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October 1995

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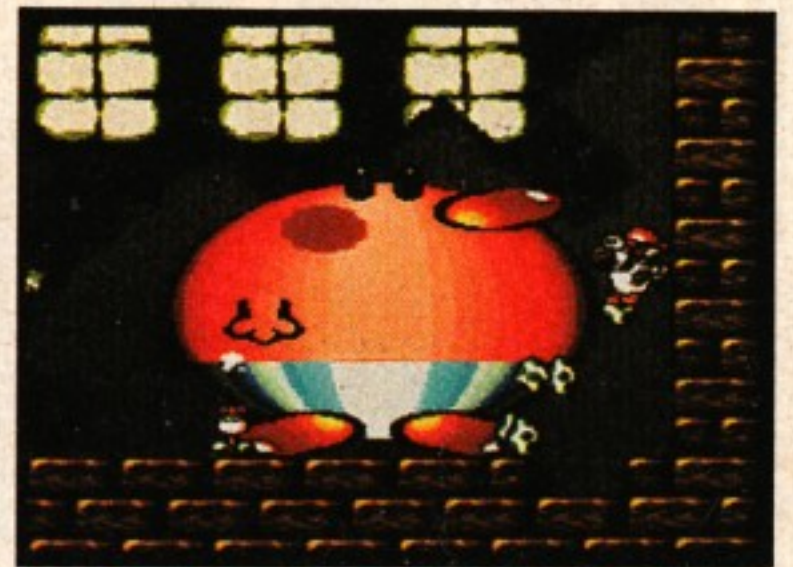


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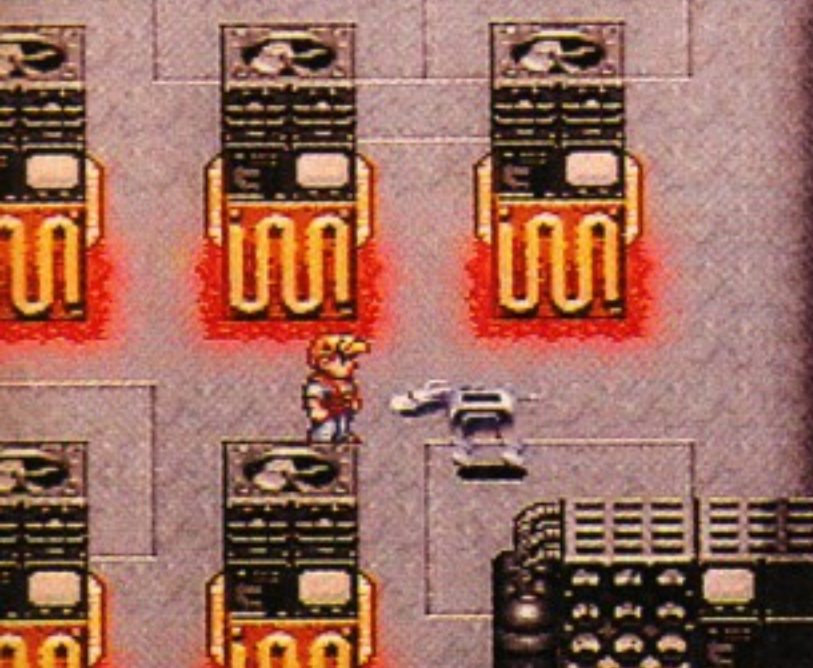


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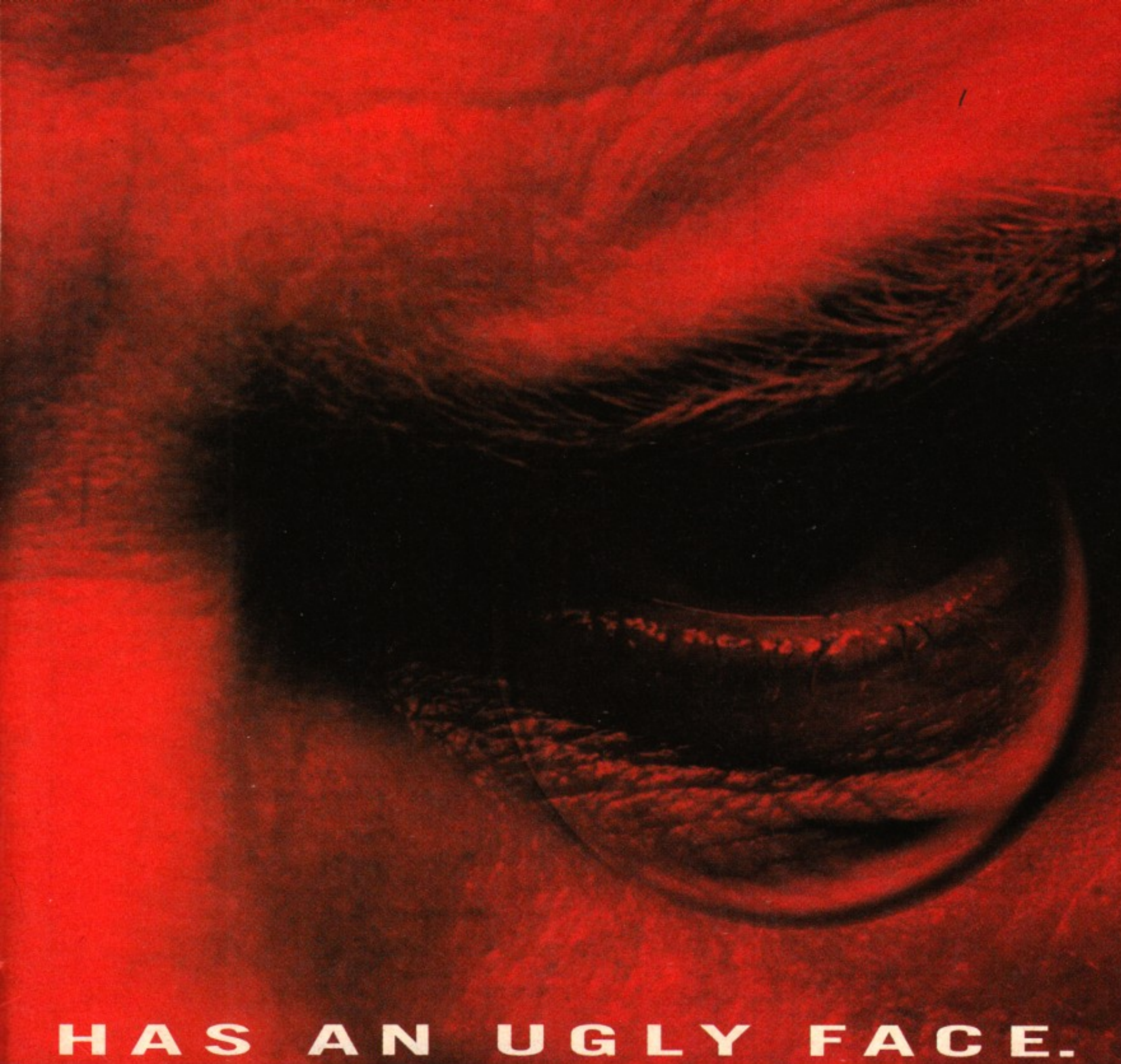
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3.

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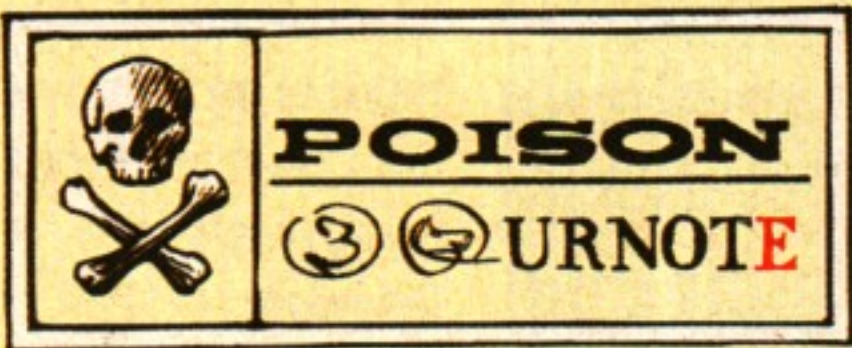


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Kombat Crazy

You say "combat;" we say "Kombat." Sometimes we just have to agree to disagree.

Mortal Kombat 3 is such a popular arcade game that many fans felt compelled to respond both positively and negatively to what reader Kyle Shirk says were its "so-so" ratings in our July issue. We appreciate all the great input.

Another reader Jeff Christensen, for example, asks, "Are you just sick of Mortal Kombat?"

No way, Jeff. The MK maniacs at *GamePro* couldn't get enough of one of their favorite fighting games. In fact, because MK 3 was such a long-awaited, important sequel, you'll notice that for the review we recruited additional hardcore Mortal Kombaters to help deliver a well-rounded critique.

MK 3 is a good addition to the great Mortal Kombat trilogy, but in our opinion, "Slayer11," it's not the great leap that MK II was over MK I. Check out "The Kombat Kontroversy" in the special Mortal Kombat 3 feature in this issue.

It's true that MK 3 has at least three versions out there: 1.0, 2.0, and 2.1. There may even be another version to follow in the wake of the hot *Mortal Kombat* movie. Each version stands on its own; *GamePro's* MK 3 review team examined Version 1.0 as soon as it appeared in the arcades.





It's also great that MK 3's solid controls open up the combo system for first-time players like Jeff so they can juggle the most fun possible out of their tokens. But keep polishing your Kombat techniques, Jeff, and one day you may have the satisfaction of using hard-won gameplaying skills to bust a killer kombo in the heat of one-on-one competition. At least Version 2.1 eliminated Sub-Zero's and Cyrax's total-damage air juggles.

Just like you, we take our gameplaying seriously. We may not always see eye to eye, but we'll always respect your opinions.

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Mortally Wounded

Mortally Wounded

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

Why did you give MK 3 only so-so ratings in your July issue? I think the sound and everything else were great. It's a lot better than MK or MK II.

Kyle Shirk
 Mohrsville, PA

Bruised Lee replies:

True, in some ways MK 3 is an improvement over MK II. Unfortunately, in other ways, MK 3 and MK II are the same game. For example, both Liu Kang and Kung Lao have the same moves in both games.

In your July issue, you really bashed MK 3. I don't know what game you're talking about because I think that MK 3 is more of an improvement over MK II than MK II was over MK.

"Slayer11"
 Internet

Bruised Lee replies:

We thought MK II was much more of an improvement than MK 3 was. MK II almost doubled the number of MK's playable characters and made vast graphical enhancements. There were three new hidden fighters in MK II, and each character had two fatalities, plus Babalities and Friendships. MK 3 has only two additional characters (not including Smoke) in its lineup. The two hidden fighters, (Smoke and Noob Saibot) were already featured in MK II. As for finishing moves, Animalities are the only new additions to MK 3.

I'm very disappointed with your ratings for MK 3. You said the fighters are smaller, but they're the same size as in MK II. I haven't found a person in town who doesn't love this game. You were right, it's an easy game, but I still think you underestimated it.

Chris Marcotte
 Dumas, TX

Bruised Lee replies:

Here's a comparison of two Liu Kangs. Note that the MK 3 sprite is slightly smaller and not as well developed as the MK II character.



MK 3



MK II

What's up with giving MK 3 a bad rating? I just played it, and the combos aren't hard even though it was my first time. I thought the graphics were great! Are you just sick of Mortal Kombat?

Jeff Christensen
 Winter Park, CO

Bruised Lee replies:

No, we're definitely not sick of the MK games. They're still among the most popular games in our office. You're right about the combos, they're not hard to pull off.



In fact, they're too easy. You shouldn't be able to get a six-hit combo the first time you try. Combos should require a higher degree of skill than just tapping buttons like you're dialing a phone number.

Your July issue was great except for your insane MK 3 review. Were you: a) sleeping, b) under weird medication, or c) being paid by Capcom to write a bad review of Williams' game?

Jason Watson
Porterville, CA

Bruised Lee replies:

D) None of the above. Actually, some readers agreed with my lukewarm assessment of MK 3—the next letter is one example.

I'm 16 years old and a tremendous fan of MK and MK II. However, I'm deeply disappointed in MK 3. To name just one problem, some of the coolest characters with the coolest moves were cut.

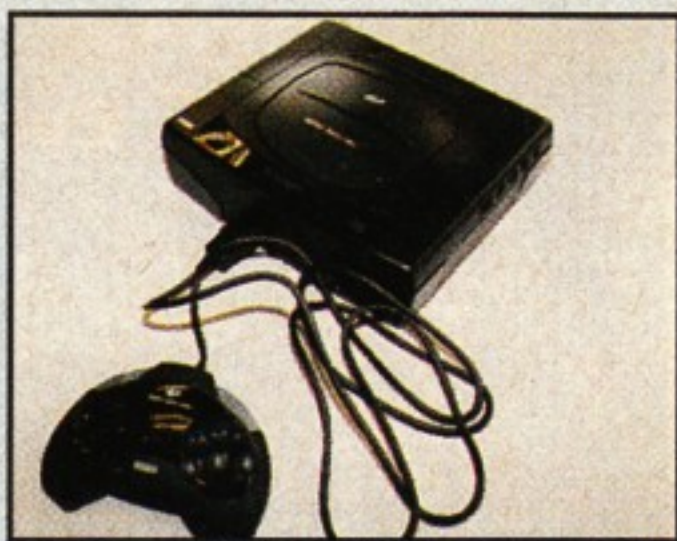
Bekka Lieder
McHenry, IL



Shocks to the Systems

Enough is enough! Sega's price tag on the Saturn is a steep \$399, yet it only comes with one controller! That's going too far. Sega should know that people will want to play the pack-in game, Virtua Fighter, against another person, but to do that you have to shell out for another controller. How low can you go? I hope the other companies that are releasing new systems don't do this. You shouldn't have to be rich to play the new systems with two controllers.

Troy Jackson
Bristol, PA



I'm really upset with Nintendo. I cannot believe that it postponed the Ultra 64 until next year. I know people who don't even like video games who were planning on buying that system this year. Now Sega, Sony, 3DO, and Neo•Geo are going to pick up Nintendo's fumble.

David Neptune
Internet

Tech Talk

In your April issue, Geri De Guzman asked if there would be any more Nintendo 8-bit games, and you said that Nintendo had officially "retired" that system. Is it now legal to copy the games and distribute them?

Kevin Kijewski
Center Line, MI

Quick-Draw McGraw replies:

Using a ROM copier, like those found overseas, is still illegal. Just because new games aren't coming out doesn't mean the copyright on the old games has expired. Nintendo and third-party developers still own the rights to those old games, no matter what happens to the system in the future.

The Magazine Biz

If my friends and I design a video game and send the plans to you, will you turn it into a game?

Jim Plafke
Lauderhill, FL

Toxic Tommy replies:

We get lots of requests like this each month from readers who send us game ideas hoping we'll turn 'em into video games. Sorry, but we make magazines, not games. We suggest you send your creations to a software company that makes a similar type of game (i.e. send RPG ideas to one of the companies that makes RPGs).

Your April issue included a ProStrategy Guide on Phantasy Star IV for the Genesis. It was supposed to continue in the May '95 issue, but instead you covered Eternal Champions for the Sega CD. What's going on?

Chris Amorosa
Brooklyn, NY



The Unknown Gamer replies:

Look at page 83 of the April GamePro – it says you'll find the rest of the PS IV strategy pages in the May issue of SWATPro, our strategy mag.

In your January issue, you said that the Mortal Kombat movie would come out in May, but it didn't appear until August. Why the delay?

Luis Lopez
Long Beach, CA

The Feature Creature replies:

When we said in January that the movie would hit theaters in May, we were relaying the movie studio's expected release date. During the spring, the studio decided to delay the movie until August because it wanted to reshoot some

scenes. Another likelihood is that there was a lot of competition in theaters in May (Crimson Tide was among several big action movies to debut), so it made sense for New Line Productions to wait until the competition might not be as fierce.

Cart Queries

Will there be any more games starring Sonic?

Terri Garge
Phoenix, AZ

Andromeda replies:

Probably, but Sega's not saying what or when. In the meantime, you can find Sonic in one of the bonus rounds of the new Saturn game Bug!



Find this daddy longlegs in Reptilica 1. Give him your coin to get sucked up into a bonus round...



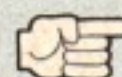
...where you line up against Sonic in a side-scrolling running race.

Will Sega Saturn games be rentable?

Chris Catalano
Scranton, PA

Major Mike replies:

According to Sega, as of "Saturday," September 2, you should've been able to find rentable Saturn games all over the country.



GAMEPRO GALLERY

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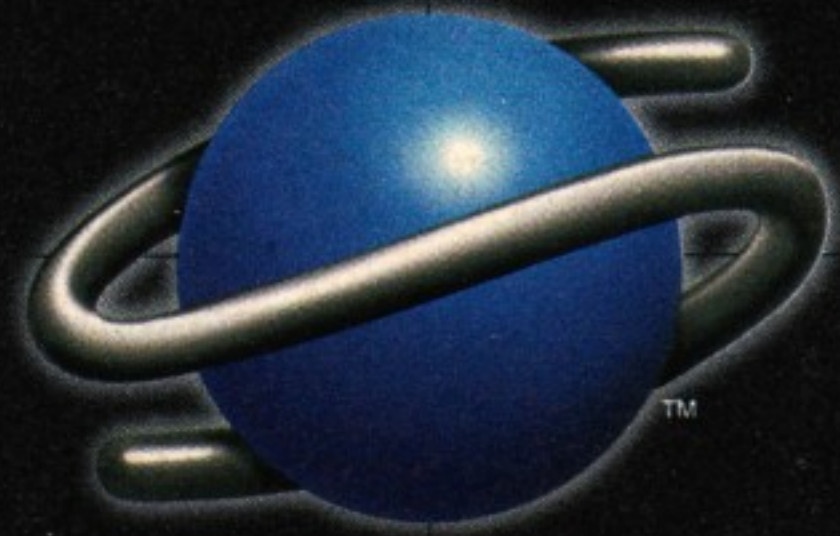
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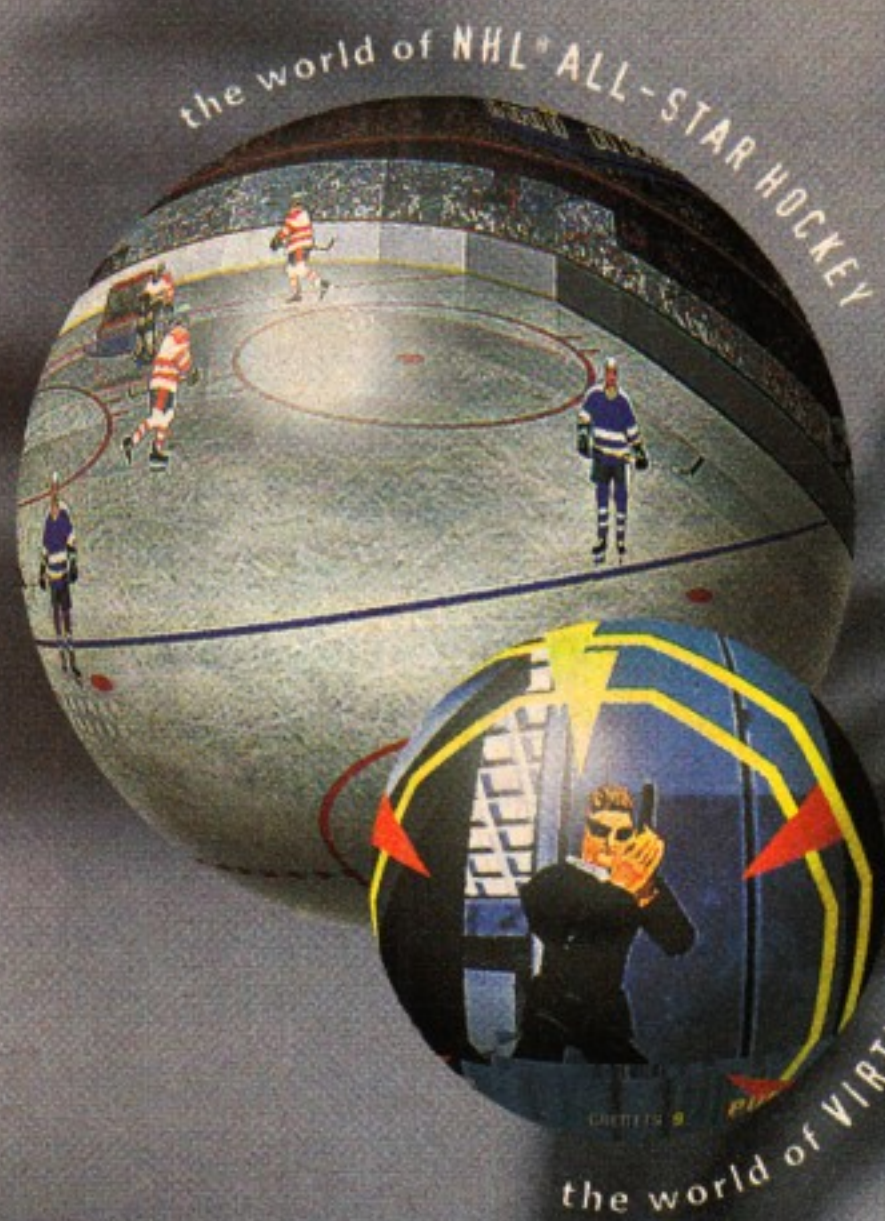
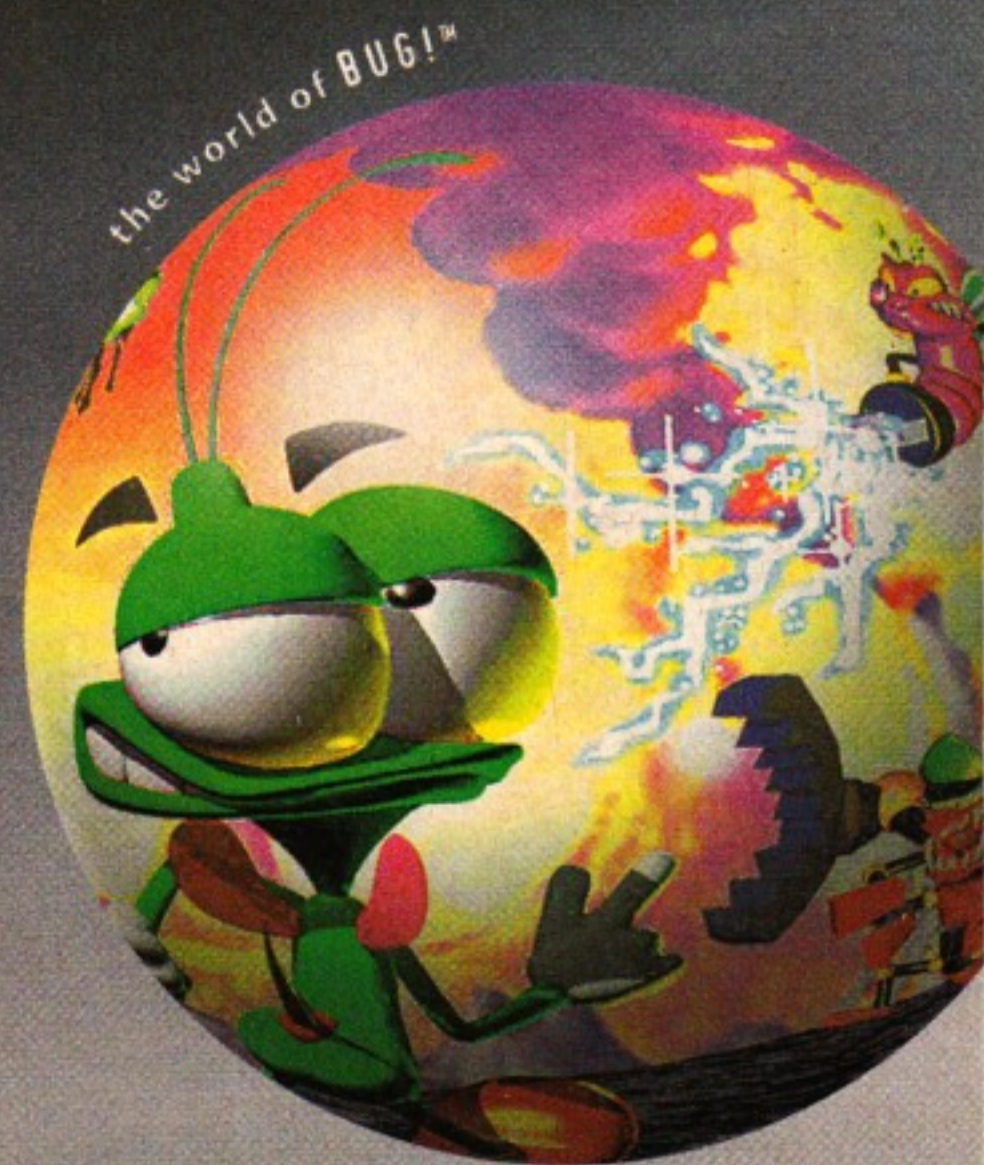
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MAGBALL

GREYSTONE TECHNOLOGY MAKES VIRTUAL REALITY A TEAM SPORT.

By THE WHIZZ

Second-generation virtual-reality games are becoming a reality. Keep an eye out for MagBall by GreyStone Technology, a company best known for using VR to create military air-combat simulators and custom VR projects.

In MagBall, you won't shoot down enemy aircraft, but you'll certainly have to turn and burn with the best of them. MagBall plays like high-tech ice hockey where you chase a puck – from inside a larger puck! Players zip around an arena in speedy circular levitating vehicles called MagPods, trying to slam or shoot a metallic puck (the MagBall) into a circular goal.

VR Scores

MagBall is the first team sport based in virtual reality. To play the game you sit in a single-seat gameplay unit, which is part of GreyStone's Andromeda VR Platform. Andromeda has the capability of linking six players at a time for team gameplay; MagBall, however, can support up to 12 simultaneous players.

An Onyx Reality Engine 2 (RE 2) graphics computer from Silicon Graphics, Inc. (SGI), generates the images. The RE 2 serves the six networked game units, and it also supports a seventh image channel for a large-screen monitor to let the arcade crowd view the action. Andromeda units can be configured to use fixed-



You control your own MagPod.



Each 'Pod displays an individual view of the action.



Outside-the-Pod views are managed by the SGI Reality Engine according to what's happening in the game.



Andromeda VR Platforms support up to 12 players.

view, big-screen displays or head-mounted displays (HMD). The HMDs are still in development.

'Pod Power

The SGI hardware should paint awesome gameplay. In the game, the MagPods emit a magnetic field that you can use to challenge opponents for the MagBall. Surrounded by powerful, directional electromagnetic pulse generators, players can shoot, attract, or repulse the MagBall.

The Andromeda units feature left and right joysticks that you shove forward and backward to turn the MagPod, à la tank games like Battle Zone and Cyber Sled. Pressing a top-mounted button enables you to attract the MagBall for a limited time according to a mag-power meter. To shoot or pass, you squeeze a trigger on the joystick handle. Of course, if the high-tech stuff isn't getting the job done, you can bang into other MagPods to block shots. Andromeda's audio components that help you suspend reality include a digital stereo sound system and an intercom, which players can use to communicate with their teammates.

Get on the Ball

MagBall's just made its debut in San Francisco, but look for this game to roll into a VR center near you. Check it out – you just might have a ball! **G**

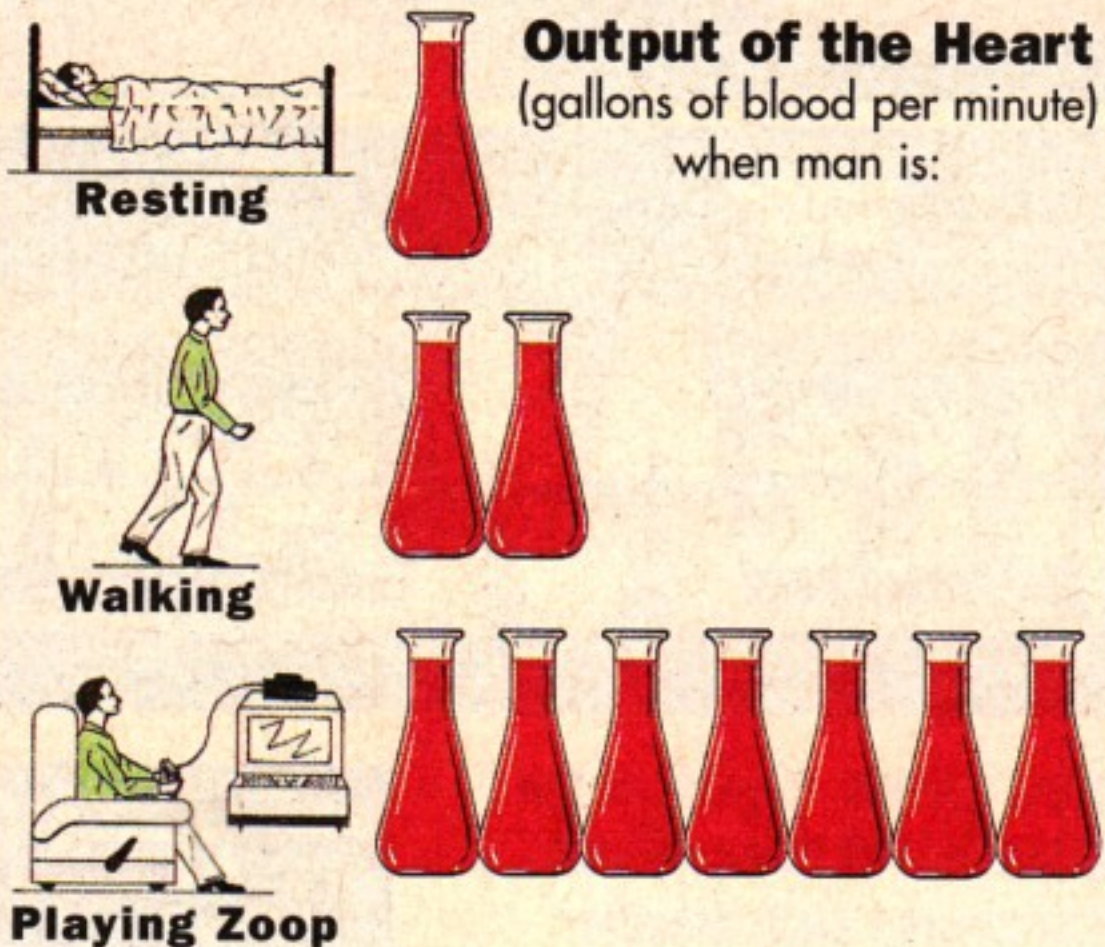


AMERICA'S LARGEST KILLER OF TIME™

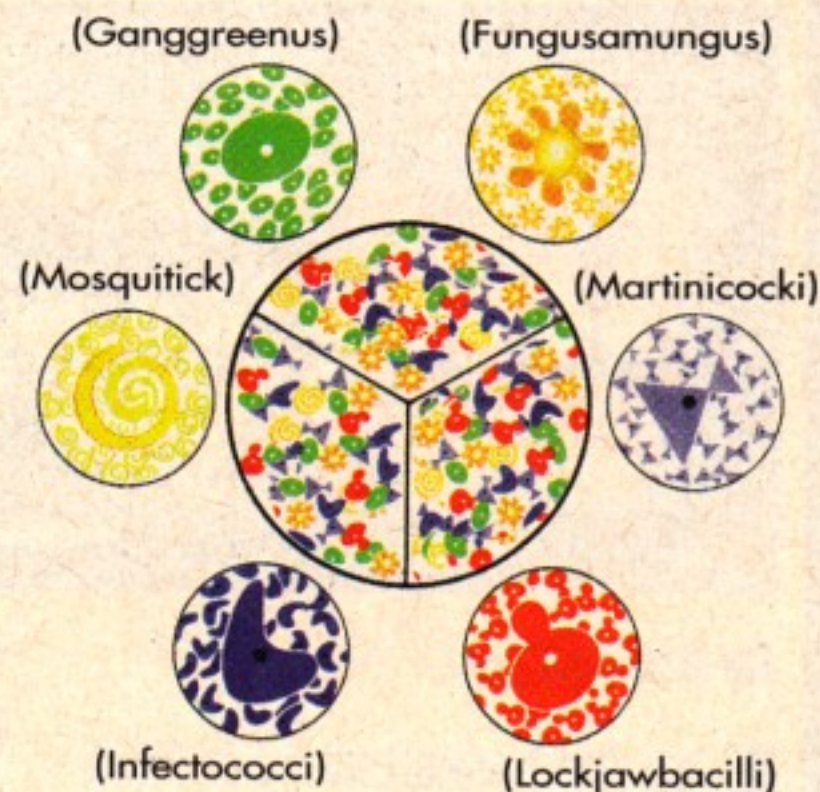
ZOOP - YOU MAY ALREADY BE ADDICTED



No one is immune



(zoopx10¹⁰)

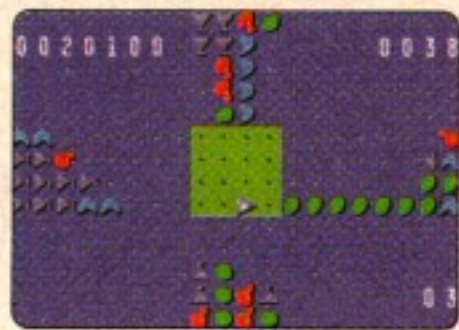


A healthy Iris

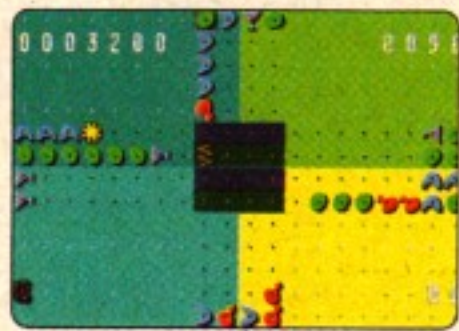


The same Iris after Zoop

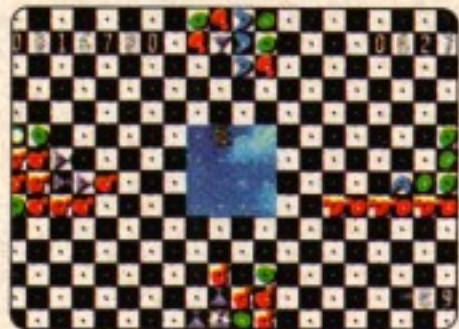
The stages of Zoop
(what to look for)



(Level 3)



(Level 6)

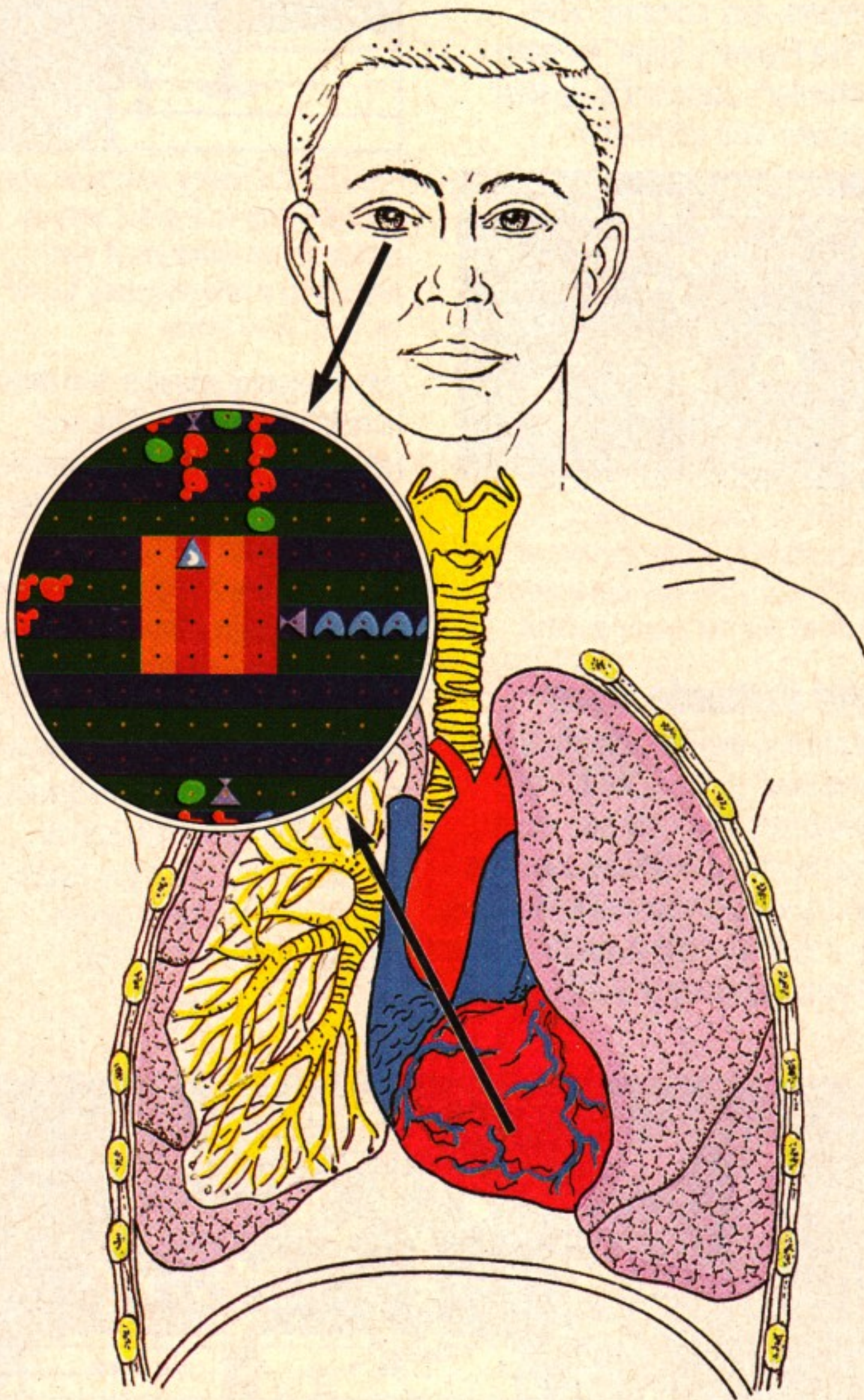


(Level 9)



(Level 72)

(this pattern continues on, and sadly always leads to one's demise)



It looks like a harmless video game until it enters the bloodstream and mixes with your DNA. In order to eradicate this affliction we must learn its moves, understand its thinking and anticipate its next move. Only then can we begin to battle and conquer this killer.

Known carriers of Zoop



Genesis™



Super NES®



Game Boy®



Game Gear™



Macintosh®



PC

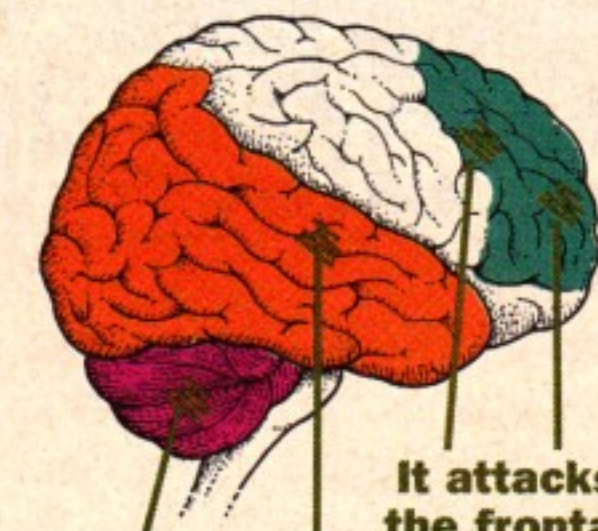


PlayStation™



Saturn™

How Zoop affects the brain



It slowly eats at the Cerebellum restricting: movement, coordination, balance

It attacks the frontal lobes of the Cerebrum impairing: judgement, higher learning, reason

It mutates the Medulla causing irregular: digestion, respiration, heartbeat



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HOT AT THE ARCADES

WF WRESTLEMANIA

By Bruised Lee

LOSE the basketball from NBA Jam, take away the blood from MK, throw in some famous wrestlers, and you have WWF Wrestlemania, one of the most addictive arcade games to date.

Rumble by the Turnbuckle

Push comes to shove the second you step into the ring. WWF features four playing modes: Intercontinental Championship and WWF Championship for one player, and Head-To-Head and Cooperative for two players.

In two-player action, you and a friend fight each other, or you can tag-team against the computer. Matches, like most



PRO TIP: When going up against more than one opponent, keep all of them on the same side so you don't get attacked from behind.

fighting games, consist of the best two out of three rounds, and of course each wrestler has an assortment of special moves and combos. (See "The Fighter's Edge" for each wrestler's basic skills, special moves, and combos.)



PRO TIP: You can't block incoming attacks from the top of the ropes. Try to kick opponents out of the air as a counter.

No Debacle Here

Amazing digitized graphics paint a superb picture. With eight wrestlers and only one main background, Midway used the extra memory to make the players look and move perfectly. From the crazy costumes to



PRO TIP: Throwing someone outside the ring is a great way to inflict major damage. It also gives you a few seconds to set up your next move.

every rippling muscle, the detail here is unmatched. The end result is one of the best-looking digitized games in the arcades.

The hilarious sounds in the game are a real treat for the ears. Ringside announcers, who seem to get into the matches more than the wrestlers do, give you a blow-by-blow commentary throughout the game. In addition, slapstick sound effects, like Doink's joy buzzer or The Undertaker's ghost attacks, add wild humor.

10

WWF's gameplay and controls bridge the wide experience gap between age groups. Most of the moves are performed MK style, so standard tapping on the controls or charging the buttons is all you need to pull off moves.

Like the flashy dunks in NBA Jam, fancy moves are pulled just by pounding on the buttons, which creates a false illusion of deep gameplay that isn't backed up by deep controls. WWF does have advanced



PRO TIP: A Recover meter sometimes appears after you knock down an enemy. Take this time to get in some free hits.

strategy, though, for players who master the basic and special moves.

Tonight's Matchup

Wrestle maniacs and fighting fans alike should be eager to step into the WWF ring. The mixture of intense gameplay, well-balanced wrestlers, and wild moves will make you as sweaty as any character you play. **G**



Anything can happen here in the World Wrestling Federation, including appearances by hidden characters! Watch future issues for details.

WWF Wrestlemania by Midway				
Graphics	Sound	Control	FunFactor	Challenge
				INT.
5.0	5.0	4.5	5.0	Intermediate
Coin-op		2 players		
Available now		Side view		
Fighting				

THE POWER IS ON NINTENDO®

Two Explosive Fighting Action Adventures!

Featuring the White Ranger™ and all the new Power Rangers™



GAME BOY® VERSION



A 6 stage no-holds-barred brawl!

Super Game Boy® compatibility!

A constant onslaught of ferocious monsters!

Play as any of the 6 Power Rangers!



Two-player simultaneous action!

Special weapons and devastating martial arts moves!



Morph into action at the touch of a button!

Seven levels of non-stop combat.



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**SO HERE'S A WORD OF
UNLUCKY PEOPLE WHO
CASH ON A BRAND
K.I. CLEARLY DELIVERS
ON 16-BIT, DOWN TO**

Fold

Fold

Fold



AOL @ keyword: NOA
www.nintendo.com

© 1994, 1995 Nintendo/Rare. Killer Instinct™ is a trademark of Nintendo of America Inc.

Fold



Plus, act now and a game music CD is free. So even your stereo gets loads of merciless pummeling.



The only thing you need is an SNES... OK and maybe a tourniquet.



It's gonna be a bloody free-for-all... and that's just in the game aisle at the store.



Fully rendered graphics mean fully rendered pain.



Carnage... mayhem...exploding corpuscles...fun for the whole family!(Not.)

**SYMPATHY TO ALL THE
DROPPED LOTS OF
NEW SYSTEM, WHEN
THE ARCADE FEEL
THE LAST SPLATTER.**

Fold

Fold

Fold

Fold

To Complete The Message,
Fold So "X" Meets "Y"



Y



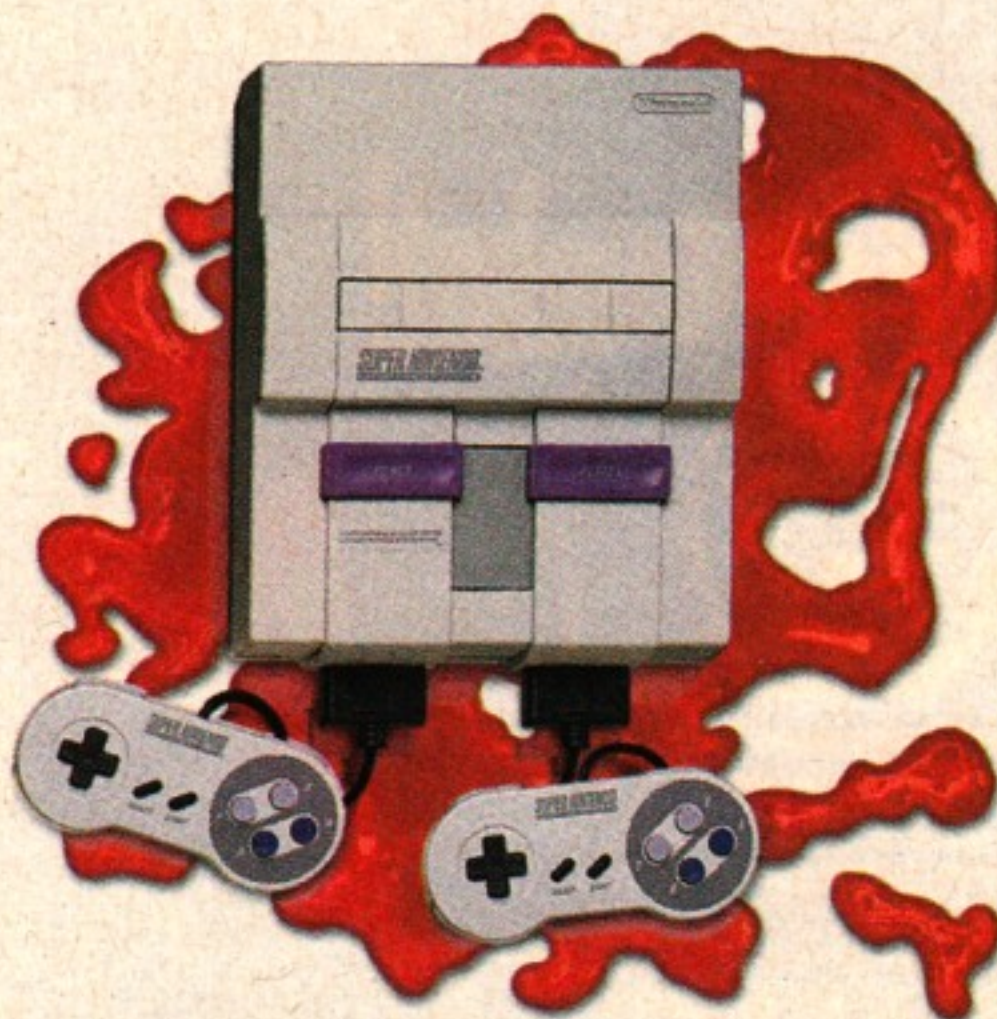
Remember, you can
pick your warriors...



...and pick
your weapons...



...just don't
pick your scabs.



Even though others might say
the end is near for 16-bit
...this sucker'll kill that feud.

only for
SUPER NINTENDO.
ENTERTAINMENT SYSTEM

COVER
FEATURE

Mortal Kombat 3: The Karnage Continues

With MK 3, there's no place like home. Mortal Kombat reaches for immortality with the simultaneous release of five home versions.

By Atomic Dawg and The Feature Creature

If you're an MK fanatic who just can't get enough Kombat in your life, that's all about to change. Shao Kahn is about to turn the Earth Realm...and your home...into a perverted form of the Outworld. Mortal Kombat 3 is coming to the PlayStation, SNES, Genesis, Game Boy, and Game Gear in October.

The Outworld Is In

The story is that MK 3 will be the same...only different. Williams Entertainment is porting the arcade game directly onto the Super NES, Genesis, and PlayStation. Williams will also publish the SNES, Genesis, Game Boy, and Game Gear games; Sony Computer Entertainment, however, will publish the PlayStation version under its label.

Saturn Kombat? Sorry, blood-sports fans, the PlayStation (and Sony) got first dibs, so the Saturn version will have to wait - probably until next year.

Kombat Kloned

Seven new characters were introduced in MK 3's arcade version. Cyrax, Kabal, Nightwolf, Sektor, Sheeva, Sindel, and Stryker join the classic favorites returning for duty from MK I and II: Kano, Sonya, Liu Kang, Shang Tsung, Kung Lao, Jax, and Sub-Zero.

Every character has the same Animalities, Babalities, Friendships, fatalities, and special moves that they had in the arcade version. Moreover, they all use control sequences similar to the arcade version. (Look up the MK 3 moves in August's "The Fighter's Edge," and you're set!)

According to Williams, there will be no noticeable difference in gameplay in the three skill levels between the arcade and the home games. The feisty A.I. and the number of Kombatants per skill level will also be arcade true.

The graphical-quality pecking order is fairly predictable: PlayStation will probably rate

the best, followed by SNES, then Genesis. Preliminary versions of the games did nothing to dispel this order, but save your conclusions until the final versions actually appear.

Kode Central

Save those Kombat Kodes, too. The home games will support the six-symbol Kodes, though it's unclear whether all 20 of the arcade Kodes will change to add intrigue to the games.

Moreover, the PlayStation will likely support ten totally new Kodes. Be on the lookout for Kodes because Williams and Sony will hide them in their new print and television ads.

MK 3 and Thee

Whether or not you believe MK 3 is better or worse than MK II, it's likely MK 3 will enjoy even more support from Kombat-ready home-system gamers than the more fickle arcade players. One thing's for sure: There'll be plenty of Kombat to go around. **G**

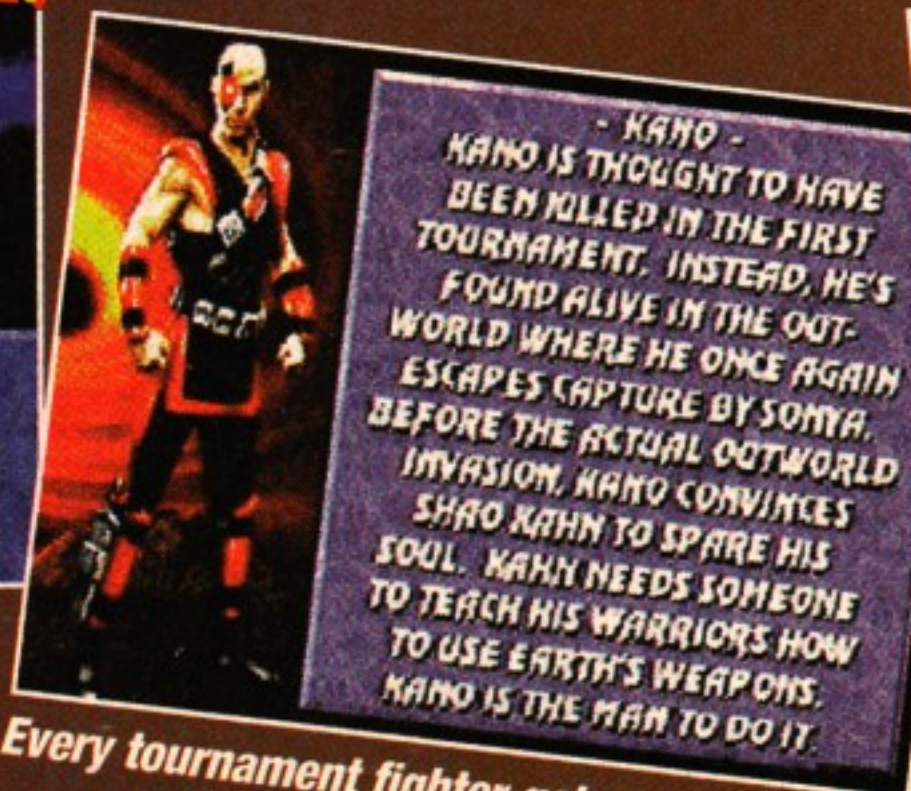


PlayStation Kombat!



THIS UNHOLY ACT GIVES SHAO KAHN THE POWER TO STEP THROUGH THE DIMENSIONAL GATES AND RECLAIM HIS QUEEN. THIS ENABLING HIM TO FINALLY SEIZE THE EARTH REALM.

The PlayStation's 32-bit graphics will present the best-looking Kombat.



- KANO -
KANO IS THOUGHT TO HAVE BEEN KILLED IN THE FIRST TOURNAMENT. INSTEAD, HE'S FOUND ALIVE IN THE OUTWORLD WHERE HE ONCE AGAIN ESCAPES CAPTURE BY SONYA. BEFORE THE ACTUAL OUTWORLD INVASION, KANO CONVINCES SHAO KAHN TO SPARE HIS SOUL. KAHN NEEDS SOMEONE TO TEACH HIS WARRIORS HOW TO USE EARTH'S WEAPONS. KANO IS THE MAN TO DO IT.

Every tournament fighter gets a bio screen.



In prelim carts, kombos were klean.



Fighting moves support the same control sequences.

SNES Kombat!



On the SNES, you'll bust through ceilings, too.



Graphics are arcade true.



Specials moves transferred over to the 16-bit games in one piece.



All Kombatants return!



Matchup screens are identical to the arcade game's.

Genesis Kombat!



You get all the arcade moves!



Head-to-head, Kombat style



Genesis Kombat should klean a few klocks.



As in the arcade version, you get three paths to your destiny.



The backgrounds are nearly identical to the arcade game.

THE KOMBAT KONTROVERSY

BY BRUISED LEE

Mortal Kombat 3 has had several versions in the arcades. You can only tell which version you're playing by noticing the version number on the start-up screen when the machine is first switched on or by asking the arcade's personnel.

Version 1.0

This glitchy and buggy version is probably not in existence anymore. Some characters, such as Cyrax and Sub-Zero, had 100 percent kombos, and every character could perform a corner juggle that exacted 100 percent damage. Also, in this version, Jax could pull his ground slam and his fireball simultaneously.

Version 2.0

In this version Williams made the bosses Montaro and Shao Kahn much harder, and it eliminated the 100 percent kombos. Changes were also made to close-inside kombos so that they were less damaging. All the controls to fire up fatalities were changed, but the 100 percent corner juggles remained untouched.

Version 2.0 also contains a free-credit trick that is actually a glitch. To do the trick, you must beat the game and wait until Kano and Kabal land on the ground after the credits scroll. Hit Start on either button for a free credit. Also, if you die during a game and the

screen prompts you for the Ultimate Kombat Kode, enter the Kode correctly and the game will be set to free play (for the Ultimate Kombat Kode, see "The Fighter's Edge," August).

Version 2.1

This is the latest and probably the last arcade version of MK 3 unless Williams plans to add something based on the *Mortal Kombat* movie. In this version the damage exacted by Kabal and Sub-Zero's in-close kombos is further reduced, and the 100 percent corner juggles have been eliminated. The free-credit trick also bit the dust.



MIK3: SIDE BY SIDE BY SIDE

How do the new home versions compare with the arcade version – and with each other? Side-by-side-by-side comparisons of similar pictures may give you the answer.



Arcade



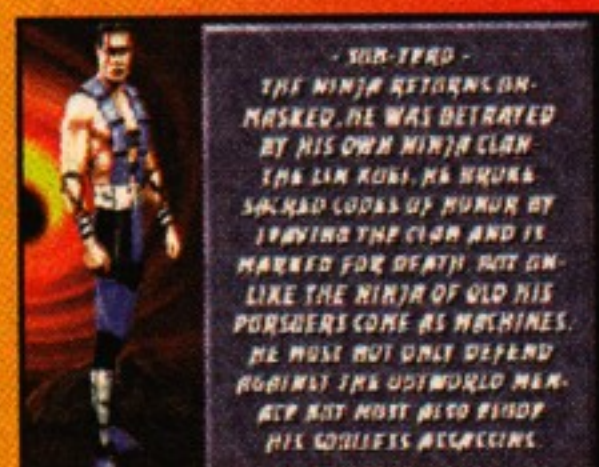
Super NES



PlayStation



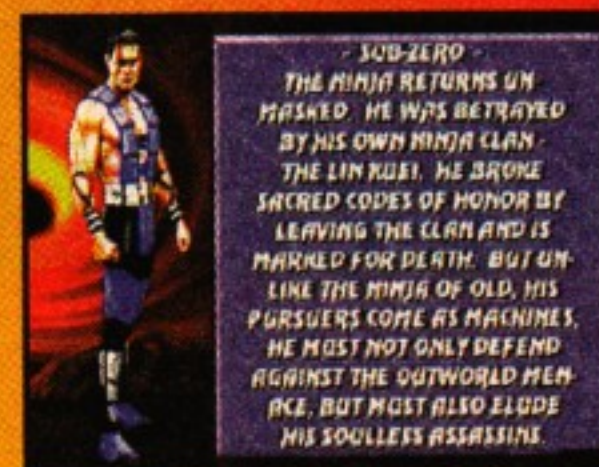
Genesis



Arcade



Super NES



PlayStation



Genesis



Arcade



Super NES



PlayStation



Genesis



Johnny Cage



Scorpion



Rayden

Mortal Kombat, Handhelds: Playable Characters



Sub-Zero



Rayden



Liu Kang



Sonya



Kitana



Shang Tsung



Reptile



Baraka

Mortal Kombat II, Handhelds: Playable Characters



Liu Kang



Jax



Scorpion



Sub-Zero



Nightwolf



Cyrax



Kabal



Sindel



Shang Tsung



Sonya



Smoke



Liu Kang

The MK Family Tree

The Mortal Kombat "family tree" depicts the everchanging lineup of fighters with each new home version of the MK trilogy.

Mortal Kombat, 16-Bit Game Systems: Playable Characters



Liu Kang



Sub-Zero



Kano



Sonya



Johnny Cage



Scorpion



Mortal Kombat, 16-Bit Game Systems: Opponents



Goro



Reptile



Shang Tsung

Mortal Kombat II, 16-Bit Game Systems: Playable Characters



Jax



Johnny Cage



Mileena



Sub-Zero



Kung Lao



Liu Kang



Rayden



Scorpion

MK II's Opponents



Kitana



Shang Tsung



Mileena



Reptile



Shao Kahn



Smoke



Kintaro

Mortal Kombat 3, PlayStation: Playable Characters



Sub-Zero



Sheeva



Stryker



Kung Lao



Jade



Noob Saibot



Sektor



Jax



Kano



THE UNIVERSE KEEPS



WING COMMANDER®

Heart of the Tiger™

TEEN



AGES 13+

EXPANDING

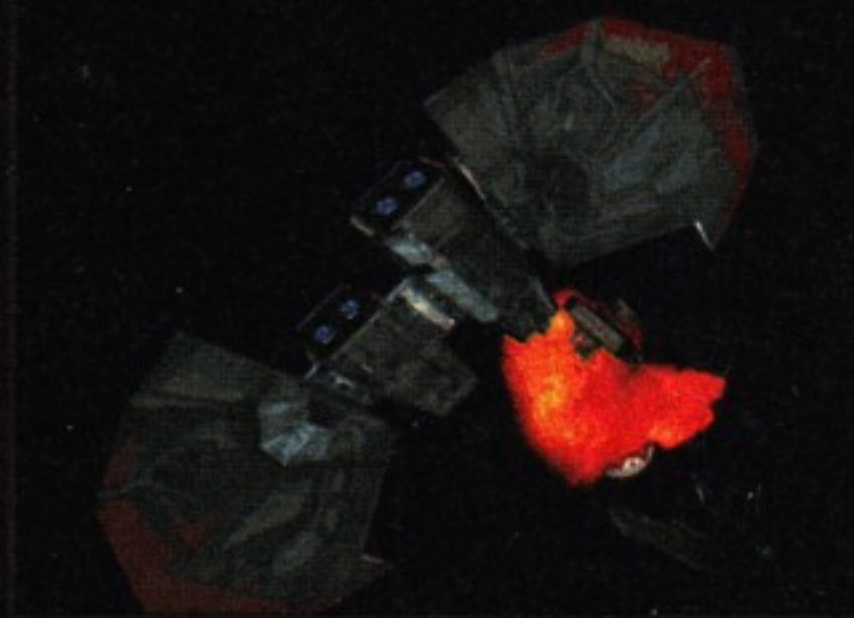
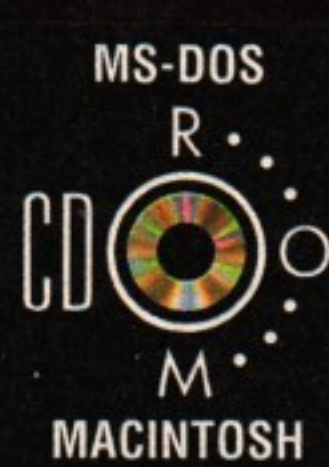
Wing Commander III: Heart of the Tiger blew away all of its competition on PC-CD, sweeping awards from *Computer Game Review*, *InterActive Gaming*, *Login Magazine* and *Entertainment Weekly*.

Now, the best-selling ORIGIN Interactive Movie is available on the 3DO™ System, and is coming soon for Sega™ Saturn™, Sony® Playstation™ and Macintosh®!

Match wits with an ensemble cast, including Mark Hamill, Malcolm McDowell, Tom Wilson, Jason Bernard, and John Rhys-Davies.

Then match dogfighting skills with the Kilrathi race from the cockpit of your Confederation starfighter.

DON'T WATCH THE GAME,
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<http://www.ea.com/origin.html>

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**SPECIAL
FEATURE**

NEO•GEO CD

The New Kid in Town

Amid the next-generation attention focused on the Saturn and PlayStation, SNK is quietly releasing its own CD system. To accompany the launch, SNK is fielding 50-plus games at a fraction of what the original cartridge versions cost.

By The Feature Creature and Major Mike

Neo•Geo CD Specs



Processor: Motorola 68000 microprocessor, Zilog Z-80 microprocessor, and a Yamaha 2610 sound chip

Audio: PCM audio (six channels), FM synthesis (four channels), and SSG (one channel)

Memory: 8 MB total RAM, including 7 MB (56 megabits) DRAM, 512 KB VRAM, and 64 KB SRAM

Speed: Double-speed 300 kbps throughput

Jacks: RGB, AV, RF, and S-Terminal hookups

Picture: Maximum palette of 65536 colors

Sound: PCM digitally sampled sound

Price: \$399

The Neo•Geo CD hits the market this fall with more than 50 games in tow. The system comes with one four-button controller and a game that has not yet been announced. Study the CD system's specs and you'll recognize all the same expensive hardware that was in the cart system and the arcade unit. Powering the machine is a Motorola 68000 processor supported by a Z-80 chip. Hefty memory (56 megs worth), plenty of video RAM (512 kilobytes), and ample sound RAM (64 kilobytes) combine to put arcade-quality action right in your living room. Further features include RGB, AV, RF, and S-Video connectors. Unfortunately, having all this power and all these

options will cost you – at \$399, the Neo•Geo CD is one of the most expensive new systems on the market.

A Gang of Games

Of the coming games, most will have already appeared in the arcades (see sidebar); CDs will be released about a month after the cartridge versions, which will be released a month after the arcade originals.

Veteran Neo•Geo players will recognize two glaring differences between the original cartridges and the new CD versions of Neo•Geo games. The first huge change is the price: Although Neo•Geo cartridge games cost as much as \$300, discs will cost between \$49 and \$79. Best of all, the reduced price doesn't automatically mean reduced quality. SNK promises that the CD

games will have the same arcade-quality gameplay as the cartridge versions.

The other big difference is in the music. The soundtracks of the games have been revamped in most cases. Arcade purists may be disappointed, but the modifications were necessary because of memory limitations. Overall, gamers should be pleased.

Loading Begins

At press time, we still hadn't been able to test new games on the new double-speed U.S. system, but we did test games on the European Neo•Geo CD (which lacks the double-speed drive). During these single-speed-drive games, the load times varied.

For example, the shooter *Last Resort* had a brief initial load time, but afterward there was no interruption in the gameplay between levels. However, fighting games (like *The King of Fighters '94*) were frequently interrupted as the disc loaded after matches or when you switched fighters.

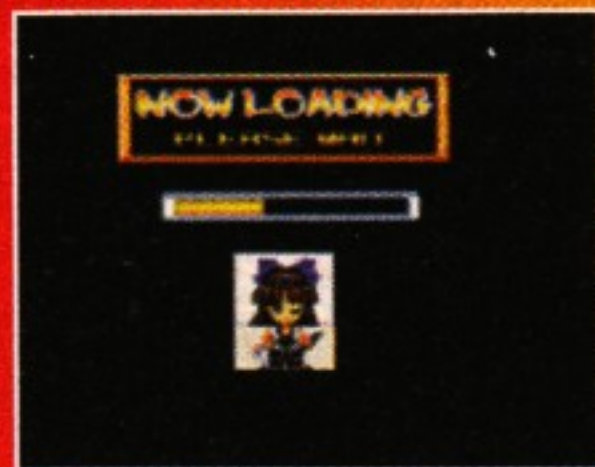
It'll be interesting to see how fast the double-speed system loads games. While it's too early to make a clear judgment call on the Neo•Geo CD's performance, the system certainly looks promising. Check out our first ProReviews of its games in this issue. **G**

Wait 'n' See

Nice to see a little entertainment while you wait.



Waiting for *Aero Fighters 2*...



...and *Samurai Shodown II!*

Arcade Titles Go CD

More than 50 Neo•Geo CD games will be available at the October launch. Many of these games are already arcade hits.

Aero Fighters 2

By Video System



Eight skilled pilots take to the skies in this vertically scrolling shooter, each in their own specialized fighter. Two-player action provides several possible endings.



Art of Fighting 2

By SNK



They're back! Ryo and Robert return with more fighters, more moves, and more destruction. Defeat the evil Mr. Big and take on a hidden fighter!



Baseball Stars 2

By SNK



Play ball! Time for America's favorite pastime, CD style. The sequel to Baseball Stars, this one pumps up the action, the fights, and the fun.



Double Dragon

By Technos of Japan



Based on the movie, this game features ten fighters with deadly special moves and even deadlier Charge moves.



The King of Fighters '94

By SNK



Twenty-four of the mightiest warriors from several games, including Art of Fighting and Fatal Fury, battle it out. Eight teams fill the lineup.

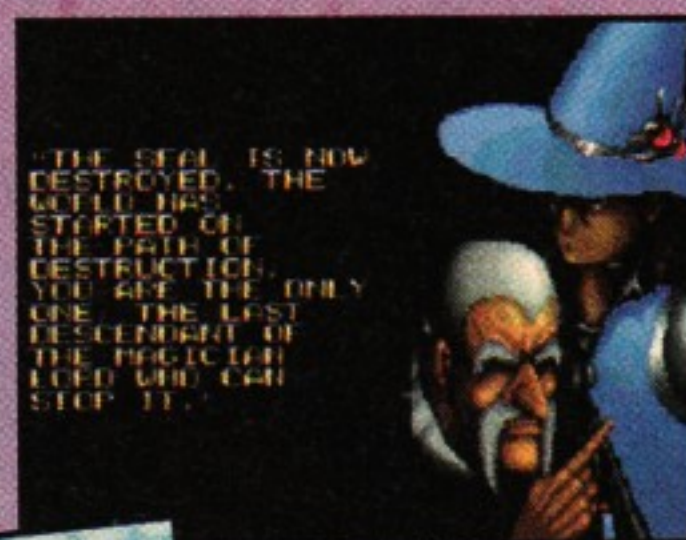
Last Resort



This side-scrolling shooter pits one or two players against an evil intergalactic empire bent on ruling the universe.

Magician Lord

By SNK



In this side-scrolling action title, you play as a magician who can change into several forms. The huge levels are loaded with special power-ups that allow you to alter your abilities.

Nam-1975

By SNK



They survived the first time – now they return to the scene of the war. This one- or two-player shooter puts two soldiers in the worst place on Earth for a rescue mission!

Samurai Shodown II

By SNK



The mightiest sword-swinging warriors return in this sequel. This time they face a more lethal opponent than Amakusa: A hidden fighter lurking in the shadows!

Super Sidekicks 3

By SNK



SNK's latest soccer title proves the third time's a charm with phenomenal graphics and realistic sounds.





AT SCHOOL

EVEN

JUST ENTER GATORADE NET PUNT, PASS & KICK

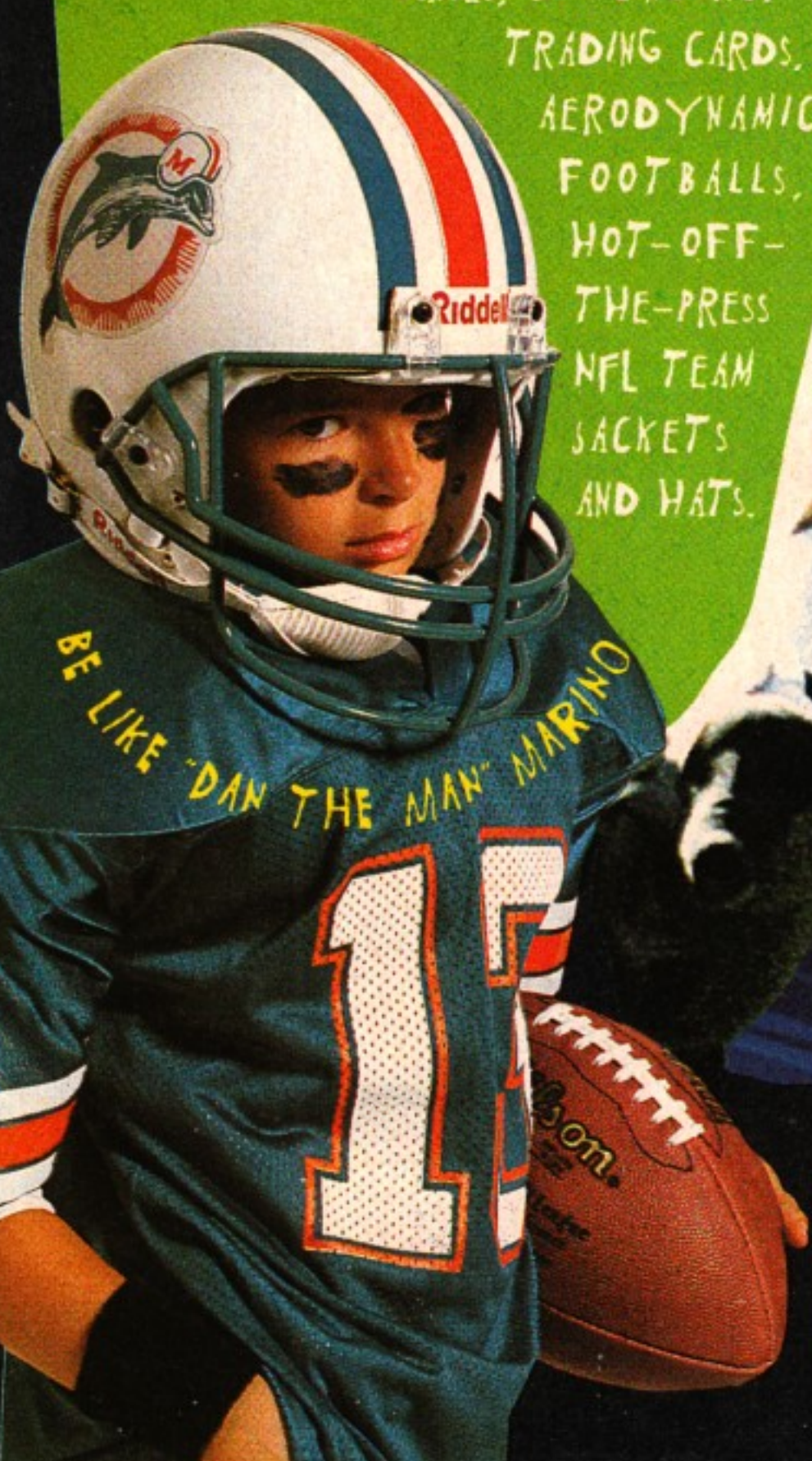


THE NFL
GIVES YOU
A MILLION
WAYS TO

PLAY FOOTBALL



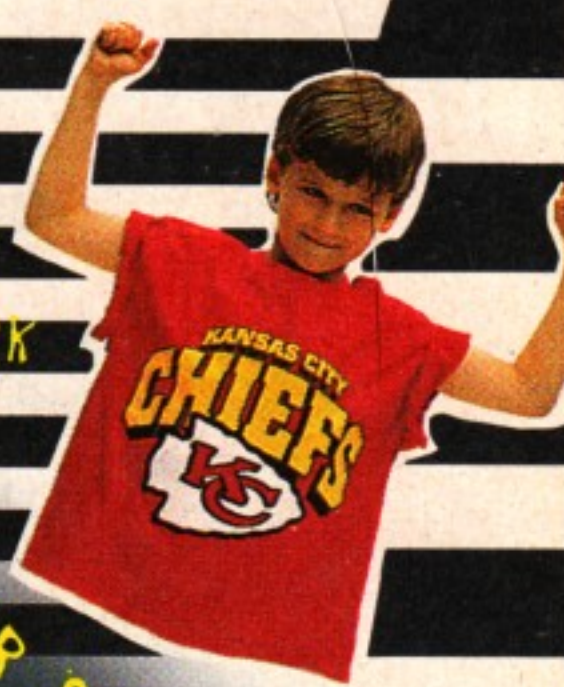
PLAY FOOTBALL ANYWHERE AND ANYHOW YOU CAN. 'CAUSE THE NFL HAS TONS OF GREAT WAYS FOR YOU AND YOUR FRIENDS TO HAVE A PIGSKIN PARTY. LIKE INTENSE NFL VIDEO GAMES, SIZZLING-HOT NFL TRADING CARDS, AERODYNAMIC FOOTBALLS, HOT-OFF-THE-PRESS NFL TEAM SACKETS AND HATS.



BE LIKE "DAN THE MAN" MARINO



IN THE PARK



PRETEND YOU'RE JUNIOR SEAU-HE'S BIONIC



WITH NFL TRADING CARDS

ON YOUR T.V.



IN YOUR BEDROOM



YOU NAME IT... THE NFL'S GOT IT.
JUST ONE QUESTION: WHY ARE YOU STILL SITTING HERE?

GET OUT AND PLAY FOOTBALL!



IN THE LATEST GREATEST NFL CLOTHES



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The Super Spy

By SNK



This first-person action title puts you in the role of an armed and dangerous CIA agent. Your mission: Take on a group of terrorists.



Top Hunter

By SNK



Cathy and Roddy, two bounty hunters, fight the forces of evil across the galaxy in this side-scrolling action title. Using different vehicles and special attacks, you guide the two resourceful heroes to victory.



Viewpoint

By American Sammy

A 3/4-overhead shooter, Viewpoint has it all: outstanding music, giant bosses, killer power-ups, and more. The two-player simultaneous play intensifies the fun.



October's Neo•Geo CD Games

Fighting

Aggressors of Dark
Kombat
Art of Fighting
Art of Fighting 2
Double Dragon
Fatal Fury
Fatal Fury 2
Fatal Fury Special
Fatal Fury 3
Galaxy Fight
Karnov's Revenge
The King of Fighters '94
Samurai Shodown
Samurai Shodown II
Savage Reign
World Heroes
World Heroes 2
World Heroes 2 Jet
World Heroes Perfect

Shooters

Aero Fighters 2
Aero Fighters 3
Alpha Mission
Alpha Mission II
Ghost Pilots
Last Resort
Nam-1975
Palstar
Viewpoint

Action

Blue's Journey
Burning Fight
King of the Monsters 2
Magician Lord
Mutation Nation
Ninja Combat
Ninja Commando

Robo Army

Sengoku
Sengoku 2
The Super Spy
Top Hunter

Sports

Baseball Stars
Baseball Stars 2
Football Frenzy
King of Athletes
League Bowling
Soccer Brawl
Street Hoop
Super Sidekicks
Super Sidekicks 2
Super Sidekicks 3
3 Count Bout
Top Player's Golf

2020 Super Baseball
Windjammers

Puzzle

Bust-A-Move
Puzzled

Driving/Racing

Rally Chase
Riding Hero

Future Games

Fighting

Choshinken (1996)
The King of Fighters '95
(late October)
Shinryu Senki (1996)

Shooters

Firm Guy (December)
Metal Slag (November)

Action

Goh-Kaiser (1996)
King of the Monsters
(1996)

Sports

All Stars Volleyball
(1996)
Stakes Winner (1996)
Super Volleyball (late
October)
World Tour Golf (1996)
Suplex (1996)

RPG

Samurai Shodown RPG
(1996)
untitled original RPG
(1996)

Puzzle

QP (December)



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SPECIAL
SERIES

THE GAMEMAKERS:

The Artists

Ever wonder who makes the games you play? Our ongoing GameMakers series shines the spotlight on one of the creators of the Super Star Wars games, artist Jon Knoles.

By The Feature Creature and The King Fisher

JOB LISTING: VIDEO GAME ARTIST

Must have creative imagination and the ability to express ideas visually. Excellent drawing skills and knowledge of computer-illustration programs required. Comic-book or gameplaying background a plus.

Artists are a game's visual experts. They give life to ideas, creating characters and inventing worlds where those characters roam. We asked a top young artist, Jon Knoles of LucasArts, to tell you in his own words about his role in some of the industry's most popular games.



Jon stands outside the LucasArts offices.

Artist's Résumé

Name	Jon Knoles
Company	LucasArts
Previous company	Taito
Current job title	Lead artist/ animator
Last game	TIE Fighter (PC)
Next game	A top-secret LucasArts game for the next-generation systems
Previous games	Indiana Jones and the Last Crusade, Star Wars, and Empire Strikes Back (all NES); the Super Star Wars series and Indiana Jones' Greatest Adventures (all SNES)
Education	Art Institute of Seattle
Age	26
Mailing address	Jon Knoles, LucasArts, P.O. Box 10307, San Rafael, CA 94912

The Background

"Like most people my age, my interest in video games started in the early 1980s when all the arcades started popping up. At that time, I was drawing science-fiction-style pictures and taking lots of art classes in high school. With my early art, I tended to mimic everything I saw, so if I saw a photograph I'd try to draw it exactly how I saw it. I also really liked the work of Juan Gimenez in *Heavy Metal* magazine.

"In high school I heard about the Art Institute of Seattle's intense two-year program in graphic design, typography, and other aspects of the art world. There wasn't a lot of computer training though. I spent a lot of my time there doing industrial drawings, hoping that one day I'd work for Boeing, the big aircraft company in Seattle. I showed my fantasy drawings to somebody at Boeing, and he told

me that I probably wouldn't be happy drawing nuts and bolts for 747s for the rest of my life. He told me to find something that would satisfy my creative imagination.

"Back at the Art Institute, I heard about a position at Taito Software. They were looking for inexperienced but imaginative artists to work in their Seattle office. I showed them my paintings and drawings, and they hired me, which was just lucky timing. I was there for about eight months, then they shut down their Seattle operation. It was 1990, and suddenly I was scrambling for work. A Taito programmer got a job at LucasFilm Games near San Francisco, and I told him if there were any jobs there, no matter how small, I'd be there in a heartbeat. When he told me that they were looking for an artist for 8-bit games, I immediately loaded up my VW and drove on down.

"My first responsibilities at Lucas were on Star Wars for the NES. Most of the artwork had already been done, except for some of the cinematics and animations. I flew to



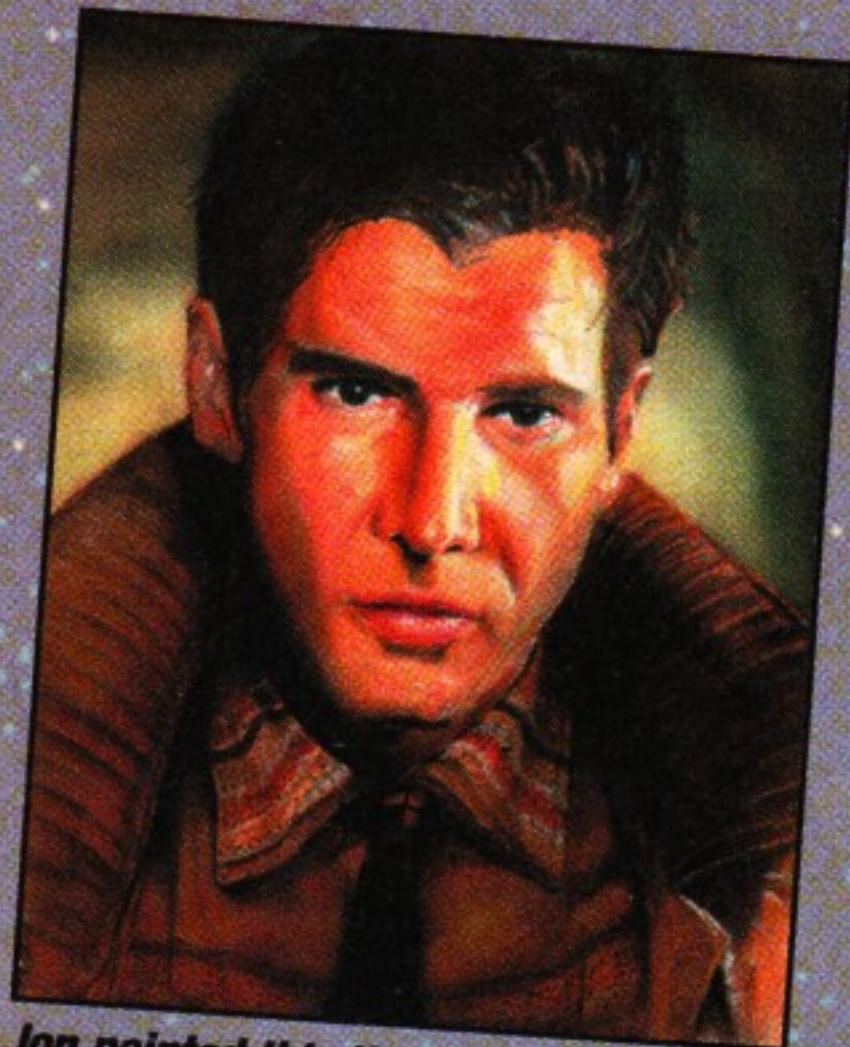
Jon's first duties when he arrived at LucasArts were to work on the cinematics of *Star Wars* and *Empire Strikes Back* for the NES.



A 1993 photo of Jon and Project Leader Kalani Strelcher with a prop in the LucasArts offices.



Jon drew this fighter jet in 1987 as a senior in high school.



Jon painted this Harrison Ford picture in 1989.

Australia, where the programmers were, and spent a month finishing things up.

"Later I teamed with Harrison Fong, who also worked at Lucas [for more on Fong, see sidebar]. In 1991 we went to some trade shows to look at other SNES games. When we got back, we started on Super Star Wars, with Harrison doing the backgrounds and me doing the characters. I designed them right on the computer screen: I didn't do a lot of concept drawing beforehand because everybody knew what the Star Wars characters looked like.

"Early on we decided not to do a straight linear interpretation of the movie; instead, we wanted to incorporate some of the things you only heard about in the movie. For instance, at the end of Star Wars, Luke says he used to bullseye womp rats in his T-16 back home.

We said, 'Hey, let's use womp rats! Anybody know what one looks like?' We invented a look for them, then we made one into a big mutant boss monster.

"Another technique we had was to take some of the crea-



Luke is surrounded by womp rats in the Dune Sea stage.



Lurking at the end of Super Star Wars' Cantina Fight stage is the Kalhar boss monster; this beast was taken from the Star Wars scene with the chess game.

tures you only saw in theaters for a few seconds and make them bigger. Eagle-eye fans will recognize the cantina boss monster from the first Star Wars movie – it's one of the chess pieces R2D2 plays with on the Millennium Falcon. We just used Lucas's established creatures in new ways."

The Job

"My day starts with a lot of coffee. Much of my responsibility now deals with managing other artists and keeping projects on schedule. I'll sometimes be working on three games at one time. The only drawback is that I don't do much actual drawing anymore because I do so much administrative work.

"Usually we get nine months to a year to do a game. We'll have enough ideas to fill a 30-level game, and by the end we've thrown half of them out and we're tearing out our hair trying to



In Super Star Wars, Jon created a sequence for moments when Luke was left standing alone. Mimicking a movie scene aboard the Millennium Falcon, he would deflect beams shot from a floating Jedi Training Remote. Unfortunately, because of memory limitations, the sequence never made it into the game.

get everything in. In fact, we cut about a dozen levels for the three Star Wars SNES games, levels that were 80 percent finished. Conceivably LucasArts could put out another game of just those missing levels. Among them were a long Mode 7 asteroid chase for Super Empire Strikes Back, and a garbage-compactor level for Super Star Wars. Both were cut because we didn't

INSIDE LUCASARTS



You'd never know it by looking at this nondescript office complex in San Rafael, California...



...but the legacy of George Lucas lives inside. Props and promotional items from Lucas's films decorate the walls of the LucasArts offices. This large flying rig was used by the Ewoks in Return of the Jedi.



Reminders of Lucas's films are everywhere in the LucasArts' offices.



Lucas-related books and memorabilia surround Jon's desk. A matte painting of the ice planet Hoth is above his computer.

have enough room.

"Besides just doing art, I also participate in game design; that is, I help determine how the levels are going to go, where we need to put staircases and things like that. I started doing this on the Star Wars games, which became very democratic as the whole team eventually contributed gameplay ideas."

The Advice

"To be an artist in the video game business, you need computer experience. Compa-



Jon's original plan for Super Star Wars was to outline each main character in black. He abandoned the idea because the outlining made the characters look too "cartoony."

nies these days don't have the luxury of being able to train artists in computer graphics. Fortunately, some companies, including LucasArts, still hire artists who just draw on paper, so if that's your talent, don't be discouraged. You'll always get advice about needing some other career to fall back on, but just look around you. There's art everywhere, whether it's a logo on a crate of oranges or drawings for movie posters. There will al-

ways be a place for artists.

"You don't have to move to the Bay Area to be a video game artist. There are great companies all around the country: Doom came out of Texas, for example. Your chances are probably better if you live in a big city, but more and more people are

HIGH SCORES		
YODA	JEDI	50000
PETER	JEDI	250000
KALANI	JEDI	150000
LUKE	JEDI	11329
JOHN	JEDI	8293
RYAN	JEDI	4221
HAN	JEDI	2114
JON	JEDI	1123
FONG	JEDI	151
CHEWIE	JEDI	120

Here's how to quickly see the names of the LucasArts creative team for Super Empire Strikes Back. At the title screen, hit Buttons A, A, B, and B to see the high scores (Jon's in eighth place). To see the credits, hit A, B, A, B, A, B, A, and B at the title screen.

DESIGN CONTRIBUTIONS BY
PETER WARR
HARRISON FONG
JON KNOLLES
PRODUCED BY
KALANI STREICHER
ART PRODUCTION SUPERVISOR
HARRISON FONG
ANIMATION PRODUCTION SUPERVISOR
JON KNOLLES

Here's how to see the credits for Super Return of the Jedi. Make sure you see the first LucasArts logo before attempting this trick. If the trick doesn't work the first time, don't just hit Reset; instead, turn off the power, remove the game, reinsert it, and then turn the power back on. At the title screen, hit A, B, A, B, A, B, A, and B. You'll hear a voice say "yee-ha!" and the credits will roll automatically.

able to work from their homes these days.

"You also need to be a fan of video games. You don't have to be a good player, you just need to know what the trends are in the industry."

The College Question

"I don't think it's vital to go to college. I admit that my two years at the Art Institute landed me my first job in the industry, and I know that being forced to draw constantly for a grade is good because it forces you to practice. But you can be a sponge for information without going to college. Soak up everything you see around you to get inspiration. I used to go to the library all the time to look at books about crashes or the Space Shuttle or anatomy, anything I could check out so I'd have ideas when I needed them.

"Once you're looking for work, it's important to not turn down a job until it's offered to you. What I mean is that you might hear about some job operating the copy machines at a software company, but if you don't investigate it, you might find you've just blown a terrific opportunity to get your foot in the door. A lot of people assume that companies won't hire them. If I'd told myself that five years ago, I wouldn't be here at LucasArts now." **G**

On Their Own

In October 1993 *GamePro* profiled the LucasArts team that had created Super Stars Wars and was working on Super Empire. After finishing Super Return of the Jedi in 1994, Project Leader Kalani Streicher and Art Supervisor Harrison Fong left LucasArts and teamed with Ed Kilhem, a designer/artist on X-Wing and TIE Fighter, to form Ronan Entertainment in San Rafael, California.

Their first effort is a PC game called Calia 2095, due late in 1995. An action/strategy game, Calia 2095 is set in the future when an earthquake and meteor strike have turned California into an island controlled by Mafia-type gangs. You play a hunter/detective who solves cases and eliminates bad guys.



Calia 2095

GAMEMAKERS GALLERY

Some of Jon's Characters



Indiana Jones



Indy's sword-fighting enemy



Boba Fett



Han Solo



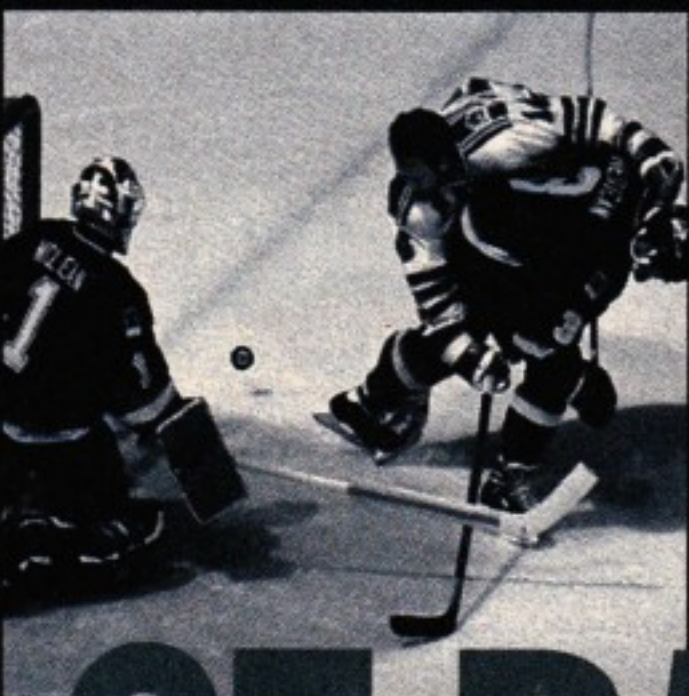
Dengar



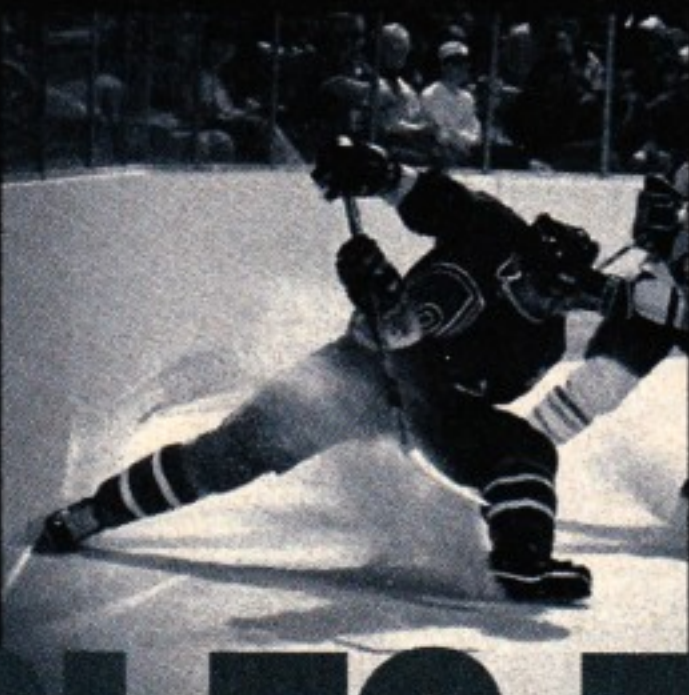
IF THIS MAKES YOUR
GUT WRENCH



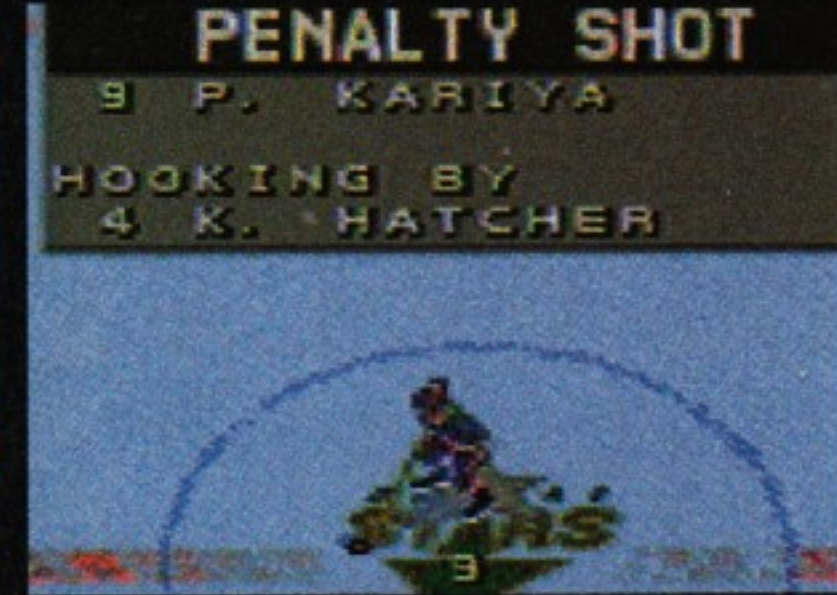
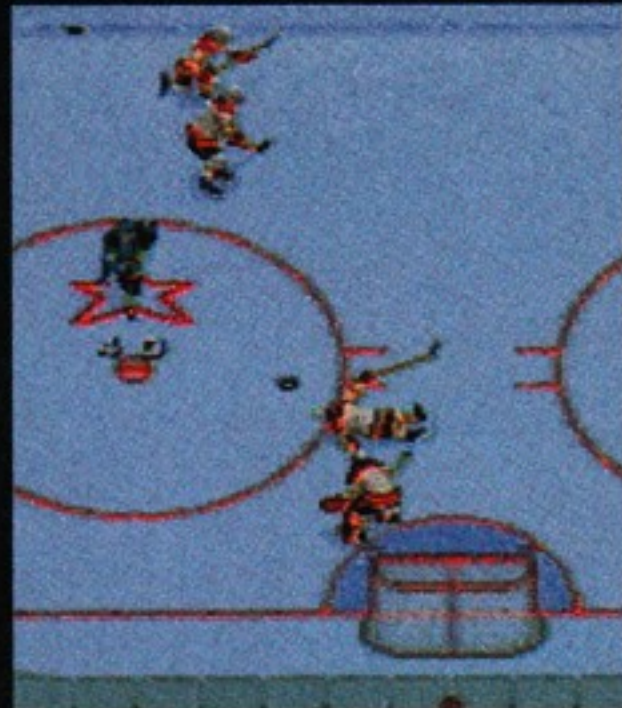
IF THIS MAKES YOUR
KNUCKLES WHITE



IF THIS MAKES YOUR
PULSE RACE



IF THIS MAKES YOUR
MUSCLES TENSE

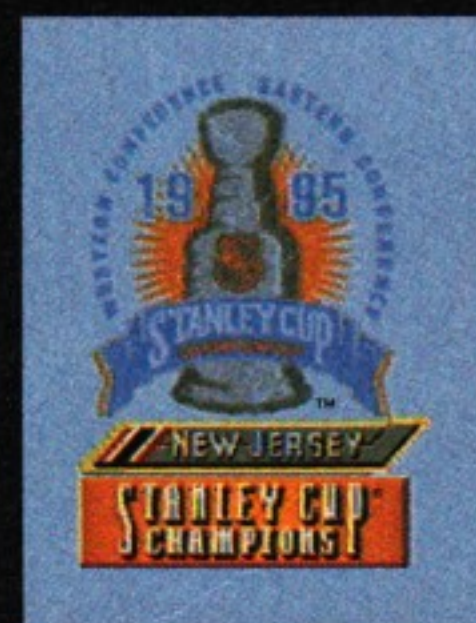


Players like Yzerman or Mogilny play where the puck's going to be, not where it's been. They have a sixth sense for it. So with a more open game around the goal, anything can happen. Be warned.

With players like Bure, Fedorov, and Fleury on the ice, blinking can be costly. So keep your eyes open. And try to keep up.



THIS WILL



Not only do you have every NHL team and NHLPA™ player, but updated ratings show you who's hot and who needs more ice time. You also have the option to create and trade players. Kinda like being an owner, huh?



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If you slack off during the 82-game season don't count on a post season. But keep up your team's intensity and you may get to kiss Lord Stanley's Cup during the on-ice presentation. No guarantees, of course.





Advanced artificial intelligence lets you play more like a team. Power play offenses. Penalty-killing defenses. Your teammates get into position for the play. But don't forget, the same goes for the other players.



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WASHINGTON NY ISLANDERS

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8TH	POWER-PLAY	20TH
9TH	PENALTY-KILLING	24TH
4TH	GOAL TENDING	20TH
11TH	OVERALL	25TH



MAKE YOUR OWN



NHL AWARDS

VEZINA TROPHY



A. IRBE

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More blistering moves and blurring ways to score. One-time passing. The give and go. And a new move you better tighten your skates for. The Spin-O-Rama.



NHL 96




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PlayStation



By Captain Squideo

If Rayman is any indication of the quality of upcoming PlayStation games, it's going to be a great Christmas for Sony's new machine. Rayman is a dazzling delight and ranks as one of the most visually appealing games of this or any year.

Fey Ray

Rayman is a wonderful new character on the gaming scene. After debuting impressively on the jaguar last month, he now brings his cheerful jumping and flying antics to the PlayStation.

The gameplay seems simple enough: You bounce Rayman through six main worlds, punching out cute enemies and dodging perilous obstacles. Each world is themed: Band Land, for instance, puts



PROTIP: As you fly among Band Land's vertical clarinets, jump when you're in front of the honking horns to get extra lift.

razor-sharp notes and bleating brass instruments in your path. Prepare to be surprised as you explore Rayman's unique geography.

Much of the fun is generated by Rayman's many moves. As you progress, you're granted new abilities, so eventually you'll learn how to fly, throw extra-long

punches, swing through the air, ride a giant mosquito, grow flowers to create new platforms, and more. Some of the moves and timing may frustrate younger gamers – expect to practice before you're a Raymaster.

Ray-diant Graphics

Wait till you see these graphics! The beautiful backgrounds and imaginative enemies look like scenes from the best animated movies. Sharp, colorful, and eye-popping, this game is



PROTIP: In the Dream Forest, hop the purple berries into the water and use 'em as floating platforms to reach power-ups.



PROTIP: In the Eraser Plains, avoid oily surfaces, or you'll quickly slide uncontrollably to your doom.

RAYMAN



PROTIP: To get a small screen of the game at the top of the main screen, hit Start to pause gameplay. Hold Button R2 and tap these buttons: Circle, Circle, Left Arrow, Circle, and Circle. Use the same steps to remove the small screen.



PROTIP: As you fly through Anguish Lagoon, you can nail most enemies, but avoid the unhittable flying hammers.

almost as fun to watch as it is to play.

The sounds are equally enchanting. Lush music creates rich atmospheres for the action, and all manner of clever sound effects add humor and interest. Only the lack of memorable voices, such as those in Gex, limits the sonic fun.

RayStation Romp

Don't be deceived by the beautiful worlds that lie

ahead: This game's challenge is formidable. The enemies are many, the worlds are huge, and your targeting and maneuvering must be absolutely precise (a memory card is highly recommended for saving games).

But what a payoff if you do survive to see all of this amazing universe! Rayman is the real deal; playing it will help you understand what all the PlayStation fuss is about. **G**

PlayStation Game Profile

Rayman

(By Ubi Soft)



New PlayStation owners don't have to wait for a fun, colorful platform game to come out. Rayman is already here, and it's a delight.

Graphics Sound Control FunFactor Challenge



\$59
CD
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Action/adventure
1 player

6 worlds
Side view
Game-save feature (memory card required)

Suitable for Framing



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Snootchie
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MALLMATS

ANSWER:



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PlayStation



By Captain Squideo

Cyber Sled on the PlayStation doesn't break any new ground with its gameplay, and it won't win any awards for its graphics. However, it does have the tried-and-true shooter gameplay that made it an arcade standard.

Good Sled

It seems like this style of game has been around forever, so Cyber Sled should feel instantly familiar. You select one of six



PROTIP: If you're a speed demon, select Blue Lightning.

power-ups and health boosters will keep you going.

The strategy is pretty simple – hit without being hit – so

nimble maneuvering. Eventually you'll be able to whip through tight turns and nail opponents like a regular Judge Sledd.

Empty Tank

Not only does the gameplay seem familiar, but the graphics do as well, which is not a good thing. Although some nifty cinematics precede the action, the main game won't make you rush out and buy a PlayStation. The polygon backgrounds are blocky, and the tanks, though big, are surprisingly lacking in detail. You'd think a next-generation system



PROTIP: Don't get caught in open spaces in slow vehicles like the Centaur-2. Instead, hide behind structures and rely on your superior firepower against quicker opponents.

PROTIP: Study your opponent's ratings so you'll know their strengths and weaknesses.

The sounds are also fairly routine. Sure, there are lots of enthusiastic vocals, but they quickly get tiresome. What's more, the music is generic and could've been used for almost any game.

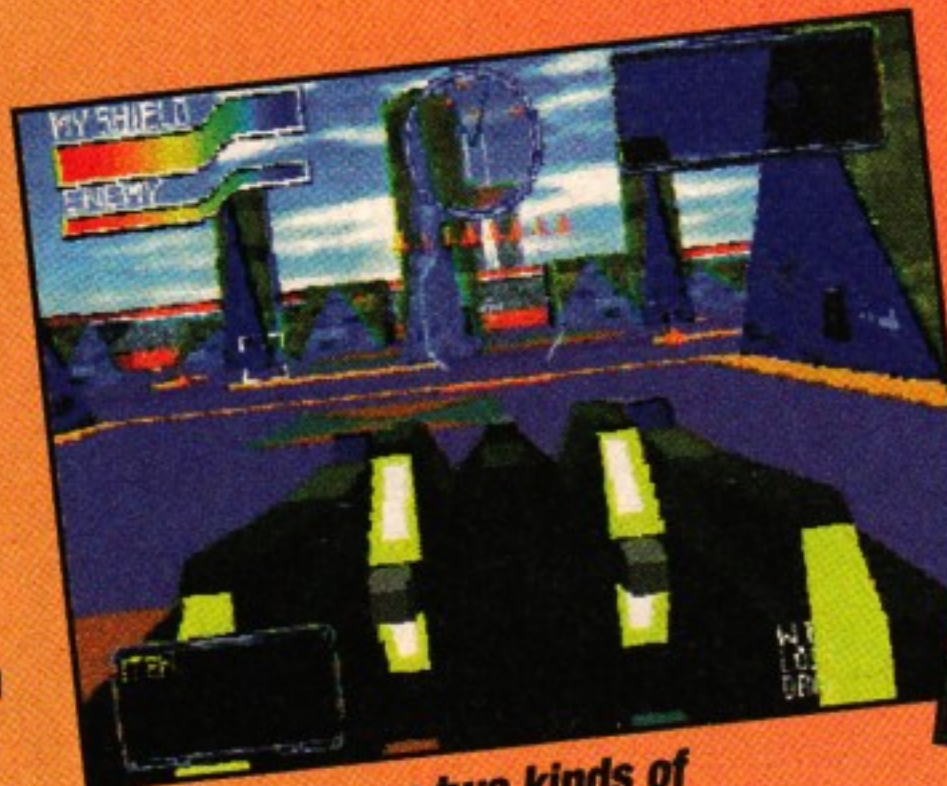
Tanks a Lot

Despite its average graphics, the gameplay is addicting if you're in the mood for some mindless shooting thrills. For extra intensity, shoot it out in the split-screen two-player game. Tank games will undoubtedly get better, but for now, Cyber Sled is a decent cyber shooter. **G**

CYBER SLED

futuristic tanks, each with its own unique ratings in speed, weapons, and shields.

Then you steer your tank around obstacle-laden arenas in a wild game of hide-n-go-seek against another tank. Dash behind pillars for temporary protection, then blast away at your enemy when they're in range. Computer opponents can be sneaky in their attacks, but picking up



Choose between two kinds of graphics, either Original...



...or Real, which gives the tanks more texture and colors.

this is a game of control more than anything. Basically, he who drives better wins.

That's easier said than done, however, because the tanks all handle differently, but they reward practice with

would produce a next-generation tank game, but Cyber Sled looks like something you could've played on a 16-bit system.

CYBER CINEMATICS



PROTIP: Keep moving as you fire on an opponent. If you shoot it out "toe-to-toe," you may soon be a charcoal briquette.

PlayStation Game Profile
Cyber Sled
 (By Namco)

K/A The PlayStation gets its first tank-shooter game, and while it breaks no new ground, it's fine, fast-paced fun, especially in the two-player mode.

Graphics	Sound	Control	FunFactor	Challenge
3.0	3.5	4.0	3.5	Adjustable

Price not available
 CD
 Available now
 Shooter

2 players
 Behind-the-vehicle view
 Multiscrolling

SUPER NINTENDO
ENTERTAINMENT SYSTEM

GENESIS

GAME GEAR

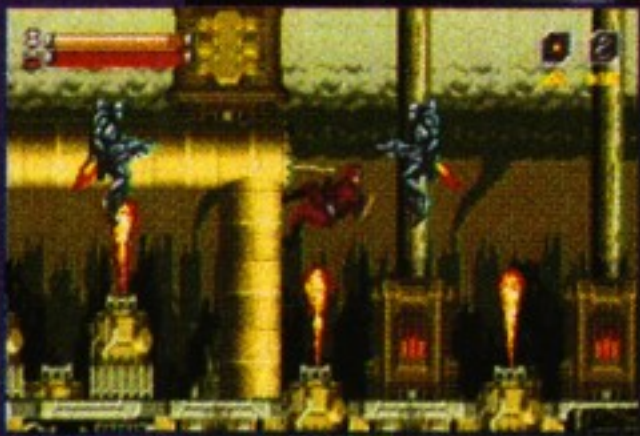
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Sega Genesis



Sega Genesis



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85 MPH,

YOU COULD GRIND OFF

5 pounds of flesh.



BY THE WAY, THE GUY NEXT TO YOU THINKS YOU COULD

LOSE SOME

WEIGHT.

You're choking on a large piece of dirt, you've got a boot in your face and you swear you just lost your ear. You're either dead or you're playing ESPN® Extreme Games™. Only on Sony® PlayStation™. The object of the game is simple. Bike, blade, luge or board your way through the rocky crags of Utah or Jungles of South America and four other radical courses while your opponent tries to play stickball with your skull. Simple, right? The Sony PlayStation provides 3-D graphics and superfast ultra realistic game play. So when the mountain biker kicks you in the face, you'll become road pizza in beautiful 3-D. Now, who's ready to start dieting?

PlayStation.
u r n o t e

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Saturn



By Atomic Dawg

If you've been sitting on the fence regarding a Sega Saturn purchase, here's a swift shuriken in the butt to get you moving. Shinobi Legions picks up right where the classic Genesis sword-swinging series left off. Shinobi fans and action/adventure gamers everywhere can finally dust off their ninja swords.

Shinobi Tradition

It's a typical Shinobi story line. High-tech meets ninja-tech as

PROTIP: Conserve shurikens by batting back shurikens tossed at you.

you play the shinobi (another Japanese word for "ninja") who's after a mysterious organization that's creating vile biotechnological weapons to take over the world. To add insult to potential injury, your evil twin has also kidnapped your ninja sister.

The nine-stage beat-em-up action is familiar but furious. Shinobi vets will dig the continuity of the traditional side-

Shinobi LEGIONS



PROTIP: If you're too close to the kung fu killers, they usually score a long-range hit with their staves. Attack them while they're in the air.

scrolling Shinobi-slicing, while newcomers get treated to knock-out thumb-mashing.

As in all the other Shinobi games, you run into hordes of ninja assassins and mutant creatures, but this time you encounter mythical monsters



PROTIP: In the Stage 3 Forest, move up and to the right to find the exit.

and dinosaurs, too. Weird boss things, such as a giant Japanese devil mask and a vicious bat monster, lurk at the end of every stage.

To combat these terrors, you use the standard slick Shi-

THE SHINOBI STORY

Full-motion video tells the tale of ninja rescue.



SHINOBI MOVES



Rainbow shuriken



Projectile block



Katana slash

PROTIP: Against the Stage 4 boss, fight from the cable. Jump up to it when he attacks, then hop down and attack him.



PROTIP: Use the jumping slash (press Up and hit Button A) to ward off incoming aerial attacks.



nobi arsenal: a katana sword, a shock of shurikens, and ninja magic. Shinobi also has all his great old moves (the rainbow shuriken toss is especially cool), and he can leap up walls and climb across overhanging structures, too. The new moves make their mark with primo defensive moves like high and low blocks and the ability to bat back enemy shurikens.

Shinobi Shines

Shinobi puts on a first-rate audio/visual show. If you're already tiring of the 32-bit rendered polygon look, this disc makes your day with awe-

some digitized sprites. The characters look sharp and the action's crisp.

Full-motion-video sequences depict the running Shinobi story in excellent action-packed, melodramatic fashion. The sounds get sizzle from rim-rocking music and dramatic dialogue.

Ninjitsu for The Masses

For action fans and ninja nuts, Shinobi Legions is as close to a sure thing as they come. It's a mystery why Vic Tokai, not Sega, is publishing this great Saturn game, but who cares? Join the Legions. **G**

Saturn Game ProFile Shinobi Legions (By Vic Tokai)



The classic Genesis action/adventure sword-fest debuts on the Saturn with phenomenal gameplay and razor-sharp graphics!

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	4.5	5.0	INT. Intermediate

Price not available
CD
Available September
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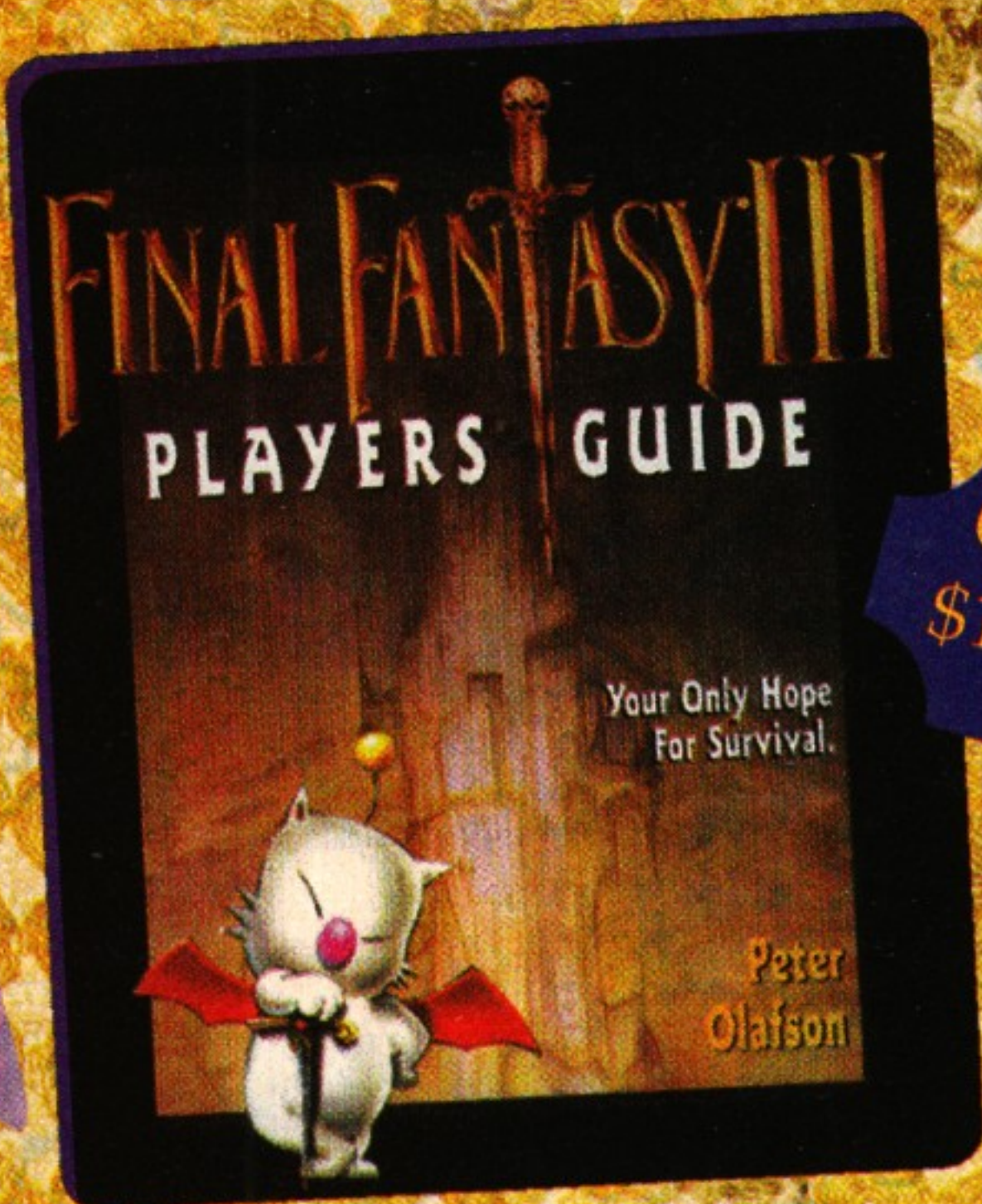
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PROREVIEW

Saturn

VIRTUA RACING



By Scary Larry

Racing fans can rejoice! Now the Saturn has two great race offerings, Virtua Racing and Daytona USA. Of these, Virtua takes the checkered flag for freewheeling fun!

Virtua Flyer

Virtua Racing is back, this time for the Saturn. This version not only looks better than both the Genesis and 32X versions, it also has a ton more options.

All the arcade scenarios – one- and two-player mode, three tracks, multiple views you can switch on the fly – are intact. This VR also packs in additional cars, including a go-kart and a coupe, and seven new tracks, such as Surfer's Paradise and the Amazon Waterfalls. Other awe-

some improvements include a fully customizable track with multiple camera positions, adjustable drone difficulty, and a variable number of laps.

Also new to this version: fly-by movies, where a com-



PROTIP: Keep the Flyby Movie option on. The fly-bys are helpful when scoping out a track.

mentator describes each track and gives a short video overview of the course. This feature will greatly help the novice and veteran player alike.

The fun doesn't stop there, either. The ability to save games and standings, and even pick your own pit crew, are all added bonuses. You also have three modes of play – Arcade, Grand Prix, and Practice. You couldn't find more options at a real racetrack.

Polygon with The Wind

Although the polygon graphics remain true to the arcade, there's still a lot to be said for jazzing up a game with texture-mapped graphics. This

The F-160



The F-160 handles like a dream, taking corners with precision. But the minimal top speed makes for very boring races.

In Two-Face's hideout

Go-Kart



The Go-Kart handles well, and it even bounces off the shoulders without flipping. Only drawback? The buzzing sound of the engine is unbearable.

The GTP



The GTP accelerates slowly. Recovering from a crash takes forever. Avoid racing this car on tracks with lots of twists and turns.

The F-1



The F-1 wipes out easily, especially along long, tight shoulders. But then, who doesn't.

The Coupe



The Coupe is sloppy around turns, but otherwise handles well.



game just doesn't compete with Daytona's or Ridge Racer's slick look. But the variety of views and speedy gameplay make up for the boxy graphics.

Racing games have the unfortunate luck of being stuck with some of the worst music in video games (Daytona's painful wailing is a good example), but VR's music is peppy, upbeat, and certainly unobtrusive. The sound effects need work, though. The acceleration of most of the cars sounds like mechanized farting.

The controls are just like they were in the arcade – hard to handle at first, then smooth as silk once you get them down. Negotiating tight turns



PROTIP: The VR4 view, which is almost a completely overhead perspective, enables you to see more of the tracks ahead of you and allows for better control.

and passing other cars requires patience and skill.

Patience is a Virtua

Virtua Racing for the Saturn is a delight for race fans who have been waiting for a faithful reproduction of the arcade game. Gear up and get going! **G**

Saturn Game Profile

Virtua Racing

(By Time Warner Interactive)



Virtua Racing is everything the arcade was and more. For fun, this even beats Daytona on the 32-bit circuit!

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	4.0	4.5	ADJ.

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THE SOURCE



BEHIND THE FORCE.

Saturn



By Air Hendrix

Along with all the hype about futuristic systems, Sega's releasing a game with a futuristic concept: hovercraft racing on intergalactic tracks. Unfortunately, Cyber Speedway's nifty concept and breathtaking graphics don't prop up the flash-in-the-pan gameplay.

Gee Force

Cyber Speedway straps you into one of five antigravity sleds, each tuned for speed,



PRO TIP: Braking for a turn is rarely necessary; just use the top Left and Right buttons to fire the boosters and flip your sled through the turn.



PRO TIP: For greater speed, stay on the paved track.

Saturn Game Profile Cyber Speedway (By Sega)

NOT YET RATED Hop into your hovercraft for fun-filled antigravity races around the galaxy. But have your next thrill lined up - this disc's appeal fades pretty quickly.



Price not available
Available September
Antigravity racing

2 players
12 tracks
Multiple views
Multiscrolling

handling, and so on. From three perspectives, you blaze through the air on six planets with two tracks each. Each sled holds up to five bullets (collected on the tracks like power-ups), and left and right boosters snap your sled through tight turns.

Cyber Speedway's fresh take on racing is a blast - at first. Story mode pits you against five alien races in a traveling competition that visits each planet, while Free Run mode enables you to race the computer or a friend on any course.

But racing pros will master the easy tracks in a few hours,



PRO TIP: You can't drift off the track at all, so line up your turns precisely.



Feeble cinematics don't exactly shroud the game with excitement.



PRO TIP: Shoot only when you're gaining on an opponent.

CYBER SPEEDWAY



PRO TIP: In the Story mode, tune your sled to suit the conditions of each course.

and with only one opponent in Free Run mode and five in Story mode, you'll beat all that you can beat in a few more hours. The two-player split-screen competition can be a hoot, though.

Disappointingly, you can't even aim your bullets, so you fire blindly and connect by chance. With the sensitive steering controls, however, you whip through each turn.

Grand Galaxy

Gorgeous graphics depict eerie alien tracks that branch into multiple routes and challenge you with tough obstacles, such as a hairpin turn in the middle of a lake. You'll want to slow down to admire such fine backgrounds as the icy caverns of Glacies, though the up-close detail gets too pixelated.



PRO TIP: Novice racers should pick the Acceleration sled, while pros should gun for the High-Speed sled.

Low-tech cut scenes and an idiotic plot in the Story mode steal some thunder. Apparently, defeating the aliens will increase Earth's political power, but the tale's told through a boring slide show of lame anime-style stills.

Things perk up in the sound department with a snappy alternative-rock soundtrack by the By Gone Dogs. The bland crashes and explosions during races don't pull their weight, though.

Promising Prospects

Advance looks at WipeOut for the PlayStation, a similar antigravity racing game, show that much greener pastures are streaking our way. Nonetheless, renting Cyber Speedway for a weekend will enjoyably introduce you to next-generation racing, though you'll reach the finish line in no time at all. **G**

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32X



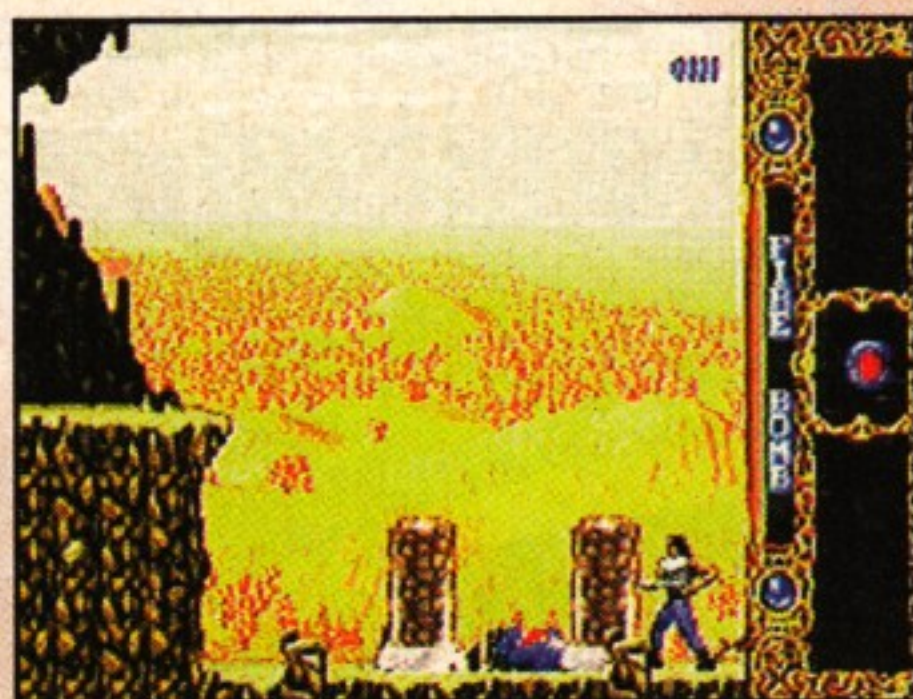
By Tommy
Glide

Kyle Blackthorne and his shotgun smeared justice all over SNES screens last year. With graphical improvements and four spanking-new levels, Blackthorne is a blast for the 32X.

Back in Black

Although Blackthorne resembles side-view adventures like Prince of Persia and Flashback, it hits you with plenty more attitude. Kyle Blackthorne, a ponytailed, sunglasses-wearing refugee from the planet Tuul, was hidden on Earth until he was old enough to return and save his people from enslavement by a demon named Sarlac. Your job begins the moment Kyle (along with his trusty thunderstick) beams back to Tuul to show his unholy hosts no mercy in this vengeful 21-level quest.

Although your shotgun will have little time to grow cold, Blackthorne is not just a blast-and-get-past adventure. Each level is a puzzle – players



PROTIP: In the Sand levels, watch for towers like these that turn into rock monsters.

GET THE KEY



PROTIP: Look for the trigger hidden under the killer plant just below this ledge. Kill the plant, hit the trigger, and move two screens to the left.



The block will have lifted, giving you access to the prisoner with the key to the blue gate back on the catwalks.

must explore and avoid traps while manipulating futuristic levitators, bombs, and light-bridges in order to progress.

Re-Tuuled

Graphically, planet Tuul looks much sharper on the 32X than it did on the SNES. All the sprites, including Kyle, have been rendered for a more 3D look. With the advantage of the 32X's large color palette, backgrounds pop with more colors and new textures. Odds and ends, like skulls, statues, posts,

BLACKTHORNE™

and beams, add new detail to the foregrounds.

The quality sound is similar to the SNES version. Unless you have a stereo surround-sound system, though, you're not getting much audio enhancement over the SNES game. The cool yet forebod-



PROTIP: Use bombs to knock out these whip-cracking guards.



PROTIP: Keep your back to the wall when fighting the rock monsters. Blast 'em after they roll away. Don't destroy them in close, or you'll take damage from their explosions.



PROTIP: As soon as these doors open in the Castle levels, begin shooting at the traitors. When timing your jumps through the flashing doors, jump as soon as the door opens.



PROTIP: Search behind the waterfall on the bridge in the second level to find the elevator's hidden switch.



PROTIP: In the Tree levels, you can get the first two hits on a traitor. If you know they're on the next screen, roll in from the previous screen and fire twice before ducking for cover.

ing soundtrack remains intact, and slick sound effects, like the double click of the shotgun and character grunts, are just a little crisper.

Bad Boys and Boomsticks

Controlwise, you get quick responses – just like you did on the SNES. However, a large inventory bar now monopolizes the right side of the screen. While this enables you to see more than one item at a time, scrolling in this bar wastes two buttons on the six-button pad, one of which could have been used for another important movement.

With a solid graphical overhaul, Blackthorne delivers where many of the 16-bit conversions flounder in the 32X library. Considering the lack of decent 32X titles to date – Gen(esis 32)X'ers may find this one truly worth owning. **G**

32X Game Profile

Blackthorne

(By Sega)


NOT
YET
RATED

Meet Prince Kyle Blackthorne, the shotgun-toting, lock-and-load avenger of Planet Tuul. The 32X badly needs a game with graphics this clean and gameplay this gritty.

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	3.5	4.5	Intermediate

Price not available
Megs not available
Release date not available
Adventure

1 player
21 levels
Side view
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Sega CD

The Adventures of Batman and Robin

By Tommy Glide

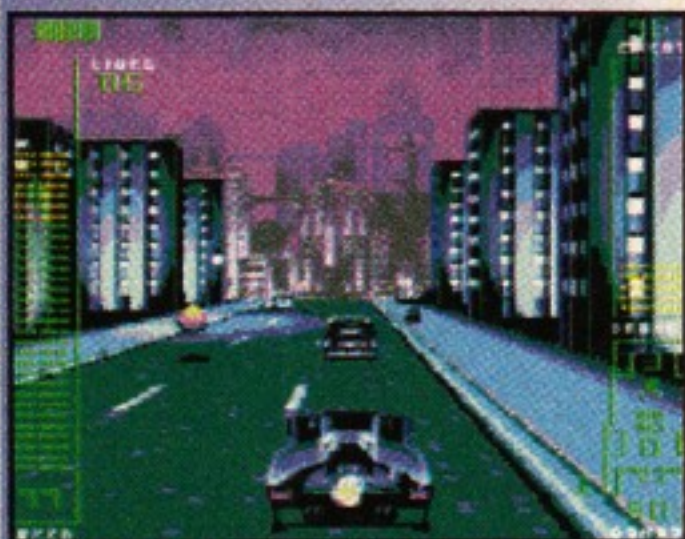
This barely average driving game should be called The Adventures of the Batmobile because you never control the Caped Crusader outside of his legendary vehicle.

In the Batmobile, you dodge obstacles and attack enemy cars in a scenario reminiscent of the old Road Blasters game. After completing each mission, you're awarded with superb original animation by the series creators. However, these segments don't compensate for the lack of bat action.

Loud, high-energy CD music complements the game's fast pace, though you'll wonder if it's just a cover-up for the average effects. And while the car controls fairly well, the repetitive stages will have you looking for the Gotham garage.



PROTIP: As soon as you enter trees in Stage Two of the second level, look for this 1-up.



PROTIP: When chasing Lily and Violet, dodge the obstacles, speed up to get close, then fire as rapidly as possible.

The Adventures of Batman and Robin
By Sega

Graphics	Sound	Control	FunFactor	Challenge
2.5	2.5	2.5	1.5	INT.

\$49.99 CD
Available now
Driving combat
1 player

Behind-the-Batmobile view
Forward scrolling
3 continues
ESRB rating: Kids to Adults

Sega CD

WireHead

By Tommy Glide

Ned Hubbard's brain is wired to a remote control that controls his movement. Somebody wants Ned dead, and with Ned's controller in your hands,



PROTIP: Don't trust Francis when she asks Ned to hide in the plane's restroom. Move him to the right.



PROTIP: Move Ned to the right to get him safely off this log.

you have to keep him one step ahead of the bad guys.

In this full-motion-video adventure, Ned is offered different choices, and you must direct his escape via your control pad.

The game is extremely linear — only the correct choice will allow you to progress. You can easily beat the game by memorizing the right moves.

Although loaded with stunts, the video is grainy, and the bad acting outweighs the limited interaction. Decent music, crisp dialogue, and average sound effects round out the sound.

Overall, this B-movie adventure will leave you wondering if the game's designers had their heads wired on right.

WireHead by Sega

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.5	2.5	2.0	BEG.

\$59.99
2 CDs
Available September
Graphic adventure

1 player
Multiple views
ESRB rating: Teen

Sega CD

SPACE ADVENTURE

By Scary Larry

This point-and-click text adventure is slow and unsatisfying. Although it tries hard to emulate Snatcher, it isn't nearly as polished.

As you find clues, words appear in a text box below the main screen. You then click on the new words to uncover more clues. But you may find the mystery more boring than daunting. Clues appear randomly and usually make no sense.

The anime-inspired sequences are poorly illustrated, even



PROTIP: Always talk to people twice. They may have something different to say.

corny. You'll see better drawings in a bathroom stall.

The sound is equally disappointing. Few voice-overs, ratchety music, and poor sound effects turn this CD into a drink coaster.

Leave this Space Adventure and hook up with a better text adventure, like Snatcher or Rise of the Dragon.



PROTIP: The cemetery has some really weird stuff on the grave-stones. Make sure you check out every epitaph.

Space Adventure by Hudson

Graphics	Sound	Control	FunFactor	Challenge
2.0	1.5	2.0	1.5	ADJ.

\$59.99 CD
Available now
Text adventure

1 player
First-person view
ESRB rating: Teen

Sega CD

Wild Woody

By The Pencil Grinder

Wild Woody is a side-scrolling erase-em-up where you control a pencil, draw power-ups, and literally rub out enemies.

The graphics are simple. Woody is a vertical stick with stick limbs, a pair of eyes, and a stupid grin. The sound effects consist of eraser scratchings,



PROTIP: Make Woody draw pictures so he can shrink to enter small caves.

Woody's yelp, and other simple snippets. Musically, there are a few jazzy scores with some annoying guitar and other wannabe hard-rock riffs.

Controlling Woody is easy for the most part — as long as he keeps his feet on the ground. During jumps, Woody totally loses control and usually lands on a harmful object.

Woody comes up short in every department. This pencil's eraser would've been better used on the drawing board of this game.



PROTIP: Use Woody's eraser to knock down walls and collect valuable icons.

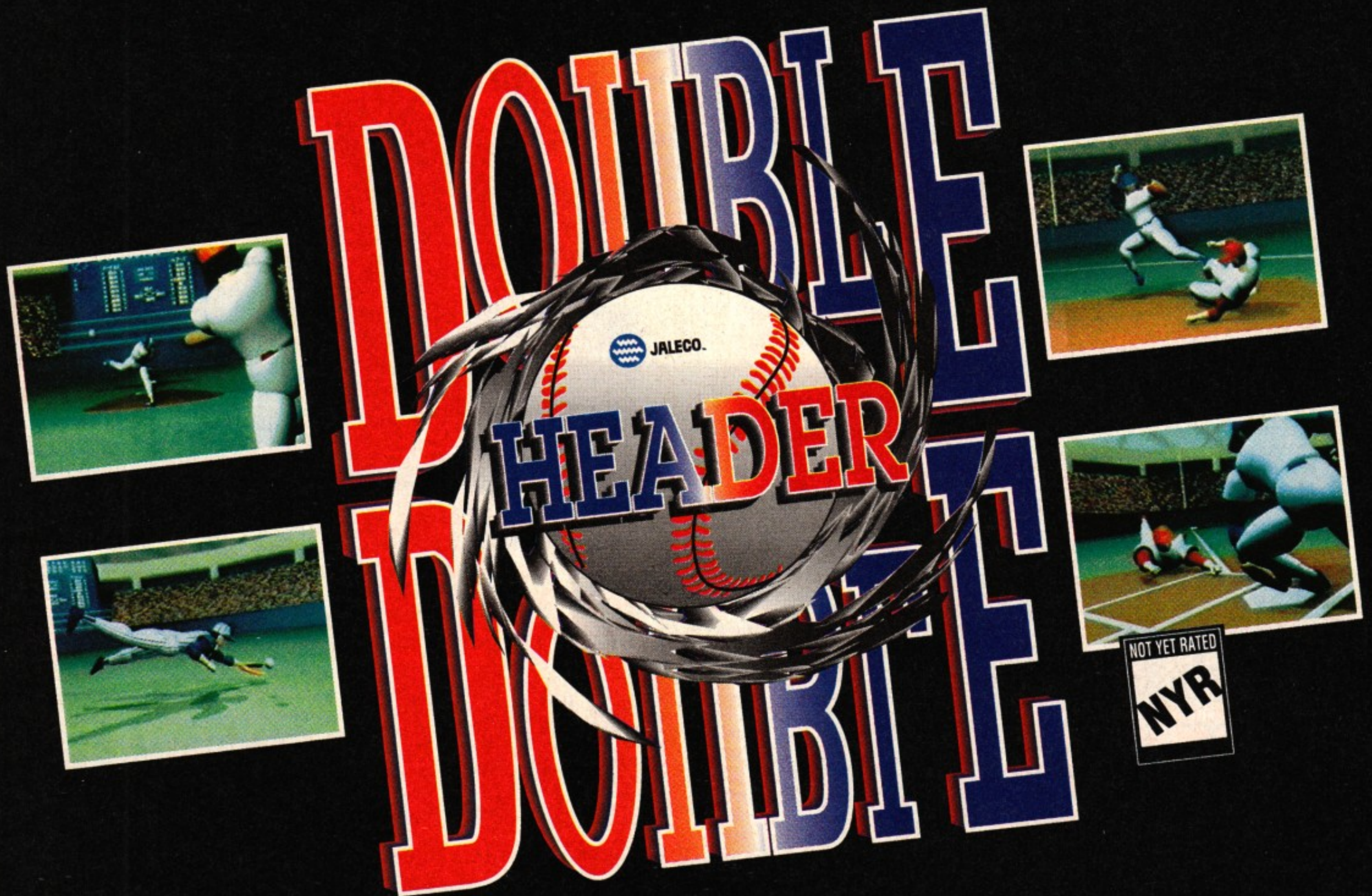
Wild Woody by Sega

Graphics	Sound	Control	FunFactor	Challenge
2.0	2.0	2.0	1.0	ADJ.

Price not available
CD
Available now
Action

1 player
Side scrolling
ESRB rating: Kids to Adults

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Genesis



By Scary Larry

Demolition Man is the kind of game that brings a smile to the faces of 16-bit vets who appreciate a good solid platform/action game. If you've finished Judge Dredd, jump right into Demolition Man.

Run 'n' Shoot

Although based on a movie almost two years old, Demolition Man still holds up as a fast-paced action game. It's the year 2099, and the world's most brutal cop (who's been frozen in a cryogenic prison for 100 years) is returned to active duty



PRO TIP: At the beginning of Stage Three, shoot Simon, then cross the gap and grab the 1-up he leaves behind.

to fight an equally brutal prisoner who just escaped.

As John Spartan, you run, jump, and climb through six levels, picking up shotguns, machine guns, and different types of grenades to supplement your standard pistol.

You also find yourself cavorting through caverns, bungee jumping, and gliding on wires while wasting enemies and picking up life packs. Enemies reappear if you linger, so the action grows to a critical mass.

Control is a wash. Although switching through the weapons is done automatically

by the computer, running and jumping need more careful consideration - it's too easy



PRO TIP: Long falls will kill you. If you come to a ledge with no surface to jump to, look for the bungee cord or an inconspicuous ladder.



PRO TIP: There are plenty of leaps of faith in Stage Three. Try climbing down a level to scout the area before leaping.

to fall into a flaming pit or roll into a ten-story gap between buildings.

Stallone in the Dark

The graphics are a little dark (except for the overhead area), but the main character sprite shows tremendous detail and fluid animation. His hand-over-hand scaling looks as good as that found in Stargate or Dredd. Although most of the levels are your standard side view with some dreary, dark backgrounds, there's a



PRO TIP: When you see Simon at the end of the first level, just jump into the pit and run after him. Don't hesitate for a moment, or you'll get blown into Spartan Pop Tarts.



PRO TIP: In the second stage, shoot the glass displays to uncover weapon and health icons.



PRO TIP: Brake on the high wires to grab power-ups and take out enemies.

bright ¾-overhead stage à la True Lies.

The music is good, and the sound effects are very satisfying. Everything from glass shattering and huge explosions to Wesley Snipes' malevolent laughter is crystal clear. The macho soundtrack doesn't get in the way of the action, either.

Man of La Macho

Action gamers will definitely want a piece of this game. Anyone else looking for some interesting graphics and "shoot first" gameplay will definitely find this a Man for all seasons. **G**

SIMON SAYS



PRO TIP: To rid yourself of Simon at the end of Stage Two, shoot or throw grenades at him while hiding in the lower-left corner. You're invincible to Simon's weapons from this vantage point.

Genesis Game Profile

Demolition Man

(By Acclaim)



Looking for some blazing-hot side-scrolling action? Check out Demolition Man's Judge Dredd-like interface and Stargate-type action. The 16-bit generation isn't dead yet!

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	4.0	4.0	Adjustable

\$64.95
16 megs
Available now
Action/adventure

1 player
Side view
Multiscrolling

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Tales From Cryptkeeper	470	Tick	620	Red Planet	720
Saved By The Bell	440	Batman & Robin	570	Tick	600
Sonic The Hedgehog	420	Carmen Sandiego	520	Batman & Robin	520
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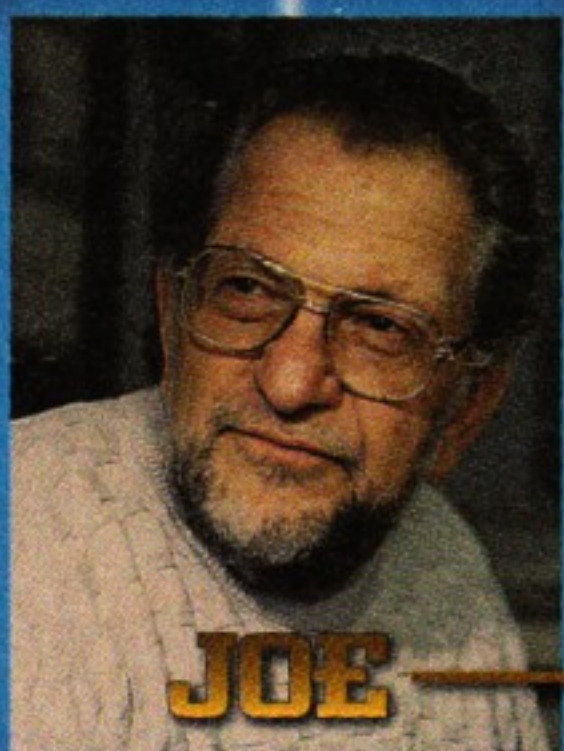
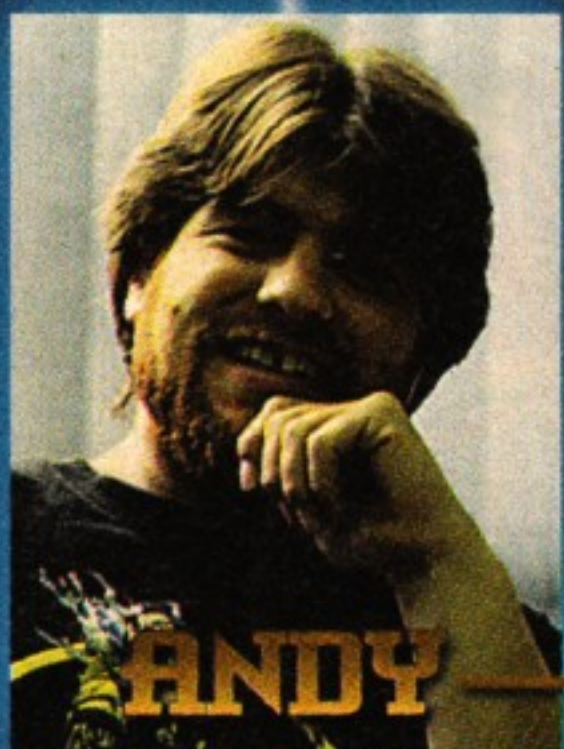
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Letter from the GamePros	5	4	3	2	1	Not read
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The Cutting Edge	5	4	3	2	1	Not read
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Neo•Geo CD: The New Kid in Town	5	4	3	2	1	Not read
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Super Game Boy ProReviews	5	4	3	2	1	Not read
Game Gear ProReviews	5	4	3	2	1	Not read
ProStrategy Guide: WeaponLord	5	4	3	2	1	Not read
Strategy Special: The Adven- tures of Batman and Robin	5	4	3	2	1	Not read
Strategy Special: Panzer Dragoon	5	4	3	2	1	Not read
Strategy Special: Hell	5	4	3	2	1	Not read
SWATPro	5	4	3	2	1	Not read
Game Enhancers	5	4	3	2	1	Not read
The Fighter's Edge	5	4	3	2	1	Not read
GamePro Labs	5	4	3	2	1	Not read
Buyers Beware	5	4	3	2	1	Not read
Short ProShots	5	4	3	2	1	Not read
ProNews	5	4	3	2	1	Not read

2) How do you rate the overall editorial quality of this issue?

- Excellent
- Very good
- Good
- Not very good
- Poor

3) What would you like to see covered more in *GamePro*?

4) What would you like to see covered less in *GamePro*?

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- 3DO
- CD-i
- DOS/Windows personal computer
- Game Boy
- Game Gear
- Genesis
- Jaguar
- Macintosh personal computer
- Neo•Geo
- PlayStation
- Saturn
- Sega CD
- Super NES
- Virtual Boy

6) Which three systems are the most important for *GamePro* to cover?

- 32X
- 3DO
- CD-i
- DOS/Windows personal computer
- Game Boy
- Game Gear
- Genesis
- Jaguar
- Macintosh personal computer
- Neo•Geo
- PlayStation
- Saturn
- Sega CD
- Super NES
- Virtual Boy

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Super NES



By Major Mike

Super Castlevania IV is one of the top-ten games created for the SNES. Too bad Castlevania: Dracula X doesn't really compare. It's a good game, but the magic of IV can hardly be found anywhere in this entry.

Another Belmont

Dracula X's protagonist is Richter, descendent of the famed Simon Belmont. This time the Belmonts' war against Dracula is personal – the Count has kidnapped Richter's love,



PROTIP: Even if you don't have a weapon, you can use a flaming whip if you have enough hearts. Just press the Item Crash button.

Annet, and her sister, Maria. Armed with the trademark whip, he must get them back and destroy Dracula.

Divided into several areas, Dracula X adds a new twist:



PROTIP: If you don't rescue Annet and Maria, you face this menacing boss on the top of the clock tower.

The final confrontation – meet Count Dracula!

however, the bosses are only so-so. Some have easy patterns, like the giant minotaur, while only a few are challenging, like the grim reaper on the clock tower.



Castlevania: Dracula X



Uncover the hidden areas on the main map that's shown between stages.

Hidden stages are found in the lower levels on the main map that appears each time a stage is completed. They also contain the two women captives that must be rescued. While this provides a new challenge, the location of the



PROTIP: Tap the Jump button twice to perform a back flip.

captives is too obvious, leaving little incentive to re-explore the stages for other possible hidden goodies.

Who's the Boss?

One of the highlights of the Castlevania games has always been the bosses. In Dracula X,

The graphics are simple – no knockout Mode 7 stages, no rotating rooms (like in Castlevania IV). Your character is also very small.

The play engine feels like it's right out of the 8-bit versions (only horizontal whipping is allowed), and only a few new abilities (jumping onto staircases and picking which weapon to carry) were thrown in. The controls are almost perfect; the only exception is a slight delay when you repeatedly use a special weapon.



PROTIP: In Stage 3, falling off the pillars doesn't kill you, it lands you in an underground stage.



PROTIP: Annet isn't hidden behind a locked door, but she's somewhere in Stage 5!

Fans of the 8-bit games will get a kick out of the beautifully reworked music scores. The sound effects, however, are just average – the snapping whip and occasional loud crashes fill in the other part of the soundtrack.

Rest in Peace

It's a shame the 16-bit Castlevania games had to end this way. Where the 8-bit editions gracefully exited with the excellent Castlevania III: Dracula's Curse, this last hurrah is a muted one.

For an awesome alternative version of this title, you may want to check out the import-only PC Engine game. Other than that, it's back to the grave for Castlevania. **G**

Super NES Game Profile
Castlevania: Dracula X
 (By Konami)

K&A KIDS TO ADULTS AGES 17+
The Belmonts return! The long-awaited follow-up to Super Castlevania IV is finally here! Fans of IV, however, may find that Dracula got a bit too long in the tooth.

Graphics	Sound	Control	FunFactor	Challenge
3.5	4.0	4.5	2.5	Intermediate

Price not available
 16 megs
 Available now
 Action

7 stages
 1 player
 Side view

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Super NES



By The Axe Grinder

The ultimate stress reliever hits the SNES! This popular first-person shoot-em-up gets an "A" for effort, but the control leaves you feeling doomed.

Seal Your Fate

Similar to Wolfenstein 3-D and Zero Tolerance, Doom is aptly titled. Set in three worlds populated with evil soldiers, monsters, demons, and other creatures bent on your demise, it's kill or be killed.

Use any weapon you can get your hands on and blow the charging enemies to smithereens before they do worse to you. Just point your weapon, fire, and enjoy.

Weapons, Anyone?

A variety of weapons (like shotguns, rocket launchers, and chain saws) make up your arsenal, along with other power-ups (like armor and first-aid kits). Doom isn't just about splattering enemies with your shotgun, though: Some levels have puzzles and require strategy as well as a quick trigger finger. Several hidden rooms and passages also add to the fun and make

A DOOMED MARCH

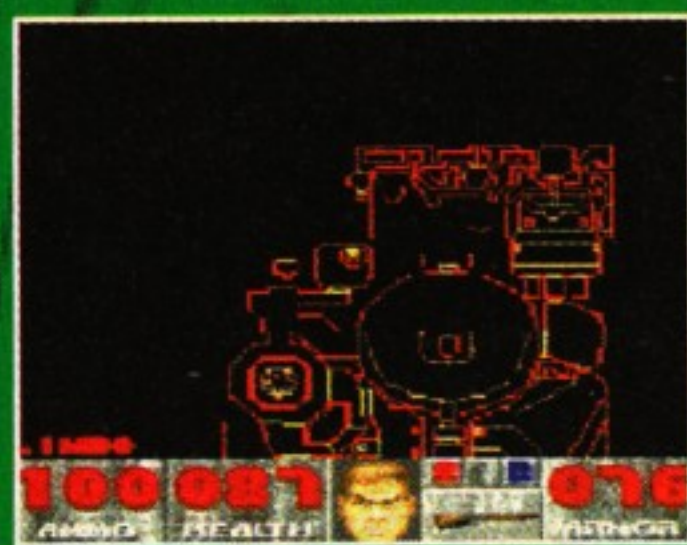


The first world...

for hours of exploring.

Doom has graphics ranging from bright and colorful to dark and gloomy. Up close, walls and enemies suffer horribly from pixelization. Other visuals remain sharp, however, and distant objects are clear with colorful explosions and bloodletting that more than utilizes the red end of the color spectrum.

One of the key elements in the game is sound. Doom is most effective with the music turned off, so you can hear hissing enemies lurking around corners or right on your heels. The explosions, grunts of pain,



PRO TIP: Avoid moving while in Map mode – you can't see your enemies or other dangers.



The all-powerful BFG-9000. The "F" doesn't stand for "fancy."



...the second world...



...and the third world!

and weapon discharges sound great. While the music livens up the stages, it overshadows important sound cues that are essential to complete the levels, such as secret doors opening.

Doom and Doomer

The biggest problem with Doom is the control. The delay



PRO TIP: Keep demons from advancing by using the chain gun.



In the first world in Level 3, push this lever, and you will be taken to a secret level.



between a button press and the onscreen action means movement isn't as responsive as it should be. You'll be fighting the controls more than the enemies. Cycling through the weapons is also slow – press the button three times, and a few seconds later, the desired weapon appears.

Doom is an entertaining game, but lack of control nearly seals its fate (unlike the 32X and Jaguar versions or the similar Wolfenstein 3-D for the SNES). However, this game is probably the most fun you can have with loaded weapons without getting hurt. **G**

Super NES Game Profile

Doom

(By Williams Entertainment)



Doom has all the gore and intensity of a top-notch adult action title, but the control is so frustrating at times that you'll want to shoot the controller and put it out of its misery.

Graphics	Sound	Control	FunFactor	Challenge
3.5	4.0	2.0	3.5	Adjustable

Price not available
16 megs + SFX II chip
Available September
Action/adventure

1 player
22 levels
First-person view
Multiscrolling

PRIMAL!

You're Dead Meat!

Standing naked on a glacier, munching on tribesmen, something really *bad* is coming. Suddenly, a claw-happy raptor comes screamin' out of nowhere to slice and dice you into gorilla cold cuts. Before he can rip your face off, you nail the lizard breath with a crushing brain bash. Just another day.



It's Primal Rage.



With all the flesh-ripping fighting moves, action and fatalities that made the arcade hit #1. It's new. It's different. It has Flying Butt Slams and Farts of Fury. Deadly multiple combos to pound your opponents into submission. Unbelievably realistic character animations. And of course, Power Pukes, Gut Gougers, and Face Rippers.

Primal Rage. For Sega™ Genesis™, Super NES®, Game Gear™ GameBoy®, and PC CD-ROM.



Urth Shaking Carnage!



NINJA GAIDEN TRILOGY



By Bro' Buzz

If you think Ryu Hayabusa is "that Street Fighter dude," turn in your card for the video game ninja club now! In the name of retro gaming, the Ninja Gaiden Trilogy revives a sword-slinging classic in a three-games-in-one cart.

Trilogy contains the three 8-bit NES Gaiden games: Ninja Gaiden, NG II: The Dark Sword of Chaos, and NG III: The Ancient Ship of Doom. Nothing's changed, nothing's different. NES vets will get a kick out this cart. Players hungry for new 16-bit thrills may want to just kick the cart.

True Blue Ryu

Ninja Gaiden is a blast even if it is from the past. The se-



PROTIP: Learning to jump from edges of ledges is a basic skill that you must master. Press Up to climb as far as you can, then quickly press Away from the edge, Jump, and Toward the edge.

ries helped define the side-view action/adventure genre with fast-paced, finger-pumping swordplay.

Moreover, the intriguing story line spans the three carts. Youngblood ninja, Ryu Hayabusa, is out to avenge his father's death, but runs into the CIA and an ancient cult of demonic bad guys. The rest is video game history.

Chop 'Til You Drop

The cut-and-run action is virtually the same in all three games. Ryu mows a path



PROTIP: Gaiden bosses suffer a basic 8-bit weakness: repetitive fighting patterns. Attack-move-attack is the usual move set.



PROTIP: In Gaiden I, you must jump back and forth between structures to move upward.

through hordes of creatures and assassins in order to face off with bruising boss creatures at the end of every level. For additional mystic fire-power, he can chop down icons for special ninja magic, such as spinning fire wheels and throwing stars.

The gameplay shows its age in the controls, and sometimes guiding Gaiden's a chore. It's easy to leap onto walls, but it's tough to leap off them. You also can't jump and turn around in midair for rear-guard action.

The graphics are 8-bit all the way. The sprites are small, but quick animation propels the action. The variety of enemies and attention to visual detail remains impressive. Ryu's foes include hockey-masked thugs, kimono-clad weasel things, and the scariest of all—Elvis impersonators.

The sounds are just all right. The highlight is typically tinny 8-bit tunes that make for minimal audio appeal with variety and energy.



PROTIP: In Gaiden III, grab the power-sword icon. It's the best all-purpose weapon.



PROTIP: In Gaiden II, the wind does tricky things on several levels. Use it to your advantage to bust long-range jumps.

We'll Be Seeing Ryu

After firing up this game, one can only wonder why Tecmo chose not to do Gaiden in a 16-bit format. At least for now, Ryu wannabes can revive some ninja-fighting skills and take heart in rampant rumors of a Ninja Gaiden for the next-generation systems. **G**



Super NES Game Profile Ninja Gaiden Trilogy (By Tecmo)



You can't keep good ninjas down, even if they're in an 8-bit NES game. Check out this three-classics-for-the-price-of-one SNES cart for a slice-n-dice trip down memory lane.

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

\$69.99
12 megs
Available now
Action/adventure

1 player
Side view
Multiscrolling
3 games in one

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By Major Mike

"Hey! This isn't the Mega Man I've been seeing on the Super NES! What's going on?" Yes, it's true - Mega Man VII isn't like the Mega Man X games, but that isn't necessarily a bad thing.

Upgrade or Facelift?

Mega Man VII is more of a facelift than a sequel - it's as if the 8-bit game were dropped into the 16-bit Super NES. The result is an enjoyable Mega Man game.



But without the dark edge of the X games, VII looks a bit too familiar. Even Rush the dog returns.

Like the other Mega games, this one has excellent control right down to Mega Man's ground slide. Because the levels in VII are huge and loaded with traps, hidden areas, and clever themes (like the vam-



Defeat a boss and inherit his weapon!

Mega Man VII by Capcom

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

Price not available
 Megs not available
 Release date not available
 Action/adventure
 1 player

Side view
 Multiscrolling
 Passwords
 ESRB rating: Not yet rated

PROREVIEW

Super NES

pire level), you need all the help you can get. However, with all the weapons MM



PROTIP: When you start the game, fight the Bubble Boss first - he's the easiest to defeat.

MEGA MAN VII



PROTIP: Use the D. Wrap weapon on the Cloud Boss to finish him quickly.

collects, cycling through everything to find the one you want can get frustrating.

There are certainly things that VII lacks in comparison to X. The fine graphics feature well-drawn cinemas, but the sounds are strictly 8-bit right down to the little pinging sound of Mega Man's weapon. The music is upbeat and cutesy on most stages with a few dramatic overtures to stir up the action.

Mega Man VIII?

Those dying for the next Mega Man X installment will find VII a nice holdover until the next 16-bit entry down the road arrives. **G**



By Bruised Lee

Just when you thought you were all rangered out, they're back. This time around, the Rangers have morphed into a one-on-one fighting game that's sure to take a lot of hits.

Go, Go...Away

MMPR Fighting Edition doesn't set itself apart from the vast number of fighting games. Neither the moves nor the gameplay are above or beyond what's already been done in fighting games.

Graphically, the game looks okay. The fighters are fairly large in size and sport some nice detail.

However, the graphics start to wear thin as soon as you pick up the controller. Choppy animation and slow characters make for uneventful gameplay. The flat backgrounds are even more lifeless than the characters themselves.

The sparse sounds are all too familiar to the ear. Most of the sound effects in the game are rehashed from games like the Ninja Warriors and Wild Guns. Your best bet is to turn the sound off and make up your own - at least yours will be original!

The controls are the strongest feature in the game. The moves are easy to pull off, and there are even some two-in-one combos. But if you're looking for in-depth competition, you may want to keep on looking.

Mighty Clonin' Power Rangers

True Ranger fans or beginner fighters may enjoy this simple game. And any Ranger haters can take this chance to beat

MIGHTY MORPHIN' POWER RANGERS

The Fighting Edition

the mighty morphin' daylight out of them! **G**



PROTIP: To play as the end boss Ivan Ooze, begin a game in Fighting mode. Hold Buttons X and Y, then press Start.



PROTIP: During a mercy match, rapidly tap the buttons to throw your opponent out of it.



PROTIP: If you jump up and hit an enemy in the air, you can immediately jump up again for a second air-juggle hit.

Mighty Morphin' Power Rangers: The Fighting Edition by Bandal

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
3.0	2.0	3.5	3.0	Adjustable

Price not available
 12 megs
 Available now
 Fighting

2 players
 Side view
 Multiscrolling
 ESRB rating: Not yet rated

SO REAL IT HURTS!



ULTIMATE GRAPHICS PUT YOU RIGHT IN THE BATTER'S BOX!

LINE-UP

STARTERS: CHICAGO WBS

POS	NAME	B	AVG	HR	RB	RUNS	H
1ST	R. GULHAM	2B	.296	280	523	89	156
2ND	T. KATZES	LF	.280	296	435	78	122
3RD	F. THOMAS	1B	.313	326	502	100	163
4TH	J. KINGS	DH	.292	300	415	83	124
5TH	B. WESTER	3B	.212	211	500	74	138
6TH	M. DEVEREUX	RF	.245	251	404	44	99
7TH	L. JOHNSON	CF	.278	281	500	51	139
8TH	R. KRECHTICK	C	.222	225	315	41	70
9TH	D. GUILLEN	SS	.264	269	406	43	103
	J. HARDY	P	.000	.000	0	0	0

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3DO



By Scary Larry

Those spherically incorrect fighters are back, and this time they have a ton of graphics-processing power behind them. Ballz for the 3DO is a great improvement over the original.

Nothing to Sphere But Sphere Itself

The 3DO tries hard to be mainstream in the fighting genre with such offerings as Super Street Fighter II Turbo and Way of the Warrior. But fighting 3DOers will find a good battle in the Ballz arena.

Although basically the same game as the 16-bit titles of a year ago, this version includes improved graphics and speed enhancements. Other bugs

have also been worked out. With fully rendered and revised backgrounds, this version rules.

The format's still best-two-of-three rounds, and there are still maniacal bosses like Jester and the Kangaroo to contend with. Also retained are the stinging taunts and verbose insults. New fighters, like the pugilistic poltergeist Zombie, make for nine total ball-busters.

Round Figures

The characters look better and move more fluidly. The speedy gameplay also makes for faster, less defensive rounds. Add in a true 360-degree rotation of the battle arena, and you have the makings of a classic.

The sounds are better than

before with great CD-enhanced music and character-specific theme songs. There are even more hilarious grunts, groans, and farts than before.

The controls are easy to learn and understand, but Ballz is definitely a game that becomes more fun when you've memorized the moves. Although filled with humor, you could easily win rounds by just pounding the crap out of your opponents. The fighters also have a tendency to fling them

selves around the arena without stopping for air.

Have Some Ballz

Ballz' appeal is mainly its non-conformist attitude. There are no flaming Dragon Punches or bloody ball-splitting fatalities.

Just plenty of laughs and lots of fun. It's not for every fighter, but those looking for a change of pace should definitely get some Ballz. **G**



PROTIP: The finishing move for every fighter can be performed when your opponent's health bar is at 25 percent or lower. When in close, tap Up twice to execute the move.



PROTIP: Taunting (simultaneously press Buttons A, B, and C) is more than just funny. It also pumps up your power. Several taunts and one hit could destroy an opponent.



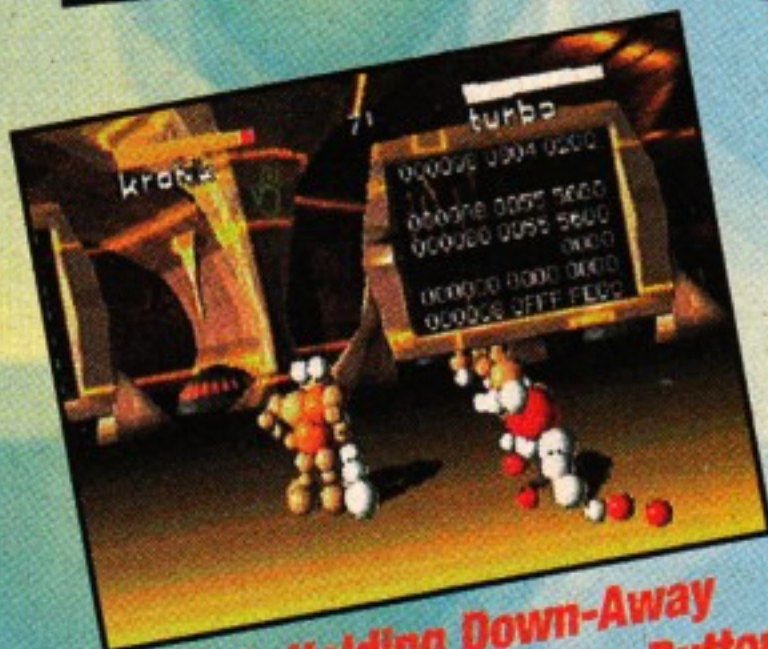
PROTIP: After your opponent's ballz have been shattered, press Button A four times.



PROTIP: Tap Button C to jump in the air. Try and land on your opponent's back for some hilarious results.

ballz

the director's cut



PROTIP: Holding Down-Away and repeatedly pressing Button C yields a defensive throw. If you are playing a character who's relentless, this tactic works well.



PROTIP: Getting tired of your fighter? Try morphing. Every character has a morph. For Yoko, tap Up, Right Shift, A, and C.



PROTIP: Stun moves are the most effective. Divine's Knee To Nuts leaves opponents achin' and shakin'. Tap Down, Down, Up to execute it.

3DO Game Profile

Ballz: The Director's Cut

(By Panasonic Software)

NOT RATED Ballz is back, and this time the fighters are pumped up! Ballz: The Director's Cut deserves a second look by fighting fanatics on the 3DO.

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

\$ 59.95
CD
Available September

Fighting
2 players
360-degree view

Stuff they made us say: ICEBREAKER is a trademark of and was developed by Magnet Interactive Studios, Inc. ICEBREAKER 3DO software is licensed to DENTSU USA INC. 3DO and The 3DO logos are trademarks of the 3DO Company. The REAL ZONE is a trademark of the Matsushita Electric Corp. of America.

"JUST MOWIN'

DUDES DOWN



'TIL THAT

ORANGE MEANY

WAXED ME."

An Experience from the REAL 3DO Zone™, Lovie "The Worm", OHT

ICEBREAKER



"Orange Meany? I don't think so. These bad boys are downright nasty! The dude took two to the chest, split in half and kept on rockin'. What's a guy to do? I mean we're talkin' thumbs on fire. My heart's pounding and I'm drippin' sweat. But I'm addicted. I'm clearin' this board.

150 levels, monster tunes and screamin' pyramids. I'm goin' full-tilt, baby! See ya on the grid." ■



HOOK UP WITH YOUR NEAREST 3DO DEALER OR CALL: 1-800 332-5368



EVERYONE



Panasonic
Software Company



By Captain Squideo

You've already seen decent shooting action in Johnny Rock and Mad Dog McCree. Space Pirates continues American Laser Games' tradition with a trip to outer space, where no one can hear you scream about the controls.

Space Shooter

Space Pirates uses first-person film footage for a story about innocent space colonists and Road Warrior-style kidnapers. You walk space-station halls and distant planets in search of bad guys. It's all mindless fun, and



PROTIP: Colonists sometimes look like pirates, so don't be too trigger happy.

quick reactions take precedent over strategy. Unfortunately, your shooting skills are limited by the inefficient guns. Whether you use a standard controller or a Gamegun, targeting isn't precise enough to keep you alive long. You'll miss an enemy only to see him fall, or your direct hits won't register. The Gamegun, by the way, is by far the preferred shootin' iron because it reloads much quicker than the controller.

Playin' Pirates

The graphics and sounds are better than those in most full-



3DO

motion-video games because the futuristic setting generates more impressive effects. Instead of Mad Dog McCree's basic cowboys, here you see imaginatively costumed villains, laser lights, and

Space Pirates

interplanetary backgrounds. The sounds also convey the right sonic atmosphere for sci-fi action, but like the graphics, they won't make George Lucas jealous.

If you like sci-fi action, you should like the environment of



PROTIP: Usually you only need to wing enemies on any part of their body for them to go down.



PROTIP: Always recharge the Gamegun between enemies so you have a full load of ammo.

Space Pirates. And if you can tolerate the misfiring controls, you'll enjoy the nonstop blasting. Space Pirates isn't a glorious treasure chest of fun, but it's still worth plundering. **G**



By Scary Larry

For those of you who played Revenge of the Ninja for the Sega CD, Strahl will bring back memories. Whether they're good or bad memories depends on how much you dig these point-and-click adventures.

Strahl-ing Around

Alex Hawkfield, a small-town boy, finds an old man dying in the street and takes care of him. When this Good Samaritan attitude backfires, Alex is sent out to face a series of adventures. Because no other solid explanation is given about why Alex should go adventuring, you'll be confused by the jumbled animated scenes that round out each level.

The game boasts more than 48 endings, but all that means is that you play the original seven sequences seven times in different order! It's a cheap way to pile on endings, and one that you won't care about after 15 minutes of gameplay.



PROTIP: Winning is a memory game. Just remember where you failed and try not to repeat the action. Since the endings depend on how well you do, you may want to start over.



PROTIP: This ball and chain is a power bar. Repeatedly press Button B to break it, but be careful! Some power bars appear one right after another.

Déjà View

Strahl's graphics are blurry, but the game does include fast anime sequences. If you've played or seen Time Gal, Road Avenger, or Revenge of the Ninja, however, you've seen this one, too.

The music and sound effects are crystal

clear, but there are too many gaps with no sound at all.

Good symphonic music or

some more voice-overs would have helped fill the voids.

Much like Dragon's Lair, Strahl is a watch-for-the-arrows-and-move adventure game. Unfortunately, this anime-inspired CD is too easy and far less humorous than Dragon's Lair, and it won't keep you interested long. **G**



One of the 48 possible endings...

Space Pirates
By American Laser Games

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

\$64.95
CD
Available now
Shooter
2 players
5 worlds

First-person view
Forward scrolling
Not rated by the ESRB
3DO rating: Not yet rated

Strahl by Panasonic Software

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
3.0	3.0	4.0	2.5	Adjustable

\$59.95
CD
Available now
1 player
Multiple views

48 endings
Not rated by the ESRB
3DO rating: 12 and above

Stuff they made us say: The Daedalus Encounter is a trademark of Virgin Interactive Entertainment, Inc. Developed by Palmsoft, Inc. 3DO and The 3DO logos are trademarks of the 3DO Company. The REAL ZONE is a trademark of Matsushita.

"I GO FROM

WAY COOL



SPACE

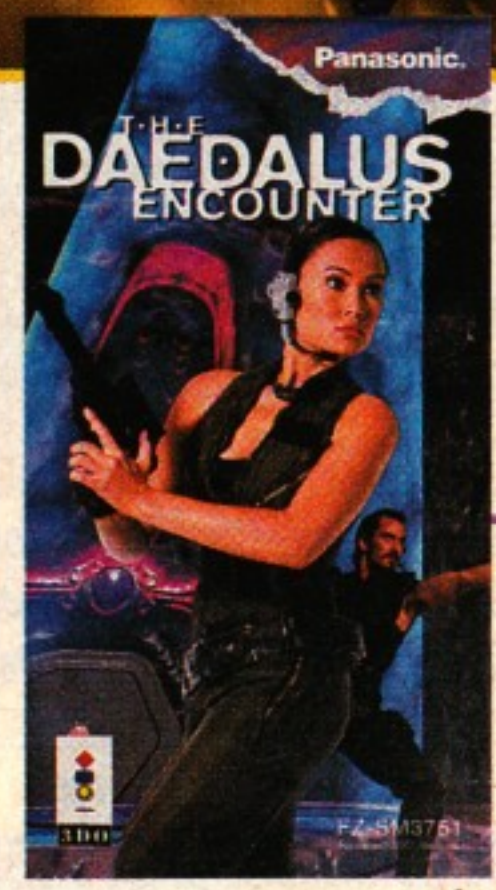
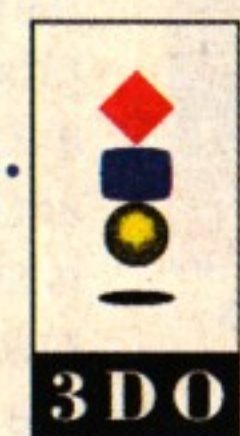
DUDE TO A

BRAIN

IN A BOX."

A REAL Experience from the 3DO Zone, Frankie "One-Speed," NY

THE DAEDALUS ENCOUNTER



"The good news - I'm on a ship with Tia Carerre. The bad news - I'm only a brain on life support and we're bein' pulled toward an alien sun. If we don't take out the Krinn and change course we're toast. Literally. This is a job for brain man. Great game. Super graphics. Funny lines. 4 CDs. And Tia is not painful on the eyeballs. Later." ■

Panasonic
Software Company



By Scary Larry

What can the Jaguar CD do with flight sims? By the looks of Blue Lightning, not much. This is a poor piece of work for a 64-bit system like the Jaguar.

Eject

Looking like a scaled-down version of AfterBurner, Blue Lightning is a mediocre game and an awful flight sim. You're the pilot of a topnotch fighter, taking mercenary missions in Europe, South America, and so



Jaguar



PROTIP: Drop napalm whenever you see a large clear path. Don't throw it into the trees.



By Scary Larry

Atari isn't using its bits wisely. While FlipOut! is a funny and challenging game, it looks so 8-bit that it could have been done on the Game Boy.

Flip Service

A contest's taking place on the cheesy Planet Phrohmaj ("fromage" means "cheese" in French). The contest is called the Great Tile Flipping Festival, and to show their devotion to this event, the citizens of Phrohmaj act as spectators to tile-flipping challengers like yourself.

You must flip colored tiles into the correct positions while making sure other tiles have vacated the same position. Two tiles cannot rest on the same colored square.

If this sounds confusing, just wait until you play. Tiles flip all over the place, and the computer will even throw wrenches (like tile-gobbling freaks and graffiti-spraying aliens) into the works to confuse you.

Your punishment for getting it wrong? You have to do it all over again.

Out of This World

The stages are interesting, from the dull alien world of



PROTIP: Wait until a tile has almost landed before you toss another. This reduces the chances of missing your cue.

Master Volume
Music Volume
Save Game
Load Game
Exit Options
Exit to Map

PROTIP: Pause the game to peek at the colored landing spots under the tiles. Formulate your game plan using this info.



PROTIP: In the Sphorkle Diner, flip one tile continuously until the aliens leave.

FLIPOUT!

Phrohmaj to the statues of Easter Island.

The music and sound effects are annoying. Weird alien hill-billy music dominates the game, and funny but distracting effects, like alien farts, are thrown in for character.

Slip Out

Wasting a graphics powerhouse like the Jaguar on this silly game is like using a power drill to scratch your back. This is definitely a puzzler's game, but it's not as addictive as Tetris. If you loved Klax, you'll love FlipOut! Remember, love is never having to say "Atari." **G**

BLUE LIGHTNING

on. Initially, you're equipped with a small number of missiles and unlimited bullets, but you can upgrade to cluster bombs, napalm, and more.

Crash and Burn... Please

The simple views of your plane (behind the rear wing and cockpit) do nothing to enhance the 16-bit-style graphics. The gameplay is slower than StarBlade (or even AfterBurner), and certain added graphic touches, like smoke billowing from your tail, will only confuse you. The back-



PROTIP: Don't fly into the clouds. Some clouds obscure your vision for a long time.

grounds are awfully simple (static trees and dinky ground weapons) and simply awful (clouds and a few planes).

The rockin' soundtrack tries hard to match Top Gun, but the music and standard sound effects never reach an impressive crescendo.

The controls of your plane are choppy at best. The jet's barrel roll is a clunky evasive procedure that wouldn't shake a dachshund, let alone another aircraft. Locking on to targets is simple, but with the useless machine gun and limited missile payload, it's no fun.

Wild Blue Yawner

Jet fighting has never been more mundane. If you feel the need for speed, try a flight sim for your old 16-bit system. This game will just give you the Blues. **G**



PROTIP: You'll find it easier to use the cockpit view when going after ground targets.

Blue Lightning by Atari				
Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
3.0	3.5	2.5	2.5	Adjustable
\$59.99		2 players		
CD		Multiple views		
Available now		Battery backup		
Jet combat		ESRB rating: Not rated		

FlipOut! by Atari				
Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
3.0	3.0	3.0	2.5	Adjustable
\$49.99		2 players		
2 megs		Multiple views		
Available now		Battery backup		
Puzzle		ESRB rating: Not rated		

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"ONEBALLZY
MOVE AND



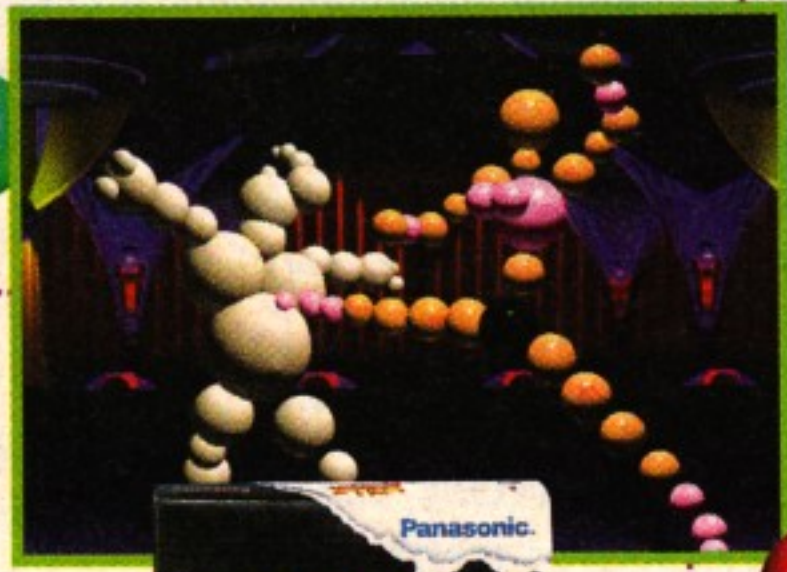
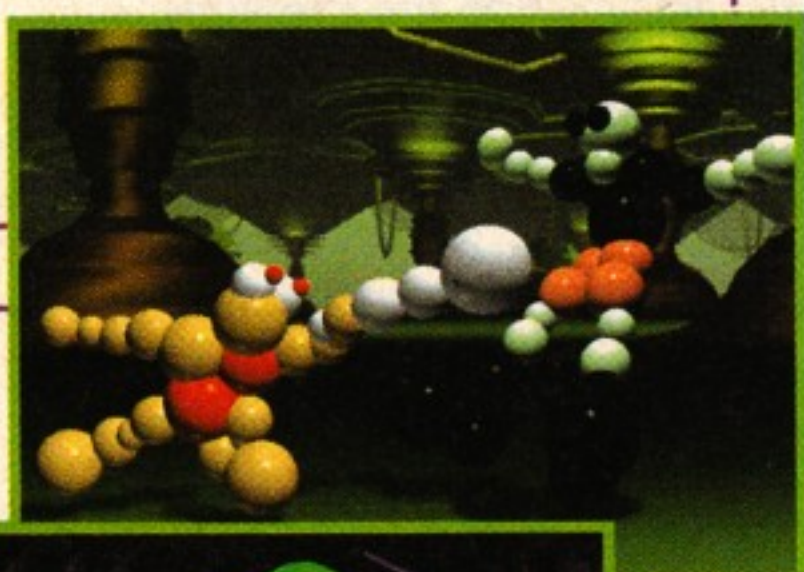
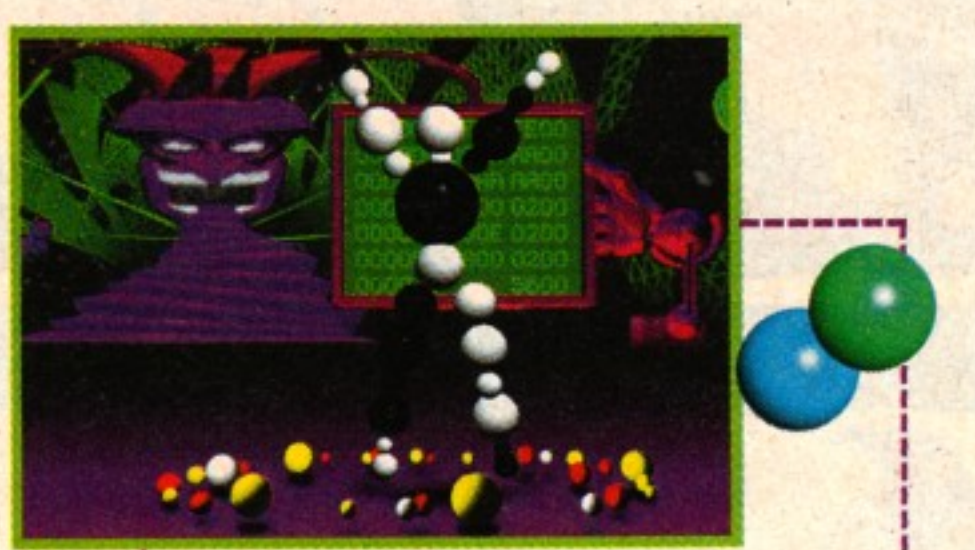
SUDDENLY
I'M SUCKING
SIDEWALK."

An Experience from the REAL 3DO Zone™, Tony "Two-House", ll

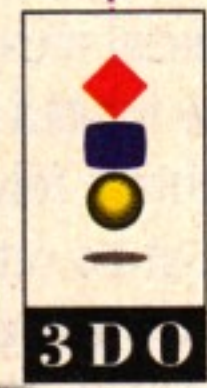
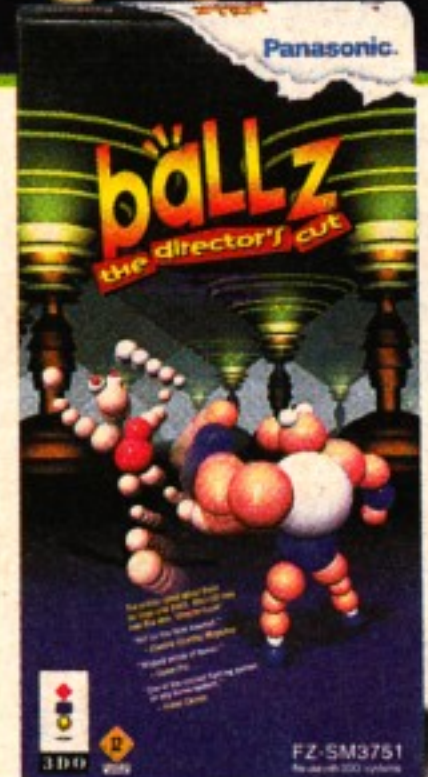
ballz The Director's Cut



"OK, I was desperate. On my kneez. Beggin' and pleadin' for mercy. Hey, I'm no wuss, but that neanderthal Kronk is tee-ing off on my skull. But now I gear it up and bust into my aerial attack and super-cool morph moves. Next up, Boomer. But now this clown is doin' the gravelin'. This is arena combat. Rude, nasty and in-your-face. And this director's cut left nothin' out. You get it all. I'm outta' here. Peace." ■



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Panasonic
Software Company



By The Axe Grinder

Of all the great ingredients in Kabuki Klash, somebody forgot an essential one: gameplay. Klash has terrific sounds and graphics going for it, but it still isn't a very fun fighting game.

Magical Mystery Moves

Klash has eight fighters in the Versus mode, followed by four boss characters in the one-player mode. The characters' fighting styles all vary – some carry weapons, while others use projectiles and even animals for special attacks.

The regular special moves are the usual quarter- and half-circle motions with the joystick, and they're easy to execute. Unfortunately, the regular special moves aren't very interesting, and the game loses its freshness quickly.

In addition to the various special moves, there are also a few limited combos, and some fighters rely on weapons that must be retrieved after they're thrown at opponents. Also available are Magic moves that can only be performed when the Magic bar is maxed out. All Magic moves are done by tapping Down twice on the



PROTIP: Use weak kicks or slashes to discard unwanted items dropped onscreen.

joystick and hitting one or two buttons.

The Magic moves vary from character to character, giving some fighters extremely unfair advantages. For example, Kinu's flaming dog attack sends her trusty animal sidekick bouncing around the screen like a giant fireball. If it hits an opponent correctly, it can drain over half their life bar. The same is true of the boss Manto: His mini stampede can almost kill an opponent outright if unblocked.

Animation Spotlight

Klash really shines in the graphics department with

KABUKI Klash



Eight warriors and four bosses



PROTIP: Some fighters must fetch their weapons after throwing them when they jump.



PROTIP: When an opponent is blocking Yagumo's Dragon Fire, run in for a throw.

cutesy Disney-style character animations and knockout Magic moves (like Oroshimaru's Tou-Ryu). The final boss is truly something to behold: He's loaded with awesome special moves and takes up almost half the screen.

Excellent sound effects complement the action. Explosions, slashes, and frenzied yelps from the characters provide an earful.

Claim to Fame?

Had a little more effort been put into the play engine, Klash could've been something really special. The initial game-

play is arresting, but after a while, it loses its luster. Ultimately, the game doesn't offer more than the state-of-the-art animation and sounds we've come to expect from the Neo•Geo. **G**

Neo•Geo Game ProFile

Kabuki Klash

(By Hudson Soft)

NOT RATED Kabuki Klash has awesome graphics and sounds, but unfortunately the fighting action leaves something to be desired.

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.5	4.0	3.0	ADJ. Adjustable

Price not available
202 megs
Available now

Fighting
2 players
Side view

Four Deadly Bosses



Manto



Karakuri



Jyashinsai



Lucifeller. Use Kinu's rising aura attack on Lucifeller's dive-bombing assault.

YOU GET UP TO

50

GAMES A MONTH

AND PLAY THEM

24

HOURS A DAY AND

KICK EVERYONE'S BUTT

7

DAYS A WEEK WHEN YOU

HOOK IN THIS



FOR PENNIES A DAY

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**By The Axe
Grinder**

The lone wolves return for a fourth fight...this time in CD format. Although some of your favorite fighters may be missing, Fatal Fury 3 brings back five vets and adds five new fighters.

Veterans and Newcomers

Mai, Geese, Terry, Andy, and Joe return with some of their moves changed. Terry Bogard's Lightning Tackle was replaced by the unimpressive Power

FATAL FURY 3

ROAD TO THE FINAL VICTORY

Dunk. Mai's Swan Dive attack is no longer a charge move, and you can now get it off in a pinch – a nice addition to her already-strong aerial attacks.

Of the new fighters, only three are real contenders. Sokaku, Hon-Fu, and Blue Mary have some cool moves and techniques, but others (such as Bob and Franco) have uninteresting special moves.

The Plane, The Plane...

Fatal Fury's traditional 3D fighting plane causes problems with the joypad – to go to the background, you must simultaneously press two buttons located diagonally from one another. Thankfully, you can reconfigure the buttons to

Fatal Fury 3 by SNK				
Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
4.5	4.0	4.5	4.5	Adjustable
Price not available	2 players			
CD	12 stages			
Available now	Side view			
Fighting	ESRB rating: Not rated			

PROREVIEW

Neo-Geo CD



Although she's small, Chonshu, one of the last bosses, packs quite a punch.

fix this problem, and the controls are solid otherwise.

The stages are colorful and detailed with plenty of foreground and background action. The sounds are still excellent, but the voices between fights are mysteriously missing. The music, though slightly modified, also stays close to the original.

FF 3 isn't a groundbreaking classic and may keep up with the other entries. There are enough techniques and hidden moves, though, to keep fighting fans more than satisfied. **G**



PROTIP: You can perform a Super Death Blow only when your life bar flashes red.



PROTIP: Blue Mary's Spatcher works only on one standing character – Franco!

The secret area to the far right of the circus can be found only by gliding with the wings.



By Major Mike

Savage Reign adds a few new twists to the fighting genre. However, the all-too-familiar gameplay does little to distinguish itself from other fighters.

Red Reign

A major difference in Savage Reign is playing the game with a joypad rather than a joystick. Special moves are still



PROTIP: To do Mezu's Reverse Attack, charge Down-Away for three seconds, tap Toward, then tap Button B rapidly. This move can be done only when his life bar flashes red.

easy to pull off, but the three-button simultaneous attacks are more difficult to execute because the buttons are stacked on top of each other. Beyond a few other minor differences, Savage remains faithful to its cartridge counterpart.

Reign has ten fighters, each with a specialized weapon. For example, Mezu uses his handy talons, where Eagle uses his trusty axe. These fighters are unique but not necessarily appealing. Some, like Gordon with his beer gut that's about to rip his trousers, are disgusting.

Quarter- and half-circle motions fill the special-move scene. The reverse attacks (devastating near-death super moves) are easier to execute than in, say, Fatal Fury 3.

Savage gets civilized with its graphics and sounds. De-

SAVAGE REIGN



Enjoy the loading screens between fights.



PROTIP: Chung's Cock-A-Doodle Die attack can only be done when he's angry.

spite the tiresome zooming effect, some fighting stages have knockout visuals (like Gozu's lava eruptions). The audio features some excellent components, like the cheering audience in Eagle's stage, highlighted by various explosions and weapon discharges.

Not Savage Enough

The arresting battlegrounds and two fighting planes add a new element. But fighting fans dying for a totally new concept won't find it here. Savage Reign is a lot of fun, but it only lasts so long – even with the CD treatment. **G**

Savage Reign by SNK				
Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
4.0	4.0	4.0	4.0	Adjustable
Price not available	2 players			
Available now	10 stages			
CD	Side view			
Fighting	ESRB rating: Not rated			

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6.7 minutes

John Hagye
8.5 minutes

Paul Ziegler
9.4 minutes

Justin Revell
11.3 minutes

Matthew Salmela
11.6 minutes

NHL '96 for Genesis Reigns on the Ice

NHL '96

Genesis

By Air Hendrix

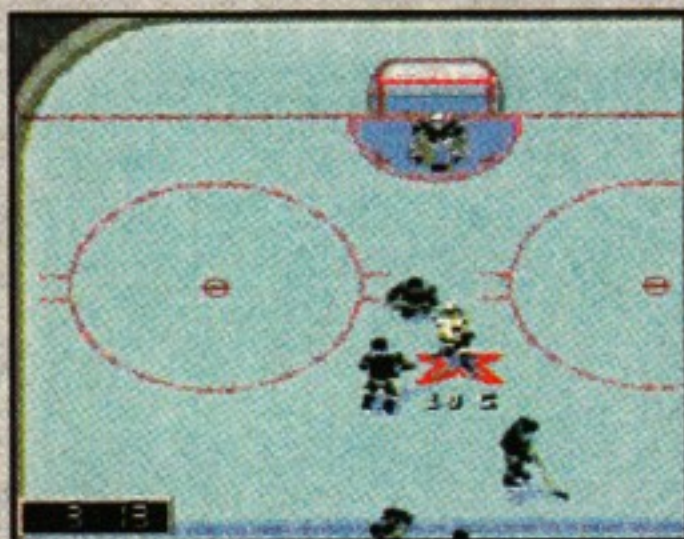
Every year EA Sports' hockey carts innovate and improve, and this year is no exception. NHL '96 retains its iron grip on the Stanley Cup with meteoric gameplay and stellar new features — though it doesn't revolutionize the game the way previous editions did.

The Great One

NHL always leads the pack in dazzling new moves. With a give-and-go pass, one-timer pass, and 360-degree spin, this version



PROTIP: Catch passes by switching to the receiving player as soon as possible and twisting his stick toward the puck.



PROTIP: Use the new spin move to roll around checks.

continues that streak. Other standard moves — one-timer shot, drop pass, and so on — remain in the lineup.

The usual Season, Playoff, Regular, and Shootout modes provide more than enough action, and you can make trades and create players for all 26 NHL teams,

which are equipped with the real '95 players. In a disappointing but realistic touch, no All-Star teams were included because of the strike.

Don't despair, though — fighting's back! This NHL wisely corrects the biggest shortcoming of the previous versions: If the



PROTIP: When things get hot in front of your net, have one man lay down in front of the goalie, then switch to a defenseman and gun for the puck.

competition overheats, you can pound your opponent into the ice! Unfortunately, the view doesn't zoom in on the fisticuffs, and the subsequently muddled action won't entirely quench your bloodlust.

Quick Stick

The action rockets along at a much faster pace, and the tough computer players now cut off one-timer shots and play tighter defense, which makes for rich, strategic hockey. If you conquered earlier versions of NHL,



PROTIP: Use the new one-timer pass to quickly move the puck up the ice and create breakaways.

the '96 edition will pose new challenges, especially with three new difficulty levels.

Realistic refinements to the gameplay also deepen the action. You won't automatically snare every pass that touches your sprite, but the familiar, acutely responsive controls let you easily pull off every move that your player is capable of in real life.

Hat Trick

The graphics return to the style of NHL '94 with smaller, less detailed sprites that move with greater fluidity and grace. Fun animations (players grab different body parts for different injuries) strengthen the visual appeal. Solid new sound effects, such as the dungeonlike creak of the



PROTIP: When a weak-shooting defensive player has the puck on a breakaway, crank a slap shot from the blue line and try for the rebound.



PROTIP: Pass from one side of the net to a player on the other (which should cause the goalie to move after the puck), to crank in a one-timer.



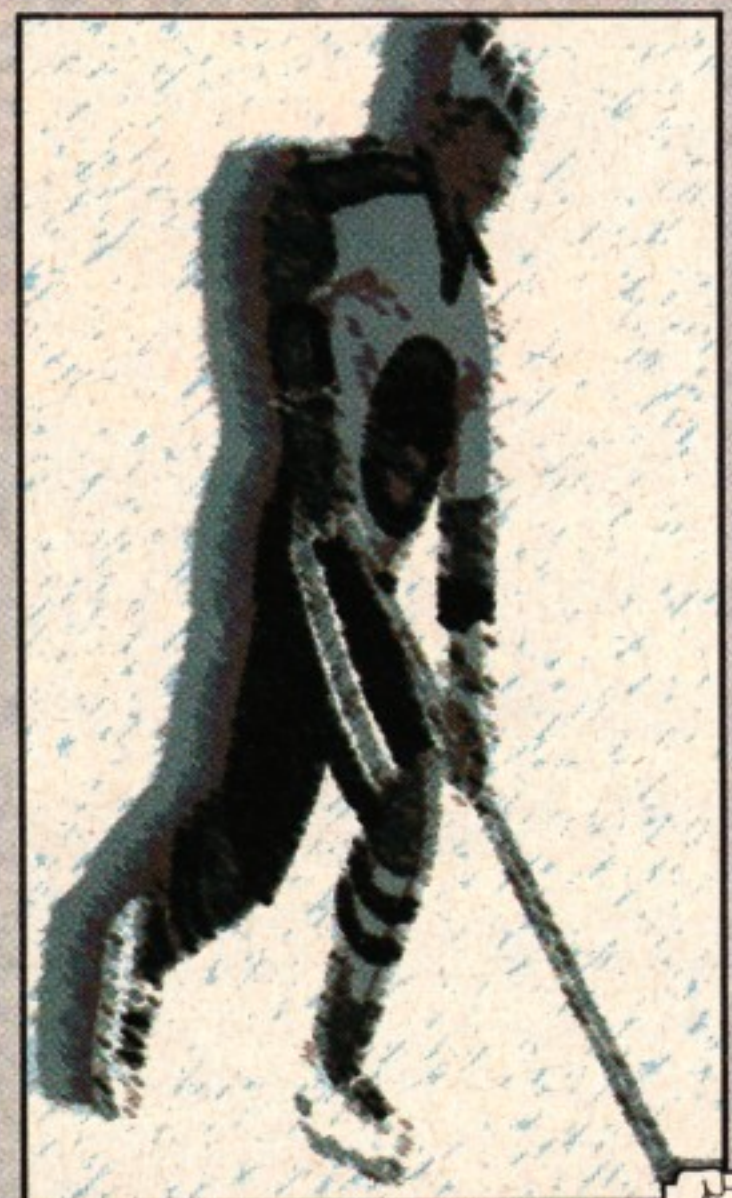
PROTIP: To deck another player, repeatedly grab his shirt and pummel him in the head.

penalty-box door and the crushing thumps of checks, enhance the audio appeal.

NHL '96 stands tall as the top hockey game, and it beats the pads off its SNES counterpart. If you own the '95 version, though, rent before you buy to make sure the improvements in NHL '96 are worth the green. **G**

NHL '96 by EA Sports

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.5	4.5	4.5	ADJ. Adjustable
\$69.95		¾-overhead view		
16 megs		Battery backup		
Available September		ESRB rating: Kids to Adults		
Hockey				
4 players				



THE FINAL CUT

TECMO® SUPER BOWL III: FINAL EDITION

ON SALE OCTOBER '95



Question: Did the 49ers win the Super Bowl because they were the best *looking* team in the NFL? Of course not! They won because they *played* the best. Similarly, it is not enough for a video football game to appeal to just the eyes. While most football "games" offer just "eye candy", **ONLY** Tecmo gives you the great looks and the awesome game play needed to capture the total NFL experience.

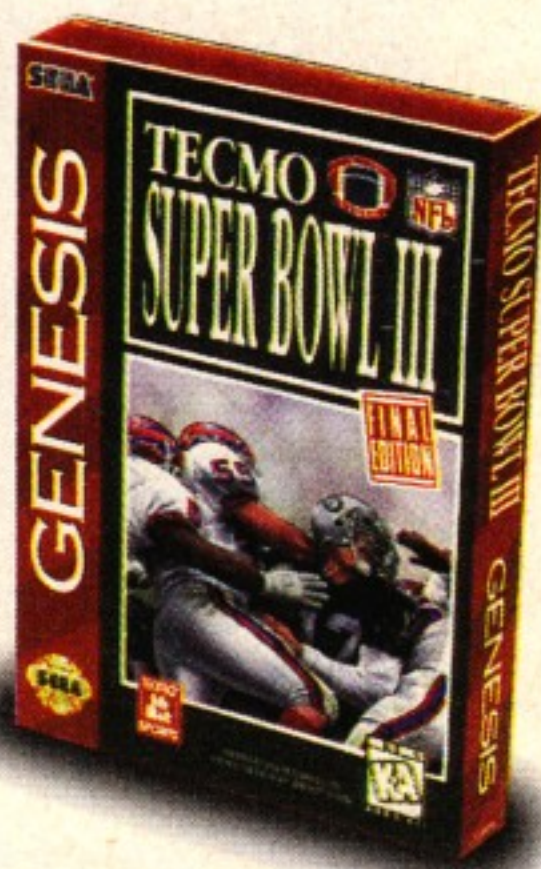
- Final Edition offers the best in NFL game play value. Also, gamers get the best in game replay value. As you know, **Tecmo Super Bowl III - Final Edition** is a 1 or 2 player simultaneous game. However, Tournament Style play can let 1 to 30 different players get in on the action. Gather 1 to 30 players together and have each

ABILITY	
RUNNING SPEED	31
RUSHING POWER	38
MAXIMUM SPEED	34
HITTING POWER	19
BODY BALANCE	27
AGILITY	25
PASSING SPEED	19
PASS CONTROL	19
PASSING ACCURACY	100
AVOID RUSH	19
COOLNESS	13

BETTER FEATURES

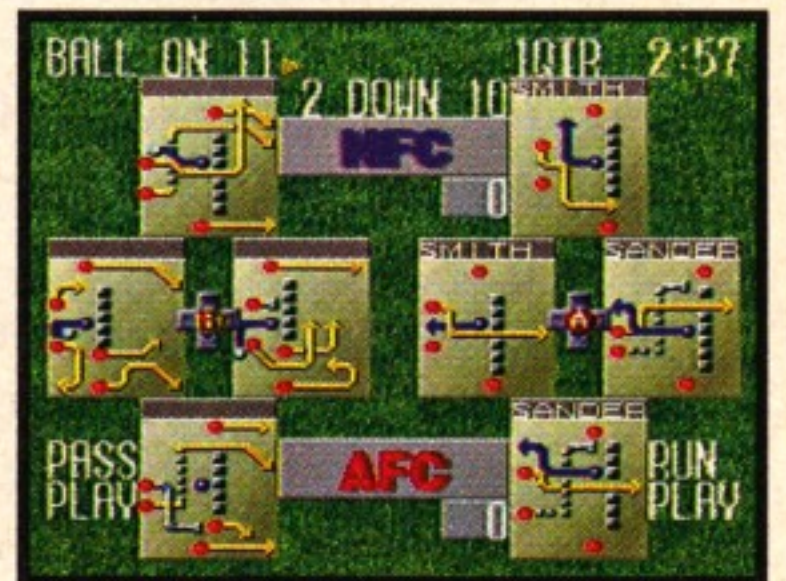
Along with offering all 30 NFL teams with 1995/96 rosters, **Tecmo Super Bowl III - Final Edition** brings you the **ULTIMATE** option: Custom Player Creation. Select name, number, position, team, and customize individual abilities for up to 37 players. Have your custom player play well during the season and you can develop/improve his skills further as you head into the playoffs. Only Tecmo gives you the chance to add **YOUR** name and player to the huddle with your favorite NFL players.

Other clutch options, for those who like to play G.M., are the Trade Mode that allows



pick a team to man throughout the 1995/96 season. Now, air and grind it out to see who is good enough to make it to the playoffs. Continue the elimination rounds of the playoffs, and have your two best battle for football supremacy in the Super Bowl. The Battery Backup will allow you to take time out, but

with each of you creating custom players and making FA and/or trade deals, you may not take one. Perhaps best of all is that, unlike the real NFL season, you will be enjoying NFL football with Tecmo well past next January.



BETTER HURRY

Those other "spectator" sport football games just aren't going to make the final cut! So don't be just a "spectator", bring home the **REAL DEAL**, bring home **Tecmo Super Bowl III - Final Edition** and find out what it's really like to **PLAY** it! Be sure you reserve your copy by October 3rd, 1995 or you may not make **THE FINAL CUT**.

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BETTER PLAY AND REPLAY

Tecmo Super Bowl III - Final Edition not only gives you the players and action you want, it gives it to you the way you want it. The game play is a "snap" to get into and does not require any previous football experience (unlike some other football video "games").

The Tecmo horizontal scrolling perspective allows players to easily follow, understand, and play the NFL experience. After all, it is what you are used to seeing every NFL Sunday on TV. Tecmo even offers a Coaching Mode for those who just want to match their play calling skills with the best of the NFL. By now it is clear that **Tecmo Super Bowl III**



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NHL '96 Second-Round Pick on The Super NES

NHL '96

Super NES

By Quick-Draw McGraw

Just when you thought it was safe to go back out on the ice, EA comes up with another average NHL title for the SNES. The fifth time isn't a charm as this cart slightly lags behind the Genesis once again.

Melting Ice

Although '96 is relatively similar to last year's version, it has a few new tricks that previously were only available on the Genesis ver-

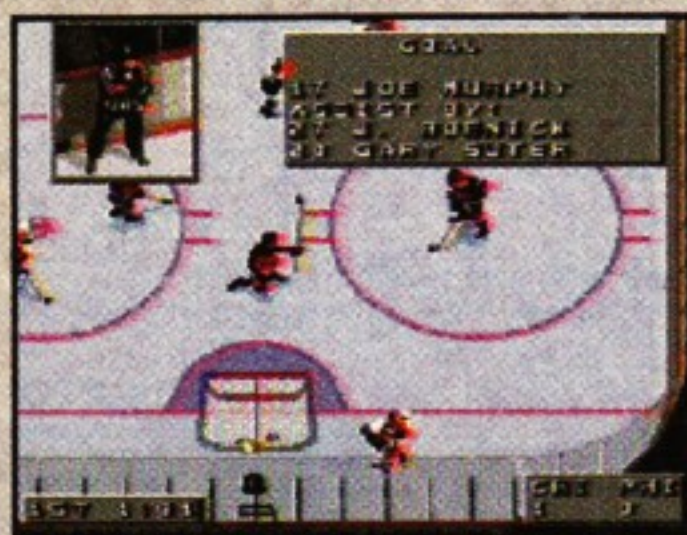


PROTIP: Circle the opposing net and look for a teammate crossing the crease for a one-timer.

sion. It does have Exhibition, Season, Practice, Trade, and Create Player modes, but direct play-offs and shootouts were left out once again.

What are Mark Messier and Scott Stevens gonna do without playoffs? But at least these guys are in the game, along with all the other pros and their respective teams.

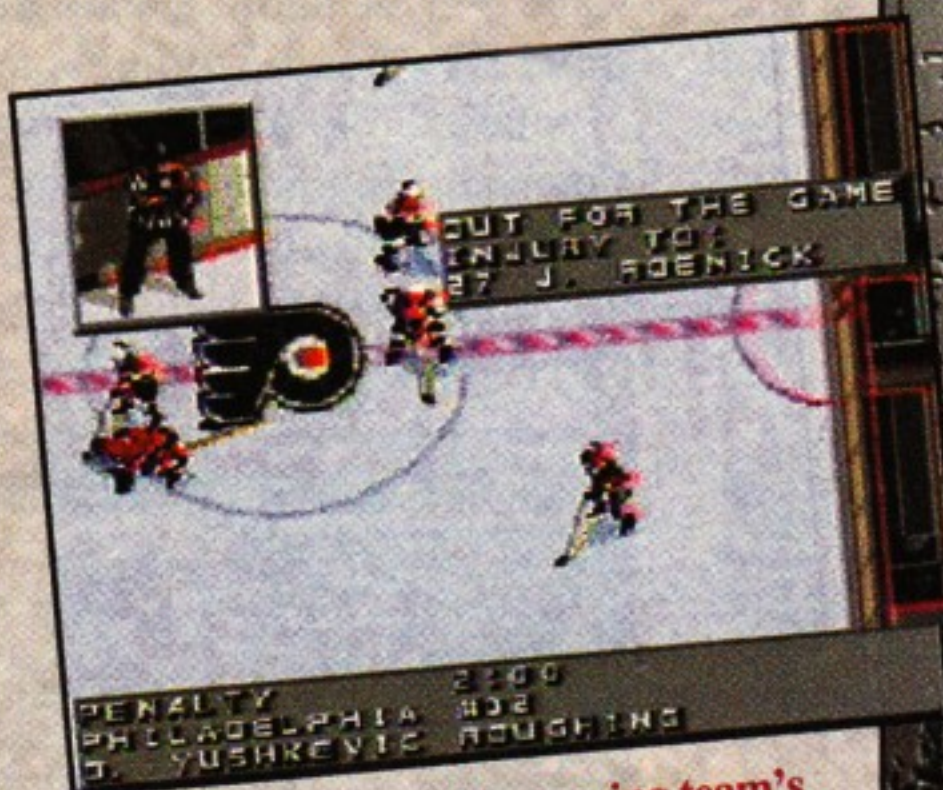
And finally, after listening to the cries of fans everywhere, fighting is back on the menu. The only problem is the fights are dull



Scoring is easy and cheap goals are aplenty in the latest ice adventure.



Star players like the Flyers' Eric Lindros can dominate a game.



PROTIP: Injuring the opposing team's star player is worth getting a two-minute penalty.

and hard to control. If you want great fighting, step back in time to the days of NHL '93.

Nothing but Net

Above-average controls make NHL '96 easy for most pros, even when set on the expert skill level. New moves like a quick stop and a 360-degree spin add to the game-play, and one-timer passing has been implemented to complement one-timer shots. But why pass when you can zip right past your



PROTIP: Be careful near the crease. Get in the goalie's way, and you'll wind up in the box with an Interference call.

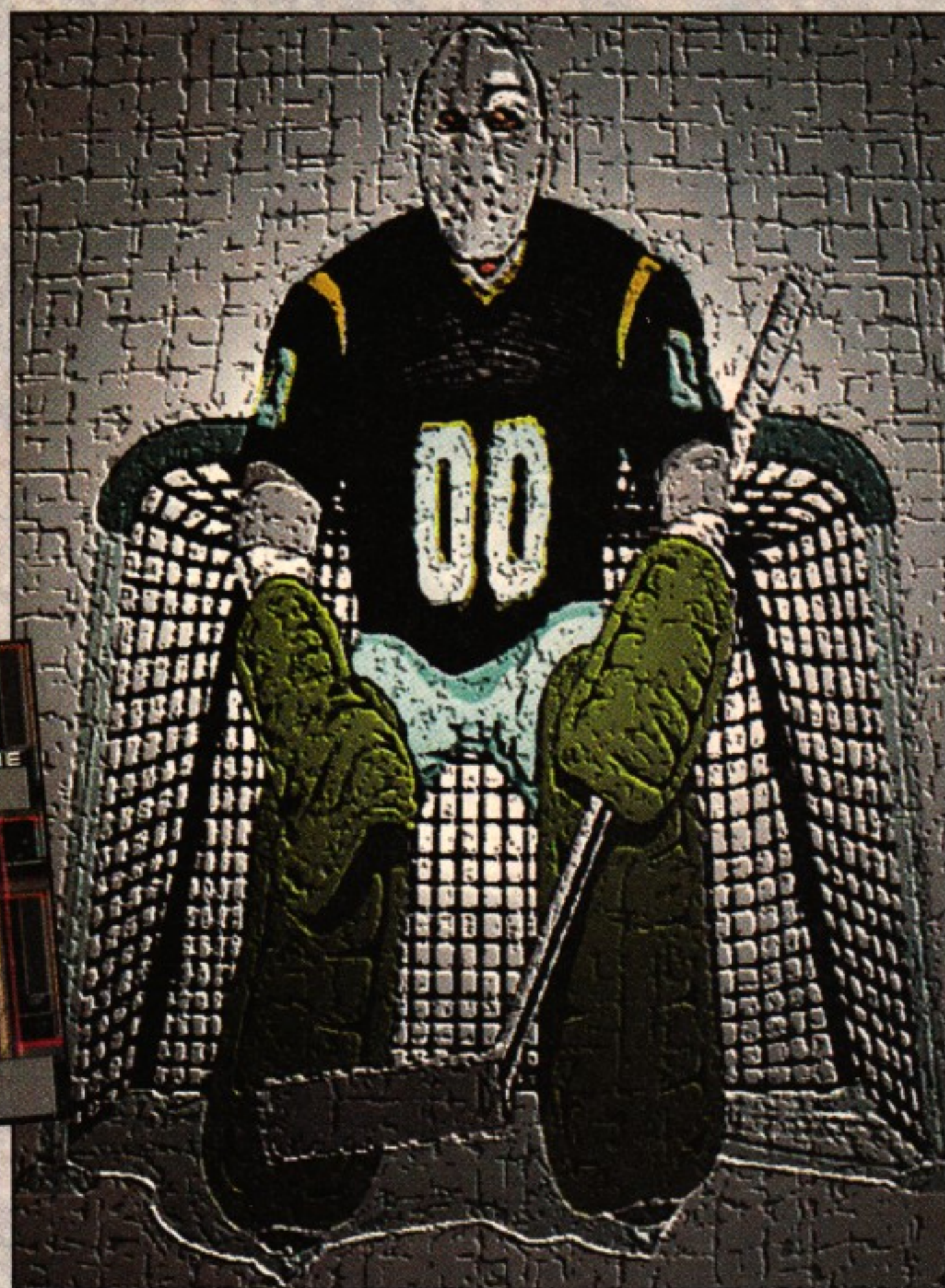


PROTIP: Checking a player into the penalty box or benches takes him out of the play.

opponents and put one straight through the goalie's pads?

The graphics measure up to this year's Genesis version, but they're not as sharp. With detailed sprites and several new animations, it's not that big a leap from last year's colorful look. However, the fights look more like wrestling matches as the players smother each other.

The sounds of NHL '95 were like listening to the game from the locker room, and in '96, it's more like the parking lot. A snappy new opening tune and voice feature try to cover for the



PROTIP: Fights go quickly and are hard to control, so know your moves ahead of time.

weak Pong-like sound effects that include muffled groans and gunshot checks.

Back in the Freezer

Followers of the NHL series will debate whether the '93 and '95 versions are better than the '94 and '96 versions. If you already own '95, keep skating past '96. **G**

NHL '96 by EA Sports				
Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
4.0	3.0	4.0	3.5	Adjustable
\$69.95		¾-overhead view		
12 megs		Battery backup		
Available now		ESRB rating: Kids to Adults		
Hockey		4 players		



Rushing At You Soon.

EMMITT SMITH
FOOTBALL



Sports Insider Presents: The Starting Lineup for

Get out of the Armchair With Quarterback Attack

From Digital Pictures – the people who brought you full-motion-video (FMV) basketball with Slam City – comes Quarterback Attack. In this FMV game for the Saturn and 3DO, you assume the role of the quarterback.

From a helmet-cam view that brings you onto the field for a true QB perspective of the action, you command your team in your drive downfield. With a pass-oriented offense and three eligible receivers, QB Attack gives you more interactivity than



Watch your receiver break for the end zone and dump him the ball.

you got in previous FMV games.

The game will also attempt to capture many of the nuances of real football. As the QB, don't expect to handle any hands-on defense or special teams. The



If he makes the catch, you'll be a hometown hero!

computer instead gives you quick video snippets that update the game's happenings. And at the line of scrimmage, you must watch the defense and call audibles against defensive adjustments.

QB Attack will be available for both systems in early November.



When you're in the pocket, you have to dodge the rush...



...or else pay the piper.

In Your Face with Mike Ditka



The former coach of the Chicago Bears, Mike Ditka, stars as your boss, the demanding coach in Quarterback Attack. Screw up a play, and he lets you know about it. Mike went on location in Los Angeles with Digital Pictures last May for the game's filming. Here's what the coach had to say about it.

GamePro: How did you first get involved with Quarterback Attack?

Mike Ditka: Digital Pictures got ahold of me; they could have got ahold of a lot of coaches, but I think they felt that I would be more colorful, more vocal, and more real. Let's face it, there are some really boring coaches out there.

GP: Did they give you a script for the game, or did you improvise your lines?

MD: We had a script, but we changed a lot of it. We made it as realistic as we could in almost every area. We took the concept of what they were trying to get on the screen and put it into my words and my actions.

GP: Was it difficult to call up the same game-day adrenaline when working with a director and the camera instead of with real players in a real game-day situation?

MD: I've been called a lot of things, and being called "an actor" has been one of them. It's not that hard to do, really.

GP: This isn't the first football video game you have endorsed. Accolade's Mike Ditka Power Football for the Sega Genesis came out in 1991. Were you very hands-on with that project?

MD: Not at all...There are a lot of different games put out with different names on them. The games are really put out by game companies. They do the plays, they made the decisions. I really had very little to do with it except

lend my name. And that's the same with Madden and Joe Montana with their games.



Blast from the past: Mike Ditka's first game for the Genesis in 1991.

GP: Are you interested in gaming, and have you seen any of the other former coaches' and players' games, such as John Madden Football or Joe Montana Football?

MD: I played the Madden game on TV. It's frustrating when you can't control the game as much you'd like, but as a coach, you can't control everything from the sideline anyway. It's fun to play the games, however, I would recommend a real-life situation where you're really getting the true game.

GP: In QB Attack, if the player wins the championship, they will

see footage of you getting the water-cooler treatment. Digital Pictures implied you were reluctant to do it. Is it really that bad?

MD: No, I wouldn't say I was reluctant – I have had it done to me a few times in the past. I just wanted to make sure it was the last thing we did, and that they got it on the first take...You know, there are other ways to razz a coach. I tell the guys to steal my cigars or something else.

GP: Do you have any aspirations to coach in the NFL again?

MD: Yeah...but at this point I don't think it's going to happen.

GP: Can you give us your prediction for the upcoming NFL season?

MD: I predict the 49ers will beat the Patriots in the Super Bowl.



Please, guys, just take his cigars.

Pigskin Preview '95

the '95-'96 Gridiron Season

Sony Suits Up for Game Day

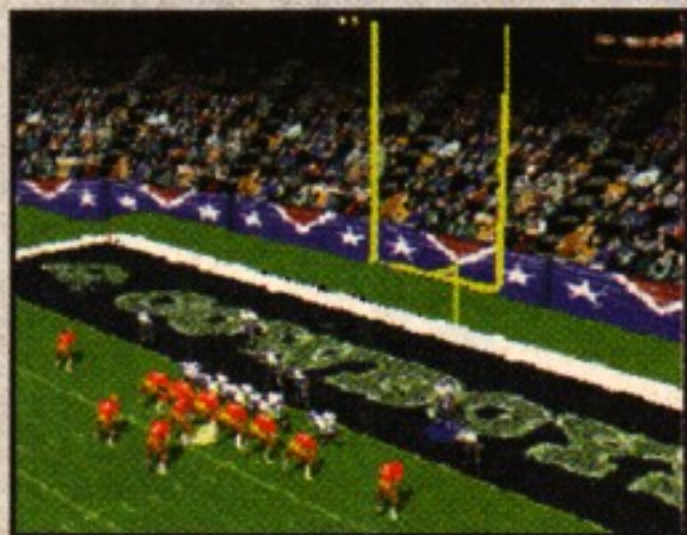
Like Sega, which created its own sports division, Sony recently announced its own separate sports development staff for the PlayStation. One of the premiere titles from this group will be NFL Game Day.

Steve Bono, who replaces Joe Montana this year as the starting QB for the Kansas City Chiefs, worked with Sony's design team on the playbook to reflect the current trends in NFL strategy. Featuring



This 49er sweeps by the Dallas defense in NFL Game Day.

rendered graphics that simulate the proportionate sizes of the NFL players, Game Day will dawn in November.



Game Day will offer three views: this 3/4-overhead perspective, a sideline view, and a behind-the-QB view.



Steve Bono (right) consults with Sony's Kelly Ryan on the NFL plays used in NFL Game Day.

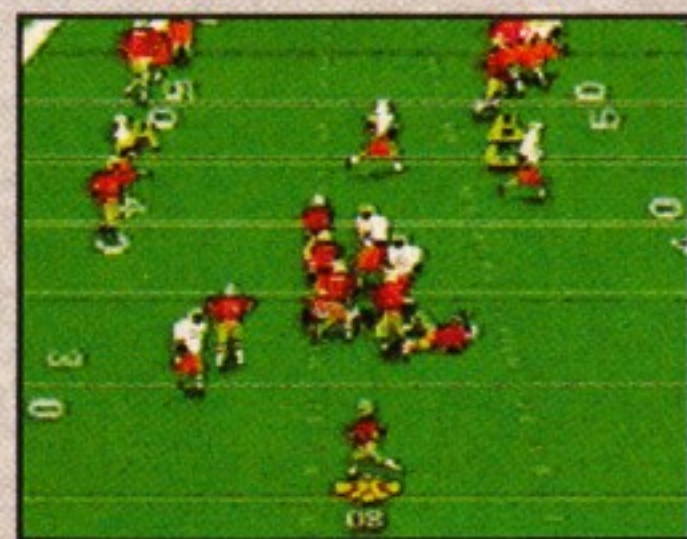
Mad, Madder, Madden '96

The John Madden series is the longest running of all 16-bit football games. Now entering its sixth year and boasting many new features, Madden '96 looks to set new standards in the world of SNES and Genesis NFL sims.

The new rendered 3D animations will include clothesline tackles, over-the-top dives, and left-handed QBs and kickers. Players will also be able to lateral the ball and call fair catches, and



Steve Young drops back to pass to one of the five eligible receivers on the SNES...



...and looks into heavy coverage on the Genesis.

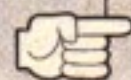


Blister your thumbs earning a worthy time in the 40-yard dash in the pro tryout (SNES screen).

the offense now offers five eligible receivers instead of three.

A new General Manager feature puts you in the front of-

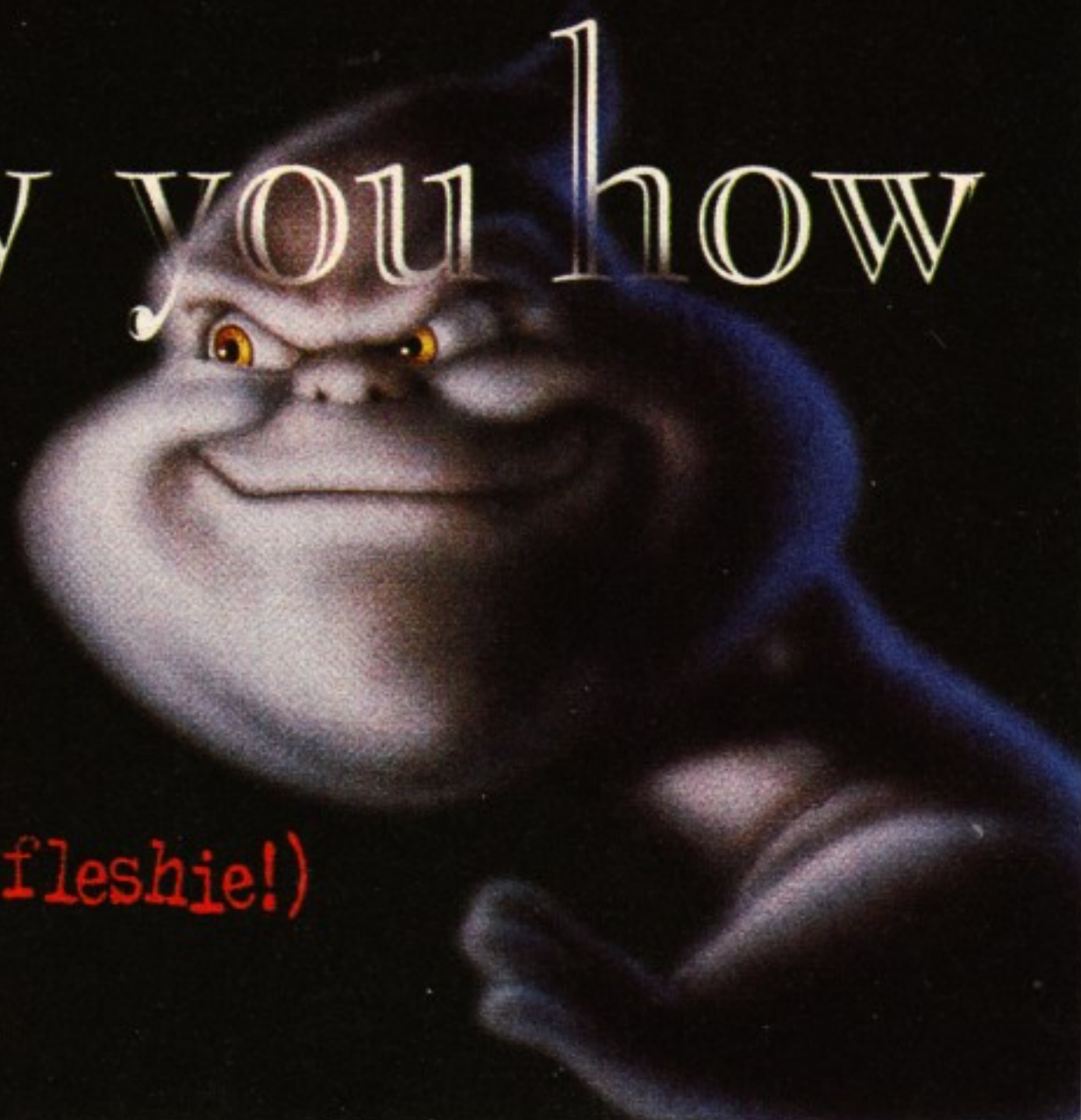
fice to trade, waive, and sign players. And a revolutionary new "Create Player Scouting Combine" enables you to create players and put them through the rigors of an NFL tryout. This mini game plays like the old Track and Field arcade game, in which you

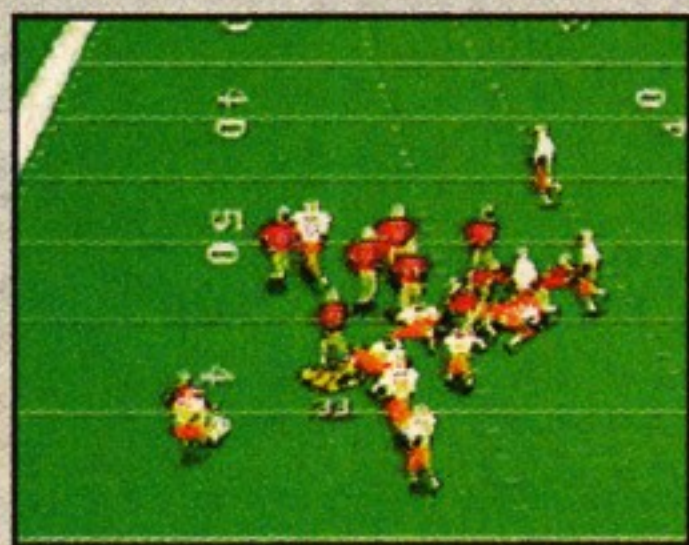


Advertisement

Want me to show you how to get in shape?

(Morphing can take inches off your life, fleshie!)





The 49ers run it up the middle on the Genesis.

are timed in the 40-yard dash and other skill tests.

Along with the current 30 NFL teams, Madden '96 will include many Hall of Fame franchise teams, so you can pit some of the greatest teams from years past against your current favorites. Look for the Genesis and Super NES versions to hit the stores on November 10.

Deion Sanders Primed for Sega Time

Sega Sports is getting close to unveiling Prime Time NFL for the Genesis. The latest in the Sega series of pro ball sims provides some unique new options. Three new difficulty options have been added



A Prime Time running back searches for daylight.



Elway and his Broncos look to gain yards on the Raiders.

to enhance the challenge of one-player games. Also, you'll be able to switch playbooks with other teams. For instance, you can give the Steelers the Cowboys' offense.

The trade feature has also been enhanced, so don't expect to trade your fourth-string running back for Barry Sanders! Probably the most impressive feature will be the 204 categories of stats that are kept over the life of the cart. Store team league leaders, individual league leaders, and user stats from most points scored to longest punt return.

Emmitt Runs to the SNES

One of the NFL's greatest running backs, Emmitt Smith, is set to debut his game on the Super NES. Don't expect to see other NFL stars, though, because this game doesn't have a league license.

However, JVC provides

Emmitt with a play editor, a 360-degree field view (Mode 7 graphics), and a zoom camera so you won't miss any of the action. Look for Emmitt some time before the New Year.



Crunchtime for this QB



Create your own plays with Emmitt's playbook editor.



One tough back and his game

Quarterback Club Membership Grows in '96

The Quarterback Club by Acclaim is growing, and not just in quarterbacks. NFL Quarterback Club '96 will include the two expansion teams, all 30 NFL teams, plus a total of more than 800 offensive and defensive plays. New features include a downfield perspective of up to 80 yards, player animations, and a fatigue factor that influences your players' performances. Look for the '96 version of the Club to land on the Genesis, SNES, 32X, Game Boy,



This Cowboy's defensive lineman eyes San Francisco's Steve Young in the Genesis version of QB Club '96.

and Game Gear this fall, and then following shortly after for the Saturn and PlayStation.

And Finally, Tecmo's Final Edition

From the people who started all the football madness with the original Tecmo Bowl for the NES comes Tecmo Super Bowl 3: The Final Edition. For both the Super NES and Genesis, the game offers

familiar side-view action and all 30 NFL teams with the real players. New features include a player editor, free agency mode, and playbook options. **G**



Redskins QB Heath Shuler looks for the open man among the Patriots defense on the Genesis.



The Raiders encounter some unfriendly weather when playing the Giants on the SNES.



In the Genesis version of Tecmo Super Bowl 3, Marino scrambles out of the pocket as the Vikings' D closes in!



On the SNES, Kansas City kicks off to the Patriots.



The Bengals Win the Super Bowl!

NFL Quarterback Club



By Slo Mo

Now the Lombardi Cup can belong to the Cincinnati Bengals, the Atlanta Falcons, or any other traditional NFL doormat. Cellardweller football fans owe this fantasy turnaround to NFL Quarterback Club. But if you've already played the Genesis and SNES games, you probably don't have to rejoin the Club.

All the Way in One Play

This version of QB Club retains the regular football season and the 32-game historical simulation modes, but it loses the Quarterback Challenge skills contest,



The great instant-replay feature is the armchair coach's best friend.

PROTIP: To pass with a high number of completions, perfect the Long Pro Set Double Cross Pass.

which, though uneven, arguably gave the Club its personality.

However, you still get all 28 NFL clubs (just the team names



PROTIP: A good sack-producing defense against most teams is the Medium 4-3 OLB Blitz. Position the defensive ends outside the offensive tackles at any angle straight to the quarterback, then control one of the ends

and not the players). Every team is crafted according to its real-life counterpart's actual 1994 stats, but that hardly matters because, as in the 16-bit games, you can ferret out a handful of plays that make any club invincible. If you like scoring 90-plus points on the Cowboys or the Niners all the time, you'll love this cart!

The 32X graphics are just sharper versions of the 16-bit games with only two notable new looks. The behind-the-offense

views gets a much-needed downfield perspective.

Also, a tough extreme closeup view enables you to zoom in on holes during short-yardage running plays. The zoom also nicely supplements the great replay cam, which enables you to rerun plays forward and backward to isolate any part of the field.

The sounds, unfortunately, get lost in the stands. The minimal repetitive effects do nothing to lend excitement to the game, and the music is clean but forgettable.

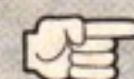
Losers into Winners

Here's your chance to do an Al Davis impersonation and make the NFL do whatever you want. If you already own the Genesis game, however, you don't need this 32X game. **G**



PROTIP: Block that kick by calling a 6-2 Man Rush defense during extra points and field-goal tries. Control the lineman to the right of the center. At the snap, press Down-Toward on the directional pad and hit Button C to burst in on the kicker.

NFL Quarterback Club by Acclaim				
Graphics	Sound	Control	FunFactor	Challenge
4.0	2.5	4.0	3.5	Intermediate
\$69.95		1 player		
Available now		Behind-the-QB view		
Football		ESRB rating: Kids to Adults		



Advertisement

How 'bout a game of hide and seek?

(I'll scare the snot out of you, bonebag!)

College Football USA '96 Earns High Honors

College Football USA '96 Genesis

By Johnny Ballgame

New features and more than 100 teams make EA's College Football USA '96 the most authentic and in-depth Genesis college football cart yet.

Did You Say 100 Teams?

Actually, you have 108 teams to choose from. Whether you want to play with championship-caliber teams such as Nebraska or Penn State or attempt to win the Na-



PROTIP: Although it's difficult to learn initially, choose the new passing system over the old because it gives you five receivers instead of three.

tional Championship with a local underdog, it's up to you.

Beginners should start out with one of the top teams because EA finally made a football cart where the computer puts up a fight. The computer's A.I. utilizes each team's strengths to their maximum capacity.

Fist Full of Features

Bill Walsh and his advice no longer grace this College series, but many enhancements have been added to the game. The new Tournament mode allows you to battle it out either head-to-head or in round-robin competition with up to 16 other players. Other added features include a new passing option where you can choose from five receivers on every play, an MVP tracking system, a host of new penalties, 200 new plays, and four Bowl games.

The graphics are a big improvement over last year's col-

lege ball, even if they are almost identical to those of Madden '95. The sharper sprites make player movements more defined and draw you into the game with an intensity not felt in other carts.

The sound delivers with every lineman's grunt and bone-crunching tackle. However, the



PROTIP: Blitz a linebacker or a safety up the middle for your best chance at a sack. The best place to rush is in the gap between the offensive guard and the center.

crowd noise occasionally becomes a bit static.

A critical new control aspect, jumping, has been added to



PROTIP: Use the new jumping feature to snatch balls out of the air when your opponent thinks the ball is overthrown.

the gameplay. Now you can make your players soar into the sky to snatch a high pass or block that game-winning field goal. Whether you're spinning out of a tackle or hurdling over a defender, the controls are excellent.

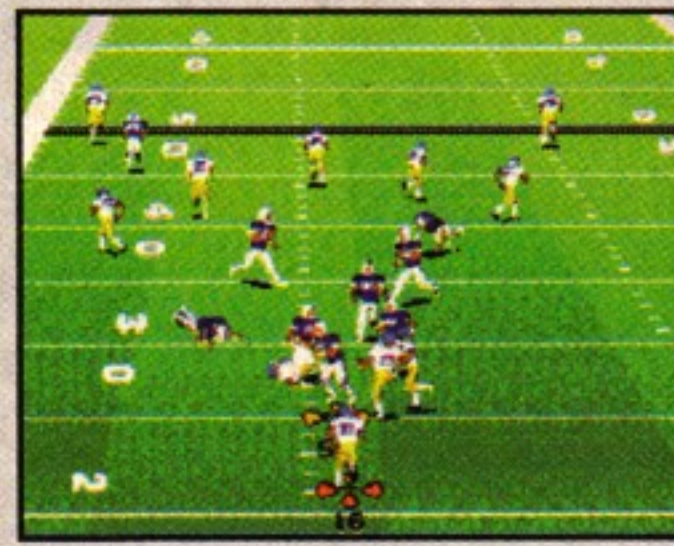
The New National Champion

It's hard to believe the amount of improvements made to last year's outstanding Bill Walsh game.



PROTIP: Pick a team with a fast QB. It will give you many more options when running your offense.

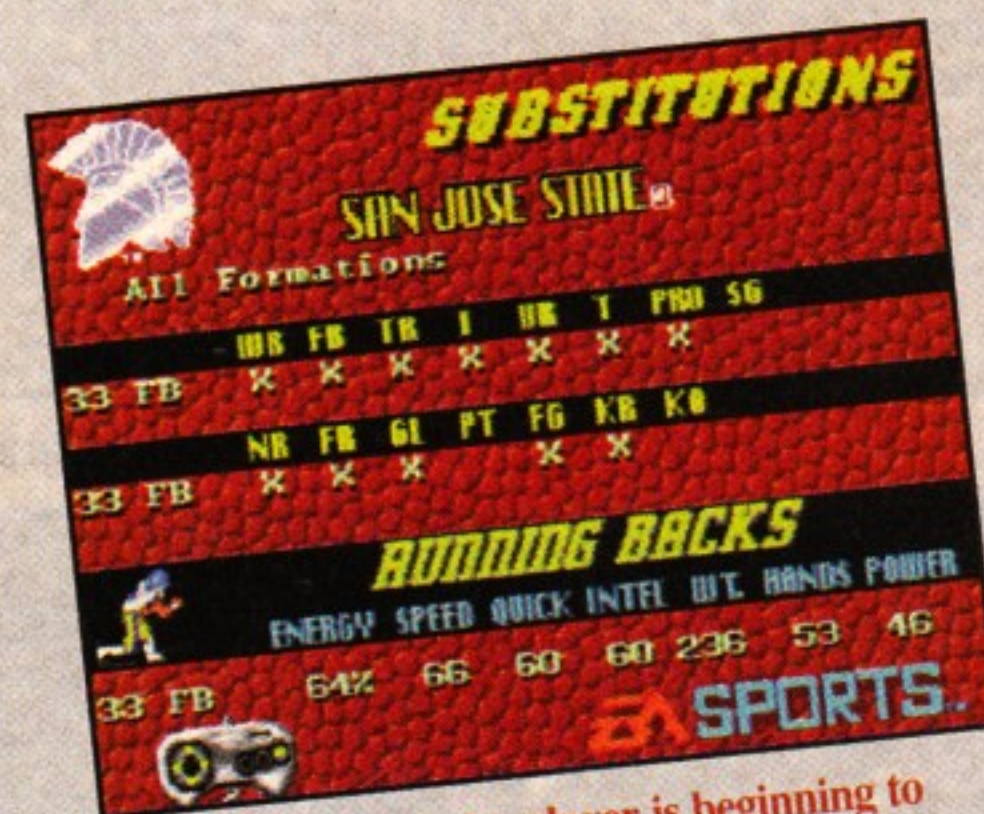
College Football '96 is a must for both football fanatics and the occasional fan. **G**



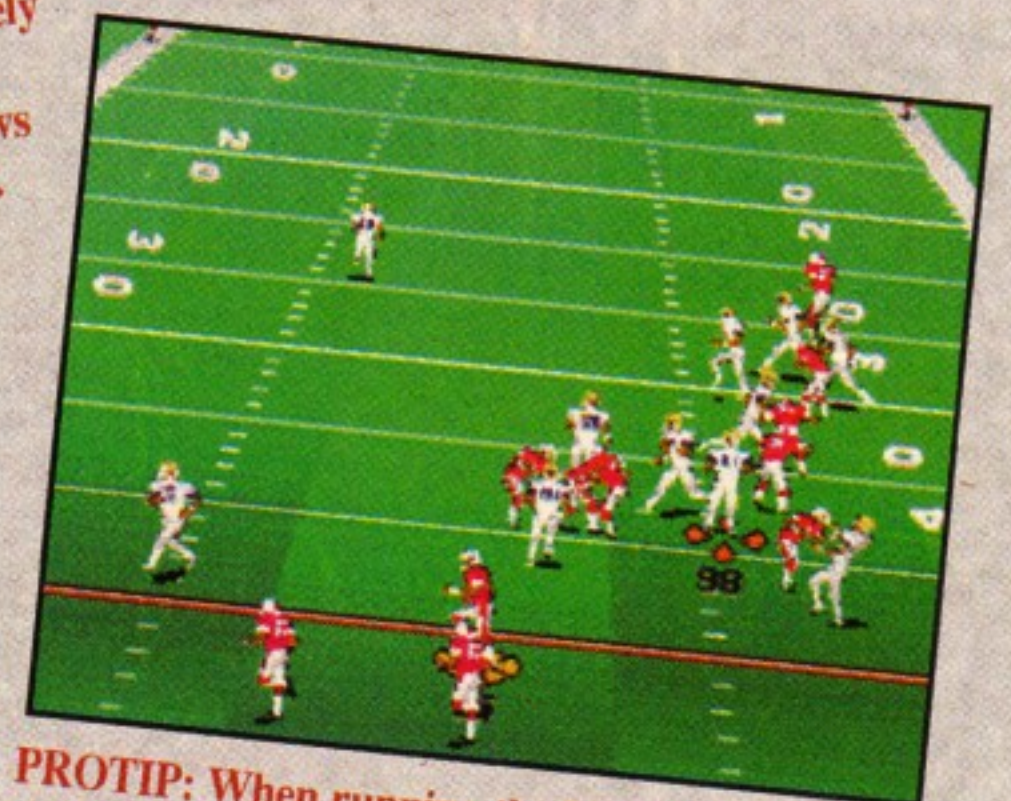
PROTIP: Watch out when you try to block kicks with the penalty option on. If you run into the kicker, it may mean a 15-yard penalty and loss of ball.

College Football USA '96 by EA Sports

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	5.0	5.0	INT. Intermediate
Price not available	16 megs	Available now	Football	4 players (using 4 Way Play)
			Behind-the-QB view	Battery backup
			ESRB rating: Kids to Adults	



PROTIP: If you feel a player is beginning to move slowly, immediately check his energy. A player who is tired slows down and needs a rest.



PROTIP: When running the Wishbone, make sure you give yourself lots of room by running the play to the opposite hash mark. This will give you more field to turn the corner on the defense.

Penalties Called on Instant Replay

NFL Instant Replay

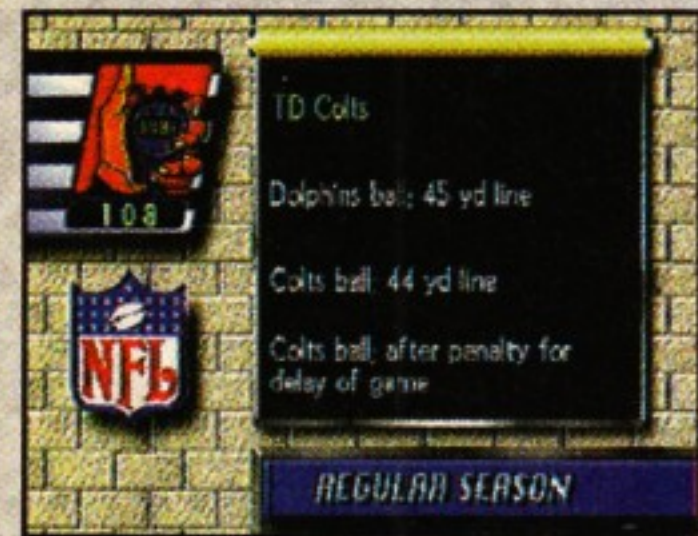


By Tommy Glide

Based on the old "You Make the Call" series of television commercials, this multiple-choice game of football trivia may sideline you from standard football-sim action. But as a ref, the job is enjoyable.

Earn Your Stripes

In this game, you're the NFL referee. An announcer presents full-motion-video clips of unusual NFL plays. It's then up to you to select the correct "call" out of four rulings. The stopwatch is running, so you accrue more points for answering quickly.



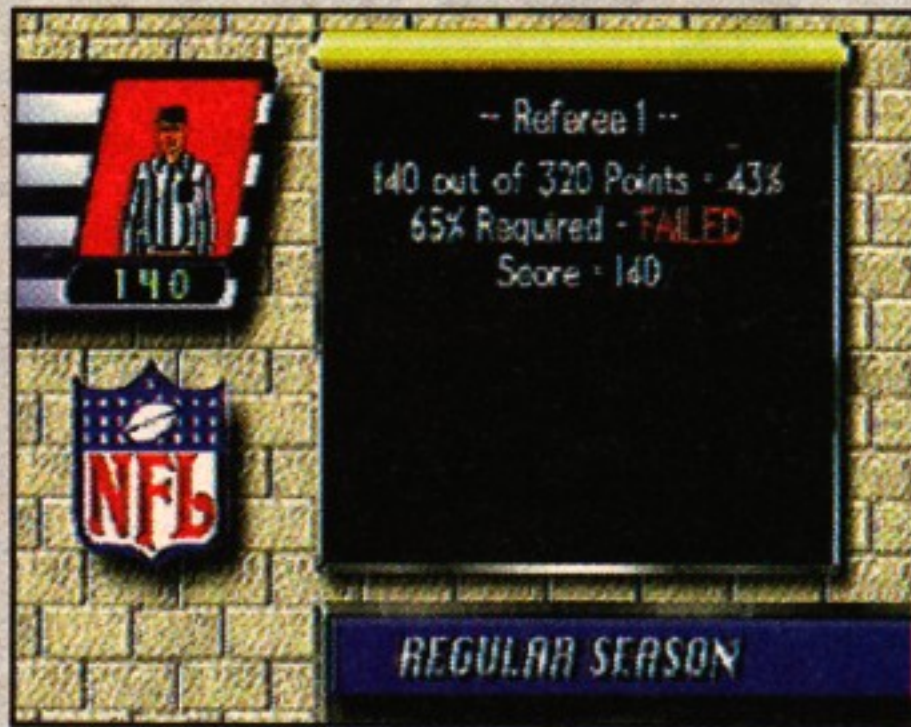
PROTIP: Quickly assess each question even when you don't know the answer and try to narrow your choices to one of two answers.

Earn enough points in the regular 16-week season (16 calls), and you can make the playoffs, and finally the Super Bowl.

You control the game's pace. While the four-way directional answer-select method is confusing at first, it is quicker and more accurate than rapidly scrolling down to your answer. Replay and Ruling options enable you to re-examine the plays after the call if you are still unsure how the ruling was made.

Whistle While You Work

Graphically, the full-motion-video clips are impressive. The



PROTIP: If you're trying to make the playoffs, you'll need to answer quickly to earn a minimum of 208 points. If you get a few wrong off the bat, you may want to save time and start over.

crisp digital video footage zooms out to encompass the entire screen, and though the footage of many of these moments comes straight from the NFL archives, you feel like you're actually watching a pro game. You also get an animated ref who becomes frustrated or gives you the thumbs-up depending on the accuracy of your call.

The sounds are fairly good as well. The same announcer from the commercials narrates the situation

and then informs you of the correct response.

You also get boos or applause depending on your choice.

Unlike NFL Hall of Fame, this CD-i title is actually a game in which you really have to evaluate each play. The situations are usually sticky, like when players from both teams touch a fumbled ball that bounces



FMV (fumble motion video) sets the stage for many of your calls.

out of bounds. While you won't get your hands on the ball, this game makes good trivia for anyone who wants to learn more about the finer rules of the game. **G**

NFL Instant Replay by Philips				
Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	3.5	3.5	INT.
\$39.95		2 players		
CD		Multiple views		
Available September		ESRB rating: Kids to Adults		
Football trivia				

Advertisement

Want to have
an out of
body experience?

(Bet you can't take it, skinbag!)

Role-Player's Realm

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

OVERSEAS

Future Fantasies

By Nob Ogasawara

Ever since 1986, when Legend of Zelda and Dragon Quest (Dragon Warrior on the NES) were released on the Famicom, Japan's gamers have shown a strong preference for RPGs. The popularity of the category is evident with the success of the Famicom, which enjoyed the support of such top-ranked RPGs as Square's Final Fantasy series and Enix's Dragon Quest series.

How vital are RPGs to the next-generation systems? In a word, very: 3DO's inability

to become a major player in Japan seems partially caused by its lack of appealing RPGs. Sony and Sega appear to recognize the importance of RPGs and are preparing a number of titles in hopes of toppling Nintendo from its undisputed top spot in the Japanese RPG market.

This month, we examine a few of the promising RPGs coming out in Japan for Sony and Sega's 32-bit CD systems. Watch future issues for follow-ups on more big-name RPGs for the Super Famicom.

Riglord Saga

System: Saturn

Publisher: Sega

Developer: Sega and Micro Cabin

Players: 1

Release: July 21

Megabits: CD

Genre: RPG

Complete: 100%

Riglord Saga is the Saturn's first RPG, and it's obviously designed to demonstrate the system's power. The play mechanics are identical to those of Shining Force – you move your characters like chess pieces to destroy enemies on a field map.

All characters are drawn using 3D polygons, so they can be rotated and seen from multiple directions in a realis-

tic manner. Field maps are also drawn using polygons, so height differences and other realistic geographical details are accurately captured. In battle, the viewpoint freely rotates and scales to put the action right in your face. Riglord Saga should strongly appeal to fans of Shining Force and similar tactical RPGs.



Beyond the Beyond

System: PlayStation

Publisher: Sony Computer Entertainment (SCE)

Developer: Camelot

Players: 1

Release: Fall/Winter '95

Megabits: CD

Genre: RPG

Complete: 20%

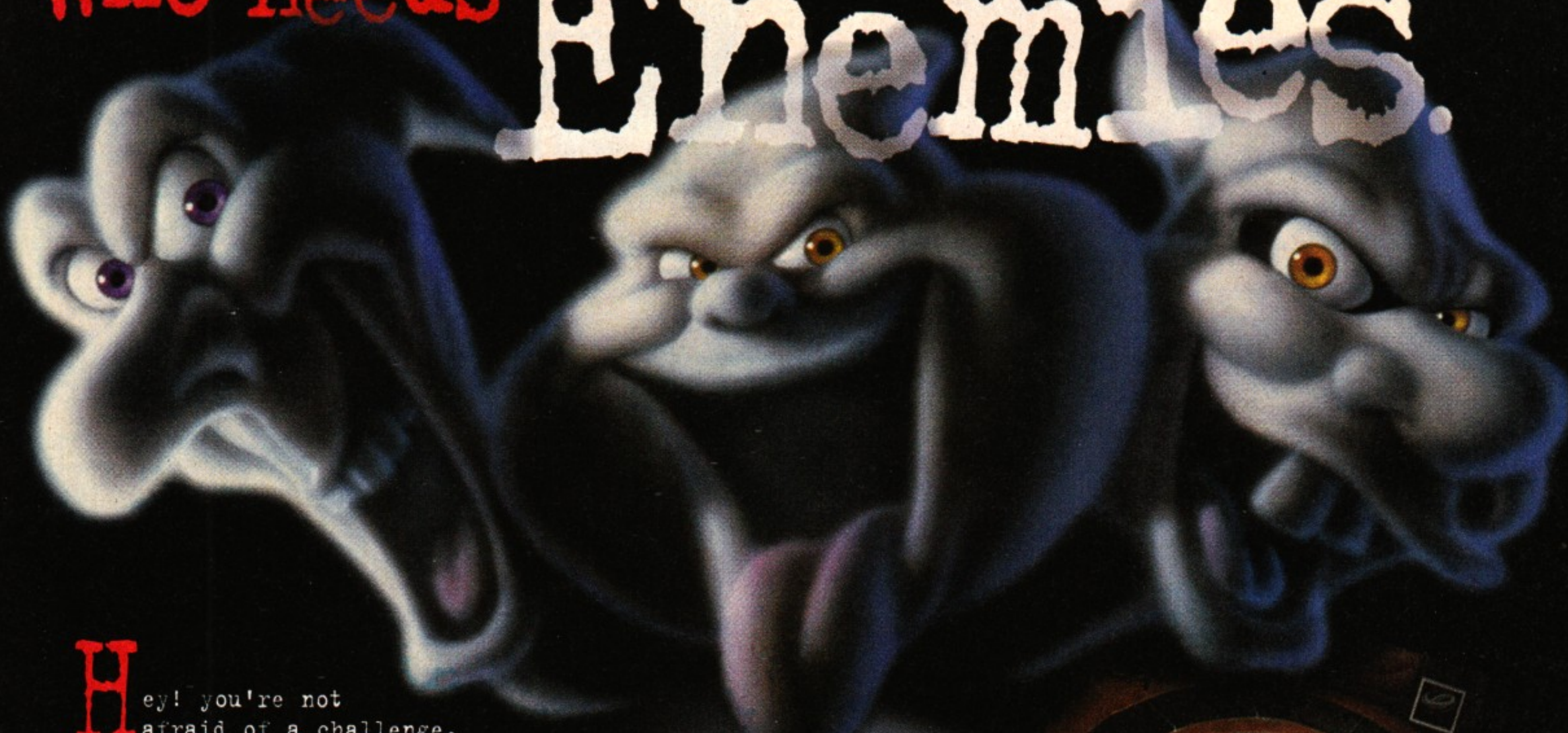
This is the second RPG being prepared for the PlayStation, following the hit Arc the Lad (made by G-Craft, the developers of Square's Front Mission for the Super Famicom). BTB is under development by Camelot, a new company formed by key members of Sonic, who produced the Shining Force series for Sega.

Unlike the Shining Force series, BTB is a more straightforward, turn-based RPG with a visually stunning battle system. In combat, the vantage point rotates 360 degrees to give the player striking dis-

plays of might and magic. Camelot claims that a unique combat system will be used instead of the usual hit-point systems of typical RPGs. Let's hope Sony translates this one for America!



With
Friends like these,
who needs **Enemies**.



Hey! you're not afraid of a challenge, are you? Of course not! You laugh in the face of fear...all three of them.

Use your ghostly skills to solve complex puzzles, find secret passageways and hidden clues, and locate the lost pieces of the dismantled Lazerus Machine. Based on the hit movie, including some of the great 3-D animation, special effects and hilarious gags, CASPER is a challenging adventure for you, your family and your friends! Just remember to choose your friends carefully!



Interplay™

BY GAMERS. FOR GAMERS.™

Play in the dark.
If you dare.



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Shining Wisdom

System: Saturn
Publisher: Sega
Developer: Sonic
Players: 1
Release: August 11
Megabits: CD
Genre: Action RPG
Complete: 85%

Shining Wisdom is developed by the same people who made the Shining Force series, but surprise! It's not a tactical RPG at all, but an action RPG in the vein of Nintendo's Zelda series.

The story concerns a lone hero's exhausting journey to thwart an evil clan of mages who are plotting to summon mythical giants from the underworld. With a story like that, there's no question you'll encounter perilous dungeons filled with devious traps, savage beasts, and nasty end bosses. Of course your adventure will be aided by useful items like a flying helmet, handy bombs, and devastating magic spells.

Since the text portion of this game won't be hard to translate, this could be a good candidate for stateside release.



Magic Knight Ray Earth

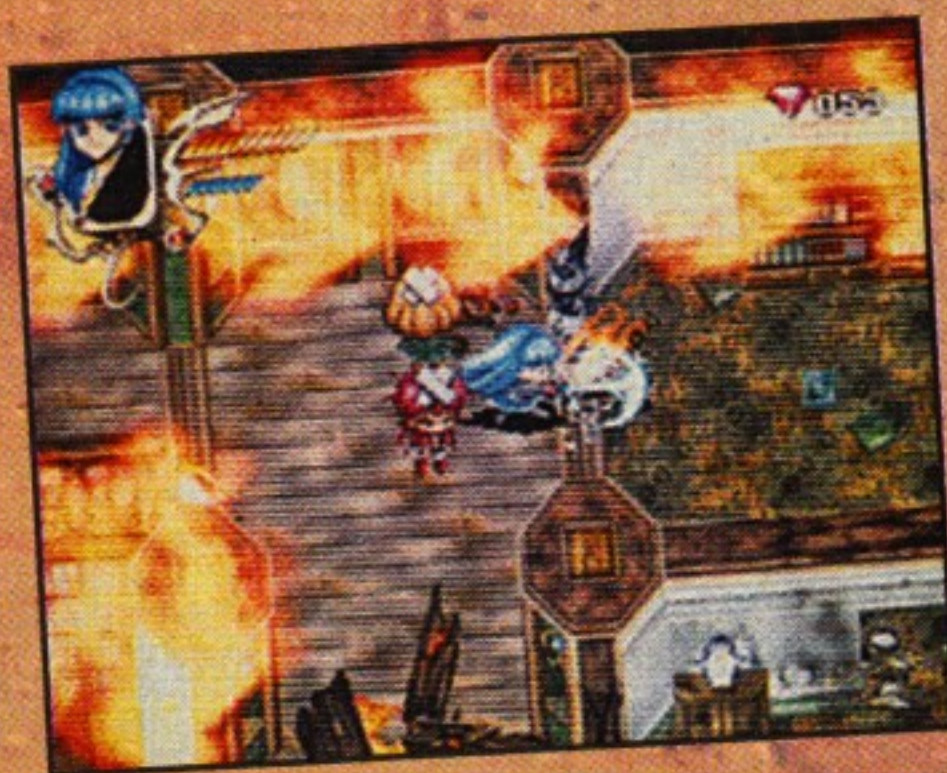
System: Saturn
Publisher: Sega
Developer: Sega
Players: 1
Release: July 25
Megabits: CD
Genre: Action RPG
Complete: 70%

This action RPG is based on the cartoon of the same title, which appears to be overtaking *Sailor Moon* in popularity among young Japanese girls.

The game is designed pri-

marily for fans of anime, and it features full-screen animations, including scenes made especially for the game.

Although it's a single-player game, you get to control all three heroines at the same time. However, this is no *Secret of Mana* – you choose one of the three girls and the other two just tag along. You can quickly switch characters, though, to use their various weapons and magic spells to get through nasty situations.



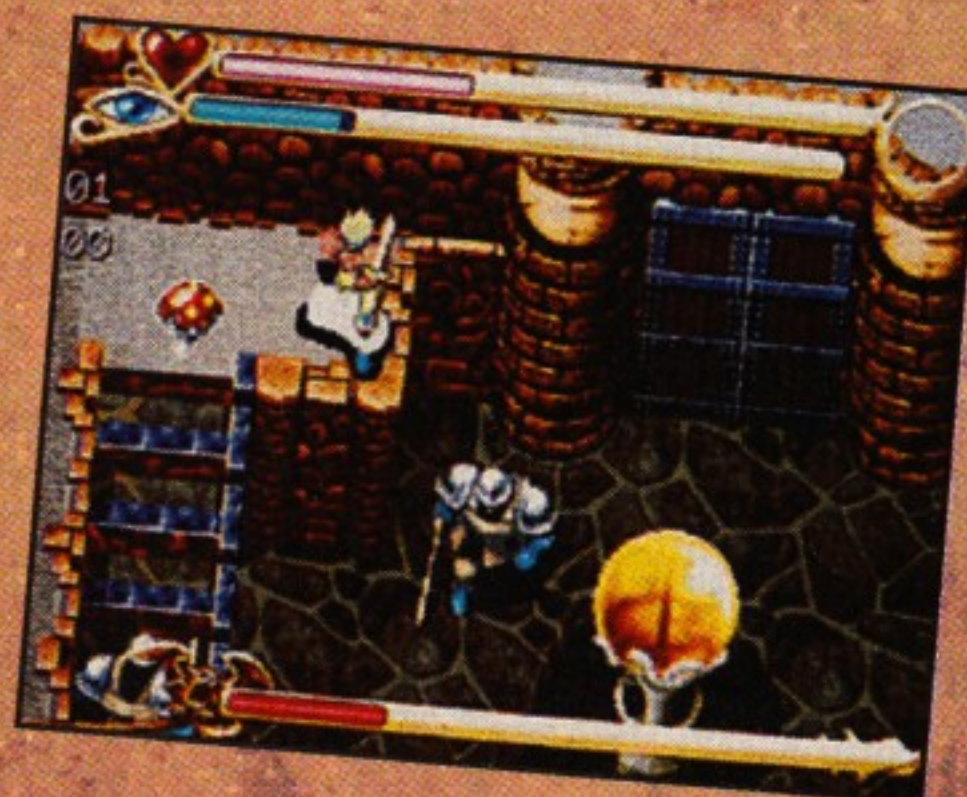
Legend of Thor

System: Saturn
Publisher: Sega
Developer: Ancient
Players: 1
Release: Unknown
Megabits: CD
Genre: Action RPG
Complete: 10%

Although the title doesn't suggest it (yet), Legend of Thor is the sequel to last year's Beyond Oasis for the Genesis.

Since development has just begun, very little is known about the game or its story. We do know it will be produced by Ancient, the company run by the famous game music composer Yuzo Koshiro. This team also produced the *Streets of Rage 2* and the original *Beyond Oasis*, so you can count on decent gameplay and great music!

We'll keep an eye on this promising epic.



Guardian Heroes

System: Saturn

Publisher: Sega

Developer: Treasure

Players: 1-2

Release: Fourth Quarter '95

Megabits: CD

Genre: Fighting RPG

Complete: 10%

Treasure, known for run-n-gun action games like Gunstar Heroes and Alien Soldier, makes its Saturn debut with what it calls a "fighting RPG."

Guardian Heroes appears to be a highly evolved form of

Final Fight with Neo-Geo-style fighting and RPG-style "leveling up." As an added bonus, there's also a one-on-one fighting game to practice your moves against a second player. Guardian Heroes deserves a close look by fighting and RPG fans alike.



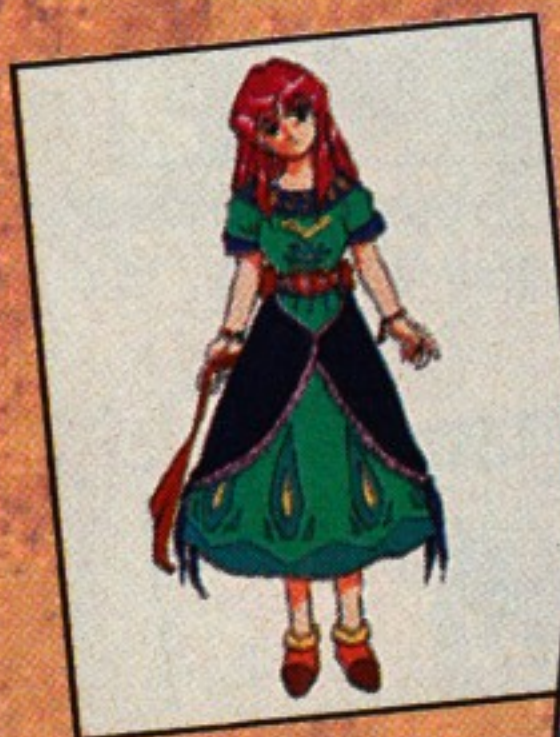
Web Words

Square of Japan is best known for outstanding RPGs such as Final Fantasy, Secret of Mana, and Chrono Trigger. The company recently put up its own World Wide Web page on the Internet (<http://www.spin.ad.jp/square>) to provide news about its RPGs in both Japanese and English.

On Square's home page you'll find scans of the beautiful covers of game packages and a superb world map of the upcoming Secret of Mana 2. Another brief section describes the making of Final Fantasy, which features surprising 3D illustrations that look almost too good for 16-bit systems. Best of all, if you have what it takes to help make the next Square hit, the company's hiring!

In future issues we'll bring you more news about RPG competition coming from the Nintendo camp, including Square's Seiken Densetsu 3 (Secret of Mana 2) and Enix's Tenchi Sozo (made by Quintet, which also did ActRaiser, Soul Blazer, and Illusion of Gaia). For the time being, we'll leave you with some pics of these surefire super hits!

Special preview pics of Tenchi Sozo, straight from Japan...



...and some more exclusive pics of Seiken Densetsu 3 (Secret of Mana 2)!



KINGDOM: THE FAR REACHES



By Sir Scary Larry

Although not the traditional RPG that Secret of the Stars and Chrono Trigger are, this lighthearted Dragon's Lair facsimile is still deeply rooted in the fantasy role-playing genre. But decoding the puzzles can be less than adventurous, and the trial-and-error gameplay gets old fast.

Far and Away

You play as Lathan, the last hope for the world of the Argent Kings. With your mentor, Daedolon, you must unlock the mysteries of the kingdom, find ancient relics, and restore Princess Grace



PROTIP: The first spell you should get from Daedolon is Release. It'll get you out of some sticky situations.



PROTIP: You should always go back and talk to people twice. They usually have something different to say each time.

Delight to the throne. Standing in your way is mucho mystic mayhem in the form of warlocks, crystal tigers, enchanted forests, and more.

Daedolon bestows some pretty nifty spells on you, including ones that release traps, give sight to the blind, and decode ancient tongues and alphabets. As you find more relics, you'll also find that they can be used as weapons.

Although the gameplay is suspiciously similar to that of Dragon's Lair, it has an inventive twist. Instead of just following a preset path, you must actually make decisions that either open up new areas or change the outcome of other events to come.

Animations 'R' Us

The graphics are clean-cut illustrations, but they aren't quite as well done or as humorous as those in Dragon's Lair or Space Ace. They resemble a badly illustrated Saturday-afternoon animated Bible story. And the myriad ways that Lathan bites the dust could have been done better.

The sounds are crucial but also way short of fantastic. Clear voice-overs pervade the game, but some of the dialogue is silly and translucent, like Lathan's comment about the fairies, "What strange little fellows." Please!

The simple menu system is easy to control, though you won't know what to use in your inventory without some trial and error. Unfortunately, the response time is very short, so save at every turn of events, or death will come often to Lathan.

It's a Reach

Far Reaches is no salve for traditional RPG warriors, but it makes a great forage into



PROTIP: Go to the Marsh Wastelands and pick up Cold Fire.



PROTIP: Next, go to the Barren Rocks and use the Cold Fire on the Marsh Ghosts.



PROTIP: Take the middle road and find the Caldor Crystal.



PROTIP: Use the Release Scroll and grab the crystal.



PROTIP: Go to the outskirts of Glendoe and use the Scroll of Sight to heal the blind man.



PROTIP: Use the crystal on various evils. Chase away the plague magician and defeat the crystal tigers with it. Try it when all hope fails.

another strange fantasy world. If you think you're going to get the fast action of Dragon's Lair or the solid elements of Chrono Trigger, however, you'd better Reach for something else. **G**

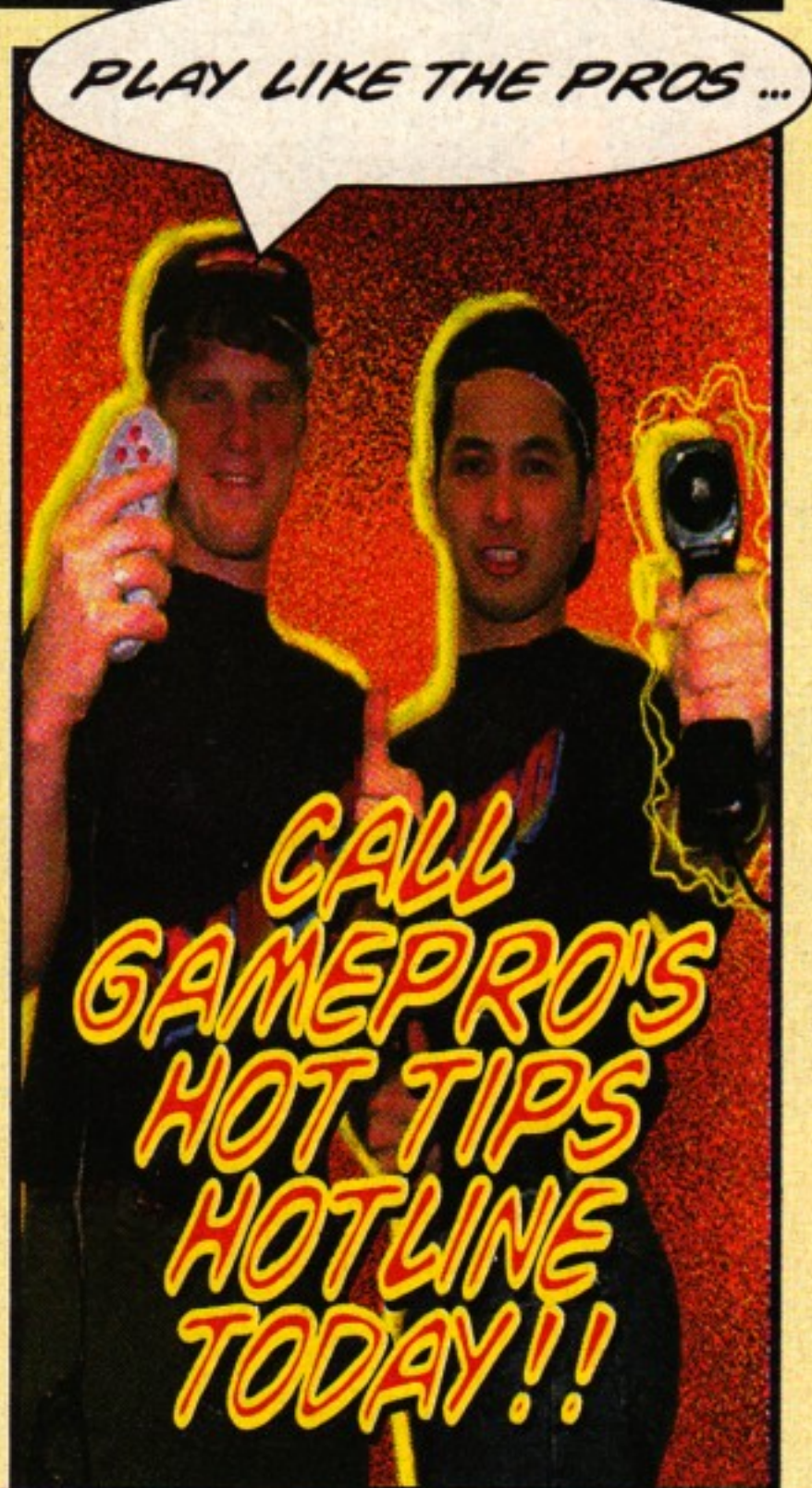
Kingdom: The Far Reaches by Interplay

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.5	4.0	3.5	Intermediate

\$59.99
CD
Available now
Graphic adventure
1 player

Multiple views
Battery backup
ESRB rating: Not rated

ADVENTURES IN VIDEO GAMING!



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2 Tips each

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16-bit tip of the week!

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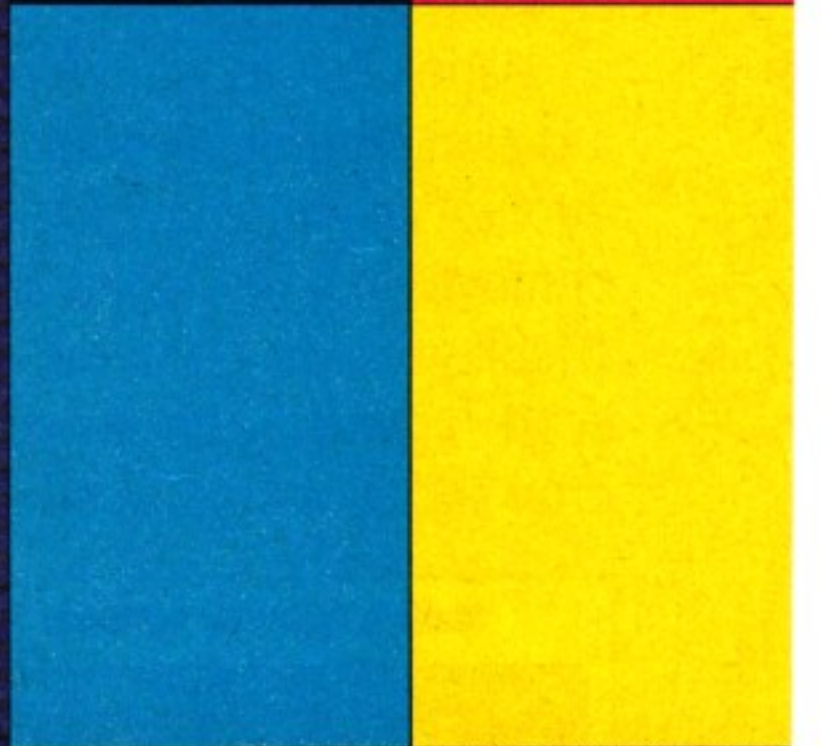
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By Slo Mo

The Virtual Boy's all set to serve up an excellent tennis match - if you don't mind playing as an Italian plumber who trades deuces with a teenaged ape. The Mario World characters certainly lend Mario's Tennis a cutesy look and feel, but this cart takes its tennis seriously.

Game, Set, and Mario

This game's graphics take the number-one seed. A behind-the-player view places you on a tennis court with a baseline-to-baseline perspec-

Mario's Tennis



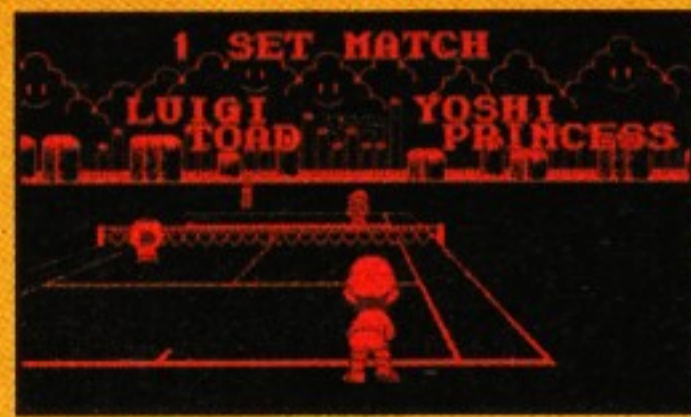
PROTIP: It's tough to judge drop shots, so get as close as you can to the net.

tive, and the outstanding 3D visuals make you feel like you're right on the court. Although the black-and-red motif casts the illusion you're playing at night, you get used to it.

Mario's Tennis plays like a dream. You guide Mario through an impressive variety of moves in both singles and doubles matches. You can execute forehands, backhands, drop shots, volleys, overhead



Virtual Boy



PROTIP: When serving, hold Up as you strike the ball to improve your shot.

smashes, and cross-court winners, depending on your position relative to the net. As in most tennis games, serving is

initially frustrating until you master the timing.

Yoshi shares the court as your doubles partner. He moves automatically to cover your behind in the forecourt and the backcourt. You need the help, too, because foes



PROTIP: If you press Hit (Button A or B) and miss the ball, quickly press Hit again - sometimes you can still connect.

like Donkey Kong Jr. and Kinopio scrape for every point. Mario's Tennis commits a fault only with its simplistic music and effects.

Tennis Dreams

Whether or not you're a racket buff, you can find plenty of cool gameplay in Mario's Tennis. It isn't Wimbledon, but the tennis is virtually the same. **G**



By Slo Mo

Think there's nothing new under the sun for pinball games? Then blast off for outer space with Galactic Pinball, where ramps and tracks drop under the tables and fly into your face.

Space Pucks

As long as the action's intense, you can't go wrong with pinball. Galactic Pinball accelerates the gameplay by providing you with an anti-

mini-shooters where spacecraft zoom down from the top of the table.

The pinball controls provide pinpoint accuracy. The flippers respond quickly with power and finesse. You can shake the table, too.

Each table has a sci-fi design, and each component



PROTIP: If the puck's falling into the unhittable area between the flippers, shake the table to knock it into flipper range.

GALACTIC PINBALL



PROTIP: Try to catch the puck with a flipper, then aim it where you want to hit it.

gravity puck to whack rather than low-tech steel balls.

The cart's four out-of-this-world tables (called Alien, UFO, Colony, and Cosmic) offer good diversity with two-, three-, and four-flipper gameplay, along with a mesmerizing array of targets, bumpers, and skill shots. There are also bonus games, such as the



PROTIP: On multiflipper tables, don't hold down the lower flippers when you hit the puck with them, or the upper flipper won't be set for the second hit.

seems to hang suspended in space against a starry background. It feels like you're looking into outer space, too.

As you play, the VB paints sharp monochrome graphics, and the 3D effects accentuate the otherworldly look. Tracks and ramps dip over, under, and through the tables. Sometimes special ramps pop up and seemingly into the Virtual Boy eyepiece for a dizzying effect.

The sounds do the job. GP's spacey effects are fun but not dazzling.

Pin-Head Heaven

Galactic Pinball rocks and rolls. If pins are your passion, you owe it to yourself to check out this galaxy. **G**

Mario's Tennis by Nintendo				
Graphics	Sound	Control	FunFactor	Challenge
4.5	3.5	4.0	5.0	Intermediate
\$39.95		Behind-the-player view		
8 megs		Multiscrolling		
Available now		ESRB rating: Kids to Adults		
Tennis				
1 player				

Galactic Pinball by Nintendo				
Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	4.0	4.0	Intermediate
\$39.95		¾-overhead view		
8 megs		Multiscrolling		
Available now		ESRB rating: Kids to Adults		
Pinball				
1 player				

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SUPER HIGH TECH GAME
NEO·GEO



By Tommy Glide

Two classic arcade shooters, Galaga and Galaxian, have reappeared as the latest in a series of fun two-games-in-one carts for the Game Boy. If you're a shooter fan, this is the Arcade Pack to get.

Crisp Aliens

The graphics provide much better color on the Super Game Boy than those of the previous Arcade Packs. While not quite as visible on the Game Boy, your spaceships and the aliens are detailed with multiple colors – just like

Galaga & Galaxian



PROTIP: Learn the alien's patterns so you can line them up and gun them down in Galaga. It's easier to destroy the aliens in these bonus rounds with the extra ship.

in the arcade. Also, on the Super Game Boy, you get borders that exactly replicate the artwork found on the original arcade machines.

Soundwise, Galaxian gives you the same authentic swooping sound effects as in the arcade, only slightly

Galaga & Galaxian by Nintendo				
Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	3.5	4.5	Intermediate
\$29.99	2 players		ESRB rating: Kids to Adults	
2 megs	Available October			
Shooter				



Super

Game Boy

Super



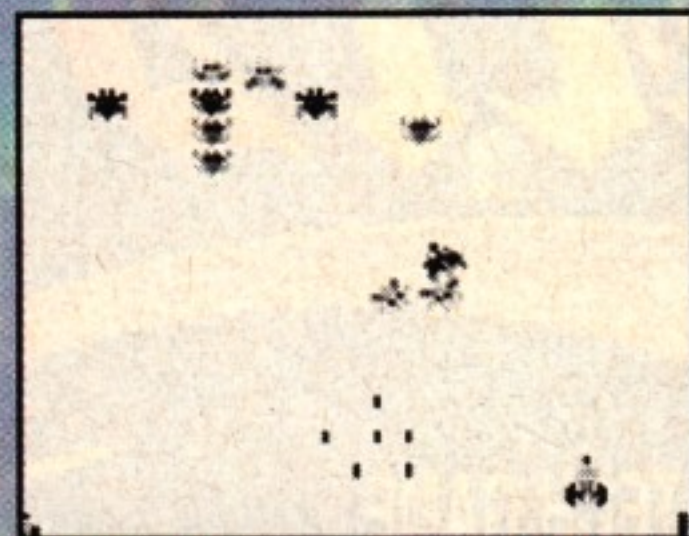
PROTIP: In Galaga, shoot the big aliens once to turn them red. Then, if you have more than one ship left, let a red one capture you. As soon as the alien launches again, shoot him, and your ship will be returned. You will then continue with an extra ship and double the firepower.

muted. The same goes for the shooting sounds and rumbling explosions. When you complete a stage in Galaga, you even get the same jingly music as in the arcade.

Bug Spray

The arcade controls have been left intact. You move from side to side and fire at the same rate as in the arcade. The aliens also descend and react just as they did in the originals, and you get the same alternating two-player option.

Overall, a better effort has been made in reproducing Galaga and Galaxian than the previous Game Boy Arcade Packs (Asteroids & Missile Command and Centipede & Millipede), giving this shooter more than just a nostalgic appeal. What worked in the arcade still works as an addicting handheld. **G**



PROTIP: To earn more points in Galaxian, shoot the flagships as they descend with escorts.



By Scary Larry

Uh, oh! Power Rangers! If you lived through the hype and have the hankering for more minute morphin' madness, check out this Super Game Boy version. Everyone else, beware! This insipid title will make nonfans feel like a queasy puke-green Ranger.

Rainbow Warriors

The problems with this cart are basic. Number one,



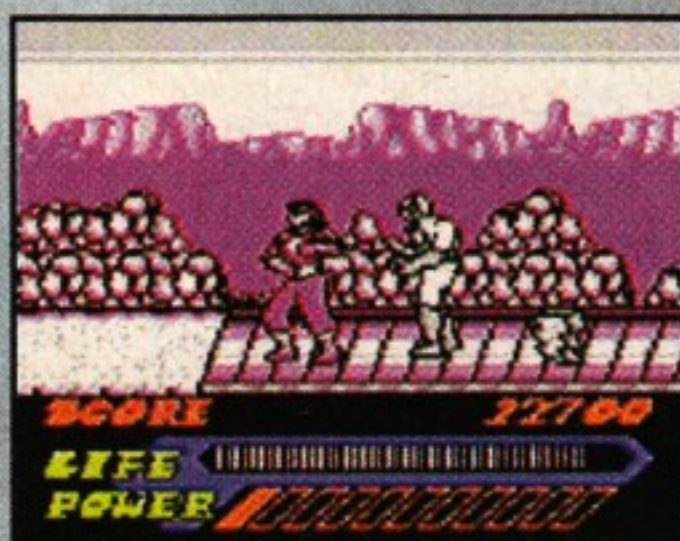
you have to have a Super Game Boy to play it. How else will you know the difference between the rainbow-colored Rangers on the character-select screen?

Number two, the stages are so similar and the action's so predictable that even five-year-olds will be bored. They're the target audience for the Rangers, so somebody missed the mark.

The graphics are sub-standard for the Game Boy. Whereas games like Super Mario Land 2 utilized small,



PROTIP: Found a space where you can't seem to move? Try ducking down and walking at the same time.



PROTIP: Some enemies yield power-ups, so if you knock off an enemy, wait until it disappears before moving on.

two-color graphics to their maximum effect, this cart tries to make a platform game using nondescript sprites.

The music is actually bearable. The familiar theme is dominant, but it's spiced by some thumpin' Game Boy bass.



PROTIP: Use the Power move as soon as the meter fills.

Home on the Ranger?

Although some Rangers games are better than others, they're nowhere near the quality that even casual gamers want to satisfy their needs. Well, folks, this one is as far down the totem pole as a game can get. Mediocre music, miniature graphics, and horrible control make this one of the worst Ranger titles to date. **G**

Mighty Morphin' Power Rangers: The Movie by Bandai

Graphics	Sound	Control	FunFactor	Challenge
2.0	2.5	2.5	2.0	Adjustable

Price not available
Megs not available
Release date not available
1 player
Side views
Passwords
ESRB rating: Kids to Adults

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VR VIRTUA RACING





By Bro' Buzz

Phantom 2040 makes a great 16-bit game, but on the Game Gear the rumble gets lost in the jungle. The beat-em-up gameplay's feisty; however, mediocre graphics and sounds make the Ghost Who Walks a ghost of his former self.

Maximum Troubles

This cart's based on the *Phantom 2040* cartoon that pits the Earth-first Phantom against the environmentally incorrect bio-robotic forces of Maximum Inc. Things start to stumble from there.

The graphics make this jungle a difficult place to live. Although some close-up screens are outstanding, the game's



Game Gear

downfall is the tough-to-see primary action. The Phantom and some of his foes are so small you almost lose them completely against harshly colored backgrounds. Too bad, because the character sprites have great detail and plenty of cool animations.

The miniscule visuals also make it tough to appreciate the slick moves. The Phantom climbs by jumping and pulling himself up à la Prince of Persia. He can also dash, shoulder roll, climb hand over hand, and hurdle bad 'bots.

The scratchy sounds won't

Phantom 2040



PROTIP: Shots are limited, so use the Phantom punch until you need a weapon.



PROTIP: If walking's too slow and dashing's too fast, try the shoulder roll. It moves at medium speed and protects you from some enemies.



PROTIP: Check the wrist communicator as you move through areas. Garan will clue you in to the locations of key items.

Phantom 2040 by Viacom New Media				
Graphics	Sound	Control	FunFactor	Challenge
\$39.99	4 megs	Available October	Action/adventure	1 player
Side view	Multiscrolling	Passwords	ESRB rating: Kids to Adults	

soothe savage beasts. The effects try hard but lack clarity. While the music's catchy, the rattling snare-drum effect grates on your nerves.

The controls generally work well. Phantom easily commands useful items with a simple-to-use inventory screen. There's a slight hitch, however, in the fighting because an important crouching kick is too slow.

Fathoming Phantom

Even for Game Gear gurus, this game's strictly survival of the fittest. Phantom's a cool game waiting to be seen. **G**



By Slo Mo

Mega Man fans should dig this Game Gear version of MM's greatest hits. The thumb-mashing action/adventure is among the toughest Mega has encountered over his five-year career. Unfortunately, the compact Game Gear screen doesn't make Mega Man's mission any easier.

Mega Memories

The Mega Man faithful will get a kick out of the primary stage lineup with Stone Man, Napalm Man, Bright Man, and Star Man. A fifth stage features a knock-down drag-out fight with Quick Man and that infamous Mega menace, Dr. Wily.

Of course, MM's arsenal is familiar to fans and easy to use for everyone else. Standard weapons include the trusty Mega Buster blaster and faithful R-Coil, the canine who puts springs into Mega's jumps. As usual, whenever you defeat a main bad guy, you gain a boss weapon, such as Star Man's star shield.

Mega's weapons are simple but effective against the hairy stage action and the boss battles, which are made even hairier by the tiny GG screen. MM's life-saving acrobatics



PROTIP: When you know a tough foe is about to appear, move Mega until the enemy is showing at the edge of the screen. The foe can't move, and you can blast him at will.

MEGA MAN



PROTIP: Start out against Stone Man. The Mega mashers on his stage are the easiest to defeat.



PROTIP: Climb mystery ladders and shoot walls to reveal hidden power-up rooms.

lose impact against the miniscule enemy shots. Otherwise, the graphics are Mega clean. The character sprites have great detail, and there are some cool stage visuals.

The sounds are almost as good as the graphics. The effects are somewhat limited, but the rockin' music is actually catchy.

Mega Man Can

Mega fans gotta play this game. There's no telling when or if you'll see Mega Man again. **G**

Mega Man by U.S. Gold				
Graphics	Sound	Control	FunFactor	Challenge
Price not available	4 megs	Available October	Action/adventure	1 player
5 stages	Side view	Multiscrolling	Passwords	ESRB rating: Kids to Adults

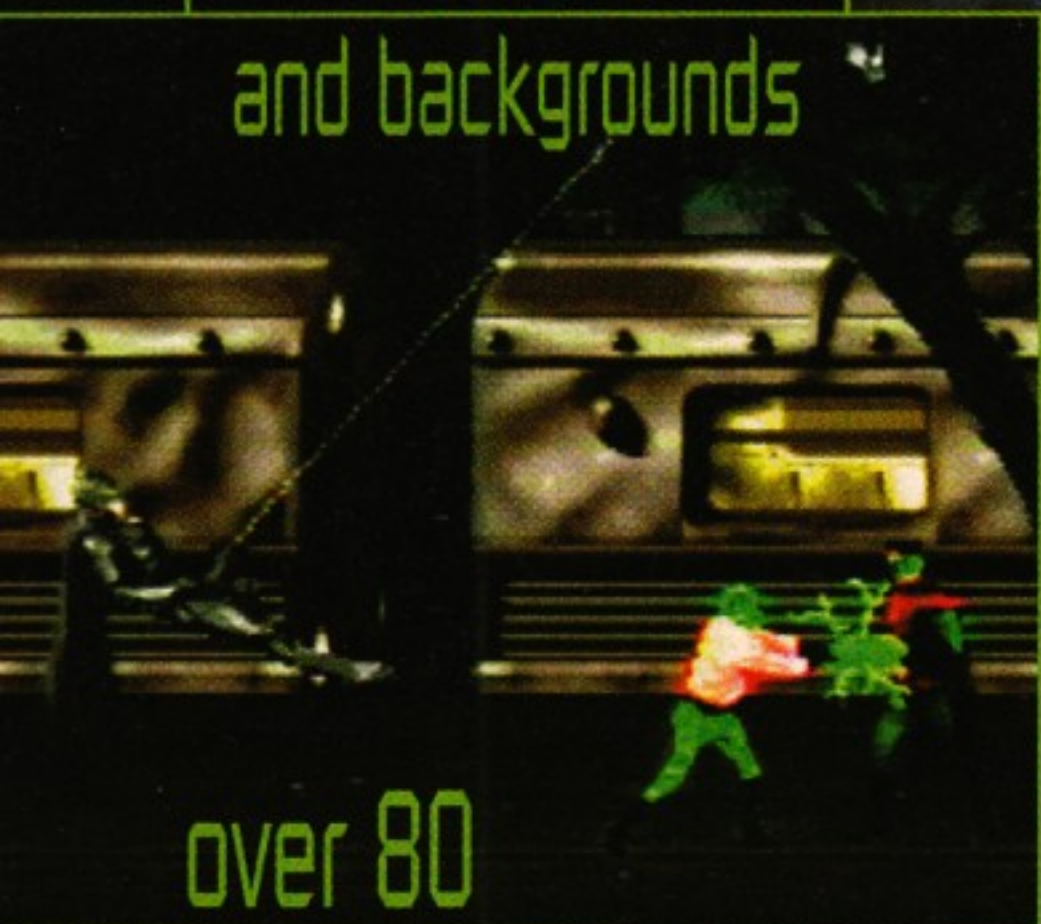


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and backgrounds



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hidden surprises



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Finally, baseball with



Nice screen shot, huh?



Cool 3D Graphics

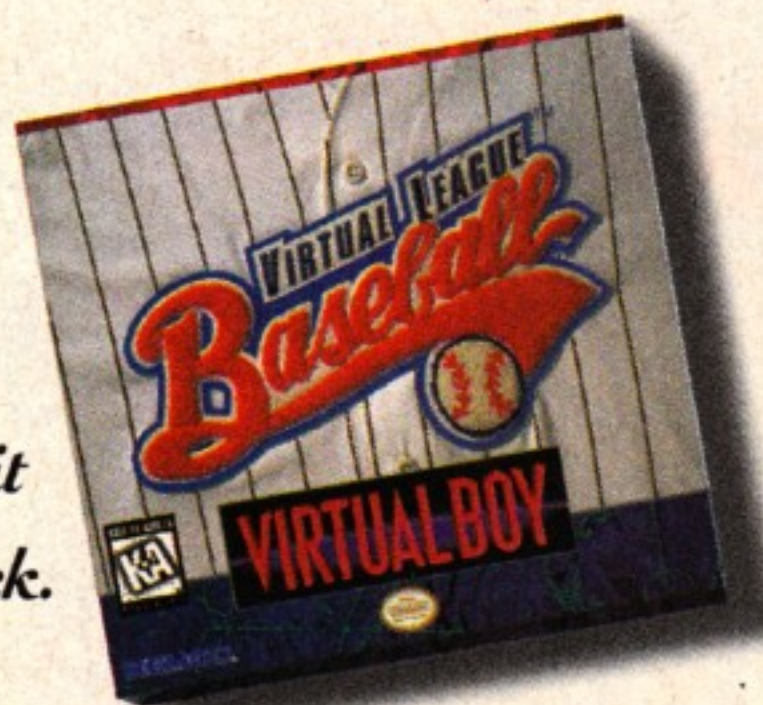
Abbbb, yes. The boys of summer. Leaning in. Taking their cuts. And blasting you out of the park with those long, foul floaters they get from stadium food. Phew-ee. Good thing there's Virtual League Baseball™ — with big league pitching, slugging and fielding in bigger-than-life 3D. You can choose from 18





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Become the Ultimate Fighting Lord at WeaponLord

Get the real cutting edge on beginner and expert combos! Learn how to Thrust Block, Power Deflect, Guard Drop, and perform Death moves for every fighter.

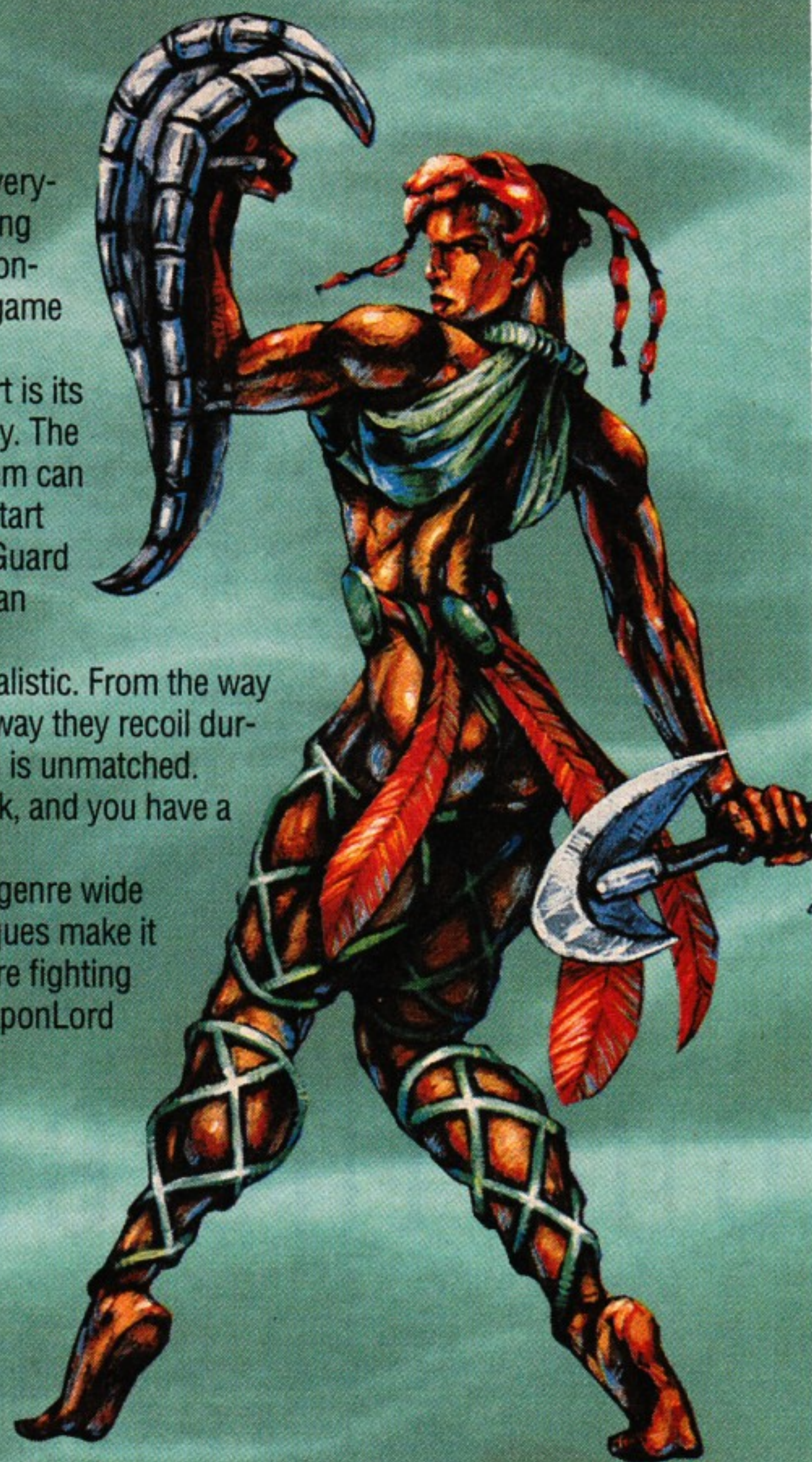
By Bruised Lee

Think you know everything about fighting games? Think again! WeaponLord redefines every fighting game you've played previously.

What sets WeaponLord apart is its new style of gameplay and strategy. The game's innovative Thrust Blocking system can be used offensively to counterattack and start combos. Another revolutionary feature, Guard Dropping, allows you to break open an enemy's block and start an attack.

Even the weapons are realistic. From the way they are used in combos to the way they recoil during collisions, the amount of depth is unmatched. Throw in the numerous ways you can attack, and you have a fierce fight on your hands.

WeaponLord busts the fighting-game genre wide open. Its revolutionary techniques make it the benchmark for all future fighting games. Welcome to WeaponLord Fighting School 101.



Power Deflect Moves

Power Deflecting is another offensive blocking method. When the enemy comes in with an attack, start your Power Deflect move to counter. This is a highly skilled way of deflecting moves, but your timing must be perfect for it to work. This strategy is recommended only for advanced players. Each character's Power Deflect is listed in their section.



Guard Dropping

Getting sick of an opponent blocking all day and playing the waiting game? Guard Dropping is an excellent way to break open a standard block and start a move or combo. However, Guard Dropping doesn't work against Thrust Blocks. Each character's Guard Drop is listed in their section.



Weapon-To-Weapon Blocking

This method of blocking is for experts only. The key is correctly timing your weapon move to counter your opponent's incoming move. If executed correctly, the two weapons will collide, and both fighters will recoil. Depending on the types of moves that are used (and the strength behind them), one fighter will recoil faster and gain an extra second to start an attack.



Starting Two-In-One Combos

Combos are a big part of WeaponLord. Most combos require you to use two-in-one combos. To perform a two-in-one, start one move, then immediately begin the second move. All special moves can be linked into combos. Below is an example of how to do a quick two-in-one combo.



Tap B2, then two-in-one (immediately begin the second move)



Hold F2, motion ← ↙ ↓ ↘



Death Moves

All Death moves must be performed in a combo while your opponent has very little life in the deciding round. You can even perform multiple Death moves on your victim!

Korr's Death Moves

Degut: Use the Doubleover
Decap: Use the Tarok Strike
Brain: Use the Tarok Strike again on the falling head
Pulp: Use the Heart Strike after taking the opponent down with the Elbow Smash
Exploding Head: Use the 360 Strike
Frenzy Death: Use the Firestorm

Jen-Tai's Death Moves

Decap: Use the Back Blade Smash
Pulp: Use the Leg Breaker after knocking the opponent down with the Leg Breaker
Ground Decap: Use the Down Strike on the downed opponent (you must hit their neck)
Degut: Use the Shield Spike
Brain: Use the Backhand Blast again on the falling head
Exploding Head: Use the Backhand Blast on a standing opponent
Frenzy Death: Use the Death Blade

Talazia's Death Moves

Decap: Use the Talon Blade
Fleshless Decap: Use the Low Air Tear
Pulp: Use the High Air Tear on the downed opponent
Degut: Use the Falcon Strike
Exploding Head: Use the Air Frenzy
Frenzy Death: Use the Air Frenzy
Brain: Use the Phoenix Strike on the falling head

Zorn's Death Moves

Decap: Use the Demon Axe
Pulp: Use the Hell Grinder on the downed opponent
Degut: Use the Hell Fire
Frenzy Death: Use the Hell Grinder
Brain: Use the Hell Fire on the falling head
Ground Decap: Use the Corpse Striker on the downed opponent (hit the neck)

Bane's Death Moves

Decap: Use the Cursed Kick
Pulp: Use the Cursed Slam
Degut: Use the Fang Gutter
Frenzy Death: Use the Berserker
Exploding Head: Use the Berserker
Brain: Use the Skull Crusher

Divada's Death Moves

Decap: Use the Power Flip
Pulp: Use the Ground Blast
Degut: Use the Psycho Blades
Frenzy Death: Use the Psycho Blades
Exploding Head: Use the Soul Drill
Brain: Use the Power Flip on the falling head
Ground Decap: Use the Power Flip on the downed opponent

Zarak's Death Moves

Decap: Use the High Power Slice
Fleshless Decap: Use the Warp Spider
Pulp: Use the Inferno on the downed opponent
Degut: Use the Low Power Slice
Frenzy Death: Use the Chaos
Exploding Head: Use the Guillotine Strike
Brain: Use the Inferno on the falling head
Ground Decap: Use the Guillotine Strike on the downed opponent



Korr

Vital Statistics

Height: 6'3"
 Weight: 288 lbs.
 Age: 25
 Weapon: Broadsword

Special Moves

Heart Strike



Hold B2 or B3, tap ↑, ↑, ↓

Double Flame Strike



Hold B2 or B3, motion ↓ ↘ → ↘

Power Deflect



Hold F2 or F3, motion → ↘ ↓ ↘

Knee Tarok



Motion → ↙ ↓ ↘ → F3

Elbow Smash



Tap →, (→ F2) or (→ F3)

360 Flame Strike



Hold B2 or B3, motion → ↑ ↻

Guard Drop: Power Kick



Tap ←, (→ B2) or tap ←, (→ B3)

Fire Storm



Hold F2 or F3, motion ↑ ↗ ↓

Tarok Strike



Hold F2 or F3, motion ↙ ↓ ↘ →

Gut Smash



Motion ← ↙ ↓ ↘ → F2 or F3

Power Push

Motion → ↘ ↓ ↙ B2 or B3

Barbaric Combos

Jumping-In Combo: Seven Hits



Jump in deep, tap F3



Hold ↓, tap F1



Tap B2, two-in-one



Hold F3, motion ↑ ↗ ↓

Thrust Block Combo: Five Hits



Hold F1, tap →



Hold ↓, tap B2, two-in-one



Hold F2, motion ↑ ↗ ↓

Note: You must Thrust Block an incoming attack to do this combo.

Double Jumping-In Combo: Seven Hits



Jump in deep, hold ↓, tap F2



Tap F3



Tap B2, two-in-one



Tap →, (→ F2)



Jump in deep, hold ↓, tap F3



Hold ↓, tap F3, two-in-one



Hold B2, tap ↑, ↑, ↓

Power Deflect Fatality Combo: Four Hits



Hold F2, motion → ↘ ↓ ↙



Tap B2, two-in-one



Motion → ↙ ↓ ↘ → F3



Walk in two steps, hold B3, tap ↑, ↑, ↓

Note: Start this combo by Power Deflecting an incoming attack.



Special Moves

Ground Blast



Hold B2 or B3, motion ↖ ← ↓

Power Flip



Hold B2 or B3, motion ↑ ↗ → ↓

Orb of Souls Break Out



Motion → ↘ ↓ B3

Note: You can do this move only after performing the Orb of Souls move.

Guard Drop: Heel Kick



Tap →, (→ F2 or F3)

Power Deflect: Hell Deflect



Hold F2 or F3, motion ← ↙ ↓ ↘ →

Soul Drill



Motion ← ↙ → B2 or B3

Orb of Souls



Hold B2 or B3, tap ↑, ↑, ↗

Psycho Blades



Hold F2 or F3, motion ↑ ↗ ←

Death Whirl



Motion → ↙ ↓ F2 or F3

Soul Displacer



Hold F2 or F3, tap ↓, ↓, ↘



Divada

Vital Statistics

Height: 6'0"

Weight: 210 lbs.

Age: 25

Weapon: Twin-Bladed Staff

Barbaric Combos

Teleport Combo: Five Hits



Hold F2, tap ↓, ↓, ↙



Tap F3, two-in-one



Hold B2, motion ↖ ← ↓



Hold ↓, tap F3



Hold B2, motion ↖ ← ↓

Note: This combo starts with your fighter facing left.

Knockdown Fatality



Hold ↓, tap F3, two-in-one



Hold B2, motion ↖ ← ↓

Note: When your opponent's energy is very low, try this easy fatality.

Frenzy Combo: Seven Hits



Jump in deep, tap F3



Tap →, (→ F2)



Tap F2



Tap B1, two-in-one



Hold F3, motion ↑ ↗ ←



Tap (↗ B3)



Tap B3, two-in-one



Motion → ↙ ↓ F3

Jump-In Throw Combo: Three Hits

Fatality Combo: Five Hits



Tap (↗ B3)



Tap B2, two-in-one



Hold B2, motion ↑ ↗ → ↓



Tap F2



Hold B2, motion ↑ ↗ → ↓

Power Deflect Combo: Two Hits



Hold F2, motion ← ↙ ↓ ↘ →



Tap F2, two-in-one



Hold B3, motion ↑ ↗ → ↓

Note: Start this combo by Power Deflecting an incoming attack.

Special Moves

Chaos



Hold B2 or B3, motion → ↑ ↗

Warp Spider



Hold B2 or B3, motion ↑ ↖ ←

Inferno



Motion → ↘ ↙ B2 or B3

Guard Drop: Power Vault



Motion ← ↙ → F2 or F3

Power Deflect: Web Slap



Charge (← F2 or F3) two seconds, tap →

Zarak

Vital Statistics

Height: 7'1"

Weight: 435 lbs.

Age: 25

Weapon: Guillotine

Widow's Grips



Charge (← B2 or B3) two seconds, motion ↘ →

Guillotine Strike



Charge (↓ B2 or B3) two seconds, motion ↑ ↗

Web Rip



Motion → ↘ ↙ F2 or F3

Power Slice



Hold F2 or F3, motion ↑ ↗ ←

Barbaric Combos

Web Rip Combo: Six Hits



Jump in deep, tap F3



Tap F3, two-in-one



Motion → ↘ ↙ F2



Hold ↓, tap F3, two-in-one



Tap B2, motion ↑ ↗, two-in-one



Motion → ↘ ↙ B2

Power Deflect Combo: Five Hits



Charge (← F2) two seconds, tap →



Hold ↓, B2



Hold ↓, B1, two-in-one



Hold B2, motion → ↑ ↗



Jump in deep, tap F3



Tap B3, two-in-one



Hold B3, motion ↑ ↖ ←

Warp Spider Combo: Three Hits



Jump in deep, tap F3



Tap B3, two-in-one



Hold B3, motion ↑ ↖ ←

Note: Use this combo when enemies jump in with an attack.

Fatality Combo: Six Hits



Jump in deep, hold ↓, tap F2



Tap F3



Hold ↓, tap B3



Hold ↓, tap B2



Tap B2, two-in-one



Motion → ↘ ↙ F2



Charge (← B2) two seconds, motion ↘ →

Note: Start this combo by Power Deflecting an incoming attack.

Bane

Vital Statistics

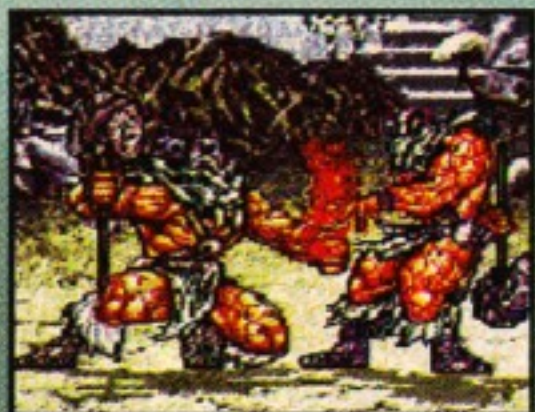
Height: 6'8"

Weight: 397 lbs.

Age: 25

Weapons: Rock Warhammer and Bone Hook

Guard Drop: Iron Fist



Motion ← ↙ ↓ → B2 or B3

Curse Slam



Hold B2 or B3, motion → ↗ ↑ ↓

Skull Crusher



Hold B2 or B3, motion ← ↖ ↑ ↗

Head Rocker



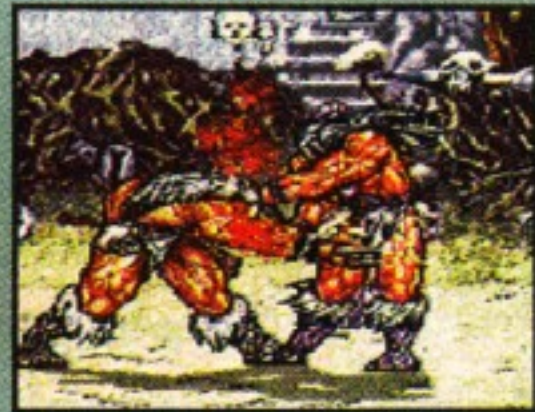
Motion → ↓ → B2 or B3

The Mutilator



Tap ↓, (↓ B2 or B3)

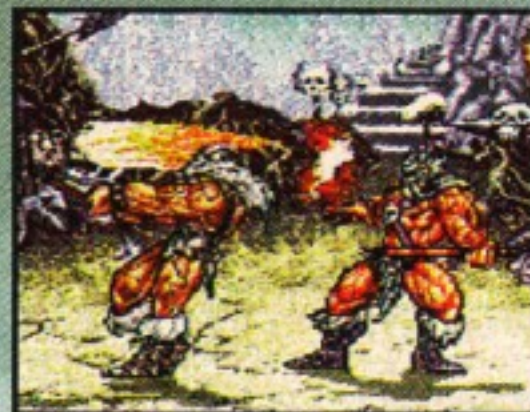
Fang Gutter



Motion ← ↙ → F2 or F3

Special Moves

Berserker



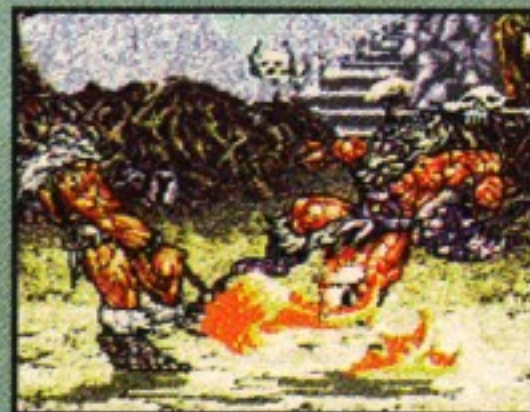
Hold F2 or F3, motion ← → ↗

Power Deflect: Power Hammer



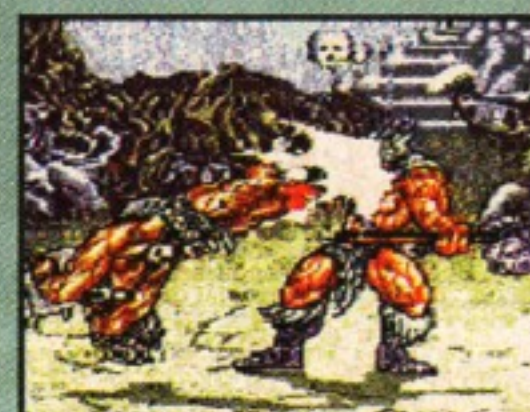
Motion ← ↙ ↓ F2 or F3

Hammer Blast



Hold F2 or F3, motion ↑ ← ↓

Cursed Kick



Hold F2 or F3, motion ↘ ↙ →

Barbaric Combos

Jump-In Combo: Eight Hits



Jump in deep, hold ↓, tap F2



Tap B3



Hold ↓, tap B3



Motion ← ↙ → F2



Tap F2, two-in-one



Hold F2, motion ← → ↗



Tap F3, two-in-one



Hold B3, motion → ↗ ↑ ↓

Note: You must be in close to perform this combo.

In-Close Combo: Five Hits



Tap F3, two-in-one



Motion ← ↙ ↓ F2



Hold B2, motion ← ↖ ↑ ↗



Hold ↓, tap F2, two-in-one



Tap ↓, ↓, B2

Note: Use this combo when enemies jump in with an attack.

Jump-In Combo: Three Hits



Jump in deep, tap F3



Tap F2, two-in-one



Hold F2, motion ↑ ← ↓

Note: You can do the Mutilator after the third move for even more hits.

Triple Fatality Combo: Nine Hits



Jump in deep, hold ↓, tap F2



Tap B3



Tap F2



Hold ↓, tap B2, two-in-one



Motion ← ↙ → F2



Hold ↓, tap F2, two-in-one



Hold B2, motion ← ↖ ↑ ↗



Tap ↓, ↓, B2

Special Moves

Guard Drop: Shield Crack



Hold B2 or B3, tap ↑, ←, ↓

Power Deflect: Scream Shield Smash



Hold B2 or B3, tap →, ↑, →

Hell Grinder



Charge ← two seconds, tap →, B2 or B3

Axe Trip



Motion ← → ↓ ↙ F2 or F3

Ancient Axe



Motion ← ↙ → B2 or B3

Zorn



Corpse Striker



Charge (↓ B2 or B3) two seconds, motion ↑ ↗

Demon Axe



Charge (← F2 or F3) two seconds, motion ↘ →

Hell Fire



Hold F2 or F3, motion ↓ ↘ ↑

Axe Lift



Hold F2 or F3, motion ↑ ↖

Vital Statistics

Height: 6'2"

Weight: 225 lbs.

Age: 25

Weapons: Ivory Axe and Skull Shield

Roll Attack



Motion → ↘ ↙ B2 or B3

Barbaric Combos

Jump-In Combo: Five Hits



Jump in deep, tap F3



Charge ←, tap B3



Tap F2, two-in-one



Release charge, tap F3, motion ↘ →



Power Deflect Combo: Eight Hits



Hold B3, tap →, ↑, →



Hold ↓, tap F1



Hold ↓, tap F2, two-in-one



Motion ← → ↓ ↙ F2



Hold ↙, tap F3, two-in-one



Tap (→ B3)



Double Fatality Combo: Five Hits



Hold B2, motion → ↑ →



Tap F2, two-in-one



Hold F2, motion ↓ ↘ ↑



Charge ↓, tap B2



Tap B3, motion ↑ ↗

Special Moves

Air Tear



Hold B2 or B3, motion ↑ ↗ →

Air Frenzy



Hold F2 or F3, motion ↑ → ↗

Prey Launch



Motion ← ↓ → B2 or B3

Phoenix Strike



Hold B3, motion ← ↙ ↓ →

Rip Claw



Hold F2 or F3, motion ← ↙ ↓ ↘

Barbaric Combos

Thrust Block Combo: Two Hits



Hold F1, tap ↑



Tap B2, two-in-one



Motion ← ↓ ← B2

Note: Use this combo when enemies jump in with an attack.

Reverse Claw



Hold B2 or B3, motion ↑ ↑ ↓

Double Talon Strike



Hold B2 or B3, motion → ↓ →

Talon Blade



Motion ← ↓ ← B2 or B3

Guard Drop: Falcon Strike



Hold F2 or F3, motion ↑ ↖ ←

Power Deflect: Shadow Deflect



Motion ↓ ↘ ↙ F2 or F3

Kick Up



Motion → ↗ ↑ F3

Thrust Block Throw Combo: Four Hits



Hold F1, tap ↑



Hold ↓, tap B3



Hold ↓, tap F1



Hold ↓, tap B2, two-in-one



Motion ← ↓ ↘ B2

Note: Use this combo when enemies jump in with an attack.

Jump-In Frenzy Combo: Eight Hits



Jump in deep, hold ↓, tap B2



Tap F3



Tap F3, two-in-one



Motion → ↗ ↑ F3, two-in-one



Hold F3, motion ↑ → ↗

Fatality Combo: Three Hits



Jump in deep, hold ↓ B2



Tap F3, two-in-one



Hold B2, motion ↑ ↗ →

Note: Start this combo by Power Deflecting an incoming attack.



Vital Statistics

Height: 5'10"

Weight: 163 lbs.

Age: 25

Weapons: Claw Shield and Talon Blade

Special Moves

Down Strike



Hold B2 or B3, tap ↑, ↑, ↓

Aura Strike



Motion ← ↓ ↙ ← B2 or B3

Backhand Blast



Hold B2 or B3, motion ← ↖ →

Power Deflect: Shield Toss



Hold B2 or B3, motion ↓ ↘ →

Guard Drop: Reverse Kick



Tap ←, (→ B2) or (→ B3)

Death Blade Frenzy



Hold F2 or F3, motion ↘ ↓ →

Back Blade Strike



Hold F2 or F3, motion ← ↙ ↓ ↘ →

Ram Toss



Hold F2 or F3, motion → ↗ ↑ ←

Leg Breaker



Motion ↓ ↘ → F2 or F3

Shield Spike



Tap ←, (→ F2) or (→ F3)

Barbaric Combos

Thrust Block Combo: Six Hits



Hold F1, tap →



Tap B2



Tap F2, two-in-one



Tap ←, (→ F2)



Tap F2, two-in-one



Motion ↓ ↘ → F2



Hold B2, tap ↑, ↑, ↓

Note: You must Thrust Block an incoming attack to do this combo.

Fatality Combo: Four Hits



Jump in deep, hold ↓ B2



Tap F2, two-in-one



Hold F2, motion ← ↙ ↓ →

Fatality Combo Knockdown



Hold B2, tap ↑, ↑, ↓



Note: This easy fatality can be done after any ending combo when your opponent falls to the ground.

Thrust Block Stagger Combo: Six Hits



Hold F1, tap →



Hold ↓, B2



Tap B2



Hold ↓, tap F2, two-in-one



Hold F2, motion ↓ ↘ →

Jen-Tai

Vital Statistics

Height: 6'10"

Weight: 265 lbs.

Age: 25

Weapons: Falchion and Spiked Shield



KIDS TO ADULTS



AGES 6+

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Your momma. She knows the bad boys of Street Fighter II™ are now on Game Boy®. She knows its **nine levels** of **destruction** can't be contained by the four walls of your lovely split-level suburban domicile. Knows **Street Fighter II** is finally loose on the streets where it belongs. Knows all about the **Special Moves**, the flaming fireballs, spinning back-fists, jabs, jukes, punches. She knows that with the

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Nintendo®



Batman and Robin

The Dynamic Duo deals destruction.

By Captain Squideo and The Outlaw Gamer



The Joker's not jokin' in this first long, tough level.



Bust open the trash cans lining Gotham's streets to find extra health and new weapons.



Wait for villains to bunch together so you can take out several with a single shot.



Eventually you'll need to run to the right, but when lots of enemies surround you, you can establish a safe position at the far-left edge. Enemies entering from the left won't hit you from behind, which gives you a split-second advantage when they turn to face you.



When you discover a bomb inside the trash cans, wait until lots of enemies appear...



...then run to the bomb to wipe out the most villains.



Jump up onto ledges to fight individual thugs before they drop down and join their gang.



Audio clues tell you when the clowns with the freeze guns are using you for target practice.



Jump over the clown's shots, then turn and nail the shooter.



The freeze shots don't have much range. You can dodge them easily if you keep moving.



Run away from large enemies until your Batarang recharges, then turn and bag 'em.



Position yourself back-to-back with another player to easily blast through the levels. This defense is almost unbeatable.



A cheesy way to beat the level is to run full speed through as many city blocks as you can. Jump over any enemies you encounter. When you can't run any farther, turn with your charged-up Batarang and mow down all the thugs chasing you. Run back to the left to pick up power-ups.



Stand in the middle as you shoot down these toy helicopters. They fly at you from both sides, so strafe Batarangs at them.



Not only must you dodge the giant claw in the warehouse, but a flying clown throws bombs at you. Don't waste ammo on the claw; keep running and jumping while firing at the clown.

Clown College



When this mid-level boss appears, jump to the ledge to evade him. Dodge his shots, jump down, and aim for his tank treads. Look for power-ups at the corners of the upper ledges.



After you blow the treads from the tank, keep firing at the upper portion. It's stationary, but the turret rotates and fires in all directions.



When the top of the tank blows, a clown emerges and flings bombs. Fire at him, not at the tank.



When exploding balloons fly toward you, kneel in the middle of the truck and blast 'em as soon as they appear. Grab the toy helicopter's power-ups.



When the Level 1 boss appears, aim for the balloon's teeth to bring The Joker to his knees.

The Adventures of Batman and Robin

(By Sega)



Mr. Freeze has sprung Two Face, The Joker, and The Mad Hatter from the Arkham Asylum, and only the Caped Crusader and his nimble sidekick, The Boy Wonder, can stop them. Based on the animated series, this side-scrolling action/adventure borrows liberally from those TV backgrounds and characters to create a tough four-level bat-em-up game. These tips should help you keep your batwings from getting ruffled.

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
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Action/adventure
2 players

4 levels
Side view
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Second Villain TWO FACE



Two Face has one evil mind.



The machine guns in this level shoot farther than the freeze guns in the first level, so don't try to outrun the bullets. Jump over them and take out the gunman.



Stay close to the green-suited villains. After you eliminate them, grab the hearts they release.



Snag these spherical power-ups anywhere in the game, even while you're flying, to instantly recharge your Batarangs.



When the TIE fighter-style homing missiles appear, fly in a clockwise circular pattern to bring the missiles in front of you so you can destroy them.

Shootout Above the City



Keep moving to dodge this mid-level boss's rapid shots.



You can blow up incoming missiles, but the only way to damage the enemy ship is to hit its fuselage.



When fighting this zepplin at the end of the level, aim for the missile launchers when they flash white. Destroy the zepplin by targeting the ring launcher to the right.



While you're firing on Two Face's final aircraft, keep moving around to dodge the enemy's shots.



LEVEL THREE



The Mad Hatter throws an explosive tea party!



These bouncing bunnies may look cute, but once their stomachs turn red, they explode.



Destroy enemies at their source—the toy boxes. Don't dally when you're blasting the boxes; more enemies keep coming out to attack.



When these toy boxes appear, nail the flying clowns as soon as they spring into view. Take 'em out as fast as possible because another box will soon appear and double the trouble.



While you're fighting the bouncing clowns, don't ignore the exploding track lights. Their fireballs do more harm than the clowns do.



Leap from mushroom to mushroom to avoid enemies, but don't fall off to the grass below or you'll take damage.

Glowning Around



Aim at the chains of swinging clowns.



After destroying the clown chains, pulverize the pilots above you to reveal loads of hearts and power-ups.



Take on these clown cartwheels individually. Wipe out one completely, then go for the second.

Cat on a Hot Tin Roof



This cat swipes his claws at you and rains debris from above. Stay in the middle to avoid his claws and jump around the debris.



The cat's only vulnerable spot is the tip of his nose. He'll flash white when you hit him.



Stay away from this wheel of clowns. Try to break it up with your Batarangs.



The Mad Hatter himself is vulnerable, but his big, inverted top hat isn't. Shoot him while you dodge the enemies he throws at you.



Once the track starts scrolling toward you, you must leap over the hard-charging cards. Tap Button B to jump, then tap it again for extra height.



You'll get a chilly reception from Mr. Freeze in Level 4.



Listen for audio clues when fighting these walking enemies. Nail your foes as soon as they appear. When they beep, they're about to blow up and inflict damage.



Don't try to outrun the tank's shots. Jump above the shots, then run to the right, leap over the tank, and escape offscreen.



Take out the flying spheres to find much-needed power-ups.



Batman is much faster than these flying enemies. Use your speed to circle behind them as they rotate slowly toward you.

Deep Freeze



Aim for Mr. Freeze's glass windshield to inflict damage on his flying vehicle.



Freeze's craft doesn't shoot at you; only the hovering gun emplacements fire. Take them out, then concentrate on Freeze's windshield as it starts to crack.



Once the windshield breaks apart, Mr. Freeze is vulnerable. Shoot directly at him, not at his vehicle.



Mr. Freeze winds up as a resident of the loony bin.

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Saturn
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PANZER ROLLS IN

We break down Panzer Dagoon level by level and unveil the weak spots of all the bosses.

By Scary Larry

EPISODE 0



This secret episode is really nothing more than target practice. You must lock on to the targets using Button A, but straight shooting is the best way out.



Use this level to hone your skills. Focus on the left and right views that target enemies on your sides.



The large white vessels are easier to destroy than they look. One shot eliminates them.

EPISODE 1



This straightforward level doesn't offer much of a challenge. Just lock on to most enemies and release your missiles.



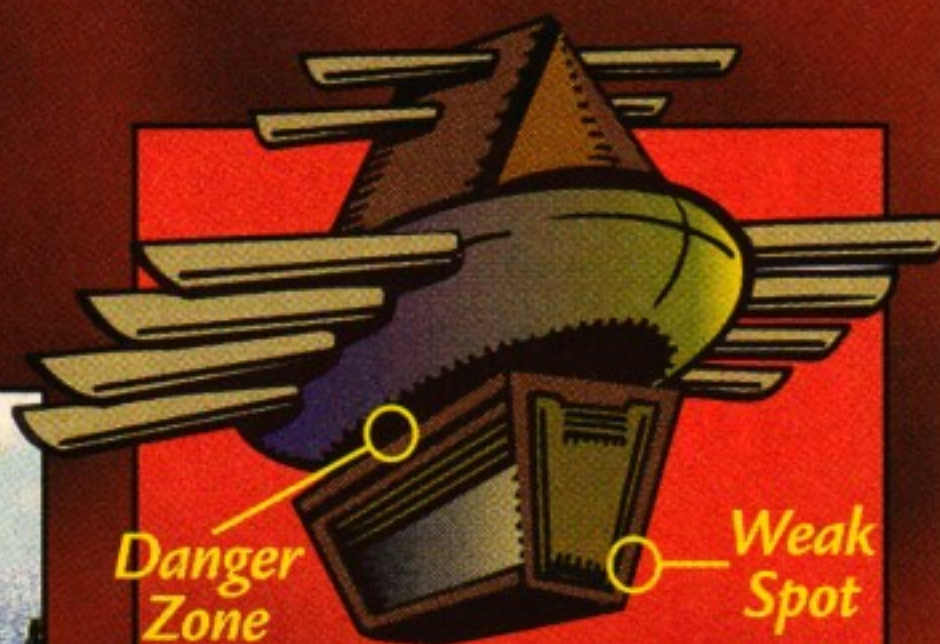
The crucial objective of this level is to down as many targets as possible. The more enemies you shoot down, the more Continue credits you get.



Be wary of the pillars. Fancy flying is to no avail here because the pillars fall and harm your dragon.



These beautiful water lilies can harm you. Get too close, and they'll close on you.



Lock on to the lower portion of the hull (the brown section) and fire away.



As the ship veers to the right, change your view and aim for the laser cannons. Shoot all projectiles while they're a good distance away.



The last stage of the ship's destruction occurs right after it sends torpedoes at you. Destroy the torpedoes immediately. After that, continue to lock on to the hull until the boss is destroyed.

Panzer Dagoon

(By Sega)



Panzer Dagoon's incredible graphics, tough shooting action, and innovative gameplay make it a perfect first shooter for the Saturn. You'll be itching to get your finger on the trigger and fly into battle. When you do, you'll be challenged, surprised, and amazed – but never, ever bored.



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EPISODE 2



This level will make you feel worm all over. You must dispose of these giant sand worms by locking on to multiple areas of the body and firing. Check in front of and behind you while flying.



This level is the first with two-part enemies. When you shoot the dun-colored sand creatures, they explode into these colorful but lethal enemies. Shoot them immediately before they attach themselves to you.



As soon as you see light at the end of the tunnel, look to the walls for flying sand creatures. They blend in very well but also do a lot of damage if you miss them.



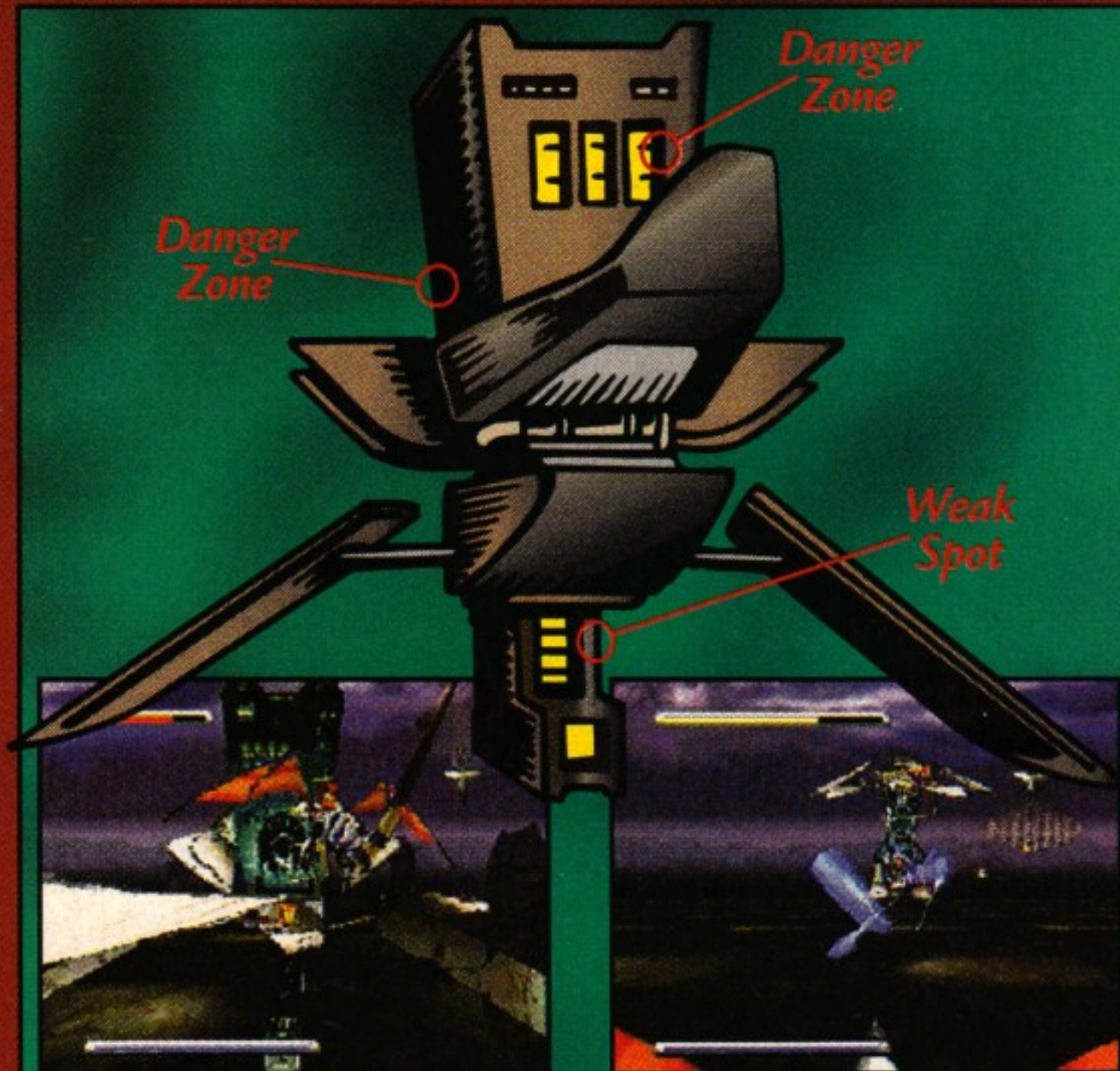
In the tunnels, target every eruption of soil – the sand crawlers pop out quickly.



The boss starts off by throwing fans of energy at you. You can easily fly above and below these, but be sure to lock your missiles on to the boss and fire at every opportunity.

When the boss's life bar gets to the halfway point, it starts to shoot pieces of itself at you. These pieces cause huge amounts of damage if they hit. Shoot them while they are still a distance away, then lock on to the boss and continue blasting until he's through.

EPISODE 3



This is another two-stage boss. When the two parts connect, shoot the lower part of the robot where the parts join.

Now target the whole robot and shoot at will. Whenever the robot jumps into the air, it comes down behind you. Be cautious when turning around – fireballs follow in the robot's wake.



At the beginning of the stage, two airships pursue you, spewing fireballs. Worry about only the first ship; the second one will hit a wall and explode.



Beware of the long mech tanks about halfway through the stage. When you blow them up, they become warplanes. Quickly target them again.

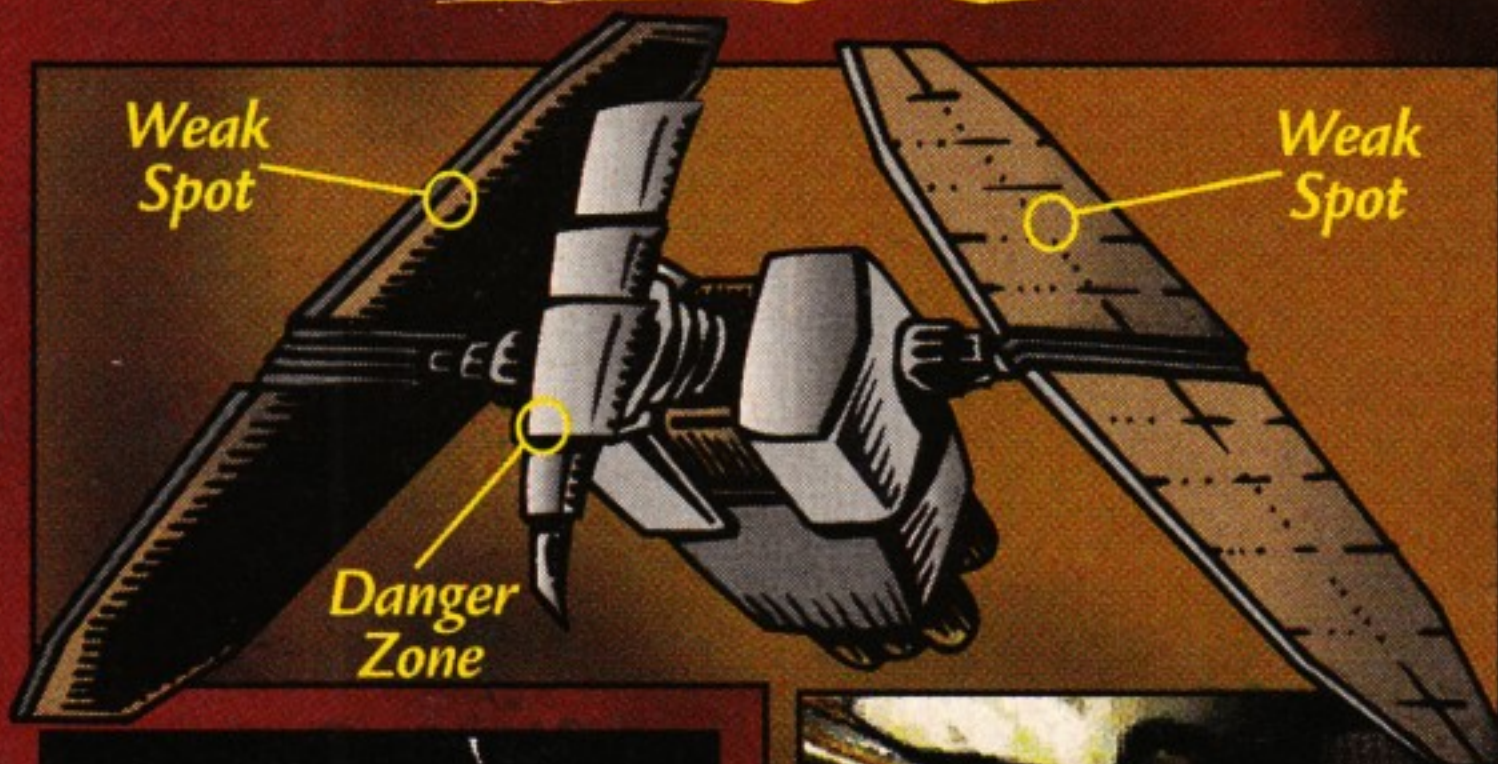


If you lock on to targets, release immediately because your laser can only sight so many enemies at one time. Constantly check your radar for enemies coming from the rear.



Just before the third green arch, enemies appear to your right. Keep your dragon to the far left of the screen, and you'll be out of range of the missiles that they fire.

EPISODE 4



Because the action is faster in this episode than it is in the others, quickly release missiles and immediately relock your target sight.



Some enemies will lock their targets on to you. If you see this red targeting laser, quickly destroy one of the robots and fly on.



Rotate and fire to all sides while flying through the corridor. Enemies try to hide in your blind spots and hit you from all sides.



As you jet down the stone corridors, you come across this heap lying in the way. It's the boss! Stay to the far right, or you'll damage your dragon.



When the boss's life meter appears, start shooting its wings. Use straight shots (not the targeting missiles) for maximum effectiveness. Be careful because the boss will throw the wing at you, and the wing causes major damage if it hits. Also be careful when the wing flies offscreen behind you because it will rebound and hit you.



After taking off both wings, aim for the boss's head. To avoid the green lasers it shoots at you, simply maneuver to the left or right. Once you're done with the head, this birdlike mech is cooked.

EPISODE 5



At the beginning of the episode, you have to contend with three big gunships. Target the first one until it drops, then turn around and go after the two stragglers.



To destroy this formidable enemy, you must fire at the cones on top

until they turn black. You'll have to keep changing your view to keep pace with this ship.



Be careful of the mines this ship drops. If you don't destroy them before they land, they'll shower you with gunfire.



As soon as you see the boss, veer to the right. An enemy will come charging from behind and knock you senseless if you're not quick.



This boss's first weak spot is the three spinning platforms in the

front. Wait until they stop spinning before you shoot. When they stop, they shoot copious amounts of fireballs. Be on guard.



Unfortunately, this boss isn't done yet. When he turns over, shoot the three blue platforms that are dead center. He shoots out spinning projectiles that you have to destroy immediately.

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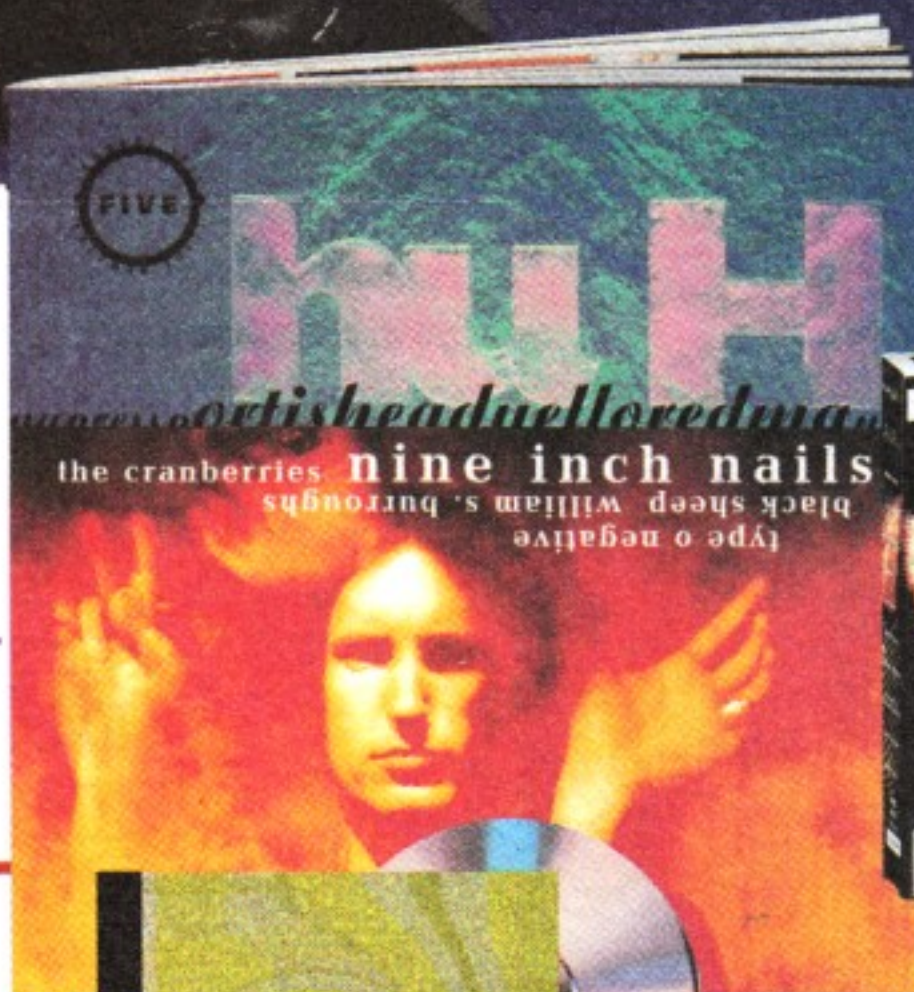
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Check Here if you prefer your monthly recordings on cassette

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Do you have a credit card? Yes No

UZZ D3

EPISODE 6



A lot of the enemies in this straight shooting level are to the left and right of your dragon. Sweep your target (without changing your view) along the banks of the town.



You see a return of homing-laser ships. Dodge and lock on to these ships as soon as they surface from the water.



You also have to watch out for the bridges. Stay high and target enemies below you.



You also see a return of the White Dragon, but don't worry. It won't bother you, so go after deadlier targets.



The large white ships are especially nasty. When you target them and fire your missiles, look for the blue orbs that are fired back, then dodge to the left or right.



Be careful of flying too high in the alleys. Roof-mounted laser cannons will pop shots at you.



Just past the white ship are two decoy ships. Don't target or shoot them - they're indestructible. While you're diverted by them, another white ship will come in and destroy you.



Always keep an eye on your dragon's rear view. Some jets, like these at the beginning of the level, come screaming from behind and ram your ship.

LAST EPISODE



The last boss is the mother of all dragons. Down all the extraneous enemies first.



When the dragon passes in front of you, it whips its tail around and tries to lash you. Dodge quickly to the left or right when the dragon turns around.



Keep targeting and shooting while avoiding the energy waves and other enemies careening your way. Constant shooting will down this dragon in no time.



No need to look in your wallet for that card because you're going...



To Hell and Back

A guide to the first half of 3DO's land of the damned.

By Tommy Glide (with thanks to Wily Weasel)



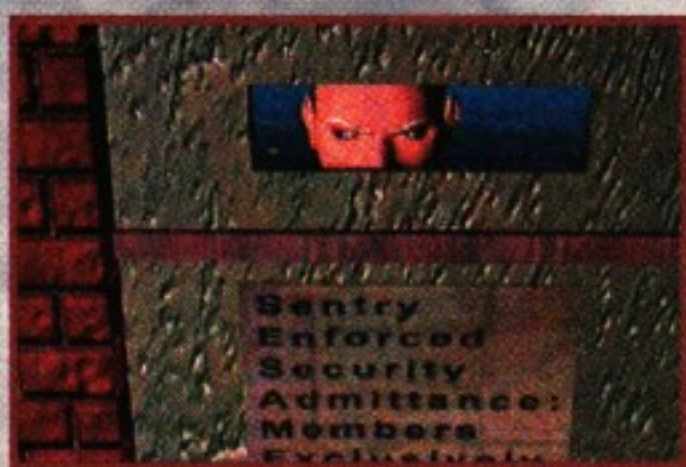
The game begins after you escape from the Scrub Crew assigned to assassinate you. Once inside Dante's apartment, talk to him.



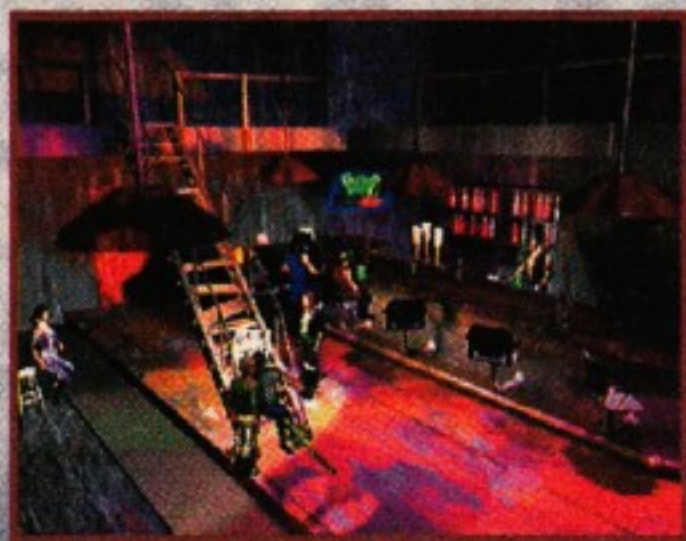
Next, take the key to Dante's place and select the D.C. Map from the interface. Find Georgetown and choose Frank Jersey's Kitchen.



Question Capt. Jersey. Although he sheds some light on your situation, pay close attention to what he tells you about Mr. Beautiful and the Transgressors. Take the Scrub List from his table. Then head for the Interface Bar at Foggy Bottom.



At the bar, go to the door. Enter the password **SESAME**, and the manhole in the street will open. Enter the bar through it.



Talk to everyone inside Interface to get clues. Mindrunner gives you the first Latin clue. Also, be sure to recruit Cynna Stone, Sophia Bene, and Scub Stevens. You must promise Sophia to help her daughter, Chastity.



Kween Chaos gives you the only clue to summon Mr. Beautiful. You'll find his henchman in the back room.



When the henchman asks you for the password to see Mr. Beautiful, enter **CONDEMN**.



Mr. Beautiful offers you a job in Hell. Accept it and save your game.



You drop right into Sanguinarius's weapons storage room. Collect all the weapons from the supply closet. Talk to the two prisoners, then head to the right to confront Sanguinarius.



Sanguinarius talks a mean game, but if you collected all the weapons, you can defeat him. Return to the Interface Bar to talk to Mr. Beautiful, then head to Aldous Xenon's flat in Chinatown.



Aldous Xenon assigns you a mission for the resistance. Take the homing device and head for the Pentagon Garage.



Inside the office, enter your inventory. Drop Sophia's pass template, then select Sophia Bene's pen and use it on the template to create a Level 4 pass. Give the pass to the guard on the right, then enter the garage through the door.



Examine the lunchbox on the garage floor.



The lunchbox shows the name of the mechanic, Jo Boyle. Talk to the mechanic, then return to the garage entrance and have the dispatcher page Jo Boyle. Now go back into the garage and plant the homing device on the car. Take the mechanic's creeper. Return to Aldous Xenon's apartment. He instructs you to see Senator Burr at the British Embassy in Dupont Circle.



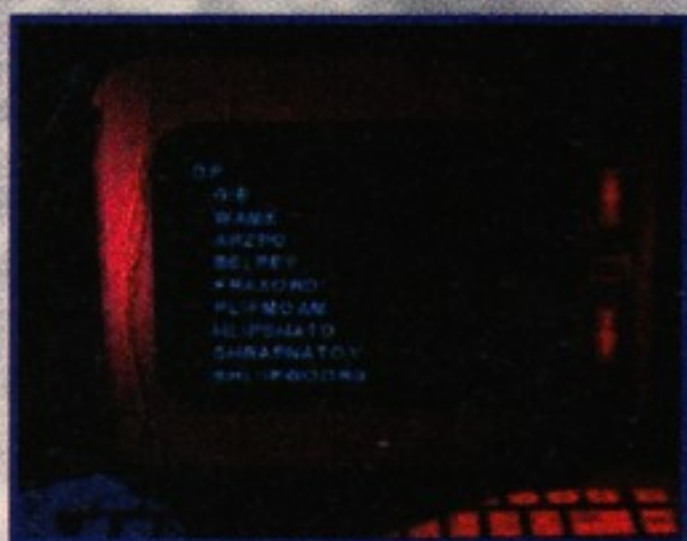
Talk to Vivid, Derek, and the psychoborg, Charles, in the waiting room. Enter the door on the left to talk to the Senator.



The Senator sends you on a mission to find the rest of her lost attack team. Head to Chinatown to Pap Pap John's Comix Shop.



Talk to Pap Pap and Anna Mae. They tell you about their computer problem. Look at their computer screen.



When combined, the next-to-last letter in each word spells **IMPERATOR**. Enter this password and on the second try, the computer reads "All Systems Normal." Head over to Gang Alley at the McPherson Square stop.



Talk to all the characters standing around in Gang Alley. Then cross the doorway on the right to enter the Deadly Seven's clubhouse. Exit through the lower part of the screen to the Rec Room.



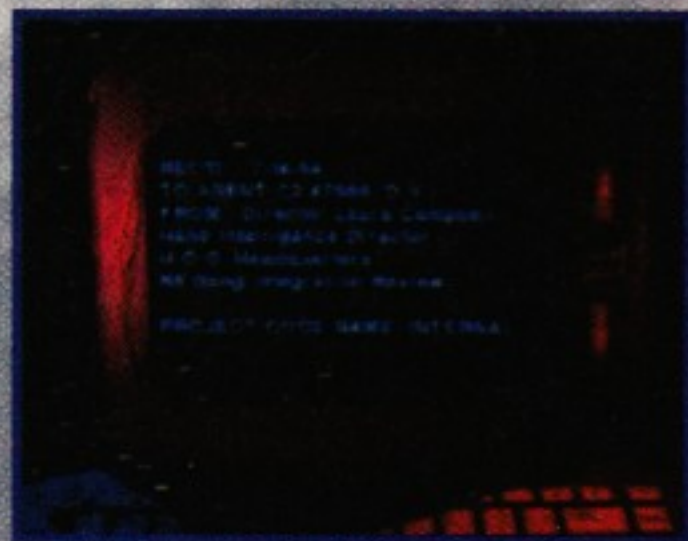
In the Rec Room, talk to Languo and Barbara. Languo asks you get him a still, which you must build later. Cross the street and enter the Clean's building. Talk to Gracie Lovell and Drip. Gracie requests erotic comics for Temperance. Go back to the comic-book shop and get them.



When you enter this room, talk to Temperance on the far right. When you give her the comics she'll agree to back off. Speak to Phrackie on the far right - she'll jack into the bank account of one of the Deadly Seven. Accept the money she offers. On your way out, talk to Gracie and reassure her that Temperance has been bribed.



Return across the street and give Electric Sex the key to Dante's apartment. In turn she'll give you Dolph Van Ittey's password. Go to the Rec Room, then into Dolph's room through the door behind Languo. Enter Dolph's password, **BLOODNET**, on the computer.



You learn from reading Dolph's files that he is a spy for the Hand. Return to the alley and tell Chris Modesta. Talk to Chastity and then Dolph.



Visit the Cybershop. Talk to Dr. Clean and buy the lockpick. Also, take the copper tubing you need to make the still. Head to the Transgressions Entrance in the Federal Triangle and use the lockpick on the door.



Once inside, take the pencil on the right of the computer and use it on the pad of paper to the left of the computer. This reveals the password to St. Mouchoir's computer, **GODS JUSTICE**.

Hell

(By GameTek)



GUIDANCE FOR 17 & UNDER

Hell, a cyberpunk graphic adventure, originated on the PC.

In a dark and futuristic Washington D.C. society, you play as either of two low-level members of a cyberspace police force: Gideon Eshanti or his partner/love interest, Rachel Braque. You'll deal with everyone and the devil while trying to figure out why the government wants you dead.

Graphics	Sound	Control	FunFactor	Challenge
4.5	5.0	3.5	4.0	EXP. Expert

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CD

Graphic adventure

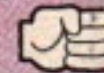
1 player

Multiple views

4 save slots

Not rated by the ESRB

3DO rating: 17





Listen to all the files on St. Mouchoir's computer. Mouchoir's notes will fill in many vague areas. Some of the areas in his computer require more passwords; these passwords aren't available until later in the game.

When prompted with "ggyttom," enter **FOGGY BOTTOM**.

When prompted with "llt," enter **HELL PIT**.

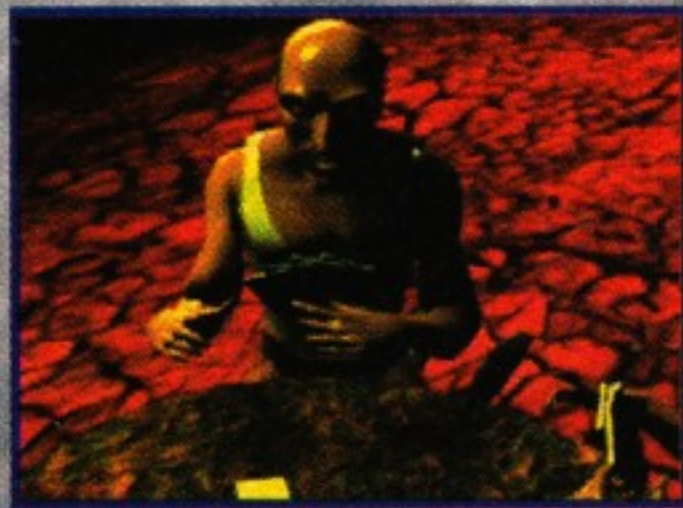
When prompted with "remyrdi," enter **JEREMY VERDI**.

When prompted with "anerling," enter **DEAN STERLING**.

If you listened to everything currently accessible, you now have access to many new areas. Head to Dean Sterling's office in Far-ragut North.



Talk to Dean Sterling. He'll ask you to come back in a few days to help him track Asmodeus. Go to the Pentagon. Talk to the receptionist and select General Manghini's office. Then go through the doorway. Talk to Sanguinarius, and accept his mission to Hell.



Listen to the mobsters, then take the mug from the table. Pick up the steel lid and go to the hostage, Krystal Getty. Free her. Return to the General's office. Head for the Voice of God radio station.



Learn about the Phreakbeats at Judiciary Square from Nick Cannon. Go there and talk with them. You find out they want to kill Oscar Drexler at Union Station. Go to Drexler. Talk to him, then head to Dante's apartment. Return to see Dean Sterling, who gives you a bomb job. Now head to Asmodeus's porn studio at Union Station.



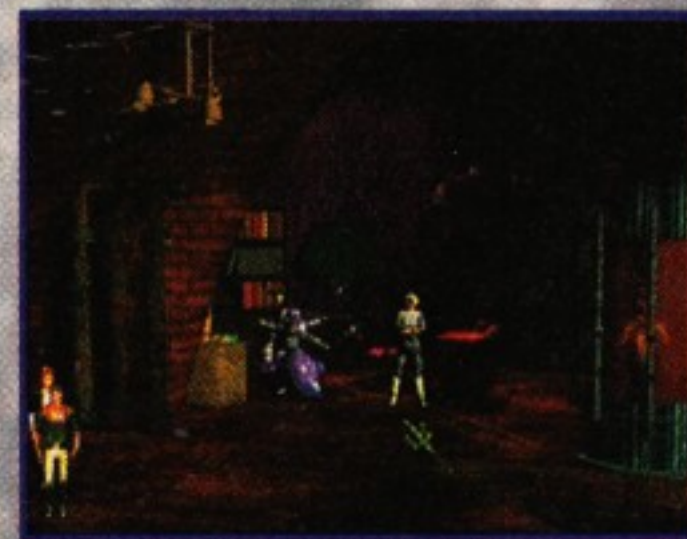
At the studio, talk to the desk girl, Rutterkind, then talk to Asmodeus. Agree to join Asmodeus on his set in Hell. Once in Hell, talk to Asmodeus. When he falls over, you will return to his studio. Dean Sterling is there. Talk to him and before leaving, take the Psychopump. Return again to Dante's apartment.



Speak to Dante. He tells you he's connected with Deep Throat. Use the Psychopump. Enter the address to the Garage. When you warp there, Deep Throat gives you the lowdown on Hell. Return to the Interface Bar at Foggy Bottom and see Mr. Beautiful.



When you enter Mr. Beautiful's office, you see his head on the floor. Talk to the gangsters and the little demon. To solve the little demon's code, go to the jukebox and enter songs **D9**, **E3**, and **E8**. A hole opens in the floor. Drop into the hole and get the DAT from the gangsters. On your way out, get the cue stick and talk to Mr. Beautiful - but don't recruit him. Give the DAT to Nick Cannon at the Voice of God radio station. He plays it for you. Then visit Eschatology, Inc., at Watergate.



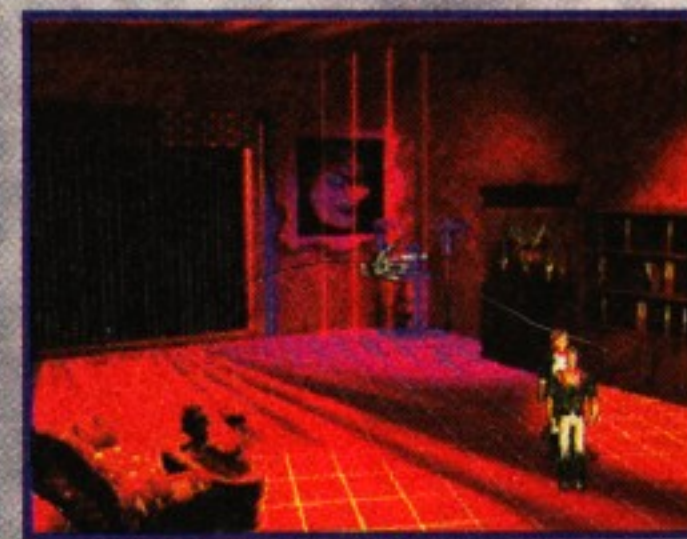
At Eschatology, talk to Christy and Hercule. They clue you in to Resurrection Unlimited. Head to Resurrection Unlimited at Arlington. The woman standing there directs you through the door. In the hallway, use the mechanic's creeper to move under the laser security system.



In the next room, examine the corpse of Shonbrun inside the coffin. The phrase on his chest reads "Vocabulum est acquirer Ominus venire ab genitor." Head for the New Corporeal Biologics.



When you reach this place, grab the two beakers, the magnet, kerosene, and steel cup. Ask Ben Brewer about Hennelly. Then go to the Deadly Seven's clubhouse in Gang Alley and buy information on the Solux Stakes from Laura. In the Rec Room, select Scub Stevens' juryrigging skill and put it over the copper tubing in your inventory, then press Button B. You now have the still to give to Languo. Give it to him, then talk to him. Next, head to the Gnostics' office at Capitol South. Talk to Professor Coronary and head to the Collector's room in L'Enfant plaza.



Use the electromagnet to steal the Blaze Parchment. Return to the Gnostics' office and give Coronary the Parchment. Enter the next room and get the list of readings in Latin. Go to Coronary for the last translation. The code is formed from the five clue words: get, gate, slate, stilts, and late. The code word is **GESTICULATE**.

GET TOUGH. GET REAL. FOREMAN. FOR REAL.



"Big" George Foreman
Level 10

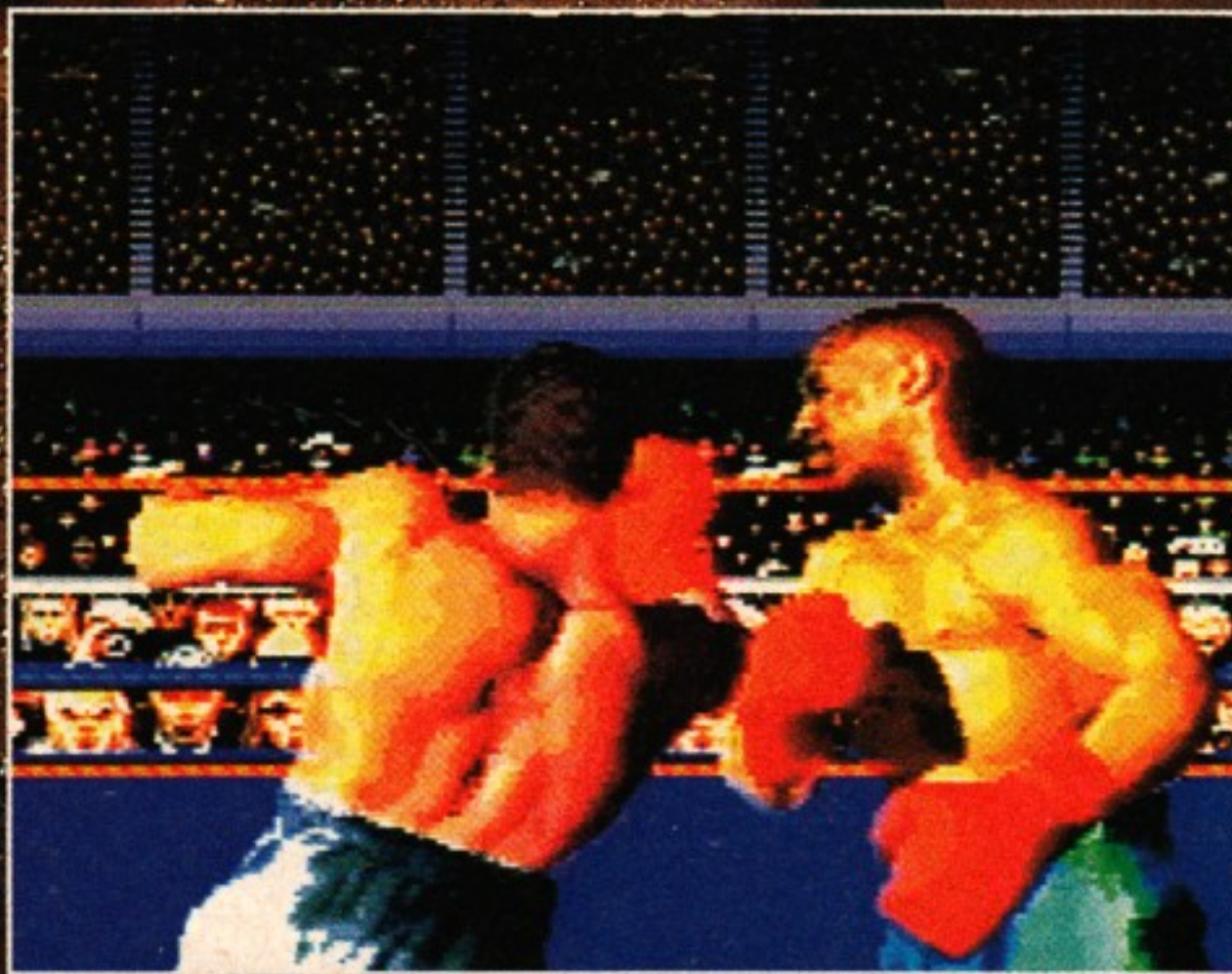
STRENGTH	6.5
STAMINA	9.2
SPEED	2.1
POWER	6.0
TECHNIQUE	6.1

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SUPER NES

GENESIS

GAME BOY

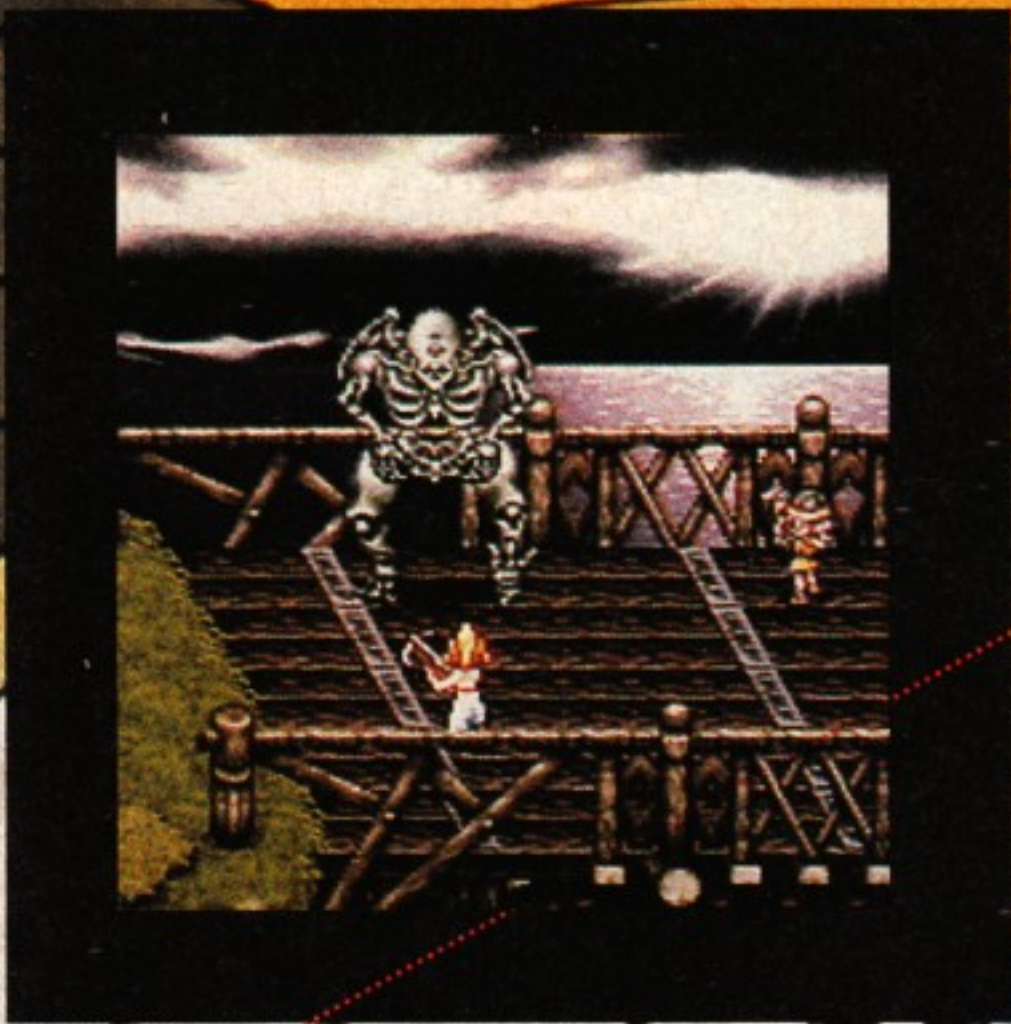
GAME GEAR



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S.W.A.T. PRO

Video Game Strategies, Weapons, and Tactics

Super NES

Mega Man VII

One-on-One Fighting Game



Enter the password shown above for a one-on-one fighting game. After entering the password, **hold the top L and R buttons** (otherwise, you'll go to the last level of a normal game). Following are moves for the two characters:

Mega Man

Arrow Slash: **Motion** ↓ ↘ → **Button Y**

Leg Breaker: **Tap** ↓, ↓, **Button B**

Feint Warp: **Tap** ↑, ↑

Forte

Booster Kick: **Motion** → ↓ ↘ **Button Y**

Sonic Crusher: **While jumping**, tap →, →, **Button Y**

Feint Warp: **Tap** ↑, ↑



Lena Yoshikawa, Tokyo, Japan

Saturn

Daytona USA

Race as the Horse



While the white title screen is showing, enter the following on Player One's controller: On the directional pad, **simultaneously press and hold Up-Left, Buttons A, B, X, and Z**, then press **Start**. Choose the Saturn racing mode and **press Left** on the directional pad to select your car. A "Horse" option will scroll onto the screen. Now you can race as the horse!

Jerry L. Mullins

E. Alton, IL

Sega CD

Mighty Morphin' Power Rangers

Skip Episodes



At the difficulty-select screen, **press Buttons B, A, C, C, A, B, A**. If you did the trick correctly, you'll hear a confirming tone. Press **Start** during any stage, and you will skip to the next episode.

Keith Charles and Keith P. Woods

La Mesa, CA



Dena Natali, Sacramento, CA

Eternal Champions: Challenge From the Dark Side

Vendettas

The following Vendettas are performed as if the fighter is facing to the right. You can perform these moves only on the deciding round when your opponent is dizzy and has less than 33 percent energy.



Shadow: When close to your opponent, tap ↓, ↓, ←, ↓, Button C



MidKnight: When close to your opponent, tap ↓, →, →, ↓, Button B



Rax: When close to your opponent, tap →, ←, →, ←, Button B



Dawson: Tap ←, ↓, →, ←, Button Z



Larcen: When close to your opponent, tap →, →, →, ↓, Button Z



Trident: When close to your opponent, tap →, →, ↓, →, Button A



Jetta: Tap ↓, ↓, ←, ↓, Button A



Ramses: When close to your opponent, tap ↓, ↓, ↓, →, Button B



Riptide: When close to your opponent, tap →, ↓, ←, ←, Button B



Slash: When close to your opponent, tap ↓, →, ↓, →, Button C

Justin Connell
Boulder City, NV

Do You Have a Secret Weapon?

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X-Men 2: Clone Wars

99 Lives



Start a game and pause it. Simultaneously press Down and Button C, then press Up, Left, Up, Right, Right, and Button C.

B. Lester
Internet

3DO

Gex

Instant Speed Power-Up



Start a game and pause it. Hold the top Button R and press Left, Button C, Down, Right, Up, Up, Up, Right, Right. Unpause, and you'll have speed power.

S.W.A.T. PRO

Video Game Strategies, Weapons, and Tactics

3DO

Slam 'N Jam '95

Big Heads, Small Players, and Small Players with Big Heads

SCOUTING REPORT		(Rank in League)			
SHOOTING - INSIDE	4TH				
SHOOTING - OUTSIDE	21ST				
SHOTS	4TH				
REB. HANDLING	8TH				
DEFENSE	3RD	OVERALL	6TH		
STARTERS					
		HGT	SHOTS	REB	DEF
F	11 JEROME TRACY	6'11"	76-79	66	68
F	40 TONY KACHT	6'8"	82-51	76	55
C	44 JIMMY HOPKINS	6'8"	74-38	68	57
C	13 ADAM BLATT	6'4"	71-76	80	66
G	20 PETER PRINCE	6'6"	78-54	86	77
CONTINUE		QUIT GAME			
HOME - BOSTON					



To enable the following codes, use the top L and R buttons on the screen before the tipoff:

Big heads: Rapidly tap Left Shift

Small players: Rapidly tap Right Shift

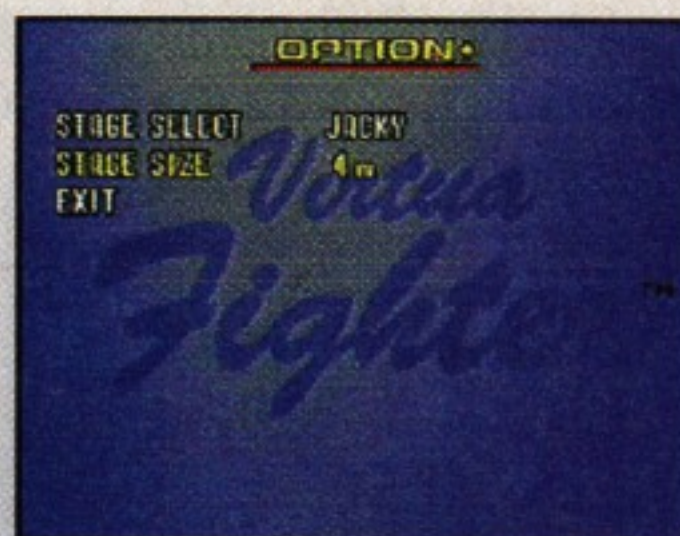
Small players with big heads: Rapidly tap Left and Right Shift

Paul Sampson
Hamburg, PA

Saturn

Virtua Fighter

Stage-Select Code and Change Ring Size



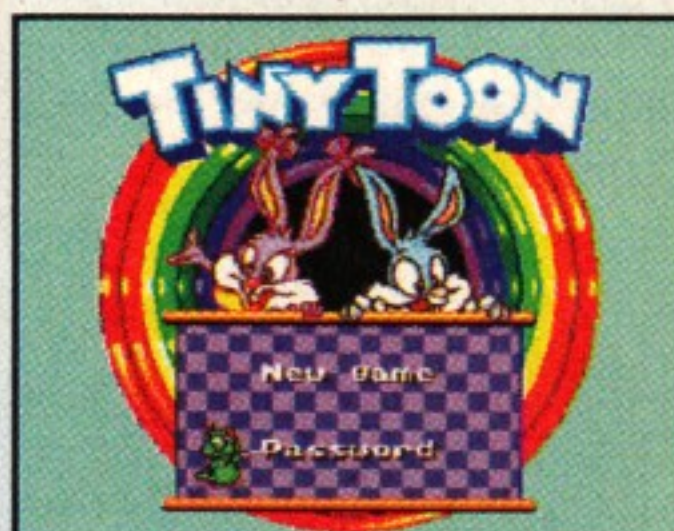
At the title screen, press Up 12 times. Scroll down the Options menu until none of the options are highlighted. Press Button A, and you'll enter a hidden Option menu that allows you to pick your stage and adjust the size of the ring.

Eric Weber
Laverne, CA

Genesis

Tiny Toon Adventures: ACME All-Stars

Passwords



These passwords are for the one-player Story mode:

Second match:

Plucky Duck, Montana Max, Elmyra, Buster Bunny

Third match:

Elmyra, Babbs Bunny, Hampton, Plucky Duck

Fourth match:

Babbs Bunny, Buster Bunny, Montana Max, Elmyra

Fifth match:

Buster Bunny, Hampton, Plucky Duck, Montana Max

Sixth match:

Elmyra, Plucky Duck, Babbs Bunny, Hampton

Seventh match:

Plucky Duck, Elmyra, Hampton, Babbs Bunny

Eighth match:

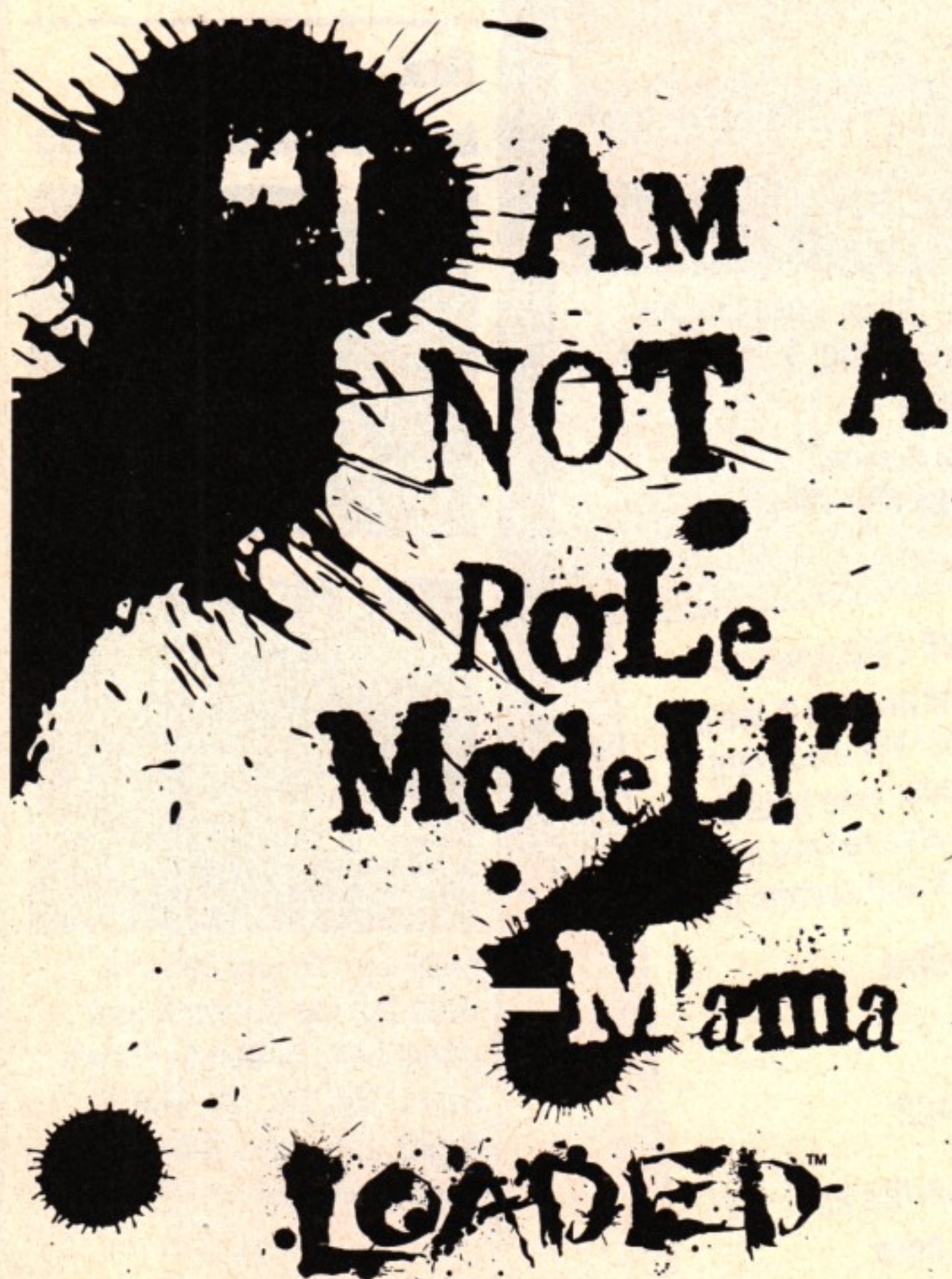
Montana Max, Plucky Duck, Elmyra, Buster Bunny

Final match:

Hampton, Babbs Bunny, Buster Bunny, Montana Max

Seth Oleson
Warsaw, WI

Advertisement



Genesis

Triple Play Baseball '96

Power-Up Players



At the Custom Players screen, enter any of the following names to suit up a power player. After you enter each name, you'll hear a confirming chime. (Note: Names must be spelled correctly.)

- | | |
|------------------|------------------|
| Hank Aaron | Willie Mays |
| Yogi Berra | Stan Musial |
| Roberto Clemente | Satchel Paige |
| Ty Cobb | Jackie Robinson |
| Joe DiMaggio | Babe Ruth |
| Whitey Ford | Nolan Ryan |
| Lou Gehrig | Tom Seaver |
| Bob Gibson | Warren Spahn |
| Catfish Hunter | Honus Wagner |
| Reggie Jackson | Ted Williams |
| Sandy Koufax | Carl Yastrzemski |
| Mickey Mantle | Cy Young |

Vince E. Bredenberg, Canton, OH

Sega CD

Eternal Champions: Challenge From the Dark Side

Play Crispy the Chicken



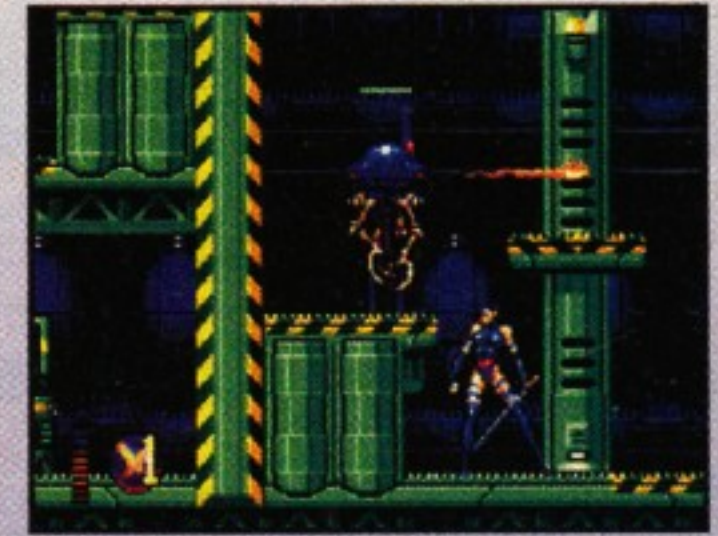
To make Crispy the chicken playable, enter the Contest mode and win 100 matches. Crispy will appear on the fighter-select menu. Don't clear the Sega CD's memory, or you'll have to start again.

Brad Jeffers, Jackson, MI

Genesis

X-Men 2: Clone Wars

Select New Character and Invincibility

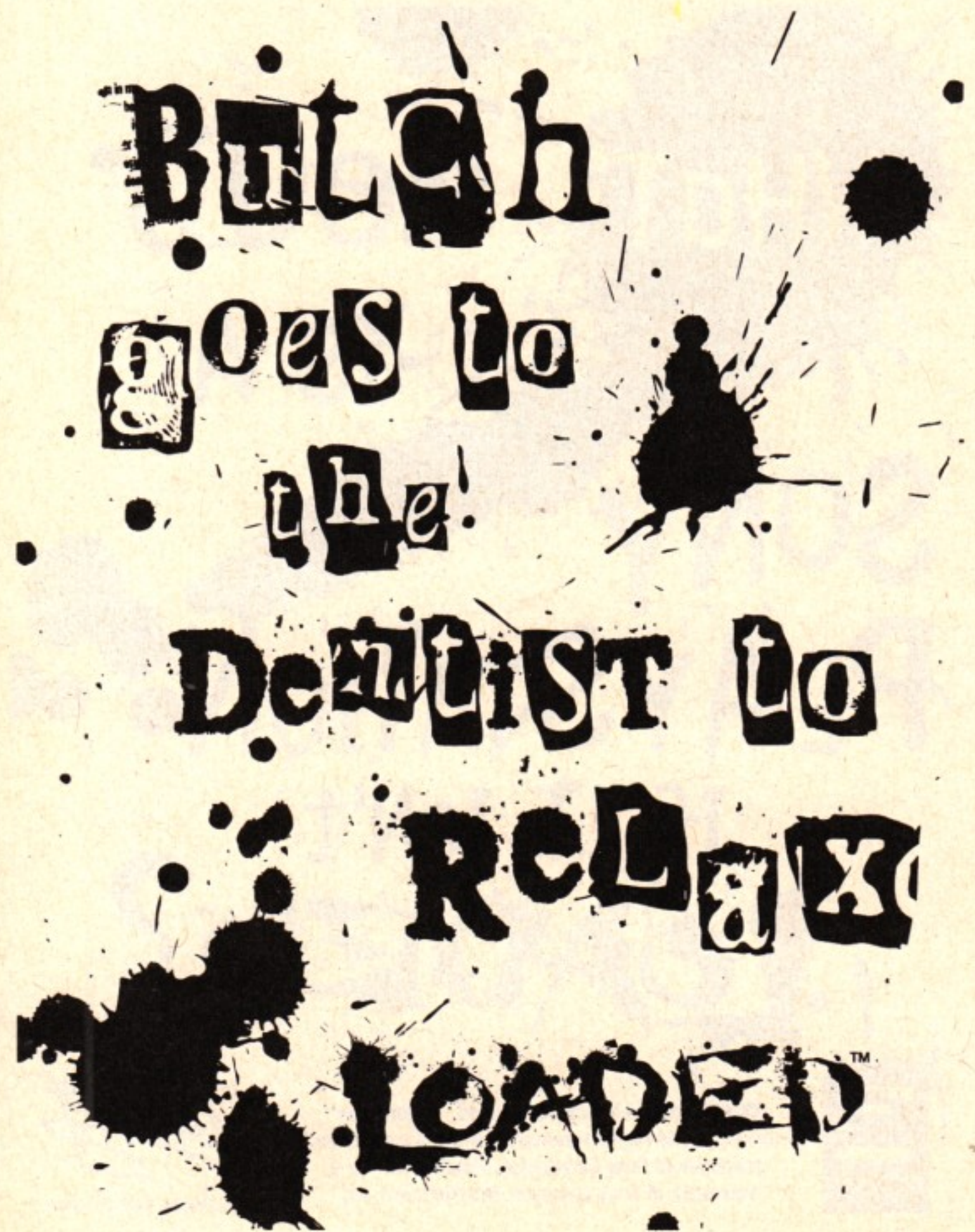


Invincibility: Pause the game and **simultaneously** press Up and Button B. Then press Up, Right, Down, Up, Right, Down, Down, Up, Button B. Unpause the game and pause it again. **Simultaneously** press Up and Button B again, and you'll be invincible.

To change characters: First, you must enter the level-skip code (pause the game and **simultaneously** press Left and C, then press Up, Up, Left, Down, Down, then **simultaneously** press Right and C). Pause the game, then **simultaneously** press Right and C. Now pause the game and **simultaneously** press Left and C. Now you can change characters.

J. Trupin, Internet

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S.W.A.T. PRO

Video Game Strategies, Weapons, and Tactics

Super NES

Mighty Morphin' Power Rangers: The Movie

Start the Game Morphed



At the title screen, press Up, Down, Left, Right, X, B, Y, A. If you did the button presses correctly, you'll see a flash. Now you can start the game morphed as your favorite Ranger!

Kelvin Chu
Sacramento, CA

Saturn

Clockwork Knight

Level Select



At the title screen, press Left, Up, Right, Down, Down, Right, Right, Up, and Button R.

Luke and Ira Miller
Boone, NC



32X

NFL Quarterback Club

Special Teams



Enter the button presses for each trick at the Play NFL/Simulation screen.

All teams in preseason lineup:
Press Buttons A, B, C, B, A, C, B, C, A

Jaguars and Panthers in preseason lineup:
Press Buttons A, B, C, C, B, A, A, C

NFC and AFC teams in preseason lineup:
Press Buttons C, C, B, A, C, A, B, B, C

Iguana and Acclaim teams in preseason lineup:
Press Buttons B, C, A, C, A, B, C, C, A

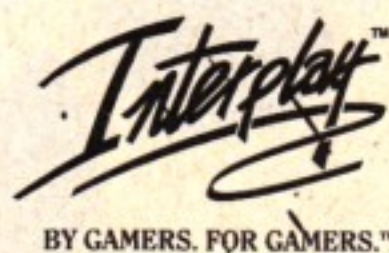
Jackson Bentley
Baton Rouge, LA

Advertisement

WHAT GOOD
IS A
SONY
PLAYSTATION?
If it isn't
LOADED?



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BY GAMERS. FOR GAMERS.™

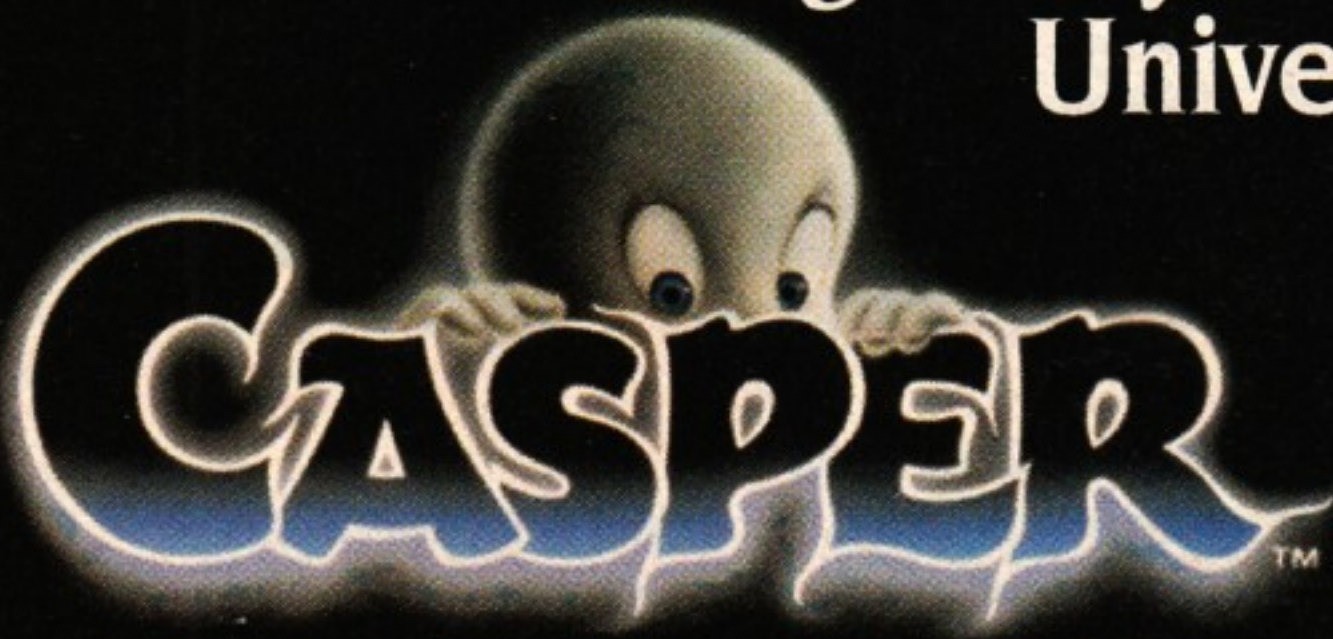


CONTEST! CONTEST! CONTEST! CONTEST!

Interplay

GHOUL SCHOOL SWEEPSTAKES!

Win a Haunting Party for your school or a trip to Universal Studios Hollywood!



1 GRAND PRIZE WINNER

Of the 3 party winners, one person and his/her family will win a trip for 4 to Universal Studios Hollywood to see the stars and ride the movies.



1ST PLACE

3 WINNERS-GHOUL SCHOOL PARTY

Each of the 3 party winners will receive the new Casper Home Video, 1 Casper Software selection of choice, 1 video game hardware system (Playstation, 3DO and Saturn). During each of the parties, there will be a drawing for the new Casper Software and the new Casper Home Video for up to 32 winners at each party.

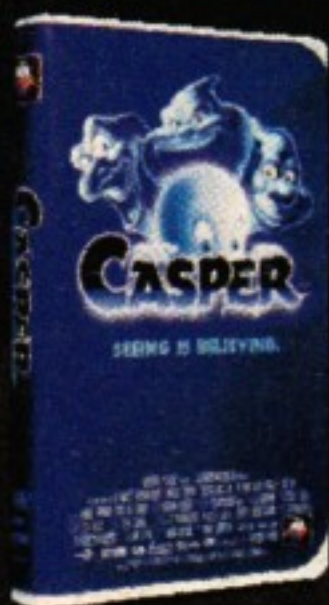
GAMEPRO



Sheraton Universal HOTEL UNIVERSAL CITY

2ND PLACE
50 Game Pro Free Subscriptions

3RD PLACE
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CONTEST RULES AND REGULATIONS

OFFICIAL RULES

No purchase necessary. One entry per person. Fill out an entry form or mail in a 3x5 card with name, address, phone number and age to Ghoul School Sweepstakes, c/o of GamePro, PO Box 5959, San Mateo, CA 94402. All duplicate entries of violator will be voided. Infotainment World, Inc. and Interplay assume no responsibility of late, misdirected, incomplete, or illegible entries. All mail in entries must be post-marked by November 31, 1995. Void where prohibited by law.

AWARDING OF PRIZES

Winners will be determined on or before December 15, 1995. The random drawing will be conducted under the supervision of the participating promotional partners whose decisions are final, binding and conclusive on all matters. By entering this contest, entrants accept and agree to be bound by these rules and the decisions of the judges relative to the contest. There will be three (3) grand prize winners by geographical region that will be selected in a random drawing by GamePro magazine. Odds of winning depend upon the number of all eligible entries received and promotional partners specifications. Prize has no cash equivalent. All "First, Second and Third Place Prizes" will be awarded by March 1, 1996. The following prizes (with corresponding estimated retail values) are guaranteed to be awarded. One (1) Grand Prize package for four (4) people which includes three (3) nights deluxe hotel accommodations at the Sheraton Universal Hotel (one room/quad occupancy), one-day passes for four (4) to Universal Studios Hollywood. (estimate value \$562) Blackout dates may apply to Universal Studios Hollywood passes and hotel accommodations. Grand Prize winner must be 18 or older or accompanied by parent or legal guardian. Grand Prize trip is subject to certain restrictions and availability. Meals and all other expenses are not included. Interplay will be responsible for airfare. If the winner is a California resident, Interplay reserves the right to determine method of transportation. Point of origination must be the same for all four (4) people. Value of trip depends on location of winner and fares at time of departures. Winner must be available to travel on dates

designated by sponsor no later than December 31, 1996, or forfeit prize. Three (3) First place prizes: Free Ghoul School Party at winner's school. Including food and beverage for 200 children maximum. School party is subject to approval by winner's school. If not permitted by school, Interplay will designate an alternate site. (Estimated value \$1,000 per party) Each party winner will also receive one (1) Casper home video (estimate value \$25), one (1) Casper software of choice (estimate value \$50) and one (1) video game hardware system of choice (Playstation, 3DO, Saturn) (estimate value \$300). At each school party, drawings for additional winners will be for thirty-two (32) Casper home video's (estimate value \$800), one (1) winner for Casper software, (estimate value \$50) and one (1) winner for video game hardware system (Playstation, 3DO, Saturn) (estimate value \$300). Fifty (50) 2nd place prizes: GamePro free subscription, (estimate value \$600) Fifty (50) 3rd place prizes: GamePro t-Shirt, (estimate value \$400). Hardware and software choices may be subject to availability. Winner's entry and acceptance of prize constitutes permission to use their names, photographs, and likeness for purposes of advertising and promotion on behalf of GamePro and Interplay without further compensation. In the event of non-compliance, an alternative winner may be selected. Taxes are the responsibility of the winner. All federal, state and local taxes apply. 1099 forms are not provided. A complete list of prize winners will appear in a future issue of GamePro magazine.

ELIGIBILITY

Employees of Infotainment World, Inc., Interplay, Universal City Studios, Inc., and their families, and all participating vendors, subsidiaries, affiliates, advertising agencies, and their immediate families are not eligible. Winners will be notified by phone by GamePro and may be required to complete and return an affidavit of eligibility/release of liability within 14 days of date printed on notification or an alternative winner will be selected. This sweepstakes is open to residents of the contiguous United States, except for residents of Rhode Island, New York or Florida.

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PRIZE RESTRICTIONS

Alternative prizes or cash will not be offered in lieu of prizes described above. Prize may not be substituted, transferred, or exchanged. This offer cannot be combined with any other discount offers.

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ENTRY FORM

Name _____
 Address _____
 City _____ State _____ Zip _____
 Age _____

FILL OUT ENTRY FORM AND MAIL BACK TO:
GHOUL SCHOOL Sweepstakes c/o GamePro
PO Box 5959
San Mateo, CA 94402

GAME ENHANCERS

Hot Game Genie and Pro Action Replay Codes

Super NES (Game Genie)

EarthBound

- EE23-77D1 Start with Level 255 character
- EE2E-7D01 Start with a super-strong character
- BB2D-5461 Start with a lot of HP
- BB2F-54A1 Start with a lot of PSI

(Note: Codes only work for a new game and must be switched off after you start controlling your character.)

Mighty Morphin' Power Rangers: The Movie

- DBA2-04AD Start with a lot of energy (first life only)
- DB29-07DA Start with more energy after first life
- C2E0-DF0A Infinite continues in one-player mode
- F620-0FA2 Large bolt power-ups give you max power



Buddy Teifert, Brighton, MA



Lars Peterman, Cape Girardeau, MO

Genesis (Pro Action Replay)

Panic on Funkotron

- FFA9290001 Infinite Funk
- FFA9B00001 Infinite Super Giles
- FFA9F00001 Infinite Panics
- FFA9270003 Infinite continues

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

Genesis (Game Genie)

The Adventures of Batman and Robin

- ACSA-AADL Start with one life
- BGSA-AADT Start with nine credits
- C2CA-CA5C Infinite life points
- AJFA-CA8C Weapon doesn't discharge
- A28T-DE2N Weapon gets full power on first power-up

Game Boy (Game Genie)

Donkey Kong Land

- C3D A0B E61 Lose all your lives when you die
- C9D FDB 4C1 If you get hit, you don't change characters until you're back at the map screen
- 3E0 81B 4CA Invincible
- 002 1FB 3BE Change soundtrack

Stargate

- 008 22B E6E Tile counter doesn't work
- 0E9 7DB 80E +
049 7EB D53 The bottom of the tiles is always tile four
- 0E9 7DB 80E +
0F9 7EB D53 The bottom of the tiles is always wild-card tiles
- C92 74D C49 Tiles look blank but aren't

Super NES (Pro Action Replay)

The Great Circus Mystery: Starring Mickey and Minnie Mouse

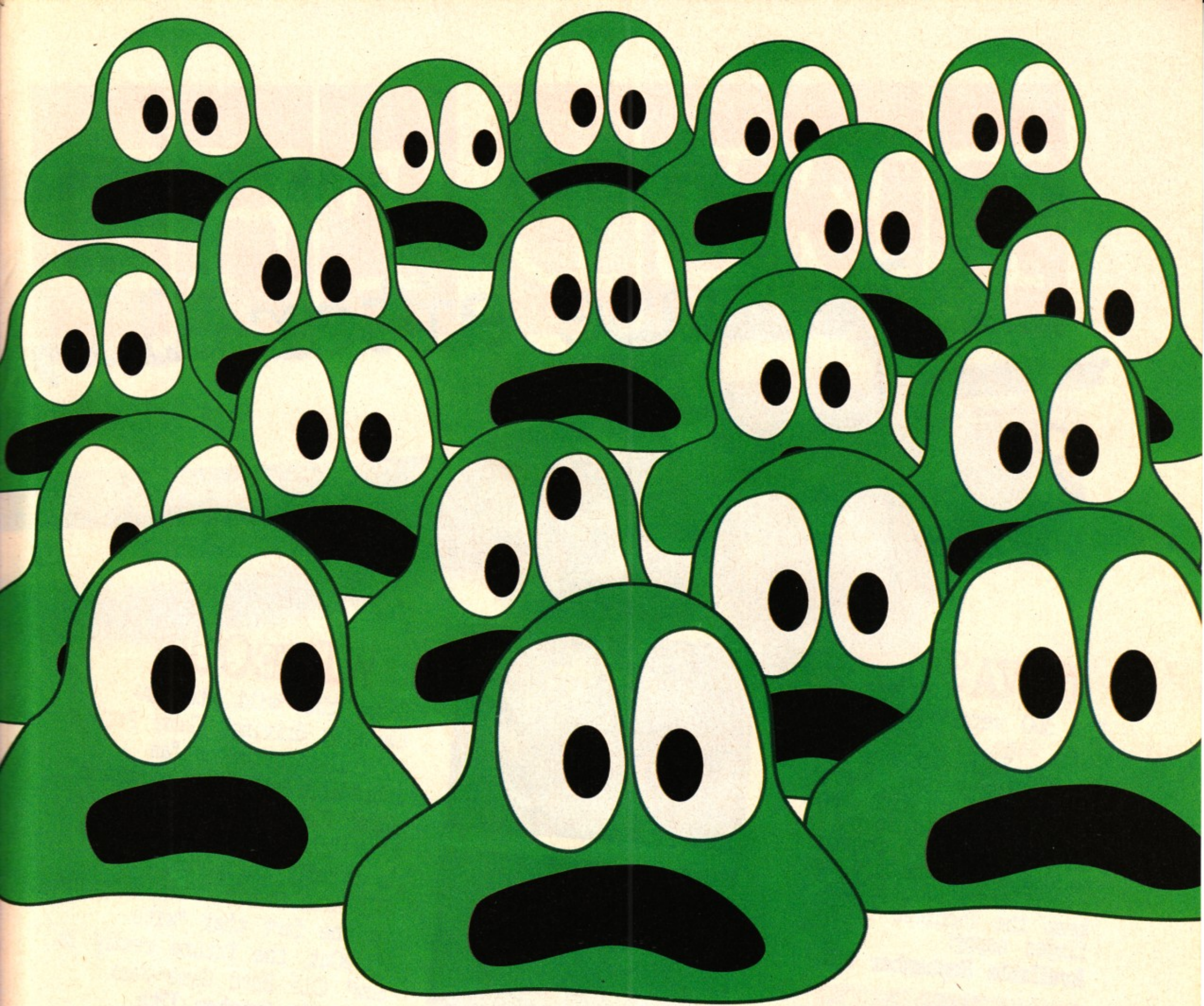
- 7E029F04 Player One has infinite lives
- 7E022D3X Player One can jump high (replace "X" in code with a number; higher numbers yield higher jumps)
- 7E00B70X To select the stage, replace "X" in code with number of level
- 7E028002 Player One starts the game with the sweeper costume
- 7E028004 Player One starts the game with the safari costume
- 7E028006 Player One starts the game with the western costume
- 7E02911C Infinite costume energy



Cynthia Schroeder, Wales, WI



Ben Hardie, Valley Heights, Australia

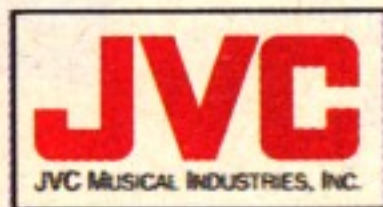


It's Gonna Be a Total SLUG-FEST.



They're green and slimy and have big eyes. Their leader hates fast food and anything with a backbone, including you. They want to take over the universe. No big deal, right? But think about it...no burgers, no pizza and no chicken nuggets. Can you live with that? We don't think so.

In Big Sky Trooper, build fast food franchises throughout the galaxy while blasting gooey gastropods to oblivion. All eyes are on you!



Big Sky Trooper™ and ©1995 LucasArts Entertainment Company. All Rights Reserved. Used Under Authorization. The LucasArts logo is a registered trademark of LucasArts Entertainment Company. ©JVC Musical Industries Inc. Nintendo, Super Nintendo Entertainment System and the official seals are registered trademarks of Nintendo of America Inc. ©1991 Nintendo of America Inc.

FED THE

Because after all,



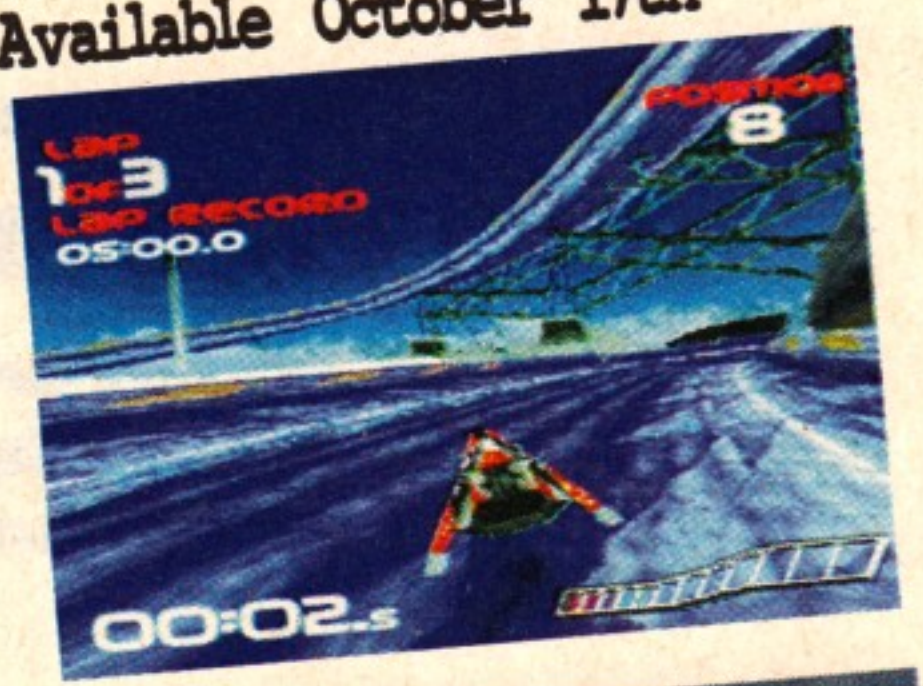
NOVASTORM™

The 3DO version was *Die Hard Game Fan's* 1995 Shooter Of The Year, but the PlayStation version leaves it eating dust! With level after level of all-out blasting fury and graphic to die for, Novastorm has enough fire-fight action to keep the itchiest trigger finger happy!
Available September 9th



WIPEOUT™

Savor the "wild, stomach-twisting driving" (*Game Pro*). Go full-throttle on "an incredible selection of tracks" (*Game Players*). Understand that "the sensation of speed is utterly terrifying" (*Ultimate Gamer*). Then face up to the fact that "with WipeOut, the future really is now" (*Die Hard Game Fan*).
Available October 17th



DISCWORLD™

Featuring the voice of Monty Python's Eric Idle, Discworld is the lunatic land you explore in this crazy comedy adventure game. Trade insults with trolls, hunt for dragons and discover new uses for custard, as you experience PlayStation's most surreal scenarios yet. Like the guys at *EGM2* said, "Discworld will totally boggle your mind."
Available September 9th



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WHEN YOU'RE READY TO TASTE THE DIFFERENCE.



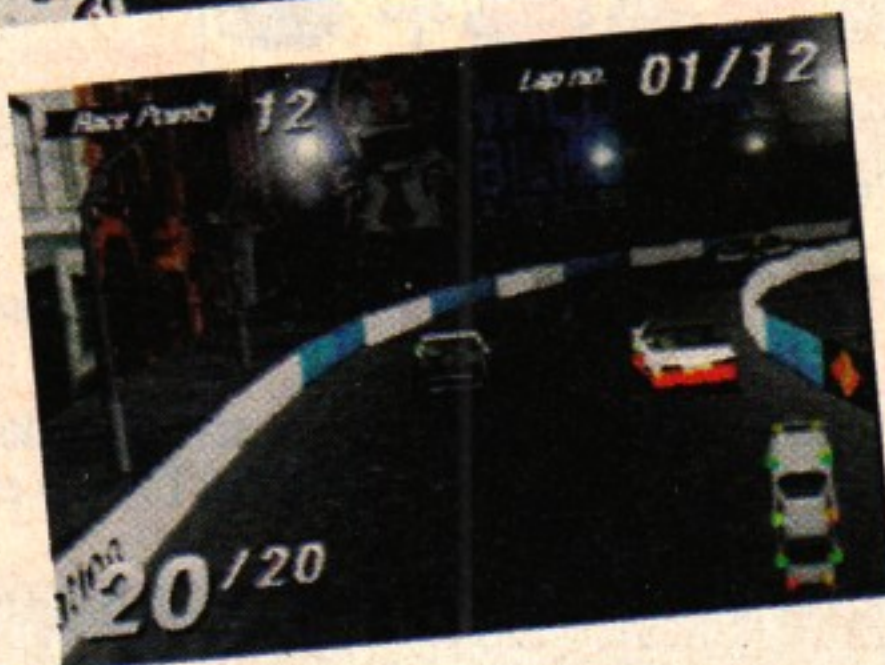
DESTRUCTION DERBY™

Electronic Gaming Monthly called it "stock-car racing on steroids"! Game Players raved at "the most realistic crashes we've ever seen"! Next Generation sez "it's the most impressive PlayStation™ game yet." So what are you waiting for? Buy or die. Available October 31st



3D LEMMINGS™

"You've never played Lemmings like this before," said EGM2. Too true, 'cause those suicidal superstars have just taken a step into the third dimension. An amazing brain teaser in 3 gloriously goofy dimensions, 3D Lemmings is the most fun you can have while rescuing rodents! Available October 24th



THE FIGHTER'S EDGE

Tournament-Winning Combos and Strategies



WRESTLEMANIA

ARCADE

By Bruised Lee

(Special thanks to Mark Turmell, The King Fisher, Brian Odom, Brian L. Smolik, and the Midway WWF staff)

Before stepping into the ring before battle, here are the basic moves every wrestler should know. The following pages break down each character's moves and combos.

Basic Skills

The following moves are the same for each wrestler.

Run



To make your character run, tap (P K)

Note: Some wrestlers can do special moves while running. You can also perform charge moves while running.

Quick Reversals



Tap →, →, PP when an opponent grabs you

Note: High-risk moves and mini combos are reversible, but super combos aren't.

Shove



Hold B and tap P to push your opponent away from you. Shoving your opponent does very little damage, but it gives you time to set up your next move.

Grab



To grab an opponent, tap →, →, PP

Note: After a grab, you can perform a special move or combo.

Power Up



Hold B and rotate the joystick clockwise two full circles starting Away from your opponent. If done correctly, your wrestler taunts his opponent. If you perform a move within five seconds after a taunt, it does four times the damage. You can power up only once in a match.

Hip Toss



Tap ←, ←, P

Note: This move is great against defensive opponents and unblockable.

Hair Grabs



When an opponent is on the ground, stand by their head and tap PP to pull them up by the hair.

Power Throw



Tap ←, ←, PP

Speed Up

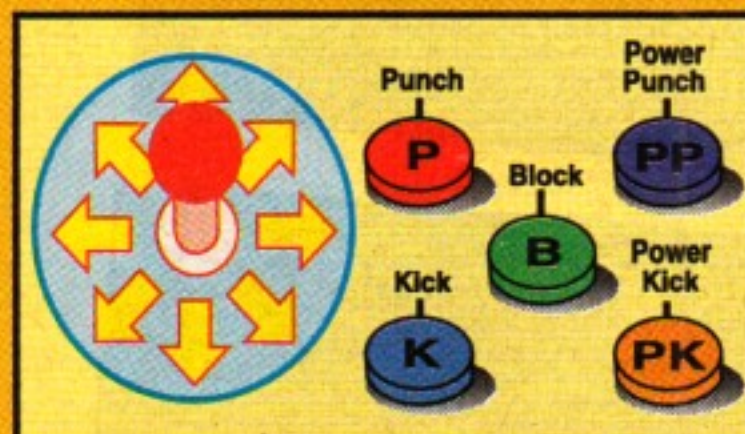
Rotate the joystick counterclockwise two full circles starting Toward your opponent. If done correctly, your wrestler flashes for a second. You move twice as fast for a short time.

Super Combos



To start a super combo, your combo meter must be flashing. Your combo meter builds up gradually as you perform special moves. Super combos are not reversible.

Controller Legend



- ↑ = Up
- ↗ = Up-Toward
- = Toward
- ↘ = Down-Toward
- ↓ = Down
- ↙ = Down-Away
- ← = Away
- ↖ = Up-Away
- B = Block
- K = Kick
- P = Punch
- PK = Power Kick
- PP = Power Punch

Motion = Move the joystick in one continuous, smooth motion.

Tap = Tap the indicated buttons or directions in sequence.

Charge = Hold the direction or button indicated for the indicated time.

() = 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.

Special moves!

doink

Boxing Glove



Tap P rapidly

Happy Hammer



Tap →, →, PK

Note: After tapping PK, tap K rapidly to repeat the move. The Happy Hammer can also be performed after a grab.

The Clapper



Motion ↓ ↘ → P

Note: To repeat the move, keep tapping P.

Joy Buzzer



Charge P three seconds, release P, or, after a grab, motion ↓ ↘ → P

Head Slam



After a grab, tap →, →, PP

Face Smash



After a grab, tap ↓, ↓, PK

Combos

Punching Hip-Toss Combo

After a grab, hold →, tap P, P, P, P, hold ←, tap PP

Kicking Head-Slam Combo

After a grab, hold →, tap PK, PK, PK, PK, PP

Super Combo: 18 Hits

After a grab, tap →, →, PP, PP, PK, PK, PK, PK, K, K, P, P, P, P, PP, PP, PK, PK

Note: Your Combo meter must be flashing to perform this combo.

Body Slam



After a grab, tap ↓, ↓, K
Note: Keep tapping K to repeat the move.

Razor's Edge



After a grab, tap →, →, PP

Special moves!

bam bam bigelow

Power Punches



Charge P three seconds, release P

Overhead Grab



When close, tap (PP PK)

Overhead Back Breaker



When close, tap (PP PK). While your opponent is in the air, tap ↓, ↓, PK.

Fire Grab



Hold PP, run toward your opponent, release PP

Flying Kick



Tap ←, ←, PK

Grab moves!

Pile Driver



After a grab, tap ↓, ↓, PK
Note: After tapping PK, tap PP rapidly to repeat the move.

Combos

Kicking Back-Breaker Combo

After a grab, hold →, tap PK, PK, PK, PP, ↓, ↓, PK

Super Combo: 20 Hits

After a grab, tap →, →, PP, PP, P, P, P, K, K, K, PK, PK, PK, K, K, PP, PP, PK, PP, PP, PP, PP

Note: Your Combo meter must be flashing to perform this combo.

Special moves!

razor ramon

Quick Slice



Motion ↓ ↘ → P

Snap Mirror



Tap →, →, K
Note: Keep tapping K to repeat the move.

Dashing Slice



Charge P three seconds, release P

Flying Drop Kick



Charge PK three seconds, release PK

Combos

Quick Slice Fire Pounce Combo

After a grab, hold ↓, tap P, P, P, P, PP

Super Combo: 21 Hits

After a grab, tap →, →, PP, PP, PP, P, P, P, PP, PP, PP, PK, PK, PK, K, K, K, PP

Note: Your Combo meter must be flashing to perform this combo.

Special Moves!

lex luger

Fist Smash



Charge P three seconds, release P

Elbow Girder



Tap →, →, P

Fun Flail



Tap →, →, PK

Note: After tapping PK, tap K rapidly to repeat the move. The Fun Flail can also be performed after a grab.

Overhead Grab



When close, tap (PP PK)

Overhead Back Breaker



Tap (↑ PK)

Suplex

Grab Moves!



After a grab, tap →, →, PP

Body Slam



After a grab, tap ↓, ↓, PK

Combos

Kicking Overhand Combo

After a grab, hold →, tap PK, PK, PK, PK, PP

Super Combo: 19 Hits

After a grab, tap →, →, PK, PK, PK, K, K, K, P, P, P, P, PP, PP, PP, PK, PK

Note: Your Combo meter must be flashing to perform

Special Moves!

yokozuna

Salt Throw



Charge P three seconds, release P, or after a grab, motion ↓ ↘ → P

Belly Rush



Tap →, →, P

Overhead Grab



When close, tap (PP PK)

Charging Punch



Motion ↓ ↘ → P

Overhead Leg Spin



When close, tap (PP PK). While your enemy is in the air, tap ↓, ↓, PK.

Grab Moves!

Hip Takedown



After a grab, tap →, →, PP

Vertical Suplex



After a grab, tap ↓, ↓, PK

Combos

Head Smash Combo

When close, tap P, P, P, P

Super Combo: 13 Hits

After a grab, tap →, →, P, P, PP, PP, PK, PK, PK, PK, K, K, K, P, PP, PP, PP

Note: Your Combo meter must be flashing to perform this combo.

Special Moves!

bret hart

Eye Raker



Motion ↓ ↘ → P or charge P three seconds, release P

Rolling Uppercut



Motion ↓ ↘ → P

Clothesline



While running, tap PP

Sharpshooter



When an opponent is on the ground, stand by their feet and tap PP

Charging Uppercut



Tap ↓, ↓, P

Flying Drop Kick



Charge PK three seconds, release PK

Special Moves

shawn michaels

Special Moves

the undertaker

Double Snapkick



Tap →, →, PK

Back Suplex



Charge P three seconds, release P

Sunset Flip



While running, tap PP

Drop Kick



Tap →, →, K

Flying Drop Kick



Charge PK three seconds, release PK

Frankensteiner



Tap →, →, PK, or while running, tap PK

Grab Moves

Face Smash



After a grab, hold →, tap PP

Arm Breaker



After a grab, tap →, →, P

Grab Moves

Face Slam



After a grab, motion ↓ ↘ → P

Note: Keep tapping P to repeat the move.

DDT



After a grab, tap ↓, ↓, PK or charge PP for three seconds, release PP

Neck Breaker



After a grab, tap →, →, PP

Combos

Uppercut Jump-Kick Combo

After a grab, hold →, tap P, P, P, P, PP

Kicking Neck-Breaker Combo

After a grab, hold →, tap K, K, K, K, PK

Combos

Juggle Kicking Combo

Motion ↓ ↘ → K, tap K, K, K

Kicking Overhead-Throw Combo

After a grab, hold →, tap PK, PK, PK, PK, PP

Super Combo: 16 Hits

After a grab, tap →, →, K, K, PK, PK, PK, PP, PP, PP, P, P, P

Note: Your Combo meter must be flashing to perform this combo.

Super Combo: 16 Hits

Super Combo: 16 Hits

After a grab, tap →, →, PK, PK, PK, PP, PP, PP, P, P, P, PK, PK, PK, K, K, P, P, PP

Note: Your Combo meter must be flashing to perform this combo.

Shadow Neck Choke



Motion ↓ ↘ → P

Grim Reapers



Motion ↓ ↘ → K

Tombstone Smash



Tap →, →, PK

Neck Breaker



Charge P three seconds, release P

Shadow Neck Breaker



Charge P, run toward your opponent, release P

Stun Ghost



Motion ↓ ↘ ← K

Note: This move stuns an opponent.

Grab Moves

Super Uppercut



After a grab, tap ↓, ↓, PP

Mystic Glove



After a grab, tap ↓, ↓, PK

Combos

Kicking Snap-Mirror Combo

After a grab, hold →, tap P, P, P, P, P, PP

Super Combo: 17 Hits

After a grab, tap →, →, PK, PK, PK, K, K, K, P, P, P, PP, PP, PP, PK, PK, PK, K, K

Note: Your Combo meter must be flashing to perform this combo.



KILLER INSTINCT

Super
NES

By Bruised Lee

T. J. Combo

Swinging Backhand

Charge ← two seconds, tap →, QP

Spinning Backhand

Charge → two seconds, tap ←, QP

Double Roll Punch

Charge ← two seconds, tap →, MP

Charging Punch

Charge ← two seconds, tap →, FP

Straight Knee

Charge ← two seconds, tap →, QK or FK

Flying Knee

Charge ← two seconds, tap →, QP

Punching Bag

When in close, rapidly tap QP

Winding Uppercut

Hold FP three seconds, release FP

Standing Uppercut

Hold ↓, tap FP

Air Juggle

Charge ← two seconds, tap →, FP

Combo Breaker

Charge ← two seconds, tap →, MK

Ultra Combo

As part of a combo, charge → two seconds, tap ←, FP

Counter Projectiles

Charge ← two seconds, tap →, MP

Knockdown Move

After being knocked down, charge ← two seconds, tap →, K

Humiliation

Tap ↓, ↓, ↓, QP

No Mercy – Number One

When close, motion ← ↘ ↓ ↘ → FK

No Mercy – Number Two

From one character's distance away, tap ←, ←, →, →, MP

Jago

Fireball

Motion ↓ ↘ → P

Uppercut

Motion → ↓ ↘ P

Sword Swipe

Motion ↘ ↓ ↘ FP

Flying Kick

Motion ↘ ↓ ↘ K

Combo Breaker

Motion → ↓ ↘ QP

Counter Projectiles

Motion ↓ ↘ ↓ ↘ K

Knockdown Move

After being knocked down, motion → ↓ ↘ P

Release Moves

Hold QP, tap ↓ ↘ →, release QP

Hold FP, tap ↓, ↘, →, release FP

Ultra Combo

As part of a combo, motion ↓ ↘ ← QK

Humiliation

Motion → ↘ ↓ ↘ ← MK

No Mercy – Number One

When close, tap ←, →, →, QK

No Mercy – Number Two

From three characters' distance away, tap ←, ←, →, →, MP

Gladius

Blade Arm

Motion ↘ ↓ ↘ QP

Arm Extension

Tap QP rapidly

Bouncing Fireball

Motion ↓ ↘ → P

Shoulder Charge

Charge ← two seconds, tap →, P

Teleport Behind

Motion ↓ ↘ → QK

Teleport Uppercut

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

Air Juggle

Motion ↓ ↘ → FK

Counter Projectiles

Motion ↓ ↘ → MK or FK

Knockdown Move

After being knocked down, motion ← ↘ ↓ ↘ → K

Combo Breaker

Charge ← two seconds, tap →, QP

Ultra Combo

As part of a combo, charge ← two seconds, tap →, FP

Release Move

After a combo breaker, hold QP, motion ↓ ↘ →, release QP

Humiliation

Tap →, →, ←, QK

No Mercy – Number One

From one character's distance, tap ←, ←, ←, FK

No Mercy – Number Two

From one character's distance away, motion → ↘ ↓ ↘ ← MK

No Mercy – Number Three

From one character's distance away, motion ← ↘ ↓ ↘ → MP

Spinal

Shield Charge

Charge ←, hold QP

Fireball

Motion ↓ ↘ → P

Red Fireball

Hold QP, motion ← ↘ ↓ ↘ →, release QP

Sword Attack

Charge ← two seconds, tap →, MP

Shield Charge

Tap →, →, P

Teleport

To teleport in front of an opponent, tap ↓, ↓, ↓, P
To teleport behind an opponent, tap ↓, ↓, ↓, K

Slide

Hold ↘, tap FK

Morph

As part of a combo, tap ↓, ↓, ↓, P or K

Air Juggle

Motion ↓ ↘ → P

Combo Breaker

Tap →, →, MP

Knockdown Move

After being knocked down, tap ↓, ↓, any button

Ultra Combo

As part of a combo, motion ← ↘ ↓ ↘ → FP

Counter Projectiles

Tap ↓, ↓, ↓, K

Release Move

Hold QP, jump in the air, tap ↓, ↓, ↓, release QP

Teleport

To teleport in front of an opponent, hold QK
To teleport behind an opponent, jump in the air, tap ↓, ↓, ↓, release QK

Humiliation

Motion ← ↘ ↓ ↘ → FK

No Mercy – Number One

From one character's distance away, tap ←, ←, ←, MK

No Mercy – Number Two

From one character's distance away, tap ←, ←, →, QK

Orchid

Fireball

Motion ↓ ↘ → P

Tiger Morph

Charge ← two seconds, tap →, P

Charge

Motion ↘ ↓ ↘ QP or MP

Spinning Swords

Motion ↘ ↓ ↘ FP

Controller Legend

↑ = Up

↗ = Up-Toward

→ = Toward

↘ = Down-Toward

↓ = Down

↙ = Down-Away

← = Away

↖ = Up-Away

FK = Fierce Kick

FP = Fierce Punch

MK = Medium Kick

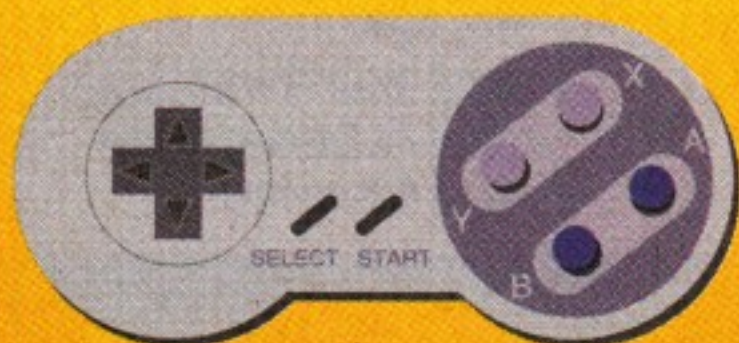
MP = Medium Punch

QK = Quick Kick

QP = Quick Punch

K = Press any Kick button

P = Press any Punch button



Motion = Move the joystick in one smooth, continuous motion.

Tap = Tap the indicated buttons or directions in sequence.

Charge = Hold the direction or button indicated for the time 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.

Back Flip Kick

Hold ←, tap FK

Spinning Kick

Charge ← two seconds, tap →, K

Air Juggle

Motion ↓ ↘ → QP

Combo Breaker

Charge ← two seconds, tap →, FK

Knockdown Move

After being knocked down, charge ← two seconds, tap →, K

Ultra Combo

As part of a combo, charge ← two seconds, tap →, MP

Counter Projectiles

Charge ← two seconds, tap →, P

Humiliation

Motion → ↘ ↓ ↙ ← FP

No Mercy – Number One

When close, tap ↓, →, ←, QK. After your opponent transforms into a frog, tap FK to step on 'em.

No Mercy – Number Two

From one character's distance away, tap ←, ←, →, →, QP

Riptor

Fireball

Motion ↓ ↙ ← P

Air Fireball

While jumping, motion ↓ ↙ ← P

Head Butt

Charge ← two seconds, tap →, P

Low Flame

Motion ↘ ↓ ↙ FP

Flying Feet Attack

Charge ← two seconds, tap →, K

Flip Attack

Motion ↘ ↓ ↙ K

Air Juggle

Motion ↓ ↙ ← QP

Combo Breaker

Charge ← two seconds, tap →, FK

Knockdown Move

After being knocked down, charge ← two seconds, tap →, K

Ultra Combo

As part of a combo, charge ← two seconds, tap →, QK

Counter Projectiles

Charge ← two seconds, tap →, FK

Release Move

Hold MP, motion → ↘ ↓ ↙ ←, release MP

Humiliation

Tap ↓, ↓, →, →, FP

No Mercy – Number One

From two characters' distance away, tap ←, ←, ←, MK

No Mercy – Number Two

From two characters' distance away, motion ← ↙ ↓ ↘ → MP

No Mercy – Number Three

From two characters' distance, tap →, →, ←, FK

Cinder

Mini Flame Torch

Tap ←, ←, QP

Charge

Tap →, →, P

Air Charge

While jumping, tap →, →, P

Outline

Motion → ↘ ↓ ↙ ← MP

Invisible

Motion → ↘ ↓ ↙ ← FP

Flame Torch

Tap →, →, K

Uppercut with Kick

Motion → ↓ ↘ K

Air Juggle

Tap →, →, FP

Combo Breaker

Motion → ↓ ↘ MK

Knockdown Move

After being knocked down, motion → ↓ ↘ K

Ultra Combo

As part of a combo, tap →, →, FP

Air Combos

While jumping, tap FK, charge → one second, tap ←, MP or tap MK, charge → one second, tap ←, QP

Counter Projectiles

Motion → ↘ ↓ ↙ ← MP

Humiliation

Tap ←, ←, ←, ←, FK

No Mercy – Number One

From two characters' distance away, tap ←, ←, ←, MP

No Mercy – Number Two

From two characters' distance away, motion ← ↙ ↓ ↘ → QK

Sabrewulf

Fire Bat

Motion ↓ ↙ ← P

Spinning Claws

Charge ← two seconds, tap →, P

Claw Roll

Charge ← two seconds, tap →, QK

Charge Uppercut

Charge ← two seconds, tap →, MK

Jump Attack

Charge ← two seconds, tap →, FK

Howl

Motion ↘ ↓ ↙ FK

Note: This increases the length of your moves and makes them stronger.

Combo Breaker

Charge ← two seconds, tap →, MK

Knockdown Move

After being knocked down, charge ← two seconds, tap →, K

Ultra Combo

As part of a combo, charge → two seconds, tap ←, QK

Air Combos

While jumping, tap FK, charge → one second, tap ←, MK or tap MK, charge → one second, tap ←, QK

Counter Projectiles

Charge ← two seconds, tap →, QK

Humiliation

Tap →, →, QP

No Mercy – Number One

From one character's distance away, tap ←, ←, ←, MK

No Mercy – Number Two

From one character's distance away, tap ←, ←, →, MP

Chief Thunder

Spinning Axe

Charge ← two seconds, tap →, P

Uppercut

Motion → ↘ ↓ ↙ ← P

Tomahawk

While jumping or after an uppercut, motion ↓ ↙ ← FP

Fireball

Motion ↓ ↘ → K (tap ↑ or ↓ to direct the Fireballs)

Knee Charge

Charge ← two seconds, tap →, FK

Air Juggle

Motion ↓ ↘ → QK

Combo Breaker

Motion → ↘ ↓ ↙ ← QP

Knockdown Move

After being knocked down, motion → ↘ ↓ ↙ ← P

Ultra Combo

As part of a combo, charge ← two seconds, tap →, QP

Counter Projectiles

Charge ← two seconds, tap →, P

Humiliation

Motion ↓ ↓ ↓ → QK

No Mercy – Number One

From two characters' distance away, motion ← ↙ ↓ ↘ → FP

No Mercy – Number Two

When close, motion → ↘ ↓ ↙ ← FK

Fulgore

Fireball

To throw one fireball, motion ↓ ↘ → P

To throw two fireballs, tap ←, ←, ↓, ↘, →, QP

To throw three fireballs, tap →, ←, ←, ↓, ↘, →, QP

Uppercut

Motion → ↓ ↘ P

Teleport

To teleport in front of an opponent, motion ← ↓ ↙ P

To teleport behind an opponent, motion ← ↓ ↙ K

Reflector

Motion → ↘ ↓ ↙ ← P

Claw Charge

Charge ← two seconds, tap →, K

Laser Shot

Motion ↘ ↓ ↙ K

Air Juggle

Motion ↓ ↘ → QP

Combo Breaker

Motion → ↓ ↘ MP

Knockdown Move

After being knocked down, motion → ↓ ↘ P

Ultra Combo

As part of a combo, motion → ↓ ↘ QP

Counter Projectiles

Motion → ↘ ↓ ↙ ← P

Humiliation

Motion ← ↙ ↓ ↘ → MK

No Mercy – Number One

From two characters' distance away, motion ← ↙ ↓ ↘ → FK

No Mercy – Number Two

From two characters' distance away, motion → ↘ ↓ ↙ ← FP



C a n y o u c o n n e c t t h e d o t ?



If so, you're probably smart enough to figure out that paying \$149 for a 64-bit Jaguar makes more sense than paying over \$300 for a 32-bit system.

64-bit. \$149*

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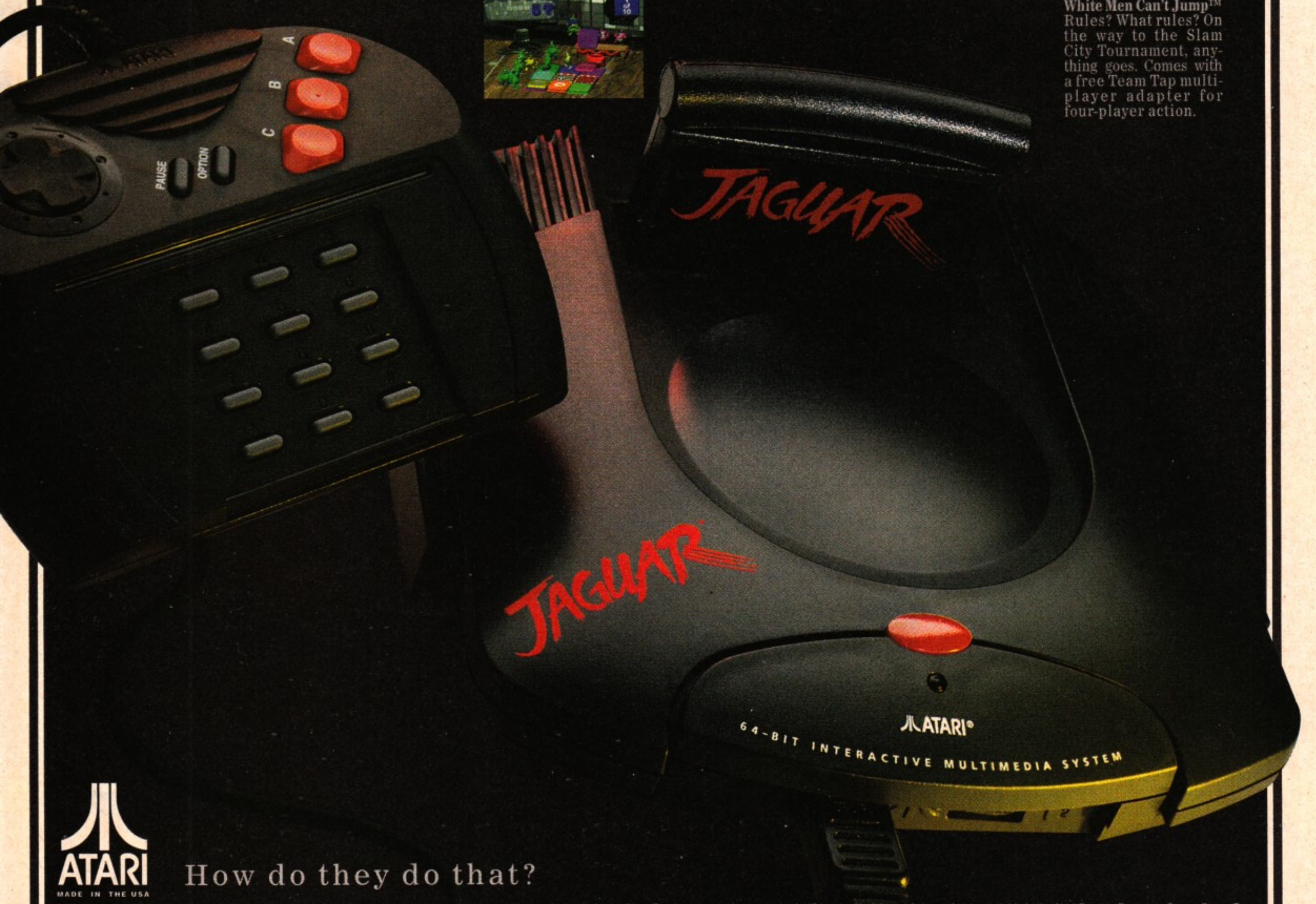
Pitfall: The Mayan Adventure™

You're the son of Pitfall Harry, scouring the Mayan jungles for your kidnapped dad. Feature film-quality animation makes for pendulums that slice and crocodiles that bite.



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How do they do that?

Game tips and hints: 1-900-737-ATARI. 95¢ per minute. If you are under 18, be sure to get a parent's permission before calling. Touch-tone telephone required. USA only. Atari Jaguar information is available in the Atari Gaming Forum on CompuServe. Type GO JAGUAR to access this area 24 hours a day. Atari Jaguar information is available in the Atari Roundtable Forum on GENie. Type JAGUAR to access this area 24 hours a day. *Includes Jaguar and one controller. ATARI, the Atari logo, Jaguar and the Jaguar logo are trademarks of Atari Corporation. ©1995 Atari Corporation, Sunnyvale, CA 94089-1302. Made in the U.S. of domestic and imported components. All rights reserved. All other trademarks and copyrights are properties of their respective owners. Defender 2000™ is a trademark of Williams-Electronics Games, Inc. FlipOut! ©1995 Gorilla Systems Corporation. All rights reserved. Licensed to Atari Corporation. Activision and PITTFALL! are registered trademarks and Pitfall: The Mayan Adventure is a trademark of Activision, Inc. All rights reserved. ©1995 Activision, Inc. Rayman ©1995 UBI Soft Entertainment Inc. All rights reserved. Ultra Vortek ©1995 Beyond Games, Inc. All rights reserved. Ultra Vortek is a trademark of Beyond Games, Inc. WHITE MEN CAN'T JUMP™ ©1995 Twentieth Century Fox Film Corporation. All rights reserved. White Men Can't Jump™ and associated characters are trademarks of Twentieth Century Fox Film Corporation. Licensed to Atari Corporation for distribution.

A Player's Guide to Power Peripherals



By The Lab Rat

Hee-doggie! I just got me a front row ticket to see Ratsy Kline at Varm-Aid! While I'm gone, y'all relax here in the lab and check out this month's Saturn peripherals.

Lost RAM on Saturn

You may already know that the Sega CD hardware doesn't have a heck of a lot of internal memory. Instead of correcting this problem when designing the Saturn, Sega offers an optional **Back-Up RAM Cartridge**.

Complete with 512 kilobytes of memory, this cart allows you to transfer saved games from the cart to internal memory, and vice versa. Because it costs \$60, we advise you to wait until your internal memory is almost full before

deciding if you want to delete some of your saved games or spend the 60 clams. If you're not a "save freak" who needs to keep every stat and score you've ever compiled, spend your money elsewhere.

Six Packed

If you enjoy multiplayer sports on the Genesis, prepare for even more fun on the Saturn with the **6 Player Multiplayer Adapter** by Sega.

This peripheral will support upcoming Saturn titles like NHL All-Star Hockey, NFL '96, and NBA Action Basketball.

Currently, Worldwide Soccer is the only title to support this peripheral. Up to four players can simultaneously play Worldwide in two-on-two matches only, providing stimulating four-player action. But if soccer isn't one of your favorites, you may want to save the \$50 you need to pick up this peripheral and wait for the opening day of your sport.

Naki's Eight-Button Saturn Controller

If the wider and flatter packed-in Saturn controller leaves you pining for the feel of a good ol' Genesis six-button pad, pine no more. **Naki** has introduced the **Naki Control Pad** for the Saturn, a controller that looks, feels, and plays like Sega's six-button Genesis controller.

This controller is almost identical to Sega's six-button pad with only two major differences. Two additional Left and Right buttons

have been added to the top, and it's slightly smaller than the Genesis six-button pad.

This controller performs and responds as well as the Sega six-button controller. If you find Sega's six-button to be on the small side, you may not appreciate this Saturn controller, which is shorter and lacks the convenient grasping space next to the directional pad and buttons.

If you have no size problems with the Genesis controller, you'll probably quickly adapt to the familiar directional pad and button layout of this Saturn model. Fortunately, you won't have to pay a next-generation price as this little buddy chimes in at \$20. **G**

Peripheral



Back-Up RAM Cartridge

System: Saturn

Price: \$59.99

Features: This cart expands on the internal memory Sega didn't put into the Saturn. It enables you to transfer saved games from cart to system so you can take them to other Saturns.

Available: Now

Contact: Local toy stores

Peripheral



6 Player Multiplayer Adapter

System: Saturn

Price: \$49.99

Features: This adapter adds six additional controller ports for multiplayer action on the Saturn.

Available: Now

Contact: Local toy stores

Peripheral



Naki Control Pad

System: Saturn

Price: \$19.99

Features: This eight-button Saturn controller is slightly smaller but identical in design to Sega's six-button for the Genesis. The controls are responsive, but they're made for small hands.

Available: Now

Contact: Local toy stores or Naki at 800/824-6254

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This summer, Marvel's greatest heroes and villains come to life in the Marvel OverPower Card Game! This collectable card game from Fleer features stunning new artwork by the greatest artists in the industry. Get ready...It's Clobberin' Time!

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BUYERS BEWARE

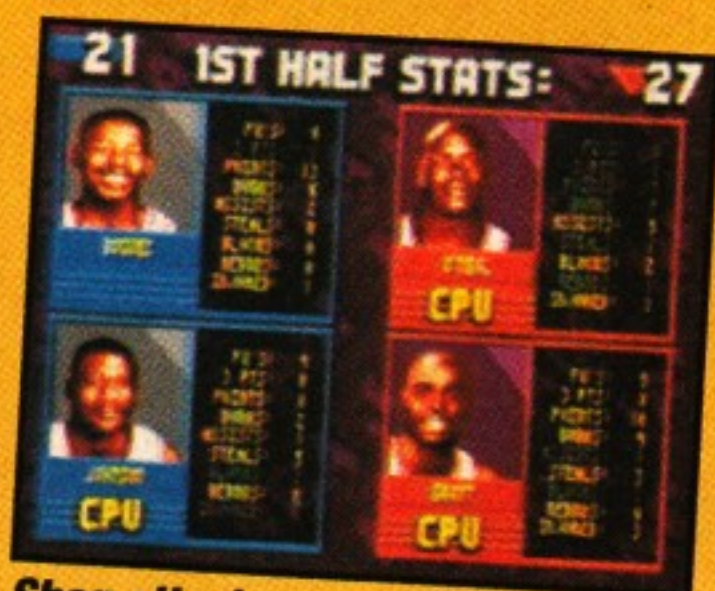


By The Watch Dog

Brrr...the chill of winter is starting to set in. Since this is the month of Halloween, we have some pretty scary stuff to tell you. And because we're starting to receive so many letters and e-mails, you'll find some guidelines for writing to "Buyers Beware" at the end of this article.

Q: In your February issue, you pre-viewed NBA Jam TE and showed a picture of Shaq. But when I bought it, he wasn't in it. Was the picture you had from an early version, or is he a secret player?

Mike Pribbenow
McFarland, WI



Shaq attack

A: **The Watch Dog states:** According to various industry sources, Shaquille O'Neal was slated to star in NBA Jam TE, but he signed an exclusive deal with Electronic Arts to produce his Shaq Fu games. He was therefore dropped out of Tournament Edition. A similar incident occurred with Charles Barkley, who was dropped out of later revs of NBA Jam because he had committed to Shut Up and Jam.

Q: I went to purchase a 32X and when I looked for the games, I saw that there were 32X games and 32X CD games. What's the difference?

Justin Galosi
Punxsutawney, PA



CD you later

A: **The Watch Dog says:** The difference is in the hardware that's needed to run them. 32X games are carts that plug into a 32X unit piggybacked onto a Genesis. 32X CD games are CDs, which require a Sega CD unit in addition to the 32X.

At GamePro, listening is what we do best. When you have a problem with a product or feel you've been ripped off, we want to know. If you have a complaint about a product, write to:

GamePro's Buyers Beware
P.O. Box 5828
San Mateo, CA 94402

You can also e-mail us at:
buyers_beware.gamepro@ftw.com



Game broke

Q: I bought a Game Boy about three years ago. The battery cover broke, and I was wondering how I could get another one. Can you help me?

Aric Hauver, Prosser, WA

A: **The Watch Dog states:** Call Nintendo's Consumer Service Department at 800/255-3700. They'll tell you how to order a replacement battery cover.



So many letters have been pouring in to "Buyers Beware" lately that we have to establish some guidelines about writing in. Follow these rules correctly when writing and sending e-mail so we can quickly answer more of your questions.

When writing to "Buyers Beware"...

- ✓ Remember to always provide a return address with the correct information so we can credit your letters properly (letters without a return address are not answered).
- ✓ Always leave a daytime telephone number in case we need to ask you about something specific in your letter or e-mail.
- ✓ Try to be as clear and detailed as possible in your letter. For example, saying that "the game's not fun" is not very clear and detailed, and we can't solve that problem anyway. If you identify a specific bug, freeze-up, or glitch, however, we'll try to check it out for you.
- ✓ And last but not least, when addressing a letter to us, please write in the lower right-hand corner on the front of the envelope a two- or three-word description of your complaint (for example, "Street Fighter freeze," or "Donkey Kong glitch"). This will help us quickly identify complaints and decide how many letters about a particular subject warrant publication.

And remember, The Watch Dog opens every piece of mail and reads every e-mail that comes his way. Not all are answered, but all are read.

See you next month!

Test Your BATMAN™ IQ!

1. How many characters can you fight as in the **BATMAN FOREVER** Video Game?

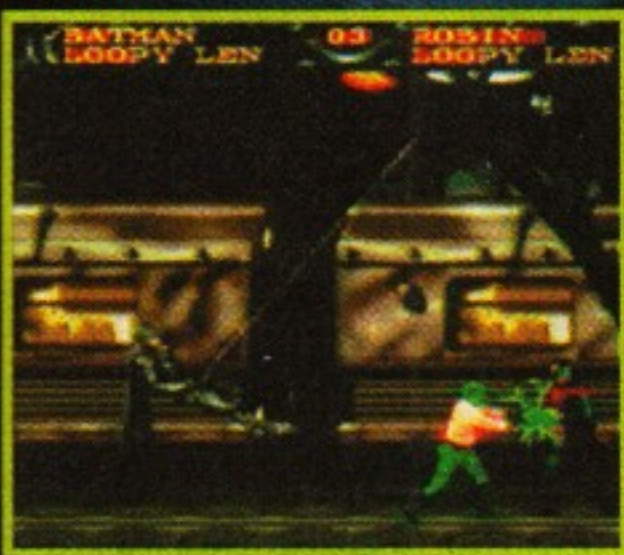
2. Where do you first encounter **Two-Face** in the **BATMAN FOREVER** Video Game?

3. In the **BATMAN FOREVER** video game, what does the riddle "Bats and birds can use them to fly - you may ask them why shouldn't I try?" mean?

4. Where will you find the **Batmobile** in the **BATMAN FOREVER** Video Game?

CLUE:

All the answers are hidden in this issue of GamePro!



Grand Prize:
Adult Batman Costume
from Morris Costumes



5-1st Prizes:
16-Bit **BATMAN FOREVER** Video Game (SNES or Genesis)



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Portable **BATMAN FOREVER** Video Game (Game Boy or Game Gear)



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Official Rules and Regulations

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Send In Your Entry Today

1. Answer all the questions on a separate piece of paper.
2. Include your name, address, phone number and age.
3. **Mail Entry To:**
Batman Forever Promotion
P.O. Box 5959
San Mateo, California 94402

GamePro's

Primal Rage Official Player's Guide

By John Fisher

This authorized guide to this primordial battle to the death is a must have for Primal Rage fans! Jam-packed with over 140 full-color pages of killer tactics, defensive strategies, battle techniques and finishing moves. This definitive guide that will make you the ruler of the new Urth.

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OFFICIAL PLAYERS GUIDE



Road Rash 3 Official Players Guide

By Jamie Poolis & Corey Sandler

Don't be left in the dirt, scab boy! This book gives you all the inside motorcycling and fighting tips and hints you'll need to beat your friends at Road Rash 3 or Road Rash Sega CD! Preview all the tracks and get secret cheat codes and passwords while learning tips that will guarantee to make you a better racer.

\$13.95

Code: BK-336

Sega, Sega CD, 3DO

BEST
SELLER

Final Fantasy III Players Guide

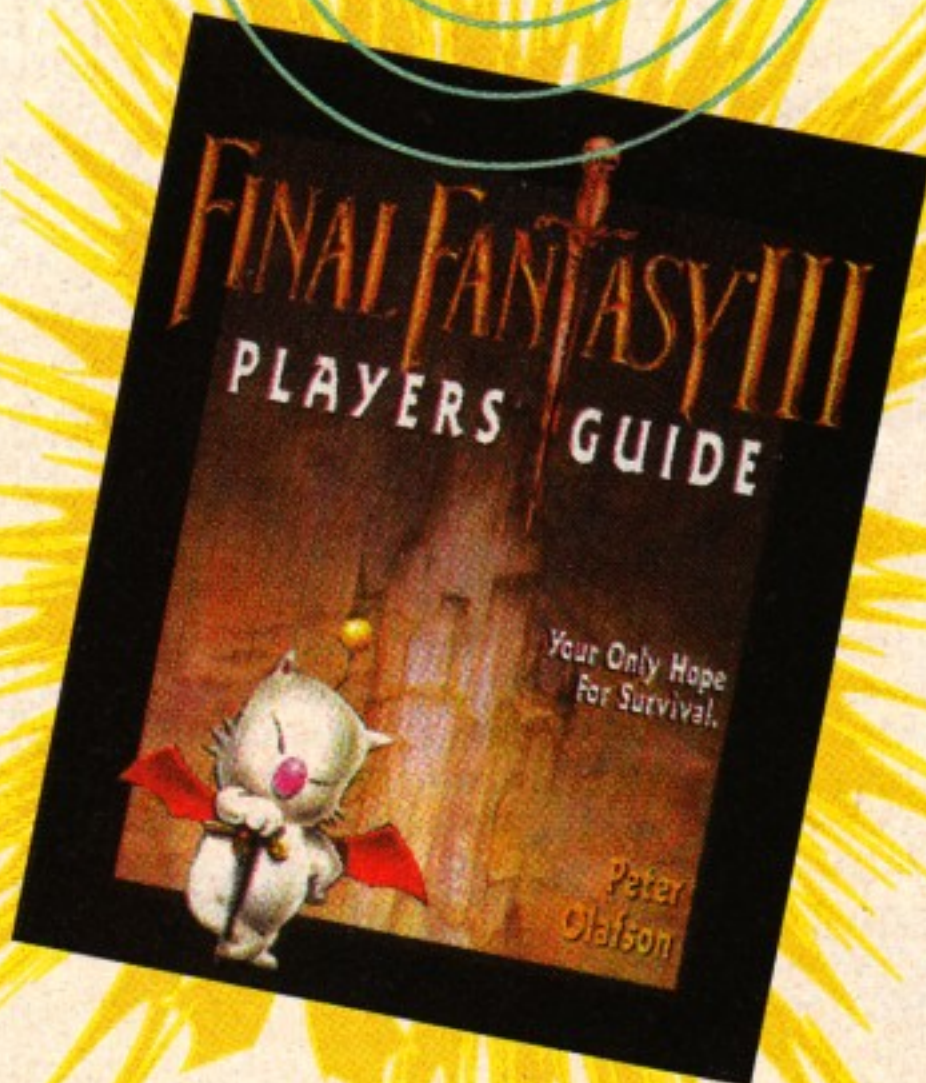
By Peter Olafson

You can stop the Espers and save the world! This Players Guide is jam-packed with the secret codes, battle strategies, and fighting tips needed to defeat Kefka and stop the magical onslaught of the Espers.

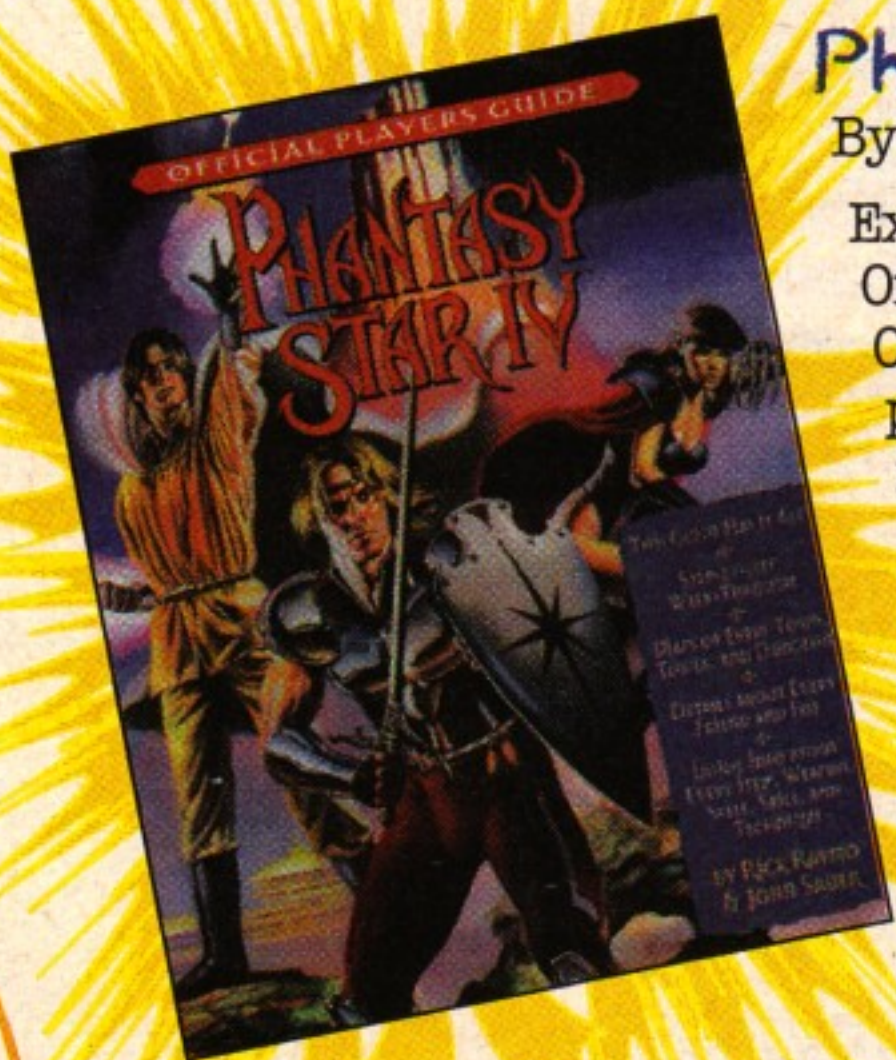
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SNES



Hot Picks!



Phantasy Star IV Official Players Guide

By John Sauer & Rick Raymo

Experience the End of the Millennium with this Official Players Guide! The Phantasy Star IV Official Players Guide includes in-depth character profiles, tips on skills and techniques, detailed maps of every area, and essential battle tactics and strategies. This guide is sure to bring home a Phantasy Star victory!!

\$12.95
Code: BK-329
Sega Genesis

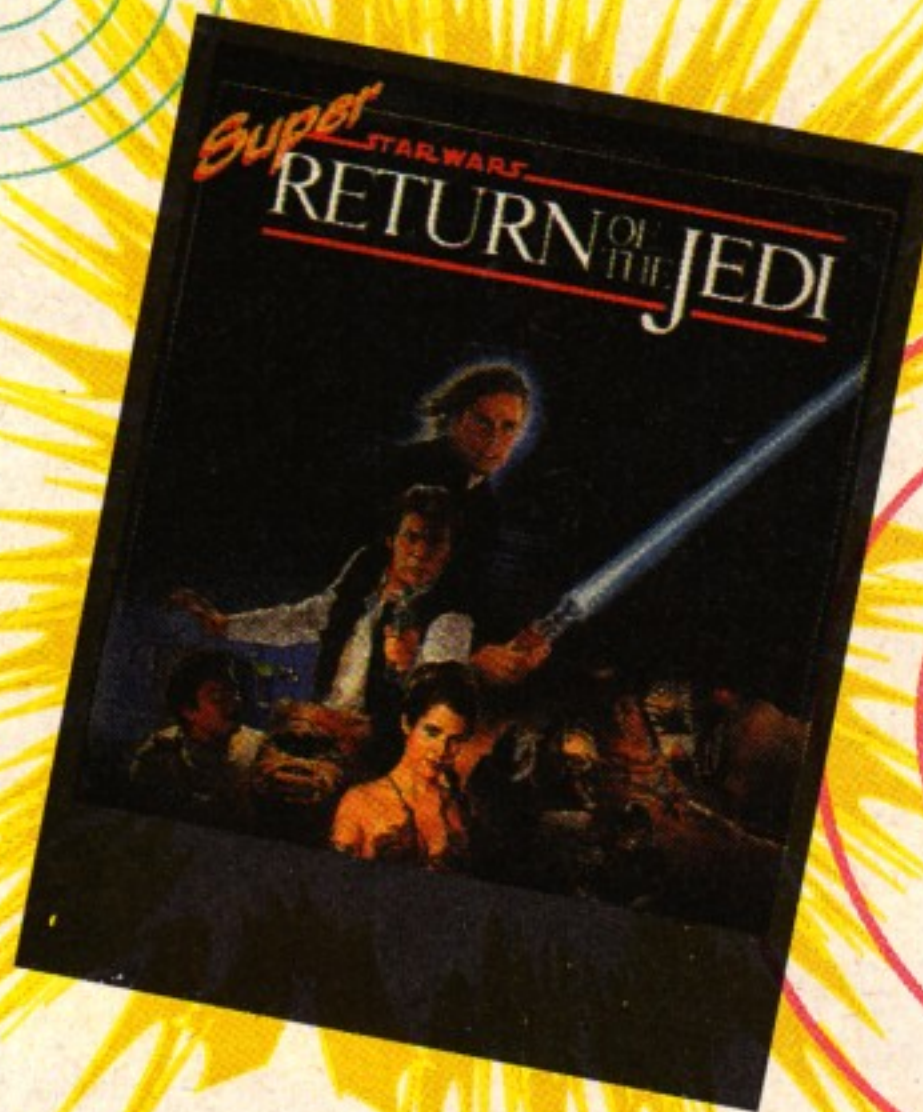


Super Return of the Jedi Official Players Guide

By Tim Rooney

Do you have what it takes to be a Jedi Master? You will with this Official Players Guide! This strategy guide is jam-packed with gaming tips, expert strategies, and a complete walk-through, so you can defeat Darth Vader and the Emperor!

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SNES



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SHORT PROSHOTS

Previews of Hot New Games!

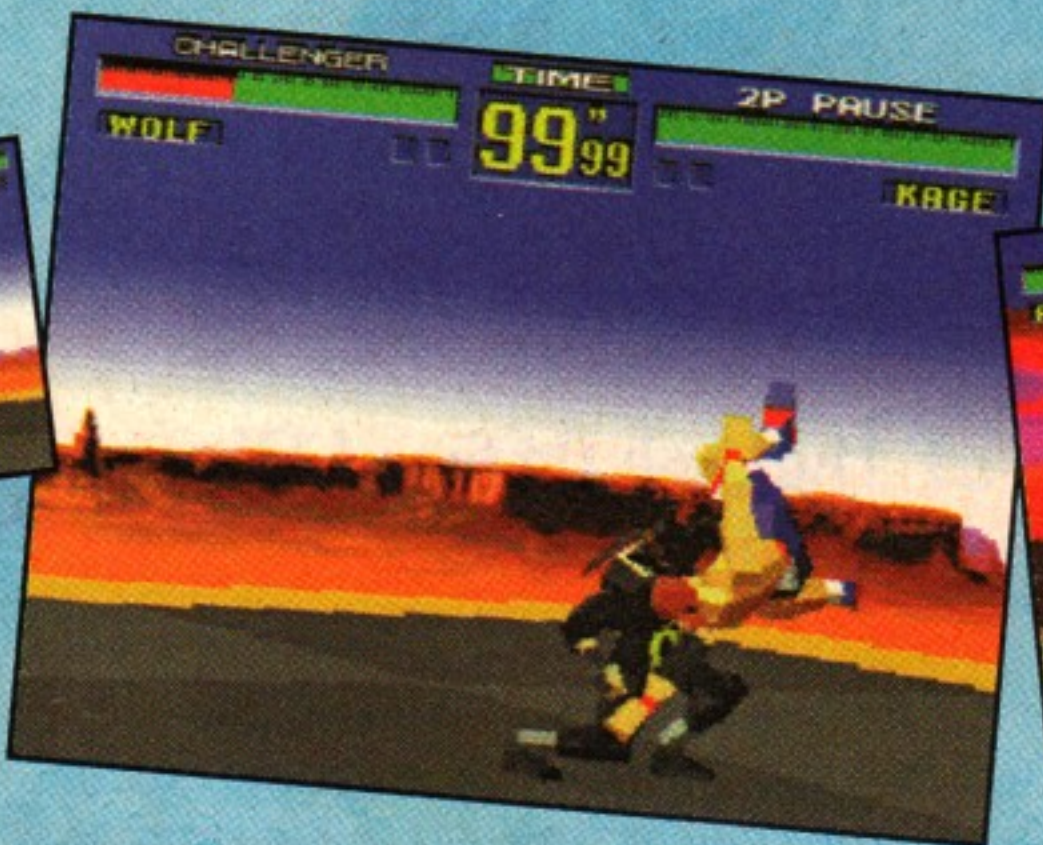
VIRTUAL FIGHTER

32X

It would seem virtually impossible to include all the moves, backgrounds, and character animations of the Saturn VF in this 32X version, but that's what Sega did. Seemingly identical to its big brother on the Saturn, VF 32X includes all 700 moves, along with win animations and all the combos.

New to this version is a tournament mode, which lets you find out who's truly the best, and added options like costume changes and the ability to control the camera angles. Looks like a winner!

By Sega
Available November



Maximum Surge

3DO

Digital Pictures scored the acting services of Yasmine Bleeth of *Baywatch* and Walter Koenig, who played Chekov on *Star Trek*, for this one-player interactive action/adventure extravaganza. *Surge* takes place in the 21st century. You've been hired as a mercenary to protect the Brokaw Territory and stop evil Drexil (played by Koenig) from taking over the world and populating it with androids.

Your team includes a mercenary named Jo (played by Bleeth), a computer hacker, and a resistance commander. Using an arsenal of weapons, you battle androids and Drexil's other minions across a desert and through a power station. The gameplay includes first-person shooting scenes and interactive scenarios.

By Digital Pictures
Available Winter '95



Daedalus Encounter

3DO

This interactive sci-fi adventure is a perfect port for the 3DO. Originally a hit PC title, the game's centerpiece is two hours of live-action video starring Tia Carrere and Christian Boucher as your ship's crew.

In this one-player game, your small scavenger ship is caught in the wreckage of another vessel, and the tangled mass is about to crash into an alien sun in the middle of an embattled galaxy. As you've guessed, you're the only one who can save the craft and her crew from a gaseous grave.

You play the game as Casey, a biomechanical probe. Working with the crew, you solve progressively more difficult puzzles, survive action sequences, and explore the ship as you look for a solution to the problem. *Daedalus*

Encounter flies at three levels of difficulty.

Movie-quality production, including an original score, really ups the ante. Advanced computer graphics flesh out the action and interface well with the live-action sequences. With its cast of stars, *Daedalus Encounter* is one of the highest-profile projects coming for the 3DO this fall.

By Panasonic Software
Available September



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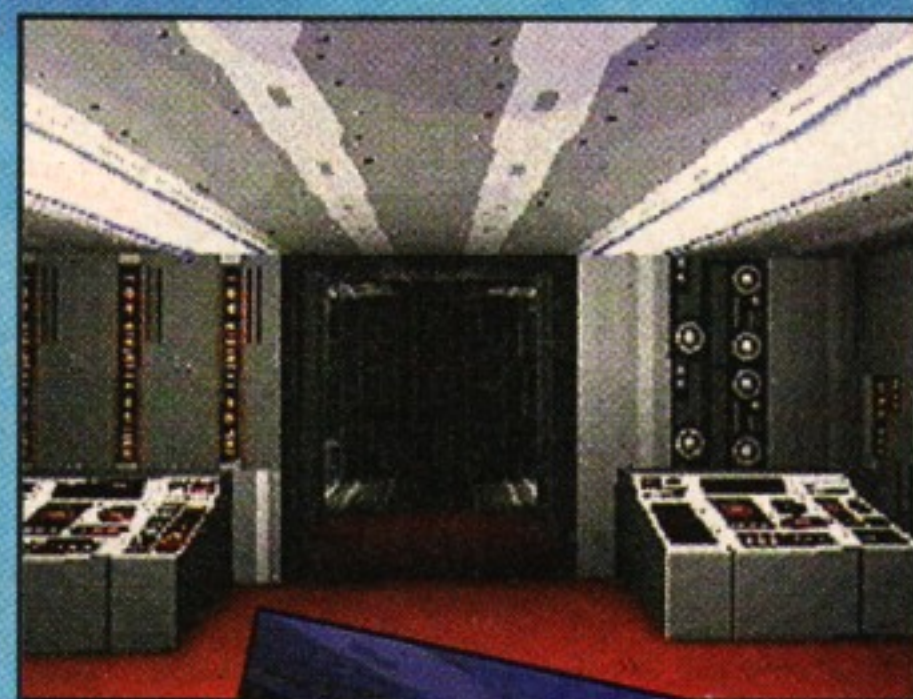
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Sentient

PlayStation

When disaster strikes on a mining colony in space, you must make the right life-or-death decisions to survive. Sentient's combination of adventure, strategy, and RPG gaming happens in real time. While you explore and interact with other characters, they're doing the same with one another in different areas of the colony. As the plot develops, you're drawn into an intriguing whodunit that spins to a conclusion at a pace that's beyond your control.

By *Psygnosis*
Available September



Johnny Mnemonic

PlayStation

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

By *Sony Imagesoft*
Availability Date Not Yet Announced



Virtua Remix Saturn

Virtua Remix is just what it sounds like – a revved version of the original Virtua Fighter game. What's different? Mostly the game's looks. You have the same two-player head-to-head fighting action, the same number of fighters, and the same gameplay.

The polygons, though, are enhanced with greater texture-mapping and no breakup. In fact, they look like Virtua Fighter 2 polygons. The controls seem a little tighter, too, though that's probably because the game looks better. This game may be available either as a pack-in or rental-only.

By Sega
Availability Date
Not Yet
Announced

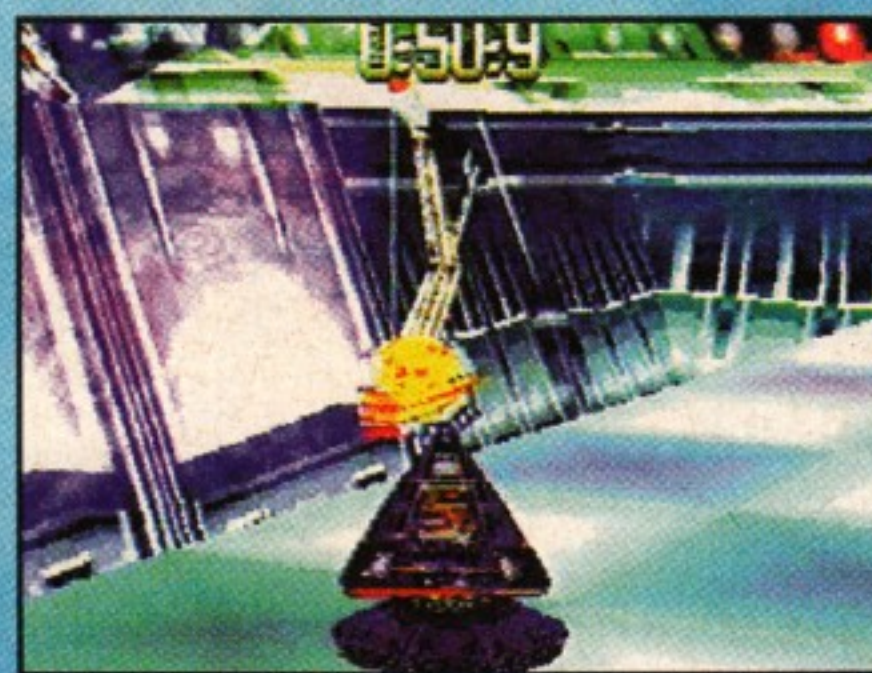


Ballblazer X PlayStation

Futuristic sports competition takes on a new meaning in Ballblazer X, a multiplayer game with incredible speed. In the year 3097, the International Ballblazer Championship takes place on an artificial asteroid. Competitors from around the galaxy compete for the title of Masterblazer.

From a first-person perspective, each competitor pilots rotofoils, incredibly fast futuristic craft that function like hovercrafts. The goal of each tournament varies, but superior piloting skills and steel nerves are required to win.

By LucasArts
Available First Quarter '96

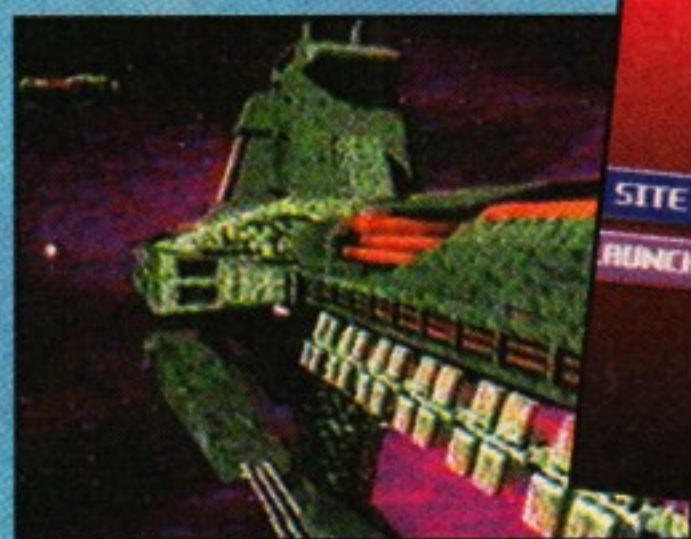


Defcon 5 PlayStation Saturn

In Defcon 5, you play a software engineer whose job is to activate an automated defense system on a recently evacuated planet. When something goes wrong with the installation, you're stranded on the planet. To make matters worse, a fleet of alien spacecraft attacks the planet.

If you want to stay alive, you must figure out how to get the defense system back online. This first-person shoot-em-up uses ray-traced, rendered 3D graphics to combine action with strategy.

By Data East
Available Winter '95



Parasite PlayStation

Parasite's a film noir thriller with a twist. You're just an ordinary guy until you become possessed by an alien law enforcer. While you help him solve his case, he slowly mutates the host body, which is you, until even you won't recognize yourself. This dark graphic adventure for one features fully rendered 3D graphics and some interesting, unusual special effects.

By Psygnosis
Available First
Quarter '96



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Rise of the Robots 2

PlayStation

Saturn

This two-player head-to-head sequel has 18 new fighting robots, each with its own personality and attack abilities – including weapons and projectiles. In addition to regular fighting gameplay, a new tournament editor allows you to further customize the robots. Rise 2 features the same 3D graphics and metallic look, plus improved controls for better robot responsiveness and agility.

By *Mirage*
Available Fall '95



Parodius

PlayStation

Saturn

Konami has a history of creating shooters like Life Force and Gradius. The two side-scrolling shooters in this CD are delightful parodies of Gradius. These arcade portovers are complete with disgusting power-ups, cartoon-style animations, and bosses that range from a Vegas showgirl to a giant pair of lips.

The game underscores the humorous tone with hardcore shooting action, and the two-player simultaneous play is a kick.

By *Konami*
Available Fall '95



Waterworld

Saturn 32X Genesis Super NES Jaguar

Virtual Boy Game Boy

Ocean's slogging away, crafting versions of Waterworld, which is based on Kevin Costner's much-talked-about movie, for all the above systems.

Details on gameplay are sketchy, but this action/adventure is set to closely track the events in the movie – which means boating action, shooting action, and lots of water!

By Ocean
Available Fall '95



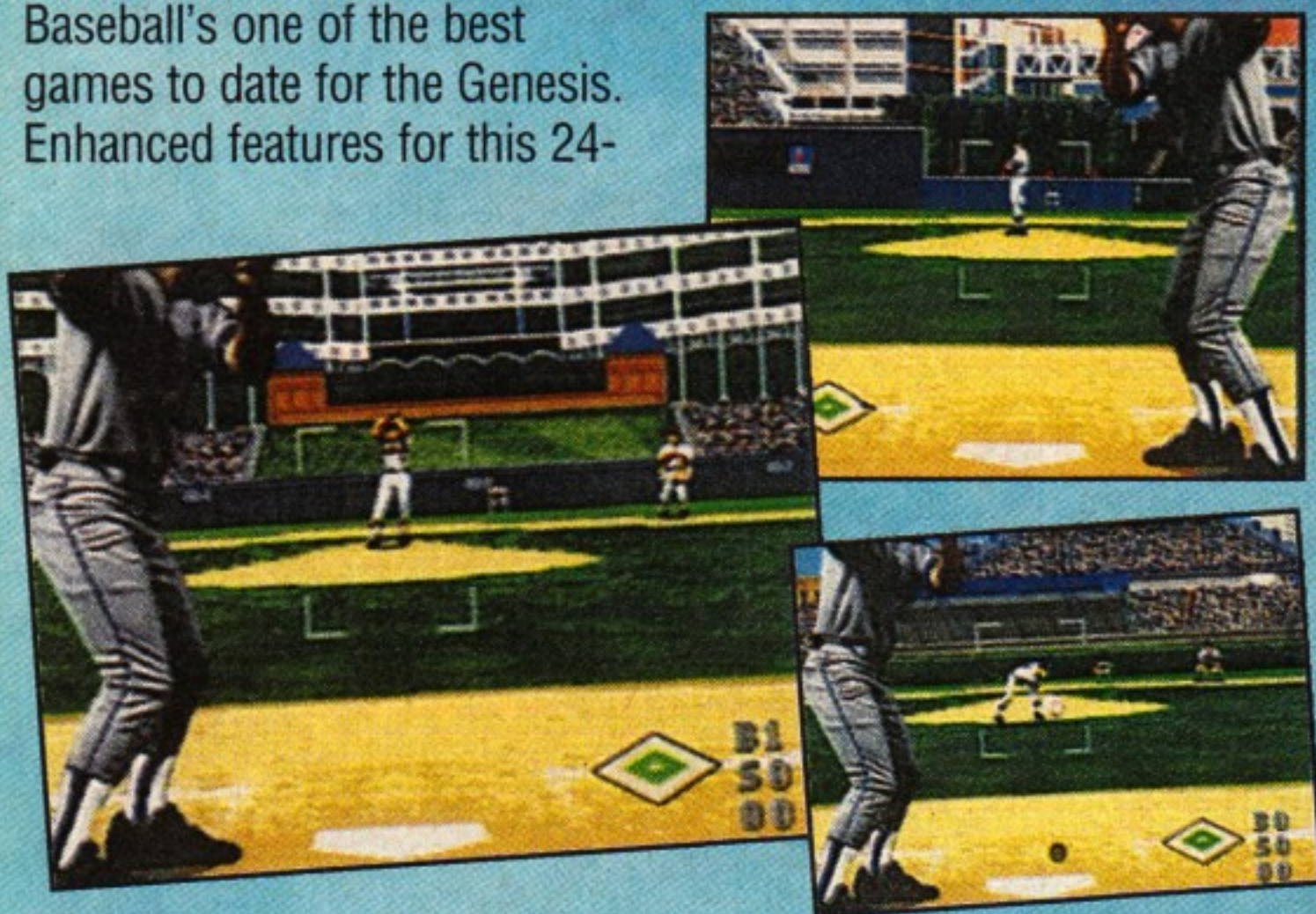
World Series Baseball

32X

Things are looking up a bit for the 32X this fall as a series of high-profile games come out for the system. World Series Baseball's one of the best games to date for the Genesis. Enhanced features for this 24-

meg game include customized leagues and 28 real stadiums.

By Sega
Available Fall '95



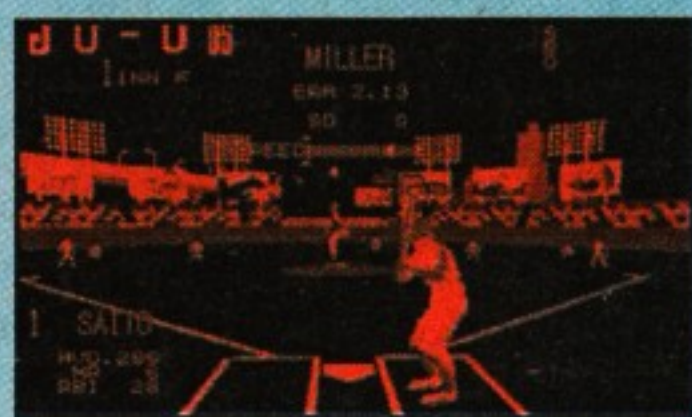
Virtual League Baseball

Virtual Boy

This first baseball game for the Virtual Boy includes 18 national teams in three continental leagues and a race for the Virtual League International World Series pennant, as well as an All Star mode. The standard baseball gameplay takes on an entirely different perspective

with the Virtual Boy's unique graphics.

By Kemco America
Available September



The Mask

Super NES

No jeers please. The Mask is finally coming to the SNES. The game is a lot like the movie: You play Stanley Ipkiss, complete with mask, and ramble through seven levels of action/adventure play for one.

The game's highlight is probably the special moves that mimic the movie – Stanley's sneak walk, his use of

various props like his "wa-hooohhgahh" horn, and his Cuban Pete dance.

By T•HQ
Available now



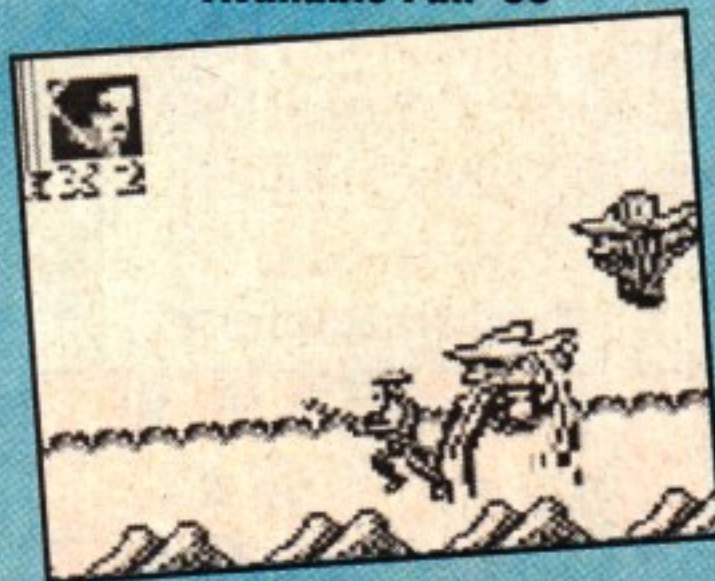
Super Return of the Jedi

Game Boy

Game Gear

T•HQ's done a good job of picking up top titles from other developers and translating them for the handheld systems. Its latest efforts are versions of Super Return of the Jedi for the Game Gear and Game Boy. This action/adventure classic, the third in the Star Wars trilogy from LucasArts, is a good addition to the handheld library.

By T•HQ
Available Fall '95



Yoshi's Island

Super NES

Nintendo stopped by to give us a look at the first U.S. version of Yoshi's Island. In case you missed our preview last month, this game's the first Mario platform cart for the SNES since Super Mario World.

Your task in this action/adventure for one is to safely cart Baby Mario back to his parents. Look for everything that makes Mario classic and then some to appear in this game: six worlds with tons of individual levels, complex hop-n-bop gameplay, lots of secret areas, and bright,

colorful graphics (with a lot of help from the Super FX2 chip). We'll have more on this game in upcoming issues.

*By Nintendo
Available October*



Jumping Flash

PlayStation

What's up, doc? You're up – way up – in a huge mechanical rabbit. Your long-eared mech is actually a mean battle machine in which you take on a weird world full of bizarre adversaries.

Playing from a first-person perspective, you bounce your strange rabbit mech onto elevated platforms scattered across colorful 3D landscapes. With every leap you'll fly hundreds of feet into the air and then watch the ground come rushing toward you as you land.

Keep your eyes open for strange foes, such as bombardier ducks and missile-hurling giraffes. On some levels, you'll even have to do some fancy Doom-style maze work.

*By Sony Computer Entertainment
Available October*



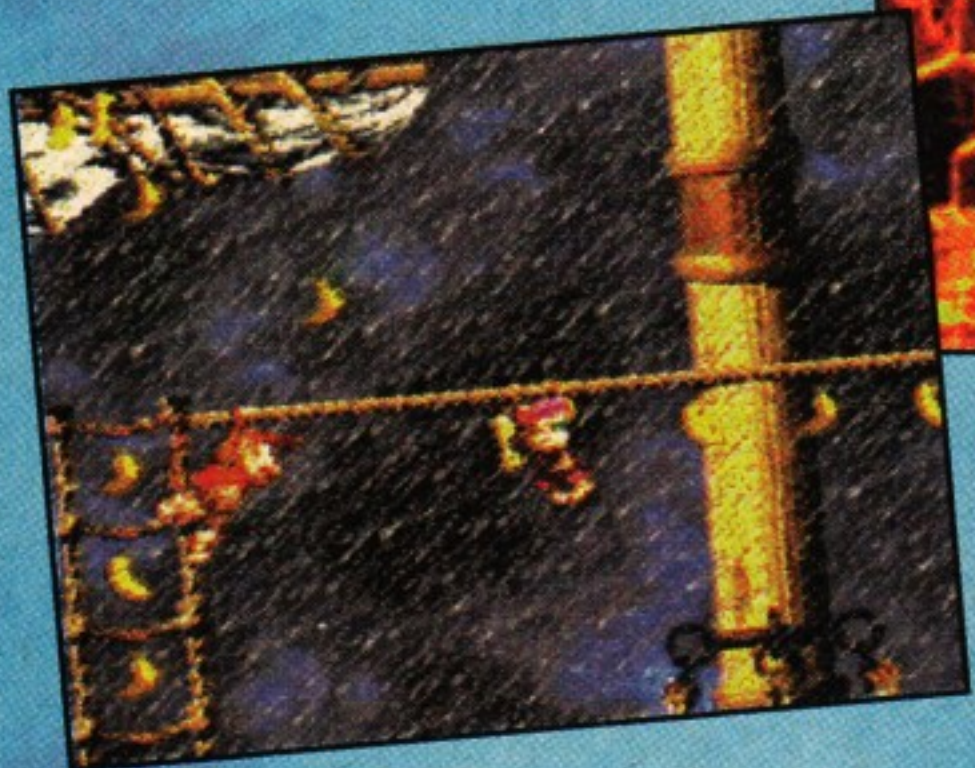
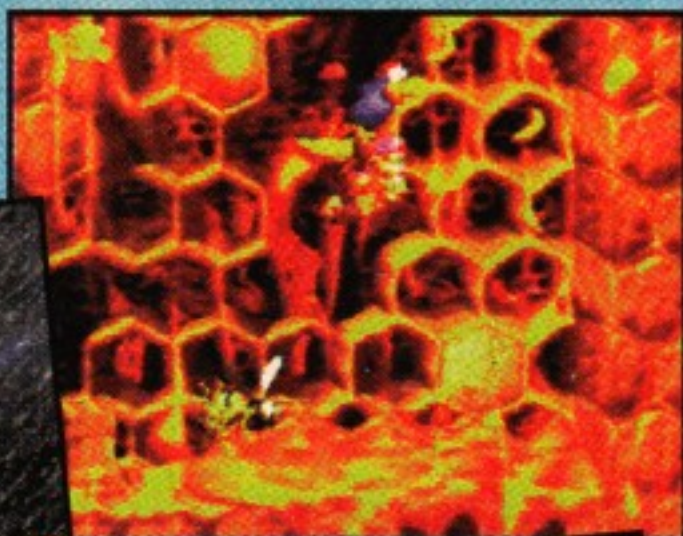
Donkey Kong Country 2: Diddy's Kong Quest

Super NES

Likewise, an update on the Donkey Kong sequel. The biggest game of 1994, the Kongster is back in a one- or two-player sequel that hops with more of the same style gameplay. Joined by Dixie Kong, a girl ape with a blonde ponytail, Diddy must search for the kidnapped Donkey Kong through 100 tough levels of play.

Diddy and Dixie each have their own repertoire of moves, making the two-player mode more fun than it was in the original game. The 3D-ACM graphics that took the game world by storm last year are back with enhancements, once again courtesy of Rare.

*By Nintendo
Available November*



Total Eclipse Turbo

PlayStation

The new systems are taking space shooters to the next level, making them faster and more realistic. With warp-speed snap rolls and 3D texture-mapped terrains, tunnels, and objects, Total Eclipse Turbo is no exception.

In the game, 20 rounds of thumb-crunching shooting action blasts past at blistering speeds. You'll need strategic and tactical savvy as you take on each mission with a variety of selectable weapons. A CD-quality soundtrack amps the action.

*By Crystal Dynamics
Available Fall '95*



Heart of Darkness PC CD

Developed by the folks that brought us *Out of This World* and *Flashback*, *Heart of Darkness* is an interactive graphic adventure that turns your worst nightmares and deep-seated fears into a game. As Andy, you climb, twist, and shoot your way through seven levels of logic puzzles and plot

discovery, trying to confront your childhood fears and find your lost dog. The game includes more than 1600 frames of animation, a fully orchestrated soundtrack by Bruce Broughton, and an array of awesome special effects.

By Virgin
Available Fourth Quarter '95



Toonstruck

PC CD Mac CD

A takeoff on *Who Framed Roger Rabbit*, *Toonstruck* includes the voices of Tim Curry, Dan Castellaneta, Dom DeLuise, and David Ogden Stiers, as well as real-action video starring Christopher Lloyd.

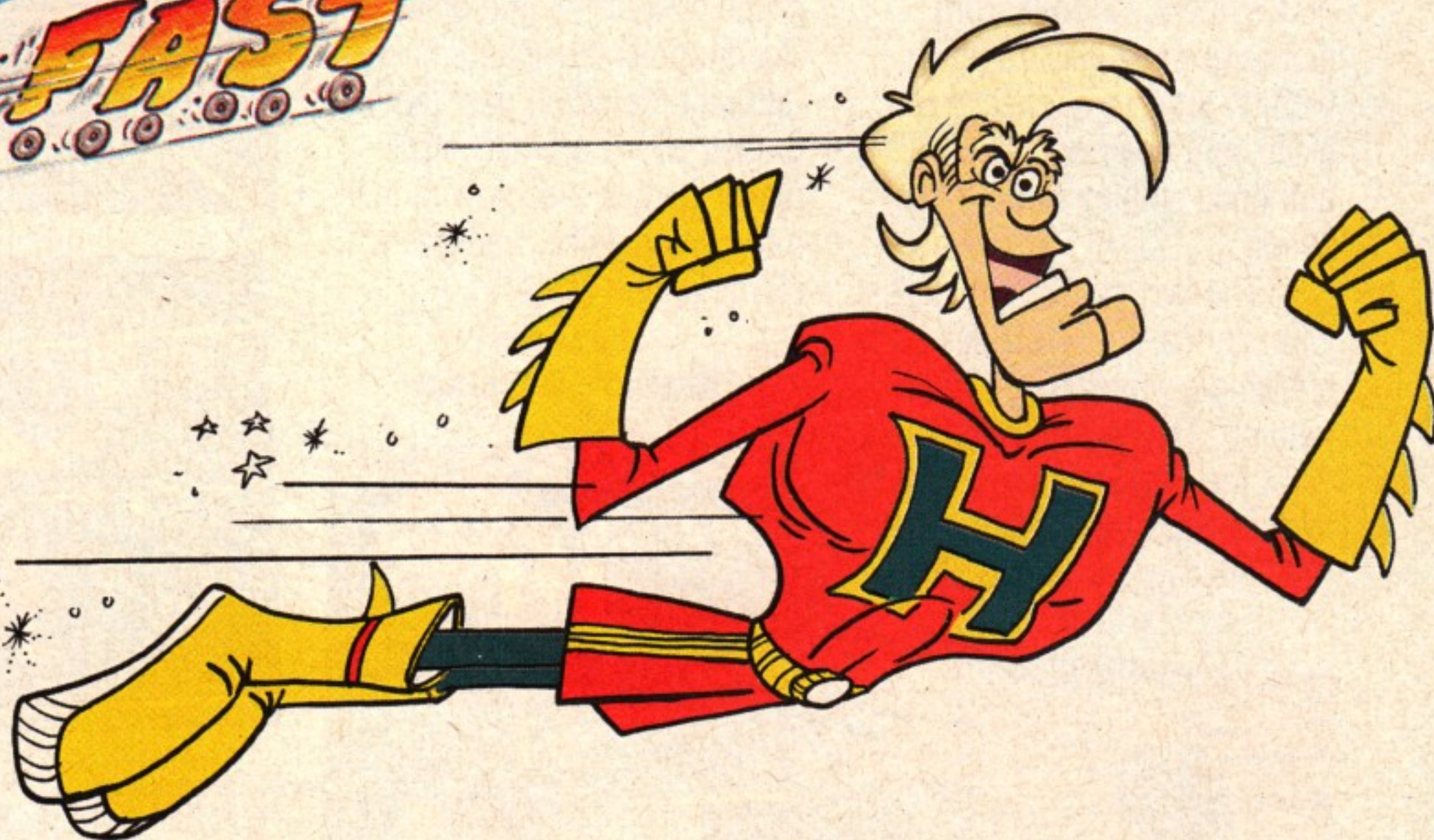
Lloyd stars as Drew Blanc, a jaded animator whose years of work on the *Fluffy Fluffy Bun Bun Show* have left him cynical. When Drew's transported into a cartoon world, anything goes. The game's raucous plot is adventure gameplay filled with wacky gags, puzzles, more than 100 hand-painted scenes to explore, and dozens of characters to meet.

By Virgin
Available First Quarter '96



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He's **STRONG**
He's **FAST**



HE CAN **SAVE** THE **WORLD**

3D Baseball '95

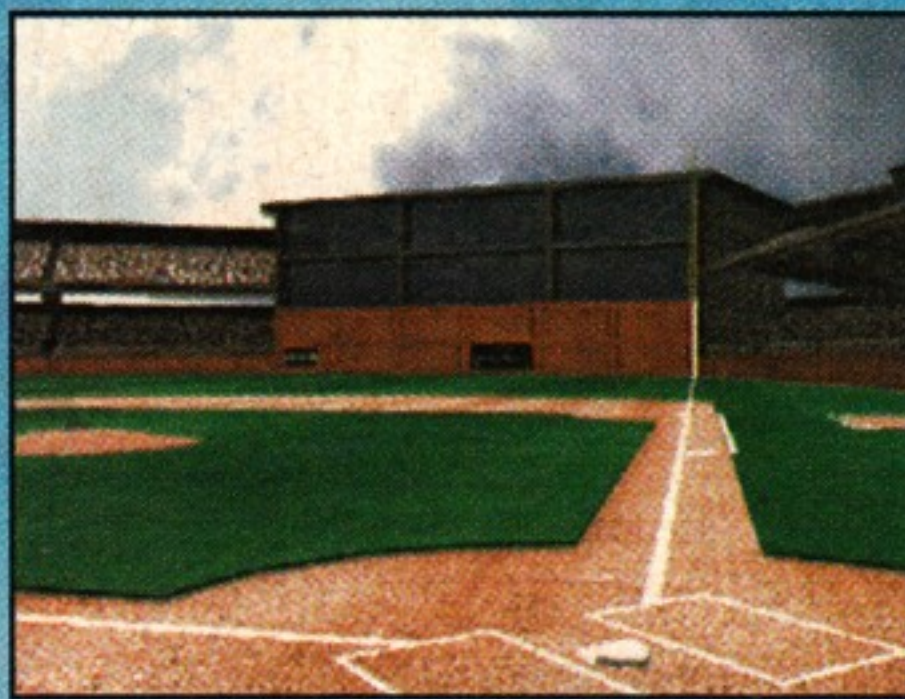
Saturn

PlayStation

This game comes to the plate with arguably the most realistic graphics seen in a video game to date. Using motion-capture technology and incredibly life-like 3D polygon-based models, Crystal created players that run, swing, pitch, and move like the real thing.

And the two-player game's not just another pretty face, either. Officially licensed by the MLBPA, the teams include 700 real major-league players with their actual stats. The play modes include Exhibition, Pennant Race, and Home Run Derby. Special features enable you to trade players and to save statistics for teams, games, seasons, and players. Van Earl Wright provides the color commentary.

By Crystal Dynamics
Available November



Power Serve 3D Tennis

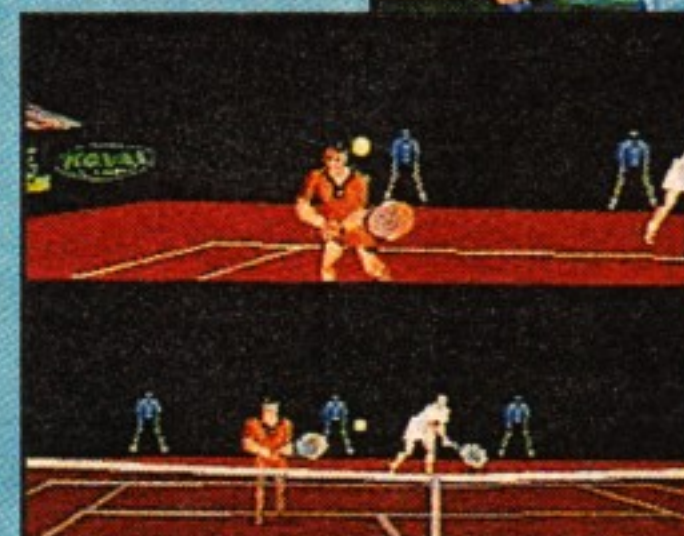
PlayStation

Set to ship at the launch of the PlayStation, 3D Tennis is Ocean's first game for Sony's new system. Choose from eight top-seed players, each with an arsenal of specialized skills, and head oncourt for authentic singles or doubles action.

The fast-paced play rallies with standard tennis rules and challenging tournament competition. Taking advantage of what the PlayStation does best, the game incorporates multiple camera angles, 360-

degree oncourt mobility, split-screen views for two-player games, and real-time 3D graphics into the gameplay. The graphics have an entirely different look than past tennis games with extremely large player sprites — each with definite personalities, trademark clothing, and more.

By Ocean
Available September

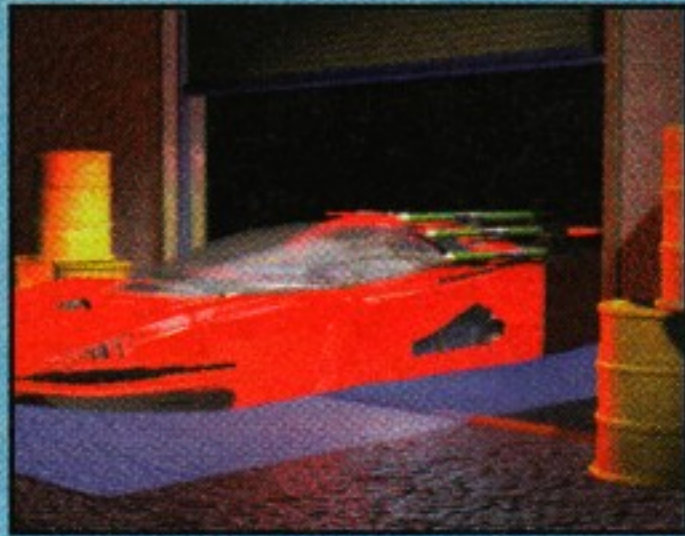
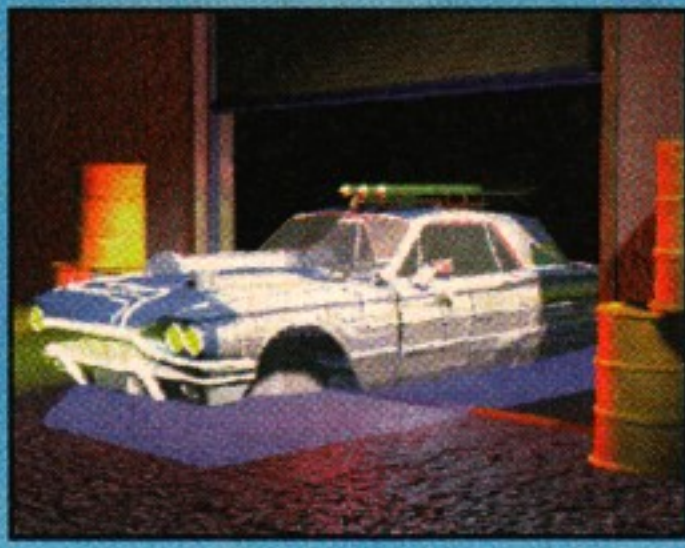


Zone Raiders

PC CD

Mac CD

This fast-paced arcade-style driving game takes place in the far future when – guess what? – Earth's been destroyed by nuclear war. As a Raider, you enter forbidden zones trying to retrieve, destroy, or activate various items while avoiding capture by the Zone Patrols. Along the way, of course, you'll have to battle enemy vehicles using an array of high-tech weaponry – all while driving at blazing speeds over 16 tracks in a 360-degree, 3D environment. Choose your vehicle from four vintage autos, ranging from 1947 to 1988.



By Virgin
Available November

Terra Nova

PC CD

Terra Nova's sci-fi shoot-em-up action sends you into more than 30 challenging first-person 3D combat missions. Armed with Powered Battle Armor and a mind-boggling array of weaponry, you must defend your space colony. This game's A.I. enables you to send your team members off to complete inde-

pendent tasks, while your enemies have the ability to adapt to your various strategies. You battle on one of four unique interactive worlds, and more than 30 minutes of full-motion video help outline the plot.

By Virgin
Available November




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GamePro Goes Online



GamePro Online's main window



Access GamePro Online, and you'll be able to download screens from upcoming games, including *White Men Can't Jump for the Jaguar*.

Ever wish you could talk live to a *GamePro* editor? Ever want to look up SWAT tips from classic games of the past? Ever feel like chatting with other gamers who share your enthusiasm for video games? Now you can. In response to one of the most frequent reader requests, **GamePro** has officially launched **GamePro Online**. Now **America Online** (AOL) users can get more of *GamePro's* distinctive brand of video game tips, news, and fun in an exciting new format, 24 hours a day.

GamePro Online continues to expand and evolve, but already some intriguing resources are available to AOL users. Entering the keyword **GAMEPRO** will bring up the GamePro Online welcome window with various options to explore. Among them are directions for reaching

GamePro's editors, the chance to read portions of the current issue, hot news that's posted as it happens, and access to the vast library of previously published game tips.

You'll be able to post messages on message boards, join in on conferences with industry experts and celebrities, and download from an extensive library of move lists, game walk-throughs, and game screens. Watch the magazine for further announcements and descriptions of GamePro Online's new offerings (including contests!), and jump into cyberspace to fully immerse yourself in the exciting electronic world of GamePro Online.

Prepare Your Home For MK 3



Kung Lao takes on Sheeva in SNES MK 3.

The next milestone in the monumental success of the Mortal

Kombat series will come on Friday, October 13, when **Williams Entertainment** releases the Genesis, SNES, Game Boy, and Game Gear versions of **Mortal Kombat 3**. "Mortal Friday" will be accompanied by a tidal wave of TV and print advertising, which will also reveal Kombat Codes for the home systems. Other corollary products include a line of action figures and toys from Hasbro, a new comic-book series, an animated MK video, and more.

Tumultuous Times For Sony

On the eve of **PlayStation's** launch, sizable changes went down at **Sony Computer Entertainment** (SCE). **Sony Imagesoft**, which produced games like ESPN National Hockey Night and Mickey Mania, was folded into SCE and will now act as its software arm. The former Sony Imagesoft now operates out of SCE's Foster City, California, office.

Psygnosis, which created *Novastorm* and the *Lemmings* series, also recently moved its Boston group into SCE's Foster

City office, but there's no word yet on how that company will fit into SCE. Originally an independent developer, Psygnosis was bought two years ago by Sony and recently developed *WipeOut* for the PlayStation.

In the personnel department, Steve Race, formerly the president of SCE, was replaced by Marty Homlish, formerly a senior vice president in Sony's audio-electronics division. Race's resignation went unexplained, but Sony said in a press release that Homlish's "tremendous knowledge of our sales, marketing, and distribution operations will prove invaluable to the success of the PlayStation."

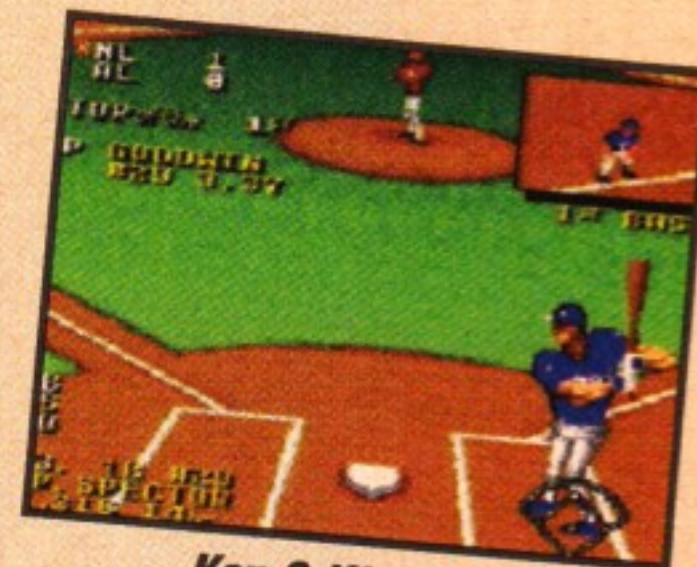
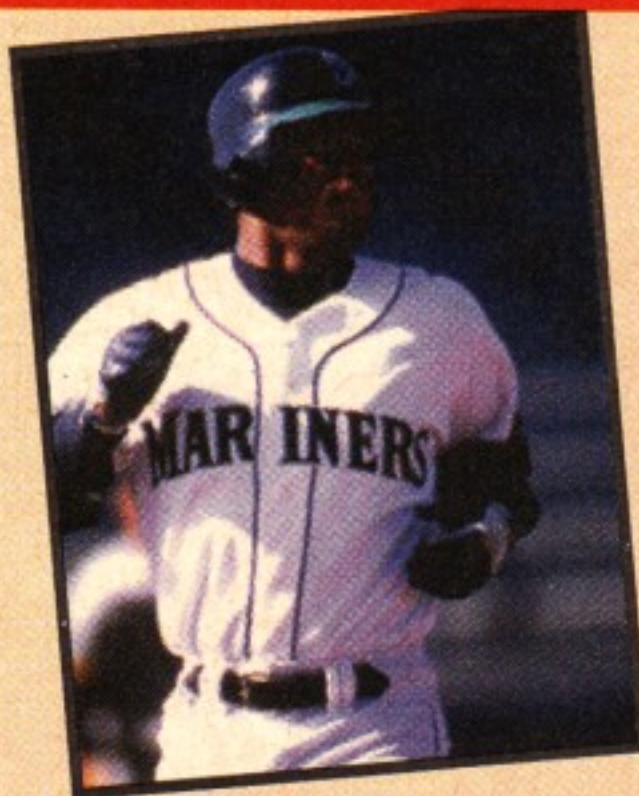
Price Slashed on 3DO



Once as costly as \$699, a 3DO now runs \$299.

Feeling the heat from the debut of competing 32-bit systems like the Saturn and PlayStation, both **Panasonic** and **Goldstar**

NINTENDO SIGNS KEN GRIFFEY, JR.



Ken Griffey's first SNES cart appeared in summer 1994.

Following in the footsteps of the Sega and "Neon" Deion partnership, **Nintendo** signed **Ken Griffey, Jr.**, as a company spokesperson in a multiyear deal. The first baseball titles to emerge from the new partnership will be a Super NES cart, due in spring 1996, and an Ultra 64 cart, due in late 1996 or early 1997.



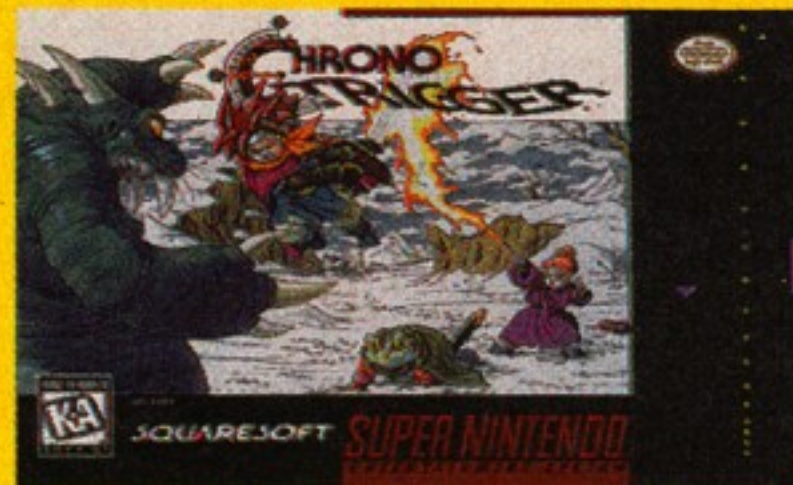
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'KILLER INSTINCT' All your favorite warriors contend in the KI tournament, each combatant engages in connected moves and finishing tactics to destroy their opponents. **\$69**



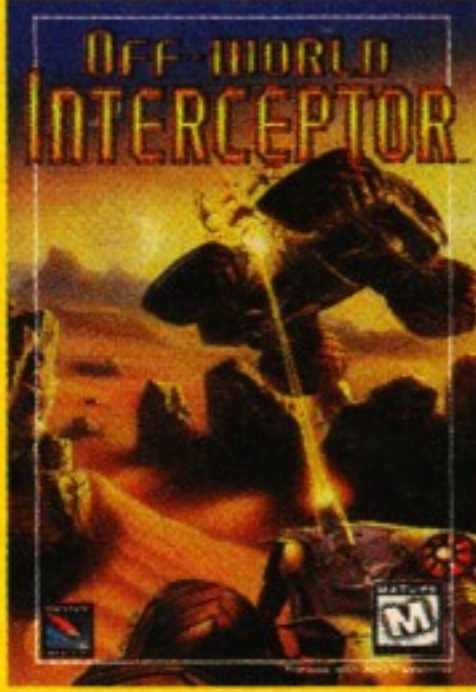
'MORTAL KOMBAT 3' has 6 new Kombat Kodes, 8 new characters, 32 megs, and secret portals that allow fighters to smash up and down into different backgrounds. **SNES or GEN \$69**



'CHRONO TRIGGER' The chain of time is broken. A young man is transported into the past, altering the course of history and the outcome of the future you must restore the order of time. 32 MEGS & mode 7 special effects! **\$72**



'BATMAN FOREVER' The dynamic duo of Acclaim and Warner Brothers present the video game and movie event of the century. White hot digitized graphics, two player Batman and Robin action and more bat moves than ever before! **\$64**



'OFF WORLD INTERCEPTER' Take gut churning jumps across brutal alien landscapes as you run down the toughest criminals in the galaxy. Sick and twisted minds have produced a new milestone in full motion videos. So dust off the barf bag and enjoy. **PSX CD \$52**



'DAYTONA USA' is the most realistic 3D racing arcade game ever. This wild, high speed stock car racing game allows you to choose from four dynamic viewpoints on the fly to get a true racing perspective. **SAT \$52**

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have dropped the price on their **3DO** units from \$399 to \$299. The move favorably positions a 3DO system over its new competitors, said a spokesperson for The 3DO Company, because it's less expensive than a Saturn and, unlike the PlayStation, it includes pack-in games. Goldstar will continue to include FIFA Soccer and Shock Wave with its unit, while Panasonic will offer Gex.

Blockbuster Wraps Up U.S. Finals


Over the summer, six U.S. gamers battled their way into the **Blockbuster World Video Game Championship II**, where they faced five finalists from North America, South America, and Australia. Acing out 300,000 other players to score their slot in the finals, all 11 gamers met on August 21 in San Francisco to compete for the crown.

The finals hadn't concluded at press time, but one champion each in the SNES and Genesis categories will take home a \$5000 scholarship, a trophy, and other prizes. The champs also become **GamePro** editors for a day, writing reviews of unreleased games for publication in *GamePro*. Check out our Special Feature in the December issue for a full report on the finals.

Acclaim Snags Street Fighter: The Movie, European MK 3

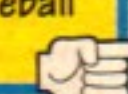
Late in the summer, **Capcom** sold **Acclaim** the publishing rights for the latest game in its trademark series, **Street Fighter: The Movie**. Acclaim will release the title, which was a hit in the arcades this summer, for the PlayStation, Saturn, and PC CD in North America and Europe. As part of the deal,

In Wayne Manor



October Hot Sheet!

Super NES	Genesis
1. Killer Instinct	1. Batman Forever
2. Batman Forever	2. Comix Zone
3. Doom	3. Primal Rage
4. Primal Rage	4. The Adventures of Batman and Robin
5. EarthBound	5. Triple Play Baseball '96
6. Mighty Morphin' Power Rangers: The Movie	6. World Series Baseball '95
7. Phantom 2040	7. Dragon: The Bruce Lee Story
8. Dragon: The Bruce Lee Story	8. Phantom 2040
9. Speedy Gonzales	9. Demolition Man
10. Demolition Man	10. Frank Thomas "Big Hurt" Baseball



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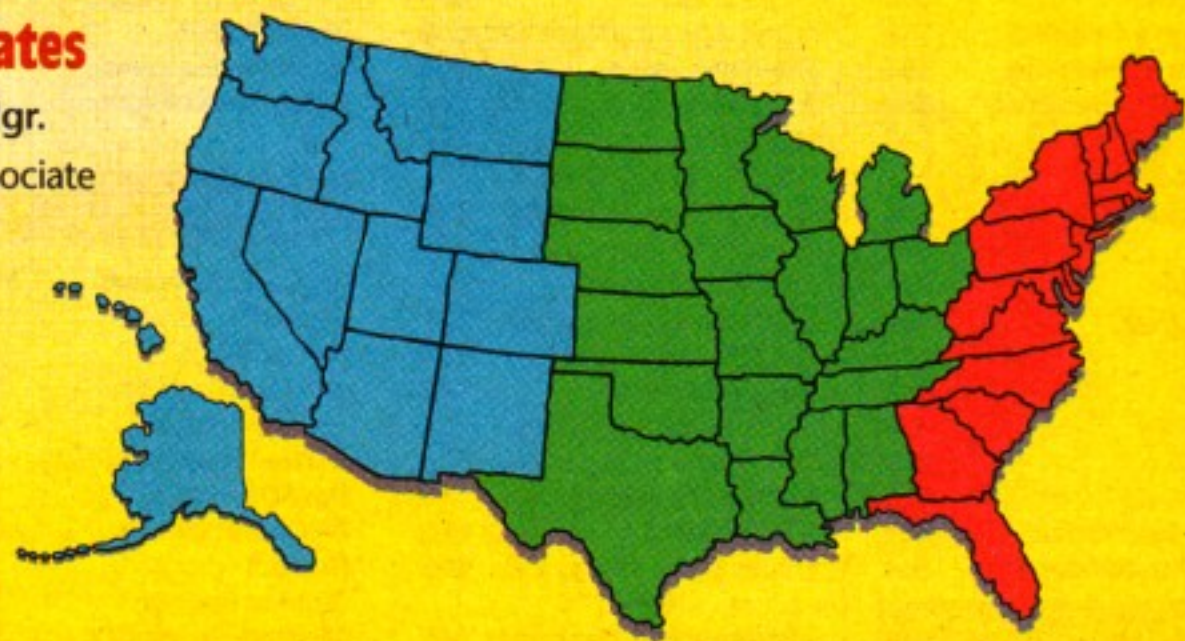
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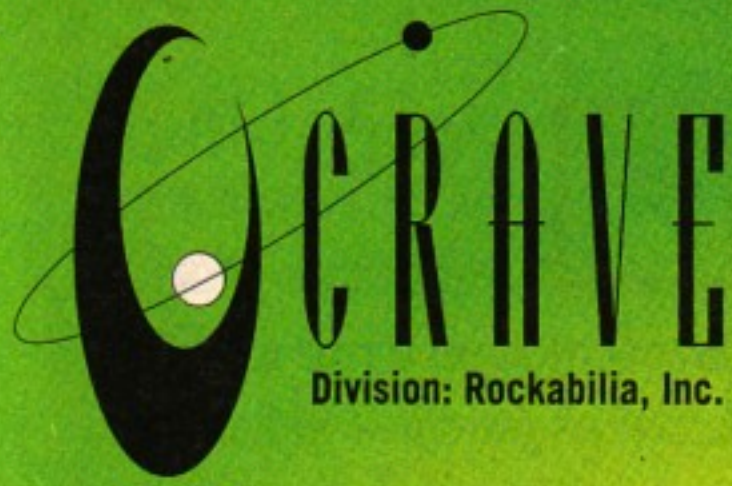
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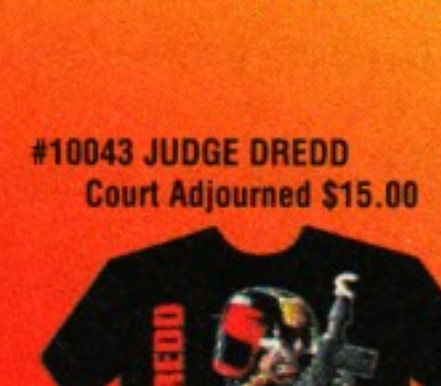
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Acclaim will also publish another unspecified Capcom title; details won't be announced until later this year.



M. Bison clobbers Chun Li in Street Fighter: The Movie.

In Europe, Acclaim also scored the rights to publish **Mortal Kombat 3** for the Genesis, SNES, Game Gear, and Game Boy from Williams and Sony. European gamers should look for the titles in October.

Free Batman Forever CD

To promote the release of the **Batman Forever** games this month, **Acclaim, DC Comics, America Online,** and **Warner Brothers** joined forces to create a CD-ROM that shows how the games were made. Available free at software retailers, the disc shows stuntmen performing the



This Batman Forever CD showcases the making of the games and also provides ten free hours on America Online.

moves that were digitized into the game and includes movie trailers and sound bites, Batman art, and a start-up kit for America Online with ten free hours online.

At the Deadline



Electronic Arts scored a coup by signing **Jane's**

Information Group, the world-renowned leader in military and defense information, to support a line of military sims called **Jane's Combat Simulations**. Backed by Jane's wealth of data on planes, choppers, and weaponry, EA hopes to create some of the most realistic war sims ever. First out of the hangar this December will be **AH-64D Longbow** and

SuperFighters for the PC.



Sega's offering a sweet deal to early Saturn buyers: a free copy of **Virtua Fighter Remix**, a graphically souped-up version of the polygon fighting classic. Registered Saturn



Sega's handing out Virtua Fighter Remix for free!

owners must call 800/733-7288 by midnight on September 30 to get the goods.



Atari and **Activision** have agreed to release **Pitfall: The**

Mayan Adventures for the **Jaguar** and **PC CD** this fall. Activision will also begin publishing classic Atari titles for the PC CD, packaging games like **Breakout, Millipede,** and **Night Driver** into collections called Action Paks.



Days after calling off the deal, **Acclaim** and **Lazer-Tron**

have settled on terms for Acclaim's purchase of Lazer-Tron, which produces arcade ticket-redemption games. The dispute arose over the state of Lazer-Tron's finances, but the deal was scheduled to have been signed in August after a reduced price was arranged.



Microsoft nailed down some gaming action for its new

Windows 95 operating system, cutting a deal with eight game companies, including **Capcom** and **Namco**, to port titles like **Street Fighter** and **Ridge Racer** to Windows 95.

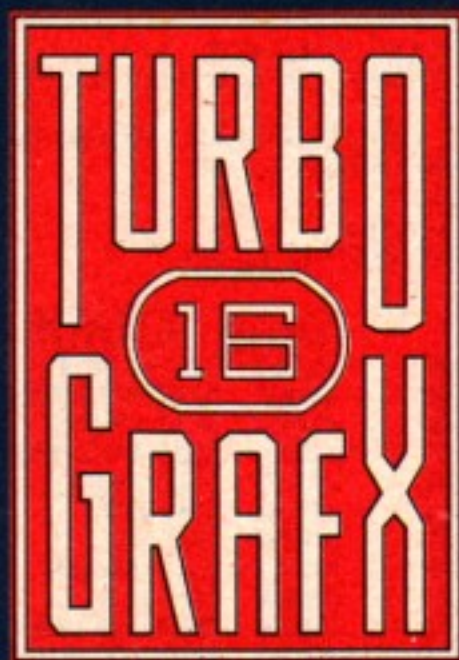


Gex, Crystal Dynamics' well-

received 3DO platform game that stars a perky gecko, is climbing the walls with sales figures that passed the one million mark in July. **Panasonic's** new 3DO player, the **FZ-10**, now carries Gex as the pack-in, so that figure should continue to climb. **G**

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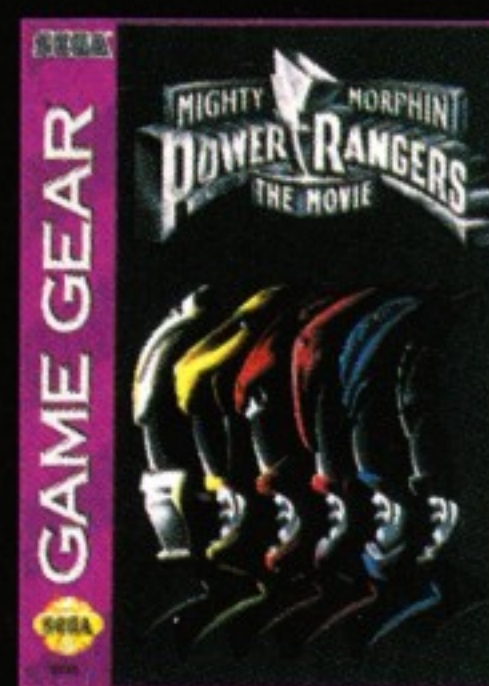
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