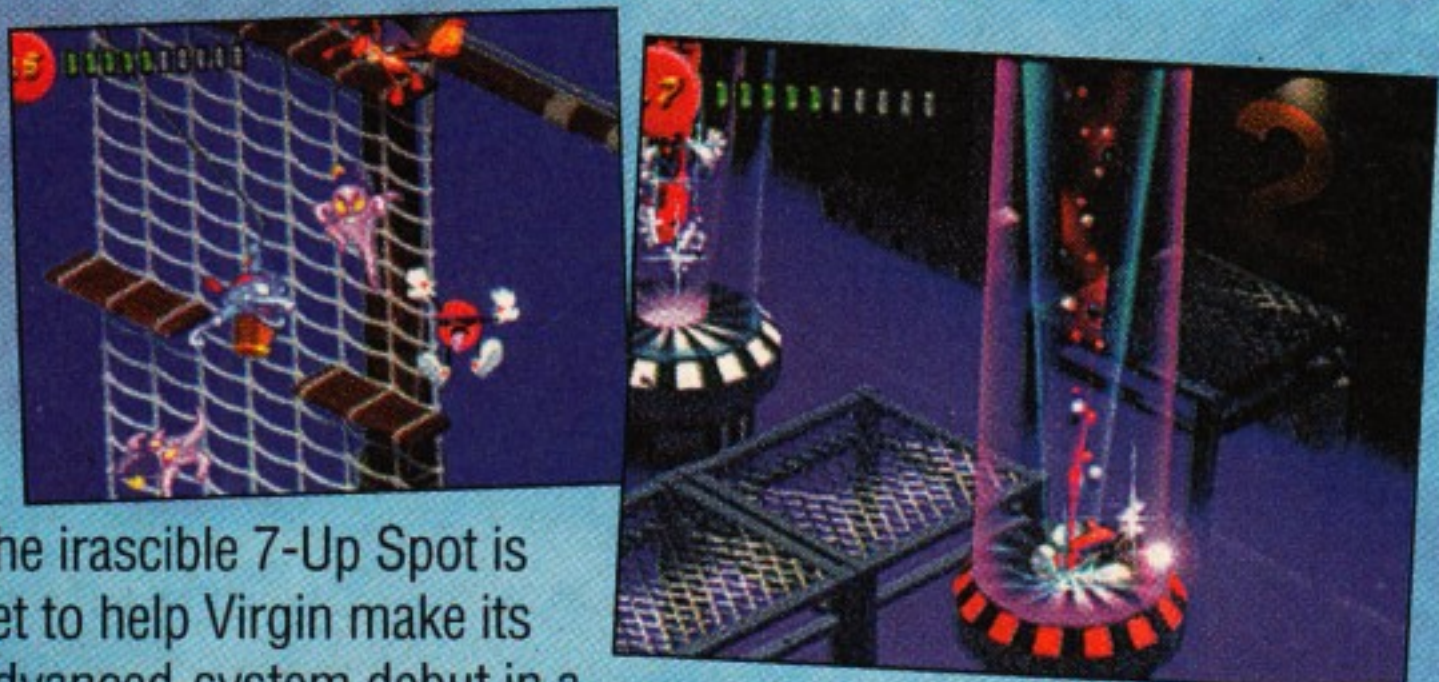
mode provides two cars to choose from, while Saturn mode provides three – plus more if you win! Jam on all three original arcade tracks, but keep an eye out for hidden side trips off the main routes. Sega also has some peripherals in the works to jazz up the gameplay, including a steering column and possibly a six-player adapter (which was already announced in Japan).

By Sega
Available September



Spot Goes to Hollywood

Genesis 32X Saturn Super NES PlayStation PC CD



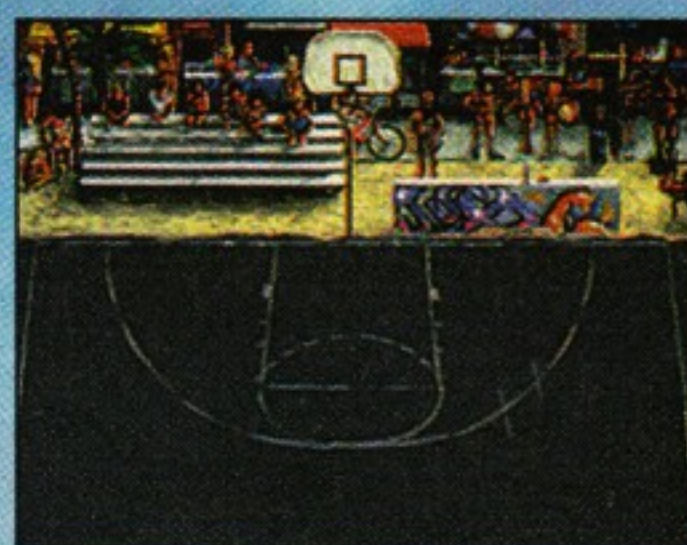
The irascible 7-Up Spot is set to help Virgin make its advanced-system debut in a new action/adventure romp. The hop-n-bop gameplay follows Spot as he makes his way through a variety of strange adventures, including a little swashbuckling in Pirate World and outer-space exploration in Sci-Fi World. A 3/4-overhead view combines with a blend of 3D graphics and hand-drawn animation to give this game an effervescent quality.

By Virgin Interactive Entertainment
Availability Date Not Yet Announced



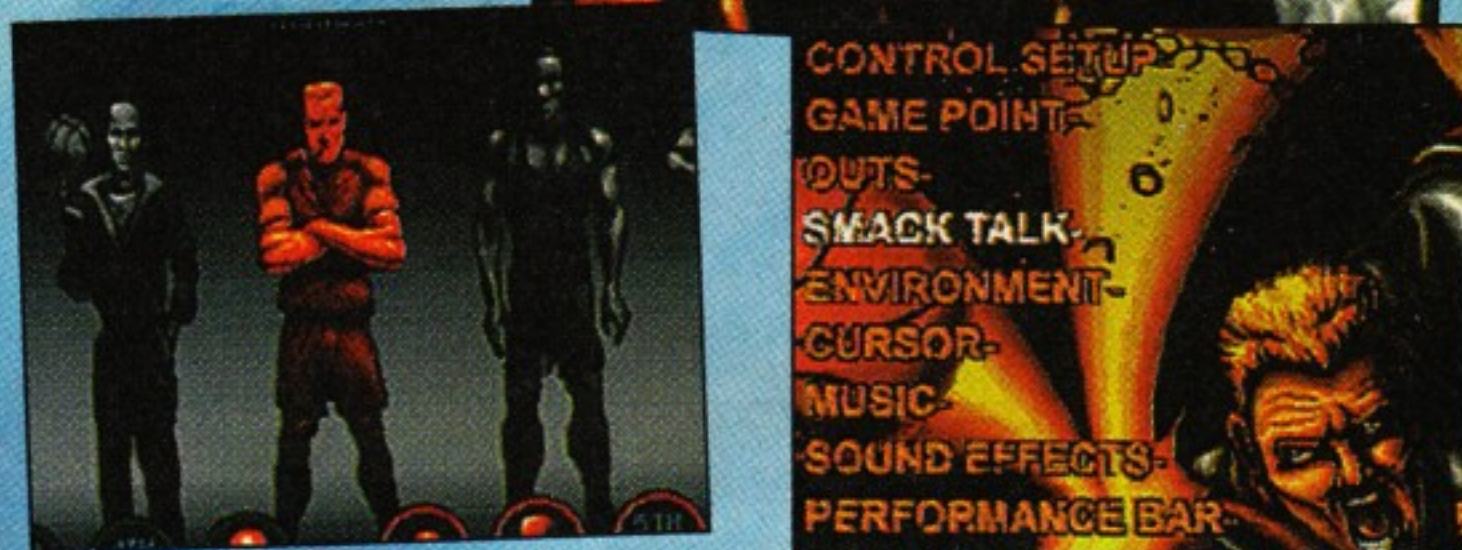
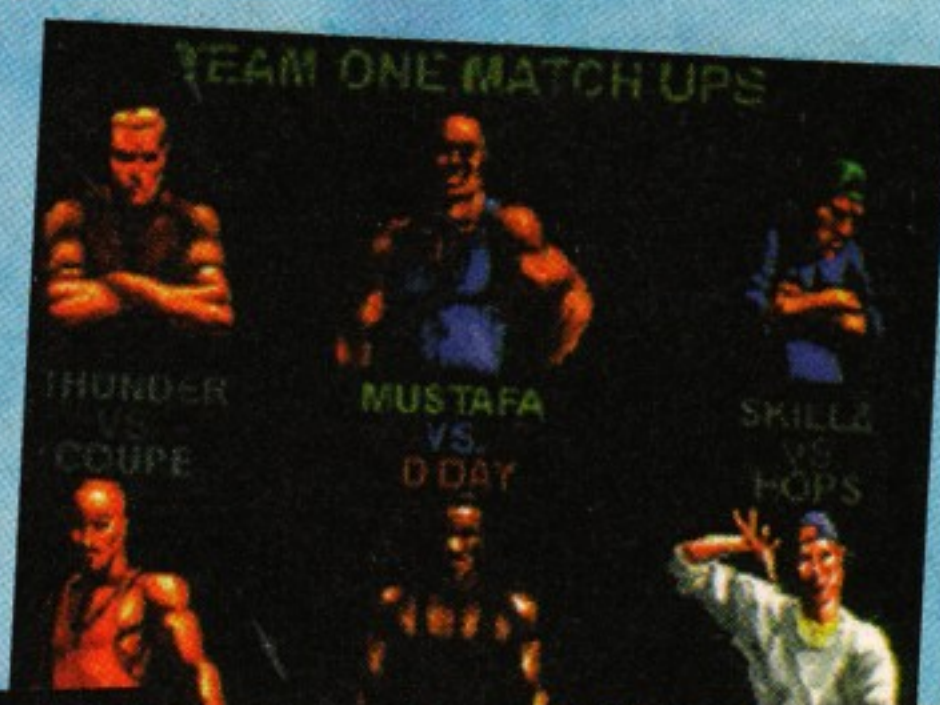
Converse City Ball Tour

Genesis 32X Saturn Super NES PlayStation PC CD



Virgin's takin' it to the hoop with this game that combines down-and-dirty street-ball action with a Circuit Championship. Travel from city to city and choose from 12 players — each with unique characteristics, individual shooting styles, and more. The six-way play is illustrated with comic-book-style animation created with more than 15,000 hand-drawn frames.

By Virgin Interactive Entertainment
Availability Date Not Yet Announced



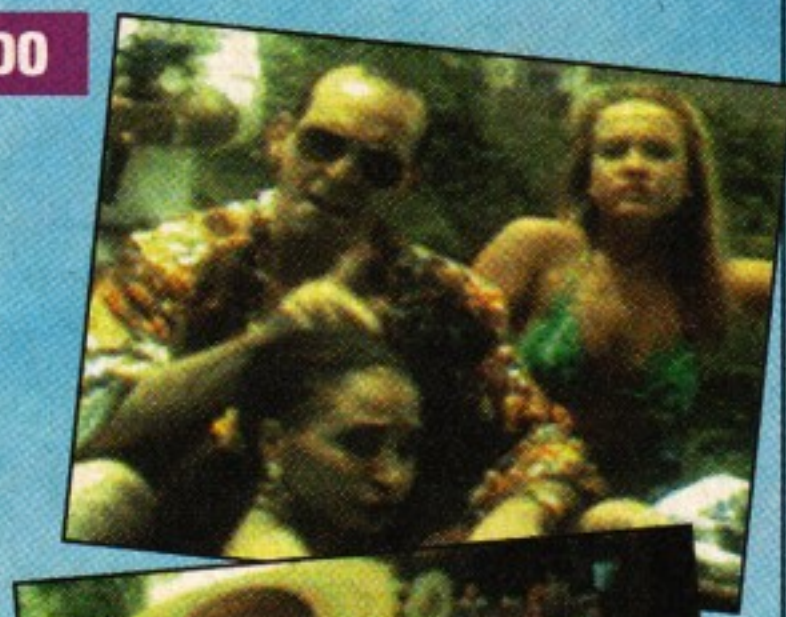
Drug Wars

3DO



American Laser Games' latest live-action adventure casts you as a law-enforcement official battling an evil drug lord and his henchmen. Similar to ALG's other games, the action utilizes first-person full-motion video with live actors.

The gunplay escalates through four difficulty levels as you begin the battle against small-town traffickers and gradually work your way up to big-city cartels and border drug runners. Live-action stunt work and explosive special effects highlight the grand finale as you track down a South Ameri-



can drug lord and destroy his fortified lab. Drug Wars is compatible with the GameGun.

By American Laser Games
Available Summer '95

Batman Forever

Genesis Super NES

PlayStation Arcade Game Boy Game Gear PC CD

Based on this summer's movie, Batman Forever is being developed with the aid of Acclaim's custom blue-screen and motion-capture techniques. In this 24-meg, two-player action/adventure caper, you play as Batman or Robin and fight crime through eight run-n-gun levels, including a battle in the Batcave. Famous villains include Two-Face and the Riddler.

Based on early looks, this game has gorgeous graphics that utilize digitized footage of live costumed characters. The arcade version will incorporate actual stunt footage from the movie.

By Acclaim
Available Summer '95



Bug! Saturn



Bug!'s an outrageously offbeat action/adventure/puzzle game that takes the genre in an entirely new direction. As Bug, you navigate through 18 labyrinthine levels fraught with enemies and obstacles. The side-view 3D graphics make traversing the mazes quite different from standard overhead action, while imaginative enemies, such as Bee 52 and the Army Ants, attack you in unusual ways. Watch out for the dung beetles!

By Sega
Available September



Pebble Beach Golf Saturn



Lush greens, gorgeous vistas, and a saucy caddy are just a few of the treats Sega tees up for you in this version of Pebble Beach Golf for up to six players (you can daisy chain Saturn controllers).

"The Walrus," Craig Stadler himself, offers handy golf advice in full-motion video whenever you need it. Of course, you also get a round of play on one of the most famous golf courses in the world — complete with photorealistic graphics for every hole. In addition to standard features, look for some unusual additions, such as a ball cam that tracks the ball's flight through the air.

By Sega
Available September



Worldwide Soccer: Sega International Victory Goal Addition Saturn

Sega's out to challenge FIFA Soccer with this four-player game (a Saturn multiplayer adapter is required for more than two players to join in). Kick into gear with video soccer that includes much more than just the soccer basics. The World Cup action boasts fully rotational onfield play from multiple viewpoints. Texture mapping and



realistically animated players rev the overall visual effect.

Look for all your favorite international teams, manned with squads of unique individual players. Head-to-head games, tournament options, penalty shootouts, awesome cinematics, instant replays, and more score a goal for Victory.

By Sega
Available September

Pyramid Intruder 3DO

Taito's first title for the 3DO is a first-person combat-style space shooter with a 3D blend of cine-pack and polygon-based graphics.

The one-player action jets you through a mysterious landscape as you pilot ancient spacecraft abandoned by now-extinct Martians to attack a mysterious pyramid. Inside the mazelike pyramid, you shoot down enemies and collect gold statues through eight stages of action. Earn one of three endings depending on how many statues you snare.

By Taito
Available Summer '95

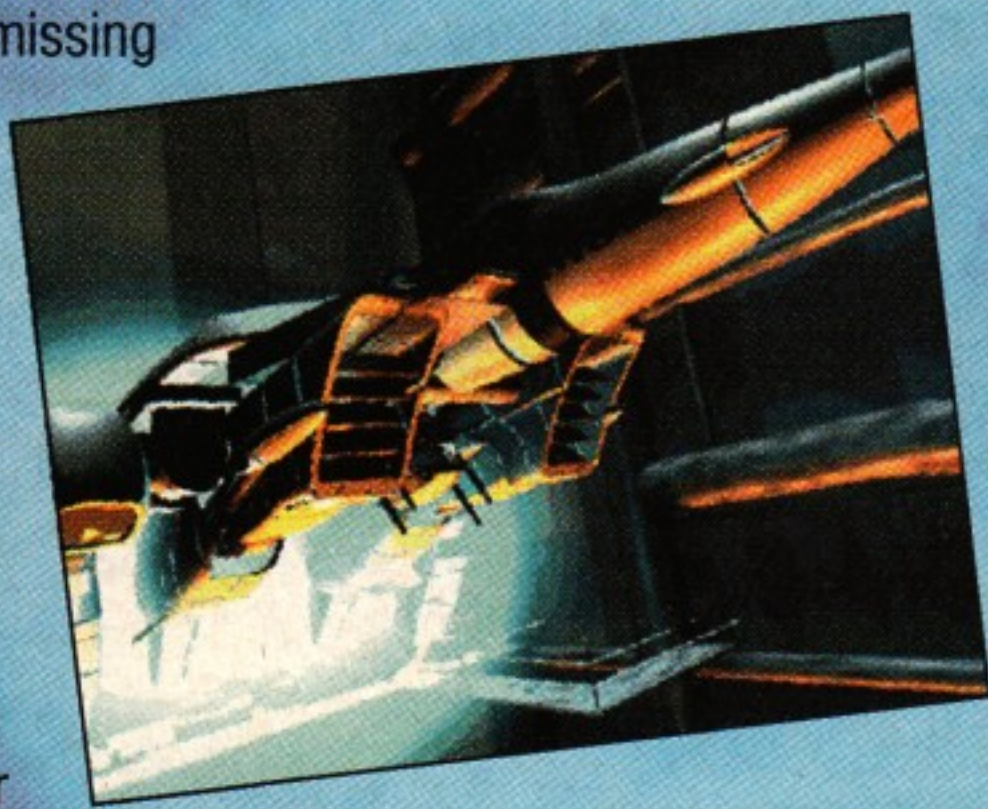


Robotech Ultra 64

It's 1999. Civil war has ravaged the planet, and Earth as we know it is no more. A derelict space ship crashes in the South Pacific, and people from every country band together to restore it. When the alien race comes to retrieve its missing property, you man the restored alien spacecraft – prepared for a deadly battle. Then the spacecraft accidentally warps across the solar system. You're in command, so you pilot the craft back to Earth. It's too early for

more details on this Ultra 64 game, but take a look at the awesome graphics.

By GameTek
Availability Date
To Be Announced



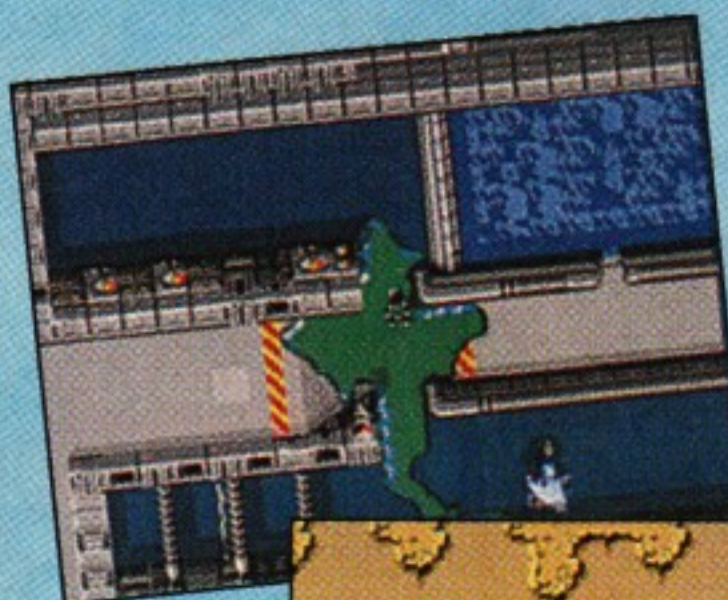
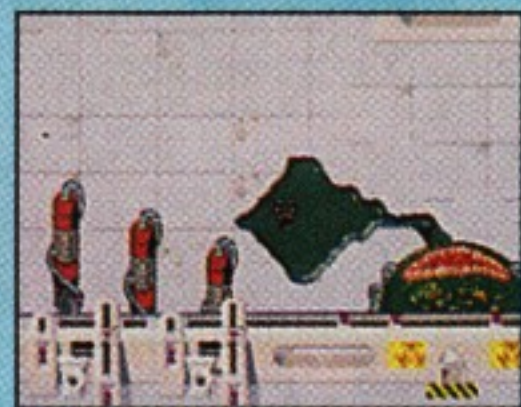
The Ooze Genesis

Dr. Caine is accidentally transformed by a deadly virus into a living radioactive slag heap, a.k.a. "The Ooze." Now he's rampaging across the planet on a mission of revenge and global salvation. As a morphing pile of slippery slime, you battle toxic-waste crushers, genetic mutants, and other biohazards.

The original action gameplay features challenging puzzles and mesmerizing mazes. The Ooze destroys its enemies

by swallowing them, but it's vulnerable to damage and grows smaller with each hit it takes. The one-player action features both side and over-head views.

By Sega
Available Summer '95

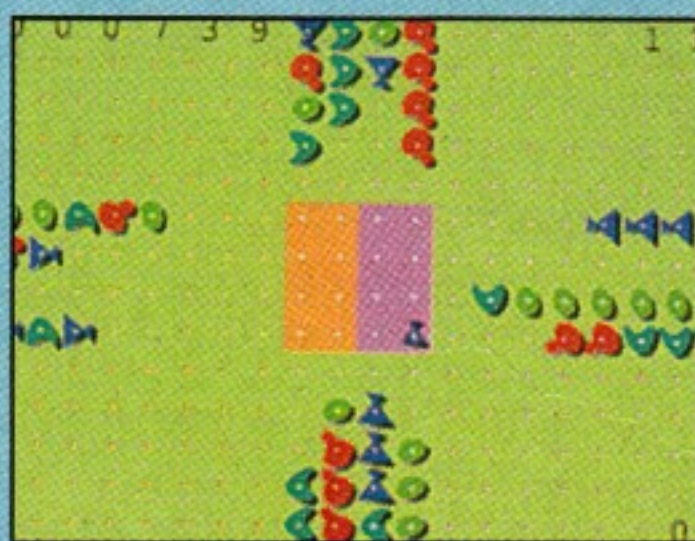


Zoop Saturn PlayStation PC CD

Get ready for the most addictive, absorbing puzzle game available in a long time. Zoop's tough to describe, but basically you must keep 16 columns of colored shapes, all cascading Tetris-style from the four compass points, from reaching the center of the screen – and you.

You control a single "shape" that can pivot and move in all directions at the screen's center, and you fire shots to destroy shapes that match yours. If you hit a different shape, you change into that form – and therein lies the strategy. The game boasts ten levels of increasing difficulty, each with more complex background patterns to fool your eyes. Puzzle addicts, this is the game you've been waiting for!

By Viacom
Available Fall '95



Virtua Fighter 32X

The Saturn is getting a lot of cool stuff, but Sega still has some surprises in store for the 32X. This version of Virtua Fighter obviously can't go toe to toe with the Saturn game, but it does use the same two-player head-to-head fighting action. The warriors are animated with the familiar polygon look, and each has a repertoire of moves straight from the

arcade game. It's too early to make a call on the play mechanics, but Sega promises they'll be as smooth as silk.

By Sega
Available Summer '95



Triple Play Baseball '96

Genesis

Here's your chance to imagine what might have been. Triple Play Baseball features an MLBPA license, so you get real pro ballplayers with their '94 stats. The 28 major-league teams can play up to 162 regular-season games and an All-Star game. A close-up catcher's perspective enables you to see the rotation on the ball as you bat.

By EA Sports
Available June



Phantom 2040

Genesis

For 24 generations, a Phantom has kept the peace in the African jungle. The crime-busting tradition continues with Phantom 2040, which is based on the TV cartoon that's based on the classic comic strip. You get seven levels of action/adventure with

60 stages of nonlinear fight-to-the-finish action. The Phantom can carry multiple weapons, and you can arm both hands. Replay factor includes 20 endings!

By Viacom New Media
Available June



Mighty Morphin' Power Rangers: The Movie

Super NES

Not only are there new Power Rangers, but there's a summertime movie and a SNES game, too. The cart features two-player simultaneous punch-kick-and-Ranger-weapons action. Seven 'Zord-zapping levels plunge you into boss battles and surprise challenges like snowboarding. The story line tracks with the flick's, so get ready to boo and hiss the newest bad Ranger being, the smarmy Ivan Ooze.

By Bandai
Available June



Mega Man

Game Gear

Mega Man's making it to the Game Gear! This version pits the Man against Wiley's weirdo creations; the game reconstructs key levels from Mega Man 4 and 5 in seven levels of robot-busting side-scrolling action. Faithful R-Coil provides metal canine companionship, and he springs Mega skyward for aerial action.

By U.S. Gold
Availability Date Not Yet Announced



Shock Wave

Saturn

Here's a shocking development for the Saturn... Shock Wave. EA's porting the fierce 3DO space-fighter combat game and the sequel, Operation Jumpgate. The cockpit view puts you behind the

controls of the deadly F-177 interceptor in order to blast bizarre, noxious aliens who invaded the solar system and overran the Earth.

By Electronic Arts
Available Fall '95



Shredfest

Saturn

The designers of Road Rash will bring the radical sport of snowboarding into your homes. You'll either find fame and fortune as an expert snowboarder, or end the season waxing skies to the jeers of the locals you thought were your friends...just like real life, dude. There will be six levels of fast-paced snowboarding with eight board-breaking events, including two unofficial events for irresponsible behavior.

By Electronic Arts
Available Fall '95



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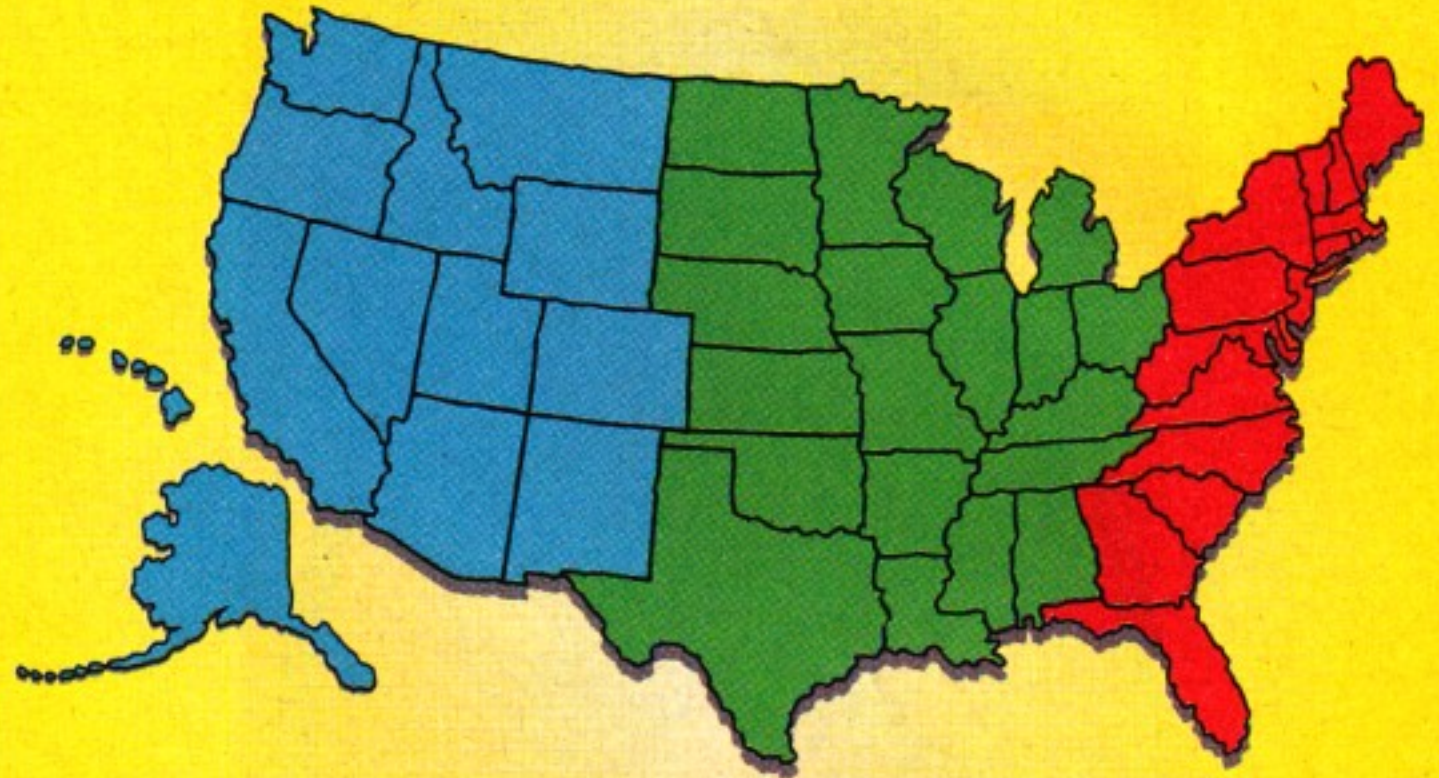
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INDEX OF ADVERTISERS

Acclaim4th Cover, 5, 47, 59, 79	Polygram Records 4
Atari108, 109	ReadySoft111
Blockbuster132, 134, 135	Sega Channel35
Catapult54, 55, 101	Sega of America7, 14, 15
Chips & Bits117	Sports Sciences103
Crave133	Squaresoft2, 3
Domark67	STD3rd Cover, 136
Electronic Arts9, 10, 11, 44, 45	T•HQ53, 95
Fleer Entertainment37, 38, 39	Tecmo51
.....40, 57, 81, 84	Time Warner Interactive23, 61
Funco Inc.127128, 129
Goldstar21	US Gold76, 77
Nintendo2nd Cover, 1	Williams19
Pandemonium113	Working Designs83

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It's time once again for scaredy cats to take a hike. In 11th Hour you'll play an investigative reporter for television's *Case Unsolved*. You're "in search of" your love, who has disappeared during a murder investigation in Henry Stauf's hometown. Yes, Stauf is up to his old ghastly, ghostly 7th Guest tricks.

By Virgin
Available Fall '95



Psychic Detective

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you'll try to piece together solutions by revisiting the scene of the crime through their minds' eyes. This whodunnit will really play with your head.

By Electronic Arts
Available Fall '95



Psychic Detective's first-person perspective will place you at the scene of the crime to interrogate murder suspects played by live actors. Because you're the Psychic Detective,

You Don't Know Jack

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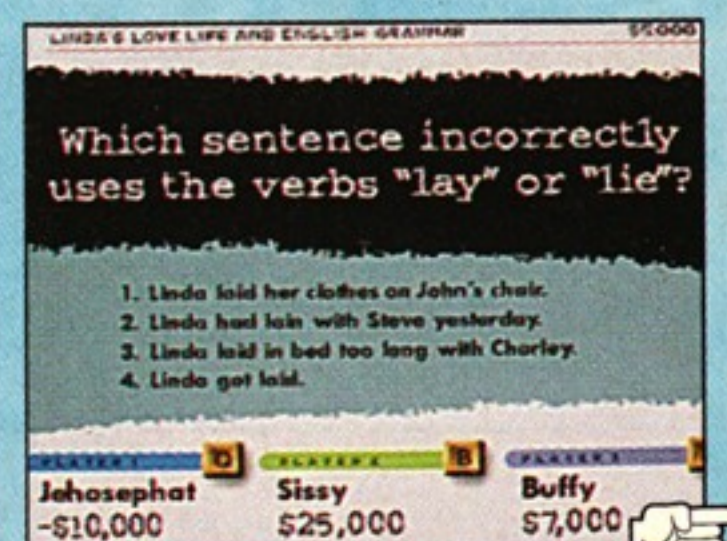
Macintosh CD



TV quiz show is packed with 800 irreverent questions that trounce a variety of subjects from Hamlet to Scooby Doo. Can you name the *Partridge Family* song? If not...well, you don't know jack!

By Berkeley Systems
Available October

If you've been waiting for Alex Trebek to announce "your" category, Sexually Repressed Commonwealth Cultures, turn off the tube and fire up the PC. This outrageous pop-culture



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Altered Beast	12	Jurassic Park	25	Sonic Hdghg 3	42
Andretti Racing	45	Jurassic Park-RE	35	Sonic Spinball	25
Arch Rivals	16	Kid Chameleon	20	Spiderman	18
Barkley Shut Up	20	Klax	35	Spiderman-TV	47
Base Masters	18	Lakers Celtics	5	Splatterhouse 3	30
Batman	30	Last Stalker	28	Sports Talk BB	10
Batman & Robin	50	Last Battle	8	Star Trek-Nxt Gen	42
Batman Returns	18	Lemmings	30	StarGate	20
Battle Tech	40	Lemmings 2	34	Street Ftr 2 SCE	22
Battlids/Dbl Dragn	32	LHX Attack Chpr	20	Streets Rage	17
Beavis & Butthead	40	Lion King	45	Streets Rage 2	25
Beyond Oasis	54	Lil Mermaid	32	Streets Rage 3	40
Bill Walsh Ftbl	12	Magical Quest	34	Strider	10
Bill Walsh Ftbl 95	20	Marble Madness	38	Subterrana	18
Boogerman	50	Mario Lemieux	10	Supr High Impact	10
Boxing Legends	28	Maximum Carnage	35	Supr Monaco GP	18
Bubby	30	Menacer Game	5	Supr Off Road	26
Bubby 2	32	Michl Jkan Mwk	17	Supr Strt Ftr 2	38
Bulls vs Blazers	10	Mickey & Dnd	38	Sword Vermilion	16
Bulls vs Lakers	9	Mickey Mania	40	Tale Spin	20
Buster Douglas Bxg	10	Mickey Ms Cstl	25	Taz-Esc from Mars	35
Caesars Palace	58	Might & Magic	35	Tazmania	26
Capt America	20	Mike Dka Ftbl	5	Team USA Bsktbl	10
Centurion	32	MLBPA Bsktbl	22	Tecmo Super Bowl	18
Chakan	13	Monopoly	65	Tecmo Super Bowl 2	38
Champ Pool	48	Mortal Kombt	18	Tecmo Super NBA	19
Coach K Bsktbl	60	Mortal Kombt 2	38	Terminator 2-Arcd	22
College Football	30	Ms Pac-Man	40	Terminator 2-Jdgm	28
Columns	40	Mutant Lg Ftbl	19	Thunder Force 3	14
Contra Hard Corps	40	Mystic Defender	9	Tiny Toons	32
Cool Spot	30	NBA Action	25	TNT Hyperstone	28
Cyberball	19	NBA Action 95	50	TMNT Tourm Ftrs	25
Cyborg Justice	7	NBA Allstar Chlg	19	TNN Bass Trmnt	32
David Robinson	9	NBA Jam	28	Toe Jam & Earl	32
Desert Strike	40	NBA Jam-Tourn	50	Toe Jam & Earl 2	32
Double Dragon	22	NBA Live 95	58	Tom Lasorda Bsktbl	7
Double Dribble	25	NBA Showdown	22	Tony La Russa	8
E Swat	10	NFL 95	30	Tony LaRussa 95	32
Earthworm Jim	60	NFL QB Club	40	Toughman Contest	50
Ecco the Dolphin	30	NHL Hockey	46	True Lies	50
Ecco-Tides/Time	35	NHL Hockey 94	22	Urban Strike	50
Eternal Champions	28	NHL Hockey 95	45	Virtua Racing	45
Evander Hlyfld	16	NHLPA 93	11	Warrs Etm Sun	38
Ex Mutants	12	Out Of This Wrld	20	Wheel Fortune	50
F 117 Night Storm	25	Pac-Man 2	35	Winter Olympics	20
F 22 Interctr	28	Pac-Mania	40	Wolverine	35
Faery Tales	17	Paperboy	35	World Champ Scrr	8
Family Feud	40	Paperboy 2	38	World Series	28
Fantasia	19	Pat Rily Bsktbl	5	World Series 95	60
Fatal Fury	17	PGA Euro Tour	44	WWF Raw	38
FIFA Soccer	26	PGA Tour Golf	30	WWF Royal Rumble	30
FIFA Soccer 95	48	PGA Tour Golf 2	42	WWF Sup Wrstmria	20
Flashback	20	PGA Tour Golf 3	55	X-Men	22
General Chaos	30	Phant Star 2	30	X-Men 2	58
Ghost Busters	16	Phant Star 3	30	Y's 3	14
Ghouls Ghouls	18	Phant Star 4	60	Zero Tolerance	40
Golden Axe	14	Pitfall	50	Zombies Ate Nghbr	22
Golden Ax 2	20	Pitfighter	13		
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Hardball 3	12	RBI Basbl 3	9	Carry Case/Sm	13
Hardball 94	30	RBI Basbl 4	13	Comp Pro	10
Home Alone	25	RBI Basbl 93	17	Controller-6 Btn	12
Immortal	28	RBI Basbl 94	25	Dual Turbo(2)	30
Incredible Hulk	30	Revenge Shnobi	12	Extension Cord	5
James Pond	11	Road Rash	30	Four Ply Adpdr	22
Jammit	25	Road Rash 2	50	Game Genie	38
Jeopardy	35	Road Rash 3	50	Game Holder	10
Jeopardy Sports	30	Robocop vs Term	30	Justifer 1 (Ctrlr)	30
Jewel Master	9	Rocket Knight Adv	19	Justifer 2 (Phone)	30
Joe Mtna	7	Samurai Shodown	40	Mega Mouse	20
Joe Mtna 2	7	Shadow Dancer	11	Menacer	16
Joe Mtna 3	8	Sha Fu	22	Misc Joypad	7
Joe Mtna 94	13	Shining Drkns	20	Misc Joystick	13
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Aladdin	40	Lion King	55	Supr M Alstr/Wld	30
Alien 3	28	Lost Vikings	25	Supr Mario Wrld	6
Aliens/Predator	28	Lufia	45	Supr Metroid	36
Art Of Fighting	20	Magie Sword	17	Supr Mr All Stars	28
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Bassins Bik Bass	40	Mario Is Missing	20	Supr Pinball	40
Batman & Robin	40	Mario Kart	32	Supr Play Act Fb	7
Batman Returns	26	Mario Paint Game	8	Supr Punch Out	50
Battleclash	8	Mrio Time Mchn	20	Supr R Type	13
Battlids/Btl Mncs	20	Maximum Cmge	38	Supr Return Jedi	45
Beavis & Butthd	40	Mega Man Soccer	40	Supr Scope (6in1)	3
Bill Laumber	6	Mega Man X	32	Supr Smash TV	15
Bill Walsh Ftbl	20	Metal Morph	34	Supr Strt Ftr 2	40
Boxing Legends	28	Mickey Mania	35	Supr Turrican	18
Breath Of Fire	42	MLBPA Bsktbl	25	Tazmania	26
Brett Hull Hocky	22	Monopoly	44	Tecmo Super Bowl	20
Bubby	35	Mortal Kombt	19	Tecmo Spr Bowl 2	16
Bubby 2	40	Mortal Kombt 2	40	Tecmo Super NBA	40
Bugs Bny Rampg	30	NBA Allstars	13	Tetris 2	48
Bulls vs Blazers	11	NBA Jam	30	Tetris/Dr Mario	40
Bulls vs Lakers	20	NBA Jam-Tourn	50	Tiny Toons Bustr	22
Caesars Palace	58	NBA Live 95	60	TMNT 4	16
Capt America	20	NBA Showdown	19	TMNT Fir	28
Centurion	32	NCAA Bsktbl	13	TNN Bass Trmnt	44
Chakan	13	NFL 95	30	Top Gear	30
Champ Pool	48	NFL QB Club	40	Top Gear 2	40
Coach K Bsktbl	60	NHL Hockey	46	Top Gear 3000	40
College Football	30	NHL Hockey 94	22	Total Carnage	18
Columns	40	NHL Hockey 95	45	True Lies	55
Contra Hard Corps	40	NHLPA 93	11	Ultima Fipe Frpht	35
Cool Spot	30	Out Of This Wrld	20	Ultiraman	13
Cyberball	19	Pac-Man 2	35	UN Squadron	17
Cyborg Justice	7	Pac-Mania	40	Unchard Wtr-NH	40
David Robinson	9	Paperboy	35	Uniracers	40
Desert Strike	40	Paperboy 2	38	Vegas Stakes	25
Double Dragon	22	Pat Rily Bsktbl	5	Wailale C Club	38
Double Dribble	25	PGA Euro Tour	44	WCW Sprbl Wr	36
E Swat	10	PGA Tour Golf	30	Wheel Fortune	50
Earthworm Jim	60	PGA Tour Golf 2	42	Wheel Fortn Dix	14
Ecco the Dolphin	30	PGA Tour Golf 3	55	Wing Commndr	40
Ecco-Tides/Time	35	Phant Star 2	30	Wing Commndr 2	30
Eternal Champions	28	Phant Star 3	30	Wizardy 5	25
Evander Hlyfld	16	Phant Star 4	60	Wolverine	32
Ex Mutants	12	Pitfall	50	Wordzris	25
F 117 Night Storm	25	Pitfighter	13	Wrestlemania	13
F 22 Interctr	28	Popolous	10	WWF Raw	50
Faery Tales	17	Power Rangers	45	WWF Ryl Rmbl	25
Family Feud	40	Prince Persia	22	X-Men	50
Fantasia	19	Ranma 1/2	16	Y's 3	11
Fatal Fury	17	Ren /Smpy Vdts	32	Yoshis Cookie	30
FIFA Soccer	26	Rise Of Robots	38	Yoshis Safari	12
FIFA Soccer 95	48	Robocop v Term	28	Young Merlin	30
Flashback	20	Rck N Roll Reng	40	Zelda 3	20
General Chaos	30	Rogr Clmns Bsktbl	12	Zelda 2	22
Ghost Busters	16	Rom 3 Knags 2	40		
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Greenogd	11	Side Pocket	48	Dual Turbo(2)	32
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Hardball 3	12	Sim Earth	25	Game Holder	10
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John Madn	6	Stunt Race FX	32		
John Madn 92	7	Sunset Riders	28		
John Madn 93	10	Supr Aquat Gms	25		
John Madn 94	16	Supr Basbl Sim	12		
		Supr Bases Lded	11		
		Supr Batltnk 2	35		
		Supr Battletank	15		

NINTENDO GAMES

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10 Yard Fight	3	Karnov	9	Rampage	5	Tetris	15
8 Eyes	3	Kickie Cubicle	14	Rampage 2	5	Tetris 2	30
Abadox	3	Kid Icarus	5	RBI Basbl	3	Three Stooges	5
Adv Byu Billy	3	Kid Niki	4	RBI Basbl 2	4	Tiger Heli	2
Adv Island	10	Kings Knight	3	RBI Basbl 3	7	Time Lord	2
Adv Island 2	17	Kings Of Beach	3	RBI Basbl 3	7	Tiny Toon	18
Adv Of Lolo	10	Kirbys Adv	20	Renegade	3	TMNT	2
After Burner	8	Knightrider	4	Rescue Emb Mis	3	TMNT 2	5
Air Fortress	4	Kung Fu	2	Rescue Rangers	10	TMNT 3	12
Airwolf	5	Kung Fu Heroes	4	Ring King	3	To The Earth	3
All Unser	5	Legacy Of Wiz	3	Robo Cop	2	Tom & Jerry	18
All Pro Bsktbl	6	Legend Of Kage	6	Robo Cop 2	9	Top Gun	3
Amer Gladiators	6	Legendary Wings	3	Robo Warriors	4	Top Gun 2	4
Anticipation	4	Lemmings	13	Rogr Clemms Bsktbl	2	Total Recall	3
Arch Rivals	5	Life Force	4	Robo Warrors	4	Town & Country	2
Arkanoid Game	20	Lil Lg Bsktbl	4	Rolling Thunder	4	Track & Field	2
Astyanax	2	Lil Mermaid	12	Roger Rabbit	5	Track & Field 2	4
Back Futr	3	Lil Nemo Dream	8	Rolling Thunder	4	Trick Shooting	5
Back Futr 2/3	4	Lode Runner	10	Rogue Rabbit	5	Trojan	2
Bad Dudes	3	Lunar Pool	10	Rolling Thunder	4	Ultima 1 Exodus	7
Bad News Bsktbl	5	Loopz	14	Rogue Rabbit	5	Ultima 2 Qst	16
Balloon Fight	5	Lunar Pool	10	Rolling Thunder	4	Vegas Dreams	22
Barbie	18	Loopz	14	Rogue Rabbit	5	Wall Street Kid	3
Baseball	3	Lunar Pool	10	Rolling Thunder	4	Wayne Gritsky	4
Baseball Smtr	4	Lunar Pool	10	Rogue Rabbit	5	Werewolf	3
Baseball Stars	10	Lunar Pool	10	Rolling Thunder	4	Wheel Fortune	15
Baseball Stars 2	17	Lunar Pool	10	Rogue Rabbit	5	Wheel Frn Fam	17
Bases Loaded	4	Lunar Pool	10	Rolling Thunder	4	Wheel Frn Jr	15
Bases Loaded 2	6	Lunar Pool	10	Rogue Rabbit	5	Wheel Frn Vanna	25
Bases Loaded 3	6	Lunar Pool	10	Rolling Thunder	4	Where's Waldo	4
Base Wars	5	Lunar Pool	10	Rogue Rabbit	5	Willd Gunman	4
Batman	6	Lunar Pool	10	Rolling Thunder	4	Willow	4
Batman Returns	18	Lunar Pool	10	Rogue Rabbit	5	Win Lose Draw	7
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Big Bird Hld/Spk	15	Lunar Pool	10	Rolling Thunder	4	World Runner	2
Big Foot	6	Lunar Pool	10	Rogue Rabbit	5	Wrath Blk Mnta	2
Bionic Commando	5	Lunar Pool	10	Rolling Thunder	4	Wrecking Crew	4
Black Bass	30	Lunar Pool	10	Rogue Rabbit	5	Wrestlemania	3
Blades Steel	4	Lunar Pool	10	Rolling Thunder	4	WWF Challenge	4
Blaster Master	3	Lunar Pool	10	Rogue Rabbit	5	WWF Steel Cage	10
Blue Marlin	26	Lunar Pool	10</				

Hearts of Darkness

PC CD

In Hearts of Darkness, a young boy must journey deep into his dreams to confront his bed-time demons. The adventure features arcade-style action based on rendered-polygon animation. You twist, climb, and fight through hordes of soul-hungry phantoms, a fantastic maze of puzzles, and outrageously surreal landscapes. Things that go bump in the night just might keep you from seeing another day!

By Virgin
Available Fourth Quarter '95



FX Fighter

PC CD

The PC is getting meaner! FX Fighter will be a fast-moving rendered-polygon fighting game that features nine extra-terrestrial fighters and eight alien worlds. Each character was created using motion-capture animation of 350 moves by real martial artists, and each will have 40 attacks, including special moves. You'll be able to create fighting strategies and

tactics based on a variety of far-away and up-close perspectives from several viewing angles. Now you can be the best in the universe!

By GTE Interactive
Available June



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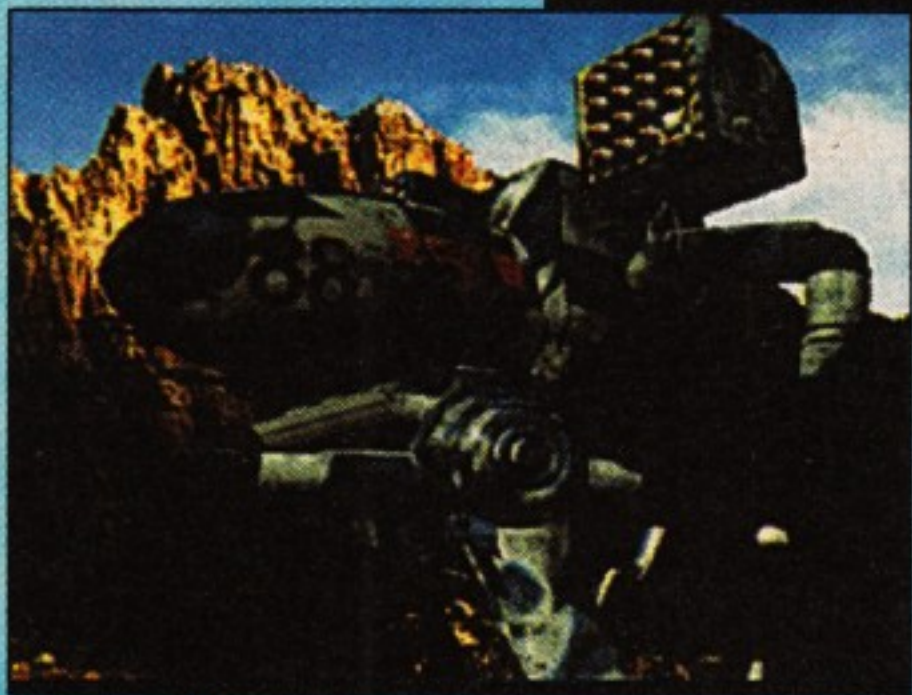


MechWarrior 2: The Clans

PC CD

Mech mayhem is about to get an upgrade. PC players will climb into 14 polygon-based Mechs (based on the FASA Battletech designs) to take on 50 combat missions. For added realism, pyrotechnics were applied to miniature 3D models to create explosive video footage that was digitized for the game.

By Activision
Available July



Werewolf vs. Comanche

PC CD

Werewolf vs. Comanche is a head-to-head battle to the death between a Russian KA-50 Werewolf helicopter and its American counterpart, the RAH-66 Comanche. You can fight one-on-one or form a team of Comanches to fly against a team of Werewolves via modem or network.

By Novalogic
Available Fourth Quarter '95



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Saturn Rises First

The **Saturn** has arrived, leapfrogging over the Ultra 64 and PlayStation by appearing in Toys 'R' Us, Electronics Boutique, Babies, and Software Etc. stores in May, months ahead of its expected debut in September.

Tom Kalinske, president of **Sega of America**, made a surprise announcement about the Saturn's release at the Electronic Entertainment Expo (E³) on May 11. Within days of the announcement, 30,000 Saturn



Saturn surprises all with unannounced spring launch.

units appeared on store shelves nationwide with price tags ranging from \$399–\$449.

The Saturn comes with *Virtua Fighter*. Ten other games, including *Daytona USA*, *Pebble Beach Golf Links*, *Worldwide Soccer*, *Panzer Dragoon*, and *Clockwork Knight*, were available at the Saturn's release or shortly thereafter. By August, 20 additional titles are slated for release, with 80 more games from third-party licensees expected by Christmas. These games will include *NFL '96*, *Virtua Fighter 2*, *Virtua Cop*, *World Series Baseball*, and *Virtua Racing*.

By Christmas, Sega expects to release 600,000 units in the U.S. Projected U.S. sales within the first year are 3 million units.

PlayStation to Cost Only \$299

Hot on the heels of the Saturn announcement at E³ in May,

Sony announced that the **PlayStation** will be available on September 9 at a price of \$299. Twenty titles will be available at the launch, with 50 titles expected to be available by Christmas, according to Steve Race, president of Sony Computer Entertainment.

Sony did not reveal its CD pack-in, although in May Namco was working with Sony to make *Ridge Racer* the pack-in game.

Ultra 64 Delayed Till Spring '96

Confirming what gamers everywhere had been fearing, Howard Lincoln, chairman of **Nintendo of America**, announced on May 5 that the company's **Ultra 64** machine has been delayed. Instead of bringing out the cartridge-based 64-bit system by the fall of '95, as Lincoln had been predicting since last year, Nintendo is now aiming for an April '96 release.

Lincoln's announcement sent shock waves throughout the video game industry. Obviously, the news drew cheers and high-fives at Sega, Sony, 3DO, and Atari, which all have their own advanced game system either on the market or ready to ship. The critical Christmas season, when companies make up to 40 percent of their yearly revenue, is now ripe for the picking by those companies.

Sega was quick to pounce on the news. President Tom Kalinske said that "the consumer is dying for a new experience now. They are not going to wait another year." Added Sega spokesperson Terri Tang, "It's this Christmas or no Christmas. The industry's been waiting for a next-generation system for two years now, and it's time."

For Nintendo, the absence of the Ultra 64 and its 10–20 games from Christmas shelves could be a staggering financial blow. Nintendo is now staking its Christmas fortunes on a new lineup of 16-bit games, including **Donkey Kong Country 2**. This strategy may still generate considerable income for Nintendo, considering that last year *Donkey Kong Country* grossed more than \$200 million in the U.S. alone.

The announcement may also have a severe impact on Nintendo's reputation among gamers. Disappointed Nintendo devotees, remembering the company's announcement several years ago of a SNES CD unit that never materialized, may not be as forgiving as Nin-

tendo hopes. Nor may they be as ready to believe the continued assurances from V.P. of Marketing Peter Main that the Ultra 64 will cost around \$250.

The delay of the Ultra 64 echoes the events of 1989, when Sega launched its Genesis a full year and a half before Nintendo came out with the SNES. Back then Nintendo was counting on its older 8-bit NES system to continue to woo buyers, just as it's now counting on its SNES. Nintendo's misplaced devotion in 1989 enabled Sega to grow to an industry giant. Sega's Kalinske thinks that Nintendo "didn't learn from the last go-round." He may be right: By failing to deliver on the Ultra 64, Nintendo has left the door wide open for its competitors at Christmas.

Parade of Alliances

Leading off a long list of recent industry alliances, **Nintendo** has spent more than \$25 million to sign an exclusive deal with the England-based software house **Rare**. The arrangement, which nets Nintendo a 25 percent share of Rare, means that Rare will develop games solely for the SNES, Ultra 64, Game Boy, and Virtual Boy for the next several years.

"We're excited about this alliance because it means more great blockbuster games from Nintendo and Rare of the caliber of *Donkey Kong Country*," said Perrin Kaplan, a Nintendo

spokesperson. The first title to emerge from this relationship will be a sequel to *DKC* featuring Diddy Kong.

"We have another title in the works for 1995," Kaplan told *GamePro*, "but we can't share its name yet. Both games will use the Advanced Computer Modeling that appeared in *Donkey Kong*, and we will continue to enhance and improve that technology for use in the Diddy game and other 16-bit games." Rare is also working on a game based on *Goldeneye*, the upcoming James Bond flick, and will port *Killer Instinct* to the Ultra 64.

Virgin Interactive Entertainment also strengthened its relationship with **Nintendo**, signing on to the "Dream Team" of Ultra 64 developers with an action game for the upcoming 64-bit system. A spokesperson for Virgin said that titles for the company's Ultra 64 games weren't available, but the first one is planned for release in 1996.



Nintendo and Rare tie the knot. Could that mean a rendered 3D Mario game is in the works?

SNES XBand Arrives

Months after the debut of the **XBand Modem** for the Genesis, **Catapult** has announced that a SNES counterpart will be released in mid-June. At the launch, gamers in five cities will be able to battle it out over the



SNES gamers can now plug into the phone lines for remote gaming with the XBand Modem.

phone lines with **Mortal Kombat II**, **NBA Jam Tournament Edition**, and **NHL '95**. Support for **Super Street Fighter II** and **Madden NFL '95** will follow in the fall, along with a "few other hot titles," according to a company spokesperson. Catapult will also broaden support for the Genesis XBand by adding **Super Street Fighter II** and **NBA Live '95** to its lineup in May.

The modem will be available at toy and electronics stores in New York, Los Angeles, San Francisco, Dallas, and Atlanta, or by calling Catapult at 800/949-2263. The unit will cost \$29.99, and users must pay a monthly service fee and telephone charges. Catapult also announced a deal with **MCI** that will offer SNES and Genesis XBand gamers a flat

rate of \$3.95 per hour for long-distance gaming.

Nintendo, Samsung Settle Suit

Nintendo and **Samsung Electronics** have stepped out of the ring and declared a truce in their lawsuits over copyright and trademark violations (see "ProNews," April). Nintendo originally accused Samsung of contributing ROM chips to counterfeit Donkey Kong Country cartridges. Samsung denied the allegations and retaliated with a countersuit that charged Nintendo with defamation. As part of the settlement, Nintendo acknowledged that Samsung was not the source of the software used in the pirated games, and Sam-

sung included Nintendo in its screening process, which detects counterfeit software.

Blockbuster Tournament

Time is running out to enter this year's **Blockbuster World Video Game Championship II**. Registration runs through June 25 at more than 3000 Blockbuster stores in North America, Australia, and South



BLOCKBUSTER VIDEO

July

Hot Sheet!

Super NES

1. Judge Dredd
2. Justice League of America
3. NBA Jam Tournament Edition
4. Stargate
5. Kyle Petty's No Fear Racing
6. Donkey Kong Country
7. Metal Warriors
8. Spider-Man
9. Warlock
10. Bust-A-Move

Genesis

1. Judge Dredd
2. Justice League of America
3. NBA Jam Tournament Edition
4. World Series Baseball '95
5. Road Rash 3
6. Barkley Shut Up and Jam 2
7. Spider-Man
8. Warlock
9. NBA Action '95
10. TNN Bass Tournament of Champions

Activision and **Shiny Entertainment** have also entered into an exclusive agreement. The two companies will work together on a software engine that will provide a reusable programming core for



David Perry and Shiny Entertainment join forces with Activision.

their Saturn, PlayStation, and Ultra 64 action games.

"Shiny is still tied up with Playmates, but this alliance is a nice way to work with the people at Activision that I know really well," commented David Perry, president of Shiny. Earthworm Jim 2 will still be published by Playmates, but Activision snared the rights to convert Earthworm Jim to Windows 95 on the PC.

Acclaim Distribution hooked up with **Sunsoft**

in a deal that sets up Acclaim to distribute Sunsoft's line of Warner Bros. and DC Comics games.



The Justice League fights for Acclaim now.

First to hit store shelves is Justice League of America for the SNES and Genesis; more titles are expected to follow later in the summer.

Continuing the surge of game-industry alliances, **Interplay** signed on with **Sony Entertainment** as a



Descent rocked the PC gaming world with topnotch shooter action.

PlayStation developer. Versions of Descent, Cyberia, Waterworld, and Casper lead off the list of Interplay's planned PlayStation titles. In a separate arrangement, Interplay agreed to publish and distribute the next four products from **Parallax Software** (the developers of Descent), but no titles were announced.

Maxis also made sure that it didn't miss the next-generation boat: The developer



The classic SimCity is headed for the big time (SNES version shown).

of the famous SimCity PC games plans to release a Saturn version of SimCity 2000 this fall. A PlayStation version of A-Train is also in the works, but a release date wasn't available.

Earthworm Toys

You won't need a controller to play with **Earthworm Jim** come September: **Playmates** is releasing a line of toys, including action figures, vehicles, and toy guns based on the video game character.



America. In-store competition will take place through July 9 in two age categories – 12 and under, 13 and over – in both a Genesis and SNES division. Players will compete on carts like Judge Dredd, Donkey Kong Country, and NBA Jam Tournament Edition, and winners at each store will score a card worth a year of free game rentals at Blockbuster. In August, the 11 highest scorers from around the world will descend on San Francisco to compete in the finals, which are sponsored by *GamePro*. The grand prize? A \$5000 scholarship for both the Genesis and the SNES champs.

Virtual World Tournament

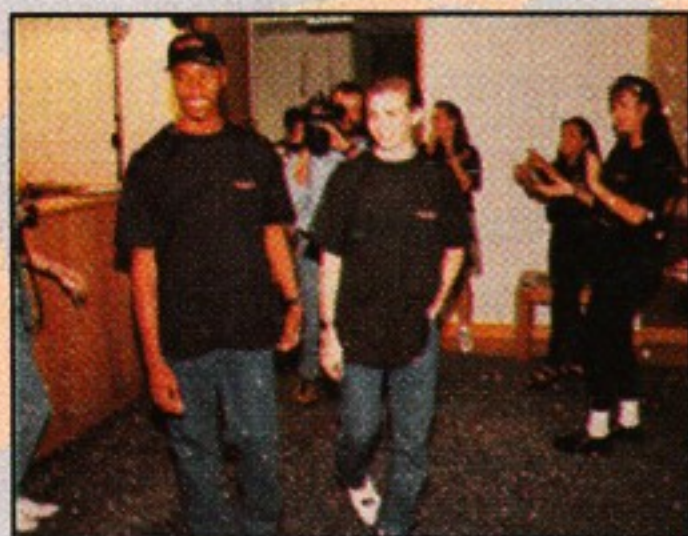
Virtual World Entertainment, the makers of virtual-reality game centers that immerse players in games like **BattleTech** and **Red Planet**, is holding an international tournament. Competition began in



A gamer studies the controls at *Virtual World*.

Spring Colors

Nintendo helped paint Daytona Beach red during spring break with a contest that helped launch its new series of **Play It Loud Game Boys**. The first 50 contestants to cover themselves with one of the new Game Boy colors won a free Game Boy and software.



Fred Doughty (left) and Mark Guinane, last year's Blockbuster World Video Game champs, will defend their titles this year.

March at Virtual World centers around the world. In June, finalists will meet in Las Vegas for two days of competition to vie for the Virtual World Cup. Virtual World centers can currently be found in such U.S. cities as Chicago, San Diego, Houston, and Pasadena. The company plans to open more sites later this year in Denver, London, Montreal, Singapore, and Sydney.

Sega Suits Up for Football

Sega has signed a deal with football stars Marcus Allen and Ronnie Lott to market a line of Sega clothing emblazoned with Sega logos and characters. The pair will show off the baseball hats, jackets, shirts, and watches in a catalog that's packed in with



Marcus Allen, running back for the Kansas City Chiefs, displays his new line of Sega clothing.

new Sega games. The deal doesn't put Lott or Allen to work on any games for Sega, though.

Contest Winners

The spring sweepstakes contest, Pitfall: The Adventure Lives! has produced the following winners.

Grand Prize

(Outdoor adventure trip for two by Bobcat Adventures)
Ryan Cook, Bellaire, Texas

Second Prize

(Pitfall T-shirt)
Hassan Ajmal, Elmhurst, NY
Eric Avadikian, Westminster, MD
Robert Denny, Santa Ana, CA
Mitchell Hannah, Orangevale, CA
William Huh, Timonium, MD
Sahara Ibrahim, Aurora, CO
R.J. Nixon, New York, NY
Morgan Uwangue, Staten Island, NY
Jerry Vega, Gonzales, TX
Stephen Wyrick, Mountain View, CA

Third Prize

(Pitfall collector's watch)
Jon Bryner, Nashua, NH
Michael Butner, Ashville, NC
Corre Dark, Cheboygan, MI
Eric Delgado, Brooklyn, NY
David Duitsman, Needles, CA
Jason Ebert, Fernic, British Columbia, Canada
Tom Glassco, Sydenham, Ontario, Canada
Chris Griffith, Rockaway Beach, NY
Kyle Hans, Lake Forest, IL
Nathan Harburg, Pickney, MI
Richard Harrison, Philadelphia, PA
Alan Hawil, Modesto, CA
Luca Hodgkins, Derry, NH
Kip Jankowski, Philadelphia, PA
Chris Kassab, Oak Park, MI
Marco Munguia Jr., Huntington Park, CA

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Nathan Pace, Mandeville, LA
Chaun Richardson, Gurabo, Puerto Rico

David Ristuben, Minneapolis, MN
Brian Spence, Broadalbin, NY
Jeremy Spreadburg, Littleton, NH
Terrence Taylor, Beltsville, MD
Anand Trivedi, Clifton, NJ
Boyd White, Wardensville, WV

At the Deadline



Following the tradition established by Electronic Arts, Accolade, and Sega, **Interplay** has formed **VR Sports**, a new division that will focus on developing a line of sports games for the Saturn, PlayStation, and PC. Although no titles were available, VR Sports' first wave of releases will include baseball, basketball, and hockey titles that make use of 3D, full-motion-video technology.



Continuing Hollywood's move into the video game market, **Digital Domain**, a special-effects and production company formed by director James Cameron (*True Lies*, *Aliens*) and special-effects guru Stan Winston, is planning to begin video game development, according to a story by *Variety*. Specifics weren't available, but the company may base some of its titles on Cameron's movies. Three games for the Saturn, PlayStation, and PC platforms are in the works for Christmas 1996.



Digital Pictures has signed Mike Ditka to star in *Quarterback Attack* with Mike Ditka, a first-person full-motion-video football game that will be released this fall on the **Saturn**, **3DO**, and **PC CD**. The player will fill in for the injured first-string quarterback, and the former coach of the Chicago Bears will offer advice and his famous brand of criticism from the sidelines. **G**

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