UPER NES • GENESIS • SEGA CD • PC ENGINE • NEO GEO • JAGUAR • 3DO • GAME GEAR

DIEHARD GAMEFAN

NEXT GENERATION VIDEO GAME MAGAZINE

OLUME 2 • ISSUE 10

ARTHWORM JIM
PAGE MINI-MAG INSIDE!

IEY'RE HERE...
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ONIC & KNUCKLES
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ONTRA
YNAMITE HEADDY
PARKSTER
P RAMPAGE
TFALL
EMON'S CREST
ATMAN ANIMATED
ETURN OF THE JEDI
DIANA JONES
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GHT!
ORTAL KOMBAT 2
ARK STALKERS
AMURAI SHODOWN
HAQ FU
2 JUDGEMENT CLAY
AY OF THE WARRIOR
J YU HAKUSHO

AMEFAN 32
REMIERE ISSUE:
ATURN • 32X
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F SPORTS
A RUSSA '95

VIN BIG!
ITH EA & SHAQ FU

MORTAL KOMBAT II
KOMBAT KODES!

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10>

GAMEFAN EXCLUSIVE:
SUPER PUNCH OUT!!
ARE YOU READY FOR THE 2ND ROUND?

NINTENDO

SHOWN ACTUAL SIZE

GUESS THE SIZE... WIN THE SHOE! TURN PAGE FOR DETAILS

HINT: REALLY, REALLY BIG!

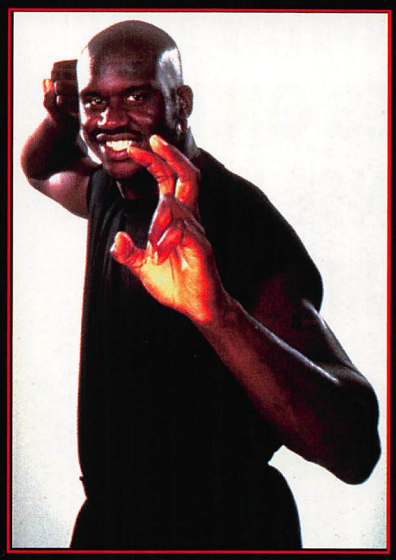
ELECTRONIC ARTS INVITES YOU TO TRY SHAQ'S SHOES ON FOR SIZE IN THEIR INTENSE NEW FIGHTING GAME.

SHAQ-FU

YEAH...IT'S THE SHOES!

ELECTRONIC ARTS AND GAMEFAN MAGAZINE INVITE YOU TO GUESS THE SIZE OF SHAQ'S SHOE AND WIN! WIN WHAT? WIN BIG! AS IN BIG, AUTOGRAPHED, VALUED AT $15,000, SHAQSHOE! HERE'S HOW...

SHAQ-FU



SHAQ-FU

PLAY THE GAME...OCTOBER 28TH

Just mail in your guess, name and address to win. Entries must be submitted on a postcard (no envelopes please). Multiple entries accepted, but each must be sent in separately. No mechanical reproductions or facsimile there of accepted. The deadline for entries is Nov. 1, 1994 and all entries must be received by that date to be eligible.

Mail all entries to: Shaq-Fu Contest 5137 Clareton Dr., Agoura Hills, CA 91301

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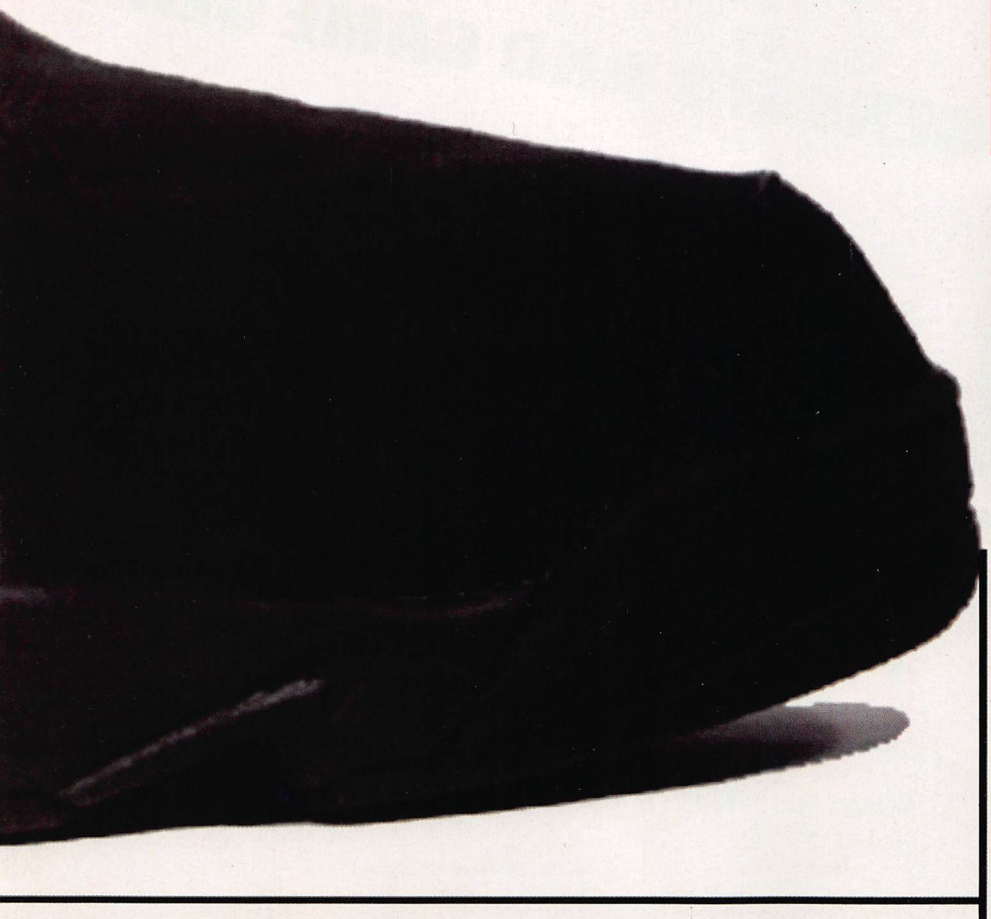
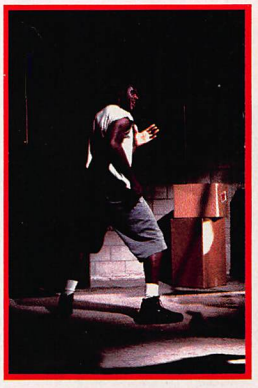
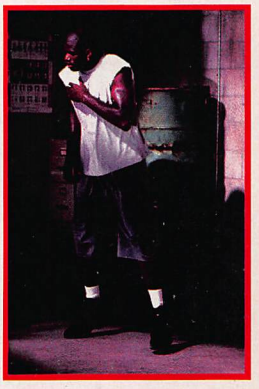
Winners grant permission for use of their names, addresses and photos for advertising or promotional purposes without additional compensation. Contest void where prohibited by law, and otherwise governed by California law.

VER WONDERED
EELS LIKE TO BE
SHAQ'S SHOES?

YOU HAVE!







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THE ULTIMATE HEAD TRIP!

MEET AN ALL-NEW HEADCASE—AND LAUNCH INTO HEAD-SWAPPIN', EYE-POPPIN' ACTION!

When the Dark Demon dishes out his dastardly deeds, this noggin-knockin' hero is up to his neck in trouble. Switch heads to match the job as you suck 'em up, squeeze 'em in and smash 'em down through a series of sharp-shooting action and mind-bending mazes. Then hang on for the ultimate heads-up adventure!

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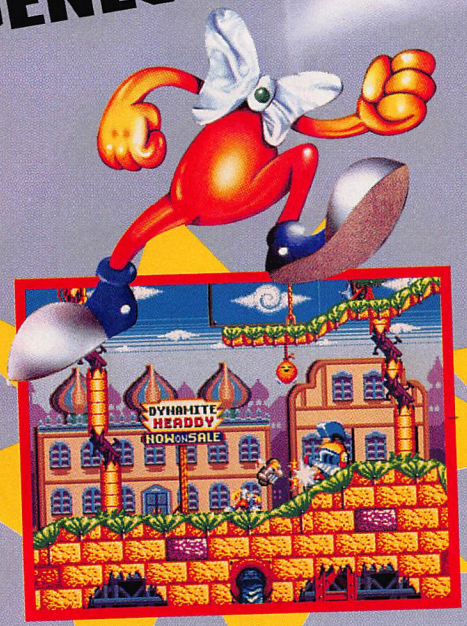
CHOOSE FROM OVER 15 DIFFERENT HEADS TO GET THE JOB DONE! YOUR BEST WEAPON IS RIGHT ON YOUR SHOULDERS!



MOVE 'EM OUT! USE YOUR HANDY **SLAMMER HEAD** TO REALLY GET THINGS ROLLIN'.

SUCK 'EM UP! **VACUUM HEAD** GETS THE BAD GUYS OUT OF YOUR WAY— WHILE YOU SCOOP UP ALL THE BONUS POINTS YOU CAN SWALLOW!

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SPIN INTO 3-D ACTION! ATTACK FROM ALL SIDES WITH FULL 360° ROTATION! NOW THAT'S A WELL-ROUNDED HEADDY!

STICK IT TO 'EM! USE **SPIKE HEAD** TO BUST 'EM AND DUST 'EM — TALK ABOUT MAKING A POINT!

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SEGA™

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ISSN# 1070-3020

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We are very proud of this month's cover. It is the first time Nintendo has granted an exclusive cover, on a major title, to any publication other than Nintendo Power. Why GameFan? Because, as we continue to grow, we continue to improve, to give our readers more of what they are asking for each month. GameFan is constantly evolving, we are a constant work-in-progress, reacting to your input, as any company should, but few do. Nintendo is...

As a new era in gaming approaches, with the introduction of 32 and 64-bit hardware, and the changing times, something that I feel is long over-due has finally happened. Nintendo has tossed aside their squeaky clean persona and adopted a new, nineties approach to gaming. (I know somewhere an applause sign is beaming.)

I believe that gaming has finally transcended the 8-12 age group, into the 8-35 (and beyond) age group.

8-bit, and even 16-bit, consoles were not able to attract a large number of young adults to gaming. But, with the advent of sophisticated hardware, big licenses, and major corporate intervention, like Sony and Panasonic, video games have become an almost irresistible form of entertainment.

Look what Sega has been able to do with their aggressive, innovative marketing strategy. Sega climbed to number one in 16-bit gaming with some of the coolest commercials (great product and third party support didn't hurt either) the MTV crowd has ever witnessed, Yell SEGA! anywhere, and people will know exactly what you're referring to.

With Nintendo's new aggressive attitude, SGI graphics, and Ultra powerful new system, I believe the war for supremacy is about to start all over again.

It will be interesting to see how Sony, Panasonic and Atari attempt to enter the fray, to fight for your gaming dollar. One thing is for sure, happy plumbers and cute little fuzzy-wuzzys ain't gonna do it, not alone at least. Of course, Sonic/Mario games will always be huge, as they should be-they're universal. But game companies will have to do more to broaden their audience and sell their more expensive new hardware. The excitement over such carnage-fests as 'Doom' and 'Mortal Kombat' prove that.

"We can only hope that these giants throw as much money into software development as they do into marketing."

We can only hope that these giants throw as much money into software development as they do into marketing. After all, when the commercials are over and it's just you and your console on the living room floor, that is when, and where, the true winner will be decided.

He Thinks He's A Hero, But He'snot!

"My Pick Of The Year"
-- *M. M. Goode*

"A Real Gas!"
-- *X. Crement*

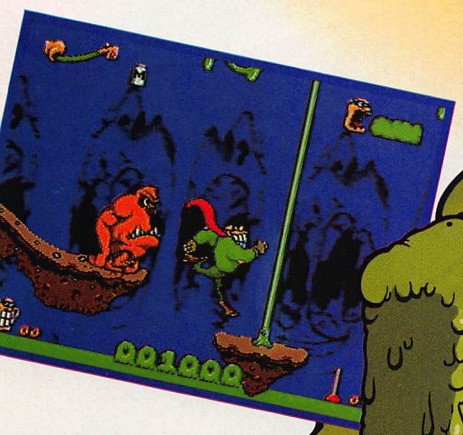
"2 Thumbs Up - Way Up - All The Way Up To The Knuckle!"
-- *Cesspool & Sleazepurt*

"Finger Lickin' Good"
-- *Barbie Q. Boogurz*

"It'll Blow You Away!"
-- *Enya Knose*

"Snot Like Anything Else On The Market!"
-- *Lyle B. Gross*

"Gobs of Excitement, Loads Of Fun!"
-- *Hawke A. Biggun*



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Interplay™
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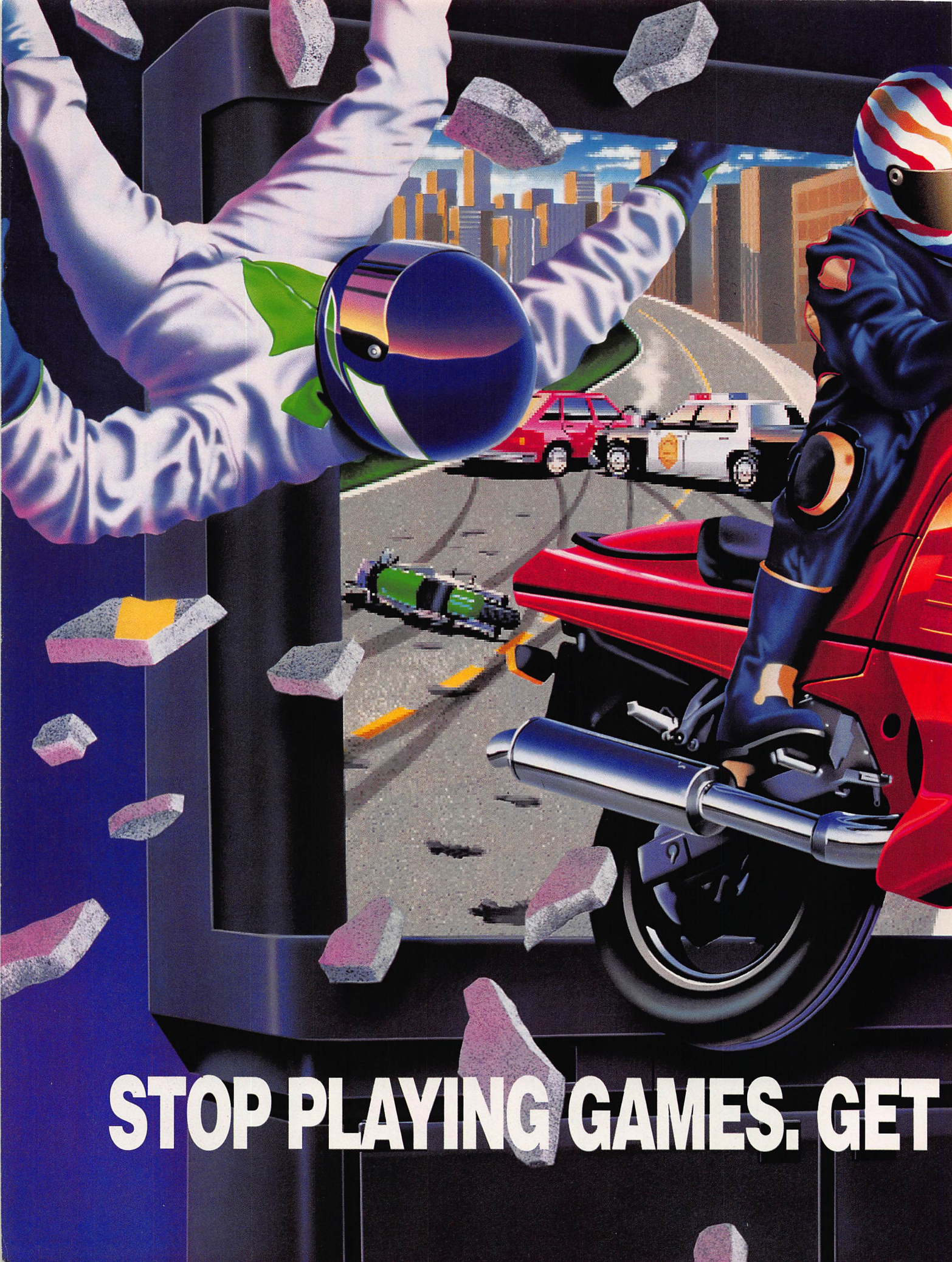
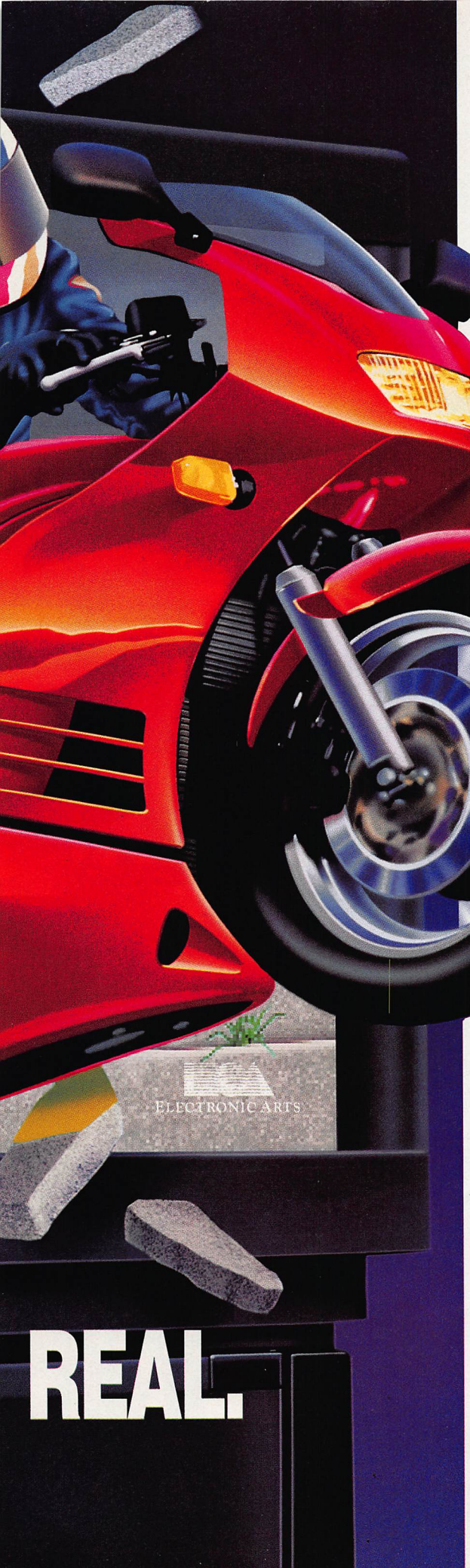

STOP PLAYING GAMES. GET



Panasonic presents the R·E·A·L™ 3DO™ Interactive Multiplayer™. More powerful, more colorful, more versatile than ordinary systems.

A 3DO EXPERIENCE™

Warning. You may experience motion sickness. Be advised. Your heart rate may exceed normal levels. Caution. Play at your own risk. Hey, we're talking the R·E·A·L 3DO system, baby. The most intense, realistic system currently known to man. We're talking up to 50 times more power than ordinary PCs and video game systems. Photo realistic picture quality with up to 16 million colors. Custom multimedia architecture that takes interactivity to a whole new dimension. The R·E·A·L 3DO system even plays audio CDs, photo CDs and soon video CDs.* This is the one system that makes it all feel real.

Dozens of mind-blowing titles and more are on their way.

Don't believe us? Pop in one of dozens of 3DO titles. Like Road Rash™. Whoa! What's this! Suddenly, you're on a high-tech motorcycle. As you speed through the squalor of decaying cities, you spot him. Too late. Instantly, some bozo is in your face. Bang! He nails you. You're sliding down the street and finally your rash-covered body comes to a halt. You dust yourself off, get back on your bike, and the nightmare continues. If this game was any more real, you'd have motorcycle tracks on your back.

So stop playing games. Start playing for real. To connect with the dealer nearest you, call: **1-800-REAL-3DO, ext. 123.**

* With optional adapter.

3DO

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just slightly ahead of our time.®

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DIEHARD
GAME FAN
October 1994
NEXT GENERATION VIDEO GAME MAGAZINE

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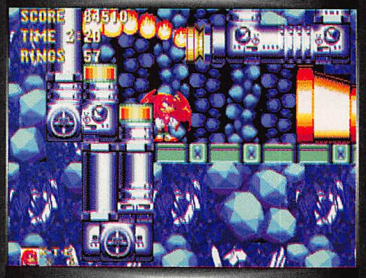

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All Art By: Terry Wolfinger

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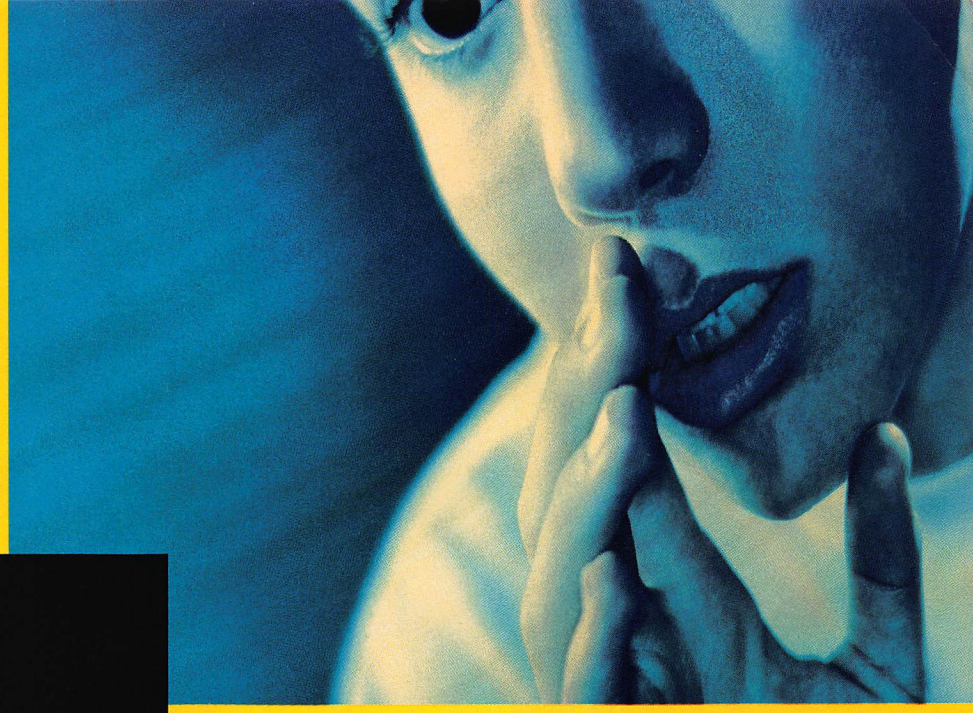
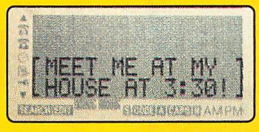
IR 7000

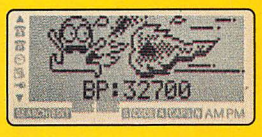
GET THE MESSAGE



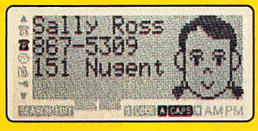
WHISPERING IS FOR GUTLESS WEASELS.



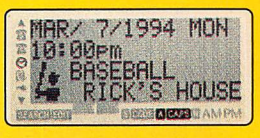
Send messages up to thirty feet away, safe and private-like.



Play the Brain Drain game against the computer, or with a friend.



Record your friends' numbers and create faces to match.

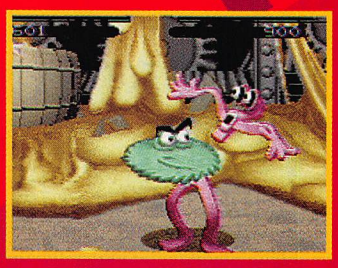


Organize every minute of your day, or at least the important ones.

Whispering's pathetic. Exactly why Sega made the IR 7000, **with fourteen different features**. So you can communicate with your friends in class without making a sound, via its invisible infra-red beam. You can even play a game with someone across the room. Plus, the IR 7000 keeps numbers, addresses, has weekly and monthly calendars, speaks ten languages, and more. So check out Sega's IR 7000. Unless, of course, you like to whisper. Yeah, right.

SEGA™

You Guys Finally Made It To Sega. What Do You Say?



The mayhem continues as this carnival-gone -bonkers takes their hugely successful show to your SEGA™ GENESIS™ System. They'll be kicking and screaming all the way as Bad Mister Frosty and the malleable mob smack it out in Clay Fighter™, the hilarious head-to -head action fighting game.

Let the clay fly as huge clay animated characters come to life in this major 16-Meg cart.

Clay Fighter™

Staggering graphics, amazing digitized sound and voices, and mind- boggling hidden moves and combos will knock your socks off! And the Tournament Mode will let you work all the kids on the block.

So, invite Bad Mister Frosty, Ickybod Clay, Helga and the rest of the gang over for a thrashin', bashin' , non-stop brawl on your SEGA™ GENESIS™ system.

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TOP TEN

1. Super Metroid (SNES)
2. Super SF2 (SNES)
3. Sonic 3 (Genesis)
4. NBA Jam (Genesis)
5. NBA Jam (SNES)
6. Mortal Kombat (Genesis)
7. Mega Man-X (SNES)
8. Lunar (Sega CD)
9. Virtua Racing (Genesis)
10. Super SF2 (Genesis)

MOST WANTED

1. Mortal Kombat 2
2. Super SF2 Turbo
3. Doom (Jaguar)
4. Starfox 2 (SNES)
5. Samurai Shodown (Genesis)
6. Samurai Shodown (SNES)
7. Virtua Fighters (Saturn)
8. Donkey Kong Country (SNES)
9. Final Fantasy III (SNES)
10. Daytona (Saturn)

First Prize: Your choice of a core SNES, GENESIS, or GAME GEAR.
Second Prize: Your choice of one of the Picks of the Month in Viewpoint.
Third Prize: A *FREE* year of Game Fan!

Congratulations to the following winners of last month's contest:
First Prize: Shawn Bowman of Lawton, OK
Second Prize: Steve Nielsen of Sandy, UT
Third Prize: James Shinbashi of Santa Barbara, CA

All you have to do to enter the drawing is write down a list of your top 10 favorite games and the 10 games you want the most that aren't out yet, on a piece of paper or a postcard then send them to:
GAME FAN TOP TEN 5137 Clareton Dr., Suite 210 Agoura Hills,CA 91301
Drawing is limited to One (1) entry per person per month. Hope to hear from you soon.
Drawings will be held on the 21st of each month. The three (3) winners will be notified by mail and listed on this page.

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BEAVIS AND BUTT-HEAD™ the game

SUPER NINTENDO ENTERTAINMENT SYSTEM®

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Hey Beavis. Anybody who plays this video game gets to act as stupid as you do.

Heh-heh. Hm... yeh... uh... Shut up, nimrod.

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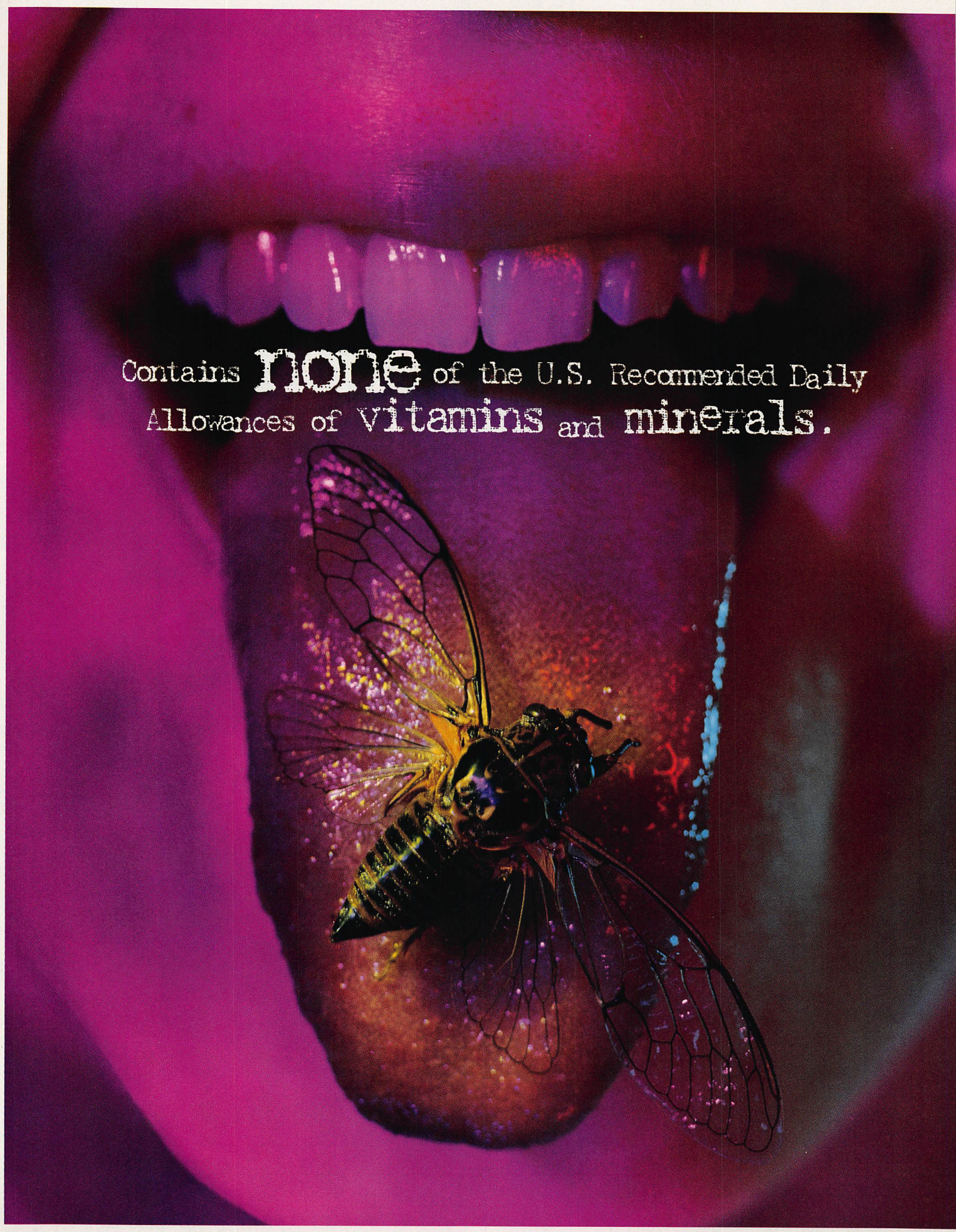
Contains none of the U.S. Recommended Daily
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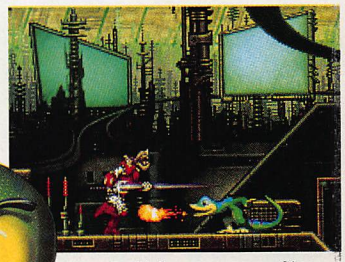
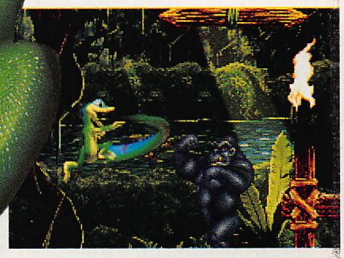
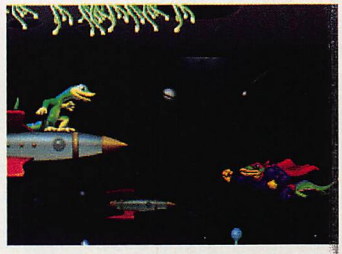
Whether the FDA approves or not, your eating habits are about to change. Meet GEX™, your tongue-snapping, smart-ass alter ego. With this gecko's gravity defying grip and thrashing tail, you'll prowl a twisted world of TV-villains and B-movie scoundrels, hurling wicked one-liners and fireballs. It's one brain-frying, TV-land trip, where dining out means crunchy dragonflies, juicy grasshoppers, tasty fleas and caterpillars. Not exactly the colonel's snack'n pak, but lip-smackin' good, just the same. Without these skanky nuggets o'bug guts to munch for power, you're roadkill, baby. Oh, you'll bust a few of Miss Manners' rules in this 32-bit battle. But hey, only wussies worry about good taste, right?



Dana Gould, hyperactive star of his own HBO® cable comedy special, lends tons of digitized voice and attitude to GEX.



3D gecko action, 450 frames of GEX animation, hand-rendered backgrounds and CD-quality sound boost realism to eye-popping proportions.



Each world inspired by either Kung Foo, Shmuck Rogers, that Indiana dude, Boris Carloff, and Rojer Rabbit. *(Legal weasels require we be vague.)*

Call 1-900-737-4767

to hear Dana Gould's hilarious GEX routines. Yeah, it'll cost ya' a few coins or so. But you'll cough up a lung as he sends you reeling with side-splitting laughter like only a guy who OD'd on 70's TV can.

3DO

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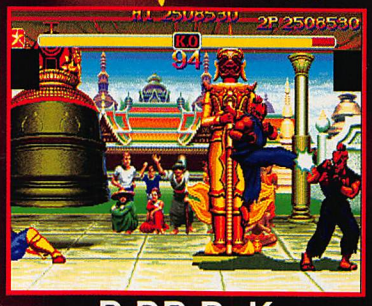
SUPER STREET FIGHTER II TURBO

CONTROL AKUMA! THE ULTIMATE CHARACTER IN SUPER SF2 TURBO.

Once you have put in your quarter, choose your speed. Then if you're the first player, the icon (cursor) will be on Ryu, if you're the second player just move it up to the Ryu icon and follow these steps. When the icon is on Ryu wait for 1 second- then go to T.Hawk and wait for 1 second- move the icon again to Guile and wait for 1 second- move it to Cammy and wait 1 second- then go back to Ryu and wait 1 more second again. The instant you have finished the last step with Ryu push all 3 Punch buttons (and the 1 or 2 player button, depending on what side you're on) simultaneously with the 3 Punch buttons. If done correctly welcome to the wonderful world of AKUMA.

Helicopter Kick



D,DB,B+K

Teleport

IN FRONT= F,D,DF,F+KKK
BEHIND= B,D,DB,B+KKK

Air Fireball

D,DF,F+P

Akuma Vs. Akuma

Air Helicopter Kick

D,DB,B+K

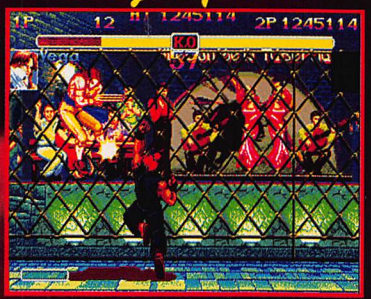
Blue Fireball

D,DF,F+P

Red Stun Fireball

B,DB,D,DF,F+P

Dragon punch



F,D,DF,F+P

PLAY SUPER SF 2 CHARACTERS ON SUPER SF 2 TURBO. HERES HOW...

First pick your character, and imidiatly following that enter the specific code for the character you would like to be and push the JAB button simultaneously.

RYU	R,R,R,L
BALROG	R,L,L,R
KEN	L,L,L,R
VEGA	L,R,R,L
E.HONDA	UP,UP,UP,D
SAGAT	UP,D,D,UP
CHUN LI	D,D,D,UP
BISON	D,UP,UP,D
BLANKA	R,L,L,L
T.HAWK	R,R,L,L
ZANGIEF	L,R,R,R
FEI LONG	L,L,R,R
GUILE	UP,D,D,D
CAMMY	UP,UP,D,D
DHALSIM	D,UP,UP,UP
DEE JAY	D,D,UP,UP

Check: If the trick has worked, the super bar will be gone when you are playing.

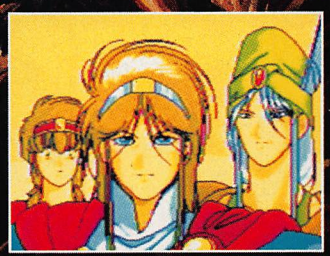
Fight CPU Akuma!

To fight AKUMA you must WIN at least 16 battles in a row. Then, when you arrive in Thailand, instead of fighting Bison you will have to take on Akuma... after he takes out Bison!

VAY

Alien.
Deadly.
No Fear.
No Remorse.
...and it's coming
to your SEGA-CD.™

Awesome Role-Playing!
CD Sound!
Animation!



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MA-13
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Mature Audiences

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FIGHT JADE!

Right before you get to the ? on the map. On the stage right before the ?, don't use any buttons, even block, just use Low Kick.In the next round you will automatically fight Jade.

Random Select

Up and start at the character select screen. The computer will pick your character for you.

Acclaim Logo Trick

Hold L and R the the instant you turn on your MK 2 game and be prepared to laugh a lot.

FIGHT SMOKE!

On the Portal stage, when Toasty appears hold Down, and Start. Get ready to fight Smoke!

Gang Fight

At the title screen hold down L and R (the top buttons) and push start. Now you will be able to pick up to 4 characters at a time and fight with them like in the original MK.

1 Hit Kill.

At the character select screen, on either controller, enter this code: Down, Up, Right, Up, Left and Select. If done correctly you will here a sound in the background music, be prepared to kill your opponent with 1 to 2 hits max.

MORTAL KOMBAT II

SNES & GENESIS Moves!

LIU KANG

Fore Arm: HP Close
Flying Kick: 2 x F, HK
Bike Kick: Hold LK for 3 Seconds
Fireball:2 x F,HP
Low Fireball: 2 x F,LP
Babality: 2 x D,F,B,LK
Pit Move and Spike Move: B,2 x F,LK
Friendship: F,3 x B,LK
Fatality 1: Rotate 360° counter clock wise
Fatality 2: D,F,2 x B,HK

KUNG LAO

Head Butt: HP Close
Teleport: D,UP
Hat Throw: B,F,LP
Spear Kick: Jump in the air, Down and HK
Whirl Wind Kick: Up,Up,LK
Babality: 2 x B,2 x F,HK
Friendship: 3 x B,D,HK
Fatality 1: 4 x F,LK
Fatality 2: Hold LP down, then enter B,F,, then again let go of LP and aim Kung's hat at the opponents head.

JOHNNY CAGE

Stomach Jab: HP Close
Drop Kick: Either kick button and stand close to the opponent
Fireball: B,D,F,LP
High Fireball: F,D,B,HP
Shadow Uppercut: B,D,B,HP
Shadow Kick: B,F,LK
Nut Breaker: LP & Block together
Babality: 3 x B,HK
Pit Move: 3 x D,HK
Friendship: 3 x D,HK
Fatality 1: 2 x D,2 x F,LP
Fatality 2: 2 x F,D,UP. If you want to knock off 3 heads hold Down, Low Punch, Low Kick and Block after you have done the Fatality.

REPTILE

Back Hand: HP Close
Slide: Hold back and push LK, LP, and Block all at the same time.
Acid: F,F,HP
Power Ball: 2 x B, Hp and Lp together
Invisible: 2 x UP,D and HP
Babality: D,2 x B,LK
Pit Move: D,2 x F,BL
Friendship: 2 x B,D,LK
Fatality 1: 2 x B,D,LP
Fatality 2: 2 x F,D,HK

SUB-ZERO

Back hand and Slide is the same as Reptile
Freeze: D,DF,F,LP
Ground Freeze: D,DB,B,LK
Babality: D,2 x B,HK
Pit Move: same as Reptile
Friendship: 2 x B,D,HK
Fatality 1: 2 x F,D,HK
Fatality 2: Hold LP and enter B,B,DF, and then let go of LP

SHANG TSUNG

Elbow: HP Close
1 Skull: 2 x B,HP
2 Skull: 2 x B,HP
3 Skull: 2 x B,2 x F,HP
Babality: B,F,D,HK
Friendship: 2 x B,D,B,HK
Fatality 1: Hold HK for 3 seconds and then let go
Fatality 2: UP,D,UP,LK

KITANA

Elbow: HP Close
Fan Swipe: B,HP
Fan Throw: 2 x F,then HP and LP together
Fan Lift: 3 x B,HP
Air attack: F,D,B,HP
Babality: 3 x D,LK
Pit Move: F,D,F,HK
Friendship: 3 x D,UP,LK
Fatality 1: Hold LK, then 2 x F,D,F then let go of LK
Fatality 2: 3 x B,HK

MILEENA

Elbow: Hp Close
Role: 2 x B,D,HK
Teleport: 2 x FLK
Sia: HP for 3 seconds
Babality: 3 x D,HK
Pit Move: F,D,F,LK
Friendship: 3 x D,HK
Fatality 1: F,B,F,LP
Fatality 2: Hold HK for 3 seconds

JAX

Hammer: HP Close
Ground Pound: LK for 3 seconds
Grab: 2 x F,LP
Slam: LP and HP repeatedly
Fireball: D,DB.B,HK
Back Breaker: Block in the air
Babality: D,UP,D,UP,LK
Pit Move: 2 x UP,D,LK
Fatality 1: Hold LP and then enter 3 x F, then let go of LP
Fatality 2: 3 x BL,LP

BARAKA

Backhand: HP Close
Double Kick: HK Close
Fireball: D,DB,B,HP
Slice: B,HP
Shredder: 3 x B,LP
Babality: 3 x F,HK
Pit Move: 2 x F,D,HK
Fatality 1: 3 x B,HP
Fatality 2: B,F,D,F,LP

SCORPION

Spear: B,B,LP
Air Throw: Block in air
Teleport: D,DB,B,HP
Leg Grab: D,DB,B,LK
Babality: Same as Sub-Zero
Pit Move: Same as Sub-Zero
Friendship: Same as Sub-Zero
Fatality 1: 2 x UP,HP
Fatality 2: 2 x D,2 x UP,HP
Fatality 3; Hold HP, then enter D,3 x F, then release the HP

RAIDEN

Mini Upper: HP Close
Mini Kick: HK Close
Teleport: D,UP
Torpedo: 2 x B,F
Electrocute: HP for 3 seconds
Fireball: D,DF,F,LP
Babality: 2 x D,HK
Pit Move: 3 x UP,HP
Friendship: D,B,F,HK
Fatality 1: Hold HP for 5 seconds then let go
Fatality 2: Hold LK then tap LK&BL together

It doesn't seem fair does it?

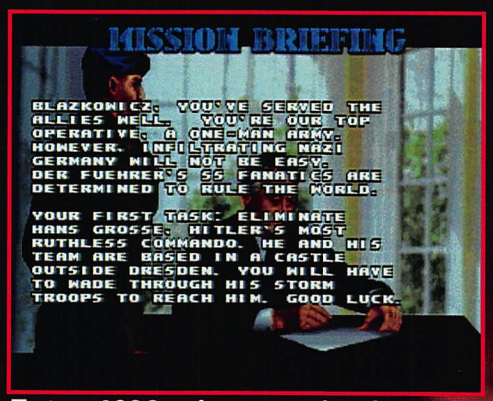
Wolfenstein 3d (Jaguar)

Code By: James Wright, Memphis, TN

Level Skip

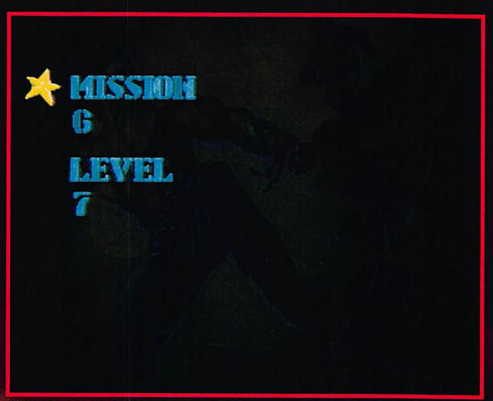
Enter 4668 any time during the game to skip to the end of the level.

Level Repeat



Enter 4696 takes you back to the beginning of the level.

Level Select



Hold 1,3,7, and 9 at the load/start screen to get to the level select.

Music Test

Hold the "#" key at startup to check out all the music.

Invincible Mode!

Enter 4668 any time during the game to become invincible. Repeat code to turn it off. You can't be damaged (and check out the halo.)

Screen Trash

Enter 4877 and you will see programmers code while you play.

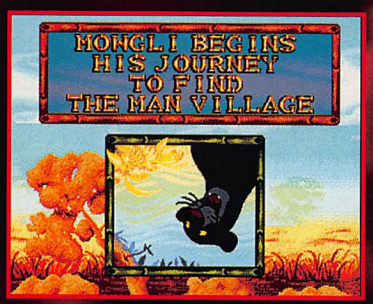
Max. Carnage

4996 gives you all of the weapons, all the keys, and 100% health. Repeat at any time to rejuvenate yourself.

Jungle Book (Genesis)

All codes are entered by pausing during game play and pressing the buttons listed. U=UP, D=DOWN, R=RIGHT, L=LEFT. Spaces are inserted for ease of reading only.

ABBA ABBA:	Takes away all but a few seconds of times.
UUDDLRLRBA:	The Konami code. Resets the timer and fills up all weapons.
BAAB BAAB ABBA ABBA:	Skip to next level.
CAABCAA:	Go directly to the snake boss with 1 life.
BALUU:	Move to Baloo's stage with 1 life.
RADBAD:	Go to the monkey boss with 1 life.
LUALUA:	Go to the orangutan boss with 1 life.
ACACACACBBBB:	Go to the last boss (Khan) with 1 life.
BAD CAR LARD:	View the game's ending.
ABBA CABB:	Modify the palette (and restart the current level.)
LARD BALL CRUD:	All sprites are upside down.



Upside Down Characters!

Before

After

Who says life is fair?

The wait is over. Final Fantasy®III is here and it's fair to say that it'll blow you out of your shorts. The critics at *EGM* report, "This huge 24-Meg cart boasts some of the most amazing graphics ever. The soundtrack is better than anything we've ever heard before." And *Die Hard Game Fan* writes, "I kneel in reverence to the brilliance shown by the programmers at Square." [SQUARESOFT®] Go ahead, give your SNES the ultimate Fantasy. Coming October '94.

FINAL FANTASY® III

SUPER NINTENDO ENTERTAINMENT SYSTEM

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Rebel Assault (Sega CD)

Every Password for Sega CD Rebel Assault. These passwords are for the easy and normal difficult settings.

	Easy	Normal
Asteroid field training	BOSSK	BOTHAM
Planet Kolaador	ENGRET	HERGLIC
Star destroyer attack	RALRRA	LEENI
Tatooine attack	FRIJA	THRAWN
Asteroid chase	LAFRA	LWYLL
Walker assault	DERLIN	MAZZIC
Stormtroopers	MOLTOK	JULPA
Rebel transport	MORAG	MORRT
Yavin training	TANTISS	MUFTAK
Tie attack	OSWAFL	RASKAR
Death Star surface	KLAATU	JHOFF
Surface cannons	IRENEZ	ITHOR
Power relays	LIANNA	UMWAK
Death Star trench	PAKKA	ORLOK
The Ending	NORVAL	NKLLON

Code By: Shawn Sackenheim, West Chester,Ohio

FIFA Soccer (Sega CD)

Before

After

Power-up Passwords
At the option screen, press...

C,C,C,B,A,A,A,B	For Invisible Walls
B,A,C,B,C,C	For Curve Ball
C,A,B,C,C,B,A,C	For Crazy Ball
A,A,B,B,C,C,A,A	For Dream Team
B,A,B,B,B,B,B,B,B,B	For Super Power
A,A,A,A,A,B,B,B,B,B	For Super Goalie
A,A,A,A,A,B,C	For Super Offense
B,B,B,B,B,C,B	For Super Defense

Code By, Dan Riley, West Lafayette,IN

PRO ACTION REPLAY

SUPER STREET FIGHTER 2-SNES.

7E053190	Unlimited energy for player 1.
7E05EA00	Special moves in mid air for player 1.
7E05D300	Autofire for player 1.
7E052401	Quick recovery from fireballs for player 1.
7E059C01	Extra Turbo Speed (player 1).
7E066E00	Player 1 never gets stunned.
7E053702	Player 1 has combined Dragon Punch and Helicopter Kick.
7E053602	Changes players colors when hit (player 1).
7E06A701	Easy fireballs (player 1).
7E077190	Unlimited energy for player 2.
7E082A00	Special moves in mid air for player 2.
7E082609	Player 2 has fast fireballs for Ryu.
7E081300	Autofire for player 2.
7E07DC01	Extra Turbo Speed (Player 2).
7E08AE00	Player 2 never gets stunned.
7E077702	Player 2 has combined DP and HK.
7E077602	Changes players colors when hit.(player 2).
7E077430	Super high jump. (player 2)
7E00BF10	No background.
7E1D3F0A	Turbo Speed

FIGHTERS HISTORY

Touch of Death!

(Pro Action Ver. 2 Only)

01CD-F24C
Game Genie
OAAE-0D65

STUNT RACE FX (Pro Action Ver. 2 Only)

Unlimited Boost: 701D-4280 & 701D-4301
Ultra Boost: 07DD-BBA9

WORLD HEROES 2

(Pro Action Replay Ver.1 or 2)

Eternal Hit Points.
7E05-7496 (1P), 7E05-7696 (2P)

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First Prize!
The winner will receive a free game console of his or her choice. That's ANY game console; 3DO, Jaguar, Sega CD, Genesis, CDX, SNES, or Neo Geo.

Second Prize!
Second prize will win a free GameFan T Shirt, the game of his/her choice and a one year subscription to GameFan.

Third Prize!
Third prize will win a Game Fan T Shirt, and a one year subscription to

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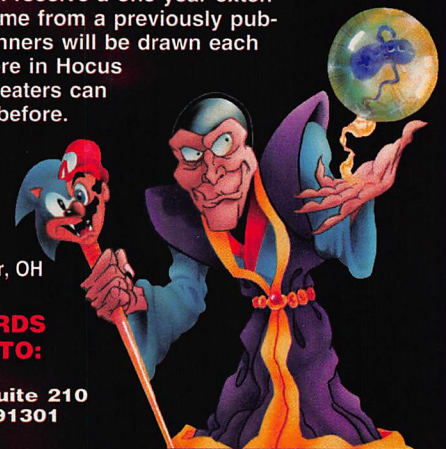

First Prize: James Wright of Memphis, TN.
Second Prize: Dan Riley or West Lafayette, IN
Third Price: Shawn Sackenheim of West Chester, OH

SEND YOUR CARDS AND LETTERS TO:
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J O I N I N G F O R C E S

SEGA™
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SONIC & KNUCKLES™

PLAYING WORLDWIDE OCTOBER 18, 1994 ON SEGA™ GENESIS™

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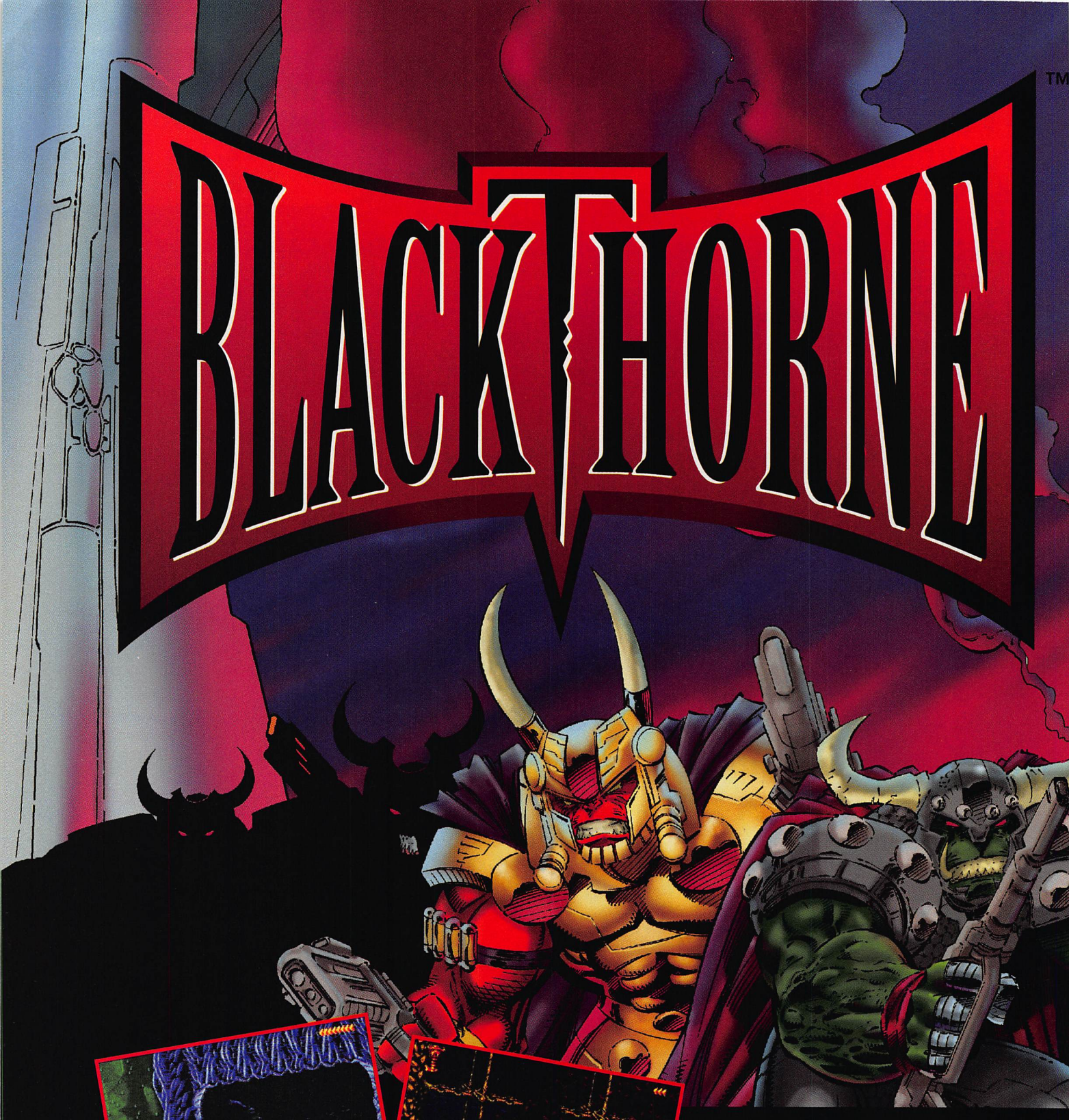
Rated by V.R.C.™
GA
Appropriate for all audiences.
General Audiences

THE ADVENTURES OF MONITAUR
AH, I WAS JUST HOPING MR. GOO'S SURVEY TURNS OUT O.K.
HEY CHIEF, WHAT'S WRONG?
US MAIL
HEY, GOO! YOU BEEN USING MY JAG"?!
UHH...NO. MUST'VE BEEN GAMER.
YEAH, RIGHT.
UM, CHIEF..
...O.K. WE DID A PERIMETER SEARCH FOR BLOWMEISTER TISSUE REMNANTS AND FOUND THAT THE AREA MOST SATURATED WITH B.M. JR. IS THIS SECTION RIGHT HERE.
AND YOU'RE GONNA LOVE WHAT ELSE IS LOCATED THERE...
..I'M TELLIN' YA I SEEN MY PIG AND MY CHICKEN CHANGE INTA SOMETHIN' HORRIBLE! AN' I CAN'T FIND MY DOG OR CAT NEITHER. WHAT..? NP, I AINT GOT DRUNK AGAIN!
SWILLMYER FARMS SAUSAGE & DOGFOOD
I JUST DON'T EVEN WANT TO IMAGINE WHAT WOULD HAPPEN IF THAT STUFF COMES IN CONTACT WITH A HIGHER LIFE FORM!
WELL, WE HAVE AL-READY SEEN ONE CASE..
SIZZLE
HA HA HA HA HA HA
.. AND THE OUTCOME WASN'T PRETTY.

LET US NOW CROSS THE CITY WHERE OUR HEROES' FEARS ARE ALREADY BEING REALIZED!
EXCELLENT.
COME TO ME, MY MINIONS.
BLOWMEISTER GAMES MAGAZINE
AH, WELCOME, MY CHILDREN. COME GATHER ROUND. WE HAVE MUCH TO DISCUSS. YOU SEE, THE TIME HAS FINALLY COME...
...TO CRUSH TEAM GAME FAN ONCE AND FOR ALL!
B.M.
Wolf '94

BLACKTHORNE™



You are Kyle Blackthorne, mercenary and long lost Prince of the war-torn planet Tuul and one mean machine. Mysteriously you are summoned back from Earth to liberate your people from Sarlac and his foul forces of evil.

Armed with brute strength, animal cunning and a lead-spewing shotgun you'll face lethal Rock Beasts, perilous Eekers and other monstrosities. All blasting at you in full-motion cinematic animation and digitized sound - so real that you'll think you've lived it.

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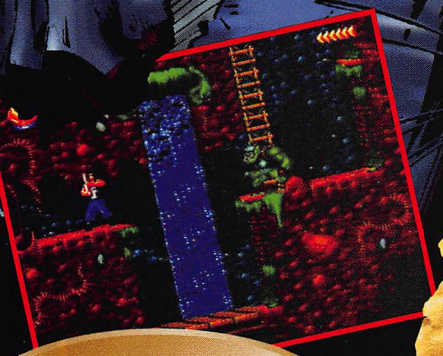
He's Here To Take Out The Trash.



MY ENEMIES ARE MORE EVIL AND REPULSIVE THAN I EVER IMAGINED. THEY ARE BRUTAL, HIDEOUS CREATURES WHO DELIGHT IN BUTCHERING THE INNOCENT, THE UNARMED... MY PEOPLE. I GROW IMPATIENT TO AVENGE THE VICTIMS IN THIS HELLISH PLACE. THERE HAD BEEN MUCH BLOODSHED, BUT THE NIGHT IS YOUNG. AND IT'S TIME THEY MET BLACKTHORNE.

Kyle—

Win a limited Print of the ***Blackthorne Art Work*** *signed by* ***Jim Lee*** *the artist!*

J'M LEE

See your local retailer for details.

BLIZZARD ENTERTAINMENT

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Irvine, CA 92714

VIEWPOINT

Skid K. Lee The Enquirer

HONESTY IS OUR ONLY EXCUSE!

VIEWPOINT CONTEST WINNER

Damon Carlson of Westminster, CO
Jungle Book GENESIS
Jungle Book had me swinging. In fact I liked the game so much, I developed a banana fetish!

GRAPHICS	9
MUSIC	9
CONTROL	10
PLAY MECH	9
ORIGINALITY	8
	95

EARTHWORM JIM · GENESIS · PLAYMATES/SHINY · 24MEG · ACTION PLATFORM · 1 PLAYER · AVAILABLE OCTOBER

SKID

The ultimate Sega game has been made, and the ultimate character has finally been created! Earth Worm Jim is the best 16-bit game that I have ever played. I never thought anyone would beat Treasure, but Shiny has... this time. Turtles, hedgehogs, and opossums beware. This worm is on a non-stop roll!

GRAPHICS	10
MUSIC	11
CONTROL	10
PLAY MECH	10
ORIGINALITY	10
	100

K. LEE

As you know, I am very critical when it comes to music. I cannot believe the music in Jim! This is the Genesis? Who are these guys? EWJ is a complete blast, from beginning to end, every time you play., And believe me, you will play again and again. I cannot find one flaw. I'll leave a percent off for the sequel.

GRAPHICS	10
MUSIC	10
CONTROL	10
PLAY MECH	9
ORIGINALITY	10
	99

THE ENQUIRER

This has got to be the best the Genesis can do. I can't imagine a better game. From the music, to the graphics, to the amazing artwork , and addicting gameplay, this is a phenomenal title. if ever a character was destined for greatness it's Earth Worm Jim.

GRAPHICS	10
MUSIC	10
CONTROL	10
PLAY MECH	9
ORIGINALITY	10
	99

CONTRA · GENESIS · KONAMI · 16MEG · ACTION · 1-2 PLAYER · AVAILABLE OCTOBER

SKID

Here's a game I've been waiting three long years for. I finally get it, and it's amazing! But, wait, there's one problem. It's so hard, I can't enjoy it. One hit and so long! Other than the difficulty, this is one stompin' game. You want effects? You got 'em. If you love a challenge, this is the best one to take. From the music to the graphics, this is pure Contra action as only Konami can deliver. If you can weather the storm, you'll get a big pay-off!

GRAPHICS	8
MUSIC	9
CONTROL	9
PLAY MECH	9
ORIGINALITY	8
	89

K. LEE

I've been waiting three years for another Contra and Konami's delivering the goods... on Genesis! My initial reaction to C:HC was "Great game, but it doesn't have that 'Contra feeling.'" I didn't know how wrong I was! You've got 4 characters, 4 endings and over 12 non-linear stages... But the game's IMPOSSIBLE. One hit and you're dead. Grab the import if you can... lucky Japanese gamers get a life bar!

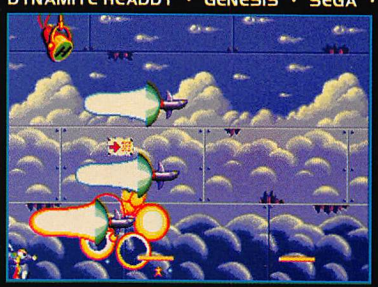
GRAPHICS	9
MUSIC	8
CONTROL	9
PLAY MECH	8
ORIGINALITY	8
	88

THE ENQUIRER

Not only does Contra contain all of the great play mechanics that made the previous games so famous, but they have also executed mind-blowing special FX . After all of the great features, however, the game still has one flaw-you can only take one hit! I think they did that so you couldn't just rush through it, like in previous versions (remember the SNES game?). Believe me, rushing through ain't gonna happen.

GRAPHICS	8
MUSIC	8
CONTROL	10
PLAY MECH	8
ORIGINALITY	8
	90

DYNAMITE HEADDY · GENESIS · SEGA · 16MEG · ACTION PLATFORM · 1 PLAYER · AVAILABLE OCTOBER



SKID

I really wanted Gunstar 2, but I'll take anything that says Treasure on it. In the small character Action-Platform category, this game ranks among the best. Headdy wins the 'unique design' category, that's for sure. The only drawback is the difficulty. Sega made the US version super hard, compared to the original. The graphics and music score a ten, but Headdy is an acquired taste.

GRAPHICS	9
MUSIC	10
CONTROL	10
PLAY MECH	10
ORIGINALITY	10
	90

K. LEE

Treasure strikes again! Sega has actually decided to promote a "wierd" Japanese game and with good reason - Headdy rocks. DH takes place in a blindingly colorful neon world that almost approaches tackiness. Wierd. Headdy himself is quite a strange character. All praises can't go to SOA, 'cause they made some absurd changes, like making a huge Victorian doll into a robot, changing a geisha into a scuba diver, and making the game much harder than it should be.

GRAPHICS	9
MUSIC	9
CONTROL	10
PLAY MECH	9
ORIGINALITY	10
	94

THE ENQUIRER

Headdy offers such a wide range of different gameplay features that, at times, I thought I was playing two games in one; an awesome action game, and a really fun shooter. The fact that Headdy is more suited for the Japanese gamer doesn't take away from its great theme, but it does lack overall replay-ability. Treasure has made another excellent game but, in my opinion, I'd rather be playing another Gunstar.

GRAPHICS	9
MUSIC	9
CONTROL	9
PLAY MECH	9
ORIGINALITY	10
	89

SPARKSTER · GENESIS · KONAMI · 16MEG · ACTION PLATFORM · 1 PLAYER · AVAILABLE OCTOBER

SKID

WOW! I had no idea a sequel could be so much better than the original. RKA was a GOOD game, Sparkster is a GREAT game. The play mechanics are some of the best I have ever played. Graphically, Sparkster delivers big, with Mega-line scrolls and special effects, and the music is just perfect. The levels are loooong too. Do not pass this one up!

GRAPHICS	9
MUSIC	9
CONTROL	9
PLAY MECH	10
ORIGINALITY	9
	92

K. LEE

What the?? Konami rocks again! The big K's jet-propelled opossum mascot returns to the Genesis... but again only 8m? Don't let it worry you, you wouldn't care if it was 2m when you're playing! Sparkster for the Genesis is top-quality platforming from start to finish, and it's chock full of trademark Konami special effects. Watch out Treasure... your daddy's gainin' on ya!

GRAPHICS	9
MUSIC	8
CONTROL	9
PLAY MECH	10
ORIGINALITY	9
	89

THE ENQUIRER

Not to be confused with the SNES version, Sparkster Genesis is absolutely intense. This game has a totally different feel than last years version-new, longer levels, new play mechanics, new bosses, and gameplay that no other company can deliver. I thought that I liked it a lot, but after seeing E. Storm play it for a week straight, I knew it was something special.

GRAPHICS	8
MUSIC	9
CONTROL	9
PLAY MECH	9
ORIGINALITY	8
	95

MORTAL KOMBAT II · GENESIS · ACCLAIM · 24MEG · FIGHTING · 1-2 PLAYER · AVAILABLE SEPTEMBER

SKID

After playing Virtua Fighters and Darkstalkers, the whole MK thing has kind of left me. So it gushes blood. The rounds are too short and the game doesn't flow that well. I also hate blocking with a button. Enough with the blood thing already, too. The novelty has worn off now that every game gushes blood. Fans will love this game, it's a great translation. It's just not for me.

GRAPHICS	9
MUSIC	8
CONTROL	8
PLAY MECH	8
ORIGINALITY	7
	80

K. LEE

This is one of the best fighting games for the Genesis I've ever played. The graphics are good, there's carnage galore and the play control is absolutely fantastic. The music could have been a little better and there are a few sound samples missing here and there, but I still consider it to be one of the best arcade to home translations on the Genesis.

GRAPHICS	9
MUSIC	8
CONTROL	8
PLAY MECH	9
ORIGINALITY	7
	90

THE ENQUIRER

Not only does 2 blow away 1, but the gore that made the coin-op so famous is in here, without a code. The music is very good, but it doesn't compare to the mighty SNES version. They forgot to put in some of the voice samples, but that's nothing new. It's a great version for people that want all of the arcade gore at home, without having to brave the local arcades.

GRAPHICS	8
MUSIC	8
CONTROL	9
PLAY MECH	8
ORIGINALITY	9
	88

STARBLADE · SEGA CD · NAMCO · 3D SHOOTER · 1 PLAYER · AVAILABLE SEPTEMBER

I think Namco has done a great job translating this arcade monster. The mixture of smooth polygons and vector graphics really works well. The 'feel' is almost exactly the same as the arcade! The game is a little short, but hard to beat, and very, very, re-playable. The voice is absolutely perfect! Star Blade is a great shooter that provides atmosphere as well as challenging gameplay. You gotta have it.

GRAPHICS	8
MUSIC/VOICE	8
CONTROL	8
PLAY MECH	7
ORIGINALITY	6
80	

I am very impressed with this game. How Namco translated this sophisticated 3D arcade game onto the Sega CD with such success is beyond me. Although SB is not as long as the coin-op, nor is it as difficult, the smooth 3D movement, perfect control and cool vector graphics on the enemies make this an instant Sega CD classic. A must buy.

GRAPHICS	9
MUSIC	6
CONTROL	7
PLAY MECH	7
ORIGINALITY	7
80	

Do I hear "Super Letter Box". Well, once you see how small the screen is, you might be a little skeptical of how good the home of conversion SB is. Even though the screen is really small, the game is awesome. Everything from the arcade can be found here, even the insane difficulty. The gameplay is still on a pre-set course, but the fact that you don't have to pay $15,000 dollars to play SB should be a good enough reason to buy it... I will!

GRAPHICS	8
MUSIC	7
CONTROL	6
PLAY MECH	6
ORIGINALITY	8
82	

BUBSY 2 · GENESIS · ACCOLADE · 16MEG · ACTION PLATFORM · 1 PLAYER · AVAILABLE SEPTEMBER

What a disappointment! Bubsy 2 is nothing like part one. The levels are designed terrible, the collision detection is off by a mile, and the artwork is mediocre at best. A character with as much recognition as Bubsy deserves better. I really like this character, so I'm hoping the Jag version comes through for me. Better luck next year buddy.

GRAPHICS	7
MUSIC	4
CONTROL	5
PLAY MECH	6
ORIGINALITY	7
50	

What happened to Bubsy! One would expect a sequel to be at least as good as its predecessor, but this game isn't even in the same time zone. Cheap character animation, repetitious levels and lame music adds insult to this feline's injury. I thought the first Bubsy was great, but you'll find this game in supermarkets, right next to the Monterey Jack.

GRAPHICS	6
MUSIC	4
CONTROL	5
PLAY MECH	5
ORIGINALITY	7
56	

What happened to the Bubster? I kinda' liked the first game. As a Sonicish platformer I thought Bubsy was going to be a successful series, but after this disaster that's hard to imagine. I hope the Jag version saves the day. Hey!... Jag... Bubsy...it's a sign!!!

GRAPHICS	7
MUSIC	5
CONTROL	6
PLAY MECH	6
ORIGINALITY	7
60	

EARTHWORM JIM · SNES · PLAYMATES/SHINY · 24MEG · ACTION PLATFORM · 1 PLAYER · AVAILABLE OCTOBER

Earth Worm Jim SNES has something I have never seen in a SNES game; a lens flare! It also has; a flying cow, a cat from hell, a robo-chicken, and a 3D galactic dash against a crow in a space suit. I am so sorry, it's going to take a miracle to beat this one. Hey, what's that over on the Sega? One missing level, one missing point. What a great game!

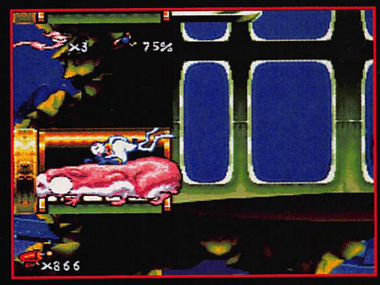
GRAPHICS	10
MUSIC	9
CONTROL	9
PLAY MECH	10
ORIGINALITY	10
98	

Finally! A SNES game I can sink my teeth in to! I'm the only guy here that likes the SNES version better. That's a first! Even though it has one less level, the added scrolls, lens flare, and transperencies make the difference for me. The music... I decline to answer that question.

GRAPHICS	10
MUSIC	9
CONTROL	9
PLAY MECH	10
ORIGINALITY	10
99	

The SNES version of EWJ is absolutely astonishing. All of the visual FX are truly unique, and the gameplay is really exceptional. There's Mega-color, amazing effects, and a soundtrack that totally screams. If you have been waiting for the next craze in action games, then look no further than EWJ.

GRAPHICS	10
MUSIC	9
CONTROL	9
PLAY MECH	10
ORIGINALITY	10
97	



MORTAL KOMBAT II · SNES · ACCLAIM · 24MEG · FIGHTING · 1-2 PLAYER · AVAILABLE NOW

MK2 SNES is the version to have this year. The addition of the blood that MK fans love so much, and the near perfect translation make this an MK lover's dream come true. I found playing with the clunky SNES pad a royal pain, but devotees will no doubt develop calluses getting it down perfect. You got your blood, go to it... Play It Loud!

GRAPHICS	9
MUSIC	9
CONTROL	8
PLAY MECH	7
ORIGINALITY	8
85	

What a difference a year makes! This time around, the SNES MK2 blows away its Sega counterpart by a mile. Virtually everything from the arcade game is here. Perfect voice and sound samples, excellent graphics, all the combos, good control, plus blood and gore everywhere, make this the best version of MK2 money can buy.

GRAPHICS	10
MUSIC	9
CONTROL	8
PLAY MECH	9
ORIGINALITY	7
90	

MK 2 matches the arcade version in the music department, but what really makes the game so good are the colorful graphics that the Genesis version is lacking-every little detail from the arcade is in this game. Finally, there's a simple choice if you want to buy MK 2. Either buy the SNES version because it's PERFECT, or don't buy anything at all.

GRAPHICS	10
MUSIC	9
CONTROL	9
PLAY MECH	8
ORIGINALITY	8
94	

FINAL FANTASY III · SNES · SQUARE SOFT · 24MEG · RPG · 1 PLAYER · AVAILABLE OCTOBER

What can I say? FF3 is better than FF2. That makes it the perfect SNES RPG. Incredible drama, photo-real graphics, and music only Square can seem to achieve, make FF3 the Role Playing experience of a lifetime. The perfect SNES RPG is born!

GRAPHICS	10
MUSIC	10
CONTROL	9
PLAY MECH	10
ORIGINALITY	10
99	

Absolutely brilliant! I cannot say enough good things about FF III. The dialogue is so coherent and the story is so involving you actually feel as though you are a part of this game. Mix in some stunning graphics, a dash of phenomenal music, stir well and wait for the lines at checkout counters to form. This is the best role playing game I've ever experienced.

GRAPHICS	10
MUSIC	10
CONTROL	9
PLAY MECH	10
ORIGINALITY	10
98	

Final Fantasy 3 is absolutely brilliant! I have never seen or played an RPG of this caliber. Everything that I have ever wanted in a great RPG is here, and the soundtrack is definitely the best Square has composed...EVER! Even though it took 2 years to get a sequel from Square, I don't care-It was worth the wait... and I will do it again, if necessary.

GRAPHICS	10
MUSIC	10
CONTROL	9
PLAY MECH	10
ORIGINALITY	10
98	

VORTEX · SNES · ELECTRO BRAIN · 4MEG/FX · 3D SIMULATION · 1 PLAYER · AVAILABLE NOVEMBER

I really like FX games. This one is a little quirky, and it's way hard. I adjusted by playing over and over until I got it dialed. If you're patient enough to learn the controls, you'll have fun. Vortex is also totally unique, I've never played a game quite like it. The music and sound effects are great (techno, of course). FX fans with a good eye and a lot of patience will find this game very addicting. However, some may find it to complicated. I can't believe it's only 4 Meg!

GRAPHICS	9
MUSIC	9
CONTROL	6
PLAY MECH	7
ORIGINALITY	9
79	

I really enjoyed this game. While Vortex is a bit on the hard side, the wonderfully diverse levels and go-anywhere virtual environments made the struggle worthwhile. VT gives you the shooting action of Starfox, the driving freedom of Stunt Race and even some Wolfenstein-like 3D dungeons. The music is great and the polygons, while not overly complex, scale and rotate very smoothly. All this in only 4 Meg.

GRAPHICS	8
MUSIC	8
CONTROL	6
PLAY MECH	8
ORIGINALITY	8
72	

I tried to like this game but the longer I played it, the more frustrated I became. I thought the FX chip was suposed to improve graphics, speed, and sound? It's too bad the FX chip is so expensive. Maybe 4 more megs would have made the difference.

GRAPHICS	7
MUSIC	8
CONTROL	5
PLAY MECH	6
ORIGINALITY	9
70	

SPARKSTER · SNES · KONAMI · 16MEG · ACTION PLATFORM · 1 PLAYER · AVAILABLE OCTOBER

Sparkster SNES isn't in the same league as the Sega version, but it is a great SNES title. The special effects, graphics, music and control are all right there. However, I found the game a little easy and Sparkster more like the old character than the new. The Sega version spoiled me, but this is a great game.

GRAPHICS	8
MUSIC	8
CONTROL	9
PLAY MECH	8
ORIGINALITY	8
	89

When I first heard Sparkster would be coming out for the SNES, I was extremely excited. After playing Sparkster, I must say I'm a little disappointed. Don't get me wrong, this is a good game-it's just not a great game (which is what I've now come to expect from Konami.) Good graphics, cool music and nice special FX, but the levels are too short and the overall experience left me wanting more.

GRAPHICS	8
MUSIC	8
CONTROL	8
PLAY MECH	8
ORIGINALITY	8
	88

I have mixed feelings about Sparkster. The first thing is that the game is too easy to beat-but at the same time it's really fun. The levels are very basic and go by quickly, and almost every boss can be defeated with ease. I am not saying that I don't like Sparkster, but being that it has been in development for quite some time, I expected the same quality that was in part one-but with the SNES graphics and sound chip.

GRAPHICS	8
MUSIC	7
CONTROL	8
PLAY MECH	9
ORIGINALITY	8
	80

SAMURAI SHODOWN · SNES · TAKARA · 32MEG · FIGHTING · 1 PLAYER · AVAILABLE OCTOBER

Takara does it again! Samurai SNES is a great translation. Takara made the characters smaller to keep the action fast and furious, great idea! Thankfully, one of the better fighting game soundtracks has been preserved as well. I don't miss the zoom feature that much, because the game has a feel of its own on the SNES. It's like a completely new version. Great job!

GRAPHICS	8
MUSIC	8
CONTROL	9
PLAY MECH	9
ORIGINALITY	9
	89

Way to go Takara! You've probably heard me say this before, but these guys truly are masters of giving you the multi-Meg Geo experience at a fraction of the cost. True, the game doesn't scale in and out like the arcade game and, yes, the characters are a bit on the small side, but the gameplay is pure Samurai. A great translation.

GRAPHICS	9
MUSIC	8
CONTROL	8
PLAY MECH	9
ORIGINALITY	8
	88

Samurai finally makes its mark on 16-bit. Not only has Takara made a 99% perfect translation, but it plays and sounds (on certain levels, of course) better than the arcade version. The 32 Meg in SS really shows off the graphics. Even though the scaling feature from the arcade is not in (that's why it's only 99% exact), I now know that Takara can do the impossible on any system, no matter how much memory they have to work with.

GRAPHICS	9
MUSIC	10
CONTROL	9
PLAY MECH	9
ORIGINALITY	9
	97

HULK · SNES · US GOLD · 16MEG · ACTION PLATFORM · 1 PLAYER · AVAILABLE OCTOBER

I really liked this game on the Genesis. As a staightforward platformer it delivered, with long levels and non-linear gameplay. Forgive me if I'm wrong, but shouldn't the SNES version have something extra? This is the exact same game (just a little slower). The addition of anything that says "SNES" would have made the difference. Still, it is a solid game with great art.

GRAPHICS	8
MUSIC	6
CONTROL	7
PLAY MECH	7
ORIGINALITY	7
	75

The Incredible Hulk combines a fairly long quest, great play control and a very cool character in one nice package. The graphics are OK and the music is nice, but the enemies can become repetitive-which detracts from the game slightly. Character animation is nice and, let's face it, this is a very original title...not bad.

GRAPHICS	8
MUSIC	8
CONTROL	7
PLAY MECH	8
ORIGINALITY	8
	79

Hulk is your average platformer. It doesn't pack any of the special features found in most of today's best games. From the moment I popped in the cart, I felt something missing. I don't know if it was because of the layout of the levels, or if it was lack of originality. Beating up the same enemy over and over again gets tiring. I can recommend this game to die-hard Hulk fans only.

GRAPHICS	8
MUSIC	6
CONTROL	7
PLAY MECH	7
ORIGINALITY	7
	76

WAY OF THE WARRIOR · 3DO · UNIVERSAL INTERACTIVE · FIGHTING · 1-2 PLAYER · AVAILABLE NOW

Naughty Dog is too cool. Instead of making a bloody MK clone, they have created a campy Evil Dead style fighter that is well balanced, and as comedy filled as it is carnage filled. The graphics are amazing, and the 'White Zombies' tunes go nicely. These characters deserve a sequel. Somebody needs to make a good 3DO pad, so we can all really enjoy it. Mine squeaks!
P.S. Intro. of the year guys... really.

GRAPHICS	10
MUSIC	9
CONTROL	8
PLAY MECH	9
ORIGINALITY	10
	90

Fantastic! Way of the Warrior is a great first for Naughty Dog. With digitized, original characters, blood gushing competition, a great soundtrack and cool finishing moves, WOW has everything an MK fan could hope for...and more! This Xmas season looks like it's going to be a winner for 3DO and WOW will be required playing for present and future owners of the system.

GRAPHICS	9
MUSIC	9
CONTROL	8
PLAY MECH	9
ORIGINALITY	10
	92

Besides having to struggle with the 3DO joypad, Way of the Warrior is a first class digitized fighter. The game's theme, complete with a great opening intro. really gives the game a cool aura. The control "seems" great, but with the "stiff" pad the moves are hard to get out consistently. Graphically and musically the game is excellent, with some of the best 3DO graphics to date. A must have fighter!

GRAPHICS	9
MUSIC	9
CONTROL	7
PLAY MECH	8
ORIGINALITY	10
	90

ALONE IN THE DARK · 3DO · INTERPLAY · 3D ADVENTURE · 1 PLAYER · AVAILABLE NOW

Alone in the Dark is perfect for the gamer who wants smooth polygon graphics and CD sound, in a perplexing game of mysteries, riddles, and puzzle solving. Personally, I do not fit that description. If you do, you'll really like this game. What it does, it does well! PC users will no doubt get all excited and whip out the graph paper...thrilling.

GRAPHICS	7
MUSIC	6
CONTROL	6
PLAY MECH	7
ORIGINALITY	8
	75

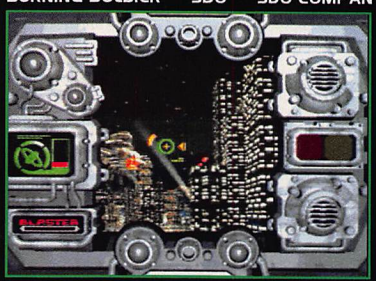
Now, this is a good game. This great PC conversion has smooth animation, nice looking textured polygons and deliciously mind bending puzzles. The CD SFX are much better than the samples heard on the PC, and helps you get even more involved in the quest (as if you needed any help). Games like this are making this former 3DO skeptic eat major crow. Shut up Talko!

GRAPHICS	8
MUSIC	7
CONTROL	7
PLAY MECH	7
ORIGINALITY	9
	88

Alone in the Dark is an excellent translation of the PC original, with superior graphics, SFX and a challenging quest that tests your puzzle solving skills like no other 3DO game to date. There is not a lot here that's different, for those that have played the PC version, but that's OK. As it stands, AITD is a fresh, unique and original title that is deserving of any 3DO owner's attention.

GRAPHICS	8
MUSIC	9
CONTROL	8
PLAY MECH	8
ORIGINALITY	9
	85

BURNING SOLDIER · 3DO · 3DO COMPANY · 3D SHOOTER · 1-2 PLAYER · AVAILABLE NOW



As far as Full Motion Video shooters go, this is the best one I've played. That ain't sayin' much. This game is as pretty as they get, but it's just not that fun, especially with the non-reactive, 3DO "stiff" pad. Aiming the cursor accurately was a major pain. After you beat it once, it's back in the stack for this one I'm afraid. Take it off the tracks and you've got shooting bliss.

GRAPHICS	10
MUSIC	8
CONTROL	7
PLAY MECH	6
ORIGINALITY	5
	75

Point and shoot full-motion games aren't my cup of tea, but Burning Soldier offered more for me than a cure for insomnia. As expected, the polygons in the background were fab, but the non-8-bit looking cursor and manly sounding explosions were a refreshing change. These types of games should be released on nothing less than 32-bit.

GRAPHICS	9
MUSIC	7
CONTROL	6
PLAY MECH	7
ORIGINALITY	9
	79

Burning Soldier scores big points for being the first "rail shooter" to seamlessly combine FMV backgrounds with its gameplay objects. The game has strong visuals and a good mix of music, but the gameplay is one dimensional and, ultimately, too easy in most areas and much too difficult in the end. The only thing more frustrating then blowing through an easy game is to do it, and then get stuck at the end...aargh! Take it off the choo-choo tracks and "Eclipse" it, and you've got a winner.

GRAPHICS	9
MUSIC	8
CONTROL	7
PLAY MECH	6
ORIGINALITY	7
	74

IT'S WRESTLING GONE INSANE.

When the most outrageous wrestlers in history hit the mats in Saturday Night Slam Masters, what happens is not to be believed.

It's a one-to-four player wrestling insane asylum, where the only rules are – there are no rules.

Every one of the muscle-bound maniacs enters the ring ready to execute (and we mean execute) the kind of head-snapping, bone-crushing moves that will make your body a permanent part of the mat in seconds.

El Stingray executes his flying headbutt knocking Haggar flat on his back.

So you better be ready with some back-breaking, spine-popping moves of your own. Ask your opponent to step outside the ring for "no-holds-barred" action. Pick up a table and smash it over his head until birds start to fly.

If you have more than a few screws loose, go single in the one-on-one tournament. Or, enter the Special Team Battle Royale where two teams of two slam until they're victorious.

No wrestling game can match this one.

Gunloc gets pummeled by multiple hits of Biff Slamkovich's deadly sonic fist.

King Rasta puts the pin on Alexander "The Grater" with a super suplex.

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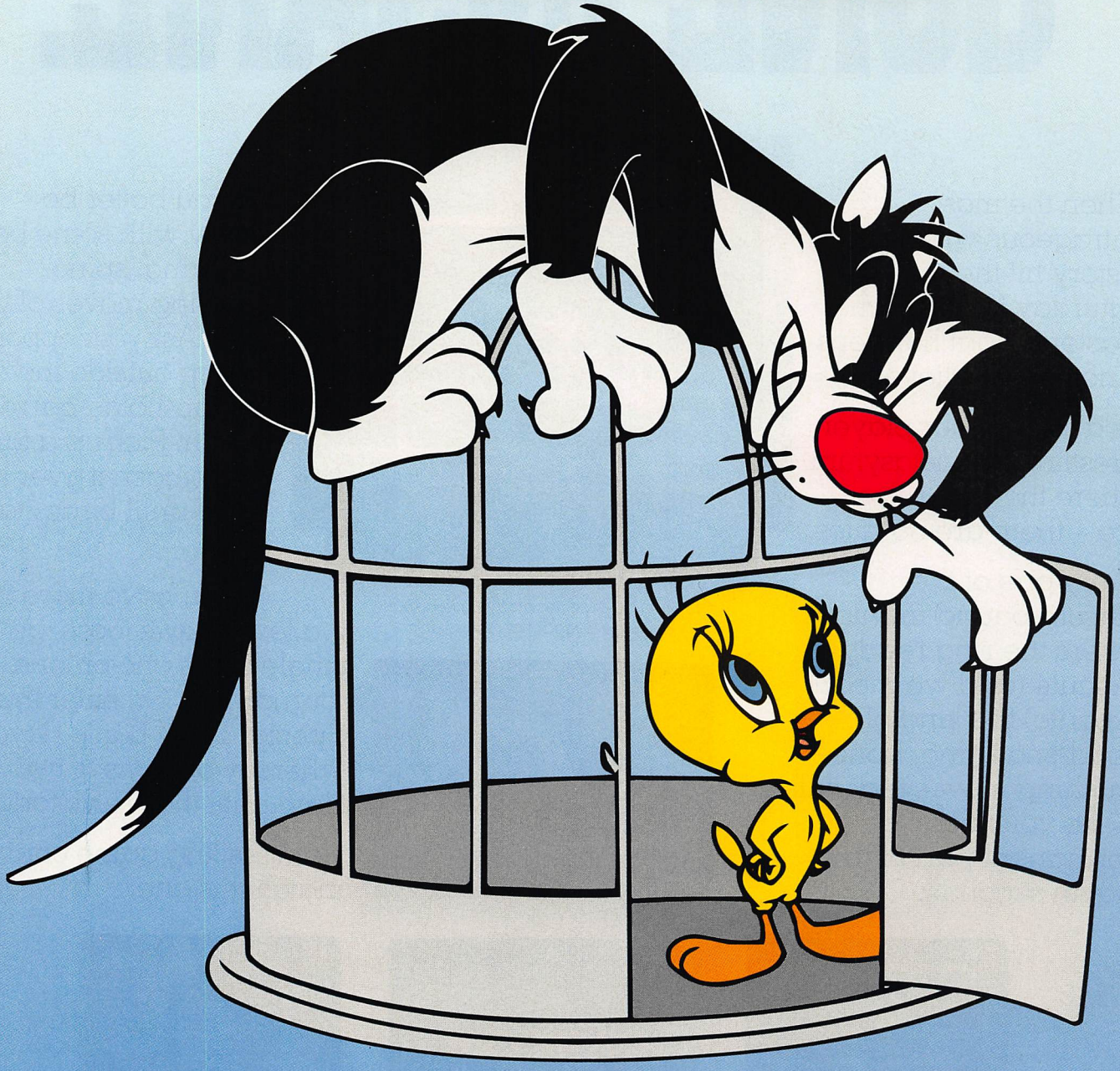
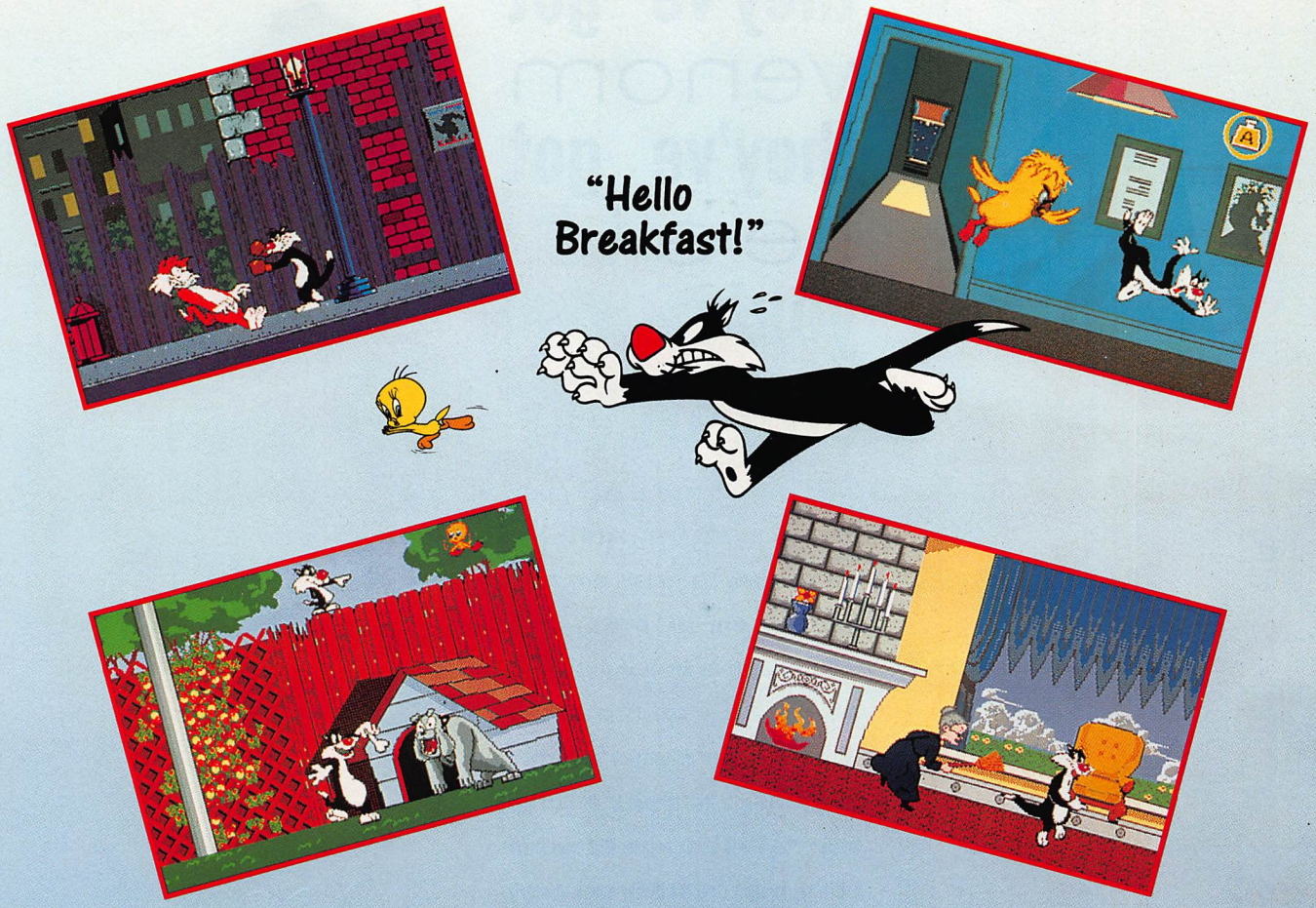
Sylvester and Tweety in Cagey Capers



"BAAD OL' PUTTY TAT!"

Sylvester is at it again! His favorite meal (Tweety) is so close he can taste it – but there's a slight catch. He has to get past Granny, Spike, Hippety Hopper the Kangaroo and more to get his paws on Tweety. It's amazing what this cat will do for a bite to eat.



- Use helpful Acme items like pogo sticks, binoculars, and superhero suits to avoid trouble.
- Full animation and cartoon like graphics and voices bring this hysterical "Toon" adventure to life!
- Multiple levels of difficulty adjust play for all ages and abilities!
- Use Sylvester's patented evasion maneuvers to hide from Tweety's protectors!
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they've got venom
they've got teeth
you've got BANANAS?

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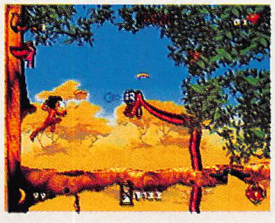
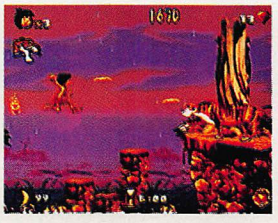
Disney's

The Jungle Book



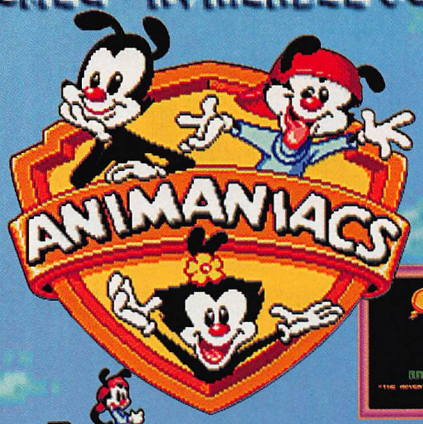


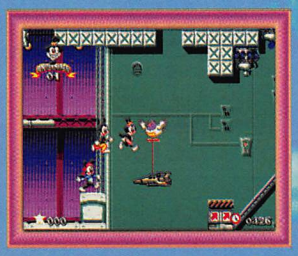
Virgin

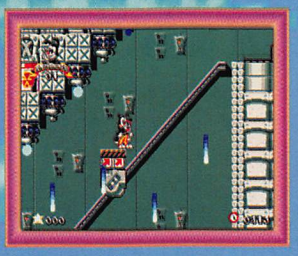
Disney Software

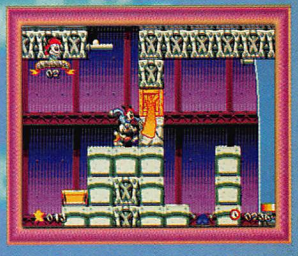
*Number of levels and bonus rounds vary according to game system. Screenshots taken from Sega™ Genesis™ version. Other versions may vary. © The Walt Disney Company. © 1994 Virgin Interactive Entertainment, Inc. All rights reserved. Virgin is a registered trademark of Virgin Enterprises, Ltd. Sega and Genesis are trademarks of Sega Enterprises, Ltd.

GENESIS - PREVIEW - KONAMI
8MEG - AVAILABLE OCTOBER



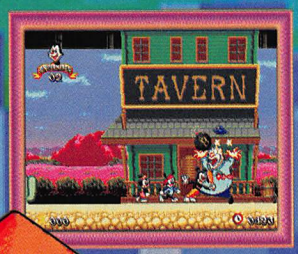


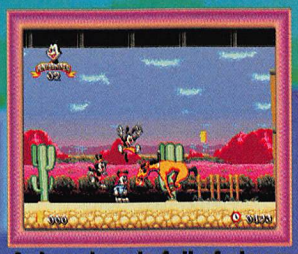


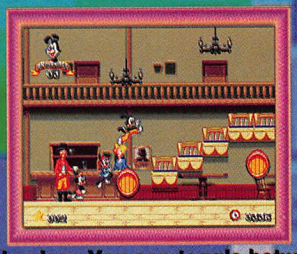


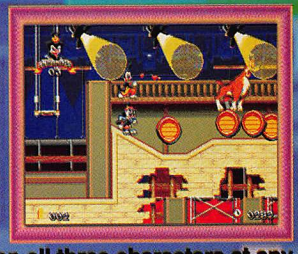
I'm beginning to get spoiled. Lately, I have had the pleasure of either reviewing or previewing six Konami games. Every time I think; "that has to be it", Jay brings me another one. What really gets me is that they are all great games. I'm especially shocked by this one-Animaniacs, a game that I had written off as a kids' game. That is not the case. This is one of the most creative platformers that I have played this year. And both graphically and structurally, it is unlike any other game. What, are they breeding programmers now?

In Animaniacs our three little friends Yakko, Wakko, and Dot, cause so much trouble, that they are locked-up in the Warner Bros. water tower, on the back lot. You break them out, sneak past an oh-so-fat security guard, and then it's up to you to get them through the coolest movie sets that I have ever seen in a video game. The artwork in this game is phenomenal, with a level of detail that I hardly ever see these days. There are always loads of scrolls in the backgrounds and the color pallet is pegged on 'maximum' throughout the entire adventure.



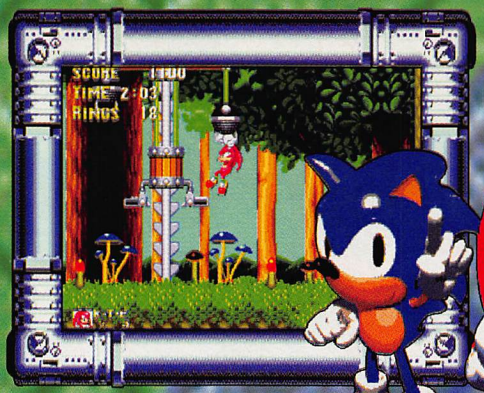


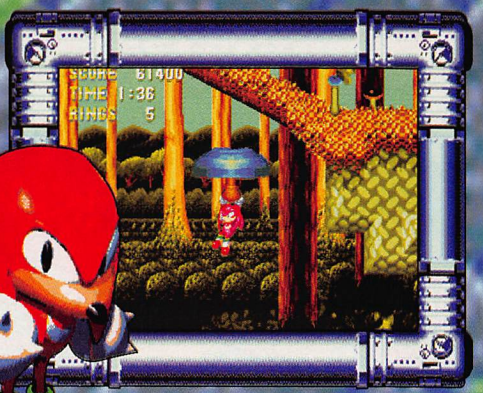


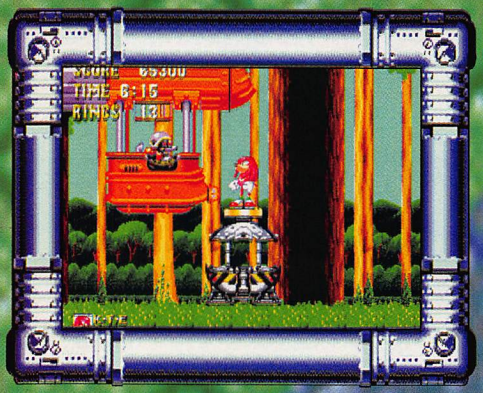


Animaniacs is full of play mechanics. You can toggle between all three characters at any time and each has a specific function in the game. Yakko whips out a huge mallet and pounds anything in his path. Wakko packs a lethal paddle ball attack and can push and pull stuff and Dot can overwhelm enemies with her charm. Knowing when to activate the right cast member is key in the game and this gives it a unique flare all its own. There are also a lot of complex jumping and timing plays in the game that further its addictive quality and overall fun playability.

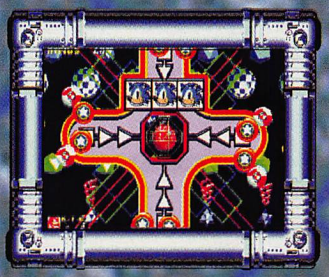
I have a feeling I'll be working on this one for awhile. So, I'll be back next month with a full review on this great new Konami product. I'm pretty sure you'll be meeting some Biker Mice next month as well. I love the fourth quarter. *-E Storm*

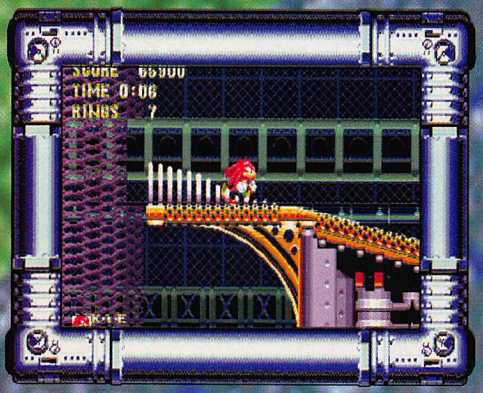


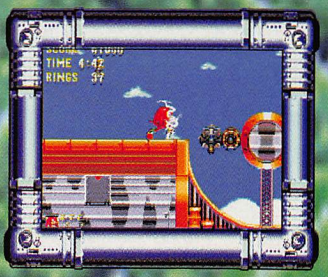




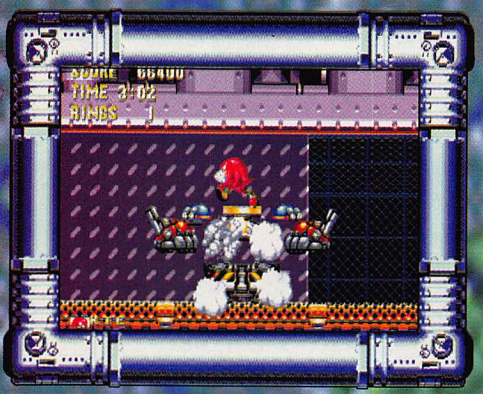
SONIC & KNUCKLES



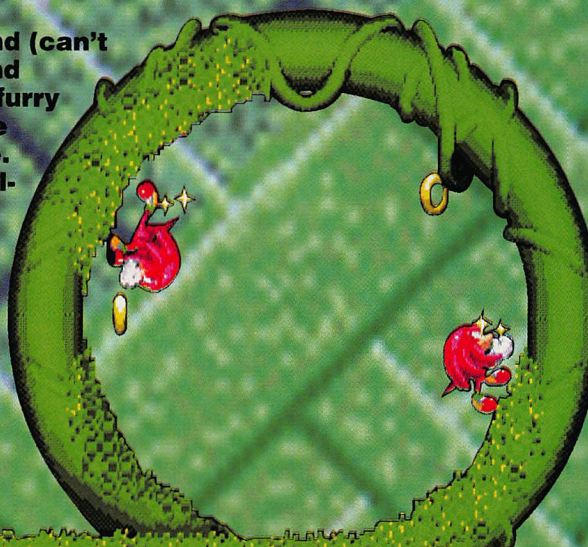


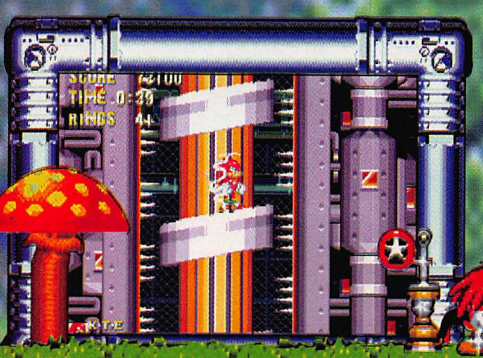


Did Sonic 3 seem like a short game to you? No? Not to me either, but there is more...lots more. Where 3 left off, Sonic and Knuckles takes over, especially Knuckles. The newest addition to the Sonic cast is a gnarly little Rasta Hound who has equal the attitude, and more play mechanics then our little blue friend. Is he cooler, you ask?...let's just say it's close. In this game, Knuckles makes all the difference. The levels are standard Sonic fare, as are the graphics (and that's good), but the added dimension of flying and climbing makes it even better.

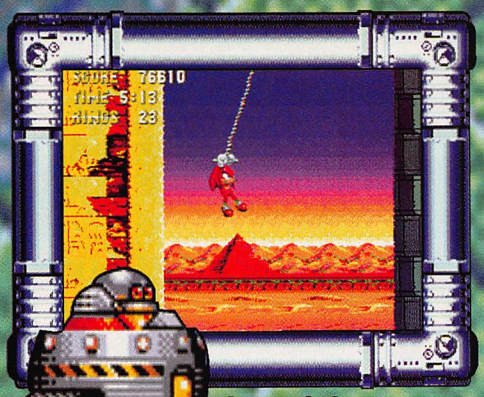


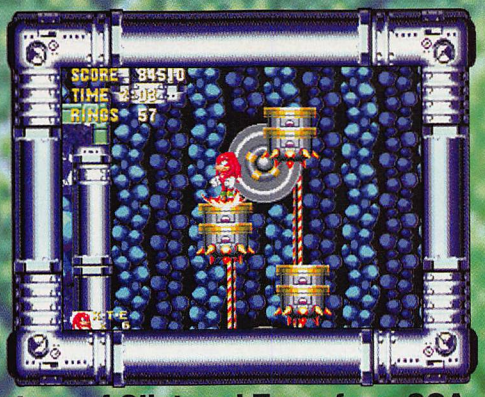
Dr. Robotnic is hanging around (can't this guy take a hint?) to try and make your life miserable, and furry little creatures everywhere are relying on you to set them free. This time out, ol' Robo has really done his homework. He doesn't always go down as easy as you'd expect. He's also rebuilt our old pal Robo Sonic (who we turned in to a toaster at the end of Sonic 2). What I noticed during our pre-

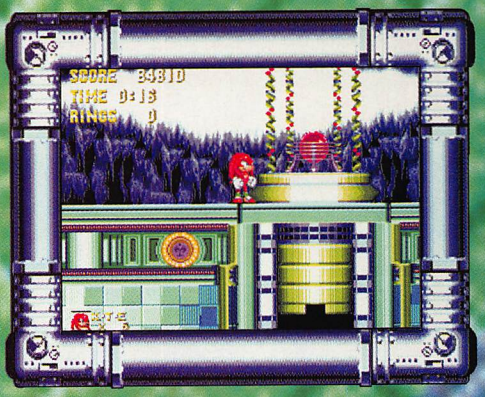


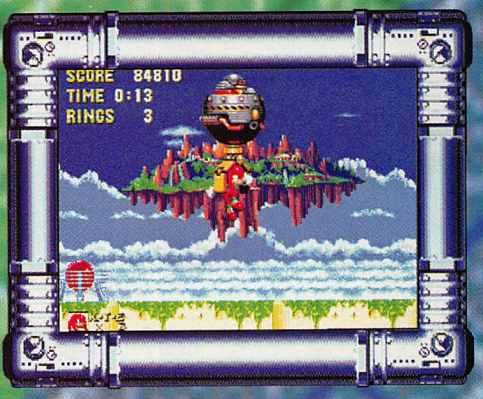


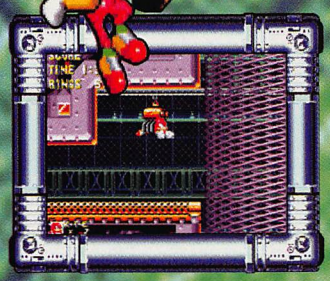
GENESIS · PREVIEW · SEGA · ACTION · 1 PLAYER · AVAILABLE OCTOBER





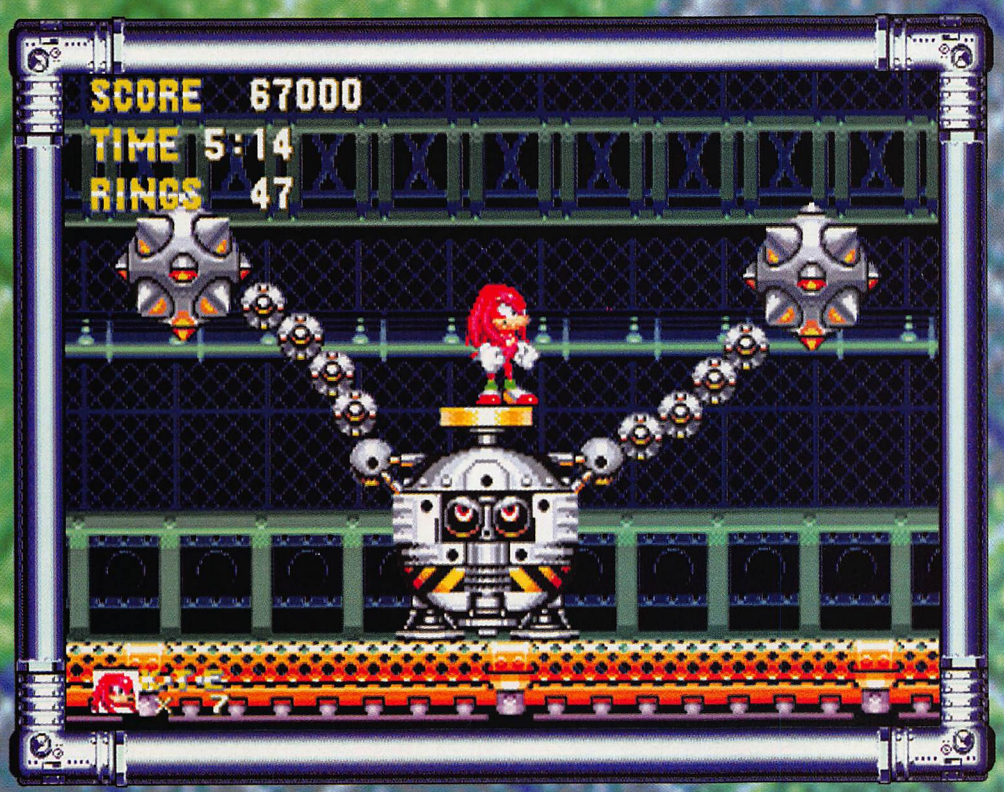


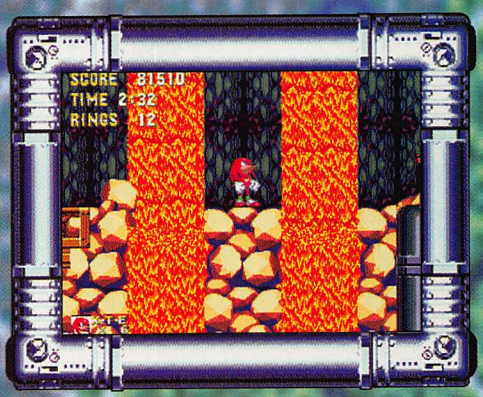


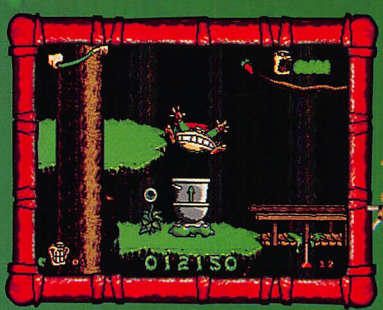


view of the game, courtesy of Clint and Terry from SOA (who are very nice people), was the added play mechanics the new levels offer. It seems like there is much more to do in each area and less repetition than in the previous games. I also really liked the music. Sonic adventures have become synonymous with good tunes.

Now, for the good stuff. Sega has a big surprise in store with this cartridge. Sonic and Knuckles is somehow downwardly compatible with Sonic 2 and 3. By plugging either 2 or 3 into this cartridge, you will be able to play those games with Knuckles, allowing you to reach previously unexplored territory! That makes this game two things; a great deal and the first of its kind. (That means if they never make another one, it'll become a collectors item!) We'll bring you more on Sonic and Knuckles next month. *-E Storm*



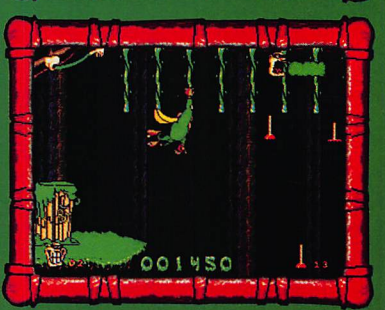


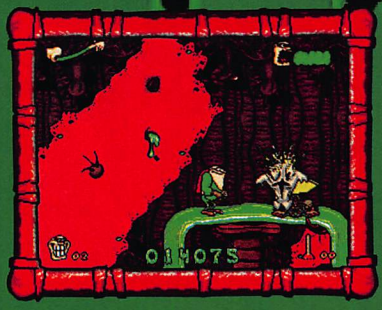


It's about time someone made a game with burps, farts and a-heap-a-goo in it. Not only has interplay made the game, but they have made it good...real good! Boogerman is one of the year's most original platformers, with diverse play mechanics, great music and samples, and some of the best (and gooiest) graphics around. Boogerman has several methods of attack; he can pick a booger and flick it, hawk a loogie, fart, burp, push stuff, dig, hang, swing or butt whomp ("squish!").

When Boogerman is lucky enough to come across a red hot chili pepper, one taste and it's fart city! He can fart fly! Such a heater! Wait 'til you see him flush himself down a toilet, or get sucked into a big nose! This game is too cool. Our hero is animated superbly.

Details like the gas meter, mucous meter, and milk power-up (for hawkin' them loo-

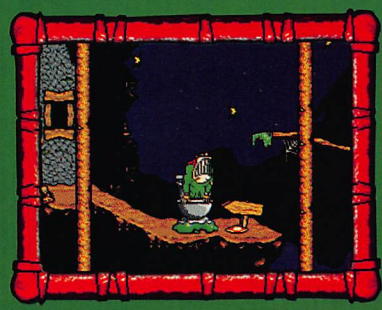


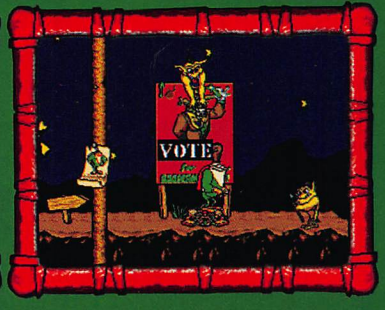


gies) really help deliver the whole snotty package in winning style. The levels in Boogerman are huge! There are four areas in each and then a truly gross and/or hilarious boss.

If you collect enough plungers in a level, Booger will build a plunger tower and fetch a one-up at the end of the level, so you don't want to rush through the levels. Enjoy every gooey crack and crevice, and be sure and explore each bonus level! As you can see, the artwork in this game is fantastic, each character is highly detailed and animated (the animation is superb), and the backgrounds are cartoon quality. Boogerman has an involved storyline that revolves around; a stormy night, a dump, a place called "X-crement", a mad scientist, and an eccentric millionaire (Snotty Ragsdale) who just happens to be...you guessed it, our hero! What a great game! I can't wait to review it next month! I think this original new character has a very bright future!

-E Storm





ECCO
The Tides of Time

WOW! Never in my life have I ever, EVER played a game like Ecco: The Tides of Time. This cart is the closest thing there is to being a dolphin... It's that simple! Everything about Ecco SCREAMS Sega quality. Think Genesis. I guarantee you won't think transparencies, rotation or scaling. Think again! The wizards at Sega REALLY show what they're made of this time. If you're anything like me, you'll think "HOW can a 'realistic' game about a dolphin rock?" Just ask Sega!

Ecco is incredibly versatile. Your character can project a sonar wave that does things I thought no sonar wave could do... Before E:TTOT! Besides using the wave to communicate with your fellow species, you'll also use it to smash rocks, push crystals around, inhale helium (!) and other cool stuff. In addition to the ever-useful sonar wave, Ecco can perform a head-ram to whack enemies, and he can speed himself up with the "C" button.

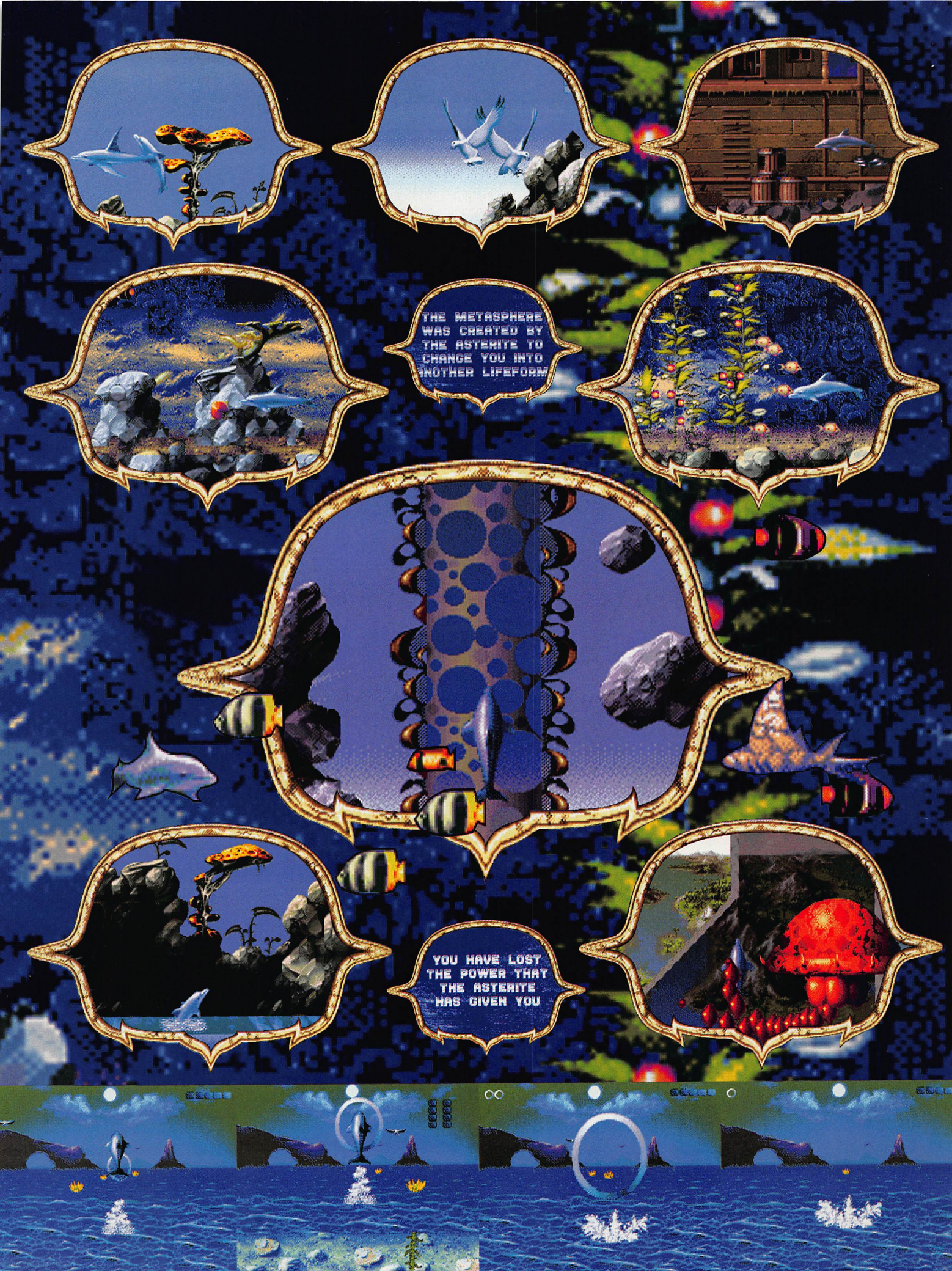
This cart is insanely hard to classify - It's just so much more than an action adventure. You've got taxing puzzles, RPG elements, and SHOOTING stages! (These are incredible. Imagine the X-Wing sequence in Empire Strikes Back, but underwater, and you've got Ecco's 3-D shooting areas.)

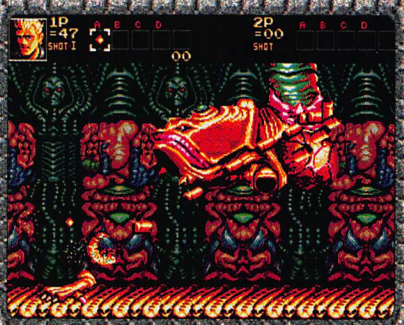
Power-ups in E:TTOT are minimal, consisting of a wave power-up, a "metasphere" that transforms you into Ecco the SEAGULL (No lie!), and little fish that restore your life. The life power-up strikes me as extremely strange, though - Aren't you trying to SAVE these little guys? Why are you eating them??

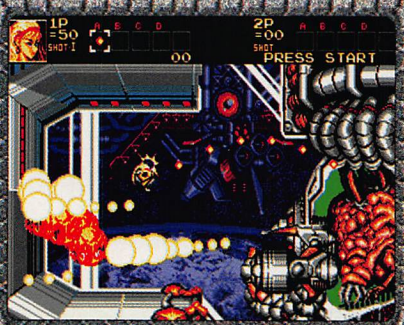
I guarantee that Ecco will make you stand up and shout "THIS IS 64 COLORS?!" I have never seen a game that replicates being underwater as well as Ecco 2, except Final Fantasy III. For that matter, Genesis games that replicate being ABOVE water this well are few and far between. Just wait until you see the 3-D line scrolls when you're high above the earth in a "water tube".

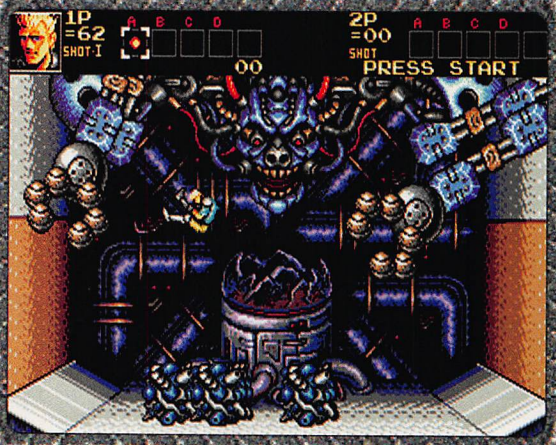
Ecco's tunes are very new-age (appropriate for a game about a dolphin!) and they fit the game perfectly. The sound effects leave a little to be desired, though... Ecco's death squeak gets very annoying.

Once again, Sega proves their mastery over their own machine. If you even REMOTELY like action (or shooting, or puzzle, or RPG...) games, you can't afford to miss Ecco: The Tides of Time. Give me the 32x version!! *-Nick Rox*


THE METASPHERE WAS CREATED BY THE ASTERITE TO CHANGE YOU INTO ANOTHER LIFEFORM
YOU HAVE LOST THE POWER THAT THE ASTERITE HAS GIVEN YOU

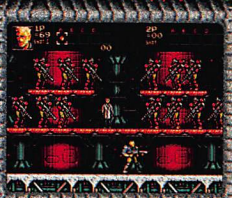


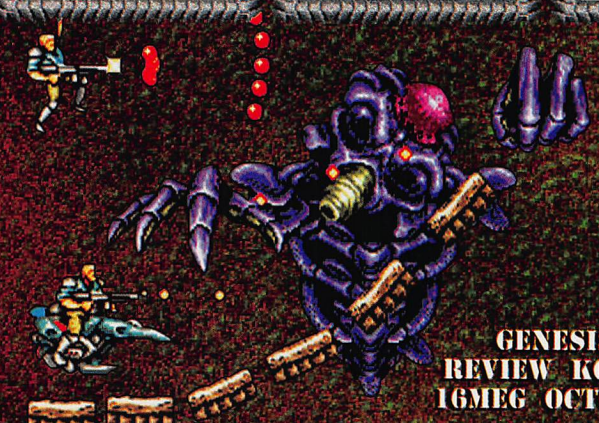




Contra fans have been waiting patiently for a Sega version of their favorite game of mercenary madness. Now, Konami is set to deliver a smokin' Genesis rendition called Hard Corps that you won't soon forget, and might never beat.

If you were around back in the old NES days, then you remember how gnarly Contra games can be. Believe me, this game is the hardest yet. Be prepared for a big challenge. You have to





CONTRA

HARD CORPS™

GENESIS
REVIEW KONAMI
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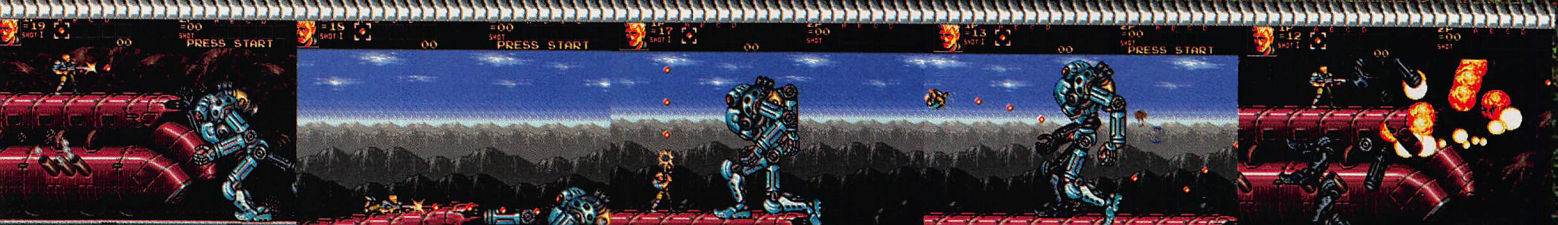
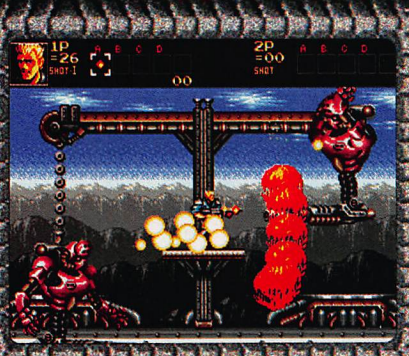
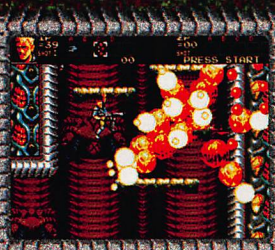




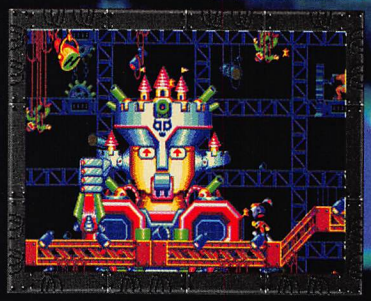
earn the right to see the depths of this adventure, but it's really something worth seeing. The designers of HC have spared nothing in making this game the best of the series, so far. Mind boggling special effects are waiting at every turn and the bosses are nothing short of fierce. The absence of a power bar means one hit and you're dead. So, you'll have to learn their every move to bring 'em down. You get three men and five continues, that means you can get hit fifteen times and then it's game over. The thought of going through this entire game taking only fifteen hits is hard to imagine. That's always been the beauty of Contra, few see the end but those who do have truly conquered a mighty beast of a game.

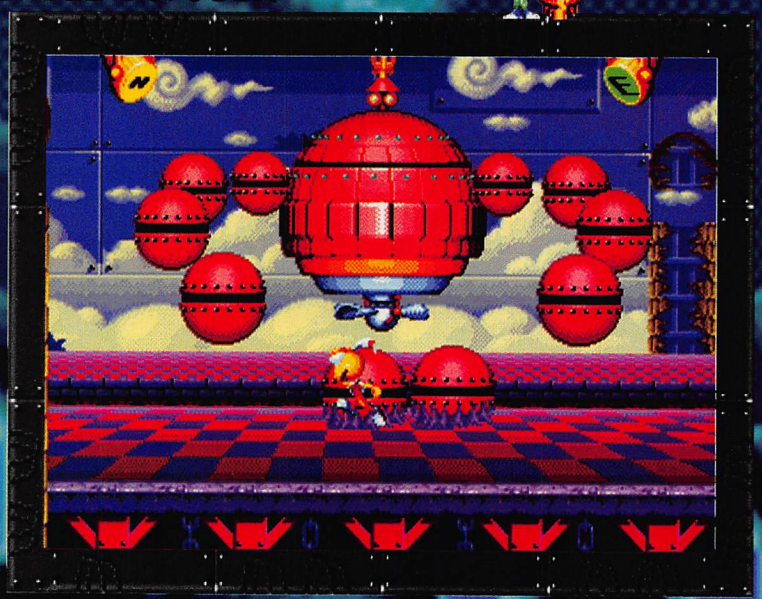


In this version, the story unfolds as you progress and, at certain points, you are offered a choice of assignments. This means there are often two ways to go. So, even if you beat Contra once, new levels lie ahead. There are also multiple endings, depending on the difficulty level that you choose. It's Trademark Konami all the way. Hopefully, that means the usual tricks will apply and extra men are just a code away. Some of the more dazzling sequences include; a full screen, multi-jointed Cyclops, a spectacular 3D fight with a huge mechanized beast, fighting on the wings of a jet, battling a huge sea monster on a bridge, and battling a robot who's got a hold of the train that you are on. All of these sequences, and many more, take the Genesis hardware to a place seldom visited. Konami didn't stop at the graphics either. Hard Corps has great music and sound effects, as well as nice little details; like morphing faces in the character select and a picturesque mission briefing. This is a class act from start to finish and one game that no Genesis library can be complete without.

-E. Storm

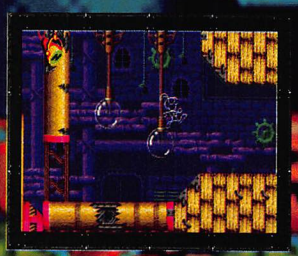
GENESIS SEGA 16MEG ACTION-PLATFORM
AVAILABLE OCTOBER





I'm back!, with part three of our coverage of Sega's Dynamite Headdy- Treasure's third Genesis title. Treasure is obviously attempting to enter the lucrative 'small character Action-Platform category' with Headdy. And, in my opinion, not only have they entered, but now, almost dominate. Headdy is a puppet. He lives in a peaceful world, filled with other puppet actors, until Dark Demon decides to banish all but the most perfect occupants of the stage. Once Headdy is captured and rejected, he vows revenge on DD, and sets out to end his now evil reign. Good concept... sequel friendly, and well executed... Headdy is a winner and Treasure are wizards of the keyboard.

This is one of the most unique game designs I have ever witnessed. Dynamite Headdy is totally non-linear and features a level of diversity that is truly unprecedented. You go from side-scroll, to boss fighting, to shooting, to climbing, to chases, and beyond-in no apparent order. All the while, brilliant new play mechanics are at your disposal as Headdy uses his head in countless ways throughout each level.

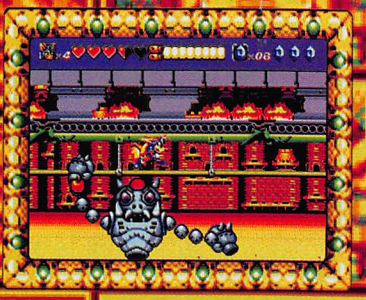


Special effects like transparencies, multi-jointed bosses, and scaling are commonplace, and the music is some of the best I have ever heard. Headdy himself is a great character. In fact, I believe he is more desirable than Sonic-in many ways.

Of course, this is coming from someone (me) who loves this type of game-take that into account. Dynamite Headdy is not an easy game. In fact, Sega of America has turned up the difficulty on an already hard game, so beware. If you're looking for a game you'll beat in a day, or you frequent the rental counter, this one may not be for you. For me, and all hard-core Action-Platform fans Dynamite Headdy is a must OWN game. This title further cements the word 'Treasure' in my mind. I wait with baited breath for Alien Soldier (Treasure's next game) and there imminent 32-bit releases.

-E Storm

SPARKSTER



Mascot" platformers. It seems that every software house just needed to put one out after Sonic. One of the best of these was Konami's Rocket Knight Adventures, starring Sparkster, a spunky jet-propelled opossum with an attitude. RKA broke new ground, featuring effects never before seen on the Genesis, like reflections, line scrolls that went WAAAAAAY back, and tons of sprites on screen with no flicker or slowdown at all. But, we wanted more...right? Well, we've got it now and it's incredible!

The story begins as Sparkster locates a powerful sword he'd been searching for but Accel Gear, Sparkster's nemesis, is waiting for him! From here, the game switches into a Street Fighter 2 clone, complete with fireballs and blocking! (A Street Fighter 2 clone you ask? Well... not really. Your moves are limited to punching, an uppercut, and blocking, but it's quite a welcome addition to an 8 meg title!) After Sparkster defeats Accel Gear, he returns home-only to find that the evil Rocket Knight has kidnapped his girlfriend!

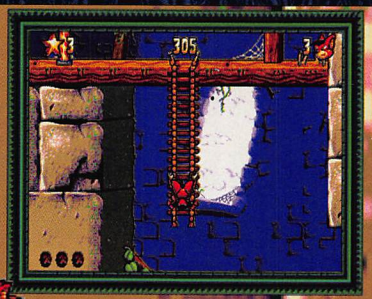
The amount of effects and the quality of the scenery used in Sparkster is incredible, but there's nothing new...we've seen it all before. What does that leave? The game play. Sparkster has to be one of the most-fun-to-control characters in platform gaming history! His main attack is the "C" button jet, as in Rocket Knight Adventures, but this time you can power it up two levels. The jet, for those that haven't played Rocket Knight, fires Sparkster forward and, when you come in contact with a wall, you

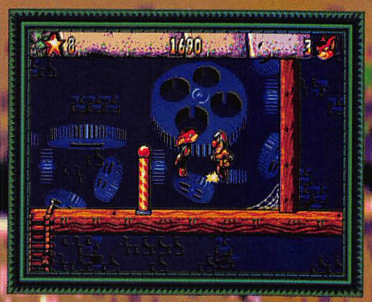
ricochet-Arkanoid style. Often the jet is completely necessary to advance, but it's super easy to get accustomed to. Sparkster can also perform a Samus Aran-ish screw attack, and attack with his sword.

Most of the music in Sparkster is heroic-sounding classic Konami, and is very good but, unfortunately, there aren't very many music tracks and occasionally the tunes get repetitive. It's no wonder though - I'm sure there was very little room left in the game's ROM for music! The sound effects are kind of blah, except for a few morsels of digitized speech sprinkled throughout the game-mainly during boss encounters.

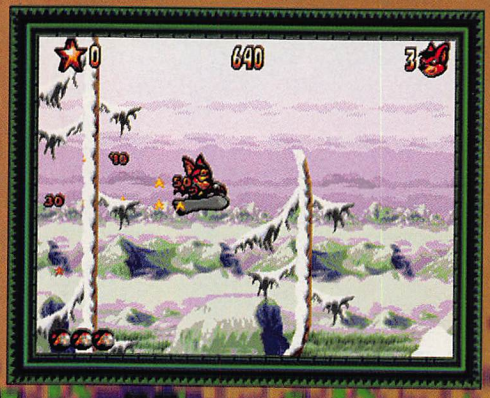
To conclude, if you like Action/Platformers and you've got a Sega, you can't pass Sparkster up. Give this 16M wonder a whirl and Konami... please give me more!

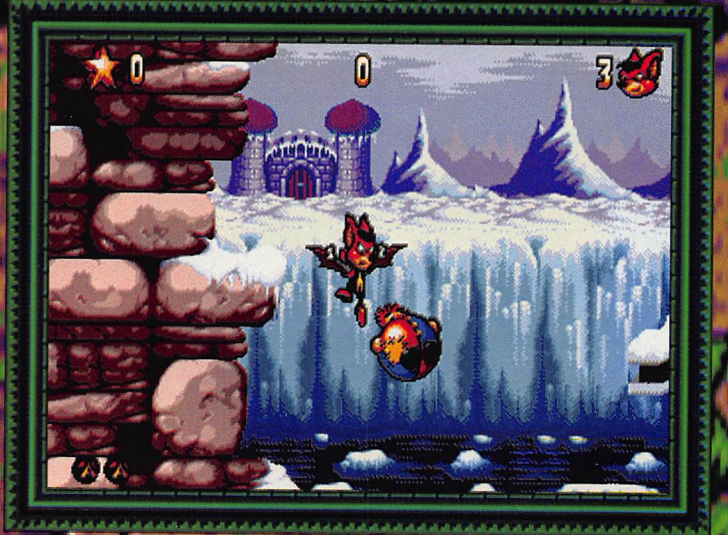
-Nick Rox

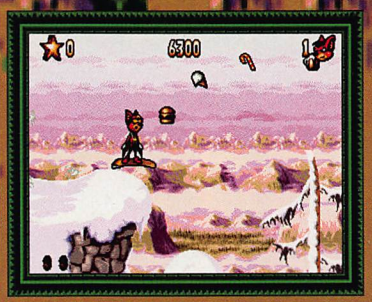




I'm not surprised, I knew Aero 2 would be great. I just didn't know it would be this great! In execution and design, Aero the Acrobat was a very well developed game. The theme and difficulty were deterrents for some, but those who played knew that a great new character was here to stay. This time out, the game not only has a new, darker theme (just what I ordered, thank you), complete with an awesome intro. and on-going story, but it has graphics and play mechanics that will surely vault it to the top-for the year's best. I couldn't believe my eyes when I spotted the SGI graphics that are sprinkled throughout the levels. These are truly

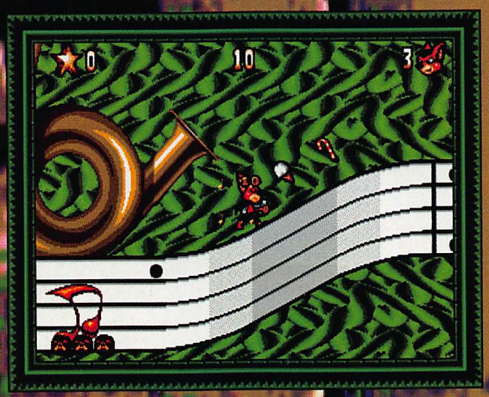


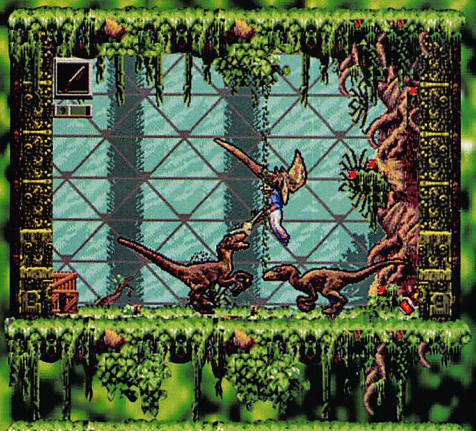


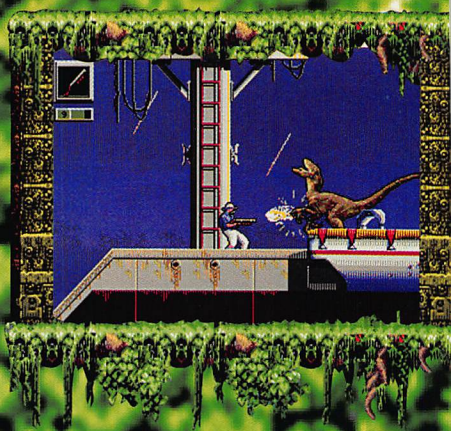


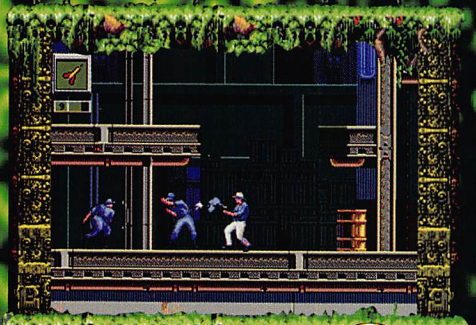
something to stop, rest your wings, and STARE at! Aero has all new moves, animates fluidly, and is drawn much better than he was in part one. The levels are huge and full of surprises and stuff to discover. This game is going to be tough to beat. I could go on and on (believe me I want to), but I have big plans for Aero 2 next issue. I'll also have a review on 'Zero-The Kamikaze Squirrel' (Aero's Nemesis) next month. Zero is another amazing looking platformer from Sunsoft. Sunsoft is always really quie, and then, all of a sudden, BOOM! A bunch of great games pop-out. Their fourth quarter line-up this year is one to be reckoned with. We'll have as many as we can get our hands on in the November GameFan.

-E Storm







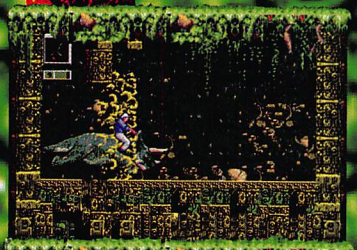


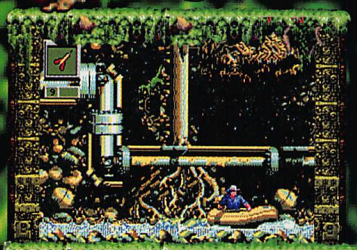
Blue Sky and Sega would like to take you back to Jurassic Park... for a second visit that will make t
first one look, well, like a walk in the park. This is not a beefed up version part one. JP Rampage is
entirely new game.

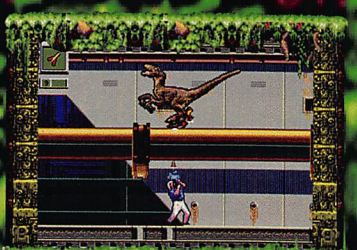
After surviving the carnage Dr. Grant has escaped Isla Nublar on an InGen Helicopter. As he's leavi
he notices smoke and flame erupting from the island. The Costa Rican Army is blowing up sections
the islands to do away with genetically engineered dino's once and for all. At the same time Gra
notices (alert, isn't he?) a group of InGen field agents landing on the island. Could they be collecti
the remaining eggs? If so, could they mean to create an unstoppable army of blood thirsty dino's!?
no! Since Grant is a video game character, and he really can't die, why not try to stop them? I hear
really digs the graphics anyway. The graphics in JP Rampage are excellent and include speci
effects that even I have never seen. I thought I had seen it all. But when I got a look at the water fall
this game, I croaked four Grants because I couldn't take my eyes off of it. There are also exc
lent line-scrolls, transparencies, digitized graphics and explosive color throughout the gam
The control in Rampage is much improved on both Dr. Grant and the Raptor, there are n
more play mechanics, and the game has a stronger overall platform feel. The levels a
bigger, more fun, and more diverse than in the first adventure.

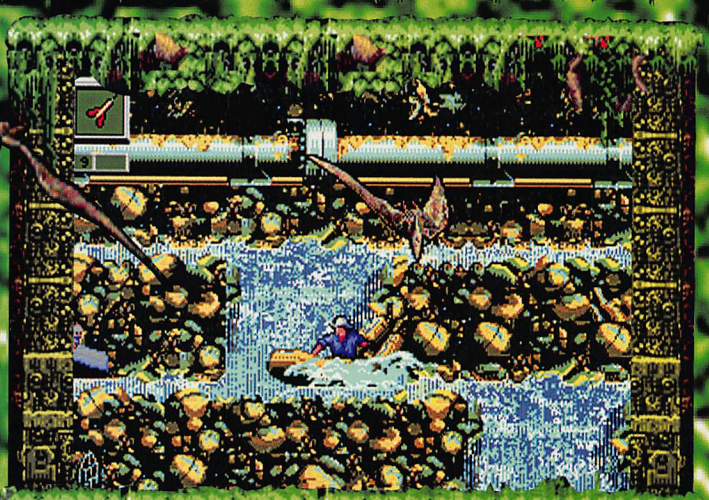
I wasn't that thrilled with the first JP, but I saw potential. Perhaps if the progra
mers had a little more time, they would have hatched a game similar to this one t
first time. JP CD said interact Goo, interact...I do not interact, so I'm glad the mov
has finally spawned a worthy game.

Bottom line, if you're a JP fan, grab the Rampage edition the minute it hits. You w
not be disappointed. -Mr. Goo







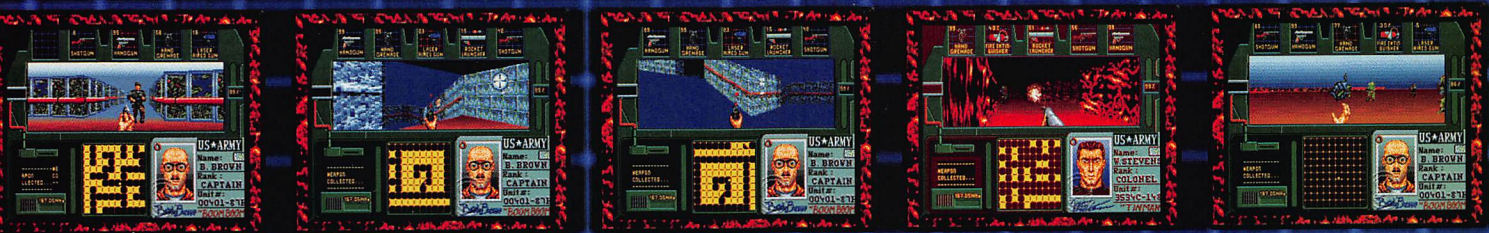


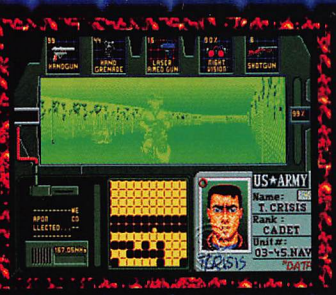
GENESIS • REVIEW • ACCOLADE • 16MEG • 3D/ACTION • 1 PLAYER • AVAILABLE OCTOBER

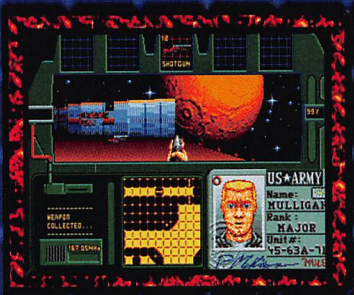
ZERO TOLERANCE

Wow! This must be the month for first person, scaling Wolfenstein-type Genesis games. Accolade has done one heck of a job with Zero Tolerance-creating a believable and smooth 3D, texture-mapped environment, with enough alien targets roaming around to quench the most blood-thirsty thirst! If some of those suckers get too close to a wall...BAM! Instant splatter-shotgun through the alien, alien on the wall. It's way cool...you've got nasty firepower that allows you to redecorate the place. "Oooh, I just love what you've done with the wallpaper." Besides the ability to plaster walls, Zero Tolerance offers intensely difficult play, through a series of floors on a space station and in a high-rise building-including action on the roof with the city skyline below, and in the darkest depths of the building's basement. It can be kind of tough to come to grips with the play control in the beginning and the character animation is a little jumpy, but the game is good enough to make it worth the effort.

Zero Tolerance also adds some unique twists to the theme with Pulse Lasers, Fire Extinguishers, Mines, Bio-Scanners and other "Bond" type weapons and support available in the game. The 100 point health scale is a great play feature that works well and you actually drop to your knees when shot-and must get back to your feet before fleeing the scene. But, the biggie is "Linked" play for two people with the game (and a Genesis), and the game's support of AT&T's "Edge" modem for cross-town play. The publisher deserves our "accolades" (ha, ha, ha) for building in these features and for capturing some of the network play excitement that the PC world is currently in the grips of. Zero Tolerance, in addition to being a great piece of technology, is an excellent game. Even the best among us will find it difficult to make it through any of the scenarios and beat this monster...well done! Talko



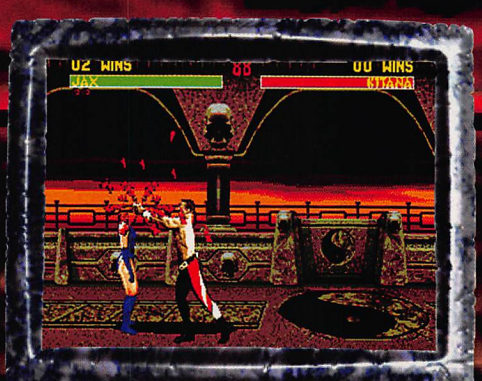




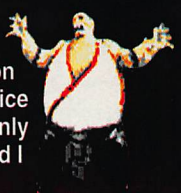
The wait is over, the lines are forming, the cash is burning holes in the pockets. All those gamers itchy little hands are waiting, and their parents' stomachs are churning. Mortal Kombat II is here for the Genesis, and it's ready to knock a few heads around (or off). One of the most successful arcade games of all time is about to worm its way into homes all over the country, compliments of Acclaim and the talented programmers at Probe. From the moment the main title screen appears, all the way 'til you see the last credits roll by, MK2 is fantastic.

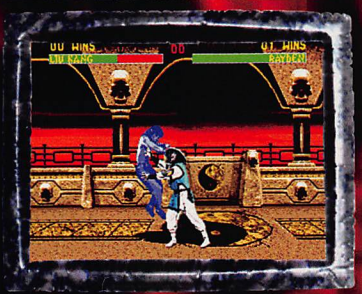
This game made a big splash at the Summer CES, and it's easy to see why. First of all, this is MK2, for pete's sake, not some wimpy, no-name wannabe fighting game, this is the real deal! The name of the game here is spine tingling blood and gore. All the cool fatalities, babalities, friendship fatalities, hidden characters and tricks that made the arcade game such a hit were kept intact in this 24 Meg monster. But, hold on a second! As you might have already guessed, there's more to this game than just tricks and fatalities, a lot more. For a one-on-one fighting game to be truly successful, it must, first and foremost, have good player control. To say MK2 delivers the goods in this department is a big understate-

MORTAL KOMBAT II



ment. As with last year's Mortal Kombat, the special moves and combos in MK2 are executed with effortless ease. Speaking of combos, all the combos you've come to know and love in the coin-op are in this game. The graphics and animation are also impressive. While the backgrounds could've been better in the departments of shading and detail, they are a good representation of the coin-op, and the characters look and move "fantastically." The sound and music are decent, but there are some arcade voice samples missing that were included in the SNES MK2. There's not much to criticize here, other than the fact that this is the only fighting game I know of that forbids you to pause the game during each round. I, for one, can't wait to get my own copy of MK2 and I suspect you can't either.-*K. LEE*





HEART OF THE ALIEN

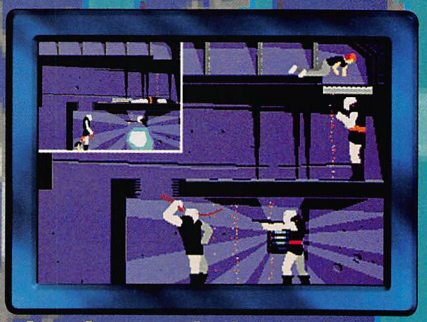
Heart of the Alien, Virgin Interactive Entertainment and Interplay's sequel to the award winning Out of This World, is coming to Sega CD. This interactive adventure will have fans of the original glued to their screens when it is released this fall. Heart of the Alien follows the theme and polygon animation style presentations of Out of This World, while adding additional play schemes, more between level animation and a longer, deeper, more involved story. In addition, the Sega CD version of the game not only includes Heart of the Alien, but Out of This World as well!

The story is that aliens have come and destroyed your village and enslaved your people. You must use your puzzle solving skills to escape the wrath of the alien forces. Along the way, you will have to find your friend, Conrad, so that he can help you set your people free. To aid you in your cause, you now have a whip at your disposal that is useful in getting out of some pretty tight situations.

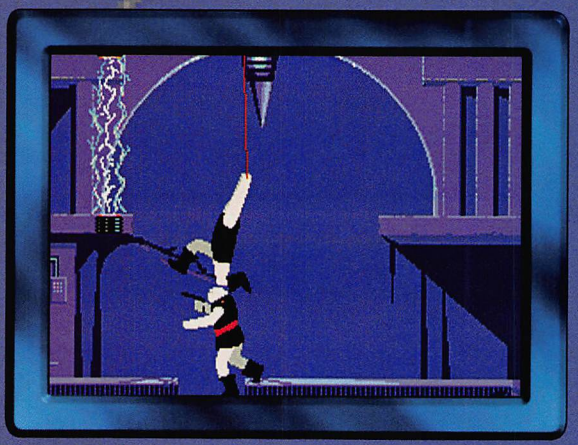
Look for this super CD to appear in stores in the early fall and look for a full review of Heart of the Alien in the near future.

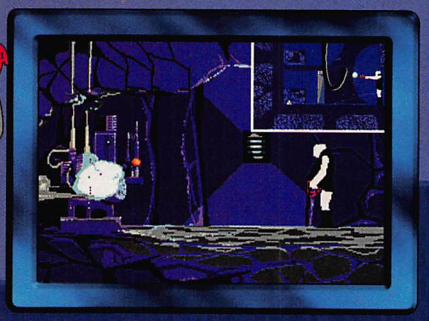
-Talko

Hmm... I'll need this!

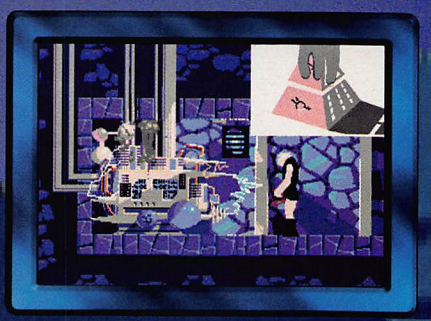


Lester, get down here!

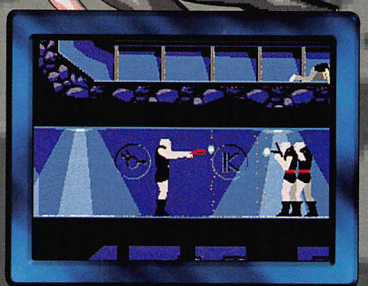


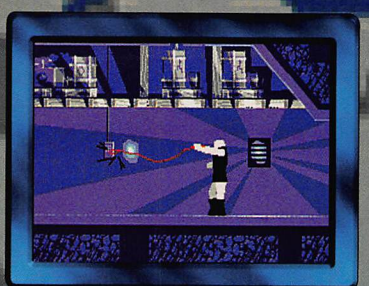


Don't stop here!



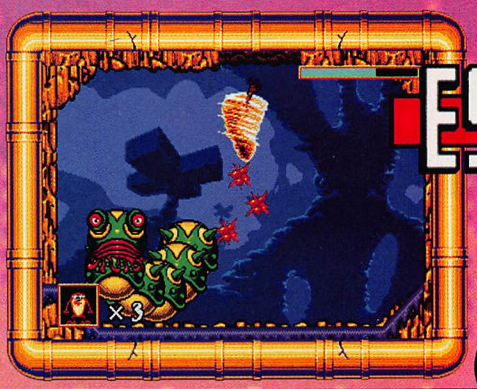
You blew it!

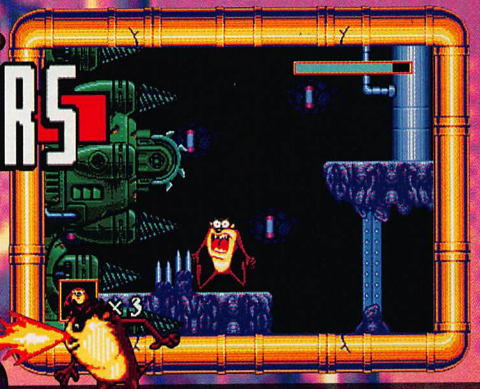


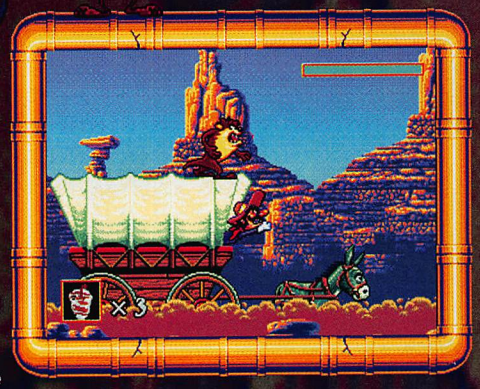


ESCAPE FROM MARS

STARRING TAZ



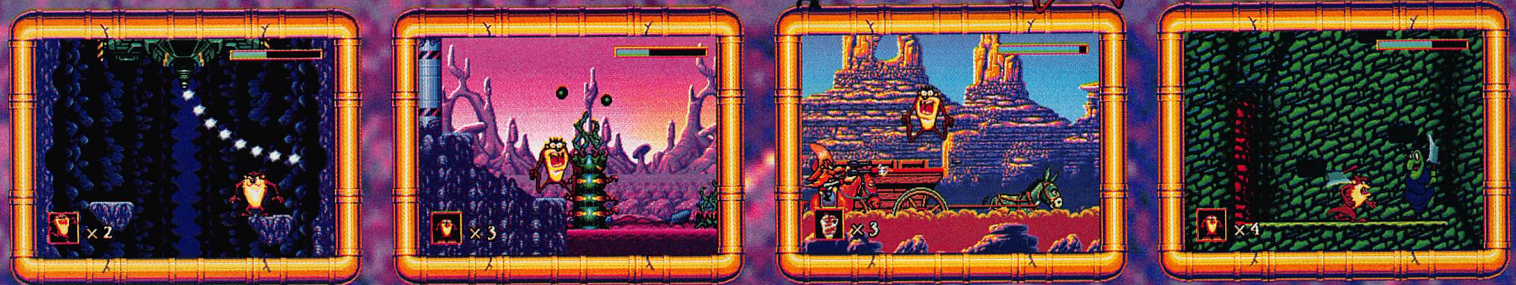


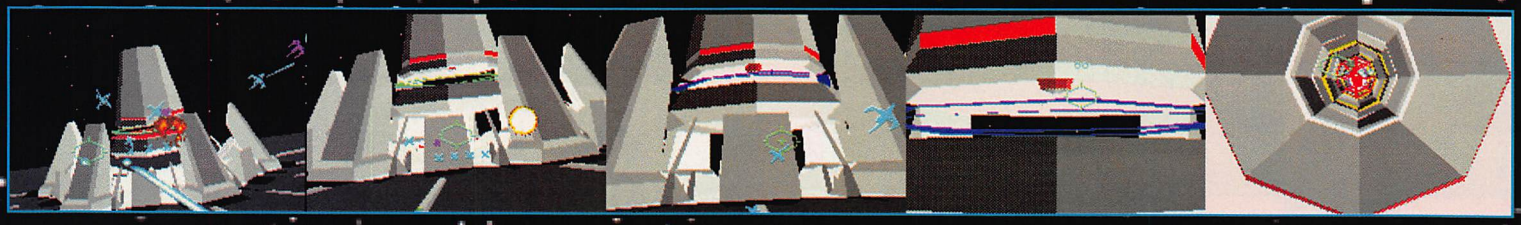


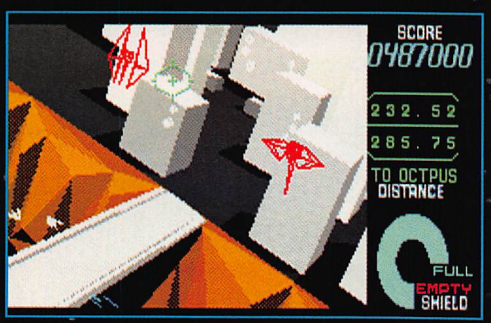
One of the most successful and loved characters in the Warner Bros. family has become one of gaming's biggest animated treasures. The first Tazmanian effort on the Genesis did huge business. That was followed by the innovative SNES game "Tazmania" by Sunsoft. Now, Sega is back with a third Tazmanian adventure; "The Mars Mission". Although the first game was a retail success, that was no doubt due somewhat to the fact that it was the first of its kind. The game did have some shortcomings, the biggest being the control. Although it is much better in this game, Taz still takes a little getting used to. Get used to him quick, because this game is much harder than the original. The game starts out with Marvin the Martian abruptly removing Taz from his native land and dropping him on Mars.

The gameplay is a mixture of Action/Platform (including vertical and horizontal elements) and some diverse play mechanics. In level two, you must outrun a huge underground drilling mechanism. Three has you butt sliding down the falls, and five has you riding the back of a speeding train. The diversity in this game is to be commended. Taz 2 also features some pretty ambitious special effects. While these effects don't come off as effectively as those pioneered in Gunstar Heroes, they are very effective and a welcome ingredient in a cartoon style animated adventure. The artwork in Taz 2 is very good, with generous color and lighting effects, excellent likenesses of the Warner Bros. cast, and good detail in the backgrounds. The music is much like the first, it more or less grunts along in cartoon fashion. Although it lacks memorable melodies, it is clear and fits the game quite well.

My one complaint with Taz 2 is that, in certain places, it can be very frustrating. Some areas are too difficult-not because of the task, but because the control is not perfectly accurate. The jumping is still a little floaty, so blind jumps and pinpoint landings take a lot of practice and eat up valuable lives. This problem plagues level 5, where you must hit a switch to open a gate then reach it through a series of jumps before it closes. In level three, you must negotiate a huge maze while spinning an umbrella. This is also way too hard and energy consuming for an early level. When you've worked hard to get far in a game and then one section eats up your remaining continues, it tends to get a bit unnerving. Besides this less than insurmountable flaw, Taz 2 is a good game, if you're a patient player. If you like fluid action, look elsewhere. But, if you have a lot of time to burn on one game, give it a try. Sega has brought back a favorite Warner Bros. character for his last 16-bit adventure in respectable style. *- Mr. Goo*







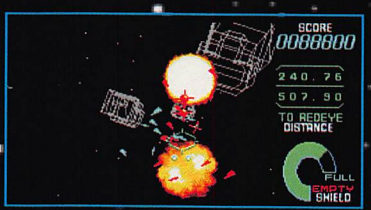
STARBLADE®

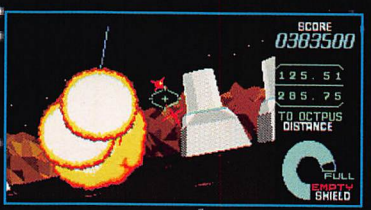
Someone tell me why so many games of this type appear on Sega-CD! It all started with Silpheed, the game that made everyone take notice of Sega's fledgling unit. Then, we got Microcosm and Sega's ultra-boring AX-101, and now we have Namco's Starblade.

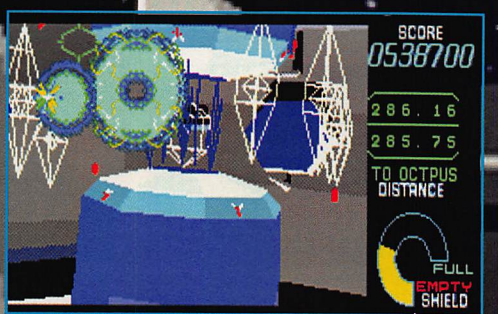
Uh-oh!! An alien menace, "Mechanized Planet Red-Eye", is attacking our poor defenseless "Mother Planet". Are you just gonna stand by and let that happen?? HECK NO! You're gonna jump in your "Starblade", the Geosword, and kick some butt! At first glance, Starblade looks great. The polygons are fast, the enemies match up with the backgrounds, and there's constant speech ("We are under attack. Energy shields decreasing!"), but no music...AT ALL. I'm talking never. I know the coin-op didn't have any, but that's no excuse. Yet the strangest thing of all in Starblade is the fact that your playing area takes up about 3/5 of the screen. If you thought the SNES SFII was letterboxed, wait until you see this.

Starblade is viciously difficult. Your 3 continues seem to carry you about 3/4 of the way through the game (Which takes about 15 minutes... No joke!) and, no matter how good you are, you WILL die during the last descent into "Energy Reactor Octopus". The difficulty and length of this game was designed for arcade-goers with lots of tokens, not home players with 3 measly continues.

If you were a fan of Starblade in the arcade, you'll like this home version. It is an amazing translation given the hardware limitations. But, for the average buyer, Starblade isn't much fun-only one form of attack, insane difficulty and incredibly short game play. We KNOW the Sega-CD can do these polygons, so the "wow" factor isn't there. Now that we've all gotten accustomed to 'em, why doesn't someone put them to good use and program something non-linear, like StarFox? *-Nick Rox*







AFTER PLAYING WITH THIS GUY, YOU'LL BE THE FIRST ONE ASKED TO CARVE THE TURKEY.

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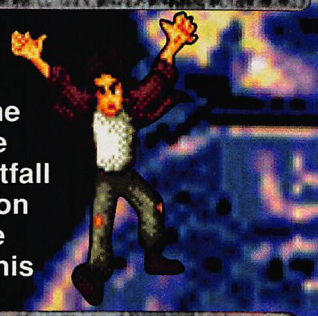
GF

I can still remember standing in the isle at Toys R' Us, staring at the Pitfall box and wishing my mom would buy it for me. It was the ultimate 2600 game, and I wanted it. When I finally got it for Christmas (is Santa cheap or what, I thought to myself) I played it non-stop and thought to myself (as a kid you think a lot) , this is technology man, what a game!

Plugging in this new nineties version of Pitfall (The Mayan Adventure) makes you realize how far we've come in a relatively short amount of time. Super Pitfall brings Aladdin quality animation to a complex action game that is packed with play mechanics and huge complex levels. I'm serious, the lead character in this game (Harry Jr.) has to many moves to list in a preview. We are talking real guy here people. The sound effects in this game will have you looking out the window for monkeys and stuff... on the Genesis! The story-line involves Harry getting kidnapped (hey, maybe a Jaguar got him) and of course as any good son would do, Harry Jr. will do anything to save his poor pixely pop. What a kid huh. Look to GF next month for a full review. This game is deep. *-E Storm*



PSY-CROW KILLED HIS PARENTS.

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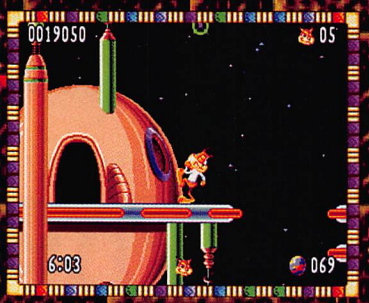

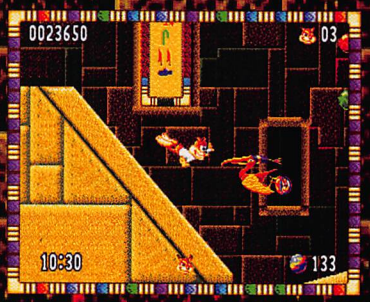

They might tell you that Bubsy is back, but as far as I'm concerned, he's on vacation until his Jaguar adventure is finished. In this ambitious effort, which features our famous feline trying to rescue his siblings from the pork infested Amazatorium, Accolade has done a big 180. Instead of improving what was a good effort the first time out, they have gone in a completely different direction with a game that doesn't even come close to working. The Amazatorium is an amusement park which features six different areas of gameplay. There are Three floors, each with an east and west wing. Each wing consists of the same five levels, Egypt, Music, Space, Medieval and Aerial. If you choose the Grand Tour, which covers all the levels and all three floors (15 levels and 3 bosses in all), you will meet Oinker P. Spamm himself. Each area is short in length, with some (like the Aerial episode) being downright tiny. None of them offer much of a challenge, and obvious things like collision detection have been completely ignored. The 5 areas provided in each level feature no boss. You enter, bounce around on ugly enemies, find the exit, and leave. So, they went from a repetitious boss in part one, to no boss in part two. Instead, at the end of each of the 5 area stints, you meet one final boss-which is so sad that you may begin to laugh hysterically.

If you're really having a bad day, you might get stuck in one of the bonus rounds, where you will either nap to a game of Frogger or tumble through a manifold as an armadillo (Arnold) that looks like shell macaroni.

It wouldn't be so bad if this was just any game, but this is Bubsy, a character that was supposed to give the likes of Sonic and Aero a run for their money. My only hope, as a Bubsy fan, is that the Jaguar game will be so awesome that it will make me forget this whole experience. I hope for Bubsy's sake that cats do indeed have nine lives.

-Takahara

Busting loose this August on SEGA™ Genesis™ and this October on Game Gear™!

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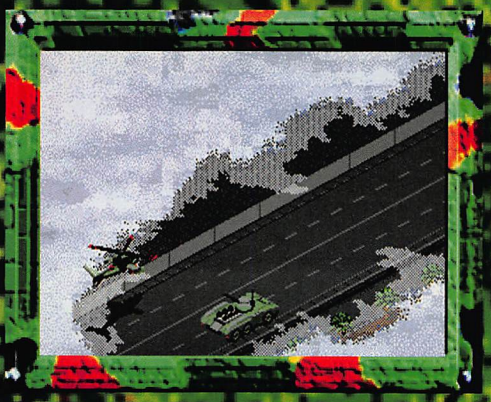
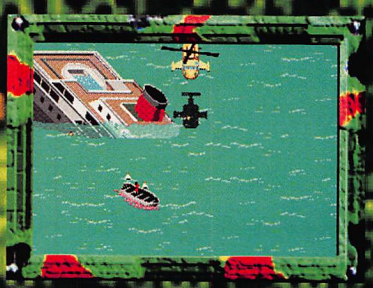
URBAN STRIKE





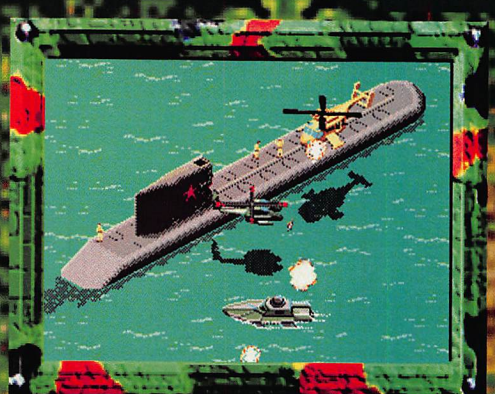
All right! Bring 'em on! Electronic Arts is set to release the latest in its Desert Strike series; Urban Strike. The game is very similar to its predecessors, with one big surprise - This time the action takes place in such great cities as San Francisco, New York, Las Vegas (Viva!), and a few other terrific locations. The graphics are crisp, colorful, and neon intense. And the action...totally, completely, 100%...nonstop - my kind of game!

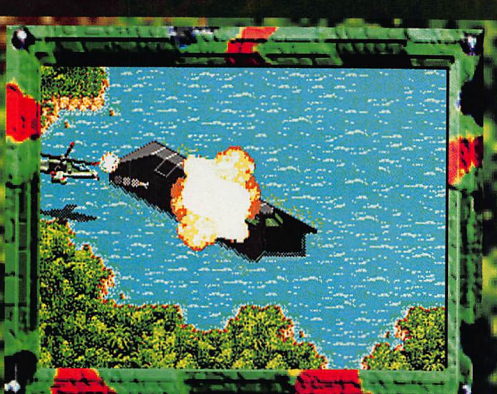
The story is this: the drug lord, Carlos Ortega, that you thought you blew into tiny bits at the end of Jungle Strike, is still alive. He got a cosmetic surgeon (a la the Joker) to give him a new identity - that of a Las Vegas casino tycoon named Malone (no, not 'Mayday' Malone!). Now, he's bent on destroying the USA with his Star Wars type laser (located ???). It's your job (again), being that you are the ace Apache pilot, to wipe out all the drug lord's supplies and utilities throughout the various regions, and rid this vermin from the planet once and for all!

We begin Urban Strike in Hawaii and take a quick six missions that, like I said before, are very similar to Desert & Jungle missions. However, round two finds us flying over some oil rigs off the coast of the islands, and the final of the six missions is where the big surprise comes into play. GET OUTTA THAT CHOPPER - YOU'RE WANTED INSIDE! That's right, your little character dude is now of foot, and racing through the chambers defeating the four missions inside the oil rig. This is a real treat - it gives the game a whole new dimension, and, in some ways, a new life! The first thing I thought of was the Sega classic Rambo III, and how we really haven't seen that type of game play since. Now, I realize it has been long overdue! Gameplay wise, this level may take a few times to overcome it, but some relief may be found in the upper northeast corner of the play field. Be sure to go there before detonating the time bomb.

The next level, Mexico, awards you with six more missions, with the one new noteworthy being the armed crazies dropping out of a plane and parachuting onto the battlefield - cool! Round four finds us hovering over San Francisco, which naturally is covered with a nice thick layer of FOG! Fortunately, the fog burns off over certain areas (the Presidio, Golden Gate Park) to allow us to destroy what needs to be destroyed. Graphically, this is my favorite local, with the Transamerica building, Ferry building, a few old Victorian homes, both the Bay and the Golden Gate bridges, the south of Market district, and Alcatraz-all displayed in a detail that could only be surpassed by looking at the real thing! Fantastic! Oh yeah! Once again, the action is "a pied" (pronounced "ah-pee-ed" or "on foot") as you get to go inside Alcatraz (four missions) and bust out your buddy "Long Haul". Be sure to leave lots of ammo on your escape route, you'll need it! Level five has us over the roof tops of the Big Apple, blasting our way through five missions, which are pretty straight forward and easily beatable. New York is a well deserved break, though, and you're going to need all the strength you can muster to get make out of Las Vegas. The seven missions all take place at night time, where the action comes in some amazing neon colors. I don't believe I've seen colors as bright as those here in Vegas. My favorite neon signs are the four billboards that read "ELVIS IS ALIVE IN LAS VEGAS"! Once you've gotten through the casino (on foot, six missions), all that is left is a quick escape through a "Running Man" type ride that will drop you into the middle of the desert. Here you'll have to wipe out eight more missions, culminating in Malone's laser light show!!

Wow!! Almost takes your breath away, doesn't it? Just wait 'til you actually PLAY it! For those of you counting at home, that's eight monster levels with fifty-five missions to complete! That's called getting your money's worth! Although it has only been a year since we played Jungle Strike, it seems like forever for those of us who enjoy this series and this type of action/strategy game. Urban Strike, although no where near as difficult as Jungle Strike, continues to provide gamers with the relentless action and heart pounding excitement that they've grown accustomed to-since Desert Strike first hit the stores. Urban gets high marks for its fantastic game play and graphics, and for giving us the added bonus of playing on the ground. Only a more graphic ending could have made the game better! Thanks EA, and keep 'em coming! *-Dr. E*





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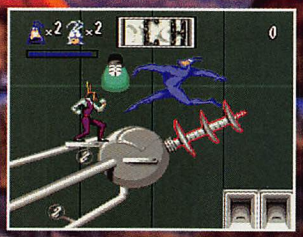
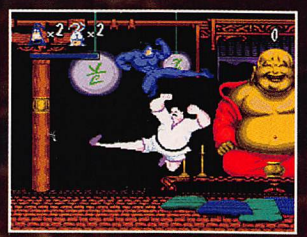
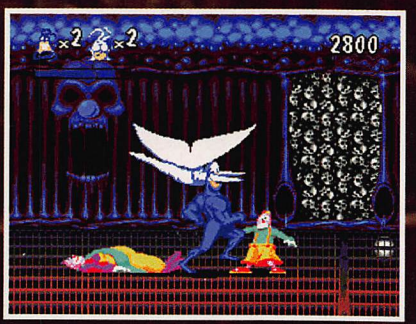
E. STORM'S SEGA PREVIEWS

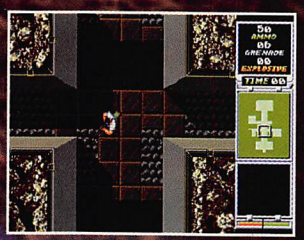
Panic, the CD that had the Japanese rolling in the isles, is on it's way to the Sega CD. If your into laughs (and saving the world that you screwed up) check it out!



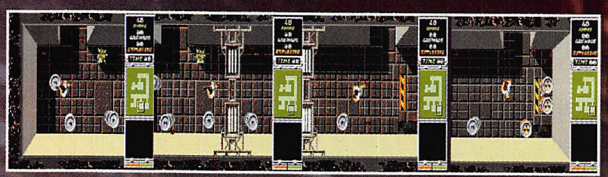


Page Master (by Probe for FOX) looks great. McCaully Caulkin stars. I'll bet he's happy to be in a good game for a change- huh! Tick is not as far a long but shows promise as well. Maybe now Bart will get a fair shake.



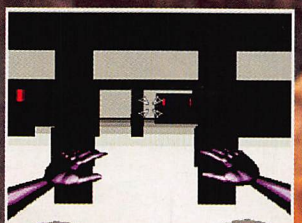


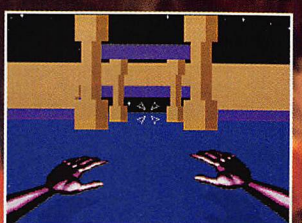
The programmers of Subterrania have taken to the skies and programmed another incredible game; Red Zone for TWI. When you see the FX in this game you may become dizzy. I think somebody snuck an extra processor into the Genesis. We'll have a review next month.



If you liked Sega's X-Men, looky here... it's the same graphics! Generations lost is a mixture of platforming and Flashback style gaming from TWI. This unique game, though early, looks very promising.

So you're real dumb, and then some skinny guy lets you play his VR, and the next thing you know your a phone number... cool. Lawnmower Man is coming to the Genesis. It looks just like the SNES one. Even the 3-D is the same! Where was Mr. Sci-Fi when I was cutting grass? LM is from TWI and should be out real soon.





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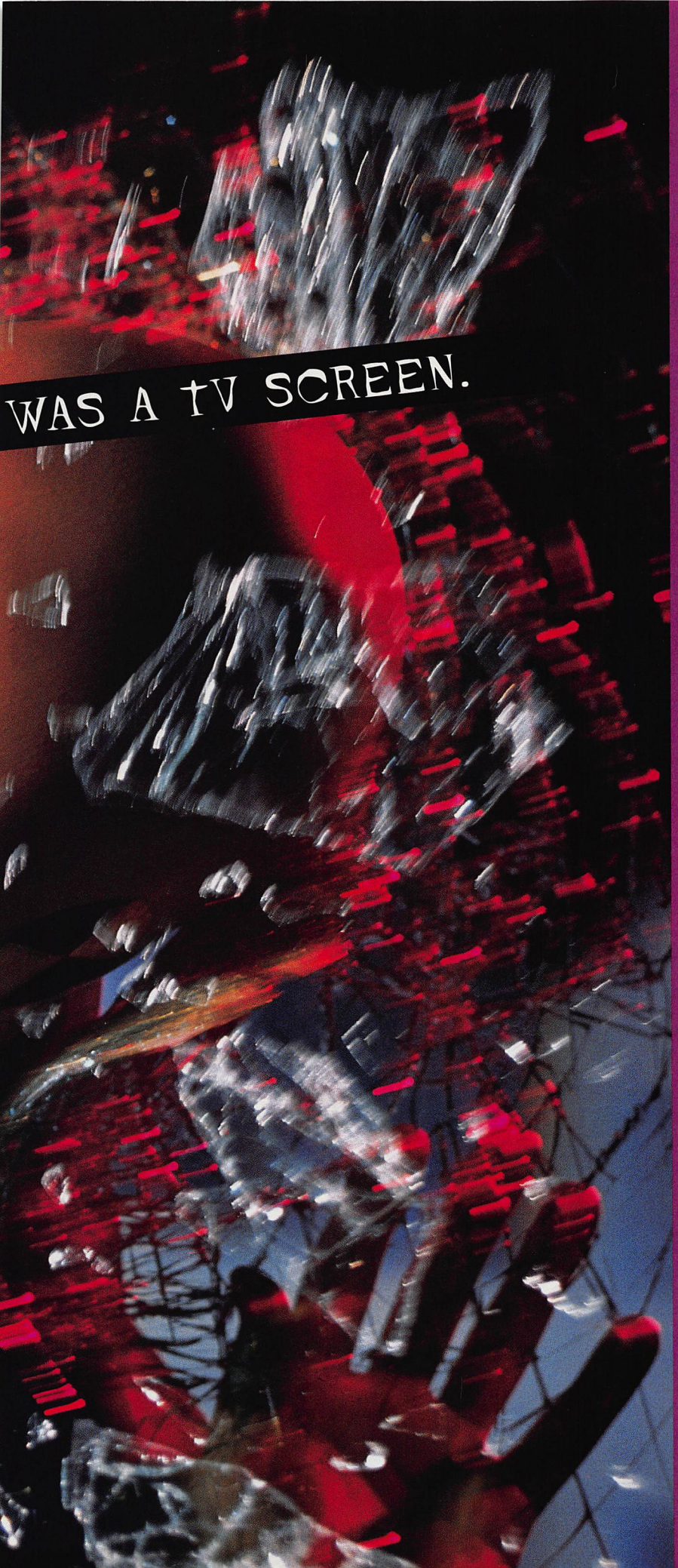
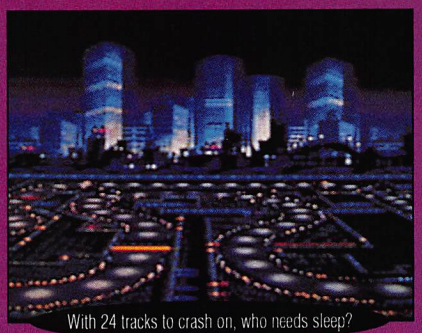


SOME RACING



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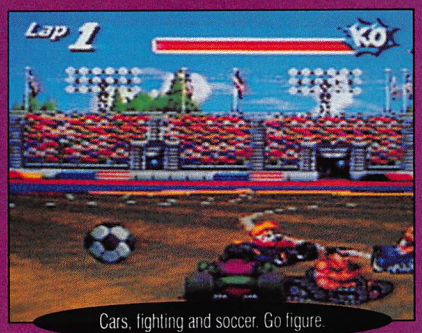

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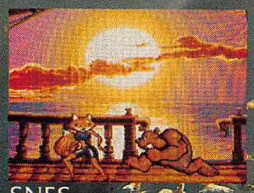

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MA-13

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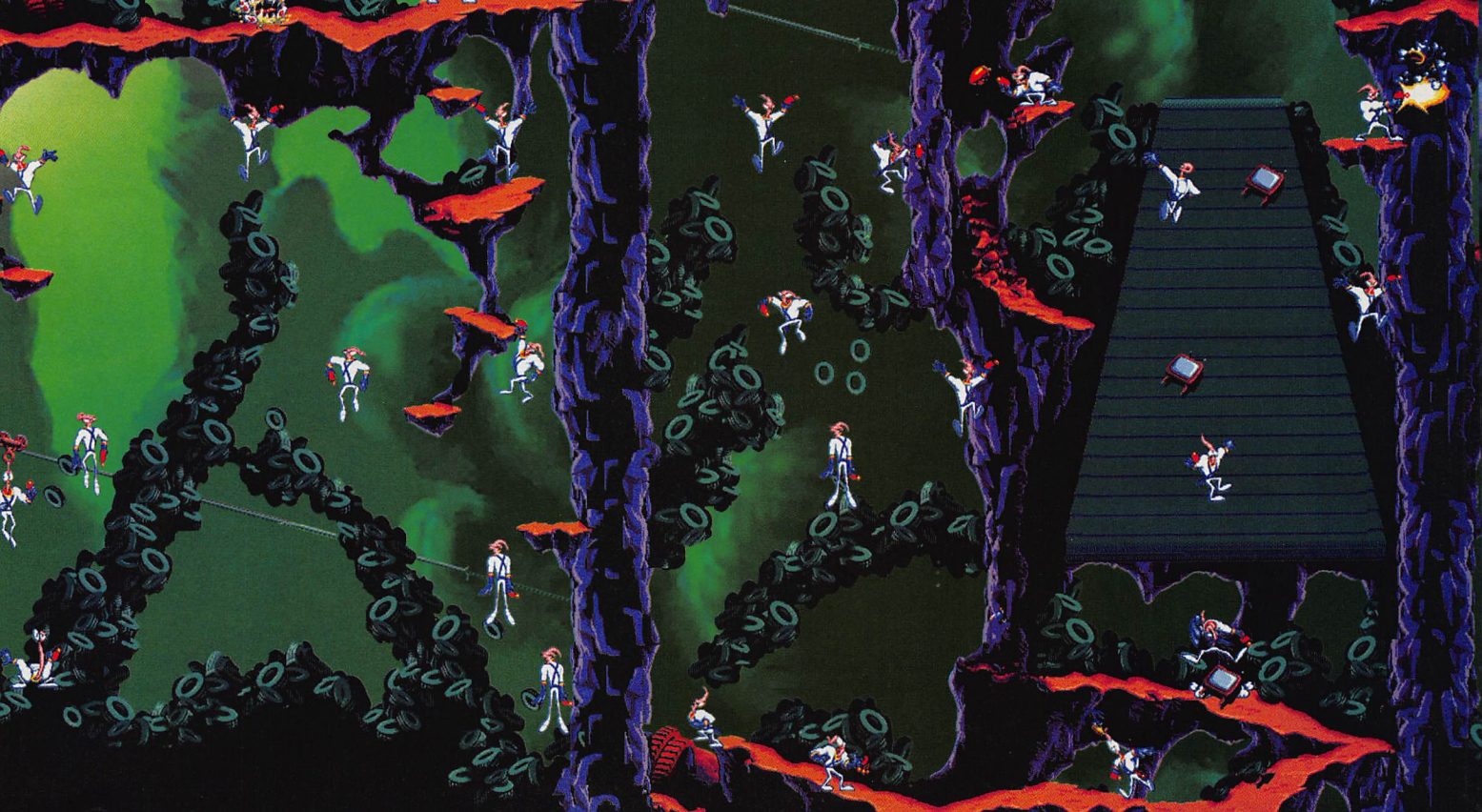
GAMEFAN
PRESENTS...
EARTHWORM
JIM

GENESIS
PLAYMATES\ SHINY
24MEG ACTION
OCTOBER
EARTHWORM
JIM

Once in a while, in my reviews, you might catch me saying; "I can't believe that this is a Genesis game". Well, this time I am not going to say that. The Genesis is capable of some truly amazing things. This hardware is just now being realized. When put in the right hands, it can knock your socks off. Shiny Entertainment IS the right hands! Earth Worm Jim is the pinnacle of 16-bit gaming. It has more creativity, humor, cartoon animation, and play mechanics in one level then most do in an entire game.

I know you've been looking at some amazing screen shots for the last couple of months, but believe me they do not do the game justice. Shiny uses clever trickery to produce the ultimate 16-bit graphics and effects. Screen shots do not do the game justice. The graphics are actually much better than what you see here.

When you play EWJ you'll instantly realize what all the excitement has been about. The game 'feels' amazing... it's ultra-fluid, and completely rocks from beginning to end. This is not a one dimensional, planned out, linear action game. In fact, I'm quite sure no two people will play it exactly alike. You can enjoy this game in several different ways and play it over and over. It never gets old.



You may never find all of the secrets that are hidden throughout the game. The control is the best I have ever experienced, and the entertainment value is off the scales.

This is David Perry and Co. on their own. Shiny Entertainment are the new super stars of game development. They are willing to take the necessary risks to make a game great... original. No company brass intercedes. They do it the way THEY want to. Their games are designed as they are developed... so new ideas can be added at any time, and things that don't work, can be tossed aside. That hardly ever happens but, when you see the results of when it does, you'll wish it happened more. PlayMates is to be commended for their support of this unique process.

The Sega version of EWJ has one extra level (Intestines), more voice, better (and more) music (can you believe it?) and plays more fluidly than the SNES version... in my opinion. Although the SNES game is among the best for the system, it just ain't the same.

98%
x1589
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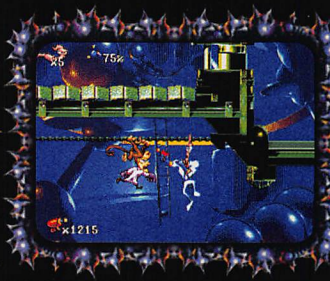
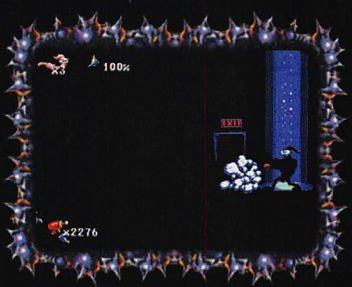
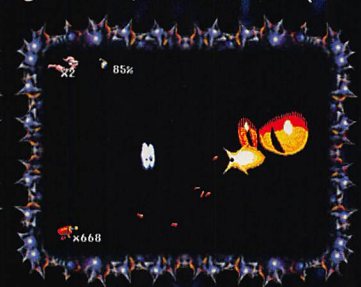
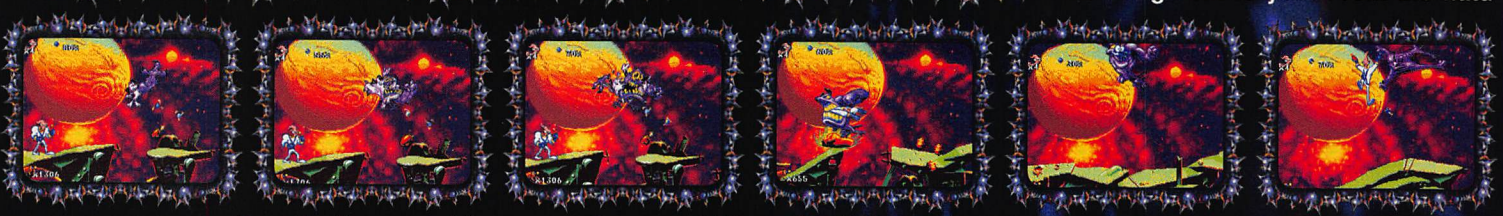


This type of game is just easier for the Genesis to handle. So, if you don't own a Genesis, buy one for this game-even if you never buy another game, it's worth it.

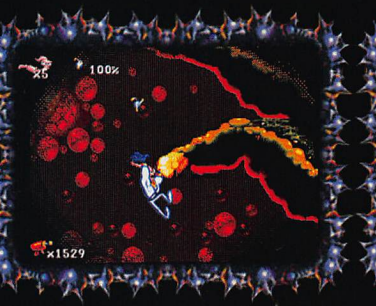
The music in EWJ is by far the best I have ever heard the system produce. In fact, it is so good that, after the CES (where it was blaring full blast), I had developers calling me saying; "that wasn't the real music, can you believe those guys?". That was the real music! Besides the music, the samples and sound effects are the coolest ever and are crystal clear. Cows moo (well, thee cow), Jim goes "oh ya!" and "Yippee" and "weee doggy!" and it sounds like he (Doug TenNapel) is standing next to you! From the flatulence to the squawking crows, the sound FX are PERFECT! If you have an amplifier with a DSP, switch on the DSP mode when you reach the intestines level. You'll see why when you get there (gurgle, gurgle). That level, by the way, is exclusive to the Genesis and is a technical wonder. You'll notice that it is a figure 8, on one plane-that's a first. I've been through this game at least 20 times and I'm still finding new stuff to appreciate.







Graphically, it is hard for me to describe EWJ. I could say it's like playing a cartoon, but there are no cartoons this cool in the world. I'll just say the graphics are the best

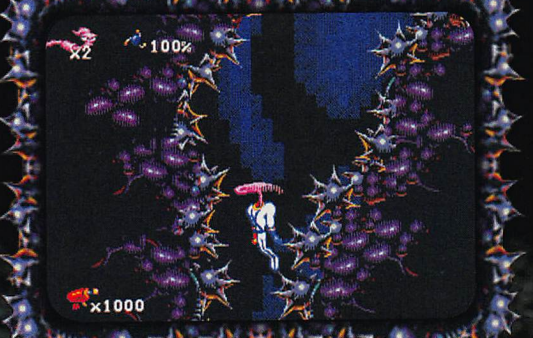


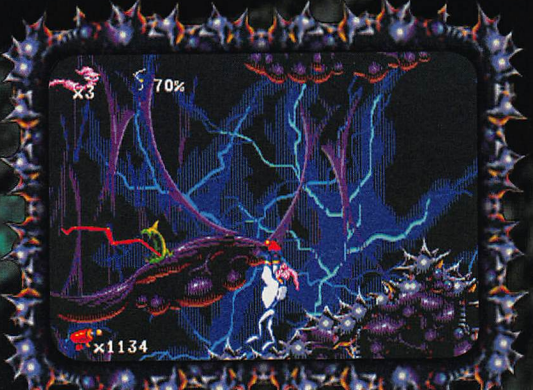
I've ever seen and leave it at that, the animation is off the scales. The artists at SHINY redefine talent. This is the first game I've ever seen where the graphics matched the conceptual drawings of the characters.

The diversity in the gameplay is another blaring success. It goes beyond the saying, "no two levels are alike". In EWJ, you go from fun filled, precision platforming, to 3D racing, to a battle on a bungee over a pool of snot, to playing as a meger worm, to riding conveyer belts, to swinging by your head, to maneuvering a mini sub, to launching cows! And then there are the bosses! These goons are unlike any group of baddies that I have ever seen or imagined. Remember when we said; "the best game to ever hit the screen?" Well, we weren't kidding, this is the ultimate 16-bit video game. Lastly, there is the all important ending. But, I WILL NOT BE A WEENIE and give it away, let's just say it's a great pay-off.

Do not hesitate for one minute when Earthworm Jim hits the stores this October, set some time aside for the 16-bit experience of a lifetime. And then start looking forward to the sequels, a movie, action figures...

-E Storm





SUPER NINTENDO
ENTERTAINMENT SYSTEM

EARTHWORM JIM

SNES PLAYMATES\SHINY
24MEG AVAILABLE: OCTOBER

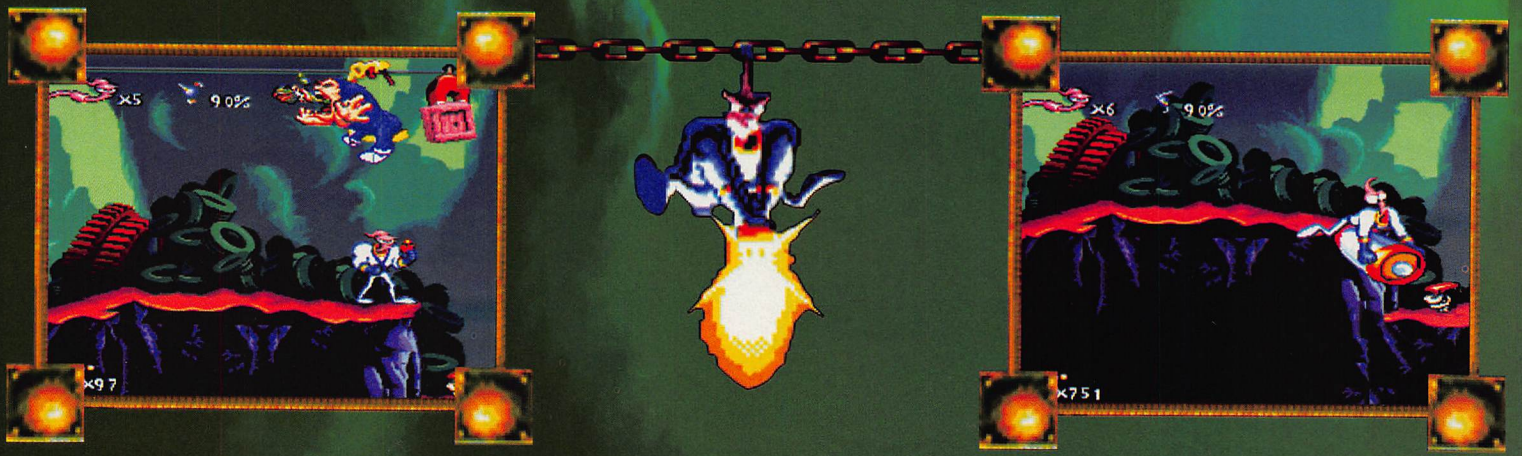
Let's be honest, the SNES hasn't exactly been overflowing with quality Action/Platform games. Sure, there have been a few, but when you really sit back and digress to the last time you played a real thriller, you experience a moment of temporary brain lock.

Things are about to change...

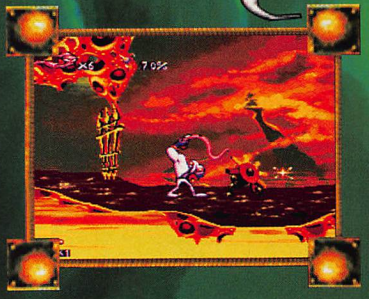
Here's one of the first big Band-Aids for the ailing category (which, by Christmas '94, should be overflowing with quality platformers), Earthworm Jim. When David Perry formed Shiny Entertainment last year, he immediately recruited one of the finest SNES teams in Europe. Nick Brunti and Nick Jones were single-handedly responsible for the outstanding 'Alien 3' game that won critical acclaim world wide. Nick had to write his SNES engine as he developed this game, so Jim 1 proved quite a task for the new Shiny team.

They, along with the Shiny design team, have done an incredible job on EWJ, a game that completely munches on all 24 alloted megs. Earth Worm Jim plunges, side-scrolls, zooms through 3D tunnels, and is packed with countless animations.

What EWJ SNES has, that the Sega version doesn't, are extra scrolls, a beaming lens flare, more color, and some amazing transparencies. The music is great, but it's still a toss up in that category. One sixth of the Sega cart's memory was

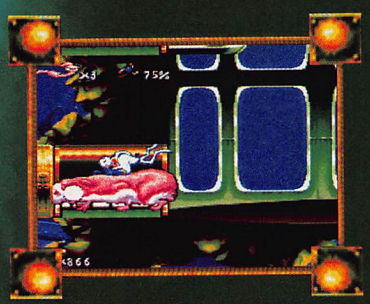


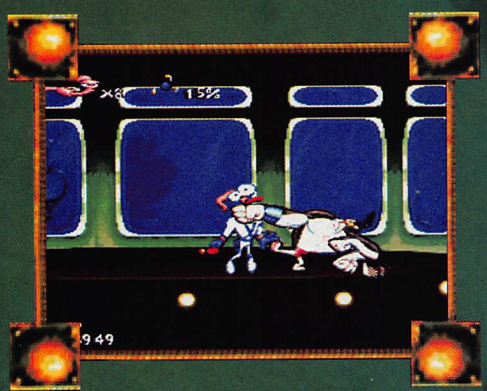
dedicated to music. The SNES game is one level shorter than the Sega game and doesn't have as many voice samples, but when you take in to account what it does have, it is hard to pick a winner. If you're lucky, you have both systems. The SNES version 'feels' like a SNES game, so if you prefer the

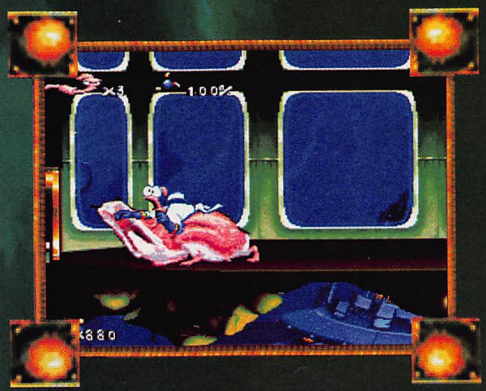


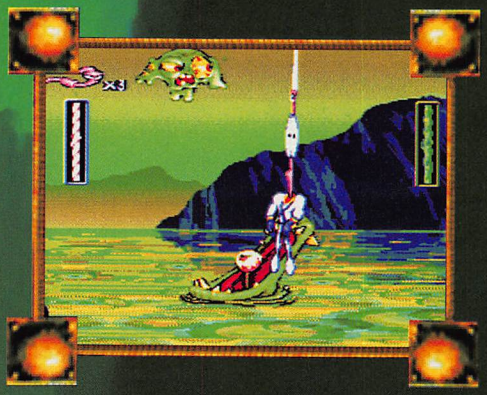
SNES, this is your game.

As you embark on Jim's amazing adventure, you will meet some of the most creative and comical (in an evil way) enemies that you have ever laid eyes on. Evil the Cat is at the top of my 'best bad guys of '94 list' and fighting a mechanical chicken, that lays explosive eggs, was a unique experience, to say the least. The first thing you do is launch a cow, that has to tell you something.



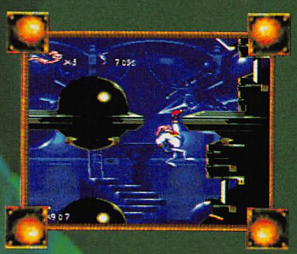
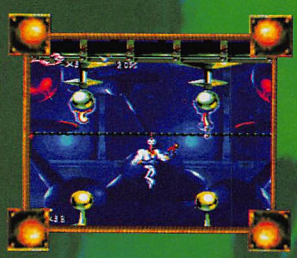
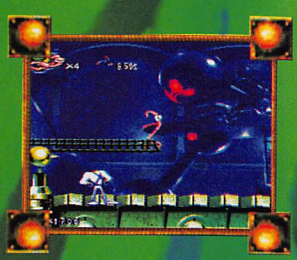


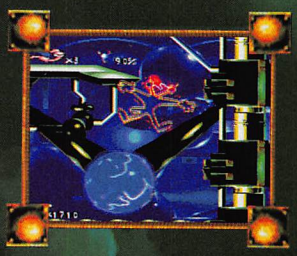
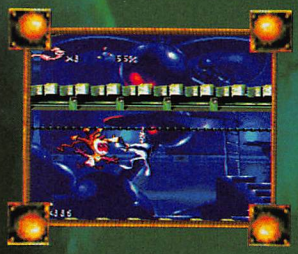


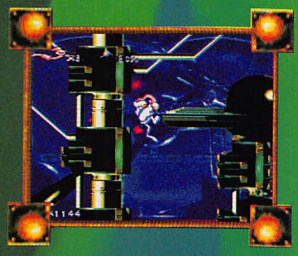


From there, it's onto meet Chuck and FIFI, Evil the Cat, Bob and #4, Major Mucus, Peter Puppy, Professor Monkey for a Head, Queen Pulsating, Bloated, Festering, Sweaty, Puss-filled, Mal-formed, Slug for-a-Butt, and finally... well, only weenies give away the end.

The play mechanics in EWJ, along with the amazing way that the game is laid out, will surely cause you to play it about a zillion times. And, If you are truly skilled, you'll find all of the hidden stuff, complete the advanced phase of 'For Pete's Sake', and

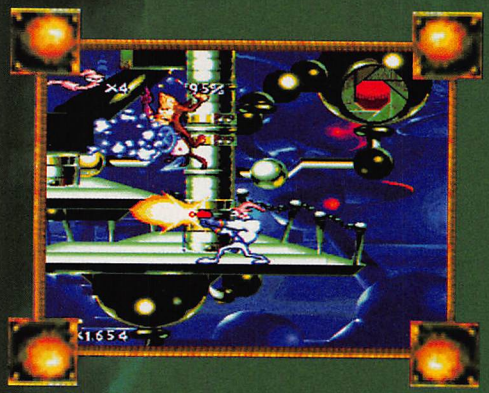





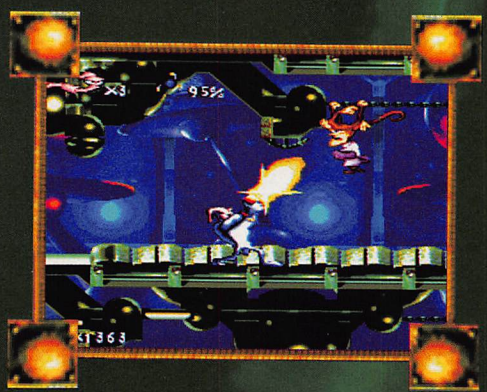
beat the game on difficult. If you can do that, you've got real talent.

The bottom line is that this is one incredible game, and if you don't experience it, you're missing out on something truly rare in our industry; an original concept that is devoid of any funky license or corporate intervention.

Shiny is done with their first game,



they've put down their pencils and shut down the computers. They're probably in the conference room right now dreaming up something for '95 that will blow us away even further. I have just been informed that production of the sequels will commence on September 1st. Shiny will take a full year this time out (EWJ went from concept to done



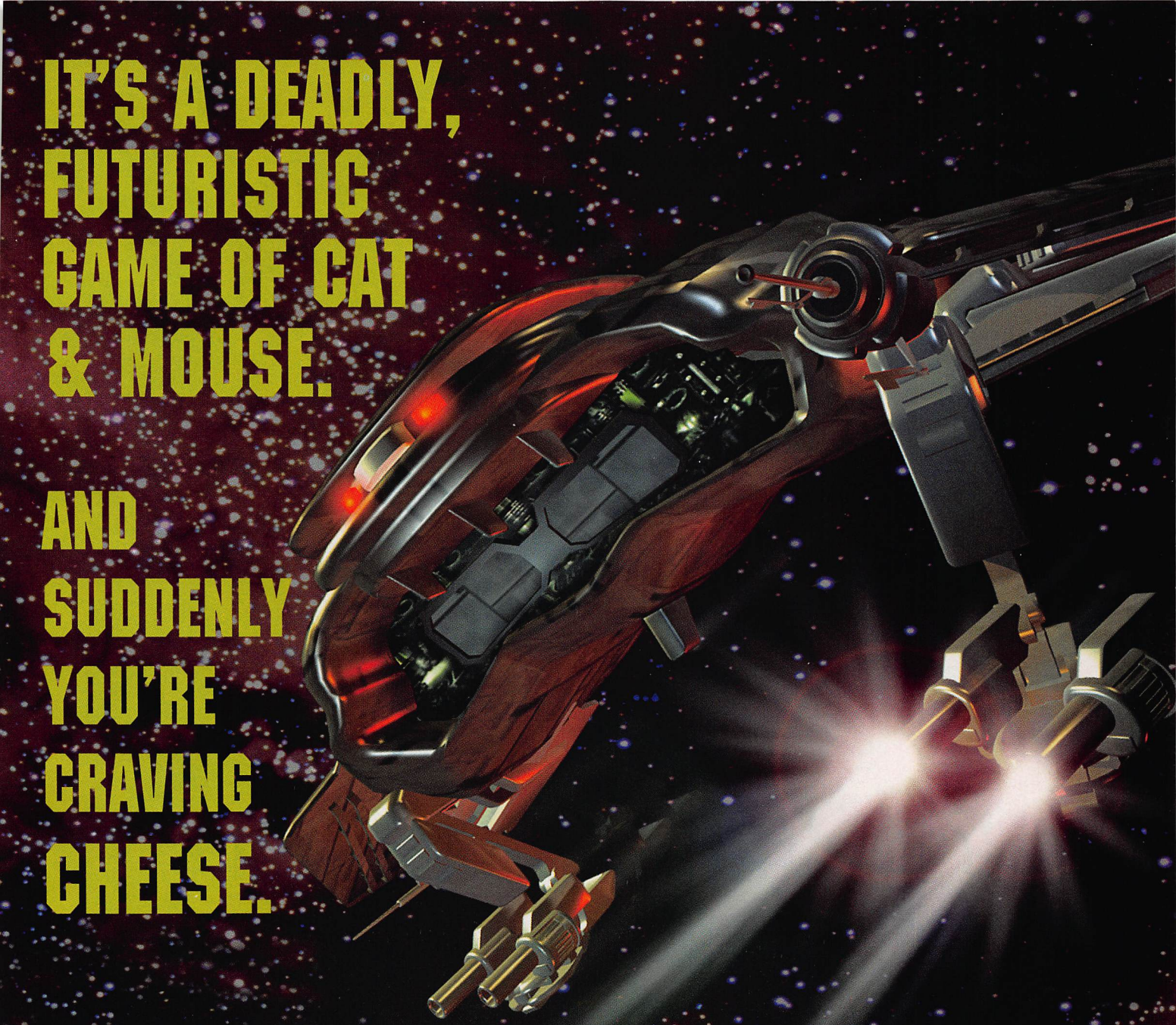
deal in just 7 months) and DP and Nick have told me that they can squeeze even more out of both the SNES and Genesis hardware! I can't imagine. Our coverage on EWJ will continue with tricks, codes and even more ways to enjoy Shiny's first game in the months to come. And then I'll be back, with every shred of news I can get from that point regarding the sequel and anything else these guys decide to do. See you then.

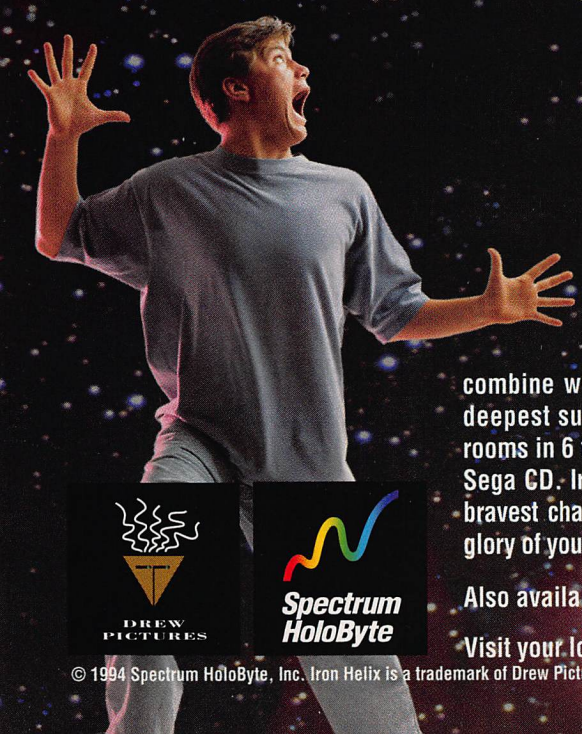
- Takahara

TenNapel

IT'S A DEADLY, FUTURISTIC GAME OF CAT & MOUSE.

AND SUDDENLY YOU'RE CRAVING CHEESE.





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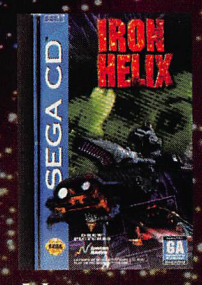

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Take charge of the Allies as they prepare to liberate Europe or lead the ruthless Axis in its push for global domination. Victory can be yours in the War in Africa, the famous tank battles at Kursk, Battle of the Bulge, Battle for Normandy and the Fight for Berlin.

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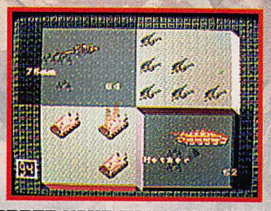

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AVAILABLE OCTOBER · 1 PLAYER · BOXING · 16MEG · NINTENDO · PREVIEW · SNES

SUPER PUNCH-OUT!!

Yes! Ever since I knocked Glass Joe out for the first time, I've been craving a Punch-Out sequel... and what a sequel it is! Bald Bull, Super Macho Man, Mr. Sandman and the rest are back in 16-bit splendor!

The first thing you'll notice about Super Punch-Out!! is that it resembles the arcade version much more than the NES title, as your character is transparent and you only see him from the waist up. The button lay-out in SPO resembles the arcade closely as well - a Right Punch, Left Punch, and Knockout Punch.

The graphics in SPO are very basic... But that's good! All of the art is drawn in the original, nostalgic Punch-Out!! style, with big ol' lips and stretchy faces intact. There's a grand total of 16 boxers, with plenty of new characters, some of the strangest being Heike Kagero, a Kabuki actor who attacks with his HAIR, Dragon Chan, a total Bruce Lee rip-off-complete with Fei Long voice and Mad Clown, a huge pale dude who just makes the WEIRDEST noises. (Speaking of the speech in this game, there's an insane amount of it! Every single boxer's name is announced, and every boxer has a taunt!)

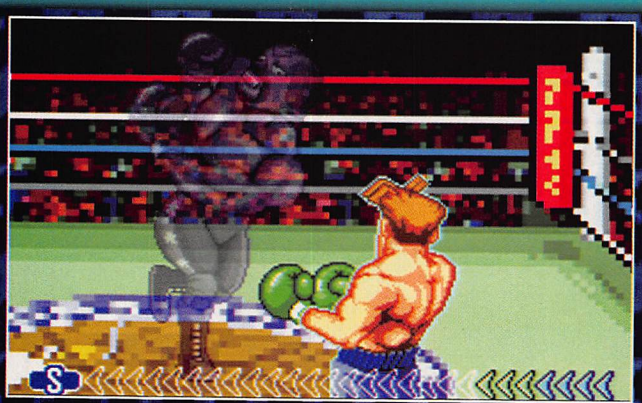
There are 2 modes of play in SPO; the Championship mode and the Time Attack. The Championship mode pits you against all 16 boxers in succession, and the Time Attack lets you face any boxer you've defeated in the Championship mode to try and beat your time. Luckily, you can save up to 8 files... it's totally necessary!

Technique abounds in this title - you can jab with "B" or "Y", and knockdown with "A" (once your knockdown meter's filled up), dodge, and block. A Knockdown Punch can be delivered in many ways - a lightning-quick uppercut, rapid body blows, or several quick blows to the head. The knockdown punch can be significantly powered-up by blocking often, as each time you block your power meter builds (it's in the upper left-hand corner), your knockdown attack will get stronger and faster.

Nintendo sure knows what they're doing. This title is near perfection! Hopefully, we'll have a full review in our next issue. For now, however, just feast your eyes on the screen shots. Way to go Nintendo! *-Nick Rox*

Thought to be boxing under an assumed name, Bob Charlie likes to show off as he boxes. Before leaving Jamaica, he was crowned the jive king of Kingston.

Trained as a kick boxer, Dragon Chan is not afraid to use any type of offense he knows. His corner man refuses to speak in anything but his native tongue.



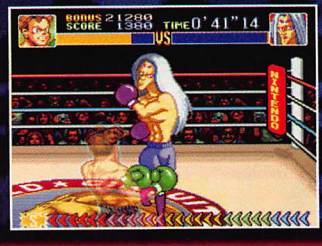
Masked Muscle was banned from professional wrestling for spitting an unknown substance at his opponents that caused them to become disoriented.

Mr. Sandman, confidently reigns as champion of the WVBA Major Circuit. Often in the habit of holding back, he waits until he's in danger of losing a match before unleashing his full arsenal of punches.

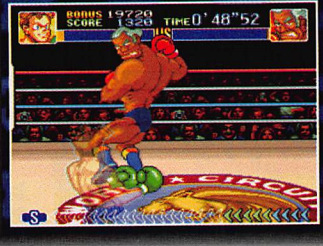
Because of his unusual name, he was subject to endless teasing. Unwilling to take it, he grew up to be the unrelenting scrapper he is today.

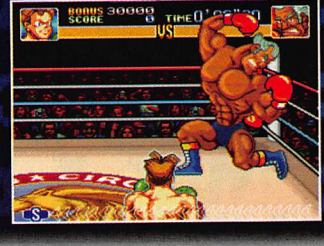
Mad clown joined the circus after suffering a nervous breakdown. After tiring of the nightly performances of juggling and attempting to drive a car that was much to small for him, he turned to boxing.

After being trained as a youth in Nihon Buyo, Heike Kagero learned to box to defend himself. He is not afraid to use his quick speed and dance moves while boxing.



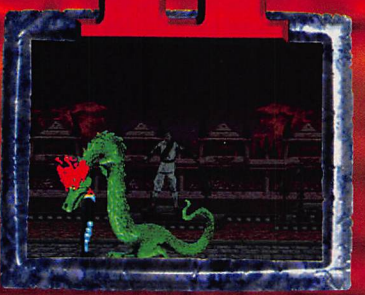
The champion of the NVBA World Circuit describes himself as a mere two hundred and thirty pounds of lean, mean, fighting machine.





Of all the titles being released for the Super Nintendo this year, Mortal Kombat II stands out as one of most controversial and eagerly awaited. The reason for this game's stratospherically high profile is quite clear. As an arcade game, Midway's MK2 set record earnings all over the country and was widely considered the No. 1 coin-op game of 1994, easily eclipsing Super Street Fighter II-produced by rival Capcom. When word hit the streets that Acclaim would be bringing this smash hit arcade game home, the anticipation began to build and hungry gamers from coast to coast started counting the days. News of the SNES MK2 retaining 100% of the blood, fatalities, babalities, friendship fatalities, and combos found in the arcade game only added fuel to this burning flame of excitement. Thanks to Nintendo's new rating system, MK2 for the SNES and Genesis will now be on even ground-as far as actual game content is concerned.

Last year, we all got the opportunity to play the home version of Mortal Kombat. And I'm sure many of you will agree with me that it was an impressive arcade translation. Could this new MK2 be any better than last year's smash hit? The answer is a resounding yes, and by a huge margin. The visuals are so close to the arcade game, it's amazing. The characters are digitized to perfection, blood fills



BARAKA JAX JOHNNY CAGE KITANA KUNG LAO LIU KANG MELEENA

the screen, all the frames of animation mimic the coin-op perfectly and the backgrounds are absolutely gorgeous. To be honest, in the department of graphics, I can't really find anything to criticize in this game. It's that good! The sound in MK2 is equally impressive. The voice samples are perfect, the music totally rocks and, when a character groans or yells, it is done so in a manner that may have you wondering if you're somehow playing the arcade game.

As expected, the play control is great, once you get used to the moves on a SNES pad. However, the most incredible thing about this game is that (unlike SSF2) it contains every move, every trick(fatality, babality, etc.) and all the combos from its pay-per-play big brother-the whole shebang! I would have to say that, overall, MK2 is a 95% arcade to home translation. This is truly an MK fan's dream come true.

-K. LEE

SAMURAI SHODOWN

Samurai Shodown, called by many the best fighting game of all time, has finally come to home systems, courtesy of Takara. The SNES version is easily the best, weighing in at a hefty 32m. Almost everything from the arcade is in this version, and there's even some features not found on the Neo, like Dolby Surround sound and a "Countdown" mode in which you take on all the game's challengers in the least amount of time possible. This title isn't without faults, however - the game doesn't scale, (Although you won't care about it when you're playing... Trust me.) and much of the speech is lost - including some of the most important samples like "Ippon!" and "Shoubu ari!" Those Nintendo censors have been at work, too... For example, Nakoruru's "Daring to strike a lady? Think it over in traction." has been changed to "Think it over in pain." Why, Nintendo, can we have shooting swaths of blood yet not have naughty words like gods, traction, breastplate, killed, spirits, and die? It's a small complaint, but I would have liked the game to have been as close to the arcade version as possible. All in all, however, this cart is excellent - it controls perfectly, (But try doing a hard slash on the SNES controller... MURDER!) we DO have blood and we've got the intro and all the endings. If you're into Samurai Shodown, grab it on the SNES... This is as close as you're gonna get on 16-bit... and it's DAMN close! *-Nick Rox*

END
NAKORURU
39
UKYO
POW

KU
WAN-FU
61
KYOSHIRO
POW

KU
TAM TAM
48
GEN-AN
POW

END
GEN-AN
48
HAOHMARU
POW

KU
KYOSHIRO
92
HAOHMARU
POW

KU
HANZO
48
HAOHMARU
POW

KU
GALFORD
82
HANZO
POW

KU
AMAKUSA
50
HAOHMARU
POW

05
17

KU
WAN-FU
60
KYOSHIRO
POW

KU
NAKORURU
29
UKYO

END
AMAKUSA
83
HAOHMARU
POW

HEY, YOU'RE NOT THAT BAD. YOU'RE NOT VERY GOOD, EITHER.
BURNING WITH REVENGE, NO ONE CAN STOP ME.
I THOUGHT I WAS WEAK, BUT I THINK I'M CLEOPATRA TOO.
I LIVE TO DEFEAT MY ENEMIES.

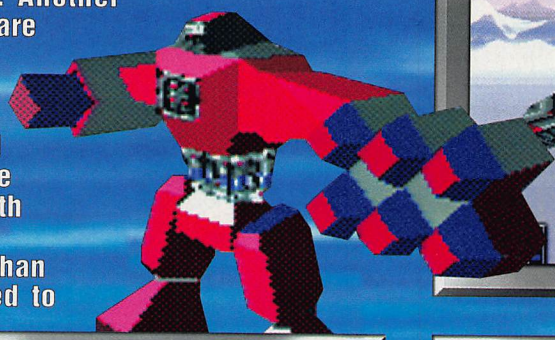
VORTEX

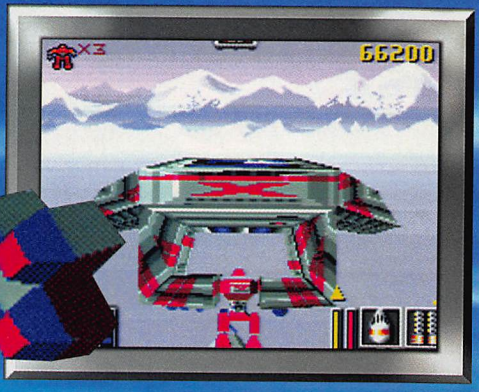
"Whatever happened to the FX chip?," you ask, "Whatever happened to 'The FX chip will be implemented throughout 1993 and beyond'??" Well, apparently it was improved, and Vortex, the third FX cart, is the result.

Vortex, once known as Citadel, puts you in the pilot's seat of some ultra-advanced exosuit called the "MBS," or "Morphing Battle System," that naturally only you can operate. Your mission is to retrieve and all-powerful "Core," (Although the core of WHAT remains a mystery) that was split into 5 segments by an evil alien menace called the "Aki-Do."

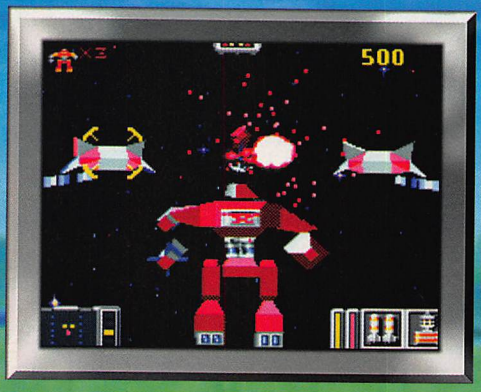
Your MBS can transform into 4 different vehicles: The Walker, the Sonic Jet, the Land Burner, and the Hard Shell. You'll find yourself using the Walker most, mainly because it's the only configuration you can pick items up with, and it's also the only vehicle that can equip more than two weapons at once. The Sonic Jet is useful for breezing past enemy gun turrets and the like, but not much else. The last two transformations have almost no use whatsoever. The Land Burner is basically a slowed down Sonic Jet that can only travel along the ground, and the Hard Shell is more harmful than helpful: If you EVER stop in Vortex, you're bombarded with enemy fire from every direction... and you can't move in Shell mode. When you exit the Shell, you get SLAMMED with enemy fire and end up biting it rather quickly

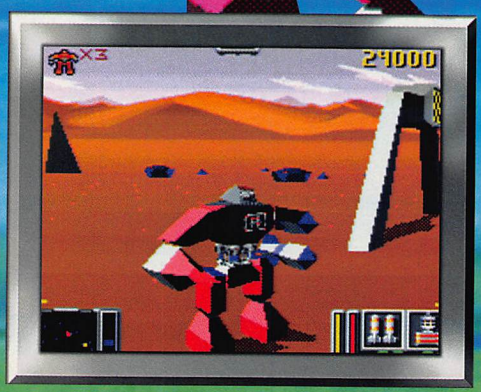
The control in Vortex seems a bit off, too - you'll press right and you MOVE right a second later. It's a minor delay, but it gets HORRIFYING when the screen is full of bullets you have to dodge. Another gripe about the game's control is that there are simply too many things to remember! There's separate commands for jumping, shooting, changing Weapon A, changing Weapon B, turning around, facing right, facing left, and transforming - and most of them require the use of the L and R buttons in combination with the main buttons.

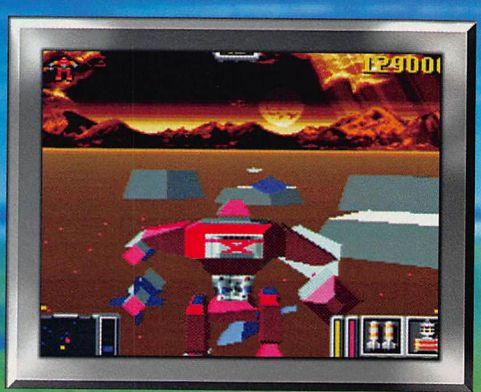


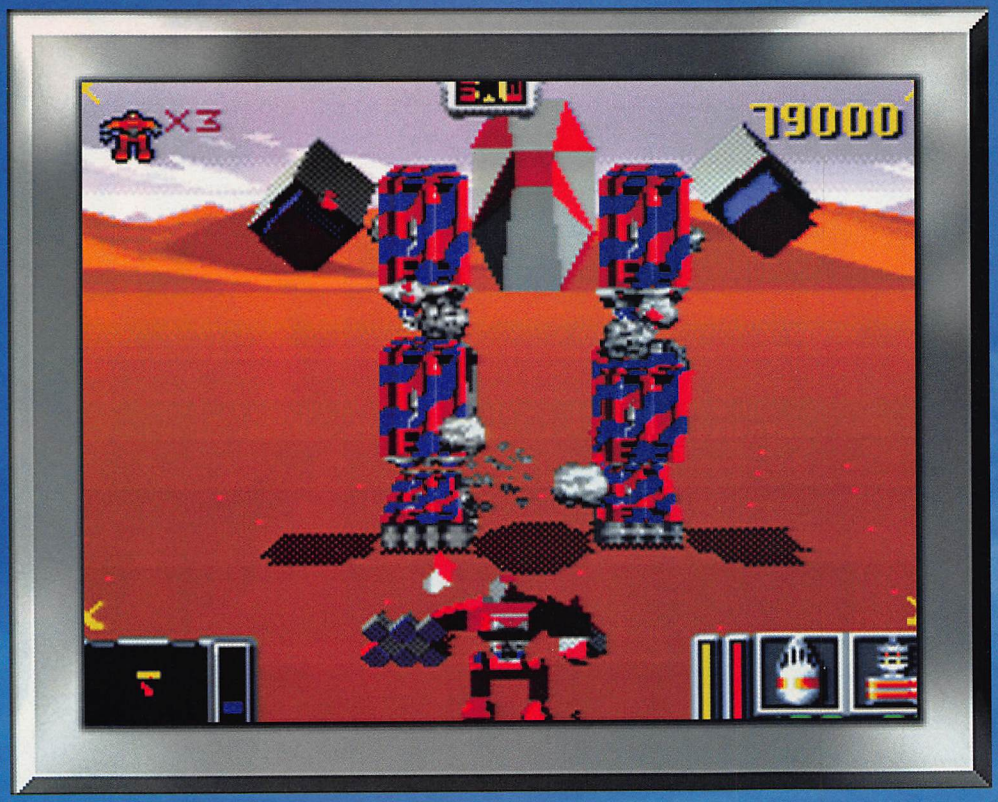


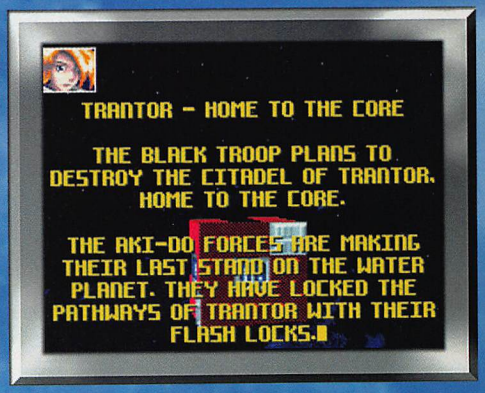
There are many more polygons in Vortex than there are in StarFox, and you aren't restricted to

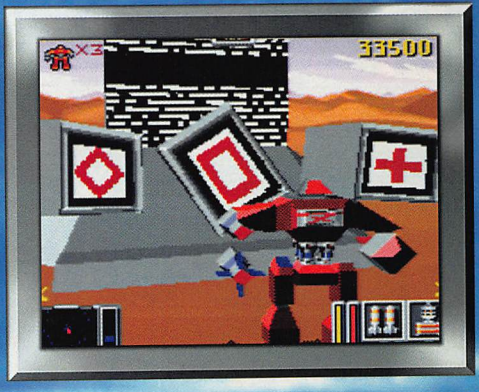








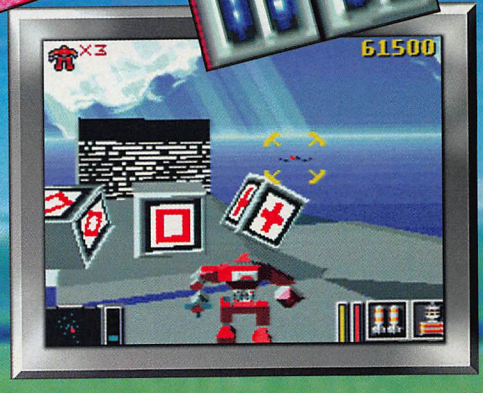




one flight path, but I swear to you Argonaut sacrificed color to accomplish this. Everything in the game is made of four hues. That's it. Imagine the confusion when an enemy fires blue bullets at you... And YOUR bullets are blue. An even stranger aspect of the game is that when you're in Sonic Jet mode and make sharp turns or pull down hard, your vehicle completely LEAVES THE SCREEN for seconds at a time! You have no idea what you're shooting at or what to dodge.

Vortex's music is average, with some "Hey! Me too!" techno-ish dance tunes and happy futuristic tracks. The sound effects are appropriate booms and bangs, and there aren't any speech samples to speak of.

Vortex is truly a love it or hate it game. I guarantee that if you liked StarFox, you'll like Vortex. Unfortunately, I wasn't too crazy about StarFox. Although challenging, I would expect more from the developers of the FX chip... But what more could they have fit into 4 megs? Give Electro Brain's Vortex a try...



I

- 1
- 3
- 1

- In level one you'll find the *Crest of Earth* which enables Firebrand to morph into the *Ground Gargoyle.*
- Once you obtain '*Buster*', return to this level and find the hidden Vitality.

You'll find the following items in each level.

II

- In this level you'll find the weapon that blasts through stone blocks.
- Be sure to use the *Ground Gargoyle.*

- 1
- 3

III

- In the tree stage, be sure to find the hidden door ①.
- You'll also find one more weapon and a Talisman

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- 3
- 1
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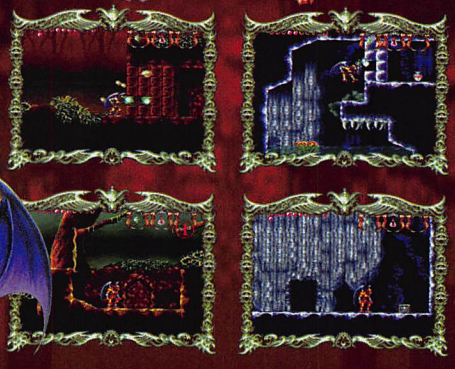


Capcom's sure in a gothic mood this month. First DarkStalkers (Speaking of DarkStalkers, check out the move guide in this issue!), and now the superb - and very dark - Demon's Crest. It's about TIME we saw a game this dark on the goody-goody SNES, though! "Oh, come ON," you say, "How dark can a SNES game BE?" The answer is VERY dark. I mean, this game is BLEAK. You'll see everything from rotting bodies, oozing blood, and skeletons to UNBELIEVABLY gory death sequences. Couple all that with the game's haunting orchestral music and astoundingly rocking game play, and you've got the best adventure of '94.

1,000 years ago, the Crests of Fire, Wind, Water, Earth, Time and Heaven fell from the heavens into the Demon Realm. The Crests lent absolute power to their owners, so, of course, every gargoyle, zombie, and ghoul of the Demon Realm wanted the crests for themselves. Not for many hundreds of years did anyone have the power to gain all of the crests, but one demon, Firebrand, came very close. He had gained every crest except the crest of Heaven, and he would stop at nothing to defeat its owner, the Demon Dragon. After a long battle, Firebrand defeated the Demon Dragon, but was seriously wounded. A demon named Phalanx saw his chance and struck Firebrand down in his weakened state. Firebrand fell unconscious into the very coliseum that the Demon Dragon lived in... and you can imagine how happy the Demon Dragon was when the weakened Firebrand fell right into his hands! This is where you assume control...

...and what control it is! Firebrand handles perfectly. You shoot a fireball with "Y", jump with "B", and, while jumping, you can press "B" to hover. "A" allows you to use the special function of whichever Crest you're equipped with. For example, the Earth Crest allows you to perform a dashing tackle, and pressing "A" with the Wind Crest will let you fly. Pressing "X" will use a spell or potion. (There are 5 different types of each.) Firebrand can also cling to walls with his claws and fire platforms (similar to the platform gun in Mega Man), and wall-destroying bullets.

The GFX in Demon's Crest are excellent, yet very dismal. There are really no bright colors at all, but this definitely contributes to the mood of the game. Capcom has laden Demon's Crest with extraordinary special effects, as usual, with plenty of transparencies, scaling and rotation, and a map screen that rivals Final Fantasy airship sequences.

Demon's music is truly breathtaking, sounding like it was composed by Nobuo Uematsu or Koichi Sugiyama. It's extremely somber and orchestral - just right for this type of game. The SFX in this cart are above average, and there are some neat digitized roars and death-screams.

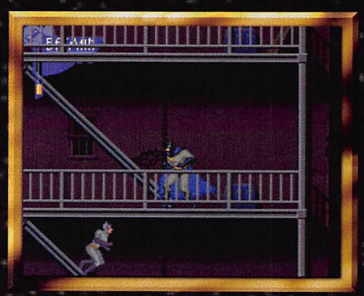
Demon Crest is a phenomenal Action/Adventure from Capcom, and should definitely be checked out... its only flaw it that it's too short for my tastes. This game is also a milestone for Nintendo - It's really their first game that seems to have been affected by their new "Play it Loud" attitude... If the new SNES games are gonna be anything like Demon's Crest, give me more!

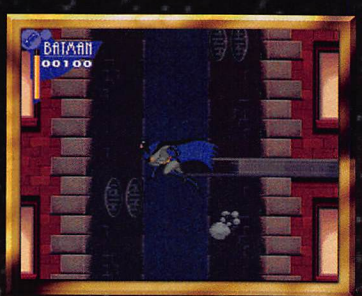
-Nick Rox

IV

- 1 - 1

- Here you will find the *Crest of Air*, which enables you to morph into the *Aerial Gargoyle*.
- You will also find the weapon '*Claw*' which will enable you to grapple on spikes.





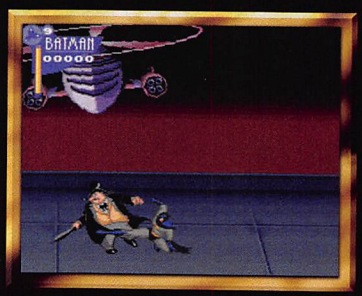
the adventures of BATMAN & ROBIN

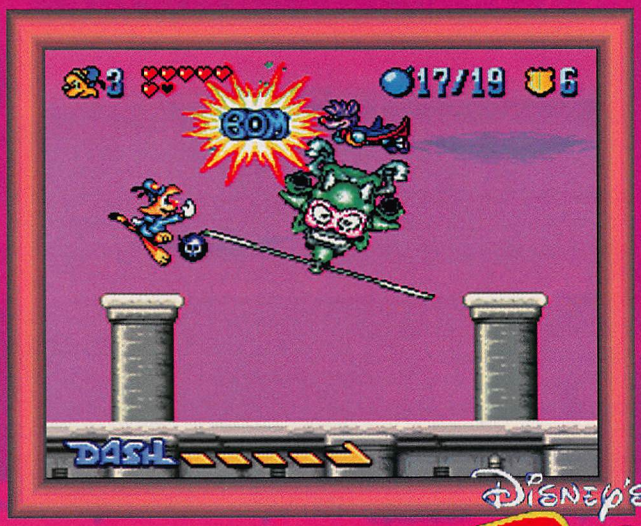
Why can't Konami program everything? Once again, Konami is making an incredible game out of a great license. You'll know that you're in for a treat the instant you slap B:TAS into your SNES and hear that booming, symphonic Batman theme (a perfect rendition, by the way). From start to finish, Batman is nonstop Konami perfection! Batman has an insane variety of moves and gadgets, from his trusty utility belt, like; his ever-present Batarang and grappling hook, the "Batstar," smoke bombs, explosives, a gas mask, and even "X-ray" goggles. By far the most useful toy is the grappling hook, which is TOTAL Konami...it's basically Simon's whip from Castlevania IV.

Konami is probably the only software house I know of that makes full use of the SNES's special effects, like transparencies and Mode 7...but, WHY? Are other programmers too scared, or is Konami just too rocking? I guess the latter! You'll get a full dose of Konami FX in Batman, like Rocket Knight Adventures-style reflections, unbelievable 3-D scrolling atop a biplane, and too-awesome Contra Hardcorps-ish sequences. But, instead of running along a highway, you're on a roller coaster car!

Batman: the Animated Series still has a little way to go before it's released, and you can bet I'll be first in line to buy it when it is!

-Nick Rox

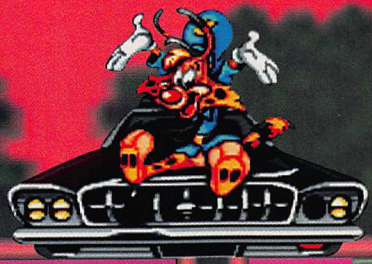


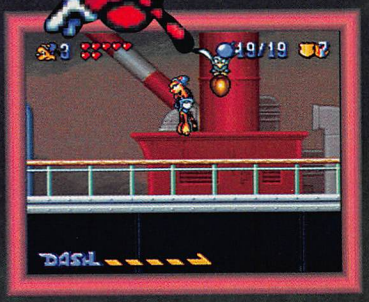


Disney's Bonkers

Back in those good 'ol NES day's, the name Capcom was synonymous with quality action-platformers. Things started out kind of the same on the SNES with Super Ghouls and Ghosts, but then, all of a sudden, the fighting craze hit, and of course, Capcom instantly lead the category... good for fighting gamers...tragic for platformers. Now, as the SNES begins to find its legs, the king has returned with Mega Man, Demons Crest, Mickey, and a new addition to the family; Bonkers. This comical little cat (of Disney cartoon fame) could easily replace the older Disney characters as a new generation of kids are now tuning in to a whole new generation of cartoon heroes, including Bonkers. Bonkers is a cop, well at least he's a cat cop. He may fumble around, hit a wall here and there, and catch you-know-what from the chief, but he always gets his man (or toon) with a little help from you. This game is full of those Trademark Capcom qualities like super detailed artwork, colorful scrolling backgrounds, excellent animation and that music that you can tell is Capcom with your eyes closed. It'll be nice to walk down the isles again and see the Capcom logo on a bunch of quality platformers again. Welcome home, it's nice to have you back.

We'll review Bonkers next month. Mr. Goo





The finest RPG ever developed is here. Finally, after 3 years of waiting, Final Fantasy III is here, and it's ready to sap your social life for a few weeks. So, you'd better free up some time during mid-October! 1,000 years ago, the War of the Magi razed the land, and the spells cast by the Magi Knights were so powerful that they simply negated each other... and magic ceased to exist. Now, substances like iron, gunpowder and the steam engine have been discovered to fill the hole that magic once occupied... in short, technology. Yet only one man, Kefka, recalls childhood tales of a force known as "magic," and will stop at nothing to acquire it.

One day, Kefka happens upon a girl with the natural ability to use magic. Astounded, he enslaves her with a mind-controlling Slave Crown. Kefka theorizes that the girl, Terra Branford (Tina in Japan) will be drawn to more "magic", and so he decides to use her as his pawn. His first mission for Terra is to retrieve a Call Monster, or Esper, that lies dormant under the mines of Narshe... and this is where the game begins. From Narshe, Terra will travel throughout 2 worlds, gain 9 companions (and, if you're lucky, you might even find a couple more...), learn hundreds of spells... and embark on the most incredible English RPG ever. An all of this only 6 months after the Japanese release!

Final Fantasy III is filled with a seemingly endless array of never-before-seen features, like Relics, accessories such as rings, capes, gauntlets, and charms that boost certain areas of your status... and some even give you extra abilities, like the Dragoon Boots which allow you to Jump a la Kain in FFII. And, of course, there are rocking new forms of attack, like Sabin's (Mash in the import version) Blitz, which are Street Fighter II style special moves accomplished with Street Fighter II style motions... For example, the Aura Cannon is Down, Down-Forward, Forward, "A"... A standard fireball command! Other new attack options are Sketch, Slot, Rage, Sword Technique, Dance... The list goes on and on. The scenery and backgrounds in Final Fantasy III are like nothing you've ever seen

FINAL FANTASY III

Locke is the first person to join your party.

Beef yourself up to level 10 or more before heading S. to Figaro.

Make sure you speak to the lady through this door.

We're there, dude!

Exit left, and defeat Kefka's two thugs.

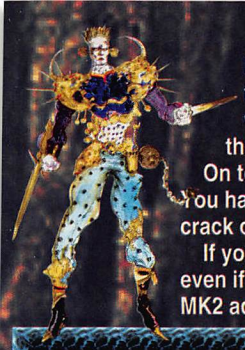
Next, head due east to the cave entrance.

Fight the enemies in this room and heal yourself at the pond to level up quickly.

Ahh, this seem like a nice place to save the game.

Head southeast to this town.

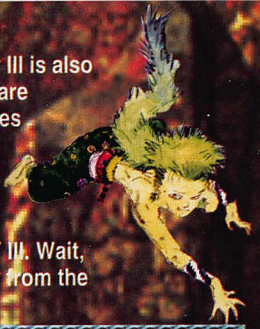
Who knows what evil lurks in the hearts of men?



before, or are likely to see again soon... Why? Many backgrounds are digitized PHOTO'S and Final Fantasy III is also the first game to make use of the SNES' ability to display 256 colors at once. As if that wasn't enough, Square went way out of their way to add layers and layers of scrolls, transparent mist effects, and airship sequences that words simply can't hope to describe.

On top of all this perfection, Square has had the godlike music composer, Uematsu Nobuo, hard at work. You have NEVER heard ANYTHING like the music in Final Fantasy III. It's a cliché, but you really WILL want to crack open your cart to see if there's a CD inside it.

If you're an RPG fan, or if you have a SNES... No, make that if you like video games at all, BUY FINAL FANTASY III. Wait, even if you hate video games, buy Final Fantasy III. You have never experienced a game like it, and I must borrow from the MK2 ad's here: Nothing can prepare you for it. - *Nick Rox / K. Lee*



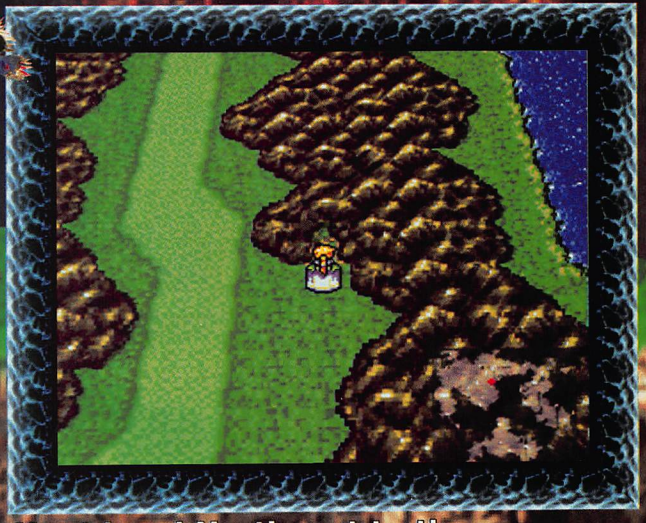
Next, head north to Duncan's house.

The two brothers will soon reunite.

Head southeast to the entrance of Mt. Kolts.

Work your way to the top of the mountain, where a boss awaits.

Edgar's long lost brother, Sabin can defeat this boss using his blitz attack.



Next head Northeast to the Returners hideout.

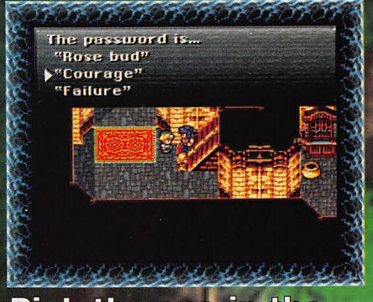
After Banon gives you this relic, its time to go river rafting.

Beat the octopus and your quest splits up into 3 scenarios.

In the Items shop, Locke steals some duds off a merchant.

This allows him to roam around South Figaro undetected.

So this is the bottle of cider that ol' geezer wanted.



Pick the one in the middle.

There's a hidden passageway behind the bookshelve.

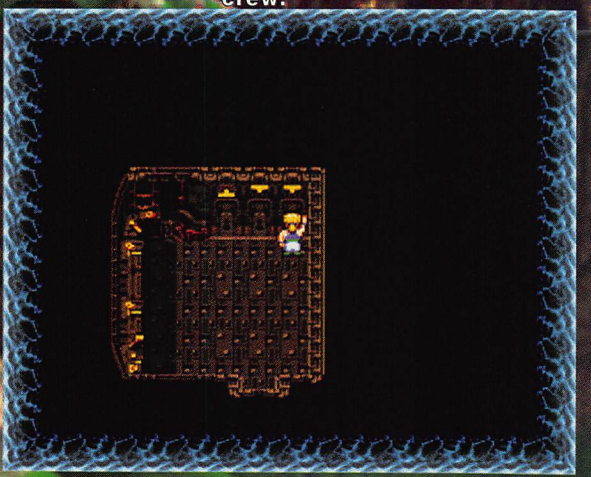
Open sez-me. Its time for Locke and Celes to make their escape.

Head northwest to this cave and fight the boss-easy!

After joining forces with Shadow, head SW to the campsite.

After Kefka poisons the water, Cyan will join the crew.

South of the campsite is the Phantom forest. You will find the train there.



Flip these switches in the engine room.

Southeast of the forest is the entrance to Baren falls...

...But to get there you must jump over the falls.

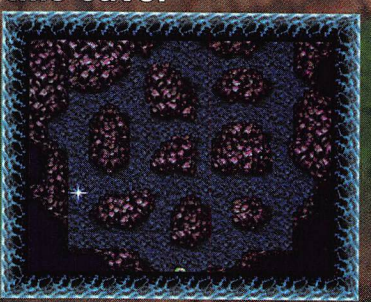
Mobliz is located here in the east. Buy some dried meat...

...and feed to Gau. He will now join your party.

Next, head south to this cave.

This will allow you to breath under water.

Use this boat to get back to Narshe.



Follow this arrow.

Soon everyone will join forces to battle Kefka.

In pt. 2 of GF's strategy guide, find out what exactly happened to Terra...

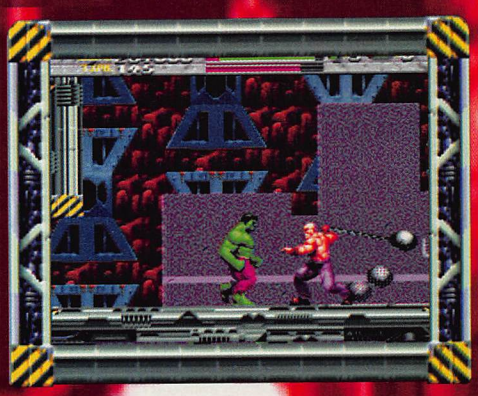
THE INCREDIBLE HULK™

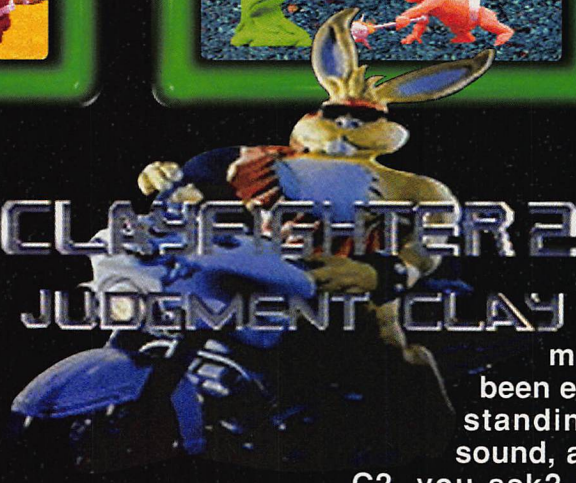
For the past decade or so, the Incredible Hulk has been one of the most famous and instantly recognizable comic book characters. So, if you think about it, it was only a matter of time before the mighty Hulk would appear on the SNES. Thanks to US Gold and Probe, gamers everywhere are going to play one of the better Action-Platform games for the SNES this Fall.

This 16 Meg monster is similar, in many ways, to the Genesis version of the same name. Hulk features well balanced play control and really long and challenging levels that take time and skill to conquer. The Hulk also features a 1970's funk music style that does start to grind on you after a long level. In the Hulk, you can't just rush through a level and expect to beat it. The designers have taken the time to hide dozens of secret rooms and switches that you must find in order to pass a certain level or checkpoint. This adds a great feeling of balance and forces you to explore the game fully (most action games these days have been lacking these features). With some extra play mechanics and special effects this would be a great game, rather than a good one. The way you control the Hulk may feel a little strange at first but, after awhile, the unusual play control grows on you. 5 buttons are used; "Y" for punching, "B" for jumping, "A" for grabbing and the "Select" button for changing between the Hulk and Dr. Banner. You can also pick-up certain items along the way to help do away with The leader's minions. Jeeps can be lifted and tossed like toys, telephone booths can be ripped from the street and used as steps or weapons, gory, throbbing hearts can be hurled in level three, and machine guns quickly lay weak enemies to rest when you are reduced to the wimpy Banner. The difficulty in Hulk is about medium. It seems hard at first, but once you get the control down, the emphasis switches to memorizing levels and enemy patterns. The bosses are small for the most part but can be tricky, a powered-up Hulk will usually make pretty quick work of them.

Out of all the comic book- licensed character games this year, The Incredible Hulk is at the top of the heap. The artwork, attention to detail, balance, and comic book realism make this a license done complete justice. How good that makes The Incredible Hulk, is up to you.

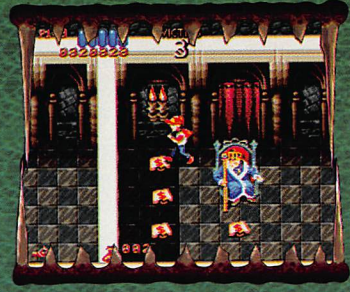
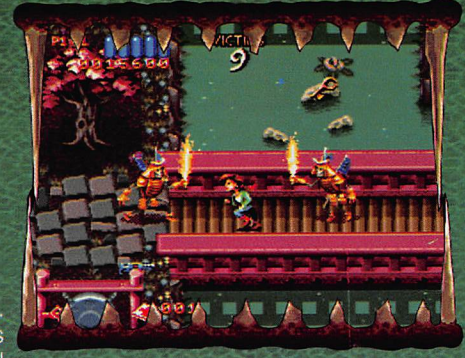
-Takahara





As a rule, a sequel should be better than the original. However, this is not often enough the case. This is not one of those instances. Although C2 is only preview-able at this time, I can assure you that it is much improved. This couldn't have been easy either. The original game had outstanding graphics, comical genius, great sound, and good control. What's better about C2, you ask? First and foremost, the characters themselves look unbelievable. They move fluidly and are even more detailed and shaded then their predecessors. Then, there are the new additions to the family; Spike; a big baby with a big spiked rattle, Hoppy; a fierce leather bound bunny, Kanga; a feisty thumper from down unda, Octo; a multi-faceted creature with a set of T-Rex choppers, Matiloa; a female ape complete with a tu-tu, and Nana...a Banana?. Each of these new additions is drawn and animated to perfection, rivaling anything on the system. The backgrounds in C2 are sculpted masterfully and feature outstanding color, line scrolls, and even animation. This is sure to be one of the best sequels of the year, as well as one of the top fighters. We'll have more on C2 as it develops.

-Nick Rox

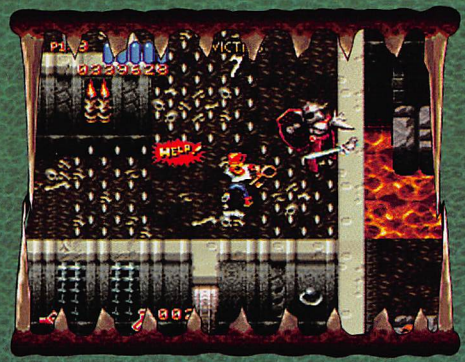



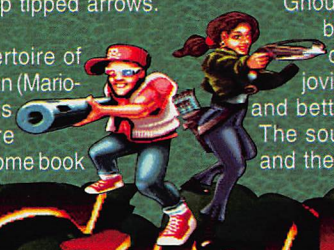
Have I seen these characters before? Nah... Ghoul Patrol is a top-down Action/Adventure type affair, in which you have the choice of representing Julie or Zeke, two mid-eighties wannabes ("Check it out dudes, no problemo! This is totally rad! Cool! This is fresh man."), in order to kill lots of bad ghosts with suction-cup tipped arrows. Sound fun?

Your characters have a small repertoire of moves - you can fire your arrows, jump, run (Mario-style) and slide. Your goal, it seems, is to rescue innocent citizens that were caught in the crossfire of you opening some book that contained an "ugly demon dude". The levels are set up maze-style, and you need to find keys to open a myriad of doors behind which are the poor people, who scream various random phrases like "SAVE ME!" "HELP!" and "THIS WAY!" After a few levels, you'll face a pretty easy boss. The graphics in Ghoul Patrol are amusing and well drawn. Most of the enemies are normal household objects come to life, like demonic Xerox machines and evil flying books. The scenery is also drawn very well, as are the cinema scenes.

Ghoul Patrol's music, on the other hand, may be the best part of the game. It's a mishmash of classic horror film-type music and jovial carnival music, and it just gets better and better as you progress through the game. The sound effects are kind of bland, however and there's not much speech (Both characters even make the same noise when they get hit!)

Ghoul Patrol might not sound like much fun, but it is... especially in 2-player mode. The game isn't finished yet, so, please JVC, rewrite phrases like "I'm going to fight this fresh demon-dude and return him to his freaky dimension!" *-Nick Rox*





GHOUL PATROL

JVC • 8 MEG • 2 PLAYER
PREVIEW • AVAILABLE NOVEMBER

HAN. YOU HAVE HIBERNATION SICKNESS FROM BEING FROZEN IN CARBONITE. YOUR EYESIGHT WILL RETURN SOON.

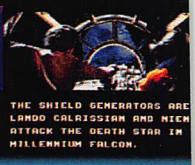
THERE WILL BE NO BARGAIN, JEDI. YOU'LL REGRET THIS.

JABBA'S SAILBARGE CROSSES THE DUNE SEA WITH THE CAPTURED PRINCESS LEIA AND THE DROIDS ONBOARD.

LUKE, HAN, CHEWIE, AND LEIA RACE TO THE FOREST MOON OF [illegible] TO DESTROY THE SHIELD

LUKE, WE MUST STOP THOSE SCOUT BIKERS BEFORE THEY CAN WARN THE EMPIRE THAT WE ARE HERE.

HAN, CHEWIE, AND LEIA ENTER THE SHIELD GENERATOR ON ENDOR THROUGH A SECRET ENTRANCE.



THE SHIELD GENERATORS ARE LANDO CALRISSIAN AND NIEN ATTACK THE DEATH STAR IN MILLENNIUM FALCON.

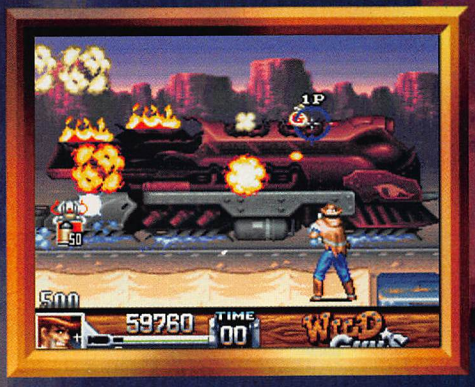
SNES · PREVIEW · JVC · 16MEG · ACTION · 1 PLAYER · AVAILABLE NOVEMBER

Everyone sure seems to be on a Star Wars kick lately. First, it was Rebel Assault. Then Super Return of the Jedi, and now the upcoming Star Wars: The Arcade Game and the Sega CD version of The Empire Strikes Back. Wha?? Which one to choose? If I were you, I'd pick Super Return of the Jedi.

Super Return of the Jedi is a hard game to classify - the game doesn't really seem to know what it wants to be. The predominant genre is action/platform, but you've also got 3-D driving and shooting scenes... and none of them ever repeat! You'll drive a land speeder, ride an air bike, fly the Millennium Falcon and more I know what you're thinking, though. "3-D? Who cares! It's just an F-Zero Mode-7 ripoff." Not so! In addition to just a floor, you've got Mode-7 on the side and even above! Sculptured really knows what they're doing when it comes to SNES 3-D. Wait until you see the last 2 stages - they're utterly indescribable. On the action/platform side SROTJ excels as well. Throughout the game, you'll have a choice of 7 characters: Luke, Han, Chewbacca, Widget, Warrior Leia, Princess Leia, and Rebel Leia. Each character has his or her advantages and disadvantages... For example, Luke hits the hardest, but his life meter is the shortest. Widget, the Ewok, hits lightly but he can create platforms with arrows, as in Sega's Quackshot. The game's graphics are very good, using the same bright tones that the Super Star Wars series is famous for, and the character animation is very smooth. My only complaint is that the screen often got too bogged down with enemies - making the game harder than it should be and creating a lot of slowdown. Hopefully this problem will be fixed up in the final version.

SROTJ's music is the usual Star Wars booming symphonic stuff, which is of course arranged to perfection... but how many times can you hear that damn BUM BUM BUM BUM-BADUM BUM-BADUM Death Star theme in one game?? The sound effects are done well, too... You'll find plenty of speech and sampled effects here, just as in the previous two games.

Super Return of the Jedi is looking like it'll shape up to be one of the best platform games of '94... but DAMN it's hard! This cart's nearly complete, so we'll probably be able to review it in the next issue... see you then! -Nick Rox

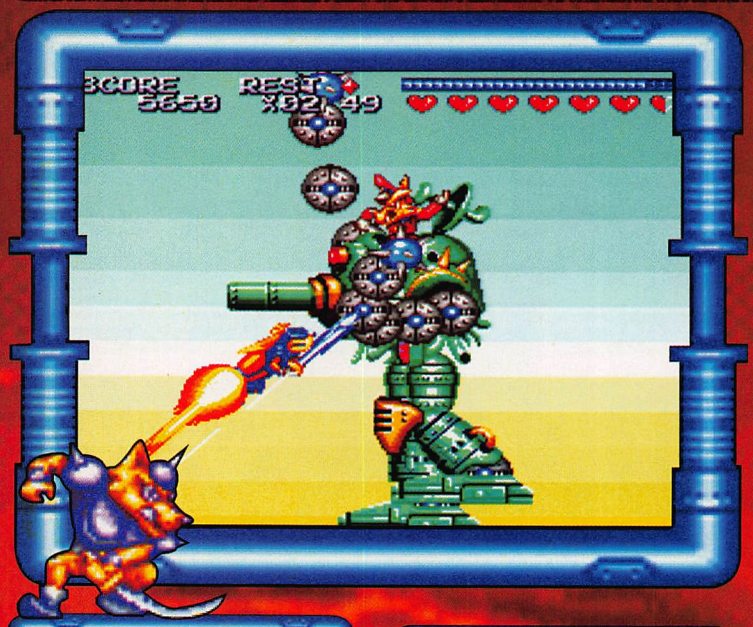


Wild Guns

Do you miss those classic arcade action/shooting games? This forgotten genre spawned some of the most enjoyable 2 player cooperative games of all time. Games like Cabal, Operation Wolf and Nam '75 were the addictive quarter munchers of an industry that was not yet consumed by fighting games. Natsume's Wild Guns, may just bring back some of those great arcade memories. In fact, your instincts may lead you to believe that this is an arcade to home conversion at first glance, although this is an original title for the SNES.

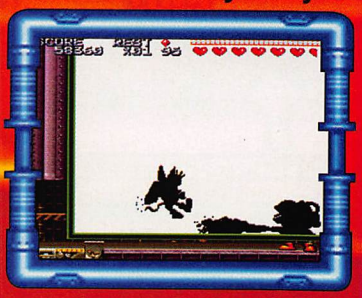
As you can see by these screen shots, arcade quality graphics play a big part in Wild Guns. In fact, everything in Wild Guns, from animation and overall game presentation, to play responsiveness and on screen action, emulates an arcade game, rather than the typical Super Nintendo game. You can select either Clint or Annie to be your gunslinger and can choose 1 of 4 different colors to outfit your gunmam (or woman in this case) and you and a friend can both play as the same character... a cool bonus. The locales range greatly, so repetition is never a problem-something that normally plagues this category. The stages in Wild Guns are divided into 3 sub-levels, each with its own boss or mini-boss and the game does not scroll constantly as Nam did, but stops for each battle. If this sounds like your type of game than Wild Guns is for you. This category may be somewhat of a relic but as with all types of games, surely has it's following. Those people will apreciate Natsume's efforts. *-K LEE*

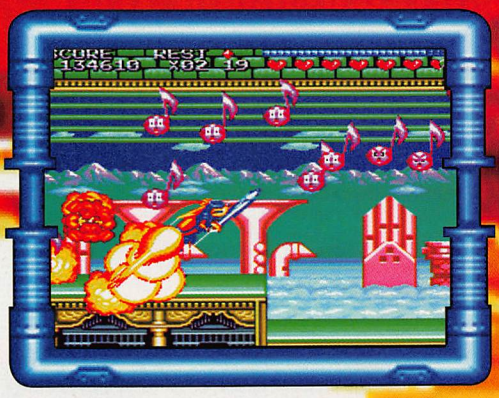
SNES • REVIEW • KONAMI • 16MEG • ACTION • 1 PLAYER • AVAILABLE OCTOBER

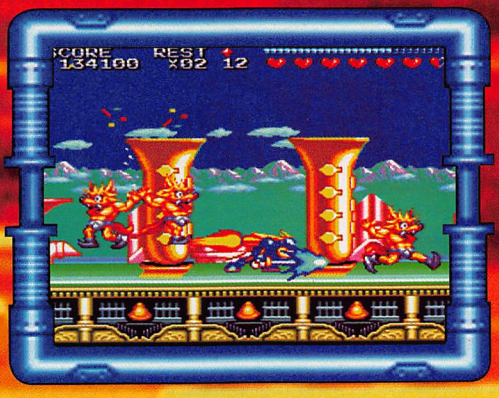


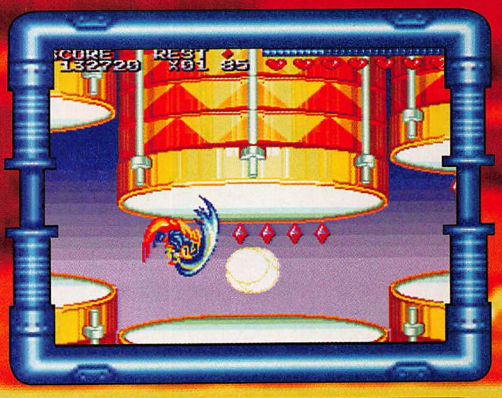
SPARKSTER

For as long as I can remember, action platformers have been big business for the companies that produced them. Konami is one of the many companies known for this type of game - not only have they produced some of the best platformers ever, but they've always managed to produce 'em year after year. When Konami announced Rocket Knight Adventures 2 on the SNES, we all knew it'd be a game to look forward to... and it was worth the wait, all right! Konami took all of Sparkster's basic characteristics from his Genesis game and went from there. From the moment you slap Sparkster in your SNES, you'll know this is a totally different game. Some of the special effects are so spectacular that you may assume the game's 16 or 24m... And it's actually only 8!

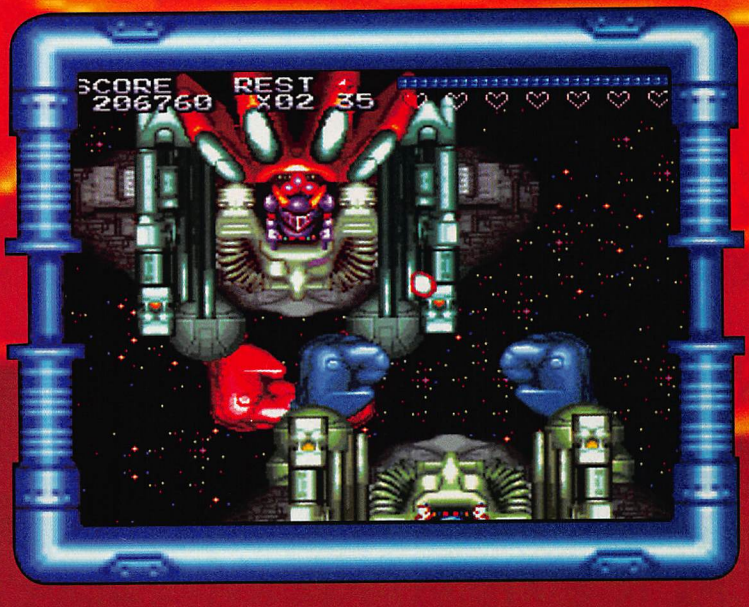








The massive bosses, scaling and rotation are quite impressive, too. Sparkster is incredibly easy to control, and is very easy to get accustomed to. Not only is the control and gameplay just right, but the music is truly something. It's definitely in the caliber of classics like TMNT IV, Mystical Ninja and Sunset Riders. Games like this make we wonder what Konami'll give us when they get their awesome little programmin' hands on the Ultra-64. I know one thing, I'll be looking forward to many more sophisticated Sparkster games in the future. *-The ENQUIRER*



Delphine Software, known for such blockbusters as Out Of This World and Flashback, have been hard at work on EA's first fighting game: Shaq-Fu. Imagine flawless animation from the talented animators at Delphine mixed with one on one fighting, Shaq, and... aliens? Uh-huh, aliens. Our story begins when Shaq decides to do a little sightseeing in downtown Tokyo a few hours before an exhibition match. He meets an elderly Kung-fu master who informs him that he is destined to rescue a young boy named Nezu who has been captured by an evil mummy named Sett. Nezu is being held captive somewhere in a parallel universe called The 2nd World. As luck would have it, the portal to this parallel universe is conveniently located in the Kung-Fu master's dojo. It is now up to Shaq to discover the whereabouts of Nezu, defeat Sett, and presumably, bring back peace and order to the 2nd world.

While this story may sound a bit "out there", I can assure you the fighting action is more conventional. There are 3 basic fighting modes in Shaq-Fu: Duel- your basic versus mode, where you can select any character in the game in a fight to the death. Tournament: where you and another player select 4 warriors in an elimination contest to see who's the best. And Story: In this mode, you play the role of Shaq as he confronts all the baddies in the 2nd World in an effort to crumble Sett's evil empire.

I can't give you all the gory details just yet because Shaq-Fu 'aint quite done. Graphically the game is right there at this point (as you can see). The backgrounds line scroll perfectly and the entire game has a very polished look. The artwork is very unique, especially on Shaq, I really like the exaggerated features. Hopefully, the moves and execution will be as good as the graphics. Because after all is said and done those are the ingredients that make or break a fighting game. Look to GF next month for a complete review. -K. Lee

"THAT WASN'T SO BAD!
I FINALLY FOUND THE GOLDEN IDOL."

"DR. JONES.
WE HAVE INTERCEPTED A SECRET
COMMUNIQUE FROM CAIRO TO BERLIN."

"THIS IS A WARNING.
NOT TO DISTURB THE LOST ARK!"

"INDY!
WE HAVE FOUND
THE WELL OF SOULS."

"ONCE AGAIN, WHAT WAS,
BRIEFLY YOURS IS NOW MINE."

"THE MEN FROM THE PALACE CAME,
STOLE THE SACRED SANKARA STONE
AND KIDNAPPED OUR CHILDREN."

"THE UNITED STATES GOVERNMENT
WILL KEEP THE ARK
FOR RESEARCH."

"THANK YOU FOR BRINGING ME THE
REMAINS OF NURHACHI, THE FIRST
EMPEROR OF THE MANCHU DYNASTY."

SUDDENLY, INDY'S PLANE STALLS...
LAO CHE'S PILOTS LET OUT THE
FUEL AND LEFT USING PARACHUTES.

WELL, JONES,
T LEAST YOU HAVEN'T FORGOTTEN
OW TO SHOW A LADY A GOOD TIME!!

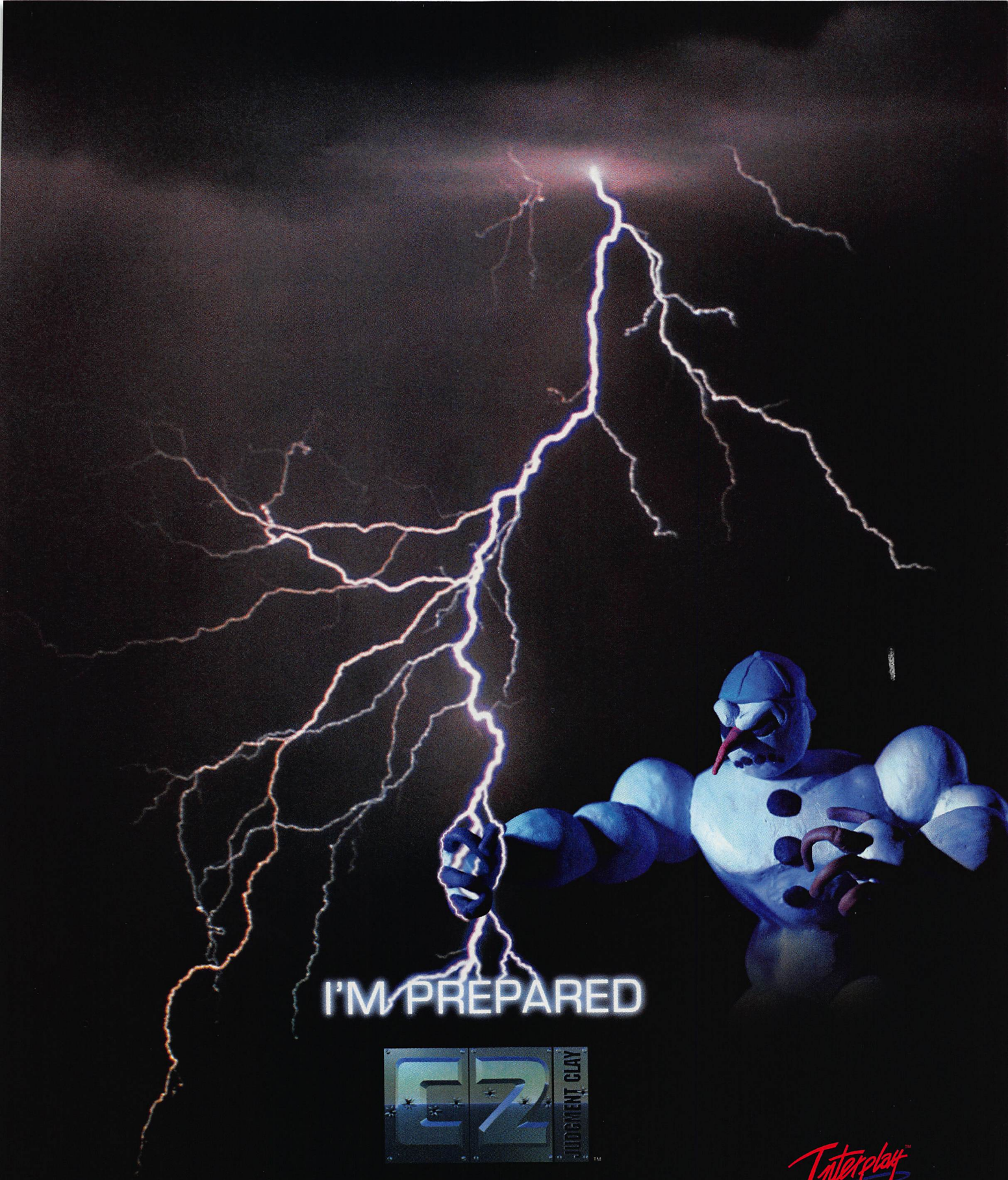
INDIANA JONES

What would you say if I told you that one incredible SNES game would encompass the entire Indiana Jones trilogy? That's right, no need to wait for sequels on this one, it's all in here. From the giant boulder escape in 'Raiders', to the incredible mining cart chase in 'Temple of Doom', to the giant Zeppelin in 'The Last Crusade', they're all present and accounted for in JVC's 'Indiana Jones' Greatest Adventures' for the SNES.

If you happen to be a fan of the great Star Wars games from JVC, then you will undoubtedly love this game. It features the same high level of detail, challenging gameplay, and authentic music of those great adventures. And, of course, you get the grunts and groans of Indy, the greatest action hero of our time.

In the area of play mechanics, Indy uses his whip to thrash enemies and leap canyons, and in addition can slide/roll, and punch. Besides that, it's strictly calculated platforming (except for the Mode-7 levels) laced with pesky enemy sprites that seem to home in on our hero. The Indy character animates and controls very well, reminiscent of Han-Solo from the Star Wars games. LucasArts designed this game exclusively for the SNES, so you know that it's an accurate portrayal right down to the smallest detail. In the area of graphics, the game really delivers with the highest level of detail LucasArts has ever achieved, bursting color, and near picture-perfect artwork. And, of course, with all LucasArts adventures comes brilliant Mode-7 gameplay. In the Indiana Jones Trilogy, you get three rides, one on the raft from Raiders, one in the mining cart from Temple, and one in the biplane from Crusade. All three are finely crafted levels and a big payoff after clearing a grueling side-scroll area. Overall, this is a fine effort from JVC. My only complaints are the difficulty in some places (like a huge boulder chasing you when you can only see an inch in front of Indiana), the lack of animation on Harrison (he's a stiff in the air) and the music, which is only good, not great. Did I mention that this game has the best screen-saver of all time? Check out Connery! You can see the Star Wars engine at work behind this game, but the gameplay is strictly Indy-and that makes it a winner in my book.

-E. Storm



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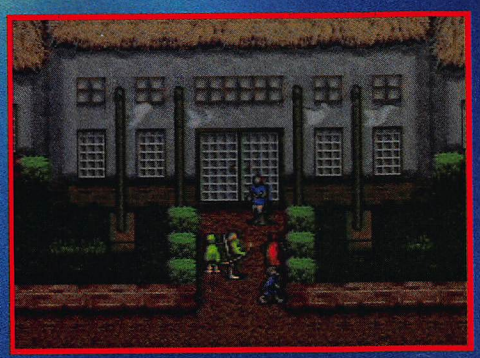

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- Includes 3 Mortal Kombat® II Kartridges with a total of 96 moves for all 12 characters.
- Special Mirror function allows you to activate moves whether you fight on the left or right side of your opponent.
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3DO • SATURN • 32-X • JAGUAR • ULTRA 64 • PSX • NEC FX • MARTY • NEO GEO

GAMEFAN 32

3DO EXPLOSION!
WAY OF THE WARRIOR
ALONE IN THE DARK
SOCCER KID
MEGA RACE
GEX
SPECIAL PREVIEWS:
SAMURAI SHODOWN
NEED FOR SPEED

JAGUAR
FINALLY!
AVP
PLUS:
KASUMI NINJA
RAYMAN

SPECIAL PREVIEW:
SEGA'S SATURN
& 32X!
CLOCKWORK KNIGHT
PANZER DRAGOON
MANSION OF HIDDEN SOULS
DOOM
STAR WARS ARCADE
AND MORE!

EDITORIAL ZONE

Welcome to GameFan 32! Over the next three months, the excitement will begin to unfold, as the Sony Play Station, Sega Saturn, Neo-Geo CD, and NEC FX next generation consoles are released in Japan. The excitement has already started here with the introduction of the 3DO, Atari Jaguar and, soon, the Sega 32X.

What I would like to talk about here is how you and I might want to handle this huge influx of new product. In the past, many of us have made that fatal mistake of selling our current system(s) in order to buy a new one. Usually, this decision is based on screen shots and early release date information. What has happened, time and time again, is that you get your new system home, beat the first couple of games and then sit and wait for the next few to trickle out. You scan the mags and hang on every release date and then when the game is delayed (at first they almost always are), you become flustered and angry.
If you have to give up your 16-bit hardware to buy a new system don't do it. 16-bit is not over, not by a long shot! In fact, there are games coming out in '95 that far exceed what we have seen thus far. In many ways, although they don't sport the rad graphics of a 32-bit console game, they will be better games, in execution. It will take 90% of the developers a minimum of one year to produce quality software for any of the new consoles. Very few development systems are issued prior to a system's release. Only the biggest developers get development kits early, to ready the first batch of games. After that' it's the waiting game. Many third party developers wait and see how a system performs in the marketplace before they make the investment to develop games.
I think that Sega, Nintendo and Sony have made a wise decision in waiting a full year to launch their systems, even though they are all done now. They have a full year to develop games and bring about a smooth transition from 16, to 32 and 64-bit.

The introduction of the 32X has got to be one of the smartest moves in gaming history. Sega has found a middle ground between 16 and 32-bit that is very affordable-to test the 32-bit waters. The 32X is indeed a powerful 32-bit machine, even more so when docked to the Sega CD. While it isn't as beefy as the Saturn, Ultra-64, or Play Station, it should give Sega a good idea of how many people are willing to upgrade and, at the same time, remains compatible with Sega's 16-bit hardware, which will have an abundance of new software in '95. We will begin major coverage on the 32X starting in the November issue of GF32.

I'm wondering when Sega and Nintendo intend to upgrade their hand-held hardware. With 32—bit so close, the 8-bit machines seem even more dated. There is much talk of a 32-bit Nintendo portable, and I know for a fact that a hand-held Genesis has been floating around Sega for quite some time. We'll keep a close eye on that situation in the months to come.

As this magazine (GF32) grows, we will try our best to bring you an objective opinion of just how good all this new hardware is because, once you get past the graphics, you need a good game to play. Graphics wear off quickly when a game is short on content and play mechanics.

We will begin in-depth coverage on the Saturn and Play Station this December, when they are released in Japan. Since these machines will not show up here until late '95, we have plenty of time to watch them grow. We will also continue to bring you the best coverage anywhere on the 3DO, Jag, Neo Geo CD, Ultra-64, and NEC FX. Our goal is for you to be completely informed, so that you can make intelligent purchasing decisions in the future. From the looks of what lies ahead in these pages, the next few years are going to redefine home entertainment, and you're in the driver's seat.

SPECIAL THANKS TO STEVE VAI, DREAM THEATER, RUSH AND
VAN HALEN FOR KEEPING US AWAKE

TEAM GF 32

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DAVE HALVERSON

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E STORM
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TALKO
TAKAHARA

SPECIAL THANKS
3DO COMPANY
CRYSTAL DYNAMICS
ATARI INC.
UBI SOFT
SOFT BANK-(JAPAN)

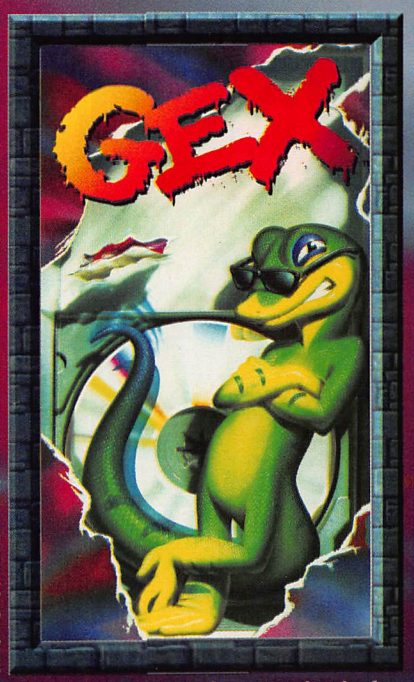
The 3DO game that I (and every other avid Action/Platform fan) have been waiting for is well underway and will be blowing our hair back by November; GEX. Why is this game so very Ssssmokin!, you ask? I have for you many reasons why, this is GameFan ya know.

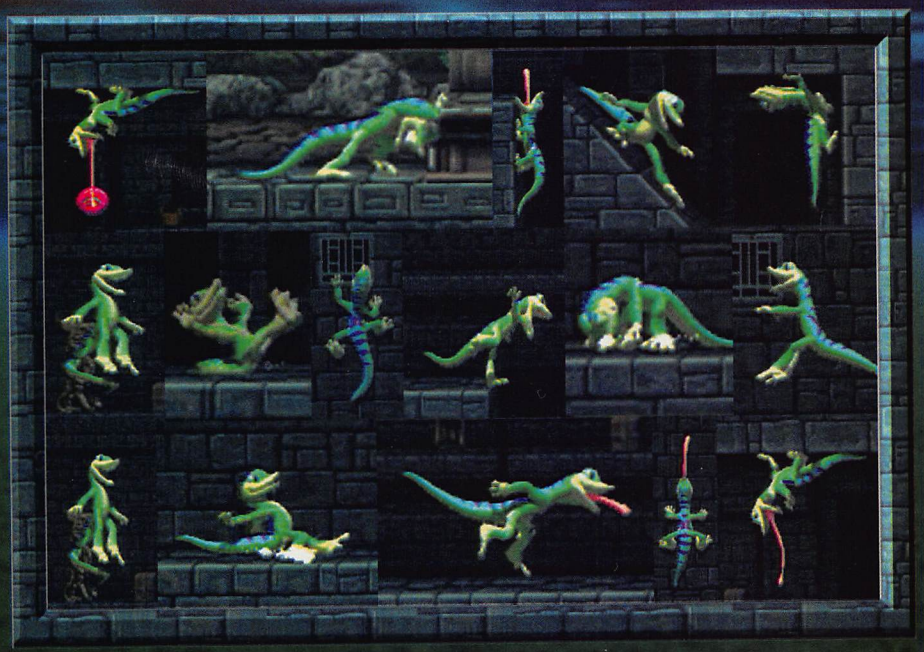
GEX features the digitized voice of Dana Gould, of HBO and Showtime Comedy Specials fame, so he's full of crystal clear one liners and wisecracks. GEX dines on insects, sprouts dragonfly wings, hurls fireballs, and basically sticks to everything with his suction toes...aaahhhh, play mechanics! How does a lizard defend himself? Easily, with a roundhouse tail attack, gelatinous tongue lash, and a tail slam...how else? And, get this, GEX's body parts grow back!

Sound like the makings of the ultimate 32-bit Action/Platform game?

That's because it is. Remember, this game is being created in-house at Crystal Dynamics, sole owners of first place in 32-bit game design. 3D models are being used to bring GEX to life, with over 450 frames of animation! I had the honor of playing GEX in its infancy and I can tell you first hand this game is going to set the standards for 32 bit Action/Platformers.

I'll be following GEX like a journalist on O.J., right up to a sparkling review in December, so keep your 3DO warm until I get back...see you then. *-E Storm*

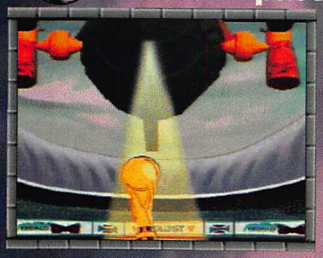


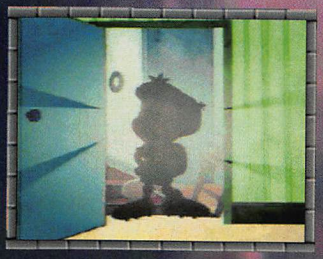


SOCCER KID

Just before the final game of the World Cup gets underway, a greedy Alien, who collects earthly relics, swoops down upon the stadium and swipes the big trophy. Unfortunately for him, he's a crappy driver, and during his hasty getaway he collides with an orbiting satellite (hope he's got insurance). On impact, the trophy is broken in to five pieces and falls back to earth. As the Soccer Kid, you must retrieve the five pieces and somehow reassemble the coveted World Cup.

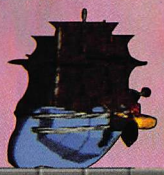
This is the first side scrolling action game for the 3DO. Although it doesn't scream 32-bit, it is a well thought out and very fun game that displays 32,000 luscious colors on screen, while taking you through five very well represented countries (England, Russia, Italy, Japan, and the U.S.). There are 28 levels in all, and over six minutes of broadcast quality animation. The graphics in Soccer Kid have a distinct European flare and are drawn very well. Each enemy is highly detailed, as are the backgrounds-which feature realistic skylines and lighting effects. (When the kid enters a tunnel, he is encompassed by shadows.)





In the area of play mechanics, SK really comes through with authentic soccer moves, smooth animation and very good control. There's quite a bit of complex platforming here. What may seem at first a mild game, is actually rather complex in the higher levels. SK features a quality CD soundtrack with over 30 minutes of pretty cool audio. Some tunes are a little hokey but, for the most part, the music is very good.

This is a very nice overall package. It certainly is a nice change for the 3DO, and it proves that the system is more than capable of taking on this popular category. I look forward to more of the same on the rapidly growing 3DO. *-Takahara*



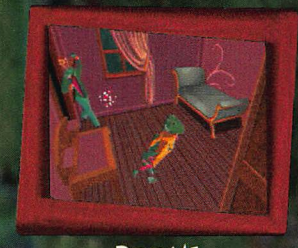
You didn't forget the money DID YOU!!?
Plunge it dude!
ROAD RASH
Attention! If you own a 3DO, you must go now and buy yourself a lit-
tle gift. GO GET ROAD RASH! If you do not own a 3DO, you must go now, and buy yourself a big gift. GO GET A 3DO, AND A ROAD RASH! This game is serious fun! You get a music CD free in the box, the raddest full motion sequences ever filmed, and one super fast bad boy of a 32-bit racing riot. This is the stuff! Hey, didn't we review this game last month? Hey... hey!... -Shredder
Your new friends.
Stop, you'll stain my Oakley's!
Oh yeah... You're gone!
BUSTED!
WINNER!
It's Me!
Lets snuggle!
You suck... Looser!
A swim... now?
See that car... POW!
A ticket? I don't think so.
You wrecked a cop!...
Later that day...
I wouldn't stand there if I was you.
Whadaya nuts?
A fight to the finish!
His scabs will be as big as jerky!

Alone in the Dark

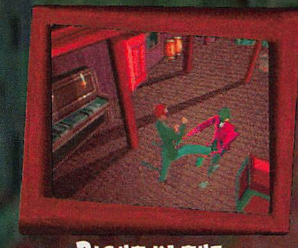
3DO · INTERPLAY · ADV. · REVIEW

HONEY, I'M HOME...

DINNER'S NOT READY?!



BOOM!

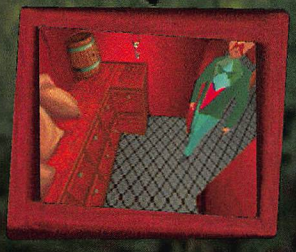


RIGHT IN THE...

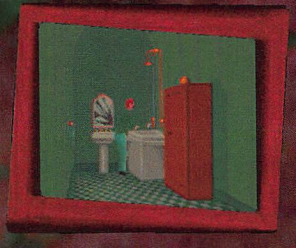
Alone in the Dark, the unique, award-winning PC adventure game, has just been released for the 3DO and what an adventure it is! For those of you not familiar with the original, ATD places you in the role of either super-sleuth Edward Carnby or Emily Hartwood, niece of the deceased owner of Derceto-the mysterious estate that is at the center of this macabre murder mystery. It is your charge to solve the mystery of who off'd Jeremy Hartwood and to make it out of Derceto alive. This is no easy task as the estate is huge, and every room is filled with zombies, ghosts and blood thirsty gremlin types.

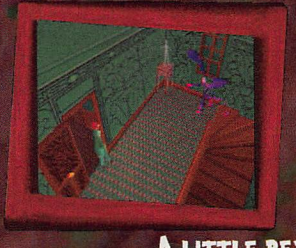
Most of the gameplay centers around exploration, discovery and puzzle solving, with the occasional action of hand-to-hand combat, pistol-wielding or sword-play required. Alone in the Dark is definitely a puzzler first and an action game second. The game will challenge your problem solving skills and it offers a unique and exciting play environment that will keep you glued to the screen. In order to succeed in ATD, you will have to be patient and make use of the three different 'save' slots that the game offers. Sometimes, you will choose the wrong solution to a puzzle and will find that your save game will do you no good. So, you'll need to make sure that you have a couple different stages going at the same time to avoid trapping yourself.

Alone in the Dark is not for everyone. But, for mystery lovers, this game is a tremendous addition to the 3DO library. Interplay is strongly behind the 3DO and you can bet that ATD 2 is already in the works! *-Talko*



IT'S A DEAD MANS PARTY!



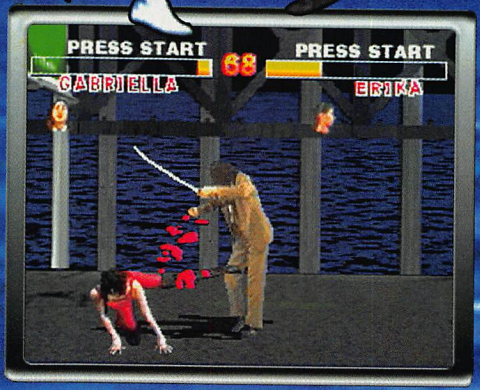


A LITTLE REDECORATING...

SHADOW

WAR OF SUCCESSION

The leader of S.H.A.D.O.W., the worlds largest criminal organization, has been brutally (is there any other way?) murdered. There are many who would kill to stand in his place and that is exactly where this game begins. Seven of the Shadow King's best lieutenants will come together to do battle for the right to be called The Shadow King. The 3DO is about to get its dose of the fighting game bug, and this MK style beat 'em up should fit in to the scheme of things rather nicely-with its 3D rendered backgrounds, full cinematic scenes, and digitized sound effects. The game also features a story that unfolds as the battles take place. I can't really comment on the play mechanics yet as the version pictured here is still in the development stages. What's in so far looks promising but, as with all fighters, the proof will be in the characters' balance, moves and execution. We'll have a review on Shadow in an upcoming issue of GF32. ***-Takahara***



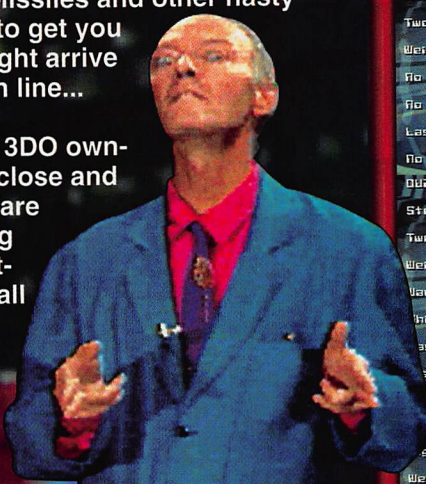
MegaRace

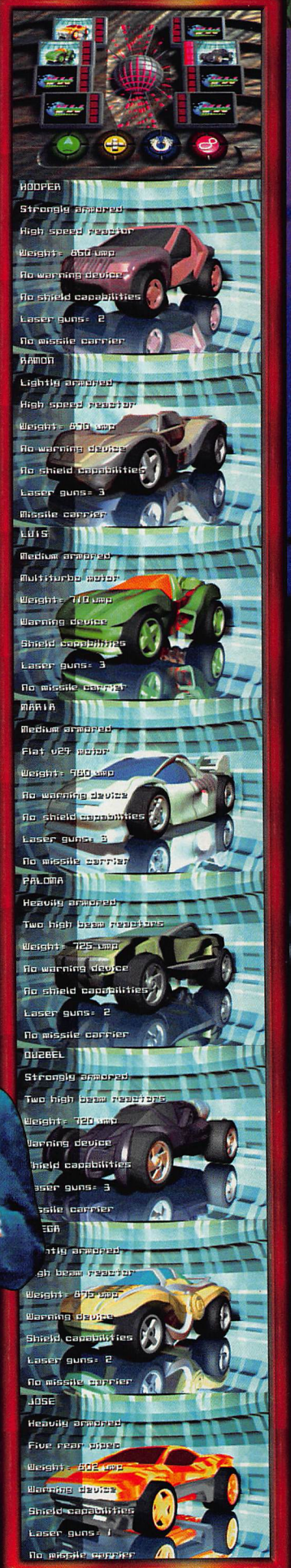
Hey, Babe...Lance Boyle here, for Virtual World Broadcast Television, with the sweetest little racing game this side of the Milky Way...yeah! You know, we're not just talkin' fast, we're not just talkin' am-you-nition, but we're talkin' death incarnate with all of the gruesome, 4 wheel combat racing action that your baby blues have ever seen...ouch!

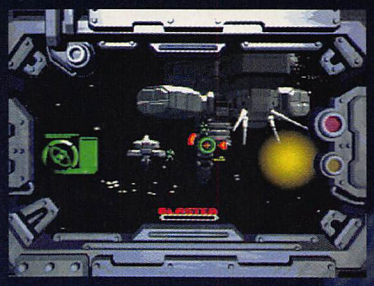
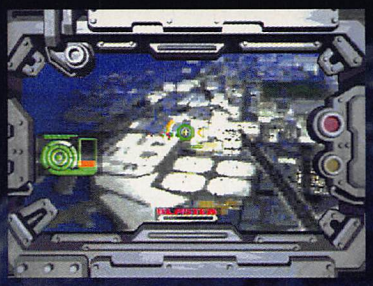
That's right, Enforcer, for one small admission price ($59.95 SRP), you have the chance to compete in one of eight vehicles, well...uh, survive?-against the meanest racing hombres in our solar system...you know what I mean? Bad asses, all of 'em. And, hey, those tracks have got your attention...sure they do. 14 (+ bonus levels) of 'em "en total"...hills, chills and spills my friends...trust me! In these worlds o' the future, power-ups and traps are plentiful, including Radar Jam, Shields, Blinding Zones, Skidding Zones, Missiles and other nasty business..."guaranteed" to get you to that finish line. You might arrive in a bag, but it's the finish line... am I right?

Loads of excitement for 3DO owners, courtesy of my very close and personal friends at Software Toolworks, will be coming soon when this groovy little game that we like to call "Mega Race" arrives at your local soft shoppe...Honk if you love Lance, baby!

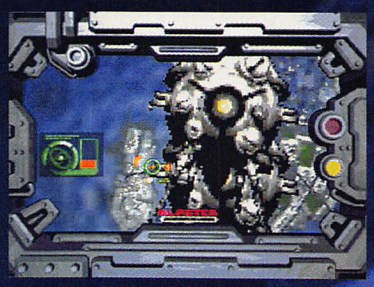
-Talko





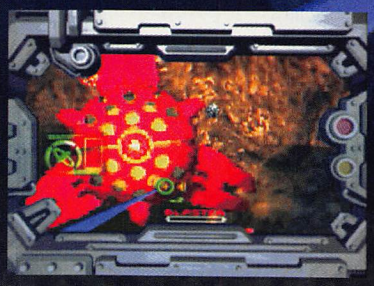
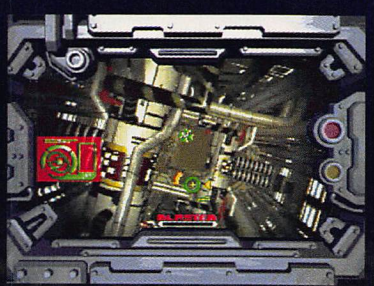



BURNING SOLDIER

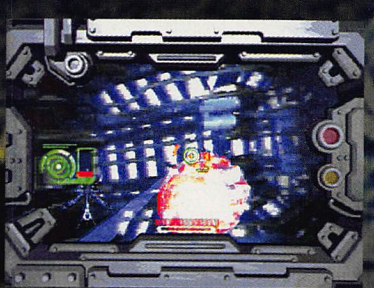


TAKE OFF, space fighter! Burning Soldier is a finely crafted 3DO shooter that takes a good old fashioned, mindless shoot-'em-up and combines it with the 3DO's tremendous rendering capabilities. The game is set-up similar to Starblade and Silpheed in that you are on a pre-programmed 'track'-where the computer has set your course and your job is to shoot anything that moves.

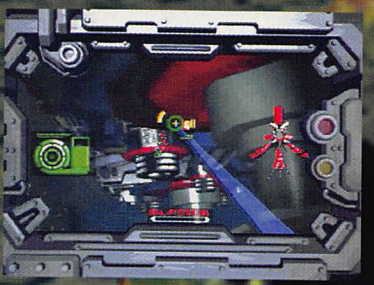
To anyone who has played the aforementioned games, the concept should seem pretty familiar. But, the beauty of Burning Soldier lies in its execution. One scene seamlessly leads to another, with incredible visuals in space, over and on Tokyo, and in the underground tunnel sequence beginning with level 18-to the end of the game. The soundtrack's strength is in its variety and clarity and the voice over(s) are grim and foreboding-adding to the overall desperate and intense feel of the game.

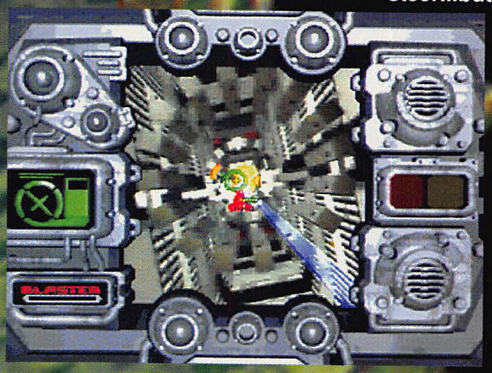
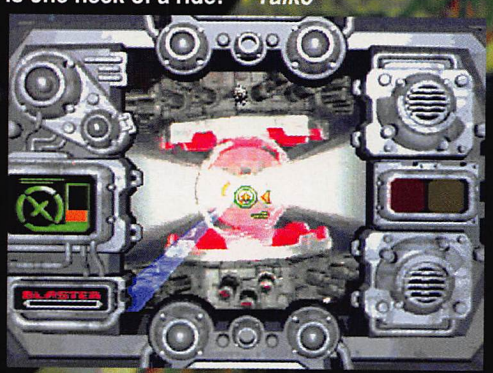
I think what I like best in the game is, as opposed to Silpheed, the way in which the 3D sprites are brought into the rendered environment, but somehow look like they belong. You never get the feeling that there is a game layered on top of a movie in Burning Soldier. Another nice and unique feature is that you change vehicles during the flow of the game. In the Tokyo level, for example, you jump into a bounding vehicle that literally leaps across the landscape in the outskirts of Tokyo-very cool!



Alas, all is not perfect in 3DO shooter land...The game is on the easy side. On 'Normal', you can walk through the first 11 levels of the game, culminating in the obliteration of the 'Ant Boss', in about fifteen minutes (10 of which are actual playing time). Likewise with levels 12 through 16. But, when you reach 17 and 18, get ready for some serious thumb cramping! The reactor core is nearly impossible to beat. The overall play design seems to be a little out of balance. I would have preferred tougher levels overall and an end boss that was a little easier to dispatch of.



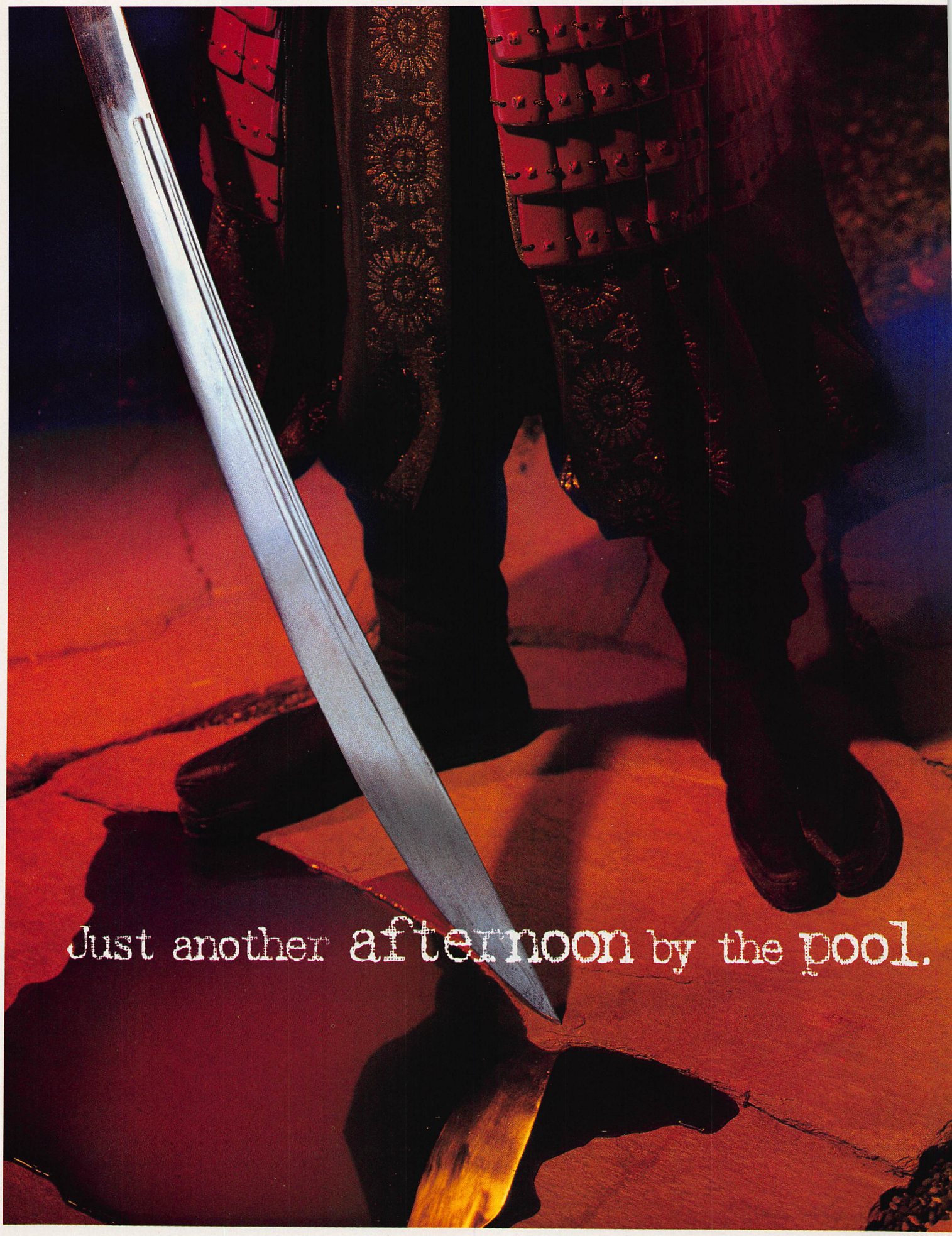
Taking this imbalance into consideration, I still enjoyed Burning Soldier and am happy that Panasonic decided to bring it to the U.S.. It's no Total Eclipse, but it is professional, well presented and fun to play-while it lasts. Not a whole lot of strategy involved, it's short, you can't steer...but it is one heck of a ride! *-Talko*

Offworld Intercepter's finally getting close to completion and it's looking awesome! Look for a full review next month!

Like Daytona? Well, how about something very similar that you can play this November with your coolie affixed to the living room floor? Sound good? Then you must have the "Need For Speed", EA's latest creation for the 3DO. NFS is set-up a lot like Nintendo's up-coming Cruisin' USA. Like Daytona, you can see way out in front of your car as you wind through the canyons, which are texture mapped to perfection and flow by seamlessly. First Road Rash, and now this! I'm gonna have to buy a helmet to wear IN the house! The Need For Speed should scoot on to retail shelves in time for Christmas. We'll have more soon.

Take a look! It's Samurai Shodown for the 3DO! Does this look exact or what? Don't be surprised if Crystal's 3DO version is better than the coin-op. After our first glance I can tell you, it probably will be. Isn't this more like it? Porting a game from a 24-bit system to a 32-bit makes total sense. Going to sixteen has always meant sacrifice, but now we'll start getting more... for less! Is it just me, or does it seem like Crystal Dynamics knows exactly what games to make? The game is set-up for the 3DO "stiff" pad. Hopefully, by November, when Samurai is due out, the new six button will be available. Look to GF32 for more as it develops.

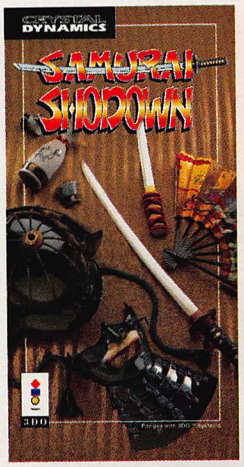

Just another afternoon by the pool.

Make no mistake. This ain't some chaise lounge-reclining, cocktail sippin' affair. **Samurai Shodown™** on the **3DO** brings home all the **bad-assness** of the **arcade original.** Sure. We could have softened the **carnage-intensive** graphics. But we didn't. And sure, we could have left out the **brutal, bone-shattering game-play.** But that'd **suck.** And yeah, we suppose we could've even caved in and lost some of that freakin' **arterial spray.** But hey. We broke a few rules. So sue us! And **hack** to your little heart's content. But be careful. With **32-bits,** you could **poke an eye out.** If you're **lucky.**

Choose from 12 lethal characters to kick your friends' butts with: from the depraved Genan Shiranui to heroic Hanzo Hattori and Jubei Yagyu. Sweeties, every single one of 'em.

Combat close-ups with special, patented zoom camera. Wide angles for planning your cuts (chops, roast, cutlets). Tight angles for precision strikes and deadly stunt moves.

Decimate and annihilate your opponents with those special moves – like Kyoshiro's Kabuki Crunch Dance and Genan's Slaughter House Tumble. It's pure poetry. Pure butchery.



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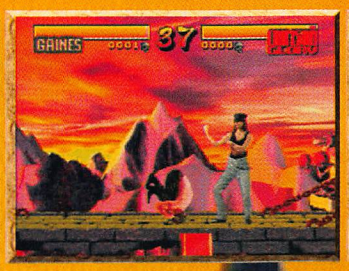
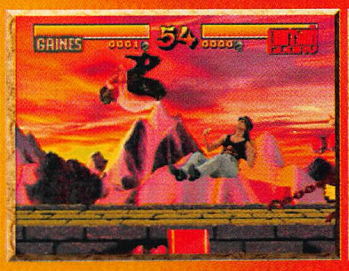
CRYSTAL DYNAMICS™

WAY of the WARRIOR

MUSIC BY
WHITE ZOMBIE
FIND THE WAY

KUNG
THE DESPOILER
BANISHED FROM THE TOURNAMENT AND PETRIFIED BY THE KTHUNDRA MONKS, KULL HAS SPENT THE LAST 2000 YEARS LOCKED IN THE GRAVEYARD CONCENTRATING HIS EVIL FOR ONE LAST ASSAULT ON THE COMPETITION
HIGH ABBOT
A DIRECT DESCENDANT OF THE DRAGONS OF LORE, THE HIGH ABBOT IS THE TOUGHEST MEMBER OF THE KTHUNDRA BROTHERHOOD, AND THE FINAL OBSTACLE BETWEEN YOU AND ENTRANCE IN THE BOOK OF WARRIORS

YOU MAY HAVE HEARD ELSEWHERE THAT WOTW ISN'T THAT GREAT. WRONG! SORRY, WRONG ANSWER... GET A CLUE... LEARN THE MOVES, AND PLEASE TRY TO REVIEW A FINISHED VERSION NEXT TIME.

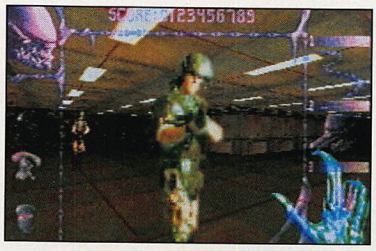
IF YOU AND YOUR ODO HAVE BEEN WAITING FOR THAT FIRST CARNAGE FILLED DIGITIZED FIGHTER, YOU SHOULD BOTH DO A LITTLE JIG ON THE COFFEE TABLE. WAY OF THE WARRIOR IS HERE, AND IT IS THE BEST OF THE CATEGORY SO FAR. NAUGHTY DOG HAS SOMEHOW CAPTURED THE SPIRIT OF MK WHILE ADDING A SENSE OF COMIC RELIEF AND BETTER, LONGER, AND MORE BALANCED ROUNDS. THE ONLY THING THAT ISN'T IN THEIR FAVOR IS THE ODO CONTROLLER. YUK! A FIGHTING PAD THIS AIN'T! MY THUMB IS BROKEN! SOMEONE MAKE A SIX BUTTON LIKE SEGA'S... FAST! SO I CAN ENJOY THIS GAME! GRAPHICS... BETTER THAN MK. MUSIC... MUCH BETTER, CHARACTERS... THE COOLEST. BUY THIS GAME. LATER. SHREDDER

NO ANIMALS WHERE HURT IN THE MAKING OF THIS GAME, BUT MORGAN, THE NAUGHTY DOG, DID REPORTEDLY SHOW SIGNS OF BOREDOM DURING EXTENDED PROGRAMMING SESSIONS.

END IT!

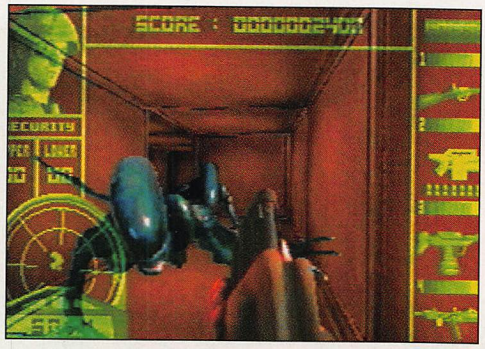
YOU CAN BE THE ALIEN.

Lunch. Toast. Dogmeat. *You're* on the menu. The Alien eats you from the inside out. The Predator's razor-like mouth parts go for the crust. It's one thing to be low man on the food chain in a 16- or 32-bit game. But in Jaguar's 64-bit system, it takes extremely fine-tuned reflexes to stay alive. Give your reptilian hindbrain a workout. Be the ALIEN



YOU'RE THE MARINE. YOU'RE THE ALIEN. YOU'RE THE PREDATOR. Be any one of them and fulfill your biological destiny; kill or be killed.

THE ALIEN LASHES OUT. His claw and tail strikes are beautiful and deadly. No such aesthetics apply to the face suckers. That's just plain sick.

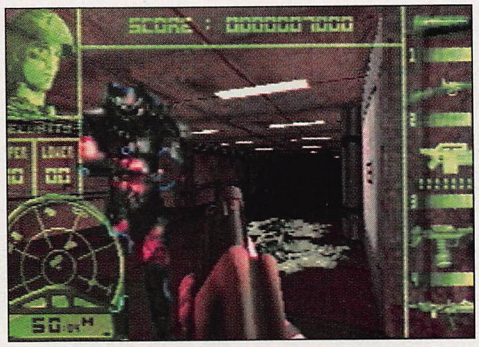


YOU'RE JUST A CRYBABY WITH A SHOTGUN TO THE ALIEN. Texture-mapping heightens the claustrophobia of the airduct. Too bad. Tell your therapist.

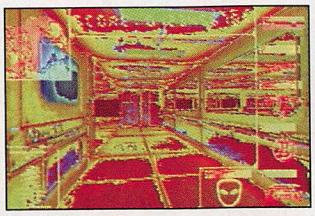
ATARI MADE IN THE USA

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. A touch-tone telephone is 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, the Atari logo, Jaguar and the Jaguar logo are trademarks or registered trademarks of Atari Corporation. All rights reserved. Alien and Predator™ & © Twentieth Century Fox Film Corporation. All rights reserved. Used under sublicense from Activision.

PREDATOR Predator or the Alien. Ancient animal senses exploit the high-resolution bit-mapping - *the better to see you.* Huge sound-sampling - *the better to hear you.* And unparalleled animation - *the better to come out of nowhere and eat you.* In a 64-bit environment, pure sensation can overwhelm. Keep a little blood in your adrenaline system, and maybe you'll survive. At least until dinner.



THE PREDATOR'S DISKS FROM HELL may outmatch your more conventional weaponry. Might be a good idea to keep your first-aid kit handy.



THE PREDATOR CAN SEE WHAT YOU CAN'T. Stay out of his view. Too many x-rays can be bad for you.

MARINE? HAPLESS VICTIM IS MORE LIKE IT. Your extraordinary bit-mapped image makes the shape of your skull look so very right to the Predator.

JAGUAR™ 64-BIT DO+THE MATH

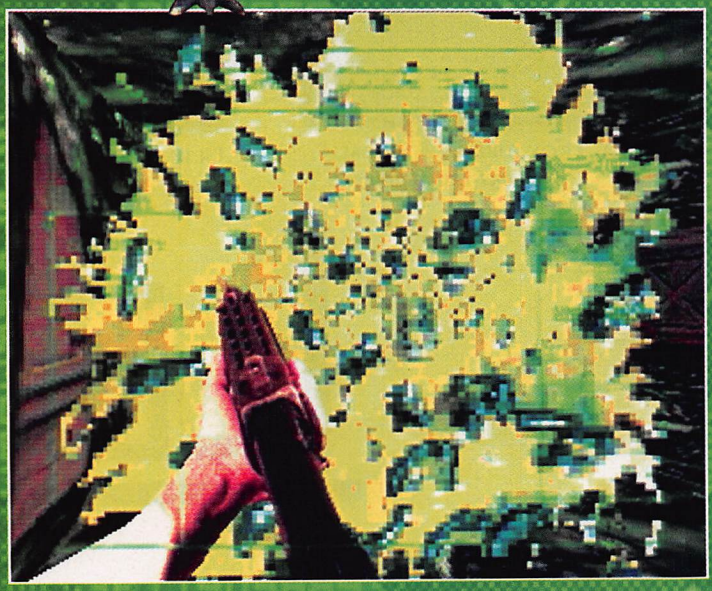
INTERACTIVE MULTIMEDIA SYSTEM

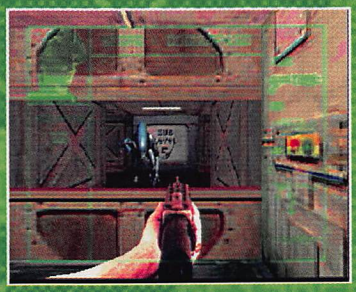
KASUMI NINJA

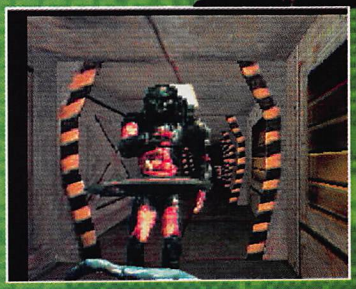
Kasumi Ninja will be the first Jag fighter to make it out, and although these shots are from a yet unfinished ROM, just take a look at these graphics. Can you say clean digitization? I knew you could. I really like the porky Indian and the Ninja in this game so far. They seem to be the strongest characters. My only beef with Kasumi so far, is that no matter where you hit an opponent, blood squirts out. I mean, I can see a blow to the head causing spurtidge, but a kick to the knee, or stomach blow, should not cause extensive bleeding. Lets not take the whole blood thing to far, OK guys? MK 'aint THAT great. I hope the final Kasumi has SF2 type play mechanics instead of the MK type. If I play another fighter with a block BUTTON I may hurl. We'll have more on Kasumi next month. *-E Storm*

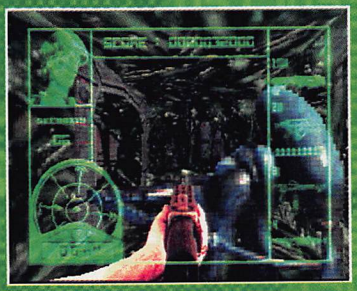
ALIEN VS PREDATOR

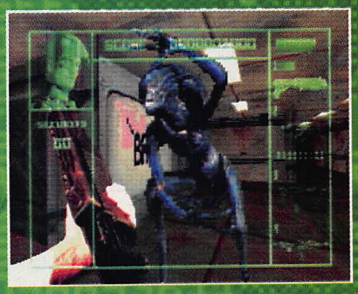
Can this be true? Is AVP finally finished?... yes!! By the time you read this, AVP should be in the box and on its way. I'm here to tell you that it was worth the wait! From the last time I played this game (in early July) to now, it has gone from great to outstanding! Atari has done a great job fine tuning the intelligence and play mechanics in AVP and this game now screams (literally) with INTENSE 3-D action. It's as good a goo fest as it is a 3-D maze game! Check out that face hugger... no pixels! That thing scared the crap out of Kid Fan! Ha-ha-ha what a puss! Tune in next month for a complete review! *-E Storm*

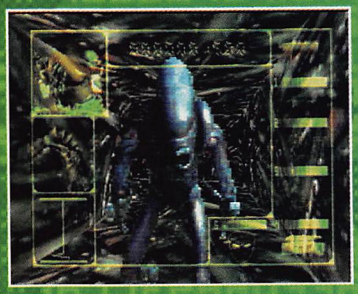


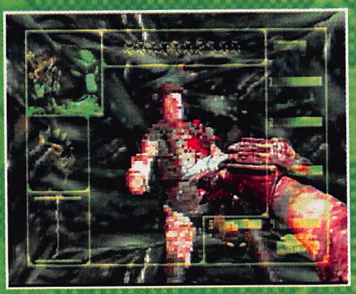


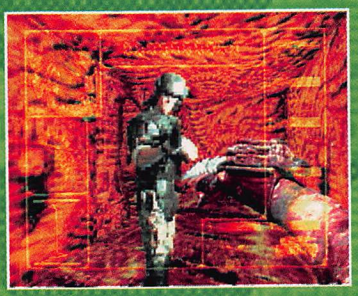


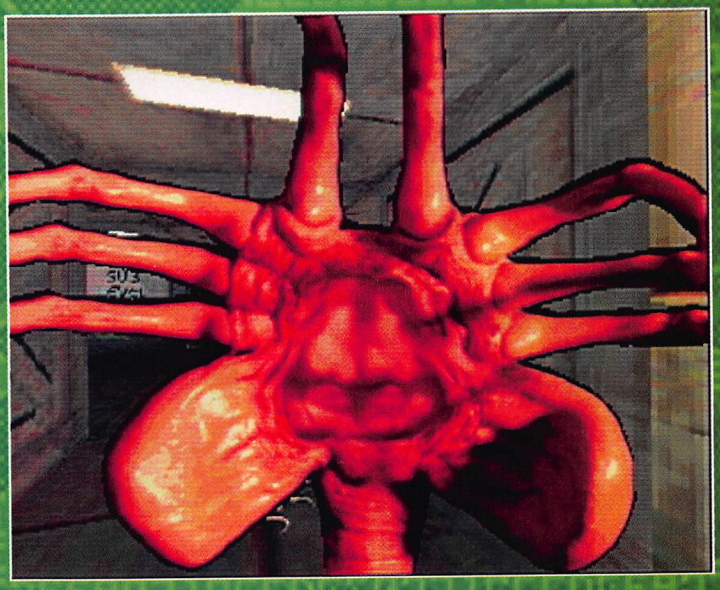


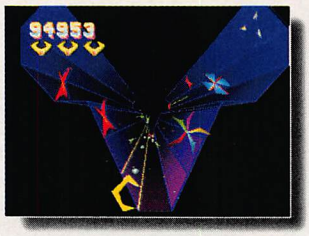








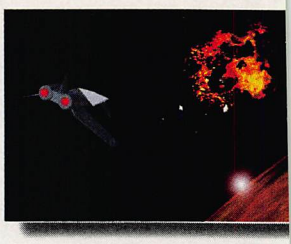




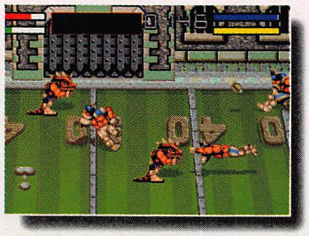
TEMPEST 2000™
Atari

THEME PARK™
Ocean

BATTLEWHEELS™
Beyond Games



BIOS FEAR™
ASG Technologies



BRUTAL SPORTS FOOTBALL™
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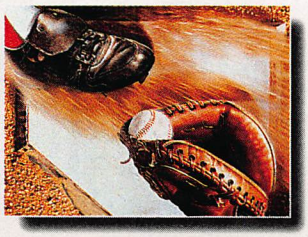

HARD BALL III™
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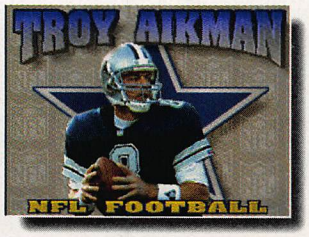

TROY AIKMAN FOOTBALL™
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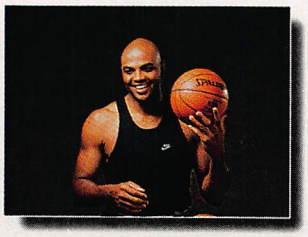

BARKLEY BASKETBALL:
SHUT UP AND JAM!™
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LET

GAMES

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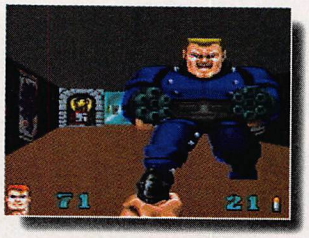

WOLFENSTEIN 3D™
Id Software

This is just the beginning for the Atari Jaguar 64-bit system. There are a ton of new games on the way for '94 designed to harness Jaguar's insane power. A power that's rapi making other video game systems history.

Experience sports games so intense you'll feel the turf burn, combat games that'll drain pints of your blood, and dizzying virtual reality games like Doom and Alien vs Predator. Can you stomach a few thousand body blows? You'd better because in Ultra

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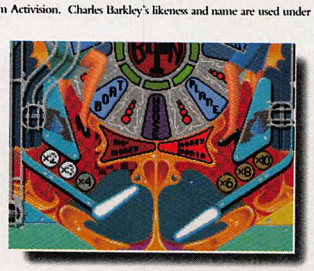
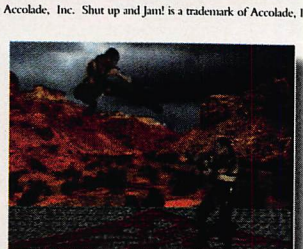
RISE OF THE ROBOTS™
Time Warner Interactive

ROBINSON'S REQUIEM™
Silmarils



PINBALL FANTASIES™
21st Century



ULTRA VORTEX™
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FLASHBACK™
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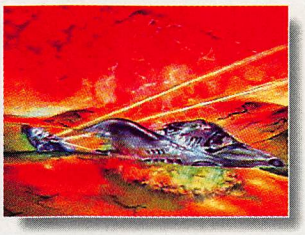
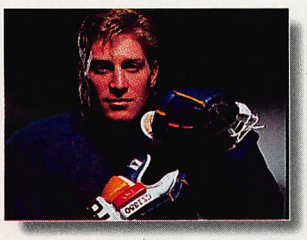


AIR CAR WARS™
Midnight Software

ARENA FOOTBALL™
V-Real

DOOM™
Id Software



BRET HULL HOCKEY™
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BATTLEZONE 2000™
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DRAGON'S LAIR™
Readysoft

THE BEGIN.

DOUBLE DRAGON V:
THE SHADOW FALLS™
Williams Entertainment

ASSAULT™
Midnight Software

DUNGEON DEPTHS™
Midnight Software

Vortex, Kasumi Ninja and Double Dragon V, we've taken brawling to the 64th level.

What makes Jaguar games so awesome? The raw power of 64-bit technology that adds CD-quality stereo sound, 16 million colors, and incredible 3D animation. No wonder it was voted the best hardware system in Europe and America. And it's the only system made in America.

This is just a preview of what's to come. The Atari Jaguar. 64 bits. Do the Math.

KASUMI NINJA™
Atari

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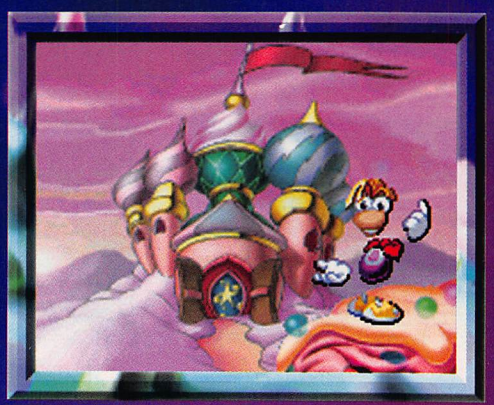
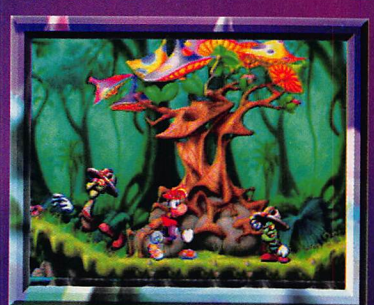
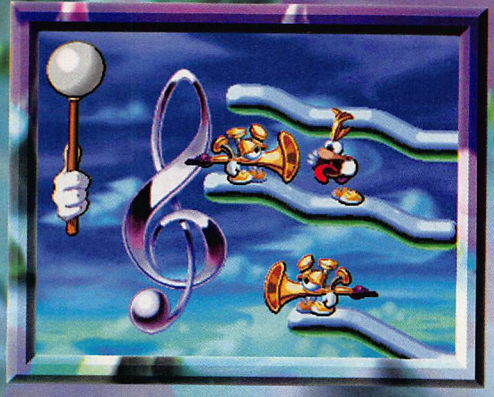
DO+THE MATH
INTERACTIVE MULTIMEDIA SYSTEM

RAYMAN





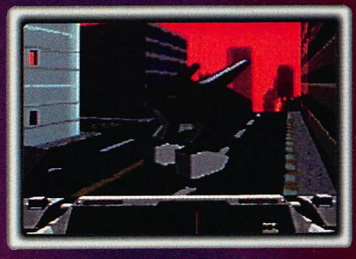
This game just keeps getting more amazing every time I see it. Rayman represents the first real reason for Action-Platform gamers to stand up and take notice of the Jaguar. Seeing this game in motion is truly a sight to behold. There is so much color and brilliant animation that it's hard to believe you're looking at a video game. The adventure is also packed with excellent play mechanics and ingenious level design. The artists at UBI must be working overtime on this one, because Rayman contains some of the most detailed art I have ever seen. Not just in the lead character either, the whole game looks like a little world inside your monitor. The Jag will need great games like this to compete in the busy months to come! This is the high point of the Jag, so far...for me. This is what I have been waiting for! Look to GF32 for continuing coverage on UBI-Soft's Rayman in the months to come. *-E Storm*



SUPER 32X

Super Moto-Cross, though early, looks very promising. Look for photo-real backgrounds when the game is completed.

The time is drawing near. The first affordable, main-stream 32-bit console is about to make its debut. Here's a look at what to expect right out of the gate. We'll have a more detailed third party list next month along with some detailed coverage. This whole thing is coming together as we speak! All of the shots you see here are actual 32X.



Metal Head is a 3-D action game with fighting sequences in which you can choose from 3 robots. Everything in the game is completely texture-mapped... and this is a CARTRIDGE?

Do we NEED another version of Virtua Racing? Wasn't the Genesis version good enough? After seeing V.R. Deluxe in action, I'd have to say no! This version of Virtua will be perfect, and you can choose from 3 cars!

Here it is: 32X Doom! It's still a little pixely, (this is not the final resolution) but the texture mapping looks excellent. Doom will remain 100% faithful to the PC version. All the blood and gore will be in there. MA-13, you think? Doom will be released simultaneously with the system this October.

36 Greatest Holes will be the first 32X sports game. It better scale!

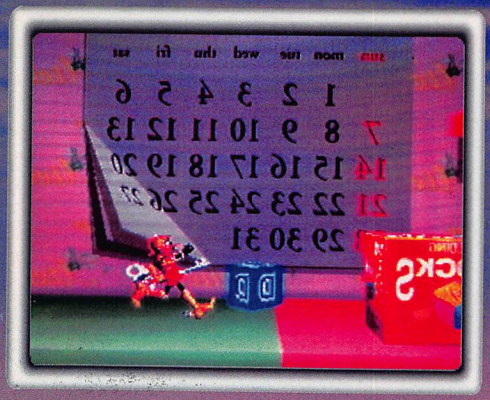
The first 32x CD in Japan, Shadow of Atlantis is a 7th Guest style adventure game that takes place on a marooned sea vessel. These ARE actual 32X screens!

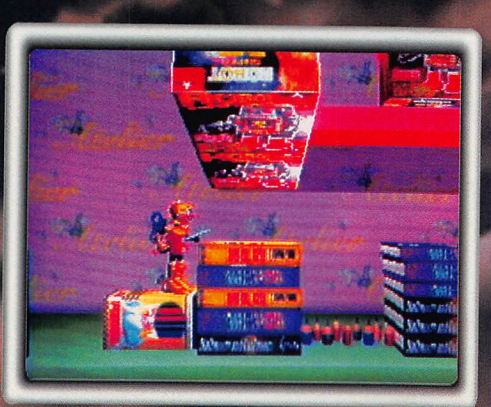
Sega's arcade 3-D shooting game Star Wars, which has taken Japan by storm, is coming to the 32x... Hopefully this game will sell the system in Japan!

SEGA SATURN

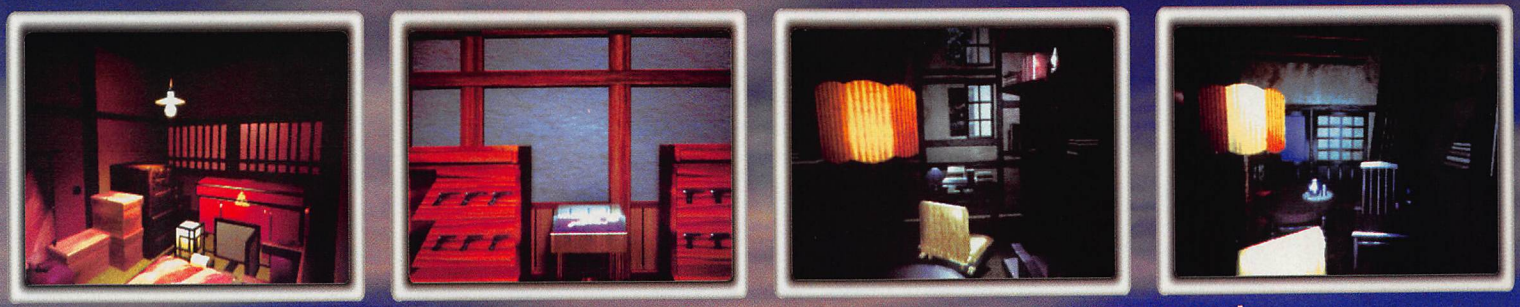
The Sega Saturn hits the streets of Japan this November. This, being the first roll-out of a major 32-bitter in Japan, truly marks the beginning of a new era. I know we've been looking at supposed specs for the last 6 month's, but the true test of any system are the games! Pictured here are several of the titles that will be released along side the system. Here we go again!

A platform action game that takes place in a kingdom of toys. Thomgala d'Pepperochau's girlfriend Chelsea has been kidnapped by the evil Soltia, and you've got to get her back! This title is a standard platformer (with 32-bit graphics!)- you can attack with your sword, jump, and duck. We veiwed an early video of the game and let me tell you... you have never seen line scrolls, color and detail like this in ANY platformer.





Panzer Dragoon is a 3-D shooter in which you're riding the back of a dragon in a realtime, 3-D world. You can change veiws to look left, right and behind your Dragon!



Rampo is a 3-D adventure/detective game based on a Japanese mystery movie. The game features actors direct from the film.

In this sequel to the Sega CD's Mansion of Hidden Souls, you've got every room in the original game and many more. The game also has multi-endings and promises to be much longer and harder than the first game.

In this 3-D shooting game, you're a lone soldier protecting the planet from certain doom. In addition to straight shooting, Daedalus has maze stages.

This racing game across America is Rad Mobile 2, which was never released in the USA. The shot on the right is how the action actually looks!

Victory Goal is a 3-D Computer Graphics soccer game. The entire game is seen from the player's back, and it zooms in close (Seamlessly!) for shots and defense.

Captain, you're wanted on the Bridge!

It's the moment you've been training for. As a cadet of Starfleet Academy™ your next move is crucial to the safety of your crew, not to mention your reputation at the academy.

So prepare to beam aboard the bridge of a Federation™ battle cruiser or one of four other vessels including the Romulan Bird-of-Prey™, or the Klingon™ battle cruiser, and take command.

With over 15 intense missions to test your skills at Starfleet Academy, you'll find out just how exciting a simulator can be. Isn't it time to enroll?

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Interplay™
Or don't play at all.™
STAR TREK®
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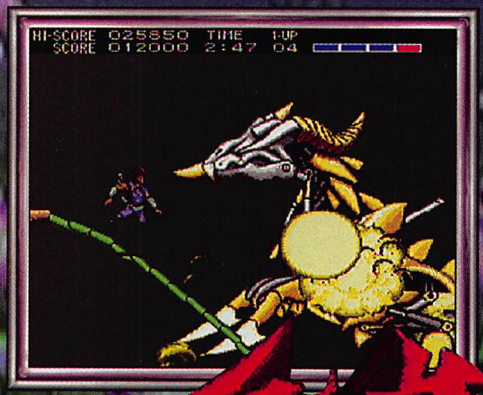
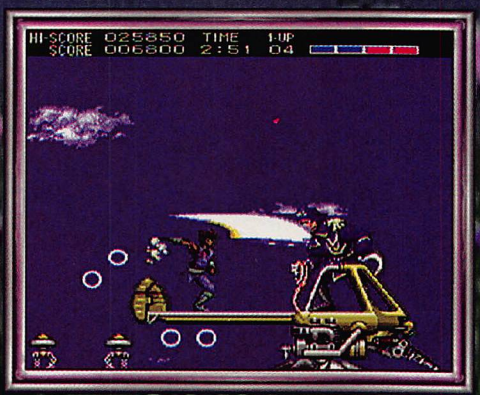
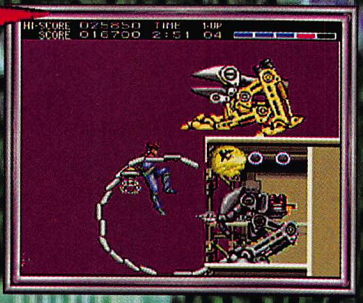
Starship Bridge Simulator™





STRIDER HIRYU 飛竜



It's almost HERE! The game we've been waiting for, what, 4 YEARS is almost here. I've been following the PC Engine version of Strider Hiryu from it's roots to it's final inception - from SuperGrafx to PC-Engine Hu-card to Super-CD and finally to the extraordinary Arcade Card. And now the waiting is over.

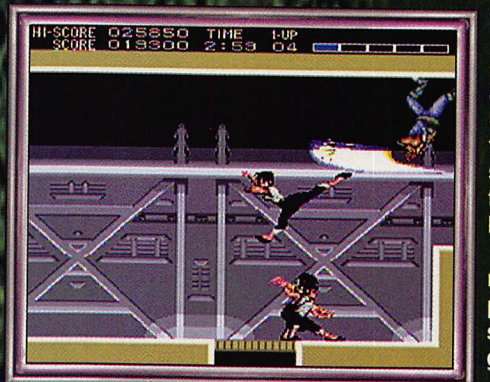
As I slapped the Strider Hiryu CD into my trusty ol' SuperGrafx + CD-ROM2, I was thinking "YES! This is IT." Here's a detailed description of what followed - Unbelievable cinema, with Hiryu whipping his sword out and slashing the Grand Master, all in full screen, 24fps glory... "ALL RIGHT!!!" Next, the title screen with a 3-D "Strider Hiryu" logo whipping around... "YESSSSSSS!" Then the option screen, with one choice being EXTRA STAGES OFF/ON. "Extra Stages??? New stages not in the arcade version?? SSSSSSMOKINN'!!!"

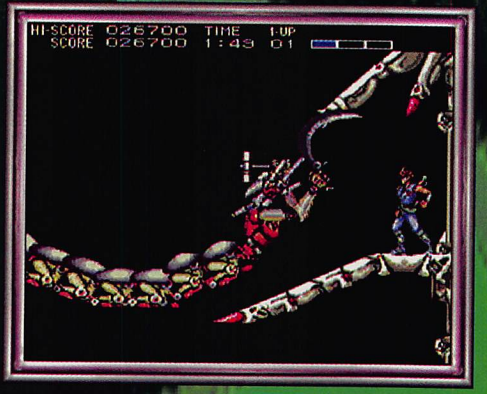
Following this, the best cinema I've seen in my life, with a 3-d polygonal map of the first stage filling the entire screen... "PC ENGINE RULES!..." Then, the game began. My heart was pounding with the accumulated excitement of 4 years of waiting. The first stage's fully orchestrated booming Strider tune filled my ears, and I thought "How can life get any better?"

It seemed to me at first that it could have gotten a LOT better. There is no parallax scrolling in Strider Hiryu. There's an insane amount of flicker. (No slowdown though!) The control just isn't as THERE as the MegaDrive version. These are the flaws. The good points of SH far outnumber it's faults however - The cinemas are all top-notch, and they're all full screen. The music is utterly perfect. It's so good that it'll bring nostalgic tears to your eyes. There are a total of two - count 'em two - stages not found in the MegaDrive or arcade versions in the PC Engine version. Also, every boss speaks to you before you fight him (Or her.)

Strider for the Arcade Card is an excellent CD. It may not sell the Arcade Card, but everyone with one should pick this up. In next month's Game Fan we'll have a spread on SH, unfortunately we got it a bit too late to give it more than a page in this issue. I'll see you then!

-Nick Rox





GAMEFAN SPORTS

TONY BALL!

EA SPORTS HITS THE FIELD WITH LA RUSSA BASEBALL '95

ALSO INSIDE!

NFL '95: SEGA SPORTS ATTEMPTS TO REDEFINE VIDEO GAME FOOTBALL!

FIFA SOCCER CD: THE WORLD'S #1 SOCCER GAME GOES MULTIMEDIA.

NBA LIVE '95: DOES EA SPORTS HAVE THE BEST SPORTS SIM.... EVER?

ESPN SUNDAY NIGHT NFL: SONY IMAGESOFT LINES UP AGAINST MONTANA AND MADDEN.

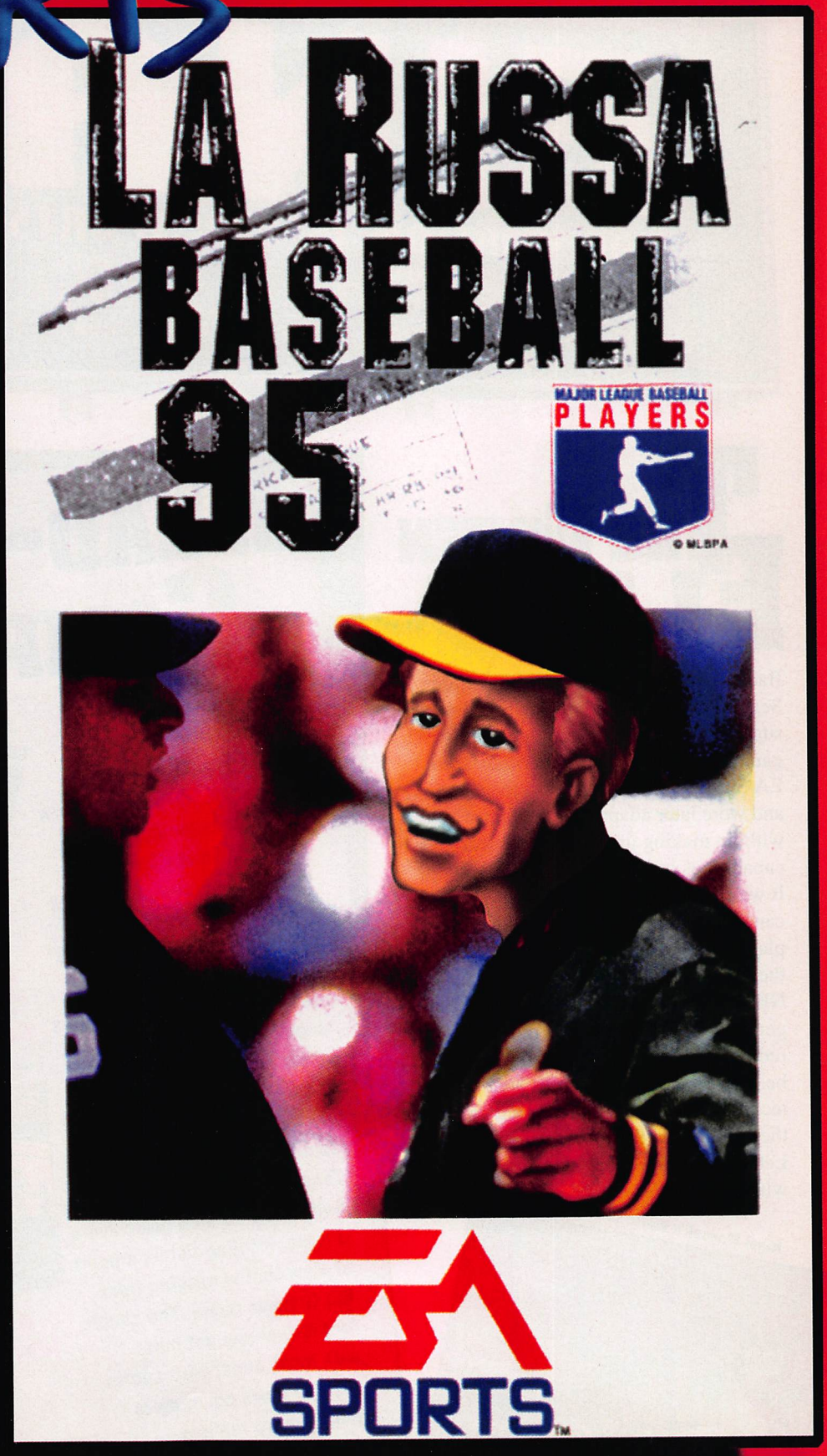
3DO SPORTS KICKS INTO HIGH GEAR: **WAIALAE GOLF** AND **FIFA SOCCER** WORLD PREMIERES INSIDE.

FIRST LOOK: **MADDEN '95** FOR SUPER NINTENDO.

AWESOME BABY!! **DICK VITALE'S COLLEGE HOOPS** FOR GENESIS.

TROY KNOWS GENESIS: **AIKMAN NFL FOOTBALL** FROM WILLIAMS ENTERTAINMENT.

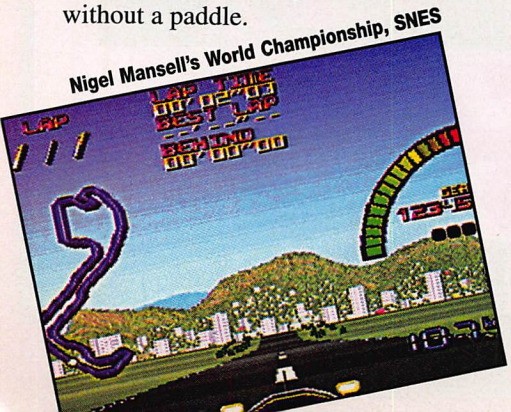
TALKO TALK...THE WORLD OF SPORTS VIDEO GAME DESIGN.



The Green Flag

Back in the early days of 16-bit gaming, Sega of America made the claim of sports superiority, and they were right. Early games like *John Madden Football* from EA Sports were designed for the Genesis and were later adapted to the Super NES without making use of the technical capabilities of Nintendo's 16-bit system. It was like taking the paddle out of a canoe and trying to use it on a hydro plane. But once developers realized what they could achieve by using the Super NES' custom graphics processors, a new generation of sports games quickly redefined what a sports video game could be. Super NES sports games are now technically advanced, more realistic, and there's more of them. And where's Sega? Let's just say that they're somewhere without a paddle.

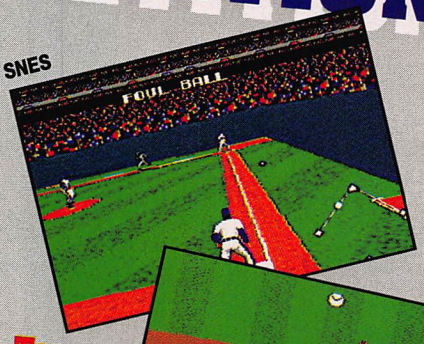
Nigel Mansell's World Championship, SNES



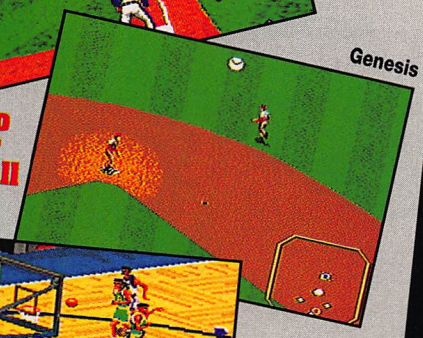
Head-To-Head Competition

Many games from sports software leaders like EA Sports, Acclaim, Sony, Accolade and Tecmo are now custom designed for both 16-bit game systems. Even when the screen perspective and play characteristics are the same, the larger number of colors on the Super NES, its Mode 7 capabilities and its superior sound processor allow for more realism in the Super NES versions. The differences are dramatic in some titles, like Tecmo's new *Tecmo Super Baseball*. The Super NES version gives you a unique, rotating fielder's point of view that is missing from the Genesis game. The simple fact is that you get more with most Super NES sports games—more color, more sound, more realism.

SNES

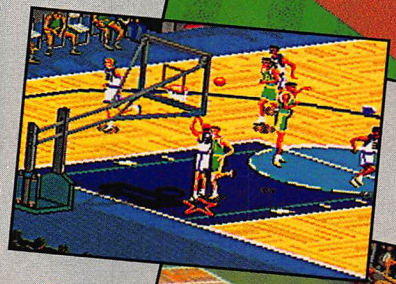


Genesis

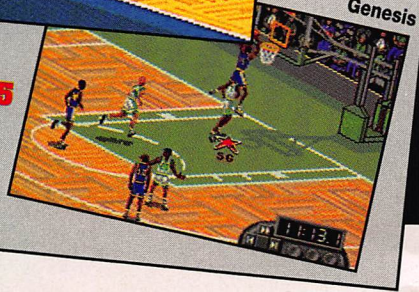


Tecmo Super Baseball

SNES

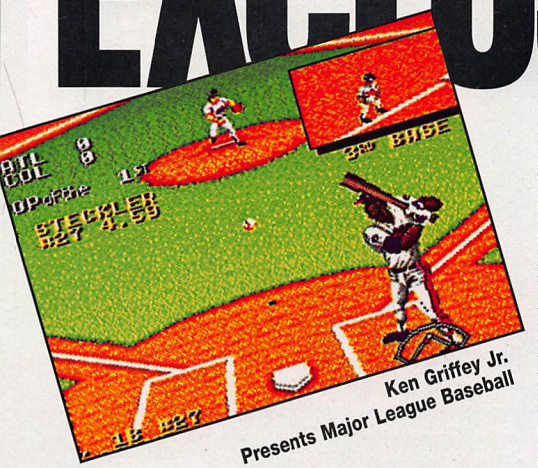


Genesis



NBA Live '95

SUPER NES EXCLUSIVES



Ken Griffey Jr. Presents Major League Baseball

The most realistic sports games available are found only on the Super NES. Why? It's not just a matter of licenses. The name on the box doesn't put fun in the game. The reason that Super NES sports games play more like the real game, look more like the real game and sound more like the real game is due to the custom hardware inside the Super NES control deck. The Super NES' two graphics processors contain special graphics modes including Mode 7 which allows for the easy manipulation of objects in a 3-D environment. Sports take place in three dimensions, not two. The Super NES's ability to rotate perspective and scale objects lets designers create realistic fields, courts, race tracks and even mountain slopes. Imagination is the only limitation. The Genesis, on the other hand, is limited because it doesn't have the custom graphics processors or a 16-bit sound processor, which means that Genesis sports games simply can't compete on a level playing field with Super NES games. They're behind from the very start.

THE SUPER NES ADVANTAGE

If you don't own a Super NES, you can't play many of the best sports games available like: *Ken Griffey Jr. Presents Major League Baseball, NCAA Basketball, Stunt Race FX, Tommy Moe's Winter Extreme Skiing & Snowboarding, NHL Stanley Cup*, classics like *F-Zero* and *Super Tennis* or up-coming games like *Michael Andretti's Indy Car Challenge*. And the hottest titles available for both systems won't be as intense on the Genesis. If you want the most game from the hottest titles like *NBA Jam, Madden NFL 95, WWF Raw* and *NBA Live '95*, you have to get the Super NES version because the best graphics and sound are available exclusively for Super NES sports fans.

Tommy Moe's Winter Extreme

NHL Stanley Cup

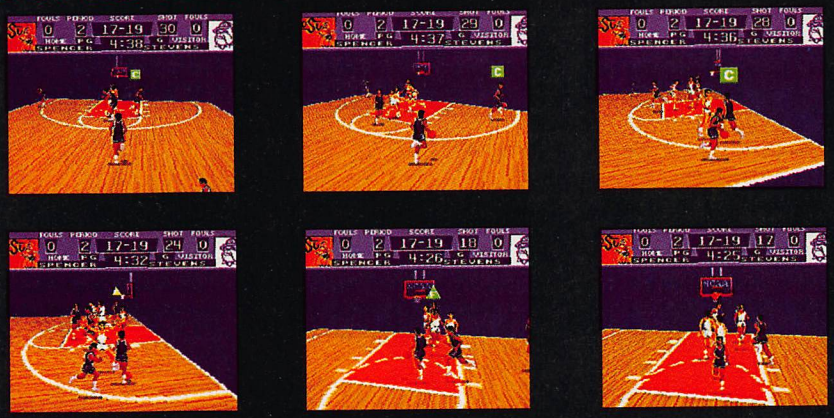
Box Scores

Nintendo holds the edge on sports titles.

Nintendo	Sega
Baseball 15	Baseball 7
Football 15	Football 12
B-ball 10	B-ball 8
Hockey 7	Hockey 4
Soccer 11	Soccer 5
Racing 27	Racing 13
Golf 9	Golf 6
Boxing 4	Boxing 4
Other 19	Other 15
Total 117	**Total 74**

Figures taken from Spring issues of Nintendo Power Game Pak Directory and Sega Soft Newz. (Does not include future sports titles.)

SUPER NES 3-D ROTATION & SCALING



When Nintendo's *NCAA Basketball* took to the court in 1992, the radical behind-the-player perspective "KO'd" the competition and the critics. No one had ever seen such a realistic video game. The perspective produced the closest experience to actually playing the sport. Since then, Super NES sports games have explored many new arenas of realistic sports action—arenas where Genesis titles have never gone.

TALKO TALK

This month in Talko Talk, I'd like to back away from sports news a little bit (the pending baseball players' strike has got me a little bummed) and talk about my other favorite subject; games! Many of you may not be aware of this, but, according to industry sources, sports video games account for as much as 40% of all entertainment software sold in the United States. This fact has not been lost on the major players in the industry. Electronic Arts, Sega of America, Sony Imagesoft, Warner Interactive and Jaleco, among others, have been actively involved in sports game design for some time. Just about every publisher produces sports games and some, like Tecmo, make it their lifeblood, and are doing it very successfully. If you've been playing sports games over the past couple of years, you may have noticed that the design quality of sports software, across the board, is increasing dramatically. Where we were once content to get ONE quality football title per year, we now get three or four. The complexity of the gaming experience is also on the rise. Games like World Series Baseball, Madden 3DO, FIFA Soccer, the Montana and College Football games from Sega Sports, and the NHL Hockey series would not have been possible a few years ago. And, with the advent of advanced graphic machines from Sega, Sony, 3DO and Nintendo, the level of simulated graphic realism is beginning to approach the "I can't tell the difference" level. This is the critical juncture for the gaming world. In the near future, you will no longer be able to effectively analyze a game based on its visuals and graphic presentation. Virtually anything will be possible. We have a perfect example in this issue; FIFA International Soccer on 3DO. The graphics and TV style presentation are so real that, other than simulating wind in your face and mud in your cleats, the game brings the COMPLETE experience home. Without technology as a measuring stick, developers and designers will have to concentrate their energies on producing artificial intelligence systems with more depth and variety. The end result will be games that can take into account almost every conceivable nuance of individual players' abilities and even temperaments. And games that put you into this "virtual" experience will be commonplace. In the very near future, you will be able to, for example, assume the role of Roy Hobbs (Robert Redford) in "The Natural" and experience not only life in the ballpark; but simulate an individual career as well...we are very close to this now. Interactive role-playing in sports games is the future and the future is happening as we speak! See you next month...

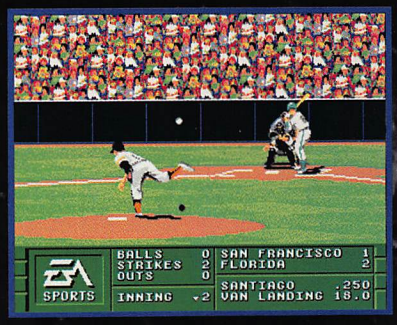
LA RUSSA '95

EA SPORTS BASEBALL 2 PLAYER 16 MEG AVAIL. OCT.

When EA Sports releases La Russa Baseball '95 this September, they will have finally achieved excellence in every area of sports video game design. Football, basketball, hockey and soccer; the EA Sports label has been synonymous with quality sports entertainment...baseball was the last holdout (those of you sweating out the pending players' strike, please forgive the pun). This dedicated baseball simulation is, unquestionably, the most comprehensive game of baseball yet released for a video game system. It is so good, in fact, we are going to review it head-to-head against the current king of the baseball hill; Sega Sports' World Series Baseball.

On the surface, the games couldn't be more different. Where World Series Baseball is a graphic masterpiece, La Russa '95 is a well drawn game. Where WSB has a in-the-box, first person batting, La Russa has you in the more traditional, behind the catcher view. Where WSB offers League Leader statistical tracking, La Russa offers the most comprehensive statistical tracking in any sports game, with incredibly accurate physical modeling of all players. In other words, Sega's got the flash and EA Sports has got the "thinking man's" game.

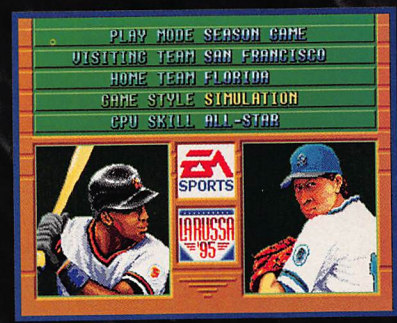
Well...no. What Tony La Russa '95 is about, like World Series Baseball, is the COMPLETE baseball experience. You control EVERYTHING! Sliding, defensive positioning, the bullpen, multiple ballparks, schedules, length of season, pitching and hitting styles, type of game, multiple camera angles...literally everything! The game plays quickly, yet you never feel that you are cheated of the "real" baseball experience. And, if you don't have

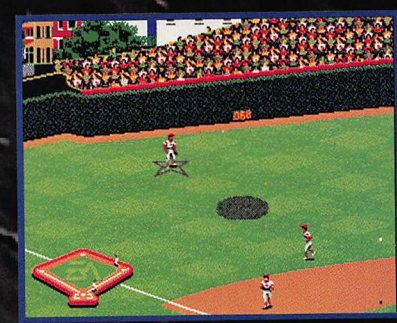


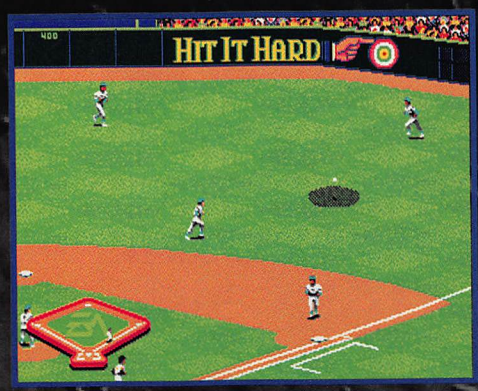
enough time to sit through a game, no problem. La Russa '95 lets you save a game to battery at any time. So, if you need to have a life during the middle of the third inning, done!!! Come back to the game later and resume where you left off. The hitting game is so accurate, it hurts. The designers have slowed down the pitching and increased the level of animation in both the pitcher and the ball's flight, so that you can see subtle movement in the ball, and so you have time to really look the pitch over before making the decision to pull the trigger. Although it isn't as graphically appealing as the WSB hitting game, it is just as tough, accurate, frustrating and more rewarding. The design team(s) at EA Sports and Stormfront also made sound an integral part of the hitting game. If you hear that heavy crack of the bat when you make solid contact, you know you've driven one out (well, DEEP, anyway). And this points out another great part of the game. Every time you make contact, you know where the ball is going on the field. World Series Baseball is the only other Genesis baseball game that presents this level of accuracy.

In addition, one of the best parts of World Series Baseball is the great, digitized ball parks in the pitching/hitting screen. The only problem is that, once you go to the 3/4 view, the parks become generic and don't accurately depict the stadium. For example, Tigers' Stadium, in the WSB game, doesn't have the outfield grandstands. In La Russa '95, there are only six different ballparks, but each of them is accurate and detailed. Fenway, Wrigley, Camden and the Metrodome are the most notable of the lot. My only beef with them is that, because of the static left field, center field, right field layout, the camera doesn't scroll to pick up the flight of the ball as it goes over the "Green Monster" or exits the friendly confines of Wrigley. If I can find fault with this game it is in its limited graphic presentation and in the limited player animation in the 3/4 view. But, that is to be expected in this type of baseball game. When judging a simulation, it is the accuracy of the baseball engine whereby you make your final judgments. And this engine is peerless.

So, in the final analysis, is the comparison to World Series Baseball largely a case of "apples and oranges"?...no. Both games, although differing in which aspects of the game they have chosen to emphasize, are dedicated video game simulations. WSB makes its statement by producing the best ballpark environment in any baseball game ever made. But it falls down a little in the simulation side of things. La Russa '95, on the other hand, has just enough graphic quality to make it above average, much better than in games like Hardball '94 and RBI '94, but not to the level of quality in the Sega title. But, its baseball engine is clearly a notch above WSB's. If you ask me what game I see myself playing three months from now, the answer would be "both". I am what I would call a "semi-baseball purist" and the graphical play environment is very important to me. So, the question of what title is the better of the two has a very personal answer...many of you will not agree, but we are, in essence, splitting hairs. Either game could be the GameFan Sports Baseball Game of the Year. I give a slight edge to World Series Baseball, but not by much. I know that, in the end, La Russa '95 gives the player a more accurate game of baseball, but it doesn't quite put you on the field like WSB. And, for me, sports games are essentially about role playing-ultimately you want to feel like YOU are playing IN the game. When EA Sports takes this game to CD and the advanced platforms, with their advanced storage and graphic capabilities, La Russa '95 could well be impossible to beat. - *Talko*







This dedicated baseball simulation is, unquestionably, the most comprehensive game of baseball yet released for a video game system.

SEGA SPORTS
FOOTBALL
4 PLAYER
16 MEG
AVAIL. NOV.

NFL '95

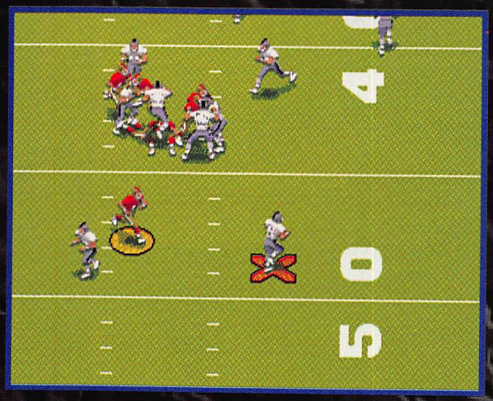
Sega Sports has set their sights on the brass ring in football design and it looks like it's going to be hard to pull it out of their hands! NFL '95 has all of the features to quite possibly make it ultimate 16-bit football game. The graphic engine is completely new for this season and it presents a scaling, tilting environment that has never before been accomplished on the Genesis hardware. This will manifest itself, most importantly, in the passing game-where the field will tilt to allow you, as the quarterback, to see up to 65 yards down field...no more passing windows or receivers that run out of the field of view before you have time to react!

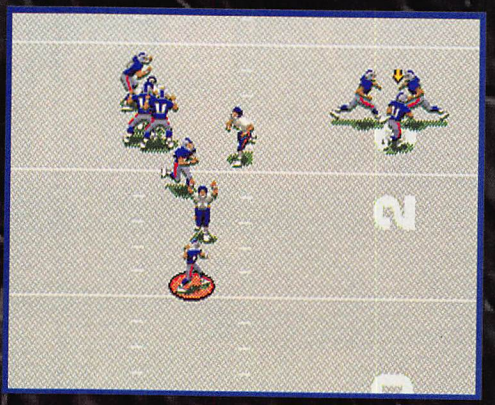
The designers have obviously looked at previous product and analyzed strengths and weaknesses. NFL '95 looks like it will bring the entire package. To illustrate this point, just check out some of the features in the new game; all 28 NFL teams and all of the players-including off-season trades, player management with trading and the ability to build your own dynasty, full season play with statistics saved for every player on every team, injuries and depth charts, plus League Leaders in 8 different offensive and defensive categories and tons more!

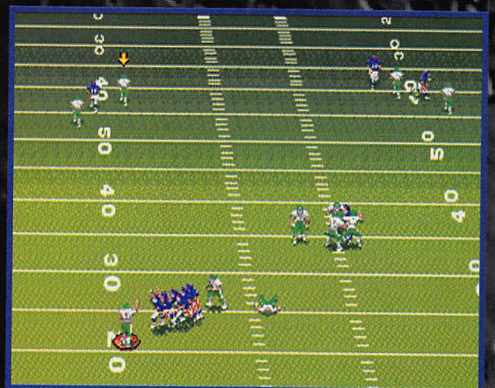
In addition, the player can take control of the receiver at the line of scrimmage and can call for the ball! You can create your own play-

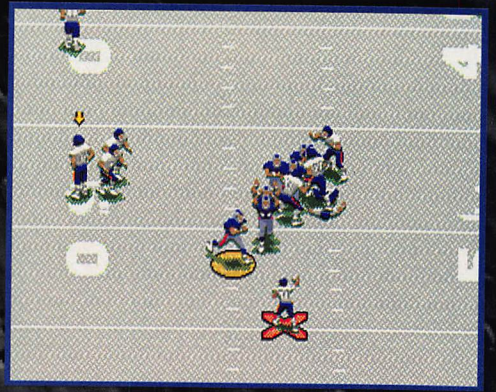
ers..."Now, starting at Quarterback for the World Champion San Francisco 49'ers...Talko"...aaah! There are also user records that add to the long term play value of the game, and 4 player competition is supported for those football party nights.

Has Sega Sports missed anything? It doesn't look like it. We'll find out next month for sure when GameFan Sports takes a detailed look at the new football season. Talko



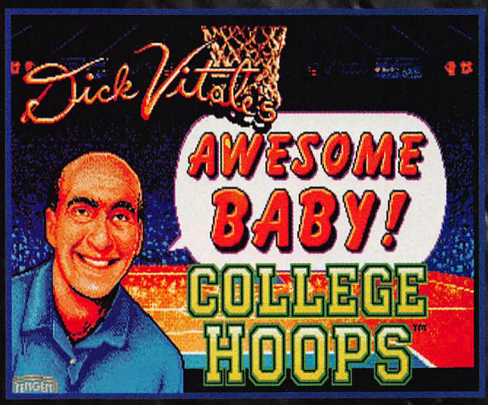






AWESOME BABY!

T.W.I.
BASKETBALL
2 PLAYER
16 MEG
AVAIL. NOW

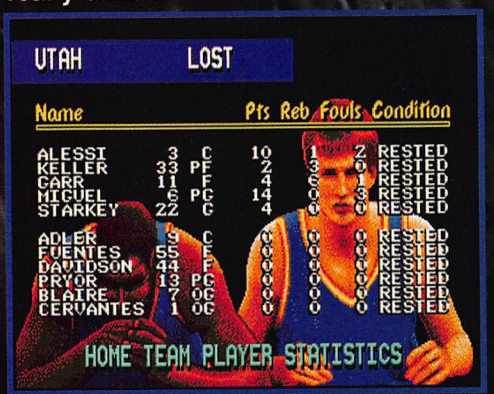


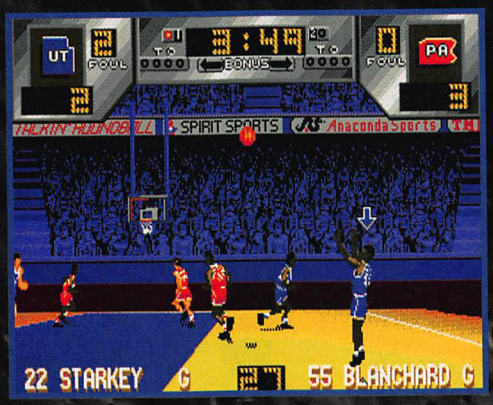
Dippsy Doo-Dunkaroo, BABY! Warner Interactive is set to deliver SUSTENANCE CITY to action starved basketball fans everywhere with Dick Vitale's Awesome Baby College Hoops. But, is it a "Prime Time Performer"?

This game is a technological marvel in more ways than one. For those of you who have played NCAA Basketball on the SNES with its scaling, rotating, follow the ball environment, to see what they've been able to accomplish on the Genesis (without the Mode 7 hardware) is a treat. The court is colorful, high-res. and smooth, with stadium seating that scrolls as the court rotates (something that has been tough to pull off in Mode 7). The players are very large, digitized and well animated and, on top of that, the motor mouth himself, Dick Vitale, is court side with some of the most colorful and humorous commentary ever heard in a sports video game. "It's Malox (TM) time", "He's the Windex (TM) man", "He's Phi Slamma Jamma", "Rip and run" and many, many other pearls of wisdom are included in the game, and they really go a long way toward establishing the feel and quality of the game. The play mechanics are pretty basic and the animation is jumpy but, once you get used to it, you'll find yourself going "Rip City" to steal the ball and getting in the face of your man as you swat his garbage into the cheap seats. The quality of play is not up to the standards of the EA Sports or Sega Sports round ball games, and it is way too easy to score, but there is a ton of animation and players do things like go up the ladder when driving toward the hoop. This is at the heart of what makes the game fairly attractive to me; a good play environment coded by software developers who were willing to take some chances and deliver a more technically sophisticated product to the marketplace. That doesn't mean it's the best game, just that it is worthy of consideration when you are looking for that "other" basketball game. Besides, Awesome Baby is the only hoops game to deliver the college competition on the Genesis.

Perhaps the best part of Awesome Baby is the number of options available to the player. You can play in a two player dunk-fest, increase (or decrease) the degree of graphic realism, control how much commentary Vitale will offer, set-up plays on offense and defense (on the fly), play in tournament mode (password save), substitute, allow for computer assisted defense, etc.. You really feel like you have complete control over both the play environment and the game's set-up and design features.

UNBELIEVABLE BABY! Dick Vitale's Awesome Baby College Hoops (how are they going to get all of that to fit on a game box?) is not the best game of Genesis basketball, but it is a fun game that shows a lot of creativity and care in its design. I hope that Warner Interactive will see its way clear to deliver this game on the next generation hardware, because I think THAT is where it will really shine! - *Talko*



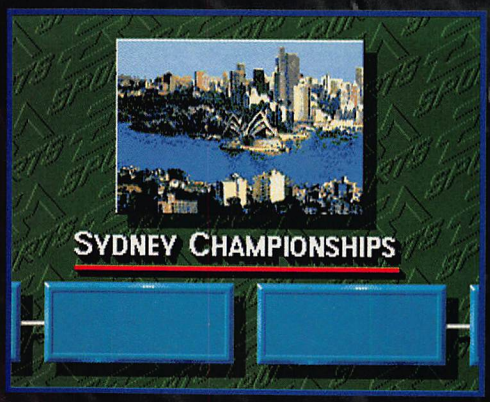


Dick Vitale's Awesome Baby College Hoops is not the best game of Genesis basketball, but it is a fun game that shows a lot of creativity and care in its design.

IMG TENNIS

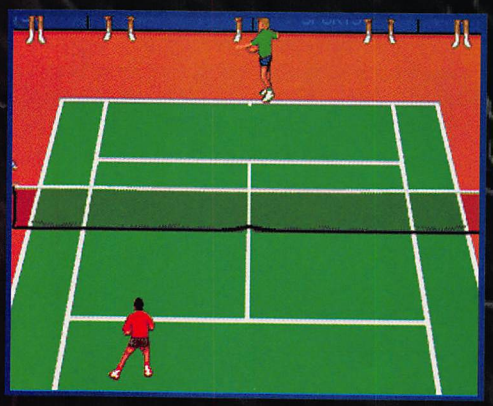
EA SPORTS
TENNIS
4 PLAYER
16 MEG
AVAIL. NOW

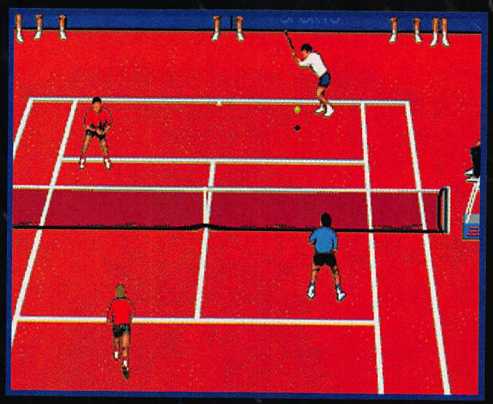
EA Sports is about to take their sports design expertise and apply it to the world of tennis in "IMG International Tour Tennis", the first tennis game to give players the chance to compete as any of their favorite tennis greats; past and present. And, the first game to allow players to compete in sixteen different tournaments, ultimately leading, if you are good enough, to the EA Tour Championships. From the Sydney Championships to the New York Open, IMG Tennis will attempt to make its claim as the most complete, accurate tennis simulation to date.

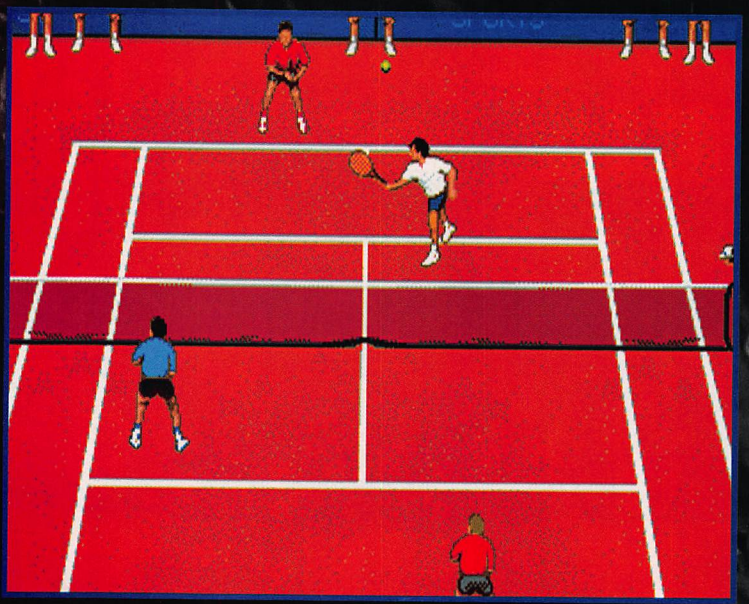


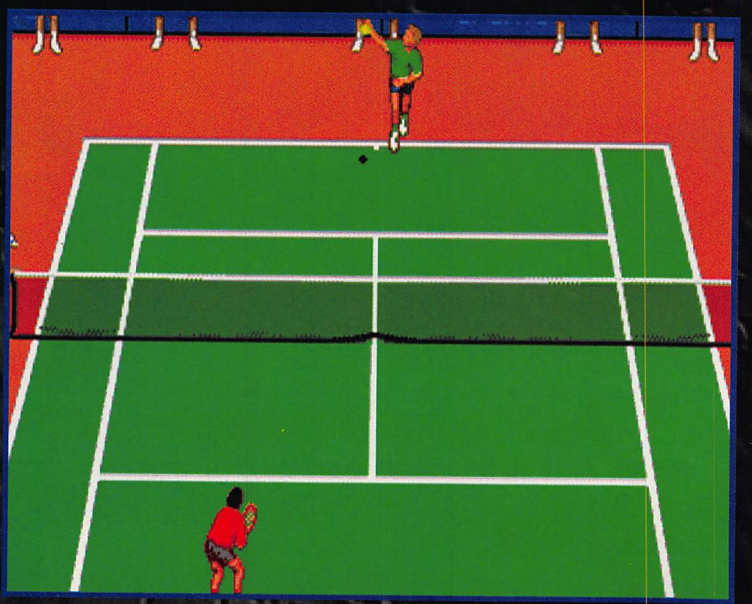
To this end, the design team at EA Sports has included; multiple play modes, four different court surfaces, thirty-two of the world's top players, including such legends as Bjorn Borg and Rod Laver, and the top players of the future, a coaching mode with veteran coach Vic Braden, 4-Way Play for accurate doubles competition, multiple court surfaces, user records that store performance statistics, as you and your professional alter ego move through matches and tournaments, complete control over many different shots and strokes and much, much more. In fact, you can even argue calls with the umpire!

There have been many 16-bit tennis games, with Sega Sports' Wimbledon Tennis currently the best game available. As is their style, EA Sports is looking to best Sega's game and produce the most accurate simulation possible. Have they succeeded? Find out next issue! - *Talko*



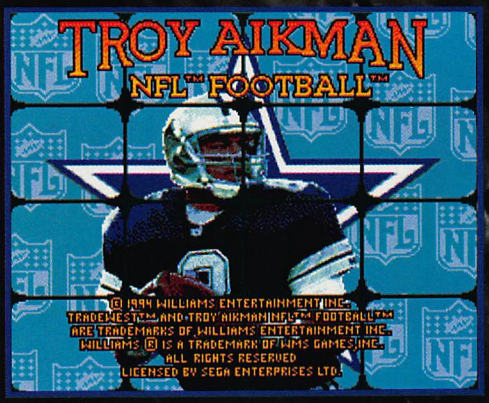






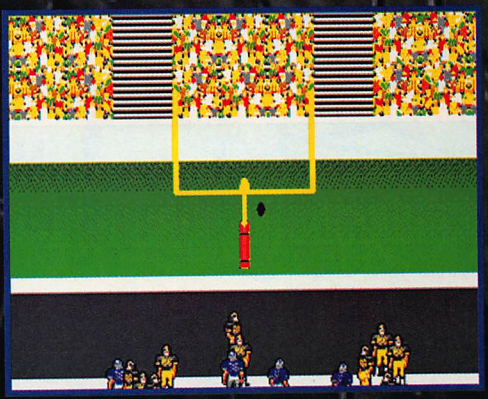
AIKMAN FOOTBALL

WILLIAMS
FOOTBALL
2 PLAYER
16 MEG
AVAIL. NOW

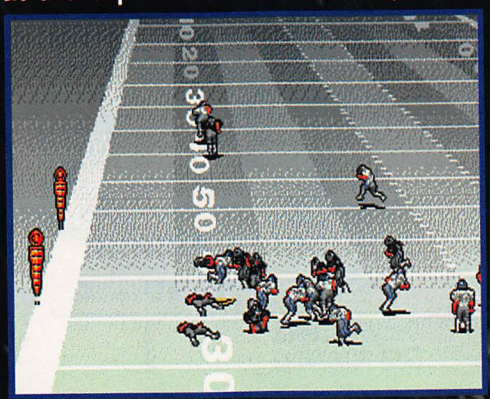


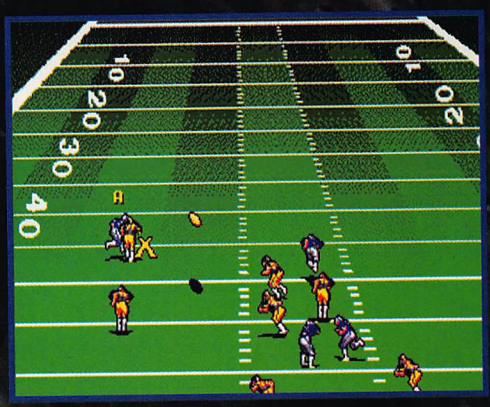
Troy Aikman NFL Football on the Genesis is effectively the same game as its SNES cousin. Leland, the game's developers, have done a great job of presenting a 3D playfield on the Genesis, probably the best to date. Except for the real players, this game has every feature imaginable in a cartridge football game. The full season play is particularly good with; accumulated season and career team statistics, general manager aspects in allocating funds to positions, a user-definable playbook, '93-'94 and '94-'95 seasons, coaching and head-to-head modes, new rule changes (including the two point conversion), variable field conditions and even three of Troy's personally designed plays. I love tinkering with this game and the sense of control you have over the way YOU want to play this game. The game also makes use of the Sega six button controller and this manifests itself by allowing the player to spin, stiff-arm, juke, hurdle, dive, jump and corner press on command.

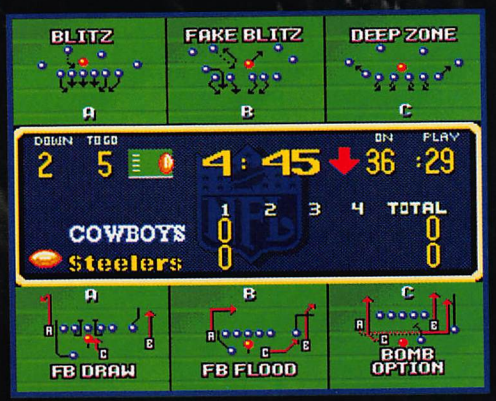
The one area that keeps Troy Aikman NFL off of the Montana/Madden summit is the animation. There are times in the game where it looks like the play is complete in one area of the field but, the next thing you know, the play is continuing somewhere else. It really doesn't effect the challenge of the game, but it is an oddity. The problem is that, on defense, the field gets congested and you find yourself whamming buttons-hoping that you made the play! You are also able to complete a lot of passes under intense double coverage, or at least graphically it seems so-much more than a real NFL defense would allow. Also, the defenders will dive to tackle the ball carrier and literally knock him back six yards! The character animation has been brought into the new game from the original Pro Quarterback. And, although it was impressive a couple of years ago, by today's standards, it looks a little rough.

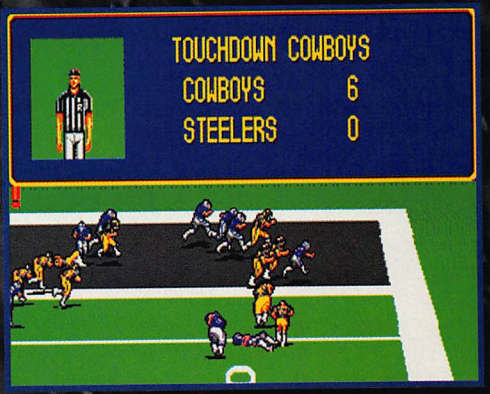


Williams Entertainment has come close to the brass ring with Aikman NFL. A little more time and care in the graphics department and Sega Sports and EA Sports would have company at the top of the hill. As it is, Aikman NFL is a fun game of arcade football with enough simulation features to keep the most dedicated football fan busy for the entire season. - *Talko*









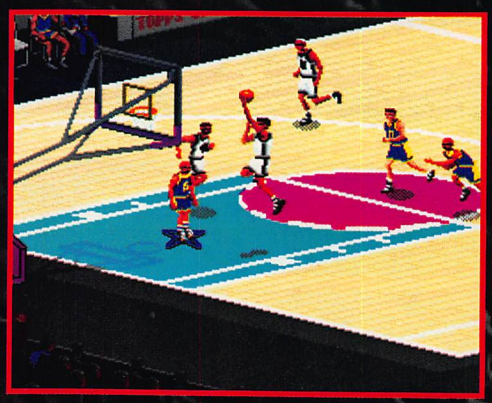
Williams Entertainment has come close to the brass ring with Aikman NFL. A little more time and care in the graphics department and Sega Sports and EA Sports would have company at the top of the hill.

NBA LIVE '95

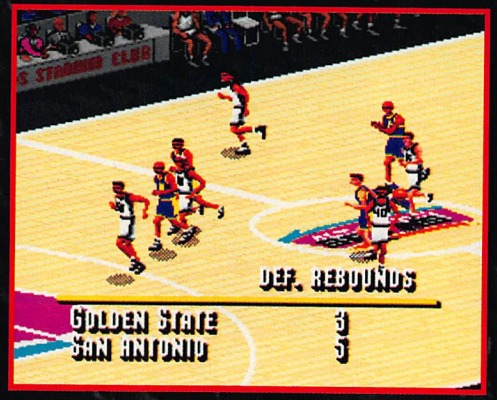
EA SPORTS
BASKETBALL
2 PLAYER
12 MEG
AVAIL. OCT.

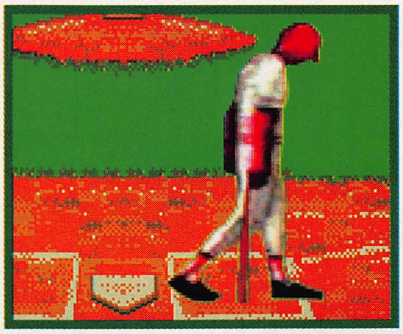
In the recent past, I have been critical of EA Sports' going to the well too many times with their NBA series. It just didn't seem like the play environment or small improvements in the statistical or play engines ever warranted original purchasers dropping sixty bucks on another game. It was with much trepidation, many months ago, that I received the news when it was announced that EA Sports was going back to the 16-bit hard court one more time...

STOP-TIME OUT! SNES owners are about to get a taste of NBA Live '95 and what a season it is going to be! The game features an all-new, 30 degree isometric, scrolling court for much improved player vision and minimal congestion on the court. Everything is animated, from Tomahawk jams to the fans in the seats. There is an incredible amount of user control, with jump passes, around the back passes, multiple offensive and defensive set-ups and strategies, and almost every play option under complete control of the user. This includes such firsts as the intensity level of the game, how the refs call it, the level of crowd noise, offensive and defensive aggressiveness and much, much more. Of course, all of the team and League Leader statistical data is here, along with user records, player trades, user-definable, custom teams, complete, up-to-date, NBA rosters and teams, and the different stadiums from around the league. In addition, the play control will be enhanced by NBA Jam style speed bursts and shot blocking from behind. If EA Sports has left one b'ball design stone un-turned, they slipped it past me, because it doesn't look like they've missed a thing!

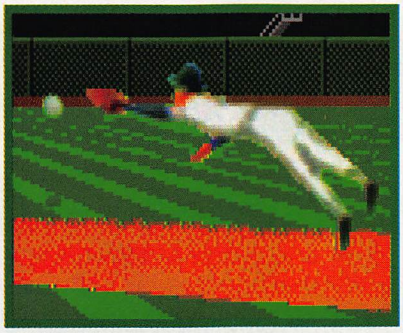


For the first time in five years, the design team at EA Sports has designed their basketball engine from the ground-up. Everything in the game is new and it looks like there is much to like. We will give NBA Live '95 the full review treatment next month, essentially because it is going to take that long to dive into the many great features that the game offers...stay tuned! - *Talko*



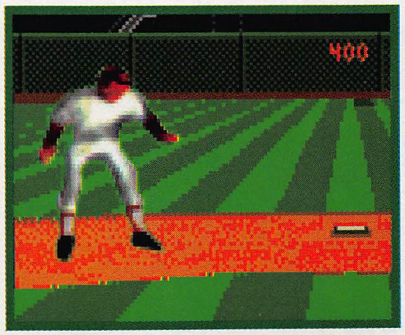


BATTER HANGS HEAD IN SHAME AFTER STRIKEOUT. DAN PATRICK RUBS IT IN BY ADDING "THE WHIFF."



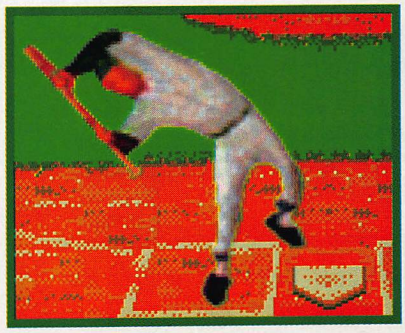
INFIELDERS DIVE TO SNAG LINE DRIVES.

CATCHER LEAPS UP FROM CROUCH TO GUN DOWN GREEDY BASERUNNERS.



BASERUNNERS CREEP SLOWLY OFF THE BAG TO AVOID BEING PICKED OFF.

WHEN WE CREATED THIS GAME, OUR OBSESSION WITH REALISM ALMOST GOT OUT OF CONTROL.



BATTERS COLLAPSE IN PAIN AFTER GETTING HIT BY A PITCH.

PLAYERS CHOOSE FROM THREE DIFFERENT DEODORANT SCENTS: ORIGINAL, MUSK, OR ALPINE BREEZE.

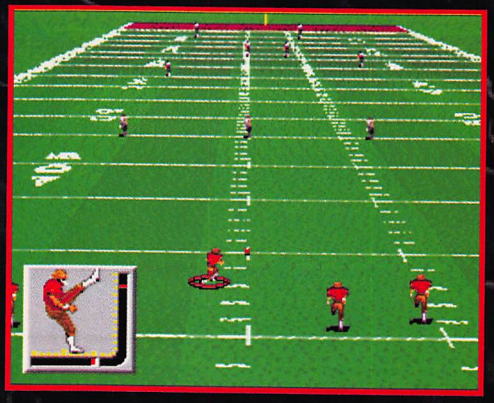
★★★

ESPN FOOTBALL

SONY
FOOTBALL
2 PLAYER
16 MEG
AVAIL. OCT.

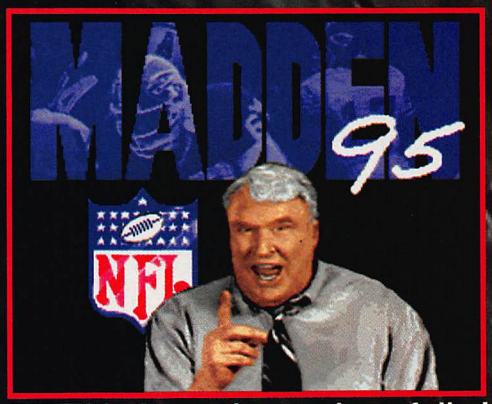
Sony Imagesoft is about to enter the competitive world of 16-bit football with ESPN Sunday Night NFL for the Super Nintendo. Developed by Absolute and Ringler Studios, ESPN NFL looks to be the real deal, with a complete package that includes a unique 3D engine, an extensive playbook, all of the NFL teams, extensive offensive statistical analysis and tracking (for the game-not season), drive summaries and a great deal of offensive and defensive strategy.

The staff at Absolute and Ringler seem to have concentrated on developing a very detailed, accurate, play engine. Although the screen shots in this preview may look a little rough, the graphic environment and 3D features of the game are really quite impressive. ESPN Sunday Night NFL will allow you to play through an entire season-'94 or one of the computer's design, analyze the competition in a number of statistical categories, choose field conditions and weather and allow you to audible at the line of scrimmage. We will have a complete review of ESPN Sunday Night NFL in our November issue. But, as a teaser, we will tell you that; the 3D engine is pretty impressive, that the game features the most intuitive "on-the-fly" passing game of any football title that we've played to date, that the height of players and the position of the defense in 3D space comes into play, and that you actually have to "work" the offensive linemen when you are lined up at the line of scrimmage. Sony Imagesoft has been trying to crack into the upper echelon of sports gaming for the past year. Have they succeeded?...more next time. - *Talko*



MADDEN NFL '95

EA SPORTS
FOOTBALL
5 PLAYER
8 MEG
AVAIL. NOV.

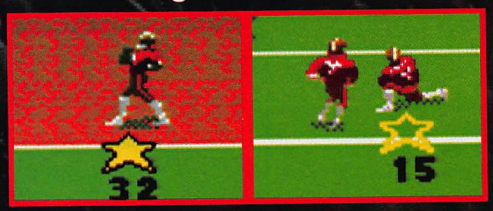


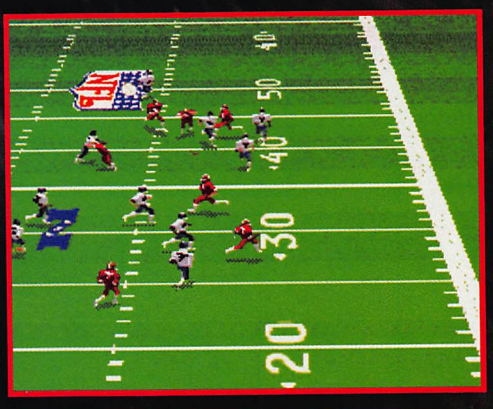
This is getting serious folks! EA Sports rushed Madden NFL '95 to us, so that we could squeeze a sneak peak into our October issue, and they are taking steps to insure that the new SNES version is equal, in every way, to their Genesis game. Madden '95 is loaded with features not found in previous versions and, for the first time on the SNES, you will be able to play an entire season with statistics saved to battery.

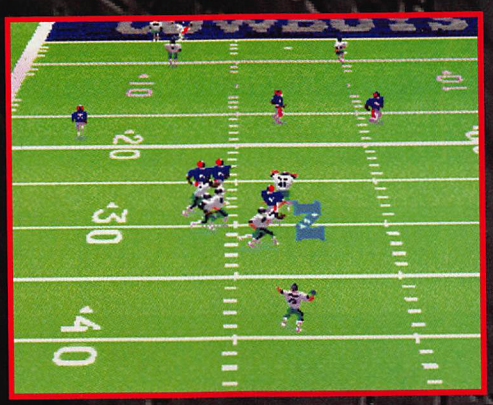
The new game features a wider, deeper view of the play field, with digitized player animation for a more realistic graphic presentation. Although the game has no players' license, the designers have compensated for it by including 48 man player rosters (based on player #'s) and extensive player and user stats. that are tracked every week of the season. In addition, there are over 100 different player injuries in the game and player substitution becomes a critical part of your strategic approach to the game. Other features include; new Madden commentary, real NFL offensive strategies and defensive schemes, a variety of pass and run blocking techniques, new player moves and animations, including "High Steppin", "QB 1st Down Slide" and "Lay Out Tackles", the new NFL kicking rules, sideline reporters and much, much more.

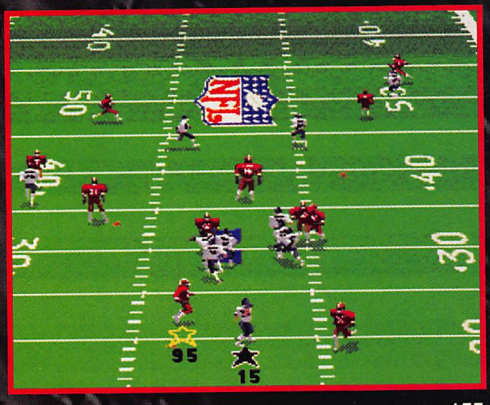
With ESPN, Aikman and other games on the way, the level of design quality is at an all-time high. EA Sports is well aware of how stiff the SNES football competition is this year, and they are working feverishly on Madden '95.

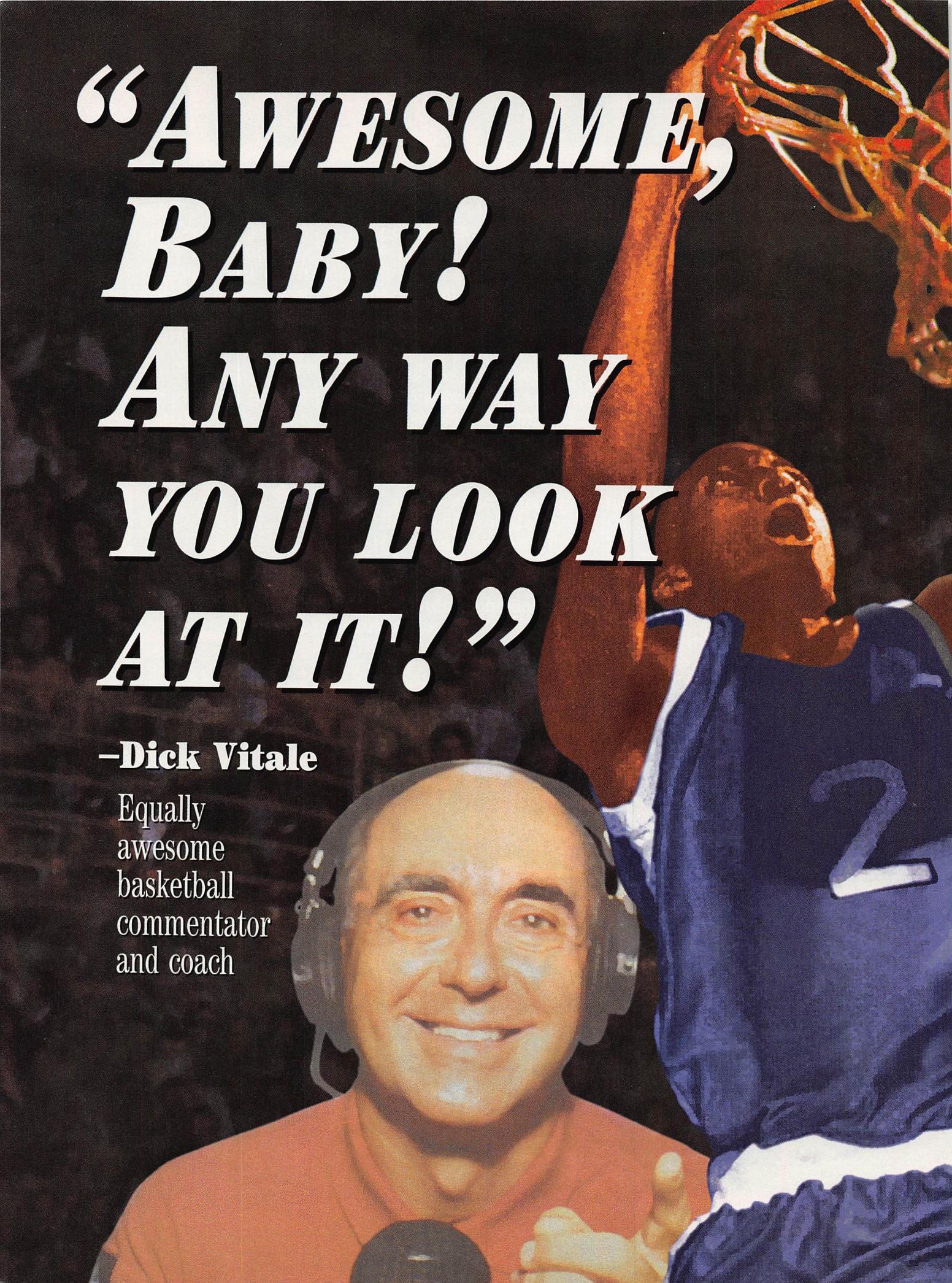
Madden NFL '95 will be available at retailers on November 18, 1994. Look for our complete, detailed analysis of the game in our November issue. - *Talko*



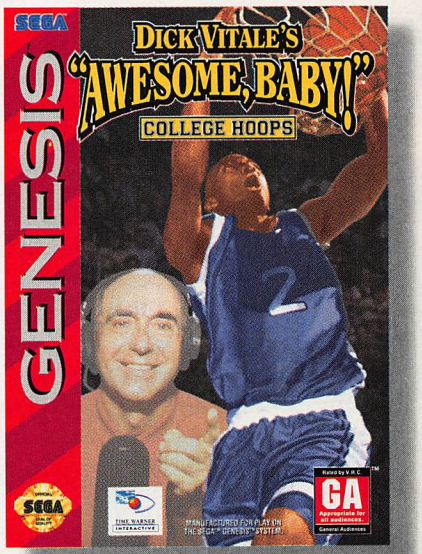






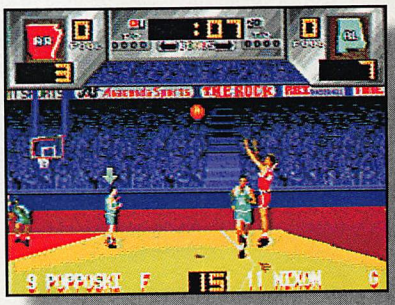

"AWESOME, BABY! ANY WAY YOU LOOK AT IT!"
–Dick Vitale
Equally awesome basketball commentator and coach

Here's the only Genesis™ basketball game with a *3-D rotating court* – and me, *Dick Vitale!*

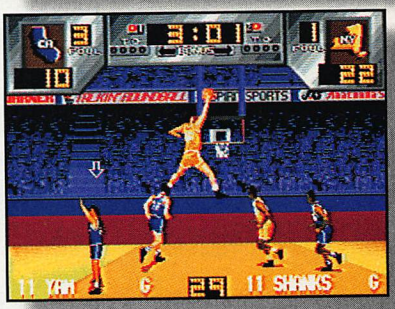


I live and breathe college hoops. I eat it, I sleep it, I drink it, I love it, I need it. And now you can too – 24 hours a day, 365 days a year. The folks at Time Warner Interactive have created a college basketball game that's so much like the real thing, I can't believe it!

The game's so awesome, I'm proud to have my name on it. Just check out all the prime time features of ***Dick Vitale's "AWESOME, BABY!" College Hoops:***



- A 3-D scaling and rotating court puts you *in* the game, not just watching from the sidelines.
- Real on-court sounds and commentary from yours truly. You can even use my plays from my college and pro coaching days.



- Real college basketball action and rules with 32 teams in 4 conferences. Choose from Tournament, 2-on-2 Slamfest and Single game modes with 6 speeds and 3 difficulty settings.

- 5-man teams with real moves: ball stealing, behind-the-back passes, lay-ups, hook shots, power slam dunks, reverse slams and monster 3-pointers.

Play it and you'll be screaming, *"Awesome, Baby – with a capital A!"*

Dick Vitale

TIME WARNER INTERACTIVE

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Appropriate for all audiences.
General Audiences

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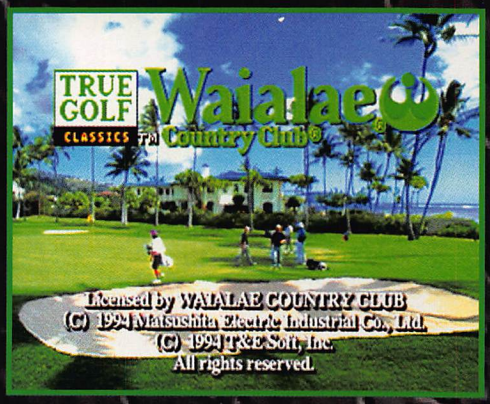
WAIALAE GOLF

PANASONIC
GOLF
4 PLAYER
CD-ROM
AVAIL. NOW

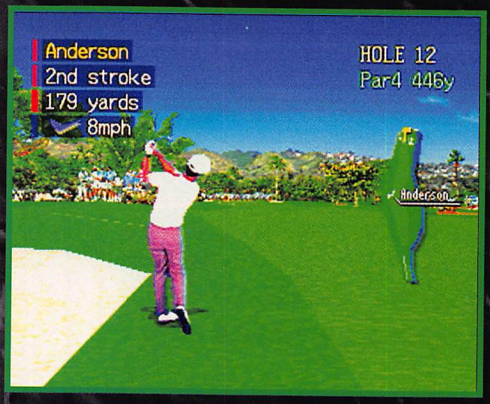


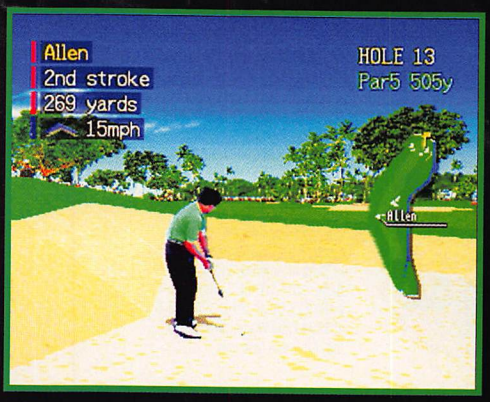
Aloha! and greetings from Hawaii! Thanks to Panasonic and T&E Soft, I have just made it into the clubhouse after shooting a 77 in the wicked winds of Waialae Country Club, the duo's latest golf game on the 3DO. A few months ago, we reviewed T&E's maiden effort on the 3DO, Pebble Beach Golf Links. We loved that game and Waialae is even better. "How?", you ask? Well, for starters, the game plays much faster, CD access time is twice as fast as the first game, the course fly-by's and video are even better, and the record and statistical tracking is even more extensive, with memorable moments and round highlights saved to RAM.

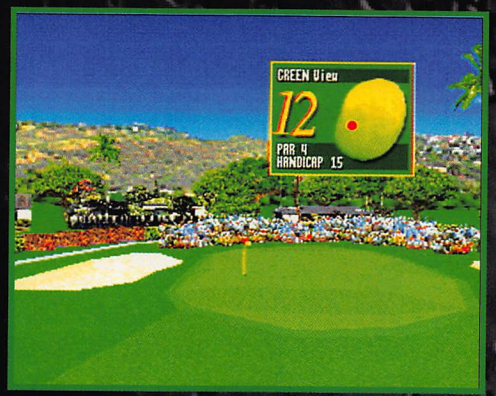
And, of course, you get the privilege of playing one of the most beautiful courses in the world, complete with all of the frustrations that make a round of golf on the big island as challenging as it gets. The course is long, the fairways are tight and the greens are fast. Other than real-time ball movement, this is as close to real golf as you are going to find, and you don't have to take five hours to play a round or cough up those exorbitant green fees. Waialae Country Club has everything the true golfer could hope for, including an on-screen help menu that guides you through the game and even offers a glossary of golf terms, complete with definitions for the "links impaired" among us.

In addition, T&E has tweaked with the control scheme so that it is a little easier, when using the power meter, to read distances on putts and to tap those short wedges from the fringe. The major force to beat, other than your tournament competition, in Waialae is the wind. It is commonplace on most holes to have winds in the mid-20's affecting your shots. The way to attack the course is by playing many practice rounds or focusing on Stroke Play before competing in the Waialae Open or in Tournament or Skins play.

Pebble Beach was great...Waialae Country Club is even better. I hope that Panasonic and T&E Soft continue to deliver as many courses as they can make. The long term play value is tremendous and the quality of the game and the experience is without equal. If you've got the money, the time and the 3DO, how about a friendly game and a small wager?...Tee it up! - *Talko*







Pebble Beach was great...Waialae Country Club is even better. I hope that Panasonic and T&E Soft continue to deliver as many courses as they can make.

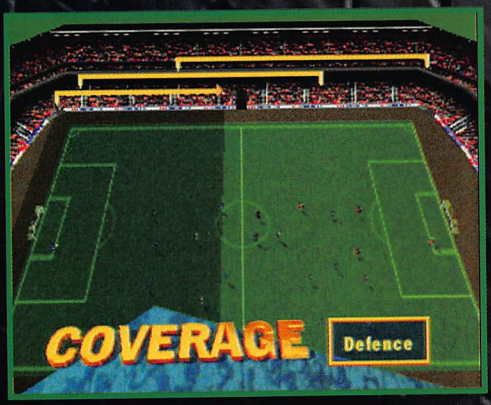
94%

FIFA SOCCER

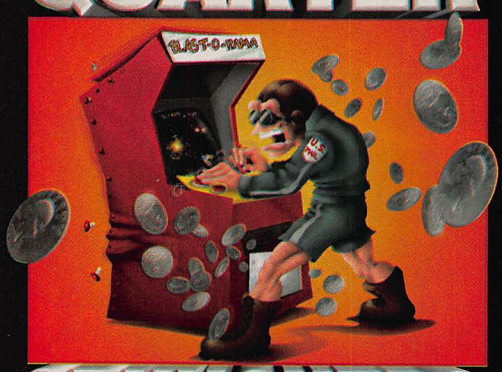
PANASONIC
SOCCER
6 PLAYER
CD-ROM
AVAIL. NOV.

Many video game players have been wondering just what the heck is "Virtual Reality"? The industry has created a buzz word for which it has had no definition...until now. The prolific designers at EA Sports are going to change that and the way you play sports games when they release FIFA International Soccer for the 3DO this October.

The version shown here is extremely early and all we can really comment on is the game's 3D engine and the "virtual" experience, but what an experience it is! Seven different camera angles, including "Ball Cam" can be toggled between as you determine how you best want to play and see the game. Do you want to be on the field, with the grass and mud kicking up in your face? No problem! A behind the players, scaling view? Piece o' cake. A little above and to the side, with full scaling and rotation you say? Presto! This is the closest thing to real soccer that we have ever seen and, as remarkable as the Madden 3DO engine was, the FIFA engine leaves it in the dust. The gameplay will essentially be like the Genesis, SNES and Sega CD versions of the game. You will be able to select from a number of international teams to compete in Exhibition and Tournament play and, as we've come to expect from EA Sports, the game will have a level of play realism that all other soccer games can only hope to deliver a fraction of. We will have more coverage on FIFA 3DO in the next two issues. Imagine, living the World Cup for sixty bucks! Man, I was definitely born in the right generation! - *Talko*



QUARTER CRUNCHERS



Think back to the first time you played Street Fighter II... The rumors ("Sheng Long, man... I fought him!") , the mispronunciation of names ("Gooley, man! I'm tellin' ya his name is GOOLEY." "No, you idiot! It's Gweel!") and discovering special moves for the first time... Do you want to experience all that again, but BETTER? I thought so.

DarkStalkers is here. And it's the first game programmed by the Street Fighter II team, other than Street Fighter games... you know what that means. THE BEST FIGHTING GAME EVER MADE. That's DarkStalkers in a nutshell, but let's go in-depth. First off, you'll notice more than a passing relation to Super Street Fighter II Turbo. You've got combo counters, the ability to land from throws, and a modified Super meter. By modified, I mean this: When the meter is full, and it fills up rather quickly, every normal special move is doubled in power. You can also perform a Super Special Attack when it's full, very much like Super Combos.

Each character has anywhere from 5-10 "normal" special moves and 1 or 2 Super Special Attacks... more than any other fighting game to date! Another unique aspect of DarkStalkers is that the game's rounds aren't set up as "Best 2 out of 3," but "Best 3 out of 5," making for incredibly long, pulse-poundin' battles. Yet another

DARKSTALKERS
The Night Warriors

Pyron

Huitzil

Key	
D	Down
DF	Down Forward
DD	Diag. Down
DU	Diag. Up
F	Forward
UB	Up Back
B	Back
DB	Down Back
360	Rotate 360°
[ ]	Charge
Dash	Double Tap
P	Punch
UF	Up Forward
K	Kick
U	Up
PPP	All 3 Punch
KKK	All 3 Kick
1	Jab
2	Medium
3	Fierce

Demetri

D,DF,F+P	Hellfire
F,D,DF+P	Spinning Uppercut
D,DB,B+K	Fallen Angel
360+K	Stake Throw (close)

Super

D,F,DF+PPP	Power Wave
D,F,DF+PPP	Shadow Beast (close)

cool feature of DarkStalkers is the ability to dash, a la Samurai Shodown-a VERY welcome addition. Some characters' dashes can be offensive as well . For instance, both Demitri and Rikuo have special moves that can only be done while dashing.

Now that we've covered the technical aspects of the game, I'll tell you about the artistic. All the characters in DS have that same "personality" and mystique as the Street Fighter characters. After your first play of DS, I guarantee you'll identify with one of the characters and use him - or her - again and again... just like SF2. But the character animation... you'll swear you're watching an animated movie. The characters move like nothing you've ever seen, and they're drawn in true Capcom style... which, of course, means "perfect." The backgrounds are phenomenal, often with at least 10 layers of scrolls and incredible amounts of stuff going on in the background. In Jon Talbain's stage, there are wolves chasing cats, swinging signs, blowing newspapers, and, when you throw someone into a wine casket, it explodes and wine flows out into the street. It has to be seen to be believed.

The sound and music in DS is phenomenal as well. Some of the tunes, most especially Lord Raptor, Anakaris, and Bishamon's stages, are total CD quality... you have to keep reminding yourself that there aren't any little musicians inside the cabinet! All of the voice is done well, but, unfortunately, with thick Japanese accents (Morrigan's Soul Fist becomes "SOUR FEEST!"). But, hey, at least they didn't have the voice actor for Guile in SSF2T come back, right?

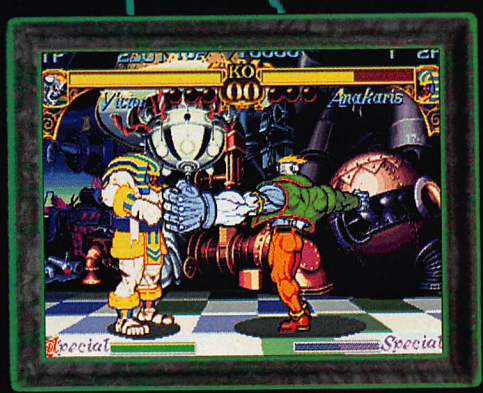
Well, Capcom has "done it again," so to speak. Once again, they've created the fighter to beat. For now, drool over these screenshots and beg your local arcade for DarkStalkers. Next month, we'll have a full combo guide... see you then! - Nick Rox

Jon Talbain

		F,DF,D,DB,B+K	Roll Throw (close)
D,DF,F+P	Luna's Hammer	F,DF,D+K	Eclpise Throw
F,D,DF+P	Luna's Hammer (DU)	**Super**	
F,DF,D+P	Luna's Hammer (DD)	B,DB,D,DF,F+P	Luna's Sledge
D,U+K	Blaze Kick	D,DB,UF+P	Luna's Sledge(DU)
		UB,B,DB,D,DF,+P	Luna's Sledge (DD)

Victor

		DB,UF+K	Dashing Knee
		D,U+P	The Grab Shock (close)
		360+PPP	Power Bolt Throw (close)
D,DB,B,F+P	Whirlwind Punch	**Super**	
D,DB,B+K	Von Stomp	[D],U+PPP	Thunderstrike
[B],F+K	Rush Kick	[B],F+PPP	Super Rush Punch
[B],F+P	Rush Punch		



Bishamon

[B],F+P	Long Strike
[B],F+K	Low Strike
B,DB,D,DF,F+P	The Impaler
D,DF,F+P (when the Impaler hits)	The Divider
D,DB,B+P (when the Impaler hits)	The Retriever
F,D,DF+P (after a Retriever)	Upper Slash
U,UF,F+P	Spirit hold (while in air)
F,DF,D,DB,B+P	The Skinner (close)

Super

F,DF,D,DB+P	The Bushido Crush
F,B,F+P	Super High Slash
F,B,F+K	Super Low Slash

Sasquach

B,DB,D,DF,F+P	Forst Blast
F,D,DF+K	Vortex Kick
D,D+PPP	Ice Fortress
F,DF,D+P	Icicle Hammer (close)
D,DB,B+K	Refreezer (close)

Super

B,DB,D,DF,F+PPP	White Out

Rikuo

D,DF,F+P	Sonic
B,DB,D,DF,F+K	Swamp Gas
Dash F+K	Jumping Drill
B,F+P	Dorsal Saw
F,DF,D,DB,B+P	Tongue Throw (close)
F,DF,D,DB,B+K	Frenzy (close)

Super

F,DF,D+PPP	The Geyser
F,DF,D+KKK	The Abyss

Felecia

Super

D,DF,F,B,DF,D+PPP — Rolling Fury

F,DF,D,DB+P — Rolling Smash
B,BD,D,DF+P — Rolling Slash
D,DF,F+K — Litterbox Kick
B,D,DF+K — Lunge Kick
F,DF,S,DB,B+K — Scratching Post (close)

D,DB,D+K — Helicopter
D,U+K — Death Dance (when opponent is down)
B,DB,D,DF,F+K — Hell's Gate
D,DF,F,UF+P — Coffin Maker

Lord Raptor

Super

F,DF,D,DB,B+K — Hell Blast
[F],B+PPP — Demon Blade

F,DF,D,DB,B+P — The Void (catches projectiles)
D,DF,F+P — Retribution (after catching something with Void)
F,DB,D,DF+P — Pharaoh's Curse (while in air)
PPP — Sarcophagus Slam (near)
KKK — Sarcophagus Slam (far)
F,B,F+P — Long Snake
D,DF,F+P — Grand Wrap

Super

F+1P+D+2P+3P — Pharaoh's Wrath

Anakaris

Morrigan

D,DF,F+P — Fire Bat
U,UF,F+P — Fire Bat (down diagonal)
F,D,DF+P — Shadow Blade

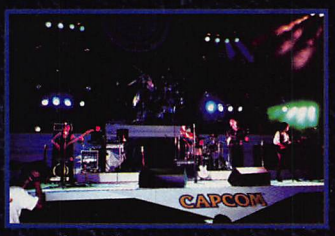
D,DB,B+K — Demon Blast (while in air)
F,DF,D,DB,B+P — Hell Ride (close)

Super

F,DF,D,DB,B+P — The Drill
1P,1P,+E+2P,3P — Doppleganger

SPECIAL K's JAPAN NOW!

I experienced the worst heat and humidity during my recent trip to Japan. It was over 100F everyday! It's good to be home!



Well, it's summer vacation time again, time for the exciting SF2 tournament at Kokugikan. Believe it or not, there were only half as many participants and attendees compared to last year. Capcom announced that this tournament will be the last one for them. Next year's tournament will be for the amazing new X-men fighter that is going over BIG in Japan! I think Street Fighter has been number one long enough, It's time to move on. Maybe SF3 will bring back the crowds.

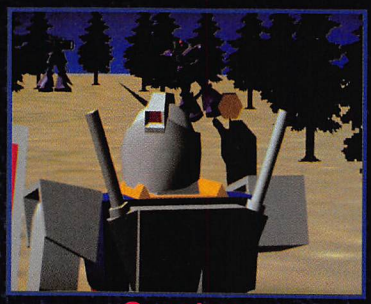
Here's the latest on the new super systems from Japan! As the release dates draw near, development is taking place around the clock.

SONY

There have been 2 new Play Station titles announced by Sony Computer Entertainment - Crime Crackers, a 3D, Doom-style interface RPG, and Philosoma, a 3D shooter. Sony had the Play Station up and running in a much smaller form than the Tokyo Toy Show version during the Play Station tour last month. The games were being played with the now-familiar, wacky looking PS controller, but testers said it 'A'-Train IV, Gundam, and The story of Popolochlois. We also have first-time photos of V-ZONE, Crime Crackers, and Philosoma.)

3DO

Shots of Super Street Fighter II "X" have been released and a 6-button controller will be available when the game is released in November!



Gundam

Metal Jacket

Poly Poly Circus GP

Crime Crackers

Story of Popocochlois

Gokujo Parodius Da

'A' Train IV

V-Zone

Philosoma

Sailor Moon S, a fighting game, is being developed by Angel Soft for release in September.
Yuu Yuu Hakusho, a fighting game, is being developed by Tomy for release in November.

NEC PC-FX

Pictured below are new photo's of Battle Heat and The Point of No Return -G.C.P.O.SS.- Team Innocent [SAKI/LILITH/ARIEL].) Battle Heat, NEC's all-animation fighting game, has 10 characters and each character as over 20,000 different attack, movement, and damage animations.

SUPER SF2 X (3D0)

NEO•GEO CD

Battle Heat

The Point of No Return

6 of Neo•Geo third party Alpha Denshi Corporation's titles, such as Magician Lord, World Heroes 2 Jet, and Crossed Swords have been announced. There were previously no third party games set to be released. The Neo-Geo CD comes out in September. Games will range in price from fifty to ninety dollars.

NINTENDO

Nintendo has announced the official date for "Shoshinkai" (the Nintendo convention) and named the participants. The Show will be held on 11/15 and 16. Since there is no Famicom Space World Show this year, the public can not attend this show. I feel sorry for them, but I'll have a full report from the show. Nintendo will be showing more Ultra 64 and a mysterious new 32-bit system!

SEGA

New Black Saturn!

Besides Clockwork Knight, Daedalus, Shin-Yumemi Yakata no Monogatari, Daytona USA, Rampo, Chinese Detective, Pebble Beach, Gale Racer and Panzer Dragoon, and first-time shots of Magic Knight Rayarth and Victory Goal, which are featured in this month's GF32, some new Saturn Titles include Aqua Note by Artdink, Derby Stallion Saturn by Ascii, Bermuda Triangle by Ask Kodansha, Hard Core by Virgin, Quo Vadis by Gramus, Cotton 2 by Success, Myst by Sunsoft, Overdrive by Zoom, Ice Hockey by Sega, Greatest Nine by Sega, Cyber Race by Sega, Starcade by Sega, Dynamic Fantasy by Sega, Doom 2 by Sega, Tomcat Alley by Sega, VirtuaTennis by Sega, VirtuaHangon by Sega, VirtuaBasketball by Sega, Battle Monsters by Sega, Masters Golf by Sega, Ryglord Saga by Sega, The Luxor Casino by Sega, Race Drivin' by Tengen, Assault Suit Leynos 2 by Messiah, VirtuaMahjong by Nichibutsu, Super 301-SQ by Nichibutsu,US Drag Champ by Nichibutsu, Ultraman by Bandai, 4D Boxing by Victor Entertainment, Fire Pro Wrestling by Human, and Musashi by Bell.

Virtua Fighters has been upgraded from 224x320 resolution to 224x640. The name of the main character in Clockwork Knight is Thomgala d'Pepperochau III. His girlfriend's name is Chelsea. The bad guy's (Or in this case, girl) name is Soltia.

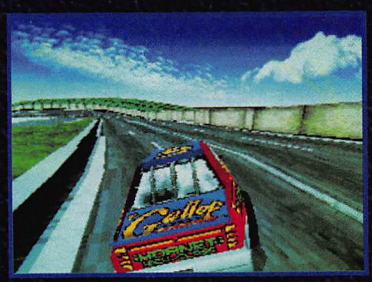
Sega announced a new color for the soon to be released Saturn hardware. I personally liked the silver one, but I guess Sega wanted their system to be black. I think this gun metal gray looks cool too though.

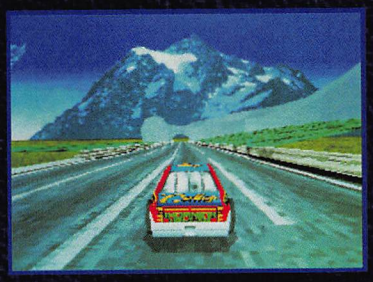
In other Sega news, Sega's amusement park, Joypolis, opened July 20th in Japan. Attractions include: Sega's 3-D Shooting Simulator VR-1, in which 8 participants wear head-mounted displays, Rail Chase: The Ride, which is a full-fledged roller coaster, and of course, a huge arcade with massive Sonic and Tails statues everywhere. You can also preview upcoming MegaDrive, Game Gear, and Saturn titles in the Astronomicon Hall, and stop in at the gift shop to buy Sonic plush dolls, or perhaps you'd like a Tails ear pick?

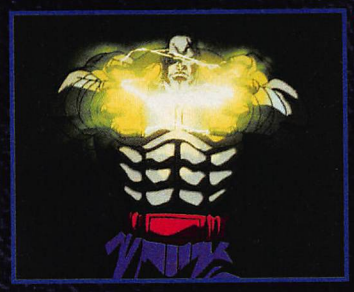
Special K's Last Minute Info.

AIWA and Sega have done it! AIWA is releasing a radio/cassette player with a built-in Mega Drive and Mega CD. As you can see, the bottom features a cart. slot. Because this system has stereo speakers, even if your TV is mono, you can play games with stereo sound. The system is called the CSD-GM1 and will be available in Japan on Sept. first, at a price of $450.

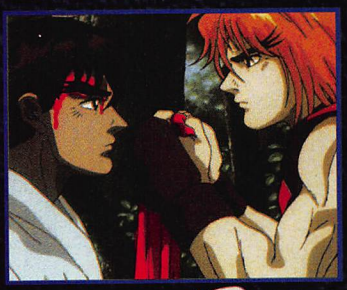
Pictured below are shots from a 30% version of Daytona U.S.A. It looks much better than the Tokyo Toy Show version. Don't judge from these shots, as they are very early. When completed, expect a game very close to the coin-op. Many people are skeptical on this one, so it will be interesting to see how close Sega can get with the Saturn release just around the corner. Virtua Fighters sure is looking better!. The graphics are almost exact, and the play control is said to be dead on! Some say it plays better!







STREET FIGHTER 2 ANIMATION

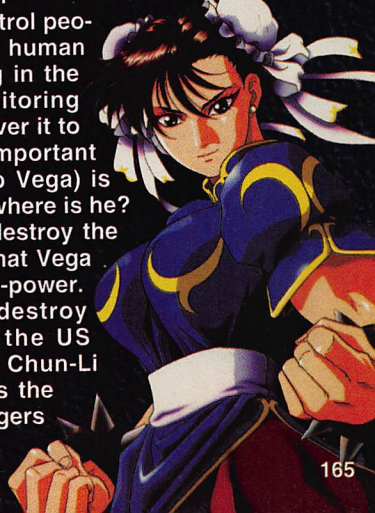


Finally, Capcom's big money project is playing now in Japan's cinema's; Street Fighter 2 the Movie. This movie picks up 3 years after the big fight between Ryu and Sagatt.

Street Fighting is intensifying around the world. All of the fighters were fighting against each other without realizing a huge, vicious power had started moving in with plans to use their fighting spirits to rule the world.

"Shadolu" is a crime syndicate that has become so big, they control the entire military. All murders, drug problems and gun running is always somehow linked to this evil organization. The general of Shadolu is Vega (M. Bison in the US). He uses his psycho-power to control people's minds. Vega plans to use the power of the Street Fighters as a human weapon to conquer the world. Vega already has Sagatt, Bison (Balrog in the US), and Balrog (Vega in the US) at his side. Vega sends out Monitoring Cyborgs to visit each Street Fighter and sap their intelligence, then deliver it to Shadolu's hidden tower in the jungle. Upon their return, the most important information comes up missing. Ryu's information (most important to Vega) is missing. It's been 3 years since Ryu disappeared after fighting Sagatt...where is he?

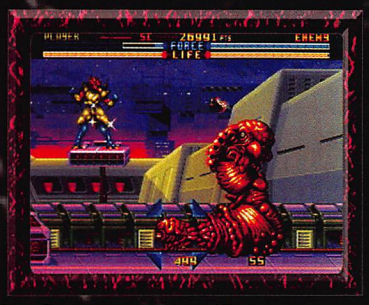
Meanwhile, Interpole (the secret police) have started moving in to destroy the Shadolu. Inspector Chun-Li and her men caught a terrorist, Cammy, that Vega sent, and are trying to extract from her the secret of Vega's psycho-power. Meanwhile, the US Gov't. is setting up the Special Forces to destroy Shadolu. Their leader is Lieutenant Guile. Interpole, and the US Government decide to incorporate their strength, but Guile and Chun-Li don't get along. Both of their families were killed by Vega. This is the premise of the movie. No word yet on a US debut... keep your fingers crossed.



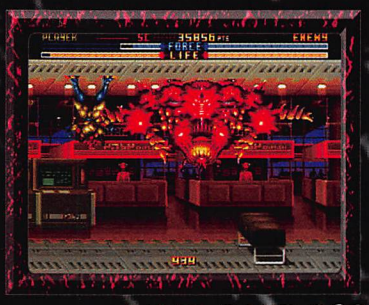
YU-YU HAKUSHO

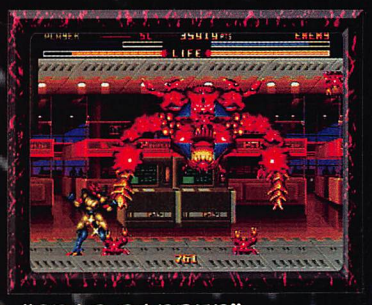
SEGA\TREASURE PREVIEW 24MEG FIGHTING

I've just played the best 16-bit fighting game ever, and it's on the MegaDrive. Naturally, a slice of ecstasy such as this could only have been programmed by Treasure. Yu Yu Hakusho is based on one of my favorite manga series, in which a bunch of teens go around killing demons. It sounds like standard stuff, but it sure as hell doesn't make for a standard fighting game - the characters' special attacks and fireballs are HUGE, . NONE. In addition to this, the backgrounds are set up like Fatal Fury 2, with two fields to jump back and forth through. (And when the characters move between the fields, they scale PERFECTLY.) Heaped atop this perfection is 11 characters to choose from, each with plenty of speech, simply the best MegaDrive music I've ever heard, and animation that looks like it's straight from the TV show. (Actually, you could say it is - Treasure had the artists who do the show draw the character animation for the game!) This cart is so matchless that it's hard to put into words, and pictures certainly don't do it justice. Yu Yu Hakusho is a game that truly has to be seen to be believed. We're just not fit to bask in Treasure's glory! Look to next month's Game Fan for a full review and move guide. *-Nick Rox*

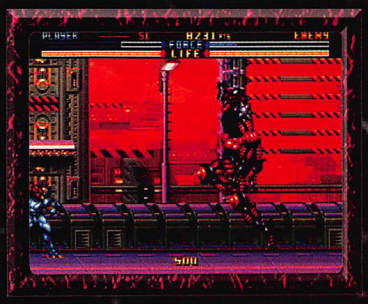


LEVEL 1 BOSS: "HONEY VIPER"





LEVEL 2 MID-BOSS: "CRAB BARBER"
ATTACK: DYNAMITE SCISSOR PUNCH

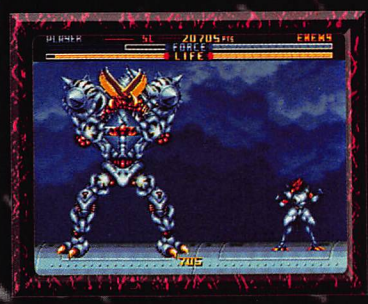


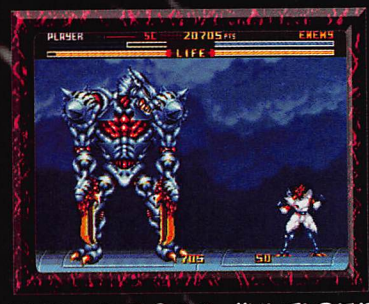
LEVEL 1 MID-BOSS: "ANTROID" ATTACK: HIGH-JUMP KNEE BUTT

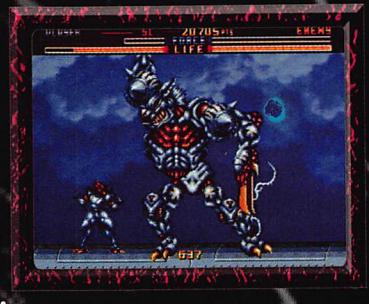
ALIEN SOLDIER

COMING SOON TO THE MEGA-DRIVE - FROM TREASURE

We finally have some photos to show you of Treasure's new 16-megabit, 10-level SF action title, Alien Soldier! These photos are very preliminary (The game's only 50% complete) but they'll give you some idea of how awesome Alien Soldier's going to be. Details are sketchy, but it seems that an alien menace called the "Skull and Crossguns" has decided to use Earth as it's new

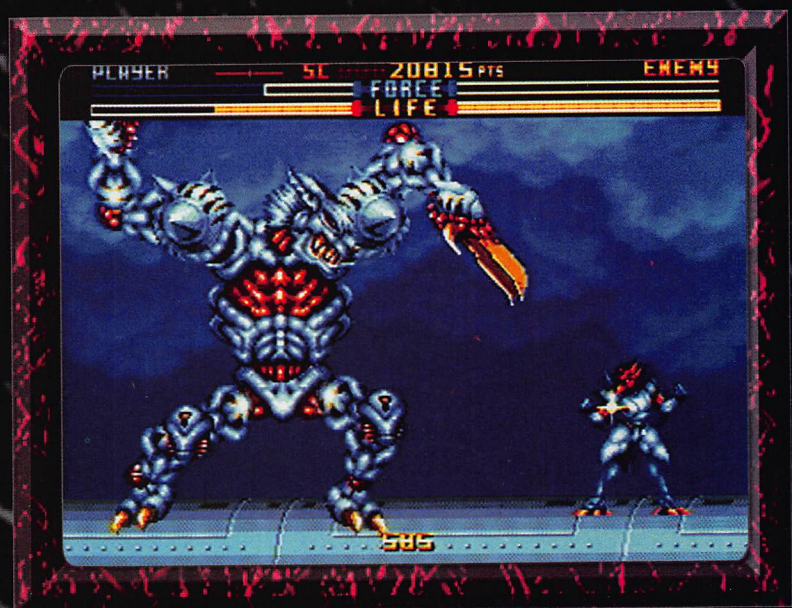


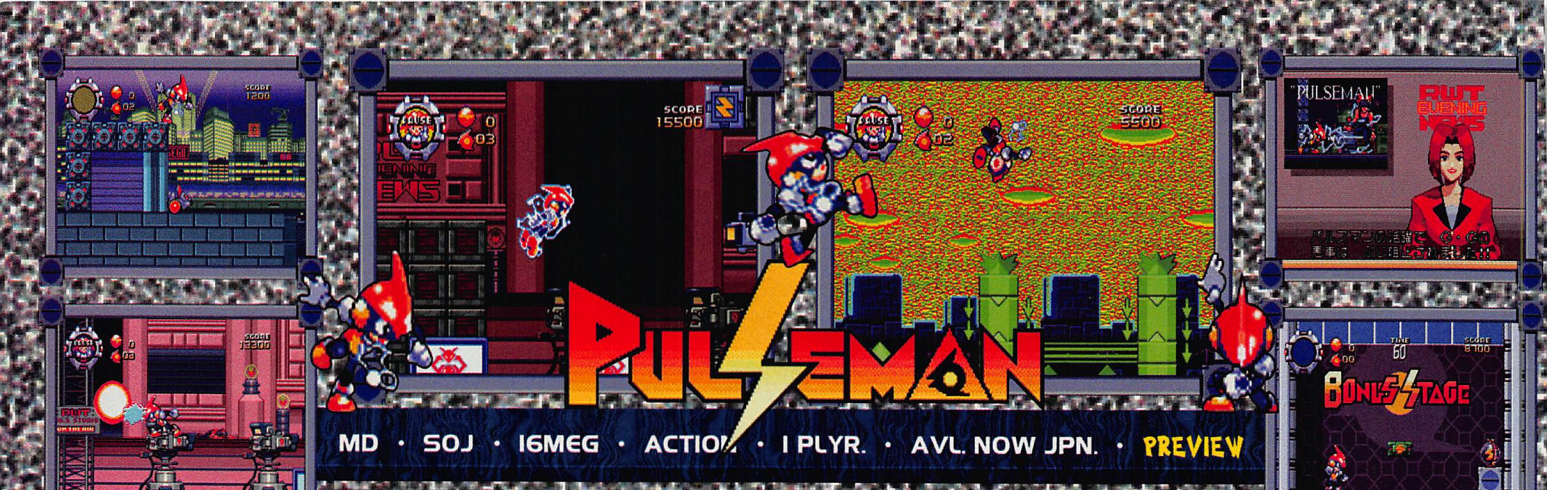




LEVEL 2 BOSS: "XI TIGER"

base of operations. A soldier named Epsilon 2, the main character, follows them and meets with heavy resistance! Not to worry, though... Epsilon 2 has some heavy guns of his own. He can attack with four cannons, the Vulcan, Homing, Laser, and Flame guns, selected via a Secret of Mana style ring. Epsilon 2 can also perform an invincible dash. Other information we have about Alien Soldier is that each level will feature 2 midbosses and one boss, that the game uses password continue, and that some bosses have up to 35 segments... more than ever before seen on the Megadrive! For now all we do is stare at these screen shots (The only shots in the world!) and hopefully we'll have more pics and info on Alien Soldier next issue... See you then! *-Nick Rox*





MD · 50J · 16MEG · ACTION · 1 PLYR. · AVL. NOW JPN. · PREVIEW

Does anyone remember Magical Taluruto-kun / Magical Troll? Die-hard game fans will... it was featured in our very first issue! Game Freak, the design team that blessed us with Troll, is back in full force with Sega's new action platformer Pulseman.

It seems that sometime in the 21st century computers became aware of themselves and "C-Life" was born. Some not-so-kosher guy named Doc Waruyama was quick to capitalize on C-Life's expendability, using C-Life underlings to do his dirty work. No one had the ability to enter computer space and take the C-Life henchmen out, so naturally Doc Waruyama ruled the underworld... Until Pulseman came along! Pulseman is a half human / half C-Life boy created by the ultracomputer Amabilis. Aided by his girlfriend Ricce, who lists Stages and provides lots of cute comments along the way, ("Let's go!" "Great job!" "Be careful!" "Energy repair!") Pulseman is ready to kick some serious C-Life ass!

Let me begin the review by saying this: I generally dislike platformers, yet for some reason I can't stop playing Pulseman (Formerly known as Spark.) The only platform game I can think of that I enjoyed this much was Sony's Karura-Oh / SkyBlazer. This may tell you something... From start to finish, Pulseman is extremely smooth and solid platforming.

Goodbye Sonic! Methinks Pulseman is in and our blue friend is out. Pulseman is just so much more rockin' that Sonic's most recent foray onto the MD. Why? Technique! Pulseman's wide variety of moves is a bunch more appealing than Sonic's one paltry spin. Pulseman's most unique attack is the "Volteccer," which transforms him into a streak of electric force that ricochets off walls, ala Rocket Knight Adventures, destroying everything in sight. The Volteccer is hard to get used to, but once your swingin' it's just SO awesome. In addition to the Volteccer, Pulseman can perform a dash that charges the Spark Ring, a power-up that boosts his normal punch into a fireball called the Slash Arrow. He can also attack enemies directly above him with a Backspin Kick.

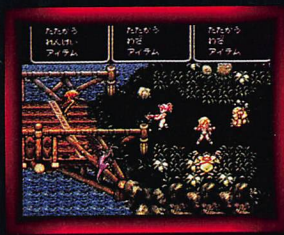
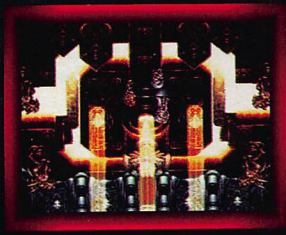
The scenery in Pulseman is very, very good, with little repetition and in some stages literally mind-blowing. Wait until you see the warping backgrounds in Stage 2, and the insane spasm-inducing cycling effects in Stages 3 and 6. The sprites and animation are very good, but the lack of enemies in many stages gets a tad boring at times. Speaking of enemies, all the bosses are very original and look great, but unfortunately they're very easy... except for the final boss.

Pulseman's music is above average, falling somewhere between throbbing techno and jumpy Sonic music. The sound effects, however, are truly unbelievable. Somehow, Game Freak managed to cram a couple of MINUTES of speech into this 16m cart, with most of the speech ROM devoted to a newscaster's reporting of Pulseman's progress ("Due to the efforts of Pulseman, the case was completely solved!")

To review, Pulseman is a superb offering from Sega of Japan, and shouldn't be passed up. Probably the only thing I didn't like about this game is Pulseman's incredibly annoying voice. Why Sega hired a cut-rate American kiddy-show voice actor I'll never know. But don't let this minor flaw prevent you from quickening your pulse a bit with, well, Pulseman! *-Nick Rox*

DRAGON QUEST VI

Dragon Quest VI: Illusionary Earth is actually coming! Enix has released just three screenshots and the cast of characters, though. No story is available, and about the only other information we have on the game is that it's rumored to be 32m, and that it's now being programmed by HeartBeat as opposed to Chun Soft. Oh, one last thing... This is the game that Enix America's bringing to the US as Dragon Warrior V!

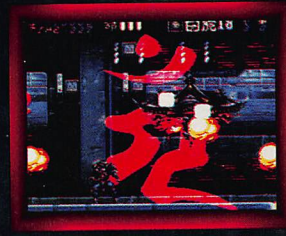



Square of Japan has announced a new 24m RPG that uses the Final Fantasy VI engine... but the REAL shocker is who's in charge! Square has teamed up with Akira Toriyama, author of Dragon Ball and the character designer for the Dragon Quest series and Yuji Horii, the scenario writer for Dragon Quest! Are they defecting? No! Dragon Quest VI is on the way as well. Pictured here is the hero of Chrono Trigger, Chrono.

BREATH of FIRE II

Join Ryu, the hero of the White Dragon Tribe, and Nina, the princess of Windia once again! This game takes place one year after Breath of Fire, but we have no clues as to the story yet. New characters include Bosch, Lynpoo, Rhando, Aspar, Stayne, and Tapetta.

HAGANE

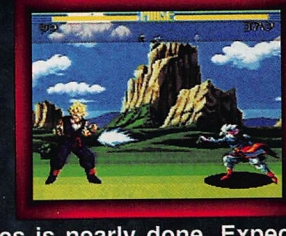


Hudson is now putting the finishing touches on their new ninja action game, Hagane. Hagane means "Steel" in Japanese... cool, huh?

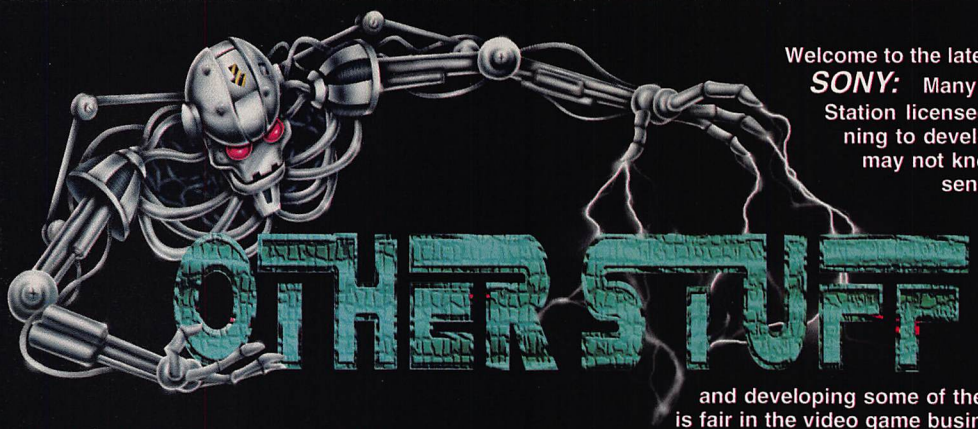
ROCKMAN X2

Capcom has released just these few shots of Rockman X2. (Megaman X in the States) No word yet on bosses!

DRAGON BALL Z 3



Bandai's latest game in the 1.5 million selling series is nearly done. Expect more of the same, but with new characters: Majin Boo, Doubler, No.18, Goten, teenage Gohan, Shin, and young Trunks.



Welcome to the latest installment of Other Stuff. Are you ready?

SONY: Many of you out there probably know some of Sony's Play Station licensees (Namco and Konami are two examples) are planning to develop arcade games using the PSX hardware. What you may not know, is coin-op giant Bally/Midway are one of the chosen few. What could this Illinois based company be programming for Sony's state of the art super console? It's an obscure little one on one fighting game that goes by the name: MORTAL KOMBAT III. MKIII will be introduced to arcades all across America in April 1995 and will be PSX based, not Ultra 64 based as previously expected. This info comes as a complete surprise considering WMS, a Bally/Midway subsidiary, will be distributing all Ultra 64 arcade games and developing some of their own. An apparent conflict of interest, you say? All is fair in the video game business. As far as a home conversion (or should I say, a direct port-over) is concerned, this third chapter in the ongoing MK series, is set to hit stores next September, alongside (or possibly packaged with) the North American version of the 32-bit Sony Play Station. If sold separately, the MK III CD will retail for a paltry $60.....Are those credit cards I hear trembling?.....As with its predecessors, MK III will feature digitized characters, backgrounds and music, not the currently in vogue, silicon graphics. Don't think for one second this means the new MK will be cheesy-from what we hear, the jump from 2 to 3 will be greater than the jump from 1 to 2. MK III is scheduled to be released on the SNES and Genesis either next September or late in 1995.

Capcom: Yes, those busy programmers at Capcom are at it again, with some amazing new games planned for unleashment at the end of '94 and well into '95. At the top of the list, Capcom will be releasing, yet another new Street Fighter 2 game this December for the Arcades. This game has all the same characters from Street Fighter II, but other than that, the game is brand new from the ground on up. Ryu, Sagat, Guile and co. are now digitized representations of the actors in the upcoming, Street Fighter: The Movie. This Mortal Kombatesque Street Fighter coin-op, will feature Jean-Claude Van Damme sonic booms, Raul Julia psycho crushers and Kylie Minogue thrust kicks. How did all this come about? Well, all the actors in the motion picture were filmed doing additional footage, to be used in this new coin-op, thus: Street Fighter the game-the movie-the game. Incredible Technologies, the creators of the new arcade beat-em-up "Blood Storm", are making this new Street Fighter game, not Capcom of Japan. While this fact may cause an SF2 purist's blood to curdle, insiders at Capcom have assured Game Fan, that this new SF2 update will be of at least Super SF2 Turbo quality, if not more so. We shall see about that one. The game will be released simultaneously with the new movie on December 21,1994. Capcom will be promoting their new baby with a US Tour in all of America's major cities, this November or December, similar to what they did with Super Street Fighter last year. Of course, whenever Capcom has their Los Angeles premiere, GameFan will be there providing full coverage, and we will be bringing many cool prizes and goodies to give away while there. At this point, the game is tentatively titled "Street Fighter: The Movie", but Capcom may opt for a name change. On the home front, a 32X version is being developed even as we speak (or write) and is slated to be released the 2nd quarter of 95. Capcom's other new arcade fighting game "X-Men", will be available in Arcades this November, one month before the new SF game. Like every other Capcom fighting game before it, X-Men will have 6 buttons, use the joystick to perform blocking maneuvers and will feature Capcom's much revered combo system. This 300+ megabit arcade game is said to have a few surprises up its sleeve and mind numbing character animation, that somehow trounces Capcom's silky smooth DarkStalkers. Insiders say the character graphics of X-Men are of similar quality to the full screen Ryu seen in the intro sequences of Super Street Fighter and Super Turbo, only better.....oy vay.....Rumor has it, that this game, along with D&D: Tower of Doom and Alien vs. Predator, will be Capcom's first wave of Saturn titles. If so, they promise to be 100% ,pixel for pixel perfect 16-bit arcade to 32-bit home conversions, ala 3DO Super Turbo.....These are the good ol' days. Now what cool stuff could our friends at Capcom have in store for the Play Station? Heh, heh, heh.....stay tuned.....

Nintendo: In Nintendo News... Killer Instinct is the game that is, obviously, the front runner for the number 1 arcade spot this winter. KI will be available November 14th 1994. Killer Instinct will have 11 characters, and the names are as follows : Spinal, Fulgore, Thunder, Meltdown, Riptor, T.J. Combo, B Orchid, Jago, and Glacius. One big advantage KI may have over other fighting games, are its 1000's of frames of animation. For example: Ryu (that's the black haired, Karate dude in SF2) has about 6 frames of animation when he performs his Dragon Punch. In KI, that same move will have upwards of 18 different frames of animation or more. Then there's the combo system. In Killer Instinct, you do not have to fly through the air with the greatest of ease to do a gnarly combo, as is generally the case with SF2. There are several different ways to perform combos in KI, but we'll just leave it at that for now. A KI Combo can range anywhere from 3 hits to 13 hits or even more, and each character has over a 100 different combos. Killer Instinct carries a Fatal Fury Special-like, fighting weight of 150 megabits. The home version will pork up, to around 160-192 meg. "So if the home version of the NU-64 packs the power of an arcade Ultra, waddup with the different memory count?", you ask. Well, the fact KI's arcade operating system only uses the 64 bit CPU, and the graphics chip will not be up and running until early 1995, might have something to do with it. The Ultra hardware will not be finished until well after KI's release. Software that uses the entire Ultra 64 chipset will not surface until deep into 1995. Licensees will begin receiving preliminary development systems, late this year. The home version of Killer Instinct will feature improved rendered graphics, torqued-up game speed and some handy-dandy tricks and codes not found in arcades. Cruz' N USA cruz'es by at a leisurely 78 megabits and will run on Midway's new 32-bit hardware (not to be confused with Midway's even newer 32-bit PSX arcade hardware) Needless to say, Crus'n USA will be severely upgraded when it is released on the Ultra 64 console. Memory size on Ultra 64 games will range from 64 meg and will increase in 32 meg increments, all the way on up to 480 megabits. While this undercuts CD games by a huge margin, Nintendo claims the Ultra 64 will provide a gaming experience, far superior to even the most elaborate compact disc software, any of the big "N"'s competitors can cough up.....We're there dude.....Acclaim has also announced their first Ultra 64 game-Turok: Dinosaur Hunter. Sculpted Software is programming this game for Acclaim, and it is due September 1995. Turok is based on a character from the Valiant comic, baring the same name. Bally/Midway (there's that name again) is developing a 3-D fighting game for the Ultra 64. This game will be similar to Virtua Fighters, but will feature SGI graphics, similar to Killer Instinct. Nintendo's VR32, due out April 1995, is said to include a chipset equal in power to the Saturn. Not much is known about the device, other than it is a portable unit and it will retail for around $200.....more next issue.

Sega Time! Sega info. is hard to come by these day's. They're all so busy getting ready for the big 32X release, no one is talking. A teeny little rumor did pop out about the Saturn, however. Details are sketchy, but it seems that SOA may spring the Saturn on us as early as April or May! What about the 32X you ask? They would be compatible!? The Saturn (which is now matte black, not silver as before) is coming out in Japan this November. If history repeats itself (as it almost always does in our industry), don't look for it here for at least a year. I'm quite sure this rumor is kaka. But you never know, so I gotta' say something... right? The 32X version of Star Wars: the Arcade Game, will be completed the first week of September. Sources say, it will run around 20 to 30,000 polygons per second and looks as good as the arcade version. I hope so...

3DO: The 32-bit 3DO will be superseded by a new 64-bit Multimedia machine late in 1995. This new hardware, code named the "BULLDOG", is said to be capable of reproducing the arcade Daytona perfectly. The Bulldog will accept all 32-bit 3DO software, and owners of the existing hardware will be able to play the new 64-bit games via an add-on module which will retail for 100-200 dollars...such a deal! The Bulldog features a 64 Bit, 66 MHz RISC processor, and is capable of displaying an amazing 250,000 texture mapped polygons per second. The machine has a 400 Megabit per second bus bandwidth (as a reference point, the Jaguar has a 106 MB bus bandwidth, 132 MB for the Play Station and a whopping 480 MB for the Ultra 64) MPEG 1 will be built in, with MPEG 2 an extra cost add-on. Titles being developed for the Bulldog include- Desert Strike, a 3-D racing game, and an action game using Donkey Kong Country-like silicon graphics. The big game for the big Bulldog is a big new Action/Fighting game. This game is similar in concept to Streets of Rage, only it will include a Virtua Fighters-type 3D environment. The big boys at 3DO are targeting this game to be the Bulldog pack-in, and the whole shebang should retail anywhere from $400 to as high as $ 700.....Be on the lookout for the next issue of Other Stuff....the new era of gaming is but a few months away.

Just before closing, as usual, we received these "worthy of last minute coverage" screen shots. Top left:Electro-Brains 2nd FX title, Super Moto-Cross FX. Top right: SNK's much talked about, and anticipated fighting series compilation, King of Fighters '94... We'll have more on both of these titles next month!

Lights, camera, action! The production of the SF2 flick is well under way! SF2 is Van Damme's first PG-13 movie. I hope they're not being too careful. Pictured below are: Ryu, Ken, Sagat, Vega, Chun-Li, Cammy, and of course, Guile. Remember the old 'Locomotion' video... check out Cammy. Yep. that's her! See anyone else?

Postmeister

Hey you, I'm the Postmeister here to answer all your questions, no matter what you want to ask me, ask! I've got the answer! So write me a letter or I'll come to your house and steal your mail... Cuz I'm CrAzY!!

Dear Postmeister,

Let's get right to the point: Street Fighter II MUST BE SHOT!!! I should have written this letter last year when E.Honda graced the cover and you guys spent another gross amount of coverage on this tired old warhorse that's ready to be taken to the glue factory. Why, if other genres sell as much and require as many intricate moves, do fighting games receive such massive coverage? Do we really need yet another review lesson on the moves of Sagat or M.Bison? How many pages over the years have you devoted to this beast? I counted ten in this last issue, pages that if not spent on reviews would rest easily in the discard pile when it time to go to press. When I saw the massive coverage you gave on SFII last summer, I almost considered not ordering a subscription (my first ever) to your awesome mag. What attracted me to it was your honest approach and refusal to play servant to such tyrannical regimes. Please don't follow in the footsteps of all those other cheesy mags that continue to include such maps for the brainless. Those pages look cool when they burn, but are otherwise useless. Anyway, I hope you aren't offended by this criticism because you are far and away the best mag out there. I love the improvements you've made over the years, especially with Talko's section. If coach's corner is dead, then how about mini ones for each game reviewed? Also, if Talko is THE sports man, why let others review games in his section? NBA Action and Showdown cannot be rightfully compared unless by the same master. Also, what happened to the fourth reviewer? If you don't review a game, should I assume it's bad? What about those games you write a page about but never fully review? Maybe furballs or a Talko-like box at the bottom of the page would suffice. How about something new like a Games To Avoid page? I hate to bust your b's, but your zipper is undone. Now whAt's the word on that SF2 tally?

Sincerely, D. Scusted

P.S. - I've got some ideas of my own for games. I don't have the skills nor the equipment to program them, but have them mapped out otherwise. Could you help me get off the ground?

Dear D. Scusted.

The reason we do so much coverage on SF2 is because about 10 million people really love the game, and it's part of an evolving series that is bound to be legendary for about a zillion years. There is also a major motion picture on the way. Read the papers much D? Do yah watch E.T. ? I play just to look at Cammy. I'm sorry my sports lovin' buddy, but you are the minority in this case. Any game I can play for three years and still love totally rips, pal.

The fourth reviewer was a bonehead who didn't like fighting games, so we lost him. If we don't follow up on a game, it's because the company never sent us a done ROM. And, yes, we do "pick" the games we cover. If we review a bad game, it's because it's a big license that may sell big and burn a lot of people. Otherwise, we pass, unless it's a slow month. If we don't cover a game, it either sucks or we didn't get it. Some companies just don't send out review copies. I do not understand this, as our coverage is...free. They probably got burned in the past, before we got here. Not all reviewers are honest ya know. Good games get bad scores all the time and bad ones get good. It's called walking the fence to get more ad's, D., and we do not do that. Someone just gave Bubsy 2 a good score and SF2 a low one. Does that tell you anything? We do not link advertising and editorial. See any big ol' paid advertisements on Dennis the Menace in here? This is why we are growing so fast and are about to munch on the other guys. This mag. is a rocking affair for people that love games and demand the best.

P.S. Talko, our esteemed sports writer, doesn't like fighting games either. What is up with you sports geebes? Think of it as one-on-one football. Now there's an idea!

Hey, Postmeister!

I think the video game companies have the ratings done all wrong. I mean look at it - Mortal Kombat MA-17; MKII gets a "May not be appropriate for minors under the age of 17" warning label. While I'm glad this warning will help the blood and fatalities remain, isn't it just a bit harsh? Go to a movie theater, watch any action movie with a rating of PG-13 and I guarantee you'll see a lot worse. Also, what's the deal with slapping almost every fighting game with an MA-13? SFII gets an MA-13. Then TMNT:TF gets a GA. What?? Following THAT, Brutal: The Paws of Fury, one of the cutest games I've ever laid eyes on, gets an MA-13. Why? And then games like Lunar get MA-13's whereas games like Silpheed get GA's. This seems kinda strange to me, at least. I just think the rating board should be made up of gamers who'll play the title and THINK about the rating they'll give the game based on the context instead of how nasty/cute they've heard it is. So, to those that judge games: Loosen up a little bit!

C-ya, Brit Wolfson

P.S. - Tell your contacts to get someone to pick up Alcahest,

Dragon Quest V, Fire Emblem and Feda! And love the comic! Keep it going!

Dear Brit,
The so called 'rating' system is little more than a Band-aid to keep all the special interest groups quiet. You know they love to squeal every time someone makes some money or has some fun. The TV news is after all THE most crooked, biased, and bloodiest affair that there is: at five, five-thirty, six... you know, when kids are watching. If we all played games while the freakin' news was on, the world would be a better place. Had enough OJ yet? "OJ tinkled with the seat down, film at eleven." But, the special interest groups need them to exist. So, they stay away from them and make us rate video games. Pet Detective was rated PG-13 and I could have sworn that, when Ace delivered that first doggy back to its owner, he got a little surprise that we will NEVER see in a video game. Brit, it's not even worth reading into. Ignore it, maybe it will go away.

Dear Postmeister,
I bought my Genesis a little over a year and a half ago, and now I'm hearing all this talk of 32-bit being on it's way. Is 16-bit gaming dead? The Genesis 32x sounds like a good idea, at a reasonable price of $150, but then I'd have to blow another $200+ on a Sega-CD for a grand total of $350! I'm 14 years old and get $10 a week allowance. What am I supposed to do, stick up a 7-11?!
Sincerely, William Pendleton

P.S. - Where are Phantasy Star: The End of the Millenium and Shining Force II?

Dear William,
No, 16-bit gaming is not dead, not by a long shot! The SNES and Genesis both still have their best year in front of them. When you see Donkey Kong Country, that will become even more apparent. I still have not seen a 32-bit action game that looks or plays as good as DKC. The SNES in '95 is going to make people stand up and go, NO WAY! Trust me, I know. With their bold new attitude and new exclusives, Nintendo will have a great year...the same goes for Sega. Take a look at Earth Worm Jim and then realize that the system can still do much more. Besides that, with 12 million plus systems out there, do you think that developers would look elsewhere yet?...no way!

I know our reviewers are guilty of statements like " This is the last great year for 16-bit." But that is because we get games for review long before they hit the streets. We already have 32-bit review stations and are constantly looking at games that are as far as a year away. So, this may be our last great year for 16-bit, but yours is still in front of you. Enjoy 16-bit-it's rocking right now. It will take at least a year for the Saturn, Play Station, and Ultra to ready enough software for a US release. The mass market 32-bitters are still a ways off.

By the way, You do not need a Sega CD to play 32X games. There will be both carts and CD's available for the system, with the carts most likely being the best of the bunch. You just know the CD's are going to be those cheesoid FMV games and 'interactive' adventures. As for being fourteen, well, just tell Mom and dad that a 32X costs less than two nights out at an expensive restaurant. And, if they'll buy you one, you'll make 'em a couple nights of "Spam Delight" or something. Be creative. The "Mom, I need video games to keep me off the streets" line usually works. Or, pick out the screwiest guy in school and say "see mom, that's my only friend that doesn't have a game system, and just look at him! Please don't let that happen to me." Take it from the Postmeister Willy, at fourteen, creative thinking is all you need to score a 32X. Go to it!

P.S. 7-11's only keep twenty bucks in the register and crime doesn't pay. PS IV has been delayed 'til January and Shining Force 2 is out now. Good Luck! 10 bucks... that's a shame. You need a raise!

Dear Postmeister,
I'd like to tell you that it's not just America that's missing out on great Japanese softs. Another month has just gone by with absolutely no games of any interest to me being released (Virtua Racing's out, but I'm waiting for V.R. Deluxe.) I bought Lunar: The Silver Star in January. I had to phone an American mail-order company to get it, as Working Designs haven't released any Sega-CD games in England, and shops that sell imported games are hard to find here, thanks to Sega making things difficult for them. Anyway, it was the best experience I'd ever played through next to Sonic CD. But since Lunar, nothing. I've just had to sit and gaze at the screenshots of amazing games that only your wonderful mag seems to feature, like Monster World IV, Phantasy Star IV, Popple Mail, 3x3 Eyes, Lunar: Eternal Blue, Panorama Cotton... So why is Sega U.K. not trying to make money out of me and other people with good taste in games by releasing these titles? Possible because (I swear I'm not joking about this next part) many multi-format and manga mags over here said Sega was dead in Japan! So all the Genesis owners became none the wiser about what they were missing. Maybe Sega U.K. believed it too! Yet when I look at any recent Japanese magazine I see Urusei Yatsura: Dear My Friends, Orgel, Metal Fang, Pop'n Land, Sonic 3, and Heavenly Symphony doing well in the ratings charts, etc. etc. etc.! Despite your own protesting about Japanese RPG's and other games not coming out in the West, Sega is already releasing them with increasingly large intervals between them. The last one on the European Sega-CD was Silpheed which came out last year!

Will this situation improve? Not if Sega releases two similar but incompatible 32-bit machines for the Western and Eastern markets at the end of the year! At any rate, the fact is that more companies liek Working Designs are needed, and that it would be nice if they release Japanese games in England, too! Just one last question... Do you know why the Final Fantasy series is exclusively on

Nintendo hardware? Is Square not even slightly interested in working on a CD-ROM machine?
Sincerely, Chris Reed

P.S. - Please print lots of pics of Powerdrift as soon as you can!

Dear Chris,

You know mate (a little Posty English there), I've been thinking about this situation recently myself. You have some of the most talented programmers over there (at least the one's we haven't stolen) and some of the biggest third parties, yet more games come out here-where we have hardly any. What's up with that?

I too have noticed that even the Sega mag's in England totally bag on just about everything. It's like they want to be funny more than write a good review (they are really funny). And what is up with James Pond? They all like that game and it truly blows-what's that, a Sardine? They even like Amiga stuff... YUK. I dropped my CD32 off the GF roof-I got so mad at it... what's with that controller, I threw mine and it came back to me. I think everyone in Europe needs to play Landstalker, Lunar, and Gunstar. Those games can bring even the biggest skeptic out of the fog. Wait until you guys play Earth Worm Jim on the Mega Drive! That ought to change some minds.

As for Sega being dead in Japan... no way! They can't stop talking about the Saturn and awesome Mega Drive games are coming out practically every week. Of course, give any of them a good Mahjong simulation and you won't here from them for a week. But, hey, they're cool. Sega will never be number one there because they do not prefer action games, but SOJ will always be big. Working Designs is a great company, we need more like them. Buy all their games so they can grow and shower us with import RPG's. As for Square, well, they are a billion dollar company and they got there with Nintendo, so don't look for any Sega games with a Square logo on the box. Hey, we have Gamearts, Shiny, Sonic Team, Treasure, and Nextech. They can have Square. I'd love to show you Power Drift, but I am starting to think that it's just a fairy tail some guy at SOJ dreamed up. We'll probably be about ninety when that freakin' game finally comes out. Hey! We can bet our dentures on the fastest lap times! I hope I'm like some old cyber-dude still writing this section. Good-bye Chris. I'll tell Sega you're pissed.

Dear Postmeister,

First let me say what a great mag you guys have. Everything from the high-quality photos to news and info sections are great... which brings me to my question: Where do you guys get the info that you put in Other Stuff, Europa, and Japan Now? Is it from a reliable source, or just rumors you overheard? Sometimes the info that's printed is SO outrageous that either it's untrue or a gamer's dream come true. Here are two examples -

1.) In the July issue's Other Stuff it was printed that Donkey Kong Country is really 300m compressed into 32. Is this true?! How come none of the other mags know about this?

2.) In the June issue you guys ran a two page comparison of the 32 and 64-bit systems. I know that the Saturn, PlayStation, 3DO and Jaguar have official game lists, but what about the PC-FX and Ultra-64? There hasn't been an official release of planned games for these two systems, at least none that I know of. The other magazine would surely have gotten the lists if they had been released, so where are you getting this info from? In closing, I'd like to say that your mag is the best, and I do trust your word over everyone else's... it's just that I'm a bit reluctant to believe everything! Thanks for reading.
Sincerely, Faisal Ali

Dear Faisal,

Do people call you Fivel? You doubt the Enquirer? This guy can get in to see OJ, that's how hooked-up he is. Actually, Fiscal, I mean Faisal, there is much more to Other Stuff than meets the eye. Have you noticed that we do not brag about our info. on the cover, or try to draw much attention to the section? That is because OS needs no hype, because it is all too real. It is not a rumor mill. This info. is for the hard-core gamer who must know everything. Our sources are actually too good (OS has been known to get us in a little trouble). We actually know too much. Half the stuff we know right now, we can't print... yet. if we could, you would not believe what is about to break! We know a lot of people, from every walk of the industry, from testers to presidents to programmers, in Europe, Japan, and the U.S.... all covered. The DKC compression, it's real. The release date info.,... real-of course! Once in awhile something we say doesn't happen, but that is because plans, or names, change. When we print it, it's factual. Japan Now and Europa are the same way. We just have amazing sources. I cannot tell you how we do it, or why the other guys can't. But they can't. Just enjoy it. A lot of hard work goes in to OS, you should see our phone bill! Of course, I call home (to Rancho Cucamonga) once in awhile... ssshhh

The Postmeister has a new address!! Write to me at my new mountain cave (my dungeon collapsed in the quake!!). Thank God I wear a helmet!!

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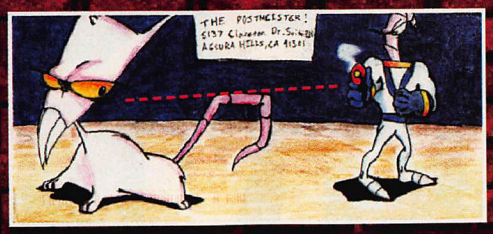
WOLFINGER'S WALL

HEY, Welcome to the wall. It's just waiting to be splattered with your art. That's right kids, no longer are you restricted to just plain old envelopes to use as your canvas. If you're more comfortable drawing on paper or cardboard or rice paper, or **WHATEVER...** Just go nuts(as long as you keep it around 8 1/2"x11"). So keep that original artwork coming in, and maybe you too can win an original ink board from **"THE ADVENTURES OF MONITAUR"** Comic book signed by yours truly. Let's show those other mags who the real artists are.

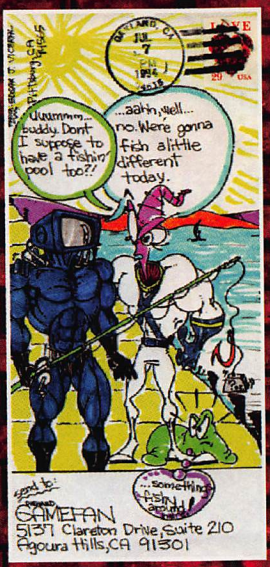
And the winner is.....
Dan Mc Donald of Lynden, WA. Your pen and ink special has won the prize! What a cool "**GUILE**" you are!



Nathan Daniels of Portland, And here we have Evil the Cat Slyly pondering chewing on the worm!

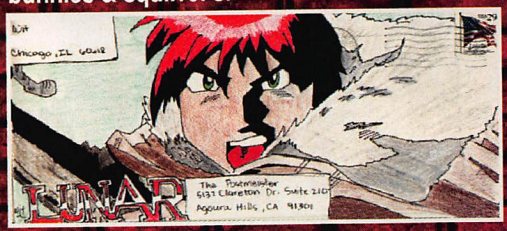
Wyatt Elloitt of Rockford IL shows us this "**FUZZY**" little envelope devoted to cute little bunnies & squirrel's.

Omar Chaudhry of Corona, NY And we quote "Portrait of Team GameFan protecting GameFan Headquarters from the evil Jaffar and his **VILE** minion's!"



The world famous **EDGAR J. VICERAL** of Pittsburg, CA gives us this little fishing tip for all you EWJ fan's! and keeps us laughing all the way.

Cypher Snark (or so he says he is), from Kingman, AZ says "Barney Must **DIE** & I'm the 'Saur' for the job"

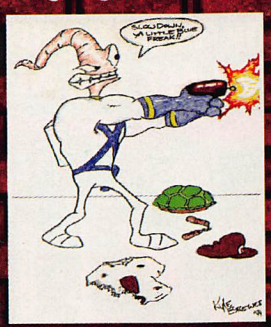


Wit C----gse of Chicago, IL has captured the feeling of the game with this fine illustration.

We were wondering what this was and who sent it? The son of blowmeister sure has his hand's full!

Axe in hand, sword held high, look at me, I'm the little Equinox guy! Good job Aaron J. Swanson of Waupaca, WI

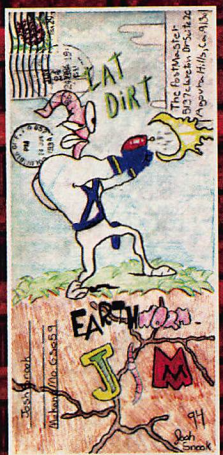
The post-meister stares proudly at his most recent victim. Thank you Steve White from Anchorage, AL you've made us proud.



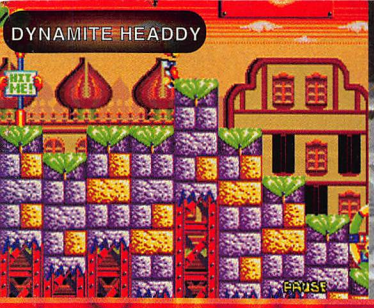
"Miami" of NY, NY sends us this killer Street Fighter art for our wall. Nice job.

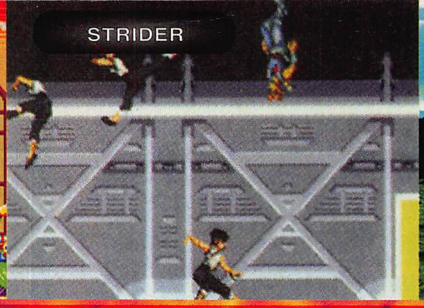
Kyle Brewer from Greemwood, MO is telling us that EWJ "**BLOWS THEM ALL AWAY**"

This is what sitting too close to the TV while playing Tempest 2000 will get you. Unfortunately, his name was also fed to the web.



Josh Snook of Mokane, MO is part of the EWJ fan club. Good work!





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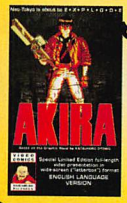

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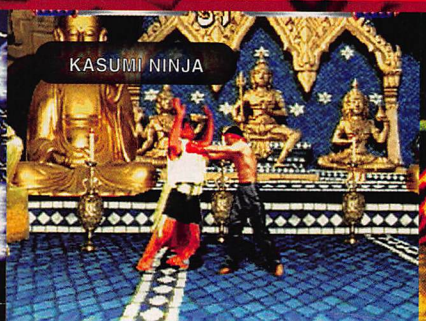

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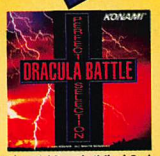

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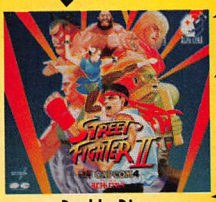

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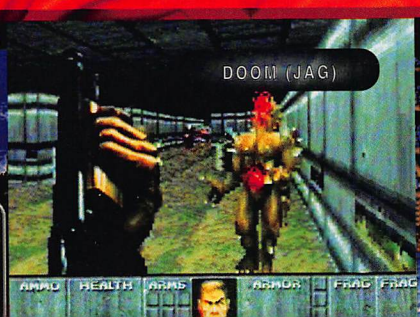

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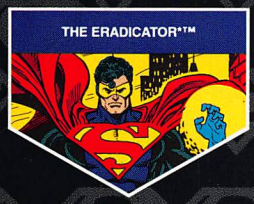

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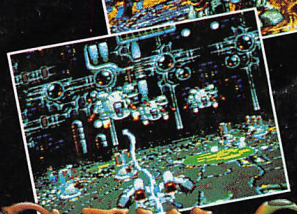

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