

FIRST SPECS ON NINTENDO 32-BIT V.R. SYSTEM, NEO·GEO CD AND SEGA'S NEW 32-BIT ST-V!

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2 AND 3!

ELECTRONIC GAMING MONTHLY™

NOVEMBER, 1994

ELECTRONIC GAMING MONTHLY - 32X DOOM

**SPECIAL COLLECTOR'S ISSUE!
ALMOST 400 PAGES!**

EXCLUSIVE INFO:

MORTAL KOMBAT III

PLUS VIRTUA FIGHTER 2 AND RIDGE RACER 3!

INSIDE:

- WOLVERINE • FIFA SOCCER 2
- RAYMAN • KILLER INSTINCT
- RACE DRIVIN' - SATURN
- DONKEY KONG COUNTRY
- SLAM MASTERS 2 • TRUE LIES
- DOUBLE DRAGON - NEO·GEO
- ZERO THE KAMIKAZE SQUIRREL
- SEAQUEST DSV • CLAY FIGHTER 2



SEGA'S 32X BLASTER!



NUMBER 64

Display until December 6, 1994

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November, 1994

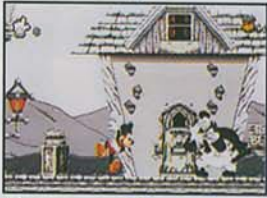
Volume 7, Issue 11



NUMBER 64



MANEUVER THROUGH SKULL-FLINGING SKELETONS, PAZOR-SHARP BUZZ SAWS, FALLING CLEAVERS, AND A BATTALION OF BATS IN THE MAD DOCTOR'S LABORATORY. LOOK OUT FOR RED-HOT FIRE PITS AND ACID POOLS WAITING TO SINGE YOUR SHORTS!



BEAT PETE IN PRIMITIVE BLACK AND WHITE, SAVE STEAMBOAT WILLIE, AND BRING MICKEY BACK INTO TECHNICOLOR. AND WATCH OUT FOR PETE'S DEADLY FLYING SPIT!



FOLLOW YOUR TRUSTY GUIDE DOG PLUTO IF YOU WANT TO SURVIVE THE MORTAL MOOSE HUNT...



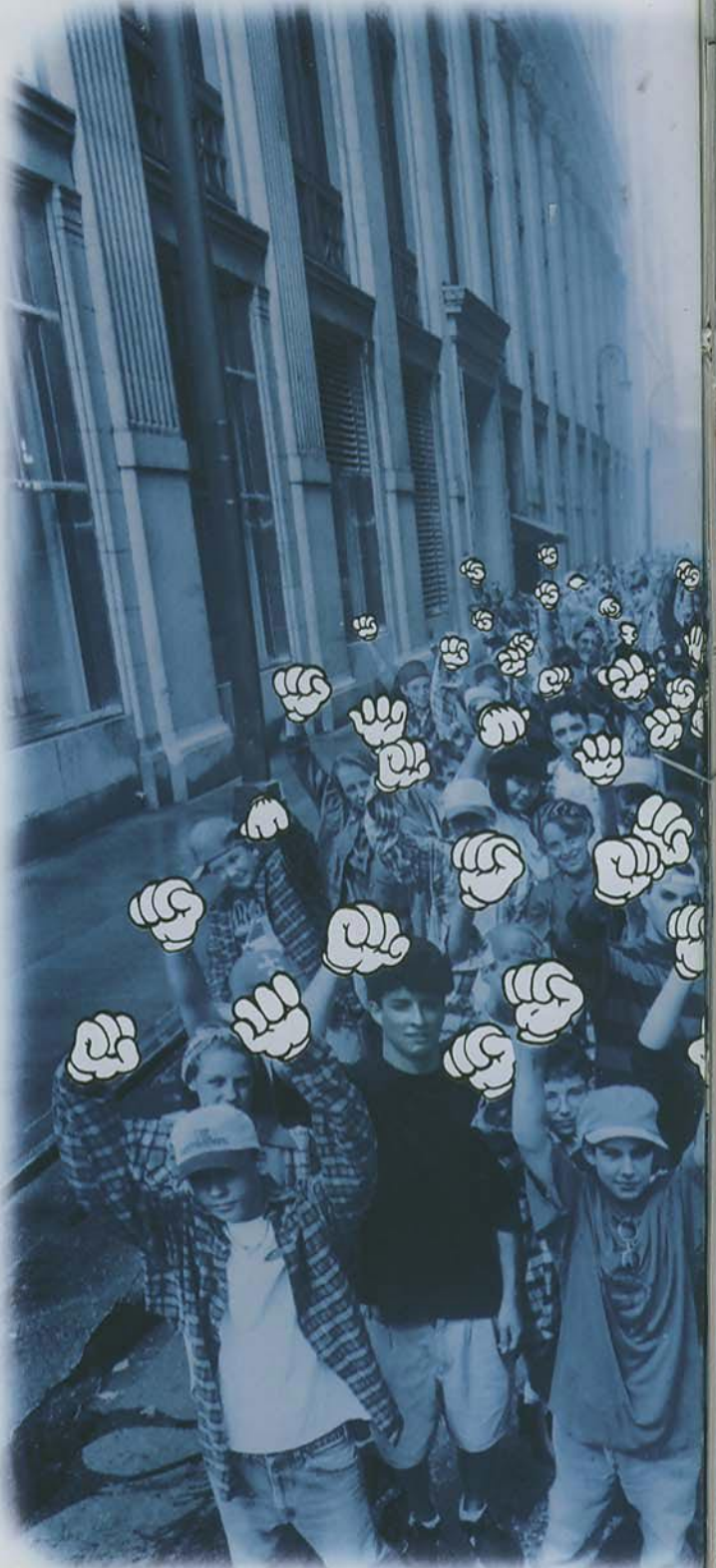
...OR THERE'LL BE NOTHING LEFT BUT A MOUND OF MOOSE-MANGLED MICKEY MOUSE MEAT.



TALK ABOUT UP THE CREEK WITHOUT A PADDLE! THE HOUSE IS FLOODING, YOUR WEAPONS ARE USELESS, AND YOUR ONLY HOPE IS JUMPING BETWEEN BUOYANT BARRELS. NO SWEAT - EXCEPT YOU'RE BEING CHASED BY GHOSTS IN SPEEDBOATS!

"I don't care how old you are, if you're an action fan, you can't afford to miss Mickey Mania."
-Game Players

"The animation in this game is so incredible, it has to be seen to be believed!"
-Electronic Gaming Monthly



MICKEY MANIA...



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“This game is fantastic!”

- Game Informer

A “masterpiece...the game has no flaws...the control is perfect.”

- DieHard GameFan

“Top notch animation... perfect!”

- Electronic Games



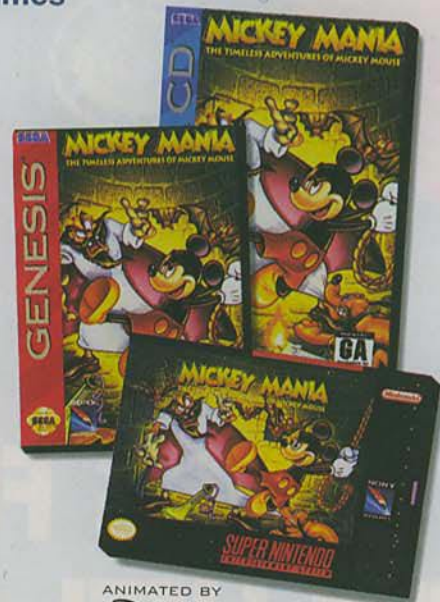
NOW WOULD BE A PERFECT TIME TO DEFEAT THE MAD DOCTOR -- ONE OF THOSE RARE MOMENTS WHEN HE'S NOT BEATING YOU WITH BOILING ACID... TOO BAD HE'S GOT YOU IN A PARALYZING TRANCE!



THE LIBRARY'S A SAFE PLACE, RIGHT? SHOWS HOW LONG IT'S BEEN SINCE YOU'VE BEEN THERE! WATCH OUT -- WARMONGERING WEASELS AWAIT YOU! AND THAT'S JUST THE BEGINNING... THERE ARE OVER 23 LEVELS IN ALL.



THIS IS IT. THE FINAL SHOWDOWN WITH PETE, AND YOU'RE PACKING... MARBLES? YOU'RE GONNA BE TOAST UNLESS YOU CAN GET THE BIG GUY TO BACK HIS FAT BUTT ONTO THOSE POISONED SPIKES! (DID WE SAY FINAL? NOT ON SEGA CD -- YOU "LUCKY" DUCKS GET ONE MORE BONUS LEVEL TO FIGHT YOUR WAY THROUGH -- NOT TO MENTION INCREDIBLE CD SOUND PLAYING AT YOUR FUNERAL!!)



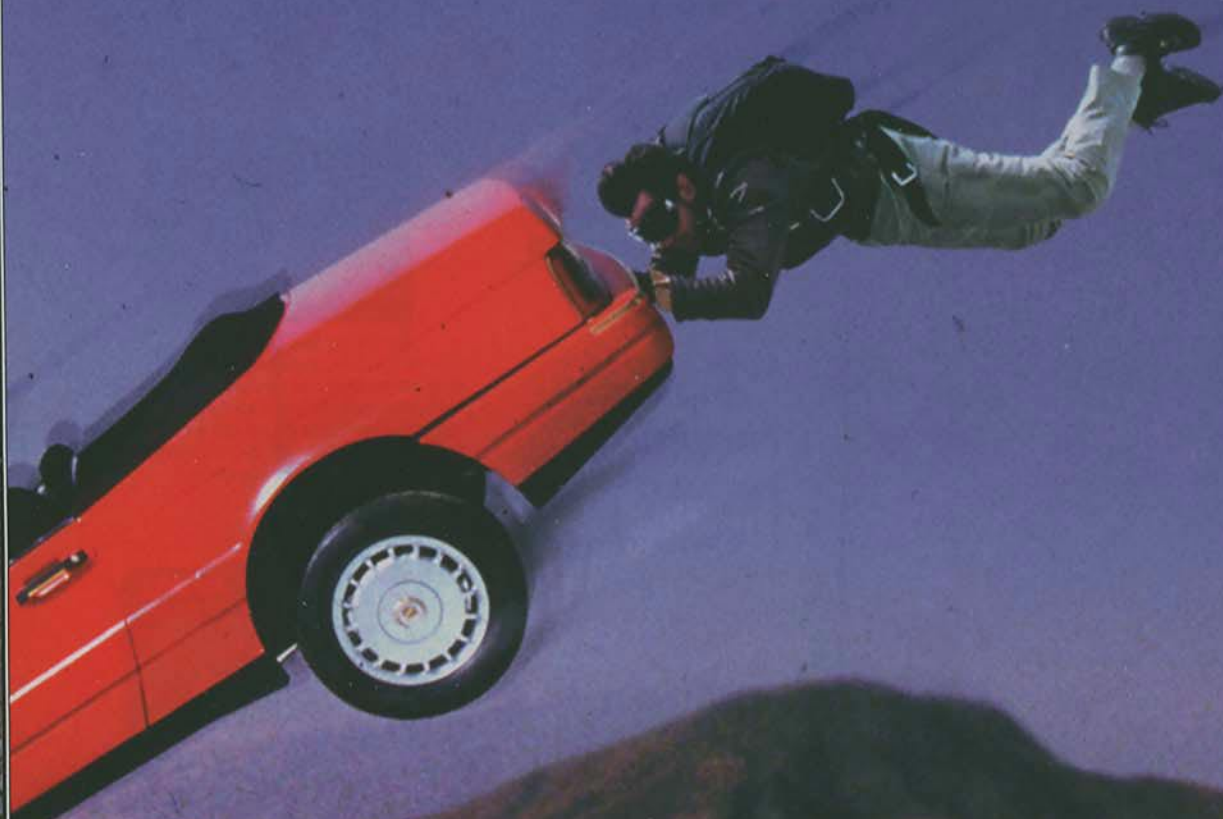
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.....IT'S BEGUN.

EGM!



**THANKS FOR
THE LIFT!**

EGM!

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Audit Bureau of Circulations

INSERT COIN

THE TIMES THEY ARE A CHANGIN'...

As we approach the end of yet another year, Ed and I were sitting back looking at the wall in his office. As you can probably tell by the immense size of this issue, we weren't daydreaming. On Ed's wall is the front cover of every issue of every magazine that Sendai has ever published. Up until a couple of years ago, there was plenty of open space left, but now Ed, along with the rest of the *EGM* staff, have made their way into new digs on the other side of the building, partly as a result of the walls that are now covered with magazine covers.

As we traded jabs back and forth about which covers we felt looked the best (issue 63), which looked the worst (issue 8), and which sold the most (issue 54), we changed the subject of our conversation to what *EGM* would be covering in the months and years to come.

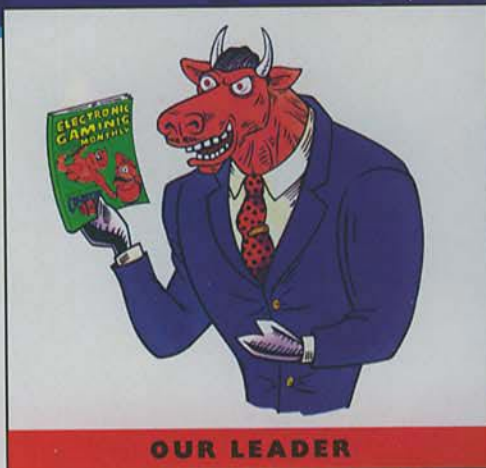
Just exactly which system will everyone be playing next year at this time? Which new platforms will be getting the most buzz? Which machines will carry us forward into the later half of the final decade of the final century in our second millennium?

The answer, some would say, is easy: the one that plays the best games. But as we witnessed during the most recent battles between competing game systems, there are now other important factors that contribute to the success or failure of a game system. Little things like price, licensing and, yes, good quality game software. 3DO proved that a superior game machine with liberal licensing policies could attract plenty of industry attention, but its \$700 initial price tag was just too steep for a machine that played games on the old family TV. Especially when there were other systems that did almost the same thing for only 88 bucks.

So will the next generation of game systems spell the end of gaming, or a fantastic new step? While Ed and I had our differences about what kind of price tag the new game machines must wear for widespread acceptance, we both agreed that the PlayStation, Ultra 64, Saturn, Super Genesis, and countless hand-helds will succeed in ushering in the next generation of game players into worlds that we could only have dreamed of six years ago when the pages of *EGM* were filled with articles on the 8-Bit systems. My how the times have changed!

Steve Harris
Publisher

P.S. A personal tip of the hat to the staff of *EGM* for putting together one of the biggest video game magazines in the history of planet Earth! Plenty of hours went into making this issue of *EGM*, like all issues before it, the very best that it can be. We hope you enjoy it!



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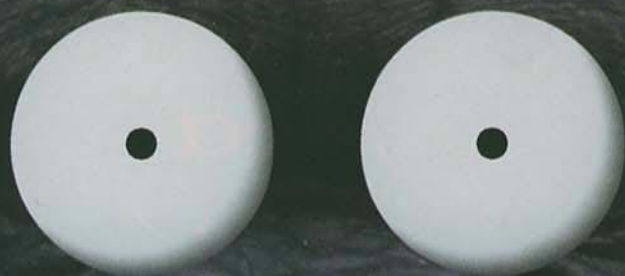
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GENESIS™

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**Donkey Kong Country.
You won't believe it either.**



Hold on to your banana. This is gonna put hair on your chest...and maybe even your back.

It's **Donkey Kong Country**®.

The first home video game entirely created on the supercomputers of SGI (the same ones used for that Jurassic Park™ flick.)

This **32 MEG monster** is gonna have you scratching yourself all over. A juiced-up jungle packed with over 100 chest-pounding levels.

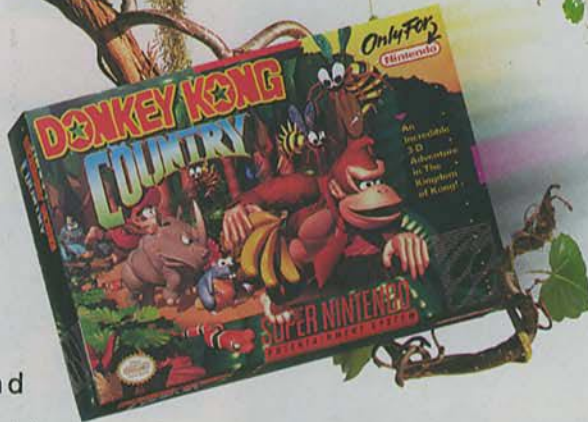
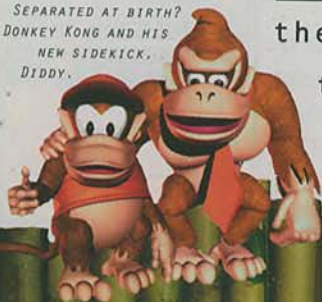


A 16-BIT GAME THAT LOOKS LIKE 32-BIT? SURE, WHEN MONKEYS SWIM...

Blinding snowstorms, exploding barrels, crazy monkeys riding on the backs of fish ... it's all here in Nintendo's biggest game ever.

And with **ACM*** technology, the action is totally realistic

SEPARATED AT BIRTH?
DONKEY KONG AND HIS
NEW SIDEKICK,
DIDDY.



and fully rendered. Meaning, it looks really cool. Heck, it even sounds 3-D!

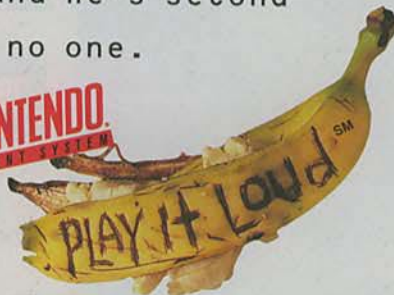
But the best part is you get all this on a Super NES. And you don't have to go out and blow your wad on some

extra piece of hardware to get it—unlike some other systems we know. (Hint:

rhymes with "Schmega".)

So grab a vine and start yelling **"OOH OOH!"** The beast is back. And he's second banana to no one.

Only For
SUPER NINTENDO
ENTERTAINMENT SYSTEM



EGM!

NOVEMBER / 1994 / VOLUME 7 / ISSUE 11 / NUMBER 64



THE APE VS. THE HEDGEHOG—WHO WILL BE CROWNED THE KING OF XMAS?

136

The mascots battle it out inside this issue of *EGM!* Seven thrilling pages are devoted to Sonic & Knuckles. Also, eight pages of Donkey Kong roll your way. Let's not forget the six action-packed pages on Zero, too! So, who'll be the Christmas champ?

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TRADESHOWS GALORE COMING AT YOU FROM THE EGM STAFF!

EGM proves to gamers that where there's new information, we're there too by visiting tradeshows worldwide. Check out the scoop on the shows you might have missed, such as the ECTS (Europe), AMOA (San Antonio), plus JAMMA and CSG (Japan)!



FIND OUT WHICH SYSTEM IS THE PERFECT ONE FOR YOU!

180

Trying to find the best new system for you? Inside this issue, we provide the latest information on the latest systems and their games. Check out the in-depth coverage on such systems as the 32X, the Sony PlayStation, the Neo-Geo CD, and the 32-Bit Nintendo!

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TEAM EGM DELIVERS THE BEST SPORTS GAMES AVAILABLE!

Team *EGM* kicks off this issue with 17 jam-packed sports pages to entice even the most avid sports fan. Take a peek at such hot games as Bassin's Black Bass, WWF RAW, FIFA Soccer '95, NBA Live '95, and many more. With all these hot games, who needs to go outside?



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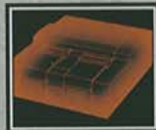
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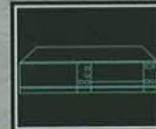
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OUTPOST SEGA

Help save his homeland with Zero!

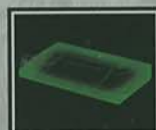
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Find out who reigns in King of Fighters.

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Be on the go, go, go with Power Rangers!

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Search for lost gold in Mad Dog 2.

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SUPER GEAR

Play as the portable king in Lion King.

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It doesn't seem



fair does it?

INTERFACE

LETTERS TO THE EDITOR

This is the section where you can open up your mind and let the rest of electronic gaming know what you have to say! Don't actually open up your brain though, that'd be messy! What's the frequency, Kenneth? Give it up for Tim P. won't you? Write down whatever comes to your mind after reading through this issue, send it in, and we'll read it out loud. He's Super deformed, he is! Thanks Ben H. for the wonderful Mortal desktop, you're the greatest. If you're reading this, all I have to say is ... Akuma Matata—can't get enough of it T.R.! We can't respond to your letters personally, even with an SASE. BYE!

SEND YOUR LETTERS TO...
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LETTER OF THE MONTH!

A BUG IN MKII?

In *EGM* #2, you mentioned that the Japanese commercial for *SSF2* featured scenes from the *SSF2* Animated Movie. Is there any way I can get my hands on this anime?

Another thing, the first day *MKII* was released I rented it. To build up my experience in fatalities, babalities, etc., I started playing two-player by myself. After beating my imaginary second player 50 times, a message appeared that said something about me having an amazing winning streak: "Be prepared to fight a new warrior." Then my screen started doing a couple of those things that happen when you need to adjust your V-hold, and then it went black. I sat there 15 minutes watching my black screen and nothing happened, so I turned off my Super NES and spent the rest of the day mad. The same thing happened to me the next day. My question is WHAT HAPPENED? Was it my cartridge, or do all of the Super NES games do this?

Brian George
Indianapolis, IN

(Ed. You've found a bug [yes, a bug] in *MKII*. For right now, from the reports we've heard, it only happens in the Super NES version of the game. And yes, it happens



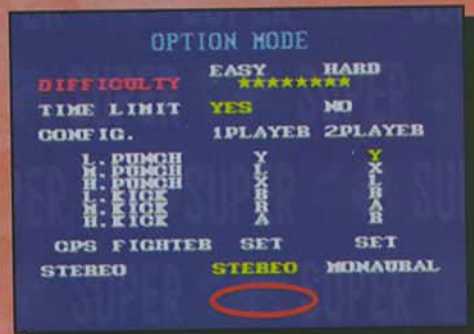
This is what you'll see after the 50th win if the bug is in your *MKII*.

in everyone's carts. The very same thing happened to me the first day, too. *Acclaim* admits that it's a bug, and gives one way to possibly get past it. For your 50th win, DO NOT perform a finishing move. Then, you will meet Noob Saibot, your reward for winning 50 matches straight. Keep it in mind the next time you go *kombating*. As for the *SSF2* anime, there's a possibility that you'll see it here, especially when you think of just how popular the *Street Fighter* series is in this country as well. As for when it's coming here, you might see it by Christmas if you're lucky, but I'd guess you'll see it next year for sure. You may also be able to get it from a few mail-order companies that deal in Japanese gaming goodies.)

WHERE THERE'S A WILL

Do you know whether a joystick is available for *Mortal Kombat* (Genesis and/or Super NES) that is identical to the button configuration on the *Mortal Kombat* arcade game? If so, can you provide the details on how to get one and the cost, if possible. If not, do you know when or if one will be made?

Matt Maust
Hampton, VA



See the "Set" command? That will calibrate the controls to a joystick.

I'm a fighting game fanatic and have wanted to get a joystick for my Super NES, but all the joysticks I've seen have weird button configurations. They stick the L and R buttons on the upper corners, making the controls different to playing, say *Super Street Fighter II*. Please shed some light on this matter.

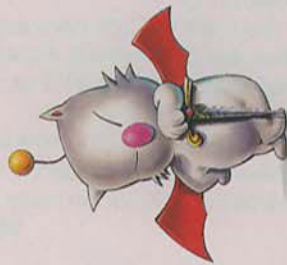
Jason Yan
Greenwich, CT



WIN A PAIR OF ACCLAIM JOYSTICKS!

The best letter submitted each month will win his/her choice of either the Super NES or Genesis version of *Acclaim's* hot, new Dual Turbo Wireless Remote System.

(Ed. There's no *MK*-only joystick yet, but I think we'll see one soon. Check different mail-order companies. As for those L and R buttons, *SSF2* has an option on the Options Screen that says SET. Highlight this word and press a button to configure your joystick. It works great, and you won't have to spend for another 'stick.)



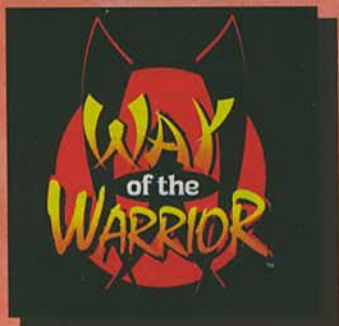
W h o s a y s l i f e i s f a i r ?

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.



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FINAL FANTASY III



Way of the Warrior is an original game with lots of great fighting features.

WHERE THERE'S A WILL

My friend and I read the review in your September issue on the 3DO game, Way of the Warrior. We greatly disagree with your review. After I read your review I believed you, but another friend of mine said he had played it and enjoyed it greatly. So I bought it knowing that the game might be bad like you said in your review. However, when I brought it home and played it I saw that some points you had in your review were wrong. The one thing you said was that it was near impossible to jump forward, but I have no trouble with this. You also said that you couldn't get the Special Moves to work, but I could get them to work every time. I think the reason you said these things was one of two things: either you were playing an early version of the game or you didn't have the newer control pads with

INSTANT RETALIATION

What is Instant Retaliation? Well, it's where you get to comment on an issue in video game (of our choice), INSTANTLY! But you can't do it now. Here's how: when you write a letter to us, include your phone number. We'll choose a few for each issue, call you up, and ask you that all-important question. We'll quote your answer in the pages of *EGM* and *EGM*. Just include your number. Remember, we're not going to call everyone, just a chosen few who have written letters.

diagonals. If the version of the game you had was early, I don't think you should have reviewed it and should re-review it in another issue. If it was the controller I think you should do the same because even with the old controllers you could loosen the back of the pad to fix the diagonal problem.

I am a big fan of your magazine and I believe you unjustly gave one of the best fighting games of all time one of your worst reviews ever. Because of your review, a lot of people won't buy Way of the Warrior and see what a great game it is.

Bill Martinson
Fairfield, CT

(Ed. Our Review Crew stands by their review of the game.)

32XTASY

I'm a loyal Sega owner. I have the Genesis, Sega CD, and am thinking about buying the 32X. But I've got a few questions.

First, I read in *Sega Visions* that it would have 32,768 colors on screen. If this is true, how many colors are available in all, and will every game have that many colors in it?

Next, will the 32X have any big name titles like Super Street Fighter II Turbo and Mortal Kombat II? If so, how close to the arcade will they be?

Finally, will the 32X work with the CDX? I have a friend who has the CDX and wants the 32X but isn't sure it will work.

Stephen Farabee
High Point, NC

(Ed. You bring up some important questions about Sega's new peripheral. The 32X, as far as we know, will be able to display all of its colors at once, but NO game uses all the colors a system is capable of. Will it have big titles? You bet! Mortal Kombat II is already scheduled for the 32X, and the Street Fighter movie game should also be on the 32X. The 32X will work on any version of Genesis system, even the CDX. That means that if you've got a CDX and the 32X, you've got a semi-portable, 32-Bit CD game system at your disposal. The first games that will be released for the system are Star Wars Arcade, Virtua Racing Deluxe, and Doom. More games will follow, including Tempo, Super Motocross, and an update to the classic Afterburner game. It should be a great new platform for Sega owners looking for a bargain 32-Bit system. The 32X does not come with a pack-in game, but it does come with coupons that will save you some extra cash on new 32X games. For more on the 32X, turn to the special feature on it on page 180.)

THE SWORD IS... LETTER WRITING CAMPAIGNS

Have you ever wanted to try to get a Japanese game released here? Do you want your voice heard? If so, start a letter writing campaign in 'The Sword Is...'

DRAGONBALL Z 3

I was very interested in Japanese video games, so I bought Dragonball Z 2. I've known about this game for years, since their was a cartoon about it on TV in Korea and Japan. This game is a lot of fun and is exciting. It makes me feel better about it each time I play it. There are eight characters who have many kinds of weapons.

When I bought this game I thought it was really fantastic. What I like about it is that it has better real action, sounds, and graphics. However, I was wondering why Japanese video games are so expensive and difficult to get. Why don't these have an English translation of the Japanese text on the container?

Could you guys show or tell us what you know about this game? This game is so good: why doesn't the manufacturer make an English version of the tape?

Gue Sung Lee
Tenafly, NJ

The way you can get Dragonball Z released here is by writing to the company that would have the power to bring it over. Bandai makes the game in Japan, so Bandai could easily translate it over here. Write your letter to them so that they know you would like to see it in the U.S. Mention that you'd buy a copy if it came out, and that your friends would do the same (knowing what a cool game it is).

WRITE TO:

Bandai America Inc.
12851 East 166th St.
Cerritos, CA 90703

If you've already written your letter (we covered Dragonball Z in the second issue of *EGM*), write another one to help us out! We want to see this game in the U.S. bad! With your support, it can be done. Do it today!

And if you've got another idea for us to use in 'The Sword Is...', send it off to:

EGM 'The Sword Is...'
1920 Highland Ave.
Suite 222
Lombard, IL 60148

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Michael Andretti

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Nintendo Power, Sept. 1994

every bone-blasting thrill and chill. Win the championship and you get to pit your skill against Andretti himself.

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SG PROPAD6

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THE DEATH OF AN ERA

In case you haven't noticed, it seems hard to try and have a conversation about video games and have someone NOT mention something about Saturn, Ultra 64, or some other "mega-machine." Many of the gamers say to "bring these super systems on, and let the next wave of gaming begin." The worst thing about this is that when the 64-Bit wave of gaming begins sometime next year, it will wipe out clearly what was the most enjoyable time of this century, the 16-Bit era.

The 64-Bit era will be great indeed, but the saddest thing about it is that it will bring a premature end to 16-Bit gaming. Many of us game players haven't even seen the absolute potential of our 8-Bit Nintendos, let alone our 16-Bit ones and Genesis systems. As game players, we have had some of the best times of our lives with these machines and think it is rather sad and unfair that we should have to sell our game systems and libraries JUST so we can afford to play a Saturn or Ultra 64. We have poured too much time, heart, and effort into our current systems and we shouldn't have to part with them.

The main point I'm getting at is that if the Big N and Sega really want to make customers happy, they should make their superpowered machines completely compatible with our current Super NES and Genesis. For instance, remember how you felt when you first played Super Metroid? I'm sure the Ultra 64's version will blow it away, but wouldn't it be nice to have that feeling all over again after playing Ultra Metroid? With compatible systems, it is completely possible.

I'm sure that there are other game players who feel the same way toward this subject. Maybe with a public outcry we can convince the "Big N" and Sega to revamp their new systems and make them compatible with the old ones. But if not, don't expect me to purchase a Saturn or Ultra 64 anytime soon. Please Sega and Nintendo, don't let the 16-Bit era end like the 8-Bit one before it.

Mike Reichard
Waipahu, HI

(Ed. You've got some good points here, and I can see your concern about the 16-Bit era. However, don't count 16-Bit out completely yet. Remember, it will take a little while before the new systems gain acceptance in the market and collect a

LETTER OF THE MONTH!

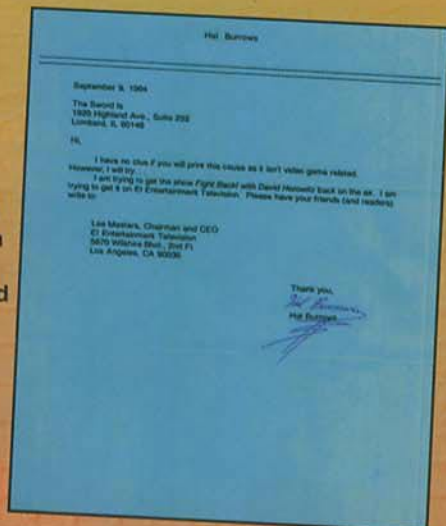
If you think you have what it takes to contribute to society, go write to *Newsweek*. If, however, you have a thought or opinion that fellow gamers would particularly find crazy, we'd love to immortalize you with a special edition *EGM* T-shirt proclaiming your fondness of and psychosis to video games!

Hi,

I have no clue if you will print this 'cause it isn't video game related. However, I will try...

I am trying to get the show *Fight Back!* with David Horowitz back on the air. I am trying to get it on E! Entertainment Television. Please have your friends (and readers) write to:

Lee Masters, Chairman and CEO
E! Entertainment Television
5670 Wilshire Blvd., 2nd Fl.
Los Angeles, CA 90036



What?! Did I read that correctly? Well, it's not video game related, so we can't put it in *The Sword Is*... If I could ask you one question, sir: why did you send this to us? Hal Burrows of Greendale, WI, you are a psycho with an *EGM* shirt!

stash of good games. So for a while at least, you'll still be seeing new 16-Bit games. Just look at *Donkey Kong Country*, a fantastic representation of what Nintendo has made the Super NES do without any add-ons. Or look at Sega's *Sonic & Knuckles*, *Gunstar Heroes*, *Lion King*, etc. 16-Bit is at least a year away from fading away. Even then, I doubt it will be a quick death. Games are still being made for the 8-Bit NES, and while they aren't being developed by the big developers, there's still a lot of old NES games that are great. If you're looking for a good challenge, take some time to look over the discount racks at toy stores who are getting rid of their old 8-Bit titles. There you'll find some of the best games for a very reasonable price. I'm certain the same thing will happen to 16-Bit games once the 32+-Bit systems gain popularity. Won't that be great? Games we may never have looked at because of their price will become goldmines. It's going to be great. As for making systems compatible, it's a great idea ... in theory. Would you rather pay more for compatibility, or would you rather pay less and be able to spend more money on new games? Whoever said you have to sell your old system? Keep the

old system on the same TV as the new one, and you've got the best of both worlds. It's the way to go in times of multiple platforms and multiple system owners. If you don't have the cash, just save up, get a job raking leaves for your neighbors, or shoveling snow. If you've earned it, it will be that much more fun.)

E-MAIL EGM!

Communicate with *EGM* instantaneously! Yes, you can send electronic mail to us if you have a computer and an on-line service.

-American Online, Delphi, Internet & most others:

75052.1667@compuserve.com

-CompuServe:

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YOUR OPINION COUNTS...

Congratulations *EGM*, you have done something no magazine has done yet, pushed me to pull out my word processor and write a letter to the editor. Oh, it has crossed my mind on countless occasions, but I decided I should not let this one go. I write in praise and scorn. First off, I must admire you for divulging the truth about Super SF2. Never mind what certain individuals and Capcom say, this game went south. Even the usually generous Ed Semrad (with reviews) was moved to tell it like it is. Nonetheless, I feel that you have been presenting two very different facades to your readers. On the one hand, you openly criticized Super SF2 for what it was, an egregious attempt by Capcom to enhance its bottom line. However, it also happens to make the Editor's Top Ten. Does Sushi-X's obvious addiction to anything with the SF label dissuade you that much? Somewhat contradictory, wouldn't you say? From a recent editorial, one is able to infer that Capcom was a bit jaded by your reviews of its lethargic implementation of a fighting game. The qualities that dictate that a game is regarded as the best in its genre (that is, all the variables that go into the latter designation) is a moving target, and unfortunately that target has moved, unbeknownst to the Capcom. What might I be referring to? Well, let's say that after playing Fatal Fury 2 and World Heroes 2, SSF2 simply looks lame. "No fair, let's not compare apples to oranges..." as someone finishes the argument presuming that I might be referring to the Neo-Geo implementations. No, my dear sirs, the aforementioned titles I am referring to are on none other than the Duo. Yes, albeit imports, but if programmers were able to implement Fatal Fury 2 on the Duo (an

8-Bit system, albeit that 16-Bit graphics processor doesn't hurt) such that it rivals the Neo-Geo, and the Super NES and Genesis implementations pale in comparison. The old expression "you reap what you sow" comes to mind. Fine, want an example of a domestic title? Mortal Kombat II, that should lull arguments with respect to the latter. SSF2 is simply an example of how Capcom has fallen into a stupor of complacency and imagines that simply by attaching the SF label on a product that it will sell. Guess again.

On another note, *EGM*, the pendulum swings the other way. With respect to



Super Street Fighter II—good game, but gamers are tired of SF2 ... where's 3?

your reviews, you may want to take heed of what Sony and Warner did with MTV recently, because an analogous situation might arise, with respect to yourself and the gaming industry. It seems you've been, if the reports on the Internet are true (from my observations I would have to concur), printing reviews of beta implementations, e.g., Way of the Warrior and The Incredible Hulk. Personally, I don't care for Way of the Warrior, but that is not the point. Principles are. I also question your review of the Hulk because when I tried it out at a retailer I saw no problems with respect to control which seemed to be the basis for your poor reviews. You will find yourself in a very precarious situation if your shortsightedness on beating other magazines to the punch continues. Quite frankly, I see it as a symptom of how you have been consumed with the

rise of a formerly obscure gaming magazine to prominence. I do not think I need to mention who that might be. The timing of your decision to go bi-weekly makes it all the more obvious. A pretentious air will win you no favor among game developers as well as your readers. As Confucius said, "The true measure of a man is his humility." You might want to add magazines while you are at it.

Ah! Yes ... with respect to Capcom. Candor has its place, the truth sometimes hurts ... ingest excrement and expire.

Mario Pacheco
Chicago, IL

(Ed. You've got to remember that the Editor's Top Ten isn't necessarily the four members of the Review Crew. By the way, you mention Capcom falling into the trap of thinking that by putting an SF label on it it will sell. Well, in Japan, Darkstalkers has an SF label on it [surprise, surprise]. The Duo versions of the fighting games you've mentioned are really good, and Street Fighter II Champion Edition on the Duo is probably the best 8-Bit version of SF2 you'll ever see. We take every measure that we can to make sure that the games we review are ready to be judged. Sometimes, after we've reviewed the game, things change. Our Review Crew stands by their reviews of the games you mention. Of course, the magazine readers trust for the most up-to-date information will end up in the lead. We're certain we'll be giving you the best coverage for many years to come.)

BAD PHOTOCOPY CONTEST!

A great feature of *EGM* is the official Bad Photocopy Contest. You'll find this contest in every Interface issue. What we did was photocopy a part of the magazine, blew it up, oh, 800 percent, and it's up to you to find it somewhere in the magazine. You don't win anything, but you can congratulate yourself if you find it!



Here it is! Attempt to find this picture in the magazine, if you can!

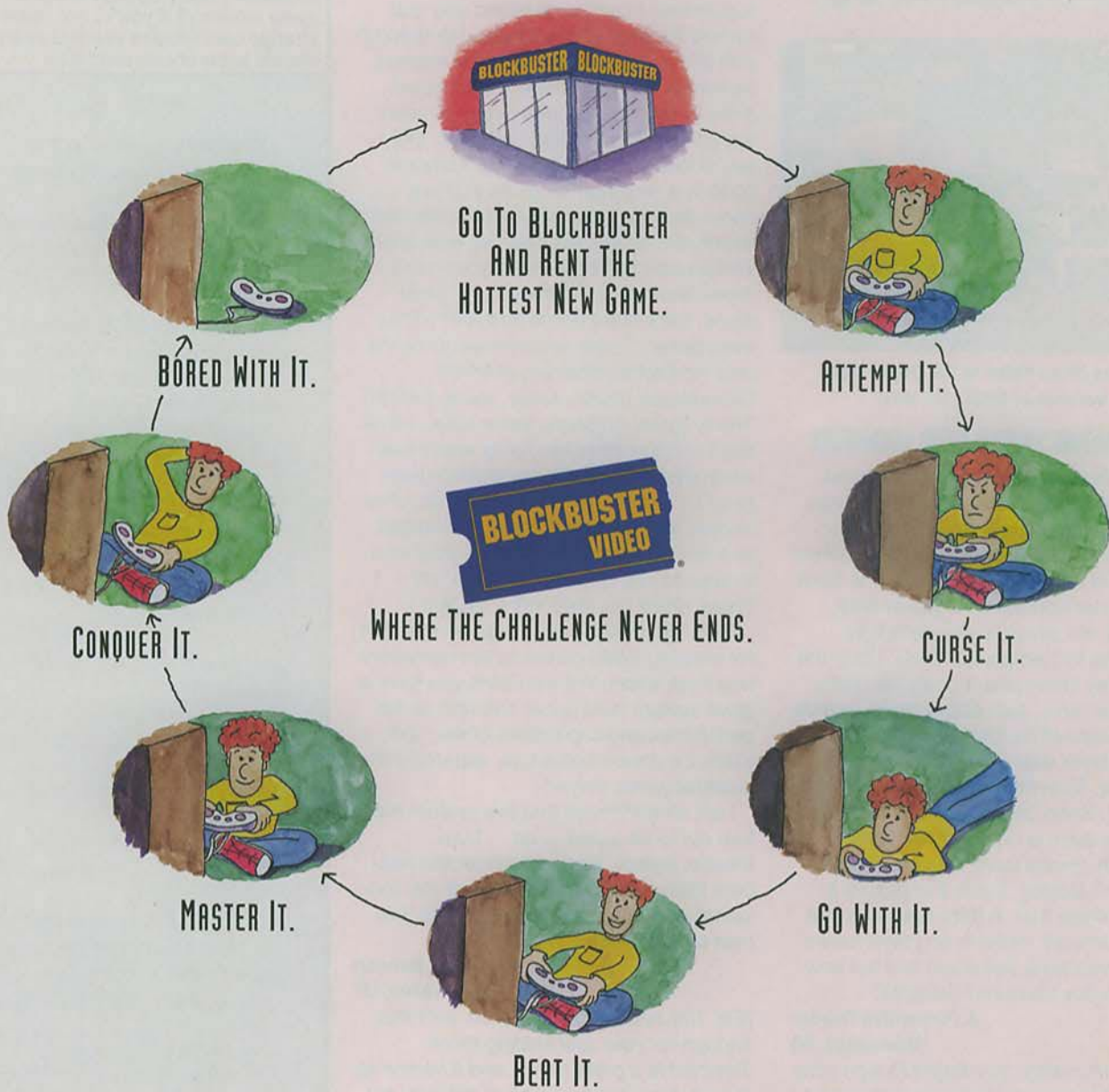
LETTER ART COMIX



Jason Rodgers of NoRolleyton, OH, sent us this letter art that was too great to resist.



Brent House, of Phoenix, AZ, drew up his version of the O.J. Simpson trial. A new game?



THIS COULD BE A VICIOUS CYCLE.

Bored with your video game? Get around to Blockbuster where there's always a massive amount of the hottest games to rent.

INTERFACE

LETTERS TO THE EDITOR



Play as Shao Kahn in the Super NES version of MKII? No way!

CATCHING THEM RED HANDED

I have three reasons to think that you can play as Shao Kahn! That's right, you can play as Shao Kahn from Mortal Kombat III! First off, as you can see there's a picture of Shao Kahn that is on the back of the Mortal Kombat II for Super NES box. Now, we all know you can't fight Shao Kahn in Two-player Mode. Up in the picture they show player one's life meter and player two's. Just above those meters is the amount of matches the first and second player won. They both say zero wins. Now, from my experience, you can't play Shao Kahn unless you win matches. Another reason is one of those sides should say (press start) when a second player isn't playing, but in this picture it does not show that. A third reason is that Shao Kahn's life meter is on player one's side. Do you think you could find out how to play as this Master of Disaster?

A Perceptive Reader
Milwaukee, WI

(Ed. Unfortunately, you forgot to sign your letter, but let me say here you are perceptive! Having Shao Kahn's life meter on the player one side isn't hard to understand if you think that you could play a one-player game with the second-player controller. The "zero wins" thing could be explained by guessing that the player lost a credit while playing Kahn the first time. But, you've got us on the "Wins" counter on both sides. That's a dead giveaway. So, if anyone can find the code to do this, send it to Trickman Terry. Or maybe the pictures were from an early version of the game. A possibility: remember when the commercial for the first Mortal Kombat clearly showed red blood in the Super NES version? So remember, it's possible that it's just a misunderstanding. Either way, we'll keep you posted.)

OPEN LETTER TO ATARI

I just made my zillionth call to my local Jag dealer and it's the same old news! No NEWS!!! This is very frustrating to your supporters! I can't understand why you rushed the intro of this badboy (to keep up with 3DO), but why not keep the interest peaking?! I've owned the unit for about three or four months and I can still count the games on one hand (pathetic). Only two of them are worth buying. Tempest 2000 is a very intense game that just about blew my mind at Level 93! And the bonus rounds are the best I've ever seen. Wolfenstein 3D is the make-your-"ears"-move, scare-the-hell-out-of-you, great game. Let's hope Doom and AvP will be even better. These two seemed to be the only worthwhile attempts at 64-Bit. CyberMorph (same, same, same, LAME!), Trevor (great graphics, same-same game play) and the other two really aren't even worth mentioning. We are craving (begging) for Doom, AVP, Kasumi Ninja, Ultra Vortex, a real Football game, basketball, or a hockey game. (Please sell your soul to sign on EA, Capcom, and Konami. These alone can help sell a system.)

On a lighter side, we all appreciate Atari for bringing video games to the homefront way back when. We also think you have a great system (and price) and with all the peripherals and capabilities of the 'unit' make it a dream come true, especially the laserdisc video player!

I am afraid though that this system may turn out to be a Jinx ... err ... Lynx. Please, please, please don't let this happen. Easy solution: get games to the consumer when promised (easy huh)!!! You help us, and WE'LL HELP YOU.

Greg Benson
West Valley, UT

(Ed. The system has Tempest, isn't that enough for you! Just kidding there. Tempest is a great game, and it seems as though Atari has had a bit of difficulty getting the games to market. That doesn't mean there won't ever be games for the system; it means that Atari's basically been left by themselves for the time being, and they have to realize that there are customers out there waiting for games. Our readers write in and ask us where the games are, but it's up to you to get them to store shelves. As for new games this year, Iron Soldier looks really hot, and AvP is also really well done. But if you own a Jaguar and are losing faith, just remember the position that Atari's in. Don't worry, there will be games soon. If Id Software supports them, then you know that the system's got some great potential. I'm sure you'll see more games really soon. Hold on! Let's see if someone from Atari will respond to you.)

WHAT IF!

Ever had a revelation? Okay, how about something really strange about the video game industry? If you've got some strange combination you feel everyone should know about, send it in!

WHAT IF...

...What if's weren't what if's?
Anthony Hypes, Richmond, VA

...Street Fighter characters were caught playing Mortal Kombat II?
Michael Zaidle, Tyler, TX

...Raiden quit Mortal Kombat II and became an electrician?
...Beavis and Butt-head laughed themselves to death?
Joe Butterick, Cordova, TN

...O.J. Simpson and Baraka were related?
John Paul Canzio, Jupiter, FL

...Mileena used a straw to suck up her enemies?
...Johnny Cage started to crack cashews instead of just plain nuts?
Matt Dodgson, Windsor, Ontario, Canada

...People liked Pong better than MKII?
...Dhalsim pulled a muscle?
Tony Graziani, Parkersburg, WV

...Dragonball Z 3 comes out for the arcade and becomes more popular than Street Fighter?
David Sam, Brooklyn, NY

...Yoshi became extinct?
...Power Rangers were destroyed forever?
Matt Quimby, Atkinson, NH

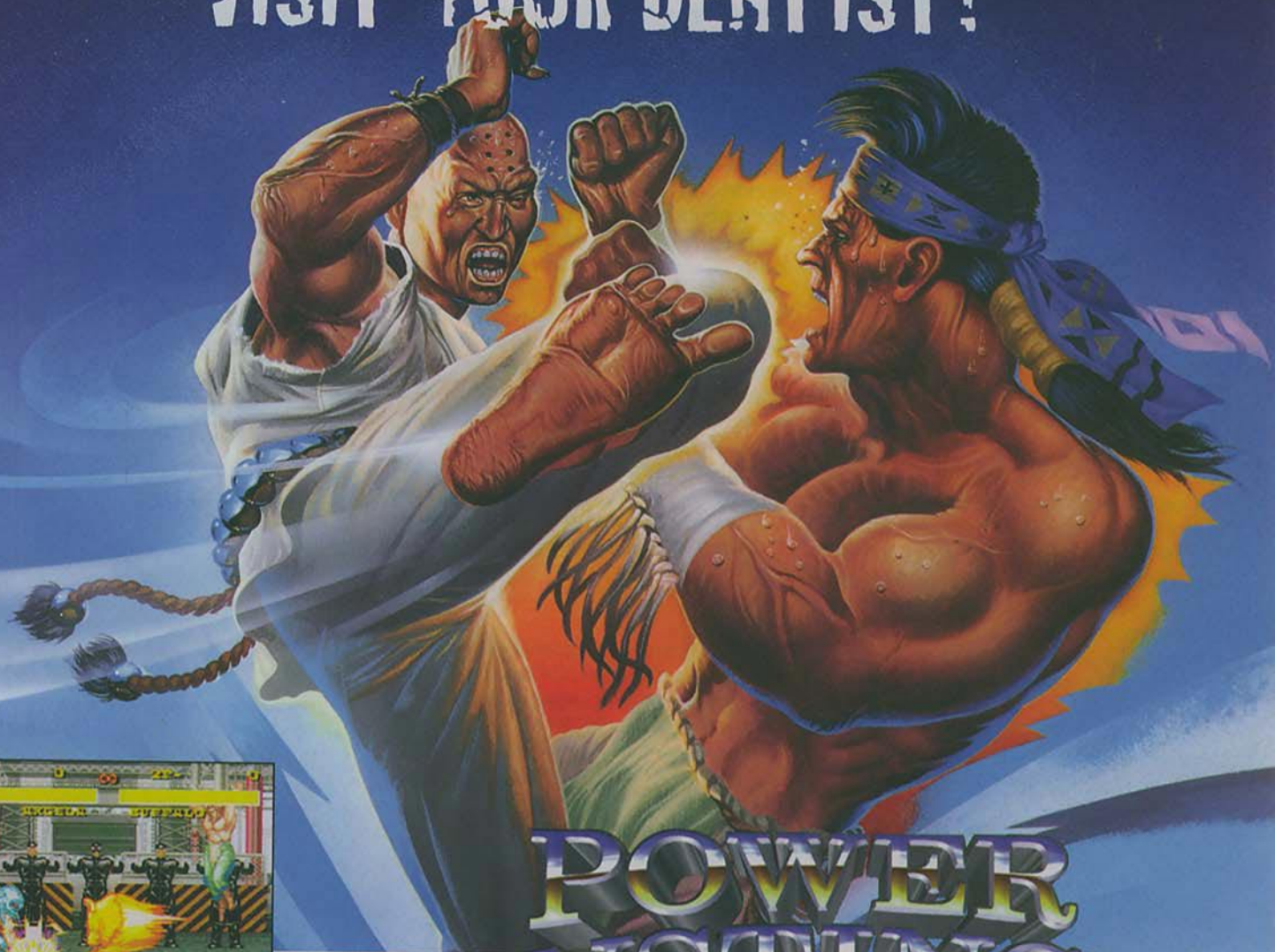
...Pac-Man ruled once more?
Marcus Rogokos, Union City, CA

...Goro got an afro?
Tara Amato, Marlboro, NY

...Kitana did her kiss of death on Kirby?
Justin Howard, Toronto, Ontario, Canada

Send your 'What If's' to:
EGM What If's
1920 Highland Ave. Suite 222
Lombard, IL 60148
Or include your 'What If's' as a P.S. on a letter or postcard you're sending in.

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CLASSIC CLARIFICATION

In your response to Andrew Dowler of Nolanville, TX, about the largest Atari 2600/7800 game made, you neglected to mention the 7800 "Super Game Cartridge." The 7800 game Karateka states right on the box that it is Atari's first "1-Meg Super Game Cartridge."

I am also a firm believer in the "classic" game systems, owning an Atari 2600/7800 combo, Vectrex, ColecoVision, NES, as well as a Sega Genesis.

Mike Prentler
Mason, MI

3DO(G) NIGHT

I just got a 3DO and it kicks! My dad bought it with four other free games that are all very cool. It also came with the sample CD and it shows a lot of other cool games, but what I was wondering was that because the 3DO has such excellent smashing arcade quality, why doesn't Midway or someone get MKII for it? Not that I'm rushing it or anything, but they could get it finished in a year. It would be just like the arcade, and I know that if they did make it for the 3DO, everyone would want one. I KNOW THEY WOULD! So it would definitely be a smart move for 3DO. It would of course have blood in it, too. I would also like to say that the 3DO really is cheaper now compared to some upcoming video game systems like the Sega Saturn which I don't think will be cheaper, although I do like Sega. I also think that if they made a really good version from the movie *Speed* for the 3DO, it could also be good because they make really good racing games like *Crash n' Burn*. Just think of it! You're behind the steering wheel of a big bus going 50 mph non-stop trying to dodge everything in its way, even going over the gap in the road! Any answers on MKII, *Speed*, or other games I might like for the 3DO?

Ian Meyer
Scibner, NE

(Ed. Word has it that MKII will be coming to the 3DO next year. It will follow other great titles like Samurai Shodown and Super Street Fighter II Turbo. As for your idea about a Speed 3DO title, anything is possible. Your ideas sound really cool. Another great driving game is Off-World Interceptor from Crystal Dynamics. Check it out in this issue. Next year should be great for the 3DO.)

CLIMBING TO THE NEXT LEVEL

I'm writing to you with some comments about the Sega CD. As a Sega CD owner, I and a lot of Sega CD owners feel ripped off by Sega over the CD. I have invested \$250 in the Sega CD to get what Sega called "The Next Level" in video gaming, but almost all the games developed for it have been total crap. Now with the imminent introduction of the 32X (which will be the same story as the Sega CD, I'm sure) and Saturn, Sega is going to just drop software development of regular Sega CD games and abandon us CD owners so all Sega CD owners are stuck with an outdated, underdeveloped CD machine with crap software and wicked memories of broken promises by Sega, so we feel really ripped off by Sega. That is why when it's time for me to decide which system I'm going to buy next (Saturn, PS-X, Ultra 64), one thing's for sure, it's not going to have Sega written on it. I mean if Sega isn't going to look after its most loyal customers—those who invested in the CD—how are they going to succeed?

Dinesh Perera
Danbury, CT

(Ed. Sega isn't going to abandon Sega CD owners when the 32X is released. If you happen to have a Sega CD and a 32X, you can play 32-Bit CD games! So you can't say that they're totally abandoning the Sega CD market. Maybe you'll see fewer normal Sega CD titles made, but Sega CD owners will have at least another holiday season of games. Does the Sega CD tarnish Sega's image? Have they lost faith in it too quickly? Many of our readers have said yes, and if those who have been burned by the Sega CD are in the market to buy a new system, maybe they won't go with Sega. Then again, maybe someone who thinks that Nintendo isn't making the new technology fast enough will switch over to Sega. It's just that way and it happens often. However, the gamers are the companies' biggest customer. In the end, they have to appeal to you to survive as a company. We'll just have to see how it all plays out.)



The Sega CD—friend or foe? Has Sega been hasty to abandon it?

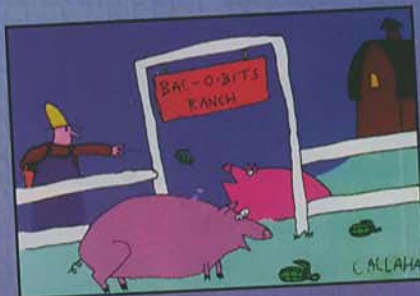
POSTCARD PARANOIA!

The next time your parents drag you to some lame roadside attraction, be sure to pick up some of the tackiest postcards and send 'em in.

To take the sting out of springing real money for an ugly postcard, Sega has volunteered to give the winners one of their new six-button controllers and a Game Gear Carry-All case! Keep your eyes open as ugly can now pay off!



This month's winners are some real dogs. If you think you've got what it takes to top these winners, then break out a pen and send your postcards addressed to Interface: Letters to the Editor.



Jess Jacobs of Merrimack, NH, hopes you enjoy this postcard as much as he did. Love those 'bits!



Welcome to the unnatural world ... Mike Bosley sent us this 'card from the road. Just stay out of the way, got it? Good!

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• Interplay's Lord of the Rings

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• Konami's Sparkster

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• Vic Tokai's Columns III

You've played Tetris and Pac-Attack. Now, just when you thought you were the master stacker, here comes Columns III! This puzzle game may look simple, but several levels of game play require quick reflexes and strategy. It'll put the most seasoned gamer to the test!

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PETER PHNNG
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DARK BISHOP
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LUKE ROMNIS
HP 28/28

KRAKEN HEAD
HP 21/36

HUGE NEW BOSS CREATURES LIKE KRAKEN HEAD MAKE YOUR LIFE A LIVING NIGHTMARE.

CLINT HERO?
HP 57/57

UYVREN
HP 25/46

FULLY-ANIMATED CINEMATIC BATTLE SEQUENCES KEEP THE ADRENALINE PUMPING.

A WORLD OF MORTAL

I went to Disneyland a few weeks ago. In the arcade there, I found a Mortal Kombat II arcade machine, so I played it. But I noticed that when I did an uppercut, I saw no blood. When I did Baraka's Deep Cut and Shredder I also noticed no blood. Because the owners of Disneyland could reprogram the arcade machine to show no blood, does that mean that, if the owners of MKII arcade machines fool around with the chips in the machine, they could somehow reprogram it so you could play as Jade, Smoke, or Noob Saibot?

Michael Cheung
Monterey Park, CA

MKII for the Super NES is AMAZING! My vote for game of the year!

Blood, yeah, and tons of it, plus all the bloody fatalities. My big surprise is all the voices and sounds the game was able to reproduce, such as Shao Kahn's sayings and the background announcer.

Two last questions: in the Super NES is Pong in MKII, and can you get to it with a code, and not 250 (ouch!) wins? Are there Kano morphs?

Robert Ponterio
Queens, NY

(Ed. I thought all MKII arcade games had blood? What's the deal? Actually, all the Mortal Kombat II (and the original MK) have special settings that the arcade operator can adjust to suit the kinds of people who will be playing the game. At Disneyland and other locations where it's likely for younger kids to play, the blood is turned off. It's an adjustable setting. As for reprogramming the chips, it's illegal to do that, it's called pirating. Some MKII machines have been fitted with a pirate 4.2 chip that has really weird effects. There's no code to get to Pong in the Super NES version of MKII [yet], and playing up to 250 battles just to play Pong would take forever, but it should be in there. Try it for yourself. It would take maybe eight hours. Kano Morphs may be in the game, but we won't find out if it's in there until someone finds out how to do it in the arcade. Upon calling the Acclaim hotline to see if they would divulge any cool tricks or secrets, they just said that they don't know any hidden characters or features. So that's a dead end.)

EGM ENVELOPE ART!



R. Montesanto
Providence, RI



Nik Fournier
Manchester, NH



W. Padilla, Jr.
Richmond Hill, NY



Daniel Wong
Concord, Ontario, Canada



Jong M. Hwang
Buena Park, CA



Jamie Divine
Palm Beach Gardens, FL



Jim Kenny
Terrace Bay, Ont. Canada



Steve Toma
Los Angeles, CA



Sean Armenta
Coquitlam, British Columbia, Canada



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THE DOUBLE DRAGONS ARE ON YOUR SIDE. AND YOU CAN GO HEAD-TO-HEAD, FIGHT TOURNAMENT STYLE, OR BRAVE THE QUEST MODE.

CLAW, SCRAPE AND BLAST YOUR WAY TO THE SHADOW MASTER. THEN, STARE INTO THE DARKNESS.

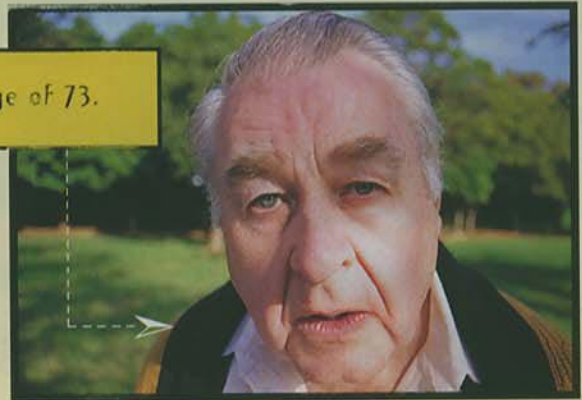


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The average male
reaches his sexual peak at age 17.



And lives to the age of 73.

So what do you do with the 56 years in-between? →



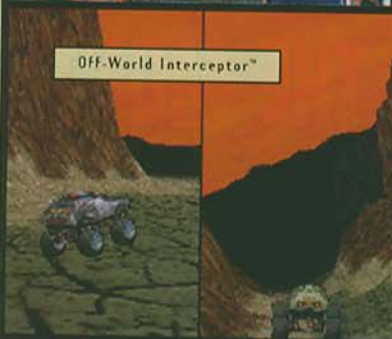
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release, check it out.

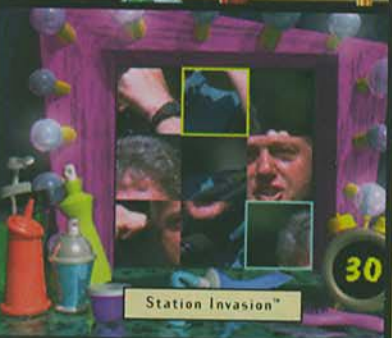
Otherwise, heat the milk to 150°.

pour over toast, and call mommy.

Peace.



GEX™



Station Invasion™



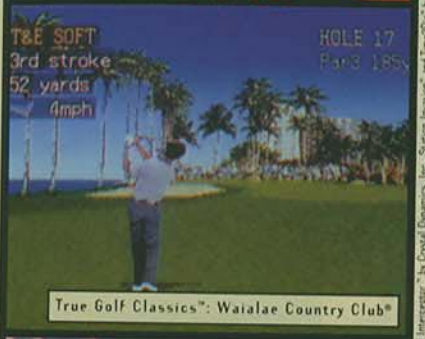
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REVIEW CREW

29 GAMES REVIEWED!!!

Donkey Kong Country, Lion King, Ren & Stimpy: Time Warp, Star Trek: Star Fleet Academy, Pitfall (SNES), Radical Rex (SNES), Metal Morph, Shaq-Fu, Animaniacs, Pac-Man 2, Lion King (Gen), Boogerman, Lawnmower Man, Animaniacs (Gen), Jurassic Park: Rampage, Virtual Bart, Pitfall (Gen), Mickey Mania CD, The King of Fighters '94, Burning Soldier, Guardian War, AD&D Slayer, Burn: Cycle, Mutant Rampage, Alien vs. Predator, Samurai Shodown 68, Solitaire, Casino Fun Pack, Sonic Triple Trouble

MEET THE REVIEW CREW!



ED SEMRAD

Ed has been in hot water lately. With Donkey Kong Country soaking up so much of his late-night time, 'The Boss' is angry that he hasn't been home much.

Current Favorite Games:
DKC; KOF '94; Lion King



DANYON CARPENTER

Dano has been quite happy lately with games like Burn: Cycle and Donkey Kong Country. It looks as if this Christmas season will be a good one for games.

Current Favorite Games:
DKC; Burn: Cycle; Star Control II



AL MANUEL

"Hi, Venus!" Seems like Al's got more on his mind than video games. He's been starry-eyed the past few weeks. Must be why some of his scores have been high.

Current Favorite Games:
DKC; Final Fantasy 3; NBA Jam SNES.



SUSHI-X

The company spy made his way through the AMOA looking for all the hot arcade games. There were a few surprises and a lot of great games to keep him happy.

Current Favorite Games:
Killer Instinct, Darius III, Virtua Cop, Shodown II



MIKE WEIGAND

After playing The King of Fighters '94 non-stop, Major Mike is looking forward to his next challenge: Cham-Cham in the up-coming Samurai Shodown III! "Zen-rets-ken!"

Current Favorite Games:
KOTF '94; Macross (SFC); Dracula X.

GAME OF THE MONTH

Super NES Nintendo

Donkey Kong Country

Action Release: Now

Levels: 120+ 32 Meg

Electronic Gaming Monthly

EDITORS CHOICE
PLATINUM



ED SEMRAD

Donkey Kong Country is simply the best game out there. No other game comes close in terms of graphics, playability, and sound. Nintendo does with 16-Bit what others can't do with 32. I loved this game from beginning to end. If you own a Super NES, you have to play it at once. It's like the Mario games with better graphics. Trying to find all the secrets will drive you mad. This game is perfect!

AL MANUEL

I couldn't believe my eyes and ears when I first played DKC! The graphics are so good, you'll think they are actual screens from an SGI computer with animation that blows away most of what has been rotoscoped before. The music and sounds are a treat to the ears! What would this be without great play control? DKC has some of the finest control, which adds to the overall fun. DKC is a programming marvel!



DANYON CARPENTER

Hello? Is this really the Super NES I'm playing? It's hard to believe that graphics and sounds like this are coming from a 16-Bit system. But that's not all—combine those features with an extremely long and playable game and you have one helluva winner. Who needs 32 or even 64-Bit when Nintendo can keep pulling marvels out of the 16-Bit hat? Donkey Kong Country is simply mind-blowing.

SUSHI-X

This is one of the few games that is actually as good as the hype. From the incredible computer-rendered graphics to the awesome sounds, this game just goes and goes. Sure there are tons of levels, plenty of tricks, secrets, and loads of technique, but you just have to play it to really appreciate it. If ever there was a ground-breaking game, DKC is that and more. It's simply one of the most enjoyable carts to date.

QUARTERMANN'S CHEAT SHEET



KEY TO MOVES

A-AWAY
D-DOWN
T-TOWARD
U-UP
1-HIGH QUICK
2-HIGH FIERCE
3-LOW QUICK
4-LOW POWER

BUTTONS- (1) (2)
(3) (4)

ARMADON

Rushing Uppercut:
Hold (1+3), joystick A-D-T
Spinning Death:
Hold (1+4), joystick A-T-D
Eat Human:
Hold (all), joystick U-T D
Meditation Fatality:
Hold (all), joystick T-D-A-T-T

SAURON

Leaping Bone Bash:
Hold (2+3), joystick D-U-D
Stun Roar:
Hold (1+3), joystick A-T
Eat Human:
Hold (all), joystick D-D-U
Flesh Eating Fatality: Hold (1+3), joystick
U-U, Hold (all), joystick U-U

BLIZZARD

Mega Punch (Fake):
Hold (1+3), joystick D-U
Air Throw:
push (2+3)
Eat Human:
Hold (all), joystick A-U-T-D
Brain Bash Fatality:
Hold (1+2+4), joystick D-D-D-D-U

TALON

The Slasher:
Hold (1+3+4), joystick D-T
Jugular Bite:
Hold (2+4), joystick A-T (only in combo)
Eat Human:
Hold (all), joystick T-D-A
Heart Wrenching Fatality:
Hold (1+3+4), joystick T-D-A-U-D

VERTIGO

Venom Spit (Fast):
Hold (1+3), joystick T-T
Come Slither:
Hold (1+3), joystick A-A
Eat Human:
Hold (all), joystick D-T-U
Shrink and Eat Fatality: Hold (2+4), joystick
A-A-A, Hold (all), joystick D-U

DIABLO

Mega Lunge:
Hold (1+4), joystick D-U
The Pulverizer:
Hold (1+4), joystick U-T-D
Eat Human:
Hold (all), joystick D-U-D
Fireball Fatality:
Hold (2+3+4), joystick T-T-T-T

CHAOS

Fart of Fury:
Hold (2+3), joystick D-T-U-A
Flying Butt Slam:
Hold (2+4), joystick D-T-U-DT
Eat Human:
Hold (all), joystick T-D-A-U
Golden Shower Fatality: Hold (1+3), joystick
D, Hold (all), joystick A-T-A-T

Last month we showed you three moves and a fatality for each of the characters in the brand-new arcade game Primal Rage by Time Warner Interactive. This month those carnivores are back in the Q-Letter spotlight with four new moves hot off the presses! Besides the two normal moves and the new fatality move for each character, we're also going to show you a special move where you can eat the humans who interact with you in the different levels you're fighting in. If you can come up with any other secret moves, Drop Trickman Terry a line—he'd be more than happy to hear from you. Happy fighting!

DOUBLE DRAGON

The Shadow Falls

Here's a list of moves for the new fighting game out for the Super NES, Double Dragon V. Featured here are four of the special moves and one finishing move.

D-Down
F-Forward
B-Back
P-Punch
K-Kick
L-Light
M-Medium
H-Hard
DF-Down Forward
DB-Down Back

Billy Lee

Dragon Uppercut: F,DF,D+P

Hinge Strike: F,F+LP

Dragon Spin: D,DB,B+P

Dragon Projectile: B,F+P

Finishing Move: Standing Hard Punch

Jimmy Lee

Dragon Uppercut: F,DF,D+P

Hinge Strike: F,F+LP

Dragon Spin: D,DB,B+P

Dragon Fire: B,F+P

Finishing Move: Standing Hard Kick

Bones

Head Throw: B,F+P

Eye Zap: D,DB,B+P

Gun Shot: F,DF,D+K

Vertebra Strike: F,F+MK

Finishing Move: Standing Med Punch

Trigger Happy

Drill Shot: D,DB,B+K

Cannon Blast: B,F+P

Force Field: LK, Repeatedly

Rocket Uppercut: F,DF,F+P

Finishing Move: Standing Light Kick

Dominique

Ponytail Bolt: F,DF,D+K

Spin Kick: D,DB,B+K

Stiletto Kick: Jump Toward, D+MK

Slide Kick: D,D+LK

Finishing Move: Standing Med Punch

Jawbreaker

Yell Projectile: D,DB,B+P

Biscuit Spit: B,F+P

Flying Head-Butt: F,F+LP

Bulldog Shake (close): F,F+HK

Finishing Move: Standing Hard Punch

Sickle

Air Buzzsaw: F,DF,F+K

Ground Buzzsaw: D,DB,B+P

Helicopter Spin: B,F+P

Energy Blade: D,DF,F+P

Finishing Move: Standing Med Kick

Blade

Spin Kick: B,F+K

Torpedo: B,F+P

Slide Stab: F,F+P

Blade Ripper: D,DB,B+MP

Finishing Move: Standing Med Kick

Icepick

Pole Vault: D,DB,B+LK

Hammer Head: F,F+MP

Ice Dagger: D,DF,F+P

Hack n' Slash: LP Repeatedly

Finishing Move: Crouching Med Punch

Countdown

Flame Thrower: D,DB,B+HP

Rocket Dive: F,F+K

Breaker Spin: B,F+K

Missile Shot: F,DF,D+K

Finishing Move: Standing Light Punch

Shadow Master

Teleport: F,DF,D,DB,B+P+K

Rushing Blade: B,F+P

Ground Fireball: B,F+K

Shadow Fire: D,DF,F+P

Finishing Move: Standing Hard Kick

Sekka

Claw Roll Attack: D,DB,B+P

Flying Hand Stab: B,F+HK

Flying Grinder: D,D+LK

Bounce Kick: Jump Toward, D+MK

Finishing Move: Standing Med Punch

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adventure!



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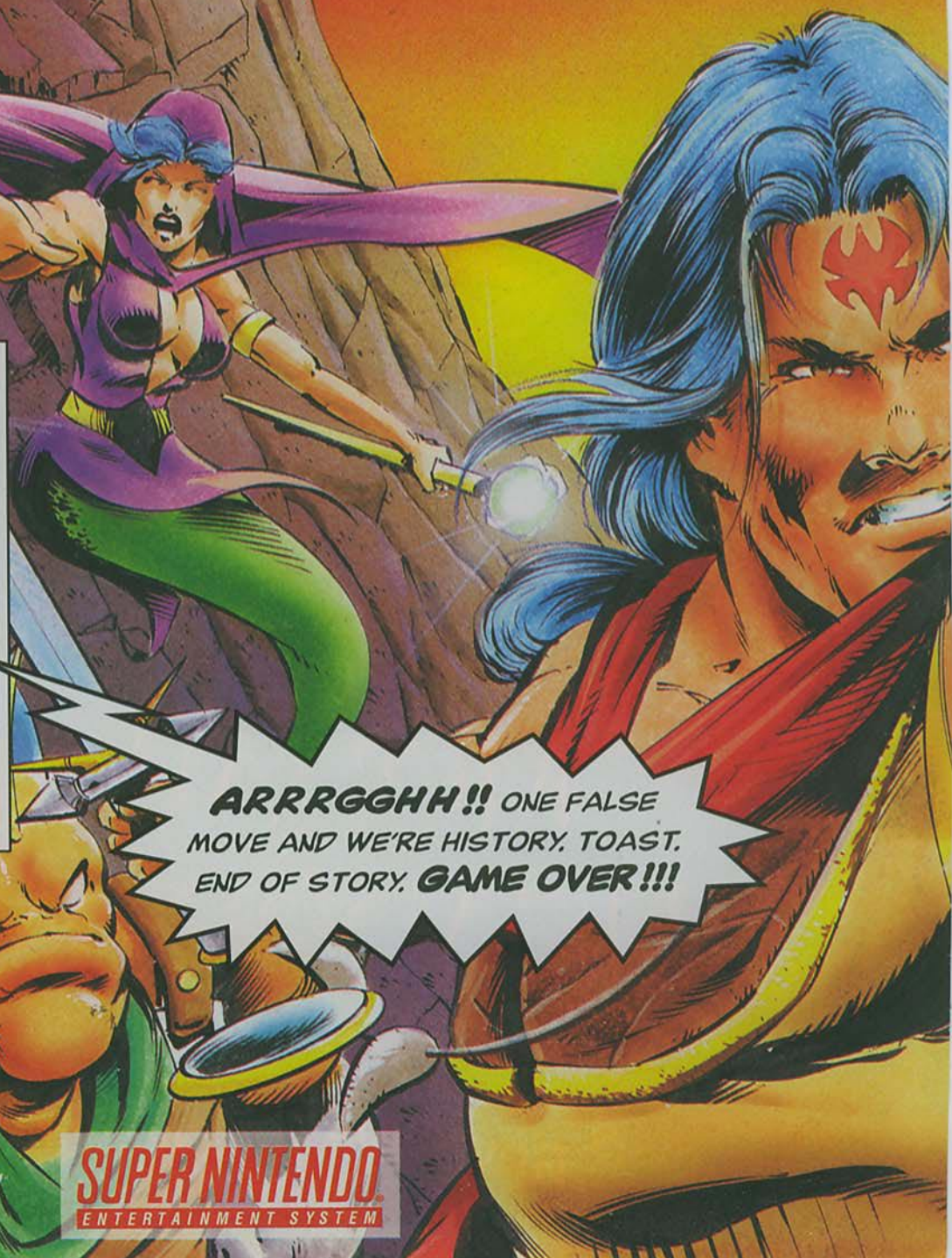
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HIS **DANGEROUS** QUEST IS CALLED...

BREATH OF FIRE



ARRRGGHH!! ONE FALSE MOVE AND WE'RE HISTORY. TOAST. END OF STORY. **GAME OVER!!!**



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SHOULD HE ATTACK WITH A BAND OF **EIGHT** VALIANT WARRIORS OR SHOULD HE PULL UP HIS ASBESTOS UNDERWEAR AND SET FORTH ALONE KNOWING HIS NEXT STEP MAY BE THE LAST??

WILL OUR HERO SURVIVE?
ONLY YOU HOLD THE ANSWER...

YOU THINK THIS IS
JUST A GAME?!



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ANIMATED MONSTERS!
NOW YOU'RE PLAYING
WITH FIRE!!!**

BREATH OF FIRE,
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EXTRAVAGANZA FROM
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"WHAT RPG FAN CAN'T
GET EXCITED ABOUT
A GAME LIKE THIS?
...COULD EASILY END
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RPG OF THE YEAR."
GAME PLAYERS-
MAY '94

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MAJOR MIKE'S GAME ROUNDUP

Radical Rex Activision/Super NES

Not quite radical enough for me. Radical Rex has a number of good points like very cute graphics and animations, but the control could use some work. This game will probably appeal more to younger gamers with its cutesy theme, otherwise it's more your run-and-smack-enemies-away type action game.

6 **6** **5** **5** **6**
ED DANO AL SUSHI MIKE

Pitfall: The Mayan Adventure Activision/Super NES

Fans (and owners) of the 2600 game will definitely want to see this 16-bit upgrade of the Atari-system classic! For nostalgia, the original game has been included in this version. This game features good game play, huge levels (I especially liked the Mine Cart Race Stage), and lots of technique to learn to survive the jungle.

8 **9** **7** **7** **8**
ED DANO AL SUSHI MIKE

Metal Morph FCI/Super NES

Metal Morph has a number of good ideas going for it, it's just that they are not executed very well. For starters, the control wasn't as precise as I had wanted, and the one-hit-and-you're-dead aspect made things maddening (that goes for the shooter levels also). Changing your character shape was innovative.

5 **5** **5** **5** **6**
ED DANO AL SUSHI MIKE

Star Trek: Starfleet Academy Interplay/Super NES

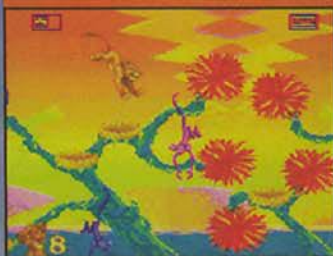
A nice variation on the theme (and departure from the previous Star Trek game), this one is more comprehensive in that it is more than just a shooter—you must master all aspects of a starship's functions. The combat training is a little aggravating at first, with enemies that hit you several times before you even see them.

8 **7** **6** **7** **7**
ED DANO AL SUSHI MIKE

Super NES Virgin

The Lion King

Action	Release: Now
Levels: 10+	24 Meg



The Lion King has the looks and the sounds of the animated movie, but it lacks the intensity that Virgin games usually have. Some of the places require you to automatically get hit, and these areas are really annoying. The control is very good, and the bonus scenes with the warthog are fun. Overall The Lion King is an above-average action game. This would be good if you enjoy Disney's films. Try renting it first.

Although I'm probably one of the few people that hasn't seen the film, the game more than makes up for it. The soundtrack is simply amazing with its jungle drum beats and native chants. You'll also become absorbed into the continually evolving story line following Simba from young cub to ferocious adult. The game is simply fun to play and never gets frustrating. A good game for those who don't want a toughie.

Wow! A movie that has an early video game release! That should fare well with fans of the film. As far as the game goes, it's a fine game loaded with cool levels right out of the movie. The graphics are what they are expected to be, as are the smooth animations. Very Disney! The impressive music track is straight from the film and the digitized voices are near-perfect. I just didn't care for some of the cheap hits.

I really enjoyed the movie and was eager to see what they could do with this big title. The game looks very good with its trademark animations and colorful collection of levels. The game follows the movie rather well and does an excellent job of reproducing some of the movie's tracks. The only drawback is the game is a bit frustrating to play with quick deaths or cheap-shot hits. Still as young or old Simba it roars!

Super NES Electronic Arts

Shaq-Fu

Fighting	Release: Now
Levels: N/A	24 Meg



While I'm still confounded by the fact that Shaq is here (Why?), I do like the animation and the graphics. Even the music was extremely well done. In fact, the only element that really lacks here is the control. This is too slow to bear. It's very hard to play a decent game, especially when the computer can take you down in a matter of seconds. Shaq Fu is far too difficult to play for it to be enjoyable.

First Michael, now Shaquille. Shaq-Fu has some nice options to throw off the monotony of the average fighting game, but this game just isn't anything truly special. The moves are average and the tunes are just okay. The animation of the characters, however, is quite excellent, but hey, that's Delphine for ya. I guess if you need to see Shaq while B-ball season is over, Shaq-Fu might be your thing.

Shaq Fu is another entry into the fighting game genre. Why they didn't make a basketball game, I have no idea. Anyway, SF is just another fighter with ho-hum special moves that are hardly original. And by the way, all the male voices are the same. It got quite annoying I must say, as did some of the music. The only redeeming quality was the smooth animation and decent graphics. An average game.

Ummm ... are they going make a fighting game out of anyone? Where's Barney? Sure it's got some decent moves and a Story Mode, but it doesn't have the technique. The best thing about it is the animations, which were done rather well. However, the characters aren't anything special and the game play doesn't provide the tight control for a good challenge. Fighting fans will get bored with its limited playability.

Super NES Namco

Pac-Man 2

Adventure	Release: Now
Levels: 4	12 Meg



Pac-Man was always a favorite of mine, and to see him make a comeback is wonderful. The graphics look like they're from the cartoon from way back when. It's a comical, action-puzzle game, and the concept of playing a sort-of deity is neat. Sometimes Pac-Man doesn't do what you want, and it can get a bit frustrating. However the whole concept and the way it was done is impressive. It's just plain fun.

Pac-Man? Where did he get unearthed from? But hey, this game is very cool! Pac's dot-munching days of long ago take a back seat to a great adventure that's both unique and fun to play. Playing more like a point-and-click adventure, it may take hardened Pac players to adjust. The scenes are all filled with fun and comical antics to accomplish before moving onto the next scene. Pac is back!

Pac-Man 2 is unlike any other action/adventure game I have played before. It's more like a puzzle game with its cute, little tasks that you must get Pac-Man to do. The main attraction of the game is the various animations of the hero. The only thing about the game I didn't like was that it progressed too slowly when I just wanted Pac-Man to run by an area. Overall this is a fun and charming little game.

Good old Pac-Man gets back into video games. This game is filled with great animations and lots of interactive objects. It's more of a puzzle game where you search and then use trial and error to learn to obtain items. It has good player control but a lot of the time your character moves too slowly or never stops moving. This does get a bit annoying but the looks and interaction will keep everyone playing, young and old alike.

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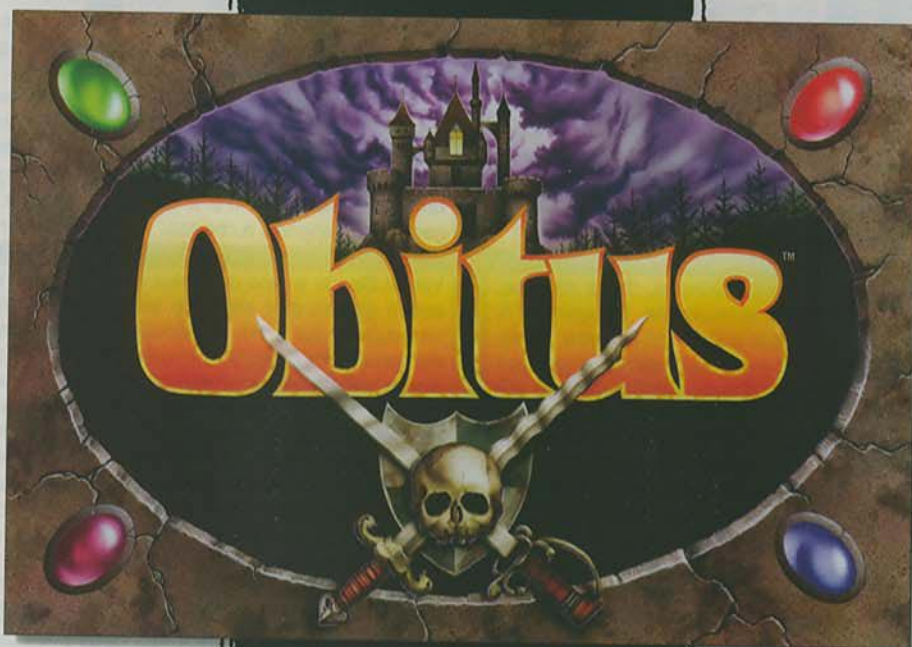


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REVIEW CREW

MAJOR MIKE'S GAME ROUNDUP

Animaniacs Konami/Super NES

A wonderful game that puts Konami back to form! Animaniacs has it all: killer graphics, great sound, challenging levels—in general, everything you'd expect from a Konami game! Fans of the cartoon series will definitely want to check out this title—it is as faithful as Buster Busts Loose was to its source material.

8 ED 8 DANO 8 AL 8 SUSHI 9 MIKE

Ren & Stimpy: Time Warp T*HQ/Super NES

The first game left me very cold, but this one caught me off guard. I don't think I have seen the cartoon duo look better on a game than this version! The animations are excellent, and their various attacks are characteristically disgusting. The control could be tweaked up a little more, but overall it's an enjoyable title.

6 ED 8 DANO 6 AL 7 SUSHI 7 MIKE

Pitfall: The Mayan Adventure Activision/Genesis

Yes! He's back in this long-awaited 16-bit version! Harry has been given a completely new (and better) look! Tons of technique, killer animations, (not to mention one of the funnier stand-still character movements in recent memory) and challenging levels make this a pleasant experience. A game for any action fan.

7 ED 8 DANO 6 AL 7 SUSHI 7 MIKE

Jurassic Park: RE Sega/Genesis

This sequel to the other Jurassic Park for the Genesis more or less covers the same ground in a different way. Unlike last time, there is no movie story line to adhere to, so anything goes. The graphics seem to be better this time around, and the control is punched up a little bit. Fans of the movie and first game will love this.

5 ED 6 DANO 5 AL 5 SUSHI 7 MIKE

EDITORS' CHOICE GOLD

Genesis Interplay

Boogerman

Action	Release: Now
Levels: 20+	16 Meg



Boogerman is a fun game to play. The graphics and music are lively, especially once you get past the swamps. Hickboy, the first Boss is a riot, and should get his own game. The control on Boogerman is top-notch, and there is a lot of technique to be found. After playing a few times, I found out you could dig and pick zits. There are lots of things to keep you playing. Boogerman is a cool game.

Well it's different, that's for sure. In all seriousness, Boogerman is a good game. The boogers, snots, and everything else is a gimmick that will grab you for the first few minutes but wears off quickly. What you are left with is a decent action game that can stand on its own merit: decent play control, good tunes, and a great character. Boogerman is good, clean fun (well, almost) in this everything is evil gaming world. Congrats!

Oh, the times they are a changing! Never have I imagined a video game that would employ the use of farts, belches, and boogers as a form of attack. I'll give it points for originality and humor value. The animations will crack you up and gross you out. I'm not even sure if that's such a good idea. Anyway, the game as a whole is okay, but it just lacked something. It seemed like just another action game.

Originality is this game's strong point. I have to admit the attacks of booger flinging, farting, and belching is humorous. However these attacks seem overdone. The whole Boogerman world seems more like a gimmick than a serious action game. There is plenty of technique but the enemies and levels appear to have a redundant, disgusting look that doesn't seem so unique after a while.

Genesis Acclaim

Virtual Bart

Action	Release: Now
Levels: 6	16 Meg



Virtual Bart will probably be ripped on by the other reviewers, but I for one found it annoying at first, but addictive. The animation of the cinemas are great, and the audio is better than my expectations. It's a tad easier than the Super NES version, but that one was too hard for me. I like games that have different types of games in one. Virtual Bart is better than you think. It's a good game that deserves a chance.

Virtual Bart is a nice collection of action games that will keep you entertained for a bit, especially the tomato toss, but that interest wears thin. I never understood why the "virtual" theme was even needed, but it is the buzzword these days. Graphics are decent; sounds are okay, but it's just another Simpson's game. Nothing exciting here, folks. Take the safe route and rent this puppy to see if it's your cup of tea.

Where did the control go? Someone please tell me where it went because it's definitely not in this game. Because of its lack of control, Virtual Bart is just a game of frustration. A button configuration option would have helped a little. It's too bad, though. There were some neat scenes in the game that would have been really cool if the game played better. On the up side, the game had okay graphics and good voices.

The concept is really cool and I like all the wacky games Bart goes through, but it needs to play a lot better. The control gets frustrating and really impedes the enjoyment of the cart. It could have been a great title using the classic Simpson attitude and characters, but the playability wasn't up to the big name. The graphics and sounds are good, but it could have really used some more playable levels.

Genesis Konami

Animaniacs

Act./Puz.	Release: Now
Levels: 6	8 Meg



Animaniacs has all the nuances of the cartoons, plus the sounds and looks to go with it. It combines action with puzzle-like features to create an innovatively styled game. However, while I like the three characters, switching between them is too clumsy, and it leads to dying easily. If you enjoy the show, or maybe you just like puzzle games, you'll enjoy this one. All it needs is better control over all three characters.

Good stuff, Maynard! I love action/puzzle combos and Animaniacs delivered in a big way! It's a bit rough at first because you need to switch the Animaniacs so often to get through the level, but like The Lost Vikings, it's all part of the adventure. The puzzles never get overly challenging and the game has everything that makes the cartoon such a riot. Animaniacs is a blast from start to finish!

Animaniacs is a cute game featuring those wonderful characters from the famous afternoon cartoon. This is a decent action game which utilizes a little more thought because you must know which characters to use in a certain situation. Pretty inventive! As far as the graphics and sound go, what else can I say? They are typically good coming from the guys at Konami. Good for kids as well as adults.

The Animaniacs are a bunch of hyper little 'toons and this game seems a bit slower paced than you'd expect. Still, Konami doesn't disappoint with a game that challenges both your reflexes and your wit. The adorable characters are easy to control and there is a lot of game play involving which character to use in certain situations. It has good graphics and sounds but doesn't quite top the Super NES version.



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MAJOR MIKE'S GAME ROUNDUP

NYR **Samurai Shodown** Takara/Genesis

For those of you wanting bigger fighters than those in the Super NES version, look no further. The scaling is out, but the graphics are very close to the Neo version, with the omission of the fighter Earthquake. There is some slowdown, and the voices are poor, but the moves are very easy to execute. An earnest translation.

8 ED 8 DANO 7 AL 7 SUSHI 8 MIKE

NYR **Lawnmower Man** Time Warner/Genesis

More of the movie! This one follows the same game play as the one for the Super NES and provides some cool effects (like the virtua level), but the game is a little on the difficult side. The side-scrolling shooter stages were a little bit bland, but if you were a fan of the movie, then you may want to check this out.

7 ED 6 DANO 6 AL 5 SUSHI 6 MIKE

GA **The Lion King** Virgin/Genesis

Like the other Disney movie adaptations, this one does the animated feature justice and provides very good graphics (wait until you see the knock-out graphics in the stampede sequence). There is a lot of technique here, and the game is a little more difficult than the other Disney entries, but nonetheless a worthwhile trip.

9 ED 8 DANO 7 AL 8 SUSHI 8 MIKE

Guardian War Panasonic/3DO

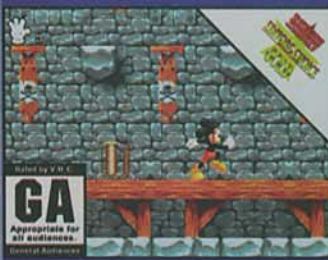
A very strange action/RPG title that just never really comes together. The graphics are far above average, but the action itself is a little disorienting. The battle sequences are well executed, with plenty of spells and other powers for you to acquire, but in general, the action/RPG mix didn't really work.

9 ED 8 DANO 7 AL 7 SUSHI 7 MIKE

Sega CD Sony Imagesoft

Mickey Mania

Action	Release: Now
Levels: 26	CD-ROM



This game was totally unexpected. Its graphics and effects totally blow me away. Compared to the cart version, only a few things have been added. However, it's still a great game. The play mechanics are good, and diverse enough to keep me interested. Being a fan of the old Disney films, I really enjoyed this one, especially the first level. Of all the action games out for the Sega CD, this is one of the best.

What a great game! Mickey Mania is a great cart that truly shows off the evolution of our rodent hero. Everything from the early, black-and-white days to the comical antics of today are here and a blast from start to finish. But for a CD, there's always that anticipation of something more, but as it stands, Mickey Mania is a terrific game for all you Disney lovers out there. Don't miss this one!

I expected a little more from the Sega CD version of this game. Instead, Mickey Mania is just identical to the cartridge version in every respect except for the obvious improvement in the sound quality. I also found the access time to be an annoyance and it detracted from the fun. All in all, the game is still a very good game with great play mechanics and an adorable hero we all know and love.

I have to admit it's a great game, however it really doesn't exceed the cartridge-based versions. Still the game is fun to play and has good graphics. Its only drawback is the access time, which does subtract from the overall enjoyment. The play mechanics are excellent and fans of the old Disney style will really revel in this great game. If you're looking for a CD to add to your collection, this is definitely worth it.

NEO-GEO SNK

The King of Fighters '94

Fighting	Release: Now
Levels: N/A	194 Meg



I love almost all of the Neo fighting games, and when one combines my favorites, of course I'm going to go nuts. Seeing the Art of Fighting guys take on the Bogard brothers (Plus Joe) is a real treat. My only complaints are that the Ikari warriors are too powerful, and the FF characters are too weak. The balance of the game was thrown off by this. It still looks and plays great however. As usual.

Eek! Another Neo-Geo fighting game. KOF '94 is definitely the big boy of the group; 24 characters is nothing to sneeze at! The Team Player Option is very cool and the game really cruises along at a decent pace. The backgrounds are simply unbeatable. The detail and the music are incredible. KOF '94 has enough distinguishing features to really make it stand out in a field that is jam-packed with competitors.

King of Fighters is another great fighting game for the NEO-GEO. The graphics are, by far, the best of all the fighters for the system. Everything almost looks 3-D. And like all other NEO-GEO games, the music and sound are exceptional. I totally dig the Team Mode where you can pick a team of three characters and pit them against another team. I just wish that all the characters from the other games were included.

This has got to be one of the best fighting games for Neo. Most of your favorite characters from other games are here to fight alone or in teams. The graphics and sounds are definitely top-notch, Neo-Geo style. It plays just like the other Neo games and fans of the other fighting games will love it. There is a great variety of characters, moves, and competition. I only wish you could split the teams up.

3DO Panasonic

Burning Soldier

Shooter	Release: Now
Levels: 18	CD-ROM



I normally hold full-motion games in disdain. Of all the Sewer Shark clones out there, this has to be the most enjoyable of all of them. Burning Soldier is a tad too easy, but the Two-player Mode and difficulty settings help out a lot. The video is crisp and clear, and the music is great. The ending was long, and it was worth the time spent playing it. If you own a 3DO, you should consider picking this one up. It's brainless fun.

These games seem to be becoming the norm for CD-based systems, but that's not necessarily a good thing. First of all, the video quality is surprisingly good but it's just something to look at. The action wasn't exciting enough to keep my interest for very long. Even the later levels didn't pick up the pace. For shooter fans, I guess this game would be alright, but for me, I just wasn't impressed.

Burning Soldier is a mindless shooter for mindless shooter fans like me! Who cares about interactive gaming where you have to deal with confusing controls and gauges? The majority of this game is just total "eye candy" with tons of cool visuals. The full-motion sequences are done well! Great music and sounds top off a challenging shooter. Those wanting more in a shooter may be disappointed with this.

The full-motion video is done extremely well and really adds to this shooter. The game itself isn't anything too special, just your typical front-view shooter. The big attraction here are the superb backdrops that all the action takes place on. I think the game looks great, but as a shooter it isn't that fun, due to the linear, forward scrolling. Die-hard shooter fans may not think it is intense enough, but it does look hot.

EDITORS' CHOICE GOLD

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REVIEW CREW

MAJOR MIKE'S GAME ROUNDUP

AD & D Slayer SSI/3DO

You definitely won't get the same game twice with this cart's four billion dungeons! This is an engrossing adventure game that RPG fans will definitely take to instantly. The graphics are well done, there are plenty of characters to pick from, and the ability to create your own player-character is a big plus.

9 ED 7 DANO 6 AL 6 SUSHI 7 MIKE

Mutant Rampage Philips/3DO

A side-scrolling Final Fight-type game that tries awfully hard, but nonetheless comes up short. The problem was I didn't find the fighters very distinctive, and their moves were somewhat bland. The graphics are nice (accompanied by some truly rockin' music—keep in mind this is CD-i), but it never worked for me.

6 ED 5 DANO 5 AL 5 SUSHI 6 MIKE

Solitaire Funpak Interplay/Game Boy

This is the type of game made for the portable system—Solitaire Funpak is a thorough card game title with several games to play. If you are a solitaire player, then this game will definitely provide a challenge. The graphics are simple as is the game play itself. Overall, this is a worthy addition to any card video game library.

6 ED 6 DANO 5 AL 5 SUSHI 7 MIKE

Samurai Shodown Takara/Game Boy

A very good portable version of the Neo-Geo arcade smash! Almost everything is here—the fighters, the moves, and the look. This one seemed a lot more fun to play on the Super Game Boy than on the small screen, but nonetheless, fans of the game who are "on the go" will not be disappointed with this one.

8 ED 7 DANO 7 AL 7 SUSHI 8 MIKE

Jaguar Atari

Alien Vs. Predator

Action	Release: Now
Levels: N/A	16 Meg



I'm a big fan of both the Alien and the Predator movies, and this game's graphics are good enough to put you right into the game. Unfortunately, the game play was not very well thought out. You almost always take a hit when fighting, and you can't jump over acid. Why do the Aliens leave all the bodies around? That's not like them. Where's the music? Is it an option I missed? It's okay as far as I'm concerned.

This puppy has been in the works for quite some time now. AVP is a good take on the growing first-person perspective, kill-everything games. Being able to play as an Alien, Predator, or a Marine tremendously helps the replay value. However, the drawbacks come in the form of choppy animation and frequent cheap hits. The levels are huge, which is also a big bonus, but there aren't enough items to interact with.

This is one license that could have been a really great game. AVP suffers from a serious case of bad play control. The scrolling in AVP is choppy. There should have been a jump capability, because there are times when you kill an Alien and their acid blood gets on the floor and you have no choice but to go through it. Unfair! On the good side, the graphics are adequate, but that just isn't enough.

I like the whole Alien and Predator idea but this doesn't reflect the action of the comics or other games. The green drab look doesn't really catch your eye and the weapons aren't very impressive. This doesn't seem to capture the elements of Doom or Wolfenstein that became instant computer classics. It doesn't have an addictive quality to the levels, although it does have big levels to map and explore.

CD-i Philips

Burn Cycle

Adv. / RPG	Release: Now
Levels: N/A	CD-ROM



Burn: Cycle is a great interactive mystery that must be seen to be believed. The combination of video and interactive mystery is superb. The story is hard-core cyberpunk, and nothing is left to the imagination. There are puzzles to solve, and plot lines to unravel. It'll surprise you every step of the way. The video footage doesn't become overbearing. This is yet another great game on the CD-i.

Just sitting down and playing Burn: Cycle for 10 minutes isn't the way to enjoy it. It must be played like an RPG, which it does a nice job of emulating. The characters, story, and graphics are all top-notch. The stingy time limit can be bothersome but really adds to the suspense. This is one game you will definitely find yourself wrapped up in. If you don't have a CD-i by now, Burn: Cycle will definitely change your mind.

Ho-hum! Burn: Cycle is just a game where you move a player one space at a time through mazes and corridors while avoiding and/or killing enemies. It's too slow and tedious for me. It does have a pretty cool story, but the slow progress of the game just kills it for me. Yes, the graphics are pretty and, yes, the sounds and voices are nice, but this game really needed to be a little more exciting.

It seems as though all of the CD-ROM titles that are out rely on full-action video and sound to sell the game. Even though Burn: Cycle has both of those qualities, it was different than the other cyberpunk point-and-click games. It is one of the few titles that actually had an interesting enough story to keep you coming back for more! If you're really into thinking games, Burn: Cycle's at the top of its class.

Game Gear Sega

Sonic Triple Trouble

Action	Release: Now
Levels: N/A	4 Meg



Sonic Triple Trouble is just what you'd expect from any of the other Sonic GG games. It's colorful, fast, and very close to the Genesis games. It's a bit choppy. The biggest downfall of STT is that it doesn't really do anything new with Sonic. It's more of the same. However, it plays well for the small screen, and in itself, is quite fun. Having played them all, I just wasn't impressed. Hopefully something new will be done.

He's baaack! Sonic just can't seem to go away. Although the game is nothing new in terms of things to do or enemies to defeat, it does have the ability to keep you entertained, not all games can say that. As always, the control is very precise and the game is colorful, but there is always that feeling of playing the same game over and over. Any Sonic fan would do well to check out this latest adventure.

Now don't get me wrong—just because I gave this game a six, I do like the game. There are many elements in Sonic Triple Trouble that make it a good game (i.e., great graphics and animation along with good play control). It's just that I've seen it all before. I just feel like I'm playing the same game but with different graphics. This game just needed a touch of originality. But if you're a Sonic fan, you'll love this game.

This game is pretty much the same old Sonic theme, but I have to admit that I enjoyed it. The animations are done very well, along with the graphics and sounds. For a portable it is very fun to play and can easily keep you busy. It isn't very unique, but the big levels, choice of Tails, and classic game play make it a quality game. Although the whole Sonic concept is getting strained, you can't help but admit to its quality.

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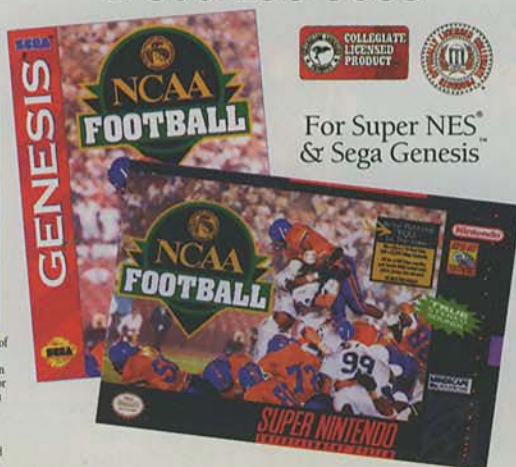
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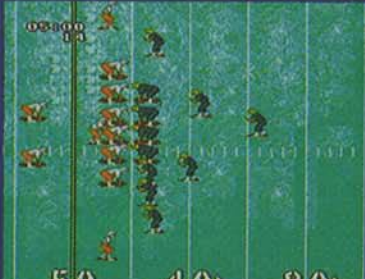
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OFFENSE 0

YARDAGE	DOWN	TIME	SCORE
1ST & 10	25	04:58	23 1

DEFENSE 0



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EGM'S HOT TOP TENS

TOP TEN SEQUELS THAT DIDN'T WORK

Once in a great while you play a game that's so good you can't wait to play the sequel. Then when the long-awaited sequel finally arrives, it doesn't quite meet your expectations. You expected all the qualities that made the original so great. Instead, part two falls a bit short and lacks the magic that got you hooked in the first place. That's life in the gaming trenches.



#1
STRIDER RETURNS
U.S. GOLD/GENESIS



#2
AFTER BURNER III
SEGA/SEGA CD



#3
DOUBLE DRAGON V
TRADEWEST/SNES



#4
GOLDEN AXE 3
SEGA OF JAPAN/MEGA DRIVE



#5
FINAL FIGHT 2
CAPCOM/SNES



#6
ROLLING THUNDER 3
NAMCO/GENESIS



#7
BLASTER MASTER 2
SUNSOFT/GENESIS



#8
WING COMMANDER 2
MINDSCAPE/SNES



#9
BUBSY 2
ACCOLADE/GENESIS



#10
WANDERERS FROM Y'S III
SAMMY/SNES

EDITORS' TOP TEN



The king of the jungle has returned, and he is determined to stay for a very long time.



#1
DONKEY KONG COUNTRY/NINTENDO
SNES 1 Month ▲

#2
DEMON'S CREST/CAPCOM
SNES 4 Months ▼

#3
STAR CONTROL II/CRYSTAL DYNAMICS
3DO 3 Months -

#4
SUPER RETURN OF THE JEDI/JVC
SNES 2 Months -

#5
MORTAL KOMBAT II/ACCLAIM
SNES 3 Months ▲

#6
SUPER STREET FIGHTER II/CAPCOM
SNES 5 Months ▼

#7
WILD GUNS/NATSUME
SNES 3 Months -

#8
R-TYPE III/JALECO
SNES 2 Months ▲

#9
EARTHWORM JIM/PLAYMATES
GEN 1 Month ▲

#10
POCKY & ROCKY 2/NATSUME
SNES 8 Months -

READER'S TOP TEN

The blood bath begins. The long-awaited sequel to MK has finally hit the streets on all platforms. It comes as no surprise that it is all over the top three. This is truly the best home version to date. Street Fighter Who?

#1
MORTAL KOMBAT II/SNES



Look for the Kano and Sonya transformations.

#2
MORTAL KOMBAT II/ARCADE



Why play the arcade when you can play a carbon copy at home?

#3
MORTAL KOMBAT II/GENESIS



The very impressive Sega version ranks in at third place.

#4
ETERNAL CHAMPIONS/GENESIS



The CD version will blow the original away.

#5
ACTRAISER 2/SNES



Just wait until you see the third installment.

#6
STREET FIGHTER II/SNES



Hasn't this game gotten a little old by now?!

#7
MORTAL KOMBAT/SNES



For those of you who can't afford the sequel.

#8
SUPER STREET FIGHTER II TURBO/ARCADE



Now you can play as a little Akuma in the arcades!

#9
DONKEY KONG COUNTRY/SNES



The jungle fever starts in November. It will drive you ape.

#10
SUPER STREET FIGHTER II/SNES



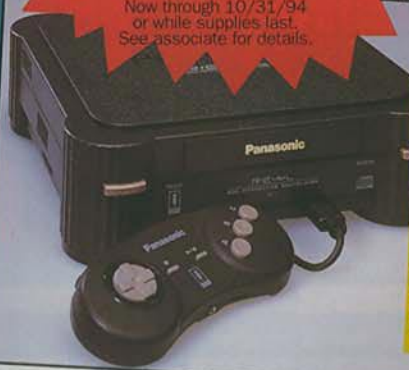
Will Cammy ever get her revenge? Maybe next issue.

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EGM'S HOT TOP TENS

Babbage's

America's Software Headquarters

The Top Ten information below is provided by Babbage's and is current as of Sept. 18, 1994

3DO		
#1	ROAD RASH/ELECTRONIC ARTS	Δ
	1 Month	
#2	WAY OF THE WARRIOR/UNIVERSAL INTERACTIVE	Δ
	1 Month	
#3	AD&D SLAYER/ELECTRONIC ARTS	Δ
	1 Month	
#4	GUARDIAN WAR/PANASONIC	Δ
	1 Month	
#5	SHOCK WAVE/ELECTRONIC ARTS	∇
	3 Months	
#6	JOHN MADDEN NFL '94/EA SPORTS	-
	2 Months	
#7	BURNING SOLDIER/PANASONIC	Δ
	1 Month	
#8	SOCCER KID/THE 3DO COMPANY	Δ
	1 Month	
#9	MAD DOG II/AMERICAN LASER GAMES	Δ
	1 Month	
#10	ALONE IN THE DARK/INTERPLAY	∇
	2 Months	

SUPER NES		
#1	MORTAL KOMBAT II/ACCLAIM	Δ
	1 Month	
#2	BREATH OF FIRE/SQUARE SOFT	-
	2 Months	
#3	THE DEATH AND RETURN OF SUPERMAN/SUNSOFT	Δ
	1 Month	
#4	MAXIMUM CARNAGE/ACCLAIM	Δ
	1 Month	
#5	SUPER STREET FIGHTER II/CAPCOM	∇
	3 Months	
#6	TETRIS 2/NINTENDO	Δ
	1 Month	
#7	BRAIN LORD/ENIX	Δ
	1 Month	
#8	POWER RANGERS/BANDAI	Δ
	1 Month	
#9	THE SECRET OF MANA/SQUARE SOFT	∇
	8 Months	
#10	THE INCREDIBLE HULK/U.S. GOLD	Δ
	1 Month	

GENESIS		
#1	MORTAL KOMBAT II/ACCLAIM	Δ
	1 Month	
#2	BILL WALSH COLLEGE FOOTBALL '95/EA SPORTS	Δ
	1 Month	
#3	COLLEGE FOOTBALL'S NATIONAL CHAMPIONSHIP/SEGA	Δ
	1 Month	
#4	MAXIMUM CARNAGE/ACCLAIM	Δ
	1 Month	
#5	MS. PAC-MAN/TENGEN	Δ
	3 Months	
#6	WORLD SERIES BASEBALL/SEGA	∇
	6 Months	
#7	THE INCREDIBLE HULK/U.S. GOLD	∇
	2 Months	
#8	PGA TOUR GOLF II/EA SPORTS	Δ
	1 Month	
#9	SUPER STREET FIGHTER II/CAPCOM	∇
	3 Months	
#10	RISK/PARKER BROS.	Δ
	1 Month	

SEGA CD		
#1	STAR WARS 3-D: REBEL ASSAULT/JVC	-
	3 Months	
#2	AD&D EYE OF THE BEHOLDER/SEGA	Δ
	1 Month	
#3	BRUTAL: PAWS OF FURY/GAMETEK	Δ
	2 Months	
#4	VAY/WORKING DESIGNS	∇
	3 Months	
#5	FORMULA ONE WORLD CHAMPIONSHIP/SEGA	∇
	2 Months	
#6	HEIMDALL/JVC	-
	3 Months	
#7	DARK WIZARD/SEGA	-
	1 Month	
#8	TOMCAT ALLEY/SEGA	∇
	4 Months	
#9	RISE OF THE DRAGON/SIERRA	Δ
	6 Months	
#10	POWERMONGER/ELECTRONIC ARTS	-
	1 Month	

GAME GEAR		
#1	MORTAL KOMBAT II/ACCLAIM	Δ
	1 Month	
#2	ALADDIN/SEGA	∇
	5 Months	
#3	PINBALL DREAMS/GAMETEK	Δ
	1 Month	
#4	SONIC SPINBALL/SEGA	Δ
	1 Month	
#5	THE INCREDIBLE HULK/U.S. GOLD	Δ
	2 Months	
#6	X-MEN/SEGA	∇
	8 Months	
#7	NBA JAM/ACCLAIM	∇
	7 Months	
#8	SONIC CHAOS/SEGA	∇
	10 Months	
#9	ECCO THE DOLPHIN/SEGA	∇
	4 Months	
#10	POKER FACE PAUL'S SOLITAIRE/SEGA	Δ
	1 Month	

NUMBER ONE GAME FOR EACH SYSTEM	
	3DO Road Rash Electronic Arts
	SUPER NES Mortal Kombat II Acclaim
	GENESIS Mortal Kombat II Acclaim
	SEGA CD Star Wars 3-D: Rebel Assault JVC
	GAME GEAR Mortal Kombat II Acclaim

EGM'S HOT TOP TENS



REGISTER YOUR VOTE

Let the whole world know what your favorite games are and voice your video game vote! Call the special EGM Top Tens Hotline and register your own awards! Simply call the number below, select your favorite games from the listing, and power on! Then turn to next month's EGM's Top Tens to get the results! It's that easy! CALL TODAY!

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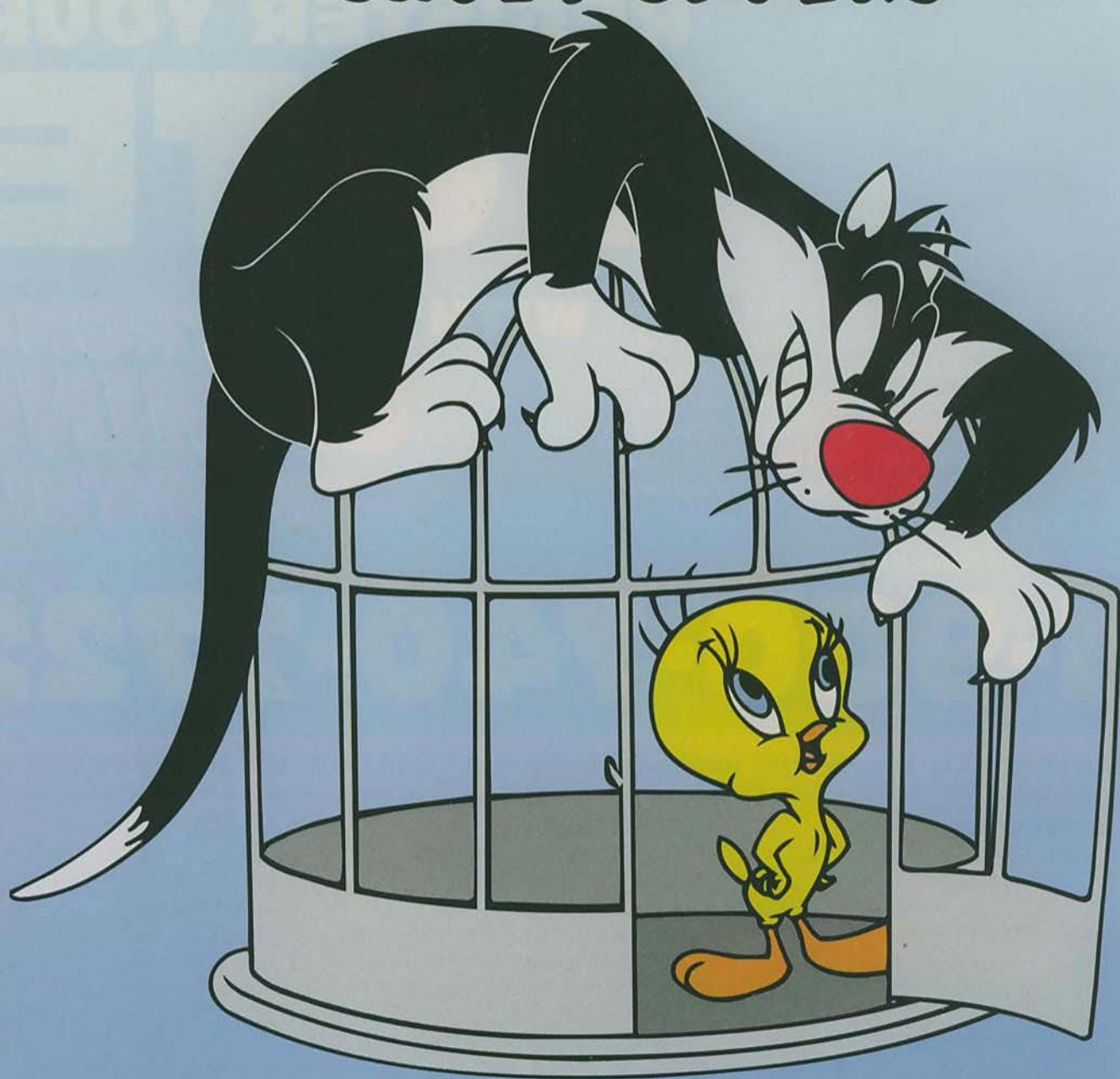
Don't agree with the Review Crew? Want your opinion to count? Call the EGM Top Ten Hotline and VOTE today!

After calling the Hotline, follow the prompts and enter the number corresponding to your favorite games below. Also listen to the latest and greatest gossip!

- | | | |
|-------------------------------------|---------------------------------------|--|
| 1. SNES / MORTAL KOMBAT II | 17. SNES / DEMON'S CREST | 33. SEGA CD / SILPHEED |
| 2. SNES / STREET FIGHTER II TURBO | 18. GENESIS / MORTAL KOMBAT II | 34. SEGA CD / MORTAL KOMBAT CD |
| 3. SNES / ACTRAISER 2 | 19. GENESIS / EARTH WORM JIM | 35. DUO / STREET FIGHTER II CE |
| 4. SNES / SUPER EMPIRE STRIKES BACK | 20. GENESIS / STREET FIGHTER II CE | 36. DUO / DRACULA X |
| 5. SNES / SUPER STREET FIGHTER II | 21. GENESIS / JURASSIC PARK | 37. 3DO / ROAD RASH |
| 6. SNES / STUNT RACE FX | 22. GENESIS / MORTAL KOMBAT | 38. NEO•GEO / WORLD HEROES 2 JET |
| 7. SNES / DONKEY KONG COUNTRY | 23. GENESIS / LETHAL ENFORCERS 2 | 39. NEO•GEO / FATAL FURY SPECIAL |
| 8. SNES / EARTH WORM JIM | 24. GENESIS / STREETS OF RAGE 3 | 40. NEO•GEO / ART OF FIGHTING 2 |
| 9. SNES / SUPER METROID | 25. GENESIS / SONIC THE HEDGEHOG 3 | 41. NEO•GEO / KING OF FIGHTERS '94 |
| 10. SNES / TETRIS 2 | 26. GENESIS / SONIC SPINBALL | 42. NES / KIRBY'S ADVENTURE |
| 11. SNES / SUPER RETURN OF THE JEDI | 27. GENESIS / CONTRA: HARD CORPS | 43. NES / MEGA MAN VI |
| 12. SNES / SUPER MARIO ALL-STARS | 28. GENESIS / CASTLEVANIA: BLOODLINES | 44. GAME GEAR / MORTAL KOMBAT II |
| 13. SNES / THE JUNGLE BOOK | 29. SEGA CD / SNATCHER | 45. GAME GEAR / THE INCREDIBLE HULK |
| 14. SNES / SUPER STAR WARS | 30. SEGA CD / SONIC CD | 46. ARCADE / MORTAL KOMBAT II |
| 15. SNES / AERO THE ACRO•BAT | 31. SEGA CD / GROUND ZERO, TEXAS | 47. ARCADE / SUPER STREET FIGHTER II TURBO |
| 16. SNES / STUNT RACE FX | 32. SEGA CD / HEART OF THE ALIEN | 48. ARCADE / MORTAL KOMBAT III |

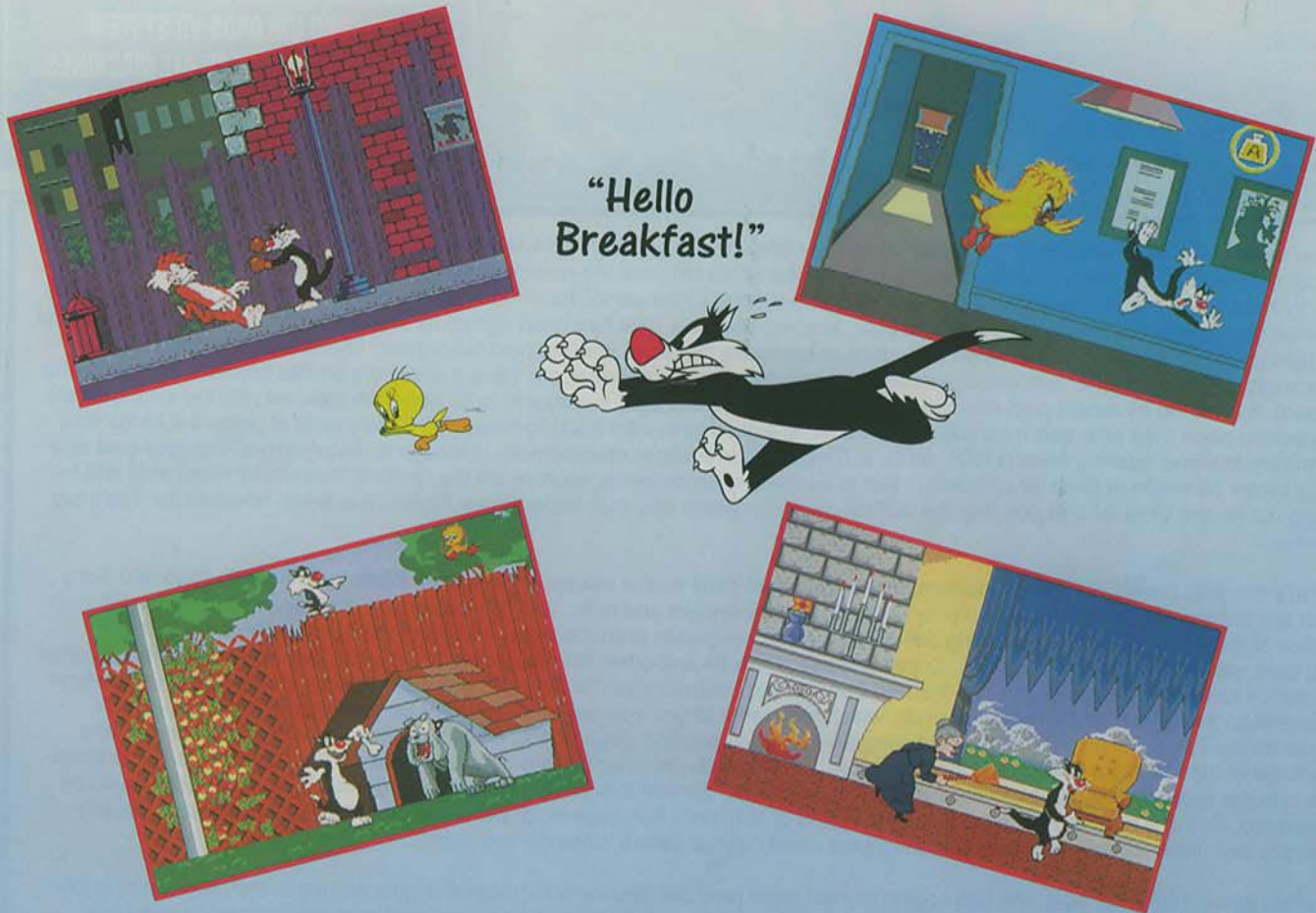
Top Ten nominations change each month with all-new favorites! **New entries in red.** These nominations are good through November 30.

Sylvester and Tweety IN CAGEY CAPERS



"BAAD OL' PUTTY TAT!"

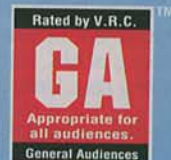
Sylvester is at it again! His favorite meal (Tweety) is so close he can taste it – but there’s a slight catch. He has to get past Granny, Spike, Hippety Hopper the Kangaroo and more to get his paws on Tweety. It’s amazing what this cat will do for a bite to eat.



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- ▶ Grab items found in the background to make difficult, but climbable stacks!



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GAMING GOSSIP

...SONY TO GET MORTAL KOMBAT III...
...PLAY STATION SIGNS BULLFROG...
...SEGA TO OVERHAUL SATURN SYSTEM?...
...32X PACK-IN GETS VIRTUA IN U.K...
...STREET FIGHTER MOVIE UPDATE...
...HASBRO UNLOADS VR SYSTEM...
...DRACULA X COMING TO ALL MACHINES...
...MK2 KOLLECTOR'S MAGAZINE COMING...

...Time to kick off another month of gossip as yours truly takes to the gaming field with the latest and greatest goodies from inside and out the biz. The Q's been prowling the sidelines for the latest dirt from the hottest names in gaming, while the powers that be each try to up the other for the coveted title of best game system in the world! So sit back and let the Q deliver the news as only the rumor-meister can ... Here's the lead-in of the year, kiddies: Seems a deal has been signed by Williams and Sony for Mortal Kombat III to light up PlayStation machines when that piece of hardware hits store shelves next November. The Q-Mann expects to see some angry words on the horizon since, according to sources close to the deal, the ink is already dry on this contract. Nintendo, the company that touted its recent pact with the arcade giant just months ago, is rumored to be none too pleased with the arrangement—especially since their next gen machine, the Ultra 64, is expected to intro head-to-head with Sony's gear at about the same time ... Contrary to some reports, there is NOT an O. J. Simpson game under development (although a driving sim where your goal was to stay below 55 would at least be unique!) ... Not to be completely outdone, sources tell the Q-Mann that Mortal Kombat III will be coming out for the Ultra 64 and possibly the 3DO in much the same way that Super Street Fighter II is being released for Trip's big machine...

...What's the deal Sony USA? The Quartermann is starting to think you're asleep at the wheel! While both Sony Europe and Sony Japan are dishing out the good stuff on your upcoming game system and softs, with marketing and sales teams intact, the folks on this side of the Atlantic/Pacific are having difficulty even returning calls from the press. Although the Q loves the extra workout, you'd think with all the furor over Saturn, Super Genesis, Ultra 64 and other VR machines, you'd be all over the head eds ... In other PlayStation news, the Quartermann has learned that Bullfrog Entertainment in the U. K. has just signed a contract with Sony worth a guaranteed \$4 million (or 2.5 million pounds, whichever dollar jargon you prefer) ... Look for Sega to dish out an eight-player adapter called Team Player that will be fully compatible with all existing Sega Sports titles. Upcoming entries in the line will take advantage of the functions available from this device ... Meanwhile, in other Sega news, the Q-Meister has discovered rumors that Sega is in the process of a complete hardware overhaul of their Saturn unit. While taking this mega-machine out of orbit would be unexpected, they are rumored to be retooling the unit to give it more horsepower for the same price tag. Seems Sega is already starting to feel the heat from rival next gen machines nearly a year before those battles begin...

...In other news, Nintendo's big ape has apparently got bugs (and not fleas or ticks) from swinging around in the programming jungle. These programming bugs are rumored to be giving developers a hard time and conventional exterminating techniques are meeting with little success. These programming bugs may cause the launch of Donkey Kong Country to be pushed back, but Nintendo does have their top exterminators on the problem. The Q guesses that the jungle will be free from pests in time for their big launch in November ... In Europe, Sega's 32X is being packaged with Virtua Racing Deluxe, not a bunch of stinking \$10 coupons for six different first generation 32X games set to clock in at \$60 each. However, in other pack-in news, Sega plans to pack in the Lion King with the Genesis on our side of the pond this Christmas. Take notice game companies, any effort to pare down costs by launching big Bit game machines that have no software pack-ins will be met with serious resistance from yours truly ... Nintendo sources have told the Q-Mann that Donkey Kong Country is a possibility to be packed in with the Super NES (it's a for-sure thing in England), but talk of the big ape being packed in with the Super NES this Christmas is raging because sales of the 16-Bitter have been flat in recent months...

...Dracula X is coming next year for the Sony PlayStation and for the Super NES as well as Sega's 32X from Konami ... Early word on the big-budget Street Fighter movie isn't good, according to sources close to the Q. Not only are the characters pale imitations of their video alter-egos (look at Guile, Ryu, Honda, ewwww!), the decision to put the focus of the movie on the shoulders of Van Damme as Guile has been eliciting boos during previews in my area ... In addition, a recent article claimed that Capcom is going to choke on more than a million copies of the home Street Fighter game ... Viacom's getting ready to rock in the new year with the Brothers Grunt and Phantom 2040 for the Super Nintendo and the Sega Genesis...

...Hold onto your Oreos, Q-Fans, for this important Gaming Gossip update! Remember a while back I broke the news of Hasbro's intro into the gaming business with a 32-Bit portable VR system? Well, Nintendo just bought the technology and will be packaging the Hasbro device as their own in Japan just in time for the holidays. The U.S. release, of course, will be early next year ... That just about wraps it up for this installment of Gaming Gossip, as moi must go catch a plane and interview the stars of the upcoming Mortal Kombat movie! Speaking of MK, don't miss out on the official Kollector's magazine coming soon from the folks that bring you EGM! It should be in stores any day. Until next time...

- QUARTERMANN



>>MC-OME(IN(XXX D-OOYOUOREA-D...TULLY...IS THAT YOUX?))DO YOU R.EAD-ME...TU-LLY?...I'M(GONNA))...FRY
YOUR AS*S±THIS IZ X.ROCKET.))SCI-ENCE...GAME.1...LOAD-STAR. DO(((U RE-AD.)E... THIS I(,) ROCK

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got our games:



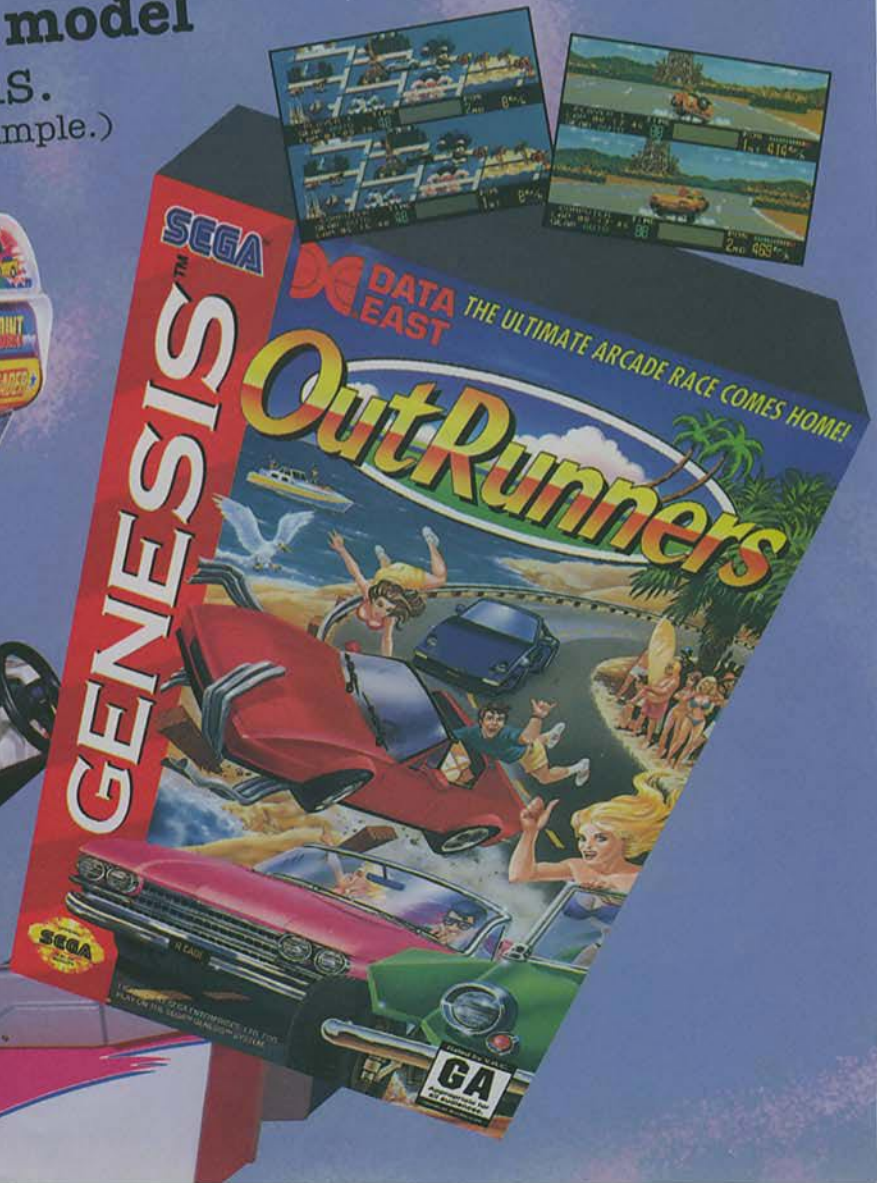
1 Buy some
thumbpads.



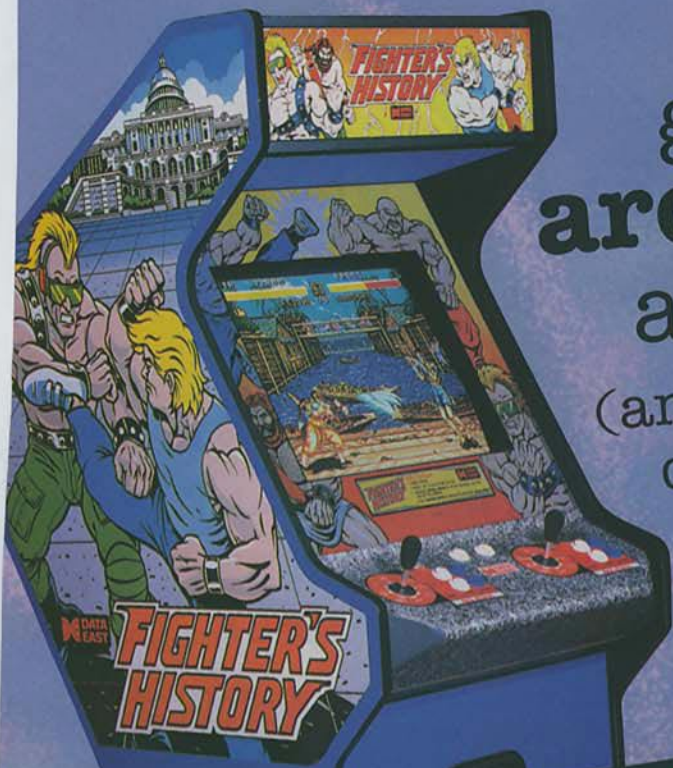
2 They make
great shades
(no UV rays at all.)



3 You could build
a **scale model**
of Elvis.
(that's his dimple.)



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arcade action
at home
(and keep your
quarters.)



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PRESS START



SEGA SET TO GIVE NINTENDO A KNUCKLE SANDWICH

It seemed that Sega of America was in a bad fix recently. Sega's top executives couldn't find Knuckles the Echidna or so the press release said.

It was all an awesome publicity stunt to set gamers all over the world up for the century's ultimate game launch.

"Knuckles was causing quite a stir. He had everyone going and was at large, refusing to play along with Sega's marketing plans," Sega sources reported.

Everyone knew that the star of the game wasn't missing—character animations in games don't disappear, except in the cases of power failure or programmer errors. Everyone in the gaming media knew that wasn't the case, but we all played along to see what Sega was cooking up. The releases, the faxes, and all of the colored paper that was changing hands added to the excitement of whatever was to follow.

The details started to flood in on Knuckles, the gaming fugitive. The APB was posted.

"MTV and the Hard Rock Cafes around the world were joining Sega in the search for their newest, high-priced gaming mascot who was on the run," a press release read. They needed to find Knuckles in time for his big launch gig at Alcatraz. The plot was thicken-

ing and the purpose of the missing mascot headlines was becoming apparent.

Sega arranged for a high-security cell on the island of Alcatraz to be the site of a competition for hardcore gamers.

Gamers from around the world had to bring their suitcases, packed and ready to go, along with their quick fingers, to a participating Hard Rock Cafe location. They could also phone a 1-800 number and qualify by calling their local radio station. The worldwide competition took place October 8, at Hard Rock Cafes in 16 locations in the United States and in local locations in Brazil, Canada, Japan, Europe, and Mexico.

Once the gamers won their regional tournaments, they grabbed their suitcases

and were then flown to San Francisco. They were transported to Alcatraz to take part in the worldwide launch. Gamers were transported in a motorcade, then taken by cruiser to the island.

The hype continued and Sega was worried that Knuckles wouldn't be caught in time. But some fine detective work tracked down the star of their new game was



Sonic 3 as Knuckles or Sonic, and find new areas in each of those games using Knuckles. The games are backward compatible and a new concept in video game play.

The developers of the Sonic series had to build this feature in when they were making the original games.

Not only will the new technology make the games you already have (Sonic 2 and Sonic 3) seem new again, but the Sonic and Knuckles cart you get when you buy the game will also have seven new levels, 14 acts (if you play the game as Knuckles), and eight new levels plus one super secret hidden level that can only be seen in this month's *EGM*. It's the first time a company has thought ahead when making titles to

allow for a new player to be added to the game later on. All of the festivities, including the capture of Knuckles, was filmed and put into a half-hour prime-time MTV special called *Rock the Rock*. When it comes to all-time cool video game launches, the Knuckles gig on the rock will go down in gaming history.

locked into the game forever, much to everyone's surprise.

The game features new technology that will allow gamers to play Sonic 2 and

GLOP! SQUISH! SPLAT!



the Pagemaster



Escape from danger with sticky hands!



Fight fire-breathing dragons!



Swing a sword to defeat pirates!



IF YOU DON'T HAVE EYES IN THE BACK

YOU'RE ALL ALONE
IN A SPACE COLONY.
EXCEPT FOR THE
HUNDREDS OF KILLERS
WAITING TO GUN YOU
DOWN LIKE A DOG.



THEY'RE IN FRONT
OF YOU. IN BACK OF
YOU. TO YOUR LEFT.
TO YOUR RIGHT.

BASICALLY,
YOUR CHANCES
ARE PATHETIC.



THE KEY TO SURVIVAL?

SHOOT THE
LIVING SNOT OUT OF
EVERYTHING IN SIGHT,
THEN COLLECT MORE
WEAPONS OFF THE WARM
DEAD BODIES.



OF YOUR HEAD, YOU'RE DEAD MEAT.

SHOTGUNS, HAND GUNS,
LASERGUNS, GRENADES,
FLAMETHROWERS,
ROCKET LAUNCHERS...

IT HELPS IF YOU'RE
RUTHLESS.

IF YOU AREN'T,
YOU'RE DEAD MEAT.



THE FIRST 3-D,
360-DEGREE, FIRST
PERSON SEARCH AND
DESTROY MISSION
ON SEGA™ GENESIS!™



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**ZERO
TOLERANCE**
ACCOLADE

WORLD SERIES A BUST, BUT GAMERS CAN STEP INTO THE ELECTRONIC BATTER'S BOX

This year's major league baseball season is history, but there's a way for you to make your own 1994 baseball memories become reality from the comfort of your own home.

You can swing for the Green Monster or pull the ball into the ivy in straight-away center field or face some of the toughest pitchers in the major leagues without breaking any windows.

No, the baseball strike wasn't a bad dream, but one company may just give baseball fanatics their much-needed baseball fix.

Sports Sciences has developed the first Virtual Reality baseball bat.



The bat is called Batter Up and it is compatible with a number of video games already out on the market.

That's right. You can hit pitches thrown at you from pitchers

in your favorite video games.

The two most notable games that Batter Up works with are Ken Griffey, Jr. Major

League Baseball for the Super NES and World Series Baseball for the Sega Genesis.

Batter Up is dual compatible for both the Genesis and the Super NES and plugs into a controller port using a cable.

Gamers hook the \$69 bat into the controller port and step into the video gaming batter's box.



The electronically programmed, 24-inch, blue-and-black foam-covered bat calculates whether the batter strikes out, singles, or puts one deep over the wall into left field.

After you take a cut, follow the flight of the ball into the park, if the pitcher doesn't blow the ball by you.

Watch for those inside fast

balls, up and in tight. A little chin music may be just the tune strike worn baseball fans would enjoy hearing. Make sure Mom's expensive lamps and knickknacks are out of the way when you step into the invisible batters batter's box and go for the fence in Batter Up.

NEW CONTROLLER WILL MAKE YOU THE MVP OF YOUR SPORTS GAMING BLOCK

Naki just scored a touchdown and you will be the one going for the two-point conversion.

The Nakitek MVP arcade joystick is one sophisticated controller that will have you blasting by the competition.

Sports gaming enthusiasts won't want to go without this latest innovation in controller technology.

The MVP (Most Valuable Player) joystick will allow you to put up some pretty big numbers on the gaming grid-iron, on the ice or in the out-fields of your favorite baseball game.

Whatever sport you like to take to the gaming field with, peek at this joystick.

It has some new capabilities that gamers have been waiting for, including the new Triple Play Options. These include a variable Speed Option, multidirectional movement, including

various angles and directions that normal controllers don't allow you to move in.

The joystick will allow you to stop on a dime plus rotate and move in directions you never



thought were possible when playing your favorite sports video game. It will truly allow you to move players you control at any angle. For example, a basketball player can now pass or dribble in any direction, instead of being limited to four

The MVP joystick will enable

gamers to manipulate the speed of the characters on the screen. With the joystick configuration, the football player can run slow, medium, or fast plus back pedal or fake out members of other teams.

This feature will allow you to run circles around the competition. For realistic 3-D cyberaction, gamers can manipulate objects on the Z axis, from the background to the foreground, creating a 3-D effect. In flying and racing games, players can propel objects forward and back-

ward to outmaneuver opponents. All of Nakitek's controllers are dual system compatible for gamers who own both the Genesis and the Super NES. The MVP controller will cost \$49.99. If you're a sports fan, this one will help you score often.



LAST MINUTE UPDATE CAPCOM AND DATA EAST ROUND 2

The soap opera-like saga of Capcom and Data East has gone into the second round. Remember the dispute over whether Fighter's History infringed on Capcom's Street Fighter II copyrights or not? Capcom, in its opposition to Data East's previous summary judgment motion, claimed that Capcom was entitled to submit the entire matter to the jury.

Judge William Orrick of the United States District Court for the Northern District of California stated, "As such, Capcom's argument that it is entitled to submit both games to the jury, simply because the court found some expression in Street Fighter II to be protectable is without merit."

The judge went on to rule concerning Capcom's claim that miscellaneous game features such as the Attract Mode and Vs. Screens as well as the selecting of players, tracking vitality, and designating winners were protected and that Data East had infringed their copyright by using those features. The judge stated, "As such, there is no triable issue of fact with respect to the unprotectable nature of Street Fighter II's miscellaneous game features. Data East is entitled to summary judgment with respect to this category of alleged similarities."

The court battle between the two companies continues and we'll have all the drama.

ANOTHER GREAT RPG FROM ENIX!



THE INVENTION MACHINE!
GIVE YOUR CREATIONS
LIFE!



CHECK OUT THE PLANET
ON YOUR "VIEW" SCREEN.
GOTTA KNOW WHERE
YOU'RE GOING!



GREAT ANIMATION!
HEY, FIGHTING DOESN'T
HAVE TO BE BORING!



YOU'VE GOT THE KEYS TO YOUR DAD'S
INVENTION MACHINE! GO CRAZY!

CREATE AND COMMAND YOUR OWN SMALL
ARMY OF ROBOTS! CREATE WEAPONS,
ARMOR & ITEMS!

EXPLORE A TOTALLY NEW PLANET AND
VISIT PLACES IN OUTER SPACE! COOL...

SUPERIOR GRAPHICS AND SOUND!

OVER 35 HOURS OF GAME PLAY...

FROM THE CREATORS OF ACTRAISER AND
SOULBLAZER!

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WAY OF THE WARRIOR ON 3DO PUTTING UP ONE HECK OF A FIGHT

In the first few weeks Way of the Warrior has been available nationwide, it's been selling very well.

The first hard-hitting fighting game for the 3DO Interactive Multiplayer system has become the fastest-selling 3DO software title.

Way of the Warrior, the most anticipated 3DO title of the year, has garnered mixed reviews, but those who buy the games have the last word.

"This game is definitely the number one title in the market right now. Way of the Warrior has been the hottest selling title we've ever had for the 3DO system," said Peter Roithmayr, senior buyer of electronics for Electronics Boutique.



Naughty Dog developed the title for Universal Interactive Studios Inc., a unit of MCA. Way of the Warrior was the company's first product.

The music of Geffen recording artists White Zombie is featured on the soundtrack.

VIDEO GAME VERNACULAR THE TALK OF THE TOWN

Gamers, like skateboarders, have a certain lingo that they have developed as they play.

A subculture of sorts, gamers of today seem to have invented, an alien tongue that is turning living rooms into arcades with their special clubhouse jargon.

The video game culture has definitely arrived, with three out of every four American families owning a gaming console.

Gamers are creating a huge and inventive slang vocabulary of "Tendo Speak" that puts the lingo of the present day to shame.

After jockeying more than 30 million calls from die-hard game players and trading tips with video game players from across North America, Nintendo's game counselors have put together a brief glossary of what gamers mean when they're "Viddin." Now you'll be able to dissect the dialect and make sense of what gamers around you are saying. You'll not only be able to understand the lingo, but you'll be able to join in.

Here are a few excerpts from the game glossary.

So let's crank some pink puffs and dissect the lingo.

Boss: a monster known as the Boss confronts the main character at the end of each level of an action game. Learning spin moves, counter punches, and parrying tactics may give kids the interpersonal skills they'll need to deal with the boss of the future.

The Code: the elusive set of controller instructions that allows players to skip easy levels, and gain supe-powers to evade harm. Not to be confused with the maddening array of PIN numbers, key codes, and phone access sequences used by adults, video game Codes are sought after by kids through a secret underground of gamers in the know.

In the Zone: the point where you can't do any wrong, even if you try to lose a live the only way you can do it, is to hand your mom or dad the controller.

NINTENDO-KING OF THE NIKKEI BUSINESS JUNGLE

For the fourth year in a row, Nintendo's on top of the annual ranking of excellent companies in Japan. The ranking is conducted by the Nihon Keizai Shimbun. The companies listed high are generally financially healthy and they have a large share of their respective markets.

This year Sony Music Entertainment came in second, and Fuji Film came in third. Many other large companies like Matsushita Electric (Panasonic) and Sega slipped in the rankings. On this year's list Sega ranked 13 and Capcom was number 21 in the posted rankings.



Crankin': on a role and having a good time and lots of success in the game they are playing.

Hit Points (HP): are not points one gets from pounding on a younger sibling and get points for each whack. When gamers use this term, they are referring to real points that they build up, that increases their power when playing role-playing games (Zelda, Illusion of Gaia, and Final Fantasy III).

Power-Up: it sounds like a new drink, but it's really the name for what's happening when a character gets visibly muscular or larger on-screen.

Warp: when your kids tell each other to warp, it's not obscene. They are telling each other to skip the easy levels by using a built-in feature of the game to get to a higher level.



Sega's highest ranking in the past five years was in 1993, when Nintendo was first and Sega was ranked fifth. The analysis is based on NEEDS-CASMA, a unique technique developed by Nikkei using a specialized analysis technique gauging potential growth, popularity, and market share.

SEGA OF JAPAN THINKS SONY WILL FIGHT IT OUT WITH THEM FOR GAMING'S TOP SPOT

Reports out of Japan from Sega's top man suggest that Sony, not Nintendo, will be Sega's biggest rival in the coming year.

The president of Sega of Japan doesn't consider Nintendo and their Ultra 64 machine to be that much of a threat.

He feels that Sony and its PlayStation will be their main competition in the coming year.

"Sony is a much stronger company than another company that I cannot name," said Sega's Hayao Nakayama in a subtle reference to Nintendo.

Nakayama went on to say that, although Sony is new to video games, they have many years of experience in the consumer marketplace. Later this year, several of gaming's top companies will be unveiling their next generation of home game machines. None of the new machines will be compatible with the existing Super NES and Genesis machines. Sega's banking on the 32X in the U.S. this Christmas.

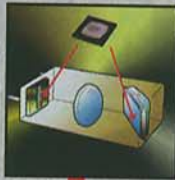
EXCLUSIVE FIRST LOOK AT NINTENDO'S NEW 32-BIT VIRTUAL REALITY SYSTEM

Nintendo's new 32-Bit Virtual Reality 3-D system may have had its roots in the military.

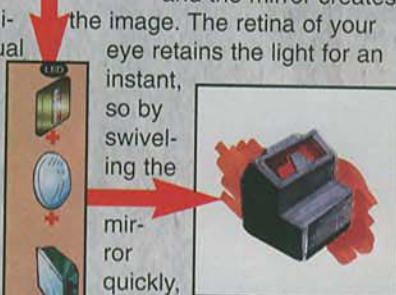
The new technology uses the Private Eye technology used by air traffic controllers and the military in the Gulf War. The actual system they used featured a head-mounted unit.

Nintendo's portable unit will look much like this GAF viewfinder, to give you the 3-D Virtual Reality in a box.

The system is made up of three key components: an



LED unit with a mess of red LEDs, a magnifying lens, and a swiveling mirror unit. The LEDs flash, the lens magnifies the light, and the mirror creates



the image. The retina of your eye retains the light for an instant, so by swiveling the mirror quickly,



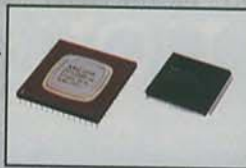
your eye perceives the wide image and not just a vertical column of light. Sources have revealed that Nintendo's system will have two sets of these, one for each eye, to get the proper 3-D virtual reality effect.

The system



won't attach to your body and there won't be any head-mounted device needed to get the full effects of the system. Nintendo has already confirmed this. They also have said that their 32-Bit machine will be much like NEC's PC-FX system, which looks as though it isn't going to fly.

Several licensees, including Hudson Soft of Japan are working on games, but no one wants to go on record just yet, because everyone is skeptical whether or not the unit will sell well.



GREYSTONE TECHNOLOGY RIDING ON A CLOUD OF VIRTUAL REALITY EXCITEMENT

If you're looking for a Virtual Reality experience, then Greystone Technologies might just have what you've been waiting for.

They develop Virtual Reality experiences, intelligent simulations, and artificial intelligence based software for commercial and defense industry uses.

They also design specialized software for military aircraft and dabble in sophisticated air combat simulators.

With the expanding Virtual Reality market, their titles—Virtual Voyage, the Pterandon, and Labyrinth Rangers—are becoming popular with VR fans.

They're expanding their market and setting up their Virtual Reality settings with entertain-

ment and promotional industries.

San Diego will be their first Entertainment center starting in the middle of '95 and they hope to set up other operations all over the world.

For several years, Virtual Reality (VR) has been promoted as the next media revolution.

VR will have many advantages and many different applications.

Doctors will be able to practice delicate surgeries in Virtual Reality operating rooms, so they could prepare themselves for very delicate operations.

Fighter pilots can rehearse dangerous missions and familiarize themselves with the terrain they will be flying over.

Chemists will be able to test new compounds without blowing up their lab. The list goes on.

Virtual Reality will also provide a new level of interactivity in many areas including education and entertainment.

Greystone developed the company with an initial \$2,000 investment in 1988. Since



then the company has grown by leaps and bounds. Initially the company used its skills with federal agencies and government contractors. The company targeted the avionics software industry, offering a blend of skills and technologies, including real-time interactive control, war game design, visual database development, networking, and other technical projects.

Yesterday's defense tools are becoming today's electronic plowshares. Today, with the new technology, a 10-year-old can harness the sights and sounds of Virtual Reality created with the same sophisticated technology used to train pilots and battlefield commanders.

In the VR game shown here, users can climb into the cockpit of an F/A-18 fighter and fly an actu-

al mission that was flown during the war in the Bekka Valley.

The simulation uses some advanced real-time imagery.

"It takes real engineers using calculus to develop sophisticated programs," says Richard A. Smith, Greystone's president. "VR is an experience made possible by intelligent software systems running on powerful computing platforms. We're one of the few companies who know Virtual Reality."



The sky is your battlefield.



A mission in the Bekka Valley awaits you and your flying skills.

Contains **none** of the U.S. Recommended Daily Allowances of **vitamins** and **minerals**.



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 85¢/min. 18 or older touch-tone phone only to hear Dana Gould's hilarious GEX routines. Yeah, it'll cost you a little, 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.

CRYSTAL DYNAMICS™

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MEGA MAN ANIMATED CARTOON SERIES TOP 25 MARKETS

LOCATION	STATION	TIME
New York	WNYW	SAT 7:30 AM
Los Angeles	KTTV	SAT 11:00 AM
Chicago	WFLD	SAT 11:00 AM
Philadelphia	WTXF	SUN 7:30 AM
San Francisco	KBHK	SAT 11:00 AM
Boston	WSBK	SUN 11:00 AM
Dallas	KDAF	SUN 7:30 AM
Houston	KHTV	SUN 8:00 AM
Atlanta	WATL	SUN 9:30 AM
Cleveland	WUAB	SAT 10:30 AM
Minneapolis	KMSP	SUN 9:30 AM
Tampa	WFTS	SAT 7:00 AM
Miami	WBFS	SUN 8:00 AM
Orlando	WKCF	SAT 6:30 AM
Pittsburgh	WPGH	SUN 7:30 AM
Pittsburgh	WPTT	SAT 10:30 AM
St. Louis	KDNL	SUN 7:00 AM
Phoenix	KUTP	SUN 12:30 PM
Denver	KDVR	SAT 11:00 AM
Baltimore	WNUV	SAT 7:00 AM
Washington D.C.	WDCA	SAT 6:00 AM
Seattle	KSTW	SAT 9:30 AM
Detroit	WXON	SUN 6:00 AM
San Diego	KTTY	SAT 6:30 AM
Hartford	WTXX	SAT 9:00 AM

Gamers who enjoyed the various games will become instant fans of the animated series.

"To start the series off, we only produced 13 shows to see how well the series would be received by the public," said Laurie Thornton, Capcom's public relations manager.

"From all indications, the series has been very well received. The episodes are loosely based on the plots of the video games Mega Man and his allies have starred in. The episodes were created using the talents of Ruby Spears and the staff here at Capcom."

All of Mega Man's archene-

mies have been added and the series will be action-packed, with all of the elements gamers have come to expect from Mega Man.

The good guys are in there, too, including Mega Man, his four-legged pal Rush, Roll, Dr. Light, Eddie, Doc, and Pipi.

The bad guys outnumber the good, including Dr. Wily, Protoman, Cutman, Gutsman, Iceman, Bomberman, Fireman, Elecman, Brightman, Pharaohman, Stoneman, Drillman, Ringman, Magnetman, Sparkman, Crashman, Toadman, Snakeman, Crystalman, Diveman, Waveman, Geminiman, Gyroman, Dustman, Batonman, Airman, and Woodman.

Mega Man V is about to be released on the Game Boy. Mega Man X2 is also a highly-anticipated title being released for the Super NES in the first quarter of 1995 and will have bigger bosses and plenty of hot gaming action for Mega Man fans of all ages.

A version of Mega Man called the Wylie Wars, a culmination of



titles previously released, was going to be compiled and put onto a Genesis cartridge, but that project has been postponed.

In addition to the Mega Man television venture, the big movie is looming large and is to be released in December.

Capcom's hottest property, Street Fighter, sold over 12 million copies worldwide, and they are banking on the film's similar success.

It's the first time that a game company has wholly-financed the making of a major motion picture. The film will cost \$35 million and it has brought together some of Hollywood's greatest talents.

Jean-Claude Van Damme, Raul Julia, acclaimed screenwriter Steven E. de Souza, and Academy Award-winning producer Edward R. Pressman are expected to add to the box office draw.

Beginning early next year, a wide variety of Mega Man licensed products will hit store shelves, including everything from T-shirts, sweats, toy cars, and trading cards. There will also be tapes of the Mega Man TV series on video distributed by Sony Ent. on store shelves for all you Mega fans.



ARCADE ACTION

GUNDAM EX REVUE By Banpresto

Based on the popular Japanese series, Banpresto's Gundam EX Revue is a serious fighting game that will definitely appeal to a lot of game players. Although it is uncertain if Gundam EX will make it to American shores, you can be sure that it will be a hot ticket wherever it is released.

Essentially what we have here is a two-player fighting game with 14 different "mobile suits" to choose from. Each of these has at least four special attacks that can be done with a joystick/button combination. The moves are fairly easy to pull off, and the game

controls surprisingly well.

All of the "mechs" are really cool. With over 150-Megs of power, this game looks just like the cartoon series that fathered it!

Even if you're sick of fighting games, Gundam EX Revue is really worth the tokens! Banpresto should seriously consider bringing it to the U.S.!



Execute your mech's special attacks at the right moment for maximum effect!



Be careful not to let your foe get too close, or you'll get thrown around.



The backgrounds are all impressive. They will change with every stage.



The computer can be a tough cookie to beat! Use your defensive moves wisely!

AMA

AMERICAN AMUSEMENT
MACHINE ASSOCIATION



Uh oh! Better learn how to block your opponent's various attacks.



Check out the great selection of mobile suits you can choose from in the game.

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DESERT TANK By Sega



Enter the virtual battlefield. Knock out the enemy's defensive systems.



Blow up anything that gets in your way. Watch out for those pesky mines!



Your Armor Strength indicator will give you an idea of how well you're doing.

Polygons, polygons, **POLYGONS!!!** That's essentially the name of the game (Ouch, stupid pun!) with Sega's Desert Tank. This coin-muncher uses technology borrowed from Martin Marietta Co., the same U.S. defense contractor that produces high-tech battle simulators for military use.

The polygon technology used in Desert Tank produces some of the most visually stunning graphics seen since Sega's Daytona game. The graphics transport



the player into a kind of virtual battlefield where literally anything is possible.

The story behind the game is a simple one: a computer has been programmed by some madman to launch a nuclear attack on many of the world's cities. It is up to you to penetrate the computer's defenses and save the world. It sounds a lot easier than it actually is! Along the way, you'll encounter heavy opposition from the enemy.

Two factors critical to your survival are mission time and armor strength.

Mission time is the amount of time that you are given to complete your assignment. Armor strength gauges your

tank's ability to take an enemy hit. Every time you get hit or run over a mine, your armor strength goes down.

Desert Tank has four different viewing modes. For example, you can view the action on the battlefield from above your tank or from behind your tank. This feature is also included in Sega's other "Virtual" games like Virtua Racing and Wing War.

This is all fine and dandy, but how does the game play? Well, it plays like the other "Virtual" titles from Sega—very good! The graphics are extremely smooth and are quite intense. The missions, while lengthy, are not overdone. Plus, the sounds blend well with the action on-screen.

Sega is no doubt becoming the industry leader in these "Virtual" games. With titles like Desert Tank, it is really easy to see why. Give this sucker a few tokens and get ready for action!



You will receive instructions before each mission as to your primary target.



Enemy fire including deadly anti-tank rockets will go screaming overhead.



Picking from four viewing perspectives enables you to see all of the action!



With all these options, you not only play the game, you help design it.

any racing game will give you **SOUPED-UP CARS.** How many throw in

PENGUINS AND A BLIMP?



Normally, when you see sparks coming from your TV, you need a new one.



With speeds up to 200 m.p.h., it won't take long to burn through this tunnel.



You would think the crisp 3D graphics would help you make better turns. Rookie.



Don't be fooled by the pretty scenery. One wrong turn and you'll be part of it.



And ten tracks. And six driving views. And your choice of weather conditions. The options are endless when you're playing the first and only 64-bit racing game on the Atari Jaguar.

Take your customized formula race car through a penguin-filled arctic tundra, burn rubber (or your clutch) on a desert road, or take a 200 mph island hop through the tropics. Checkered Flag is a game of skill that could have you in the winner's circle or wrapped around a guard rail.

So make sure your couch is nailed to the floor, bust out the flame retardant suit, and get ready for the ultimate 64-bit joy ride.

JAGUAR DO+THE MATH
G 4 - B I T

INTERACTIVE MULTIMEDIA SYSTEM

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 Jaguar information is available in the Atari Roundtable Forum on GEnie. Type JAGUAR to access this area 24 hours a day. ATARI, the Atari logo, Jaguar, the Jaguar logo, Checkered Flag and the Checkered Flag logo are trademarks or registered trademarks of Atari Corporation. Copyright 1994, Atari Corporation, Sunnyvale, CA 94089-1302. All rights reserved.

SUPER SATURDAY NIGHT SLAM MASTERS By Capcom

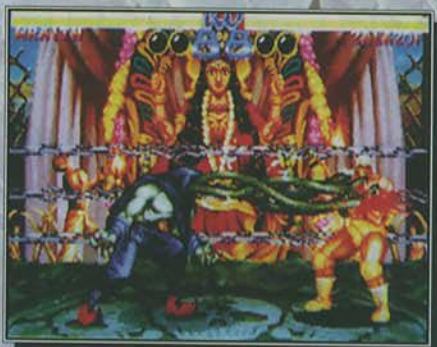


Unlike its predecessor, Super SNSM is a two-player fighting game like SF2.

Following the success of their hit wrestling game Saturday Night Slam Masters, Capcom will be bringing us a sequel called Super Saturday Night Slam Masters. Although the name is similar to the original, this update appears to be a somewhat radical departure from the first.

One reported difference is the game's overall format. Super SNSM is supposedly a one-on-one fighting game much like the Street Fighter series. Each player is pitted against an opponent who is either controlled by the computer or another player.

Super SNSM features new stages for different characters.



This deadly fighter can project a group of venomous serpents from his head!

Instead of taking place in only one ring, each stage is new and bordering on the exotic. Some of the backgrounds are just spectacular!

Making their first appearance in a game are four new characters who will give this version a fresh, new look and feel. One character is a

shrouded ghoul who can project long snakes from his hooded head. It's a devastating attack to witness. Another character is a masked fighter named Astro who can conduct an energy field around his body to incapacitate his foes. An army fighter and a mysterious long-legged combatant round out the list of new additions.

Super Saturday Night Slam Masters is sure to be an enormous title!



You can take on a friend or tackle the computer. Either way, it's a great fight!



The moves are among the most inventive of any fighting game yet.



The moves are all extremely cool. Wait until you see the awesome animation!



New backgrounds have been added to give Super SNSM a new look and feel.

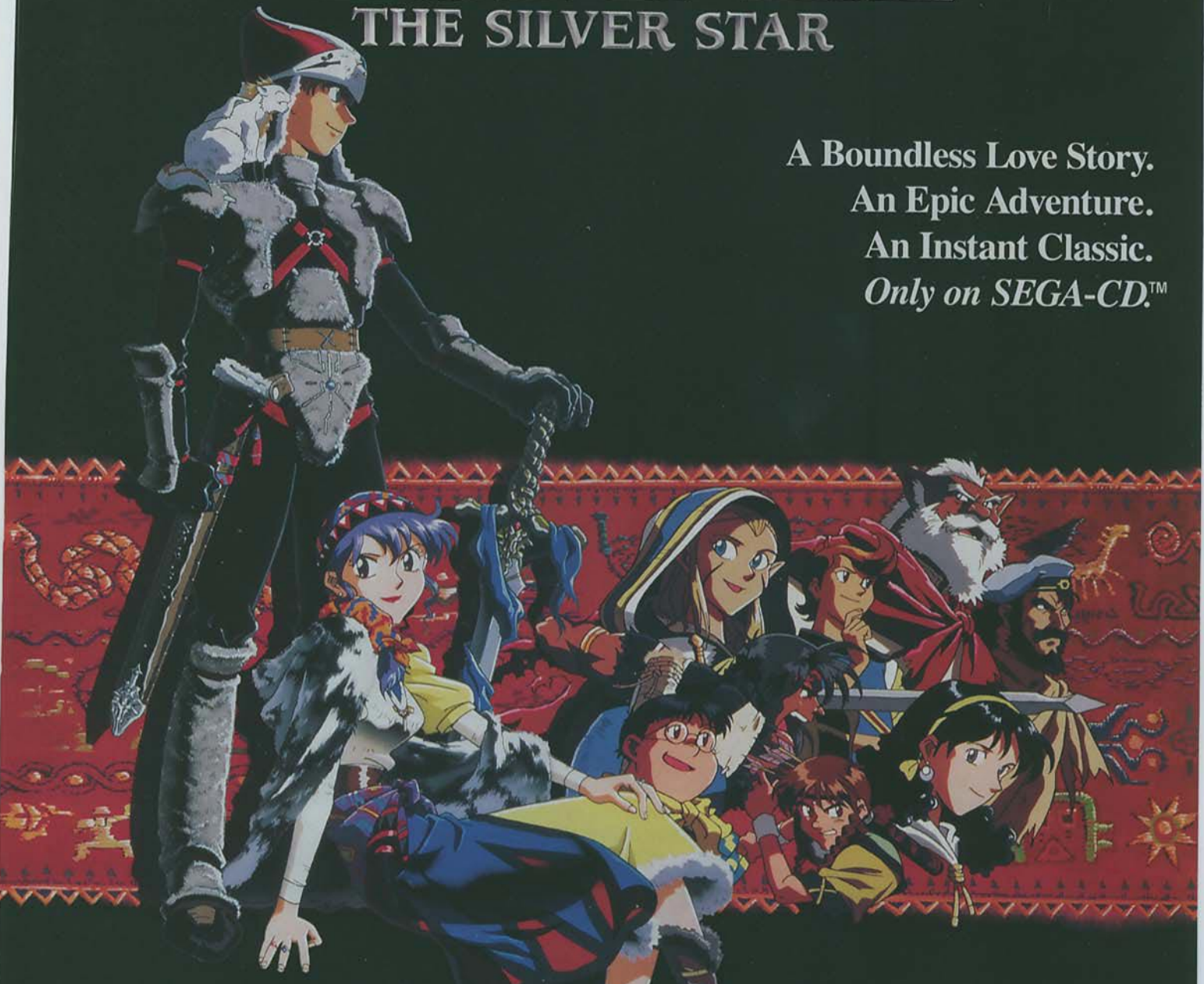


Astro can conduct energy like a living circuit to short out the competition.

LUNAR™

THE SILVER STAR

A Boundless Love Story.
 An Epic Adventure.
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VIRTUA FIGHTER 2 By Sega



A lot of detail has been added to the graphics of Sega's new Virtua Fighter 2.

This month's Arcade Action should have been entitled "Fun with Polygons." Sega is going to unleash Virtua Fighter 2 upon the unsuspecting population (although, because you read *EGM*, you're not *really* unsuspecting) sometime around Christmas. Because the first Virtua Fighter was such a success, it is no big shock that a sequel came out.

Virtua Fighter 2 is a bigger, better version of its predecessor. Virtua Fighter 2 sports dramatically improved graphics, which blow VF 1 out of the proverbial water! Everything is graphically better, the characters sport greater facial features, and the backgrounds are much



more detailed than they were in the first version. The differences are quite striking, as you can see



Akira and Shun (a new character) get ready to duke it out in the Virtual ring.



The action is just as hot and heavy as it was with the first Virtua Fighter.



You won't believe your eyes when you see this game in action! Take it from us, you'll be absolutely amazed!



You still get treated to those awesome "revolving camera" cinema replays!



There are new characters to learn, so get ready to dish out some coinage!

from the pictures on this page! The animated fight sequences flow even more smoothly than the first Virtua Fighter. (Believe it or not!) Talk about your high-powered graphics processors!

In addition, there are even some new characters in Virtua 2 for you to play around with! Oh yeah, remember those cool revolving camera-type replay shots? They may still be included in VF 2 for added realism.

All in all, VF 2 is actually a whole new game. The extra graphic detailing, new characters, improved background texture mapping, and other enhancements yet to be announced will make this a game to be reckoned with in the already-flooded fighting game arena. HIYA, Sega!



Defeat your opponents using some well placed kicks, punches, and throws.



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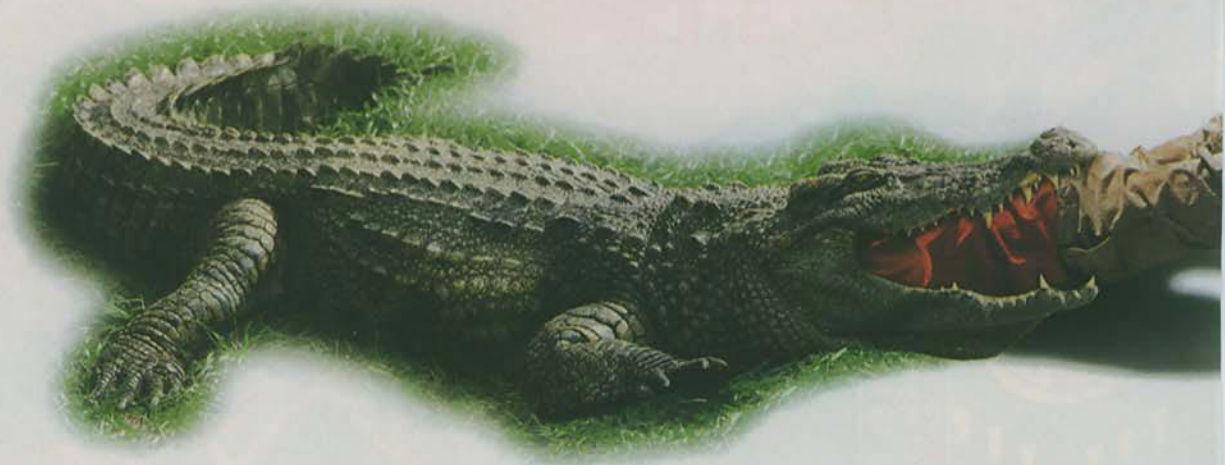
ICETOMER	
BARBOUR	HP: 285 MP: 545
BOTTLE	HP: 225 MP: 76
BARNHILL	HP: 270 MP: 65
P. J.	HP: 285 MP: 96
20000 G	



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shoulders. • It's the legendary Pitfall, back with eye-popping graphics and a pulse-pounding, jungle soundtrack. Run, swing, skate and bungee through

incredible, nerve-racking worlds in the jungle adventure that started

it all. Pitfall: The Mayan Adventure. No, winning isn't everything. But losing bites!



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ACTIVISION®

INTERNATIONAL OUTLOOK

21 GAMES PREVIEWED!!!

G Gundam, Dragon Quest VI, Mobile Warrior Gundam, Double Dragon, Gowcaiser, Dezaemon, Great Battle IV, Vajra 2, Ghost Rush, Battle Soccer 2, Nontan's Puzzle, Harapeko Bakka, Puzzle Dama, Sugoro Quest ++, Super Castles, Tama, Race Drivin', Myst, Super Tetris III, Mickey Tokyo Disneyland Adventure, Lupin the Third.

INTERNATIONAL NEWS

The game format wars are really starting to heat up in Japan. The latest super systems, namely Saturn and PlayStation, look like they are going to go head-to-head very soon. Already, whole slews of new games are being previewed on an almost daily basis. The Mega Drive, however, seems almost forgotten in the rush of next-generation machines, while the Super Famicom is reigning supreme in the 16-Bit market.

This month I've managed to dig up some of the latest games. The LaserActive is still going strong with Ghost Rush and Vajra 2. These two really look good, and show off what the system can do. The Neo•Geo CD is doing rather well, with yet another licensee signing up. This time it's Technos Japan, who is offering Double Dragon and a new fighting game called Gowcaiser. We've got Myst, Tama, and Hard Drivin' for the Saturn, and in the International Fact File section is Toshinden, Takara's answer to Virtua Fighter for the PlayStation. We'll also preview the awesome arcade hit Ridge Racer. Let's not forget OB Club, a hot new golf sim by Masaya.

Well, that's what I've managed to dig up. Until *EGM*, take it easy.



WORLD NET

Bandai of Japan

G Gundam

Super Famicom



Fighting

January '95

¥9,800

The long-running Gundam series of super-robot animes is being readied as a brutal, heavy-metal fighting game!

In the distant future, wars have been abolished by the colonial powers. In their place, one-on-one gladiator-style battles between customized Gundam mobile fighters are used to determine which colony gets to rule.

The game perfectly captures the anime's look of wild robot battles. For example, as the battles progress, the robots become increasingly dented and damaged—no repair work on armor is allowed between rounds. So even if they look factory fresh at the start of a match, a fight that goes the distance of three rounds could leave the robots entirely bereft of protective armor.

There are 10 robots in all. However, in the One-Player Mode, the player can only use one of five robots including Shining Gundam, the entry from Neo Japan. Just perfect for anime fans.



In locales around the colonies you will engage in fierce combat.



Each power suit has its own weapons, like the beam sabers of Shining.



The Dragon mech is powerful, but the Shining Gundam is stronger.



In the fight for the colonies, you will face nine other mechs.

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We're not surprised. Some people will do anything to win on Sega Genesis™ and Super Nintendo®. And The **Arcade Pro** definitely gives you the winning advantage you need.

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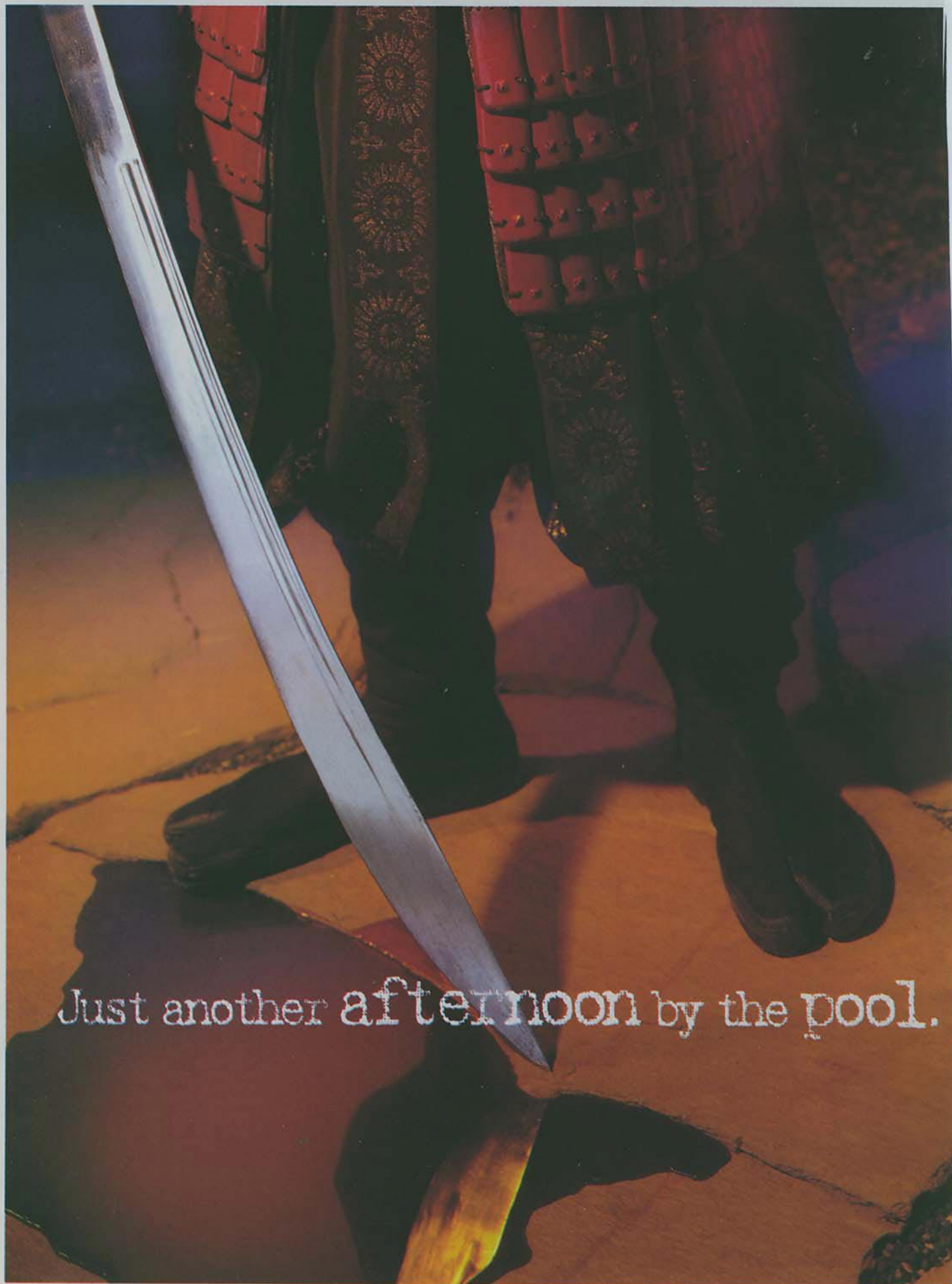
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By

STD
III

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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, roasts, 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™

INTERNATIONAL OUTLOOK

Bandai of Japan

Mobile Warrior Gundam

Super Famicom



War Sim

Unknown Release

¥9,800

RX-78 Gundam and its ace pilot Amuro Ray, who kicked off the long-running Gundam anime series 15 years ago, return to do battle again!

This innovative game fuses the strategy of a war simulation with the engrossing story of an RPG. You must pilot RX-78 in missions straight from the original TV series in tough confrontations against a rebel force of combat mechs. Like war simulations, robot units take turns moving and engaging in combat. Each robot is given a certain amount of energy at the beginning of each turn. The player can use all of the energy merely to move the unit, use it for launching an attack, or a combination of both. (For example, it's possible to set up an ambush in one turn. Then on the next turn, hammer the enemy and draw back before the foe can release a counterstrike.)

Gundam fans should check this cart out, especially because it brings back Amuro Ray.



Use your Gundam and Gun Cannons against the enemy Zaks.



Each location is based on an event that actually occurred in the series.

Enix of Japan

Dragon Quest VI

Super Famicom



RPG

Unknown Release

Unknown Price

Enix has finally unveiled the highly anticipated sequel to the humongous RPG series that boasts sales of over 12 million units in Japan alone. (The original DQ ignited Japan's fixation with RPGs back in 1986. The series has been translated into English as the Dragon Warrior series but has not achieved the same level of success.) Like the preceding installments, DQVI is designed and written by Yuji Horii with character designs by Akira Toriyama (Dragon Ball) and music by Kouichi Sugiyama.

Enix has given out few details about the story, although there are speculations that DQVI will be the final chapter in the Heavens series that started out with the 8-Bit DQIV. Graphically, the game looks much better than the multi-platinum SFC DQV which was criticized for looking decidedly 8-Bit. Even better, the fighting scenes have been bolstered with detailed animations of monster attacks. Toriyama fans should really be pleased with this game. Hopefully Enix will bring this RPG out in the States.



Even the buildings and towns have more detail. Look at all of the items on the bookshelf, and all the types of furniture.

Dragon Quest VI is going to be one of the hottest Super Famicom games this year, and it's expected to sell plenty of carts. With vastly improved graphics over the previous games and great sound, this is one to really look forward to.



Dragon Quest VI is rumored to be the grand finale in the Heavens series.



Travel from town to town, searching for clues and gathering allies.



The fighting scenes of Dragon Quest VI have been totally redone, with all new character animations for the enemies. (And yes, those annoying slimes are back...) Each attack has its own frames making this cart totally realistic. You can tell from these pics that this cart is a vast improvement over DQV, which was a little bit too close to the NES and Famicom versions.



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INTERNATIONAL OUTLOOK

Technos Japan

Gowcaiser

Neo-Geo	
Fighting	
Unknown Release	Unknown Price

For its Neo-Geo debut, Technos Japan is preparing this massive 162-Meg fighting game. The story behind this game is a bit twisted—it's about a high school for superbeings with shape-shifting powers (except for a robot) who are conducting a no-holds-barred fighting tournament to determine who will get control of the student body.

All of the characters in this game have been designed by Masami Ohban, the artist who designed all the characters in the Fatal Fury anime series and is the director of the *Fatal Fury* anime movie.

With plenty of raunchy power moves and special techniques, Gowcaiser



should become a worthy member in the Neo's illustrious roster.




There are 10 warriors you can use. Mastering them all is difficult.



Gowcaiser has all the intensity you've come to expect from Neo fighting games.

Technos Japan

Double Dragon

Neo-Geo	
Fighting	
Unknown Release	Unknown Price

Billy and Jimmy Lee are back yet again for seriously over-the-top chop-socky, this time dueling in SF2 style. The brothers bring their brand of maximum violence to the Neo-Geo for the first time and they are pumped and ready! They had better be, as they'll be facing intense competition from a motley crew of vicious foes who want to depose the siblings in this big, 144-Meg brawler.

This game also marks the official debut of Technos Japan as a Neo licensee. Like all other Neo titles, it will make its debut at arcades followed by the home version in several months. It's not certain whether or not a cartridge version will be released, or if Technos Japan will go directly to CD-ROM for the Neo CD system which sold out immediately in Japan upon its launch in September. Neo fighting fans have never had it so good.



That vicious brute Abobo returns to deal out new forms of punishment.




The dark flavor of the Double Dragon series has been retained here.



Tired of being a victim, Marion now has fighting skills all her own.

Athena of Japan

Dezaemon

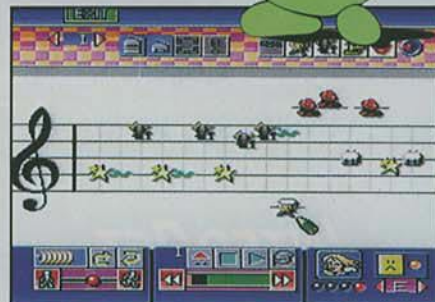
Super Famicom	
Shooter	
September	¥12,900

If you've ever wanted to be a game designer, here's your chance. In this one cart you'll find everything you need for putting together your very own vertical-scrolling shooter from Galaxian to Raiden. You can do everything: design your own fighter, enemy crafts (from slime-level cannon fodder to mid-Bosses and even huge stage Bosses), enemy shots, barriers, explosions, power items, and backgrounds. Once all these have been designed, place them on the playing field and define their dynamic behavior. You can also create your own opening Title Screen complete with Mode 7 fireworks and your own music!

For hints on how to make your own Robo Aleste, there is even a preprogrammed shooting game that's a serious howl. Look for a Fact File on this awesome, innovative game in a future *EGM*. This one's a great idea.



You have the chance to design the enemies in this cart!



You even get to make your own music in this truly innovative cart.



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GET OUT OF THE PITS AND RACE IT!



Scared the competition into the pits? Whip around the track solo for stiff action against the computer.



Split screen view shows you also-ran how you do it.



You're All-World on 64 different circuits in 16 countries.



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TORRANCE, CA 90501

INTERNATIONAL OUTLOOK

Banpresto of Japan

The Great Battle IV

Super Famicom



Action

December

¥9,600

The latest installment in Banpresto's popular Great Battle series brings together Rider ZO (fresh from his movie appearance), Ultraman Powered (from Hollywood), and V2 Gundam (from the recently ended V Gundam anime series) to join forces with Roa, the original Banpresto hero. Will these heroes be able to stop the bad guys before it's too late?

Like the earlier games, GB4 is essentially a side-scrolling action game in which the heroes must defeat a powerful army of oppressors. You can go solo or as a duo with a fellow resistance fighter in cartoonish action. It's possible to switch characters on the fly as you'll need the special abilities of different heroes to get by certain traps and enemies. At the end of each stage, the heroes must even pilot a huge robot to engage in hand-to-hand combat against enemy mechs. This should be a holiday favorite among Japanese gamers.



Two players can fight against the forces of evil in Great Battle IV.



The Super Deformers use giant mechs in some of the special scenes!

Pioneer of Japan

Vajra 2

LD-ROM2

Shooting

October

LD-ROM²

Unknown Price

Here's the sequel to the hot, robot shooter that helped launch the LaserActive system. Like the original Vajra, the sequel mixes high-grade computer graphics with PC Engine sprites for great results. Your job is to pilot Vajra, a high-speed, flying robot. Your mission is to destroy an ancient evil that has assumed the shape of a huge tree. As you fly around inside the tree, you'll come across haunting creatures that'll attack you relentlessly.

There are two game modes. In the standard 3-D-view Shooting Mode, you must move the target cursor and blast enemies out of the sky. The High-Speed Mode requires you to wait for enemies to fly into your crosshairs before you can obliterate them in spectacular fashion. Needless to say, you need nerves of steel to survive this one. Both modes offer lots of challenges as you progress throughout the



Fire yourself down into the dangerous depths of an ancient tree.

depths of the evil tree.

If you thought the first game was intense, this one will more than surpass your expectations. Check it out! LaserActive players will love it.



Just like the first game, there are lots of great, computerized graphics.

Pioneer of Japan

Ghost Rush

Mega-LD

RPG

October



Unknown Price

A stately mansion owned by a distinguished researcher of the occult has been taken over by beings of the netherworld who have found a portal to the real world. But rather than being frightened away by the strange goings-on, adventurous people flock to the haunted mansion in hopes of catching wayward souls and spirits in order to sell them to ghost collectors.

Join the ranks of supernatural poaches and capture hapless denizens of darkness for fun and profit. If you are extremely resourceful and lucky, you may even discover what the mysterious owner of the mansion was up to before his strange disappearance. But it won't be easy—every time you leave the premises, the mansion undergoes transformations that completely alter the floor plan. Spooky, but it's a way to make a living. Just the thing to liven up your LaserActive.



Within the gloom of this haunted manor lie a number of ghosts to capture.



All sorts of strange creatures are in the haunted house. Capture them!



As you work your way inward, the house will bring up more monsters.

IT'S HUNGRY.
IT'S ALIEN.
AND IT'S IN YOUR HEAD.



These nightmares have given me a head ache. It seems like I've had this headache since I moved in.



A baby doll falls through the ceiling into the kitchen. You shouldn't want to eat anything coming from the kitchen until the cleaning lady has disinfected it.

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AGES 17+



22904 Lockness Ave, Torrance, CA 90501

Magic of Japan

Harapeko Bakka

Super Famicom



Puzzle

October

¥4,980

Here's a decidedly strange puzzle game. You control a Bakka, a none-too-bright dinosaur, who waddles around laying eggs on a 9 x 9 playing field. The object is to go against the computer, or a human opponent, filling up the playing field with as many of your own Bakka eggs as possible within a set time. Using a multitap, up to four players can join in for a hilarious session of egg laying and swallowing. Strange, but fun to play!



Banpresto of Japan

Battle Soccer 2

Super Famicom



Sports

November

¥8,800

The heroes and villains that starred in the Ultraman, Kamen Rider, and Gundam series of live-action and anime shows drop their differences for friendly matches on the soccer field (or do they?)

In essence, there are six distinct groups of characters, the Ultraman squad (including all the U-Man family), the U-Man monsters, the Kamen Rider Heroes, Rider villains, Gundam heroes, and Gundam enemy mechs. Besides these six basic teams, there are many permutations of the teams, mixing the good and bad guys according to their abilities like speed, power, and defensive capabilities.

Most characters have supershots that really add to the excitement of the world's most popular sport. For sports fans who want a taste of something different, Battle Soccer 2 will give you some real thrills.



In this picture the Kamen Rider takes on Ultraman. Will he score?



The matches will take place on a number of different playing fields.



This is probably the first soccer game that's set in outer space.

Grab this magazine

Now, imagine the squealing you hear is the sound of a 750cc engine as you rip across the track.



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Technos Japan

Sugoro Quest ++

Super Famicom



Board Game

December

¥9,900

Technos welded together the unlikely game genres of RPG and Steeplechase to come up with this game. Up to four players can join in using a multi-tap. Before starting a game, you have to set the conditions to finish a session, such as time, the number of quests completed, or total money collected. At event squares you'll encounter many RPG situations including being asked to go on quests, fight monsters, or explore dungeons. Your fate is in the dice.



Konami of Japan

Puzzle Dama

Super Famicom



Puzzle

November

¥8,500

Konami's porting this game over to the Super Famicom not much more than half a year after it first hit the arcades in Japan. The game is a mix of Columns and Puyo Puyo. Just line up colored teddy bear heads in rows or columns of three to eliminate them. By setting off chain reactions, you can send playing pieces contained in boxes to your opponent. These won't disappear easily—you have to make the regular pieces beside them disappear to get rid of the boxes.

The SFC version uses characters from Tsuyoshi, a popular TV anime series. The PlayStation version that is in development will feature characters from the cute and colorful Twinbee shooters. It seems that no matter what system you own, you'll be able to have intense, mind-maddening action. Puzzle Dama looks like it'll be as addictive as the almighty Tetris.



Puzzle Dama has little cinematic displays to show who is winning.



Puzzle Dama was a hit in the arcades, and now it's going to the home market.



If you enjoy puzzlers, many of them can be found in the Japanese market.



and step on the cat.

the U.S. on nitro-powered waterbikes and motorcycles. **FULL THROTTLE RACING**

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INTERNATIONAL OUTLOOK

Sunsoft of Japan

Myst

Saturn	SEGA SATURN
Adventure	
December	

The Macintosh adventure game from Cyan is being prepared by Sunsoft for the Saturn. You play as a traveler who has been transported to a weird and wondrous world called Myst where you must solve many intriguing puzzles by relying on your wits. At first, you are given very few clues as to how you should escape, but as you progress you will slowly become aware of a sinister presence plotting the destruction of this strangely tranquil world. Be very watchful and alert, failing to notice vital signs could lead to a nightmarish end of a world far removed from your own reality. Check this game out, and see what CD-ROM players have been talk-

ing about. Myst will draw you into its nearly infinite worlds.



Each place in Myst opens up the way to another world to explore.



Flip all of the switches around the fountain and see what happens.

Tengen of Japan

Race Drivin'

Saturn	SEGA SATURN
Driving	
November	

Tengen has finally revealed pics of Race Drivin', the arcade-polygon race game made by Atari. (Curiously, Tengen's first-ever Mega Drive game was Hard Drivin', the polygon racer that preceded RD.) Everything is shown in a first-person perspective straight out the windshield of your car. Although Tengen has made certain graphic improvements such as the use of texture mapping, in most regards this remains faithful to the classic arcade racer. Don't worry, the instant replay is still there.

It does look antiquated compared to the new generation of arcade racers like Daytona and Ridge Racer, but this is still a very decent simulator and should be worth a look. This is also in preparation for the PlayStation.

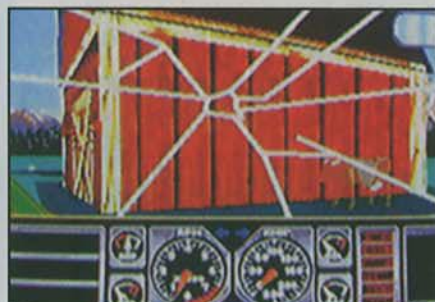
So, if you've enjoyed the coin-op or just want some thrills on a really twisted track, you'll enjoy Race Drivin'.



You won't find tracks like these anywhere else. Check out those loops.



You will even get to hit a cow or two if you wish. That's always fun.



Barnstorming is best left to the experts. Don't try this at home, folks.

Tengen of Japan

Tama

Saturn	SEGA SATURN
Puzzle	
November	

Tengen became the first Saturn licensee to actually show pictures of a game for the hotly tipped dual 32-Bit system. Tama, which means "ball" in Japanese, is a game sort of like Atari's classic (and madly infuriating) Marble Madness. Unlike MM in which you controlled the ball, Tama requires you to control the playing field to guide the ball to safety. You do this by tilting the playing field as needed to get the ball rolling. It's in accordance to the laws of gravity, so precision and delicacy are absolutely essential. Using the Saturn's scaling, rotation, and other graphic effects, you can check out the playing field before you commit yourself to a nerve-wracking game of pure concentration.

Tengen is also preparing a version for Sony's PlayStation, so owners of both systems will be able to enjoy this fantastic puzzler.



Like the old Labyrinth games, you must manipulate the board to move the ball.



Each board has its own unique challenges. Keep things steady.



PF.magic™



Use all the right moves and score big in the Carnival O'Luv!



Nail the drop targets to trigger Jackpot-o-rama!



Navigate tunnels from one level to the next in the tri-level Meta Game.

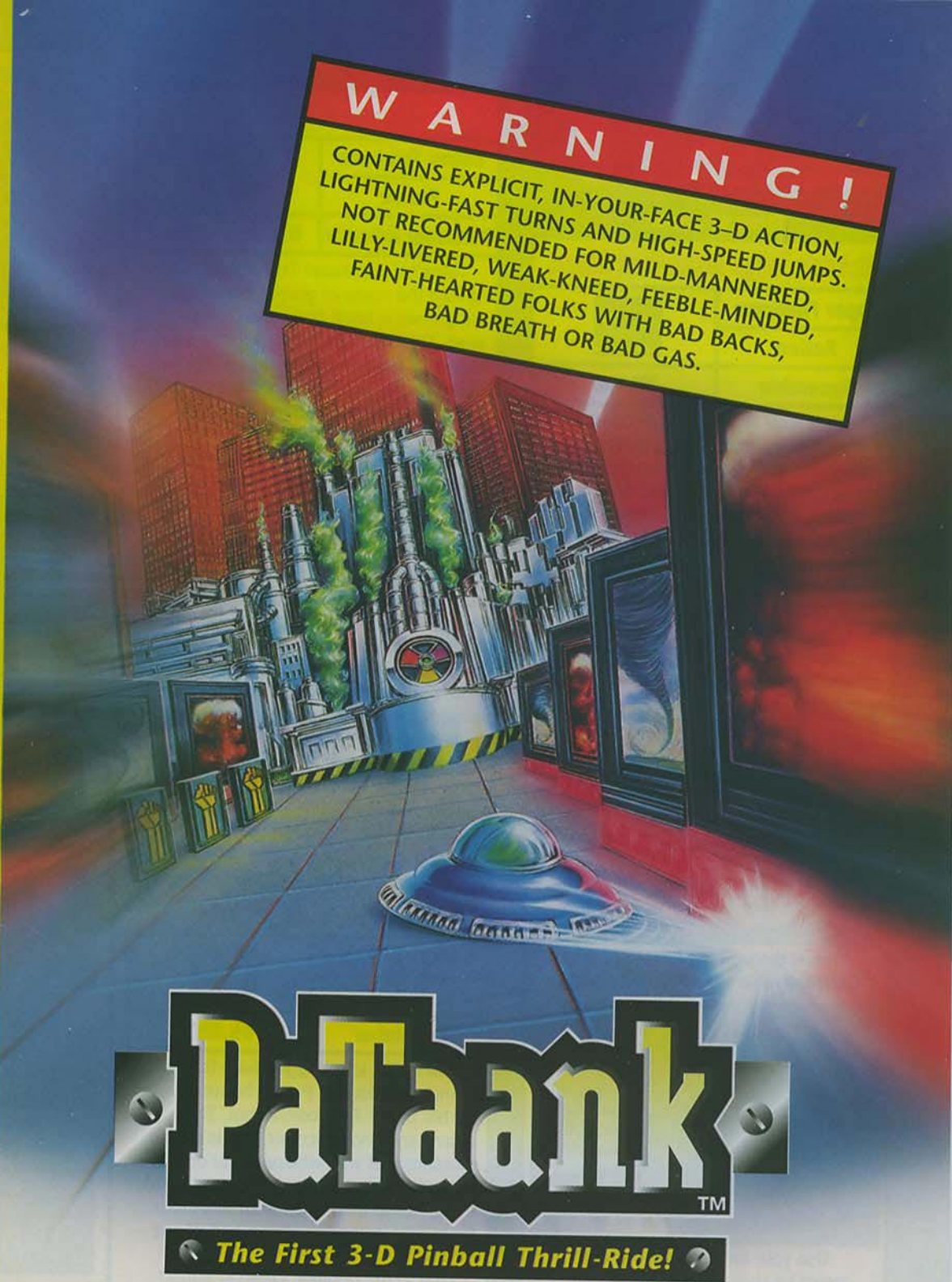


Rocket up the ramp and blast into Disaster Central.

LEFT BRAIN FACTS

It's the first totally unique, high-tech 3-D pinball thrill-ride that challenges your strategy skills as well as your reflexes. The first person point-of-view takes you where no pinball game has taken you before — inside!

WARNING!
CONTAINS EXPLICIT, IN-YOUR-FACE 3-D ACTION, LIGHTNING-FAST TURNS AND HIGH-SPEED JUMPS. NOT RECOMMENDED FOR MILD-MANNERED, LILLY-LIVERED, WEAK-KNEED, FEEBLE-MINDED, FAINT-HEARTED FOLKS WITH BAD BACKS, BAD BREATH OR BAD GAS.



PaTaank™

The First 3-D Pinball Thrill-Ride!

RIGHT BRAIN SIZZLE

Explode into a sensory-saturating world of brilliant color and intense live-action video images. Frenetic music and kinetic action propel you through a one-of-a-kind gaming experience you have to feel to believe.


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Distributed by: Crystal Dynamics 87 Encina Avenue, Palo Alto, CA 94301.



INTERNATIONAL OUTLOOK

Tomy of Japan

Mickey's Tokyo Disneyland Adven.

Super Famicom	
Action	
December	¥9,800

Mickey's off and running around in Tokyo Disneyland. He has to hit all the attractions at the park, including Pirates of the Caribbean and Splash Mountain, to gather up his friends so they can put on a show for the eager visitors. Unfortunately, Pete and his dippy minions are out to sabotage Mickey!

Our cartoon hero can only rely upon his collection of balloons. For example, he has water balloons as weapons and others to use as trampolines!



Travel through the Pirates of the Caribbean ride while fighting pirates.



Use your balloons wisely, and you'll be able to open up the park.




Look at all the treasure in the pirate's cove.



Bullet-Proof Software of Japan

Super Tetris III

Super Famicom	
Puzzle	
Unknown Release	Unknown Price

Tetris? Yes please! The classic that ignited the craze of gravity-driven puzzle games is back and bigger than ever. This time out BPS has added two brand-new modes called Magicalis and Sparklis. In Magicalis, the object is very much like Tetris, but with a strange twist. By rotating the pieces, they change color to red, blue, or green. There are also silver blocks that won't let complete lines disappear. You have to assemble a whole line of same-color blocks before these silver blocks can be changed into normal blocks. This really adds to the brain strain of the reflex-heavy original. Sparklis is similar to Bombliss, but uses electricity to zap blocks out of existence.

Of course, the original Tetris is also included for purists. There's also a four-player mode that should be insanely great. Hopefully this intense game will be brought to the States.



A brain-straining four-player mode is possible in this version!

SUPER TETRIS 3



The two new modes of play give Tetris fans more puzzling action.

Epoch of Japan

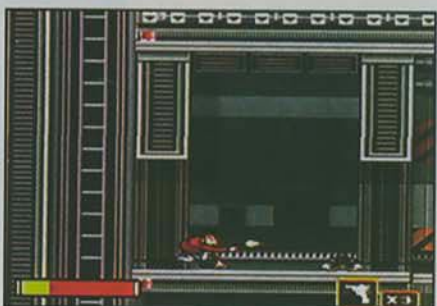
Lupin the Third

Super Famicom	
Action	
December	¥9,800

The lanky, long-legged hero from the manga by Monkey Punch breaks out for his Super Famicom debut. The suave and sophisticated thief is after a treasure that was whispered of only in legend, with help from his trusted friends (and hindrance from tenacious foes) who grace the anime and pages of the popular manga.

True to the original, Lupin is armed with his Walther P38 handgun, but at times he'll have to rely on bare knuckles to get by. Depending on how Lupin fares at certain points in the game, the routes and ending can be entirely different each time you play.

To get the looks of the game just right, the director of the anime series was enlisted. Fans of the anime won't be disappointed, especially with the cool cinemas which are drawn to perfection. Will Lupin be able to swipe the fabled treasure?



Use your trusty Walther P38 to blast the bad guys out of your way.

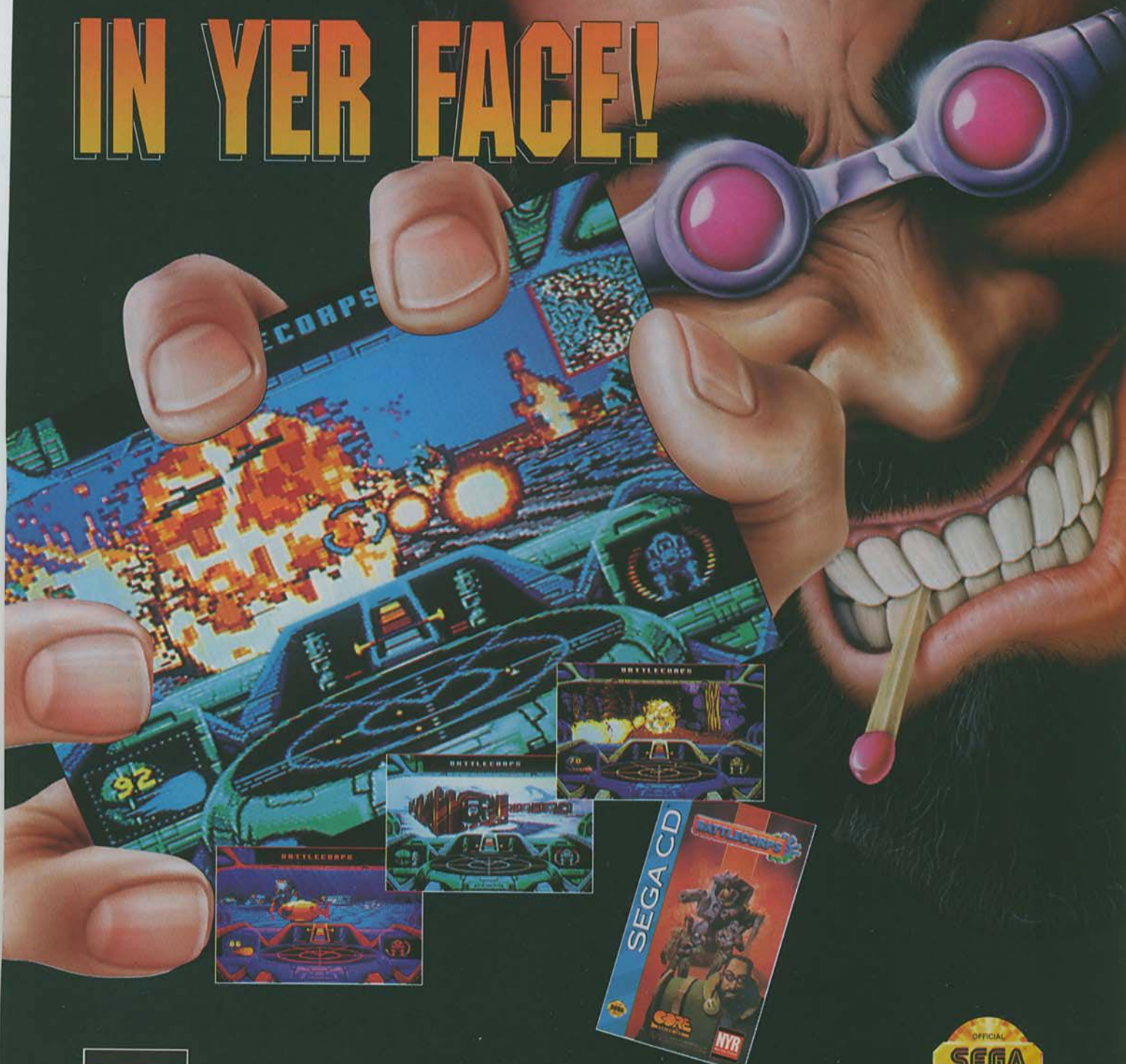


Lupin is a sly and inventive thief who'll do whatever it takes to get rich.



Cinemas send you right into the story line. It changes each time.

BATTLECORPS ACTION IN YER FACE!



Available on
SEGA CD



Exclusively distributed in North America by
**TIME WARNER
INTERACTIVE**

CORE DESIGN, INC. 2737 POLK STREET SUITE 3 SAN FRANCISCO CA 94109

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JAPAN

PlayStation

Ridge Racer heated up the arcades, and now it is almost ready for launch on what may become one of the most popular systems around: the PlayStation. Using almost the same incredible graphics of the arcade coin-op, this version will blow you away. This cart

really shows off the PlayStation's capabilities, making it clear that this is one system that won't sit still. Ridge Racer plays like your average driving cart, complete with shifting, braking, and accelerating, but the PlayStation takes it to new heights. If you've got a hunger to drive muscle cars down a long stretch of road, Ridge Racer will squeal your tires.

*Ridge Racer***FACT FILE
RIDGE RACER**

MANUFACTURER	# OF PLAYERS
NAMCO OF JAPAN	1
DIFFICULTY	AVAILABLE
MODERATE	N/A
CARTRIDGE SIZE	NUMBER OF LEVELS
CD-ROM	N/A
THEME	% COMPLETE
RACING	N/A

**THE GOOD**

This game is translated with such attention to detail that it puts the 16-Bit racers to shame.

THE BAD

We'll have to wait some time before we'll be able to see some PlayStation games over here.

THE UGLY

The look of all the angry arcade owners who will lose business to the home platforms.

RIDGE RACER



RIDS BRAINS OF
MOLD AND MILDEW

KONAMI

MIND DISINFECTING

Video Games

CUTS
THROUGH
BOREDOM

TOXIC
LEVELS OF
EXCITEMENT



32 BLADDER LOOSENING OZ. (1 QT.) 946 ml

Push your SEGA™ Genesis™ to the limit with the most gut-wrenching Contra® game ever. Contra Hard Corps.™ But bring a friend, you'll need someone to scrape you off the walls. As a Contra member, you're mankind's last hope of rising from the



ashes of the Alien War. All that stands in your way are hundreds of mutant cyborgs bent on turning you into chopped liver. Pick any one of 4 elite commandos and battle your way through 12 levels of pain and doom. Each path you choose leads to a feeding frenzy of destruction. Confront



metallic beasts whose fire-power is strong enough to melt your corneas. Reduce them to scrap metal, only to face the most fearsome collection of bloodthirsty bosses. You'll be whimpering for



Mommy before level 2. Jack into Konami®'s Contra Hard Corps. But, before you do, leave behind your dental records. It may be the only way to identify you.



Hunt out Contra - The Alien Wars™ for your Game Boy®



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Maybe
I should
have played
checkers
instead

GO WEST Y

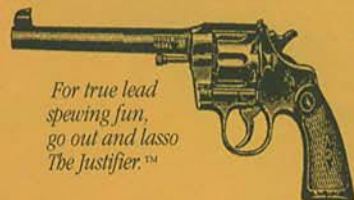
AND BLOW AWAY AN



In the Old West, gun fighters let their guns do the talkin'. Now you can pack one that just won't shut up. **Lethal Enforcers™ II: Gun Fighters™**. It's all the



gun blazin' action of the smash hit arcade game, fired up for your **SEGA™ Genesis™** and **SEGA CD™**.



For true lead spewing fun, go out and lasso The Justifier.™



Blast your way through five lightning fast levels. Aim for the heart to drop scum in their tracks. Draw your six-shooter and serve up some hot lead to ruthless bank robbers. Grab your Gatling gun and flush out a gang of grubby banditos.

And, if you're still standin', empty your shotgun into an evil shaman and his band of creepy,



YOUNG MAN, EVERYTHING THAT MOVES.



skeletal ghouls.
Never mind the
stench, son.

So reach for your
guns and see if you
got what it takes to
make Deputy,



Sheriff or U.S. Marshall. But
watch yourself, pardner.
'Cause you'll need a sharp
eye and a quick trigger finger
to dodge all them flaming
arrows, cannonballs, skulls,
tomahawks and powder kegs



those crusty varmints
are a-throwin' your way. And
mind the innocent townfolk
and Holsteins. Shooting them

will cost you.

Let the bullets fly
and the bodies fall in
Konami's Lethal Enforcers
II: Gun Fighters. One false
move and the buzzards
won't be goin' hungry
tonight.



Also available on Sega CD

Is this the
game or the
TV show?

And he's not talking. So you'll just have to find out for yourself in Konami's *The Adventures of Batman and Robin* video game. The new 16 meg blockbuster for your SUPER NES®. Plunge into the underworld of *Gotham City* and battle the *Dark Knight's* archenemies through 8 sinister levels. Each based on actual adventures from the animated TV series. Strap on *Batman's* utility belt and choose his weapons wisely. 'Cause you'll need more than fast fists to make it to the next crime scene alive.

Only Alfred™
knows for
sure.

Hurl a gas grenade and crack up *The Joker* on a lunch-losing roller coaster ride. Launch your *Batarang* and prune back *Poison Ivy* in her evil greenhouse. Then unleash your plastic explosives to unstuff the *Scarecrow's* plans to strike fear into the populace. Follow the *Bat Signal* to Konami's *The Adventures of Batman and Robin* video game. It's all the nonstop action of the animated TV series. Without all those annoying commercials.







NOT YOUR FRIENDS. NOT YOUR FAMILY. NO ONE. IMMEDIATELY, ALL ABLE-BODIED CITIZENS ARE URGED TO ASSIST THE JUNKER FORCE IN STOPPING THE SNATCHER TAKEOVER. A SNATCHER CAN TAKE THE FORM OF ALMOST ANYONE.

WATCH YOUR NEIGHBORS CAREFULLY. STUDY THEIR MOVEMENTS. SEEK OUT THE ENEMY, USING HIGHLY DEVELOPED DETECTIVE SKILLS, SUPER COMPUTERS AND SOPHISTICATED ROBOTS.



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JAPAN >2044AD

TRUST NO ONE



INVESTIGATE ALL SUSPICIONS UNTIL EACH AND EVERY SNATCHER IS ERADICATED. SUPPORT THE RESISTANCE ON KONAMI'S INTERACTIVE SNATCHER VIDEO GAME FOR YOUR SEGA CD. UNLESS YOU'RE ALREADY A SNATCHER YOURSELF.



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IF YOU'RE STUMPED OR STUCK ON SNATCHER OR ANY OTHER KONAMI GAME, CALL THE KONAMI HINT-LINE AT 1-900-896-HINT AND WE'LL SAVE YOUR PATHETIC LITTLE BUTT.*

JAPAN



PlayStation

INTENSITY!

The fighters use weapons in battle.



Each scene looks like it's from a movie.



When weapons aren't enough, you can kick.



Toshinden uses all sorts of camera shots to give each battle a dramatic touch. With graphics like this, we can only say, "Wow."

ACTION-PACKED



Toshinden uses its polygons to good effect. They rotate and scale to give the player the sensation of a real one-on-one battle.



ROTATION!



SCALING!

TOSHINDEN

Takara has finally admitted that they are developing the mystery 3-D fighting game for Sony's PlayStation as reported in *EGM* #3. The game is called Toshinden, which translates roughly to the Legend Battle Gods, and it really rocks! We got to check out a version that was just 30 percent complete, but even that was more than enough to get us totally pumped.

Obviously, Toshinden shares similarities with Sega's *Virtua Fighter*. For example, all the fighters and their battle stages are composed of 3-D polygons. The vantage point can be smoothly rotated any which way, making for extremely cool brawls. Unlike *VF*, all the fighters will be equipped with some sort of weapon, such as a sword, whip, or club. The fighters

responded well to key commands, and the moves were smooth and highly realistic. Our version



only had four characters, but Takara stated that at least four more would be on the way. If these graphics look a little blocky to you, it's because not all the polygons have been finished. Right now each character has 800-900 polygons, but they are supposed to have just under 1000 in the

finished version. Look for more on this awesome fighting game in a future issue of *EGM*.

THE GOOD

This is just one of the many cool games for the PlayStation. Its future looks very bright.

THE BAD

Our version wasn't done yet. It's supposed to be ready for the PlayStation's launch, though.

THE UGLY

Fighting women with whips isn't my idea of fun. I get enough abuse from the women around the office.

TOSHINDEN

FACT FILE

TOSHINDEN

MANUFACTURER

TAKARA OF JAPAN

DIFFICULTY

UNKNOWN

CARTRIDGE SIZE

CD-ROM

THEME

FIGHTING

OF PLAYERS

UNKNOWN

AVAILABLE

UNKNOWN

NUMBER OF LEVELS

UNKNOWN

% COMPLETE

30%

SUPER FAMICOM



There are a number of courses to choose. The great outdoors is pretty much the easiest one to be found.

GETTING A HOLE IN ONE



Get enough holes in one and you'll be in the winner's circle.



Enthusiastic players will love the diverse courses!



WEATHER

Unfortunately, it may start raining.



FACT FILE

OB CLUB	
MANUFACTURER	# OF PLAYERS
MASAYA OF JAPAN	1 TO 4
DIFFICULTY	AVAILABLE
MODERATE	OCTOBER
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MEG	N/A
THEME	% COMPLETE
SPORTS	100%

O.B. CLUB

O.B. Club is a cool, new golf game by Masaya of Japan. Unlike the bland, old, usual golf simulations, this one goes for the fun approach. Choose your player and the course. There are all kinds of courses to play on, such as ancient ruins, a land of toys, or even in outer space! O.B. Club forces you to use a lot

of strategy. Getting a hole in one is almost impossible!

Another new feature is the ability to have four players hacking it out at once. With different hazards on each course, you're sure to have a wild time.

If you want a sports game that's really a great time, try O.B. Club.

THE GOOD

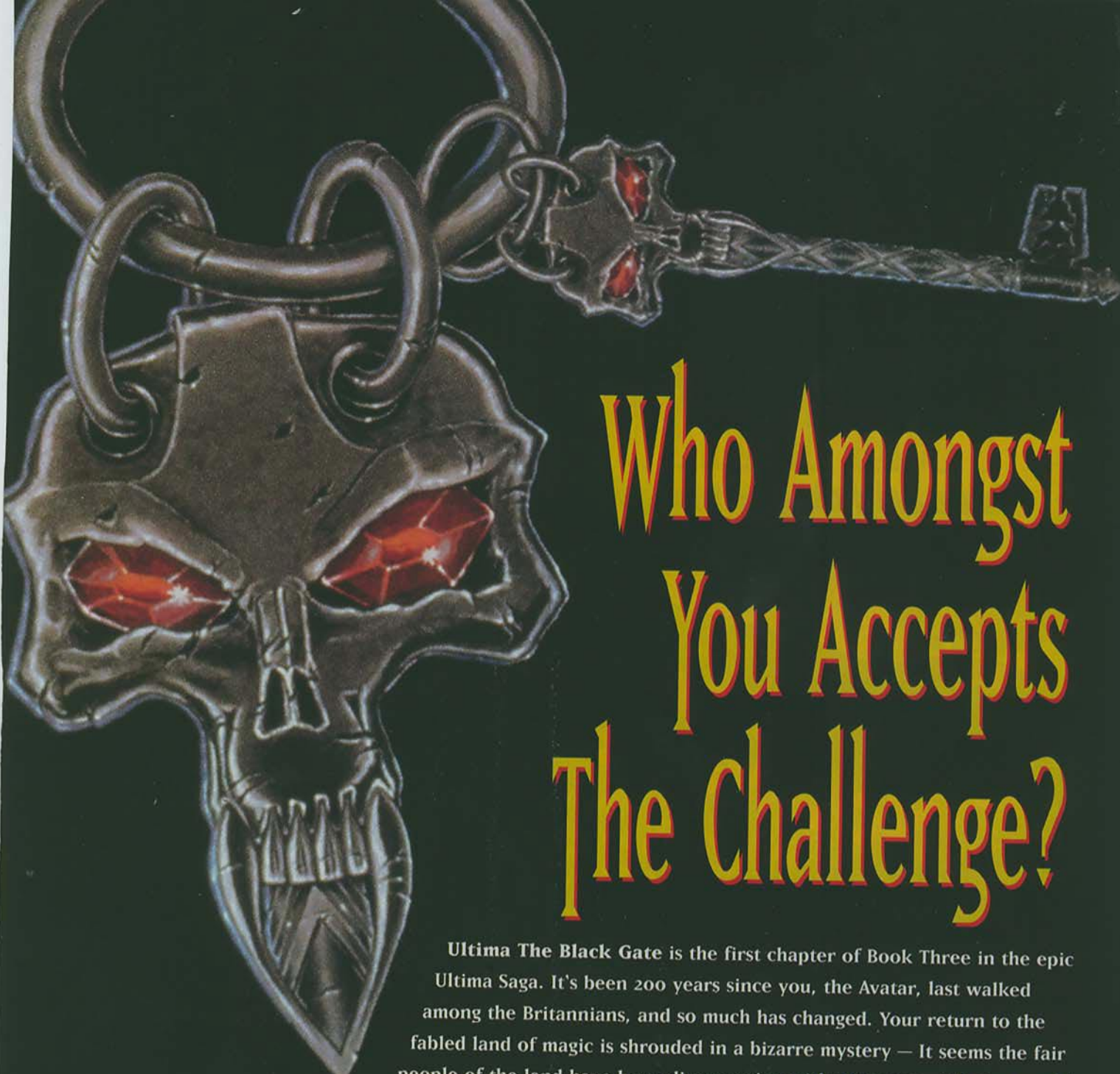
Unlike most golf sims, this one isn't boring. It's a lot like miniature golf with lots of fun courses.

THE BAD

Most of the golf games that are released in America lack personality.

THE UGLY

What could possibly be nasty in a golf game? I can't think of a darn thing.



Who Amongst You Accepts The Challenge?

Ultima The Black Gate is the first chapter of Book Three in the epic Ultima Saga. It's been 200 years since you, the Avatar, last walked among the Britannians, and so much has changed. Your return to the fabled land of magic is shrouded in a bizarre mystery — It seems the fair people of the land have been disappearing without a trace. What powerful sorcery is behind this corruption of the land you champion? Do you have the power to solve the mystery that has befallen your countrymen before the evil completes its terrible mission?

Features:

- ◆ All new spells, weapons and armor!
- ◆ Over 100 hours of fantasy role playing adventure!
- ◆ Sequel to the top 10 hit Ultima: The False Prophet.
- ◆ Battery back up allows you to save play position!



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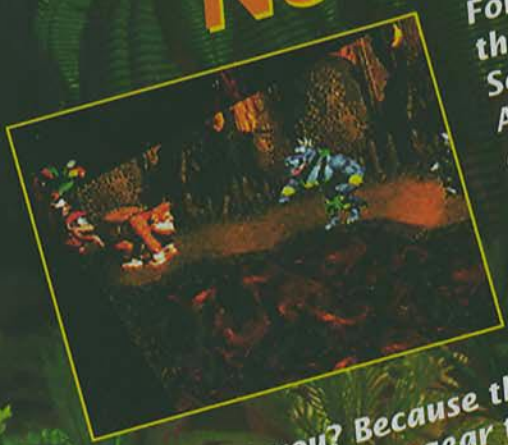
Brought to you by the insiders at Nintendo of America.

IN SEARCH OF THE NEXT LEVEL

The next level of video games is here, but it's not what you might think.



New Hardware Not Necessary



For years you've been promised the next level of video games. Some companies like 3DO and Atari claim that their game systems are at the next level. Sega has claimed for years that Genesis is the next level. They also have said that the Sega CD and 32X will be the next level, at least until the Saturn comes along. Why don't they level with you? Because the next level isn't necessarily a matter of high-priced new gear that will be obsolete almost before it leaves the package. Nintendo looked at it the other way around. Instead of engineering a new system every six months, why not improve today's games through new software development techniques? The result is Donkey Kong Country—the next level of video game sophistication, programming wizardry and total fun. And you can plug it into your Super NES Control Deck this fall. No gadgets. No gimmicks.

16-Bits Is Enough

Nintendo built a new kind of game in Donkey Kong Country—a game that looks so much better than anything yet available on the high-end platforms that people can't believe you play it on the Super NES. Believe it. At last summer's CES show in Chicago showgoers insisted that there must be some sort of trick, like they expected to see a guy behind a curtain pulling levers.



Beyond The Hype

Most game companies thought that the next level of games would use digitized graphics on a CD-ROM drive. That's the hype behind multimedia systems promising new interactive experiences. But as anyone who has played most multimedia CD-ROM games can tell you, the experience doesn't live up to the hype. What's wrong with multimedia? CD-ROM is inherently slow and digitized animation is very limiting because real subjects are expensive to film and limited in what they can do. What's more, even with more than 500 megabytes of memory, you are limited to a frustratingly small amount of video animation. For true game creativity, you need to take a step beyond digitization to fully rendered computer animations. What that means is that you can create any character imaginable in three dimensions and the computer can move it any way you want, turn it at any angle and place it on any background. The technique is called Advanced Computer Modeling (ACM) and the result is a far more lifelike game experience. That's how Donkey Kong Country was made and it promises to be the future of video games.

Many elements of Donkey Kong Country—like Diddy Kong—existed in 3D perspectives for the game developers at Rare Ltd. to manipulate.



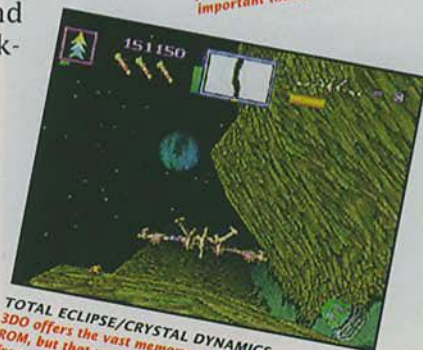
Talking The Big Numbers

Both 3DO and Atari aspired to create the ultimate high-end video game system. Not only did each of the two new systems promise an evolutionary step up to the next level of gaming, the hardware featured some big numbers. Both systems claimed fast processing and enhanced graphics. But raw processing power doesn't make a great game. In fact, the most impressive numbers are the high end retail price tags of the systems—\$250 for the Jag and a whopping \$400 for the 3DO. So far there haven't been many games released for these new systems because the platforms haven't sold well. It seems that game players aren't convinced

that 3DO and Jaguar represent the next level any more than the slow-selling Sega CD. As for Sega's 32X adapter, how many games do you suppose will be made for a tacked-on system with a life-expectancy of maybe a year? It's simple. The Super NES still has the best games in the world and it won't bankrupt you. Sometimes the grass (not to mention your wallet) is greener where you're at right now.



CYBERMORPH/ATARI
Jaguar may have more processing speed, but DK Country on the Super NES graphically outperforms Jag games released so far. Why? Because programming is more important than power.



TOTAL ECLIPSE/CRYSTAL DYNAMICS
3DO offers the vast memory potential of CD-ROM, but that means video games are subject to frequent, awkward access pauses. For the price of the system you'd expect to be able to buy games as good as DK Country. Think again.

You won't need a special adaptor or a Swiss bank account to play Donkey Kong Country. (All you need is fast feet to get you to the store before the stampede.)

They kept asking what "chip" it used. The beauty of DK Country is that it doesn't use any special hardware, just awesome programming, and it doesn't need an expensive booster like Sega's 32X for the Genesis because the Super NES already has the basic equipment that can deliver incredible graphics and sound. No one thought that it was possible to put fully rendered computer animation on a 16-bit video game, but then Nintendo did it. Now the industry is rushing to catch up to the new standard that Donkey Kong Country has set.



TRICKS OF THE TRADE

SEND TIPS

If you've found a cool new trick, listen up! Write your tips and send them to:

Tricks of the Trade
1920 Highland Ave, Suite 222,
Lombard, IL 60148

Check into the ongoing saga of Trickman Terry for details or get a Little Toasty fatality in the chops!

WIN GAMES!

TERRY'S BACK TO HIS OLD TRICKS AGAIN!

Things don't seem to be going too well for the Trickmeister. After being such a good boy for so long, the Trickman ended up getting another speeding ticket this month. That's another 75 bucks down the tubes, which he doesn't have! On top of that, Tina got into an accident with her company's vehicle (no one was hurt) and is now trying to find new work. The stress of these fiascos have gotten Trickman Terry down in the dumps. His loyal readers need to cheer him up by sending their new tricks to: **Tricks of the Trade, Sendai, 1920 Highland Ave, Suite 222, Lombard, Illinois 60148.**

If your tantalizing trick makes Terry put on a happy face and dance around the office in his underwear, you will get your name in the *Electronic Gaming Monthly's* Tricks of the Trade section to show all of your friends and you will also receive another goodie—a free game for the system* of your choice! Please see the details below on the allowable systems.

Rules that we put in try print to keep our readers happy and cause eye strain... Sendai Publishing Group, Inc. is not responsible for the submission of similar or identical tricks, and is not obligated to award the game carts to those people who submit information that has already been printed or was previously located by the staff of the magazine or any affiliated publication or media source. In the case of two identical tricks being submitted, the first trick received will be chosen as the winner. Limit one game per person per issue. Tricks may be printed in both publications (EGM and/or EGM). However, the winner will receive only one prize for the submitted trick. You must print your name and address on the actual letter for us to give you credit. Final selection of games is up to us. *The allowable game systems are: NES, Game Boy, Super NES, Genesis, Sega CD, Duo, Lynx, Game Gear, 3DO, Philips CD-I and Jaguar. Void where prohibited by law.

The Way of the Warrior

3DO

Universal Interactive

Boss Codes and Psychedelic Stage

To make the codes for the Bosses and the new stage work, enter the correct codes on the Start-up Menu Screen.



These codes will get you to the Bosses of the game and let you access a new stage! Go to the Start-up Menu and access the Names Option. For Kull the Despoiler, enter: **A GAVIN JUN 11 1970**. For High Abbot, enter: **J RUBIN JAN 6 1970**. On the Player Selection Screen go to the bottom past Crimson Glory to find the Bosses. To access the psychedelic Caves stage, enter the code: **PARANOID MAY 5 1975**.

Mike Brennan; Kingston, PA

TRICK OF THE MONTH



On the Start-up Menu, access Names to enter the codes.



To the right of Crimson Glory are Kull and High Abbot!



Take one or two players and brawl with the Bosses!



The caves are psychedelic! Try to fight in this stage!

WIN AN AWESOME CONTROLLER FROM STD AND EGM!

Everyone who sends in tricks to the Trickman has a chance of winning either an SNPROPAD, SGPROPAD-6, SNPROGRAMPAD, or SGPROGRAMPAD-2! We're looking for the Trick of the Month to put on the first page of Tricks of the Trade. If you send us an awesome trick, code, cheat, etc. that we haven't found, you are eligible to win the Trick of the Month! If you win, you'll get your name in print, the STD controller, and a free game for the (allowable) system of your choice! Contests like this come only from the Biggest and Best Video Game Mag, *EGM*!



OFFICIAL RULES AND CONDITIONS: 1. No Purchase Necessary: No purchase or payment of any money is necessary to enter. To enter the contest, print your name and address (including your city, state, and zip code) in a letter containing your best codes and mail it to: Tricks of the Trade, Sendai Publishing Group, Inc., 1920 Highland Avenue, Suite 222, Lombard, Illinois, 60148. One entry per household. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Entries must be received by November 15, 1994. Sponsors assume no responsibility for lost, mutilated, late, illegible, incomplete, postage due, or misdirected entries. Sendai Publishing reserves the right to cancel this contest at any time with appropriate notice. 2. Winners: Winners will be judged based on their code's uniqueness, novelty, accuracy, and the fact that said code is not already known by the Judges. The Judges will be from the Sendai Publishing Group and their decision is final. Noncompliance with any entry procedure may result in disqualification. All entries and copyrights therein become the property of Sendai Publishing Group and will not be acknowledged or returned. By entering, winners agree to be bound by the rules of this contest and judges' final decisions. 3. Prizes: Each Winner shall be awarded one of the following prizes: (1) SNPROPAD; (2) SGPROPAD-6; (3) SNPROGRAMPAD; or (4) SGPROGRAMPAD-2. All prizes not claimed by a PrizeWinner within thirty (30) days following notification by Sponsors shall be deemed forfeited and shall not be awarded. PrizeWinners will be notified by mail. Prizes are non-transferable. No substitutions of prizes is allowed, except at the option of Sponsors should the featured prize(s) become unavailable. 4. Eligibility: Sweepstakes open to residents worldwide. PrizeWinners shall be notified by mail and must agree to the use of their name and likeness for publicity purposes by Sponsors and sign a release. Employees of Sponsors and their affiliates are not eligible. Neither Sendai Publishing Group, Inc. or STD Entertainment, or their respective affiliates, subsidiaries, divisions, or related companies, are responsible for any damages, taxes, or other expenses that consumers might incur as a result of this contest or receipt of prize. All local, state and federal taxes are the sole responsibility of the PrizeWinners. 5. PrizeWinners are under 18 years of age, the prizes will be awarded to the parent or guardian and the release shall be signed by the parent or guardian (if applicable). 6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply. 7. Sponsors: Contest sponsored by Sendai Publishing Group, Inc. and STD Entertainment (USA), Inc. Copyright © 1994 Sendai Publishing Group, Inc. SNPROPAD, SGPROPAD-6, SNPROGRAMPAD, and SGPROGRAMPAD-2 are all trademarks of STD Entertainment (USA), Inc.

CHEAT SHEET

Tetris 2 Nintendo/Super NES Level Passwords

Here are the codes starting at level 31 (1-30 can be accessed without codes) and going to 100:

- LEVEL 31 - FT?
- LEVEL 32 - N7?
- LEVEL 33 - 48N
- LEVEL 34 - 8QN
- LEVEL 35 - 48R
- LEVEL 36 - 8QR
- LEVEL 37 - 2F2
- LEVEL 38 - XS2
- LEVEL 39 - 2FK
- LEVEL 40 - XSK
- LEVEL 41 - S8N
- LEVEL 42 - 0QN
- LEVEL 43 - S8R
- LEVEL 44 - 0QR
- LEVEL 45 - QF2
- LEVEL 46 - HS2
- LEVEL 47 - QFK
- LEVEL 48 - HSK
- LEVEL 49 - 4NQ
- LEVEL 50 - 80Q
- LEVEL 51 - 4N0
- LEVEL 52 - 800
- LEVEL 53 - 2RV
- LEVEL 54 - X9V
- LEVEL 55 - 2R!
- LEVEL 56 - X9!
- LEVEL 57 - SNQ
- LEVEL 58 - 00Q
- LEVEL 59 - SN0
- LEVEL 60 - 000
- LEVEL 61 - QRV
- LEVEL 62 - V9V
- LEVEL 63 - QR!
- LEVEL 64 - H9!
- LEVEL 65 - T19
- LEVEL 66 - 9V9
- LEVEL 67 - T1M
- LEVEL 68 - 9VM
- LEVEL 69 - WZ5
- LEVEL 70 - BL5
- LEVEL 71 - WZ1
- LEVEL 72 - BL1
- LEVEL 73 - V19
- LEVEL 74 - CV9

(continued on 108)

Blackthorne

Super NES Interplay

All Level Passwords

At the Title Screen, move down to password and press START to enter the code. This will take you to another section.



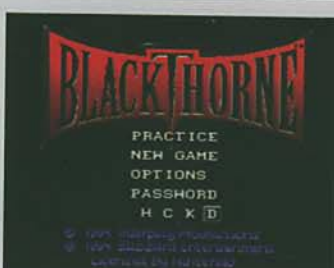
Here are all of the passwords for this great adventure game! Just move to the Password Option on the Title Screen, press START and enter the passwords.

- Mine Level 2 - FBWC
- Mine Level 3 - QP7R
- Mine Level 4 - WJTV
- Tree Level 1 - RRYB
- Tree Level 2 - ZS9P



When the Title Screen appears, move to the Password Option.

- Tree Level 3 - XJSN
- Tree Level 4 - CGDM
- Sand Level 1 - TJ1F
- Sand Level 2 - GSG3
- Sand Level 3 - BMHS
- Sand Level 4 - Y4DJ
- Castle Level 1 - HCKD
- Castle Level 2 - NRLF
- Castle Level 3 - BMHS
- Castle Level 4 - MJXG
- Castle Level 5 - K3CH



Press the START button and then enter your password.



The password will take you to a new section of the game!

Super Bomberman 2

Super NES Hudson Soft.

Cool Password

On Super Bomberman 2, go to the Password Screen and enter the code: 1111. This will give you some great weapons.



Here is a password found on Super Bomberman 2 that lets you start on the One-player Mode with six flames, six bombs, a glove, and a detonator. The password is:

1111

This will greatly help you defeat the bad guys and get further in the game!

Phillip Lui; Honolulu, HI



With this code, it will be easier to get through the game!

Breath Of Fire

Super NES Square Soft

See Chun Li in the Game

In the town of Bleak, give the magician 100 GP. When he tells you to turn around, Say "No" twice and "Yes" on the third.



In the game, go to the town called Bleak and talk to the magician who does the illusions. First, give him 100 gold pieces. He will tell you to look behind you three times. Say "No" the first two times and then say "Yes" the third time. The screen will fade and you will see Chun Li doing her Lightning kick!

Jeff Leong; North Conway, NH



Go into the town of Bleak and find the place of the magician.



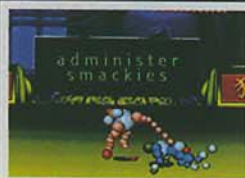
He will tell you to see his magic. Pay him 100 GP.



He will say, "Look behind you." Say "No" twice and then "Yes."



When you turn around, you will see Chun Li doing her kick!

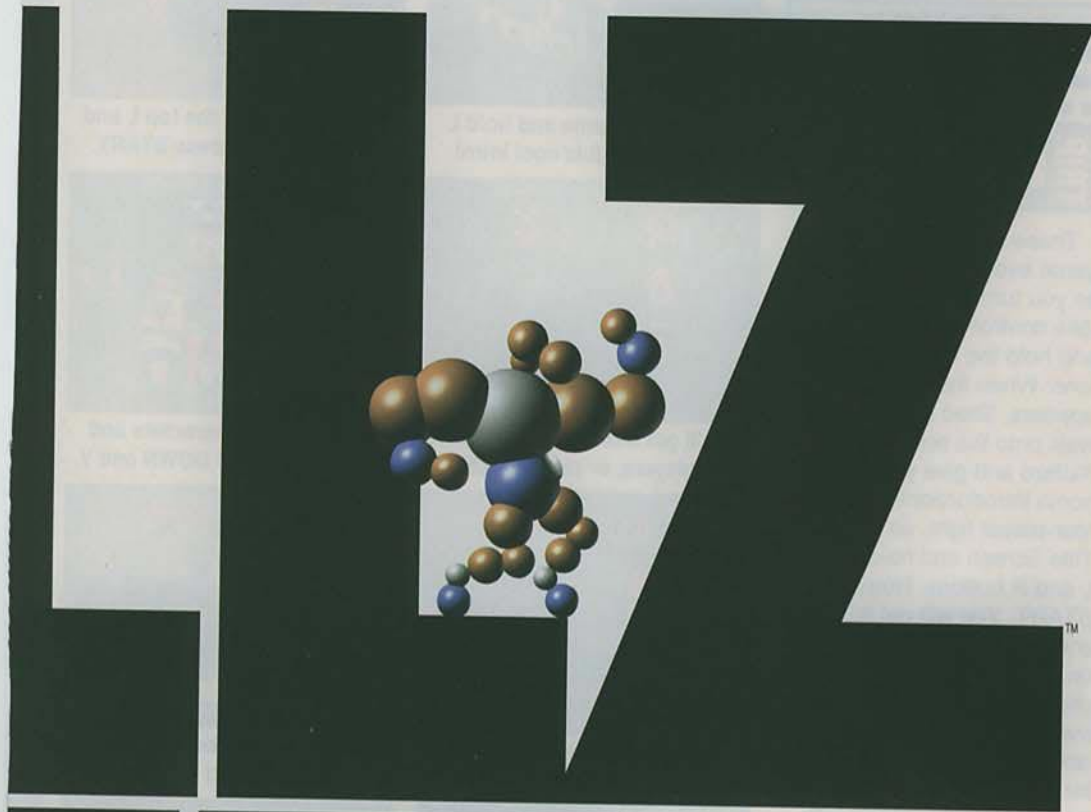


3 times more moves than flat 2-D fighting games... like groveling, humiliation, spanking, decapitation, nut bustin', flying spit, and all the other stuff that makes life worth living.

BAA OO

The only thing that feels better than rippin' a good long stun-fart is rippin' a good long stun-fart in 3-D.





Better knock this guy stupid before he sucks your head up with that big ol' rhino butt of his. After that, you'll have to fight 16 brawlers of the rudest kind. You know, the sort that likes to pick its nose 'til it bleeds.



3-D fighting at its ballziest. Now out on Sega™ Genesis™ and coming November on Super Nintendo®.



CHEAT SHEET

Tetris 2 Nintendo/Super NES

Level Passwords (continued)

- LEVEL 75 - V1M
- LEVEL 76 - CVM
- LEVEL 77 - 5Z5
- LEVEL 78 - ?L5
- LEVEL 79 - 5Z1
- LEVEL 80 - ?L1
- LEVEL 81 - TW6
- LEVEL 82 - 926
- LEVEL 83 - TWZ
- LEVEL 84 - 92Z
- LEVEL 85 - WK4
- LEVEL 86 - B64
- LEVEL 87 - WKP
- LEVEL 88 - B6P
- LEVEL 89 - VW6
- LEVEL 90 - C26
- LEVEL 91 - VWZ
- LEVEL 92 - C2Z
- LEVEL 93 - 5K4
- LEVEL 94 - ?64
- LEVEL 95 - 5KP
- LEVEL 96 - ?6P
- LEVEL 97 - JP7
- LEVEL 98 - Z37
- LEVEL 99 - JPH
- LEVEL 100 - Z3H

Josef Jung
Blue Jay, CA

Incredible Hulk U.S. Gold/Genesis

More Moves

Here are some great moves that were not included in the manual.

Special Moves:

Ceiling Smash = Grab enemy, then press UP + B.

Hulk Out Moves:

Pile Driver = Grab enemy then press A + B.

Jump Stomp: B then DOWN while in air.

Shoulder Charge: LEFT, LEFT, C, LEFT (facing left).

Mortal Kombat II

Super NES Acclaim

Cool Intro, Group Battle, Etc.

There are plenty of tricks described below that will make this game even more enjoyable for everyone.



These tricks will make this game even better! As soon as you turn on the game, take controller one and press and hold the top L and R buttons. When the Acclaim logo appears, Shao Kahn will walk onto the screen with Kintaro and give you an awesome introduction! To get a four-player fight, go to the Title Screen and hold the top L and R buttons. Now, press START. You will get a screen with four characters on each side. Choose your characters, or you can press the SELECT button to randomly choose your characters on this screen. (You may only do this mode with two players.) To get a random select for your characters, just go to the Character Selection Screen and press UP and START at the same time. Once you do this, the computer will choose your character for you. You can do this for either one or two players.



Turn on the game and hold L and R to get this cool intro!



At this title, hold the top L and R buttons and press START.



You'll get this screen! Choose your players, or press SELECT.



Choose your characters and immediately hold DOWN and Y.



Both players must do the code by the time this screen appears.



When the fight begins, it will say, "Throwing Disabled."



Have each player hold UP and START to do the next trick.



The computer will randomly select your characters for you!

Mortal Kombat II

Genesis Acclaim

Random Select Characters

This trick can be done at the Character Selection Screen. Press UP and START simultaneously for a random selection.



To get a Random Select in the Genesis version of Mortal Kombat II, just do this method. Start the game and go to the Character Selection Screen that says, "Choose Your Fighter." Now, press



Go to the Character Selection Screen with one or two players.



Press UP and START to let the computer choose for you!

UP and the START button simultaneously. The computer will then choose your character for you. You can do this trick with either one or two players. This will make the matches fair for both players.



DOOM

now there's a place
MORE VIOLENT
 than earth.



WHO BETTER TO GREET YOU ON THE SHORES OF HELL THAN HORNED PINK DEMONS? GOOD THING YOU PACKED YOUR CHAINGUN.



NOTHING CLEARS A ROOM OF IMPS FASTER THAN THE BFG 9000.



BARONS OF HELL--YOU CAN'T LIVE WITH 'EM YOU CAN'T KILL 'EM WITH ANYTHING LESS THAN A PLASMA RIFLE.

WELCOME TO DOOM FOR THE JAGUAR 64-BIT INTERACTIVE MULTIMEDIA SYSTEM. IT'S PURE HELL, 64-BIT STYLE. 🌹 FROM THE MOMENT YOU ENTER THE DARK HALLS OF DOOM TILL THE LAST GUNSHOT OF THE GAME, YOU'LL PATROL NEVER-SEEN-BEFORE LEVELS AND FACE AN ARMY OF VICIOUS ASSASSINS PRIMED TO TAKE YOU OUT. 🌹 SATANIC DEMONS, LOST SOULS, FIRE-BREATHING MONSTERS. YOU MAY BE SPOOKED, BUT YOU SURE WON'T BE LONELY. 🌹 WITH ITS 32-MEG CART, ULTRA-REAL, TEXTURE-MAPPED CORRIDORS, LIGHTNING-FAST MOVES, TRUE 3D GAME PLAY, AND A BOTTOMLESS PIT OF HIGH-ACTION PLAY OPTIONS, DOOM IS A 64-BIT SHOWCASE GAME GUARANTEED TO UNLEASH THE POWER OF JAGUAR. 🌹 SO SET YOUR COURSE, PACK YOUR KILLER INSTINCT, AND GO TO HELL.

JAGUAR DO+THE MATH
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INTERACTIVE MULTIMEDIA SYSTEM

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CHEAT SHEET

Zero Tolerance Accolade/Genesis

Strategy Tips

- These strategies from Accolade will help you through the game.
- Player must pick up weapons off of dead enemies immediately—otherwise the opportunity to get their ammunition goes away.
 - Do not pick up medi-packs unless you have at least 25 points on the Health Meter. Wait until health is low, then pick up a medi-pack.
 - Hold onto grenades and then use only when you enter an area with many enemies (10 or more); the grenade has the power to kill many enemies at once unlike other weapons.
 - When entering a big room, beware of enemies on one side of the entry:
 - To alert all enemies, move in slowly.
 - Staying close to the wall, back out immediately, then you can kill all enemies as they move by the door.
 - If you are wearing a bullet proof vest and have collected a lot of medi-packs:
 - Run through any crowds you approach to alert them.
 - Run to a door or hallway and turn around. You will be in an excellent position to kill all approaching enemies.
 - Effective weapons to use are the flamethrower, pulse laser, shotgun, and laser-aimed gun.
 - Don't just charge into a room; play it cool. Try the sneaking approach.
 - Move in slowly, watching for enemies that might...

(Continued on page 112)

Dynamite Headdy

Genesis Sega

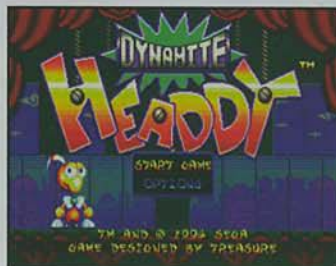
Stage Select

At the Title Screen, press **START** once. Now enter: **C, A, LEFT, RIGHT, B**. If you hear a sound, then the trick worked.



When the Title Screen appears, press **START** once. Leaving the cursor at Start Game, enter the code: **C, A, LEFT, RIGHT, B**. If you hear a sound, you've got it! Press **START** and you'll access the Stage Select! Just choose your level and stage. Then press **START** to play!

(Note: This trick was done on a pre-production version of the game. The trick may or may not work on the production version.)



On the Title Screen, press the **START** button one time.



Enter the code and you will hear a sound. Stage Select!



Choose your starting stage and you'll get the opening.



You can start out on the last level and face the Boss!

Double Dragon V

Genesis Williams Ent.

Two Extra Reserve Points

At the Menu Screen, enter: **UP, C, B, A, DOWN, A, B, C, LEFT, C, B, A, RIGHT, A, B, C** to gain two more reserve points.



Here is a special attributes code that will give you two extra reserve points for your character. To do this, go to the Menu Screen (Tournament, Vs. Battle, etc.). Enter this code with controller one: **UP, C, B, A, DOWN, A, B, C, LEFT, C, B, A, RIGHT, A, B, C**.

Alex VanHeyde; Ocala, FL



Do the trick and you can get two more reserve points!

Megaman 5

Game Boy Capcom

Power-Up Arm Weapon

After you die on a stage, choose to continue. Do this two more times and you'll get a new weapon from Dr. Light.



After you die on a stage, the Game Over Screen will appear. Press button **B** to continue. Die and continue two more times at the same stage. At the third continue, the screen will change to Dr. Light's laboratory. He will have just finished developing the Turbo Accelerator for your arm weapon and he will give it to you. Die and contin-



In any stage, use up your lives to get the Game Over Screen.



On the Game Over Screen, press button **B** to continue.



At the third continue, it will change to Dr. Light's lab!



He'll give you a new power-up for your arm weapon!

ue again on the same stage and he will give you another

Turbo Accelerator item for even faster fireball shooting!

BEWARE!

FROM THE CREATORS OF THE 7TH SAGA...

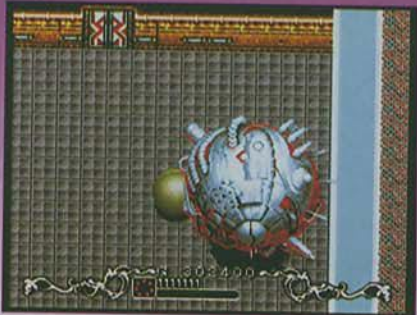
BRAIN LORD



Strange visions crowd my mind...
Reality or Dream?



This place seems to go on forever.
There must be a way out...



The door is locked! I can't get out!
I guess this is it...Do or DIE time!

My father is dead. Everyone thought he was crazy.
I didn't.

He believed that long ago, men rode the skies on the
backs of dragons. They were called Dragon Warriors.
Now, all the dragons have vanished. My father spent
his lifetime searching for dragons...a life spent in
vain. Now, I am the only descendant left. It is up to
me to find the missing dragons.



They say only the gifted can unlock the secrets of the
many mazes that lie before me. "If you don't go crazy,
you'll go insane." Whatever that means. It has been
thousands of years since anyone has seen the dragons.
I doubt I will live that long. I have a scrap of paper
someone placed in my pack. I wish I knew who left it.
Only one line is written: "Are you a Brain Lord?"

I hope so...

CHEAT SHEET

Zero Tolerance Accolade/Genesis

Strategy Tips (continued)

...approach you from the side. Try doing small retreats occasionally to make sure no one is sneaking up on you.

- If you are attacked by two enemies at the same time, attack one with only one shot! He will be paralyzed for a second, then attack the other enemy. Repeat until both enemies are killed.

- Keep your eyes peeled for security cameras in the high-rise levels. If you don't knock out those cameras, the enemy will sound the alarm and send forces in great numbers to that location. Use the cameras to your advantage:

- Move up to the camera, drop a couple of mines, then back off immediately.

- The camera will set off the alarm.

- The enemies will rush toward you and step on the mines and get killed.

- When using mines, be sure to place them very carefully.

- Don't retrace your steps, because you might end up blowing yourself up.

- Use the mines to give your pursuers a nasty surprise.

- Bounce grenades off walls to maneuver them around corners without putting yourself in the enemies' range of vision.

- Walk behind patrolling sentries, keeping a safe distance:

- If you move in front or are too close, other...

John Madden Football

3DO Electronic Arts

Big Players, See Plays, Etc.

You must first press the P button to pause the game. Then enter the codes below for various results.



Here are some cool tricks for John Madden Football for 3DO. You must first pause the game to make these codes work. To get very large players on your team, take the controller and press the top R button, A, and the P button (RAP). You'll hear the crowd cheer. To lift the black covers off the other team's play, press B, top L button, A, B (BLAB). You'll



To do all of these tricks, press the P button to pause.



Put in the code BLAB and you'll see the computer's play.

hear a grunting sound. To reset the game to its original state, press A, X button (AX).



Put in the code RAP for large players on your team.



To reset the game back to normal, just put in AX.

You'll hear a gunshot sound if the trick worked. Michael Tang; Monte Sereno, CA

Wild Guns

Super NES Natsume

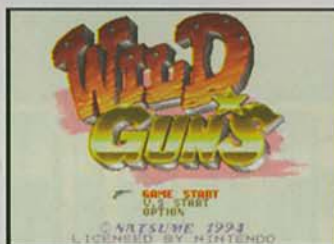
Stage Select

At the Select Player Screen, with the SELECT button pressed, enter A, A, A, A, B, B, B, B, A, B, A, B, A, B, A, B.



At the Select Player Screen, press and hold SELECT. While holding it, enter: A, A, A, A, B, B, B, B, A, B, A, B, A, B, A, B. You'll hear a sound. Now, choose your character and press START. The Stage Select will appear. Pick your stage!

(Note: This trick was done on a pre-production version of the game. The trick may or may not work on the production version.)



At the Title Screen, choose Game Start. Press START.



On the Select Player Screen, hold SELECT and do the code.



After choosing your character, this screen will appear!



Choose to shoot it out in any of the stages provided!

Fatal Fury Special

Super NES Takara

Big Bear's Super Drop Kick

Press START to pause the game. Press and hold the A button. Unpause the game and let go of the A button.



Now, you can do Big Bear's Super Drop Kick whenever you want! Just do this simple method. Pause the game by pressing START. Now, press and hold the Strong Kick button (button A is the default) for at least five seconds. Keeping the button pressed, unpause the game and release the button for a very powerful kick!

(Note: This trick was done on a pre-production version of the game. The trick may or may not work on the production version.)



Pause and hold the Strong Kick button for a super kick!



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Play the son of a Portuguese Duke out to discover the legendary land of Atlantis, a Spanish female navy lieutenant turned pirate, a British privateer commissioned by Henry VIII to destroy the Spanish Armada, an Italian adventurer in debt to his father or a Turkish orphan starting his own trading business.

Your adventure will take you to over 130 exotic destinations, ranging from Mozambique on Africa's coast to Macao in the South Pacific. Along the way, you will discover exotic monuments, long sought treasures and valuable merchandise to trade. As captain of your fleet, keep a careful eye on the horizon for pirates eager to steal your valued cargo or an enemy navy at war with the flag your ship flies. Once in port, remember to recruit mates, purchase new ships and gunnery, gather useful information and settle disputes with your enemies by challenging them to a duel.

Get ready for the adventure of a lifetime. And remember, if you should get shipwrecked, it's always the skippers fault!



KOEI Corporation, 1350 Bayshore Highway, Suite 540
Burlingame, CA 94010

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Sega Genesis title pictured above not yet rated.



Explore exotic ports for information and crew



As captain, give the order to cast off









Brave the open seas or use the coastline as your guide

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-  Play one of six ambitious young heroes, each with their own scenario
-  Seek out more than 180 treasures, including rare animals and exotic monuments
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-  While in port, explore the guild, bank, fortune-teller and Round Earth Society
-  When in battle, challenge your opponent to a duel aboard ship
-  One player with battery back-up to save games

CHEAT SHEET

Zero Tolerance Accolade/Genesis

Strategy Tips (continued)

...sentries will be alerted.

- When attacking sentries, be sure you can kill them with the first shot. If not, they will alarm other sentries and surround you.

- Beware of dogs! They attack rapidly and can attack you from behind!

- You must enter the elevator or stairwell of a secured level to receive a password for that level:

- Levels must be secured in sequence in order to get a password.

- If you dash down to another level before clearing the one you're on, you won't get a password, even if you clear the lower level.

- Sometimes you have to skip a level to get to a lower one, but there will be a way back up sooner or later.

- If you enter the game using a password, all previous levels are emptied of equipment:

- Collect all weapons and medi-packs before obtaining passwords.

- Listen for the warning sound the enemy makes when they spot you:

- This will give you a chance to get them before they get you.

- Learn to keep one eye on your radar screen and one eye on your front view:

- It's the one that sneaks up on you that will do you in.

- If you really want to use your flamethrower's limited ammo supply efficiently, get a bunch of enemies chasing you down a corridor.

(Look for more Zero Tolerance strategy tips next month!)

Mighty Morphin Power Rangers

Super NES

Bandai

Level Codes

At the Title Screen, move to option. In the options, move to password and enter any one of the codes below.



Just enter any of the passwords on the Option Screen: Level 2: 3847, Level 3: 5113, Level 4: 3904, Level 5: 1970, Level 6: 8624, Level 7: 2596.

Two-Player codes:

Scorpinia: 0411, Colosus: 1007, Second Colosus: 1212

Sean Mikka
Encino, CA

(Note: This trick was done on a pre-production version of the game. The trick may or may not work on the production version.)



On the Title Screen, move to option and press START.



On the Option Menu, move to password and enter the code.



You will get to start on any level you want in the game.



With the two-player codes, you can play as the Bosses!

Sparkster

Super NES

Konami

Sound Test

Access the Setup Screen, highlight the Sound Option, and press SELECT to stop music. Press a button for the sound.



To do this trick, you must choose the Setup Screen from the Main Menu. Highlight the Sound Option and press SELECT to stop the music. Press the top L or R button to toggle between the numbers. Press either A, B, X, or Y to hear the music you have selected.

(Note: This trick was done on a pre-production version of the game. The trick may or may not work on the production version.)



Access the Setup Screen from the Main Menu. Highlight sound.

WarioLand: Super Mario Land 3

Game Boy

Nintendo

Max Out Lives, Hearts, Coins, Etc.

Pause and press SELECT 16 times. Hold buttons A and B. Move the cursor so you highlight each number to change.



Press the START button to pause the game. Press the SELECT button 16 times. If you did it correctly, there will be a blinking box around the last digit of your lives. Now, press and hold buttons A and B, and keep them held for the entire trick. Next, press LEFT and then press UP. Your number of men should increase. Do this for



Pause the game and press the SELECT button 16 times.



There will be a blinking box around the last digit of lives.



Holding A and B, highlight the numbers and change them.



You can max out your lives, hearts, coins, time, and more!

every number (for the coins, hearts, etc.) until every num-

ber is a nine. Max out everything! Brad Dodds; Melfort, Saskatchewan

IN AEROBIZ SUPERSONIC, EVERYTHING'S BETTER BUT THE FOOD!



It's the beginning of the 21st century and competition in the airline industry is heating up. Lower fares, better service and improved flight schedules fuel the war in the skies.



SET UP BOTH DOMESTIC AND INTERNATIONAL ROUTES



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As a young ambitious CEO, it's up to you to make sure your airline is a survivor and not just another casualty. To succeed, you will have to make some tough decisions including where to fly, what aircraft to purchase and how to attract visitors to the cities you service. Your goal: to differentiate your airline from the rest while still turning a profit.

In Aerobiz Supersonic, fashion a powerful fleet of aircraft from more than 50 possible choices, organize routes to 89 global destinations and invest your profits in a variety of new services including amusement parks, ski resorts and airport shuttle services.

And don't forget, as CEO you're still responsible for things like plane maintenance, advertising and handling those periodic emergencies such as a plane crash or employee strike. Get ready to make some tough decisions! And now that you're CEO, try doing something about the food!



- Offer air service to over 80 major & minor cities around the globe
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- Purchase from an extensive list of aircraft, including historical, fictitious & supersonic airplanes
- Diversify your airline through business ventures such as golf courses, ski resorts & shuttle services
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SUPER NINTENDO

GENESIS™

CHEAT SHEET

Combat Cars Accolade/Genesis

Access 24 Tracks

This is a cool trick for Combat Cars on Genesis. At the Options Screen, highlight the EXIT icon. Hold down all three buttons (A, B, and C) on the control pad. While you are holding these buttons, press START. This will allow you to access any of the 24 tracks. It also acts kind of like a battery save to start



where you left off.

You must have a Game Genie peripheral for the corresponding systems to make these codes work. Enter the following codes at the Game Genie password screen to make them work.

Breath of Fire Square Soft/Super NES

Game Genie Codes

EEBF-C7A9 - Create a new character with 255 strength.
EEB4-CD69 - Create a new character with 255 agility.
EEB4-CDD9 - Create a new character with 255 vigor.

Double Dragon V Williams Ent./Super NES

Game Genie Codes

DDAB-3DAE - Player one always wins.
3C85-CF07 - Harder to recover from dizzies.
D685-C407 - Dizziness doesn't last long.

Taz: Starring in Escape From Mars

Genesis Sega

More Continues

Look at the pictures describing the process of gaining continues. Keep repeating the trick for loads of extra continues.



In the Moving Platforms Level on Mars, touch the Taz statue and right after the bird comes after you, spin down between the two poles. Shrink yourself and move completely to the right. Go up and collect the continue. Die on the spikes. Repeat until you're out of lives.

Dany Nguyen; Montreal, Quebec

(Note: This trick was done on a pre-production version of the game. The trick may or may not work on the production version.)



After you touch the Taz statue, keep going up and right.



Spin down between the two poles until you reach the floor.



Now, shrink yourself with the ray. Keep moving right.



Get the continue! Kill yourself on the spikes and repeat!

Urban Strike

Genesis Electronic Arts

Secret Level Code

Just access the Password Option and enter the code on the right to get to the secret campaign level.



Here is a code for Urban Strike's secret level in Mexico. Just press the A button to access the Password Option. On the Campaign Menu, enter the following password:

9NHLGBW6SYL

This will take you to the secret campaign. Good luck!

Kurt Spangler
Kearney, NE



Enter the password to get to the secret level in this game!

Sonic CD

Sega CD Sega

Hidden Level and Pictures

After accessing the Sound Test from the Sonic CD Title Screen, enter any of the following passwords for pictures.



Enter these codes to access these cool secrets for Sonic CD! See Sonic in pictures you've never seen!

Special Stage -

FM:07 PCM:07 DA:07

Beastly Sonic ♪

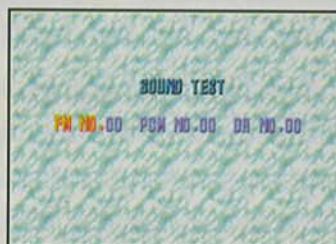
FM:42 PCM:04 DA:21

Rapper Sonic -

FM:42 PCM:03 DA:01

Japanese Sonic -

FM:44 PCM:11 DA:09



Access this Sound Test from the Sonic CD Title Screen.



Enter FM:07 PCM:07 DA:07 for this special hidden stage.



Enter FM:42 PCM:03 DA:01 to see MC. Sonic kick the bass!



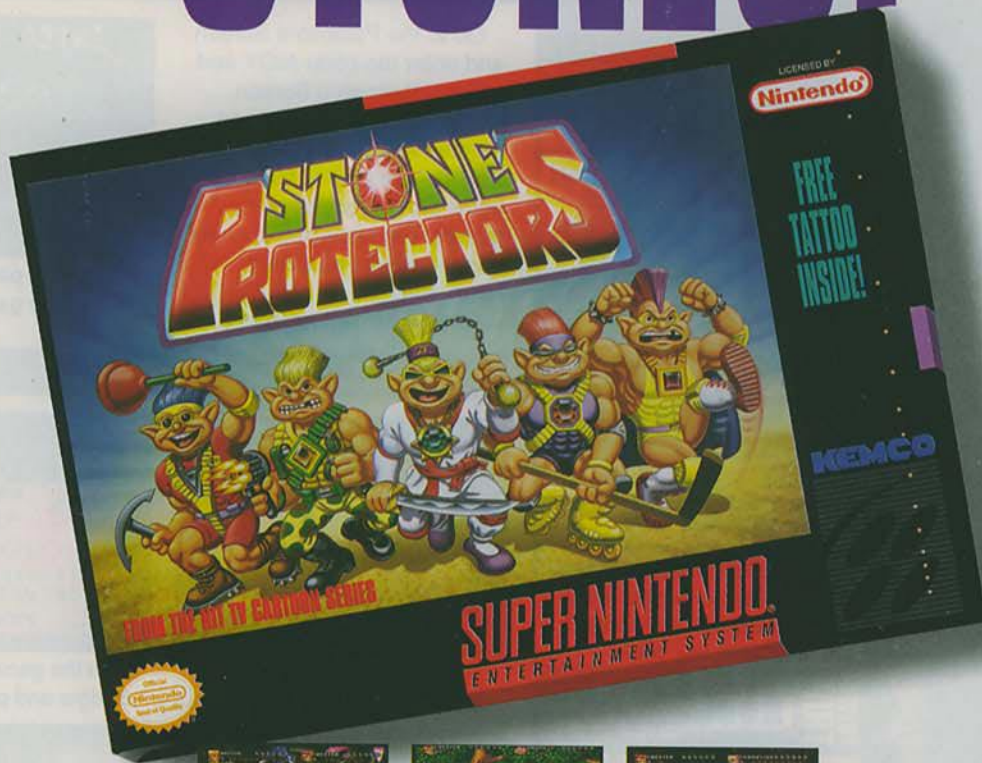
Enter FM:42 PCM:04 DA:21 to see the evil, beastly Sonic!

Masked Sonics -

FM:46 PCM:12 DA:25

Ron Pucherelli
West Sand Lake, NY

JAM WITH THE STONES.



HUGE CHARACTERS



VICIOUS BOSSES



VERTICAL & HORIZONTAL SCROLLING

HEY, MAN... GRAB YOUR AXE AND START SLAMMIN' OUT THE HITS! YOU'RE PLAYING A BUFFED-OUT STONE PROTECTOR IN A BRUTAL BATTLE OF THE BANDS. YOU'VE GOT 5 COOL WEAPONS TO FIGHT WITH, 10 WILD STAGES TO WIN, AND 16-MEG SCROLLING ACTION TO SHOW OFF YOUR WICKED ATTACKS. SO COVER YOUR FAMILY JEWELS. LET'S GET SOME ROCKIN', SOCKIN' KICKS! **KEMCO**®

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CHEAT SHEET

GAME GENIE

Super Street Fighter Capcom/Super NES

Game Genie Codes

DD47-8DD1 - Some special moves can be done in the air.

CB17-8FAD + FC17-84DD

- Every zap hits the opponent and knocks him down. 969C-7FD7 - Both players start with 1/2 health.

31D9-57A5 - No pause after throwing a fireball for Ryu and Ken.

We're Back Hi Tech Entertainment/ Super NES

Game Genie Codes

FEB1-C14C - Super jump. DB8B-C030 - Start with nine lives.

CB85-1530 + F986-1040 + DD86-1010 - Start on "Empire State Building"

The Jungle Book Virgin/Genesis

Game Genie Codes

AJYV-2A3E Infinite weapons.

GHGV-0ACC - One life.

Super Street Fighter II Capcom/Genesis

Game Genie Codes

M27T-AA86 - MASTER CODE - (Must be entered). AC5A-CAB2 - Some specials can be done in the air. PVST-D930 - Jab projectiles go much slower for Ryu, Ken, Dhalsim, Guile, and Dee Jay.

Double Dragon V

Genesis Williams Ent.

Boss Code

At the Title Screen, press START once. Now enter: C, A, LEFT, RIGHT, B. If you hear a sound, then the trick worked.



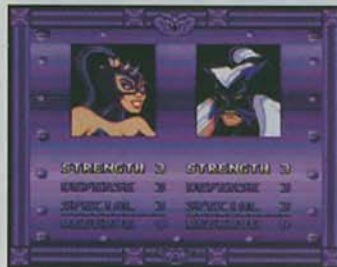
At the Main Menu Screen (Tournament, Vs. Battle, etc.), press these buttons in this order: C, RIGHT, A, B, A, B, B, LEFT. If you did it correctly, you will hear the Shadow Master laugh. Choose the Vs. Battle for a Boss Vs. Boss match-up. You can change the options for the Bosses as you like!
Sam Tuy; Lowell, MA



At this Main Menu Screen, press the correct buttons.



If you heard a laugh, the trick worked! Choose the Bosses!



You can even change the options for the Bosses!



Fight Boss against Boss in a two-player battle for total fun!

Aladdin

Game Gear Sega

Virtual Invincibility

After you access the Password Screen, enter the code AIQY. When you start the game, you will have virtual invincibility.



Go to the Password Screen and enter the code AIQY and exit the Password Screen. You will start the game and Aladdin will be translucent. You still are able to fall down holes and get captured by guards, but obstacles such as barrels will not be able to harm Aladdin.

Will Demaida; Waterbury, CT

ENTER PASSWORD

AIQY

A B C D E F G H
I J K L M N O P
Q R S T U V W X
Y Z ERIT

Put in the password on this screen to gain invincibility.

7th Guest

CD-i Philips

Back Door Code

Go to the Sub-Screen and save under the name Badger. After saving the game, go to any of the four icons and click.



This trick allows you to access the different rooms in the house from a Main Menu. To do this start a new game, then go to the Sub-menu at any time and save the game under Badger. If done correctly, you should be able to move to one of the four corner icons and see the chattering teeth. Press a button on one of the corners

Choose a Game Option



On the first Sub-Screen, choose the New Game Option.

Name the Saved Game
BADGER



Save the game under the word Badger and press the button.

Choose a Game Option



Move to any of the four corners and you should see teeth.

and it will let you access the menu showing pictures of the



If done correctly, you should get this screen to choose rooms.

various rooms.
Dan Untied; Arlington Hts, IL

ARE YOU UP TO WEARING THE HAT?

INDIANA JONES' Greatest Adventures™

PLAY THE TRILOGY
RAIDERS OF THE LOST ARK
THE TEMPLE OF DOOM
THE LAST CRUSADE

Just because you can name all the bad guys from the Indiana Jones trilogy doesn't mean you've earned the right to wear his hat.

If you're going to wear the Hat, you've got to be sharp with your wits. Quick with your whip. And crazy enough to travel to the most dangerous points on the globe in search of lost treasures. Just like Indy did on the big screen.

Only this isn't a movie. And if you're not Indy enough, you'll get crushed—hat and all!



It wouldn't be Indy without Mode 7 graphics... Whoa, Dr. Jones, look out for those Messerschmitts!!!



You'll need your Indy ingenuity to survive the likes of Rene Bolloq, Colonel Vogel and all those booby traps.



Raiders Of The Lost Ark, The Temple of Doom, The Last Crusade... Three adventures. All you!



SUPER NINTENDO
ENTERTAINMENT SYSTEM

JVC
JVC MUSICAL INDUSTRIES, INC.

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What do you do
when you see a
fire-breathing,
skateboarding,
karate-kicking, out-of-control
dinosaur coming at you?

TO GAMES PREVIEWED!!!
 Samurai Showdown
 Side Pocket Special
 Edition, Tru Lis,
 Wolverine, Cyber
 Clash, Biker Mice
 From Mars, Shad Fu,
 Rayman, Ishar 2,
 Request 03V



GET OUT OF HIS WAY.

radical

REX™

He's the raddest baddest fire-breathing Tyrannosaurus ever to shred prehistoric pavement! This Mesozoic-bad-boy-on wheels is out to kick some butt, rescue his main squeeze and save the dinosaur race.

Rex sports his flame-breath



Radical Rex thrashes on his board

Slam through ten wild levels of jammin' jungles, freaked-out forests, primeval swamps, haunted dino-graveyards, piranha-infested underwater caverns - and the belly of a giant dinosaur! No sweat for the Rexmaster - 'cuz he's too hip to be extinct!



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ACTIVISION®

NEXT WAVE

10 GAMES PREVIEWED!!!

Samurai Shodown, Side Pocket Special Edition, True Lies, Wolverine, Cyber Clash, Biker Mice From Mars, Shaq Fu, Rayman, Ishar 3, seaQuest DSV

NEW SOFT NEWS

Greetings kindred. The latest word in video gaming is back with more hot titles for you to drool over this month. That's right, the holiday season's almost here, and all the great games you've seen earlier this year are about to come out.

This month I've managed to scrounge up some of the latest pics of Samurai Shodown for the Sega CD. By all indications, it'll be one of the best fighting games for the Sega CD. I hope it gets here soon.

Speaking of Sega CD, it seems that Rocket Science is in the process of creating a sequel to their addictive roller coaster of a game: Loadstar. Yup, Loadstar 2 is coming soon. So sit back, and enjoy the show...

LOADSTAR
II
SHOWDOWN
ON PHOBOS



JVC

Samurai Shodown

Sega CD

Fighting

Samurai Shodown is one of the most popular fighting games around. While not as big a hit as Mortal Kombat II or Street Fighter II, it's got a very large and dedicated following.

The Sega CD version looks to be one of the best conversions for the home. It not only looks very close to the Neo-Geo game, but it sounds great too!

All the little features of Shodown, from the messenger guy to the bonus stages are here, making this the best fighting game for the Sega CD. All the warriors, like Charlotte, Tam Tam, and Ukyo can be found in this classic dueling game.

If you enjoy Samurai Shodown as much as I do, it would be worth your time to check out this great conversion. It's awesome.



In the middle of the graveyard Charlotte and Hanzo fight to the death!



Genan takes a swipe at Wan Fu, but he catches air instead of flesh.



Jubei, the honorable samurai, does a jump slice at Hanzo.



Ukyo has a nasty double-hit fierce stroke that takes off lots of life.



16 Megs of Awesome Power...
3 Dimensional Polygon Graphics...
Powerful Sound Track...



Bring it home to
your Sega™
Genesis™



U L T I M A T E A R C A D E A C T I O N

VIEWPOINT™

An Arcade hit on the Neo Geo System!

GENESIS™



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NEXT WAVE

Data East

Side Pocket Special Edition

Sega CD

Sports

New for the Sega CD is Side Pocket Special Edition. This version of the ultimate pool game has all-new effects, including full-motion video. That's right! This update lets you travel around the country looking for competition. You will make your way from New York to Las Vegas. Strange and interesting people will make bets with you and offer advice.

The basic game of Side Pocket is still here. Make the trick shots for lots of bonus points. If you're the best, you'll make lots of money. Just beware of hustlers.

Side Pocket Special Edition is the ultimate pool game. It plays great, and it has a lot of different billiard games built into it. If you need some relaxation, this will give it to you.



Side Pocket Special Edition gives players a whole new billiards experience.



The basic game of Side Pocket is here. Data East didn't mess with success.



Once you get to Vegas, the stakes will really skyrocket.



Meet fellow players and try to beat them in a one-on-one match.

SIDE POCKET SPECIAL EDITION

LAST SECOND ARROW DEFLECTION
-GREAT WALL OF CHINA.

WOULD HAVE WASTED THE
MUMMY QUEEN IF SHE DIDN'T
USE SO MUCH HAIR SPRAY.

A GAME THIS TOUGH ONLY COMES AROUND EVERY

800 YEARS. If you've met the challenge of Legend of

Zelda® or the Secret of Mana™ then you're in for a whole



new world of adventure. In

Nintendo's Illusion



of Gaia™, you'll cross continents, travel back

in time and come face to face with the

fiercest fighters in history. ☼ If you think it's just role playing,

think again. Imagine crawling

inside the Egyptian



NEXT WAVE

Acclaim

True Lies

Super NES

Action

Based on one of the summer's most heavy-hitting films, True Lies has you trying to stop a deadly nuclear threat from destroying America. With scenes taken directly from the film, you can participate in harrowing chases down ski slopes, fly a harrier jet, and engage in slugfests against terrorists.

True Lies will be for the Super NES, Genesis, Game Boy, and Game Gear. So you'll be able to be a secret agent no matter what system you have!



With thrills just like in the movie, True Lies will literally blow you away with its action.



You'll find action and adventure every step of the way.

Acclaim



Wolverine will soon have his very own Super NES game.

Acclaim

Wolverine

Super NES

Action

You know him as one of the toughest mutants around, and as a former X-Men. He's Wolverine, armed with Adamantium claws and a skeleton (well, not any more in the comics), and he's ready to fight the forces of evil in the world. Be they evil mutants, robots, or something much worse, Wolverine is always ready to rip apart a small army.

He's now in his own game for the Super NES. Exact details of the plot are rather sketchy at this point, but if they're anything like Acclaim's previous superhero games, we can be sure that it will be very intense indeed.

If you enjoy his comics, then you should love the action of this game.

PRYED OPEN THE PASSAGEWAY
TO AN INCAN TEMPLE.

STUBBORN CAN OF PORK AND BEANS
-TOWER OF BABEL.

GUARD'S HELMET
-KING EDWARD'S CASTLE.



Pyramids, over the Great Wall of China and through the Incan ruins of South America. And everywhere you go,

guide you. And each Game Pak also includes an enemy profile poster, a wall map, and an 84-page Explorer's Handbook that'll

someone is waiting to hack you to bits. So watch out! The only good news is the earth spirit Gaia will be there to



help you keep your head. ✖ So get ready for the Illusion of Gaia™, it's bigger than reality...and it's the boldest adventure in the world.



NEXT WAVE

Crystal Dynamics

Cyber Clash

3DO

Action

Here's an update on Crystal Dynamic's hot new game Cyber Clash. These are shots of the opening screens. The game is still early in production, but from all indications, it's going to be killer!

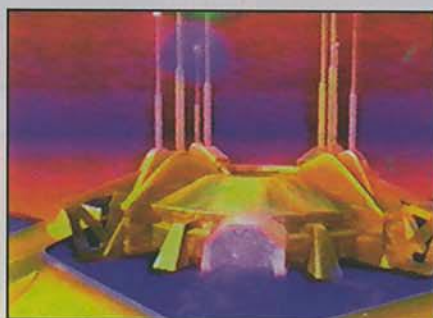
Enter the realm of matrix combat where you fight in the confines of cyberspace. You jack your mind into the computer via a needle right in your eye! That's gotta hurt!

You control a warrior that can transform into three different forms, each with its own abilities. Cyber Clash lets you operate in a three-dimensional world where danger can strike at any moment.

Cyber Clash is shaping up to be very impressive indeed. It's 3-D action on the 3DO! What more could you want?



The three-dimensional world of cyberspace lets you go where you wish.



Here's the arena that you'll be fighting your adversaries in.



Jack In!



THEY'RE RUTHLESS. THEY'RE BRUTAL. THEY'RE DEADLY. AND THEY'RE THE ONLY WELCOMING COMMITTEE YOU'RE GONNA GET. If you've battled



your way through Legend of

Zelda® or the Secret of Mana™

then you're in for a whole new

world of adventure. The Illusion of



Gaia™ is no simple role playing game. It's hand to hand, mind

vs. mind action against the greatest warriors the world has ever

seen...And some the world hasn't. ✘ As if Incan warrior



NEXT WAVE

Atari

Rayman

Jaguar

Action

For the best graphics on the Jaguar, not to mention animation, there is a new game called Rayman on its way. Rayman is a cartoony hero whose only weapons at the beginning are his fists and his frightening face. The whole game looks like a cartoon, and Jaguar fans should love it.

Look to the pages of *EGM* and *EGM* to bring you more news on this cool cart.



Rayman looks as if it is a cartoon or a bunch of cinemas, but it's a game!

Try to beat the enemies with your fists before they come after you.



Chinese archers, and broadsword toting knights weren't tough enough, try going one on one against evil spirits, vampires and the beautiful, but purely evil Mummy Queen. ✱ Luckily for



you, your Gaia Game Pak comes with a free enemy profile poster, a wall map and



a full color 84-page Explorer's Handbook. ✱ So get ready for the fiercest fight of your life. Because if

you can't survive the dangers of the past, there is no hope for the future.



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NEXT WAVE

Konami

Biker Mice From Mars

Super NES

Action

One of the most bizarre cartoons you're likely to find on TV is Biker Mice From Mars. These delinquent rodents are in their very own video game from Konami.

This title is a rip-roaring, mind-numbing series of races through the gnarliest zones around. Don't be fooled, this game is tough, and the opposition won't hesitate to run you into the ground.

Biker Mice From Mars looks like it will be yet another good title from the folks at Konami.



Tear up the city streets on your revved-up motorcycle.



All sorts of obstacles will get in your way, so you'll have to blast them.



Two players can get in on the action. As usual, it's a split-screen.

Electronic Arts

Shaq Fu

Genesis

Fighting

Shaq Fu is headed for the Genesis system. There are several modes of play including a cool Story Mode where Shaq has been sucked into another world to find a boy called Nezo. The boy has been captured by Sett, an evil creature if I've ever seen one. Fortunately, Shaq has the fates on his side.

Each fighter has his/her own moves and style. Some use weapons and others (the really nasty ones) use magic. The basic Versus Mode will allow you to take on your friends and pound them to pieces.

If you like fighting games, Shaq Fu is coming!



It's downtown Tokyo and I'm checkin' out the local sights on the day of my all star charity game when...

The Story Mode explains why Shaq is in a fighting game in the first place.



This old man is by far one of the deadliest adversaries you'll meet.



Some of the opponents have a bad habit of slicing you with swords.

So I've Got No Arms, No Legs...



But I've Got Attitude!



In Your Face This Fall!



FOR MORE INFORMATION CALL UBI SOFT AT (415) 332-5011

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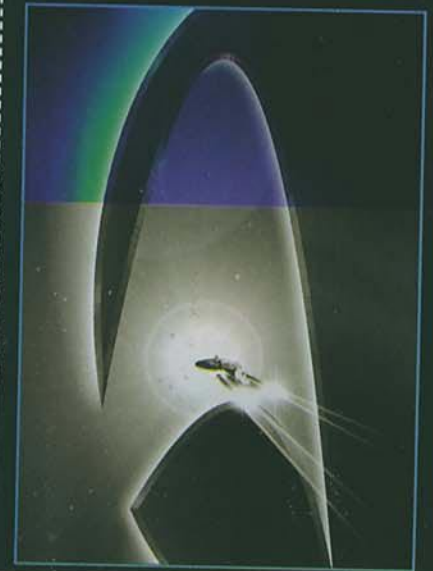
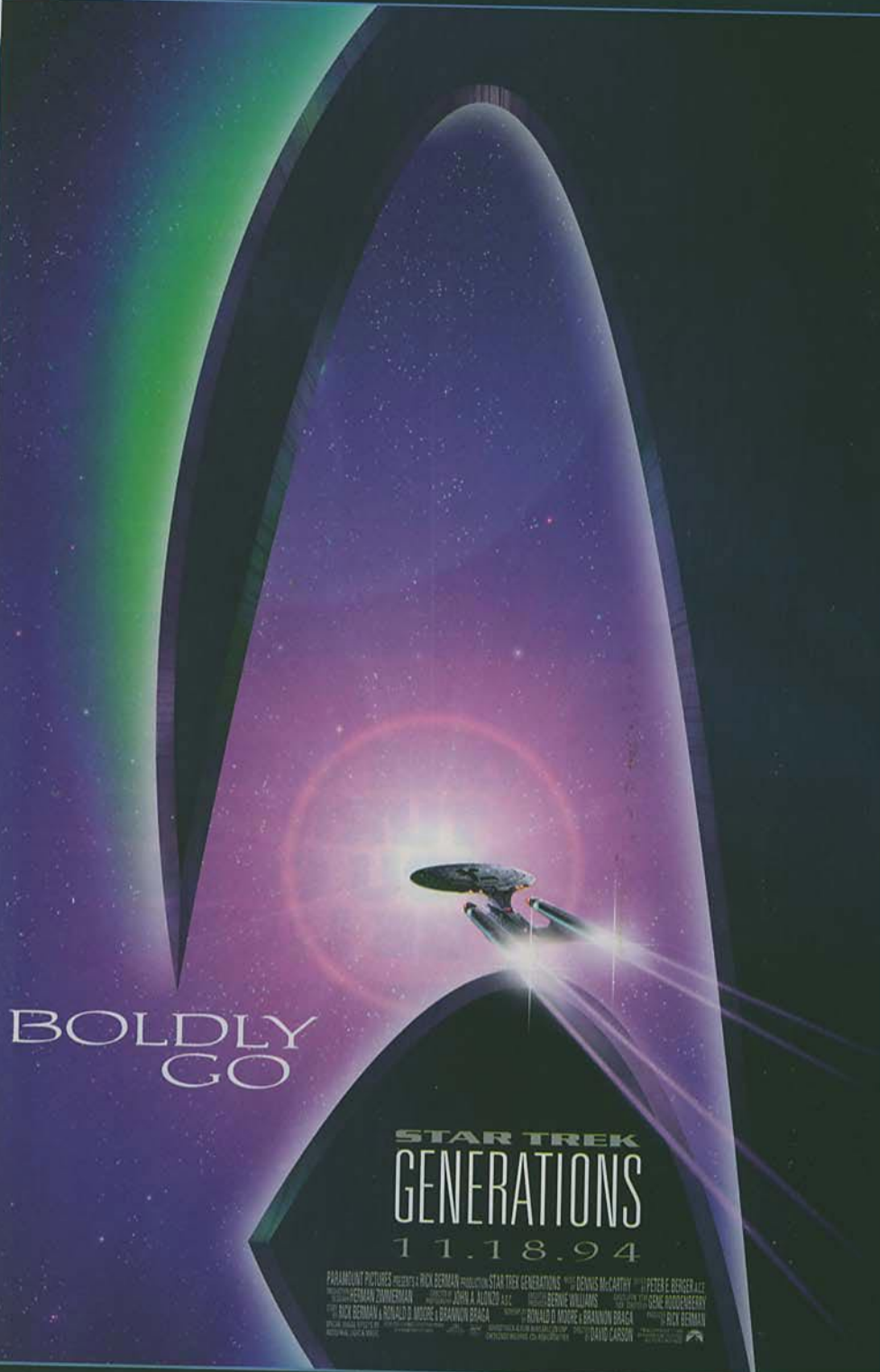
Your commitment to Starfleet is about to pay off!

To celebrate the long-awaited arrival of STAR TREK® GENERATIONS™ you are being sent on a voyage for a chance to win some stellar prizes in the...

DELTA SHIELD SEARCH

Boldly go to this month's issue of *Hero Illustrated* and *Cinescape*, find this ad and locate the missing color pieces of the Delta Shield. Paste them to the entry form below, fill out the information and you could win! 10 winners will each receive an out-of-this-world STAR TREK® GENERATIONS™ prize pack worth nearly \$600 including:

- ★ PARAMOUNT PICTURES' STAR TREK THE SCREEN VOYAGES including all six Star Trek films in letterbox format with Star Trek insignia pin.
- ★ STAR TREK THE NEXT GENERATION® INTERACTIVE TECHNICAL MANUAL. A virtual tour of the U.S.S. Enterprise NCC 1701-D on CD-ROM for Macintosh and Windows users from Simon & Schuster Interactive.
- ★ STAR TREK STARFLEET ACADEMY, THE STARSHIP BRIDGE SIMULATOR for Super Nintendo by Interplay where you'll be put to the test in 15 different simulations.
- ★ STAR TREK® GENERATIONS™: BEYOND THE NEXUS game from Absolute Entertainment for both the Nintendo Gameboy and Sega Game Gear platforms.
- ★ A STAR TREK ORIGINAL FILM CEL consisting of three unique frames of original film provided by 800-TREKKER "Your 24 Hour Collectibles Connection."



DELTA SHIELD SEARCH OFFICIAL ENTRY FORM

NAME _____
 ADDRESS _____
 CITY _____ STATE _____
 ZIP _____ PHONE _____

MAIL COMPLETED ENTRY TO:
 DELTA SHIELD SEARCH (EGM)
 1920 Highland Ave. Suite 285 Lombard, IL. 60148

purchase necessary. Enter by mailing completed entry form or hand drawn Delta Shield on a postcard with your name, address and daytime phone number (include area code) to: Delta Shield Search (EGM), 1920 Highland Ave. Suite 285, Lombard, IL. 60148. Entries must be received on or before January 1, 1995. Photocopies of shield will not be accepted as entries. Grand Prize: PARAMOUNT PICTURES' STAR TREK THE SCREEN VOYAGES; STAR TREK THE NEXT GENERATION® INTERACTIVE TECHNICAL MANUAL; STAR TREK STARFLEET ACADEMY, THE STARSHIP BRIDGE SIMULATOR; STAR TREK GENERATIONS: BEYOND THE NEXUS GAME; A STAR TREK ORIGINAL FILM CEL. Employees and immediate families of Electronic Gaming Monthly, Cinescape, Hero Illustrated, Cinescape, Simon & Schuster, 800-TREKKER, Interplay, Paramount Pictures and their respective parents, affiliates, subsidiaries or agencies are ineligible. No prize or cash substitutions. Odds of winning based on number of eligible entries. Void where prohibited. For official rules and winner list write: Delta Shield Search Rules and Winner (EGM), 1920 Highland Ave. Suite 285, Lombard, IL. 60148

STAR TREK GENERATIONS OPENS NOVEMBER 18

NEXT WAVE

Readysoft

Ishar 3

3DO

RP6

For a real adventure you can sink your teeth into, Readysoft has Ishar 3 on its way to the 3DO.

First you must build up your party of adventurers from a huge assortment of beings, like Elves, Orcs, and Lizard Men, then choose their character class. Once again, there are many choices.

The world of Ishar 3 is both lifelike and large. The epic stories you come across



will help bring the realms alive. Once again the power of the 3DO is shown.



Ishar 3 is a magnificent adventure for the 3DO. It's a giant world where danger lurks around every corner, and swords and sorcery prevail. It looks very cool, plus the plot is long and convoluted.



These guys won't let you pass unless you give them 4,000 gold pieces.



These evil thugs will often ambush you within the city walls.



ONE WRONG TURN AND YOU COULD BE LUNCH.



Introducing ANNA TOMMY – an incredible CD-ROM learning adventure that teaches your kids all about the human body as they navigate through it. Part of the MAYO CLINIC LEARNING SERIES. See your favorite software retailer or call (800) 432-1332, Dept. 173.

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IVI PUBLISHING

ZERO™

The KAMIKAZE Squirrel

Zero in on it!



The evil Jacques Le Sheets has a twisted plot to create counterfeit money. And to make the paper, he's ravaging the wooded homeland of Zero the Kamikaze Squirrel! Master Zero's full arsenal of Ninja techniques and weapons as you swoop, spin and dive through fifteen levels of sizzlin', 16 meg fun.



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



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NEXT WAVE

T*HQ

seaQuest DSV

Super NES

Action

T*HQ has managed to put together an exciting adventure revolving around the *seaQuest* series. You control your sub through various points around the oceans of the world. As you progress through the game, you will be assigned missions that range from stopping terrorists to rescuing people trapped in an underwater cave. As you rise in the ranks of the DSV, you are given more and more responsibility until the fate of the free world depends upon you. You have many different tools at your disposal, such as drones, probes, and even a dolphin to help you out.

seaQuest DSV is easily the best T*HQ cart ever. It looks and plays great. It literally is an adventure. Even though the game is divided into sections, you get full control over almost every aspect of your ship and its crew. The missions are realistic, and the graphics make you feel as if you are miles beneath the ocean's surface.

If you enjoy the show, and wish to have the *seaQuest* under your control, you'll enjoy this game. You won't be disappointed by this one.



seaQuest DSV brings the show alive with its graphics and sounds.



As controller of the ship, you must pay attention to all the details.



Patrol the waters around the settlements looking for suspicious watercraft.



Fight off pirates with your assortment of ships and weapons.



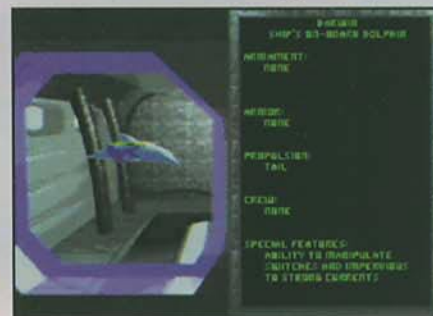
Use your stinger to clear a way for the Crab, so it can rescue the people.



Only the Crab has the capabilities to enter the hull of a trapped ship.



Many different kinds of security devices are situated underwater.



For the obscure places, use Darwin, your trained dolphin, for guidance.



An old World War II plane has been found on the sea bottom. It's carrying plutonium, and some pirates are after it. Stop them and retrieve the radioactive substance.



Once in command, you must fight your way to the seaQuest.



Watch out for giant, underwater turbines that can shred your hull.

SEGA!™



SABAN'S

MIGHTY MORPHIN POWER RANGERS™

Rated by ESRB
GA
Approved for
All Ages

TODAY'S HOTTEST HEROES ARE HERE...
AND THEY'RE ON SEGA!



ON SEGA GENESIS™, GAME GEAR™ AND SEGA CD™!

SEGA™

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SUPER NINTENDO
ENTERTAINMENT SYSTEM

GENESIS™
GAME GEAR™

BEAVIS AND BUTT-HEAD™
the game
FEATURING MUSIC BY GWAR™



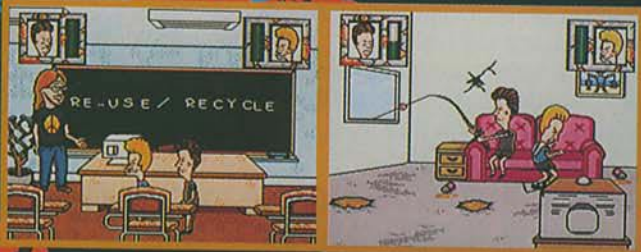
HEY BEAVIS, ANYBODY
WHO PLAYS THIS VIDEO
GAME GETS TO ACT AS
STUPID AS YOU DO.

HEH-HEH.
HM... YEH...UH...
SHUT UP, NIMROD.

Introducing the games that actually let you control the destinies of America's leading morons.

3 DIFFERENT GAMES, DUDE.

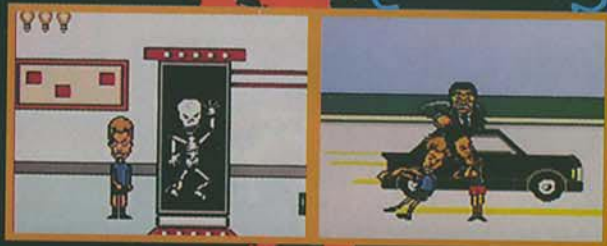
GENESIS 1 OR 2 PLAYERS



VAN DRIESSEN TRIED TO TEACH US, LIKE, HISTORY. BUT WE OUTSMARTED HIM.

COUGH FISHING RULES. UNLESS THERE'S SOMETHING GOOD ON TV OR SOMETHING.

AT THE HOSPITAL THEY SAID WE WERE FREAK SPECIMENS, WE SAID, "THANKS DUDES."



CLOTHESLINE JUMPING IS A GREAT SPORT. IT HAS THE THRILL OF VICTORY AND THE AGONY OF, UH, FALLING.

SOME GUYS FREAK OUT WHEN YOU TOUCH THEIR CAR, BUT WE WEREN'T GONNA DRIVE IT. FAR.



THE CROWD IS INTO OUR ANIMAL MAGNETISM. THAT'S WHY WE PRESERVE IT BY NOT SHOWERING.

GAME GEAR

SUPER NES® 1 OR 2 PLAYERS

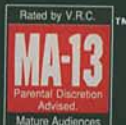
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**SPECIAL
FEATURE!**



MUSHROOM HILL ZONE

Get set for fun in the Mushroom Hill Zone. Knuckles has a whole new set of challenges awaiting him; new 360 degree loops, a unique lifting device that carries Knuckles to higher levels and much,

much more. The attention to detail in the background is astounding and the smooth scrolling of the backgrounds is a sight to see.

New enemies, techniques, and Bosses add up to a great adventure as you face mid-Bosses and the relentless assault of Dr. Robotnik.



NEW TECHNIQUES



Knuckles has lots of new techniques that make his adventure the unique.



Take on this wood-hacking mid-Boss near the end of the zone. Bash him from underneath to end his chopping days.



All was peaceful until an uninvited "gift" dropped in.



Yikes! Dr. Robotnik just can't leave anyone alone.

SONIC & KNUCKLES



A blue hedgehog may be the coolest character around, but what about a red, egg-laying Echidna with dreadlocks? Knuckles finally has a starring role in his own video game. Sonic & Knuckles is an 18-Meg cart using the exclusive Lock-On technology. This feature lets you play as Knuckles in both Sonic 3 and, get this, Sonic 2! That's right, now you can dig up your old Sonic carts and play them like never before. Read about Sonic 2 and 3 in the following pages.

Sega definitely has a good thing going with this technology. It's a great way to introduce a new game, rejuvenate older titles as well.





This incredible scene begins the turnaround that Sonic and Knuckles will face—almost becoming friends. The hatred that Knuckles has for Robotnik is felt most strongly in this amazing stage.



HIDDEN PALACE ZONE

Not one to be left out of the adventure, Sonic joins us for a trip through the Hidden Palace Zone.

Robotnik's crazy palace is relatively short, but some amazing things happen—Sonic and Knuckles actually help each other! It's a touching moment. After Robotnik steals the large crystal, Knuckles attempts to snatch it back. A nice electric shock occurs, stunning Knuckles and allowing Robotnik to escape. Of course, the chase ensues and Sonic and Knuckles team up for the quest to nab the villainous Dr. Robotnik.



A slightly ticked-off Knuckles plans his revenge on Robotnik.



After getting zapped by Robotnik, Knuckles decides to take a little nap, then the escape begins.



SKY SANCTUARY ZONE

Take to the skies in the Sky Sanctuary Zone. Once again, Sonic is ready to guide you through the level.

This floating stage is filled with numerous nooks and crannies to explore. The enemies are all airborne attackers, making the task of keeping an eye on the sky all the more important.

Look before you leap is a good rule to follow here because the many chasms are guarded by enemies on the other side. One wrong leap and your rings will be sent all over the place.



Off in the distance, Dr. Robotnik's Death Egg is hovering in the cloudy sky: (a clue as to what your next mission will be.) The Sky Sanctuary Zone is relatively easy, but don't be fooled. The constant barrage of Robotnik clones can wear away at your ultimate endeavor, survival.



Dr. Robotnik attacks the old-fashioned way—with a swinging pendulum.



Knuckles is on hand to lend Sonic the help he needs.



Getting the invincibility shield is always a great way to live.



Sonic and Knuckles make a great team, don't they?

SONIC 2

Yes! It's true, attach Sonic 2 to the Sonic & Knuckles cartridge and you can play as Knuckles throughout the entire game! The story and ending all change when you play as Knuckles with many new secrets to discover. This is a great reason to dust off the Sonic 2 cart and play it in an all-new light.





EMERALD HILL ZONE

No one thought it could happen, but it has. Sonic has been replaced by Knuckles in Sonic 2! Take this spunky echidna

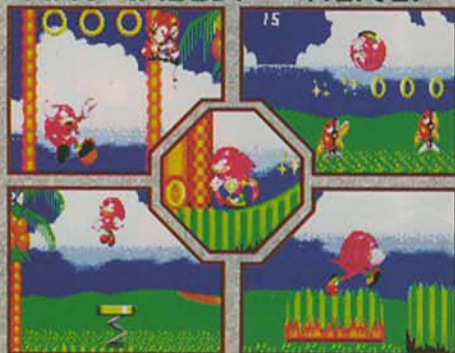
through a time warp of sorts, as he tackles the challenges that made Sonic 2 such a hit! Spiral corkscrews, a spin dash technique, and of course, the relentless attacks of Dr. Robotnik all add up to one heck of a time. Knuckles can use his gliding and wall-climbing techniques to explore this colorful world.

Emerald Hill Zone is just the beginning, as Knuckles must prepare himself for the Casino Night Zone, Chemical Plant Zone, and many more. Lock-On technology makes the whole retro-theme possible. Get ready for action and adventure with the dreadlocked dude, Knuckles the echidna.

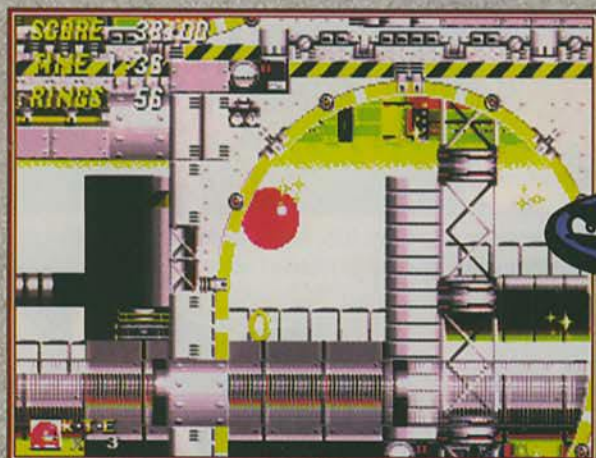


Does Knuckles have what it takes to tackle the infamous loops that spun Sonic to stardom?

KNUCKLES? HERE?



It sure seems odd seeing Knuckles in this stage, doesn't it? New techniques keep the game fresh and it's cool being able to play an older game like this with new features. Of course, Dr. Robotnik is always around to spoil the fun.



CHEMICAL PLANT ZONE

Dr. Robotnik has set up a pollution belching chemical plant and flooded it with a toxic liquid called Mega Mack, a substance that can poison Sonic in a few moments. This chilling place is filled with transparent tubes that can whisk Knuckles to mysterious areas of this stage.

When Knuckles is in this level in Sonic 2, there aren't many enemies for him to defeat, but this level is different because it's made for speed! There are tons of walkways that Knuckles can speed along, but there are spikes and pitfalls to avoid. Face the watery Dr. Robotnik at the end of this Zone. Keep bashing him until his flying machine breaks apart and crashes into the water.



Welcome to the Bonus Stage! Collect all the rings in this first-person perspective stage. Very cool!



Knuckles can scale the walls in search of new items.





ANGEL ISLAND ZONE

The adventure begins in the Angel Island Zone. This colorful land begins as a tranquil and serene paradise, but Robotnik's destructive machines are sent in to set the place on fire! Angel Island is also filled with booby traps such as weak bridges and collapsing ledges, but Knuckles' gliding ability can rectify these nasty pitfalls set to thwart our hero.

Get set to face Robotnik's machine that started the fire at the end of this level. Bash its underbelly to extinguish its destructive flamethrower.



Knuckles knows how to have fun. Angel Island is filled with interesting knick-knacks to interact with.



SONIC 2 AND 3? YOU BET!



SONIC THE HEDGEHOG 3



MARBLE GARDEN ZONE

Marble Garden Zone is filled with beautiful landscapes and secret levels to explore. There are blue spin wheels scattered throughout and when spin-dashed, the whole Earth will shift, revealing new passageways to explore and new enemies to conquer.

Of course, with Knuckles' brute strength behind him, new areas of the game can be seen that Sonic could only dream of finding.



Knuckles takes a break to pose for the camera. This level can really wear away at a speedy Echidna like him.



Here we see a blue wheel wedged in the wall. Spin-dash against it to reveal a new location for Knuckles to explore.



Use the half-way markers to keep track of your progress through the game. If you die, this is where you'll begin.



Finding the shield and the invincibility will prove to be invaluable in this long and complicated level. Is Knuckles up to it?





SONIC & KNUCKLES

THE DOOMSDAY ZONE



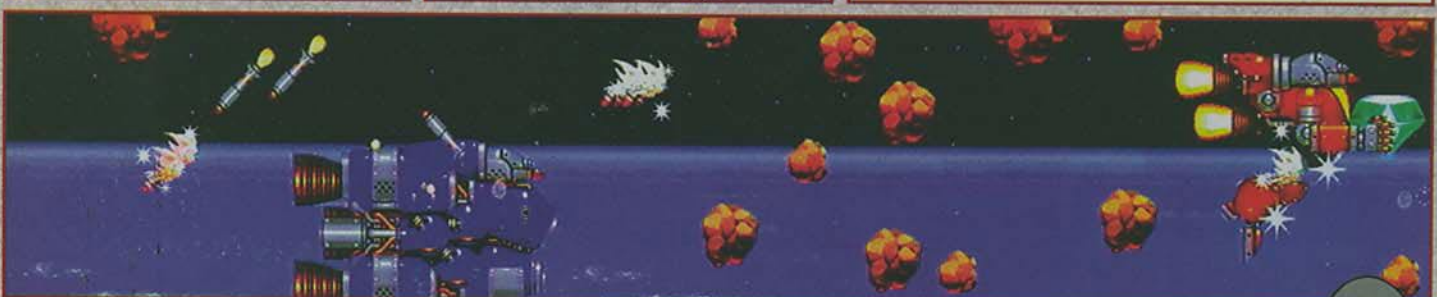
Welcome to The Doomsday Zone. When you attach the Sonic 3 game to the Sonic & Knuckles game, this level pits Sonic or Knuckles against Dr. Robotnik in the vacuum of space. Weave through explosive missiles, dodge huge asteroids and collect rings while trying to catch Robotnik.



This level isn't as easy as it looks. You'll need to have a sharp eye to watch for missiles screaming your way. If that's not enough, asteroids whiz by at dizzying velocities, each threatening to stop your progress of catching Dr. Robotnik and retrieving the gem he stole.

THE BATTLE WITH ROBOTNIK!

Once you reach the end of this level, you'll face the determined assault of the mid-Boss who has been launching the missiles. Keep bashing away at the pest to destroy it, then set your sights on Robotnik. Keep up your assault to break apart Robotnik's suit and send him crashing down to the planet's surface.



STRAP ON YOUR BUNNY EARS AND SAVE THE WORLD.



Go ahead and laugh, funny boy.

But get it all out now because we're talking "shooter" here. A blistering, mommy-help-me-I'm-scared, Sega CD shooter.

And when you've got the U.S. Navy, the Russian Army, the Seven Gods of Good Fortune and an entire raccoon militia in your face, you'll be glad you're wearing a sexy tutu with fire-engine-red pumps...

They'll help to distract Dr. Pon's bloodthirsty minions while you blast his furry buttocks into the stratosphere.



You've got a green dragon and an awesome collection of firepower to help you compile your body count.



A true CD shooter filled with all the thumb-burning, eyeball-frying adventure you deserve.



Classic Japanese animation brings to life the most unique band of bosses to invade the Sega CD.



SEGA CD™



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



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SPECIAL FEATURE!



Brutal is a game of cartoon martial arts. The characters have certain traits; like all heroes, they have strengths and weaknesses. Every four years the Dali Llama travels the world in search of the greatest warriors. He judges not only on martial prowess but how much "warrior spirit" they have and invites them to his peaceful island to compete.

BRUTAL

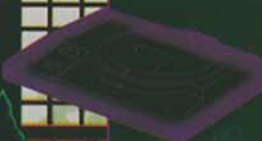
Paws of Fury

TRIPLE FORMAT FIGHTING ACTION!

SUPER NES



GENESIS



SEGA CD



The Dali Llama



He stood arms outstretched on the mountaintop. From here he could see the ocean on all sides of the island. He breathed deeply and allowed his mind to reach out. He saw them all, one by one, making their way to the island. There was Kendo drinking champagne he could not afford on a cruise liner. Prince Leon still running through Asia; he would get here strong after his journey. Tai Cheetah deep in meditation waiting for the airplane to come. Tai, the only one who truly did not care if he won or lost. Foxy whisked away at night in a black car to make her secret journey. Kung Fu Bunny still training deep in the forest. Ivan the Bear uncomfortable on the train complaining about food. The Pantha deep in conversation with the monks of Kali Chaka. The Llama lowered his arms and waited, soon it would begin.



HEAD-TO-HEAD ACTION



Nothing comes close to the head-on action in Brutal: Paws of Fury!



VS.



EXCELLENT FEATURES



Brutal is perhaps the first game to utilize a belt-based system of experience, where characters are not capable of special attacks until they have "earned" them through victories. Also included is a Character Password Feature, which allows the saving of progressed characters to use later.

RHEI		RHEI		RAT	
	TRUMPANT	ATTACKS	###	BLOVS	###
		PUNCHES	030	HEAD	005
		KICKS	075	BODY	013
		THROWS	000	LEG	020
		BLOCKS	042	MIGHTY	002
		OTHER	017	AVERAGE	016
		ACCURACY	035	WEAK	025
IN A MARATHON FIGHT RHEI JUST BEAT US!					
ATTACKS	###	BLOVS	###		DEFEATED
PUNCHES	157	HEAD	005		
KICKS	145	BODY	035		
THROWS	000	LEG	013		
BLOCKS	006	MIGHTY	004		
OTHER	000	AVERAGE	001		
ACCURACY	044	WEAK	120		
THE PANTHA					

Fight Stats

One of the great things about this game is the complete lowdown the computer gives you regarding the number of punches, kicks, and special moves used, and how many actually landed for damage. Awesome!

BRUTALS

Kung Fu Bunny



Right Understanding—"To know fear is courage."
Style-Relaxed Paw

Tai Cheetah



Right Mindfulness—"To teach someone is to be responsible for them."
Style-Tai Chi Chuan

Foxy Roxy



Right Livelihood—"To care for others is the greatest joy."
Style-Penjat Silat

ANSWER THE CALL OF THE WILD...

Right Action-
"You can
rest when
you are
dead."
Style-Soviet
Military

Ivan Bear



Kendo Coyote



Right
Resolute-"I am
BACK."
Style-
Kenjutsu

Leon the Lion



Right Effort-
"I have only
one judge, the
world."
Style-Tan Ku
(The Iron
Rage)



Prepare yourself for the hottest animal-fighting game ever! It has a unique idea with awesome implementation. Can you take the fury of the Brutals during their competition?



Like other fighting games, character versus same character is allowed!



SPECIAL MOVES GALORE



One thing is for sure, there is definitely no shortage of special moves in Brutal! Each character has tons of special attacks to use in combat!



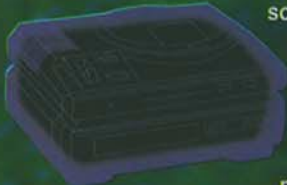
EXCELLENT BRUTAL ACTION ON THE SEGA CD



Watch for awesome cinemas!



Of all the systems, Brutal seems to be best represented by the Sega CD. Although the Super NES and Genesis versions are somewhat early to judge, it is not too soon to see that non-CD systems couldn't produce such awesome graphic and sound sequences. This is definitely a must-have title for the Sega CD library, with all of what makes Brutal a great fighting game amplified for an excellent experience.



Look for the Brutal band busting some tunes for you off the CD!

The Sega CD version has The Pantha. Genesis does not!



Rhei Rat

RAI TURNED AWAY. SAKI AND REPEATED AS WOULD NO SLOV. OYVORST



Tai Cheetah

TAI CASSETTA SWELL SOME AND VENTURED OINDED FOR TAI. YOU'D BE GOOD TO SEE HIS TALK TO KCA. HIS HAS YOU MANY THINGS BUT AT DAY. YOU'LL SEE.

In addition to the Post-fight Stat Screens, there are some excellent story sequences describing the fate of the losing fighter. This truly adds to the competitive atmosphere.

WACKY, WILD MOVES



This game is chock-full of some pretty bizarre actions to complement the dazzling array of other awesome special attacks. For example, there's a move of Leon's in which a guitar and amp fly out of nowhere to blast the opponent with a sonic boom of the lion's tunes. Original and humorous all in one!



Rhei Rat

Right Speech- (Quote unavailable)
Style-Thai Boxing



The Pantha

Right Action- "Inner strength is a step above morality."

Style- Chin Na



Karate Croc

SECRET CHARACTER

The Croc slithered up onto the jetty. "So invitations only and Well, I think I will come along anyway." He allowed himself a deep grin which showed banks of teeth. "Maybe it's time someone showed that old fool that you don't need training to be the best!" He dropped back down under the jetty and waited.



GAMES



Interact with and gather clues from a wild cast of quirky—and sometimes dangerous—characters.



Collect all kinds of specialized weapons, armor, even magic spells to help you save your fair maiden.



Four different worlds to explore, each with its own harsh climate and hidden mysteries.

SUPER Adventure Island II

If role-playing is your gig,
Super Adventure Island 2
will rock your world.

Take off on a turbulent journey as Master Higgins, a shipwrecked, amnesia-ridden groom in search of his lovely, yet very confused bride. . .who, by the way, has been kidnapped by a giant buzzard. . .just as she was about to marry the crowned king of Waku-Waku!!!

But don't worry. If you can figure out the lyrics to your favorite songs, this one shouldn't be too tough for you.

SUPER NINTENDO
ENTERTAINMENT SYSTEM



HAT ROCK

WATCH FOR
THESE HITS ON



Light the fuse,
get away...
and watch
your friends
go up in smoke!



Strategy is key.
Drop your bombs
carefully—one
bad placement
and KA-BOOM!



Tons of power-ups
let you throw your
bombs, even
detonate them by
remote control.

SUPER BOMBERMAN 2

Go ballistic and grab your Super Multitap™! It's the video game that gives you points for blowing your buddies to bits!

Loaded with more nerve-scorching mazes and mind-splattering intensity than the original, *Super Bomberman 2* lets you match wits—and weaponry—with up to four players simultaneously.

It's like being in the pit...only instead of plaid, everyone is wearing enough TNT to supply several Third World nations.

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HUDSON SOFT

SPECIAL FEATURE!



The Making of MICKEY MANIA

Disney has had major successes with its characters in the past, most recently with the *Lion King* and *Aladdin*. But none have managed to tuck youngsters under the covers of time like Mickey Mouse.

Very few youngsters have been introduced properly to Disney's mouse and his humble black-and-white beginnings. The mouse with the big, black ears and engaging smile has done well over the years, with his entries into the realm of video games and feature-length cartoons.

Mickey Mouse's *Castle of Illusion* by Sega for the Genesis and Mickey's *Magical Quest* for the Super NES were technological wonders and well ahead of their time both playability and the innovations that were made in the programming and design of the games.

Sony and Disney have teamed up once again to push the gaming envelope with *Mickey Mania*.

In part one of this feature, that appeared in *EGM* #4, we looked at how the designers went back through Mickey's

history, took parts of his storied past, and added them to the game to give a historic overview of Mickey's glorious, 65-year career. Here, we will continue that line of thinking through to the end.

Many people have seen *Steamboat Willie*, Disney's 1928 animated short. Disney and Sony used that as a starting point for *Mickey Mania: The Timeless Adventures of Mickey Mouse*.

The youngest gamers may not realize that *Steamboat Willie* is a big part of Mickey's heritage. However, after playing the game, all players will appreciate that fact because some of the animation in the game is in black-and-white.

When realizing that point, the game has

a different look and feel.

On the other hand, kids will be familiar with the *Prince and the Pauper* (1990), the short that accompanied the showing of the animated feature film, *The Rescuers: Down Under*.

Many of the other animated shorts used in the game include: *The Mad Doctor*

(1933); *Moose Hunters* (1937); *Lonesome Ghosts* (1937); and *Mickey and the Beanstalk* (1947). If gamers and their parents haven't seen all of the shorts included in the game, they are all out on home video.

The game wasn't made just for young gamers. Sony had all members of the family in mind when they developed the story.

"For the older audiences we picked Mickey Mouse short films on the basis of what we felt an older audience would have been exposed to and influenced by," said Patrick Gilmore, senior producer for Disney Software, who worked on the *Mickey Mania* project with Sony.

"We stuck to films that were influential in their day. *Steamboat Willie* was the first use of sound in a cartoon. *The Band Concert* was the first use of color, and *The Mad Scientist* was the first colorized film. *The Lonesome Ghost* was a milestone for Mickey because for the first time, he was animated by a well-known Mickey artist."

Mickey is revolutionary with new innovations in game play and programming techniques in this latest adventure.





In the Moose Hunter Level, the coming-at-you perspective is a first for any game. It will also be seen in the Stampede Level of The Lion King game.

But Mickey Mania will be in stores long before The Lion King, and it

will be the first video game in history to

have this spectacular, Mode 7 perspective.

There are over 40 hours of game play in any one of the Mickey Mania games coming out for the Sega

MICKEY MANIA PART II

Genesis, the Sega CD, and the Super NES formats.

The animation provides a visual experience, and the hidden areas throughout the game and special levels in the Sega CD version provide a unique gaming experience.

The sound effects are incredible and are found in all versions of the game. You'll think you're listening to a full orchestra! This effect was created by starting out with the highest point, according to Disney Software's Patrick Gilmore.

"Starting at the CD high point, we worked our way downward within the limitations of both the Genesis and the Super Nintendo. We ran with something that we could make work on the Genesis."

On a creative level, they tried to match the music with the mood and feel of each of the animated shorts in the levels.

On the Sega CD version, Disney brought in the only living person who

could perform the voice of Mickey Mouse, and a voice-over session was done using the actual voice of Mickey.

"There is only one person alive who can do the voice of Mickey Mouse," said Mary Ann Norris, Sony's producer on the Mickey Mania project. "We played through the game and we let him ad lib his way in the various levels as we played. We interspersed the voice samples of Mickey throughout the CD version.

"We would have liked to have done the same with the other cartridge versions. But due to memory constraints, we couldn't add as many samples as we would have liked."

In each level, the Mickey of the year that was featured in the animated shorts makes an appearance. However, the other characters you traditionally see in a Mickey Mouse game aren't included.

"We were intent on having this be a historic overview and a fanfare of sorts for Mickey, not for Donald Duck, Goofy, or any of the other traditional characters you might expect to see featured in a Mickey game," Gilmore commented.

Pluto does make an appearance from time to time in the game. In the Mad Doctors Level, Mickey actually rescues

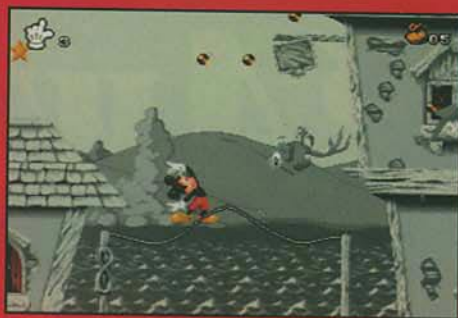


Pluto from the Mad Doctor, just like he did in the actual cartoon. Pluto is then Mickey's sidekick for the rest of the game.

In the Sega CD version, extra animations were added for Pete's character, the end Boss in the game, and extra Mickey Mouse animations were added for each of the individual Mickeys.

All of the Mickeys appear and help you defeat Pete in the final battle.

The McGuffin (a pencil), the object of



your quest, links all of the transition in the game and appears in the final level of the Sega CD version.

Once you get the pencil, he activates and draws one of the Mickeys. Once drawn, Mickey appears and helps you defeat Pete, then moves on. Afterward, it's an ongoing quest to keep recapturing the McGuffin in order to trigger the appearance of all of the other Mickeys.

This is the one level that isn't in either the Sega Genesis or the Super NES games, according to Sony and Disney.

On top of all that, the voice samples, all the orchestrated music, and the extra animations for the characters throughout the game, were added to the CD version.

"The Sega CD is good at playing back redbook audio music, and we wanted to create the interactive cartoon feeling. We used that soundtrack to add many individual sound effects and tailored them to each level. In the Mad Doctors area, where it's creepy and spooky, there are bone-shattering sounds, giving you the feeling that you are inside the game," Gilmore said. "We don't want to give away the ending, but let's just say it's not so much a closure, but an overture of everything that you have been through with Mickey."

Mickey lovers will enjoy taking a voyage in time with the mouse that helped make Disney famous. Gamers will enjoy the trip through Mickey's storied, 65-year past. However, it does not matter which kind of fan you are, this game will capture everyone's heart, both young and old alike. This game is a work of gaming art with its creative soundtrack and graphics. Make sure you take a look at Mickey Mania when it comes out in the near future!



A composite image featuring Dick Vitale in the foreground and a basketball player in a purple jersey in the background. Dick Vitale is wearing a headset and a microphone, smiling. The basketball player is wearing a purple jersey with the number 2 and is looking upwards with an open mouth, as if shouting or cheering. The background is dark, suggesting a basketball arena.

**“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



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**SPECIAL
FEATURE!**

FALL ECTS

EUROPEAN COMPUTER TRADE SHOW REPORT PART 2

LONDON—The fall European Computer Trade Show was so huge we had to carry over our coverage from *EGM* #4 to this month's issue of *EGM*.

You'll find the best coverage of this fall's ECTS right here. If there's a gaming show anywhere on the planet, you know the editors of *EGM* will be there getting you all of the inside information and game screens to keep you updated.

Our correspondent over in Europe, David Ryder, has been busy staying up late and even missing tea to go through the press packages and get the information for our ECTS Special Feature.

The game market in the U.K. may be at a low and consumer interest is way down from last year, but game development is just the opposite. Sony is a major presence in Britain for instance, working through their European office. Instead of even trying to get space, Sony provided buses to take the media and members of the game-buying public to their own turf.

The Brewery, located within London's city limits, provided a great backdrop for taking a leisurely stroll and looking at all of the games, while sipping on a freshly brewed beverage.

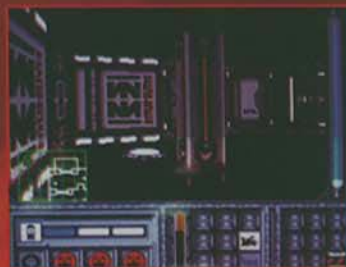


WORLD NET



The ECTS was packed with gaming goodies and key players from all gaming companies attended.

BLOODSHOT



One of the coolest games at the show was Bloodshot by Domark. The first-person perspective blaster is one hot property. With *Doom* and *Zero Tolerance* big news, gamers won't believe this type of graphic quality was possible on the Genesis. The 12-level blaster takes place on an alien troop ship on its way to the planet Earth.

SNOOKER



47

A new Super NES Pac-Man adventure awaits you from Mindscape. Jimmy White's Whirlwind Snooker (left) looked very good for the Mega Drive (Genesis).

DRAGON





We're still working on the
"Golf Cart Joy Ride & Crash" feature.
Other than that, it's perfect.

LINKS

the challenge of golf

Links for **Sega CD™** is the most near-perfect, outrageously realistic golf game available.

How perfect is **Links**? The course mimics Torrey Pines exactly—incredible, 35 mm photography places you behind every tee, fairway, water hazard and bunker, wherever the ball lands, and gives you an accurate view of your next shot. It's so life-like, you can almost smell the green (that's a good thing).

And as you'd expect from any decent golf game, **Links** features

- Tournament play
- Practice mode, Front 9, Back 9
- Instant Replays
- Save player info

But then, **Links** goes far beyond any other golf games to give you in-depth golf features like

- 1 to 6 players (sorry, other games can only handle up to 4)
- Full support of TeeV Golf Club™ for the most accurate, realistic and fun golfing experience available
- Aerial fly-overs of each hole so realistic you may get airsick
- Running stats on how many fish you tag when your ball lands in the water.

Okay, we're just kidding about the last feature.

But as you can see, **Links** for **Sega CD** is the closest thing to perfection when it comes to golf games. So you can bet that if any game comes out with a "Golf Car Donuts On The Fairway" feature in the future, it'll be **Links**.

The Virgin logo, featuring the word "Virgin" in a stylized, cursive script.

Sony went high-fi and high-tech with a huge video screen presentation of their upcoming products, while the usual selection of show biz suits milled around to tell us all about them! The main attraction, of course, was the PlayStation. It was the first time that the unit had been on display in the U.K.

One would have thought that Sony would have pulled out all the stops and had 15 PlayStations, running all of the latest softs, scattered throughout the brewery. However, that wasn't the case. There was only one PlayStation unit, and that was kept in a glass case located in the middle of the main room. There wasn't even a game playing in it. But the beer tasted good and people wandered by to admire the 'caged-in' system. In fact, some people admired it a little too much. I have it on good authority that someone even walked up and licked the case.

Behind closed doors, Sony was running the racing game Poly Poly Circus Grand Prix, coded by SCE, as well as their multiscrolling shoot-'em-up, Philosoma. We'd love to give you a full preview of them, but Sony U.K. gave us instructions to keep anything we've learned in the strictest confidence until its debut. They're keeping things so tightly under wraps that Sherlock Holmes and Scotland Yard would have a hard time getting information on these games.

Psygnosis, on the other hand, was a bit more open. (I mean, what's the point in having the press there if you're not going to show them anything?) It was inevitable that they



URBAN STRIKE



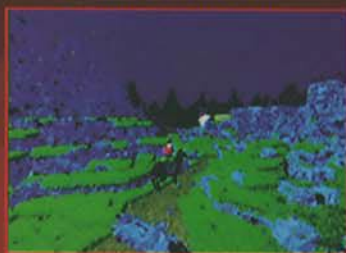
Electronic Arts used the *News and World Report* on the first Sunday of the show to get publicity for some of their titles. The headline on the mock front page read, "How My Chopper Saved New York" and



referred to the new Urban Strike game coming out for the Genesis and the Super NES this Christmas. On the flipside, 3DO FIFA Soccer and World Cup Rugby were featured on the bottom of the sports page.

ECSTATICICA

Due out on the 3DO, this 3-D game looks awesome.



DINO DINI'S SOCCER



THE LION KING

Virgin has one of the hottest gaming properties on the planet heading into Christmas and it will be roaring on all formats.



FIFA '95



LEAGUES	
English	
Tottenham	Arsenal
	Aston Villa
	Blackburn
	Chelsea
	Manchester U
	Queen's Park
	Sheffield Wed
	Tottenham

Shooting
Running
Passing
Defence
Tackling
Goalies
Overall

Change Teams A-Add/B-Delete

FIFA '95 by EA Sports was the talk of the show and it looked hot.

FIFA SOCCER



RUGBY WC 1995



There was no shortage of soccer games at the ECTS. Virgin's working on Dino Dini's Soccer for the Super NES. EA Sports' FIFA '95 for the Genesis looked good, and so did FIFA Soccer for the 3DO and World Cup Rugby.

Great Balls Of Fire!

Prices start at \$15,000

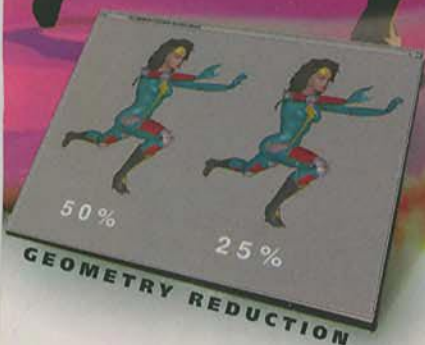
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FALL ECTS

EUROPEAN COMPUTER TRADE SHOW REPORT PART 2

wouldn't have enough space to show all of their software at the big ECTS show, so instead of even attempting, they chose to show Ecstatica and Novastorm on the PC.

Novastorm is the sprawling shoot-'em-up we previewed on the Sega CD and the 3DO. It's a natural for conversion to the PlayStation.

Likewise, the graphically fantastic adventure game Ecstatica was very impressive.

It features beautiful animation and ultracool, real-time movie camera-angle cuts as you play.

It won't come out on the PC CD-ROM until the winter. It would be criminal if Sony let a hot property like this one slip by without converting it across to the PlayStation.

Up on the big screen, we were treated to footage of PlayStation games in action, even though they had nothing playable on the show floor.

The Euro launch is still far away; a date has just been announced: European gamers will get their first chance to buy the PlayStation on Sept. 1, 1995!

Better yet, the price point for the PlayStation will be very aggressive. Sony is talking about a maximum price of £350



WORLD NET

Flink is a graphically exciting game that will be out in time for Christmas on the Mega Drive/Genesis. Another Psygnosis game, Novastorm, originally known as Scavenger 4, is a very slick looking game. The SGI backdrops rule.

FLINK



NOVASTORM



THE FLINTSTONES JP2: THE CHAOS CONTINUES



You saw the film and the cartoon, now play the game! Capturing the look and humor of the movie in a side-scrolling platformer wasn't easy, but Sony seems to have done it with this very good-looking title. Grabbing speech and music from the cartoon will make this game very familiar to Flintstone fans. In another dinosaur-chasing adventure, Jurassic Park 2 looks excellent and gamers will find themselves enjoying the fine animations. It's being made for the Super NES.

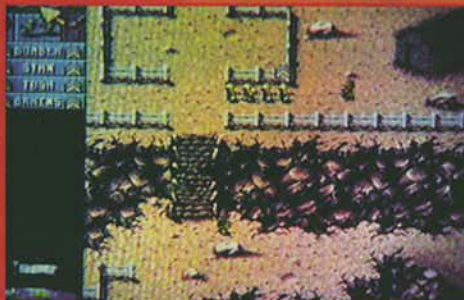


THEME PARK

Theme Park will be making an appearance on the Genesis and the Super NES. Theme Park by Bullfrog Ent. allows you to design and run your very own theme park.



CANNON FODDER



Remember how much fun it was blasting the soldiers in Desert Strike? Well Sensible Software's Cannon Fodder takes it one step further! Imagine Lemmings combined with Desert Strike. You carve your way through this 3-D blaster for the Sega CD collecting tanks and commandeering jeeps and helicopters as you make your way through the ranks. Lots of blood, guts, and awesome explosions await you.

A two-handed jackhammer tomahawk turbo JAM!

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- ▶ **Slam Masters™** by Capcom
- ▶ **Firestriker™** by DTMG
- ▶ **Bill Walsh College Football™, FIFA International Soccer, NHL® '94, Madden NFL® '94** by EA Sports™
- ▶ **Lord of the Rings™** by Interplay
- ▶ **The PeaceKeepers™** by Jaleco
- ▶ **Secret of Mana™** by Square Soft

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Redmond, Washington 98052 (206)861-9200

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and a minimum of £250 (between \$375 and \$525) when it hits the shores of the U.S.

Sources say that it should ring in around £300 (\$450), so Sony seems to be splitting the difference.

But U.K. gamers won't be looking this Sony gift horse in the mouth.

The Japanese launch of the Sony PlayStation has been moved forward to November 30. Way to go Sony.

A number of other companies were represented at ECTS as well, all with exciting new projects to show off. One of Britain's top developers has six development kits in stock already and is working on games before the units arrived. One document where the ink has already dried is between Bullfrog—the guys behind Syndicate, Theme Park, and Populous. Some serious money is being bandied about. To do four games for the PlayStation, Sony will be paying them between £2.4 and £3 million pounds for the games.

SCI has been quietly working on Sony softs as well. Cyberwar, the sequel to The Lawnmower Man is due out on the PlayStation as a four CD Pack, three game CDs, plus a special soundtrack.

Likewise, Death Machine, a futuristic thriller set in an office block, sees you battle a robot that can smell fear.

Several top PC games are expected to be converted for the platform and Domark's space game. Absolute Zero is a likely candidate.

Mortal Kombat III will also be out on Sony's big machine. Stay tuned for more information!

J-CART™

FOUR PLAYER POWER



J-CART RULES

Codemasters is busy. The J-Cart will allow gamers to have up to four players on one cartridge. Controllers are plugged into the game as it sits in the Genesis. It's an innovative approach to four-player gaming and it works! No dual-compatibility problems and they own the rights. Micro Machines 2 is more of the fast-action racing game players have become accustomed to. Psycho Pinball is one hot pinball game for the Genesis.

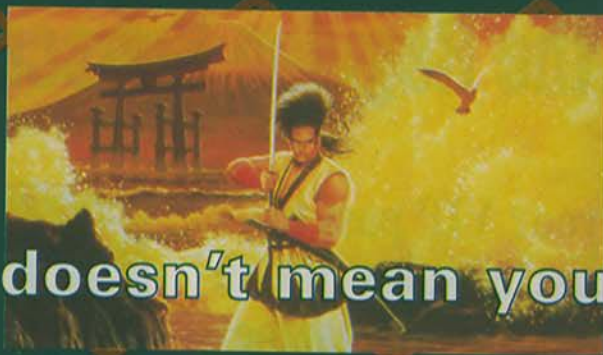


PETE SAMPRAS TENNIS

PSYCHO PINBALL



A TRUE SAMURAI FIGHTS WITH DIGNITY AND HONOR!



But that doesn't mean you have to.

SAMURAI SHOWDOWN



Go back to the end of the 18th century when fighting was for dignity and honor. When style and form was of great importance. Of course, you don't have to play like that though. Cutting an opponent in half is half the fun. Through the intense graphics and sounds of Sega CD, you'll really think you're back in Feudal Japan.



SNK

SEGA CD



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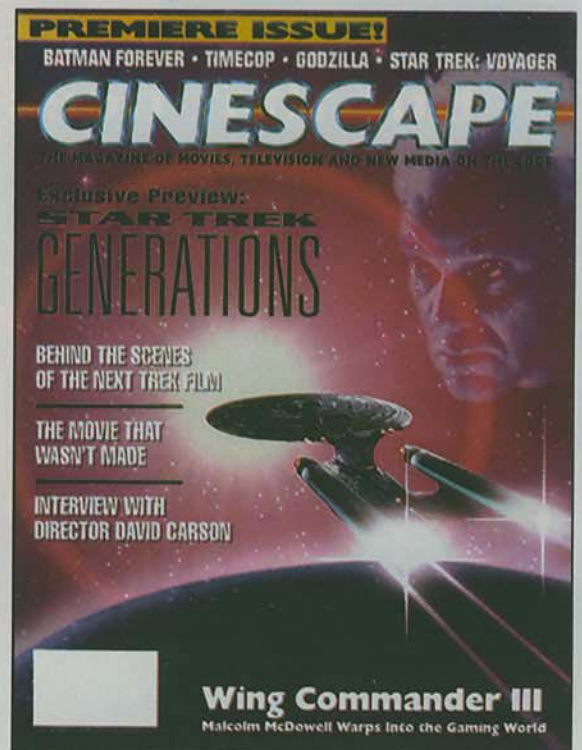
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SPECIAL FEATURE!

JAMMA

Wherever there's a big gaming trade show you know we'll be there getting you all of the inside scoops and keeping our finger on the pulse of the gaming industry.

It doesn't matter if it's in the land down under or in the land of the rising sun, we've got you covered.

Recently we visited the 32nd Annual Japanese Amusement Machinery



Manufacturers Association (JAMMA) show. There was a lot to 'JAMMA' about, with the release of the new Neo-Geo CD unit in Japan. They had a display of all of their top stuff and we've got it here.

In the next few pages we'll showcase all of the new games, including Virtua Fighters 2, Acedriver—better known as Ridge Racer III in our neck of the woods.

Most of gaming's top companies were on hand to show off what they've been working on.

We tracked down those companies that didn't exhibit to see what they have been up to. Sega was on hand and they had a lot more to show than the balloons that hung from the rafters with their logos on them.



They had a host of 32X and Saturn softs on display. They even showed off their new STV arcade architecture technology. We've got all the specs on the new systems and we'll take you on a guided tour of the show, saving you the price of a plane ticket to Japan and keeping you informed at the same time.

There's plenty to talk about and what we don't have room for in this issue of *EGM*, we'll carry over to *EGM*®. Enjoy the show!



Sega's Virtua Fighters 2 was on display at the JAMMA show. Take a look at our extensive coverage of the 32nd Annual Amusement Machine show.

The Neo-Geo CD is one hot machine and it was on fire at the JAMMA show. The unit sold out and three of the hottest Neo-Geo games, Art of Fighting, left, Samurai Shodown, and Fatal Fury 2 were available when the machine hit store shelves.

Atlus: Power Instinct 2
 Banpresto: Dragonball Z 2
 Capcom: Armored Warriors, Slam Masters 2
 Data East: Dunk Dream, Gunhard
 Human: Blazing Tornado
 Jaleco: Gunbird
 Konami: Soccer
 Namco: Ace Driver, Attack of the Zolgear, Tekken, V Shoot, Gunbullet
 Sega: Virtua Fighter 2, Virtua Cop, Tecwar, Title Fight 2, Golden Axe: The Duel
 SNK: Samurai Shodown 2, Neo-Geo CD

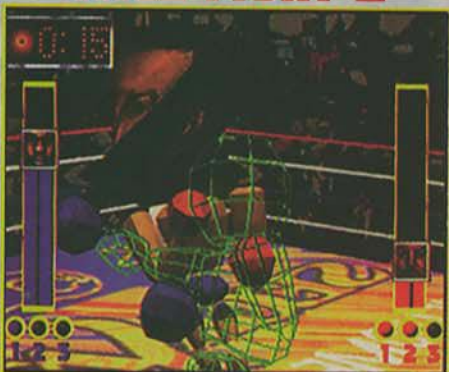


Sunsoft: Galaxy Fight: Universal Warriors
 Taito: Chase Bombers, Kaiser Knuckle, Space Invaders DX, Operation Wolf 3, Real Puncher, Virtuality/Zone Hunter, Super-Ground Effects, Hat Trick Hero '95
 Technos: Double Dragon, Gowcaiser
 Tecmo: V Goal Soccer
 Visco: Drift Out '94, Crystal Legacy

What was at the JAMMA?



TITLE FIGHT 2



GOLDEN AXE : THE DUEL



Possibly one of the most innovative items at the Jamma show was the new motherboard from the wizards at Sega. Simply named the ST-V, the board mimics the new Capcom arcade boards, and more closely the Neo•Geo, by incorporating a cartridge system. Therefore, an arcade owner no longer has to buy an entirely new cabinet with every new Sega game. The cartridge slides into the right side and is very affordable. The main reasoning behind the move from the previous models, namely their Model 2, was that they were just too expensive. One of the two games coming out for the system is Title Fight 2, an impressive boxing sequel with full rotation, Virtua Fighter-style graphics, and a refined "Punch Out" game play, as your character is a green-grid boxer. The second is another sequel, of sorts, to the popular Golden Axe series. Entitled The Duel, it is a fighting game starring all of your favorite Axe characters.

You think you want to be King?

Get real. You're starting life as Simba, the cub. To survive and grow into a powerful adult lion, you must perfect your savage pounce, reckless roar and master fighting with all four paws. If you survive the challenge, you'll grow into a strong, ferocious adult lion.

So prepare to scrap with hyenas. Blast through an elephant graveyard. Battle an in-your-face stampede of trampling wildebeests. And you'd better quit hanging with slackers like Timon and Pumbaa, unless you want to be scarfing bugs the rest of your life!

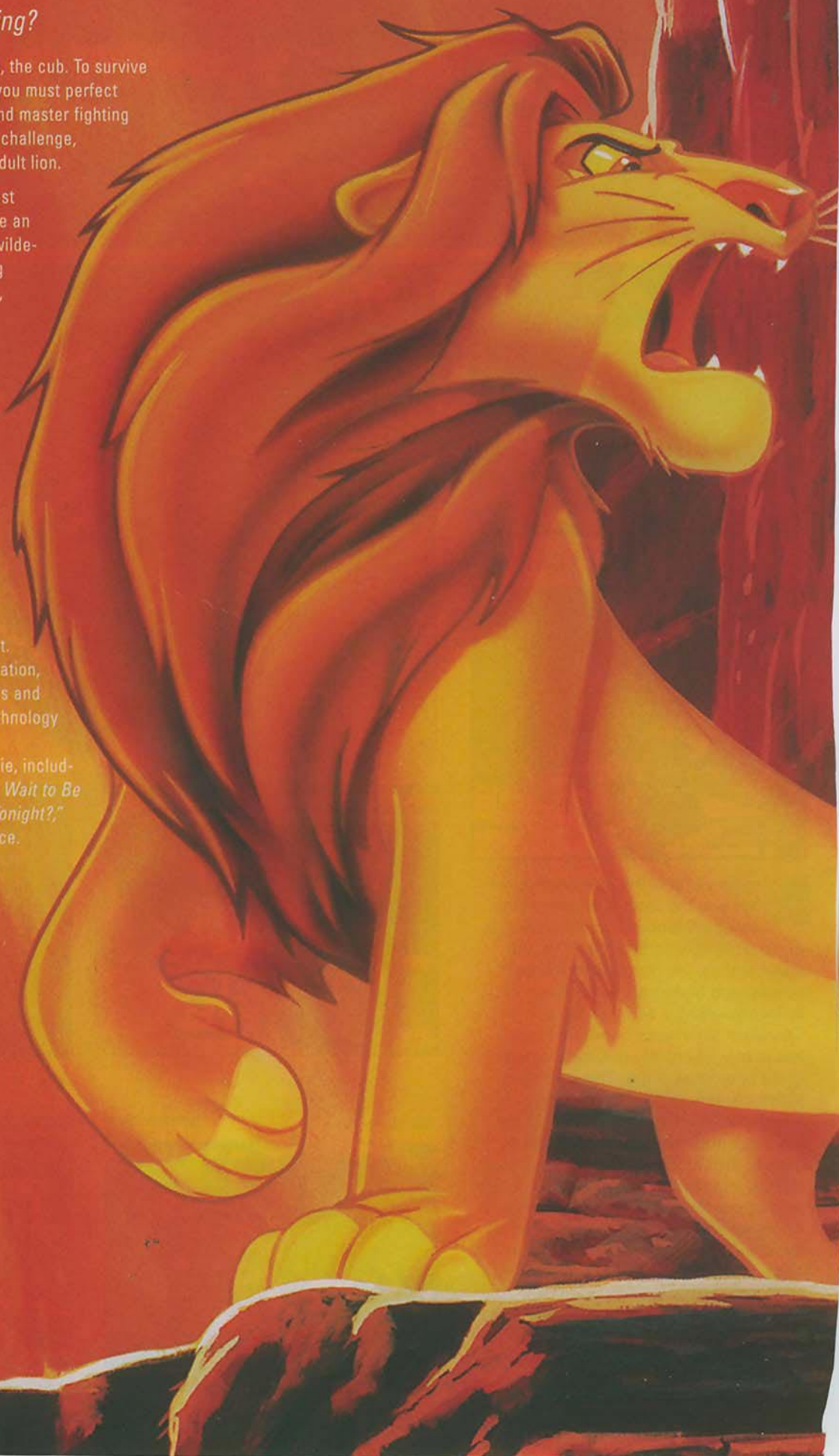
Are you sure you want to be King? Then it's time to cut loose in the deadliest one-on-one brawl ever. Defeat your evil Uncle Scar. Recapture the Pridelands. And reclaim your rightful place in the Circle of Life.

- ✿ A radical variety of gameplay that follows the adventures of the hit movie *The Lion King* through 10 levels of action, puzzles and combat.
- ✿ Fast, super smooth, movie-like animation, hand-drawn by top Disney animators and packed with the latest Digicel™ technology in a 24-meg cartridge.
- ✿ All 9 music selections from the movie, including "The Circle of Life," "Just Can't Wait to Be King" and "Can You Feel the Love Tonight?," composed by Elton John and Tim Rice.
- ✿ Able to control four characters: young Simba, adult Simba, Timon and Pumbaa.

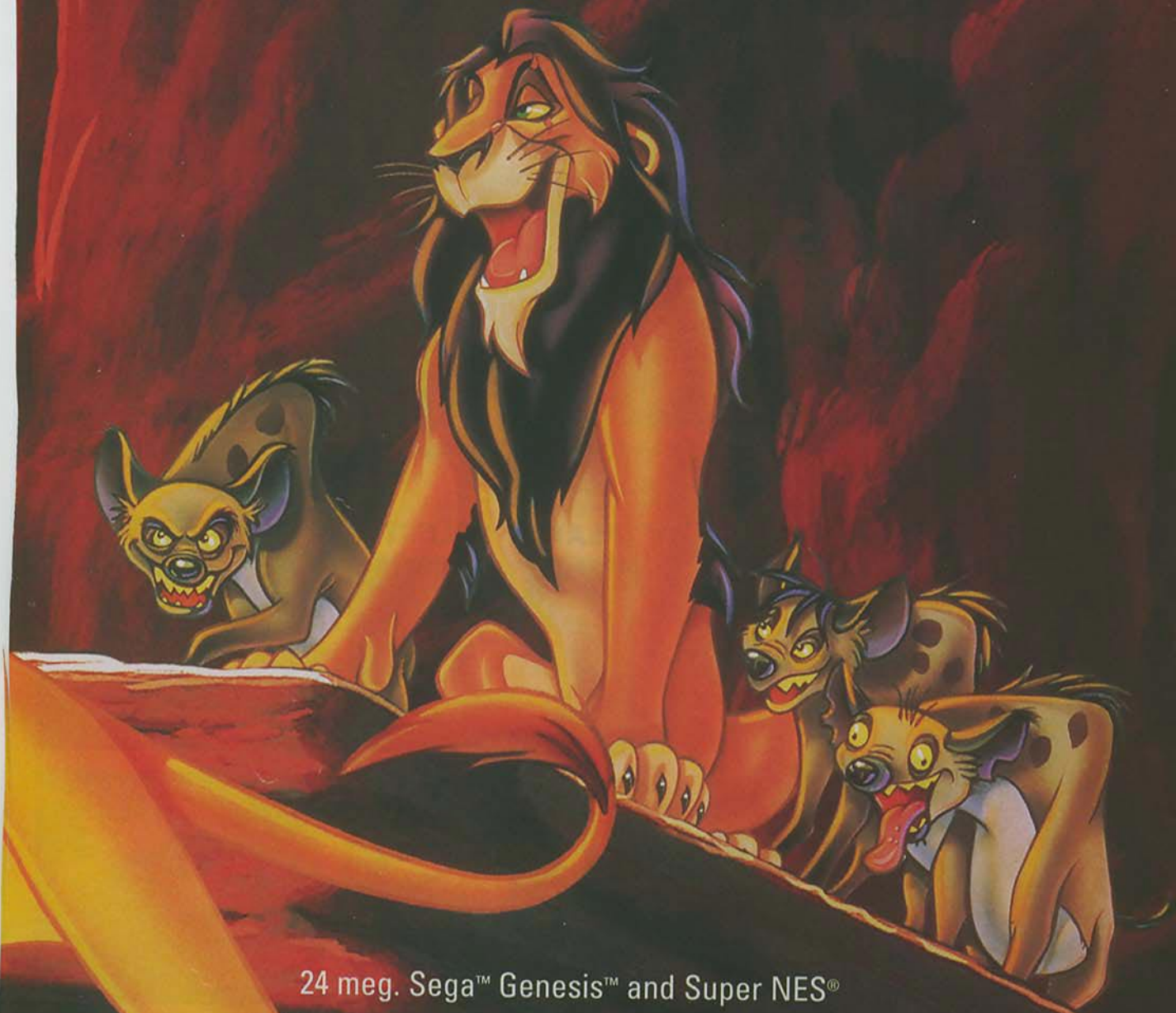
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at a theatre
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THE LION KING



24 meg. Sega™ Genesis™ and Super NES®



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ACE DRIVER



Among the best at the show had to be Namco's answer to Ridge Racer 3. Not only are the graphics absolutely fluid and the game play flawless, but the networking option adds a whole new dimension to the game. Locking four cabinets together allows you to access an eight-player head-to-head battle for first place. The 'car' you sit in also leans to the left and right and really helps to get you into the game.



Virtua Fighter 2

One of the most anticipated games approaching is Virtua Fighters 2. The first did not rank as high as Street Fighter II or Mortal Kombat II but it did have a loyal following. Its refined graphics and style were excellent. Now Sega is beefing it up to make one of the best-looking fighting games at the show. They really refined the graphics, although the game play is very much the same.



V GOAL SOCCER



One of the few sports games at the show was a new soccer game from the makers of Cup and the upcoming Cup '94. The name is V-Goal and it is quite incredible for a soccer game. It has a ton of options, sliding, at least three types of kicks, and a "Special Play."

RING SLAM MASTERS II DESTRUCTION



Capcom's sequel to Slam Masters, a wrestling game from a while back, is now a fighting game, Street Fighter-style. All new characters plus the return of Haggar and the rest you know so well round out the wrestling/fighting action.

RAVE WAR



Namco is bringing out a fighting game that looks similar to Virtua Fighters, although the game play and overall feel stomps VR. The characters are all original, and all have an individual story, which is found out by beating the game. Namco used the same hardware from the Ridge Racer series.

CRYSTAL LEGACY

Crystal Legacy is a brand-new fighting game for the Neo-Geo from Visco. It features eight characters who have been named "destructive deities" from all around the globe. The game has all the features you've come to expect from fighting games. Each character has his/her own technique, such as turning into animal deities, etc. You can also gain special magical power if you collect eight relics.



**SPECIAL
FEATURE!**



SAN ANTONIO AMOA EXPO '94

MORTAL KOMBAT III

There will be an MK III and our sources have dug up some dirt on the one anticipated game that wasn't at any arcade show. We hear there are going to be four new characters and some old-timers, including the return of Sonya and Kano! The graphics are completely redone and are supposed to make MKII look primitive. The sound system is the DCS from MKII and the same play mechanics have been retained, however there is one more button!



All over the show was the infamous Ultra 64 title, Killer Instinct. The soon-to-be-famous fighter was William's/Midway's big release. This is the first fighting game that uses an internal hard drive to produce pictures of quality. It will really amaze you. Up to par with the graphics are the intense techno sound tracks and effects. Move over Mortal, a new level of fighting game awaits gamers!

**Expanded
coverage**

**in
EGM²**



AT THE SHOW....

- American Laser Games: Fast Draw, The Last Bounty Hunter
- American Sammy: Krazy Bowl, Dragonball Z, Manzingar, Gundam, Golf
- Atari: T-MEK, Primal Rage
- Attus: Power Instinct 2
- Capcom: Armored Warriors, Darkstalkers, Dungeons & Dragons, Alien vs. Predator
- Data East: Tattoo Assassins, Street Slam, Locked & Loaded, Dream Soccer '94
- Fabtek: Raiden DX, Power Instinct 2
- Jaleco: F-1 Super Battle, Junior "Grand Prix" Star 2
- Konami: Lethal Enforcers 2, Pirates, Soccer
- Midway: Killer Instinct, Corvette, Hard Hat, Revolution X, Cruise USA
- Namco: Ace Driver, Rave War, Gun Game
- Reality Concepts: Virtual Reality
- Seta USA: Twin Eagle
- Strata: Pairs, Bloodstorm
- Sunsoft: Shanghai 3, Punky Doodle, Virtual Battle
- Sega: Wing War, Desert Tank, Daytona USA, Tickee Tickats, Virtua Cop, Sports Fishing
- SNK: Samurai Shodown 2, King of Fighters '94
- Taito: Darius 3, Operation Wolf, Global Champions, Bubble Symphony, Power Strike 2, Bust a Move
- Tecmo: Cup '94, V Goal



ENTER THE WHIRLWIND



- ▶ Utilizes a faster new version Super FX chip.
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- ▶ Morph into a powerful Walker, a sleek Sonic Jet, a speedy Landburner or a defensive Hard Shell.
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- ▶ Password feature included.
- ▶ Sizzling and sinister techno soundtracks!



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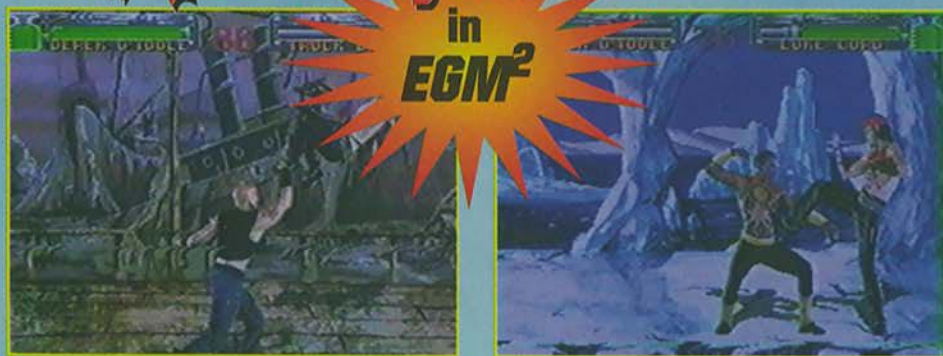
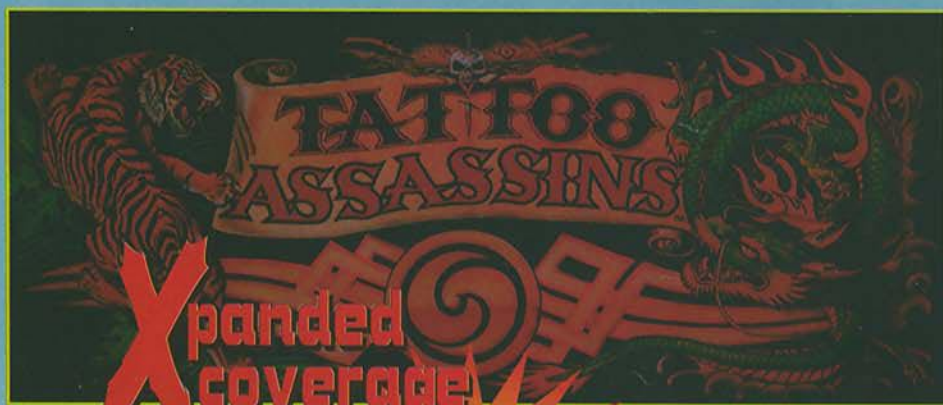
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Mullah abba is calling you. He needs you to choose an assassin to do battle with Koldan the Conqueror. Recover the ancient Ink of Ghize that transforms tattoos into real objects for a brief moment when applied to humans.

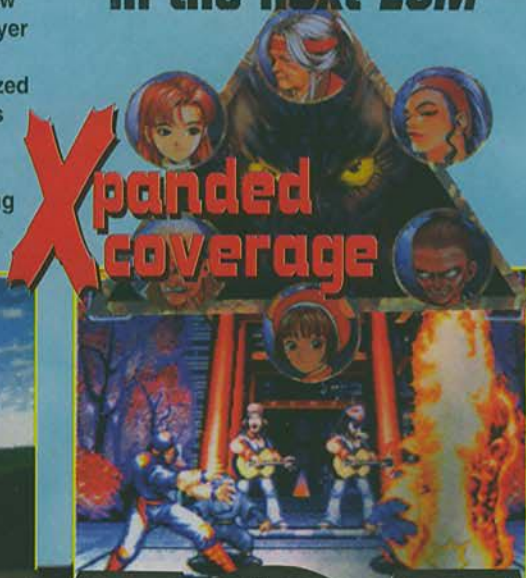
Data East will launch a huge campaign for this fighting game filled with moves, secrets, and all-out, in-your-face action. Backed by some big names, look for a behind-the-screens follow-up in *EGM*'s next issue. We'll bring you some exclusive pix of the making of the game and more coverage of what this game has to offer.



Seta showed off an interesting shooter on a long screen machine. This new shooter has two-player simultaneous play, trick shots, and specially digitized computer graphics. It has plenty of technique to keep shooter fans happy while the fighting game trend continues.



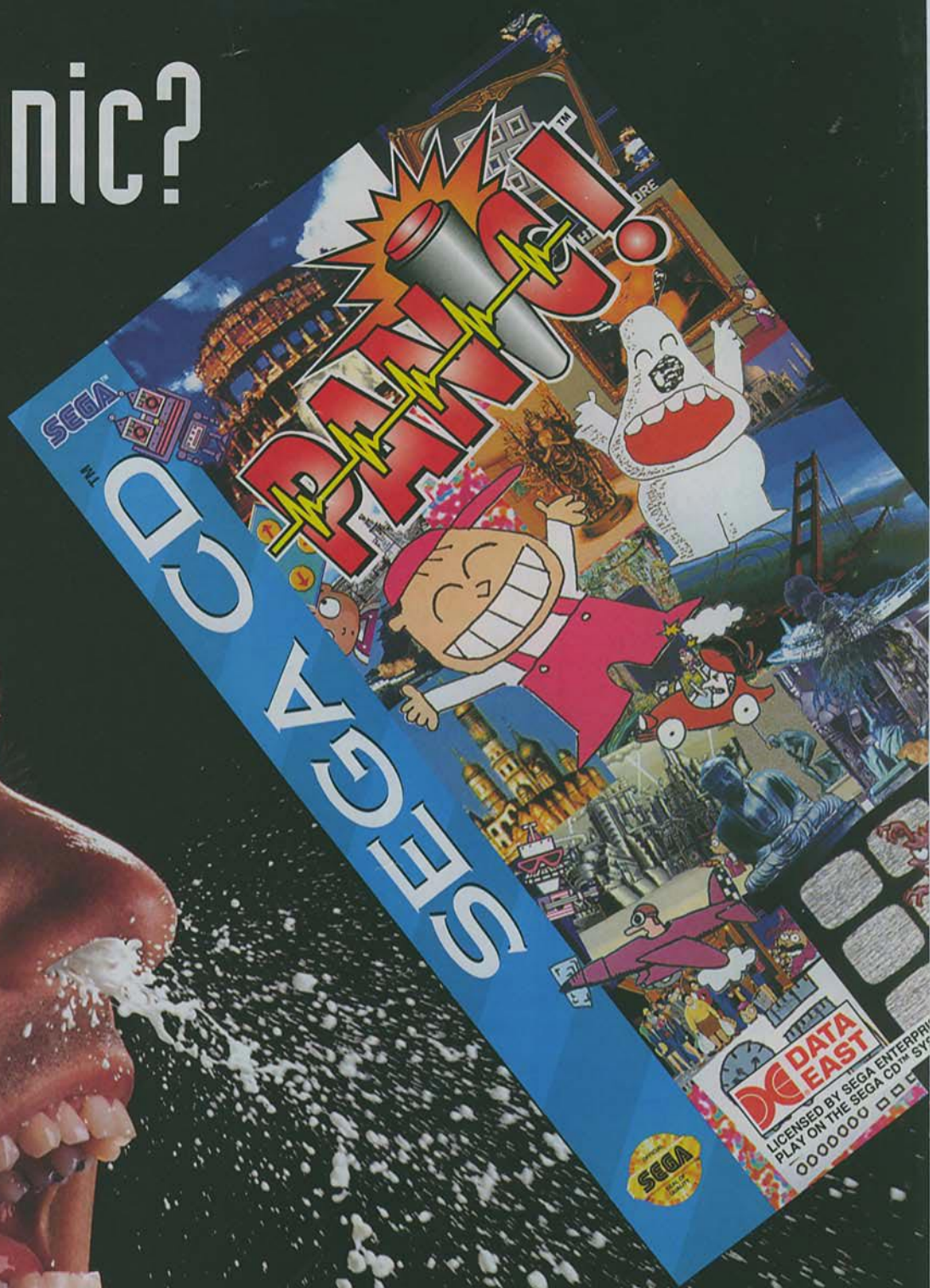
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in the next *EGM*²



Expanded coverage



Got Panic?



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for minors
Mature Audiences

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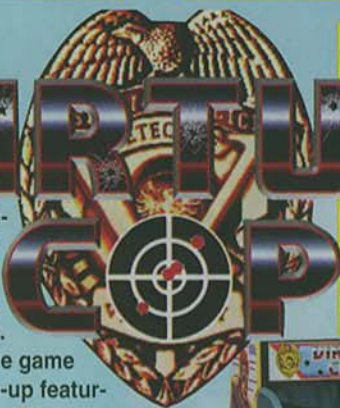
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VIRTEUA COP

Sega is pushing the Virtua series in a big way with this mega-hit.

An incredible game of shoot-'em-up featuring 32-Bit 3-D graphics, two-player simultaneous action, auto zoom in and out feature, lock-on-sight, and extremely authentic gun-fighting action. This game boasts high-speed visual response unlike any other shooter out there. Look for more coverage on this hot arcade game.



X expanded coverage



in **EGM²**



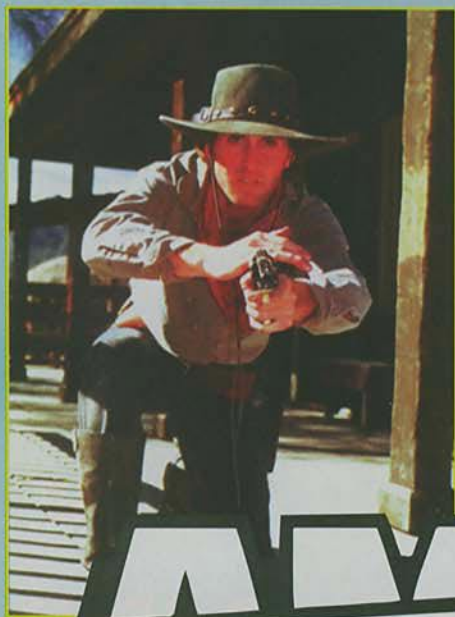
FAST DRAW

Fast Draw is the first live-action game filmed in a vertical format to fit the 33" monitor you shoot at. See how fast your draw is in the showdown by American Laser Games.

SHOWDOWN

RAIDEN DX

Fabtek puts forth a big effort in this cool shooter. We hope to see more really soon.



X expanded coverage

in **EGM²**

AMMO

BRUTAL[®]

Paws of Fury



SNES

SEGA GENESIS

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GREAT 1000 MILE RALLY



Choose from 12 classic cars on 12 tracks of twisting racing action. You must beat each track in 60 seconds in order to advance to the harder levels. Believe me, it will be challenging. There is a continue feature to choose from so you don't lose your standing. Smart idea!

OPERATION WOLF 3

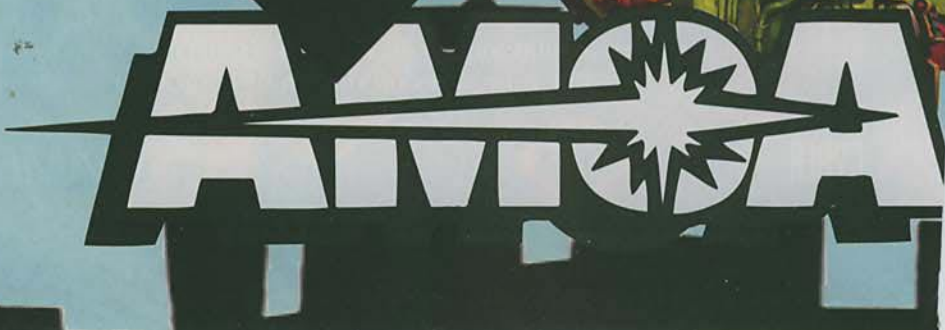
Armed with a nuclear missile, a terrorist group holds the world for ransom. In Taito's blasting game, play either alone or with a friend. It's the super sequel shooter.



Take the controls of the supreme weapon of war! Alone or with a friend, you can choose from four different robot warriors. A great new addition to Capcom's arsenal of games, this is a Final Fight-type side-scroller where you control mechs and power them up to get the job done.



ARMORED WARRIORS



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Get ready for the most realistic game adventure ever. The VIVID 3D™ sound enhancement system from NuReality transforms ordinary game sound into an amazing 3D sound experience. ✨ What does "3D sound" mean? It means game sounds come alive all around you. It means you feel like you're in the front

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Santa Ana, CA 92705-5810. Telephone: (714) 442-1080,

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* SRS (•) technology won the prestigious "Ultimate" award from *Game Players* magazine in July 1993. © 1994 NuReality. All rights reserved. All product names are trademarks or registered trademarks of their respective holders. G3



Robert Akers
All Monitor/Law Society
Hit by the Masked Muscle.

Fencing, Yearbook Staff
Bell rung by Piston Hurricane.

Young...
Knocked out in First Round.



Dan Baldino
Varsity Basketball, Student Council
Knocked silly in Super Punch-Out.



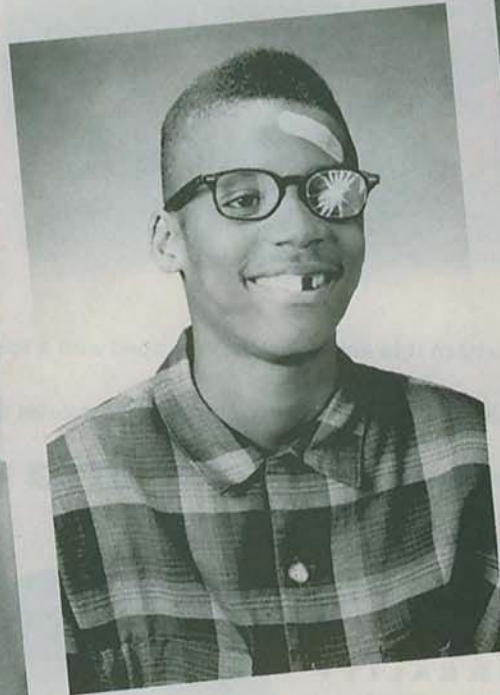
Kim Bandusky
JV Basketball, Health Officer Helper
Face rearranged in Super Punch-Out.



Joe Bardetti
Varsity Football, German Club
Looked at Nick Bruiser the wrong way.



Cheryl Berman
Young Scholars of America, Junior Hawkette
Lasted 4 rounds in Super Punch-Out.



Robert Carney
Physics Club, Tomorrow's Farmers Society
Took on the Narcis Prince.



Don Coyner
Varsity Wrestling, Junior Librarian
Pummelled by Mr. Sandman.

Introducing the Super Punch-Out Graduating Class of '94.

Now get in lots of fights after school without getting suspended.

It's Super Punch-Out.® The biggest Punch-Out ever, featuring some of the biggest lowlifes ever.

They may look dumb. But these guys are big and in-your-face (no sissy side-view



LOW BLOWS, KICKS AND STICKS TO THE HEAD ARE LEGAL. NOW LET'S HAVE A GOOD CLEAN FIGHT.

perspectives.)

Even worse, they've each got their own dirty style you've

gotta figure out before you can kick their butts.

But before you even step in the ring, you gotta have a Super NES. And then it's DING! DING! — 16 bouts of smacks, hits, jabs and of course, lots of nasty shots below the belt.

Sound like fun? You bet your last few remaining teeth. Cuz you know, there's nothing like beating the snot out of a big ol' ugly guy.

Although a knee to the groin is pretty cool too.



JUST 4 OF THE NEANDERTHALS YOU'LL FACE. AND THEY JUST CALLED YOU A LITTLE MAGGOT.



Only For
SUPER NINTENDO
ENTERTAINMENT SYSTEM

SPECIAL FEATURE!

Get ready to go behind the wheel and find out what's driving Sega's big 32X system heading out this holiday season.

Sega is banking on the 32X to help them keep Nintendo and its big ape off of their backs, plus bring true 32-Bit arcade quality graphics home through your 32X adapter.

The unit plugs into the cartridge port of your Genesis, and instantly, your system will be accelerated to 32X gaming power.

The 32X will add to the horsepower already hidden within the Genesis and is 40 times faster than 16-Bit machines.

Two Hitachi 32-Bit Risc processors running at 23 mHz/40 MIPS will help deliver these arcade-quality graphics to you.

The 32X delivers 32,768 colors simultaneously with 4 Megs of RAM added to the Genesis and Sega CD.

The 32X is also able to overlay a plane of graphics over the Genesis video and has stereo, digital audio with programmable sample rates, and audio mixes with the Genesis sound. This makes the fighting scenes in Star Wars Arcade sound like you are piloting the X-Wing fighter in the heat of battle with Darth Vader and his evil troopers bearing down on you, their guns blazing.

Star Wars Arcade is a very cool translation of the arcade title of the same name. The graphics are excellent and the play is superb. But Star Wars Arcade isn't the only fabulous game being developed for the 32X. There are many other titles on the horizon.

We went behind closed doors, deep in the heart of Sega territory, and hooked up with the 32X developers for an exclusive, inside, behind-the-scenes look at what each game will look and play like. However, not all of the games are complete. Some of the projects are so secret we had to use all of our charms to get you this information. The top games at launch will be Doom, Virtua Racing Deluxe, and Star Wars Arcade.

Another awesome game is Cosmic Carnage, a fighting game in which armor-clad aliens fight it out. Gamers choose their armor which is knocked off as the fight progresses, making the fighters more vulnerable. This game looks very good and the playability is incredible.

Sega is already releasing the X-Factor and notifying gamers that there won't be a game packed in. This is disappointing, but the games will be worth waiting for.

Gamers who purchase the 32X this month when the machine lands on the store shelves will find six \$10 coupons good toward the purchase of any of the first six available games.

In Europe, Sega has announced plans to pack in Virtua Racing Deluxe with their unit. Gamers in Europe will also be paying up to \$100 more for the unit as it will ring in at the U.S. equivalent of \$250. U.S. gamers will be able to pick up the unit for \$160.

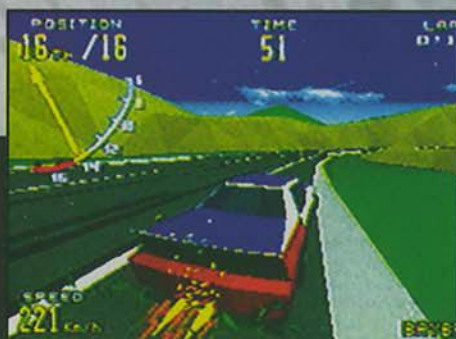
Following the recent Sega Summit, a meeting with key retailers and Sega of America licensees, 25 software publishers signed on to publish software for the new arcade system.

All and all, the 32X and its games will be giving other systems a challenge.



COMPANIES GETTING ON THE 32X BANDWAGON

Absolute, American Softworks, American Technos, Capcom, Crystal Dynamics, Domark Software Inc, GameTek, Core Design Inc, Capitol Multimedia, Atlus Software, Accolade, Activision, Hi Tech Entertainment, Acclaim, Konami, Sunsoft, Playmates Interactive, Interplay, Software Toolworks, Takara, Virgin, Vic Tokai, Twentieth Century Fox, Rocket Science Games, and Time Warner Interactive



Change the way you play.



*And you won't believe what
it does to your Sega Genesis.*

GENESIS 32X is about to bring the pulse-racing, eye-popping, heart-pounding, brain-buzzing **32-BIT GAMING EXPERIENCE** home for Sega Genesis owners. Quick! Get the whole scoop by making one free phone call! Call today — before your friends do! **1-800-32X-SEGA.**

GENESIS 32X

WELCOME TO THE NEXT LEVEL™

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**SPECIAL
FEATURE!**

DOOM

You are a combat trained Marine stationed on Phobos. There was an accident and a gateway to hell was formed. Some of the people stationed on Phobos went insane. The rest were slaughtered—all but you. Now it's just you, hundreds of insane humans, and a herd of hellish creatures. Good luck, because you'll need it! Don't worry too much—you can whomp everything on the screen. Sega is releasing Doom for its new 32X upgrade the Genesis in November. This will be the first 32X game released with the rating M, which stands for Mature Gamers Ages 17 and Up. Doom is a great translation from the original PC format, plus it has some differences, such as a few of the maps have been changed, and you will be glad to know the game has not been "sanitized" at all. Look for it in November. It's the ultimate gamer's game!

Experience the Wonder of Doom!



Welcome to the best shoot-'em-up game since Wolfenstein 3D. Play as a Marine on the planet Phobos.



An experiment went wrong and everyone except you went insane, not to mention the gateway to hell was opened up. Now you must kill everything you see—human, hell spawn, and floating heads alike. You don't have to discriminate, just blast everything and have fun doing it. Watch out, though or you'll end up dead!



So you want to know about the weapons eh? Well let me tell you about the weapons. First you start out with a 9mm, then you get a shotgun. Next comes the chain gun which really kicks butt. A rocket launcher will be your next grab. You then get a plasma rifle that toasts the opponents.

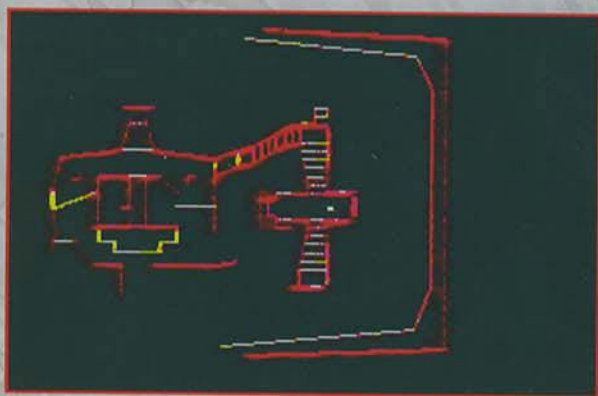


Finally the granddaddy of them all—the BFG 9000. I'll let you guess what that stands for.

Check Out This Awesome Action



All the action and enemies you loved from the original PC game are accurately represented here in the 32X version. So watch out or you'll find your brain splattered against the wall.



You have a helpful Map Option that allows you to see where you have been and find the many secret rooms throughout the levels of Doom. Use this option wisely and it will serve you well.



Barrels Explode!

Watch out! When you shoot a barrel it will blow up. This becomes very helpful when your enemies are huddled around it. Be careful, though. If you are too close, the shrapnel that hits the enemies can also cause you some damage!



**SPECIAL
FEATURE!**

STAR WARS

A R C A D E

LEVEL 1

One of the most highly anticipated titles of the year, next to *Mortal Kombat II*, is *Star Wars Arcade* for the 32X—a direct translation of the arcade game with a few subtle changes. Gamers can expect to be taken on a voyage through the gaming stars and onto another plateau of playability. Very seldom seen in a home gaming system, the vivid colors and the capabilities of the 32X are tested to the max. The scenario has been set—Rebel spaceships striking from a hidden base have won their first victory over the evil Galactic Empire.

During the battle, Rebel spies manage to steal secret plans of the Empire's ultimate weapon, the Death Star, an armored space station with enough power to destroy an entire planet. Pursued by the Empire's sinister agents, Princess Leia races home aboard her starship, hiding the stolen plans that can restore freedom to the Galaxy. It's all up you, using the Force, to get the job done.



In the Death Star part two, you take on the infamous Death Star trench enroute to your ultimate target. You'll really need the Force and a well-placed photon torpedo from your arsenal to blow up the big ship and the guns.



Watch for the gates in the final level, they come up fast. It's hard to get by them all in one piece. The game has four levels with two sublevels in each. The ending isn't set yet, but they gave us some inside scoops and it looks great.

Your *Star Wars* odyssey begins in Stage One and the object of this level is to dogfight with TIE Fighters. Destroy 20 TIE Fighters without getting blown away.

You have protective shields, but you also have a time limit. There are two perspectives you can engage the TIE Fighters from, a first-person or a first-person removed view. The TIEs come hard and fast and you'll need some quick work on the controller as well as the use of the Force to get the job done.

In the second level, your mission is to fly into the destroyer and blow up its engines—not an easy feat for any Jedi Knight. Along the way you'll face gun placements, moving tunnels, and the infamous Admiral Akbar will be calling the shots and giving you direction.

In Stage Three, you will face part one of the Death Star. It's a sublevel in your quest to reach the Death Star itself.



Admiral Akbar tells you to make the jump into hyperspace. On your way, he gives you mission orders and tells you your final objective in the mission.



LEVEL 3—FEEL THE FORCE



Good, fast-paced action will have Star Wars fanatics in their glory when they get their hands on this game, Sega's flagship 32X title. The game features Q-sound and displays 32,768 colors. The graphics are visually stunning.



LEVEL 4



Stay on target and hope the Force is with you as you watch the control panel from two different views. Blow away 20 TIE Fighters and you'll move on to the next exciting stage.

Watch the radar to see when the TIE Fighters come into view. Line them up in the crosshairs and blast them out of the gaming sky. Shooter fans will have a blast in this awesome level.

DEATH STAR



There are two parts to the Death Star Level and it's not an easy chore to put one down the big hole and blow the concrete jungle into a million pieces. It will take some quick thinking and a lot of the Force to get to the ending of this classic 32X game.



This game has a very realistic look and feel to it. It does the movies justice. This game is definitely going to be a winner and it has all of the makings to become a thrilling adventure.



Fuzzy Blue Rats
CAN'T
Skateboard

Overgrown Housecats
CAN'T
Hang Glide

Dirty Worms
CAN'T
Whistle

Mere Mortals
CAN'T
Become Super Heroes

Big Hairy Apes
CAN'T
Think For Themselves

PAC



There's tons of killer stuff Pac-Man can do that others can't. He can thrash on his skateboard, shred clouds with his glider, even "SHAZAMM!" himself into Super Pac!



"This Super Hero gig is harder than it looks."



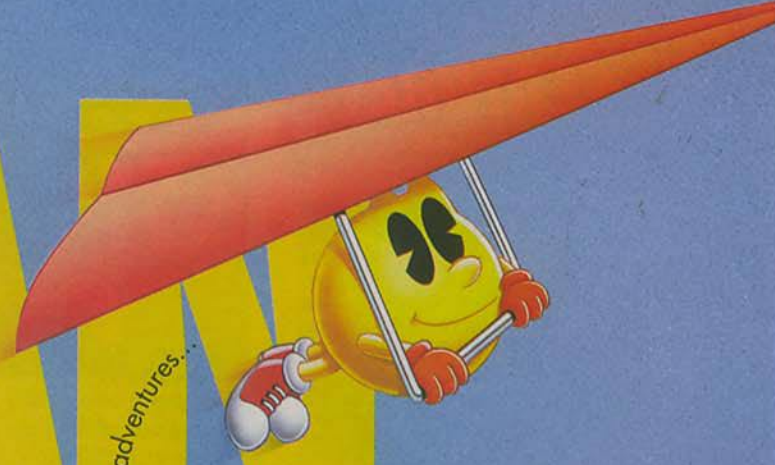
"Don't make me angry... You won't like me when I'm angry."

After all, you wouldn't want Pac-Man to get crushed like some spandex-sport...

\$5 Coupon
for Aladdin's CastleSM
or CyberStation[®] inside
every Pac-Man 2
Package

PAC-MAN

PAC-MAN



...without your help. Uh, kinda. Unlike those one-ply characters, Pac-Man performs all his adventures... through all his adventures... with Pac-Man through all his adventures...



"When I'm this high up, the last thing I need is one more ghastly ghost."



"Hey, I've got places to go, people to see—I won't wait while you decide what button to press!"



"You can even play the game that made me the world's first video game super hero! (I don't have a big head, do I?)"

...without your help. Uh, kinda. Unlike those one-ply characters, Pac-Man performs all his adventures... through all his adventures... with Pac-Man through all his adventures...



...without your help. Uh, kinda. Unlike those one-ply characters, Pac-Man performs all his adventures... through all his adventures... with Pac-Man through all his adventures...



Get Pac-Man 2: Where every game is an adventure.

PAC-MAN 2

THE NEW ADVENTURES™

GENESIS **namco** **SUPER NINTENDO**
The Game Creator

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SPECIAL FEATURE!

SEGA SPORTS



Your suspension really takes a pounding when sparks start flying!



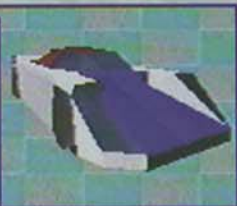
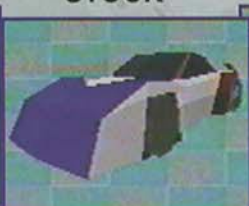
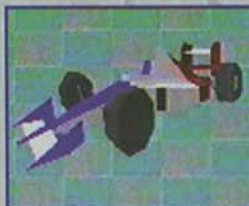
VIRTUA RACING DELUXE

CHOOSE THE CAR STYLE THAT FITS YOU!

FORMULA

STOCK

PROTOTYPE



A truly fast and dangerous machine!

No more bugs in your face with this baby!

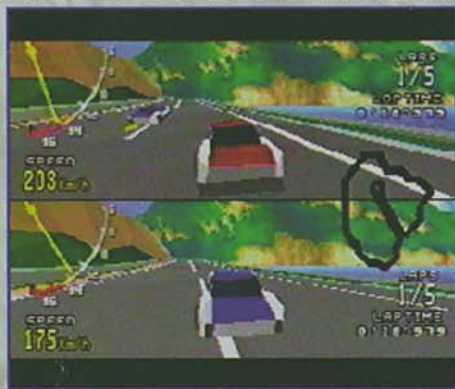
Race this untested car at your own risk!

FOUR DIFFERENT VIEWS TO CHOOSE FROM!

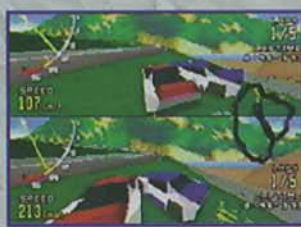


Just like in the original Genesis version, players one and two can choose up to four different racing views during the race! The multiple views range from a behind-the-wheel perspective, to that of an aerial shot from a blimp! This great feature has also started to pop in a few other racing game such as Sega's arcade masterpiece, Daytona USA, and a new game from Electronic Arts called the Need for Speed. Just be sure you don't change views during a sharp turn!

TWO-PLAYER V.R. FUN!



This is one racing game where the two player split-screen view works surprisingly well! The animation of the background is smooth and adds realism!



RESULT

CAR: STOCK		COURSE: ACROPOLIS	
PLAYER 1	WINNER		
1st 01'11"723	1st 01'09"131		
2nd 01'05"208	2nd 01'08"578		
3rd 01'06"214	3rd 01'06"497		
4th 01'07"452	4th 01'00"751		
5th 01'01"213	5th 01'06"815		
TOTAL: 05'59"008	TOTAL: 05'31"644		

CUSTOMIZE YOUR RACE!

MODIF SF1.FGT

CAR SELECT

FORMULA STOCK PROTOTYPE

TRANSMISSION

Automatic

Choose an auto or manual transmission!

COURSE SELECT

Best Line: 3'58"855 Fastest Lap: 0'53"685

Acropolis

Not only can you play against the computer or a friend, but you can check your records and trophies as well!

THE BIG FOREST



The indy car starts you off in the pit area!



The scenery for this stage is very beautiful and distracts from the actual game itself!



Be careful when you change the playing views!



The blimp view spreads the whole track out before you!



The Highland Stage takes you through in the city and more!

THE HIGHLAND

Watch through the in-car camera angle!



Blow 'em away in the tunnels!

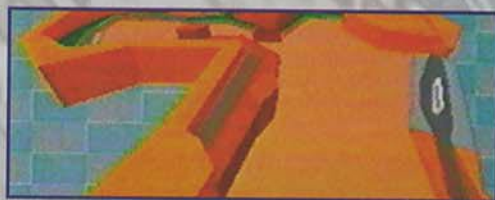


Yeesh! Time for a change of tires!



THE SAND PARK

Beautiful scenery is around every turn!



Hair-pin and heavily banked turns fill this entire course. Keep your eyes on the road!



Whoa! Keep that beast on the road, man!



Hit the checkpoint for extra time!



SPECIAL FEATURE!

COSMIC CARNAGE

A futuristic Street Fighter-type clash has erupted on the 32X in outer space. Choose from one of eight characters, including four aliens.

The enemies fight it out in armored suits. In order to defeat your opponent, knock all of the high-tech armor plating from your opponent's body.

Extreme 3-D action is delivered to you as the camera zooms in and out as you fight it out with alien invaders.

Light years away, in an uncharted star system, an incident of epic proportions has occurred.

The banished crew of an intergalactic prison barge enroute to a celestial mine has overpowered their captors.

During their rebellious assault, most of the ship's controls and life-support systems were severely damaged.

For days, the barge drifted through space. The renegade crew realized that their only hope was to hijack another ship. They activated a distress beacon, and managed to lure a military cruiser within the reach of their ship. The renegades then smashed into the starboard side of the unsuspecting military cruiser then boarded it. What the renegades did not anticipate was the tremendous impact destroying all but one of the escape pods



had. Now, the four survivors of each ship must fight for their only chance at salvation—the last escape pod. Carnage begins in a big way on the 32X and this game is very good.

The large alien characters, not yet named when we previewed of the game, had the names of the developers for the time being. However, the graphics were incredible. The game was only 80 percent complete. The scaling feature of the 32X is featured throughout this game.

As you move away from your opponent, the camera angle changes and zooms out to give you a wide view of the fighting area. There are also some secret characters in the game. They won't tell how many, but from the smiles on their faces, there is more than one. We'll make them smile again when this game is done and encourage them to give us all the secret moves and hidden characters.

This is the one game that will have fighting fans fighting it out for the last copy in the aisles of their favorite stores.



GO FOR THE THROAT



Some of the characters have special moves, but they weren't all there when we viewed the game.

One of the last features to be added to Cosmic Carnage will be the secret moves and special attacks each of the aliens and the members of your team will have.

Some quick work on the control pad and a six button pad will be your best bet to put the boots to your foes.



Position your attacks to do the most damage.



Deck out your favorite character in the finest armor available in the galaxy and hope your opponent doesn't knock it off of you. If he does you may be floating around in cyberspace for eternity.

One character on the bad guy's side is serpent-like. Watch out for his tail that has a deadly blow.



The Big Fist is one of the special attacks gamers will find very cool. Apart from the scaling and rotation, the eerie stereo sound keeps you on the edge of your seat.

**SPECIAL
FEATURE!**

METAL HEAD TAKES TO THE 32X STREET

In Metal Head for the 32X, the Sega Genesis and the 32X tag team to create great graphics and good quality Q-sound capabilities never before heard from a home system.

The robots have been texture mapped and the first-person perspective view has been added.

Different views from inside the cockpit will be included and you'll be able to pull back and have an over-the-shoulder view. In the version we saw, there was a view from beneath the vehicle looking up. But that view didn't get to see the light of day in the finished version of the game.

The different views give the game a



three-dimensional feel as you play.

A lot of the bells and whistles weren't in the game when we saw it and a lot of the music still had to be added. But the music samples and the sound effects that were included in the version we saw were deadly. When we visited Sega, the game was only 40 percent complete. It's not even scheduled to come out until late January or early February 1995.

The plot of the game is fairly straightforward. An enemy nation has invaded the Earth. You must use tanks and mechanized vehicles to scour the many levels



of the game trying to corner them and toss their metal carcasses out of the country.

It's more fun to blow them into particle dust in a sea of color, right before your eyes. It saves you a lot of running around and it's a challenge. For gamers who enjoy a high-rise view of the playing, this game takes advantage of the 32X's 50,000-polygons-per-second processing speed.

Metal Head also takes full advantage of the Q-sound capabilities of the unit.



The graphics are state-of-the-art and the two Hitachi 32-Bit processors located deep within the 32X are smoking on this game in a big way.

All of the 32,768 colors are used in the segments we saw, the backgrounds jump out at you, and the lines in the road appear as though they're 3-D.

When you come across the enemies, the sounds of the bounding footsteps echo around you on all sides.

Once completed, this game will provide



TEST YOUR GAMING METAL WITH THIS 32X BLASTER



avid mech fans with the gaming metal they have been waiting for in a home console video game.

Sega has brought out their big programming guns and put all they have into making this system smoke.

In the presentation there was very little smoke and mirrors, just a one-on-one with the programmers playing the games and asking questions.

No elaborate presentations, no one in suits sitting around blowing smoke and throwing around adjectives, just the facts

were on hand and you can judge for yourselves. The 32X turns the corner on arcade-style game play. The scaling and rotation segments in this game show off the capabilities of the 32X.

Gamers will have to remember that this is the first generation of games for the unit and that other developers like Acclaim, Capcom, and some of the bigger names in video games have signed on to make arcade-quality games for the 32X.

Sega developers are just learning the capabilities of the 32X and the sky is the limit according to the programmers.

The twin processors of the 32X will give game developers the processing speed that they've always wanted. Add the color ability and the sounds and you don't only have a game that looks and sounds good, but you've got a game that plays as fast and as smooth as an arcade game, Sega officials commented during our recent stop over to see their 32X titles in action.

Many of gaming's top dogs have been



attracted to the 32X for a number of reasons. They're confident of the unit's processing speed and its potential.

Making games for the 32X will give the developers practice in making games for the twin Hitachi SH-2 processors. The processors aren't just in the 32X, but they are also included in the Saturn. Making games like Metal Head will give them the programming experience they need to make great games for both the Saturn and the 32X gaming systems. In Metal Heads you tower above the streets trying to rid your country of alien invaders. You have control panels in front of you and can choose from a variety of weapons to put the big hurt on those oversized trespassers. Sega's trying to do the same.

IT'S TIME TO KICK SOME METAL!



Once enemies are in your sights, squeeze off a burst of bullets to finish 'em off.



Take a good look at the detailed city. The power of 32X shines brightly.



A bird's-eye view of the streets lets you see when when it's time to start blasting.



Multiple perspectives give you the ability to look at everything, anytime.

HEY, LISTEN UP!

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**SPECIAL
FEATURE!**

SEGA'S 32X X-PLOSION

Sega's on fire and the best 32X coverage on the planet has sizzled onto the pages of this month's *EGM*.

But don't stick a fork in our 32X coverage just yet. We've been scouring the planet for 32X tidbits and we've got the goods. Some of the games pictured here may never see the light of day in the U.S. *Super Afterburner* and *Super Space Harrier 32X*, the vivid colors and big end-Bosses complete with huge explosions, would make it a natural for the 32X. Sega doesn't think they will be bringing it out over here. Yet, there is a possibility it will be released in Europe and Japan.

Here's a list of titles that will be available for the 32X from Sega: *Doom*, *Virtua Racing Deluxe*, and *Star Wars Arcade* were launched with the system. *Cosmic Carnage* (an alien fighting game), *Metal Head*, *Motocross Championship*, and *Golf Magazine Presents 36 Great Holes Starring Fred Couples* will be out in December along with the 32X CD version of *Midnight Raiders*. The *Fahrenheit 32X* Sega CD fire fighting game will be released in January.

Among the other titles being worked on for the 32X are: *Surgical Strike* due out in February, *Wraith Squadron*, *Tempo*, *College Basketball*, *Stellar Assault*, *Wirehead 32X CD*, and a *Sonic* adventure could be in the offering. Sega isn't saying either way, but think about it.



Ecco might not even ride Sega's big 32X gaming wave.



Shadow of Atlantis shines on the 32X.



Super Space Harrier explodes!



Stellar Assault has no set release date yet.



Fred Couples Golf is due for Christmas.



Super Afterburner 32X



CPU: Two Hitachi 32-Bit RISC Processors running at 23 mHz/40 MIPS, CO-Processing: Genesis 68000 and a new VDP
Graphics: High Speed Risc processors and dual buffers allow rendering of 50,000 Polygons per second; texture mapping; hardware scaling and rotation

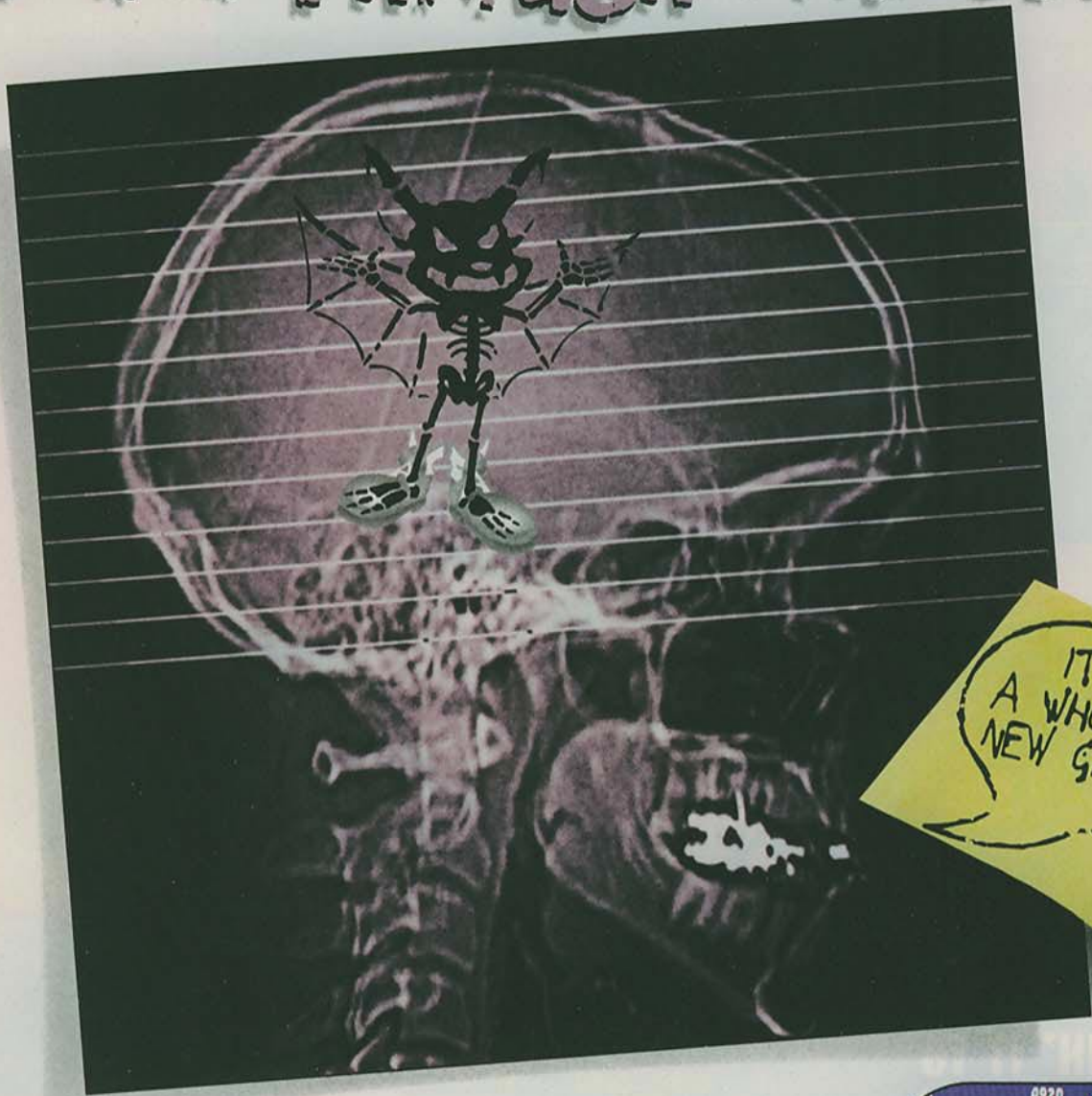
COLORS: 32,768 simultaneous
MEMORY: 4 Megabits of RAM in addition to the Genesis and Sega CD. The 32X has stereo, digital audio mixed with the Genesis sound.

DANGER: EXTREMELY HOT PRODUCT

SEGA 32X

Aero The Acro-Bat™ 2

Get It Through Your Skull!



**AERO
ACRO-BAT™ 2**



SUPER NINTENDO.
ENTERTAINMENT SYSTEM

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

CEZ

JUDGMENT CLAY™

CLAY FIGHTER 2



AND WE'RE TAKIN' IT TO THE STREETS.

There ain't nothin' you can do to us. We've been punched, crunched, spit on and drug through the dirt. We're badder than bad. We seen it all and done it all...so turn your cute little karate self around and disappear before we get nasty.



LICENSED BY
Nintendo

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM. NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM, SUPER NES AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO OF AMERICA, INC.



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TEAM EGM

A FEW KEEPERS THIS MONTH IN THE EGM GAMING WATERS

Time to drop a line in the gaming waters and see if we can haul in a few big ones this month as the Iceman and I go fishing. We'll take a look at some very cool fishing games and other sports titles.

There are a lot of big fish prowling the sports game waters this month and the granddaddy of all fishing games, Super Black Bass, has a sequel.

Bassin's Black Bass is all its predecessor was and more—it's a keeper.

We also hit the ice with a sweet game called EA Sports NHL Hockey '95. Don't think winning the scoring title will be easy. The goalies are harder to beat and the defenses are rock solid.

Not much news falling off of the gaming grapevine, however developers are working on a 3-D hockey game for the Sony PlayStation. The ink isn't dry on the contract just yet, so we have to keep a lid on it till the deal is done.

Although the World Series is history, one rather large first baseman is hurting to get his name on a baseball cart. A big name company is working on getting the rights to the Big Hurt Baseball product.

Football is in the air and Acclaim is heading out to the gaming gridiron hoping to put the boots to Madden.



Acclaim's Quarterback Club may put the squeeze on Madden. They're calling it the Madden Killer and it may do the job.



GO DEEP INTO THE END ZONE WITH ACCLAIM'S QB CLUB

QB Club is three games in one thriller, with its large player animations and a number of custom features that allow you to customize a super quarterback. You can put yourself in as the quarterback of the game.

For the little tadpoles, we also take a look at Konami's Tiny Toons: Wacky Sports. This game is a real hoot.

The Team EGM boat is full to the brim with top-notch gaming goodies that are



sure to float your gaming boat.

With more accurate reviews and other gaming news, Iceman and I are going head-to-head to learn all the shots to make your sports gaming time a hit. The Iceman and I have been catching some big ones in the many lakes of Hot-B's

Bassin's Black Bass. If you love this game, you'll definitely want to add it to your gaming tackle box.

Get ready to take a trip through the best sports pages in gaming as the Iceman and I act as your tour guides. Traveling through dark waters, we guide the Team EGM gaming boat into new gaming territories. Hold on tight, its gonna be a wild ride!

Now here's a man who'd rather be ice fishing or doing snow angels on an outdoor pond.

He needs no formal introduction, that's how cool he is. I now bring you the king of cool and my Team EGM gaming sports partner, the one, the only, Ice Cube's older brother ... The Iceman.

Hello sports fans! Welcome to another addition of Team EGM. As you'll notice in the last issue and in this one, I've been



getting a lot of trash from the Video Cowboy about how he's beating me at these games lately. Well, the reason that I am not trying very hard to beat him is that I don't want to ruin his confidence. He's good, but he can't even touch this Iceman. So, for you fans who have been keeping up with the competition in the office, you now know who's the cool sports guru in the EGM office. Now, lets get down to the dirty stuff.

As my sidekick pointed out, we will be previewing and reviewing the latest, most exciting sports game releases of the near future.

Check out Acclaim's WWF RAW for the Super NES and for the Genesis. This wrestling game is full of devastating moves that will rock your TV set!

Take a peek at the latest pics on Sega's NFL '95 that has many more options than last year's version.

These are just a few games that we've previewed. Cowboy and I are at your service to give you the latest sports games and hottest information around. So let's cut out the small talk and jump right into the sports games. I'm history!





MANUFACTURER
ASC

CARTRIDGE SIZE
*** ?? MEG ***

RELEASE DATE
*** ?????? ***

OF PLAYERS
1



In the Free Fishing Mode choose from one of six lakes in this classic fishing cart.

CATCH A BIG ONE AND WIN CASH FOR THE TOP CATCH

Grab a chair and hold onto your tackle box as we tune into TNN Bass Tournament of Champions.

Next to football and hockey, my favorite pastime is fishing.

In the winter, it's too darn cold to go ice fishing, so I snuggle up with my Super NES and go to town on the various fishing games out on the market.

Let's open up the tackle box on this one and find out what type of equipment this game has to offer fishermen.

You can free fish or choose the Tournament Mode. With all the money you win for your prize catch, you can go shopping in the Bass pro shop.



Keep track of the fish in your Livewell. Try to become the master angler and collect cash for the best catch of the day.

BUY NEW GEAR IN THE PRO BASS TACKLE SHOP

In the pro-shop you can buy gear, new rods and reels, and lures. The only problem holding you back from the deluxe equipment is your cash flow.

When you choose the Tournament Mode, an Option Window appears giving you Tournament, Shop, or Save. Choosing Tournament will take you to the tournament start, where you can fish in three competitive tournaments: Junior,



Bass love weeds and reeds. Toss in a line with your favorite lure, then wait.

ASC, and TNN. Placing third in the ASC Mode will allow you to compete in the TNN tournament. Shop takes you to the Pro Shop to purchase tackle and lures.

Initially you start out with \$100, but don't worry because you will earn more money as you fish and win prizes.

Save allows you to keep your day's catch and any tackle you've purchased. The tournament ranking

is based on the total weight of the bass in the Livewell that you bring to the weigh-in.

A five bass maximum is allowed in the Livewell.

If you place in the top three, there is a cash prize.

The higher your ranking, the more cash you get. The money is automatically added to your account at the Pro Shop. In the game you can choose from six different



lakes, each with its own unique shape and characteristics. To learn more about a lake, move to the lake using the control pad. This will allow you to view the Lake Stats Screen.

You can view the average fish size, weight, and length plus the best size fish caught. If you hook into a lunker, you'll know it.

This game has plenty of playability to keep you on the hunt for the really big fish.

BASS TOURNAMENT OF CHAMPIONS



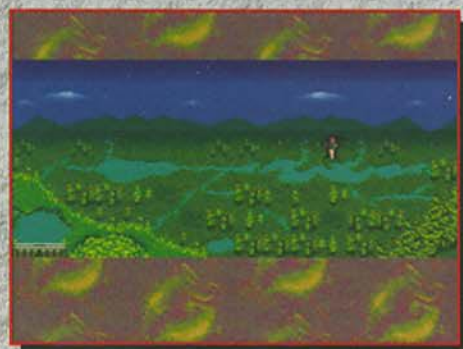
MANUFACTURER
HOT-B
CARTRIDGE SIZE
16
RELEASE DATE
NOVEMBER
OF PLAYERS
1



GRAB THE GAMING NET, THIS IS A REAL WHOPPER!

If you're a fan of Hot-B's first fishing title, Super Black Bass, then you're going to want to add this game to your tackle box.

It's the best fishing game I've played to date. Being from the best fishing area in the world (up around Thunder Bay, Ontario, Canada), I know my fishing hot spots. While getting this article ready, I naturally out-fished the Iceman. He was disappointed that there was no Ice Fishing Option in this game. He also used rubber worms for bait.



This game rules the waters—big fish await you with plenty of fight in them.

bait. We both had a lot of fun finding and reeling in the big catches of the day.

As you progress in the game, you can enter up to four different tournaments. Placing in the top three will get you into the next event.

Start off in Stage One at the Local Amateur Tournament.

Your goal is to out fish the other 50 anglers in the tournament. It's a blast.

Your boat is equipped with a fish



Once you get a fish, press back and to the left or the right on the control pad to set the hood, or the big one could get away.



Use the map and the fish finder to find out where the big lunkers are hiding.

finder and a feature called Icons (X).

When you find a fishing spot, go to the X icon, then press the X button to move around the icon to where the fish are.

Cast in the direction of the fish with



the directional pad to get your line to where the fish are. The controls are very easy to master. Read through the instruction manual and contact the fisherman in your family to find out what lures to use and you'll be catching big!



Bassin's BLACK BASS

IN

SIX

PAGES

YOU'LL

KNOW

WHY

**EVERYTHING
ELSE IS JUST
PRACTICE.TM**

ESPN SUNDAY NIGHT NFL

WE'VE GOT SOMETHING YOU
WON'T SEE IN ANY OTHER GAME.
(YOUR RECEIVERS)



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E-Z CAM ZOOMS IN ON THE BALL CARRIER SO YOU'RE RIGHT THERE TO SEE EVERY BONE-CRUSHING HIT AND SHOESTRING TACKLE.

Real quarterbacks don't look through passing windows when they drop back, so why should you? ESPN Sunday Night NFL gives you a full-field perspective, so you can check off all your receivers while reading a nickel zone, or burning a cornerback in man-to-man.



GIVE 'EM THE OLD SHAKE 'N BAKE WITH UNIQUE SPIN MOVES, AND SPEED BURSTS.

From the moment your QB releases the ball, you've got complete



control of your receivers. And when you complete the pass, the E-Z Cam zooms right in on the action. But don't fumble, or you'll be humiliated by Chris Berman taunting you from the booth (realism has its price).

The game has audibles, updated NFL rules (like the 2-point conversion), and play options most other games wouldn't



FULL CONTROL OF YOUR RECEIVERS AT THE RELEASE OF THE BALL LETS YOU RUN UNDER THE BOMB OR COME BACK FOR AN UNDERTHROWN PASS.

ESPN Sports Center

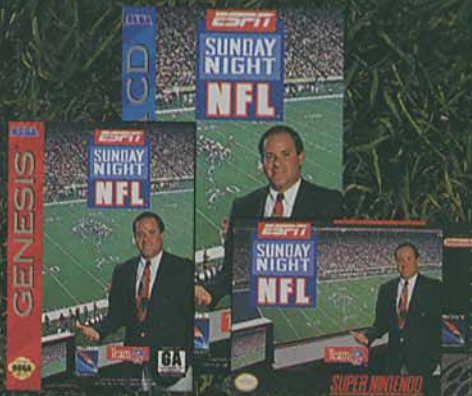


CAN YOU SAY F-U-M-B-L-E? CHRIS BERMAN CAN, AND WILL, LIVE FROM THE BOOTH ON SEGA CD. THERE'S EVEN MORE BERMAN, PLUS OVER 10 MINUTES OF VIDEO HIGHLIGHTS.

even understand. You can play an entire season in the rain, sun and snow, and save all your stats with the battery back-up.

So if you love passing windows, buy another game.

If you love passing, buy ESPN Sunday Night NFL.



EVERYTHING ELSE IS JUST PRACTICE.™





ESPN NATIONAL HOCKEY NIGHT

IF YOU THINK ALL HOCKEY
SIMULATIONS ARE ALIKE,
THIS ONE WILL GIVE YOU
A NEW PERSPECTIVE.



topps

Look for free Topps Premier Hockey Cards inside each package of ESPN National Hockey Night on Sega CD.

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REAL HOCKEY PLAYERS WERE FILMED AND DIGITIZED INTO THE GAME. (OVER 10 MINUTES OF VIDEO HIGHLIGHTS ON SEGA CD.)

ESPN National Hockey Night takes you out of the nosebleed section and throws you right down on the ice. This is the only hockey simulation with two perspectives - vertical and side views. So when

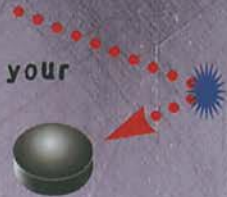
your center gets checked into the boards, you can see it from the boards. And when your

right wing floats a pass through the crease from behind the net, you can watch it from behind the net.

The players aren't just big. They're huge. And so is the ice surface. So all the action is right in your face.

The slap shots, wrist shots, drop passes, and flip passes, all with the most

REALISTIC PUCK PHYSICS. THE PUCK FLIPS AND BOUNCES AROUND THE ICE LIKE THE REAL THING.



realistic puck physics you've ever seen. Did you say hitting?



A BIGGER ICE SURFACE THAT ALLOWS BEHIND-THE-NET ACTION.

ESPN National Hockey Night lets you dish out three different kinds of checks (on Sega CD you can dish them out to all the real players in the NHL). And if that's not enough to make you hum "Oh Canada," ESPN's Bill Clement is

**ALL 26
NHL
TEAMS**



TEST YOUR SHARP SHOOTING AND SKATING ABILITY IN THE ALL-STAR SKILLS CHALLENGE.

there in the booth every step of the way. So if your star goalie suddenly becomes a sieve in the Stanley Cup® Finals,

Bill won't let you forget it.

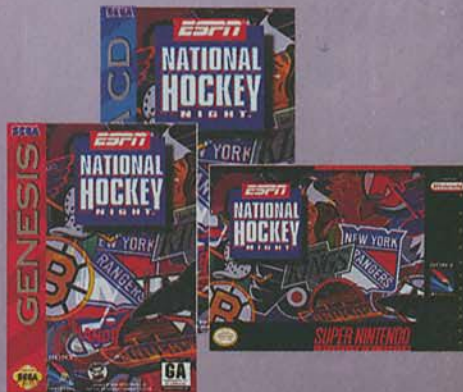


Check out ESPN National Hockey Night.

NEW YORK RANGERS			
NAME	PTS	PTS	PTS
NJ	EDM	W.D.	DET
OTT	FLA	WSH	
NJ	STL		

FULL 84 GAME SEASON, AND A BATTERY BACK-UP THAT SAVES YOUR TEAM'S RECORD.

It'll give you a whole new perspective on hockey.



EVERYTHING ELSE IS JUST PRACTICE.™





ESPN SPEEDWORLD

IT MAKES OTHER DRIVING GAMES
LOOK LIKE DRIVING GAMES.

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BUMP AND DRAFT YOUR WAY THROUGH 23 OTHER COMPUTER-CONTROLLED CARS.

Most driving games think it's fun racing against nobody, just circling the track and waving to the pit crew.

With ESPN Speedworld, you're racing against 23 computer-controlled drivers

who would like nothing more than to plow you into a wall.

To win this race (or even finish it), you'll need to bump, slot, and draft your way around hairpins, straightaways,



CHOOSE FROM SUPER SPEEDWAYS, SHORT TRACKS, AND ROAD COURSES.

and 3-D banked turns. Choose your track, and customize your car for maximum performance—the tires, transmission, engine, and even the paint job (which won't look good for long).



CUSTOMIZE YOUR CAR—THE TIRES, THE ENGINE, THE TRANSMISSION, EVEN THE PAINT JOB.

Once you're on the track, you'll have to monitor the tire wear, body damage and



EARN WINNINGS AND USE THEM TO MAKE YOUR CAR FASTER AND MEANER.

fuel consumption. And with the interactive pit crew, you can win or lose a race while changing a tire. The battery back-up saves your stats and winnings through an entire season. And don't forget,



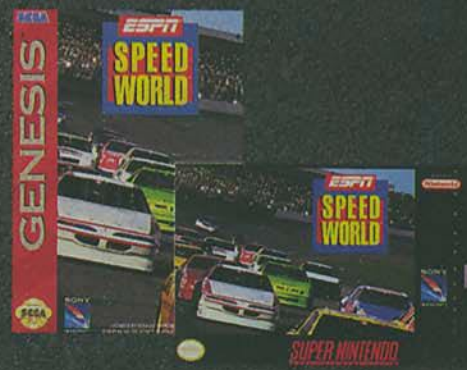
GET ADVICE FROM THE EXPERT HIMSELF, ESPN'S DR. JERRY PUNCH.

ESPN's Dr. Jerry Punch will be there for every race, so if you choke on the final lap, he's going to let you know it.

Pick up ESPN Speedworld and start racing against the pros. Not against yourself.



SPLIT SCREEN RACING LETS YOU KEEP AN EYE ON YOUR BUDDY EVEN WHEN HE'S NOT ON THE SAME LAP.



EVERYTHING ELSE IS JUST PRACTICE.™



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Continued from Page 200



Fishing near the boat launch and man-made obstacles will be rewarding.

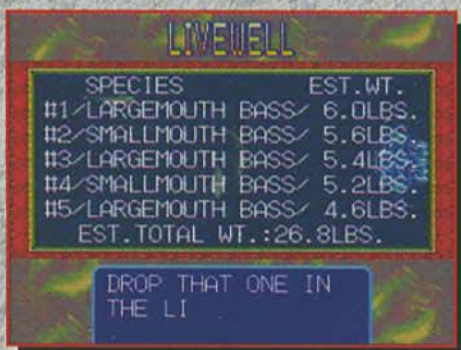
FISH HIDE IN MANY DIFFERENT PLACES IN THIS GAME

If this game were a fish, I would have to say it would be a world-record 85-pound Lake Trout.

Before you put this one in your gaming net, there are a few things I would like to tell you.

The tournaments have rules that have to be followed to the letter.

The tournament day starts at 7 a.m. and runs to 4:30 p.m. Only Black Bass can be counted at the weigh-in.



DIFFERENT FISH SPECIES

There are eight different species of fish you can catch in this game: Largemouth Bass, Smallmouth Bass, Spotted Bass, Bluegill, Crappie, Walleye (Pickerel), Northern Pike, (some real monsters can be caught in this game), as well as those whiskered wonders, Catfish.

When you catch a whopper, keep the line taut and use the down arrow to keep the tension on your prize catch.

If you don't, you'll be left holding your

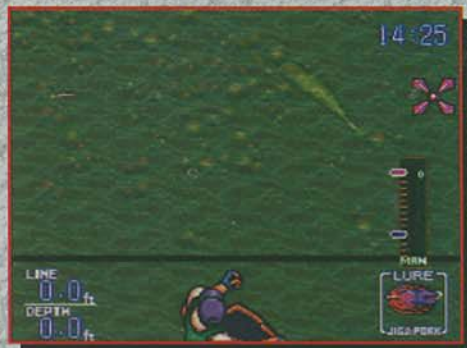


There's only one winner in the final tournament and the competition is tough.

rod with your fish long gone.

Getting the fish to bite is an art in itself. Iceman couldn't keep a fish on his line. I had to hook him up and let him reel a fish in that turned out to be a world record.

It takes a little practice to land the bigger fish. If you find one, it's best to cast your lure beyond it and reel in the line. Repeat this process several times, and be patient. If he doesn't bite on the first or second try, he might not want to chow down on the lure you're offering. Change your lure and presentation.



Move the bait in front of him back and forth using the control pad. Reel slow, then fast. If your lure is in a current, reel fast then let the lure float back toward the fish. If he bites, it's important to set the hook—just like in real fishing.

When the fish sinks his teeth into the lure, swing the rod left or right by pressing left or right and then up or back on the control pad.

This will set the hook and make sure the big ones you hook won't get away.

If you lose all of your lures while fishing, you'll be forced back to the weigh in area. The same holds true if your boat gets damaged. All of the catastrophes that can happen in a real tournament can happen to you in this game.

This is the most fun you can ever have in a fishing game without getting bitten by black flies or mosquitoes. BBB is one addictive game that will last through many weekends. The Video Cowboy brought some big ones home and forced me to look at the photo shots of his fish. I guess I'll be going back to this game to catch up to his poundage and get some photos for myself.

BASSIN'S BLACK BASS BY HOT-B

Graphics ****
Sound ****

Playability *****
Realism ****

Graphics ****
Sound ****

Playability ****
Realism ****

Now, here's something you fishermen have been looking for. BBB is one exceptional fishing game. It's easy to get into and it doesn't rely on technical features of catching a Bass. The moment you get on the lake, you're sure to catch a bass in no time. Great animations of fish swimming, and the sequences of catching a fish are very realistic. Very addictive game.

92%
Iceman

If this game were a fish, it would be a 60-pound chinook Salmon. This game is better than Hot-B's first game, Super Black Bass. If you love fishing, you'll definitely want to put this one into your tackle box. You'll be glad you landed this game—it's a winner. The Iceman even liked it and there were no ice fishing sequences. This game is a large catch.

93%
Video Cowboy

**WELCOME TO
UNNECESSARY
ROUGHNESS.
YOU'RE ABOUT
TO WEAR
YOUR BUTT
FOR A HELMET.**



Players juke, spin, and then bury a shoulder into their opponent's chin strap. A flying tackle gets thrown in for good measure. Groans are in your face. Al Michaels is in your ear.

Slam the high-impact button at the right

**UNNECESSARY
ROUGHNESS '95**

moment and your middle linebacker hits people like an 18-wheeler on a major dose of steroids.

It's Unnecessary Roughness for the Sega™ Genesis™. It's about football. About winning. And about leaving the field under your own power.



**MANUFACTURER
ACCLAIM**
**CARTRIDGE SIZE
24**
**RELEASE DATE
NOVEMBER**
**# OF PLAYERS
1 TO 4**

**ROCK THE RING WITH FAST
WWF WRESTLING ACTION**

WWF raw



FEATURING YOUR FAVORITE WRESTLERS FROM WWF

You've read it correctly, this is the first wrestling game of its kind featuring a female grappler named Luna Vachon. She wacks a pretty good wallop.

But don't think that she is an unworthy adversary. Luna can come off the top rope with the best of them.

The other wrestlers featured in this game are: The 1-2-3-Kid, Bam Bam Bigelow, Owen Hart and his other brother Bret Hart, Razor Ramon, Diesel, Doink, Shawn Michaels, The Undertaker, Lex Luger, and Yokozuna. They come complete with their own signature moves and



Get your opponent to say **UNCLE** as a new added submission feature.

turnbuckles, perform the super fast clothesline, and even field-goal kick your opponent out of the ring.

It's also the first four-player wrestling game that can see you and up to four others take to the ring using the Super Multitap on the Super Nintendo system. So, invite your friends over and get some rope action as you join in the brawl.

LEX LUGER



FROM:
ATLANTA,
GEORGIA

HEIGHT:
265 POUNDS

HEIGHT:
6'5"

FINISHING
MOVE:
RUNNING
FOREARM

PLAYER 1 CHOOSE
AN OPPONENT

RAZOR RAMON



FROM:
MIAMI
FLORIDA

HEIGHT:
287 POUNDS

HEIGHT:
6'7"

FINISHING
MOVE:
RAZOR'S
EDGE

PLAYER 1 CHOOSE
AN OPPONENT

Time to go off the top rope with another fast-action slam fest with all of your favorite World Wrestling Federation characters.

The game has 24-Megs of raw wrestling power. This time around there are hidden special moves each of the characters has in his/her arsenal.

YOKOZUNA



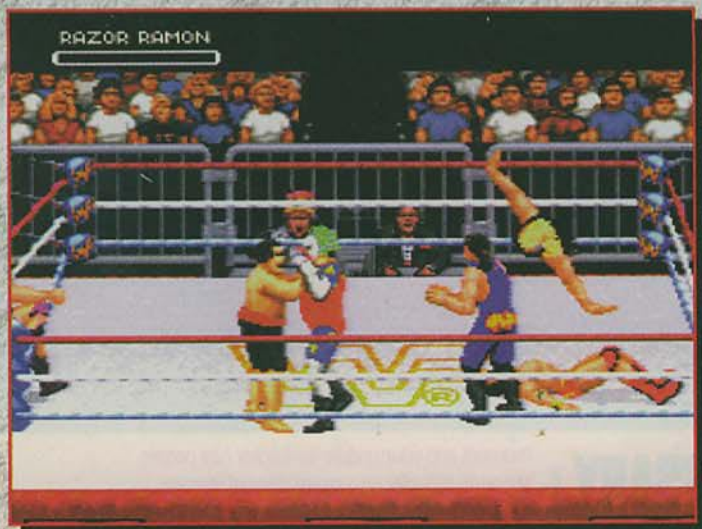
SPEED
4

STRENGTH
6

STAMINA
6

HEIGHT
10

PLAYER 1



high-flying wrestling maneuvers.

The Piledriver, Atomic Drop, the Suplex Slam, Flying Elbow Smash, the Super Drop Kick, and all-new pins and submission holds are in this one.

If you are so inclined, you can put the boots to the referee and knock him senseless.


In this latest version you can do cannon balls off of the

BRET



2

RAZOR RAMON

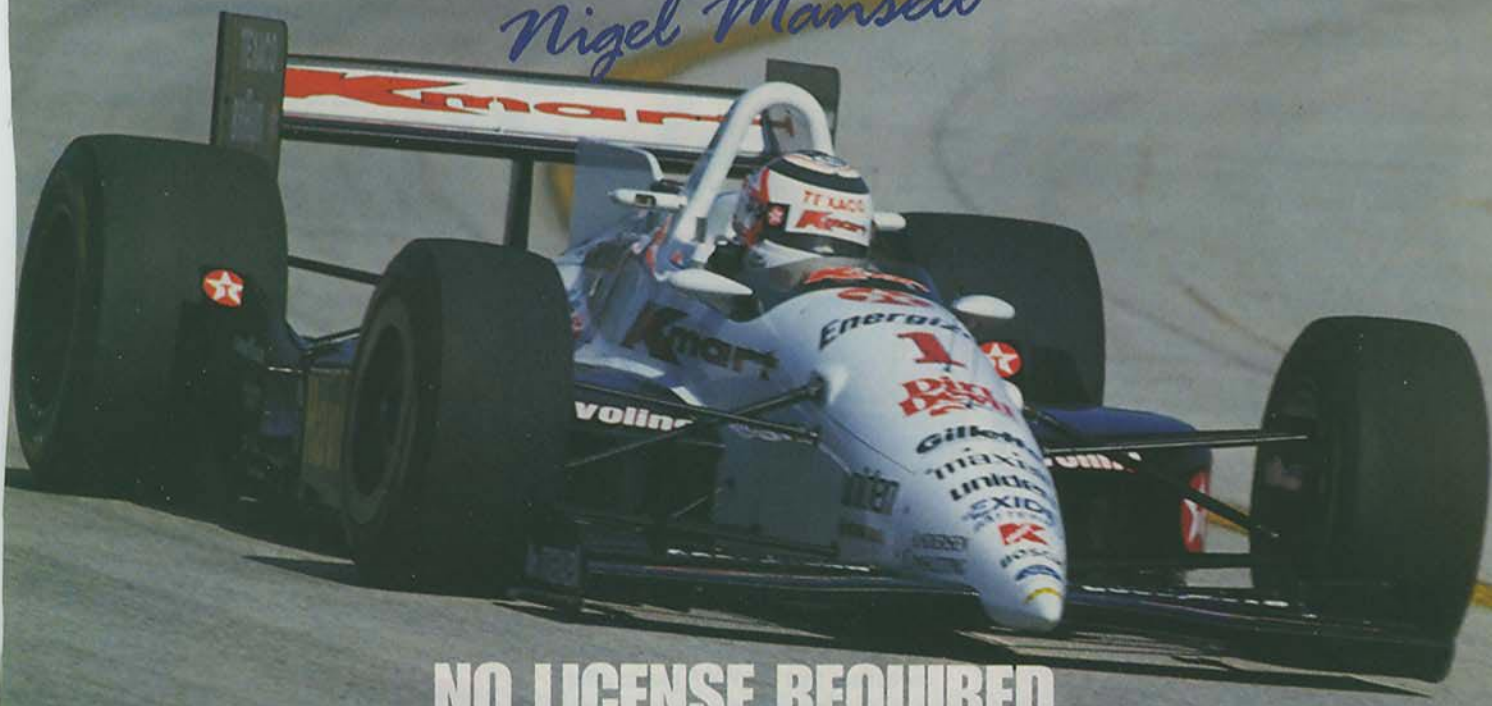


1

WWF RAW features all new moves that are easy to perform, including new and updated signature moves.

NEWMAN HAAS
INDYCAR™

featuring
Nigel Mansell



NO LICENSE REQUIRED.

TURBOCHARGED RACING

DETROIT

RACE TRACK LENGTH 2.3 MILES

THE WORLDS TOUGHEST TRACKS!

GAS-AND-GO

WITH NEWMAN HAAS PIT CREW!

BURN UP THE TRACK

BEST LAP 00:32.00
 CURRENT LAP 00:32:01
 BEHIND 00:00:00

LAPS 48
 POS 7

213

1234

IN THE GROOVE AND STRAIGHTAWAY!

CUSTOMIZE YOUR INDYCAR™

ENGINE
 WINGS
 WHEELS
 CHASSIS
 HELMETS

TURBO
 STROKER
 HORNS
 TIRES
 FERRARIS

HELP EXIT

ADJUST STAGGER, CAMBER, WINGS AND MORE!

HEAD-TO-HEAD COMPETITION

LAP 7/8
 POS 12

167

LAP 8/8
 POS 1

127

TWO-PLAYER SPLIT-SCREEN RACING!

SUPER NINTENDO
 ENTERTAINMENT SYSTEM

GENESIS™

Acclaim
 entertainment inc

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TAKE TO THE RING WITH FOUR OF YOUR WRESTLING PALS



The Atomic Drop and all of your favorite WWF moves have been added to RAW.

If stepping into the ring is what you like to do best, then WWF RAW has what it takes to toss you off of your couch and into the ring.

Another cool feature of this game is activated when you step out of the ring. You can pick up items around the ring to smack your unsuspecting opponents with when the referee is not looking, or is unconscious or incapacitated.



New character animations, backgrounds, and a configured ring with the WWF RAW logo add to the enjoyment of this fast-action wrestling cart.

Everyone will want to go out and grab this cart.

The Iceman and I went off the top rope and he pummeled me. He played as the gruesome Undertaker and I chose to play as Yokozuna. He put me on ice and six feet under.



Test your strength against the greatest wrestlers that the WWF has to offer.

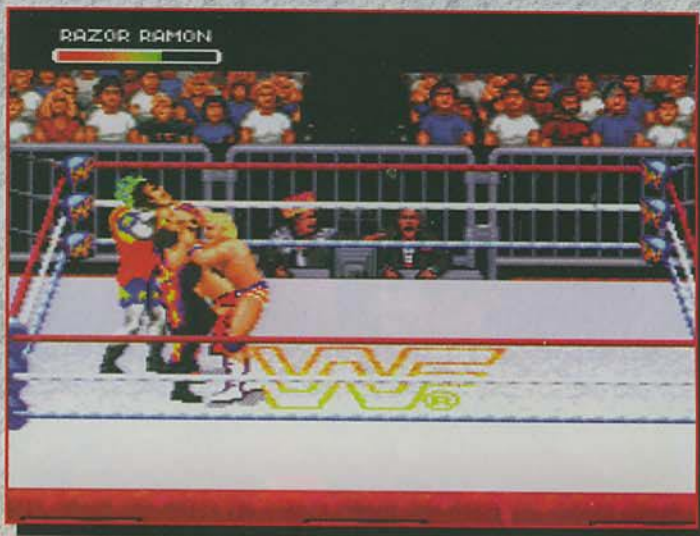
He used a variety of tactics in his decisive victory including smashing the referee in the head with a chair.

A totally cheesy move on his part, but at least he got the win.

It's good to know that the high-flying wrestlers can climb on any one of the four top ropes then drop onto unsuspecting opponents.

I may have lost against the Iceman, but I got some damaging moves in. It is not that hard at all to time the super drop kick so that they land on the chin of your opponent.

We played this game for hours and didn't get tired of it. The animations are well done and the game is fun to play. It's definitely a winner!



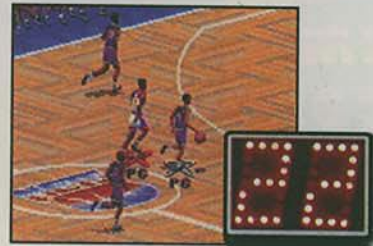
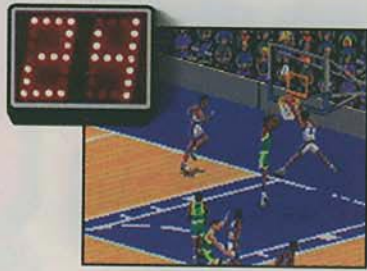
You and four friends can choose your favorite wrestlers then go off of the top rope on any one of the four turnbuckles.

WARNING: WATCH OUT FOR FLYING CHAIRS OR BUCKETS

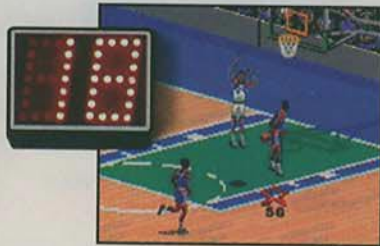
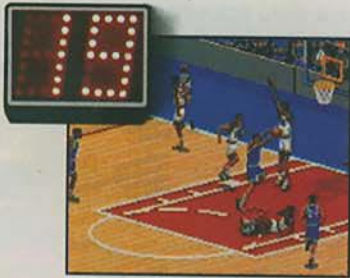
If you are a wrestling aficionado, then jump into the WWF RAW ring and test your metal against the greatest athletes the WWF has to offer. You'll be jumping off of the top rope in no time!



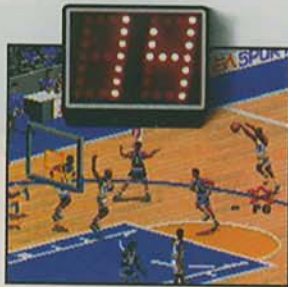
**SPEND
THE REST OF
YOUR LIFE
24 SECONDS
AT A TIME.**



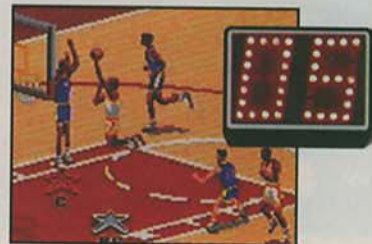
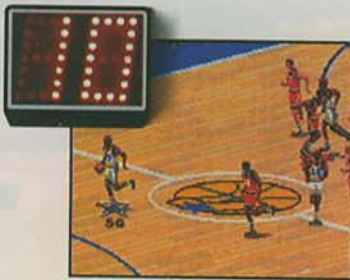
NBA LIVE '95. IT'S FAST. IT'S ALL NEW. IT'S FASTER.



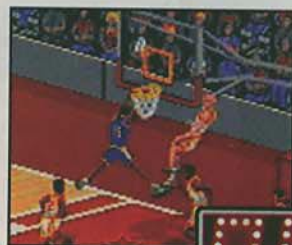
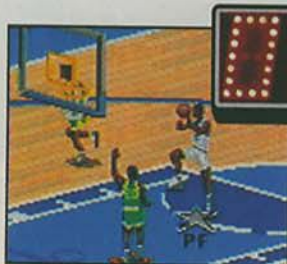
IT'S PASSIN'. BEHIND-THE-BACK. THAT'S FAST. ON THE RUN. THAT'S FASTER. DUNKS.



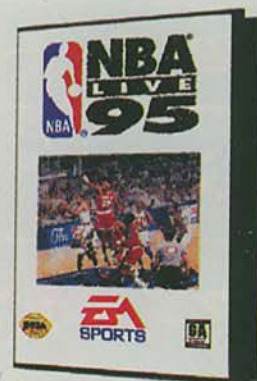
THEY'RE FAST. ALLEY-OOPS. THEY'RE FASTER. LAY UPS. THREE-POINTERS. BACKIN' IN.



ALL FAST. FAST BREAKS. LIGHTNING FAST. IT ROLLS. IT ROCKS. IT PICKS. IT BLOCKS.



OH, AND IT'S FAST. READY FOR ANOTHER 24?



**EA
SPORTS**
It's in the game.™



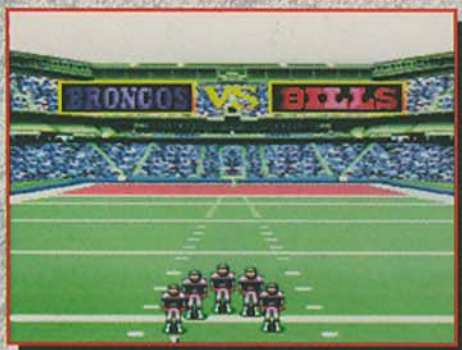
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**MANUFACTURER
ACCLAIM**
**CARTRIDGE SIZE
24**
**RELEASE DATE
DECEMBER**
**# OF PLAYERS
1 TO 5**

**THREE GAMES IN ONE KICKS
OFF YOUR GAMING SEASON**



There are many cheap imitations, but there are very few football games like the Club. It's a sure-fire way to steal boredom from avid sports gamers who enjoy fine football games.

This cart is loaded with 24-Megs of fun and features three games in one.

The player animations are huge and



Go for the end zone with real NFL teams and players. Advanced artificial intelligence allows blockers to follow the play.

QB CLUB

**MADDEN BETTER WATCH
OUT FOR THE CLUB!**

the controls are easy to master. The Iceman and I went head-to-head on this game. I picked the Cowboys and he picked the 49ers. As usual, the Cowboys put the boots to the 49ers during the regular season.



Enter the QB challenge as you compete against the other QBs in the league.

In game two, I chose the Bills and he took the Los Angeles Raiders. This time I got handed my lunch by the Iceman. He also beat me at the Quarterback Club segment of the game where all of the NFL's top quarterbacks get together to test their metal. He's good ... he's great ... he's the best ... NOT, but he's a pretty fair football gamer.

You'll enjoy some of the many features the game offers. The game play is good and the scoreboard animations are colorful.

On both sides of the ball, there's a lot of variety in terms of play calling.

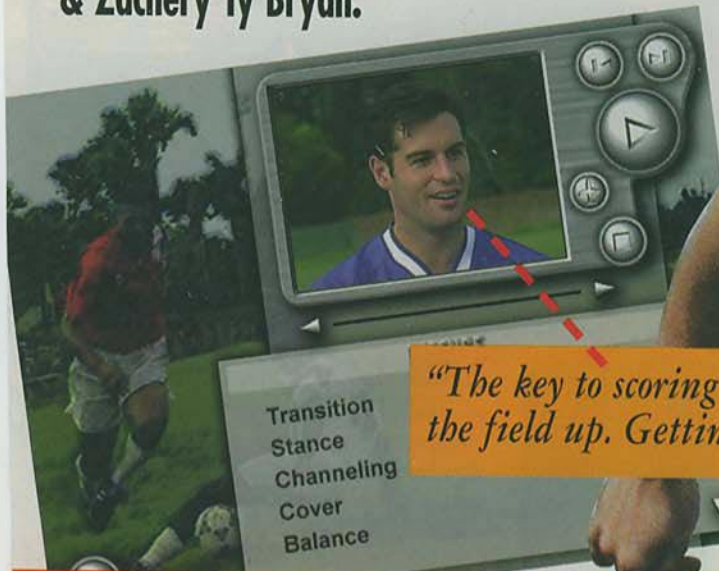
With the man in Motion Option on offense, the number of plays you can call is virtually unlimited. There are 216 plays to choose from on offense with the

Fipping Option. Only a portion of those plays were actually available when we took to the gaming gridiron and put this game through its paces. We can hardly wait for the finished version!



Soccer's Your Game?

Learn The Real Thing From Meola, Harkes, Hamm & Zachery Ty Bryan.



"The key to scoring is opening the field up. Getting space."

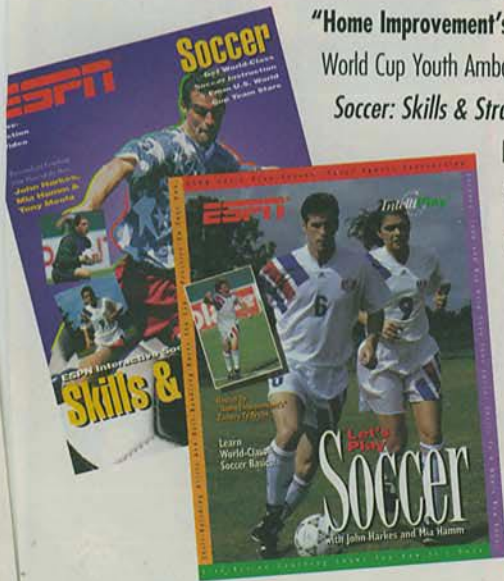
ESPN SOCCER

Build real soccer skills with live-action, multimedia coaching from America's greatest players. All on CD-ROM for your Multimedia PC, 3DO or Macintosh® system. ⚽ Get ESPN's *Let's Play Soccer* and learn offensive, defensive and team skills from **John Harkes, U.S. World Cup Team star. Mia Hamm, all-time points leader** in women's soccer. Plus

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Runs on
MACINTOSH
COMPUTERS



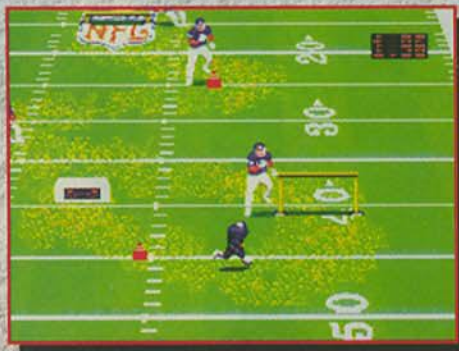
CD-ROM
PC
Multimedia PC

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Total Sports Instruction

Continued from Page 214



QB CHALLENGE TESTS YOUR GAMING SKILL

Gamers can play in pre-season, regular season, multiple season, championship, Pro Bowl, Crunch Time Simulation, or in the Quarterback Challenge Mode.

The Crunch Time simulation brings up different game situation scenarios. Your team is down by 10 points with five minutes to play or down by six points with two minutes to play. The situations are challenging and add a dimension to the game that players haven't been introduced to before.

The Quarterback Challenge tests your gaming speed, reflexes, accuracy, and



above all, your keen gaming eye as you hit moving targets for points or run through the obstacle course to try and get the quickest time.

You can also put your quarterback's arm to the test in the long-distance throwing portion, as you toss the ball using one of the NFL's top 20 quarterbacks.

Up to five players can play the game using the multi-tap adapter. Before starting the game, you can



choose different types of weather conditions, such as fair, rain, snow, heat wave, and cold snap. Wind conditions change automatically in outdoor stadiums.

The players also react to the various weather conditions. During the cold snaps, it's harder for the receivers to catch the ball.

There are three levels of difficulty, like Rookie, Pro, and All Pro. Gamers can choose from four-, eight-, 20-, 40-, and 60-minute games.

There are no passing windows. Colored arrows show you the extent of the coverage. Yellow means player is covered slightly. Red means double coverage—don't throw. Green light means bombs away—go deep into the opposing end zone for a quick six.



You can create your own QB or put yourself into the challenge of regular play.



Controlling the man in motion in the back field gives you a new range of options as you call the plays using your favorite team.

TEAM, SEASON, AND PLAYER STATISTICS KEPT FOR YOU

All of the new rule changes for this season, including kickoffs from the 30-yard line and two point conversions, are in this game.

Statistics on the progress of your team, players, and season are all kept by the computer. One of the coolest aspects of this game comes from the advanced artificial intelligence that was programmed into the game. When one of the blockers makes an initial block, he goes down field and continues to block until the play is dead. On defense the same holds true with pursuit during a play. The game is very realistic and Madden lovers will want to check out Quarterback Club.



Using a five-player adapter, up to five of your friends can hit the field with you.

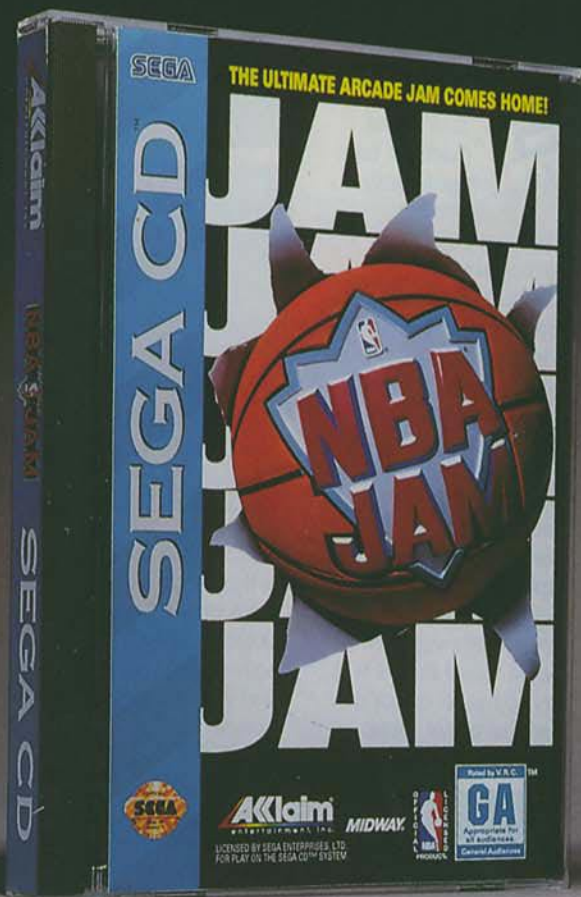
"it sizzles."
ELECTRONIC GAMES

"...this is one you gotta have!"
GAME PRO

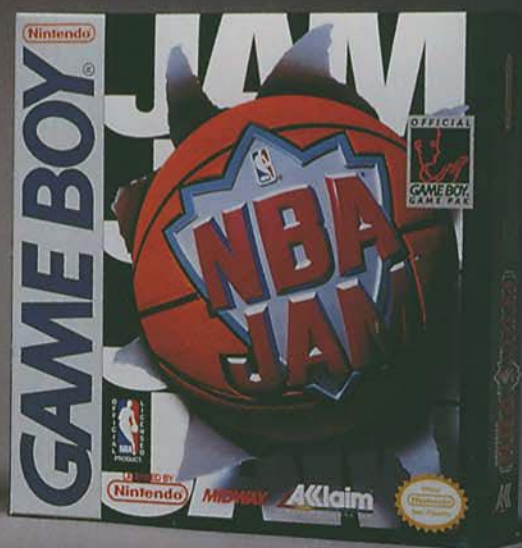
"the best hoops game ever created..."

ELECTRONIC GAMING MONTHLY

"The hottest video basketball game around"
GAME INFORMER



NOW ON SEGA CD™
AND GAME BOY®!
(With Updated Player Rosters)



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NBA
PRODUCT
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Acclaim
entertainment inc.



MANUFACTURER
ELECTRONIC ARTS

CARTRIDGE SIZE
B

RELEASE DATE
NOVEMBER

OF PLAYERS
1 TO 5

HIT THE ICE WITH THE BEST HOCKEY GAME EVER MADE

Time to hit the ice and rush the net with EA Sports' newest hard-hitting venture onto the gaming ice.

It was a long off-season for the gang at EA Sports. They pounded this game into shape and redesigned the entire cart.

From blue line to blue line, this game is faster than ever. The defenses are tougher and a new, advanced artificial intelligence has made it harder to bulge the twine (score).

The goalies are quicker, and those cheap dekes and turnaround moves won't work this year.

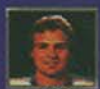
One timers are easy to master and the puck can fly off your stick like lightning.

SCOUTING REPORT



93
K. TKACHUK
WINNIPEG

LEFT WING



100
D. HAWERCHUK
BUFFALO

BUFFALO SABRES AND WINNIPEG JETS.

WINNIPEG HAS BEEN PLAYING WELL RECENTLY.

FOR BUFFALO, ROB RAY, WAYNE PRESLEY, AND RANDY WOOD ARE ON

All of the NHL's superstars are ready to take to the ice and win Lord Stanley's Cup.

Don Cherry will be none too happy. Cherry (the pugilistic prognosticator, man with the loud ties, former coach of the Boston Bruins and now analyst on

Hockey Night in Canada) likes fighting in hockey

and so do I. But,

there are no fighting seg-

ments in this game.

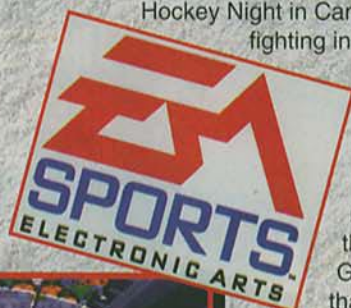
Gamers can

thank Gary Bettman,

president of the National Hockey League, for this no-fighting approach to the game.

Electronic Arts has increased the standard of gaming hockey once again with this cart, despite the lack of a fighting feature. There are trades and a lot more statistic-saving features in this year's version. At least those tidbits will try to make up for the lack of brawl fests.

I was truly



BYE BYE BRAWL FEST! HELLO OPTIONS!

LEAGUE LEADERS

PLAYER	NO.	TM.	GOALS
A. ZHAMNOV	10	WPG	1
M. STEVENS	25	PIT	1
M. LEMIEUX	56	PIT	1
TOM KURVERS	28	NYI	1
M. NYLANDER	92	CGY	1
ADAM OATES	12	BOS	1
PAVEL BURE	10	VAN	1
DEMIS SAVARD	09	TE	1
JEFF NORTON	08	SJ	1
JEFF OGDERS	36	SJ	1
D. CRAIGHELL	39	SJ	1
L. LARIONOV	07	QUE	1
TOMMY SJODIN	02	QUE	1

B: SWITCH TO GOALIES
PAD: CHANGE STATS

SEASON PLAYER STATS



BOSTON

PLAYER	NO.	GLS.	AST.	PTS.
ADAM OATES	12	2	0	2
J. STUMPEL	22	1	0	1
ANDREW MCKIM	35	0	0	0
B. SHOLINSKI	20	1	1	2
DAN MAROIS	32	0	0	0
CAM NEELY	08	0	1	1
S. LEACH	27	0	0	0
S. HEINZE	23	1	0	1
GLEN MURRAY	34	0	0	0
M. CZERKASKI	19	0	0	0
BRENT HUGHES	18	0	0	0
D. KVARTALNOV	10	0	0	0

B: SWITCH TO GOALIES
PAD: SWITCH TEAMS

GAMES TODAY

TUE., OCTOBER 5

BOSTON

NEW YORK

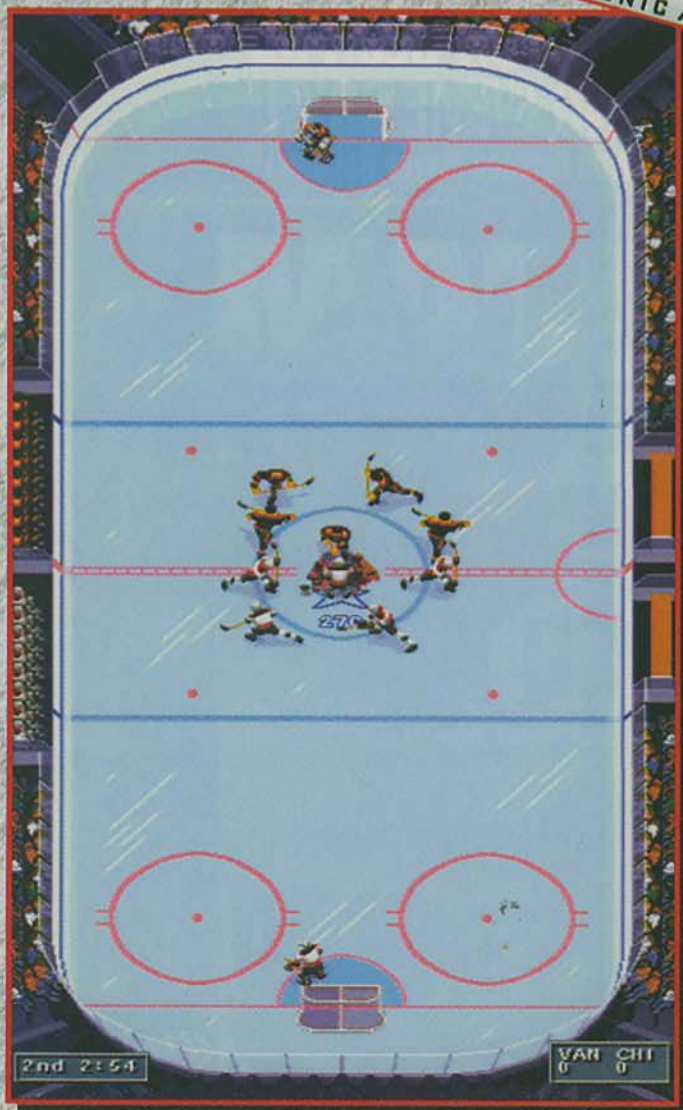
PITTSBURGH

PHILADELPHIA

B: MARK GAME
PAD: CHANGE DAY
START: LEAGUE MENU

disappointed with the No Fighting Option in this hockey game. When Iceman and I were playing the game there were some sketchy times. Throughout the game, I wanted to drop the gloves on the Iceman and exact some old-fashioned hockey justice.

NHL '95



I HATE EA SPORTS.

THEIR GAME PUTS YOU ON ICE WITH US. US. GUYS LIKE MESSIER & BOURQUE. GRIZZLED VETERANS OF BRUTAL 84 GAME SEASONS.

AND YOU? NEVER SPENT A DAY OF YOUR LIFE PLAYIN' HOCKEY. BUT YOU'RE BANGIN' HEADS WITH US. NOW I'M GETTIN' NAILED AND IT'S NOT DOMI OR BEUKE BOOM. IT'S YOU. GIVIN' ME A HUGE HIP CHECK THAT MAKES THE BOARDS RATTLE. A COUPLE OF FAKE SHOTS & DROP PASSES.

BOOM! MONSTER SLAP & THE SIRENS WAILIN! IT TAKES YEARS TO GET MOVES LIKE LINDROS. YEARS. BUT HERE YOU ARE WITH A FASTER GAME THAN BURE, FEDOROV OR ROENICK AND YOU DON'T EVEN KNOW HOW TO SKATE. WHAT'S NEXT?

YOU DROPPIN' ON D & SNACKIN' ON PUCKS? AND ME? WITH ALL THIS TRADING

GOIN' ON I'LL PROBABLY END UP IN FLORIDA OR SOMETHIN!

WHO DO YOU THINK YOU ARE EA SPORTS?

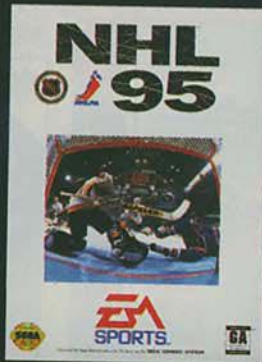
ANONYMOUS NHL VETERAN



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It's in the game.™

BIGGER PLAYERS AND SMOOTHER GAME PLAY



This game skates circles around the competition, as usual.

If you're the Gretzky of your gaming block, your old tricks won't work on this game. You'll need to go back to training camp. Take to the ice in your own gaming NHL Hockey minicamp in order to perfect your one-timers and precision passes. The key to being successful in NHL '95 are quick passes, keeping your head up, and rushing the net even when the goaltender has the puck.

If you've been a fan of this game in the past, you won't be disappointed with this newest version.

It's a great game made better, and the Iceman and I have been going crazy with it.

I beat him 2-0 with the Montreal Canadians against his Chicago Black Hawks, one of the better teams in the game. I'm still the NHL Hockey Champion of the office, but I'm sure glad



Hard-hitting action awaits you and your gaming pals on the ice with EA Sports.

glad the Trading Option has been added to this year's version.

With a lot of movement in the NHL expected from now till the season starts, it will be easy to update your favorite teams and add the players who make it into the big leagues with their strong showing in training camp.

Injuries are back, and how hard you hit members of the opposing team



One-timers from inside the blue line and quick passing plays are the keys to bulging the twine and staying in the big leagues.



dictates how long they will be out of commission. One period, two periods, or an entire game or season can be missed due to injuries to the superstars of your team.

All I can say is go for the superstars early in the game and knock them

REPLAYS RULE BOTH REVERSE ANGLE AND NORMAL VIEWS



senseless with hard checks and high sticks. Be sure to turn the penalties off before you do—whatever it takes to lay the opposing players out on the ice.

The big-name players are quicker and harder to stop. That's why good strategy includes giving them a Sherwood or a Titan shaft in the chops. Only on the gaming ice, of course. When you play real hockey you should wear a suit and tie like Gary Bettman and call all of the shots from the stands without ever having played the game, not even with a joystick. Whether you like the politics of the National Hockey league or not, you'll love NHL '95 for the Super NES.

NHL '95 BY ELECTRONIC ARTS

Graphics ***
Sound ***

Playability ***
Realism ****

Graphics ****
Sound ***

Playability ****
Realism ***

Here it is again, and better than before. This year's version of NHL brings us closer to the real thing with many more features involved. The hard-hitting action on the ice just got better with the animations of players. Of course the action has gotten much harder and the speed of the game has gone up. EA is truly the king of sports games.

83%
Iceman

This game kicks ICE. The larger player animations and the advanced AI of the gaming computer make the defense tougher and it's harder to score. Cheap deaks won't fool the goalie this year. The new Trading Option and souped-up processing speed make this game rock on the Super NES. The animations are excellent. The game is fun from start to finish.

86%
Video Cowboy

IT'S LIKE

TOTALLY

ALIEN MAN.



WILD PICK UP ITEMS



FUTURISTIC RACING!



4 PLAYER MODE

SET YOUR WAY-COOL MACHINE FOR THE FAR-OUT FUTURE. YOU'RE ON A ROAD RACE TO THE CENTER OF SPACE. SCREAMING AROUND 48 TRACKS IN 12 BIZARRE STAR SYSTEMS. DRIVING THE HOTTEST CARS OF THE 30 TH CENTURY. WITH FULL OR SPLIT-SCREEN SIMULTANEOUS ACTION FOR 1 TO 4 PLAYERS. PLUS PRIZE BUCKS. BOOSTERS. ATTRACTOR BEAMS. ARMOR. WAAAGH! TOP GEAR 3000. IT'S, LIKE, LIGHT YEARS AHEAD. **KEMCO**



MANUFACTURER
KONAMI
CARTRIDGE SIZE
8
RELEASE DATE
DECEMBER
OF PLAYERS
1 TO 4

TINY TOON wacky sports CHALLENGE Adventures

WELCOME TO THE WACKY WORLD OF SPORTS

The Tiny Toons are back and competing in some of the wackiest sporting events around. Pick from four Tiny Toon characters and compete in the challenges as you try to win the one million dollar grand prize.

Compete in the ice cream-throwing event, weightlifting contests, a chicken dash (where you run along a cliff collecting stars, trying not to fall off the edge of a cliff),



wood-chopping races, an obstacle course where you must race against the other characters to reach the goal, plus many more wacky sports from the world of Tiny Toons. This game is very mindless, and doesn't rely on much strategy. The only thing that will help you out in this game is how fast you can tap on the button. This is very crucial to achieve great speed and strength on the challenges. Now, compete and bring home the bread and butter!



MANUFACTURER
T*HO
CARTRIDGE SIZE
16
RELEASE DATE
JANUARY '95
OF PLAYERS
1

BASS MASTERS CLASSICS

CATCH SOME REAL BASS IN T*HQ'S 3-D FISHING GAME



You can tell where the fish are and move your bait or lure toward them through the 3-D water. Catching a fish is not easy—it takes patience to find and hook the big ones. To make your fishing easier, visit the shop and look at the lures, reels, lines, and other equipment that will make you the master of the row boat.

In this 3-D fishing game you'll be able to see the fish swimming around the lake's floor. As you fish



After finishing the Practice Mode, why not enter the tournament and collect some real

green? First, pick from a variety of fishermen/women, each having different fishing styles. As you compete and collect money from the tournaments, you'll be able to upgrade your equipment to have the best fishing gear around. Take home a big one.



MANUFACTURER
SONY IMAGESOFT
CARTRIDGE SIZE
16
RELEASE DATE
DECEMBER
OF PLAYERS
1 OR 2

GO UP THROUGH THE GEARS WITH ESPN SPEEDWORLD

Time to change gears and speed out onto the many tracks of this game with the kings of 24-hour sports coverage.

Take the advice of the doctor of the racing pits, Dr. Jerry Punch, and compete in a Single race, Season, or Head-to-Head



You can even tweak your car settings to ensure that you get the most out of your car.

Your computerized opponents aren't afraid to mix it up in the corners or in the straight-aways. Just make sure you're not asleep at the wheel so you can steer clear of the wreckage when one, two, or more cars get tangled up.

Mode. Take your stock car out of the pits and onto the track to face some stiff competition.



If you feel the need for speed, take it to the track with the many great racing options in this game. Study the track shape and the condition it is in. You can even pick the type of tires and the paint job you want on your car. I gave the Iceman a driving lesson, as I blew by him and captured the checkered flag and the Team EGM title.



ESPN SPEEDWORLD



MANUFACTURER
ELECTRONIC ARTS

CARTRIDGE SIZE
16

RELEASE DATE
NOVEMBER

OF PLAYERS
1 TO 4

TIME TO KICK OFF ANOTHER EA SPORTS FOOTBALL SEASON

Time to park the gaming bus on the sidelines and give you the lowdown on FOX's newest football analyst. Madden's back and better than ever, in another realistic version of an exciting game. New player and scoreboard animations add even more excitement to what has been



a consistently awesome game. This year (like in the past) the game features all 28 of your favorite NFL teams, their logos, and player rosters. You can make substitutions at any position. Player injuries that affect full-season stats and player availability are also included.

RUSHING									
			RUSHES	YARDS	AVG	FMB	TDS		
1	E. SMITH	DAL	23	197	8.5	1	1	0	0
2	B. SANDERS	DET	22	188	8.5	5	5	0	0
3	V. WORMAN	TB	18	182	10.1	0	0	0	0
4	J. BETTIS	LEB	24	145	6.0	0	0	0	0
5	H. HAPTON	IND	20	134	6.7	0	0	0	0
6	B. HALKER	PHI	18	108	6.0	0	0	0	0
7	B. FOSTER	PIT	17	106	6.2	2	2	0	0
8	N. MEANS	SD	19	95	5.0	1	1	0	0
9	M. FAULK	IND	16	88	5.5	3	3	0	0
10	M. THOMAS	IND	14	82	5.9	0	0	0	0
11	E. METCALF	CLE	15	63	4.2	0	0	0	0
12	L. RUSSELL	IND	11	63	5.7	0	0	0	0
13	L. JOHNSON	GB	8	58	7.2	2	2	0	0
14	B. BROOKS	MAS	10	56	5.6	0	0	0	0
15	B. BACSH	IND	12	42	3.5	0	0	0	0
16	G. BROWN	HOU	15	52	3.5	0	0	0	0
17	T. VARDALL	CLE	12	51	4.2	2	2	0	0
18	M. ALLEN	KC	11	47	4.2	2	2	0	0
19	B. THOMAS	NE	7	47	6.7	0	0	0	0
20	E. PEDRAN	KIL	13	46	3.5	0	0	0	2

PASSING									
			COMP./ATT	%	YARDS	TNT	TDS		
1	J. ELWAY	DEN	28/45	60	319	0	3	0	0
2	C. CARLSON	HOU	19/35	54	241	0	0	0	0
3	HARBAUGH	IND	25/53	47	234	0	2	0	0
4	T. ALKMAN	DAL	22/39	56	217	0	2	0	0
5	TESTAVERDE	CLE	24/42	57	206	0	2	0	0
6	O. DONNELL	PIT	21/34	61	205	1	1	0	0
7	E. KRAMEB	CHI	12/26	46	200	1	2	0	0
8	M. MITCHELL	DET	18/29	62	200	0	0	0	0
9	B. ESTLASON	NYJ	17/29	58	199	0	0	0	0
10	D. BLOESDE	NE	24/42	55	197	2	2	0	0
11	S. YOUNG	SE	17/28	60	184	3	3	0	0
12	J. MONTANA	KC	20/30	66	177	2	2	0	0
13	K. KLINGLER	CIN	18/44	40	168	4	4	0	0
14	R. HIBER	SEA	15/24	62	167	4	4	0	0
15	J. KELLY	BUR	18/31	58	164	0	0	0	0
16	CUMMINGS	PHI	16/30	53	143	0	0	0	0
17	HUMPHRIES	SD	13/20	65	129	0	0	0	0
18	DA. BROWN	NYG	12/27	44	127	1	1	0	0
19	D. MARTINO	DIA	12/20	60	121	0	0	0	0
20	H. HOHN	MIN	13/26	50	118	0	0	0	0

A new World Record feature saves your personal best Madden achievements.

MADDEN

NFL '95

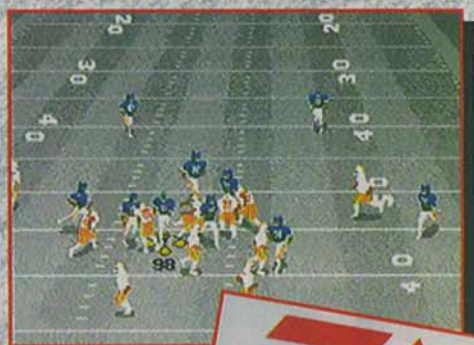
ALL OF THE NEW NFL RULE CHANGES AWAIT YOU



If you enjoy heading out onto the gaming gridiron, then you can't go wrong. There is a new way to view your receivers—the passing windows are an option, but you can also remove the windows and scan your receivers as they run their patterns down field. As they run, the A, B, or C button appears beneath them. Press the button for the open receiver.

If you love statistics, everything from tackles, interceptions, passing, and rushing stats are kept for you in the memory. Can the members of your team make the gaming pro-bowl? Compare your numbers at the end of the season against the pros to see how you fare against your favorite NFL teams and players.

Each team has a 54-man roster and you can create up to 60 of your own players. Create your team's depth charts, because injuries can play a key factor in the Madden '95 gaming season.



The Iceman and I went head-to-head and had a lot of fun playing this game. This is one game you won't get tired of quickly and pigskin prognosticators of all ages will be hogging the controller once they get their first taste of Madden's newest tailgate party entry.

PASSING									
			COMP./ATT	%	YARDS	TNT	TDS		
1	J. ELWAY	DEN	28/45	60	319	0	3	0	0
2	C. CARLSON	HOU	19/35	54	241	0	0	0	0
3	HARBAUGH	IND	25/53	47	234	0	2	0	0
4	T. ALKMAN	DAL	22/39	56	217	0	2	0	0
5	TESTAVERDE	CLE	24/42	57	206	0	2	0	0
6	O. DONNELL	PIT	21/34	61	205	1	1	0	0
7	E. KRAMEB	CHI	12/26	46	200	1	2	0	0
8	M. MITCHELL	DET	18/29	62	200	0	0	0	0
9	B. ESTLASON	NYJ	17/29	58	199	0	0	0	0
10	D. BLOESDE	NE	24/42	55	197	2	2	0	0
11	S. YOUNG	SE	17/28	60	184	3	3	0	0
12	J. MONTANA	KC	20/30	66	177	2	2	0	0
13	K. KLINGLER	CIN	18/44	40	168	4	4	0	0
14	R. HIBER	SEA	15/24	62	167	4	4	0	0
15	J. KELLY	BUR	18/31	58	164	0	0	0	0
16	CUMMINGS	PHI	16/30	53	143	0	0	0	0
17	HUMPHRIES	SD	13/20	65	129	0	0	0	0
18	DA. BROWN	NYG	12/27	44	127	1	1	0	0
19	D. MARTINO	DIA	12/20	60	121	0	0	0	0
20	H. HOHN	MIN	13/26	50	118	0	0	0	0

Each player will be assigned skill ratings in up to 13 different categories.

MADDEN NFL '95 BY ELECTRONIC ARTS

Graphics **** Playability **** Graphics *** Playability ****
Sound *** Realism ***** Sound **** Realism ***

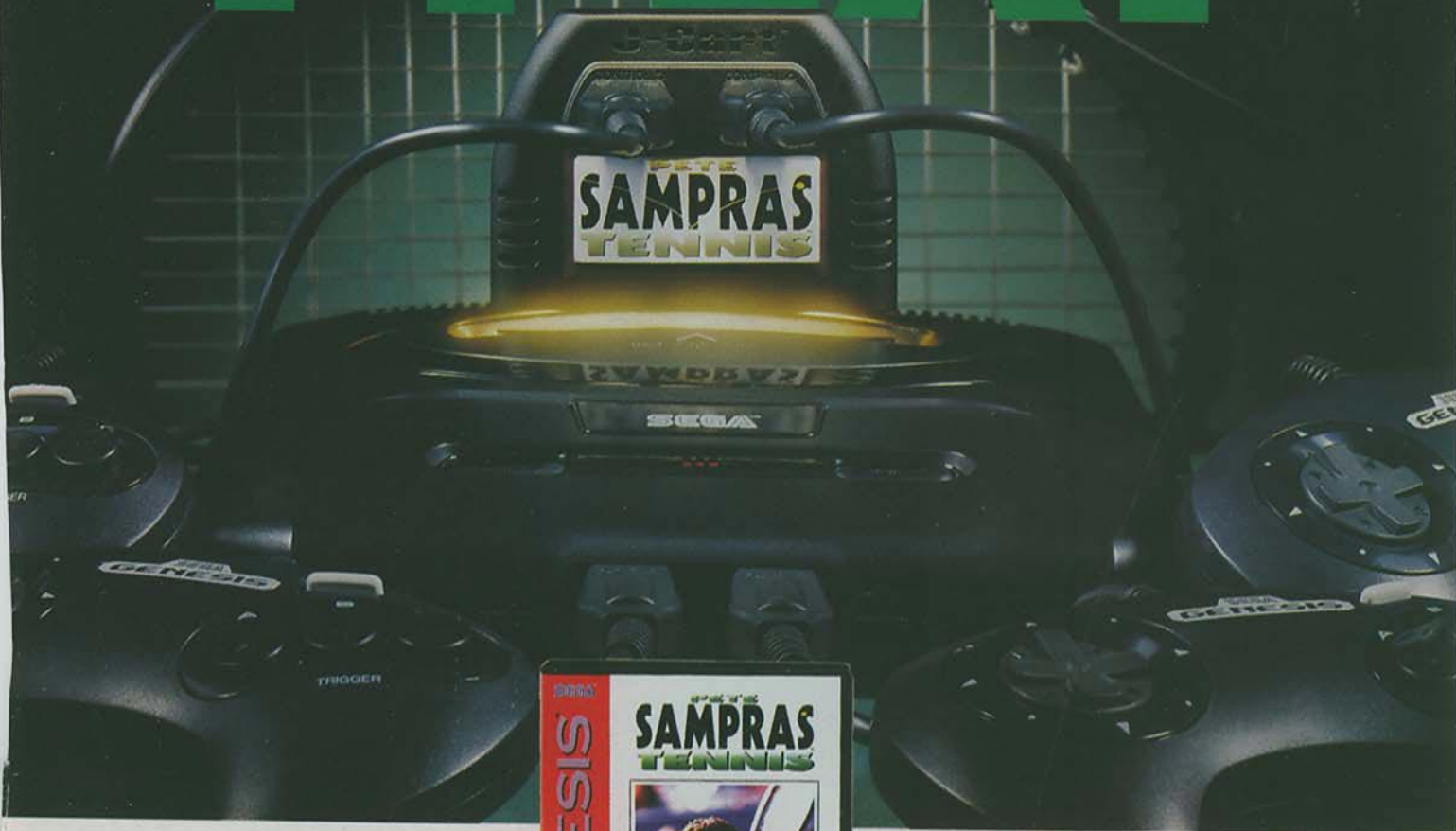
I've been a dedicated fan of the Madden series. This year's version has my vote! New animations of players are welcome, as are the new plays that Madden has designed. Madden NFL '95 has many more features and options that you will enjoy like the specific injuries that happen on the field. Another great upgrade for all Madden fans!

89%
Iceman

The gaming gridiron wouldn't be the same without Madden, whose always pushing the envelope of great game play. This year's version is no different. It has new player animations and some new, innovative features to make it a real contender. The graphics don't have the zip they had in recent seasons. I'm disappointed with the look, but not with the way it plays.

79%
Video Cowboy


4 PLAY

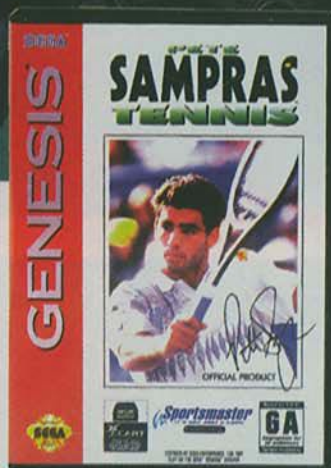


Introducing the revolutionary NEW J-CART, the only cartridge that plays 4 at a time without adapters!

Pete Sampras Tennis just aced every tennis game on the market by serving you the J-Cart, the world's first game cartridge with 2 extra control pad connectors built right in! All other tennis games get caught in the net of needing separate hardware or extra adapters. Now you can play simultaneous 4-player games—no adapter required!

Developed by:

Codemasters 



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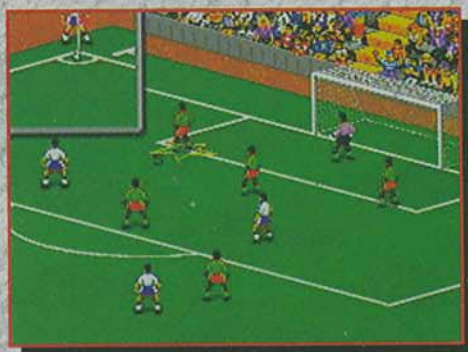
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1-800-695-GAME (USA and Canada)



MANUFACTURER
ELECTRONIC ARTS
CARTRIDGE SIZE
16
RELEASE DATE
NOVEMBER
OF PLAYERS
1 TO 4

FIFA SOCCER '95



Every aspect of the game adds to the lifelike feel.

KICK IT OFF WITH ANOTHER SEASON OF FIFA SOCCER

It's another season for FIFA fans. This year's version is similar to its predecessor—all of the features and options are intact. Play in Leagues, Tournaments, and Playoffs. In the League feature, you'll be able to pick a country to play in. Then pick the state that you'll be representing to compete against the others. Lastly, in the Playoff Mode you'll see a bracket of all of the



teams that have made it to the playoffs and are now competing for the Championship Cup.

You must win every game if you want to get to the finals.



FIFA's action on the field is just too real. All of the players' animations are so lifelike that the volley header, the bicycle

kick, and the cool goalie saves are like watching the real thing. With the roaring crowd and the action on the field, you'll feel like you are actually in the stadium.

Even though the actual game is similar to last year's, this is a great sequel.



MANUFACTURER
SEGA
CARTRIDGE SIZE
*** ?? MEG ***
RELEASE DATE
*** ?????? ***
OF PLAYERS
1 TO 4

SEGA'S COMING BACK WITH THEIR '95 EDITION OF NFL



Sega had their hands full when they were producing NFL '95. In EGM #62 I mentioned this game

and the features it has. The newest feature, the visual perspective of the field while in the sequence of passing, has greatly changed the way the game plays and the way you view your receivers in order to more accurately know when to



The animations of players have been improved, giving it a more realistic feel!

pass the ball to them. But, this is not the only feature that makes the game flow. The animations of the players have been improved to give you a more realistic feel of the game.



In the stats department,



NFL '95 is loaded with stats,

down to the very last player. Improve your stats and records as you continue your road to the Super Bowl. In-depth, extensive stats of football players and team records are in here. Create your own team of players to go against the best teams in the league.

Enjoy the game on another level as you plug in the Team Player and play four players at one time. This is one cool football game!



NFL '95



Baseball action so realistic, you'll be tempted to cork the bat.

The new Batter Up™ electronic bat lets you swing against the toughest pitchers in the major leagues. But forget about pressing buttons on a boring controller. With Batter Up™, your biceps control the bat, not your thumbs. And there's no room for whiffers. Best of all, it's compatible with the most popular video baseball games around. Pick it up at your favorite video game retailers. Game systems and cartridges are each sold separately. And remember, don't wear your cleats in the living room.

Batter Up™
IT'S A HIT!



available for
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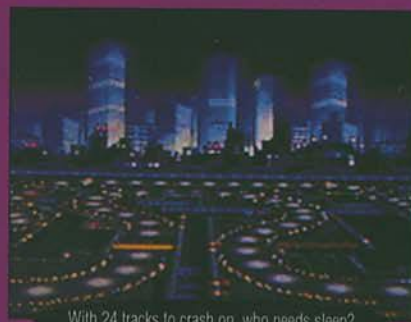
THIS WAS NOT A WINDSHIELD. THIS



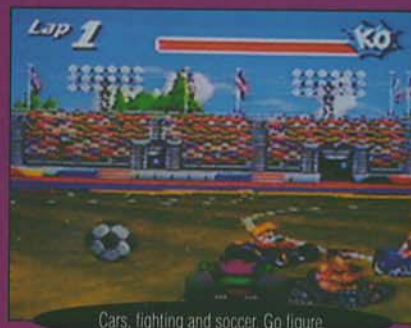
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WAS A TV SCREEN.

SOME RACING



GAMES ARE MORE



IN YOUR FACE



THAN OTHERS.



COMING THIS NOVEMBER
FOR THE SUPER NES®.

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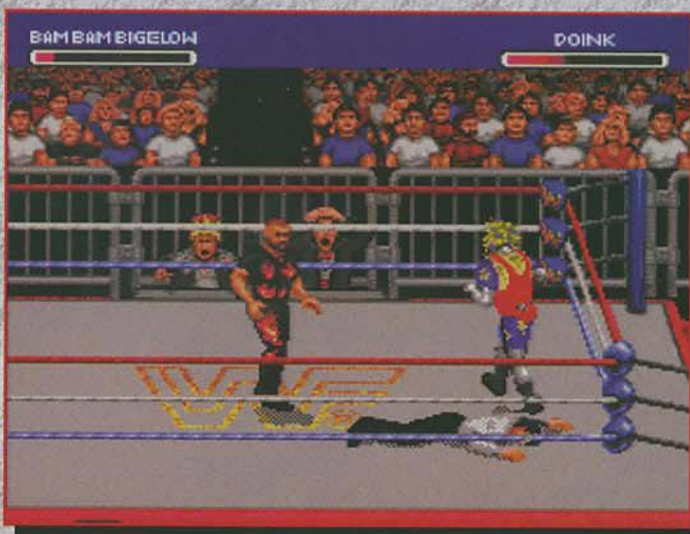
**MANUFACTURER
ACCLAIM**
**CARTRIDGE SIZE
24**
**RELEASE DATE
NOVEMBER**
**# OF PLAYERS
1 TO 4**



GET READY TO RUMBLE WITH THE STARS OF THE WWF

Wrestling fans get ready to take it to the ring once again with an all-new, ring-rocking adventure.

Let's take a trip inside the ring to find out what new features are included in this massive 24-Meg power cart. All of your favorite characters who haven't jumped

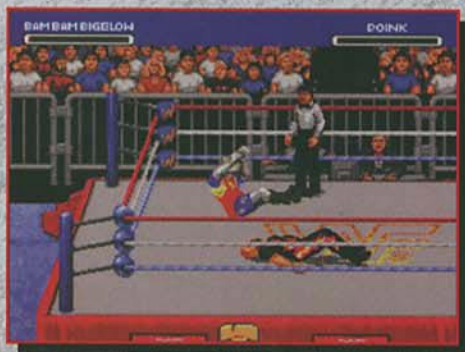


Put the referee down for the count, while you get ready to inflict major punishment on your wrestling opponent.

WWF raw



ship and gone to the WCW, are waiting to perform their signature moves on you. Choose from any one of 12 of the finest grapplers in wrestling, with their own realistic performance attributes built into the artificial intelligence of the game. Speed, strength, stamina, weight, aggression,



and style—all of these things are factored in, making this game very realistic, both inside and outside of the ring.

This game has everything wrestling fans will need, including special, super-human mega-moves that can be accessed with secret button combinations. Cannon balls off of the turnbuckles, and field goal kicks

out of the ring can be performed.

For those of you who enjoy tag-teaming action with your pals, WWF RAW is the first four-player wrestling game. Gamers can use the Sega four-person adapter and climb into the ring to slam it out.

It's also the first time that a female wrestler has been included in a game.



Fighting outside of the ring couldn't be more fun with the chair and the bucket.

The dreaded Luna Vachon is ready to launch her attacks against any one of the other 11 wrestlers in the game, including the 1-2-3 Kid, Bret Hart, Diesel, Doink, Lex Luger, Yokozuna, The Undertaker, Shawn Michaels, Razor Ramon, Owen Hart, and Lex Luger.

Gamers will be glad to know that the wrestlers can climb any of the four turnbuckles and take to the air in this solid WWF game.

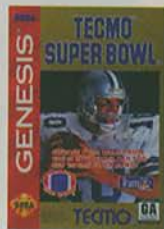
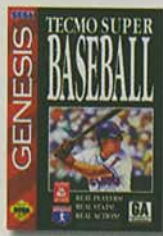


You can come off the top rope from any corner and come down with some power.

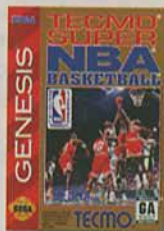
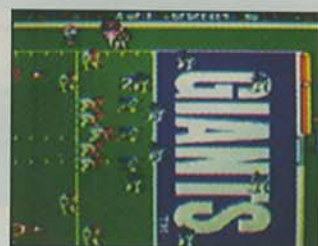
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If you're a true sports fan, you deserve the quality of Tecmo Sports Games. Every possible detail from the actual sport has been incorporated into every Tecmo game.

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- Reset feature to clear saved statistics.
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- Player substitutions.
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- Regular, reduced or short seasons.
- Computer vs. computer simulation mode.



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Once you've learned how to play one Tecmo® 16 bit Sports Game, you will know how to play any Tecmo® 16 bit Sports Game. Tecmo's unique menu driven environment makes controlling all aspects of each sport easy. So whether you just want to play a practice game, or play a whole season with a squad of friends, Tecmo® 16 bit Sports Games deliver.

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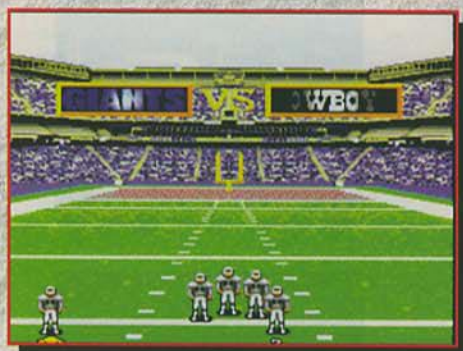


MANUFACTURER
ACCLAIM

CARTRIDGE SIZE
24

RELEASE DATE
DECEMBER

OF PLAYERS
1 TO 4



The new rule changes including kickoffs from the 30-yard line are in the game.

ACCLAIM HOPING TO SET NEW FOOTBALL GAMING STANDARD

Acclaim has done their homework and hope to set the new football gaming standard. Having their work cut out for them, Acclaim has to provide a good play book. All they have to do now is to put on the pads and take it to the gaming field.

All 28 of your favorite NFL teams are featured in this game, including team names and logos, as well as the NFL Player's Association licensed Quarterback Club, and 20 top QBs.

The game is 24-Meg and there are very few things the producers of this game didn't think of when designing this game.



QB CLUB



FOOTBALL FANS WON'T WANT TO BE WITHOUT THE CLUB

On offense you can control the man in motion, setting up a virtually unlimited number of offensive plays.

There aren't any passing windows, instead you can see the entire field of play. When your receiver goes out of range, three colored lights determine



what coverage you are facing. A red light means double coverage, or your man is covered like a blanket. A yellow light means the coverage is fair and be cautious. The green light means put one up cuz your man is wide open.

The concept of the lights works plus the passing and play calling functions are easy to understand and execute.

On defense you can choose from 216

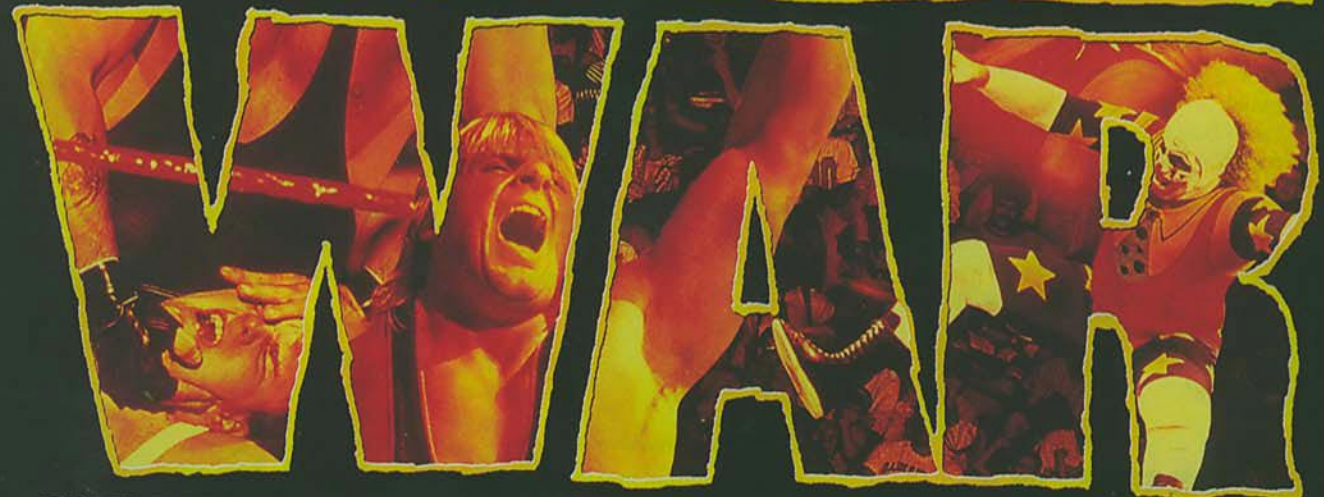
PLAY HARD, GO DEEP, OR STAY ON THE COUCH



plays by flipping through a menu. Instant replays are included with a Smoot Cam, isolated view on key players, and the game is compatible with the six-button controllers. Football fans won't want to play football without The Club.



The colored arrows tell you how open your receivers are, plus which button to push to get the open man the ball and a first down.



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GAME BOY®

WWF RAW™

GENESIS™

GAME GEAR™



ALL NEW MEGA-MOVES LIKE THE CANNONBALL...



AND THE FIELD GOAL KICK!



FIRST 4-PLAYER GAME!



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NEW PINS AND SUBMISSIONS!



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MANUFACTURER
ELECTRONIC ARTS
CARTRIDGE SIZE
16
RELEASE DATE
NOVEMBER
OF PLAYERS
1 TO 4

FEATURING THE NBA TEAMS IN NBA LIVE '95 FOR THE GENESIS



Ever since Electronic Arts began making basketball games for the Genesis,

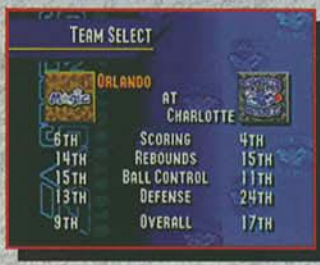
NBA LIVE '95

the graphics and game play have greatly improved. Now, with the new 30-degree perspective of the court and awesome new animations of players,

defense and offense from the playbooks of the NBA. This game features all-season



play, playoff, and the championship. Injuries are included as well. You may have to sit out of several of the games depending on the injuries you've received. In-depth stats of players can be saved and improved throughout the season. These are just a few of the features this game offers. NBA Live '95 is a totally cool game. You won't want to miss this one!



NBA Live '95 is the best yet. All of your favorite players from the league are here. All-new dunks from different angles toward the basket make this cart jam! Check out the awesome alley-oops! Run different styles of



MANUFACTURER
THQ
CARTRIDGE SIZE
4
RELEASE DATE
NOVEMBER
OF PLAYERS
1 OR 2

MADDEN SETS UP HIS PLAYS ON THE GAME BOY

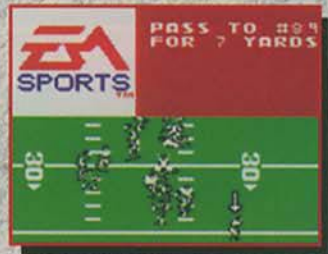
The 16-Bit title has reached the Game Boy. With the help of Madden himself you're able to use his very own plays on the field. Run a variety of offense and defense plays. For a Game Boy title, the graphics and the action on the field are quite



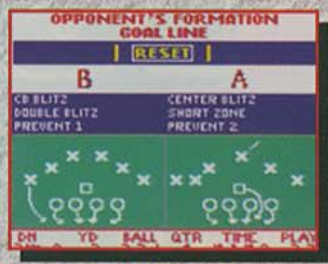
noticeable. Of course, you can plug the game into a Super Game Boy and watch the hard-

performances. In picking your team, notice the Comparison Screen where you're able to see who is the better of the two.

If you've been waiting for that perfect football game for your Game Boy, here it is.



hitting action on a real screen. Madden '95 surprisingly has stats that shows you the teams'



madden '95

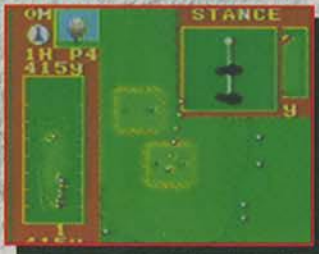


MANUFACTURER
SEGA
CARTRIDGE SIZE
4
RELEASE DATE
NOVEMBER
OF PLAYERS
1 TO 4

SEGA HAS SIGNED UP A TRUE GOLF PLAYER

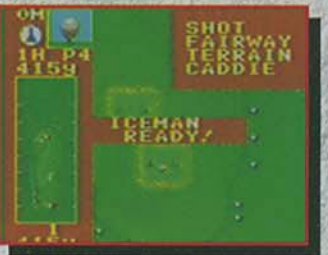


Welcome to the world of golf, as Fred Couples hosts his



you on his favorite courses. Although it isn't 16-Bit, the graphics are incredible.

money. Increase the difficulty setting to increase the challenge. Don't forget tips from your caddy and Fred himself.



Features like cinemas and in-close action of the game make this even better.

Play in the Practice Mode or if you're ready to play against the pros, grab your gear and compete in the tournament, allowing you to win

own golf game for the Game Gear. View never-before-seen images of Fred as he takes

Fred Couples GOLF

STREET RACER BY UBI SOFT

This is one fast-paced comical racing game. You get to race, play soccer, or be in a bumper car contest. What else can you ask for? The driving perspective runs smoothly, with great sounds in the background. Tons of great tracks to race on. Cool game.

78%
Iceman

SUPER NES



HOOP IT UP WITH THE #1 RAP STARS!

Stomp or be stomped! It's survival of the hippest when you're outshooting & outsmarting top rap stars in the streets of Chicago, L.A., New York, Houston & Atlanta. Only one thing's for sure:

RULES ARE FOR FOOLS

Each rapper has his own custom move....Destroy 'em with your unbelievable hang time jams! Crush the defense with a helicopter slam... Slice 'em with a summersault slam. 3 great moves & you get super athletic powers!

RAP JAM VOLUME ONE

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PAC-MAN 2

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Name _____ Age: _____
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And mail to:
 Namco Hometek, Inc.
 Attn: Pac-Man 2: The New Adventures Vacation Giveaway
 P.O. Box 641390
 San Jose, CA 95164-1390

CONTEST PRIZES!

1 GRAND PRIZE: (Approximate retail value \$4,000)

- Trip for 4 to Disney World, Orlando (4-days, 3 nights—hotel, airfare, passes to Disney World & Universal Studios)
- One Super Nintendo hardware system
- One Genesis system
- Library of Namco's current Pac-Man games
- \$100 worth of game tokens for CyberStation® and Aladdin's Castle™ arcades
- One official Namco Pac-Man 2 mug
- One T-shirt and one-year subscription to EGM

1 FIRST PRIZE: (Approximate retail value \$600)

- One Super Nintendo hardware system
- One Genesis system
- Six of Namco's Pac-Man games
- \$50 worth of tokens from CyberStations and Aladdin's Castles
- Namco Mug, one T-shirt and one-year subscription to EGM

5 SECOND PRIZES: (Approximate retail value \$400)

- Choice of Super Nintendo or Genesis system
- Four of Namco's Pac-Man games
- \$25 worth of tokens from CyberStations and Aladdin's Castles
- Namco Mug, one T-shirt and one-year subscription to EGM

10 THIRD PRIZES: (Approximate retail value \$150)

- Two of Namco's Pac-Man games
- \$15 worth of tokens from CyberStations and Aladdin's Castles
- Namco Mug, one T-shirt and one-year subscription to EGM

Contest Rules: 1. No Purchase Necessary. To enter, mail a standard sized post-card to the address specified above. No purchase or payment of any money is necessary to enter. One entry per household. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Contest expires December 16, 1994. Entries must be received by December 16, 1994. All entries become exclusive property of the Sponsors and will not be acknowledged or returned. Sponsors assume no responsibility for lost, mutilated, late, illegible, incomplete, postage-due, or misdirected entries. 2. Prizes. 1 Grand Prize: Air transportation (to be selected by Sponsors) for four to Orlando, Florida from nearest gateway city and hotel accommodations (to be selected by Sponsors) in Orlando, Florida for four people (two rooms) for 4 days, 3 nights (one of which shall be Saturday), and passes for 4 to Walt Disney World and Universal Studios. Travel must occur between May 1 and August 31, 1995, and is subject to availability. Winners will be determined by a random drawing from all valid entries by Namco Hometek, Inc. whose decisions are final. Drawing to be held on or about January 15, 1995. All prizes will be awarded. Prizewinners will be notified by mail. Prizes are non-transferable. No substitutions of prizes are allowed, except at the option of Sponsors should the featured prize(s) become unavailable. 3. Odds of Winning. The odds of winning will be determined by number of valid entries received. 4. Eligibility. Contest open to residents of United States only. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification and an alternate winner will be selected. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 30 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade, or promotion without further compensation, unless prohibited by law. If a minor wins a travel prize, winner must be accompanied by a parent or legal guardian on said travel. Travel companions must sign a liability release. All personal expenses, all ground transportation charges, all meals and all gratuities of grand prize winner and travel companions are the sole responsibility of the grand prize winner. Employees of Namco Hometek, Inc., CyberStation and Aladdin's Castle, Sendai Publishing Group, Inc., Decker Publications, Inc., and their respective affiliates are not eligible. Neither Sponsors nor their respective affiliates, subsidiaries, divisions, or related companies are responsible for any damages, taxes, or expenses that consumers might incur as a result of this contest or receipt of prize. 5. Winners List. For a list of winners, available after February 17, 1995, send a stamped, self-addressed envelope to Pac-Man 2 Winners List, Namco Hometek, Inc., 150 Charcot Avenue, Suite A, San Jose, CA 95131-1102. Requests for winners lists must be received by April 30, 1995. Allow 4 weeks for delivery of winners list. 6. Restrictions: Void where prohibited or restricted by law. All federal, state, and local regulations apply. 7. Sponsors. Contest sponsored by Namco Hometek, Inc., CyberStation and Aladdin's Castle, Sendai Publishing Group, Inc., and Decker Publications, Inc. Neither Nintendo of America Inc., Sega of America, Inc., Walt Disney World nor Universal Studios are sponsors of this contest. Pac-Man 2: The New Adventures™ and © 1994 Namco Ltd. All rights reserved. CyberStation® and Aladdin's Castle™ Namco Ltd. All rights reserved. EGM™ and EGM™ are trademarks of Sendai Publishing Group, Inc. EG™ is a trademark of Decker Publications, Inc.

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HEML1



DONKEY KONG COUNTRY



It was a dark and stormy night and Diddy Kong was on guard watch, making sure no harm would come to Donkey Kong's treasured stockpile of bananas. While on duty, Diddy was ambushed by Kommander K. Rool and his henchmen. They wasted no time in taking all of the bananas and placing Diddy in a barrel. The next morning Donkey Kong finds his way to his cave only to discover that his bananas and his little buddy Diddy are missing. In a rage, Donkey Kong promises revenge and starts out on this adventure to find Diddy and reclaim his bananas. Early in the game you will find Diddy, then it is up to the two of you to defeat Kommander K. Rool and locate your bananas.

Helpful Icons:

These items will help you receive free guys throughout the game.

Banana:



Grab 100 for a free guy.

Bananas:

Each banana bunch is worth 10.



Balloon:

A balloon gives a free guy.



Letter:



Spell K-O-N-G for a 1-Up.

Barrels & Kegs:

Here are all of the barrels that Donkey and Diddy can use during the game.



DK BARREL—This barrel will have your friend inside if you're by yourself. Break the barrel to release him.



STEEL KEG—The keg won't break. After you throw one, it will keep rolling. You can even ride on it.



REGULAR BARREL—These common barrels make a great projectile weapon against enemies.



TNT DRUM—They explode on impact. It will defeat almost any enemy and break open hidden doors.



BARREL CANNON 1—When you're inside this barrel, press the B button to launch yourself out of it.



BARREL CANNON 2—When you're inside this barrel you will automatically be shot out of it.



CONTINUE BARREL—Hit this barrel, so if you die you will restart at that point.

Animal Tokens:

When you find three of the same gold tokens, you will go to the bonus stage.

En Garde Stage:



Collect as many tokens as possible when you swim through the coral.

Winky Stage:

As Winky, you will be able to jump up to some pretty high parts of this cave.



Rambi Stage:



Charge your way through this ice stage as Rambi. Be sure to watch your step.

Espresso Stage:

With wing-assisted leaps Espresso can grab several tokens with one shot.



Donkey Kong Atlas:



Here's the map of the seven locations you go through to take on Kommander K. Rool.



FACT FILE DONKEY KONG COUNTRY

MANUFACTURER	# OF PLAYERS
NINTENDO	1 OR 2
DIFFICULTY	AVAILABLE
MODERATE	NOVEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
32 MEG	60+
THEME	% COMPLETE
ACTION	75%

THE GOOD

Without a doubt, this is the best game the Super NES has ever seen.

THE BAD

Excuse me ... the what? Not in this game!

THE UGLY

Any other game after playing this masterpiece.



Level One: Kongo Jungle

In the first section of the level, you will find your little buddy Diddy. For the most part, the levels here are straightforward. Be sure to break barrels on the side of hills to find secret paths. You will also be able to find Rambi and En Garde in this level.

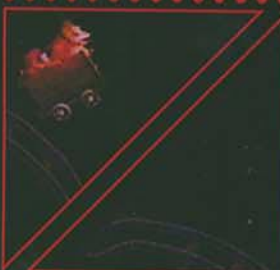


To destroy this Boss, you must jump on his head repeatedly. Be sure that the beaver is on the ground to ensure a safe hit.

Very Gnawty Beaver



Go for a ride on Rambi as you storm past the enemies in the level.



Level Two: Monkey Mines

Inside the Mines, there's a Mine Cart Level that gives Donkey and Diddy the ride of their lives. The majority of the levels here have a dark, ominous look to them, so be alert for anything and everything that happens. Winky is just waiting to help out here.

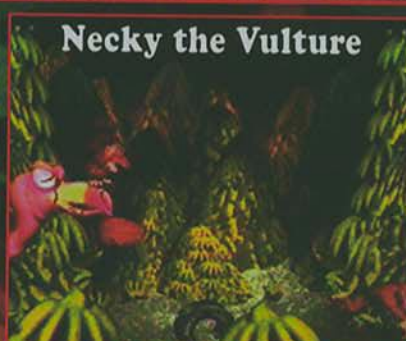


Jump on top of the vultures so you can get to Winky.



Necky the Vulture

As soon as Necky appears on screen, jump on the tire to gain some extra height so you can land on top of Necky's head.



Level Three: Vine Valley

The Vine Valley is mostly made up of two main forest levels. The most difficult aspects of this level are the bees. The only way you can hurt them is by throwing a barrel their way. Prepare yourself for an intense ride on the rope section.



Grab the barrels and throw them at the Big Zinger. Wait for him to turn back to his original color before hitting him again.

Big Zinger



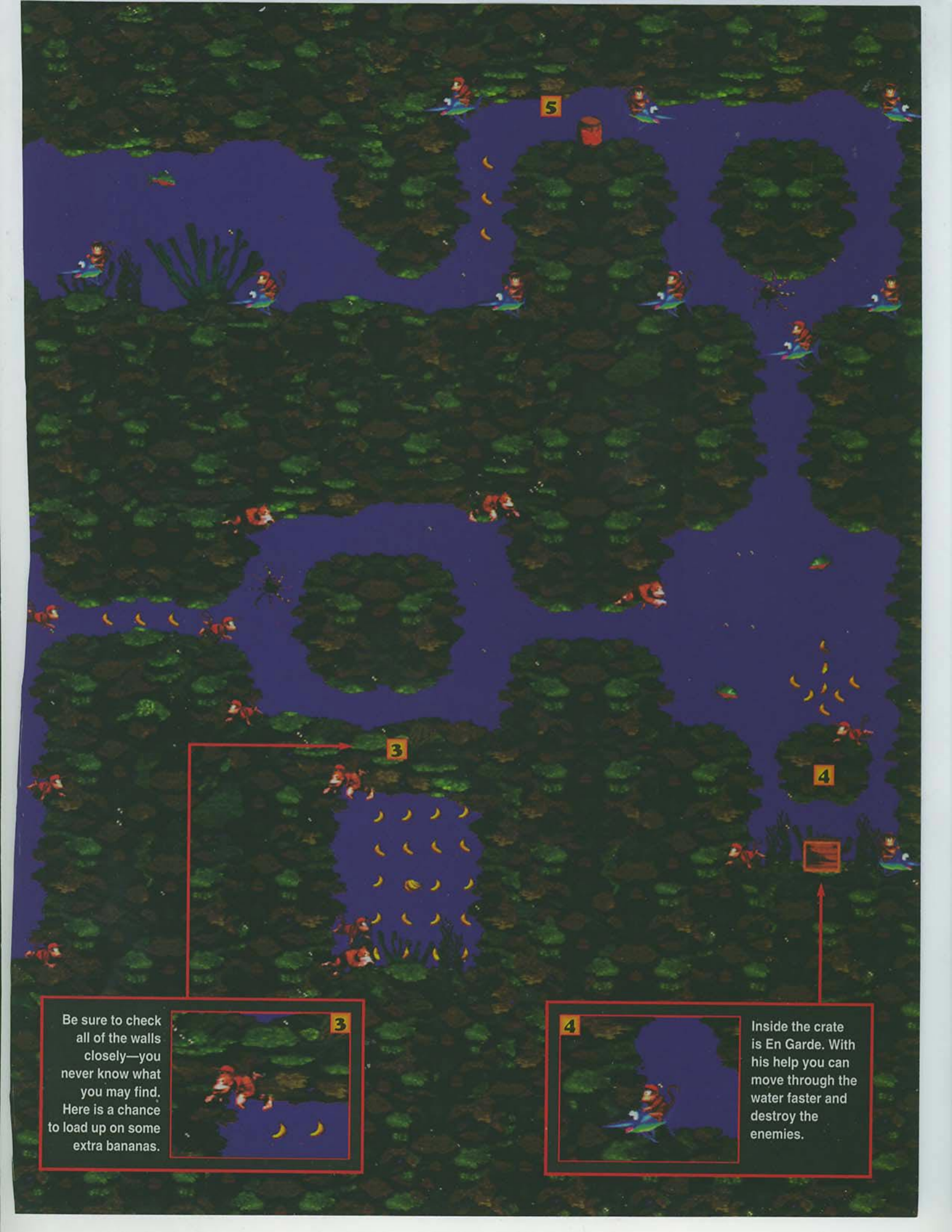
Climb up and down the vine as it moves toward incoming vultures.





Kongo Jungle: Coral Capers Level

This is just one of the several water levels in the game. To swim around in these levels just tap the B button rapidly. One disadvantage of the water levels is that you can't destroy any of the enemies swimming around unless you are riding En Garde. One through nine on the map will show you where to go. 1. Here is the start of the level. 2. Get your teammate by hitting the barrel. 3. Swim through the coral to find some extra bananas. 4. In this location you can get En Garde. 5. An extra teammate barrel is here just in case you lose your partner. 6. This is the half-way marker of the level. 7. Here is an extra spot where you can get another En Garde. 8. Once again, a teammate barrel just in case you need it. 9. Swim through the coral to find some extra bananas and a gold animal token of Espresso. Keep swimming up to get through the rest of the level. Good luck!



5

3

4

Be sure to check all of the walls closely—you never know what you may find. Here is a chance to load up on some extra bananas.



3

4



Inside the crate is En Garde. With his help you can move through the water faster and destroy the enemies.

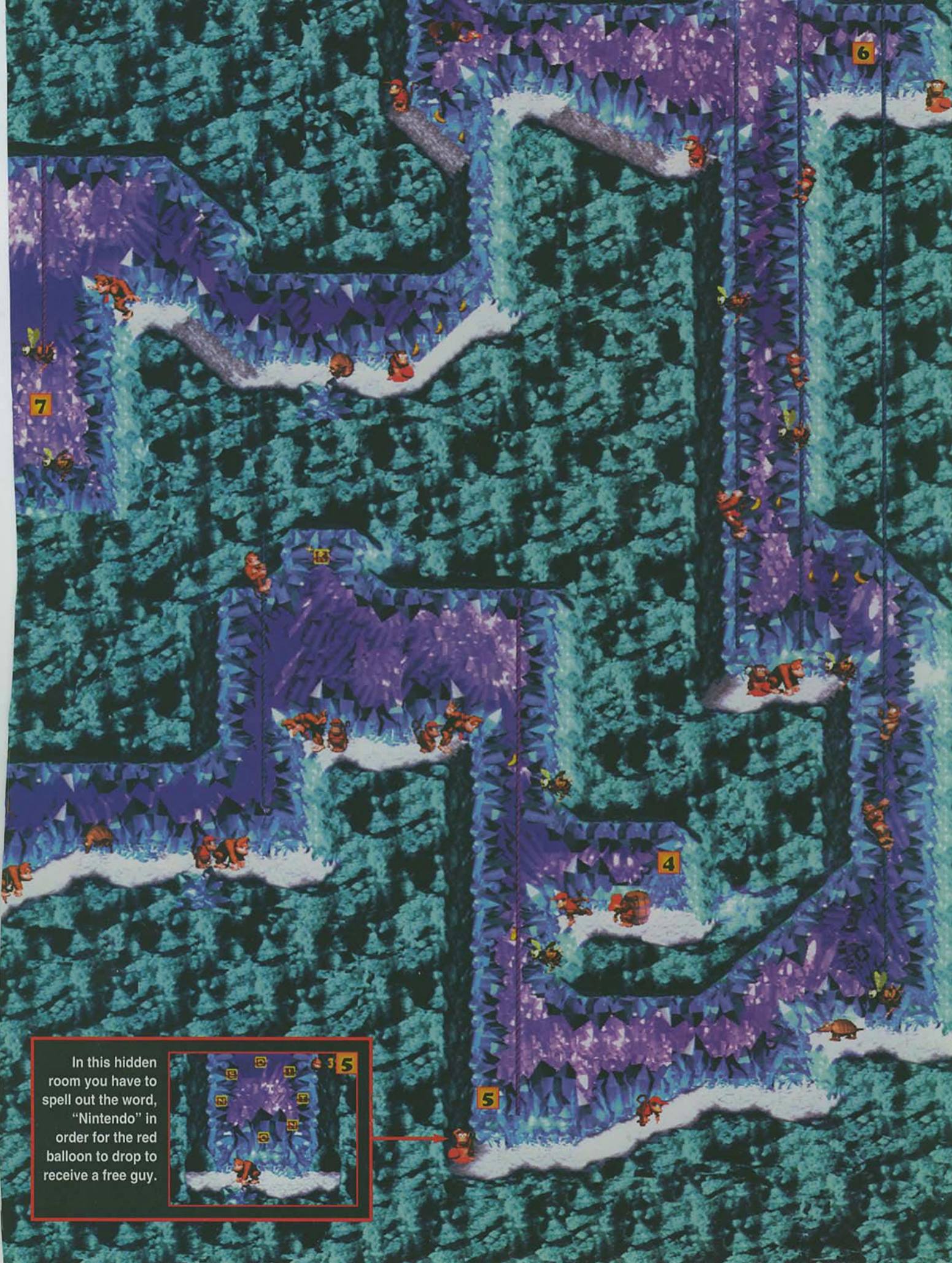
Gorilla Glacier: Slipslide Ride Level

Inside this level, you must try and work your way to the top of the stage and avoid several different enemies, all while on an icy surface. Oh, by the way, did I mention that this is only half of the level? For us to show you the entire level, we would have to completely redesign the magazine! One through nine on the map show you where to go. 1. This is where you start the level. 2. Grab the barrel and throw it against the wall to the left to find a hidden room. 3. The barrel here will hold your partner inside. 4. Grab the barrel here and bring it to the next location marked on the map. 5. Throw the barrel against the wall to the left to find another hidden room. 6. Here is another barrel where you can regain your partner. 7-8. If you miss the jumps or the ropes, you will fall to your death. 9. Here is where the barrel will be for the half-way marker.



Inside of this hidden room, spell out the word, "Kong." A red balloon will drop, giving you an extra life.






6

7

4

5

In this hidden room you have to spell out the word, "Nintendo" in order for the red balloon to drop to receive a free guy.





Level Four: Gorilla Glacier

One of the most impressive levels in the game. The snow effects are great, plus play a big part in your visibility and movement. There is also a Dark Cave Level that you need the help of Squawks the parrot to surpass.



Kill the beaver the same way as in the first level. The Boss' pattern has changed. His jumps are more unpredictable.

Really Gnawty Rampage



Jump on top of the vulture and land inside the barrel.



Level Five: Kremkroc Industries

In the Kremkroc Industries, you must work your way through polluted waters and caverns. The main section of the level is an industrial warehouse—the lights inside are constantly being turned off. Just take your time in this section.



Enemies are right on the other side of the flaming oil drum.



Boss Dumb Drum



The drum drops down from the top of the screen and spits out enemies. Avoid it and destroy the enemies to defeat the Drum.



Kongo Jungle: Reptile Rumble



Level Six: Chimp Caverns

This is one of the hardest levels in the game. In most of the stages here you must have perfect timing of all of your jumps. The enemies are also a bit tougher and are strategically placed, giving you the ultimate challenge.



Repeat the same pattern as in Level Two. Necky spits out more than one bolder at a time here, making it harder to jump on his head.

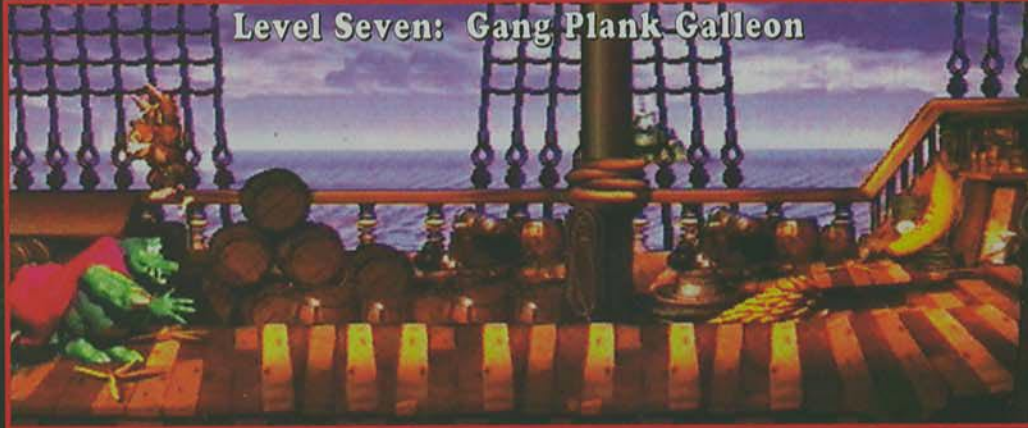
Necky's Revenge



Feed the moving conveyor belt with fuel to keep it from stopping.

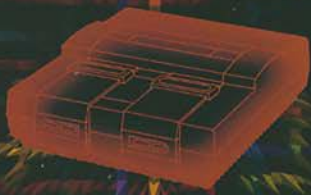


Level Seven: Gang Plank Galleon



Face off against Kommander K. Rool, the supreme commander of the Kremings. The Kommander has four different attack patterns that he uses. In step one, he will throw his crown at you. When he does this, jump on his head to score a hit. After the hit, he runs back and forth in step two. Just keep on jumping over him until he repeats step one. After a few times, step three will come into play and cannon balls will drop from the sky. Dodge the balls and wait for him to repeat step one. The last move he will perform is short little hops. When he jumps at you, run directly underneath him.





The ultimate Street Fighter parody is back for more in Clay Fighter 2: Judgment Clay. Some of the original combatants have been replaced in favor of the new challengers, and new Bosses have been added. Everything that attracted you to the original is here, and so much more.

An excellent Tournament Mode has been added, as well as all the options which spell out a good fighter on par with Mortal Kombat and Street Fighter.

Although funny and entertaining, Clay Fighter 2 should provide multiple hours of fighting action for you and your friends.

8 Fighter Colors

CF2 has a selection of eight colors for each character. This helps in Versus and Tournament Modes.

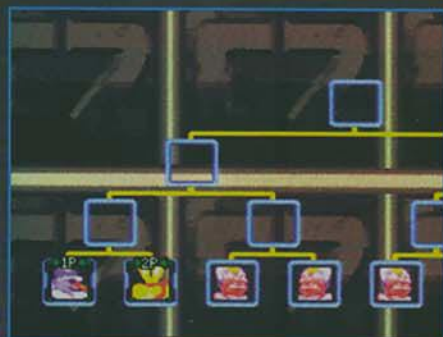


Prepare for Action

CF2 is an excellent upgrade to the original hit game. Look for enhanced control and options.



Tournament Mode Included



Like a few other popular fighting games, CF2 includes a Tournament Mode for up to eight players to participate in a group battle to decide who the ultimate Clay Fighter is!



GAME START
VS MODE
TOURNAMENT
OPTIONS

Fight-Game Options

CF2 has the usual arrangement of options found in a fighting game, such as time limit and difficulty.

DIFFICULTY: HRD
SPEED: 4
TIMER: 30
ARENA SEL: SEQ
FOREGROUND: ON
BUTTON CONFIG
EXIT

TOURNAMENT

PLAYERS: 8
SIZE: 8 SLOTS
TYPE: SNBL ELIM
CHAR. SEL: MAN
ARENA SEL: RND
EXIT

NEW BOSSES

Depending on who you play as, you reach a Boss who is an "evil" version of your character!



CLAY FIGHTER FIGHTER 2



FACT FILE CLAYFIGHTER 2 JUDGMENT CLAY

MANUFACTURER	# OF PLAYERS
INTERPLAY	1 TO 8
DIFFICULTY	AVAILABLE
VARIABLE	NOVEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
24 MEG	N/A
THEME	% COMPLETE
FIGHTING	90%

They're Back! (Well, some of them ...)

Only three of the original fighters made it to Judgment Clay. Check 'em out!

BLOB



Blob stayed pretty much the same.

CUTTING SAW



Charge B, F+Punch

SPITTING GOO



D,DF,F+Punch



TINY

Tiny's still not-so-tiny.

ROLLING BALL



B,DB,D,DF,F+Kick

SMASHING PUNCH



Charge B, F+Punch

MR. FROSTY

Frosty got a tad meaner for Round Two!



SNOWBALL



Charge B, F+Punch

RISING ICE



Charge D, U+Punch

THE GOOD

This game is truly a worthy sequel. Unlike other fighting games with a part two, this one's really improved.

THE BAD

The control is a little lacking, although vastly improved over the original version.

THE UGLY

After losing, it kinda looks like what happens when you left your clay on the heater vent as a kid. Shplat!

JUDGMENT CLAY



THE NEW FIGHTERS OF JUDGMENT CLAY

NANA



An agile piece of fruit with an attitude?

FLYING-LEG



Charge B, F+Punch

HAVE A SLICE



Charge B, F+Punch



TENTACLE SPIN



Charge B, F+ Punch

OCTO

This goofy octopus means business.

CRAWLING ATTACK



B,D,DB,B+Kick

GOO GOO

This is one baby in need of a spanking.



BOTTLE TOSS



D,DF,F+Punch

RATTLE PUNCH



B,D,DF,F+Punch

Out with the old, in with the new



Hope you didn't get too attached to them, cuz these guys aren't around for Part Two.

Captain, you're wanted on the Bridge!

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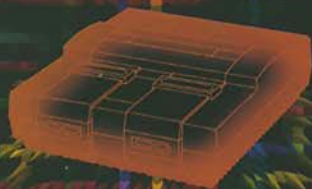


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STAR TREK®
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Starship Bridge Simulator™



Yogi Bear

Here comes Yogi and it's about time. I loved Yogi Bear when I was a child and thought there should be a video game starring him. Well, it's finally here and it has brought back a lot of memories. Play as Yogi Bear as he fights to keep his forest from being taken over by a bunch of building bureaucrats. From the snow filled mountains to the fish infested lakes, you must help Yogi. This game is similar to Mario in that you must jump on your enemies to defeat them as well as collect all the items. Everyone who loves Yogi or Boo-Boo Bear should try this game.

YOGI BEAR

PRESS START

FACT FILE

YOGI BEAR

MANUFACTURER	# OF PLAYERS
GAMETEK	1
DIFFICULTY	AVAILABLE
MODERATE	NOW
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MEG	20+
THEME	% COMPLETE
ACTION	100%



Yogi gets pretty mad when when he loses all of his cake. **EGM tip #1-Don't get hit or you might die and lose.**

THE GOOD

It is great to finally see my childhood hero come to life on the Super NES.

THE BAD

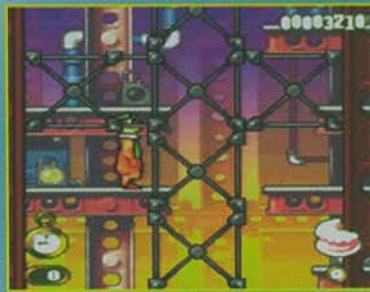
There are no passwords or continues, making this game very frustrating.

THE UGLY

Just think of how Yogi smells after coming out of the water. Blech, wet bear!



This game is all about points. How many items can you grab and creatures can you jump on and scare away? Points for jumping on the picnic baskets are collected progressively so the more baskets you jump on, the more points you get. The other points are scored at the end of the level when all the picnic baskets, clocks, and special items of that level are tallied up for a grand total. Each level has a different special item that you must collect to earn the points. So make sure you identify that special item and grab as many as possible.



SNOW BUSINESS



Some picnic baskets lead to secret areas with lots of bonus points. Try to find them all!



There are lots of different things in this first level. Fortunately the snow isn't slippery, so your footing will hold. Most pits lead to death, but some are hidden areas so be cautious when searching for them.



CAVE CAPERS



This level has new enemies to contend with. If you fall in some of these holes, you're in for a long drop. There is a mine car you get to ride in, but look out for obstacles as they will knock you off.



Watch out for the weasel brothers. If they trap you in the middle, it spells death for Yogi.



REDWOOD RENDEZVOUS



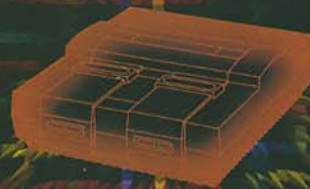
There are tons of moving platforms in this level. Ride them all to find secret levels.



A lot of enemies make reappearances here, but there is a new addition. He is a ghost. I don't exactly see how he fits into this level, but oh well. Watch out for the fish because they can be annoying.



SUPER NES



GAME ARCADE



This mode of the ACME Animation Factory is strictly for fun!

Go to this mode to play the Looney Tunes Mix 'N Match game.



ANIMATION STUDIO



The Animation Studio Quick Reference

1. STOP ANIMATION
2. PLAY ANIMATION
3. ANIMATE ON BACKGROUND
4. ANIMATION SPEED
5. SELECT A NEW ANIMATION
6. SELECT AN ANIMATION FRAME
7. SET ANIMATION PATH
8. REVERT TO ORIGINAL FRAME
9. FLIP ANIMATION DIRECTION
10. COPY ANIMATION FRAME.



LOONEY TUNES ANIMATION FACTORY

FACT FILE	
LOONEY TUNES ANIMATION FACTORY	
MANUFACTURER	# OF PLAYERS
SUNSOFT	1
DIFFICULTY	AVAILABLE
EASY	NOW
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MEG	N/A
THEME	% COMPLETE
EDUTAINMENT	90%

Remember Mariopaint? Well, Sunsoft now releases a new version that uses characters from the famous Looney Tunes cartoons. In ACME Animation Factory, players get a chance to become the next Pablo Picasso. They can create their very own drawings or use the premade backgrounds from the cartridge. Also in the game pak are the cool Music Hall where you can compose your own music and the Animation Studio where you can choose from cartoon characters that are already animated. You can even make your own. There's even a small memory game!

THE GOOD
ACME Animation Factory is a good game, especially for stimulating a child's creativity.

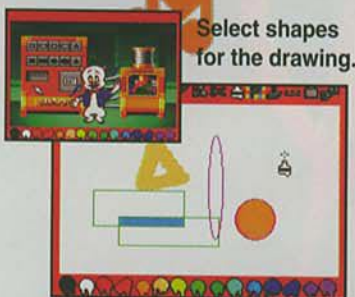
THE BAD
If you don't have the Super NES Mouse, you may have a hard time with your drawings.

THE UGLY
Some of the background music can be pretty annoying. Good thing for the Music On/off Option.

DRAWING BOARD



Choose a background to color.



Select shapes for the drawing.



The Drawing Board is where you can draw and paint your own pictures. You can even make your drawings into backgrounds for your own animation!

Editing

Patterns



Colors



Tools



1. Return to Main Menu
2. Go to Animation Studio
3. Go to ACME Color Mixer
4. Select background to color
5. Erase your current drawing
6. Undo your last action
7. Change stroke and tool width
8. Go to Shape Selector
9. Copy, flip, turn, cut, paste
10. Fill area with color or pattern
11. Select and create patterns
12. Rubber stamp a pattern/color
13. Add words to your drawings
14. Frame your drawings
15. Save or load a drawing
16. Your palette of colors

MUSIC HALL



Select from one of eight pre-composed Looney Tunes tunes! The tune you select will appear on the musical staff, and you play it or edit it as you choose. Try replacing the notes from one instrument to another—or with a sound effect!

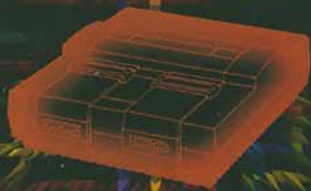
Musical Instruments



1. Go to the Animation Studio
2. Load or save a composition
3. Clear a composition
4. Select a premade composition
5. Undo
6. Advance to start/end of score
7. Advance score in small increments
8. Rewind
9. Stop
10. Fast forward
11. Loop



SUPER NES



STAR TREK

STARFLEET ACADEMY



FACT FILE

STARFLEET ACADEMY

MANUFACTURER	# OF PLAYERS
INTERPLAY	1 OR 2
DIFFICULTY	AVAILABLE
MODERATE	NOVEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MEG	20+
THEME	% COMPLETE
SIMULATION	95%



LISTEN UP, CADETS!

Your first mission—make it a good one! This is where you start your academy training. You've got to do better than just pass if you hope to make a good impression. Only with the highest of scores can you expect a happy ending. Listen to the admiral carefully before each mission, and always ask questions. Knowledge of mission guidelines could make the difference between life and (simulated) death!



Welcome to Starfleet Academy! As newly arrived cadets, you will report immediately to the briefing room to begin your first mission. Don't expect your stay here to be an easy one! Your combat reflexes will be tested, as well as your diplomatic skills. You may relax in the lounge after a tough mission, and talk with your fellow cadets about how it's going. Be sure to get a good night's sleep, though. In the morning, you'll need to report to class, then to the briefing room to start another simulated mission! You're only a freshman, and you've yet to prove yourself. Dismissed!

WHAT ARE YOUR ORDERS, SIR?



Do a sensor sweep. Hail the starbase. Go to red alert. These are just a few of the options you have as the commanding officer on the bridge of a starship. Give orders to the engineering, communications, navigation, helm, and science stations. You'll always want to do a sensor sweep entering a new sector of space, and always remember to raise your shields going into battle. If you don't, your beautiful starship will be instant space junk!

ROLL CALL...



This is you! Cadet <your name here>. You don't have to be male or even human.



Geoff Colond, Helm/First Officer. Human: He's aggressive and very sure of himself.



Ken Elliot, Navigation. Human/Orion: Stoic and unresponsive, Elliot doesn't chat.

BE THE BAD GUY!



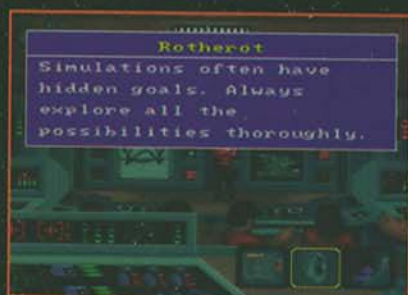
That's right! You don't have to be those cowardly, moralizing Federation dogs! Cloak before firing! Attack without morality!



Tired of having your hull crushed before you even knew you had someone on your tail? Hey, now *you* can fire those devastating plasma torpedoes! Learn why the Romulans command respect from all space travelers as you power up *your* plasma torpedoes while safely cloaked. Pound the Klingons to dust!

Tired of chasing down that pesky Klingon in order to get a clean shot, only to have him disappear just as you get him in your sights? Well, now it's *your* turn to play at stealth! Learn why the Klingons are such feared warriors as you cloak *your* Klingon warship just before striking. Die, Federation weakling!

CADET, REPORT TO ...



... the simulator. Or maybe, the classroom. It's up to you! Maybe you should chat with your crewmates in the lounge, to see how they feel you are doing. Or, you might just want to hit the sack. It's been a long day!



THE GOOD

The ability to play as the Klingons or Romulans in the simulator is great!

THE BAD

A large part of the game is played in combat, but the combat part is unimpressive.

THE UGLY

Your hull can't be repaired during a mission. So when you limp back to a starbase, it's gotta look bad!



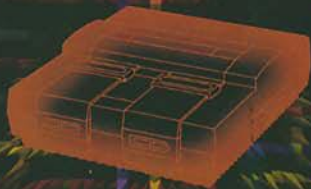
Sturek, Science Station. Vulcan: Typically logical to the core, Sturek never minces words.



Vanda M'Giia, Communications. Andorian: Helpful and willing to offer her opinion.



Robin Brady, Engineering. Human: Shy and unsure of himself, Brady avoids trouble.



FACT FILE ADDAMS FAMILY VALUES

MANUFACTURER	# OF PLAYERS
OCEAN	1
DIFFICULTY	AVAILABLE
HARD	DECEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
16 MEG	N/A
THEME	% COMPLETE
RPG	80%



Not everything on the grounds is friendly—in fact most of the things crawling around are out to get you! Uncle Fester is charged to the teeth with electricity, and that's what he uses to turn enemies into puffs of smoke. Be careful, some of the enemies can withstand a lot of shocking!

Addams Family Values™

Baby Pubert is missing and Uncle Fester is on a quest to find him. Uncle Fester, along with the rest of the Addams family, are combing the grounds looking for the baby who was kidnapped by the baby-sitter. Take control of Fester and lead him to find the baby and save the day. This game is in the RPG-style and features a lot of adventure and plenty of mind-bending puzzles for those of us who like the challenge. You must solve riddles and make deals with talking plants and demons. This is a great game for all of the fans of The Addams Family.

The family is here!

Throughout the game you will run into the members of this odd family.



Uncle Fester

You take control of Fester as he sets out on his quest to find Pubert.



THE GOOD

The graphics of this game are really cool. Now that you mention it, the game play and story are good, too.

THE BAD

Uncle Fester stops walking when he shocks, which impedes the progress.

THE UGLY

Granny is one hideous old hag! But then again so is everyone in this family!

The Dungeon

The gate to enter this cavern is locked. Find the key and get a move on it!



After you make it into the caverns it's a long and dangerous trek to the black rose that you are here to find. Be careful, take it slow, and you'll be okay.



Now that you have found the black rose, you will have to give it to the plant. What does he really want it for? Maybe you shouldn't give it to him, or maybe you should. Hmm...

The Gatekeeper



Go into the cavern and stand on the warp. It will take you to the next room.



GET LOST!
NO ONE GETS IN
HERE.

• QUIT



If you defeat the gatekeeper you can push the button that opens the gate.



OH FESTER YOU YOUNG
SLUG, YOU LOOK ROUGH
TODAY.

• NEXT

When you reach Granny she will compliment you on the fact that you look so bad. Then she will give you a batch of freshly-baked cookies. They are black beetle cookies made from choice-cut, slime-soaked black beetle corpses. She was also nice enough to add double cholesterol for that pasty, flabby look she loves so much. She'll send you to see Gomez, because he has a present for you. I love surprises, don't you?

Granny





The whole family is looking for poor, little Pubert who has been kidnapped.



Morticia is very worried about the whereabouts of her missing son.

Morticia

In this part of the level, you run into the lovely Morticia Addams, wife of your brother Gomez. She is very concerned about her dear son Pubert—the place is too cheerful without his young, but strangely corrupt eyes staring up from his crib. She asks you if you have had any luck locating him, how you are feeling, and after you assure her that you are miserable, she continues to search for her dear, lost son.



To the graves!

This game is huge! There are a lot of bridges that will take you to different parts of the game, including the swamp, the rockies, and the graveyard to name just a few. Each of the levels has its own challenges and some really mind-bending puzzles. Be sure to clear your calendar!





Talking plants!

There are some really strange things in this game, including a few of these talking plants. The first one you find will ask you to fetch a black rose that he says controls the plants. He will give you a skull key to open the way to the rose. Other plants will ask you to get them some food from the greenhouse, and they promise that they will make it worth your while. Should you trust a bunch of big ferns?



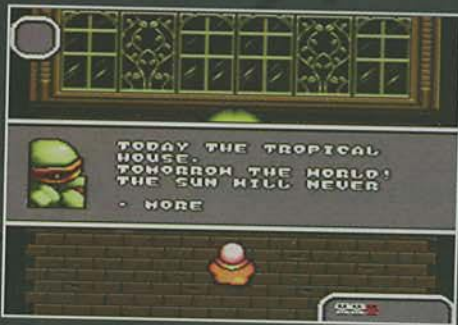
Take the skull key so that you can get the black rose for the plant.



Go to the greenhouse so you can get the food the plant demands.



This plant says that he is starving. He entreats you to get him some food.



This big green dude is about to eat some super-plant food so he can take over.

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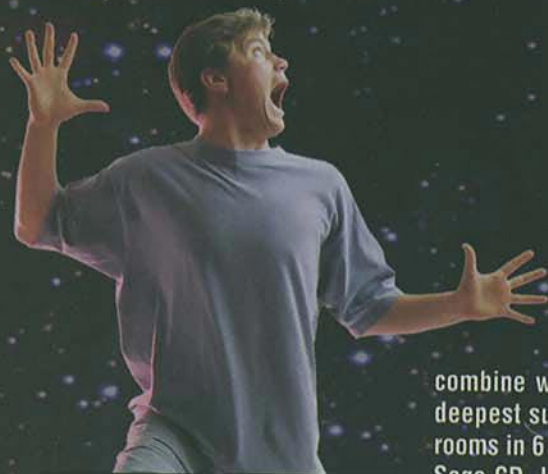
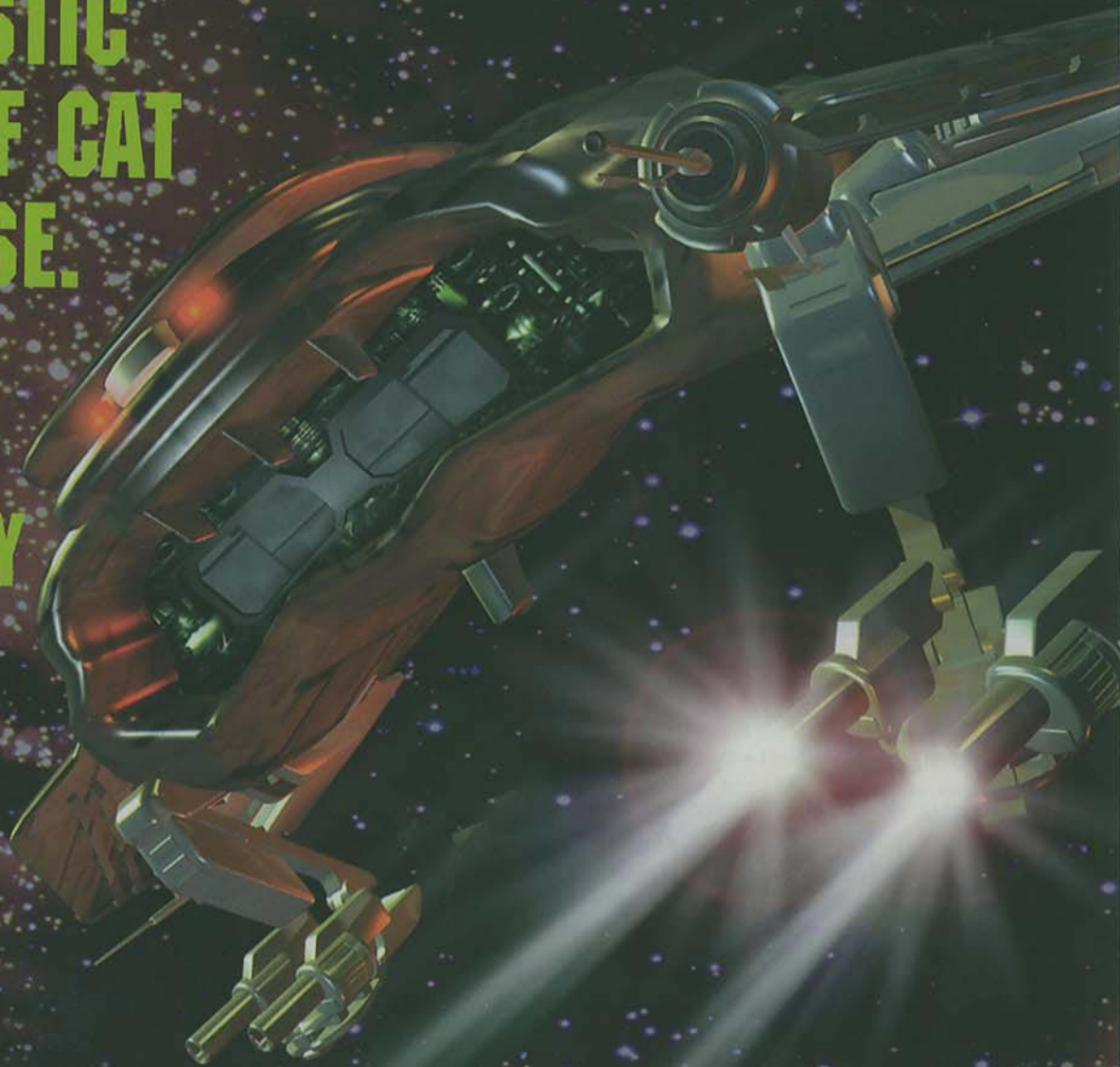
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FUTURISTIC
GAME OF CAT
& MOUSE.

AND
SUDDENLY
YOU'RE
CRAVING
CHEESE.



IRON HELIX

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SUPER NES



HULK OUT!

As you collect more of the gamma capsules you will acquire more moves like the Piledrivers and the Sonic Clap.

PUNCH



This is the Hulk's main attack. It is the quickest and the easiest one to use. This is the one you will use most.

SONIC CLAP



This move causes a sonic shockwave that destroys all of the enemies in the way.

PILE DRIVER



Use the Pile Driver after you get totally Hulked out!

SLAP



Use the slap in order to bust open the crates that have the icons in them.

UPPERCUT



The Uppercut is the strongest of the Hulk's regular moves. It is a little slow, so only use it when you have the time.

MEGA ICONS

These are the icons you will find along the way to help you defeat the Leader. To find the icons, you must break open boxes and look inside.



Adds time to the game clock.



This coin gives you a continue.



This gamma gives hulk more power.



This is Bruce Banner's only way to attack.



Turns the Hulk into the Super Hulk.



Allows you to turn into Bruce Banner.



Gives the Hulk one more chance.

Hulk is coming straight from the comic books to your Super NES! The Leader has plans to take over the world, and the only thing standing in his way is The Incredible Hulk! The Leader has assembled some of the Hulk's worst enemies including the Rino, the Abomination, and Absorbing Man!

This game is full of really cool animation, like all of the Hulk's moves. When you start the game, The Hulk is not fully powered up, but as you collect power-ups not only do you gain power but also extra moves. If you are a fan of the Hulk you will be totally happy with this game! Whatever you do don't make him mad!

THE INCREDIBLE HULK

LEVEL 1



From close up you can grab the bad robot dude's and head-butt him, or you can just throw him across the screen to get him out of your way. Either way, it's pretty cool! This is a lot of fun!

THE GOOD

The animation and the Hulk's moves are really cool.

THE BAD

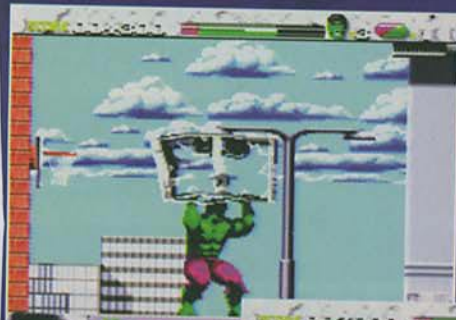
The levels are really long, and they can get really boring.

THE UGLY

The Abomination just keeps on coming and coming.



Put this guy in the water, so you won't have to worry about him.



If you use the Transformation Capsules you can get into places that the Hulk can't. The next time an enemy hits you, you will transform back into the Incredible Hulk!



The Abomination is the Mid-Boss of every level. He's really tough, so try to take him out before you go under five percent energy. After that, you are Bruce Banner and you have no attacks!



FACT FILE THE INCREDIBLE HULK

MANUFACTURER

U.S. GOLD

OF PLAYERS

1

DIFFICULTY

MODERATE

AVAILABLE

NOW

CARTRIDGE SIZE

16 MEG

NUMBER OF LEVELS

5

THEME

ACTION

% COMPLETE

100%



Level 2



When you break open the vases, you will find energy pills.



If you find these faces, punch them to make things happen.

This part of the level is dark, so the platforms disappear in the shadows.



Wait for this guy to get close, and then give him the big uppercut!



Step on the rock to help you get to secret, hidden rooms in the game.



Wait for the Boss to come low, and then hit him with everything you've got!



True to his nature, the Hulk can and does lift a lot of almost everything!



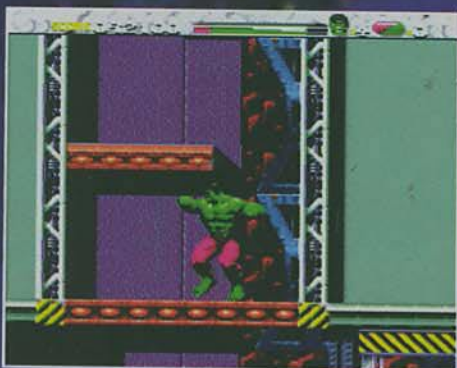
Break down the wall to uncover the icons hidden behind them.



This Boss is weak but fast, and he hits you with fireballs.

Level 3

The Hulk just can't seem to stay out of trouble! After his near escape on Level Two, he falls into another and more dangerous trap. His old enemy Tyrannus is back and is determined to stop the Incredible Hulk. This level is a little harder than the last one, but there are plenty of power-ups along the way to help you. The Hulk can handle it, with your help.



These platforms will be there unless you hit the wrong switch. Be careful which ones you throw.



There are a lot of switches like this one around the level, but not all of them are good!



Tyrannus will fly around and throw fireballs at you. Wait for him to come down and then let him have it.

A Switches like these are all through the level. Some of them will open a door or knock down a wall, but a few of them will shut a door or take away a platform that you need to use to gain a power-up. Your best bet is not to throw a switch until you are sure that there is no other choice. It will take a little more time, but it is worth it.





Barbie Vacation Adventure™

Join Barbie as she travels across the country on vacation. There are many different places to see and things to do. Go to the beach and play volleyball in the sand. After that head West to a ranch where you'll go horseback riding. Wyoming is a beautiful place to go camping and watch wildlife. You might even be lucky enough to catch a carnival while it's in town. Help Barbie have fun while she is on her trip. We wouldn't want her to go out wearing the wrong clothes, so you can help her pick out what to wear. It's up to you to help make Barbie's vacation a success!



Let's have some fun in the sun! Get a tan at the beach while you play volleyball with your friend Midge.



Travel to a Western ranch, where you can spend an afternoon riding horses.



Hike along on nature trails while camping in Wyoming. Watch out for streams or you might end up getting wet.



It is rumored that there is a sunken ship nearby. Put on your scuba gear and explore the sea floor for treasure.



The carnival is in town. See how many of the balls you can throw into the clowns' mouths.



Look at all of the wild animals! Maybe you can try to take pictures of them.



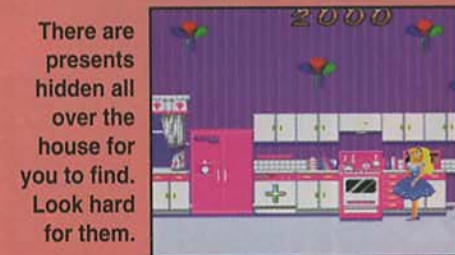
It looks like Ken has thrown you a welcome-home party. Your friends are happy to see you.



Test your strength. Do you think you are strong enough to ring the bell at the top?



Try to knock over the stacks of cans with baseballs and see if you can win a prize.



There are presents hidden all over the house for you to find. Look hard for them.



I love to open gifts. After you pick one up, see if you can figure out what it is.

THE GOOD

It's an extremely cute game that will be enjoyed by anyone who is a Barbie fan.

THE BAD

The game is fairly uneventful, and it was disappointing not to be able to drive that pink convertible.

THE UGLY

I don't think there is anything even close to being ugly in this game.



FACT FILE BARBIE VACATION ADVENTURE

MANUFACTURER	# OF PLAYERS
HI-TECH ENTER.	1 OR 2
DIFFICULTY	AVAILABLE
EASY	NOVEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MEG	11
THEME	% COMPLETE
ACT/ADV	85%



(Average Bear)

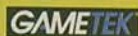
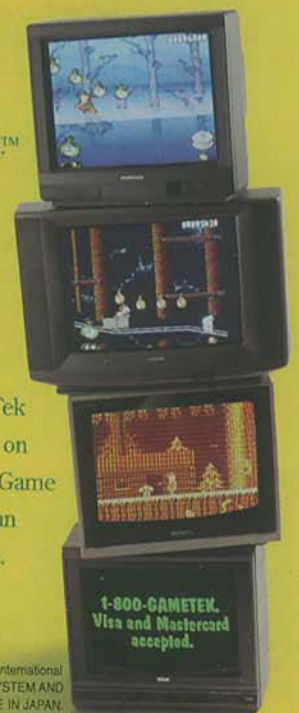


Smarter than
the average bear.

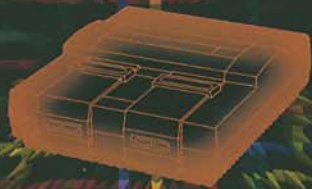
(Yogi™ Bear)

Accept no substitutes.

Hey Boo-Boo,[™]
don't settle for
some bogus Yogi[™]
Help America's
favorite cartoon
bear save
Jellystone Park[™]
from a grizzly
end. Report to
your local GameTek
retailer for Yogi[™] on
Super NES[®] and Game
Boy[®]...smarter than
the average game.



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Mighty Max

Mighty Max is coming from the Saturday morning cartoon to your Super NES! Mighty Max is a futuristic 11-year-old superhero who, with the help of time travel, spans the globe on a quest to assemble the scattered pieces of a weapon that has the power to destroy the Earth. The evil Skullmaster, who disassembled the weapon, and hid it has sent his minions to stop Max because the weapon is the only thing that can destroy the Skullmaster. Mighty Max has to search the 50 cities that the pieces are scattered through. You can play alone or you can use the head-to-head two-player feature. This game has a unique type of game play.



FACT FILE MIGHTY MAX

MANUFACTURER	# OF PLAYERS
OCEAN	1 OR 2
DIFFICULTY	AVAILABLE
MODERATE	DECEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MEG	50
THEME	% COMPLETE
ACTION	80%

THE GOOD

This is a different kind of game that offers a unique challenge.

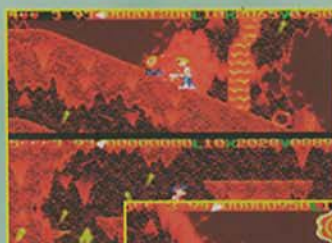
THE BAD

Unfortunately, this games didn't really keep my attention for very long.

THE UGLY

The colors on the Volcano level. If you stare too long, everything looks green when you look away.

HEAD-TO-HEAD



Get into some cool two-player action in this game.

Try to get the parts before your friend does.



Take this TV monitor-type thing to the warp so that you can send it back before your friend does.

Space

In space there are more components of the weapon that has the power to destroy the Earth and the evil Skullmaster. Choose a character and start looking. This is a good level to play in the Two-player Mode. You can have a real blast if you play with a friend. Be careful, your friend could easily sabotage your efforts.



The game moves fast, yet you have to move slow or the enemies will take you out. Learn how to use the rocks, balloons, and the magnets to get the parts to the warp.

Pick Your Stage

Choose the player you want to use at the beginning of the game.



Choose what level you want to go to at the beginning of the game.

Alexey Pajitnov, creator
of *Tetris*[®], dares you to

GET SNAKE BIT. WILDSNAKE™

Stop the deadly nest of snakes from getting loose in **WILDSNAKE**, the wild, wacky puzzle adventure filled with crafty reptiles waiting to bite! As lethal snakes drop from the top you maneuver the venomous vipers to touch and swallow each other. But if you let those sneaky snakes take control...**RUN!**

WILDSNAKE is a wonderfully simple and addictive puzzle in the mesmerizing tradition of Tetris. One or two players can enjoy its quick arcade action with multiple speed options and a variety of challenging levels—from the slow Nestling to the vicious King Cobra. Your entire family will enjoy outsmarting the slimy, slithering snakes of **WILDSNAKE**.

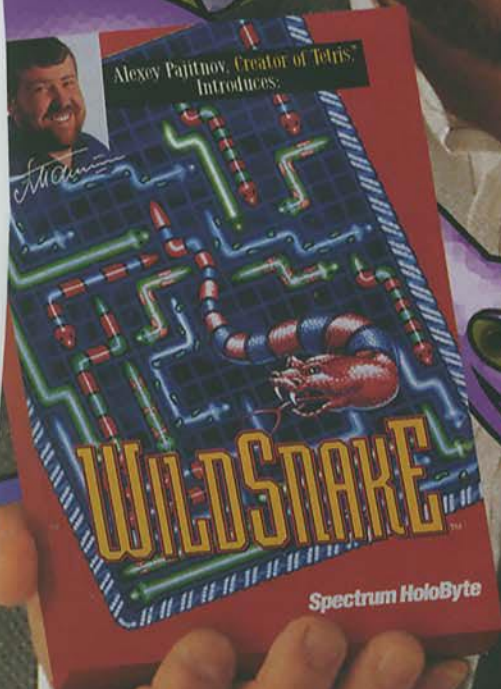
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SUPER NES



NICKELODEON™

GUTS

Do you have what it takes to take on Nickelodeon Guts, a competition where kids perform awesome athletic feats? Can you meet the challenge of incredible elastic and action sports? Then you have the Guts to take this game on.

This game is like *American Gladiators* for kids. It uses kids to play a challenge made for kids. People of any age can play and enjoy this game, especially when competing with friends. This game does present a small challenge, and it would be a good idea to practice up and beat everybody in the neighborhood.

FACT FILE

GUTS

MANUFACTURER	# OF PLAYERS
WACOM NEW MEDIA	1 OR 2
DIFFICULTY	AVAILABLE
MODERATE	NOVEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
16 MEG	6
THEME	% COMPLETE
GAME SHOW	100%



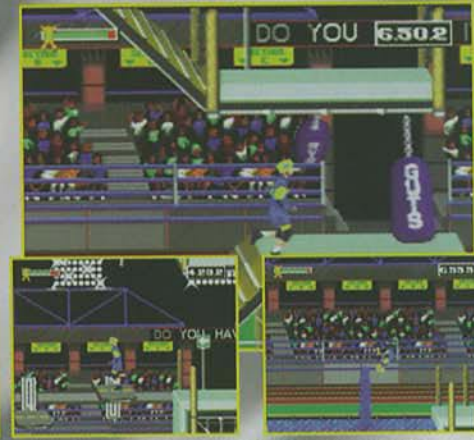
The Attack Course is where you have a stick with a scoop on the end and you must get the ball in the net with it.



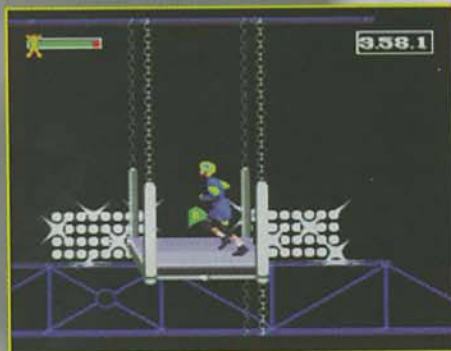
Here we have the Basic Training Course, where you must get through this obstacle course in under six minutes.



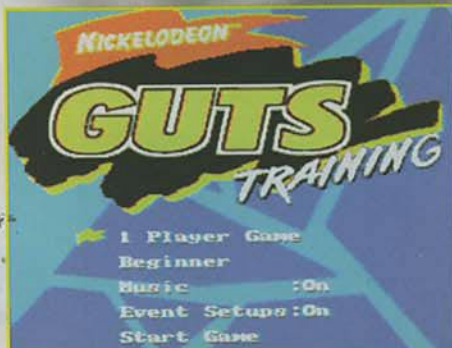
This is the slam-dunk contest where you do acrobatic-style jumps and dunk the ball to score as many points as possible.



The Tornado Run is a lot like the basic training, but there are tons of different obstacles you must overcome.



There are lots of "hidden" things in the obstacle course part of this level. They range from time to extra points. Most of these aren't hard to find, but tricky to reach. Don't waste time trying to get the hard ones.



These are the different options in the game. They are pretty standard but are needed to turn some things off.

THE GOOD

This game can get pretty fierce when you are competing against your friends.

THE BAD

The events are more or less the same and can get boring after a while.

THE UGLY

It gets pretty ugly when you fall in the obstacle courses.

WHEREVER VILLAINY REARS ITS GREAT BIG HEAD... YOU WILL FIND THE TICK!

You are the awesome Tick! You have powers and abilities unknown to mere mortals. Nothing can bother you — except for a few pesky ninjas, creeps, thugs and punks out to remove your feelers once and for all! But why complain? — But no need to worry, for YOU are The Tick! Ever ready to thwart evil doers and save the day!

Based on the Saturday Morning TV Series on the #1 Fox Kids Network!

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- From the underground comic classic by Ben Edlund
- Available on SNES, Sega Genesis



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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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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
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JIM LEE

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Interplay

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17922 Fitch Avenue
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ECCO

THE TIDES OF TIME



FACT FILE

ECCO
THE TIDES OF TIME

MANUFACTURER

SEGA

OF PLAYERS

1

DIFFICULTY

MODERATE

AVAILABLE

NOW

CARTRIDGE SIZE

16 MEG

NUMBER OF LEVELS

40+

THEME

ACTION

% COMPLETE

100%

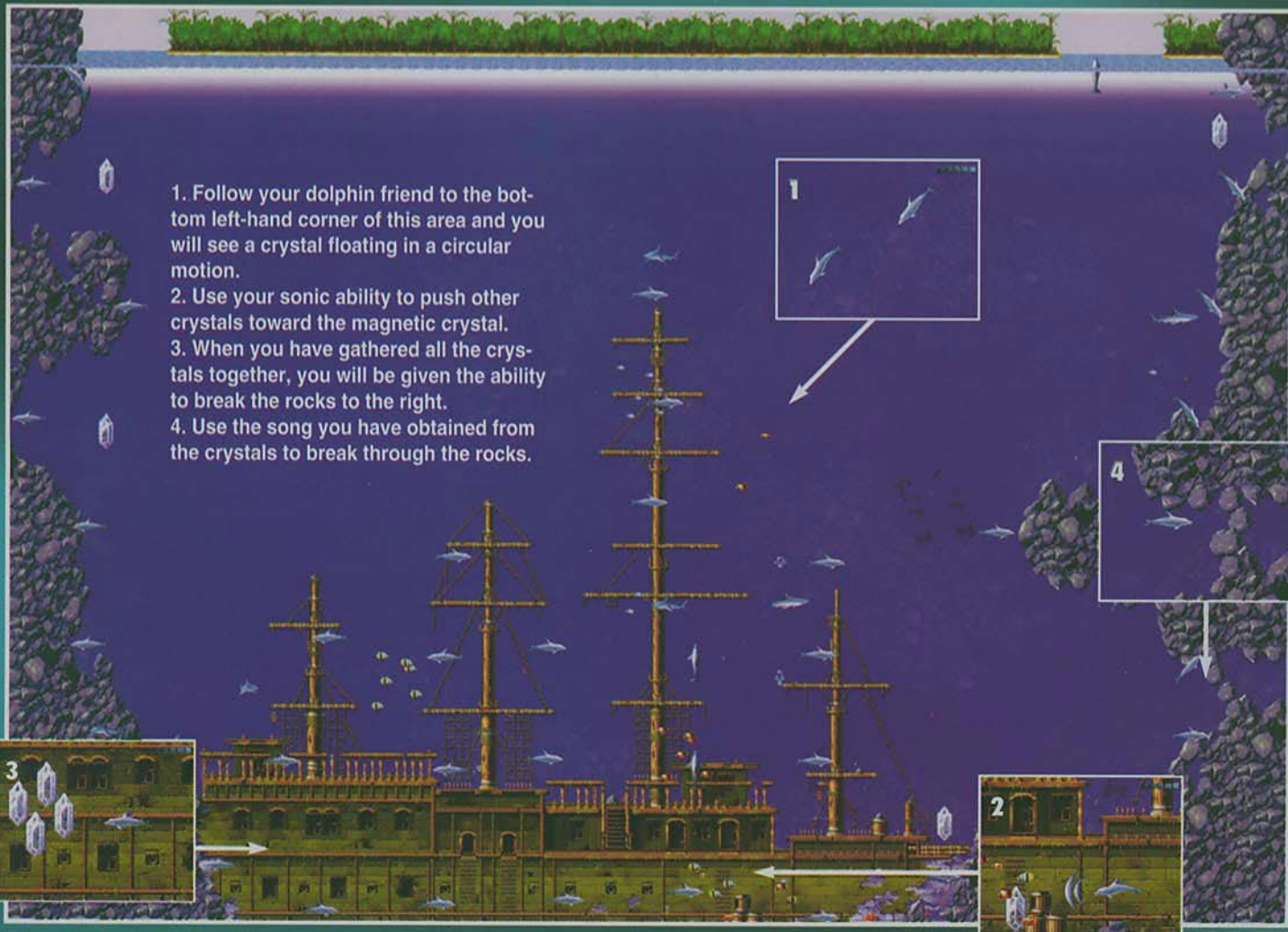
Ecco returns once again in a brand-new adventure. It seems the evil vortex is at it again, trying to start more trouble. Ecco must now save the Earth's oceans from her evil intentions.

Ecco's new quest involves a lot of exploring, especially with the multitude of bigger levels, all filled with exciting and colorful graphics. To help him through each level, Ecco has many dolphin

friends he can communicate with using his sonar. They will give him hints and clues as to what has been happening throughout the seas. Because the seas and oceans are so vast, Ecco can also use his sonar to help him navigate through the immediate area.

Many new dangers await our fearless Ecco. Can you help him save the oceans?

CRYSTAL SPRINGS



1. Follow your dolphin friend to the bottom left-hand corner of this area and you will see a crystal floating in a circular motion.
2. Use your sonic ability to push other crystals toward the magnetic crystal.
3. When you have gathered all the crystals together, you will be given the ability to break the rocks to the right.
4. Use the song you have obtained from the crystals to break through the rocks.



THE GOOD

This new Ecco game has improved graphics over the first game. The sound seems to be better, too.

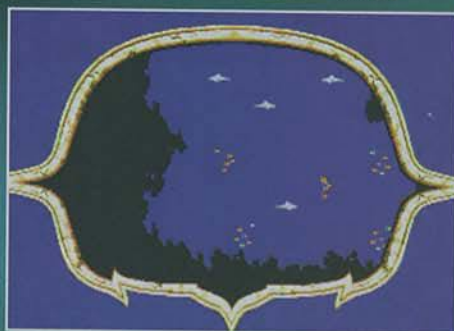
THE BAD

It would have been nice to be able to see the entire area when using the sonar.

THE UGLY

There are some cheesy hits that you just cannot avoid in some levels. Oh, the frustration!

USE THE SONAR TO FIND YOUR WAY



ECCO USES TELEPORTING

Swim into a teleport ring underwater to reach your next destination.



Nautilus shells release a poison that diminishes Ecco's health.

Don't forget that there are rings suspended above the water also.



IF YOU CAN TALK WITH THE ANIMALS ...



THE SEA IS FILLED WITH TELEPORT RINGS MADE ONLY FOR YOU BY THE ATLANTEANS

FAULT ZONE



Although there are plenty of beautiful creatures under the sea...

... there are still dangers Ecco must be very aware of.



Early in the level, Ecco will come across a huge boulder. Make him push it to the left over these rocks so they will fall. Ecco will then be able to pass through to the bottom.

The caverns below begin to crumble.



Ecco realizes that he has lost his powers.

YOU HAVE LOST THE POWER THAT THE ASTERITE HAS GIVEN YOU

TWO TIDES



Many new dangers await Ecco as he progresses through more advanced levels.



Ecco must find all the crystals and get them out of his way in order to move forward.



With all the creatures swimming under the sea, you must maneuver Ecco around and through them carefully as some of them will relentlessly attack him.

Ecco may find some strong undersea currents he may not pass by.



Use the tortoise here to block the currents and head downward.



BONUS ROUNDS



Guide Pumbaa to the left and right to catch the bugs Timon drops.



Guide Timon and have him hop from ledge to ledge, collecting bugs.



AGILE MOVES



FLIP



HANG



JUMP



MAUL



POUNCE



ROAR



ROLL



RUN



SLASH

HALFWAY MARKERS

In various parts of some levels, Simba can mark a territory (and it's not what you think) by touching one of these marker icons. This way, you won't have to play a level from the beginning, and you'll be able to start from that point.



JUNGLE ITEMS



PLAIN BEETLE

Restores half of Simba's health.



PATTERNED BEETLE

Restores all of Simba's health.



AFRICAN RED BUG

Increases Simba's total health.



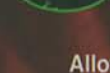
BLUE BEETLE

Increases Simba's roar.



1-UP

Increases Simba's life total.



CIRCLE OF LIFE

Allows one more continue.



SPIDER

Decreases Simba's health a lot.



BOMBARDIER BEETLE

Decreases Simba's health a bit.

THE GOOD

As always with Virgin games, the graphics and the animation of the characters are fantastic!

THE BAD

Although the play control of the game is done well, areas with the "hang and flip" moves are tough.

THE UGLY

I got a big kick out of the Bonus Round with Pumbaa. His belch is a total riot!!

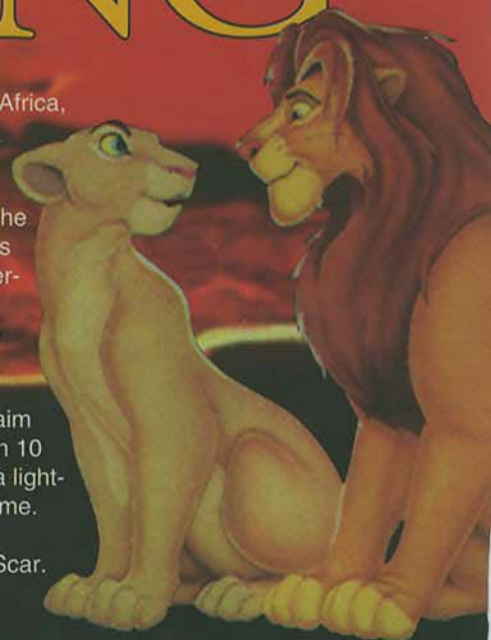
THE LION KING



FACT FILE THE LION KING

MANUFACTURER	# OF PLAYERS
VIRGIN	1
DIFFICULTY	AVAILABLE
MODERATE	NOVEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
24 MEG	10+
THEME	% COMPLETE
ACTION	95%

The Lion King takes place in the jungles of Africa, where Simba the lion cub outgrows his carefree, royal lifestyle and accepts the responsibility, danger, and challenges to reclaim his rightful place in the "circle of life." The story unfolds visually, with backdrop silhouettes within the levels so that the characters can interact. All of the film's musical score has been adapted to the game. The game is divided into two sections. The first encompasses the life of young Simba, the cub; the second is about Simba, the lion prince, on his way back to reclaim the Pride Lands. The game progresses through 10 levels, plus two bonus rounds, changing from a light-hearted to a more serious action-adventure game. Ultimately, each level is a training ground for Simba's final confrontation with his evil Uncle Scar.



LEVEL ONE—THE PRIDE LANDS



There are several ways to defeat an enemy, such as pouncing and rolling.



Throughout some levels you may discover hidden passageways that lead to different areas of that level.



The first Boss is a hyena. Just let him jump at you. Quickly get out of the way.

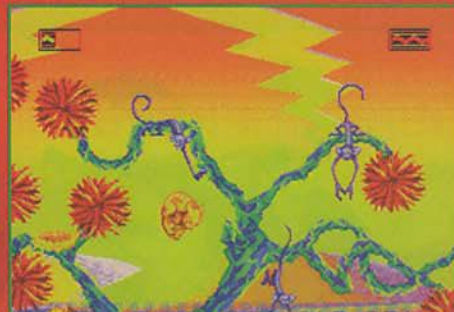


Pounce on him as he tries to catch his breath.

LEVEL TWO—CAN'T WAIT TO BE KING



Leap on each giraffe. They will tilt their heads as soon as you land.



This is similar to the giraffes, but it takes more timing and agility.



Ride the ostrich through the level, but be careful of branches and little hippos.



In order to get through this level, Simba must get past the monkeys who will toss him everywhere. Roar at the monkeys to turn them around, and they will toss you in the right direction.



Jump from hippo to hippo in order to get by. You can even grab their ears.

LEVEL THREE—ELEPHANT GRAVEYARD



Remember that hyena you took care of in the first level? Well, he told all his friends about you!



Many dangers lurk behind the pile of bones and rubble. Simba must use his agility to elude the evil encounters and challenges.

Beware of dangers when you reach the bottom.



LEVEL FOUR—THE STAMPEDE

Guide Simba left and right through the stampeding wildebeests.



Don't forget to jump the rocks that are scattered ahead or you will trip.



LEVEL FIVE—SIMBA'S EXILE



Run away from the rolling boulder and hang on to the ledge.

This level requires a lot of jumping and hanging. Timing is critical.



LEVEL SIX—WILLOW CASCADE



Riding down the many falls is the only way to get past this level.

This is the toughest part of the level. Simba must hop a ride on the descending logs and make it to the top.

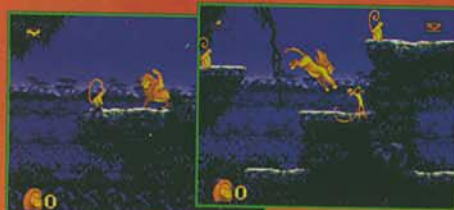


There is a 1-Up high above. Can you guide Simba up to get it?



This gorilla Boss tosses bananas at you. Jump off the bananas and land on his back.

LEVEL SEVEN—RAFIKI CHASE



This level has hordes of pesky monkeys who throw rocks at you. Get rid of them quickly or they'll bombard you.



Cheetahs block your path in some areas. Get rid of them and Rafiki will clear a new path for you.

LEVEL EIGHT—BE PREPARED



There are lots more cheetahs here. Use your new, adult skills to defeat them all.

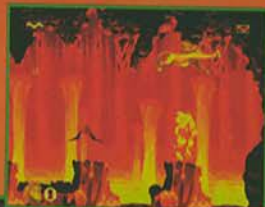


Don't forget that there are hidden areas in the game.

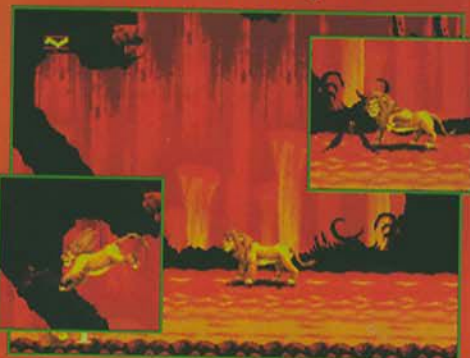


Don't rush through this level. It takes a lot of timing especially with the spewing lava.

Jump up as high as you can and knock at the stalagmite many times until it falls.



When the stalagmite gives, it will fall below and hit the floor to clear an opening.



You will then drop onto a moving platform over the lava. Swat away at the pesky bats.



Be careful as you disembark the platform. There are plenty of cheetahs waiting for you.

Duck when you get into the low ceiling areas. You don't want to ruin Simba's pretty mane.



LEVEL NINE—HYENA LAIRS

The route through this level can be a bit confusing, because you must find the right caves to move in and out of.



These hyenas are really tough. They'll do anything to keep you from getting to Scar.



Be careful when you come out of a cave. Hyena packs may ambush you!



LEVEL TEN RETURN TO PRIDE ROCK

Simba must hang on for dear life while trying to reach Scar.



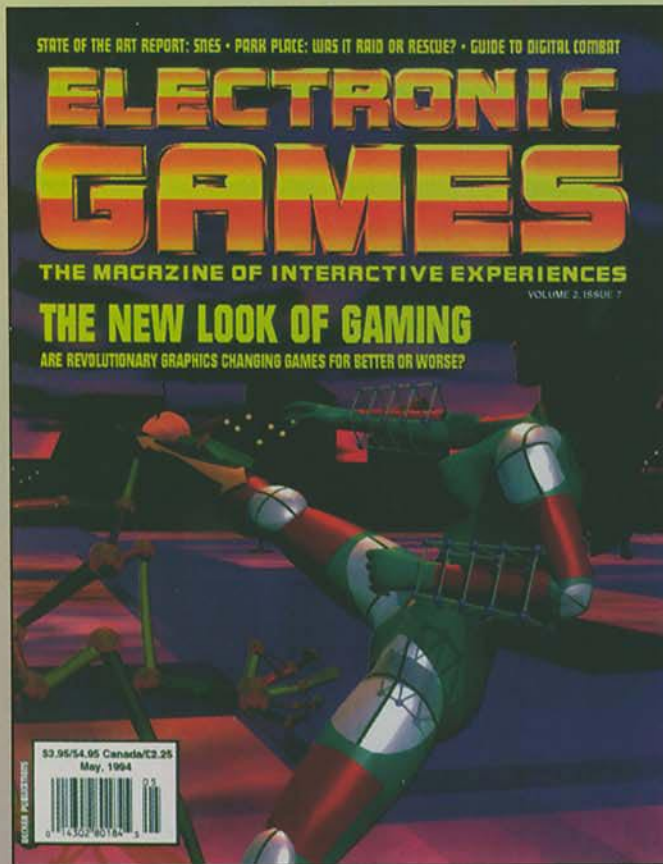
The weather is rough here. Watch out for the lightning!



Simba's Uncle Scar is a tough fighter with many skills. He'll punch and slash you to keep his thrown.



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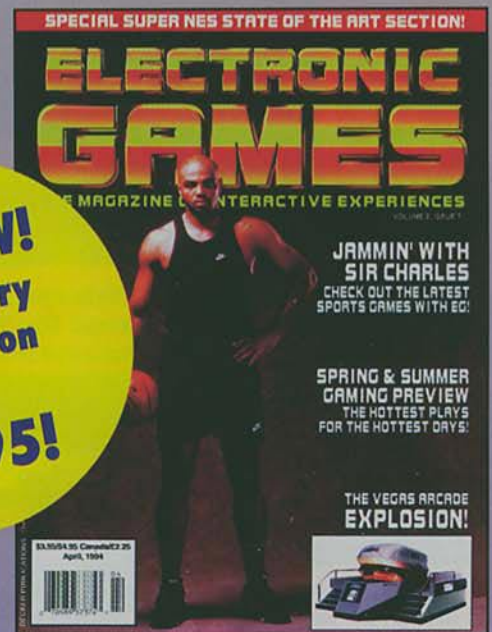
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RGP GAME OF THE YEAR
SEGA

EDITOR'S CHOICE
THREE CONTINUOUS MONTHS

ELECTRONIC GAMING MONTHLY

GAME OF THE YEAR
GAME INFORMER

BEST OF SHOW WINTER CES

NINTENDO POWER

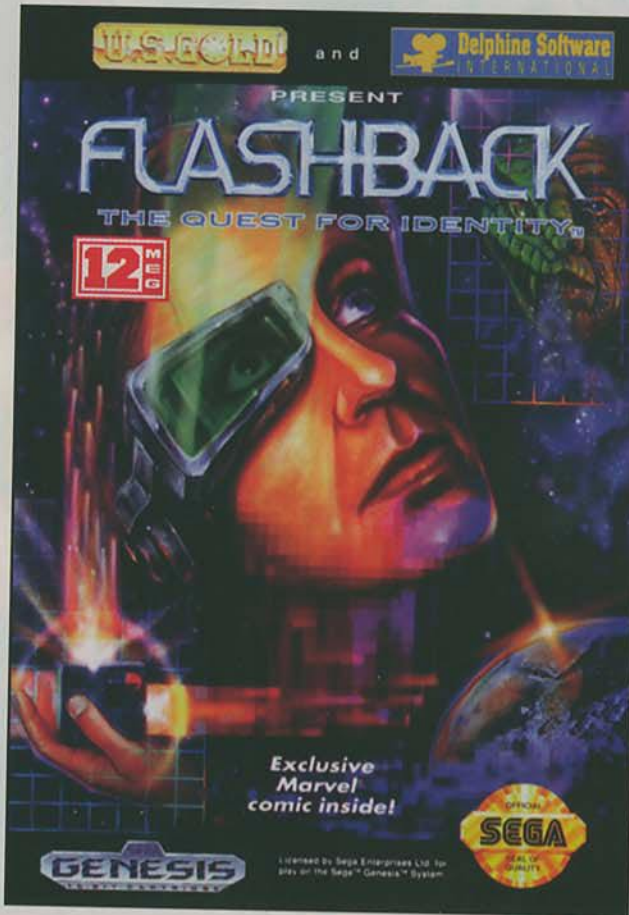
ACTION ADVENTURE OF THE YEAR

GAME PRO

EDITOR'S CHOICE

GOLD AWARD

ELECTRONIC GAMING MONTHLY



NOW IT TAKES LESS THAN EVER TO LOSE YOUR MIND

According to experts, Flashback may be the best action/adventure game ever. You discover an alien conspiracy, so they capture you and erase your memory. Now, you must retrieve your memory and battle

through 7 levels of aliens, robot cops, replicants and traps. Flashback features the most lifelike animation ever created for a video game. In fact, it's so good, the only way to improve it was to lower the price.

\$39⁹⁵

Genesis version.

Also available for Super Nintendo Entertainment System®. Prices may vary by format and retail outlet.

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The nemesis of everyone's favorite spunky bat (Aero the Acro•Bat that is) breaks from the evil Edgar Ektor for his own adventure! Zero the Kamikaze Squirrel has the same "feel" as the Aero games, but not so much that it feels like an imitation or the same game with a new face: Zero requires skill, technique, and patience. However, once you fully master the character (there are several areas in the various stages that are specifically designed so you can practice his nose-diving and other techniques). Zero also has throwing stars and nunchakus to keep the nasties at bay, as he tries to defeat Jacques Le Sheets!



ZERO

The Kamikaze Squirrel



THROWING STARS:

Zero can collect throwing stars to use on enemies!



RED: Gives Zero one Star.



BLUE: Gives Zero five Stars.



GOLD: Gives Zero 10 Stars.



USE NUNCHAKUS:

Press down and the B button and Zero will use his nunchakus attack! This does more damage to enemies than Throwing Stars or even dive bomb attacks!



CHECKPOINT:

Tag these poles and a flag comes up. If you die, you start from this point.



SECRET ROOMS:

Jump on the pad and a doorway will inflate. Go inside and there are several items.



FOR LIVES AND POINTS:

These various items are hidden throughout the scenes! Also remember when you defeat an enemy, an item may appear!

CON:

Get 100 Coins and get an extra life.



FOOD:

These food items will give you points.



LUP:

Get the Zero head for an extra life!



These Z's add to your Life Meter.



FACT FILE

ZERO THE KAMIKAZE SQUIRREL

MANUFACTURER	SUNSOFT
DIFFICULTY	MODERATE
CARTRIDGE SIZE	16 MEG
THEME	ACTION
# OF PLAYERS	1
AVAILABLE	NOVEMBER
NUMBER OF LEVELS	15
% COMPLETE	100%

HOW IT BEGAN: ZERO LEAVES THE EVIL EDGAR EKTOR, BUT WILL EKTOR ALLOW SUCH A THING TO HAPPEN? FIND OUT!



URGENT! TELEGRAM!
ZERO! THE EVIL EDGAR EKTOR IS ON HIS WAY TO THE FOREST TO GET HIS PUPPET. PLEASE RETURN HOME AT ONCE. LOVE ANY.

ZERO! I MUST RETURN HOME. THE FOREST IS IN DANGER.



EKTOR: YOU ARE VERY NUMBER ONE NOW! HEAVY IS HERE!
ZERO: MY HOME LAND NEEDS ME. THAT IS MORE IMPORTANT!

EKTOR! NOTHING IS MORE IMPORTANT THAN YOUR PUPPET! YOU MUST LEAVE. YOU CANNOT GO!



ZERO! MATCH ME!
ZERO! THEN I MY FURRY FRIEND BUT DON'T SAY I DIDN'T HATE YOU. HAHAHAHAAAA...



THE GOOD

A great action game with a unique character that actually does more than just run-and-jump.

THE BAD

Zero has his own game, so who will fight Aero the Acro•Bat?

THE UGLY

When Zero falls into the gravel-munching machine and has his skeleton spit out!



Zero & the Ability to Swoop:
Zero can glide in the air for brief periods of time by doing a double jump motion with the B button! Simply jump in the air and press diagonally down in either direction and press the B button again.

Diving:

Diving is one of Zero's most important skills in the game. Unless you master this unique skill, there are some areas you will not be able to pass! It takes practice, but remember, the faster the tap of the button, the farther he will go. This also applies to swooping!



ZERO: He's Got the Look!



Press and hold the C Button and move the control pad. Zero can now look all around him while not moving!

THE MAIN MAP: Where To?



(A) Scene 1: The Beach; (B) Scene 2: The Cliffs; (C) Scene 3: The Mountain Tunnels; (D) Scene 4: The River Rapids; (E) Scene 5: The Forest; (F) Scene 6: The Toxic Waste Pool; (G) Scene 7: The Factory.

Drive the Jet Ski and Speedboat:

There are also two driving scenes where Zero must ride the rapids and navigate through a toxic waste pool! To control these vehicles, push LEFT to slow down, RIGHT to speed up and press the B Button to jump.



Part 1:



SCENE 1: The Beach

Scene 1 is divided into two parts and has no Boss. It does give you a great opportunity to get acquainted with some enemies who will appear throughout the game—like the enemies with propeller heads. Be sure to take the balloons up to the clouds.

The second part of the Beach Scene is more of the same, but it's longer than the first part. Some areas cannot be reached unless you use the inflatable portals—they are actually secret areas! Watch out for pools of water—there may be eels in them!



Part 2:



SCENE 2: The Cliffs

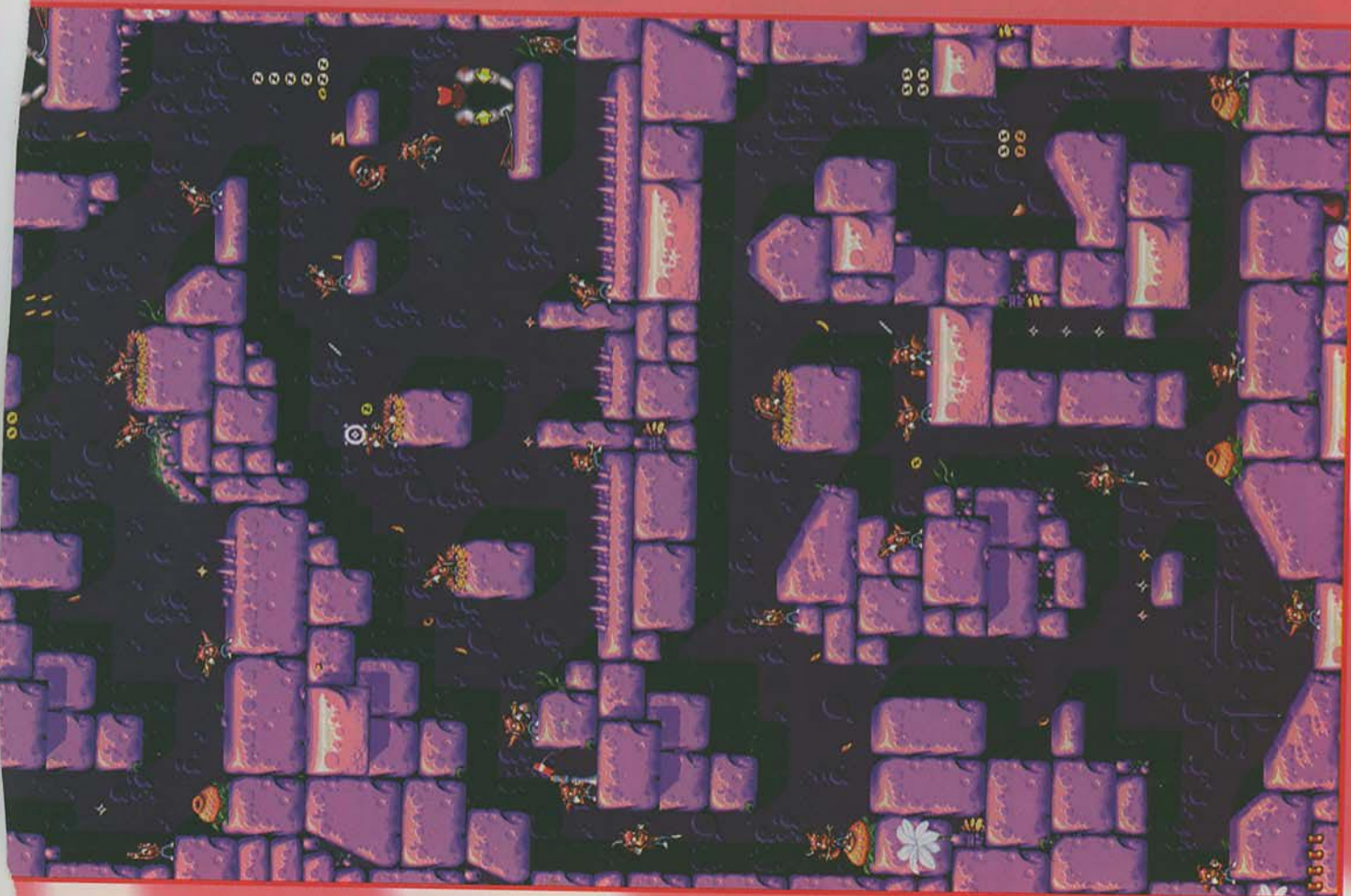
Scene 2 is a gigantic, underground cave (maps of both parts below). There are some areas that contain items, but you cannot get to them. Don't fret—they can be accessed with the inflatable doorway that takes you to the secret areas! There are also two mid-Bosses you can defeat by smashing their glass domes and repeatedly hitting the pilots inside. Also beware when the screen changes and puts you in the crosshairs of a machine-gun sight—you get shot at! Just keep moving until the ammo runs out!



BOSS: Boulder Men

These attack and roll into boulders. The only time you can hit them is when they unroll and breathe fireballs. They are big, but very easy to beat.





SCENE 3: The Mountain Tunnels

Divided into two parts, the caves are filled with lava and will burn Zero to a crisp if he touches the fiery liquid. The stage is also filled with melted platforms and guards.



The earth-crunching machines will eat up Zero and spit out the bones! Always remember to look before you leap here.

Be careful when jumping from the platforms. The lava will burn Zero to a crisp. Also watch for guards!



There are several guards who will fire machine guns or carry girders. They will block your attacks or swat you away.

Near the end of the first part are several long ropes. Quickly jump from rope to rope as they burn up to the top.



There are two Bosses in the Mountain Tunnels. The first is Skreech, the second is Firebug. Skreech is the harder of the two because you fight on platforms and can die instantly if you fall off. Firebug attacks with a variety of weapons.



SCENE 4: The River Rapids

As you go down the river, creeps will jump onto your Jet Ski and slow you down! Simply punch them in the face and they will fall off.



Speed down the river and jump on the log that the two creeps are rolling—you'll almost have a double jump.

The whirlpools mean instant death for Zero if he gets sucked down into them! Avoid these at all costs.



Rocks are another kind of hazard that need to be avoided! If Zero runs into a rock, or other stationary object, he will be thrown.



SCENE 6: The Toxic Waste Pool

This high-speed scene is harder than the Rapids Stage because there are more enemies and obstacles to avoid. One hit and it's over!

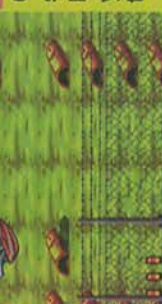


The Beetles are also a menace you'll have to avoid—along with the enemy helicopters that will attack at times.

If Zero hits a stationary object, he will be thrown. When he lands in the toxic waste, he will literally melt!



Oil drums are also a constant threat. Like the other hazards, if you hit these, you'll get thrown into the toxic goo and melt!



SCENE 5: The Forest



The chainsaw men are a real pain for Zero—hit them off their saws, and they will keep on going. Stars won't work on them!

There are two Super Dive Tests in a row. You must do them both successfully or you have to start all over.



Use the vines to climb to high platforms, and always use Zero's telescope to spot enemies and safe platforms to jump on.



Some big areas cannot be accessed—knock down the log bridges so Zero can get to the areas far below!



Slides & Glides: Master Zero's many flying skills!



Remember the Dive Test—you must pass them both.



Quicksilver is the Boss and he attacks with Freddy Kruger-like claws. He has a spinning attack that makes him invulnerable to dive bomb and swooping attacks. He also throws his blades in three directions. Just be patient and wait for him to come to you.



SCENE 7: The Factory



Near the end, there is a series of conveyor belts with pinch rollers. These will not take away an entire life—just deprive you of energy! After that you will climb to the top and confront Le Sheets and other Bosses!

At the end of this scene you will fight your previous enemies—all in a row. Be sure to have plenty of energy here!



You can jump on top of the giant log clamped in the mechanical arm and ride it to the level—if you can get there that is!



The Factory Scene is divided into several rooms—the first has a giant saw blade. Push the lever to advance.



The log-cutting room is next, with blades that fall from above. Also watch for the flame jets in the middle of the room.



The final room is the Waste Room. Destroy the camera and all enemies and get ready for the final confrontation below.





the Pagemaster

FACT FILE THE PAGEMASTER



MANUFACTURER
FOX INTERACTIVE

OF PLAYERS
1

DIFFICULTY
MODERATE

AVAILABLE
NOVEMBER

CARTRIDGE SIZE
16 MEG

NUMBER OF LEVELS
44

THEME
ACTION

% COMPLETE
100%



There are lots of items in this game for your use. There are three weapons, such as a bag of marbles to throw at the enemies, a vial that lets you shoot magic from your fingertips, and a sword. There is also an item that lets you cling to the ceiling and walk hand over hand.



This handy little item allows you to get hit once. However, once you're hit, he runs. Run after him and catch him.



Dumpty. This side-scrolling action game gives you something fun to play and look at. There are lots of cute animations and well-drawn enemies. There are three worlds that are full of different levels to explore. If you don't have any weapons, jump on your enemies to kill them. This can be tricky because if you don't jump on them just right, you will get hit. The best thing to do is to make sure you always have weapons.



You can pick this skull up and move it. It will allow you to jump higher to get to those places just beyond reach.

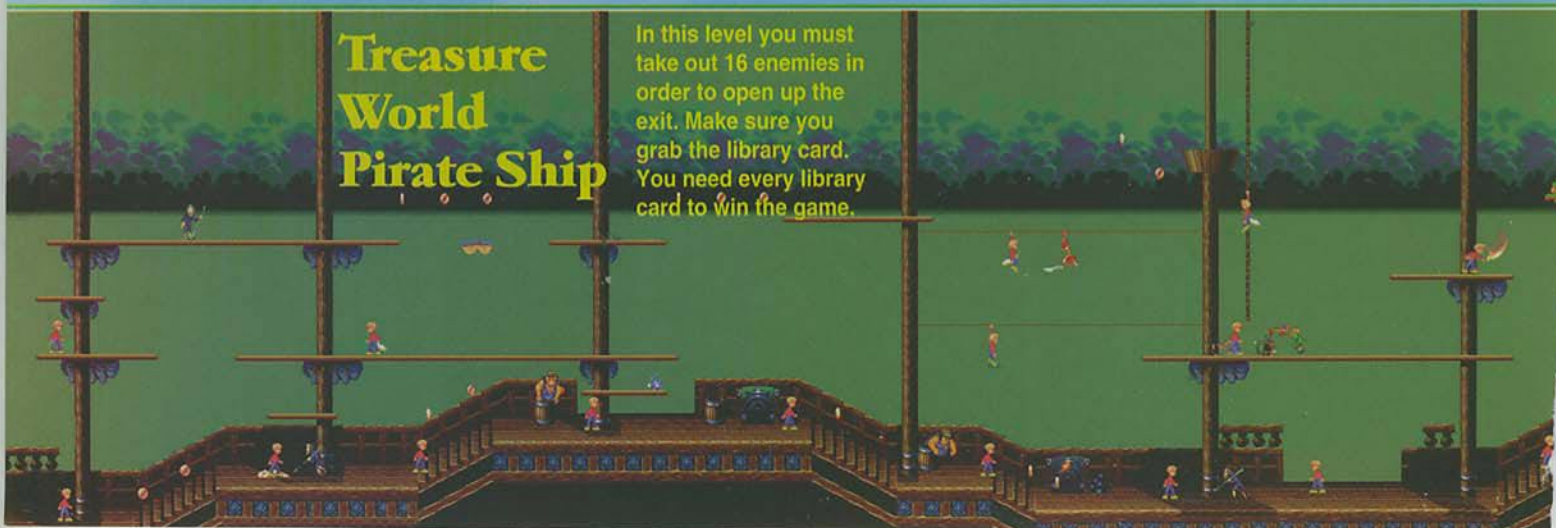
You will find a big hidden book in some levels. Jump on it and it will take you to a cool, bonus level.



This is what the over-worlds for every world generally look like. Choose your levels from here.

Treasure World Pirate Ship

In this level you must take out 16 enemies in order to open up the exit. Make sure you grab the library card. You need every library card to win the game.



Horror World



This guy is a Jekyll and Hyde of sorts. He turns into a raving lunatic after drinking some potions. Repeatedly jump on his head to do away with him quickly.



This level is full of creepy crawlies trying to make you have a bad day. We can't let that happen. The enemies in this world have a very ghoulish aura to them and are hard to defeat. The best way to gaffe them is to make sure you have a weapon. They are easier to hit from a distance to jump on.



There are lots of pirate ships in this world. There are many different ways to run through each one. Find all the items.



Don't worry about the items so much as getting obliterated.



This level is hard because it automatically scrolls, and if you touch either side, you are killed.

Adventure World

This is one of the coolest-looking levels in the game with lots of neat scrolling and colors. Watch out for the one-legged pirates—they can be really hard to defeat.



Fantasy World



There are some very weird enemies in this level. Some of them are from the nursery rhymes. Only problem is, they aren't quite as friendly as you'd imagine.



There are tons of different levels to go through. Some worlds even have two different paths to go down. That means that it even holds some replay value. You will find these books throughout the game and they will try to help you. One book allows you the power of flight. The game looks really good. So does the movie which stars Macaulay Culkin. Make sure you watch for both.



THE GOOD

Great animations and graphics make this one a good cart to try.

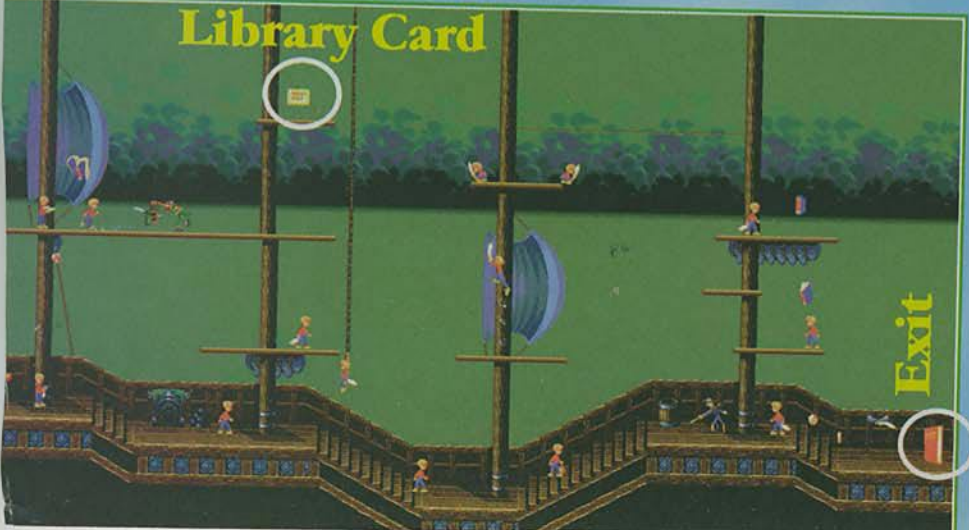
THE BAD

Some of the levels are extremely frustrating.

THE UGLY

Your pants after the ghost scares the hell out of you.

Library Card



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

It's about time... so chill!

Sounds like a sweet deal!

Sounds great! ...Ho 'bout a hug



The mayhem continues as this carnival-gone-bonkers 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.

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ClayFighter™

Thank you
very
much!

No
crybabies
allowed!

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, Rockybod Clay, Helga and the rest of the gang over for a thrashin', mashin', non-stop brawl on your SEGA™ GENESIS™ system.

Interplay™

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GENERATIONS LOST

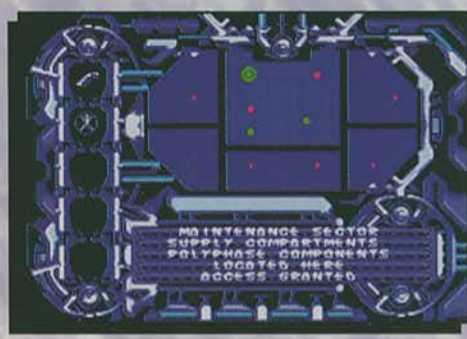


FACT FILE GENERATIONS LOST

MANUFACTURER	# OF PLAYERS
TIME WARNER	1
DIFFICULTY	AVAILABLE
MODERATE	DECEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MEG	N/A
THEME	% COMPLETE
ACTION	100%

The old man sits in the forest and tells a tale of how things are in the world and how they use to be. The young man, who is called Monobe, listens. When the old man is done he tells Monobe that he is the descendant of the great leaders of the past and that he

must go on a quest to find out what is wrong with his planet. Someday he will take his place as leader. Monobe receives a special suit that has powers to help him along the way. It is complete with an Erad which is an energy radiator used for climbing, but it can also be used as weapon. Put on your suit and get ready—this one's different.



several places where you need to do some serious thinking and intense exploring. This level is really huge and offers you a lot of time to improve on your abilities. Arrows flying out of the walls make it so you have to time your jumps perfectly. Once you find all of the pieces of the Polyphase Conductor, use it to gain access to the generator room in the Maintenance Sector. Good luck, this is a tough level!

THE GOOD
This game features a lot of really cool game play and some awesome graphics.

THE BAD
Some levels are hard while others are too easy.

THE UGLY
The way the guys on the nuclear level look!

Level 2

In Level Two, you are on your way to the first of the transporters that will take you to the rest of the game. Travel through the area where the inhabitants worship the enchanted box. This level involves a lot of different problem solving. There are



Level 1

Open the vault chambers to find special icons and power-ups.



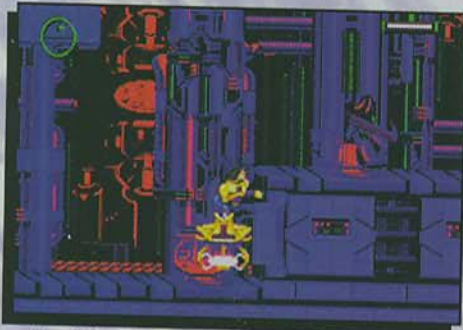
Use your Erad to climb and explore the whole level.



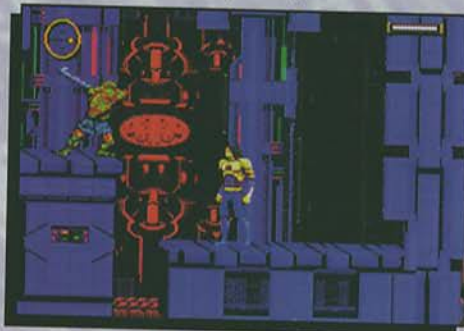
If you get this icon you can swing around until you find the next one.

Level 3

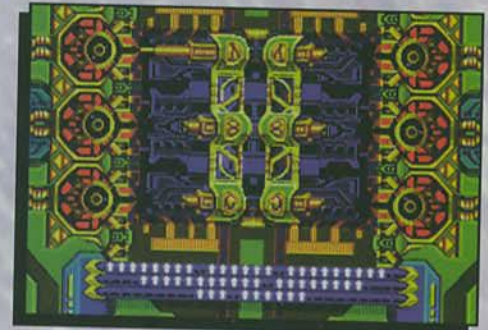
In this level, you are in what was a nuclear power plant.



Use this platform to power-up your Erad, so you can climb to higher levels.

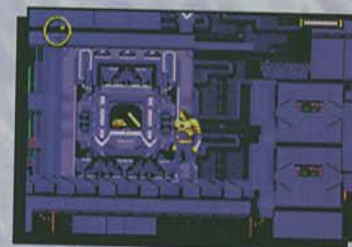


The objective here is to find three parts of a certain device you need to enter the next level. There are three puzzles you have to solve before you will be allowed to get through certain doors. They are not too hard; they just take some timing.

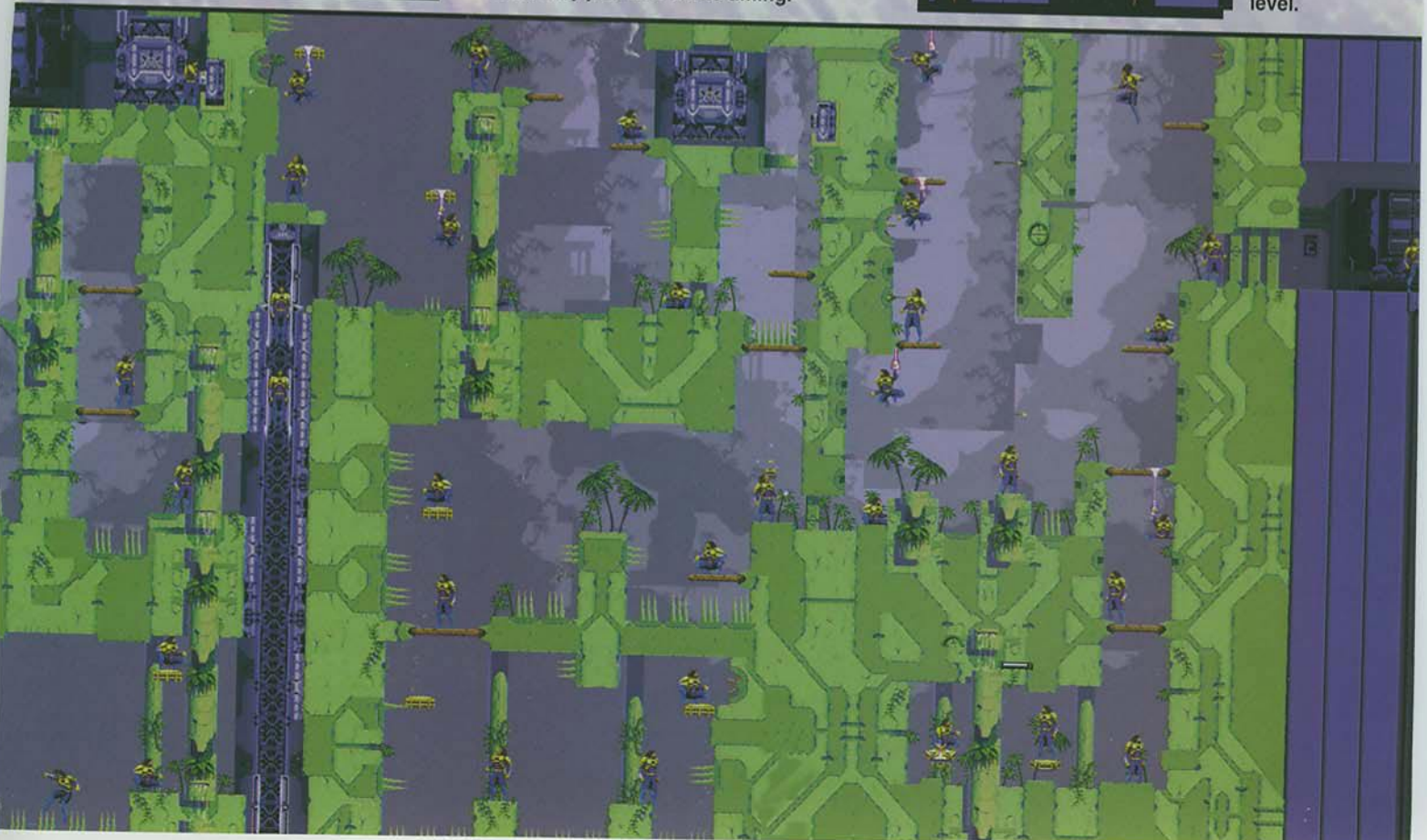


The bars in the middle have to lock on to the spinners on the outside.

Once you put them all in, the override will be complete.



Find the three pieces; then you can go to the next level.





BOOGERMAN

A PICK AND FLICK ADVENTURE



FACT FILE

BOOGERMAN

MANUFACTURER	# OF PLAYERS
INTERPLAY	1
DIFFICULTY	AVAILABLE
MEDIUM	NOVEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
24 MEG	20+
THEME	% COMPLETE
ACTION	95%

THE GOOD

The comical theme puts a smile on many people's faces when playing this game.

THE BAD

The ease at which you can get killed is unbelievable. Watch your step!

THE UGLY

Although the theme is funny, after a while it gets kind of disgusting. Try to hold your lunch down.

Boogerman to the rescue! The mad scientist, Professor Stinkbaum, has created a device that sends all the trash in the world to a different dimension recently named Dimension X-crement. The eccentric millionaire, Snotty Ragsdale, is worried over this latest technological development, so he goes undercover to spy on the good professor. Under the guise of a lowly janitor, he learns that the device relies on a very special fuse made out of a rare isotope called Snotrium 357. Unfortunately, while cleaning the lab, he sneezes and opens a portal to Dimension X-crement just long enough for something to grab the fuse! Seeing the evil potential that this could cause, Snotty assumes the role of Boogerman and jumps in the portal. Do you have what it takes to fight your way through the levels and retrieve the fuse? Good luck and keep on picking.

LOOK AT THESE SUPER BOOGER ITEMS!



Collecting a can of beans adds to the gas meter.



Boogers will add to the mucous meter.



The cape restores Boogerman to full health.



The milk makes the loogie attack available.



Get enough plungers and go to a bonus stage.



The chili pepper allows Boogerman to fly.

LOOK AT BOOGERMAN'S MOVES!



LEVEL 1: THE FLATULENT SWAMPS



The nose tele-porters are used to move Boogerman to a similar nose tele-porter elsewhere in the level.



Hickboy is the first level Boss you fight. Watch out for his egg launcher and chicken club. They can be dangerous.



UNDERGROUND SEWER SYSTEM TO LEVEL 1

Watch out for the goblin patrols in this sewer level!

LEVEL 2: THE PITS



The Pits is just that. This level is filled with goblins, and some of the smaller enemies are harder to kill because of their size. Don't get caught up in the fact that you are running through something's intestinal track. Yummy!



Revolta is a dangerous person with an attitude. Watch out for her flying heads and pole jumps.

LEVEL 3: BOOGERVILLE



Boogerman took a wrong turn at Albuquerque because he is not in Kansas anymore. Boogerville is a dangerous place for our hero. Check out the cool background—it is quite a treat. Look at the Boogerman wanted posters, too.



Flyboy will bug the heck out of you. Dodge his vomit bomb, fart duster, and missiles.

LEVEL 4: MUCOUS MOUNTAINS AND NASAL CAVERNS



The Mucous Mountains is a dangerous place with its moving bridges and ramming goblins. Watch out for these obstacles and dodge the small, bouncing boogers. The mountains lead to tricky caverns. Be ever vigilant!



Deoder Ant is another buggy character. Watch out for his ant-acid and his ant-tenae attacks.

LEVEL 5: PUS PALACE



The Pus Palace is the final level in this adventure. Check out the background in order to see some pictures of the final bad boy, the Booger Meister. The level itself is a challenge, but the challenge is at the end of the level with the head cheese.



Booger Meister is the final challenge. His attacks are similar to our heroes so be careful!



The password feature is very helpful in your epic quest.



If you are too inactive for Boogerman, he might get a snack or dig for gold.



If you get enough plungers at the end of each level, you can get a free life!

THE LAWNMOWER MAN™



Come with me to a world that is not known to many. A world that some would stick their noses up at and look away in disgust. A world that you and I or anyone else who has even an ounce of knowledge about the video game industry would know. The world of **Virtual Reality**. This game is based on the science-fiction movie of the same name. It involves experiments in the Virtual Reality world. Experiments that can make one

smarter and give unbelievable powers. That is the premise for this game. Play as Dr. Angelo or Carla trying to defeat Jobe, a simple-minded man who was transformed into the "demon" you see in the middle. He was part of these experiments. When the government decided to stick their unwanted heads into all of this, he went crazy with from the power. Travel through the side-scrolling levels and find the portals that will take you into the virtual worlds. Eventually fight Jobe to keep him from taking over the world's computers and then the world itself.



This is what the side-scrolling sequences look like. This level is like a maze where you must go the proper way or die.



Once you find this helicopter, fly it to get across a destroyed bridge.

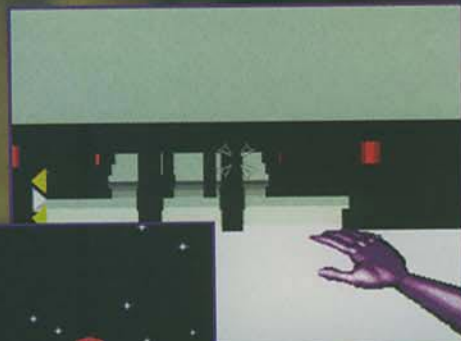


There are lots of mid-Bosses in this game.

They're just normal enemies driving vehicles and trying to run you over.



You fly around in these three worlds. In the picture on your right you must fly through while blowing away little monkeys. The left picture



shows you flying around. Instead of shooting, dodge walls. The middle picture is a combination of both, where you shoot and dodge.



Find computer terminals in the game. Break the codes and you will get some weapons.



Cool Boss



Jobe controls this gas station. First defeat the gas tank nozzles then a guy who is completely enveloped in flames will appear. You must shoot him.

THE GOOD

The movie was pretty cool and this game features lots of aspects from it.

THE BAD

The levels you fly in don't feel like they control right.

THE UGLY

Try and find your body (or should I say body parts?) if you crash in the helicopter.

FACT FILE THE LAWNMOWER MAN

THE LAWNMOWER MAN™

MANUFACTURER

TIME WARNER INTERACTIVE

OF PLAYERS

1 OR 2

DIFFICULTY

EASY

AVAILABLE

NOVEMBER

CARTRIDGE SIZE

8 MEG

NUMBER OF LEVELS

8

THEME

ACTION

% COMPLETE

100%

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FACT FILE

RADICAL REX

MANUFACTURER	# OF PLAYERS
ACTIVISION	1 OR 2
DIFFICULTY	AVAILABLE
MODERATE	DECEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MEG	10+
THEME	% COMPLETE
ACTION	85%

THE GOOD

This is a very cute game for players of all ages! Everybody will enjoy it!

THE BAD

There tends to be a lot of mandatory hits, and at certain points in the game you are a one-hit wonder!

THE UGLY

Falling in the stomach acid of the dinosaur! Talk about disgusting!

If you are looking for a cute game for all ages, look no further because here it is, Radical Rex. You control a cute little dino named Rex and you must battle your way through levels using your loud growl and fiery breath. Even the enemies have a cartoonish look to them. The game controls quite well, and the levels are unique.

How many games do you know of where you must work your way through a dinosaur's intestines and use stomach acid gas bubbles to carry you to higher levels?!? All in all, this game can be played by people of all ages, male or female.



Use your skateboard to jump fiery lava pits and enemies!

LEVEL 1



Snakes will eat you without hesitation.



Torch the enemies with your killer breath. Toasty!

LEVEL 2—THE JUNGLE



Hornets sting if you're not cautious!



Use the vines to pick up the eggs.

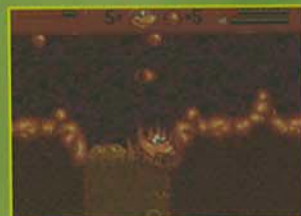


Spikes are abundant in water!

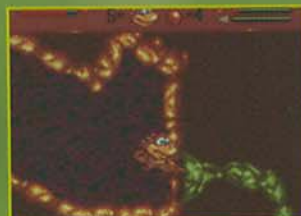


Act like Tarzan and swing vine to vine!

LEVEL 3—IN THE DINOSAUR



This stomach acid will eat you alive! Yummy!



Use the intestines as a mode of transportation!



Shake the tapeworms off before they cause damage!

COOL ANIMATION!



ANGER



DANCING



DAZED



HURT



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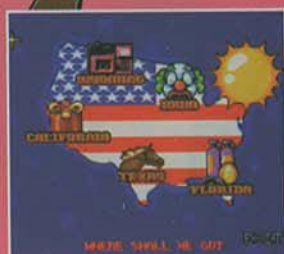


Barbie™ VACATION ADVENTURE



FACT FILE BARBIE VACATION ADVENTURE

MANUFACTURER	# OF PLAYERS
HI TECH	1 OR 2
DIFFICULTY	AVAILABLE
EASY	NOVEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MEG	11
THEME	% COMPLETE
ADVENTURE	85%



Travel America and beat the challenges offered by each of the States. Have an enjoyable vacation!



Make use of the Option Screen to change the level, number of players, sound, and music.

THE GOOD

This game lets the younger kids express their design imagination at the start of each level.

THE BAD

The game is mostly suitable for the younger audience.

THE UGLY

It doesn't hold that much of a challenge.

THESE STATES ARE STYLIN'



Wyoming



Florida



Iowa



Texas



California

Barbie is on the vacation of a lifetime as she travels to Wyoming, Iowa, Texas, Florida, and of course the return trip to California. Through each state, she must conquer a certain amount of obstacles ranging from carnival games, to horseback riding, to scuba diving for sunken treasure. When each level is finished, a letter is sent to the player saying what she did on vacation in that particular state. Help Barbie to make her vacation memorable.



Be sure to enter your name so Barbie can send you a postcard at the end of each level.

COMPETE IN VARIOUS CONTEST OF SKILLS



Diving



Volleyball



Rock Jumping



Hit the can



Horseback Riding



Hit the clown



Find the presents

**SO YOU
THINK YOU'VE**

**SEEN
EVERYTHING?**



ANIMATED ENEMIES



DETAILED STORY LINE



DETAILED CHARACTERS



3D OUTER WORLDS

BETTER SHIELD YOUR EYES, WARRIOR. THIS IS NO DIM-WITTED RERUN OF DUNGEONS AND DRAGONS. IT'S A BRILLIANT NEW VISION OF ACTION ADVENTURE, WITH A HERO'S-EYE-VIEWPOINT. PLUS: REAL-TIME 16-MEG, 3D SCROLLING. THROUGH CAVES OF FIRE AND MEADOWS OF ICE. BATTLING DEMONS LIKE YOU'VE NEVER SEEN. BRING YOUR BRAINS, YOUR BOW, YOUR SWORD, AND YOUR MAGIC. AND DON'T BLINK - OR YOU'RE DRAGON BAIT! **KEMCO**.

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c/o American Sammy Corporation
901 Cambridge Drive
Elk Grove Village, IL 60007

Name _____

Address _____

City, State, Zip _____

Print Answers Here:

1. _____
2. _____
3. _____

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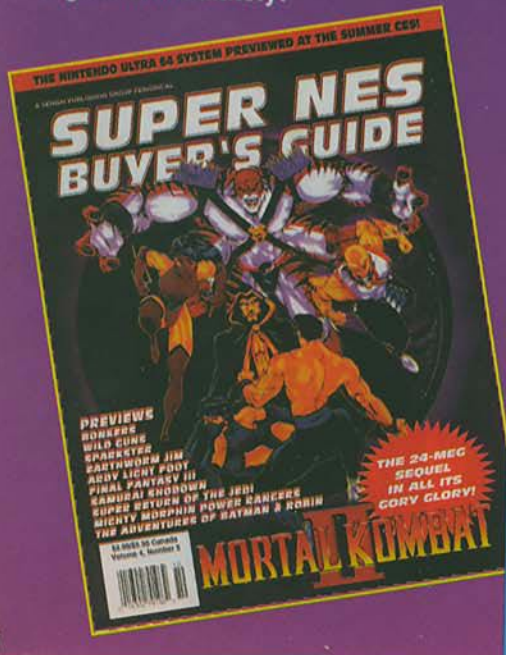
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THE GOOD

This game is a lot of fun to watch, and I guarantee you will laugh while playing it.

THE BAD

There really isn't much replay value after you've beaten the game once.

THE UGLY

Watching those monsters get gored is not a pretty sight!

This game is played in your typical Dragon's Lair, Space Ace-type format. However, this uses live, full-motion video opposed to full-motion animation. This game is based on a popular series in Japan of a character named Kamen Rider ZO. You play a variety of characters in this game. The monsters are the great rubber-suit monsters that we have all come to love from Japan. Along with standard movements, your A button blocks, B button kicks, and C button punches. You must get used to where they are because you will be called on to use them often.



The options in this game are standard: Continue, Sound, and Difficulty select.

FACT FILE MASKED RIDER

Masked Rider

MANUFACTURER	# OF PLAYERS
SEGA	1
DIFFICULTY	AVAILABLE
EASY	NOVEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
CD-ROM	N/A
THEME	% COMPLETE
ADVENTURE	80%

This game tells which button you need to press a split-second beforehand. Watch for what to press.



STAGE 1



Yoshi has discovered a ball chasing him. He runs through a garage into an abandoned building. A monster finds him, but Yoshi is saved by the Masked Rider!



Here, play as the Rider. Defeat this monster to protect Yoshi. You fight him and eventually drop the monster out a window with your bike and watch him die.



STAGE 2



Masked Rider

STAGE 3



Just when you thought things were safe, the monster returns and brings some of his friends with him. You must defeat a bat creature in this level.



STAGE 4



Yoshi has been captured by a spider released by the original monster. The Rider must go into the evil being's lair and destroy the creature before Yoshi becomes lunch.



STAGE 5



No sooner has he been rescued by the Rider, then the bat-man comes and grabs him again. Rider rescues him one more time, but treachery continues to find Yoshi.



STAGE 6

Here the Rider is confronted with the first monster again. He knocks him out the window, and we get to see where Yoshi is going. There are still five more stages to go.





FACT FILE

ANDROID ASSAULT

MANUFACTURER	# OF PLAYERS
SEGA	1
DIFFICULTY	AVAILABLE
VARIABLE	OCTOBER
CARTRIDGE SIZE	NUMBER OF LEVELS
CD-ROM	7
THEME	% COMPLETE
SHOOTER	80%

THE GOOD

The music is awesome! It has a great rock 'n' roll background.

THE BAD

For a CD-ROM game the graphics and weapons could have been better.

THE UGLY

The Boss on Stage Five. Watch out or you're toast.

Beware of the Xias threat. They want to enslave all humanity. The United Nations tried to stop them and failed. As Earth's last hope, you play as Bari-Arm, a living machine sent to destroy the Xias threat. Progress through seven levels of bone-shattering shooter excitement. Accompanied by an excellent musical score, Android Assault is one of the best shooter releases this year. There are four weapons you can obtain and use against the enemy, each one has specific advantages and disadvantages. Select them carefully and your mission will be easier to complete. Also select how quickly your ship will respond to your commands. Of the four selectable levels, I found Level Three to be the easiest to use. At Level Four your ship maneuvers at light speed, and at Level Two it handles like a stuffed pig. The absolute best feature about this game is the rock 'n' roll background music that accompanies you.

ANDROID ASSAULT

THE REVENGE OF BARI-ARM

The Battle for Humanity



This is your only chance to save humanity as we know it. If you fail, the evil Xias will take over the solar system and Earth will be subject to a dark ruler forever.

Super Weapons

Thunder Cracker



The Thunder Cracker is the weapon you start out with. As

you collect power-ups, the fire spreads out. When you



charge up, you send out fireballs in every direction.

Burning Wave

Burning Wave is a laser beam that increases the beams



discharged as you power-up. When charged, it becomes



a mega-destructo weapon that obliterates all ships.



Chase Cannon

The Chase Cannon launches homing missiles in all



snake of fire that attacks all ships on the screen.



Satellite Bombs

The Satellite Bomb releases horizontally launched



bombs that have the hitting power of a small asteroid.



When charged, it releases a 360-degree volley of death.

TRANSFORMER MODULE



With this module you can transform Bari-Arm into a robot fighter. In this mode you can take a hit without being destroyed.

OTHER MODULES

Collect as many power-up modules as possible. As you collect these modules, your weapons will become stronger and so will your charged attacks.

POWER-UPS



Stage 1



In Stage One you are in the forests of Ganymede. As first levels go, this is a good one. You must worry about both air and surface enemies. After the forest you will enter the caves of Ganymede, where you must dive through an underground lake and defeat a laser tower to gain entrance to the final Boss. He is a giant robot with a saw-blade energy attack.

Stage 2



In Stage Two you must penetrate the Xias' Jupiter stronghold Gravity Pagoda. Fly past numerous ground and air enemies, defeating the wall-crawling cyborg at the end of each segment. When you reach the Boss Level you must defeat three sub-Bosses: two cyborg robots and one tank. The Boss is one mean cyborg who has a powerful energy attack.

Stage 3



In Stage Three you are to attack the Zeus fleet. First you must penetrate the fleet defenses. Do this by destroying as many of the defending ships as possible. Next, you must penetrate the flag ship and destroy the Boss there. This Boss is a fighter ship with an energy weapon similar to the burning wave when it is charged. It also has missile and gun attacks.

Stage 4



Raid the Xias colony on Olympus. You must advance through numerous sub-Bosses, space mines, and crab droids to defeat the final Boss. The final Boss comes for you incapsulated in a protective pod ship using a fire attack and an extendible tail. When you defeat the pod, the real Boss appears in a robot form. Defeat him and you've won the fourth stage.

ANATOMY OF SUPERHERO

He thinks he's a hero,
but he's not! He's mean,
He's green. And he nose
how to pick a fight!



He's a phlegm
flinging fool with
the ultimate spitball.

Using such nasty ammo
may be a concept that's
hard to swallow, but
he's just doing
what comes up
naturally.



Boogerman's butt blast is a back-firing burst that can level anything



in his path. It's ready, aim and, after one tortured moment, fire!

And, if all that don't knock 'em down, he can romp 'em, stomp 'em, or let fly a barrage of boogers that'll lay 'em low! Just think of him as a human weapon, a fully-loaded Oozeey... and YOUR finger pulls the trigger! **DIG IT!**

in one concussive burst, he blows them away. It's biological warfare at its germiest, and no villain can stand up to it!

Burp!



Or don't play at all.
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Lethal Enforcers was an excellent shooting game set in present times. Now LE2 is out and "Gun Fighters" as it's called is set in the Old West. There are plenty of additions to the sequel. There are plenty of weapons, from dual six shooters to a cannon. Without the light gun, you are still able to play with the standard controller, but it is very hard to move the cursor to shoot everything. It is also a very pixelated game, with hardly any solid objects at all. The access time is bad as well, but it is still a fun game to play.



There are extra animations, too, like shooting barrels, holes in walls, shooting signs, and vases leading to hidden weapons.

There are many different ranks you can achieve, from a member of a posse to a sheriff! Accuracy counts!



Weapons

Rifle

This gun is no more powerful than your present six shooter, but it does carry more bullets.



Dual Leads

This gun is great for hitting more than one enemy and for enemies that take multiple hits.



Cannon

This is a very powerful gun. It can blow away almost anything, but can't be reloaded.



Gatling Gun

This gun fires very quickly, and is great for tight situations with a lot of bad guys.



Shotgun

This shotgun fires like a real one, in that it sprays ball bearings in a large radius.



Power Gun

This rifle is a lot better than the other one, since it has even more bullets and is stronger.



FACT FILE LETHAL ENFORCERS II

MANUFACTURER

KONAMI

OF PLAYERS

1 OR 2

DIFFICULTY

HARD

AVAILABLE

OCTOBER

CARTRIDGE SIZE

CD-ROM

NUMBER OF LEVELS

5

THEME

SHOOTING

% COMPLETE

100%

THE GOOD

I love shooting games, and this definitely qualifies. With the light gun, it's almost like the arcade game!

THE BAD

Those darn pixels. This game is mostly still scenes, with two-dimensional people. Too hard to render?

THE UGLY

The enemies on the far right and left. The gun won't shoot them, and the controller can't get them in time!

TONS OF VICTIMS



A lot of stupid innocents stick their heads out left and right. Some of them are not quite as stupid, like police officers trying to help you step right in the line of fire.

LETHAL ENFORCERS Gun Fighters II

Level 1 : The Bank Robbery



You have four areas to conquer in this first level, as you try to thwart a gang of bank robbers. There are four weapons to be obtained here as you follow them through both levels of the bank, and out the back. The Boss is easy—shoot the cannon balls, then him.



Level 2 : The Stage Holdup

Stage Three is very difficult. There are Indians and cowboys everywhere, on horses and the most difficult, on top of the stage you're trying to save. There are also a lot of innocents sticking their heads out of the stage and sometimes, the cavalry on horses. The cavalry is very hard to distinguish, that is, until they blow their horns.



This guy's a real pain in the rear. He can take four or five shots, and will most likely hit you twice in the process.



Not only will you have to deal with far-away enemies hiding in the shadows, but these guys aren't shy, they'll jump right up!

The Boss on this level throws barrels at you Donkey Kong style. Blast the barrels, and then him.



You can never tell who your friends are. This guy looks almost exactly like all the others, except for the horn.



Level 3 : Saloon Shootout

Level Three is the longest so far, and the most difficult. There are six or seven different parts of the level you'll have to go through here. Don't forget to shoot everything such as the saloon sign. The Boss here are six gunmen. Do not fire at them until they say you can, or else it will hurt you.



SNATCHER

If you're seeking action and adventure, look no further. Konami has a new action/RPG for the Sega CD. Due to popular demand (the original was a Super CD-ROM game), it was translated and is now on its way here.

You play the Junker (detective) Gillian Seed who must hunt down robotic droids that are murdering people. To do this you have to find clues, obtain evidence, and work your way through the city of Neo-Kobe. When you get into a dangerous situation, you will be able to shoot via action-oriented scenarios. Snatcher is not for kids. Its twisted plot and adult themes make for an awesome story that deserves to be on the big screen.



LOCATION: JUNKER HQ

Gillian has been ordered to the Junker Headquarters, where he learns that he is being recruited to hunt down Snatchers. After a brief tour through the building, he learns that a top runner named Jean Jack Gibson has been called in for back-up. It seems that he has found some Snatchers! You'd better try to save him before it's too late.



At the Chief's Office, you will be given your ID badge and your instructions.

GILLIAN SEED

AGENT TYPE: JUNKER

Gillian Seed is a man with no memory of who he really is or where he's from. All he knows is that he has a wife, and he was around Snatchers.



98702-235

Judgment Uninfected Naked Kind & Execute Ranger

JUNKER



FACT FILE

SNATCHER

MANUFACTURER	# OF PLAYERS
KONAMI	1
DIFFICULTY	AVAILABLE
HARD	DECEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
CD-ROM	N/A
THEME	% COMPLETE
ADVENTURE	80%

The Computer Room is the home of Jordan, a super computer that can tell you anything you want to know. The Target Range is where you can practice firing your gun. Make sure you don't hit any civilians during practice! Learn to use both facilities, because they are useful.



The shooting range is here to improve your marksmanship.



In Engineering, Harry (the chief engineer) will give you your Blaster and the Metal Gear Navigator mech.



SNATCH

ACT ONE:



Jean Gibson has been missing since his last call to the Junker HQ.



Metal Gear
We've arrived at the abandoned factory. This is where Jean called from.

LOCATION: OLD FACTORY

Jean Jack Gibson's last call came from the abandoned factory. The first thing you notice is that you can't use your video phone. When you and the Metal Gear find his body and the ruined parts of his Navigator mech, things become a lot more interesting. Watch for traps ... and your back.



The Navigator destroyed?



What could twist off a man's head?



THE INVESTIGATION:

With Gibson out of the way, you'll have to figure out how to follow up his case. Check out all his old files for a few hints. Your only clues point to a few contacts and the meeting place, that has some unusual customs. The plot will unravel slowly. Use all of your skills to stay on the trail of the Snatcher menace. What will you be able to find?



Learn new and interesting methods of interrogation.



EGM X-TRA DARE TO COMPARE

A LOOK AT OTHER FORMATS...

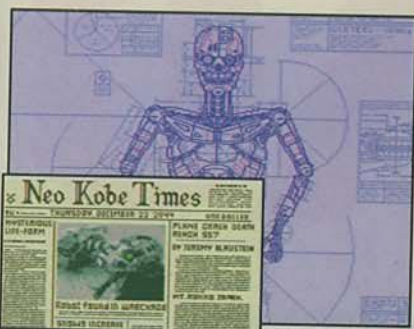


The nightclub has a change of clientele. In the Japanese version (Super CD) an Alien, Kamen Rider, and Bio-Booster Gyver can be found. They have been replaced by Konami characters in the U.S. version.

THE SNATCHERS

an excerpt from the *Neo Kobe Times*

The origin of the Snatchers is unknown. They are mechanical beings that can replicate humans and assume their role. These doppelgangers always kill who they copy. They have very fragile skin, and often release a form of pollen. They are a dangerous threat the Junkers must destroy. They have very few weaknesses.



THE GOOD

The cyberpunk theme is one of my personal favorites. The story is great as well.

THE BAD

It's a little bit slow in some places, and unless you think carefully, you could get stuck.

THE UGLY

Seeing someone's head twisted off, maggots on corpses, and worse. It's an adult game. I love it.

- 1 Steel Base.
- 2 Solid Metal Core in Ball and Rod.
- 3 Covered in high density ABS Plastic.
- 4 Specialized and patented button controls.
- 5 Automatic Fire and Rapid Fire capabilities with variable speed Slow Motion control.

The only 6-button arcade-style stick with the muscle to stand up to Mortal Kombat® II, Street Fighter II™, or anything else for that matter.

THE 6-BUTTON
FIGHTER STICKS FOR THE
SEGA GENESIS AND SUPER NES

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KOMBAT



Specialized Controllers from ASCIIWARE™



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Super NES joystick



Fighter Stick SN™
Super NES 6-button stick



Fighter Stick SG-6™
Sega Genesis 6-button stick



Built like a Tank.
Fighter Stick SG-6 & Fighter Stick SN



ASCIIWARE™

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MEET THE CAST OF LOADSTAR!

TULLY BODINE



The hero of our story and a legend "out-roller" in his time with his freighter, the Loadstar.

MORTIMER



The on-board computer of the Loadstar and Tully's friend. He'll help guide the freighter.

WILLIAM SNID



A mysterious character that offers Tully a job transporting 20 live camels to Mars.

RAT BAG BAXTER



Baxter is out to be number one, a position currently held by Tully. He won't stop till he's got it!

FRANCIS WOMPLER



Sheriff of the territory and long-time enemy of Tully due to an incident from the past.

VERN



Nephew of Francis and a recent graduate of the "out-roller" academy.

LOADSTAR

THE LEGEND OF TULLY BODINE

FACT FILE

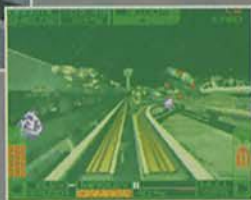
LOADSTAR

MANUFACTURER	# OF PLAYERS
ROCKET SCIENCE GAMES	1
DIFFICULTY	AVAILABLE
MODERATE	OCTOBER
CARTRIDGE SIZE	NUMBER OF LEVELS
CD-ROM	3
THEME	% COMPLETE
SHOOTER	75%



Amazing cinemas break up the intense action with twists in the plot!

A very important item to have is your shield. Use it wisely because it is limited.



The computer-rendered special effects are some of the most spectacular ever seen on the Sega CD.



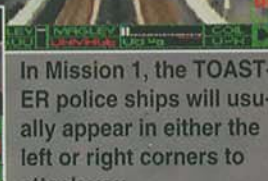
The time setting is the near future and all is not as well as it seems! By the end of the 20th century the invention of new vaccines to diseases causes a mass overpopulation problem that soon becomes worldwide. The nature of Earth's precious balance has become critical. The solution? Evacuate all the dangerous and industrial pollutants to other regions in space, thus creating the universal transport system. It's your job to pilot one of these "trains."

Loadstar brings some of the most spectacular full-screen video ever to grace the Sega CD since Tomcat Alley. The game itself plays extremely similar to Sewer Shark, using the old formula of steer-and-shoot. All in all, it's a great effort and one of the better Sega CD titles that is coming out this year.

MISSION 1



You've got to keep an eye on the track as well as in space or else you'll run smack into another freighter!



In Mission 1, the TOASTER police ships will usually appear in either the left or right corners to attack you.



Tunnels are a great reference point. From there, you can tell if you're making progress.

Your compass is the single most important instrument when making critical turns.



LOADSTAR

THE LEGEND OF TULLY BODINE

MISSION 2-THE CHASE BEGINS!

Ambushed! After you finish receiving the shipment, you find you've been had!



Go in for the cargo, then leave. At least that's what you'd think.



The backgrounds in this level are so spectacular that you sometimes forget you're traveling at high speeds.



Level 2 is not as forgiving as Level 1, because if you can't make a decision on which way to go, your "outrolling" days are over!

MISSION 3-THE REUNION OF OLD FRIENDS



Time becomes more critical than ever in Mission 3. Competing "outrollers" do whatever it takes to become number one!



After refueling you'll receive a surprise visit from an old "friend," Rat Bag Baxter, who's not there to talk!



The many train tunnels give you a moment of rest from all the flying police crafts!

The track becomes more complex than you can imagine in Mission 3!



IF YOU GOTTA GO, GO WITH STYLE!



There are many different ways to crash and burn in this game. All of them rank as some of the best ones I've seen!



THE GOOD

If this is one of Rocket Science's first attempts, this company is one to keep an eye on!

THE BAD

The video on the Sega CD, though much improved over previous efforts, just doesn't cut it anymore.

THE UGLY

This type of game has been so overdone on this system.

THE MANY VEHICLES OF LOADSTAR

THE LOADSTAR



Though it may be an old relic to some, it still can run with the best of them!

THE TOASTER



This craft is among the police's best and is only used in emergency.

THE S.A.P.S



The S.A.P.s are the primary police units used to enforce the law.

THE SCORPION



This craft is the military's last line of defense. Watch out for these!

THE AX



The AX is an experimental craft used by the military for enforcement.

Most of these police and military crafts are under the control of Francis Wompler. You've been targeted by him as a pain in his side and he won't rest until he has both you and the Loadstar!



Now here's a game with a twist! An idea used by Midway in the arcades, you can order official T-shirts and hats from an ad in the game!



STAR BLADE

There is plenty of action in this arcade hit to keep most people at bay. Jump aboard your ship and go after the evil guys. This is not a typical side-scrolling shooter. It has 3-D polygon graphics and your view is from the cockpit. Control the crosshairs while the computer controls your flight path. There will be enemies all over the place shooting at you as much as you shoot at them. You can destroy most shots (except their lasers) with your shot. There are plenty of different levels to fly around and shoot in. Make sure you listen to the voices and follow their rules.

THE GOOD

This game brings back memories of the arcade game I used to pump a ton of quarters in.

THE BAD

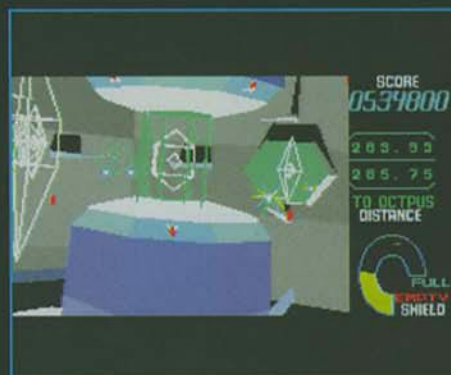
The game is almost entirely polygon graphics and is no fun once you play it through once.

THE UGLY

When your head explodes from the pure frustration this game delivers.



Try your darndest to get that stupid purple commander. Once you finally catch and destroy him, don't think you're safe. Now find the reactor to the Redeye and destroy it, finally ridding the universe of its filth once and for all.



FACT FILE

STARBLADE

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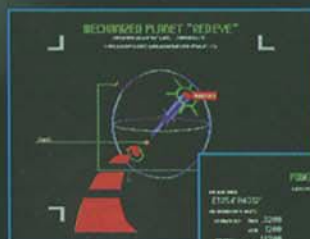
STARBLADE

MANUFACTURER	# OF PLAYERS
NAMCO	1
DIFFICULTY	AVAILABLE
MODERATE	OCTOBER
CARTRIDGE SIZE	NUMBER OF LEVELS
CD-ROM	4
THEME	% COMPLETE
SHOOTER	95%

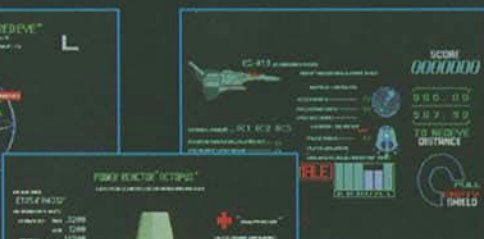


There are tons of suicidal enemies in the asteroid belt. Shoot them as soon as you see them.

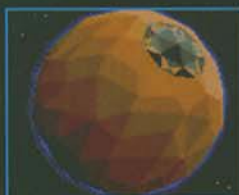
Follow the purple commander through a small valley. Make sure you shoot everything.



You get specs on all the major ships during the cinema along with a voice



informing you on your next action. Listen carefully, he gives you good info.



This is the Redeye the ship you must blow up. Destroy it by taking out the core.



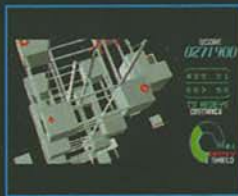
Here is the elusive purple commander who you've been chasing for a long time. You'll see him and be able to hit him a lot of times. But, you never do any real damage until you fight him in the ravine.



You will be able to shoot a good majority of the big ships down in this game. It is extremely hard though, because you also need to worry about the smaller ships at the same time.



There are cool flying sequences in this game. They can make you a little woozy if you're not careful.





Report To The Bridge.



Welcome aboard the U.S.S. Enterprise. The bridge is under your command.



Beam down to unknown planets. But choose your team carefully. Each crew member has special strengths.



Red alert! Enemy ship attacking. Use your shields, torpedoes and phasers to defend the Starship Enterprise.

Starfleet has appointed a new Commander of the Starship Enterprise™: You.

In "Future's Past," the new Star Trek: The Next Generation® episode for Super Nintendo®, you can be any of your favorite crew members on the U.S.S. Enterprise™. Travel at warp speed. Transport to distant planets. And... **BOLDLY GO WHERE NO ONE HAS GONE BEFORE™**.

STAR TREK THE NEXT GENERATION

"Future's Past"



Also coming soon on IBM CD-ROM and 3DO.

THE KING OF FIGHTERS '94

OK! "Hora Hora!" "Goochie gochie!" Those familiar sounding taunts from the memorable Neo-Geo games are all in the same game cartridge! The King of the Fighters '94 has finally arrived, and it takes fighters from old games (Art of Fighting and Fatal Fury) and adds them to a gigantic stew of other fighting toughies! Add brand-new stages, killer music, tons of hidden and special moves, and you have what could possibly be called the greatest fighting game ever made! Not only that, but all the graphics on the fighters have been redone and look more lifelike than ever before! Try it and find out!

Completely Redone Characters With New Graphics:



Art of Fighting 2



The King of Fighters '94

All the veteran fighters have been graphically redone! You'll never look at the Art of Fighting and Fatal Fury games the same again!

Trash and Taunts, Neo True to Form:



Lose a match and you're in for some trash! Taunting opponents will hinder their Power Meter charging ability as well. Press C at a distance!

All the moves, all the sounds, and all the looks of a winning fighting game are here! You can even choose a One-on-One Mode without the fighting teams! Go for it!



Not the First Time This Has Happened—At Least Not Directly!



This isn't the first time separate game fighters have faced one another—remember the trick in Fatal Fury Special where the Bogards could fight Ryo Sakazaki (win every match 2-0)? Well this time no tricks are needed in any shape whatsoever! Nothing but the most intense fighting in recent gaming memory!



FACT FILE	
THE KING OF FIGHTERS '94	
MANUFACTURER	# OF PLAYERS
SNK	1 OR 2
DIFFICULTY	AVAILABLE
MODERATE	NOW
CARTRIDGE SIZE	NUMBER OF LEVELS
194 MEG	9
THEME	% COMPLETE
FIGHTING	100%



Eight Teams with Three Fighters on Each:



24 Fighters

And How Many Fighters Do The Other Games Have...



12 "Fighters"



16 Fighters

Fighting Cast:

Here they are! The 24 fighters ready to slug it out to determine who is king! Fight as a team or one-on-one!



Three Ways to Get Maxed-Out and Pull Off a Finishing Move!

1) The 3-Button Method:



Hold Down the A, B & C Buttons Together Until POW Meter is MAXIMUM.

2) The Gradual Method:



As you exchange blows, the POW Meter will gradually go up.

3) The Last-Ditch Method:



When your Life Meter is flashing red, you can do the move.

Don't Block It, Duck It: Press A & B Together



Keep the little fireball freaks in line with the Ducking move! This allows you to avoid projectiles and enemies entirely! However, timing is essential with this maneuver as you are invulnerable for a very brief period of time.

The Laws of the Double Knockout:

When the teams really get going, sometimes a double Knockout will result. When this happens, it is a lost round for both fighters. However, if this occurs on the last fighter from each team, they will fight the match over, each with fully replenished Life Meters. This gives you an opportunity to start fresh.



Button Configuration:

Weak Punch: **A**

Weak Kick: **B**

Strong Punch: **C**

Strong Kick: **D**

All the moves shown on the following pages are done as if facing right. Taunt your opponent by pressing C at a distance.

"Help, I'm Being Pulverized!"

If you are being smashed to a pulp by an enemy and you are near your corner, your partners will jump in and save you. However, they will do no damage to your opponents, and defeated partners cannot help you.



With Partner On-screen, ▼ + A & B & C & D Together

THE GOOD

The ultimate fighting game! Nuff said! Oh, and, of course, Mai! Me bouncy!!!

THE BAD

Not being able to mix and match fighters from one team with another!

THE UGLY

Having Choi Bounce jump on your head and slash away!

The Ultimate Fighter: Meet Rugal B.



The final battle takes place on an aircraft carrier where you will meet the sponsor of the tournament! This guy wants to make statues of the world's finest fighters.



How Can This Be?

Rugal has the powers of Fatal Fury and Art of Fighting 2 Boss characters Wolfgang Krauser (Top Left) and Geese Howard (Bottom Left)! That's just for starters! Get ready for this one!

Rugal also has the powers of every single fighter in the game. The first round against him is easy; he will use no special moves. However, the second round will push your limits to the maximum as he will use every nasty move in the book to defeat you!



Art of Fighting

ORIGINS: Art of Fighting, Art of Fighting 2, Fatal Fury Special (Ryo)
FIGHTERS: Robert Garcia, Ryo Sakazaki, Takuma Sakazaki
FIGHTING METHODS: Kyokugenryu Karate

The three bad boys from Southtown are back with karate master Takuma Sakazaki to show who really rules!

Robert Garcia

Ryo Sakazaki

Takuma Sakazaki



Downward Kick:
Jump ▾ ▴ ▾ ▴ + B/D



Tiger Fireball:
▾ ▴ ▾ ▴ + A or C



Tiger Fireball:
▾ ▴ ▾ ▴ + A or C



Uppercut:
▾ ▴ ▾ ▴ + A or C



Tiger Fireball:
▾ ▴ ▾ ▴ + A or C



Zenretsu Ken:
▾ ▴ ▾ ▴ + A or C



Uppercut:
▾ ▴ ▾ ▴ + A or C



Lightning Legs:
Hold ▾ ▴ + B or D



Jumping Fireball:
Jump ▾ ▴ ▾ ▴ + A/C



Lightning Legs:
Hold ▾ ▴ + B or D



Lightning Legs:
Hold ▾ ▴ + B or D



Shoran Kyaku:
▾ ▴ ▾ ▴ + B/D



Super Fireball:
▾ ▴ ▾ ▴ + A or C



Genei Kyaku:
▾ ▴ ▾ ▴ + B or D



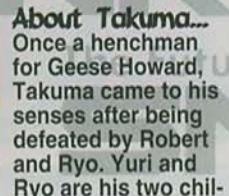
Super Fireball:
▾ ▴ ▾ ▴ + A or C



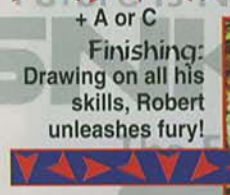
Zenretsu Ken:
▾ ▴ ▾ ▴ + A or C



Super Fireball:
▾ ▴ ▾ ▴ + A or C



About Takuma...
Once a henchman for Geese Howard, Takuma came to his senses after being defeated by Robert and Ryo. Yuri and Ryo are his two children.



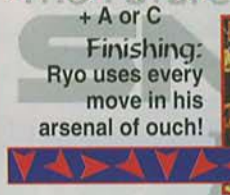
Finishing:
Drawing on all his skills, Robert unleashes fury!

▾ ▴ ▾ ▴ + C



Finishing:
Ryo uses every move in his arsenal of ouch!

▾ ▴ ▾ ▴ + C



Finishing:
Ryo uses every move in his arsenal of ouch!

▾ ▴ ▾ ▴ + C



Finishing:
A fury attack with a Super Fireball finish!

▾ ▴ ▾ ▴ + A & C



Finishing:
A fury attack with a Super Fireball finish!

▾ ▴ ▾ ▴ + A & C



Finishing:
A fury attack with a Super Fireball finish!

▾ ▴ ▾ ▴ + A & C



The Psychic Fighters

ORIGIN: The farmlands of China

FIGHTERS: Chin Gentsai, Atena Asamiya, Sie Kensou

FIGHTING METHODS: Kutotsuken

Using fighting methods handed down from generation to generation, The Psychic Fighters use different, but effective methods from the others in the tournament. Chin, however, fights under the influence of Sake.

Atena Asamiya

Phoenix's Arrow:

Roll up into a ball and score many hits on enemies.

Jump Up, then

▾ ▴ ▾ ▴ + A/C



Psycho Ball:
Atena can launch a fireball at her foes, either fast or slow!

▾ ▴ ▾ ▴ + A/C

Reflector:
Send fireballs right back at the enemies throwing them.

▾ ▴ ▾ ▴ + B or D



Chin Gentsai

Gourd Attack:

Chin throws a jug with a string attached, then pulls it back in.

▾ ▴ ▾ ▴ + A/C



Kutotsuken:
Roll under fireballs and quickly smack your enemy.

▾ ▴ ▾ ▴ + B or D



Oniyoizake:

A handy vertical defense, spit harsh liquid on jumping enemies!

▾ ▴ ▾ ▴ + A/C



Sie Kensou

Silver Bullet:

Sie's Silver Bullet Attack is just like Atena's projectile move.

▾ ▴ ▾ ▴ + A/C



Dragon Fang:

A deadly multi-hit combo attack with all kicks.

▾ ▴ ▾ ▴ + A or C



Dragon Upper:
A scissor kick move that smashes jumping enemies!

▾ ▴ ▾ ▴ + B/D



RAGING SOLDIERS

ORIGINS: IKARI WARRIORS, UNKNOWN

FIGHTERS: CLARK, JEIDERN, RALF

FIGHTING METHODS: COMMANDO

From deep in the jungles of Brazil, this commando team has some truly nasty moves. The leader, Jeidern, is grieving over the loss of his wife and child and is constantly seeking revenge against the scum who killed them.

CLARK

JEIDERN

RALF

VULCAN:

A rapid punch that can drain enemies of energy very quickly!
A or C Rapidly



C. CUTTER:

A projectile move that slashes enemies up.

◀ (Hold) ▶
+ A or C



VULCAN:

Another rapid punch, this one flames enemies with many hits.
A or C Rapidly



GUTTING:
A very deadly multi-hit punching combo attack.

◀ (Hold) ▶
+ A or C

MOON SLASH:

Yet another very deadly slashing charge move.

▼ (Hold) ▲
+ A or C



GUTTING:
Another deadly multi-hit punching combo attack.

◀ (Hold) ▶
+ A or C

BACK BREAK:

Only do this move when you are close to your enemy.

◀▲▶
+ D Only



NECK ROLL:

Grab your opponent's neck and spin rapidly.

▼ (Hold) ▲
+ B or D

BACK BREAK:

Like the other Back Breaker, only do this when close.

◀▲▶
+ D Only



Fatal Fury

ORIGINS: Fatal Fury, Fatal Fury 2, Fatal Fury Special

FIGHTERS: Andy Bogard, Terry Bogard, Joe Higashi

FIGHTING METHODS: Koppo, Street Fighting, Kickboxing

After avenging the death of their father, Jeff Bogard, Andy and Terry (with friend Joe Higashi) join the tournament in hopes of proving themselves against the very best of fighters!

Terry Bogard

Joe Higashi

Andy Bogard

Power Wave:



◀▲▶
+ A or C

Crack Shoot:



◀▲▶
+ B/D

Machine-Gun Punch:



A or C Rapidly

Hurricane Uppercut:



◀▲▶
+ A/C

Shadow Splitter:



▶ Hold ◀ + A or C

Dragon Bullet:



◀▲▶
+ A or C

Burning Knuckle:



◀▲▶
+ A or C

Lightning Tackle:



Hold ▲ + A/C

Slash Kick:



▶ Hold ◀ + B or D

Tiger Kick:



◀▲▶
+ B/D

Flying Punch:



◀▲▶
+ A or C

Shoigun Kick:



Hold ◀ + B or D

Finishing Move:



◀▲▶
+ B & C Together

Finishing Move:



◀▲▶
+ B & C Together

Finishing Move:



Hold ◀▲▶
+ B & D Together

At the Last...
The Super
Power Kaiser

At the Last...
The Super
Screw Punch

At the Last...
The Super
Shoigun Kick



The Princesses of Punch

ORIGINS: Art of Fighting, AOF2, Fatal Fury 2, FFS
FIGHTERS: King, Yuri Sakazaki, Mai Shiranui
FIGHTING METHODS: Street Fighting, Kyokugenryu, Ninjitsu

The only all-female fighting team in the game, but don't underestimate this trio! This brings together Mai Shiranui from the Fatal Fury games and Yuri Sakazaki and King from Art of Fighting and its sequel.

King

A former bouncer at a restaurant run by the infamous Mr. Big, King has changed her ways since those dreary Southtown days.

Yuri Sakazaki

Ryo's kid sister, Yuri has learned the methods of Kyokugenryu at a record pace from her father Takuma, and wants to show her stuff!

Mai Shiranui

Trained in the ways of the Ninja, Mai is incredibly fast and attacks with deadly precision. She's a friend of the Bogards.

Tornado Kick:



+ B or D

Moushukyuaku:



+ B or D

Fireball:



+ A or C

Jumping Fireball:



+ B or D

Kachosen:



+ A or C

Ruy En Ru:



+ A or C

Venom Strike:



+ B or D

Trap Shot:



+ B or D

Saiha:



+ A or C

Slipstream Slap:



+ A or C

Swan Dive:



(Hold) + A/C

Shinobi Bati:



+ B or D Button

Double Strike:



+ B or D Button

Finishing Fury:



+ B & D Together

Super Fireball:



+ A or C Button

Finishing Fury:



+ B & C Together

Finishing Fury:



+ B & C Together

About Mai...

A very close friend of Andy Bogard, her grandfather was Andy's teacher. Mai has trained in the ways of the Ninja since a child.



The Super Stars

ORIGIN: The City Streets
FIGHTERS: Lucky Glauber, Heavy D., Brian Battler
FIGHTING METHODS: Street Brawling

The Super Stars use very crude methods of street fighting on their home turf in the good 'ol U.S. of A! Some team members are slow (like Brian), but overall, they present a challenge to any who oppose them!

Lucky Glauber

Death Bound:

Who needs a fireball - Lucky just uses his basketballs to throw at foes.



+ A/C

Heavy D.

R.S.D.:

A very nasty power punch that scores multiple hits on enemies.



+ A/C

Brian Battler

Brian Tornado:

Using his body as a torpedo, Brian lunges right at his enemies!



+ A/C



Lucky Vision:

This is simply a teleport move to go behind foes.

+ B or D

Brast Upper:

A quick vertical wave that smacks enemies down.

+ B or D



Cyclone Break:

A very wide scissor-split kick with quite good range.



+ B or D



Soul Flower:

A good move if your enemy gets very close to you.

+ A or C

Screw Bodypress:

Done when jumping, you spin scoring several hits.

Jump, UP then + B/D



Hyper Tackle:

A spastic dash that moves very quickly at enemies.

+ A or C



The Geniuses of Fisticuffs

ORIGIN: The Streets of Japan
FIGHTERS: Benimaru Nikaido, Kyo Kusanagi, Goro Daimon
FIGHTING METHODS: Street Brawling

A new bunch of fighters, these guys from Japan are a force to be reckoned with! Fighting on the bombed-out streets, the Geniuses of Fisticuffs are ready to rumble with the best of them!

Benimaru Nikaido

Lightning Fist: Benimaru's nasty shocking punch that temporarily fries foes!

▶▶▶ + A/C



Kyo Kusanagi

Yamibarai: A fireball that quickly moves on the ground and fries an enemy.

▶▶▶ + A/C



Goro Daimon

Minelayer: Slam the ground with your mighty fist and knock enemies over.

▶▶▶ + A/C



Shinku Katatagama: Stand on one hand and spin around very rapidly.

▶▶▶ + B or D

Oniyaki: A very quick hop up and spin in the air that will flame an opponent.

▶▶▶ + A/C



Super Ukemi: Roll on the ground at your foe and then grab and slam 'em to no end.

▶▶▶ + B/D

Aido Kick: Another of Benimaru's nasty attacks - a quick knee to the face!

▶▶▶ + B/D



Oboroguruma: A multi-hit kick attack that will send you flying across the screen!

▶▶▶ + B/D

Super Ohotogari: Do this move at close range for a nasty ground slam.

▶▶▶ + D Button Only



The Korean Team

ORIGINS: Unknown, Fatal Fury 2, FFS
FIGHTERS: Choi Bounge, Kim Kaphwan, Chang Koehan
FIGHTING METHODS: Claw, Taikwondo, Big Ball

This is the strangest team in the game! However, it has just about everything needed to win: Brute force (Cheng), swift, quick precision (Choi), and balanced fighting abilities (Kim). Give 'em a chance and see!

Kim Kaphwan

Choi Bounge

Absolutely convinced Taikwondo is the best art of fighting, Kim Kaphwan, of Fatal Fury fame, also enters the tournament to prove just that! Loaded entirely with kicking moves, Kim is one of the most skilled fighters in the game. As for his partners...

The smallest fighter in the game, this guy has slashing moves with his deadly claws! A little, but very tough, fighter!



▶▶▶ + B or D



▶ (Hold) ▶ + B/D



▶ (Hold) ▶ + B or D Button



▶ (Hold) ▶ + A or C Button



▶ (Hold) ▶ + A or C Button

Chang Koehan

Cheng is big! Armed with his iron ball, he is slow, but his attacks do massive damage! His Spinning Iron Ball blocks projectiles.



▶ (Hold) ▶ + A or C Button



(Close) ▶ + D Button Only



Push A or C Button Rapidly



Jump UP, then ▶ + B or D Button



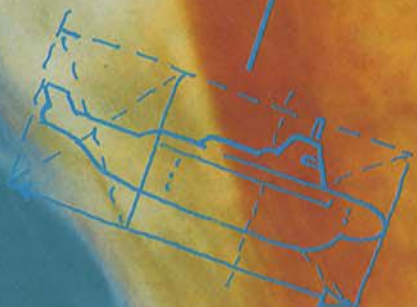
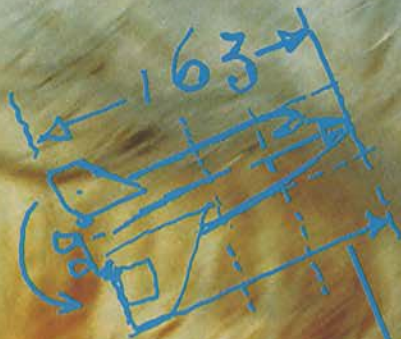
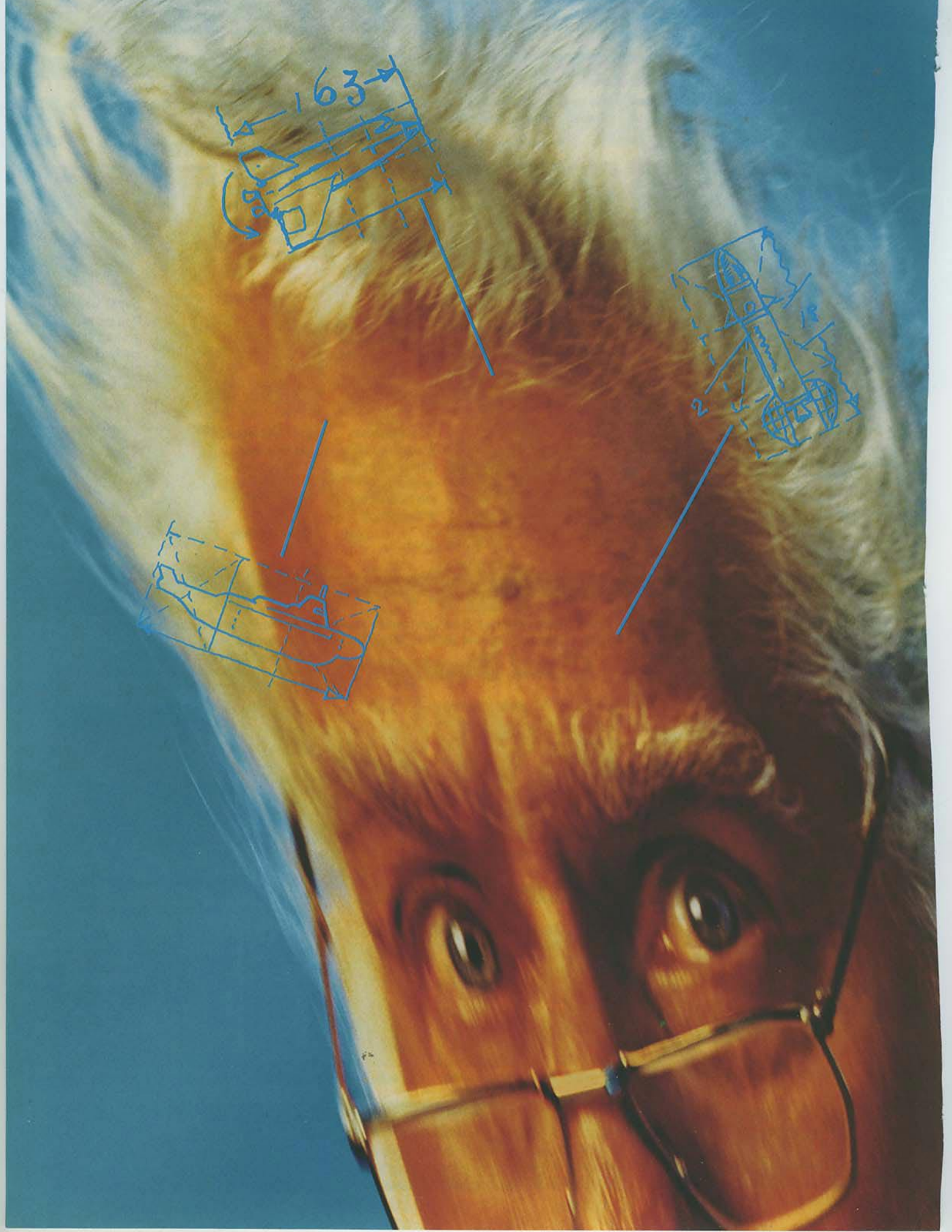
▶▶▶ + B & D Together

Only The Final Challenge Awaits...



But Wait, There's More - Stay Tuned to EGM!

Enough moves for you? Want more? Well, don't fret - there are even more moves than those listed here! Stay tuned to EGM and Trickman Terry's Tricks of the Trade section in the months ahead for more hidden and finishing moves!



THE
MINDS
OF
OUR
FATHERS
HAVE
BEEN
SUCKED
ON
FOR
A
LONG
TIME

It was way back there. Behind the missiles, the fighter jets and all the other top-secret projects that have sucked on our brains for years.

But we dug it out. And now you and your video games are gonna get it right in the gut.



It's the Interactor. The interactive game vest that makes even the crappiest games cool. Strap it on. Crank it up. Because playing without it is just a stupid idea.

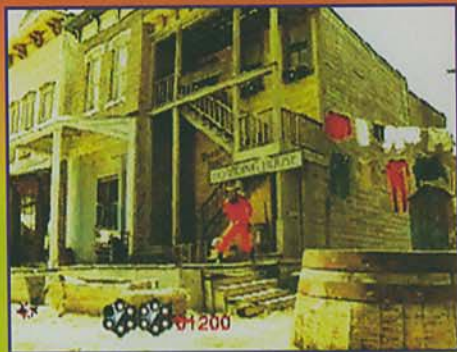
AURA™
INTERACTOR™



He's back! Mad Dog is back and out to beat you to the lost gold. Select one of three guides to lead you to the treasure and help you get back to the old Mission. Choose from Buckskin Bonnie, Shooting Beaver, and the Professor to lead you on your quest. Danger lurks on whichever route you choose to follow. This live-action adventure pits your skills as a gunfighter against a multitude of villains. Shoot your way through Mexican banditos, savage Indian renegades, and Mad Dog's gang. Stand your ground at high noon against ruthless bounty hunters. Pick from three levels of increasing difficulty. Do you think that you have what it takes to stop the likes of Mad Dog? If not you'll be joining Billy the Kid in a shallow grave on Boot Hill.



It's him or you. You've got to be fast or you'll end up another of this ruthless gunfighter's statistics.



You'll have to fight your way through town to find the treasure map.



Gatling guns and banditos are just a couple of things that stand in the way of you and your treasure.



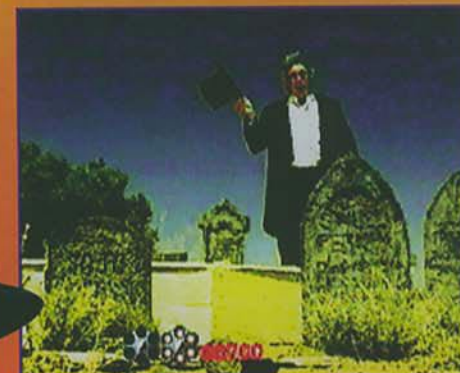
Mad Dog is armed to the teeth so be prepared to fight to the death!



Search the Superstitious Mountains for the Spanish gold, then return to the mission for your reward.



Bandits! You've got to be quick on the draw to defeat these rogues. These are some of the meanest hombres this side of the Rio Grande.



Boot Hill. I would advise you to use extreme caution or you'll end up dead as a door nail and six feet under.

THE GOOD

The live-action aspect of the game makes it exciting to play and gives it the feel of a real gunfight!

THE BAD

Once you know the positions of the bad guys, the game becomes considerably easier.

THE UGLY

Staring down the barrel of Mad Dog's pistol!

FACT FILE

MAD DOG II THE LOST GOLD

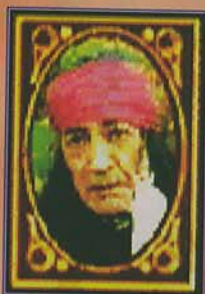
MANUFACTURER	# OF PLAYERS
AMERICAN LASER GAMES	1 OR 2
DIFFICULTY	AVAILABLE
MODERATE	NOW
CARTRIDGE SIZE	NUMBER OF LEVELS
CD-ROM	N/A
THEME	% COMPLETE
SHOOTING	100%

MAD DOG II

the Lost Gold



Choose from three different guides to lead you to the Spanish gold



Shooting Beaver



Save Shooting Beaver's neck and he can help lead you through renegade Indian country. Follow him through Indian-infested woods and villages, but don't let your guard down. These savages enjoy a good scalping any chance they get, and your scalp looks especially valuable.



Buckskin Bonnie



Buckskin Bonnie is about as wild as they come. If you can rescue her from the clutches of a dynamite-wielding maniac, she can show you how to get to the gold. She will take you along a trail frequented by banditos, so make sure to stay alert and keep your head down.



The Professor



The Professor is a gambling man, so he decides to take his chances leading you to the treasure. One of the local card players catches him cheating, so you start by saving his hide. After that, see if you can stop Mad Dog from robbing the train. It's an adventure you won't want to miss!

3DO



OFF-WORLD INTERCEPTOR



FACT FILE OFF-WORLD INTERCEPTOR

MANUFACTURER	# OF PLAYERS
CRYSTAL DYNAMICS	1 OR 2
DIFFICULTY	AVAILABLE
HARD	NOVEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
CD-ROM	25
THEME	% COMPLETE
DRIVING	75%

When anyone takes a look back at the history of the 3DO, they will realize that Crystal Dynamics (coming out of nowhere) has been one of the leading producers of 3DO games, and most likely one of the reasons the 3DO still exists today. From the company that brought you titles like Crash 'N' Burn, Total Eclipse, and the soon-to-be-released Samurai Shodown (yes!) comes their latest creation, Off-World Interceptor! Like Crash 'N' Burn and Eclipse, this game is all texture mapped, which gives the game a totally realistic look. The playing perspective takes a while to get used to, because the entire background moves and rotates according to which way you go. Game players can upgrade their car until they have enough money to buy a better one, much like Rock 'N' Roll racing! Gamers be prepared for the Off-World experience!

THE GOOD

3DO owners will finally get a taste of some off-road action!

THE BAD

Though this was one of the first 3DO games mentioned, it still needs many more items to be completed.

THE UGLY

What the driver must look like after being thrashed around like that.

RACE ACROSS THE GALAXY!



In the course of this game you'll travel to many different planets. All of them are hostile and full of enemy platoons!

Beautiful landscapes are in every texture-mapped level! Truly breathtaking!



Around the fourth stage of each planet, there's a criminal Boss who must be captured to continue!

LEVEL 1



Stage 1 is a great way to test out your land buggy and your skills at the same time because there are

relatively few enemies and rough, mountainous terrain. One feature that may take some time to get used to is the zoom feature that zooms in and out when you scale a large object such as a mountain. Use a burst of nitro to really blow away those mountains!

Receive extra bonus points (which turn into money) for finishing the

course under a certain time!



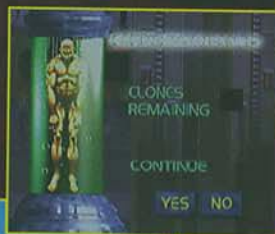
Grabbing all the health and fuel icons you can may be the most important thing you can do!

As if the many enemy drones were not enough trouble for you, you've also got to face twin-gun turrets that pop up as well as the terrain itself!



LEVEL 2

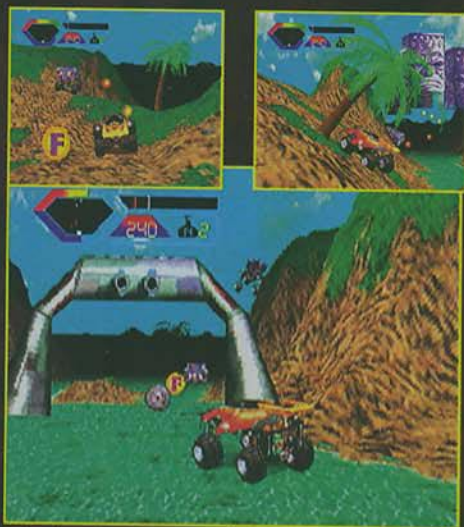
In the future clones are made in your likeness to continue racing after you've crashed!



These enemy racers are tough! Once they find you, they



won't let up until you or them are toast!



The best way to describe this game would be to call it "Total Eclipse on the ground," because you can go just about everywhere!

LEVEL 3

When you spot these end markers, give it all you got till you finish the level!



Try to steer as clear as possible from these towers—their shots will hit you before you can react.



can react.



Many dangers will await you on this course, so be alert! There are gun turrets everywhere as well as spiked roads!

During the second stage you'll come across stones with faces on them trying to crush you like the Thwomps in Mario Kart!



This desert-like planet takes a while to get used to because your car will slide all over the place! Head for the pavement!

TWO-PLAYER SIMULTANEOUS

Two players can race against each other as well as against the computer with a split screen!



In the customizing shop you can buy a new, faster car or simply upgrade your existing one with stronger shields!

THE CUSTOMIZE SHOP

OFF-WORLD INTERCEPTOR

EASY, NORM, HARD
GO!
PASSWORD
OPTIONS
PREVIEWS

Interceptor features a password feature to save your progress in the game thus far!



Try grabbing all the fuel icons before your partner!



Buy some items for your car such as nitro

bursts or build up an inventory of missiles!



Customize the game itself to your liking.

SAMURAI SHODOWN II CONTEST



PRIZES!

1 FIRST PRIZE:

- Samurai Shodown II Dedicated Arcade Video Game Machine
- NEO•GEO Fun Pack, includes: Samurai II hat and poster, NEO•GEO Carrying Case, T-shirts and other NEO•GEO goodies

2 SECOND PRIZES:

- NEO•GEO Gold System with the Samurai Shodown II Cartridge
- NEO•GEO Fun Pack

10 THIRD PRIZES:

- NEO•GEO Fun Pack

ENTER TODAY
FOR YOUR CHANCE TO WIN
A SAMURAI SHODOWN II
ARCADE MACHINE!



**ELECTRONIC
GAMING
MONTHLY**

SNK

**NEO
GEO**

HOW TO ENTER:

Correctly complete the entry form, then mail to:
Samurai Shodown II (EGM)
1920 Highland Avenue, Suite 285
Lombard, IL 60148



Name

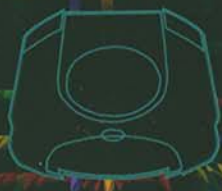
Address

City, State

Zip Code

Phone

Contest Rules: 1. *No Purchase Necessary.* No purchase or payment of any money is necessary to enter. One entry per household. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Entries must be received by December 1, 1994. All entries become exclusive property of the Sponsors and will not be acknowledged or returned. Sponsors assume no responsibility for lost, mutilated, late, illegible, incomplete, postage-due, or misdirected entries. 2. *Prizes.* 1 First Prize: Samurai Shodown II Dedicated Arcade Video Game Machine, and NEO•GEO Fun Pack, includes: Samurai II Hat and poster, NEO•GEO Carrying Case, T-Shirts and other NEO•GEO goodies. First prize is valued at \$3500.00. 2 Second Prizes: Gold System with Samurai Shodown II Cartridge, NEO•GEO Fun Pack. Second prize is valued at \$900.00. 10 Third Prizes: NEO•GEO Fun Pack. Third prize is valued at \$50.00. Winners will be determined at a drawing to be held on December 15, 1994. All prizes will be awarded. Prizewinners will be notified by mail. Prizes are non-transferable. No substitutions of prizes is allowed, except at the option of Sponsors should the featured prize(s) become unavailable. 3. *Odds of Winning.* The odds of winning will be determined by number of valid entries. 4. *Eligibility.* Sweepstakes open to residents of United States and Canada. Upon request by Sponsors, winners shall sign a Liability/Publicity release within 30 days or forfeit prize. Employees of Sendai Publishing Group, Inc. and SNK Corporation of America and their respective affiliates are not eligible. Neither Sendai Publishing Group, Inc., SNK Corporation of America or their respective affiliates, subsidiaries, divisions, or related companies are responsible for any damages, taxes, or expenses that consumers might incur as a result of this contest or receipt of prize. 5. *Winners List.* For a list of winners, send a stamped, self-addressed envelope to Samurai Shodown II Contest Winners, 1920 Highland Avenue, Suite 285, Lombard, IL 60148. Requests for winners lists must be received by February 1, 1995. Allow 4 weeks for delivery of winners list. 6. *Restrictions:* Void where prohibited or restricted by law. All federal, state and local regulations apply. 7. Contest sponsored by Sendai Publishing Group, Inc. and SNK Corporation of America. Electronic Gaming Monthly is a trademark of Sendai Publishing Group, Inc. SNK and NEO•GEO registered trademarks of SNK Corporation of America.



KASUMI NINJA



FACT FILE

KASUMI NINJA

MANUFACTURER	# OF PLAYERS
ATARI	1 OR 2
DIFFICULTY	AVAILABLE
MODERATE	NOVEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
4 MEG	N/A
THEME	% COMPLETE
FIGHTING	70%



You can pause the match any-time plus adjust the music and sound effects volume!

In between fights it's easy to become lost without any of the special items!



Select your warrior and prepare for combat!



THE GOOD

Jaguar fans will get a taste of street fighting action—64-Bit style!

THE BAD

The blood concept is a little bit overdone when it flies with every hit.

THE UGLY

Angus' fireball technique—I don't even want to know where it comes from.

Jaguar players rejoice! Atari has entered the fighting genre with a title of its own. From what I've seen so far, it looks like a winner! The mighty ninja gods have called warriors from all over the Earth to help stop the renegade ninja, Gyaku, from completely destroying the small island of Kasumi. Kasumi Ninja is a fighting game with a twist. Not only do you travel around the world fighting other contenders, but you also must master a complex labyrinth filled with traps and other disasters for the final confrontation with Gyaku. Each character has a barrage of special moves and combos to master including a range of styles and even finishing death moves that vary from character to character! Prepare for combat!

THE CONTENDERS

ALARIC: KING OF THE GOTHS



Few fighters can match the speed and power of his Power Slide.



If you're too close to Alaric, he'll crush you with his Goth Hammer.

Alaric was both a famous and ferocious fighter in history. In his time, Alaric helped bring down the Roman Empire and conquered many portions of Central Europe. Beware of his bamboo stick!



Alaric is a master of close combat

so keep your distance from him!

ANGUS MCGREGGOR: THE SCOTTISH BRAWLER



Angus' attacks will confuse you!



Angus McGreggor from Scotland is one warrior with an attitude. Completely merciless, Angus has been known to use his special skills of Caber Tossing against even the weakest of opponents.

Let your guard down for a second and receive the punishment!



Though it looks awkward, Angus' fireball still hurts!

CHAGI: THE KICKBOXER



Chagi's fireball packs one massive wallop!

This kickboxer has all the crushing close attacks as well!



Chagi is a professional kickboxer who takes great pride in what he does. And why not? After all, he's the undefeated kickboxing champion of his nation. Chagi was chosen personally by the Ninja gods themselves.



Chagi's high kicks are both quick and devastating to all who oppose him.



DANJA: THE URBAN GANG LEADER



Ooohh, that's gotta hurt!



Danja spent her childhood in the streets where she learned some of the dirtiest fighting tactics ever! She is the leader of her crime fighting gang and a master of the bolas as well.

Danja's bolas have a tip that explodes on impact!



Beware! Danja's kicks connect in some of the lowest places!



SENZO: THE NINJA



Senzo's teleport is a great escape tactic!

It's easier to block Senzo's quick fireball rather than duck.



Senzo is one of the youngest ninjas in his clan. The Ninja gods have chosen him because of his blinding speed and agility in combat. Senzo also has the secret art of throwing fireballs at his disposal.



Beware of this Ninja's Whirlwind Kick!



THUNDRA: THE AMAZON QUEEN



Her uppercut and low kicks are

some of the quickest attacks! Watch out!



Thundra is famous for leading her Amazon race to victory over the Gargarians, which later resulted in an official treaty between the two clans. She also seems to have some mysterious closeness with animals.

If you stand too far away, she'll charge at you with her Jungle Lunge attack.



Don't underestimate this Amazon's great reach!



PAKAWA: THE COMANCHE INDIAN WARRIOR



Even his punches deliver damage!

Pakawa's head-but is guaranteed to put you down for the count.



Pakawa is chief of the great Tu-Wee-Kah tribe known for their un-ending bravery in battle. He is very skilled with a hunting blade and has many scalps in the tribe to prove it. Keep your distance from this powerhouse!



Pakawa combines speed and power!





This could be the bloodiest battle ever fought on European soil.



Afrikay didn't just leave her heart in San Francisco. Thanks to the nimble Amazon Queen, she left a few pints of blood, too.



Apparently, the West was won with a charbroiling fireball. But wait till you see what the Comanche has up his sleeve.



So you may have to walk with a slight limp. And people might call you "Lefty" or "Stump." All things considered, though, you got off lucky.

It's just the way things go when you play Kasumi Ninja, the first 32-Meg fighting game for the 64-bit Atari Jaguar. Yeah, things get graphic, all right. There are death moves like scalping, kicks that puncture lungs, and enough blood to make a surgeon hurl.

But, unlike other fighting games, there's a point to all this carnage. Beating your opponent means you sharpen your fighting techniques and acquire secret items that will help you through a 3D labyrinth for your final battle with Gyaku, the possessed Ninja elder.

So after you maim Gyaku and butcher whatever else might come your way, you win. Isn't that worth a limb or two?



DIS



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 Jaguar information is available in the Atari Roundtable Forum on GEmie. Type JAGUAR to access this area 24 hours a day. Atari, the Atari logo, Jaguar, the Jaguar logo, Kasumi Ninja and the Kasumi Ninja logo are trademarks or registered trademarks of Atari Corporation. Copyright 1994, Atari Corporation, Sunnyvale, CA 94089-1302. All rights reserved.



It's a jungle in there. Good thing Afrikay has the street-brawling skills needed to fight her way out.



The brute strength of Pakawa allows him to bench press even the most ruthless of barbarians.



The Ninja feels at home in his 3D texture-mapped shrine. And his morning routine consists of blood aerobics.

HELP, I'VE BEEN MEMBERED AND I CAN'T GET UP.



JAGUAR DO+THE
MATH
6 4 - B I T

INTERACTIVE MULTIMEDIA SYSTEM

CD-I

On March 3, 1972, the planetary exploration probe Pioneer 10 was launched into space. The probe contains a message which indicates the coordinates of Earth. In the year 2050, having long since left the solar system, Pioneer 10 continues on its long, cosmic voyage—until it suddenly stops, and ceases to transmit its message. On Earth, this sudden silence is interpreted as a breakdown of the transmission system. This, however, is a fatal error—the message sent into space by the incautious Earthlings has been intercepted—and will soon be put to use. As Lieutenant Jessica Darkhill of the Orbital Defense Forces, you have been chosen to direct combat operations against the Kesh Rahn, the extraterrestrial creatures who have obtained the coordinates of Earth and are planning to use them for only one purpose—to destroy it!

CHAOS CONTROL

MISSION 1

Your first mission requires you to clear the way for civilians to be repatriated from the Lunar Base to the general headquarters in Manhattan. Your main goal is to eliminate all of the Kesh Rahn soldiers in the Manhattan area who are blocking your way. The scenery of the Statue of Liberty is extremely breathtaking, but be warned—taking your eyes off of the opposition for more than a split second may result in the inhaling of your last breath!

CHAOS CONTROL

FACT FILE

CHAOS CONTROL

MANUFACTURER	# OF PLAYERS
PHILIPS	1
DIFFICULTY	AVAILABLE
MODERATE	JANUARY
CARTRIDGE SIZE	NUMBER OF LEVELS
CD-ROM	10
THEME	% COMPLETE
SHOOTER	60%

THE GOOD

The game features some of the most incredible, if not not the best, graphics supported by the CD-I!

THE BAD

The only control you have is of the crosshairs on your ship. It plays more like a movie than a game.

THE UGLY

None of the alien creatures in the game are going to win any prizes for being good-looking!



Check out the graphics! The reflections on the water add to the realism!



Right off the bat you are assaulted by a squadron of alien nasties.

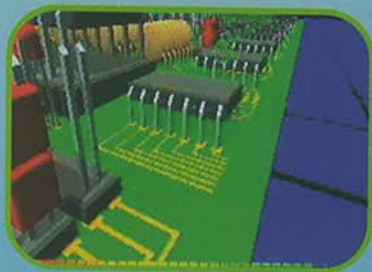


When your crosshairs are yellow, you are targeted on one of your own ships!

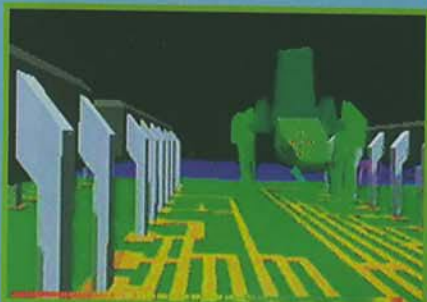


There are many enemies you will have to defeat. This guy is from Mission One.

MISSION 2



A Kesh Rahn virus has been introduced into the huge computer which controls the defense network—danger is imminent. Your job is to eradicate the virus before it spreads to other areas of the mainframe. The only access you have to the computer is through an experimental system called Virtual Reality. This system enables you to get to the heart of the computer and seek out the killer virus before it's too late!



In the beginning of the level you must take out the armored aliens in the computer-generated world. The whole level takes place on a computer's circuit board. At the end you will do battle with a virus!



Toward the end of the level you will battle some very huge crafts which may take more than one shot to take down. When aiming, decide which ones may cause the most damage.

The middle part of the mission takes you to the reaches of outer space. Every and any kind of alien will try to stop you dead in your tracks. Make sure you have a lock before you open fire.



There are two meters at the bottom of the screen which are very important. The one at the bottom left displays your remaining shields, while the one at the right tells how fast your lasers are heating up.



MISSION 3

Once you have neutralized the virus, you are chosen to direct the attack against the Kesh Rahn armada, an army five times greater than the surviving Earth forces. Once you have fought them in outer space near an abandoned orbital station, you will enter the labyrinth which guards the entrance to the Kesh Rahn high command. Your mission is to destroy their mother ship, which is protected by the imperial guard!



When and if you make it to the third mission, you will again have to do battle with an onslaught of alien creatures and ships. This time it's on their territory. Take 'em out!



After defeating the two Bosses, you'll reach an area that has many junctions and intersections. In order to make it to the mother ship, you will need to figure out which way to go through the maze.



Most of the battle takes place in special trenches where the enemy is hiding in the sides of the walls. When you make it to the end of the trenches, you're in for double trouble. Check it out!



When searching for the head master, the Lord Commander, you can be tricked into taking many wrong turns. If you do, you will be forced to start the level all over again!

tick

THERE NEVER SEEMS TO BE

tick

tick

tick

tick

ENOUGH TIME WHEN YOUR BRAIN IS

tick

tick

tick

tick

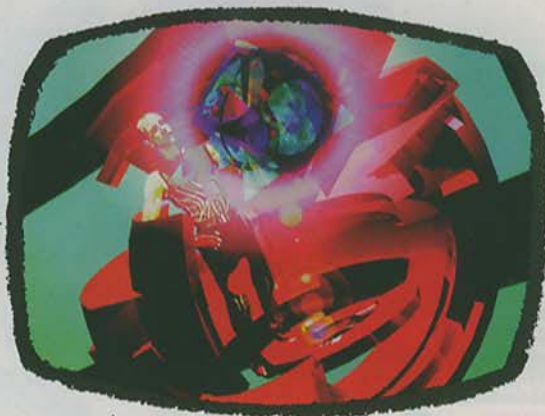
BEING EATEN BY A CYBER-VIRUS.

tick

Prepare for total immersion. Burn:Cycle fuses a cyberpunk action-adventure movie with a frenetically paced role-playing game. Sound easy? Don't make us laugh.



Every nanosecond counts. Burn:Cycle is your wit and marksmanship meeting all the physical and mental challenges we throw your way. Be fast. He who hesitates is toast.



Hardwire your neurons. Critics are calling Burn:Cycle "a totally synthesized, fully transcendental, bio-controlled, electronic rush." Man, what an understatement.



Click forward to the year 2063 *tick* where you've become a jaded *tick* nihilistic data thief named Sol Cutter *tick* with a neural implant jack in your neck *tick* and one day while downloading corporate secrets *tick* into the software inside your skull *tick* you also contract a nasty little *tick* computer virus called Burn:Cycle *tick* which is basically gonna corrode your brain *tick* like battery acid in two hours unless you can *tick* outwit and outshoot relentless enemy agents *tick* find Doc the only guy who may know how to save you *tick* then make peace with your personal demons *tick* and somehow God help you *tick* locate the party responsible *tick* in this cold harsh neon-lit world *tick* before you bite the oh what a bummer *tick* your time's up



Magnavox 450 CD-i player now \$299.99* includes 2 free titles.

PHILIPS MEDIA



CONTRA

THE ALIEN WARS



That mischievous Red Falcon is back seeking revenge on G.B.



In the early stages, there are ladders to help you if you miss a jump. The rest is up to you!



FACT FILE

CONTRA THE ALIEN WARS

MANUFACTURER	# OF PLAYERS
KONAMI	1
DIFFICULTY	AVAILABLE
MODERATE	OCTOBER
CARTRIDGE SIZE	NUMBER OF LEVELS
1 MEG	5
THEME	% COMPLETE
ACTION	100%

Those brave, elite warriors known to you and me as the Contras, are back and ready for some more alien butt-kicking. Most of you gamers out there will remember that this adventure on the Super NES platform set the standard a few years back. All I can say is that Game Boy players are in for a real treat when this game makes its debut! Nearly all of those alien-roasting levels are here, some with different twists! Because we're talking about the G.B. here, expect it to play a little slower than its Super NES counterpart, though it's not something die hard G.B. players would notice. Great gaming on the go!

WEAPONS OF DESTRUCTION

Crush gun	Bomb	Field
Explodes on impact	Clears screen	Limited shield
Homing gun	Standard	Spread gun
Seeks and destroys!	Standard rapid fire	Long-range weapon

THE GOOD

Game Boy players will get their taste of Contra action! A truly amazing job, Konami!

THE BAD

The action gets so intense sometimes that you should have a Super Game Boy to play it!

THE UGLY

The humiliation you feel telling people you were beaten by a gigantic turtle!

Be sure to look everywhere for enemy snipers!



This game brings new meaning to "look before you leap!"



Like the Super NES version, you can shoot in eight directions!



MISSION 1—THE STREETS OF NEO CITY

BOSS 1



The Giant Turtle Boss will attack you first with his snapping jaws, then with his flaming breath. Aim for his heart to win.



The tank gives invincibility and heavy firepower!



It may seem odd, but this is a safe place to stand!



Prepare to be bombed!



It's probably worth your effort to take out the sniper on top of the wall first.

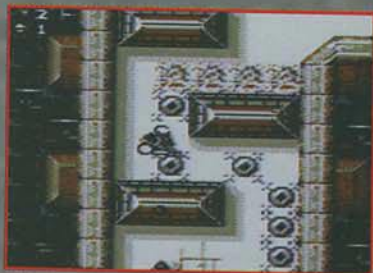


LEVEL 1

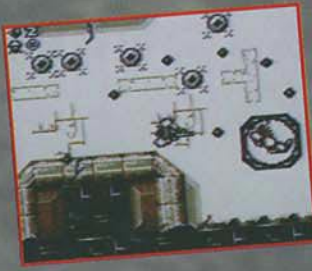


In the first mission you'll face a barrage of enemies such as the fire snake, the enemy plane, and a platoon of enemy snipers stationed in some of the most strategic places!

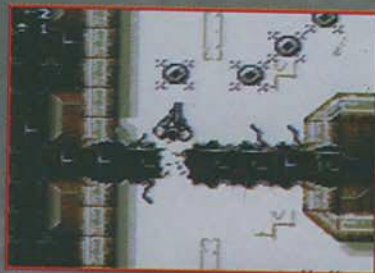
MISSION 2—THE HIGHWAY



These enemy mines will detonate a second after contact. Try tricking enemies into following you!



Your objective here is to take out all the enemy outposts. You'll be rewarded with an item for each one you do.



Many of these old bridges will crumble beneath you if you don't cross at the right area.



Watch out—enemies are hiding around every corner!

BOSS 2—METALLICAN

The end Boss of Level 2 attacks you with spinning, spiked balls and with its main gun!



The flamethrower is the weapon of choice here!

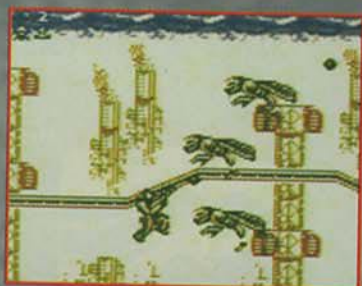


You keep the weapon from the last level here!

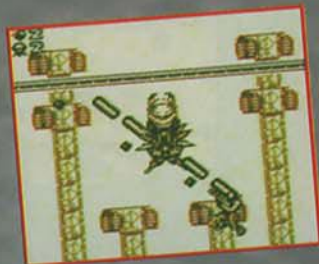
If you get lost, arrows will help show you the way!



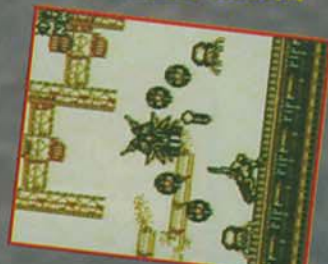
MISSION 3—THE OLD STEEL MILL



In this mission, winged insects will gang up and attack you! If you still have the flamethrower, now is the time to use it!

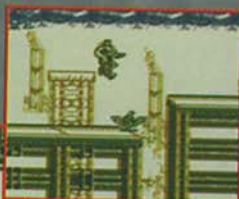


This weird, spinning thing is the mid-Boss for Level 3. If you send him down in flames, watch out! He'll be back!



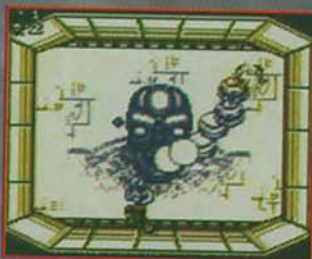
Make a jump for it when you see this spinning lever or else you'll become swiss cheese!

The weapon icons will disappear after a while if you don't want them.



Luckily, you can shoot the missiles in Stage 3.

This giant robot is the Boss of Stage 3. His flaming breath moves in your direction.



After a couple of passes with his flame breath he'll also attack you with time bombs so stand clear!



EGM X-TRA DARE TO COMPARE

A LOOK AT OTHER FORMATS...



The most obvious difference between these two versions is the color loss (or lack thereof) in the Game Boy version. The G.B. version makes up for it with its great game play, though. All in all, it's an incredible translation!



LEVEL 1



During this mission you're going to have to learn how to use an armored tank, without it exploding in your face! Talk about a joy ride! Make your way through the fiery wasteland to the guardian of this level, the giant fire-breathing turtle!



Break Thru!

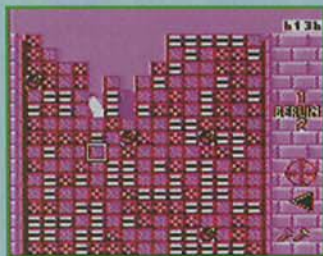
Start: 10/1994

FACT FILE

BREAK THRU

MANUFACTURER	# OF PLAYERS
SPECTRUM HOLOBYTE	1 OR 2
DIFFICULTY	AVAILABLE
MODERATE	OCTOBER
CARTRIDGE SIZE	NUMBER OF LEVELS
1 MEG	N/A
THEME	% COMPLETE
ACTION/PUZZLE	95%

Any Tetris lovers out there will have to try this game. In fact, the guy who created Tetris made this game; but instead of building a wall, you're knocking one down! If you've played Tetris, you should know how addicting it is. Break Thru is also addicting, but it's a little more challenging. Enter various levels around the world after breaking down a wall. One of the great things about Break Thru is that you have bombs and missiles to help you out. The challenge is to race against the clock, but you run into a few unexpected items that slow you down.



THE GOOD

You can finally wreck something without getting in trouble.

THE BAD

It could use a few more cool weapons.

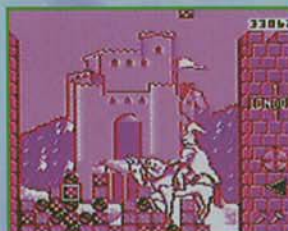
THE UGLY

Multiple bomb explosions are a rush!

BREAKTHRU



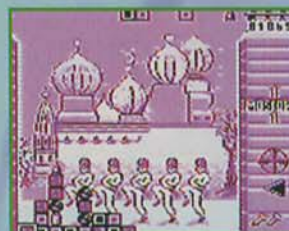
Stage 1: Berlin



Stage 2: London



Stage 3: New York



Stage 4: Moscow

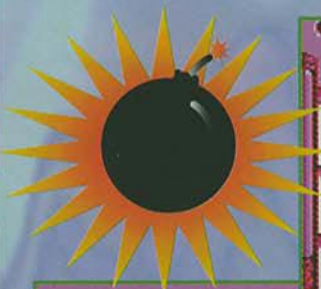


Stage 5: San Francisco



Stage 6: Beijing

THINGS THAT MAKE YOUR GAME GO BOOM!!!



Place your missiles and bombs just right to witness an atomic blast that speeds up the process of finishing your job. Group your bombs together to double the blast!



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

SAMURAI SHODOWN™

**MOST REQUESTED
GAME - 1994**

GAME GEAR

SEGA
GENESIS
16 BIT

Super
GAME BOY

SUPER NINTENDO
ENTERTAINMENT SYSTEM

TAKARA

Video Game Division

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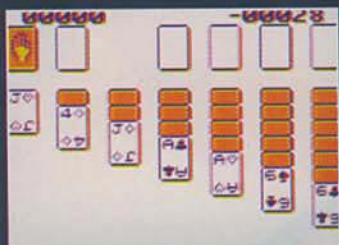
ZIP _____

AGE _____

Check here for a free Takara video club membership kit!

EGM





There are many different styles. Try them all just for fun!

THE GOOD

This is the best thing to happen to solitaire players since cards!

THE BAD

There are so many variations that it will take awhile to learn them all!

THE UGLY

The way you look after 20 games or so!



You can choose from up to 12 different variations of the game. They are all very challenging and addictive.



FACT FILE SOLITAIRE FUNPAK

MANUFACTURER	# OF PLAYERS
INTERPLAY	1
DIFFICULTY	AVAILABLE
MODERATE	NOVEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
1 MEG	12
THEME	% COMPLETE
GAMBLING	90%

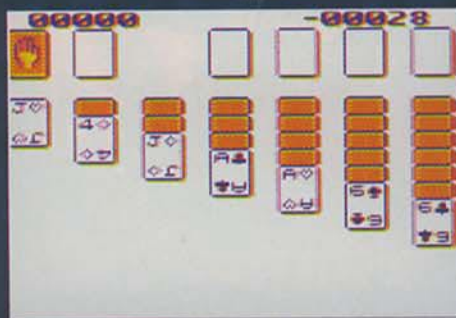
Solitaire Funpak



This game costs 20 points to play.

Each game costs a certain amount of points to play.

Solitaire players, get ready for a great new game called Solitaire Funpak. This game has 12 different variations, some of which I had never heard of before. The game also features a scoring system, so you can see how good you are. You can play each of the games by itself, or you can play in the Tournament Mode playing one game after another. This mode is more challenging and is a great way to pass the time, like a month or two! This is one of the games for the Game Boy that you will want to have with you at all times!



The slots are easy to play, and the payoffs can be huge!



For those who can't get to Vegas often enough comes a game that is sure to satisfy the gambler in all of us! Casino funpack has six different games including craps, video poker, and video slots. You can play each game by itself or participate in the Tournament Mode where you play all of the games in order. With \$10,000 to spend, you're sure to have plenty of fun. Try your luck at all of the games or try to cash in at your favorite.



Start betting and try to get a winning hand in video poker.



Roll a seven or 11 in this game of craps. Don't crap out!

THE GOOD

This is a great game for the Game Boy—it's really addictive!

THE BAD

When you win \$100,000 and wish you were really in Vegas.

THE UGLY

When you lose \$100,000 and you're glad you're still at home!

Casino Funpak



Try your luck in Roulette! Remember to always bet on black!

FACT FILE CASINO FUNPAK

MANUFACTURER	# OF PLAYERS
INTERPLAY	1
DIFFICULTY	AVAILABLE
MODERATE	NOVEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
1 MEG	N/A
THEME	% COMPLETE
GAMBLING	90%

RUN LIKE CRAZY.



BLACKJACK'S BOOBY TRAPS!



AVOID OBSTACLES!



BIZARRE BAD GUYS!



DIAGONAL VIEWPOINT

AI-YI-YI-YI-YI! IT'S KID KLOWN AND SPACE PIRATE BLACKJACK! HEADING STRAIGHT FOR YOUR FACE LIKE A BIG CREAM PIE! IN DIAGONAL SCROLLING 3D! WITH ENOUGH BOMBS, BOOBY TRAPS, BANANA PEELS, HIDDEN ZONES, POWERUPS AND BONUS STAGES TO KEEP YOU RUNNING FOR THE REST OF YOUR LIFE! SO DON'T JUST SIT THERE ON YOUR BIG WHOOPEE CUSHION! GET UP AND RACE TO THE STORE! **KEMCO.**



Disney
THE
LION KING
VIDEO GAME PREMIERE

FACT FILE

THE LION KING

MANUFACTURER	# OF PLAYERS
SEGA	1
DIFFICULTY	AVAILABLE
MODERATE	NOVEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
4 MEG	10+
THEME	% COMPLETE
ACTION	100%

THE GOOD

The soundtrack for this game is excellent.

THE BAD

The Bosses were a little difficult, considering the age-range for the game.

THE UGLY

It's on too many systems! Oh my!

ENEMIES GALORE!

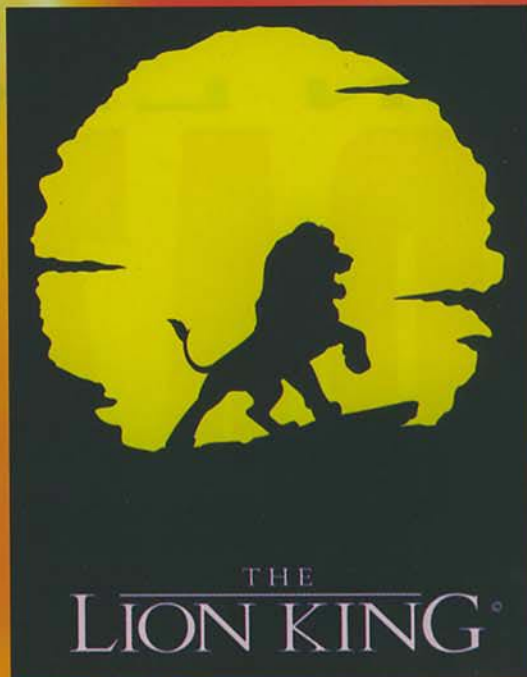


Roar at the enemies to scare them and then jump for the kill.

What kind of action game would Lion King be without enemies for Simba to face?!?



Learn this technique to survive the dangers of the later levels.



You play as the Lion King in this hit video game based on the equally successful movie. You have to go through countless levels and challenge unbelievable odds in order to prevail and reclaim your heritage. The good guys always win in the end ... right? As you travel through the levels you will grow in experience and size. With each new level come new challenges and tougher enemies to fight, not to mention the Boss creature at the end of each level! That's a lot for a poor little lion cub to worry about, but the road to becoming king is a hard one to travel and your arch nemesis, Scar, is waiting for you to challenge him on the very last level. Can you beat him and become king? Good luck!

LOOK AT SIMBA'S MOVES



LEVEL 1: PRIDE ROCK



In the first level you will learn to control Simba and master some of his moves. Learn quickly and you will definitely live longer.

LEVEL 2: JUST CAN'T WAIT



He just can't wait to be king, but first he must go through another challenge to gain more experience. Go get them, Simba!

LEVEL 3: ELEPHANT GRAVEYARD



This level has a rather grim name and background. Do not stop to look at the background—instead concentrate on avoiding the various bad guys.

LEVEL 4: STAMPEDE



This level starts by Simba having to avoid a stampede by jumping onto a series of platforms. If you should fall, try to get back up on one of the platforms before you are run over.

LEVEL 6: WILLOW CASCADE



This level is difficult because of the many water slides that are everywhere. Take it slow and steady. You will be at the end of the level before you know it.

LEVEL 5: EXILE FROM PRIDE ROCK



Forced from Pride Rock, poor Simba must face this difficult level and come out alive.

SIMBA BECOMES A LION!



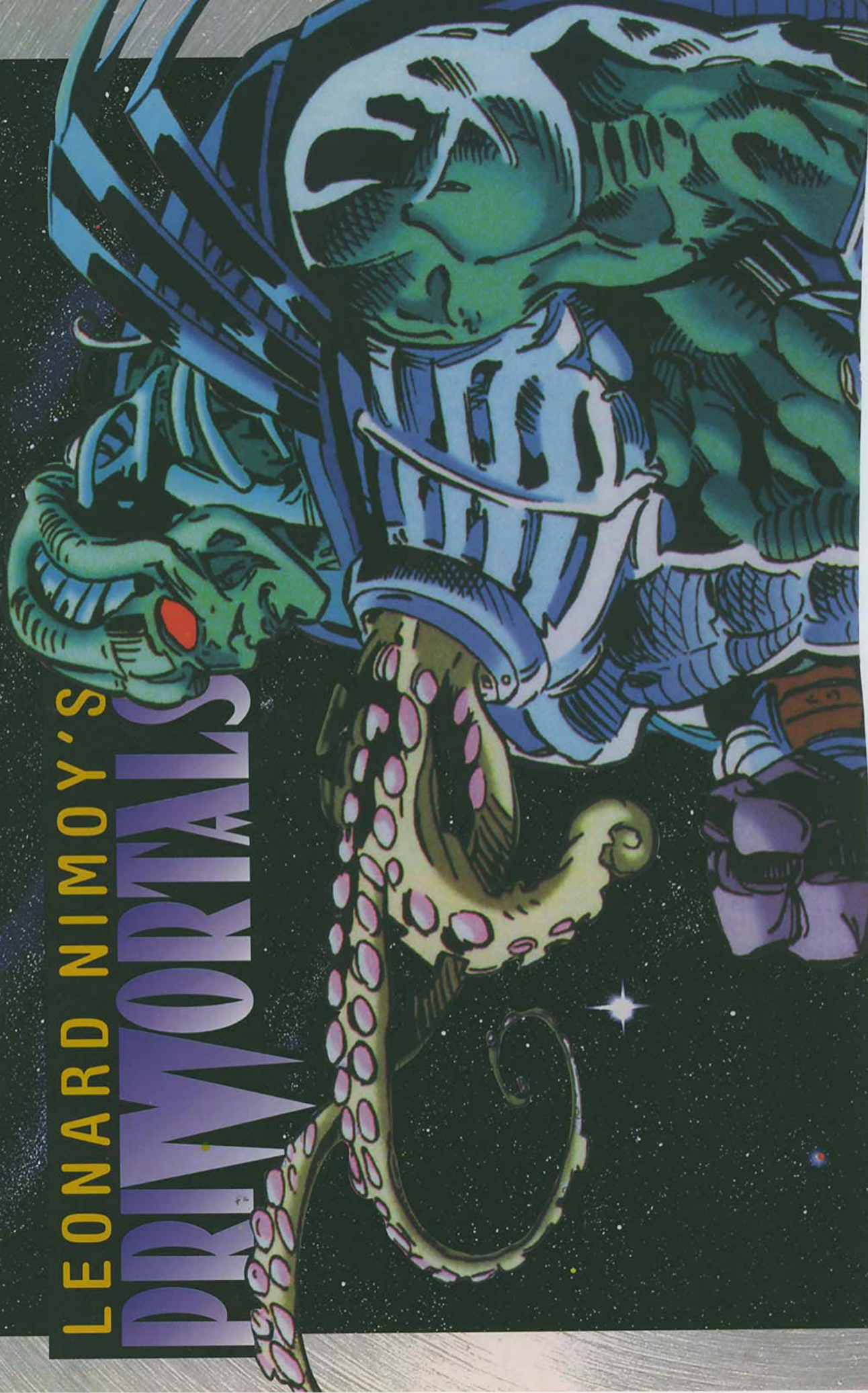
In Rafiki Chase and subsequent levels, Simba becomes a lion with stronger attacks and higher jumps. He also has a pretty nasty-looking roar!

MAP OF LEVEL 8: JUNGLE CAVERNS

Let's hear that lion give a roar! He will face many challenges from the various spiders and bats that inhabit the cavern. The jumps and leaps Simba will have to take to reach each platform will be a challenge indeed, but with a little practice can be done.



LEONARD NIMOY'S
PRIMORIALS







Go, go Power Rangers! Here's a game that is set up and moves like a Final Fight cart, yet controls and executes like a Street Fighter II game. It is also chock-full of combos that even novice players can learn. Plus, kids love the Power Rangers. Play as all five Rangers and also choose from one of three Powerzord or seven enemy characters. The moves are as follows: the one button is your punch; the two button is your kick; and if you press one and two together, you do a special move. There are tons of different combinations you can do in the air or ducking down. Kids will dig this!

THE GOOD

It has a good twist on your normal Final Fight games.

THE BAD

I'm not really a big fan of the Power Rangers, so this game doesn't really have much 'umph' for me.

THE UGLY

Some of the dialogue is goofier than other games! Wow, I thought that was impossible.



Here you get to choose your favorite Ranger. Each one has his/her own abilities.



FACT FILE POWER RANGERS

MANUFACTURER

SEGA

OF PLAYERS

1

DIFFICULTY

EASY

AVAILABLE

NOVEMBER

CARTRIDGE SIZE

4 MEG

NUMBER OF LEVELS

N/A

THEME

ACTION-FIGHTING

% COMPLETE

100%



This is King Sphinx. He is a pain in the keister for a first Boss. If you are not on the constant offensive, he will take advantage and beat the bloody heck out of you. Use your air attacks most often.



Strong Kick



Strong Punch



Punch Combo



Shoulder Throw



Blue Ranger



Fist Dive



Low Kick



Kneel Punch



Dash Uppercut

The Blue Ranger's fist dive can be lethal if done at the right time. Try a jump kick combined with a punch combo if the enemy is in the corner. You will do some major damage.



Nasty Knight is easy to beat and you don't need too much technique. Combos will finish him off faster.



There are lots of detailed cinemas throughout the game. They tell the story of the Green Ranger.



This picture reminds me of an old cartoon, not unlike the Rangers. Power Rangers Hooooo!



Lunge Kick



Lunge Kick



Flip Kick



Front Kick



Stiff Punch



Two-Hit Kick



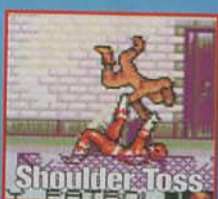
Leg Grab



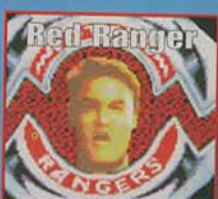
Pink Ranger



Flip Dive



Shoulder Toss



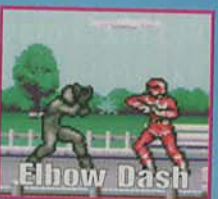
Red Ranger



Hard Kick



Dash Kick



Elbow Dash



Splits Dash



Mega Kick



Fist Smash



Roundhouse

The Pink Ranger is quick, and does a lot of flipping around. Her Flip and Dash Kick look similar. Use the Splits Dash, because it will hit three times harder if timed right.

The Red Ranger is strong and agile. His Two-Hit Kick is lethal. Use that in combination with the Roundhouse to do some damage that will make any enemy afraid of you.



help. Use the air attacks that require you to press one and two—it catches him the most.

The Green Ranger just can't get enough of fighting you. Beat him this time and he will join you to



be the sixth Ranger for you to choose. I left his techniques for you to discover. He is awesome!



This guy is very tough to beat. I suggest using the Green Ranger because he is the strongest.

All I can say is go all out on him. Use everything you know and that should be enough—hopefully.

Here the Green Ranger is thrown at you. It's no cakewalk. Good skill and some old-fashioned luck will



Twist Kick



Backhand



Kick Combo



High Kick



Walnut Crunch



Flip Foot



Air Toss



Black Ranger



Brainbuster



Leg Toss



Yellow Ranger



Backbreaker



Double Hit



Gouge



Knee Smash



Face Kick



Duck Punch



Hop Kick

Although the Black Ranger is slow, he makes up for it in strength and technique. His Knee Smash hits almost everybody. Use the Double Hit with the Gouge for a killer combo.

The Yellow Ranger is very aerobic, which is to your advantage because she has a lot of moves that hit and jump away. Combine the Duck Punch and Flip Foot for powerful effects.

FROM THE EDITORS OF ELECTRONIC GAMING MONTHLY....

MEGA PLAY

THE #1 ALL-SEGA VIDEO GAME MAGAZINE



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HEML1

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Hey Jacki Where do you stick it?

ASG.
Mutilating the Rules.

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SO... After a long day in the bowels of Hell, you've returned to the pits of your parents' living room. You're tired, you're hungry, and you're looking for a way to pass the time. You see a pile of Sega Genesis cartridges on the floor. You pick up one of the cartridges and find a note that says "FORGET IT, JACKI!" You read the note and find out that your parents have been playing the game "FORGET IT, JACKI!" and you're the only one who knows the secret. You decide to play the game and find out what happens next.

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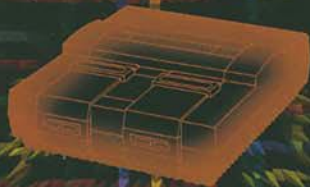


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RENTAL ONLY



With the continued growth of the rental industry showing no signs of slowing down, it only seemed like a matter of time before you started seeing rental-only products. Well, the time has certainly come for video games. Witness what Interplay, Capcom, and Electronic Arts have accomplished in the rental market.

Electronic Arts was the first to offer a special version of John Madden Football for rental only. It featured the ability to play as Super Bowl teams, a first for the JMF series. Interplay followed suit by offering a new version of Clay Fighter with a nice Tournament Option. Capcom took a different twist and offered Final Fight Guy, a Japanese version of Final Fight that was never released for sale here in the States.

What does the rental market provide for these companies? A look at what consumers are interested in, that's what. If the market is strong enough, rental-only games could be for sale in your local stores soon.

THE GOOD

The game has a very humorous side to it as well as being a great fighting game!

THE BAD

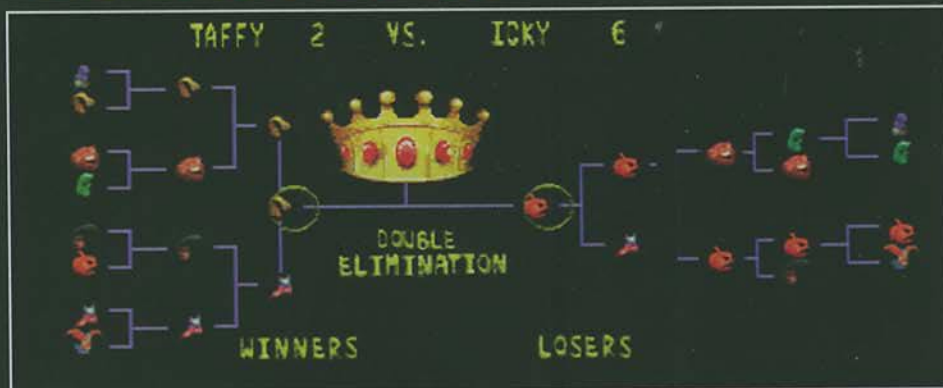
Sometimes the control leaves a little to be desired.

THE UGLY

Being mocked by Bonker. It'll make you want to throw the controller at the television!

If you thought Clayfighters couldn't be improved upon, you were wrong! Clayfighters Tournament Edition has everything Clayfighters does and then some. It has Double Elimination Mode, Single Elimination Mode, and Sudden Death. You can also play with up to eight people so you can see which of your friends is the ultimate Clayfighter. The only problem is that this game is for rental only, so if you want to play Clayfighter Tournament Edition you must journey to your nearest rental store and rent one of best clay fighting games out there!

GREAT NEW OPTIONS!



Unlike the first Clayfighter game, the Tournament Edition has a Double Elimination Mode in which you can battle it out with up to eight players to see who dominates!



Single Elimination lets the winners battle it out to the finish to be the ultimate fighter!



Sudden Death is similar to Single Elimination, but only takes one round to win!

DIFFERENT COLORS!



As opposed to the original Clayfighters, all of these characters' colors can be changed. If you go into any of the Elimination Modes and choose any one of the fighters, you can change the colors by pressing either the A, B, X, or Y buttons. Any one of these clay freaks change into multiple, different colors. For example, Bad Mr. Frosty doesn't change into the same colors Taffy does.



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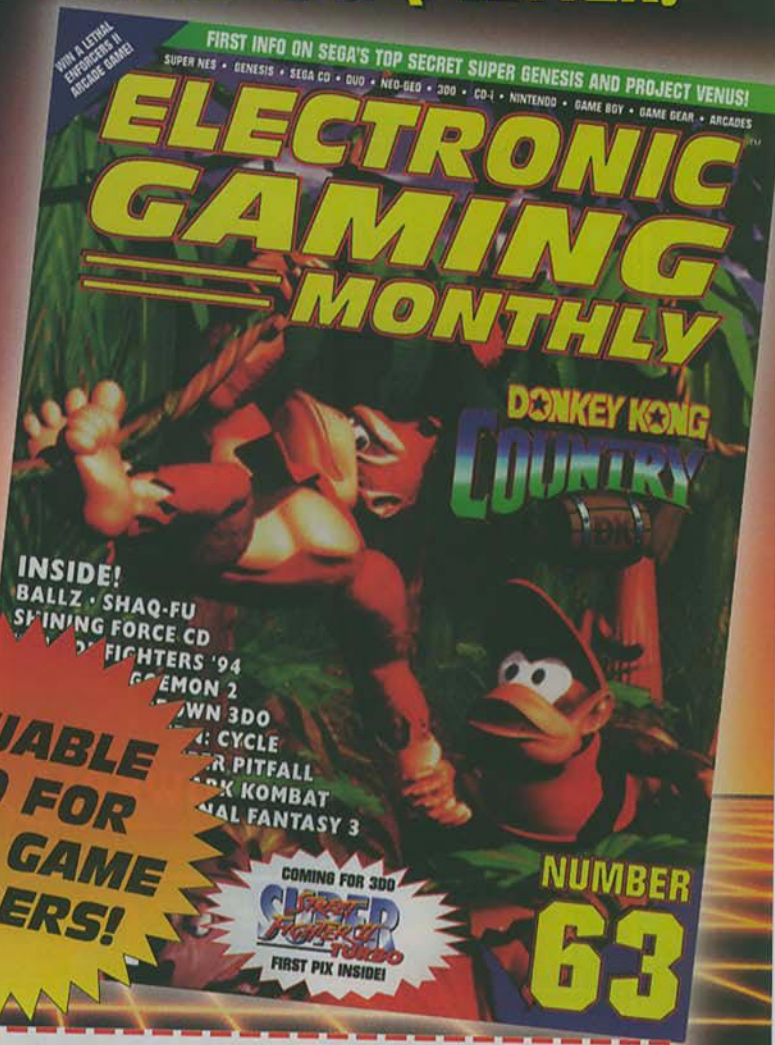
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SNOWBALL

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BONKER



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QS162



QS175



QS173



QS181



QS183



QS135



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You're **RACING** HEAD-TO-HEAD with a ball bustin'
alien who's firing **missiles** UP YOUR tailpipe
and **rockin'** you good but NOT as good as the pumpin'
music that's burstin' your eardrums and LOUD-MOUTH

Larry Huffman's screaming "this is the
number one game in Europe" AND YOU
SAY *Europe* — who gives a *#@! — I'M GETTIN' MY tail
knocked in the **DIRT** and this is what **Rock 'n Roll**

Racing
is all
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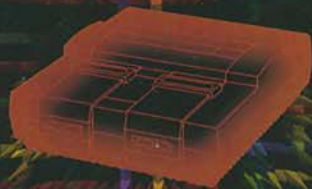


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RENTAL ONLY



Haggar receives the bad news about his daughter. It's time for revenge!

WEAPONS AND ITEMS



SWORD

Pick up this item to slice your enemies and keep them away.



KNIFE

Take this weapon off the ground and throw it at your enemies.



PIPE

You might find these in boxes or under barrels to hit your foe.



FOOD

Pick up chicken, pizza, booze, and other items for health.



POINTS

Gold bars, radios, hats, money, etc. are worth various points.

Final Fight GUY

Jessica needs your help! She has been captured by Belgar and the Mad Gear Gang to keep the mayor, Mike Haggar in line! Use the friend of Cody, Guy, and Jessica's father, Haggar to rescue her and put a stop to the Mad Gear Gang.

Guy has quick reflexes and a combination of punches and kicks. He also has two jumpkicks, a jumping knee move, and a knee to the gut. Haggar on the other hand is an ex-professional wrestler. He takes advantage of his size and does wrestling moves on his opponents. Haggar has a devastating punch, jumping piledriver, suplex, jumpkick, and a jumping lunge move.

Each character has a special move that can knock down multiple characters at

one time. Use swords, knives, and pipes as weapons. Pick up food to increase your life meter and items to increase your score. This is the final fight!



Jessica has been kidnapped by the Mad Gear Gang! You must save her!

EGM X-TRA DARE TO COMPARE

A LOOK AT OTHER FORMATS...



The first version of this game (Final Fight) rocked the Super NES when it came out. The two games are nearly identical with the exception of the replacement of Cody with Guy, additional graphics, and less slowdown.



THE GOOD

It's an improved version of the game with my favorite character, Guy! The slowdown is minimized.

THE BAD

They didn't improve it enough to buy it if you already own the first Final Fight. It's still only one player!

THE UGLY

Picking up beer and hard liquor can improve your health? What's wrong with this picture?

ROUND 2: THE SUBWAY



THIS WILL PREPARE YOU!!!

Now activate every warrior's Fighting & finishing move, Fatality, Babality, Friendship, Pit & Kombat Tomb Fatality with a push of a button. No need to memorize these moves.

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Sega Genesis™ Kontrol Pad Shown

KONTROL PAD 2

This Pad is the same as the Mortal Kombat® II Kontrol Pad (does not include the 3 Kards), PLUS:

- Save money and use it as a replacement pad or for a second player.
- Comes with a free Bonus Kard with 32 moves or variations not included in the Mortal Kombat® II Kontrol Pad.
- **Mortal Kombat® II Bonus Kard** Buy this kard separately to get all the moves not available in the Mortal Kombat® II Kontrol Pad.
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Kitana™	Fan Throw	Fan Lift	Sq. Wave Punch	Kiss of Death	Fan Decapitation	Friendship	Babality	Pit II +KTF
Kung Lao™	Teleport	Hat Throw	Bullet Kick	Whirlwind Spin	Fatality 1	Fatality 2	Friendship	Babality
Liu Kang™	Flying Kick	Stdr. Fireball	Crouch Fireball	Fireball	Dragon Bite	Smrst. Kick	Friendship	Babality
Mileena™	Roll Attack	Teleport Kick	Sai Throw	Sai Stab Shred.	Fatality 2	Friendship	Babality	Pit II + KTF
Johnny Cage™	Gr. Flame (low)	Gr. Flame (high)	Shad. Uppercut	Shadow Kick	Babality	Friendship	Torso Rip	Friendship
Rayden™	Teleport	Flying Thndrblt.	Lightning Bolt	Shock	Uppercut Expl.	Pit II + KTF	Friendship	Babality
Reptile™	Slide	Acid Spit	Force Ball	Invisibility	Tongue Grab	Invisible Slice	Friendship	Babality
Scorpion™	Spear	Decoy	Scissor Tkdn.	Flaming Bones	Toasty	Double Slice	Friendship	Babality
Sub-Zero™	Slide	Deep Freeze	Ground Freeze	Frz. & Up. Cut	Ice Bomb	Friendship	Babality	Pit II + KTF
Shang Tsung™	Flames (1)	Flames (2)	Flames (3)	Body Possession	Drains the Soul	Pit II Only	Friendship	Babality
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ROUND 1: THE SLUM



In the first level, you must take Guy or Haggar through the slums. Use

punches, kicks, knives, and other weapons to defeat your enemies. Beat the Boss Damnd to finish the round!



Damnd will whistle for his boys to come out. Beat him up and they will go away!

GUY



Guy, who is a friend of Cody, is the main character in this game. He was taken out of the first game, but now he's back!

ROUND 2: THE SUBWAY



Round 2 will have you first kicking butt in a subway station, then get

ting on the subway and bashing some

more heads. Here, Haggar gives a jumping piledriver!



At the end of the level, you will face Sodom in the ring! Take his swords away!

HAGGAR



Haggar is the father of Jessica and an ex-professional wrestler with many moves!

ROUND 3: UPTOWN



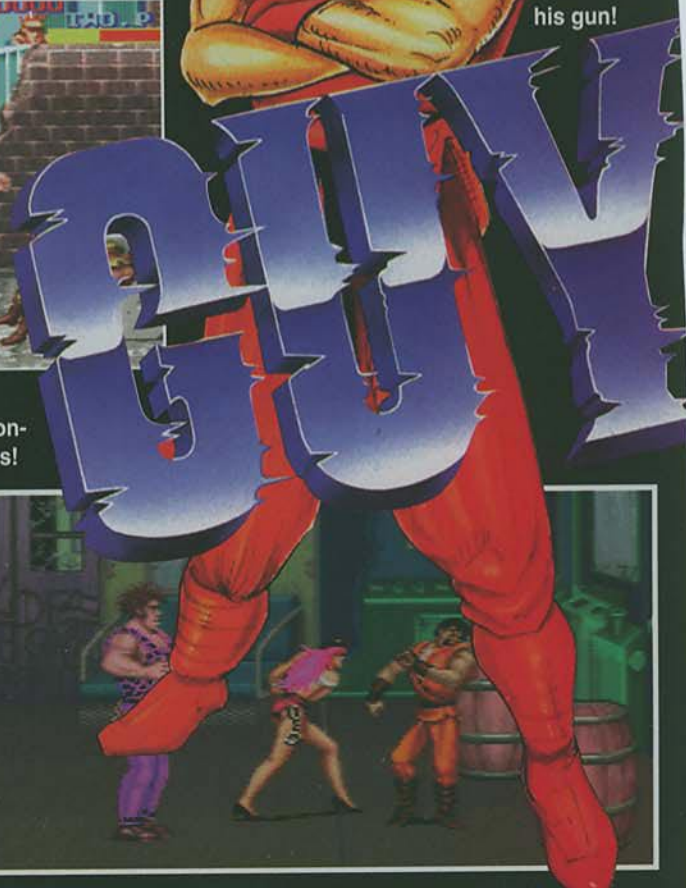
In the uptown scene, you will go through the streets. Trouble is around

every corner, especially with this bar brawl!

Pick up a pipe to whack your foes! The street gangs await you!



Edi. E will give you a good thrashing! Watch for his gun!



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- 41: Norman - War/Arcade
- 42: Armor Battle - War/Arcade
- 43: Magic Bean - Cartoon/Arcade
- 44: Apache Chopper - War/Arcade
- 45: Paratrooper - War/Arcade
- 46: Sky Avenger - Fight/Arcade
- 47: Sharp Shooter - Arcade
- 48: Meteor - Space/Arcade
- 49: Black Hole - Space/Arcade
- 50: The Boss - Cartoon/Arcade
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Book Trilogy Commemorates *Star Wars* Art

Since first gracing the big screen back in 1977, *Star Wars* has become one of the most

celebrated movies of all time. Along with its two succeeding sequels, *The Empire Strikes Back* and *Return of the Jedi*, the *Star Wars* movies have endeared themselves to a whole generation of fans. Now, a new trilogy from

Ballantine Books commemorates some of the dazzling artwork that helped spawn the *Star Wars* phenomenon.

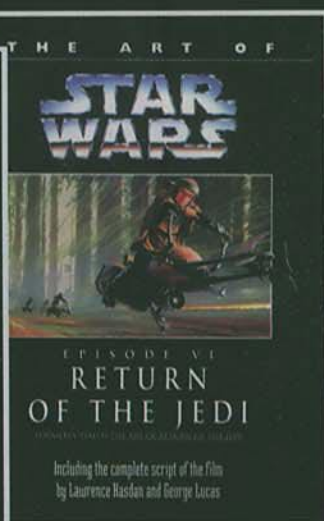
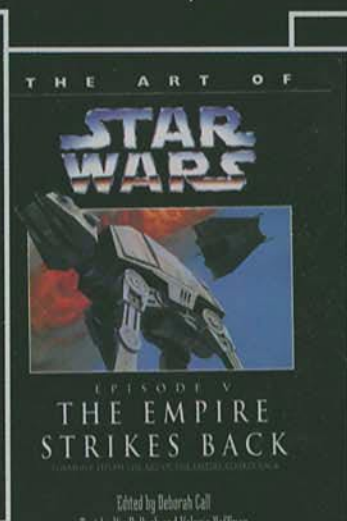
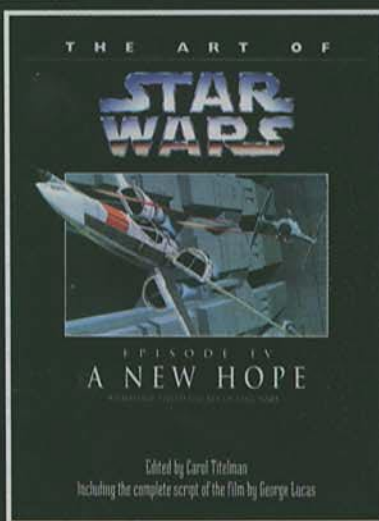
Titled the *Art of Star Wars*, this three-book series is a collection of early character sketches, costume designs, creature

models, spacecraft blueprints, and full-color production paintings from the artists who first breathed life into the fantastic

On top of all this, the books include the complete movie scripts from *Star Wars* and *Return of the Jedi*.

Taken altogether, *The Art of Star Wars* trilogy is a fascinating overview of the creative process. It is the story of the evolution of

one man's vision, transformed from its humblest origins into a worldwide phenomenon. Whether you're an ardent *Star Wars* groupie or just a casual aficionado, this definitive collection is one offering you won't want to miss.



visions of creator George Lucas.

The collection includes original storyboards, on-the-set photography and behind-the-scenes profiles of the special effects wizards who turned miniature models into modern-day movie magic.

New Virtual Park Offers Out-of-This World Experiences

At one time Virtual Reality was considered the wave of the future. With the arrival of Virtual World, a theme-based virtual arcade, it appears the future is now.

As you walk through the doors of Virtual World, you are immediately immersed in an entirely fictional world. As a member of the Virtual Geographic League, a secret society dedicated to the discovery and exploration of new dimensions, you must choose one of two destinations, BattleTech or Red Planet.

In BattleTech, you are at

the controls of a 30-foot walking tank as you wander around the surface of the dangerous planet Solaris VII. In Red Planet, you race through the tunnels of an abandoned mining colony beneath the Mars surface. In each scenario you compete with up to seven other players.

Presently available only in Chicago, Los Angeles, San Diego, Houston, and Dallas, Virtual World plans to expand into the 50 largest U.S. cities. Virtual World also plans to introduce at least one new virtual reality experience for its arcades each year.

Strange but True

Udder-ly Ridiculous

A movie script about a U.S. president caught having his way with a barnyard cow and the repercussions that follow is presently being shopped around in Hollywood. The script was written by *Rolling Stone* veteran Joe Eszterhas.

I Feel Like Chicken Tonight

A woman dressed as a chicken attempted to throw a pie in the face of country singer Kenny Rogers during a performance in Elkhorn, WI. The woman, who was brought down by authorities before her pie could hit its mark, was protesting Mr. Rogers' plans to open a roasted chicken franchise.

CULTURE SOURCE FOR EGM READERS

New Cartoon is Bad to the Bone

They're hip. They're exciting. They're a little bit lacking of flesh. They are the *Skeleton Warriors*, the latest in Saturday morning cartoon action entertainment.

A sci-fi fantasy adventure, *Skeleton Warriors* is a classic tale of good versus evil. For centuries the all-powerful Lightstar Crystal protected planet Luminaire from danger. But when the

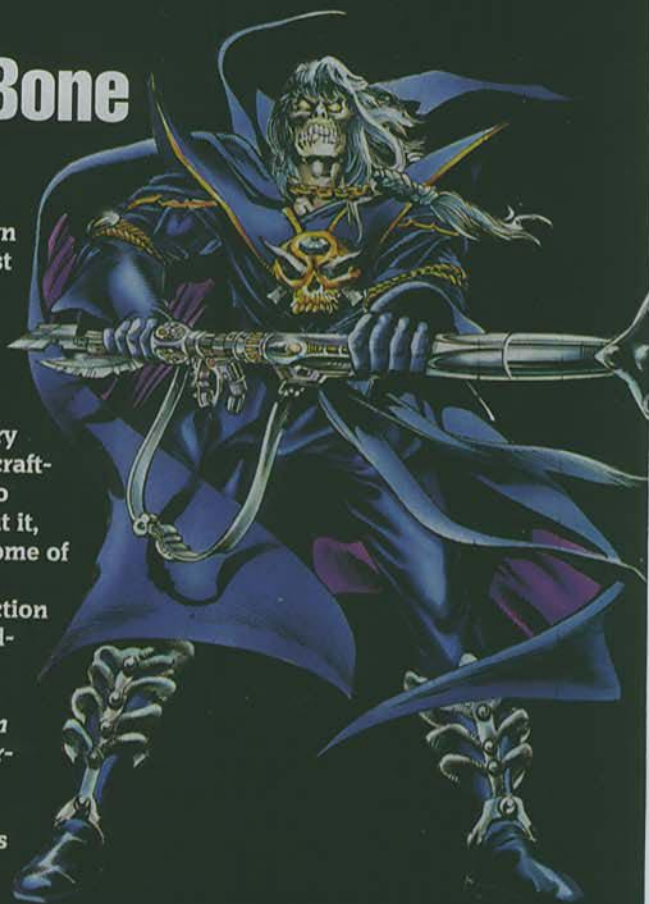
treacherous Baron Dark manages to break the crystal in half, darkness falls over the planet. With the crystal broken, Baron Dark and others with similarly wicked intentions are transformed into living skeletons, the ultimate embodiment of evil. As Baron Dark leads his invincible Skeleton Legion on a campaign of destruction and terror, it's up to Prince

Light to protect the kingdom and attempt to restore peace by regaining the Lightstar Crystal.

Along with being one of the hottest new animated series, the *Skeleton Warriors* action figures are one

of the best new things going. Down to every last fibula and femur, these incredible action figures are very intricately crafted. Make no bones about it, these are some of the coolest designed action figures available.

Look for the *Skeleton Warriors* cartoon every Saturday morning this fall on CBS.



Video Games Honored

In the first televised awards show of its kind, video games will now get their due, as Cybermania: The 1994 Interactive Games Awards comes to TBS on November 5.

Like the Emmys or the Oscars for the video game industry, the awards honor the best and brightest new titles in categories like Best Sports Game, Best Action/Adventure Game, Best Graphics, and Best Overall Game.

The awards will be presented by the Academy of Interactive Arts and Sciences.

Nominees are selected by the Academy from a list of current best-selling games, but it is you, the game player, who can help decide the final winner. Game enthusiasts from coast to coast will be able to cast their ballot for their favorite game via the on-line services and mail-in ballots.

So shut off the Super NES or the Sega CD and root for your favorite game as TBS brings to television the 1994 Interactive Games Awards. TBS will present an encore presentation of the ceremony November 12.

Return to Jurassic Park

Hey there, all you velociraptor fans, you're in luck. It seems the latest buzz in Hollywood is that Steven Spielberg will be making a second *Jurassic Park* movie.

Renouncing his one-time aversion to sequels as a "cheap carry trick," Spielberg says he isn't so attached to the *Jurassic Park* story as to forsake the fans and not give them what they really want.

Spielberg plans for

the sequel to open during the summer 1997 season. In the meantime, *Jurassic Park* fans can whet their Brontosaurian appetites with the original, available now on home video.





X-Men Confront New X-istence

The future is looking pretty bleak for the X-Men as we've come to know them. Soon an event of epic proportions will wreak havoc on the Marvel Universe and forever alter the history of the X-Men superheroes.

This December in *X-Men* #41, X-Men founder Dr. Charles Xavier will meet with an untimely demise. Through a bizarre chain of events, Xavier is murdered

20 years ago—before he could bring together his now-legendary team of mutants. With Xavier dead and the Xavier Institute never realized, the present-day Marvel Universe echoes with repercussions.

In January, Marvel will discontinue its current X-titles. They will be replaced by nine new titles that present the X-Men exploits in this radically different world. Each of the new titles begins with issue #1.

With Xavier never part of the picture, it is Magneto who has assembled this rag-tag band of mutants. Magneto has married Rogue, Logan has teamed with Jean Grey, and Nathan Christopher Summers—because his parents Cyclops and Jean Grey have never met—ceases to exist as Cable. These are but a few of the new surprises that lay in store for X-fans in 1995.



Bat to the Basics

Over the past year, Batman has fallen on some difficult times. Crippled at the hands of the insidious Bane, a helpless Bruce Wayne was forced to surrender the mantle of the Bat to a more able hero. Now, with all the excitement begun in "Knightfall," Bruce Wayne is finally back—this time for good.

Beginning in *Batman* #515, the Dark Knight will make his permanent return to Gotham City, but not without first making some changes. Starting also with issue #515, Batman will sport a totally redesigned costume.

"Having Bruce Wayne return unchanged in a visual way somehow seemed wrong," says returning *Batman* writer Doug Moench. "We wanted to suggest a change in him both visually as well as psychologically."

Batman's new costume was designed by Vince Giarrano, artist of *Batman: Seduction of the Gun*. The new look promises to take the Caped Crusader into the 21st century.



This month in HERO



For the latest word on the world of comics, crack open a **HERO ILLUSTRATED**. Issue #16 includes a comic-lovers guide to the new superhero shows coming to television this fall. Also, an off-the-cuff interview with *Bone*'s Jeff Smith and *Starman*'s James Robinson and an inside look at the hottest new upstart, Tekno•Comix.

This month in CARDS



Inside this very hot Psylocke cover is a preview of Fleeer's new Marvel Masterpieces '94, painted exclusively by renowned sci-fi and fantasy artists, Greg and Tim Hildebrandt. Also this month in **CARDS ILLUSTRATED** #11, a look at two new card sets featuring original artwork from the archives of Jack Kirby.

Gargoyles Invade the "Disney Afternoon"

In a time of swords and sorcery, gargoyles existed as vigilant protectors of the night. Perched atop Medieval castles and cathedrals, these stone sentinels came to life after sundown, protecting the sleeping villagers from the dangers lurking in the dark.

This fall, such fanciful superstition returns to life as *Gargoyles*, the latest animated series from Walt Disney Television Animation, joins the lineup of the popular "Disney Afternoon."

Debuting October 24, *Gargoyles* begins with a five-episode miniseries introducing a band of menacing winged warriors who are transplanted into modern-day New York.

Beginning a thousand years ago, the story focuses on a clan of gargoyles who defend a Scottish castle from a relentless barrage of Viking assaults. One fateful evening, the gargoyles are unwittingly betrayed, and the castle is sacked by a band of marauders. As punishment for their failure, a sorcerer casts a spell over the gargoyles, condemning them to sleep in stone "until the castle rises above the clouds."

For centuries the creatures remain

entombed in stone, until a wealthy American businessman decides to make the castle his personal corporate stronghold back in New York. Stone by stone, brick by brick, gargoyle by gargoyle, the castle is dismantled and transported to America, and reassembled high atop a Manhattan skyscraper—high above the clouds.

With the curse finally broken, the gargoyles wake from their thousand-year slumber and discover a world drastically changed from the one they knew before. Undaunted by the new surroundings, these mythic beasts again strike up their campaign to defend the community, swooping down on Manhattan each night to protect good citizens from the thugs and brutes of the Big Apple.

Besides bringing Disney-quality animation to television, *Gargoyles* also boasts an impressive cast of voices. The list includes such notable actors as Keith David, Jonathan Frakes, Marina Sirtis, and Ed Asner.

Keith David stars as Goliath, leader of the gargoyles. It was



Goliath who was lured from his post the night the castle was overrun, leaving him bitter and distrustful of all humankind. Ed Asner plays Goliath's trusted gargoyle assistant.

Jonathan Frakes plays the wealthy businessman Xanatos, who moves the Scottish castle to his Manhattan skyscraper, releasing the gargoyles from the sorcerer's curse. Unlike his straight-laced Cmdr.

Riker on *Star Trek: The Next*

Generation, Frakes plays Xanatos as a ruthless and conniving villain with grand schemes for making Manhattan his very own. Though it was Xanatos who brought the gargoyles back to life, it soon becomes apparent to them that he is not their friend.

Marina Sirtis, another *Next Generation* veteran, stars as the evil Demona. Goliath soon discovers that it was Demona's betrayal that cost him the castle in ancient times. And, not surprisingly, Demona soon gives her allegiance to the dastardly Xanatos—the lines are clearly drawn for a grand battle for Manhattan.

Following its five-day premiere, *Gargoyles* will air every Friday afternoon, in the time slot preceding *Disney's Aladdin*. With an initial 13 episodes of *Gargoyles* already complete, Disney has committed to a second season of *Gargoyles*.



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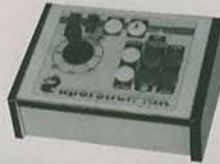
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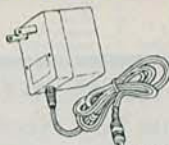
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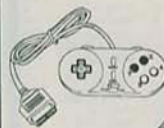


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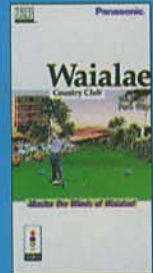
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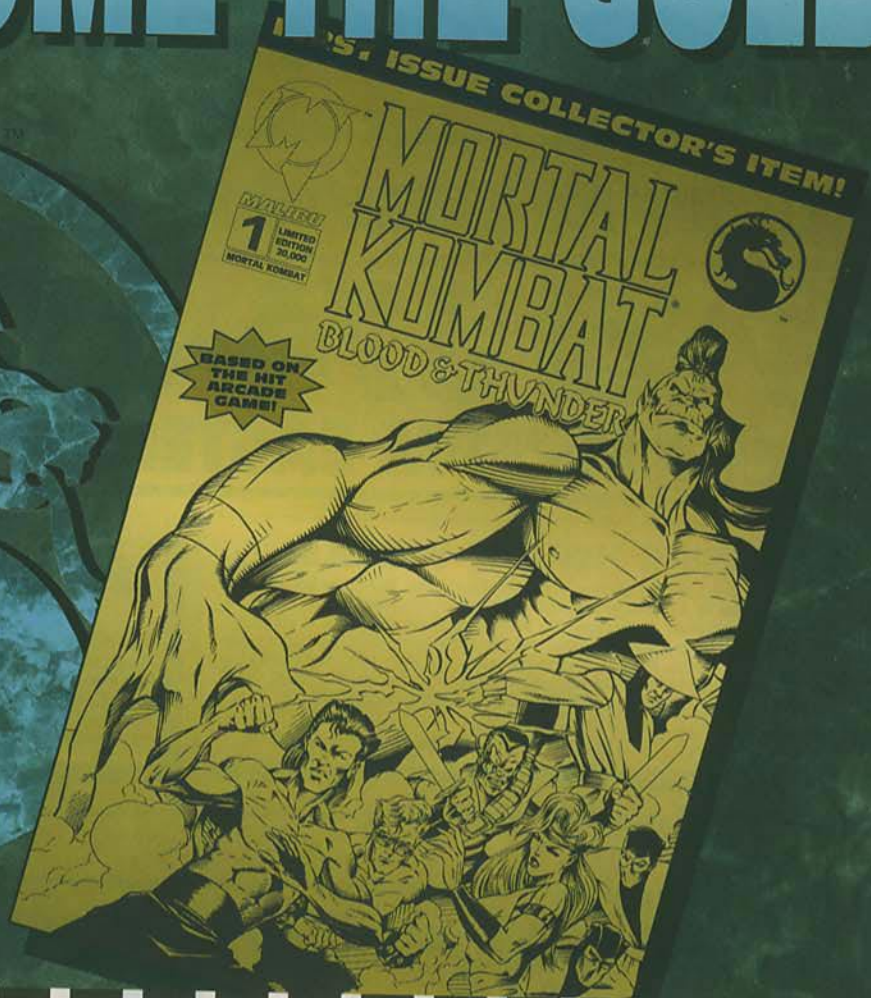
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Is it the most massive mix-up in Looney Tunes history? Or have a million masters of animation suddenly surfaced? The answer can be found in new **Looney Tunes Acme Animation Factory**. It lets anyone create their own Looney Tunes cartoon adventures! Sources at Sunsoft, makers of the **Acme Animation Factory** game for Super NES, confirm that new Looney Tunes cartoon animators are suddenly springing up from coast to coast. This development has fueled speculation that **Acme Animation Factory** is more than an ordinary video game. It appears to be something so new and different, it's unlike anything ever seen. In an exclusive, undercover investigation, this reporter has learned that **Acme Animation Factory** gives you the power to design, paint and animate like a professional.



So you can create Looney Tunes cartoon adventures on your Super NES — and save them to watch at any time. You'll choose from a full menu of scenes and characters, or even draw your own. Plus, you can color your creation any way you want, then add titles and create music! It even gives you the choice of using a controller or the Nintendo mouse. Looney Tunes spokesperson, Bugs Bunny refused to comment at this time. However, Taz did

agree to issue the following statement, "Graaaaaarwww ooooga rawwww ugh blaaa froooooog!" Then he ate my note pad.



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SOMETHING FUNNY'S GOING ON AROUND HERE!

The long you play, the loo
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The Looney
features all your
Bugs Bunny, Porky Pig,
Sylvester and Tweety, E
Fudd. And Daffy Duck himself.
The **Acme Animation Factory**
just the carrot on the...er...New
mind.



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