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EGM²

FROM THE EDITOR OF
ELECTRONIC GAMING MONTHLYTM



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Volume 2, Issue 1



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1+2=32X

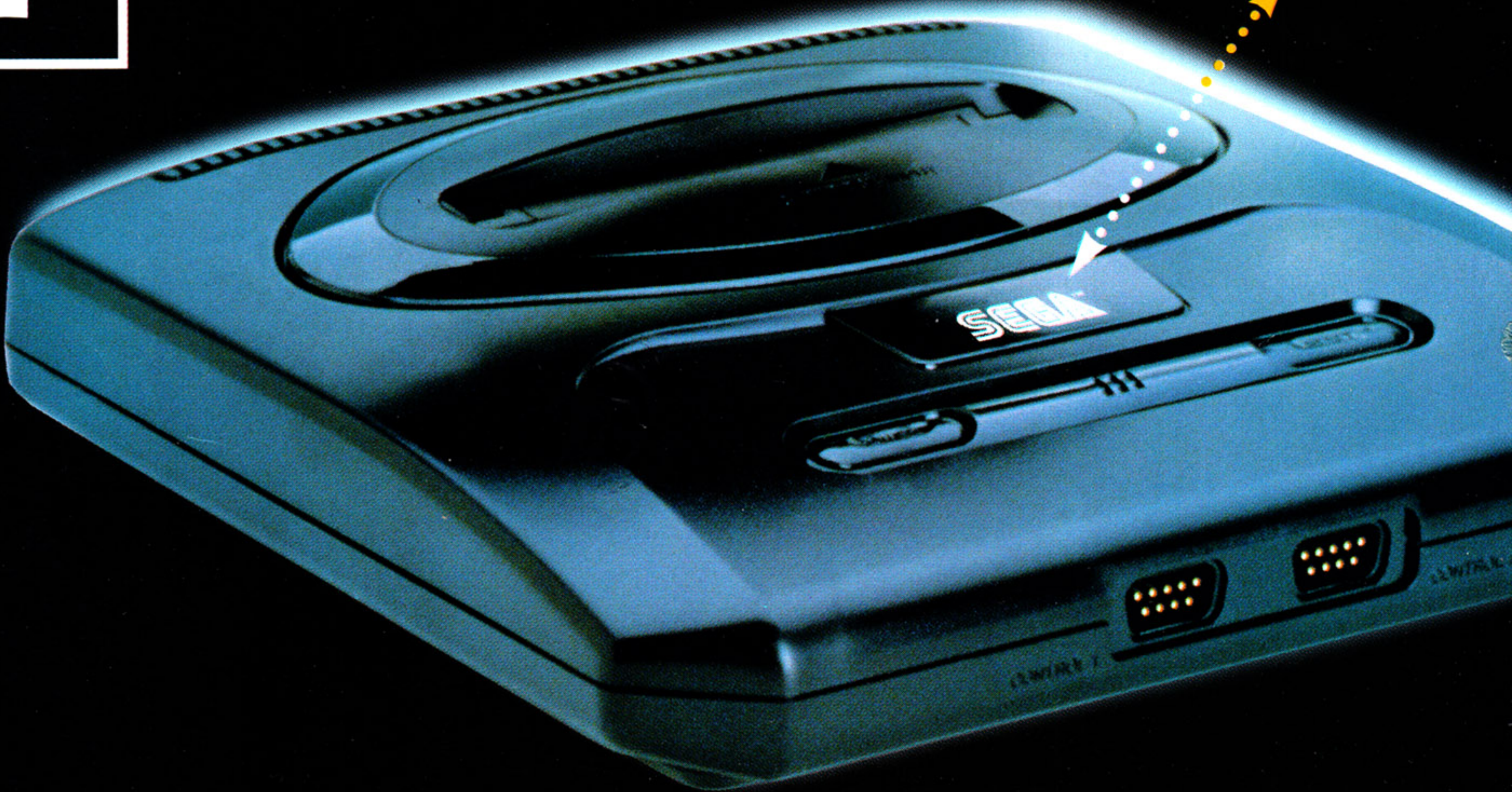


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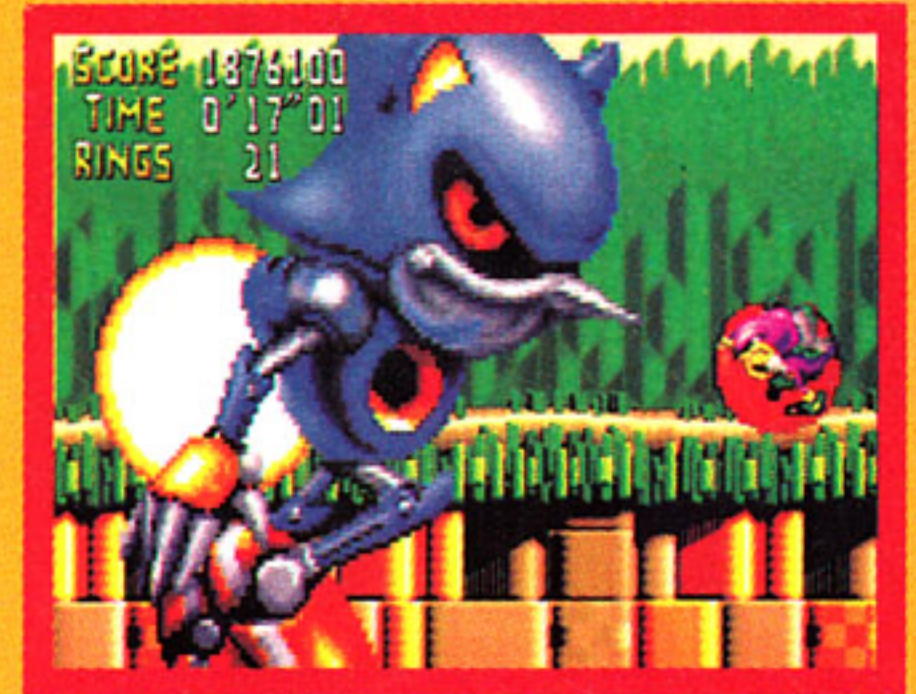
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2





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LET THE TRUTH BE KNOWN ... ON-LINE

Since the beginning of this magazine, we have always welcomed comments from readers, good or bad. E-mail comments have always been welcome here, too. We've received many tricks, opinions and even exclusive tidbits that proved to us that e-mail was really the way to go. However, there seems to be a growing trend that needs to be addressed. Interacting directly with readers in chat rooms is fun, but many people don't believe it when we say we work for **EGM**. Some of you Internet buffs have even tried to give us quizzes to validate our claims of working here.

We receive a flood of new mail every day, offering both good and bad comments, plus many questions that readers have about the video game industry. That's great! It's the primary reason we decided to go on-line, so we could receive and answer mail on a more timely basis. But all this message swapping leads to some serious confusion, especially when you readers start evaluating us.

Don't get me wrong; I love to hear the positive and negative comments about the magazine. I have one request, though. When saying, "You guys suck" or "You guys are the best," how about telling us why we suck or why we're the best? If you don't like our writing style, picture sizes or layouts, please say so. Telling us the specifics can help us make a better magazine for you; it is, after all, your magazine. Some of the comments we've received have been implemented, i.e. bigger pictures, lighter backgrounds, more informative text and cleaner layouts. We've taken these comments to heart and are giving you what you want. However, if something is truly irking you, please send us e-mail (or snail mail) with changes you'd like to see. (In case you didn't know, egm@mcs.com is our e-mail address.)

On a lighter note, **NUKE**, our own World Wide Web site is a smashing success. On the first day alone, Nuke had 94,000 hits! That's quite an accomplishment. **NUKE** has something for everybody; whether you're into computer games, console games, comic books or movies, Nuke has it all. Again, in case you didn't know, <http://www.nuke.com> is the address.

Danyon Carpenter
Senior Editor

EGM! ²

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Video Game Network

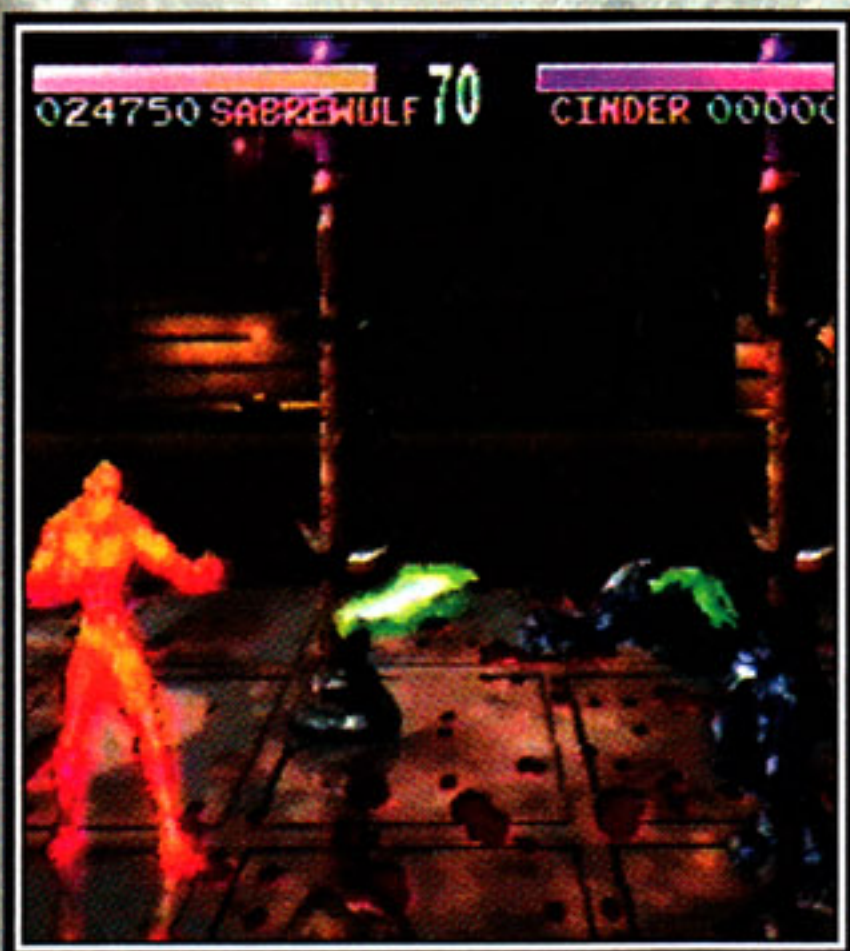
EGM! ²

JULY / 1995 / VOLUME 2 / ISSUE 1 / NUMBER 13

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STREET FIGHTER, STREET FIGHTER AND YES, EVEN MORE STREET FIGHTER INSIDE!

It's Street Fighter galore this month! Start at the Arcade Tricks section to find numerous Street Fighter: The Movie cheats. It's then off to the Arcade section for a preview of Street Fighter Alpha. It isn't SF3, but it's just as intense. Finally, check out the second installment of Street Fighter: The Movie combos. There can never be enough coverage of this game!



KILLER INSTINCT SMASHES ONTO THE SUPER NES!

88

Killer Instinct, everyone's favorite fighting game, will soon be released on the Super NES. Nothing has been left out—from the devastating combos to the in-depth story lines. Take a look at the two-page spread on this upcoming fighter!

98

MORTAL KOMBAT 3 AND THE HOME SYSTEMS—A DEADLY TEAM-UP THIS FALL!

Hold on to your quarters, because you might need that extra cash to buy the home version of Mortal Kombat 3. Take a peek at exclusive shots of the gory game for the PlayStation, Super NES and Genesis! Practically everything has been included from the arcade! Maybe even more features, too, like secret characters. As well, look to the Arcade Tricks section for more MK3 codes!



Silverload

Welcome To Silverload, A Devil Of A Town.

Folks don't come to Silverload much anymore. A'int been no silver here in years. And when they do come, they don't stay any longer than they have to. Missing persons? No, mister, a'int never seen no missing persons. Of course, folks here don't pay much attention to strangers. Have a look around? Can't say anybody will stop you from looking around, mister. Except the last man who came here looking for kin is buried over there on that hill.



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PC CD-ROM

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FACT FILES



INTERNATIONAL FACT FILES

It might be hot and sticky outside, but the games from the Land of the Rising Sun will leave you refreshed. Check out Mystic Ark and Virtual Hydlide.

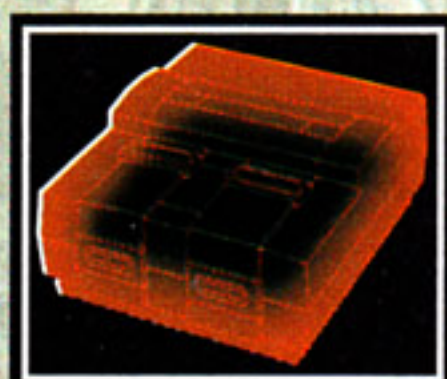
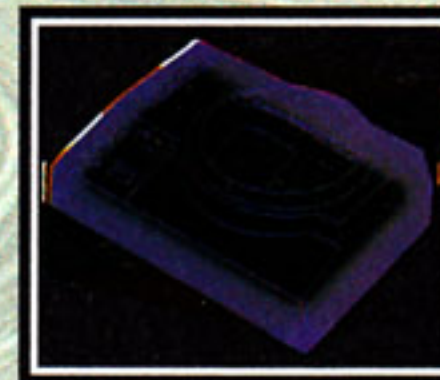
64-68



OUTPOST SEGA

The fireworks will be in your house this Fourth of July with Sega Saturn games like Bug! and Virtua Cop. Don't forget the cool Genesis and 32X carts, too!

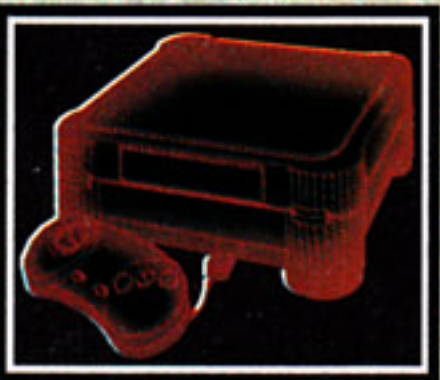
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SUPER NES TIMES

Fight the blood drinkers in Dracula X.

92-96



PLANET 3DO

This game is HELL ... and hard, too.

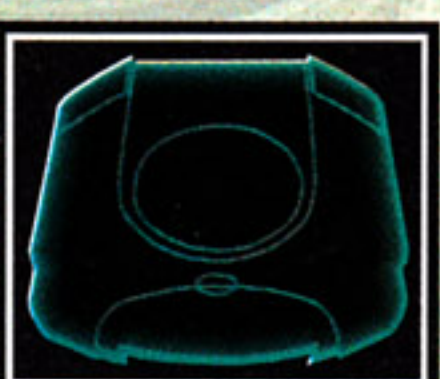
117-121



PLAYSTATION POWER

Prepare for the third fight in MK.

98-106



JAGUAR DOMAIN

A plethora of games await you.

122-123

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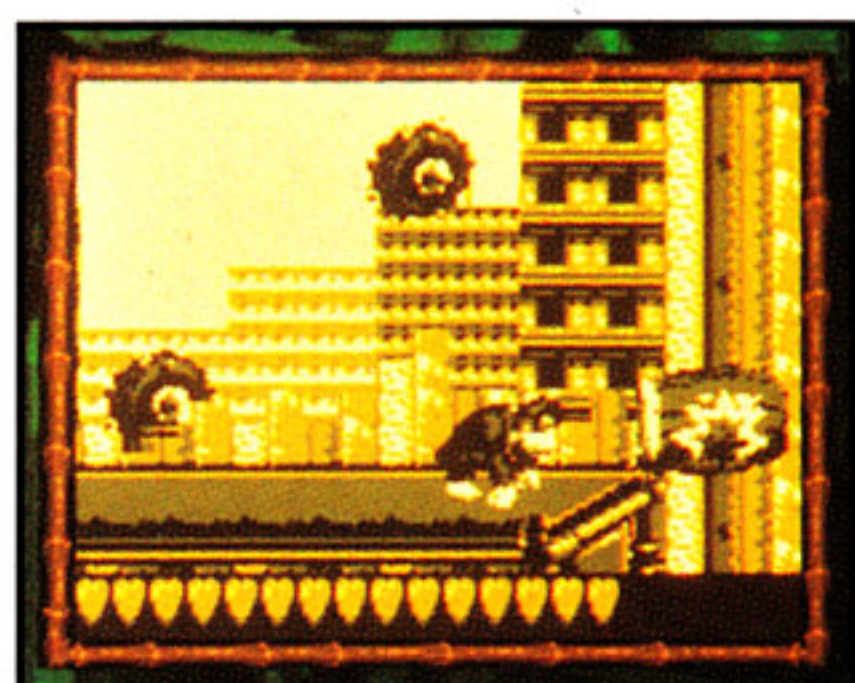
KIDS TO ADULTS

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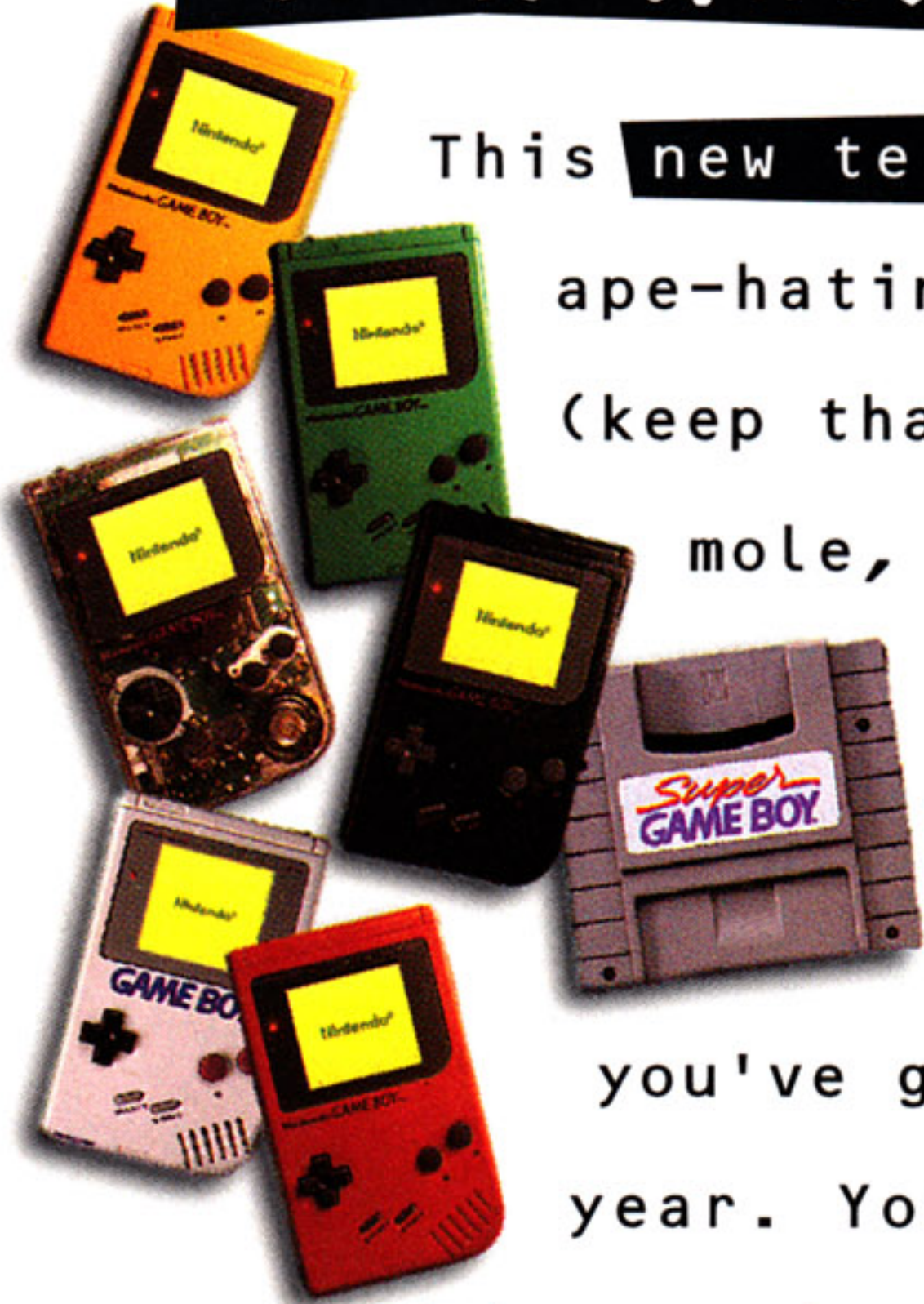
New Donkey Kong Land has and the best graphics ever seen on Game Boy.

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





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



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



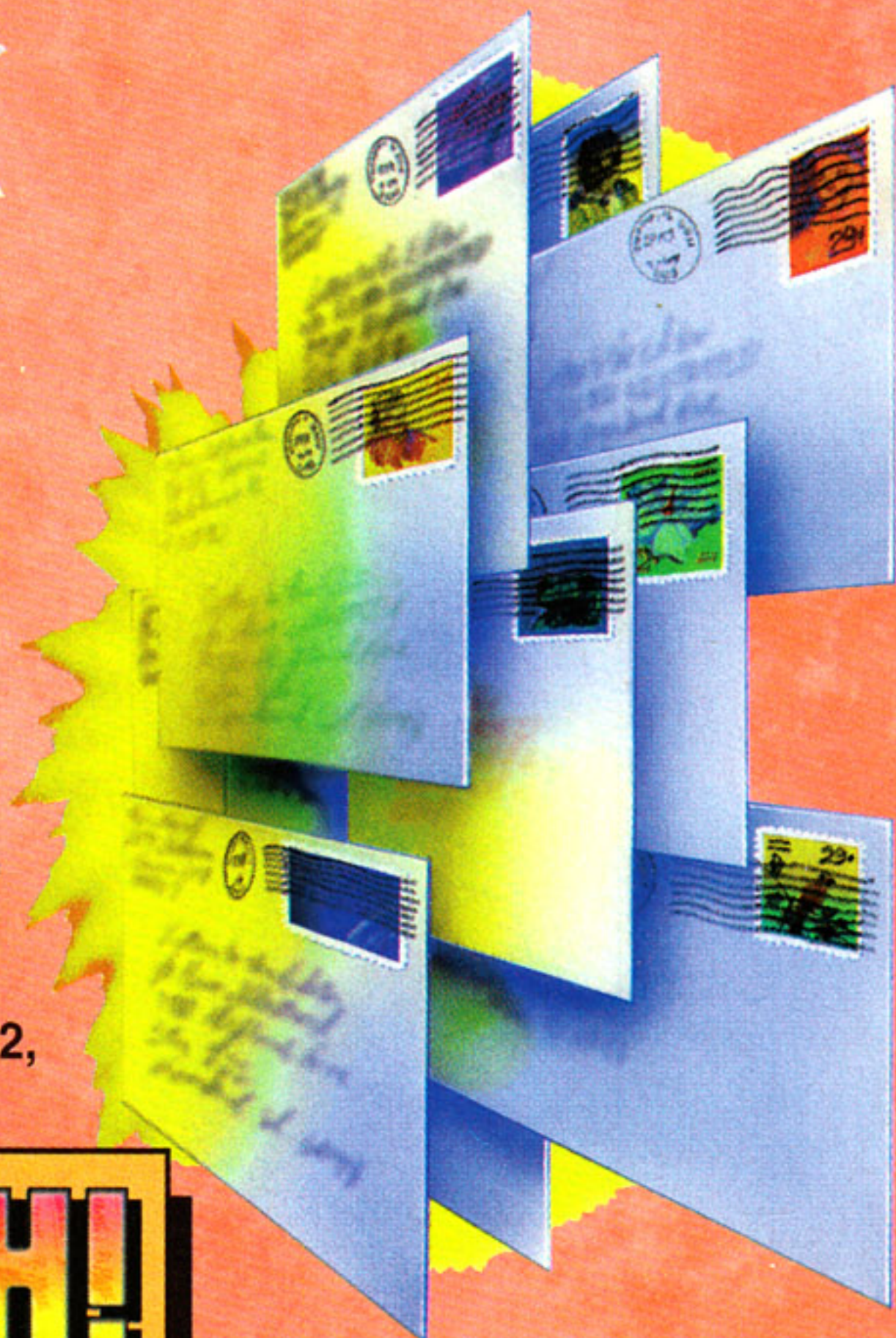
INTERFACE

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! If we like what you write, we'll put it inside the pages of this magazine and try to spell your name right. If we don't like it, chances are we'll wad it up and hurl (the paper, not us). Remember that anything you write and send to us can be used in the mag, whether you like it or not. Remember that you have the right to remain silent and that anything you say could be used against you in a court of law. If you think we're going to answer every letter that comes to our mailbox, then you *must* be nuts...

SEND YOUR LETTERS TO...

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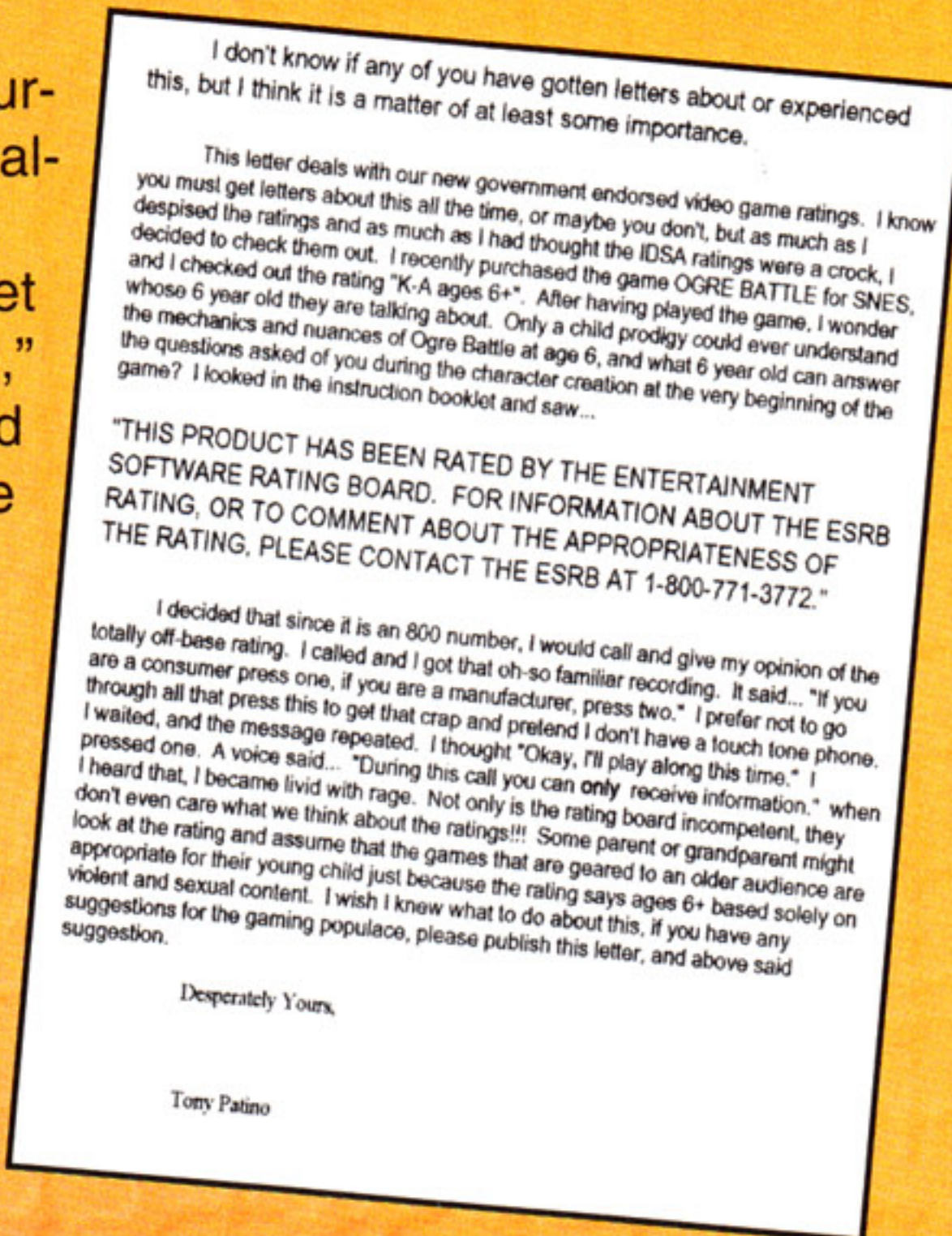
LETTER OF THE MONTH!

RATINGS FIASCO

I recently purchased Ogre Battle for the Super NES and I checked out the rating (K-A ages 6+). After playing the game, I wonder whose 6-year-old they were talking about. Only a child prodigy could ever understand the mechanics and nuances of Ogre Battle at that age. What 6-year-old can answer the questions asked during the character creation at the very beginning of the game? I looked in the instruction book and saw: "THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATINGS BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ON THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772." I decided that because it was an 800 number I would give it a try. I called and got the oh-so-familiar recording.

It said, "If you are a consumer, press one, if you are a manufacturer, press two." I usually prefer not to go through all that to get this "press that crap," but this time I played along. I pressed one and a voice said, "During this call you can *only* receive information." Not only is the ratings board incompetent, they don't even care what we think about the ratings! Some parent or grandparent might look at the rating and assume that the games that are geared toward older audiences are appropriate for their young children just because the rating says ages 6+. I wish I knew what to do about this. If you have any suggestions for the gaming populace, let us know!

Tony Patino
Fletcher, NC



(Ed. Well Tony, there's no easy solution for your problem. Even though you may disagree with one rating, there might be 10 or more games out there that are rated properly, and save some parents grief [not to mention the 70 or so dollars that they spent on a game]. Some ratings are appropriate, others aren't.)

NEW SYSTEMS COST AN ARM AND A LEG!

I have a problem: What will happen to the 16-Bit systems that I so dearly love? I know, I know—Sega Saturn, PSX and Ultra-64 are hot on the market list. It seems like since the new, highly advanced systems have started to come out, the 16-Bit systems are fading away and being treated like trash! What about the people like me who can't afford a million-dollar system? I mean, my allowance isn't a gift every week from Santa Claus or something! I have to save my money to earn it! \$300-400? Give me a break! I would have to wait two darn years to buy a new system, and quite frankly, I can't wait that long! Are the new systems going to get any cheaper than they are now, or are they going to stay outrageously priced so that you have to be rich to own one?

Jay An
Los Angeles, CA

(Ed. I've got a suggestion for you ... get a job ya lazy bum! All kidding aside, the new systems do carry a hefty price tag. Judging from experience, however, it would be safe to assume that after these new systems have been out for a while, the prices will go down. It might take a year for that, though.)



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.

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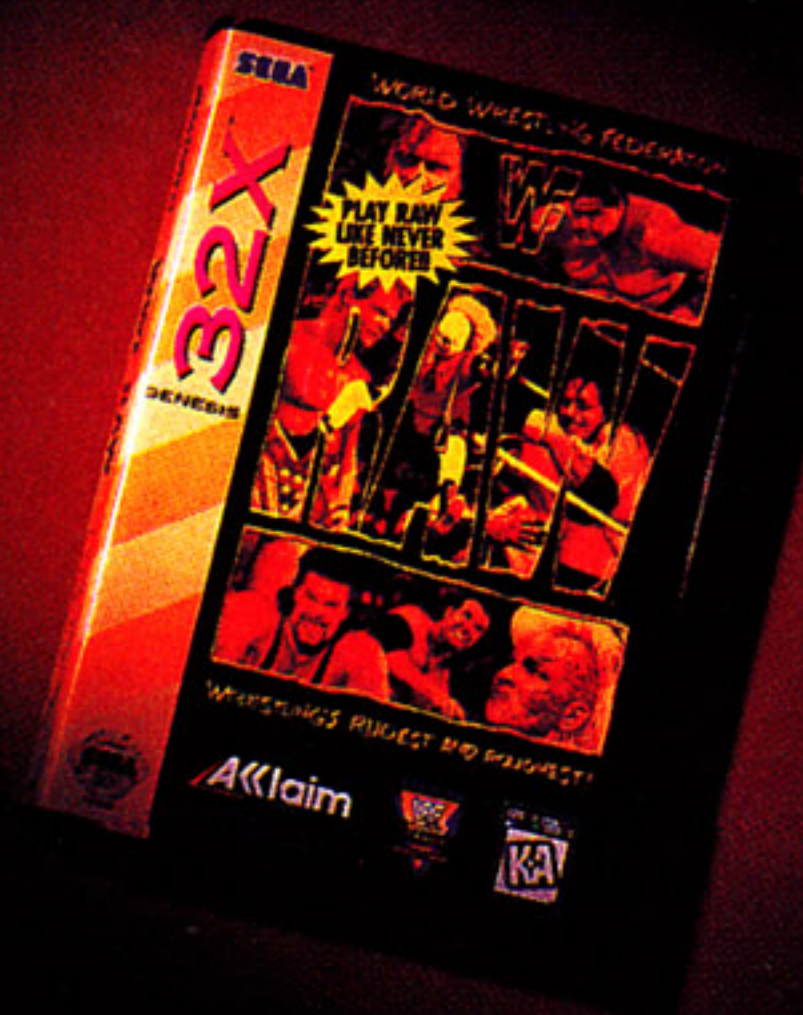
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MORE SEXISM IN VIDEO GAMES

I'm writing to complain about sexism in video games. People just put women in games to calm the feminists down. I'm here to prove them wrong and to tell you that they're just making matters worse. In about every video game, you see women's butts. Even worse, in lots of games you can see some, if not most, of a



Some females are portrayed in a sexist way, others are not.

woman's breasts. It is very noticeable. Also, have you ever noticed that all of the women portrayed in video games are very well endowed? They are never flat-chested or "unsexy." I think that someone should stand up and complain about this. It is very unfair to women. Have you ever noticed that all video game women wear tight, sexy outfits? Just look at Darkstalkers! The women in fighting games even do provocative moves. Look at Orchid's flasher fatality. Don't you think it's time someone put a stop to all this?

Rachele G.
via the Internet

(Ed. Oh boy, here we go again. This is a tough issue to deal with whenever it comes up. [And believe me, this issue won't die!]) On one hand, you've got to remember that most video games are marketed toward males ages 9-17. This explains a lot. On the other hand, the portrayal of women not just in video games, but comic



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!

Dear **EGM**,

And now ... MK4 The Song. (upbeat tempo)

We want more, we want more, Mortal Kombat number four, without more MKs, it is such a bore, we may start a war, against Acclaim, we might maim, some of the employees, are you listening Acclaim, you don't want to get maimed

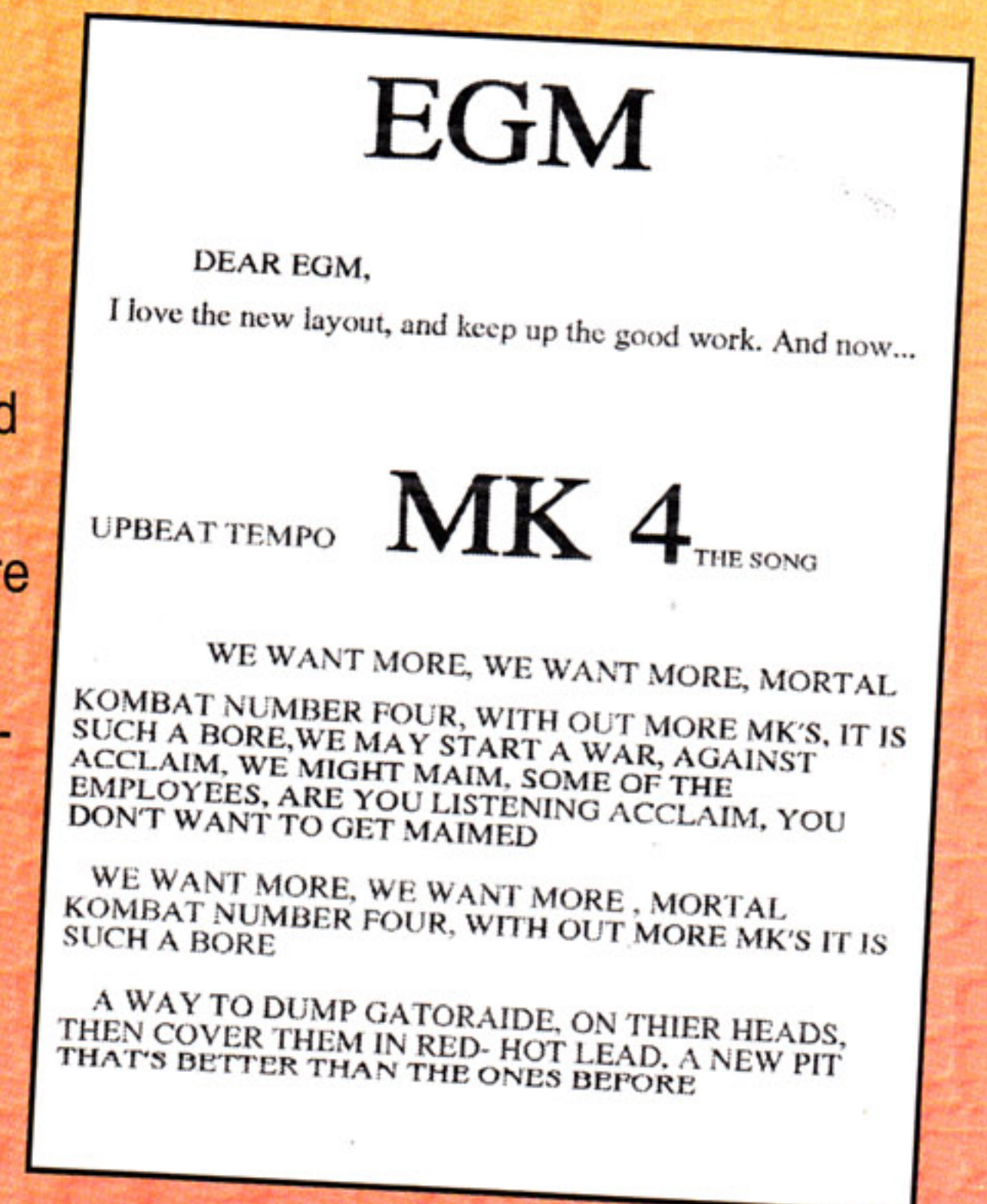
We want more, we want more, Mortal Kombat number four, without more MKs it is such a bore

A way to dump Gatorade, on their heads, then cover them in red-hot lead, a new pit that's better than the ones before

We want more, we want more, MMMOOOR-RRTTTAAALLL KKKOOOMMMBBBAAATTT NNNUUUMMMBBBEEERRR 4!!!!

Zach "MK2" Stover

Yes Zach, you're a singing fool! Your song brought a tear to our eyes: Sniff! For your efforts above and beyond the call of weirdness, you get a free **EGM** tee. Wear it with pride and hold your head up, because you, my friend, are a true PSYCHO! If you have a song to sing, send it into Psycho Letters. Frank Sinatra look out!!



books and some cartoons, really makes you wonder what kind of message some of these companies are conveying. Obviously, many video game companies care more about making a profit than offending the female population! This is pretty sad. I am amazed that there isn't more of a stink raised about this issue. I hate to sound puritanical [I think of myself as fairly hip. Ha, ha!], but I think this is more of a problem than the whole "violence in video games" issue. I think that it's time someone put a female into a video game or a comic book who doesn't look like a super-model dressed in leather. I also think that game companies should get their acts together and stop teaching young men that women are sex objects to be ogled over. Some of

the female characters in video games and comic books border on pornographic! I mean, come on, do we really need this? Do people actually get turned on by this sort of thing? A good portion of the industry sometimes seems to be mired in juvenile sexual innuendos. It's all very bizarre, and it's a big problem. If you have any opinions on this issue, we'd really like to hear them!

ASTAL COMES TO THE SEGA SATURN

I pride myself on being current and up to date on what's going on in the world of video gaming. Since the release of the Sega Saturn, I have kept an eye on the Japanese titles for this new "wonder system," and one has caught my attention.

The name of the game is Astal. It looks to be an action-adventure game kind of like Sonic. The game looks pretty cool. Is there any word



Sega's action hero is tentatively on his way to the U.S.

about this game coming to America?

Rob LeForett
via the Internet

(Ed. Astal is coming to the U.S. for your Sega Saturn! There's no set release date for this game yet, so keep your eyes peeled for info in upcoming issues!)

PUSH YOUR CD TO THE MAX!



FLYING NIGHTMARES

Based on the elite "Flying Nightmares"

Marine Harrier squadron, this game really pushes the envelope of CD technology.

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

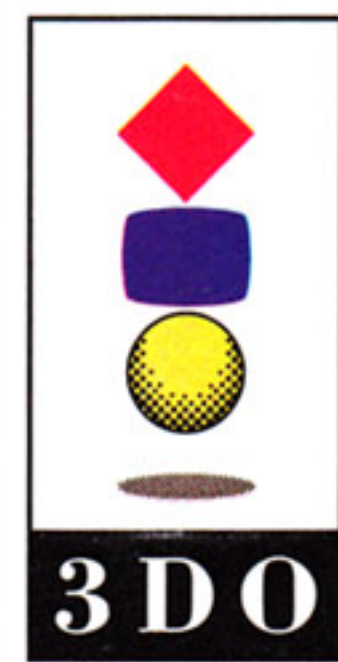
It all adds up to the most exciting combat flight simulator on Sega CD. Imagine the power under your command: Harrier jump jets that can turn on a dime and stop dead in midair. Laser-guided missiles, cluster

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

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Rated by V.R.C.

NOT YET RATED

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AND NOW, A WORD FROM A GUY NAMED "TURBO-HEAD"

Why have you cast the Turbo Duo out of your magazine coverage? This is my favorite system and it's getting harder and harder to find games for it. There are still people out there who love the



Alas, the poor Turbo Duo is no more! It was fun while it lasted.

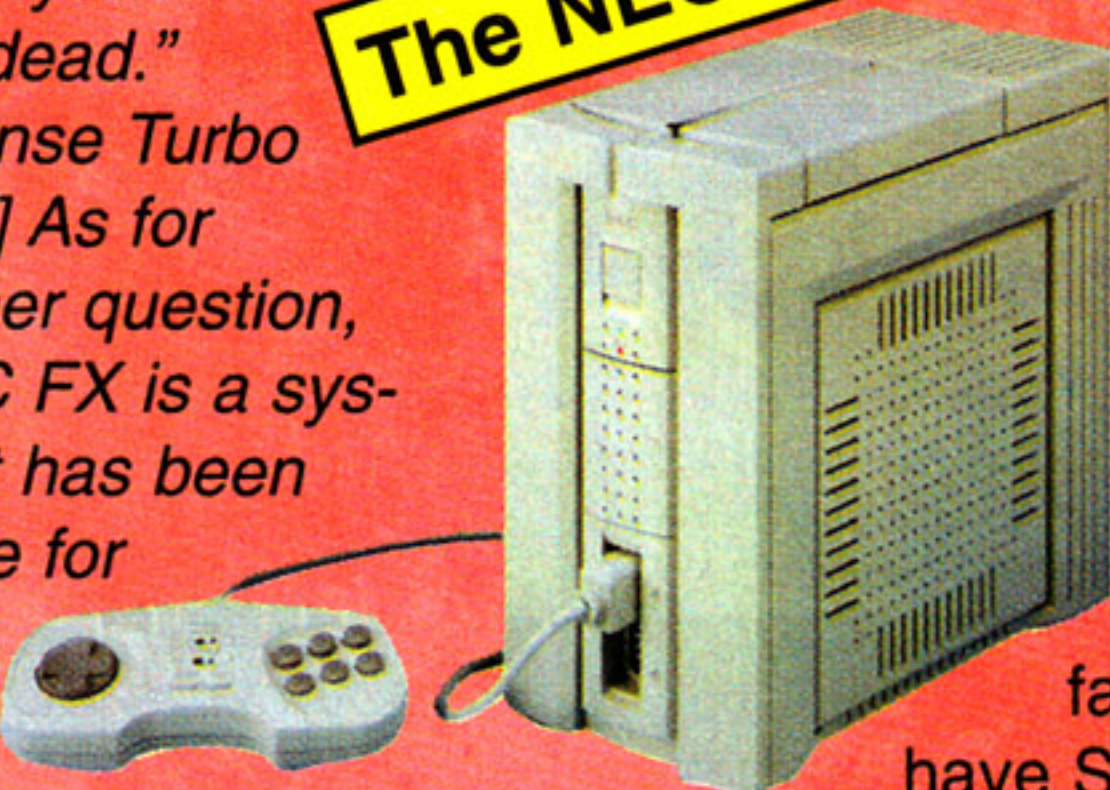
Duo and want more attention given to their system. All Turbo-Heads would love to see the Duo get more coverage. Also I would like to know what this NEC FX is. What can it do?

Troy "Turbo-Head" Lowe
Charlotte, NC

(Ed. It would be hard to cover the Duo since there are no new games for it! Would you like a bunch of spreads done on 4-year-old Turbo games? I don't think so! We know that there are still tons of folks out there who love their Turbo games, but we don't feel that it would be too prudent to cover a system that is "dead.")

[No offense Turbo owners!] As for your other question, the NEC FX is a system that has been available for some time over in

Japan. It is a 32-Bit megamachine that plays CD-ROM games. It has enjoyed only limited success in Japan and is not expected to find its way to U.S. shores any time soon.)



The NEC FX

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75052.1667@compuserve.com

-CompuServe:

75052, 1667

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75052,1667@compuserve.come@INET#

ANOTHER MK3 UPGRADE?

I am writing concerning the new upgrade of MK3. I think that it is a bunch of bull because once you have learned maybe five or six fatalities and a couple of animalities, they go and change it all! I think this is because Midway is out to make a bundle of money. When the same thing happened to Mortal Kombat II, it didn't seem so bad because there were fewer moves, fewer fatalities and fewer characters. If Midway thinks that the upgrade will make MK3 an arcade hit they are probably wrong. Killer Instinct was an arcade hit and nothing was changed by a stupid chip. I have spent more than \$300 on MK3 and haven't found that much. Now that the wonderful new chip has arrived, I am expected to spend even more cash to find the moves that I already know. Talk about marketing gimmicks! What a rip-off!

Ben Beudreaux
Colorado Springs, CO

SEGA SATURN AN EARLY HIT

I am a proud owner of a Sega Saturn. It is the best investment I have made so far. Currently, I have Sega's Virtua Fighter (it came with the system), Daytona USA and Panzer Dragoon. For the unit and the two games I bought, I paid around \$500, which I think is pretty reasonable. Anyway, are there any announcements about

Darkstalkers/Night Warriors translations for the Sega Saturn? Oh, by the way, you guys were right, Panzer Dragoon totally rocks! It's the best shooter I have ever played!

Johnny Lee
via the Internet

(Ed. You're in luck, Johnny. The Sega Saturn is going to get Night Warriors sometime in the first quarter of 1996. And about Panzer Dragoon—told ya so! Read on for more readers' responses to the release of the Sega Saturn.)

I'm not usually one to write letters to magazines, but I just had to drop you a line. Three days ago I went out and bought a Sega Saturn. I've got to tell ya, I thought that all of the stuff you guys were saying about the "next generation" was a lot of overkill. I was wrong! This system is awesome! I can't believe some of the games that I'm playing! Daytona is way cool, and Panzer Dragoon is a serious kick in the pants! Even Virtua Fighter is top-notch! If this is any indication of how the PlayStation is going to be, I'll buy one of those too!

Mark Ambrose
Santa Monica, CA

Okay, so I got a Sega Saturn. My parents haven't seen me in a week, my girlfriend has forgotten my name, my dog doesn't recognize me anymore and I haven't slept in four days. (Sleep is overrated anyway!) I love it! Virtua Fighter is just like the arcade, so is Daytona. I'm hooked!

John Cleary
St. Louis, MO

WHAT IF!

Ever had a revelation? Do you even know what a revelation is? Who cares! Send in your goofy ideas and we may print it in this funky section! Just think, everyone will finally know what a warped mind you have!!

WHAT IF...

... the guy in Pitfall fell?
... the Lemmings developed a sense of opinion?

... Bomberman ran out of gunpowder?
... Boogerman got a nasty cold?

Matthew (last name rather left unsaid)
Pacific Palisades, CA

... the people who bashed "violence" in Mortal Kombat actually played the game once?
... there were no full-motion video games?

... companies who released bad games had to make a public apology on television?
... Michael Jordan came back to basketball? Oh, never mind.

... Sonic ran into a brick wall going really, really fast? What kind of splatter would he make?

... **EGM** and **EGM²** gave away Sony PlayStations to people who got their "What Ifs" published? *[Editor's Note: Dream on!]*

... the 32X was really a viable system?
John Stern
Huntsville, AL

... no one cared about MK3?

... arcade games were free?
H. Corliss
Oak Brook, IL

Send your What Ifs to:
EGM² What Ifs
1920 Highland Ave.
Suite 222
Lombard, IL 60148

Or include your What Ifs as a P.S. on a letter or postcard you're sending in.

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

The Good Zines Part 2 by Arnie Katz

As promised last column, the topic is fanzine appearance. Color covers and a spiral binding are nice, but a fanzine can look great without either.

My golden rule: If they don't read it, it doesn't count. Editors of minicomics and punkzines may disagree, but I want my fanzines to invite readers, not turn them away. Copy shops turn out excellent reproductions, but the editor is still responsible for the master pages. Font, point size and number of columns are key decisions.

Type styles like Bookman, Times and Helvetica work out well, but stay away from italic fonts for body copy. (On a personal note, I wish everyone would stop using Olde English for titles.)

Larger type, 12 point, is easier on the eyes, but 10 or 9 is okay, depending on the font. More than three columns per page produces too many hyphenations. The smaller the point size, the better it lays out in three columns. Manually fixing lines that turn out too short is worth the extra minutes it takes.

Try to keep layout elements in perspective. A huge headline over an article in 6-point condensed type looks weird. Headlines two-to-three times the size of the body text usually looks right, though exceptions should be made for specific cases.

Next time, I'll get to the main event, good fanzine content.

SNES Gaming #14

Edited by Rich Wigstone
770 Concord Lane
Hoffman Estates, IL 60195
Monthly, \$2 per copy, 8 pgs.

This isn't fancy, but Rich has evolved an exceptionally pleasing newsletter format for this long-running zine. The news, reviews and opinion pieces are presented in a way that makes each seem a little better than if it was just haphazardly slapped onto a page.

"Perspective," cries out for a rewrite. Internal inconsistencies mar the discussion of the life cycle of platforms and Rich's antipathy toward new ones that don't revolutionize



the field. Since his pieces are usually models of thoughtfulness, it's probably just a one-time

slip. The rest of the issue maintains **SNES Gaming's** high standards. Definitely recommended.

Demolition Ink. #1

Edited by Christopher Luger
2308 13th Ave.

North St. Paul, MN 55109
Occasional, free, 20 pages
Despite some posing, like

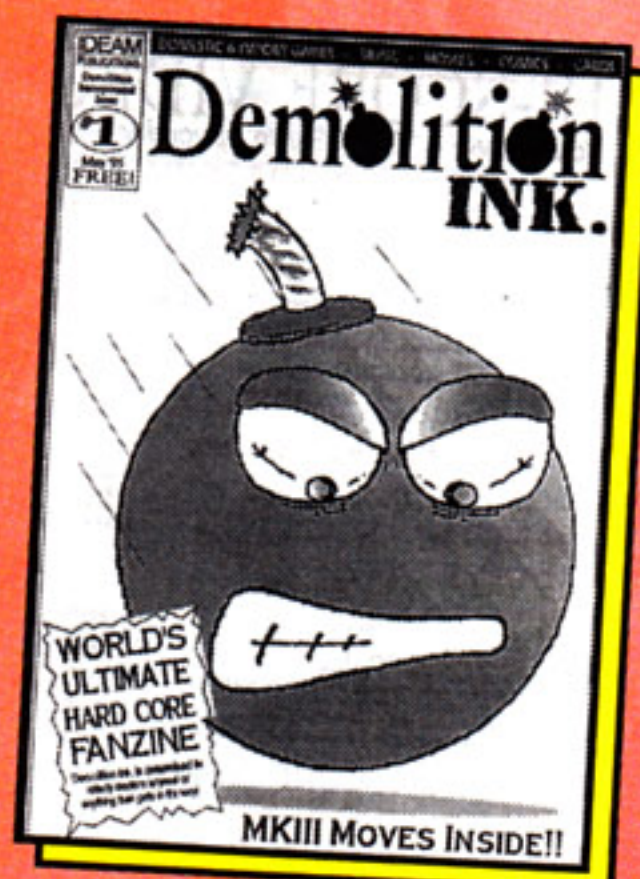
the "Ideal Publications" imprint, this hardcore video game fanzine is the month's best first issue. Chris' opening editorial tries hard to convince readers that he's an obnoxious punk, but it soon becomes obvious that he's a friendly, personable guy with tremendous interest in games.

Demolition Ink. presents enthusiastic coverage of heavy-duty action contests and material about other

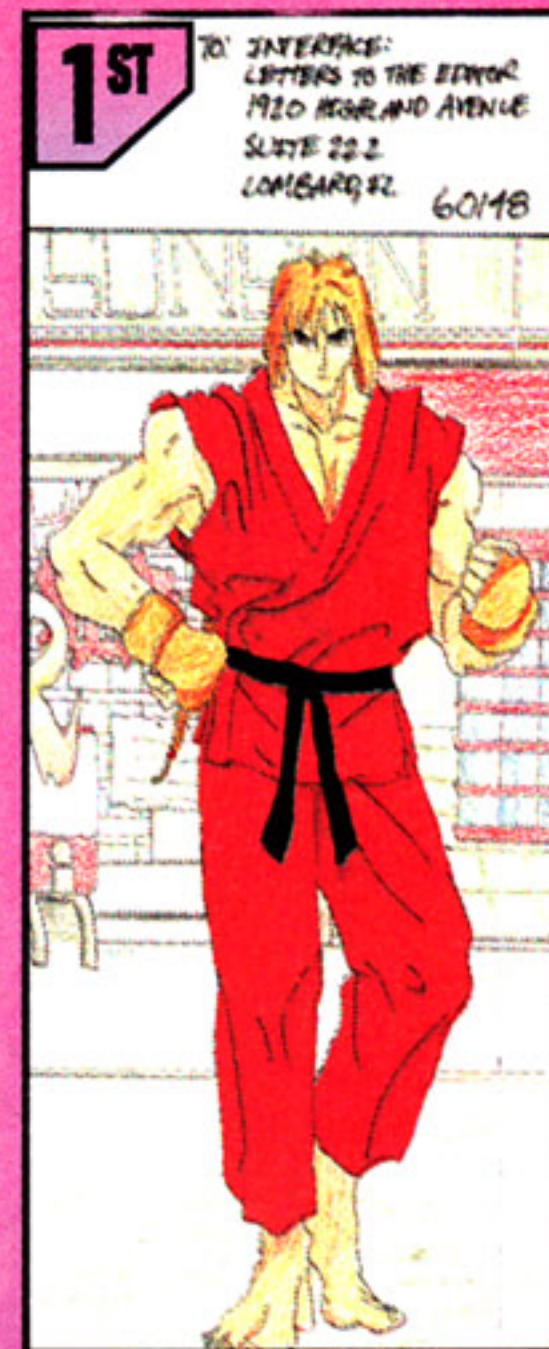
branches of pop culture like comic books. Future issues will certainly show improve-

ment, and the price for this one can't be beat!

Send your fanzine to: **Arnie Katz, 330 S. Decatur, Suite 152, Las Vegas, NV 89107.**

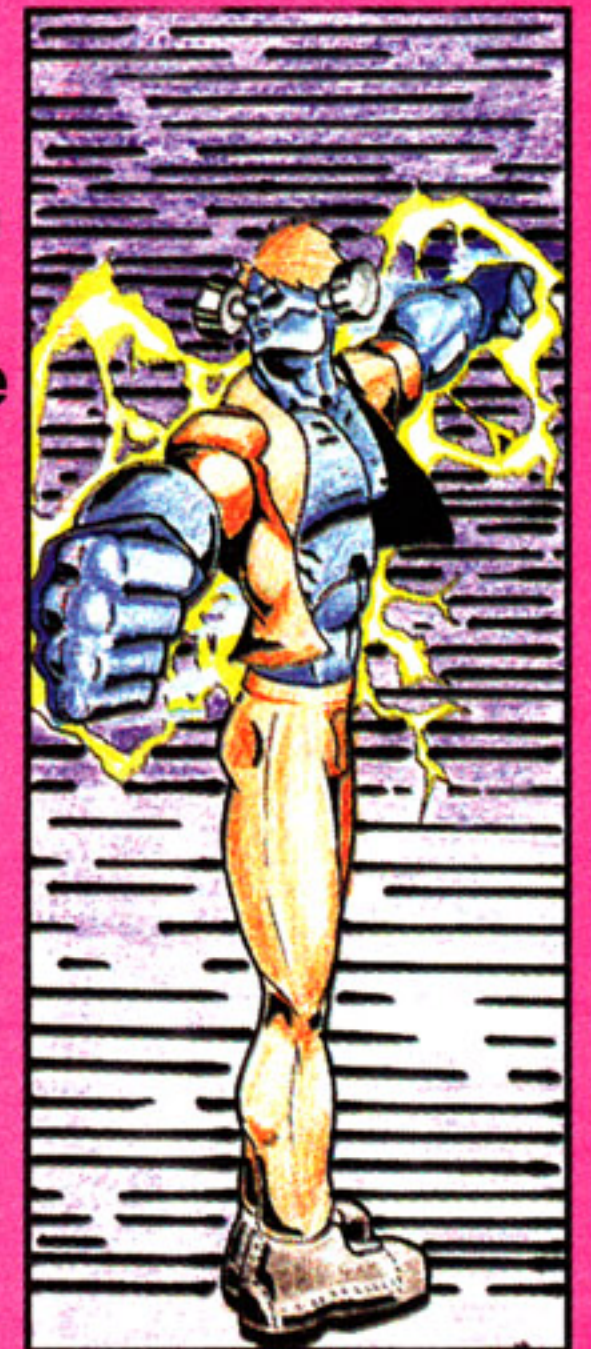


EGM² ENVELOPE ART!



Daniel King
Brevard, NC

What do you get when you cross a Michelangelo with Mario? You get **EGM²'s** envelope art! Send us your best scenes. If you get first place, you could win a FREE Fire Stick donated by G&C Joystick Mfg. Only in the Biggest and Best Video Game Mag! Get to it!



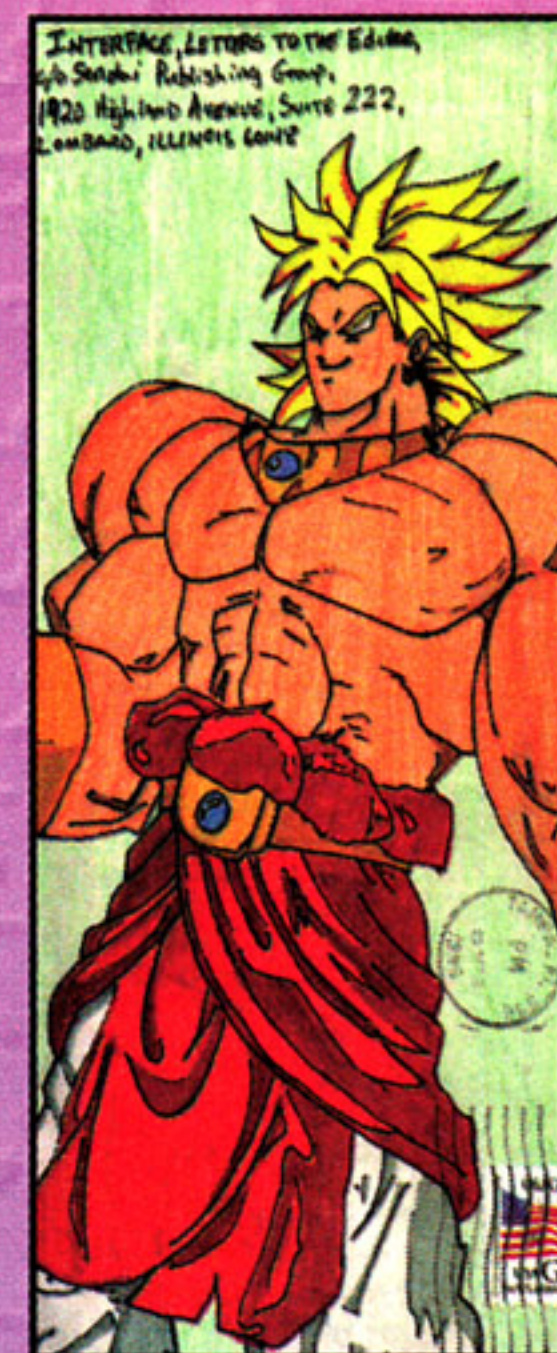
Michael Balders
Whitewater, WI



Kirill Naoumoff
Saint Petersburg, Russia



Christopher Wells
Athens, GA



Darin Barnes
Plant City, FL



Richard Ahtow
Richmond, BC



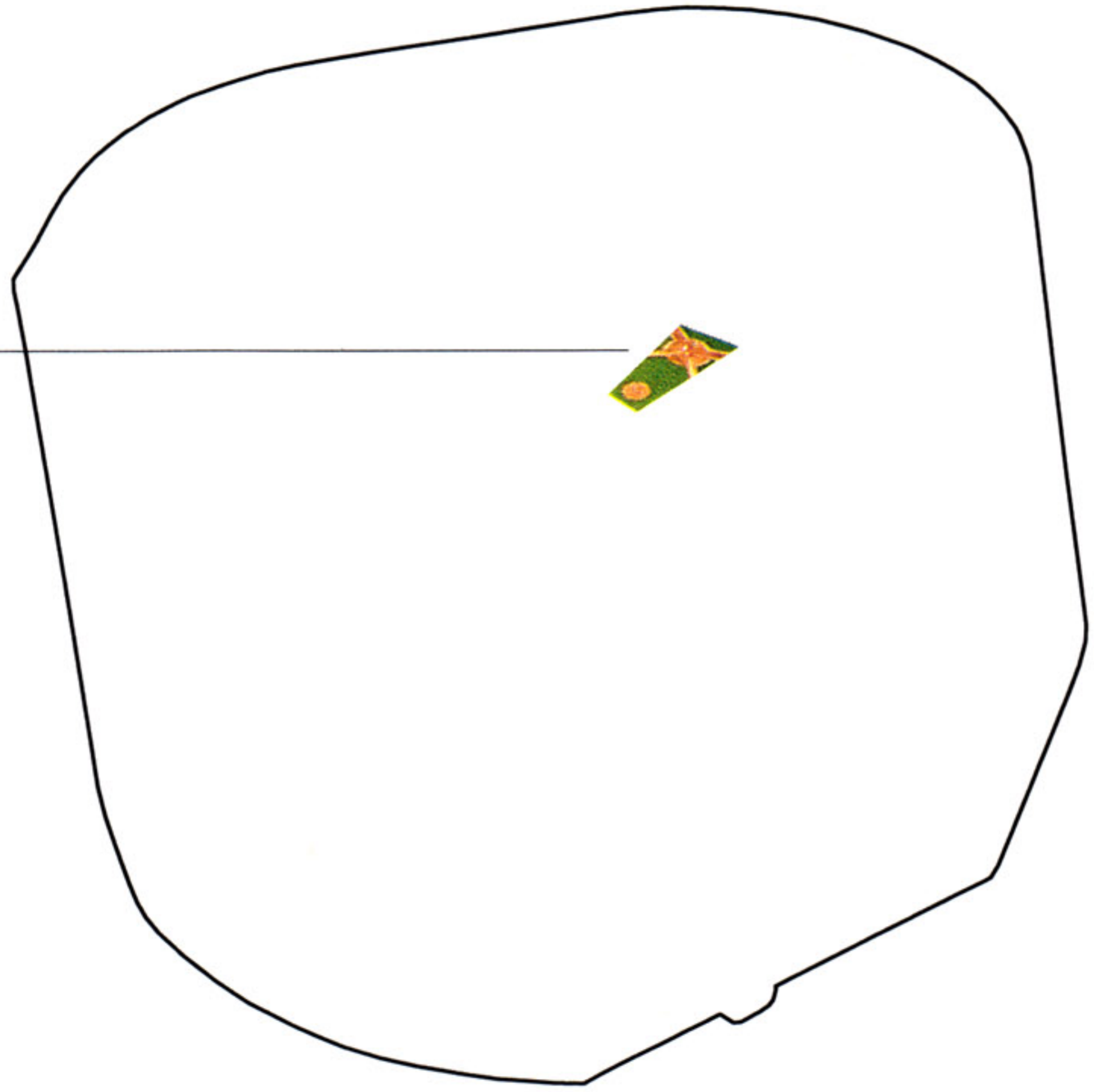
Pedro Rodriguez
Los Angeles, CA



WIN A BIG STICK! FIRST PRIZE - FIRE STICK

The first place prize is a Fire Stick from G & C Joystick Manufacturing. For product info write P.O. Box 848, Paramount, CA 90723 or call (310-634-8938).

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



If you're going to take the field

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





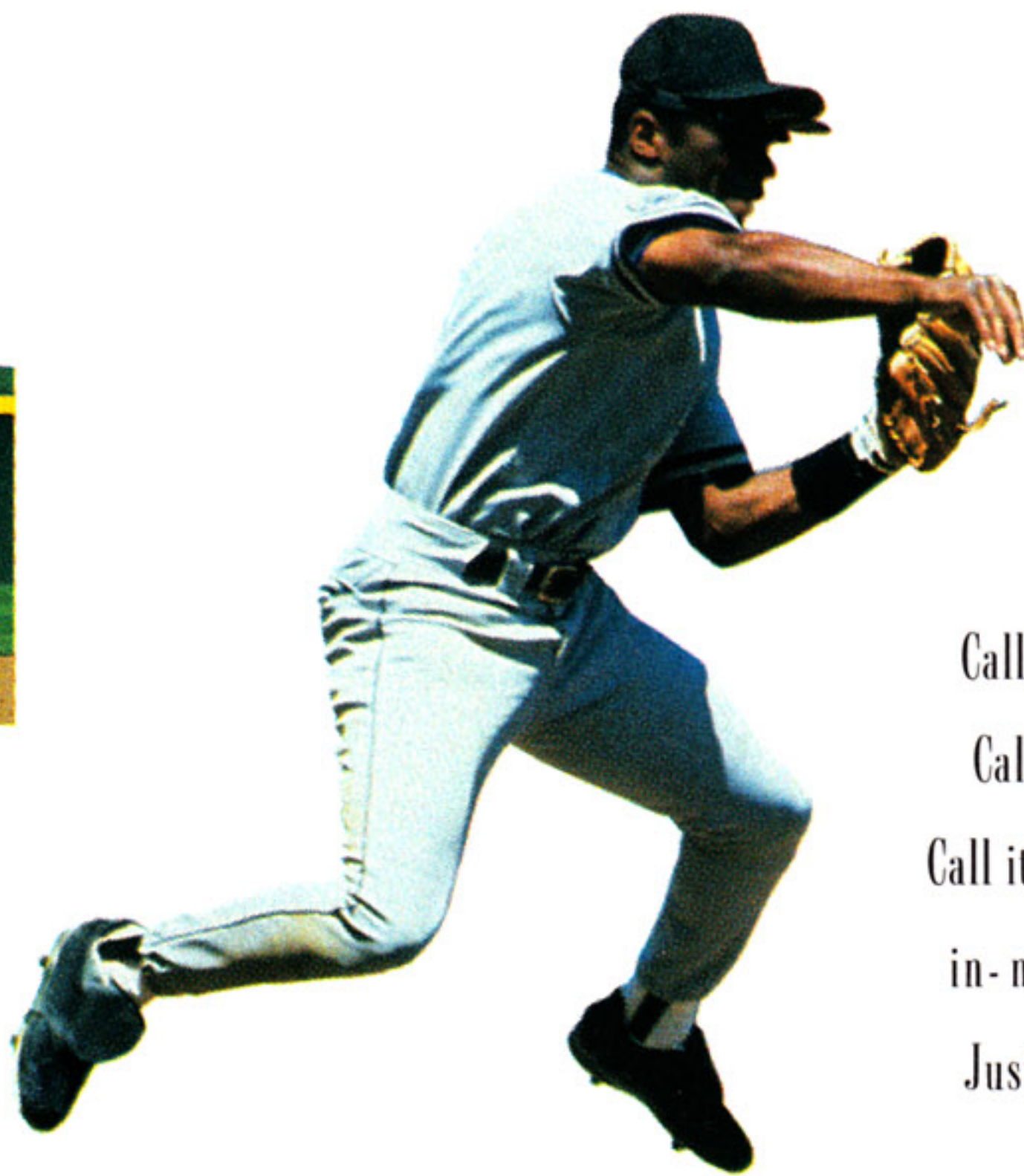
Ah, the sweet sound of
chin music. Now available in stereo.
Two batter/pitcher views to choose
from. Brush'em back in either one.

It's your call.

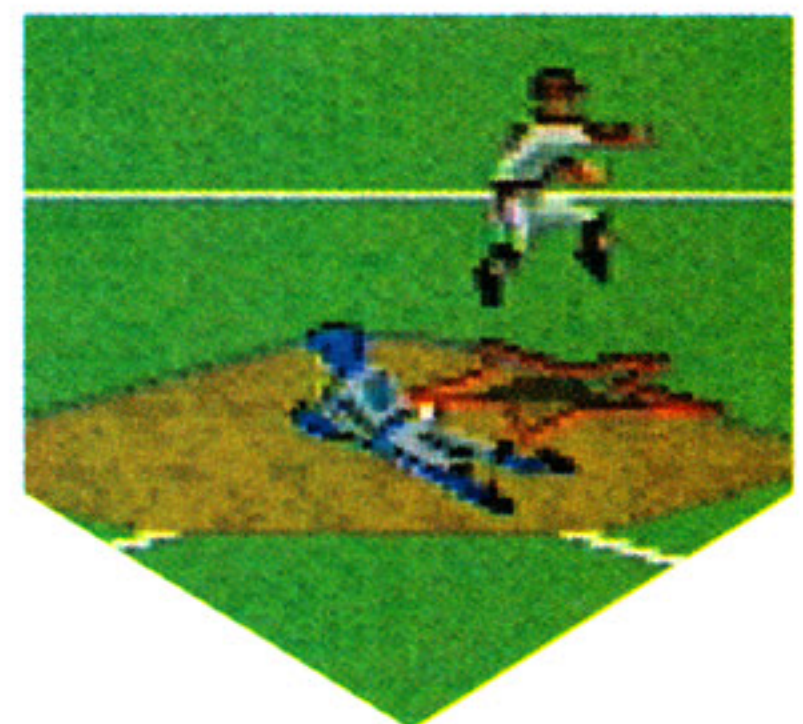
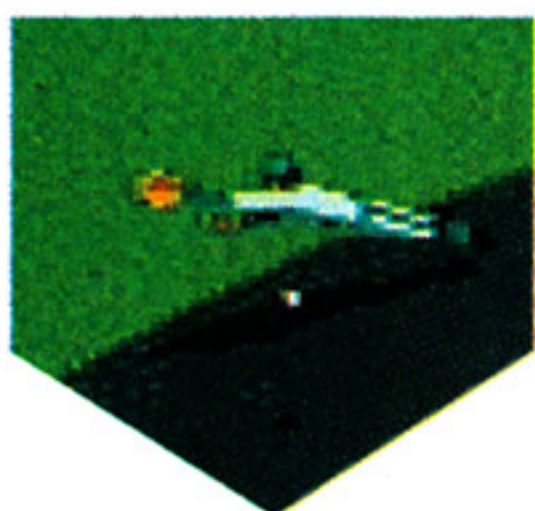


Take the

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



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



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



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

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



whole field

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



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

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



PRESS START



VIRTUAL BOY—WILL IT DELIVER GAME PLAY?

The Virtual Boy is ready to roll into the marketplace Aug. 14. The three-dimensional, virtual immersion, 32-Bit video game system will have five titles available at launch. The unit will be packed with one title. The Virtual Boy will cost \$179.99.

background. The experience is further enhanced through stereophonic sound. The system has a specially designed, double-grip controller allowing the characters multi-directional movement. Virtual Boy combines 3-D image immersion technology

marketplace at an affordable price and in time to get a jump on the holiday shopping season. We expect to sell more than 1.5 million hardware units and 2.5 million pieces of software by the end of 1995."

In August when the Virtual Boy is launched, several first-party software titles will be available, including Telero-boxer (pictured left), a first-person, futuristic boxing title; Galactic Pinball (right), a space-age pinball game featuring five three-dimensional, arcade-style tables; Mario Clash (center), a typical Mario action-adventure game



Whether or not the Virtual Boy has a leg to stand on with gamers remains a mystery.

VIRTUAL BOY™

One of the problems with the unit is that it uses six AA batteries. However, Nintendo has solved that problem: Later this year, an AC-adaptor will be sold separately for \$24.95.

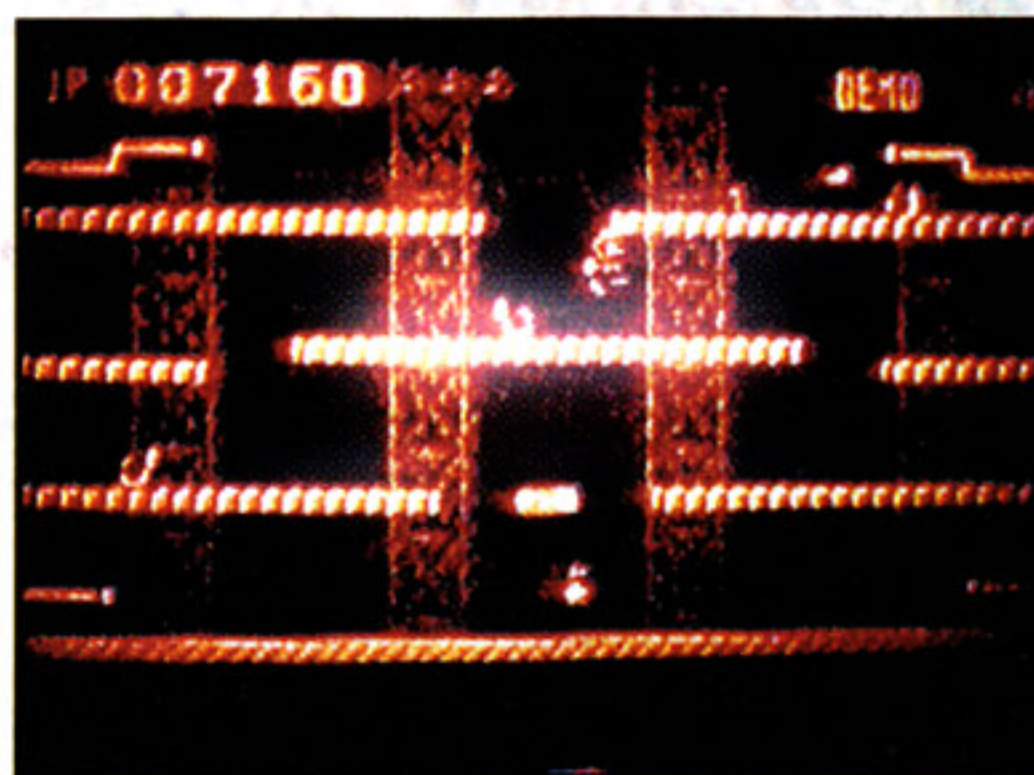
Virtual Boy is a RISC-based, 32-Bit system that uses two high-resolution, mirror-scanning LED (light-emitting diode) displays to produce a 3-D experience not possible on conventional television, LCD screens or any other system currently on the market. It immerses the

developed by Nintendo with proprietary display technology created by Reflection Technology, Inc., of Waltham, MA, and licensed exclusively to Nintendo on a worldwide basis.

In order to get the retail community to put the product into their stores, Nintendo announced that they would be giving retailers a two-for-one option to buy Virtual Boy point-of-purchase units for \$650. Retailers will be able to buy one Virtual Boy unit and get the other one free. You,

as the gamer, will have a chance to try the system to see what it's like.

"Virtual Boy is unlike



inspired by the original Mario Brothers; Mario's Dream Tennis, a tennis simulation with



user in a 3-D world and eliminates most external stimuli, plus it sends players into their own private universe with high-resolution red images against a deep black

anything currently available for the home," says Peter Main, Nintendo's vice president of marketing. "We're bringing a totally unique, 3-D gaming experience to the

a 3-D view of the court; Red Alarm, a polygon-based space shooter and finally, Wario Cruise. Over 100 third-party publishers are working on a number of titles like

Be prepared for an awesome 3-D experience when the Virtual Boy is released. It's something to be seen so get on board the action with this new system!

NINTENDO, NBC AND BLOCKBUSTER STRUTTING THEIR STUFF WITH VIRTUAL BOY PROMO

Mario and Nintendo will be strutting their stuff with NBC's peacock and the help of video rental giant Blockbuster Video starting in August. Video game fans will have the opportunity to try out Nintendo's first true 3-D 32-Bit system, the Virtual Boy. Nintendo recently announced that they have teamed up with Blockbuster Video and NBC-TV to deliver a two-tiered rental and sweepstakes promotion guaranteed to give 500,000 gamers nationwide a chance to try Virtual Boy inexpensively to see if they like it.

Backed by more than \$5 million in marketing (including a dedicated, 20-second TV spot produced by NBC), the Virtual Boy promotion will kick off in mid-August, timed perfectly with the Aug. 14 introduction of Virtual Boy and the start of NBC's new fall season.

"Nintendo faced a challenge with the introduction of Virtual Boy—the system that delivers true, 3-D graphics can't be demonstrated via traditional marketing meth-

ods," said Mark Westcott, Nintendo's promotions manager. "So, we looked to two leaders in home entertainment—Blockbuster Video and NBC—to create an innovative product sampling and sweepstakes promotion to ensure that our audience will experience Virtual Boy's breakthrough 3-D technology first hand."

Starting in August, Nintendo will provide 20,000 Virtual Boy hardware systems and 36,000 new Virtual Boy software titles to Blockbuster Video stores. The promotion runs from mid-August through the end of December. Game players can visit any of 3,000 Blockbuster Video stores and rent a Virtual Boy unit with two games for two nights for

\$9.99. The renter will receive a coupon valid for \$10 off the purchase price of a Virtual Boy, bringing the price down from \$179.99 with a game to \$169.99. The coupon will be redeemable at any U.S. retail outlet selling Nintendo products. Nintendo of Canada is currently in negotiations to set up a similar rebate opportunity for Canadian gamers, but nothing has been finalized yet. A sweepstakes will run from mid-August through September with \$200,000 in prizes available, including Virtual Boy hardware and software, Virtual Boy hats, T-shirts and NBC fantasy trips to the sets of your favorite NBC shows, such as *Seinfeld*, *Frasier* and *The Fresh Prince of Bel-Air*.

More than 10 million mail-in

game pieces will be available at participating Blockbuster video stores.

"The Blockbuster/Virtual Boy promotion follows a long line of breakthrough programs that have supported the introductions of our new NBC fall programming," said Alan Cohen, executive vice president, marketing, NBC-TV. "As a leader in the entertainment industry, NBC is pleased to team up with two other industry leaders—Nintendo and Blockbuster—to deliver a powerful 3-D promotion."

"Blockbuster is joining forces with Nintendo and NBC to provide a revolutionary entertainment experience through an exciting, value-driven rental program," said Ted Innes, Blockbuster's vice president of marketing. "We expect consumers to flock to our stores to take advantage of this tremendous offer."

This is a landmark marketing effort between three industry giants that will give gamers a chance to try the Virtual Boy affordably to see if they like the experience before the Ultra 64 unit is released.



ASCII CONTROLLERS ON THE LAUNCH PAD READY TO BLAST OFF

Ascii has their gaming house in order and are all set for the next generation of gaming systems.

This month we take a look at two controllers that will be sure-fire hits in the PlayStation lineup.

These controllers were just a few of the cool peripherals we saw at the recent E³ in Los Angeles.

The Ascii Pad PS (lower left) will pack quite a punch, and it fits comfortably into your hand—no matter how big your hands are. The controller also has a turbo, auto turbo, independent turbo and slow-motion function that will help you blow away your competition The Fighter Stick

PS is such an impressive controller that Sony has been

Sony brand name. There's no word on whether the deal has

themselves, you know this durable controller has a lot of potential.

We gave the controllers a work out while playing Ridge Racer, Tekken and To Shin Den, and they were very responsive.

Because the Fight Stick PS worked a lot better on the fighting games, the moves were much easier to perform.

The Ascii Pad PS held its own. Both of these controllers will be available for the Sony PlayStation at launch.

No price has been worked out for the controllers, but rest assured we'll pass all the information on to you as soon as we get it.



talking with Ascii about possibly releasing it under the

gone through yet. But if Sony is interested in buying it for

EVERYTHING IS JUST "DUCKY" AT DISNEY INTERACTIVE'S VIDEO GAME DIVISION

Disney Interactive will debut some of their first game titles this year. On Oct. 31, Buena Vista games will be introducing *Gargoyles: The Video Game*. It's an edgy animated action-adventure game that has a noble race of gargoyle warriors defending their castle against a group of attacking Vikings armed with the Eye of Odin.

The adventure continues a thousand years later when the castle and the leader of the gargoyles (Goliath) have been transported to the roof of a Manhattan skyscraper.



been transported to the roof of a Manhattan skyscraper.

Here in the unfamiliar world of present-day Manhattan, Goliath must struggle against a powerful force of high-tech enemy robots to find and forever destroy the Eye of Odin. It's a 24-Meg game that has six levels and 18 stages of game play. As Goliath, players have the ability to climb on walls and ceilings, glide on air current and engages in mid-air combat.

The *Gargoyles* video game is inspired by Buena Vista Television's hit animated series, *Gargoyles*.

Maui Mallard, a new video game starring Donald Duck, is slated to be introduced this year along with *Pinocchio: The Video Game*.



© THE WALT DISNEY COMPANY

Disney has plans for a Pocohontas video game for the Super NES and Genesis platforms to be released later in the year as well. Finally, the company is also set to begin work on *Toy Story*, a game based on completely new characters.

SEGA SATURN RINGING UP SOME BIG NUMBERS AS A RESULT OF EARLY LAUNCH

Gamers are beaming Sega Saturn units into their homes at light speed.

Sega's surprise nationwide launch of the Sega Saturn wasn't really that big surprise. Gamers wanting to take to the track with the U.S. version of *Daytona* picked up a Sega Saturn as soon as it became available.

As of press time, the Sony PlayStation hasn't been formally launched. It seems as though their Sept. 9 launch date may have been a convenient smoke screen, and the PlayStation may show up earlier than Sept. 9. Some were speculating that it would be out on or around June 14. The PlayStation, complete with retail pricing, appeared on some in-store computers of major electronic gaming retailers as early as May 12 of this year.

Retailers weren't concerning themselves with the Sony PlayStation—they were clamoring to fill orders for those wanting to purchase

Sega Saturn hardware and software.

With the launch of the Sega Saturn and the anticipation of the Sony PlayStation, the gaming industry has gotten its



prescription filled and is on the road to a healthy recovery.

The Sega Saturn has sold out across the country at Software etc., Babbages, Electronics Boutique and Toys 'R' Us. The Sega Saturn has stimulated new growth in gaming, an industry that was stagnating with 16-Bit games.

"The early launch of the Sega Saturn has injected new excitement into the

consumer electronics industry," said Mike Ribero, executive vice president of marketing at Sega of America. "We based our decision to launch now on the pent-up consumer demand for next-generation game experiences. Initial feedback from our retailers indicated that we were right on the mark."

Taking the industry by storm, Sega Saturn was shipped to retail outlets across the country on May 11. The surprise announcement coincided with Sega President and Chief Executive Officer

Tom Kalinske's speech at the E³.

"Consumer response to the launch of the Sega Saturn has been exceptional," said Jeff Griffiths, senior vice president at Electronics Boutique. "We're selling Sega Saturn hardware and software just as fast as it comes in—and consumers on waiting lists account for the majority of our shipments."



LAST-MINUTE UPDATE

SONIC SPINDASHES TO PC

Sonic the Hedgehog, Sega of America's video game phenom (better known as the little blue dude with an attitude) will make his computer game debut on the new Pentium Processor-based PCs that conform to Intel Corporation's Native Signal Processing (NSP) design specifications. The PC version of *Sonic CD* will be offered as a software bundle with NSP-capable Pentium Processor-based PCs, expected to be delivered by many PC makers later this year.

According to Chris Garske, vice president of new business development at Sega of America, putting Sonic on the PC is a natural evolution for Sega's franchise character.

Just like in the video game arena, Sonic will break new ground and Knuckles won't be far behind. A Knuckles PC game is also being talked about.

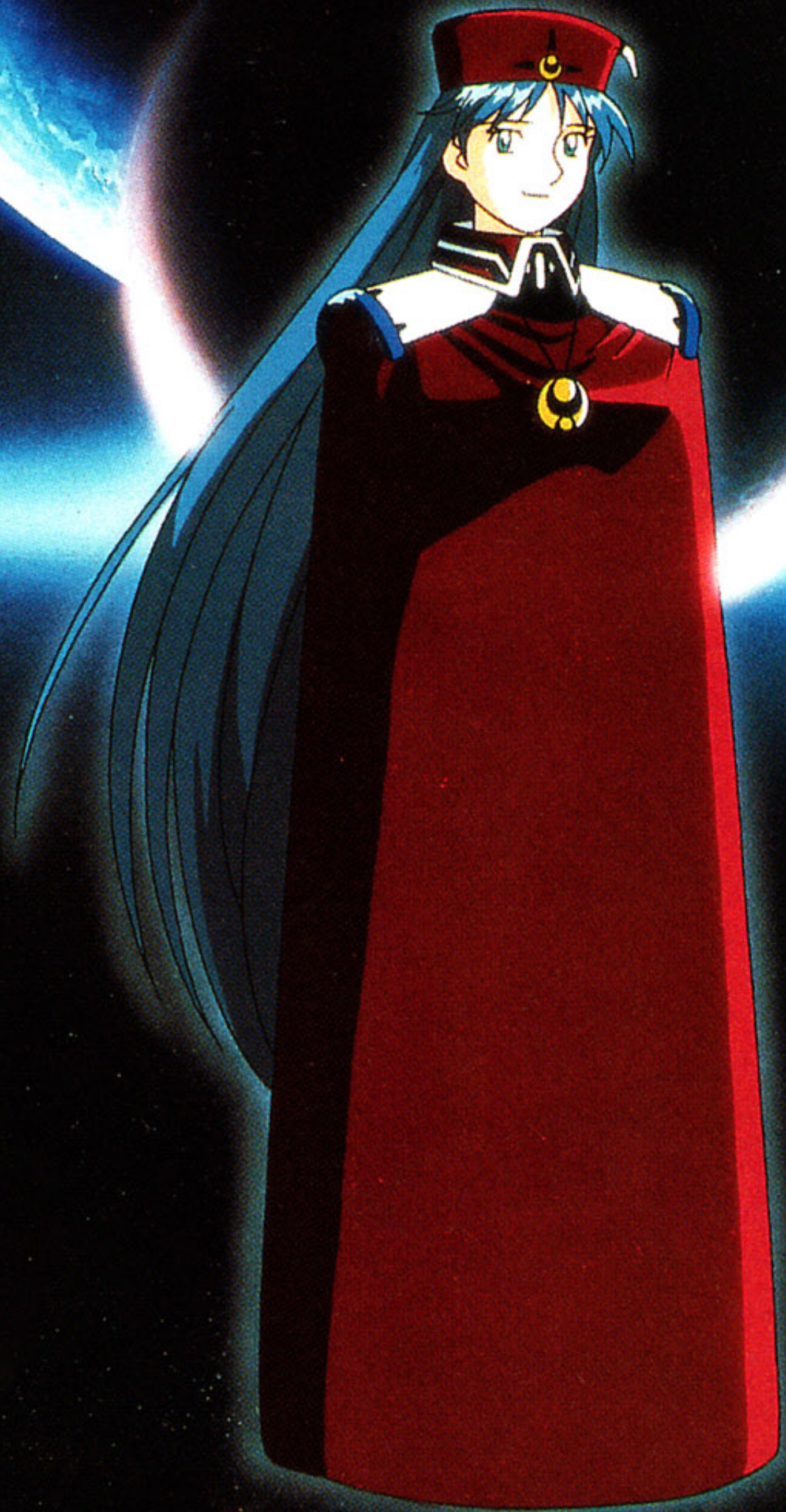
"Sonic has always meant great game play and great speed for gamers," said Garske. "The new Pentium Processor-based PCs with NSP deliver the graphics, audio and animation performance Sonic requires. Now millions of PC gamers can collect rings and spindash for the first time."

Sega and Intel have worked together closely to deliver a Sonic game with good graphics and interactive game play for the PC.

This is by no means the end of the road for Sonic. Other games are currently in development starring Sega's franchise character.

Sega of Japan is doing a Sega Saturn version of a Sonic game to be ready by Christmas of next year.

In the Darkest Hour,

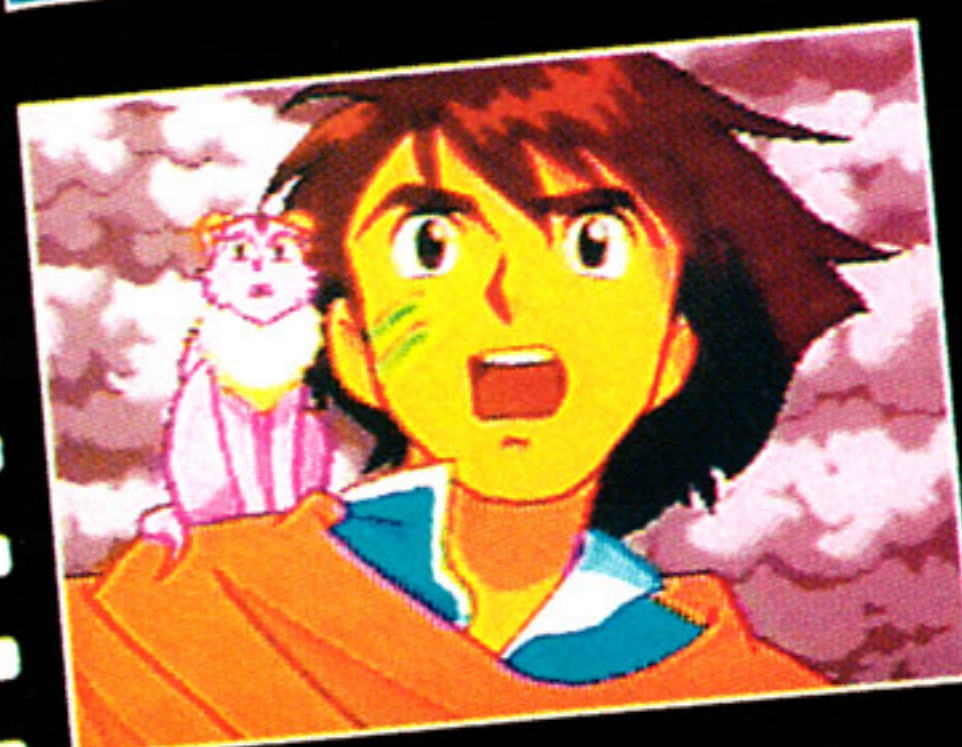


Hope Springs Eternal.

The incredible sequel to the best-

LUNAR

ETERNAL BLUE



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selling SEGA-CD™ RPG of all time is coming to your SEGA-CD™ this Summer!



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GAMING GOSSIP

... SONY LAUNCH STILL SEPTEMBER ...
... SAMPLER DISC PACKED WITH PLAYSTATION ...
... SEGA OF JAPAN TALKING WITH 3DO ...
... PHILIPS 3DO HARDWARE LICENSEE ...
... XBAND FOR SEGA SATURN AND PLAYSTATION ...
... MATTEL BURNING RUBBER INTO GAMING ...
... HASBRO POPPING UP IN VR BUSINESS ...
... MATTEL TO ENTER GAMING BUSINESS AGAIN ...

It's time to put up some big numbers and crash the boards like Jeremy Roenick of the Chicago Blackhawks. Hang on tight—we're about to hang off the rim of gaming with the force of Shaquille O'Neal.

Our first hard-hitting item deals with the Sony PlayStation. Many gaming pundits are suggesting the PlayStation may be released June 14 in limited quantities for \$299. I've scoured the planet trying to track down the real story, and as usual, I have it. Seems as though this rumor had some merit. Sony could have decided to release the unit early, but there are a number of reasons why they opted to stay with the Sept. 9 launch date. The first reason is that the packaging for the system hasn't been finalized, and they couldn't get the package printed in time to have enough quantities for an early launch. Second, they couldn't get as many units of the PlayStation as they wanted, and they didn't want to alienate retailers as Sega did when they launched the Sega Saturn. Third, June or July is not a good time to release a gaming system, according to a source within Sony. Parents want their children outside—not inside night and day playing a new system. The Sony PlayStation is currently up and running on many in-store computers complete with pricing, but unless the Sony Computer Entertainment folks change their minds again, the release date is still Sept. 9. There won't be a game packed in with the PlayStation. There will be a couple of sampler discs, with characters from Mortal Kombat 3, Battle Arena Toshinden and a sampling of Ridge Racer, as well as a music CD with music by several Sony recording stars. It's a good idea, but paying more than \$299 and not having a title in the pack is still a mistake in my opinion. In the land of snow, ice and moose (Canada), the unit will cost upward of \$420.

There's another big rumor working its way around the Sony third-party community dealing with third-party licensees being required to resubmit their game ideas to Sony for approval again. Many influential game makers are telling me that Sony is requiring that every game *"must have an ending."* Under this formula if Tetris was submitted to Sony, it may not have been released because technically it doesn't have an ending. That's what makes that game and games like Pac-Man so good. Needless to say, everyone in the development community is excited about the PlayStation, but they aren't excited about some of Sony's tactics. Sony seems to have a movie or music video mentality: Every title must have a beginning, middle and ending—video games don't work that way.

I'm hearing rumblings that Sega of Japan wants to buy into 3DO's M2 technology and use it in some of their arcade projects. Sega of Japan wants to license it from 3DO and use it in addition to or in place of the Titan arcade architecture. Some insiders are even suggesting that there may be a 3DO/Sega alliance in the works because Trip Hawkins has been spotted in meetings with some high-ranking Sega officials. In other 3DO news, 3DO is rumored to have Dutch giant Philips onboard as an M2 hardware licensee. If this proves to be the case, Philips would be able to launch a new machine without the high costs associated with developing an original product. This move will allow Philips to stay in the game and would give a great boost to 3DO, partly because Philips has worked closely with Sony to develop industry standards.

Catapult is working hard behind the scenes on an Xband system for the Sega Saturn and the PlayStation. Recently they partnered with Nissho Iwai of Japan to form Catapult Entertainment Japan. The partnership will include licensing of Catapult's Xband video game network technology in Japan. They will be working together to support the next-generation 32- and 64-Bit platforms. We know for sure that PlayStation and Sega Saturn Xband networks are in the works, but we've been hearing rumblings of Xband possibly working with Nintendo on a hush, hush Ultra 64 gaming network for television that could have some GTE ties and will rival the Sega Channel.

The big three toy companies in North America—Mattel, Hasbro and Tyco—have all dabbled in the video gaming business at one time or another. Mattel is working with a few unnamed developers putting together some gaming projects for the PC and new 32-Bit gaming consoles. I'm hearing that the first few games will utilize the Hot Wheels and Barbie licenses.

Hasbro, on the other hand, is working on a virtual-reality system code-named the Toaster. According to my Sushi sources, the unit will be a set-top box with horsepower comparable to the Ultra 64. The Toaster is also rumored to be using Argonaut's Brender as system software and is scheduled to appear in the first half of 1996 for \$249-299.

The E³ trade show in L.A. was a blast, and I even had a chance to moonwalk with Michael Jackson down the homemade street at the Sony party. Only one problem with the Sony party—they ran out of sushi.

Till you humble me with your presence again next month, I remain

...

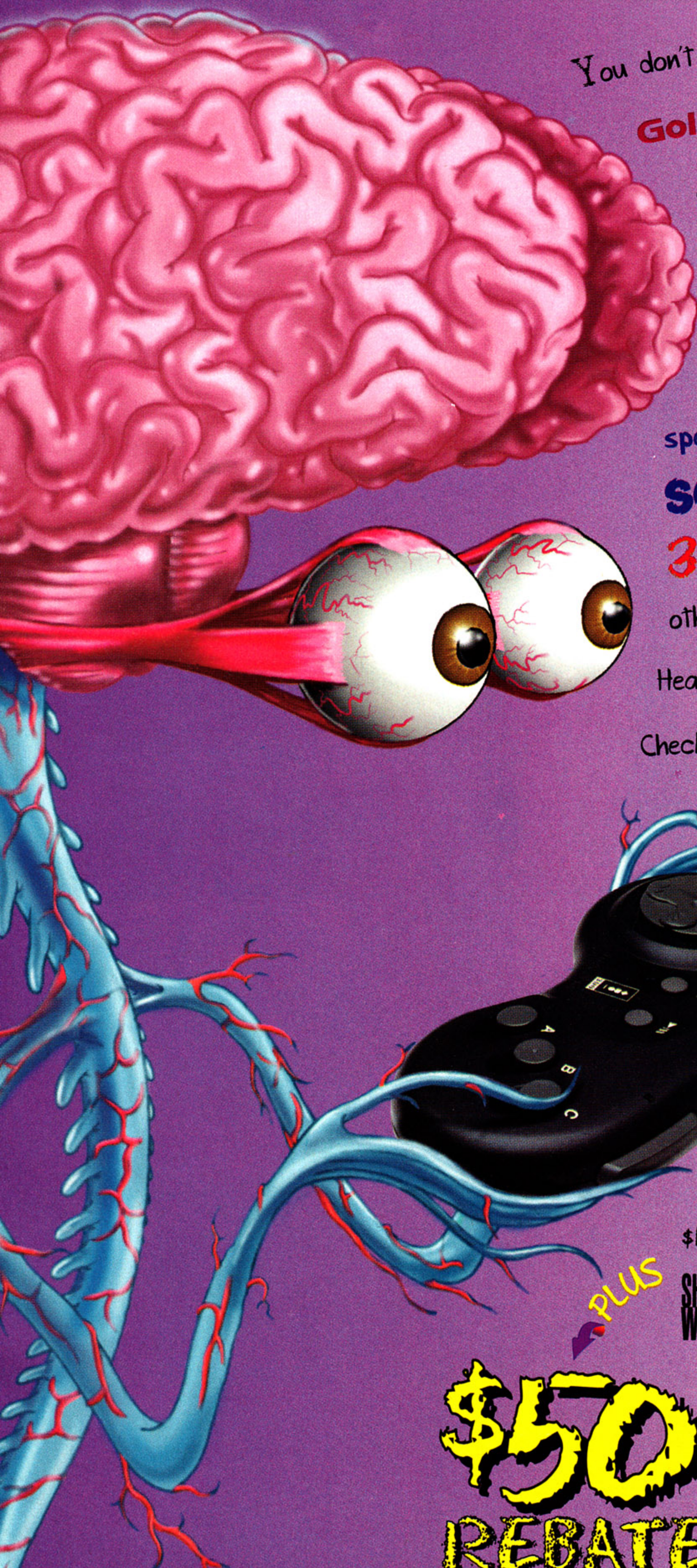


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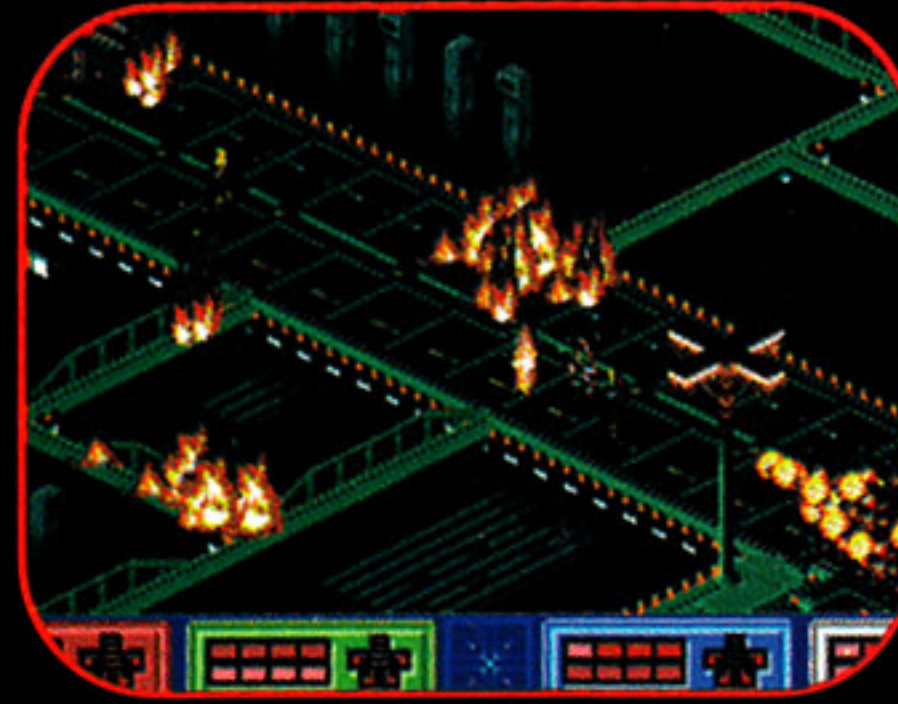
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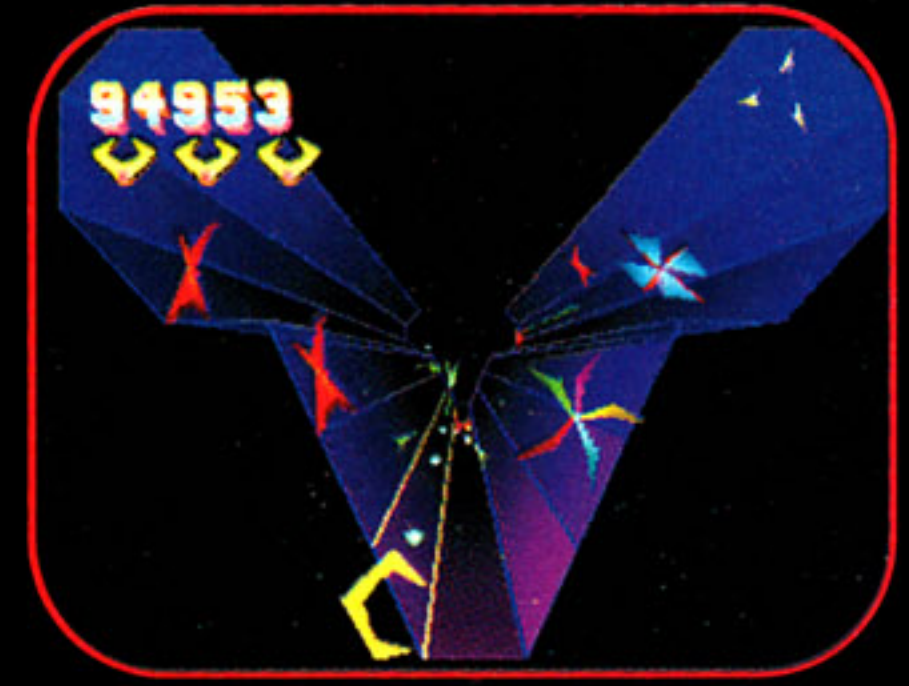
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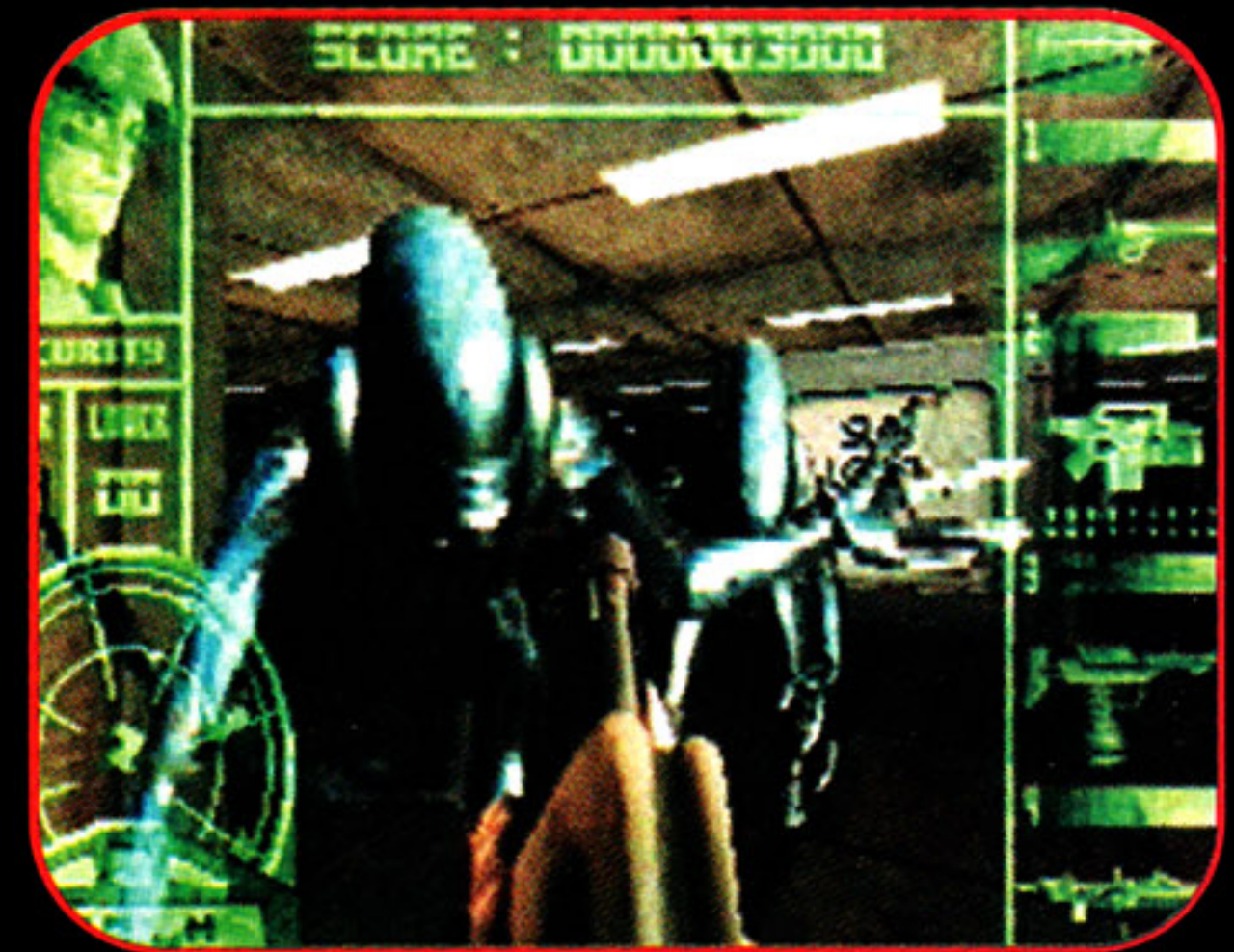
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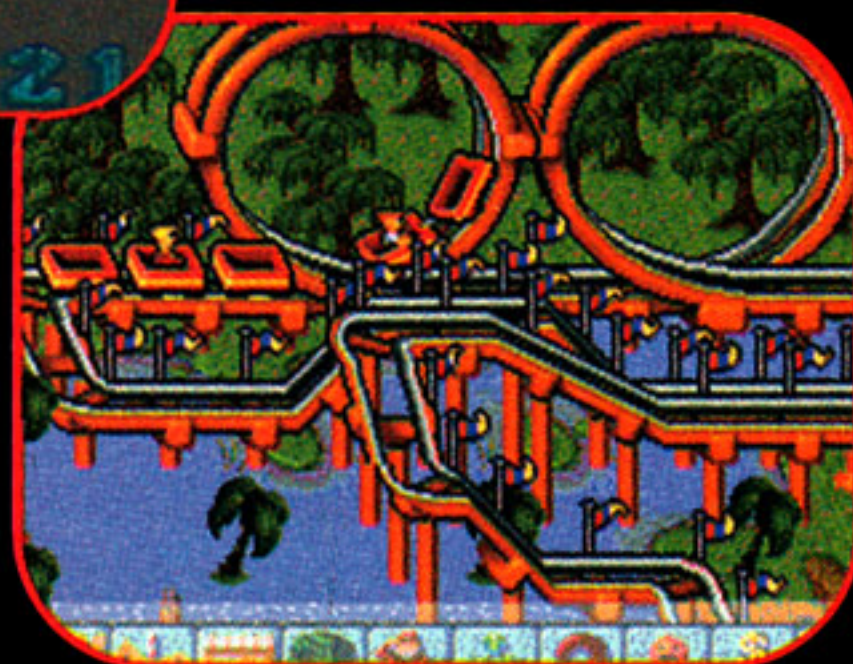
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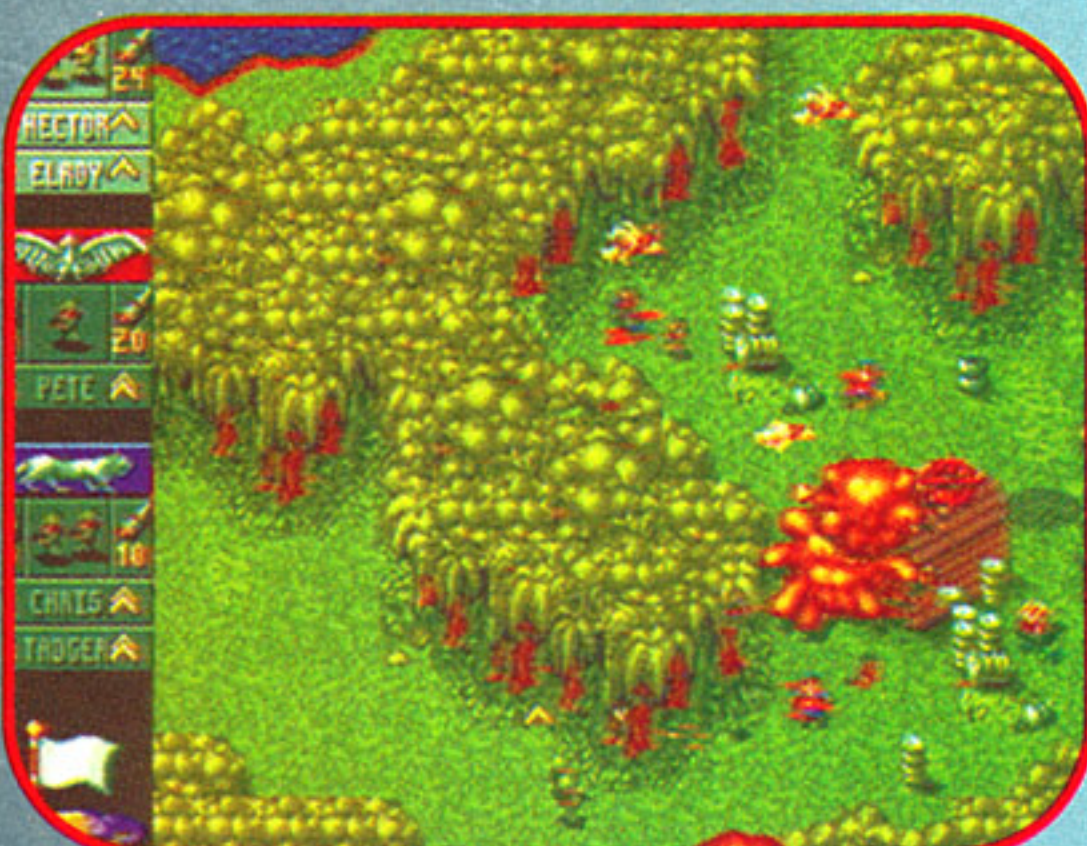
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TRICKS OF THE TRADE

SEND TIPS

If you've found a cool new trick, write it down and send it in to:

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

Check into the new saga of Code-Wizard Carey for more details on the latest tricks and passwords.

WIN GAMES!

Summer Break

Thank goodness summer is here! How's everyone enjoying their break? Now that the rays are out, Code-Wizard has been tooling around on his rollerblades playing hockey every chance he gets. With the release of the Sega Saturn, you guys have done a great job updating him with new tricks. But don't stop now. He's on a roll and needs more! Keep up the good work and e-mail tricks to: egm.triks@mcs.com. If you decide to e-mail a trick, include your home address to receive your prize. Otherwise, put the mailman to use and mail your tricks to:

Tricks of the Trade,
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If your trick is chosen, you'll not only get your name printed in our mag, but also receive a game for the system* of your choice. What a deal!

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* The allowable game systems are: NES, Game Boy, Super NES, Genesis, Sega CD, Duo, Lynx, Game Gear, 32X, 3DO, Phillips CD-I and Jaguar. Void where prohibited by law.

Flink

Sega CD | Vic Tokai

Cheat Mode

At any point in the game you can use this Cheat Mode to cast any spell or skip ahead to the next level with no problem.



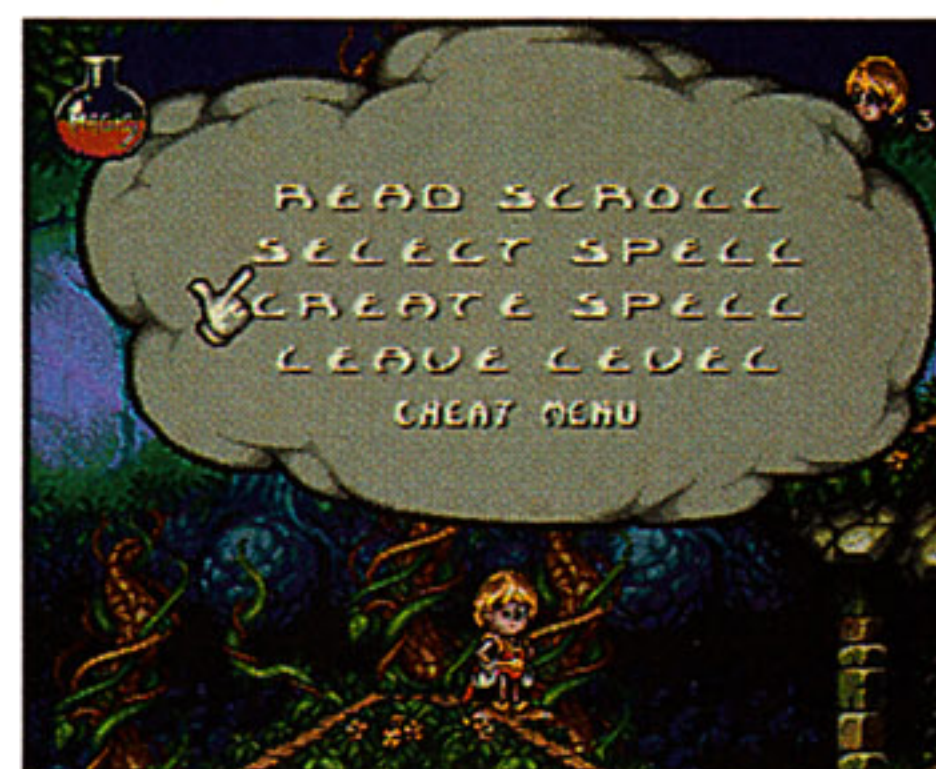
From anywhere in the game, hold Down and Start. Then let go of Down, and while continuing to hold Start press: Right (3X), Left (3X), Right (2X), Left (2X), Right (1X) and Left (1X). Now let go of all the buttons. You now have access to all of the scrolls, spells, 50 of each item and you can leave the level at any time to go to the next. Plus, press button C in any level to be invincible!

Brandon Eid; Irving, TX

TRICK OF THE MONTH



At any point in the game, enter the previous code.



The Cheat Menu should appear at the bottom.



Look at all your opportunities now! Scrolls and items galore.



Choose to leave the level and it will be completed every time.

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Everyone who sends in tricks to the Code-Wizard 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! Winners will get their name in print, the STD controller and a free game for your (allowable) system of choice! Contests like this come only from the Biggest and Best Video Game Mag, **EGM²!**



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CHEAT SHEET



Bust-A-Move Taito/Super NES Level Passwords

- In order to access these level codes, enter the Continue Screen to open the Password Screen. At the Password Screen enter:
- Round 51: LBWWKW
 - Round 52: 62BWHW
 - Round 53: C6Q6T6
 - Round 54: XTS9T9
 - Round 55: CLM#S5
 - Round 56: V\$5MR6
 - Round 57: M02DJV
 - Round 58: PXD24F
 - Round 59: SF4BB3
 - Round 60: HR675Q
 - Round 61: SXDCC4
 - Round 62: 5DFDBX
 - Round 63: PCBFFW
 - Round 64: CSDDBD
 - Round 65: B9ZZWZ
 - Round 66: 4L2222
 - Round 67: DM0VXV
 - Round 68: FL2FFC
 - Round 69: QXP\$??
 - Round 70: WPD0VX
 - Round 71: BSF0XX
 - Round 72: 4\$0F22
 - Round 73: ZRB4FC
 - Round 74: S2L9RR
 - Round 75: DR0KZW
 - Round 76: HN4XGJ
 - Round 77: \$D76TT
 - Round 78: ZLBF4W
 - Round 79: \$Z?#NS
 - Round 80: #39!N!
 - Round 81: F\$0WKW
 - Round 82: B!FB3D
 - Round 83: KRV4F2
 - Round 84: LK!M?P
 - Round 85: R3P#N!

(continued on p.40)

Daytona USA

Saturn	Sega
--------	------

Backward Track

To drive backward just highlight Saturn Mode and press and hold the Start button. Press A. If done correctly, Mirror Mode will appear.

So you've gone 190 mph on the speedway in Daytona. But have you tried going backward? Just highlight Saturn Mode and hold the Start button. While still holding the Start button, press button A until you see Mirror Mode on the next screen. Don't let go! Begin your race and take off ... backward!

Mode Select

ARCADE MODE SATURN MODE RANKING OPTIONS

Highlight Saturn Mode. Hold Start and press A.



Now begin the race. Notice the signs are backward.

Circuit Select

BEGINNER SHORT LAP LAPS	ADVANCED MEDIUM LAP LAPS	EXPERT LONG LAP LAPS
----------------------------	-----------------------------	-------------------------

SELECT COURSE MIRROR MODE PRESS C TO CHOOSE

If done correctly, Mirror Mode will show.



You are now driving backward in Mirror Mode.

36 Great Holes

32X	Sega
-----	------

Scale Objects

In order to scale objects to the size you wish, enter the Options Screen and with a six-button controller, press the Mode button. The Scale Objects Screen should then appear.

To scale objects, enter the Options Screen. With a six-button controller hit the Mode button. You will then enter a



Enter the Option Screen and press Mode.

Scale Objects Screen. To adjust the size of the item: A scales the item smaller, B scales the



A mighty cactus adds to your distraction.

Item bigger than C changes the size. Steve Schneiderman, Sheboygan, WI

Super Punch-Out

Super NES	Nintendo
-----------	----------

Change Name

To have your name changed in the name registration box to Japanese, highlight New Game and press X and A at the same time. The name registration box should appear.

Ever wonder what your name looks like in Japanese? Well with this simple trick you finally can. Just go where you can start a "New Game," highlight it, then hit X and A at the same time. You can now register your name in English, Katakana or Hiragana!

Sean Gould
Goldsboro, NC



When the game starts, highlight New Game.



Enter your name in English, or two forms of Japanese.



Now press X and A buttons at the same time.



Toggle between the three with the L and R.

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TRICKS OF THE TRADE

CHEAT SHEET



Bust-A-Move Taito/Super NES (continued from p.38)

- Round 86: #FN\$M?
- Round 87: CSJZKZ
- Round 88: 7W6QS5
- Round 89: D6WJJV
- Round 90: RZT57S
- Round 91: DQVHKW
- Round 92: 5XSTS7
- Round 93: 3LVWXG
- Round 94: ?GTQS!
- Round 95: PGSMP9
- Round 96: BDMRMM
- Round 97: 6TBGDB
- Round 98: 6P02WW
- Round 99: VXRSL
- Round 100: CD6LQL



Ristar Sega/Genesis Password clear

Want to clear all previously entered passwords without turning off your system in order to play a normal game? Enter the Options Menu. Then in the Password Screen enter: XXXXXX and end, to clear any previous passwords that were entered. "Password Clear" should appear if done correctly.

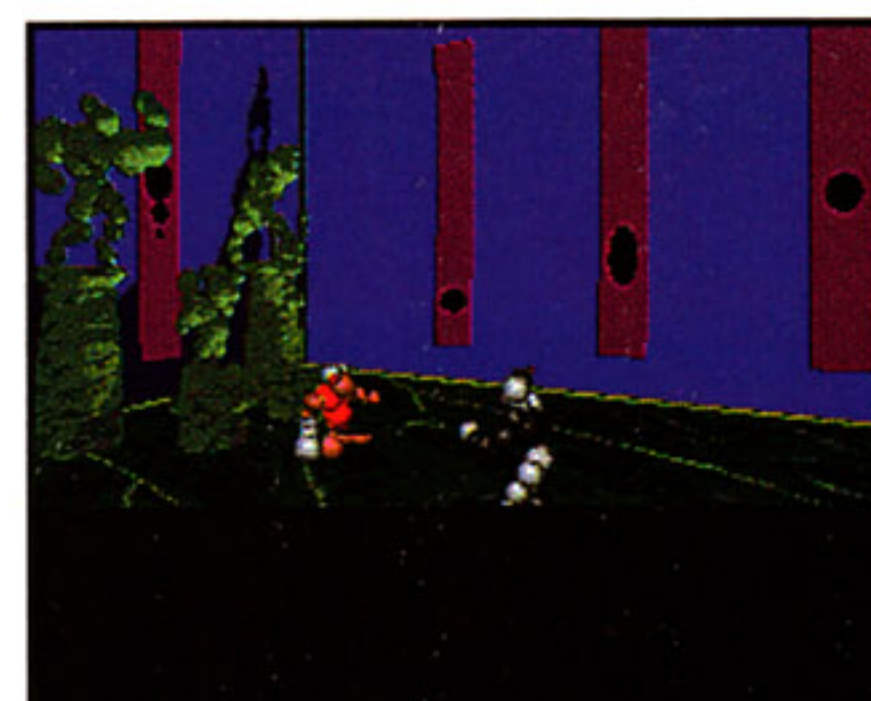
Ballz	
Genesis	Accolade
Red and Green Belt	
To skip ahead to red or green belt, go to the Main Title Screen and enter the following codes. You will hear "Burp!" if it was done correctly.	

These codes for Ballz will help you skip right to a red or green belt. At the Main Title Screen press A, Down,



At this screen enter the correct codes for the belts.

Down, B, B, B, C, Left, Right for the red belt. A, A, Down, C, B, A, Up, Up, Down for the green



The Jester will grant you a new belt!

belt. Then pick a character and you will receive it.

Brandon Eid; Irving, TX

Virtua Fighter	
Saturn	Sega
Character and Stage Select	
In order to access the Character/Stage select, play the Vs. Mode and beat your opponent. Wait for 'Winner' to show then hold your L and R buttons. Choose a new guy.	

Choose Vs. Mode. To change your character as well as the stage you're on when playing your buddy, just beat your opponent. When "Winner" pops up, hold your L and R buttons and you'll be sent to the Character/Stage Select Screen. It not only saves you time, but it makes things more interesting.



To get the Character/Select Screen, enter the Vs. Mode.



You will then enter the Character/Stage select.



When "Winner" pops up, hold the L and R buttons.



Choose a new guy and kick some butt in a new stage.

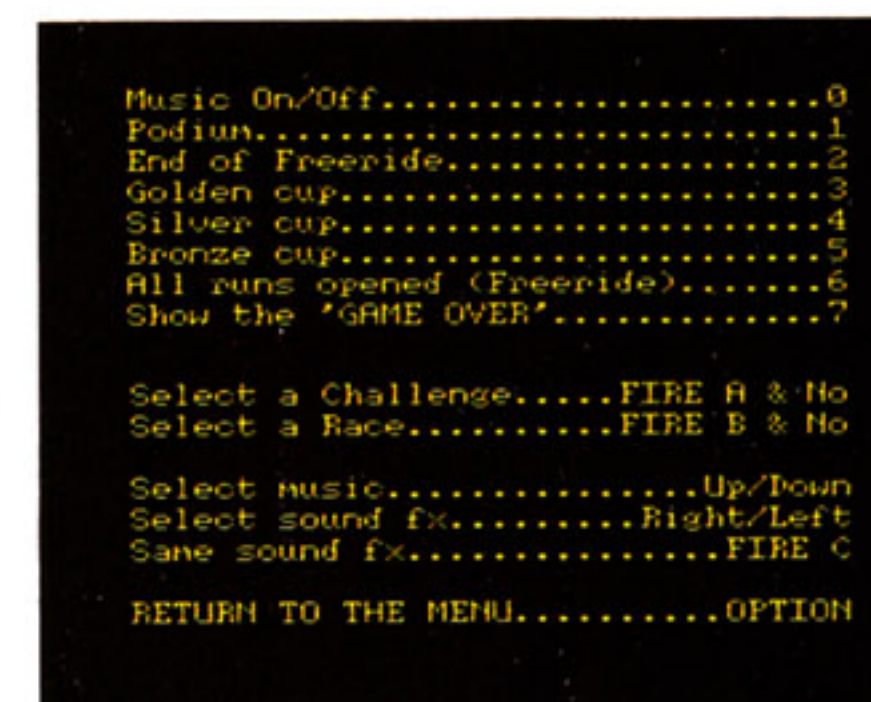
Val d'Isere Skiing	
Jaguar	Atari
Extra Options	
In order to get to the Extra Options Screen you must enter the following numbers while you are at the Main Screen: 4, 0, 8, 5, 7, 4, 1, 4. Now you can select various options.	

With the Extra Options Screen you are able to select certain items that you might not have yet. Just go to the Main Screen and enter: 4, 0, 8, 5, 7, 4, 1, 4. As soon as they are entered, the extra Options Screen will appear. Select sound FX and more!

Mark Malley
Somerset, PA



At this screen enter: 4, 0, 8, 5, 7, 4, 1, 4.



You will then witness an extra Options Screen.



Tired of it all? Just hit 7 to show the Game Over.



You deserve it. Give yourself the Golden Cup!

EVIL CAN RUN BUT IT CAN'T HIDE.



CAPCOM

**MARVEL
COMICS**

GENESIS

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CHEAT SHEET



Earthworm Jim S.E. Interplay/Sega CD

In the options at the Password Screen, enter the following codes to access various levels. Use your D-pad to select. (*Red*=Super Suit icon and *Blue*=Regular Suit icon.) The passwords are as follows:

- Andy Asteroids 1:* Red, Blue, Gun, Cow, Cow.
- What the Heck?:* Blue, Faucet, Gun, Cow, Red.
- Big Brutty:* Blue, Red, Blue, Cow, Faucet.
- Andy Asteroids 2:* Faucet, TV, Blue, Cow, Hydrant.
- Down the Tubes:* Hydrant, Blue, Gun, Faucet, Gun.
- Tube Race:* Cow, Blue, Gun, Faucet, Gun.
- Andy Asteroids 3:* Blue, Blue, Cow, Blue, Cow.
- Snot a Problem:* Red, Hydrant, Faucet, Gun, Cow.
- Andy Asteroids 4:* Cow, EWJ, TV, TV, Red.
- Level 5:* Cow, Cow, Faucet, Cow, Faucet.
- Andy Asteroids 5:* Hydrant, Hydrant, Red, Blue, Red.
- For Pete's Sake:* Faucet, Hydrant, Blue, Red, Blue.
- Andy Asteroids 6:* Cow, EWJ, Cow, Hydrant, Faucet.
- Intestinal Distress:* Gun, Red, Hydrant, Cow, TV.
- Andy Asteroids 7:* Gun, Red, Faucet, Gun, TV.
- Buttville:* Red, Cow, Blue, Blue, Cow.

George Shirai;
Fort Drum, NY

Aero the Acro-Bat 2*

Genesis Sunsoft

Level Select

In the Options go to the sound test and play tracks 8, 4, 19 and 71 in that order. Then start a new game. Press Start to pause and then press Down+A+C at the same time.



This code should come in handy for those playing Aero 2. Just play tracks 8, 4, 19 and 71 at the sound test. A screen flash will go off if done correctly. Then just start a new game and pause it with the Start button. Press Down+A+C at the same time for the Level Select.

Ryan White; Danville, WV



At the Sound Test play 8, 4, 19 and 71 in that order.



Now exit and start playing a new game.



If done correctly, a flash will appear momentarily.



Hit Start to pause and press D+A+C for level select.

Panzer Dragoon

Saturn Sega

Level Select

Now you can move ahead to check out those other episodes! Just go to game select and press: Up, Up, Down, Down, Left, Right, Left, Right, X, Y, Z and Presto! Level Select.



In order to get to that level you've been trying for, but just can't, go to the Game Select Screen and press: Up, Up, Down, Down, Left, Right, Left, Right, X, Y and Z. You should then see the menu of episodes that can now be accessed!

Dan Camp
El Cajon, CA



At the Game Select Screen, enter the code.



Pick the level you desire and begin playing!



If done correctly, a menu of levels will pop up.



Test your skills in the higher levels of play.

Demon's Crest

Super NES Capcom

Play game with only Bosses

To play Demon's Crest with no enemies except for Bosses (starting from the top left corner and going right) enter R B N L, X H G B, V G B B, L Y L D at the Password Screen.



The great thing about this trick is that all you have to do is go against the Bosses! At the Password Screen enter R



Go into the password screen and enter the code.

B N L, X H G B, V G B B, L Y L D and then go to end and press Start. You still need to defeat



Notice there are no ghosts, goblins or other enemies.

the first dragon to get to the game.

Kian Mays
Chesterfield, VA

...AND FROM THE GORILLA EVOLVED A SPECIES
MORE INTELLIGENT, RATIONAL, DANGEROUS AND
HUNGRY THAN HAD EVER BEEN SEEN BEFORE,
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Heads or Tails

Tricks in this Issue:

Welcome to Heads or Tails. Here are some of the latest MK3 fatalities from Version 2.0. Also, check out a few of the tricks for Street Fighter: The Movie. If you have any new info, write (see Tricks of the Trade) or e-mail us at egmtriks@mcs.com. First one to drop us a line with a real name will get credit!

Here are just a few of the all-new babalities and friendships. To do them, don't Block in the final round you win. Check out the next **EGM** for all the new finishing moves and pictures. Special thanks to Sachin Pansuria for the info on Version 2.0!

CYRAX:

friendship: F, D, B, U, D, Run
fatality: D, D, D, U, D, High Punch

NIGHT-WOLF:

friendship: (D + RUN) repeatedly.

JAX:

babality: D, D, D, Low Kick

LIU KANG:

friendship: D, D, D, Run
babality: D, D, D, High Kick

SONYA:

babality: D, D, D, F, LOW KICK

SUB-ZERO:

babality: D, D, B, High Kick

SECTOR:

friendship: (D + RUN) repeatedly
pit: D, D, D, Run

SINDEL:

friendship: RUN x 5, U, Run
babality: Run x 3, U, Run
fatality 1: Run, Run, Block, Block, (Run + Block)
fatality 2: Run, Run, Block, Run + Block



Next issue ... we'll show you the hidden Galaxian-type game after 100 rounds. There is also an ultimate combat code that makes Smoke a playable character on the Selections Screen.

Kill the Spectators



See all those rowdy people in the audience? Well if they really bug you, blow them up! Press 1, 2, 5, 6, 3, 4 and watch them go boom!

Watch the Bird



You can shoot down the flying birds by pressing button 1 then 4. A gun shot will be heard and the bird will zip out of the screen.

Watch a Video



On this stage you'll see the video monitor in the back showing several scenes. It can be controlled! Just hit Start to see Guile's salute or hit button 6, 4, 1, 3 to see Vega's stuff.

Hidden Character



On the Bison's Lair Stage, look in the background. Normally you'll see Akuma. But if you see Arkane, hit Start to fight him. He's tougher than Blade!





HAGANE™

They left you for dead.

He made you immortal.

Now it's payback time.

ついに我々が望みかなう時が来た。
ハガネ様が助けに来てくださったぞ。
"Our prayers have been answered,
my friend. Hagane has come
to save the day!"

ああ、あの超サイボーグ体から放たれる強力なニンジャ技があれば、もうコマ軍団など敵ではないな。
"Oh yes, my brother... The Koma Clan is no match for Hagane's masterful Ninja technique and spectacular cyborg form!"

CONTAINS NO MSG!



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Ancient martial arts stylings. Futuristic graphic technology. Black magic-powered cyber-Ninja clans... This ain't some B movie, my friend. This is a wicked adventure. A full color, 100% chaotic, thumb print-removing action adventure.

The time for battle has come. Bow, or be beaten.



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NEXT WAVE

17 GAMES PREVIEWED

BloodTies, Nightmare Circus, Wild Woody, DarkStalkers, Syndicate Corp. Wars, Beyond Zero Tolerance, Project Overkill, Criticom, 3-D Lemmings, DiscWorld, Street Fighter: The Movie, WildC.A.T.s, Gargoyles, I Have No Mouth and I Must Scream, Dark Seed 2

LAST-MINUTE UPDATE

Well, the E³ has come and gone. Now that the dust has cleared, it's possible to get a better look at what's ahead.

Simply put: The PlayStation ruled! Sony had a gigantic booth, and dozens of great games were to be had. Hot games, like Interplay's *Loaded* and EA's new *Syndicate*, made me pre-order my system almost on the spot. Almost every company had something to show for this super system.

Sega didn't have as good a showing. There were only about 20 new Sega Saturn titles, though it was nice to see an emphasis more on the 32X. As for Sega's third (wow!) software category, Genesis—there were only a handful of carts, like *Vectorman*.

3DO had an enormous booth with hints of the M2 everywhere, not to mention a number of arcade games such as *Primal Rage* on the way.

The Nintendo front was hopping with the most beautiful girls around. Ultra 64? Not at the show, and now it has been delayed until next year! Instead, we have *DKC2* (looks good) and *Killer Instinct* (even better). Look to the Game Boy for lots of terrific games that blew us away from way-back-when. *Missile Command*, *Galaxian* and *Galaga* are just a few. *Virtual Boy* looks a little bit better now. There's a *Wario* game that looks like it'll be a lot of fun, and the shooters are cool.

Let's not forget the Jaguar, which displayed lots of CD-ROM titles. Look for an article in this issue. This is Cyber, signing off!

	BLOODTIES
FIGHTING	ATLUS

Atlus' cool coin-op fighting game will be hitting the Sony PlayStation very soon. Expect this game to be an exact translation in every way.

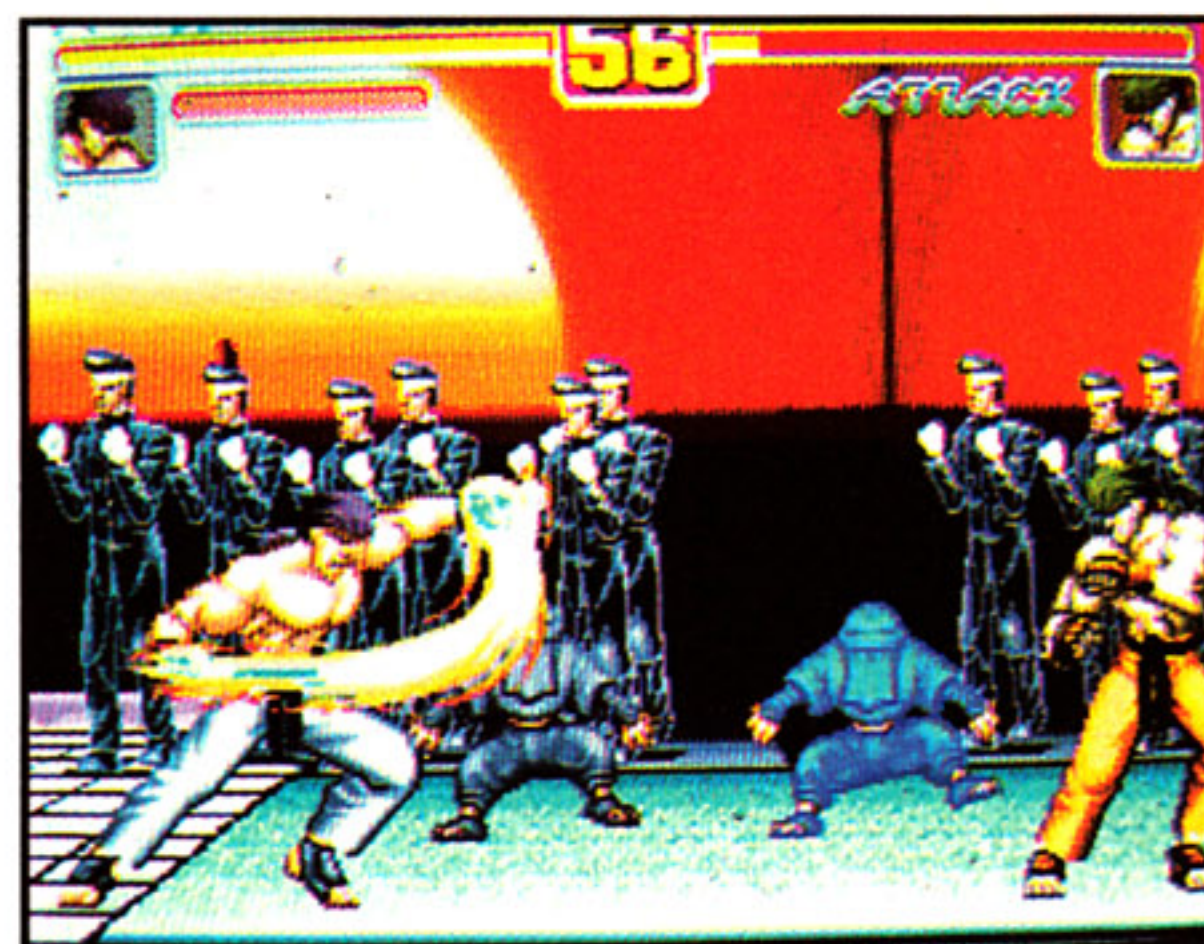
All of the characters are here. You can even play as the old lady who shoots her dentures out. *BloodTies* has a comical theme amid the action. Where else can you play as a gal with a whip? (Well, *Toshinden*, but that's another story.)

BloodTies uses the same Power Instinct engine that the first game used, except that there is more animation and moves. *BloodTies* used to be on the Neo•Geo, so you might have played it there.

BloodTies is an excellent fighting game loaded with lots of secrets and



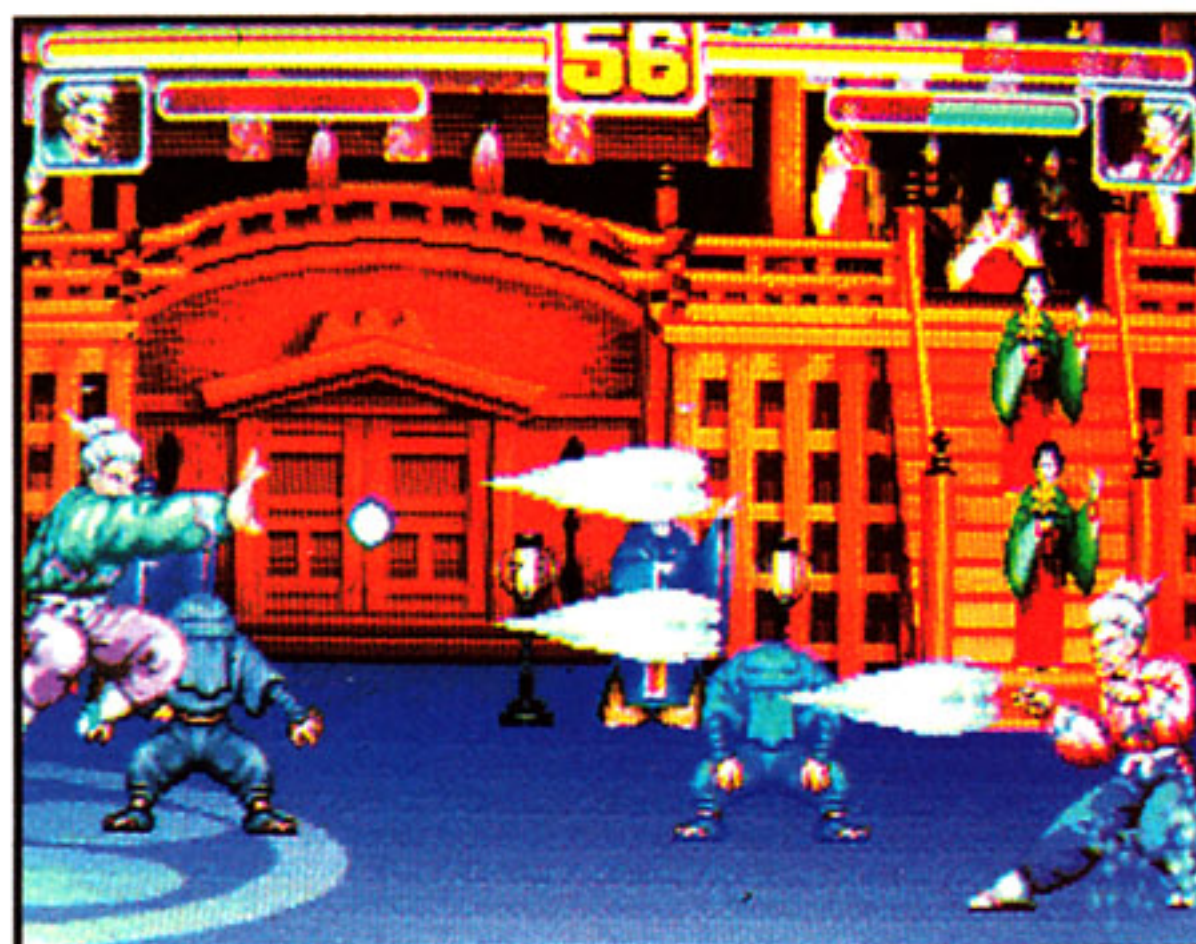
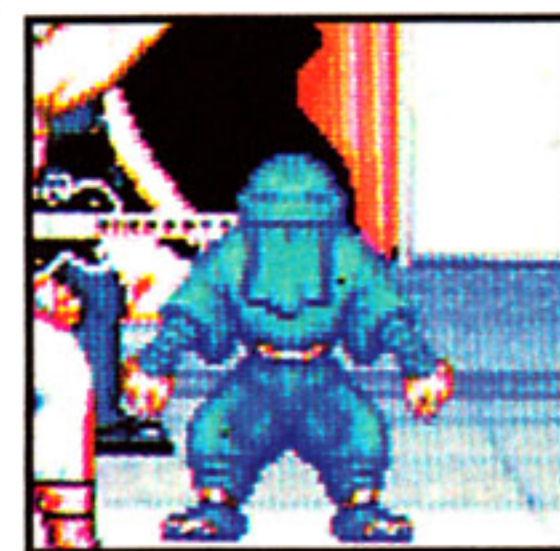
You'll find that each of the fighters has his/her own style and technique.



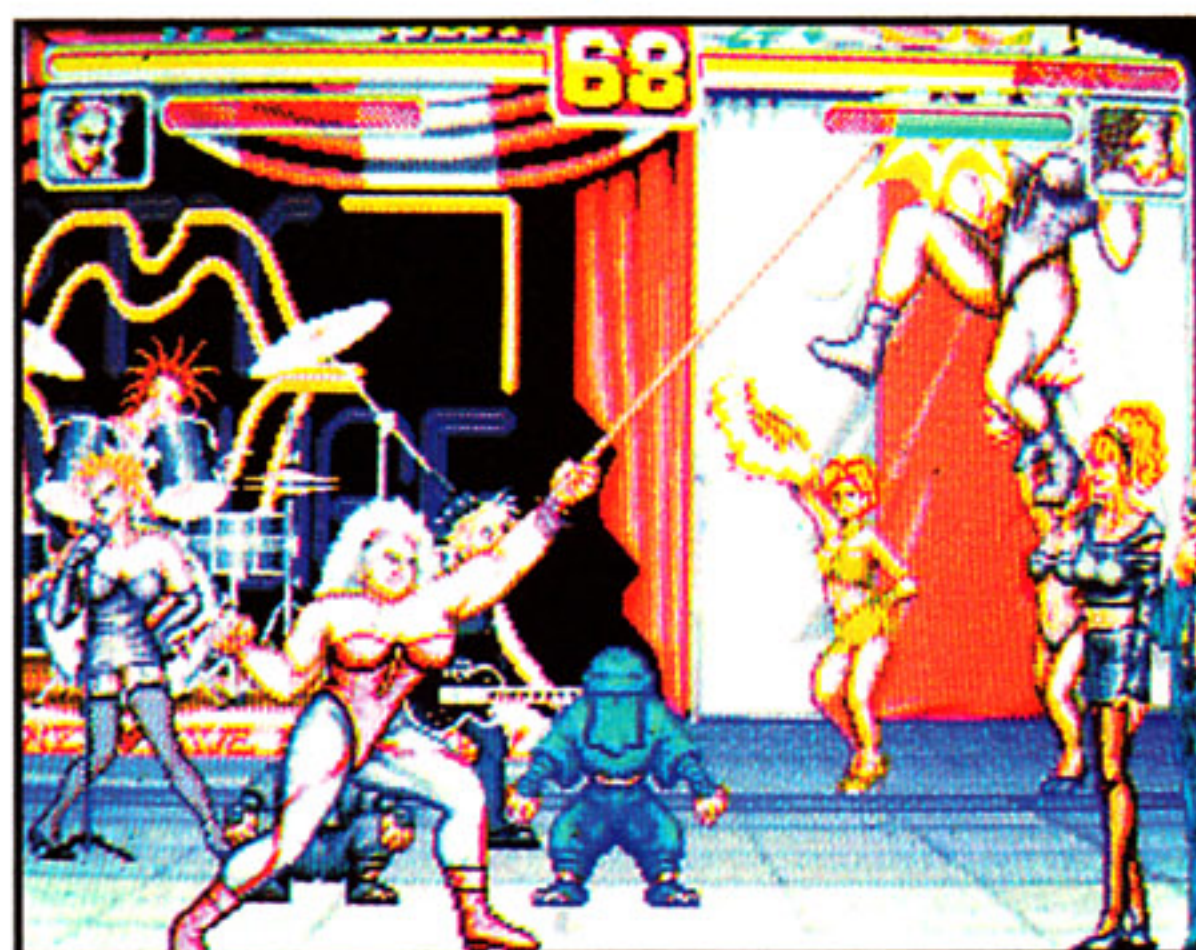
Each character has an assortment of cool moves, like fireballs.

technique. You will spend hours trying to master each character.

If you enjoy fighting games, *BloodTies* is one CD that you'll want to play.



The old lady has a lot of cool attacks, including launching her dentures.



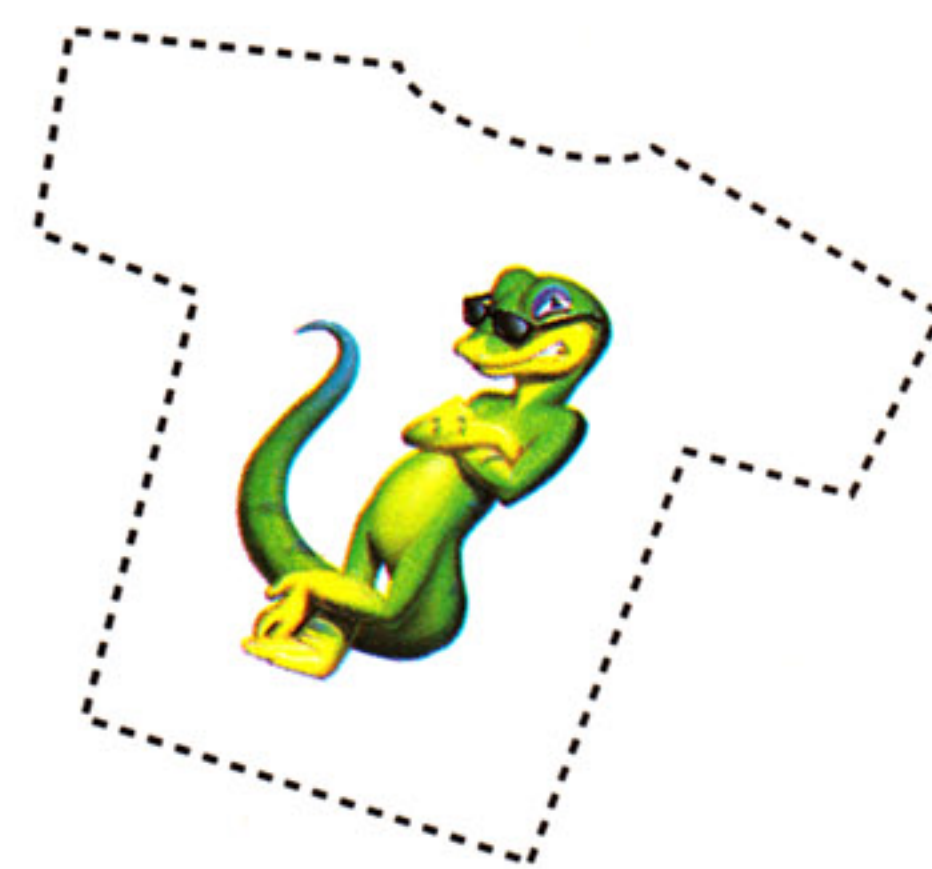
Whip the opponents until they cry out. Thank you, may I have another?



If you enjoy fighting games, *BloodTies* will satisfy your appetite.

Grab This! promotion.

Buy **GEX™** plus any one of the products listed below, including **SLAM 'N JAM™ '95**, Crystal Dynamics™ in-your-face **basketball** game with a new 3D "fast break" perspective and receive a **FREE GEX t-shirt**.



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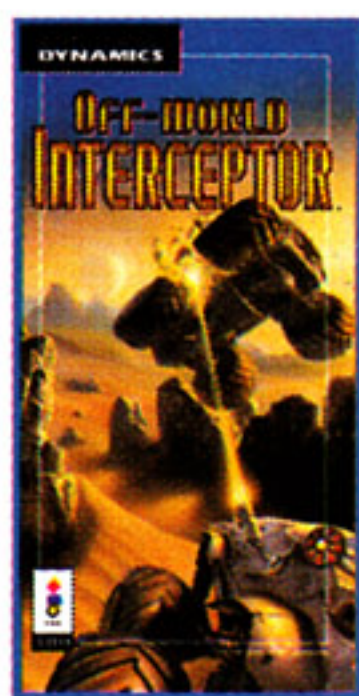
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NEXT WAVE

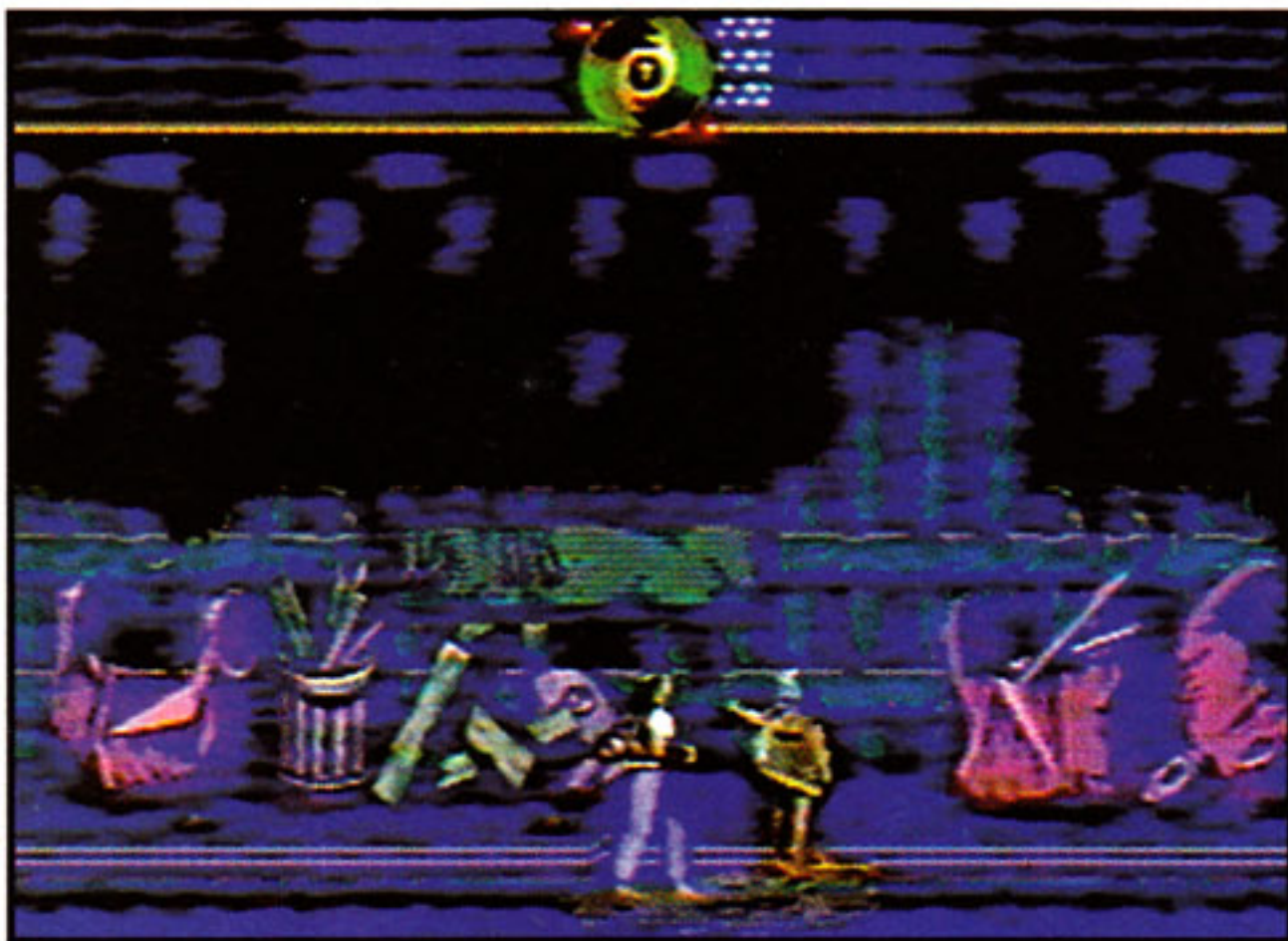
NIGHTMARE CIRCUS

ACTION

SEGA

A murderous jester has resurrected the Circus Del Diablo from the ashes of an inferno. Within the seemingly innocent tents and exhibits lurk creatures from the pits of hell. Terrifying beasts wait to devour victims' souls. One man can stop the forces of evil. A Native American shaman named Raven has the powers to stop the jester and the deadly forces.

Raven has magical and telepathic abilities, not to mention physical prowess.

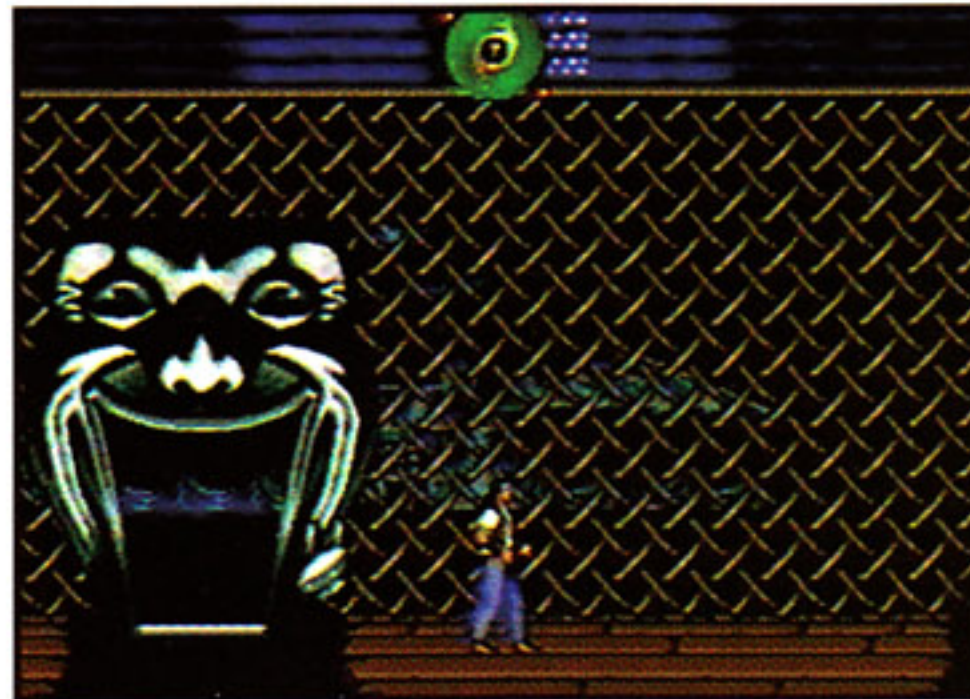


Use your fists and feet to deal with the zombies who patrol the fairgrounds.

Throughout the game you will come across perversions of classic circus motifs.

Nightmare Circus has a cool plot and is an intense trip from start to finish. The graphics are very dark, just like the subject matter.

Nightmare Circus is your basic side-scrolling action game. If this is your thing, go for it.



Wander about the funhouse, but try to avoid the pitfalls.



The circus is riddled with traps and hidden areas.

WILD WOODY

ACTION

SEGA

Wild Woody is Sega's cool new action game for the Sega CD. Woody's hot on the heels of some bad guys who have pieced together the parts of an ancient relic. Woody must save the day by using his powers. Woody is a pencil, and aside from the usual uses, he's a pretty mean fighter. He can rub out enemies with his eraser or in special cases, make his drawings come to life. For example, Woody can draw a dragon and have it



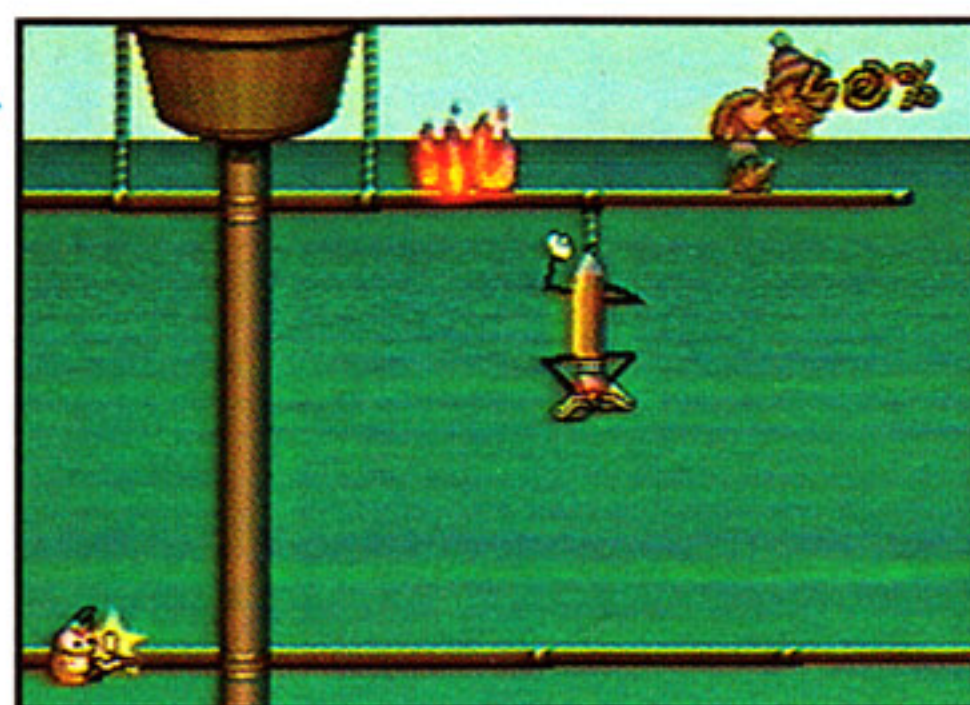
All sorts of obstacles will get in your way. Can you help Woody through the cart?

attack the bad guys.

Wild Woody is a lighthearted adventure that should be a lot of fun to play. Where else can you play as a pencil?



Woody is Sega's latest hero. How'd you like to be a pencil?



Skirt across the pole, but try not to get hit by the pirates.



DARKSTALKERS

FIGHTING

CAPCOM

Capcom's lesser-known arcade release, DarkStalkers, will be hitting the PlayStation relatively soon. I got a sneak peek at an early version at E³, and I was impressed.

The PlayStation version is nearly identical to the coin-op. The graphics are great and the control is decent. It still needed work, but the folks at Capcom said there were more details to be added later on.

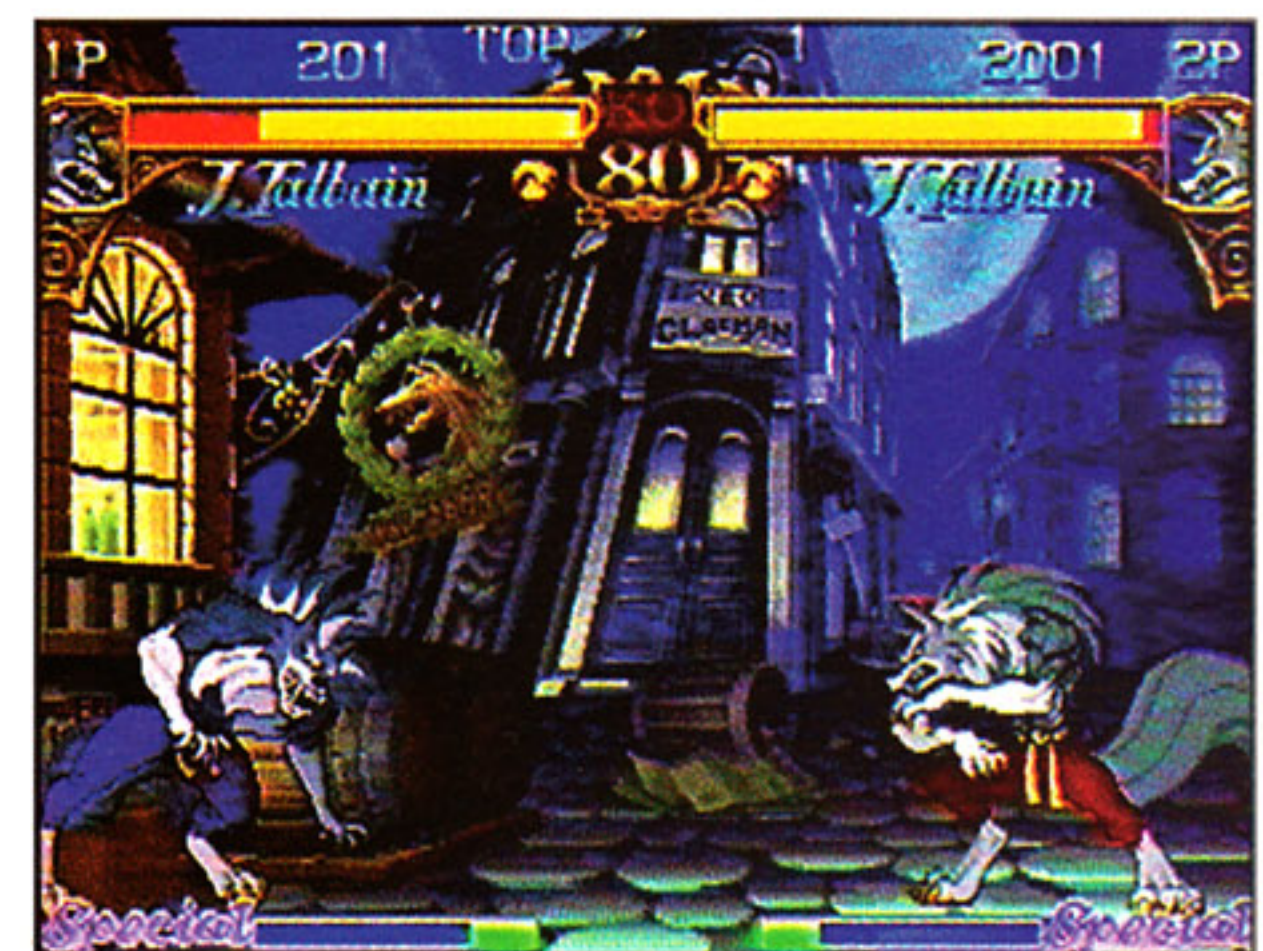
DarkStalkers uses much the same engine as the Street Fighter games (except you can block in the air). Each of the combatants is based on the classic, late-night flicks. Demetri is sort of like Dracula (and Ryu!), while Victor is a Frankenstein clone. The animation of the warriors is top-notch. I've been waiting for this cart for a long time.



Here is the Character Select Screen. Check out all of the cool fighters.



Demetri uses one of his teleport attacks against a mirror self.



Jon Talbain, like all of the characters, is based on a classic monster.

You've perfected the art of **begging**.
 Don't waste it by making your
 parents drive you all over town
 to buy our titles.

USE IT TO HAVE THEM BUY YOU ONE.



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NEXT WAVE



PROJECT: OVERKILL

ACTION

KONAMI

Konami was showing off preliminary screens of a game for the PlayStation called Project: Overkill. Details on the plot are kind of sketchy. However, what I've seen so far makes this a game to look out for.

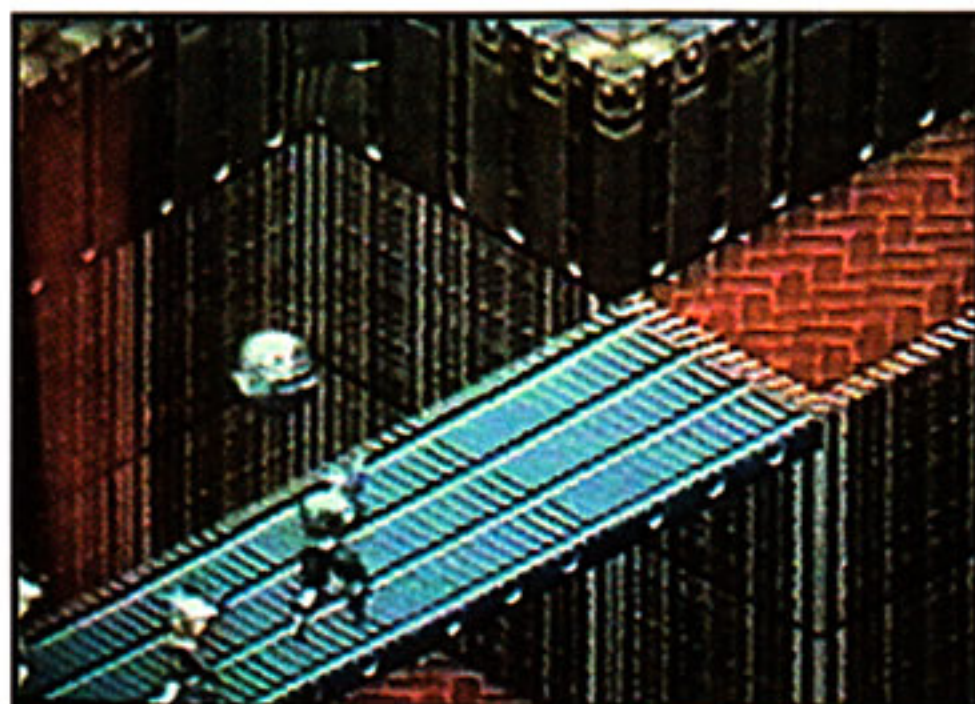
Project: Overkill looks like it'll be a shooter and a gory one at that. From the demo tapes, there's lots of destruction, heavy firepower and other things that make up a happy childhood.



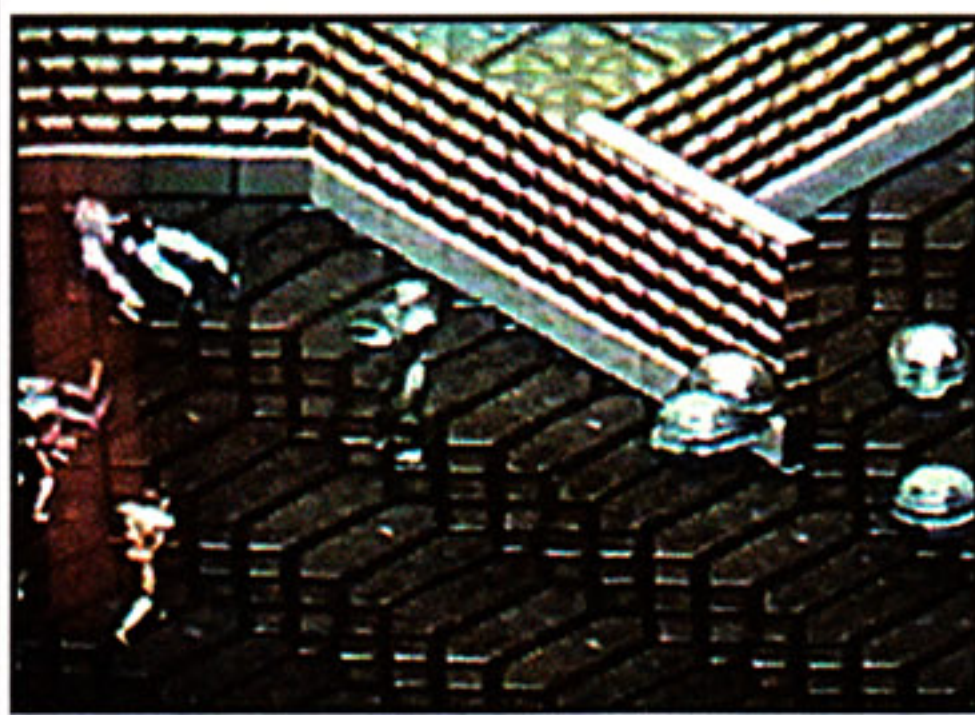
The hero stands victorious amid a litter of corpses on the battlefield.



There are lots of levels. Each one has its own carnage.



Search the colonies for more ammo and weapons.



You must fight it out with angry colonists and their droids.

Project: Overkill



SYNDICATE: THE CORPORATE WARS

ACTION

ELECTRONIC ARTS

Computer gamers everywhere have been wanting a sequel to Syndicate—something with more spice to it than the original. Well, EA is currently working on Syndicate: The Corporate Wars. This game offers improved graphics and more weapons. The enemies' corps send agents after you, plus there are mechanoid droids out for your blood.

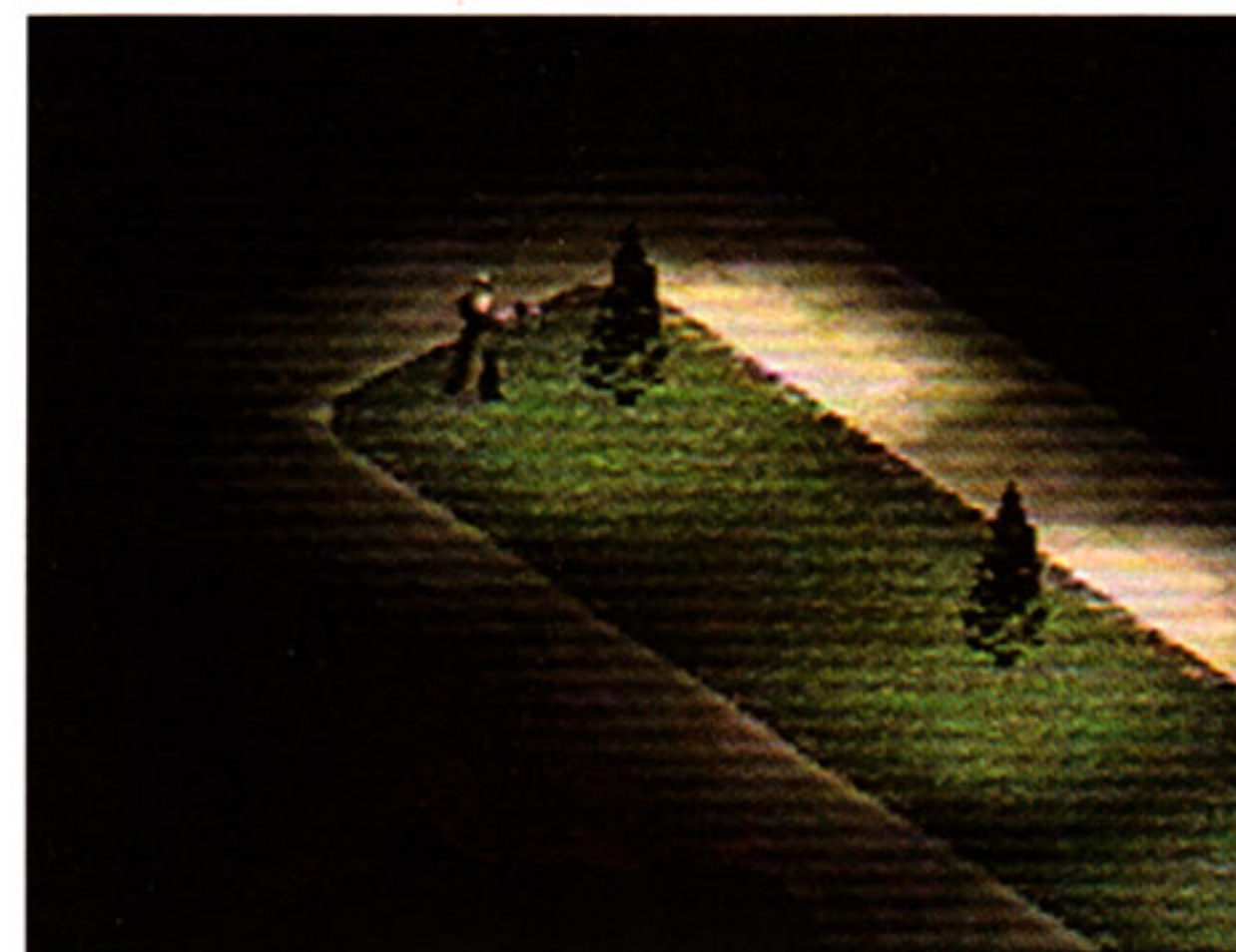
Using the PlayStation's visual capabilities, there are lots of cool touches (like flickering streetlights) that make this CD look realistic. It even has blood and guts flying when you hit an agent with a Mach 10 or another deadly weapon from your arsenal. You can even rotate the playfield so you can see every detail. Syndicate: The Corporate Wars looks decent.



Syndicate: The Corporate Wars is loaded with intense action.



Convert citizens to your side, and assassinate enemy agents.



The PlayStation shows off with great-looking shadows and rotation.

BEYOND ZERO TOLERANCE

ACTION

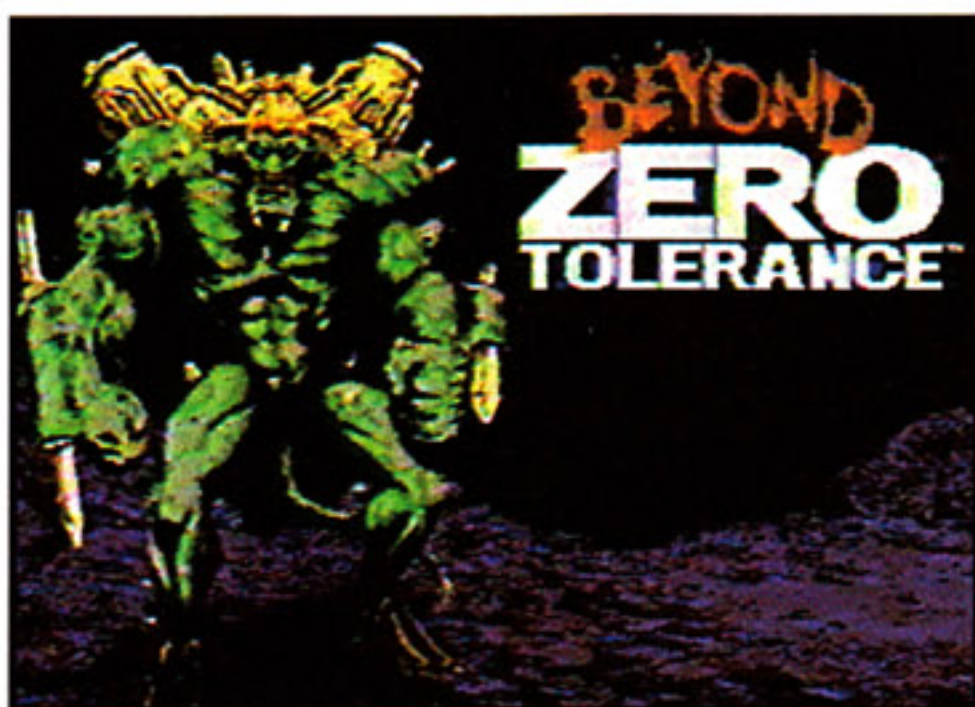
ACCOLADE

The sequel to Accolade's Doom-type action cart is on its way. You reprise your role as a lone soldier up against a horde of aliens. This time you will be invading their homeworld in a genocide campaign.

Like the original, the game is shown in a first-person perspective. Throughout the many mazes and corridors, you'll gather up weapons and ammunition that will mean either life or death.

Beyond Zero Tolerance improves over

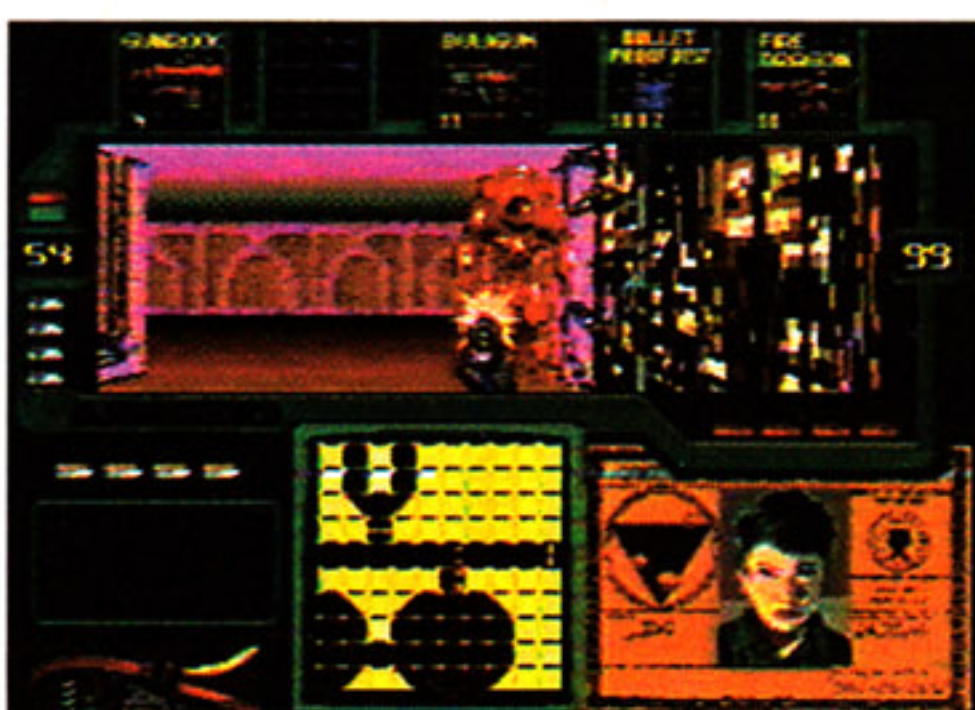
the first game in almost every way. If you've been anxiously waiting for a first-person game on the Genesis, try the Zero Tolerance series.



A whole world of aliens await your arrival on their planet.



The aliens are smart, heavily armored and really great with kids.



You start off with a pistol, but it runs out of ammo quickly.

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This fall, Tecmo will be releasing *TECMO SUPER BOWL III: FINAL EDITION* for both Super Nintendo and Sega Genesis systems.

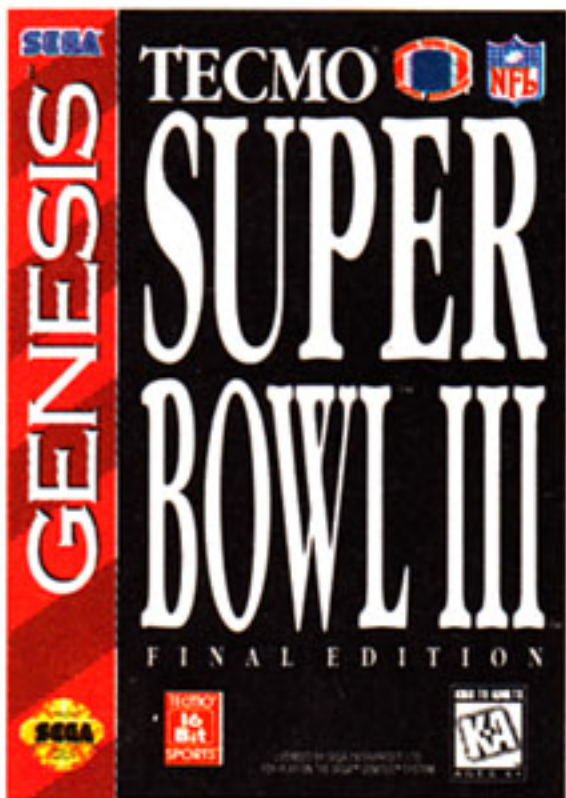
Because of the unusually high demand for Tecmo Super Bowl II last January, Tecmo would like to assist you in obtaining a copy of *TECMO SUPER BOWL III: FINAL EDITION* from your favorite retailer.

In order to avoid the shortage problems which occurred with Tecmo Super Bowl II, Tecmo is making a special priority shipment program available to retailers and distributors, who choose to participate, from **JUNE 15, 1995 TO AUGUST 1, 1995**.

Tecmo encourages you to go to your favorite participating retailer and reserve a copy of *TECMO SUPER BOWL III: FINAL EDITION* by placing a non-refundable deposit between **JUNE 15, 1995 AND AUGUST 1, 1995**.

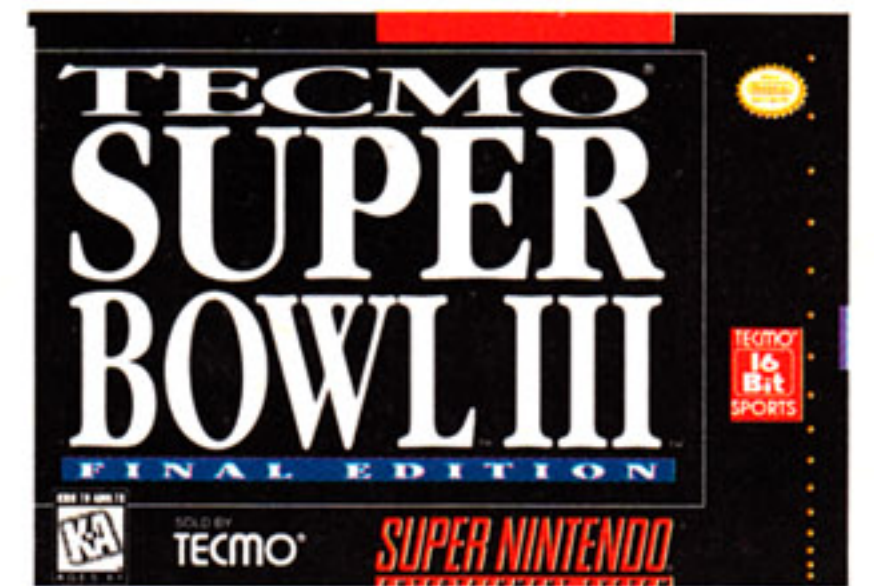
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TECMO SUPER BOWL III: FINAL EDITION



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- New character edit mode
- New NFL expansion teams
- New Free Agency mode
- Better graphics and sound



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TECMO SUPER BOWL III: FINAL EDITION should be available in October of 1995.

Watch this magazine for late breaking updates regarding game features and when Tecmo Super Bowl III: Final Edition will be in stores near you.



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NEXT WAVE



DISCWORLD

ADVEN.

PSYGNOSIS

You are Rincewind, an inept wizard who must survive in the crazy, twisted DiscWorld. Based on the worldwide best-selling stories, you will enter the realm of DiscWorld and experience high adventure, whimsical fun and devious riddles.

Psygnosis will be releasing DiscWorld for the PlayStation. Eric Idle of Monty Python fame will be doing the voice of Rincewind.

DiscWorld is filled with many types of



Talk to everyone, and eventually you'll get some clues for your quests.

puzzles and riddles that will totally boggle your mind as well as send you on epic quests.

Adventure games are always fun. DiscWorld appears to be one of those that will make you bust out laughing at the comedic situations. DiscWorld should be a treat for fans of the stories.



Use your magical powers to transform fearsome beasts.



Rogues and thieves will try to ruin Rincewind's day.



3-D LEMMINGS

PUZZLE

PSYGNOSIS

Those suicidal rodents, the Lemmings are back. This time they are lost in a three-dimensional world, and they seem to be dying at an unbelievable rate!

Enhancing the play mechanics over the original games, the 3-D really adds a challenge. You have to assign different Lemmings different jobs, like digging and blocking. Otherwise the cute little creatures meet a dismal death.

3-D Lemmings will be released on the

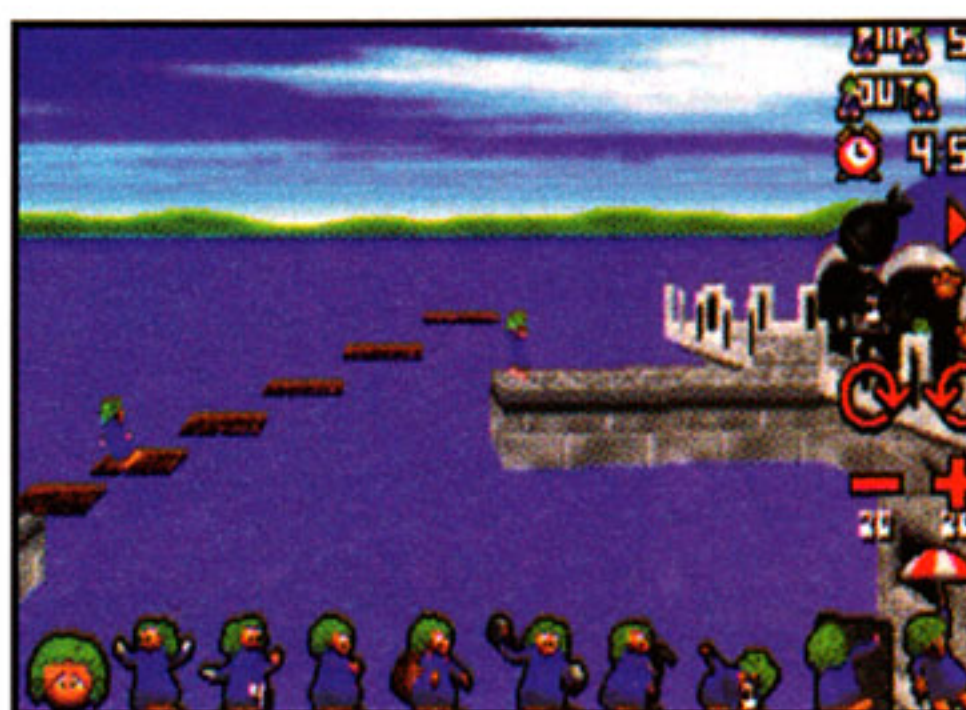


The Lemmings must face all-new challenges. Can you save them all?

PlayStation by Psygnosis. There are over 100 levels and nine skill settings. You've never played Lemmings like this before. Remember, you can always detonate them.



Cinemas show the Lemmings in their natural habitat.



This new Lemmings game forces you to try new tactics.



CRITICOM

FIGHTING

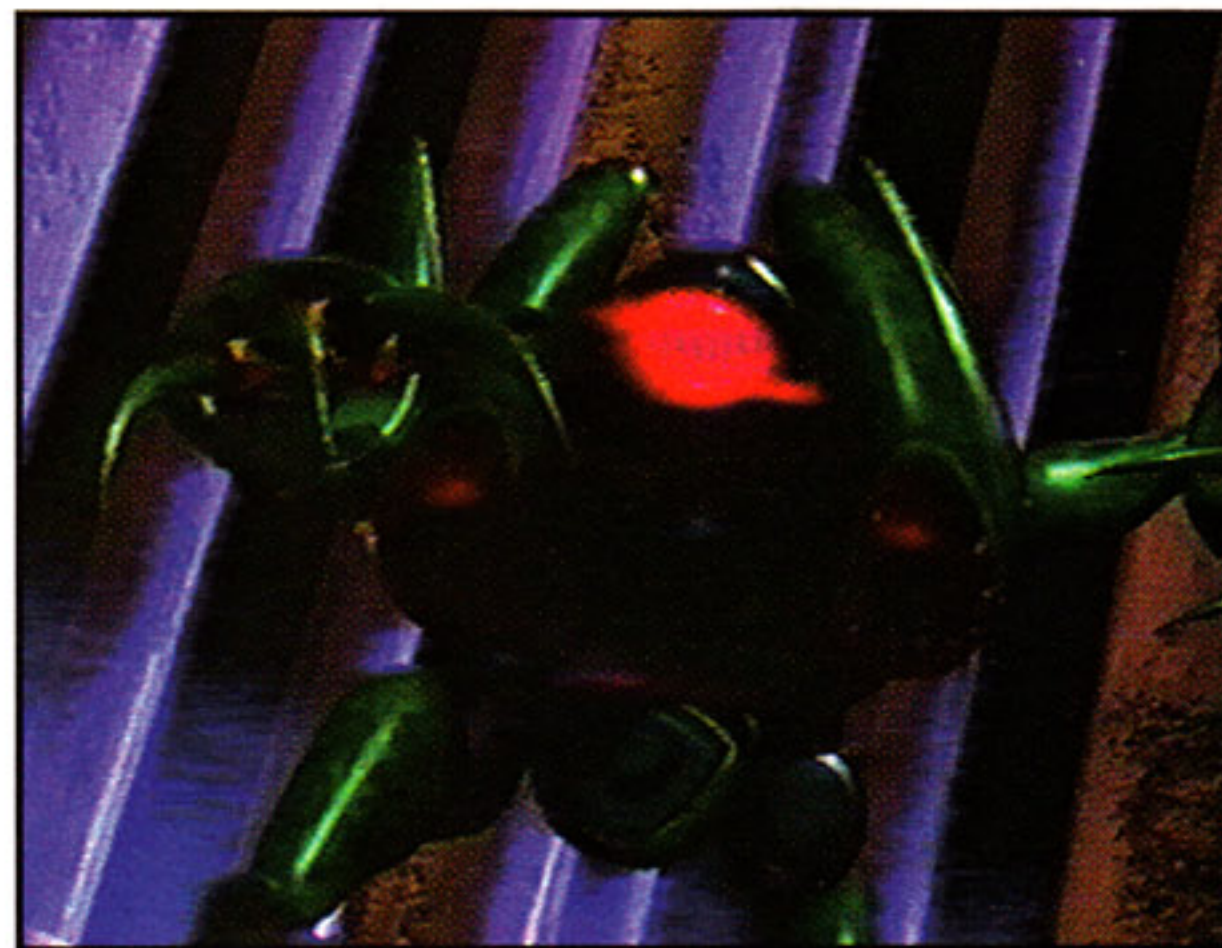
VIC TOKAI

Criticom is a brand-new fighting game that will be released for both the PlayStation and the Sega Saturn.

The graphics are all rendered, and they look and feel very similar to Toshinden. The characters are armed with laser swords and rockets, lending this game a sci-fi feel.

The visuals are excellent. The screen can pan and scale to show you all of the action. Every move and maneuver can be seen. The whole game has a realistic appearance.

Criticom contains many different fighters, from a deadly robot to a nimble female martial artist. Criticom is loaded with lots of cinemas and cool stat screens for each character. After you play the next-generation fighting games, you can't go back.



There are rendered cinemas depicting each of the fighters and their moves.



Criticom resembles Toshinden, but it has a definite futuristic feel.



Criticom shows how good 32-Bit graphics can get. Pretty cool, huh?

NEW
FOR SEGA™
32X™!

THE MOST POPULAR BASEBALL GAME RETURNS FOR ANOTHER SEASON.



Step up to the plate and drive one into the cheap seats! Crisp color graphics and realistic gameplay make RBI Baseball '95 the latest, greatest installment in the best-selling RBI Baseball video game series. Improved artificial intelligence enhances computer opponent strategies like base stealing, bunting and runner pick-off attempts. Experience an incredible view of those fastballs, curveballs, and sliders with the large, realistic batter/catcher playing view. State-of-the-art digital video, displayed in 256 colors, provides a fantastic look and feel at the plate. Jumping and diving catches...stolen bases...powerful home runs...you'll find it all and more in RBI Baseball '95.

A Whole Season of RBI!

Just fill out the form below and return to: A Whole Season of RBI Sweepstakes, P.O. Box 8095, Grand Rapids, MN, 55745-8095 and you could be a winner of one of the following prizes:

- (1) GRAND PRIZE: An autographed baseball and bat from your favorite big league player featured in RBI Baseball '95 for the Sega Genesis 32X, or Super RBI Baseball for Super NES, and your favorite professional baseball team's "uniform."
- (8) FIRST PRIZES: An autographed baseball from your favorite big league player featured in RBI Baseball '95 for the Sega Genesis 32X, or Super RBI Baseball for Super NES.
- (25) SECOND PRIZES: RBI Baseball '95 hat and watch.
- (100) THIRD PRIZES: RBI Baseball '95 hat.

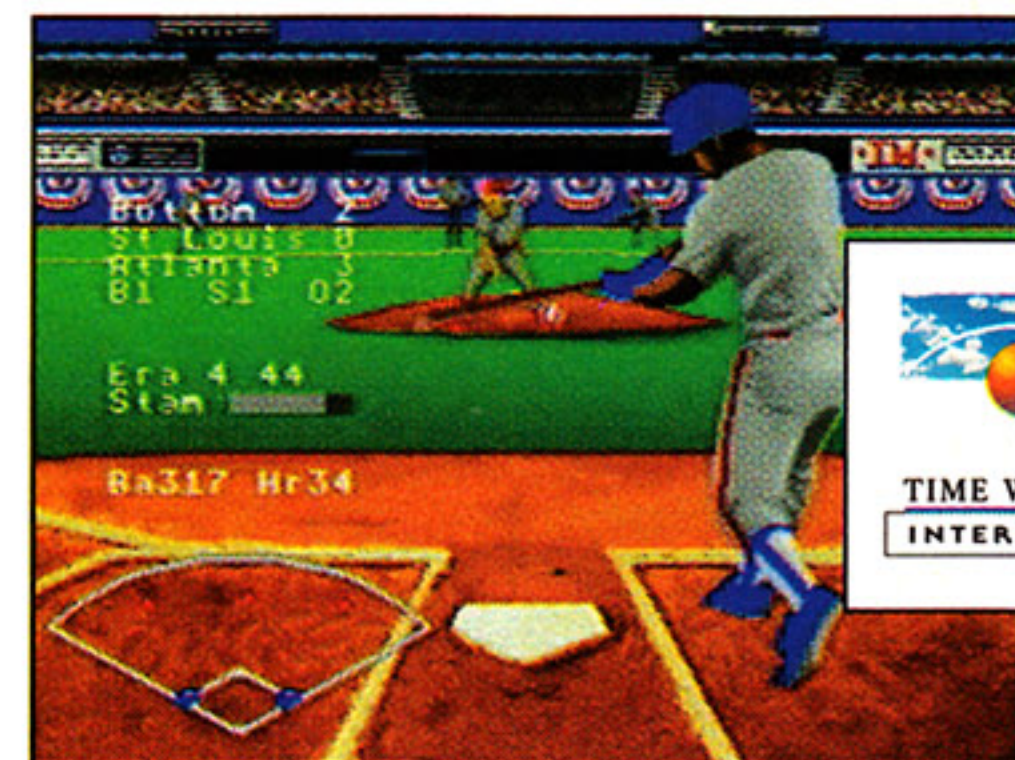
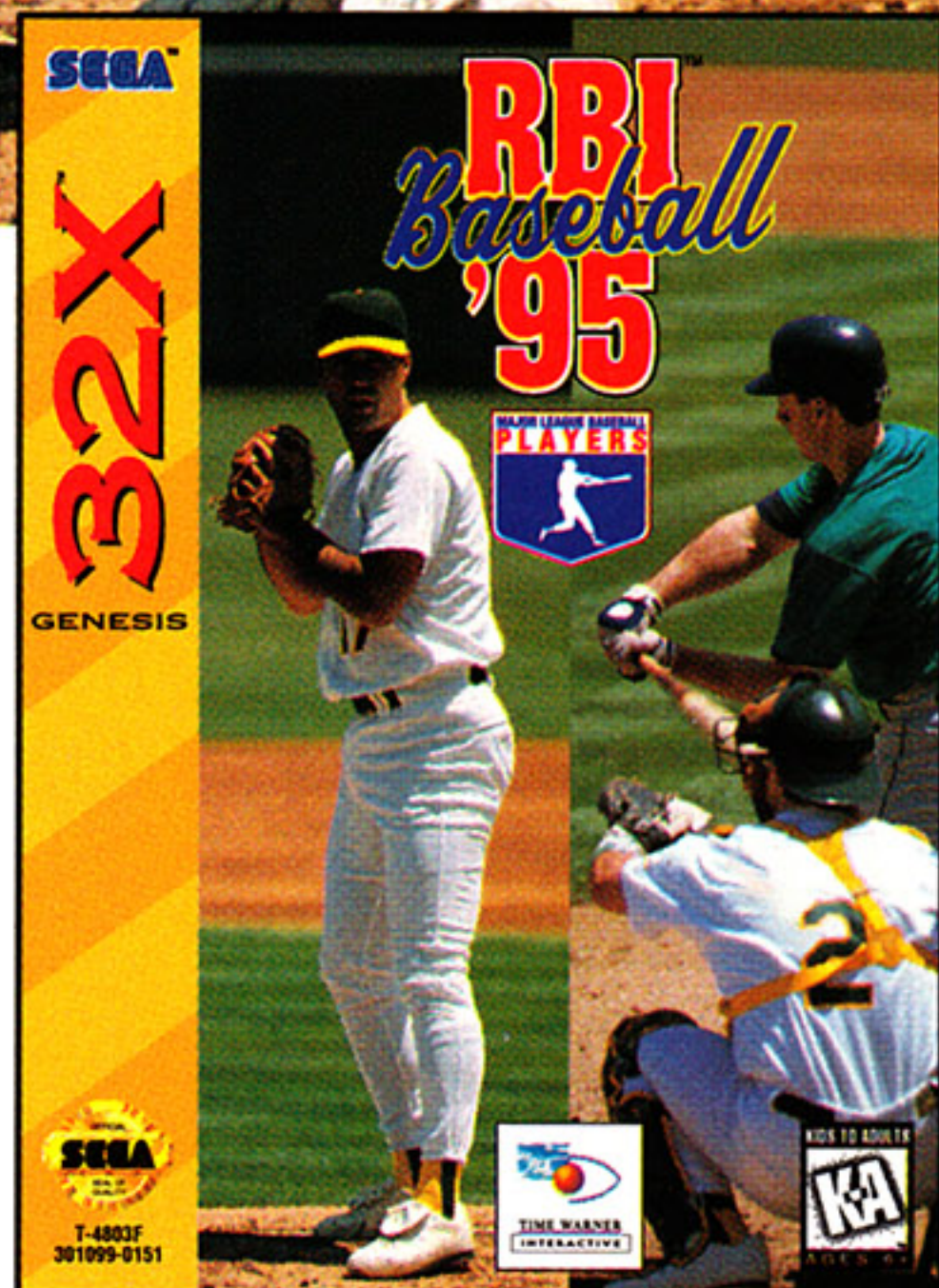
NAME _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

AGE _____ PHONE _____

To enter, complete an official form or, on a plain 3" x 5" paper, hand print your name, address and zip code. Mail your entry to: A WHOLE SEASON OF RBI SWEEPSTAKES, P.O. Box 8095, Grand Rapids, Minnesota 55745-8095. Enter as often as you wish, but each entry must be mailed separately and be received by 8/31/95. Mechanically reproduced entries will not be accepted. No responsibility is assumed for late, lost, illegible, incomplete, postage due or misdirected entries. Prizes and approximate retail values are: Grand Prize (1): An autographed baseball and bat from your favorite big league player featured in RBI Baseball '95 for the Sega Genesis 32X, or Super RBI Baseball for Super NES, and your favorite professional baseball team's "uniform." Retail Value** \$275.00; Bat - \$90.00; Team Jacket - \$100; Jersey - \$110; Hat - \$20; First Prize (8): An autographed baseball from your favorite big league player featured in RBI Baseball '95 for the Sega Genesis 32X, or Super RBI Baseball for Super NES. Retail Value**: \$27.50 each; Second Prize (25): RBI Baseball '95 hat and watch. Retail Value: \$25.00 each set; Third Prize (100): RBI Baseball '95 hat. Retail Value: \$10.00 each. Total Prize Pool Value: \$2,192.50. Winners will be selected in a random drawing, on or about 9/15/95, from among all eligible entries received. Drawing will be conducted by Marden-Kane, Inc., an independent judging organization whose decisions are final and binding on all matters relating to this sweepstakes. All prizes will be awarded and winners notified by mail. No substitutions or transfers of prizes are permitted except by sponsors due to unavailability, in which case a prize of equal or greater value will be awarded. Odds of winning depend upon the number of eligible entries received. Taxes on prizes, if any, are the responsibility of the individual winners. Winners agree to the use of their names and/or likenesses for publicity purposes without further compensation, except where prohibited by law. Winners may be required to complete an Affidavit of Eligibility and Release within 14 days of notification attempt. Failure to return the affidavit in the time noted will result in disqualification of the entry and an alternate winner will be selected. Sponsors and their agencies assume no responsibility or liability for damages, losses or injuries resulting from participation in this sweepstakes or acceptance or use of any prize. Eligibility: Sweepstakes is open to U.S. residents except employees of Time Warner Interactive, its parent company, their affiliates, subsidiaries, advertising agencies, and Marden-Kane, Inc., and the immediate families of each. Sweepstakes is void wherever prohibited or restricted by law and is subject to all Federal, state and local laws and regulations. Winners list: For a list of major prize winners, available after 10/1/95, send a self-addressed, stamped envelope to A WHOLE SEASON OF RBI SWEEPSTAKES, P.O. Box 712, Sayreville, NJ 08871-0712. * Uniform includes team jacket, jersey and hat. ** Values based on MLBPA median autograph prices plus equipment cost.



NEXT WAVE

STREET FIGHTER: THE MOVIE

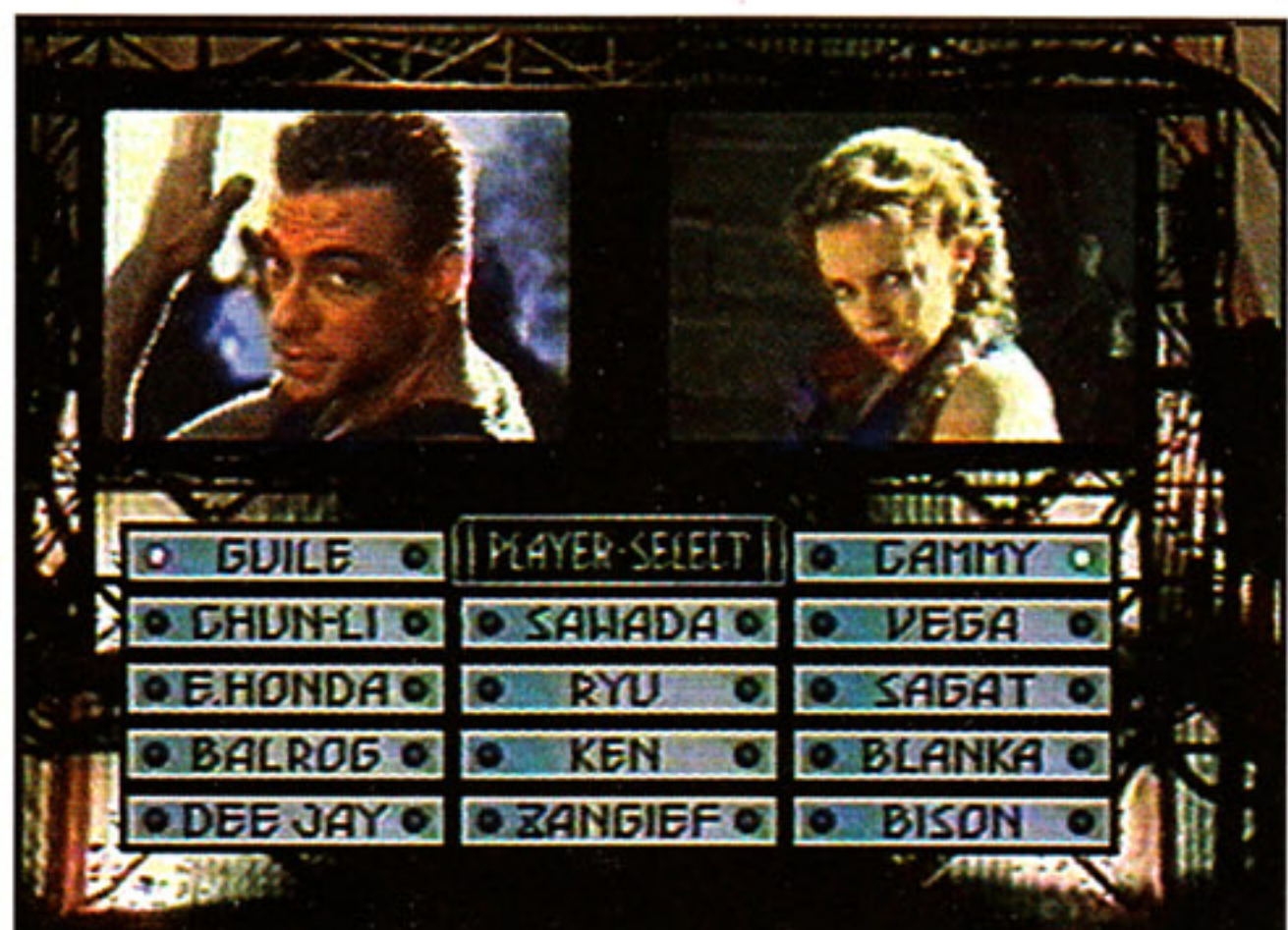
FIGHTING

CAPCOM

The coin-op game is coming home with all of the hidden secrets and cool digitized graphics. As well, there are new characters and backgrounds to test your skills even further.

Street Fighter: The Movie takes the basic engine of the SF2 series and adds a way to juggle hits on an opponent. This gives you a chance to formulate your own combos and techniques.

Sawada is just one of the many new



You have a wide assortment of characters to choose from. Can you master them all?

fighters. The digitized graphics come off very well, and it is said that the Sega Saturn and PlayStation versions look better than the coin-op. That seems hard to believe!

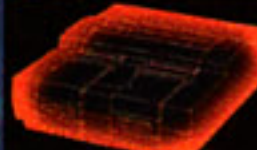
Street Fighter: The Movie breathes fresh life into the SF2 series. The excellent game play and new features make this one to check out. This version is a lot of fun.



All of the old moves, plus a few new ones, can be done here.



There are levels and fighters not found in the arcade!



ACTION

WILDC.A.T.S

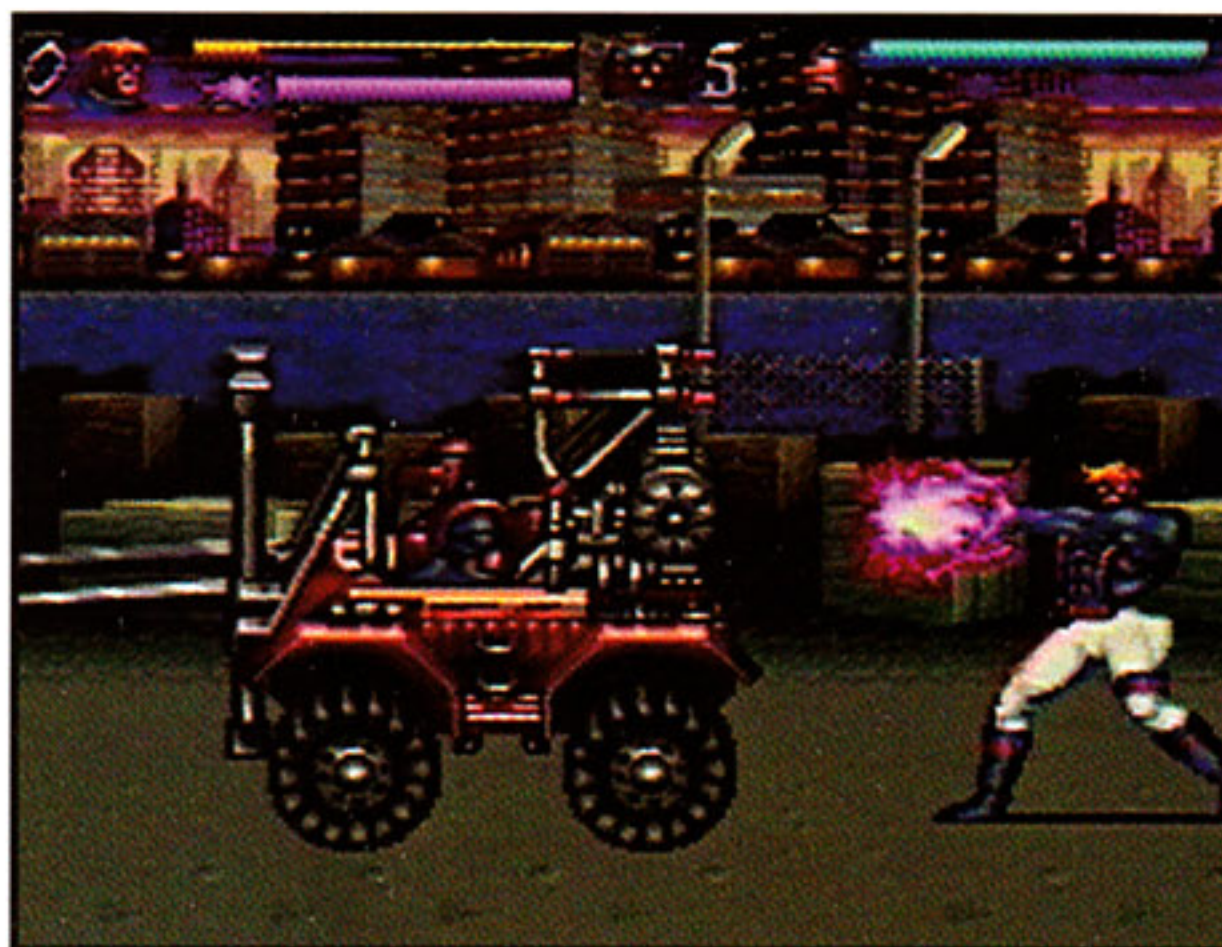
PLAYMATES

Based on the popular Image comic, WildC.A.T.s will be appearing on the Super NES with all the action and intensity of Jim Lee's comic.

Play as one of three superheroes who must stop the Daemonites led by the vicious Lord Helspont. Each warrior has a variety of special moves he/she can utilize as he/she progresses through the Final Fight-style levels.

What sets WildC.A.T.s apart from the usual FF clones is the way the game scrolls. It's hard to explain, but you'll see what I mean when you play it. There is also the great attention to detail that parallels the comic art.

WildC.A.T.s is still a little early, but judging by what I saw, this could be one hot game. This game is just like the comics.



Fight off gigantic Bosses with your inhuman powers.

Daemonites pose a deadly threat. You must battle them in a side-scrolling brawl. It'll take all of your skill to survive.

WildC.A.T.s has cinemas directly from the comics!



Vile Daemonites threaten to rip you limb from limb.



You can control one of three heroic warriors in WildC.A.T.s.

The Daemonite forces of hell must be stopped and only the WildC.A.T.s can do it. Join Jim Lee's WildC.A.T.s as they do battle with the forces of evil.

Based on the popular line of Image comics, you control one of three team members. Each one has his/her own style and special powers. One guy can use mana blasts while another can control metals.

Under the control of Lord Helspont, the



Use your metal claws to rake your opponents apart. Look at those tomatoes!



Daemonites attack you when you least expect it. Watch their fearsome claws.

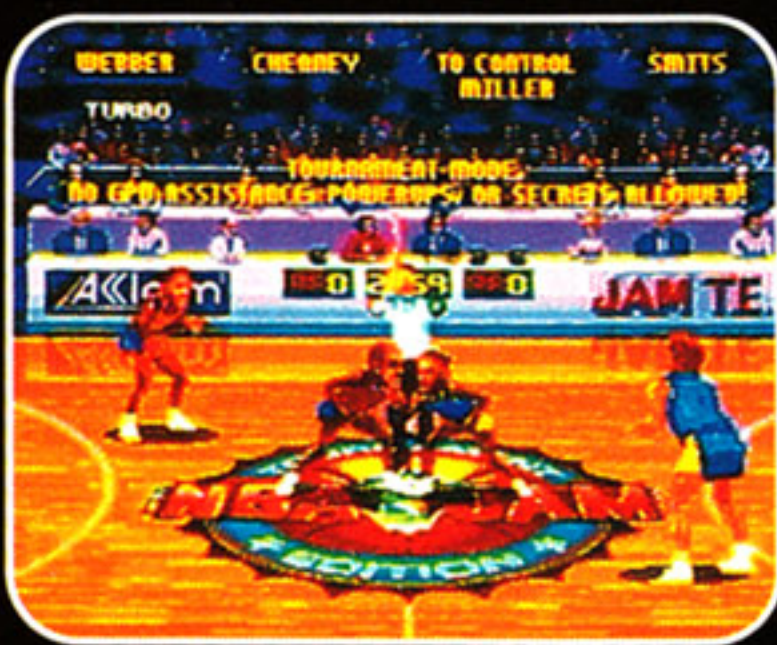


Armored troopers, fighting on the side of chaos, must be stopped.

Hey, Superstar.
 You've done just about everything there is to do in basketball. Except **TWO** things. You haven't played **NBA[®] JAM TE[™]** on **32X[™]** and **GAME BOY[®]**. It has all-star teams! Rookie teams! Full court dunks (Can you do that?). 9 pt. shots (you'll love that). 3-5 players per team! Stereo sound*. Arcade player scaling*! The fastest gameplay ever* (a lot faster than you). Updated player rosters! 5 speed juice mode (Drink plenty of fluids). 8 player attributes! Tournament and practice modes (you need all the practice you can get). Same team match-ups! Injuries and fatigue factor! And variable shot clock, overtime (game winning shot at the buzzer, baby) and timer speed!



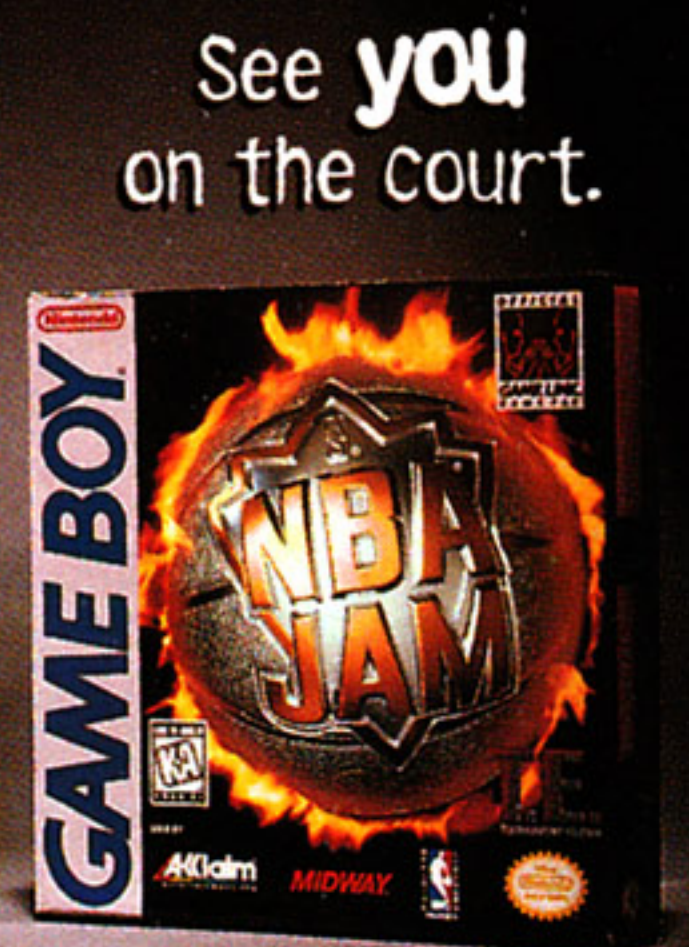
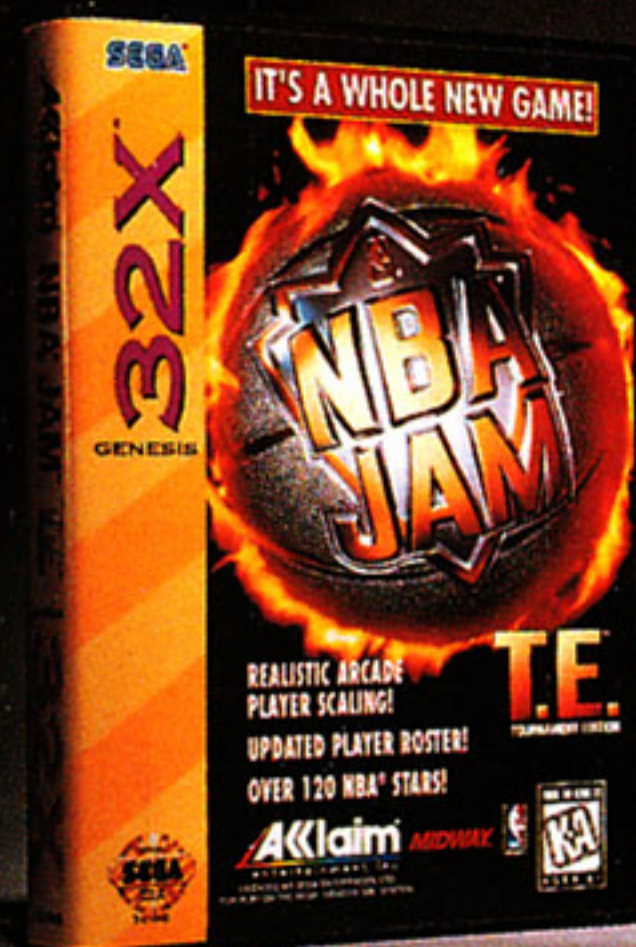
SCORCHING CROSS-COURT SUPER JAMS!



REALISTIC ARCADE PLAYER SCALING*!



BIGGER PLAYERS AND BETTER GRAPHICS*!



See **you** on the court.



*32X only

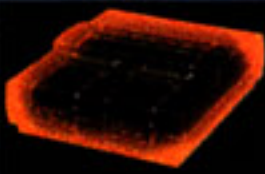
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NEXT WAVE

trademark animation and wonderful music.

Below are the pictures for the Genesis (the darker ones on the left) and the Super NES (right). Both games look good. Since Disney is known for its superb attention to detail, this cart should appeal to a broad range of players.



GARGOYLES

ACTION

DISNEY

Disney's ultra-hot animated movie *Gargoyles* is set to hit the Super NES and the Genesis.

Play as a heroic gargoyle who must stop the plottings of an evil man and a host of supernatural evils. You will need every ounce of strength to beat the forces of evil.

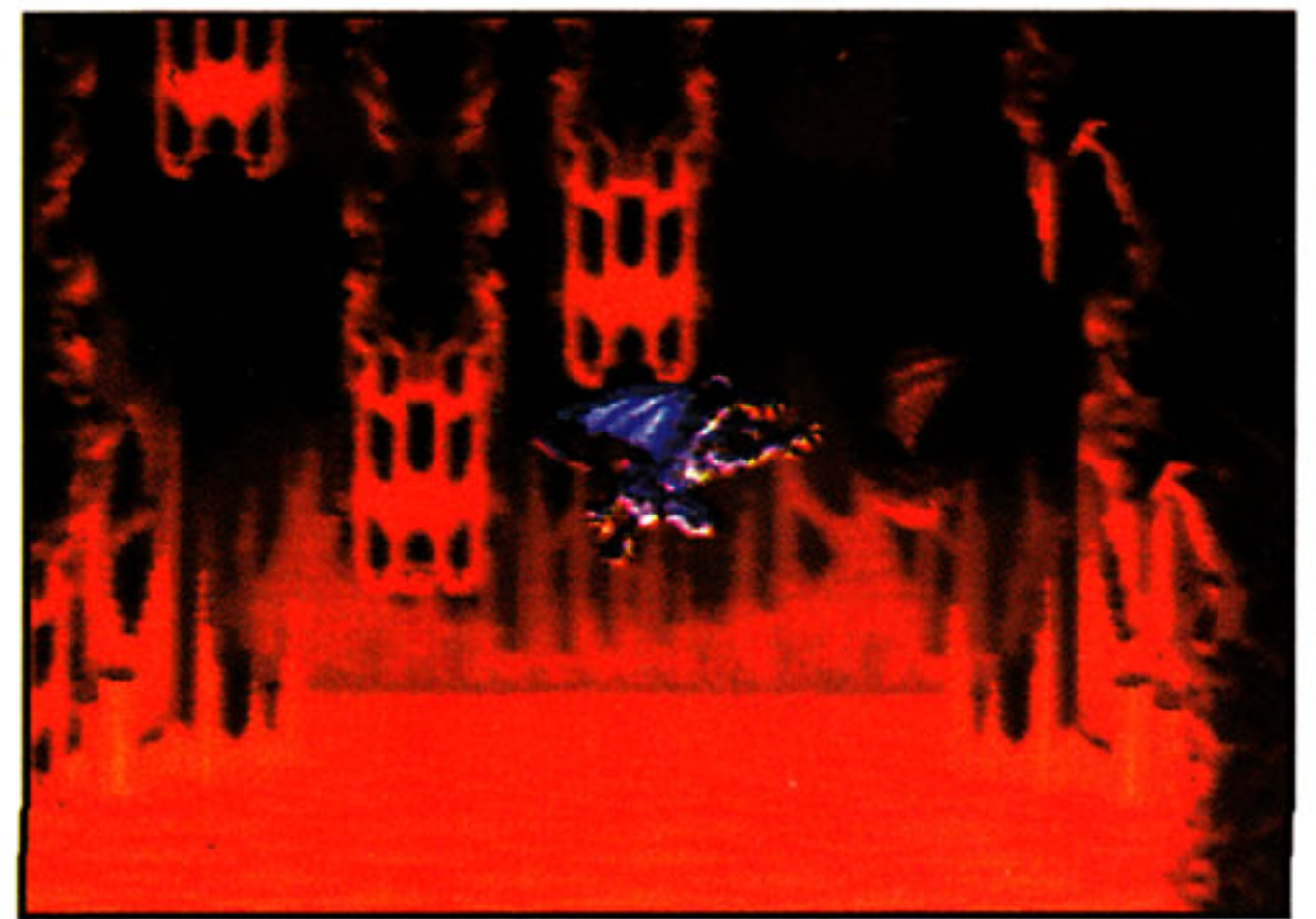
Gargoyles features Disney's



In the Genesis version, hop from roof to roof while avoiding other monsters.

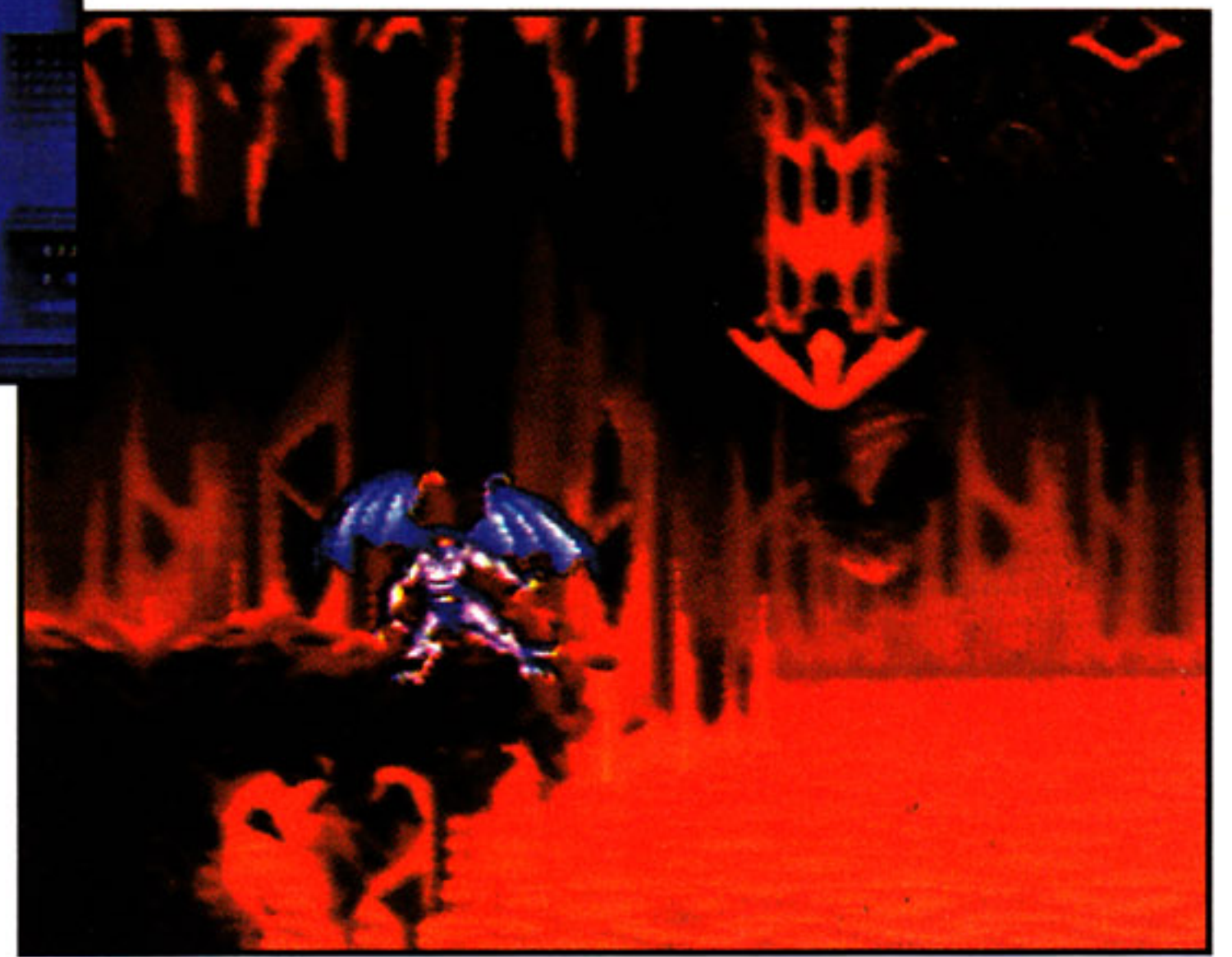


GENESIS



The Super NES cart offers side-scrolling action against the forces of evil.

SUPER NES



If you enjoyed the animated movie, then you are sure to have fun playing the video game.

EARTH IS URTH.



MAN IS GRUB.





I HAVE NO MOUTH AND I MUST SCREAM

ADVEN.

CYBERDREAMS

The renowned author Harlan Ellison worked on this game conversion of his famous short story.

You take control of five individuals who have survived a holocaust, and you must somehow defeat a super computer that has destroyed the rest of humanity.

This game uses a format similar to a lot of PC adventures. Gather objects and solve puzzles en route to saving yourself. If you've read the story, you'll like the



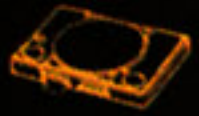
Each person must find his/her own way to stop the supercomputer.

The sequel to the terrifying game Dark Seed is here. In the last game, Mike Dawson had to stop a race called the Ancients from entering the world through his body. Now the evil is back to haunt the man.

Mike's girlfriend has been murdered, and he's getting blamed. Dawson must clear his name and stop the Ancients from destroying mankind. Dark Seed II features more than 75 textured 3-D landscapes. Like the original adventure game,



Mike must face the terrors of the Ancients once again. Art by Giger (*Alien*!).



ADVEN.

DARK SEED II

CYBERDREAMS

NEXT WAVE



Travel about the town to gather clues and useful items.

you must solve a variety of puzzles and escape a number of traps within a set period of time. If you don't, the evil Ancients will annihilate mankind.

Dark Seed II offers some great interactive adventure for PlayStation owners. DSII is one of the few games of this type for the system, so it's worth trying. Hear that? Yes, we want RPGs on the PlayStation!

THE GODS ARE ANGRY.



RAGE IS HOME.



(PRIMAL RAGE, COMING TO YOUR HOUSE AUGUST 25, 1995.)

Sega™ Genesis™
Sega™ Game Gear™
Super NES™
Nintendo® Game Boy®
PC-CD ROM



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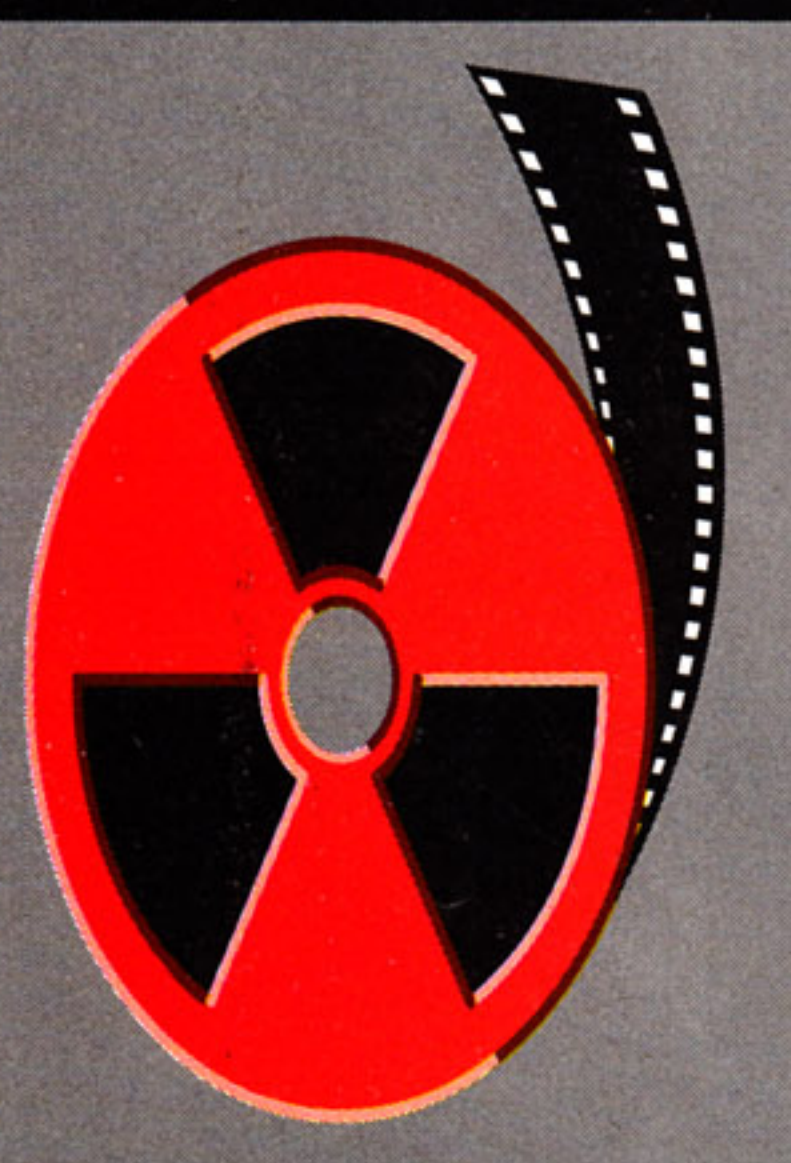
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NIGHTHOLE SHEEVA

WINS: 00 85 WINS: 02
SONYA SONYA



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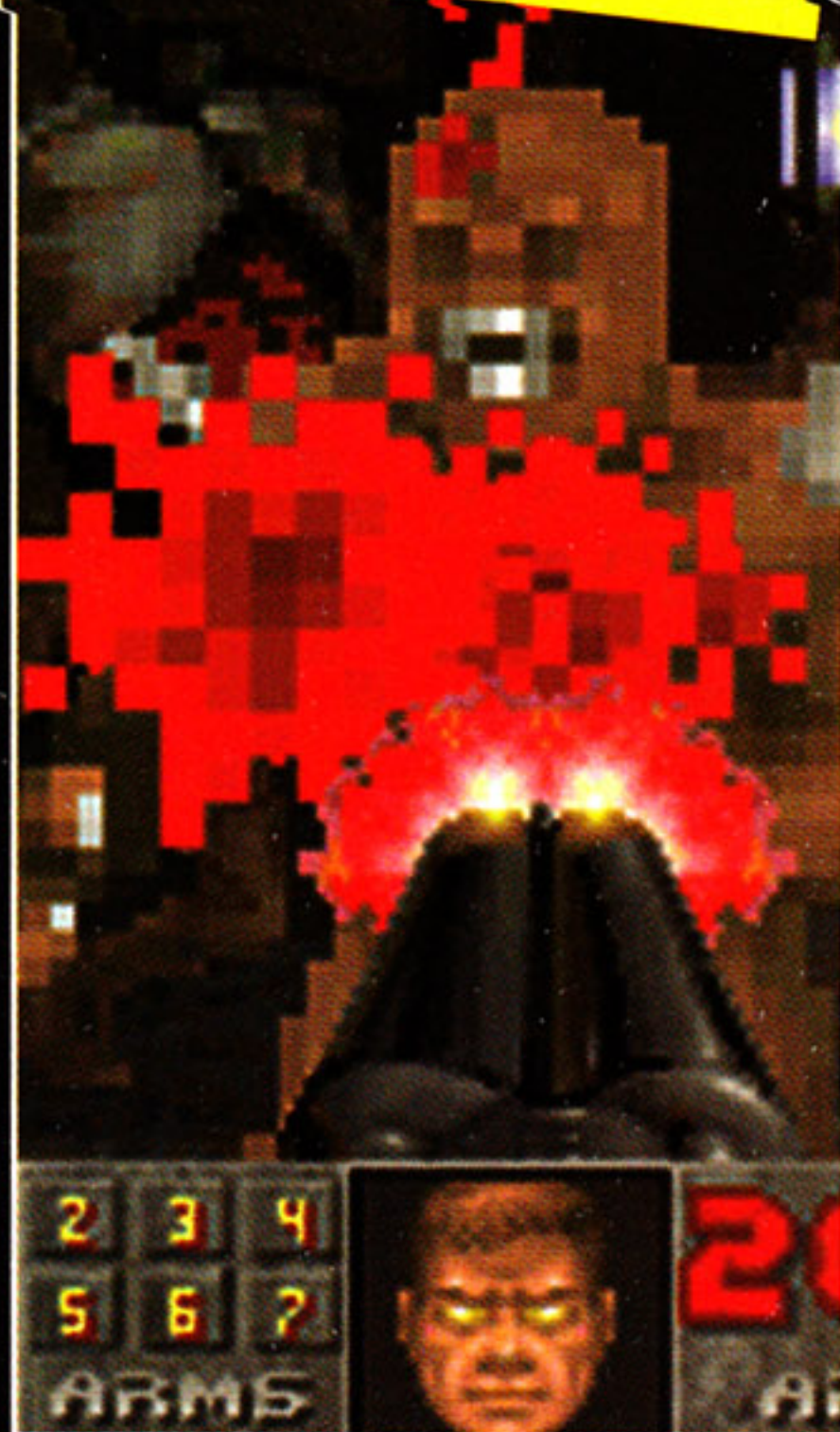
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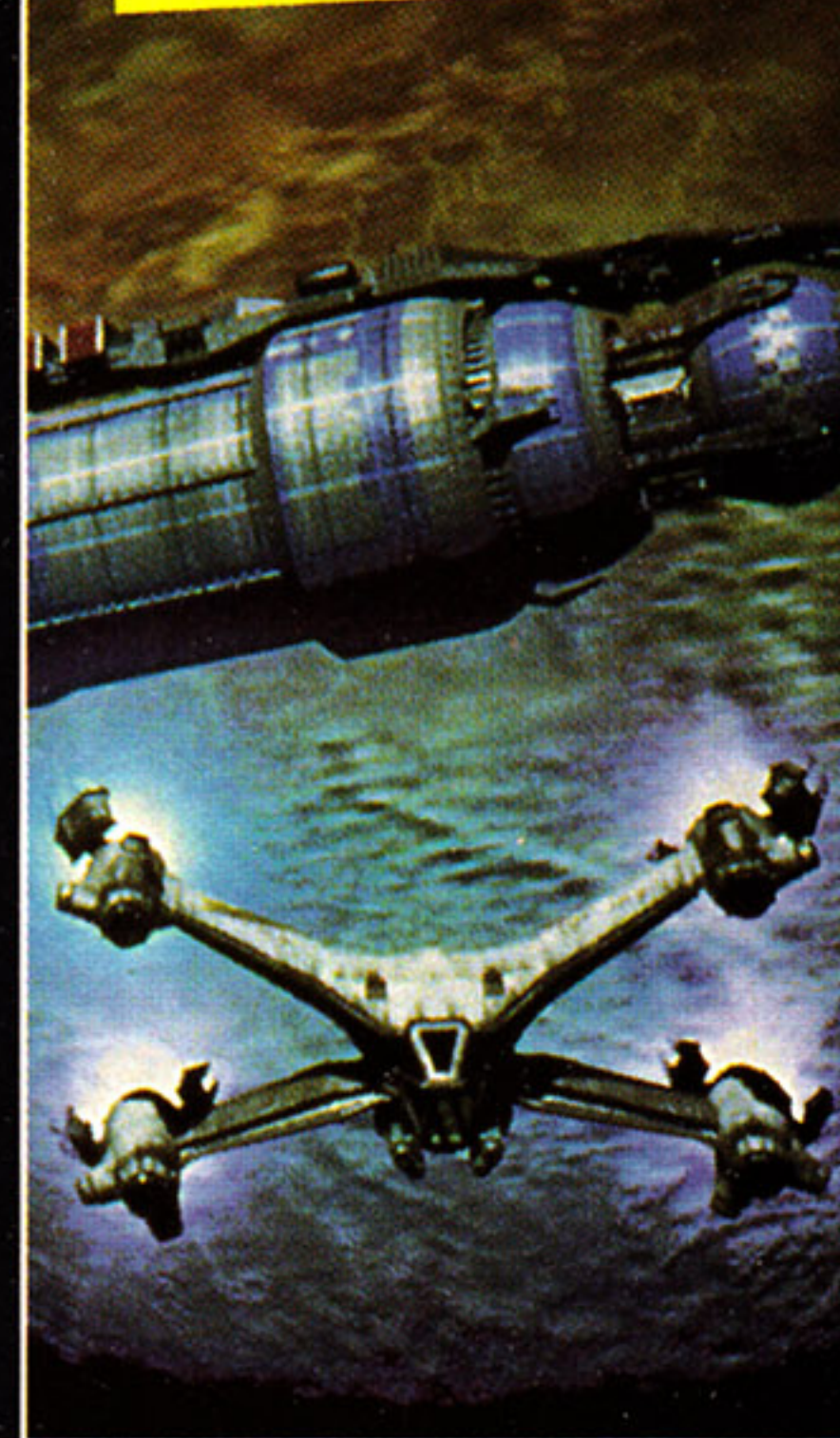
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COOL
MOVIES



Batman Forever TM & © 1995 DC Comics
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COOL
TV



Babylon 5 © 1994 Warner Bros.
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your favorite game companies. Plus, you can get the inside scoop on movies, TV, and much more...only with NUKE!

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DETONATION BEGINS...

JUNE 1, 1995



COORDINATES:

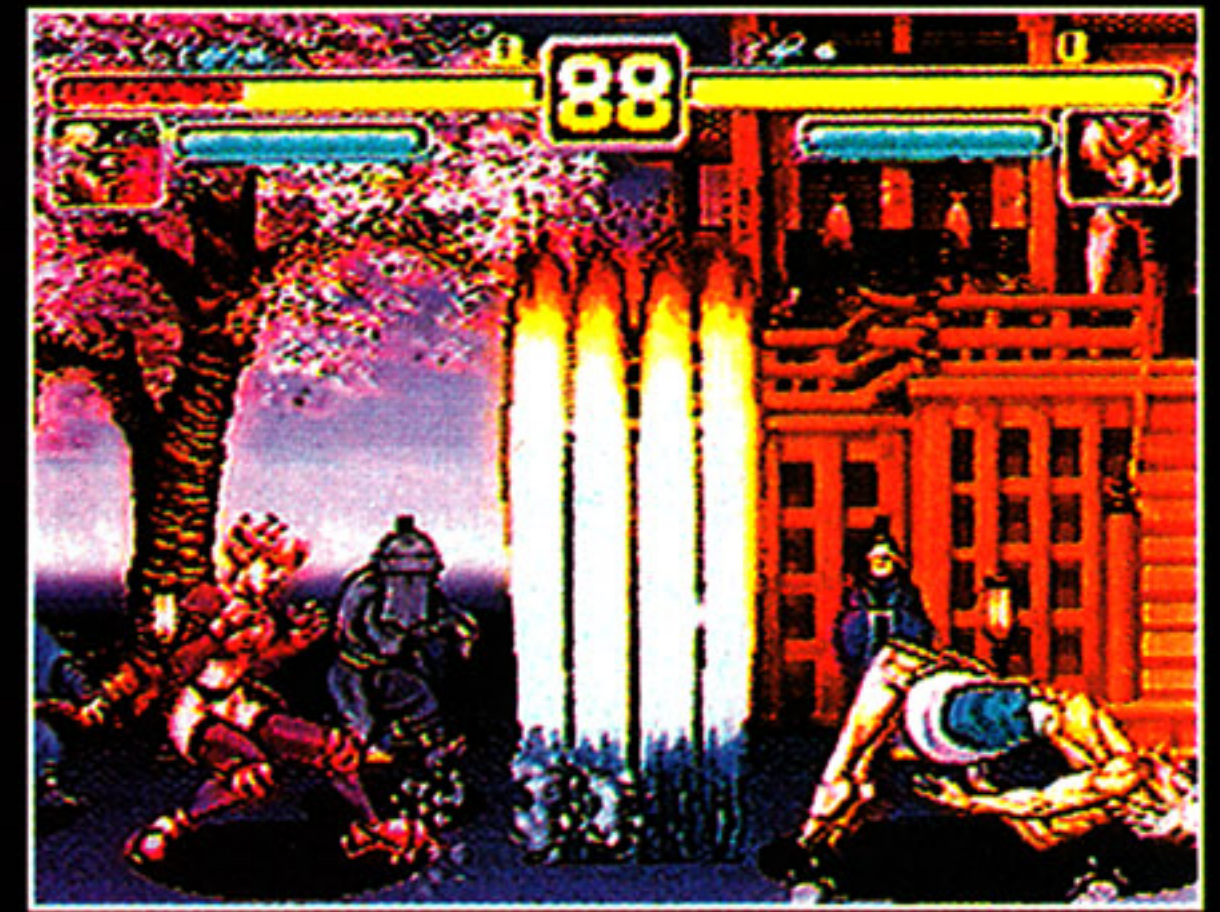
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ATLUS UNVEILS FIRST PIX OF PSX POWER INSTINCT 2

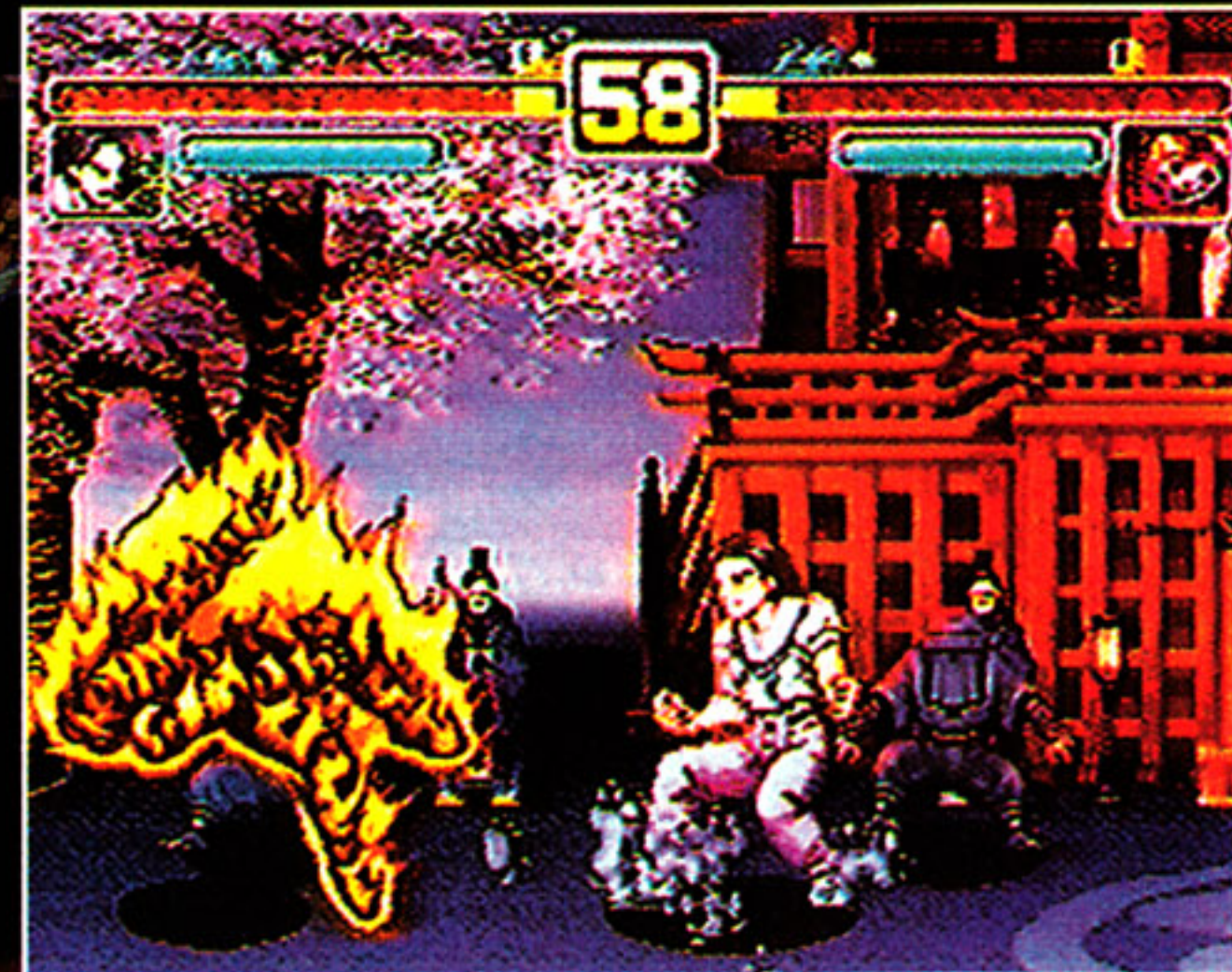
Announced right before the launch of the PSX, the transmuting, cutesy, violent, cartoony brawler is just about ready for launch later this year.

It has been said that this hot new fighter will be every bit like its



arcade original—right down to the goofy shape-changing characters!

(JUST IN:) It appears that this title has been slated for the USA! Named Bloodties, check out page 48 for more!



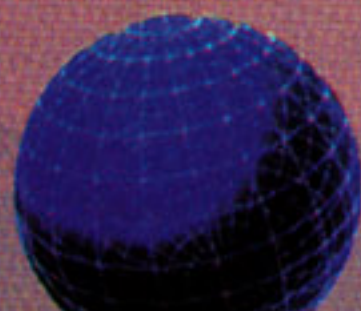
INTERNATIONAL NEWS

By Nob

Yo gang, keepin' grip on all your ups and downs? All the talk lately's been about the newfangled systems, but this time let me focus on the old guard in Japan. With the exception of the numero-uno SFC, the other pre-32-Bit systems have the musty scent of the grave about them. The local new-and-used places are dumping all their stocks of Famicom games at 50 percent off the sticker price. Plus there's *nothing* left on the upcoming softs calendar for the old world beater. PC Engine games, MegaDrive and Mega CD softs are also being dumped at half the already discounted sticker prices. Worse, 32X softs are being (up-)chucked the same way, even brand new! The times, they are a-changin'.



Just In! Clockwork Knight Volume 2 is in the works!



WORLD NET

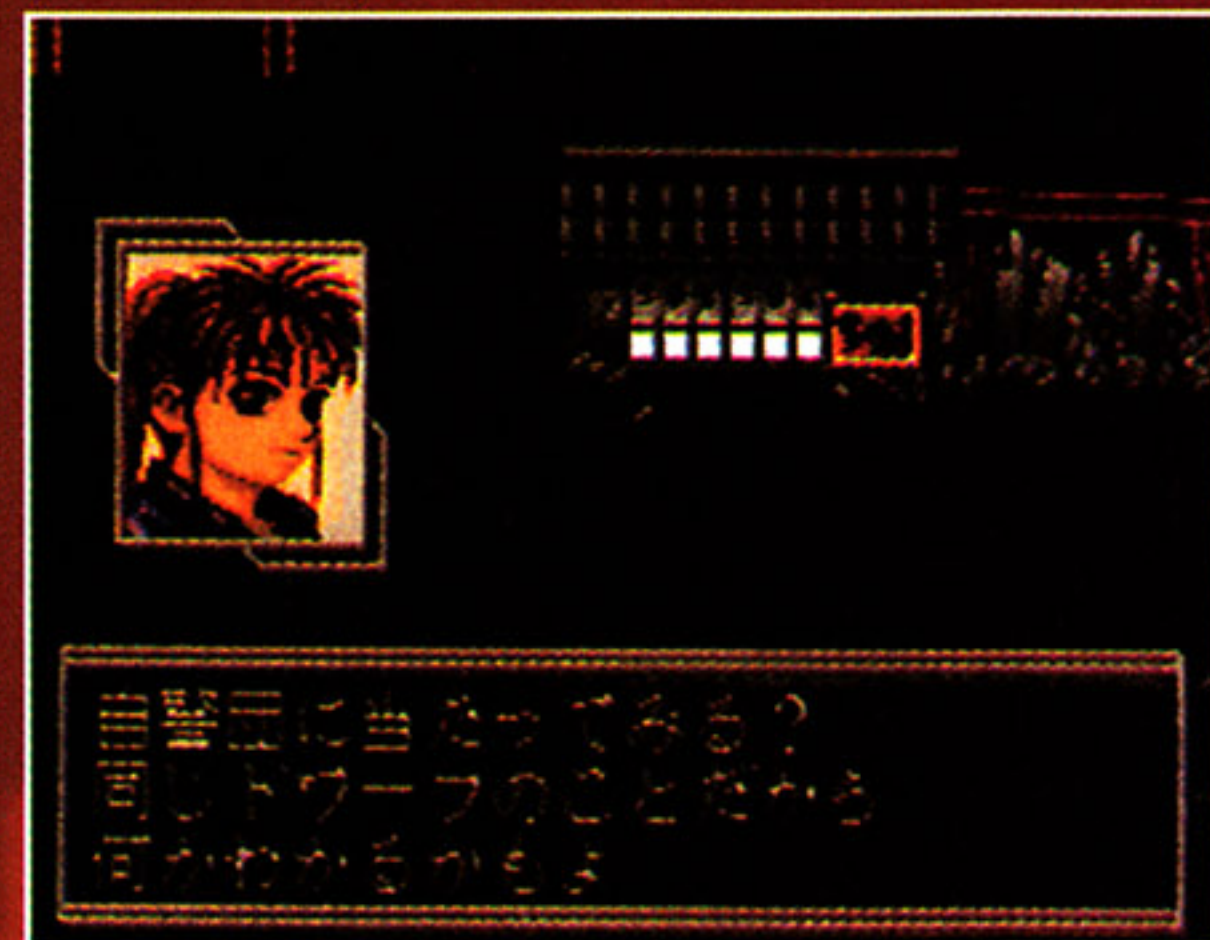
SHADOWRUN ANNOUNCED FOR MEGA CD!

The dark and dingy Cyberpunk RPG from FASA is about to head to the Mega CD of Japan. Unlike the Super NES (Data East) and Genesis

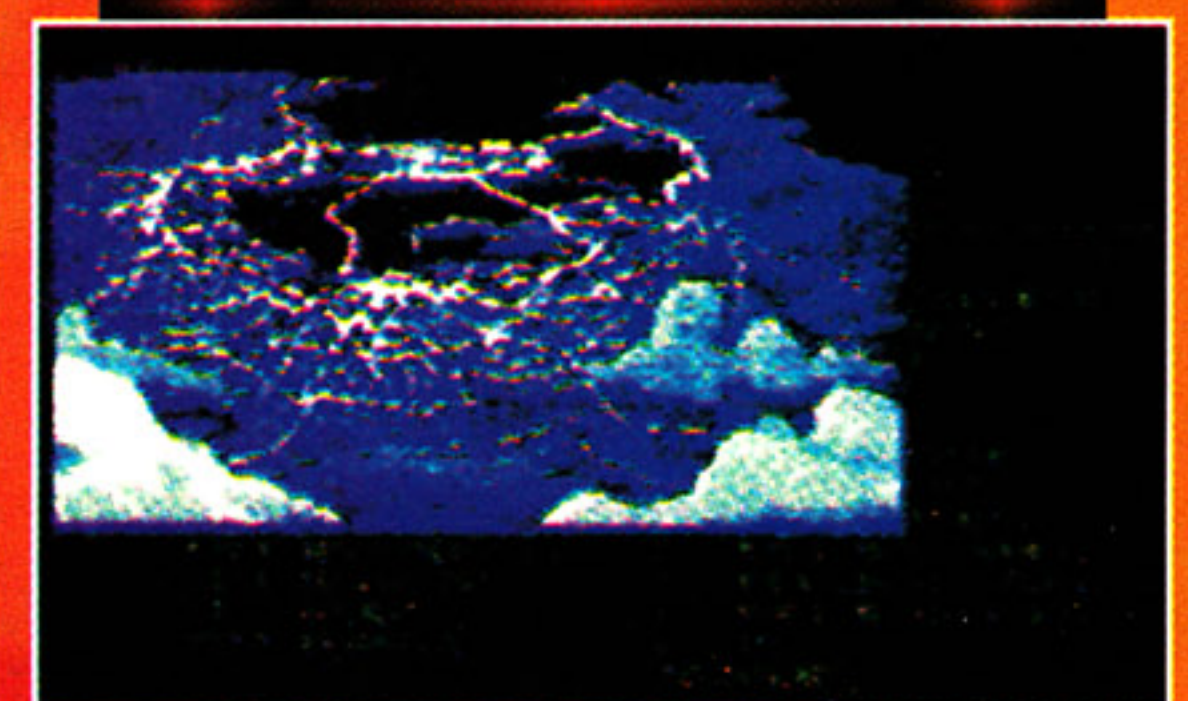
(Sega) versions, this one will also embrace the distinct anime style.

Little is known about the plot of the game, but the RPG consists of several

racess striving to live in a post-apocalyptic world where magic and science are often used, and cyborgs called Deckers can tap directly into the mainframe of a computer!



Observe different places or venture about via a three-fourth-overhead perspective like most traditional RPGs.

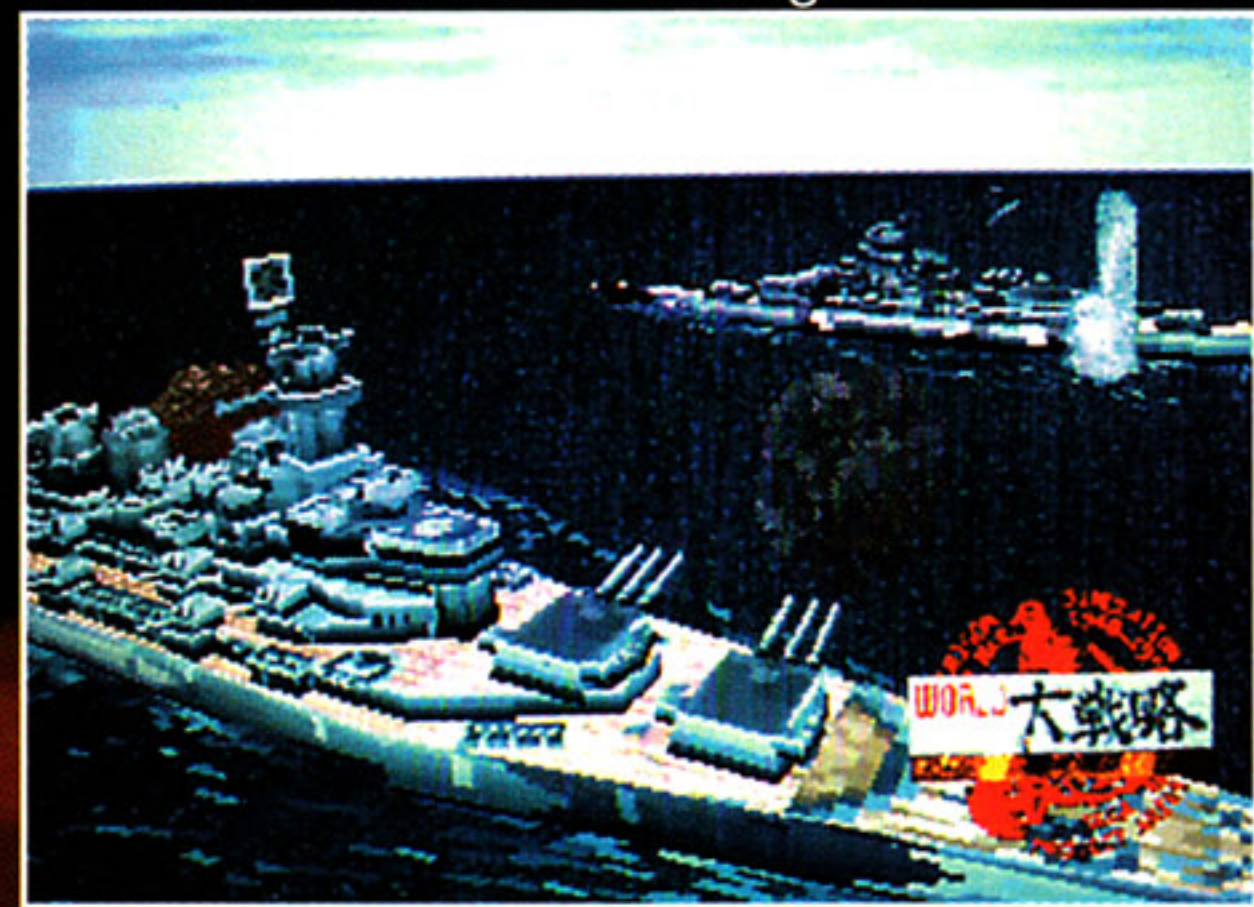


The nightmarish world can be viewed by the ever-present cinema displays!

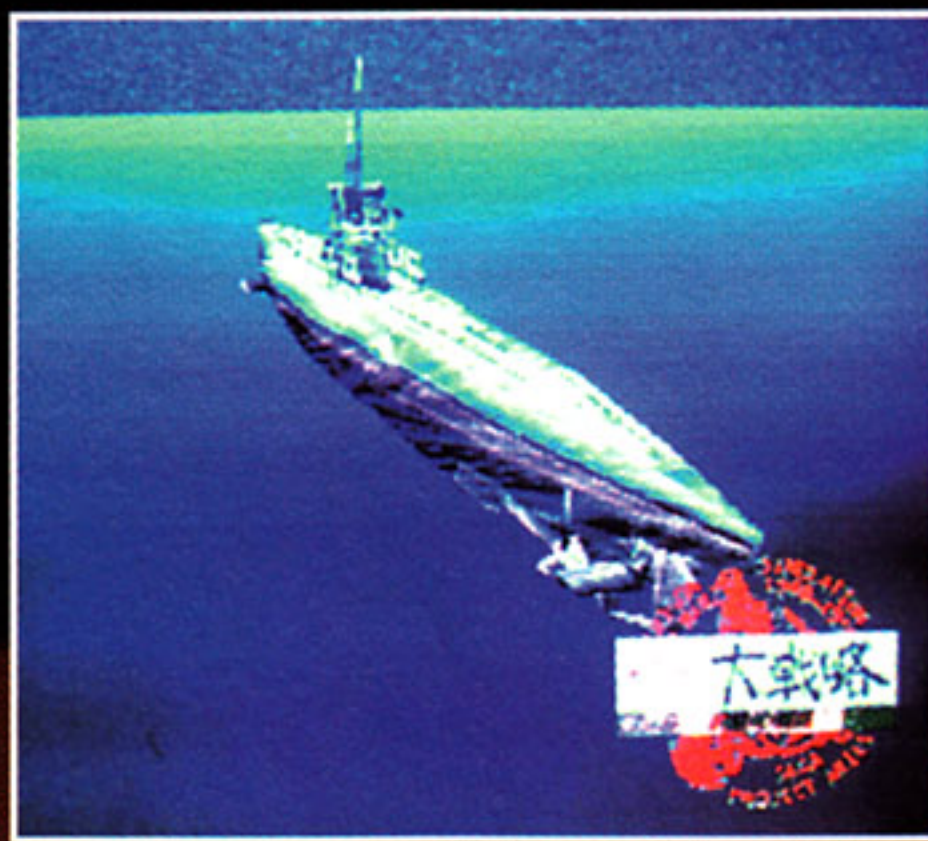
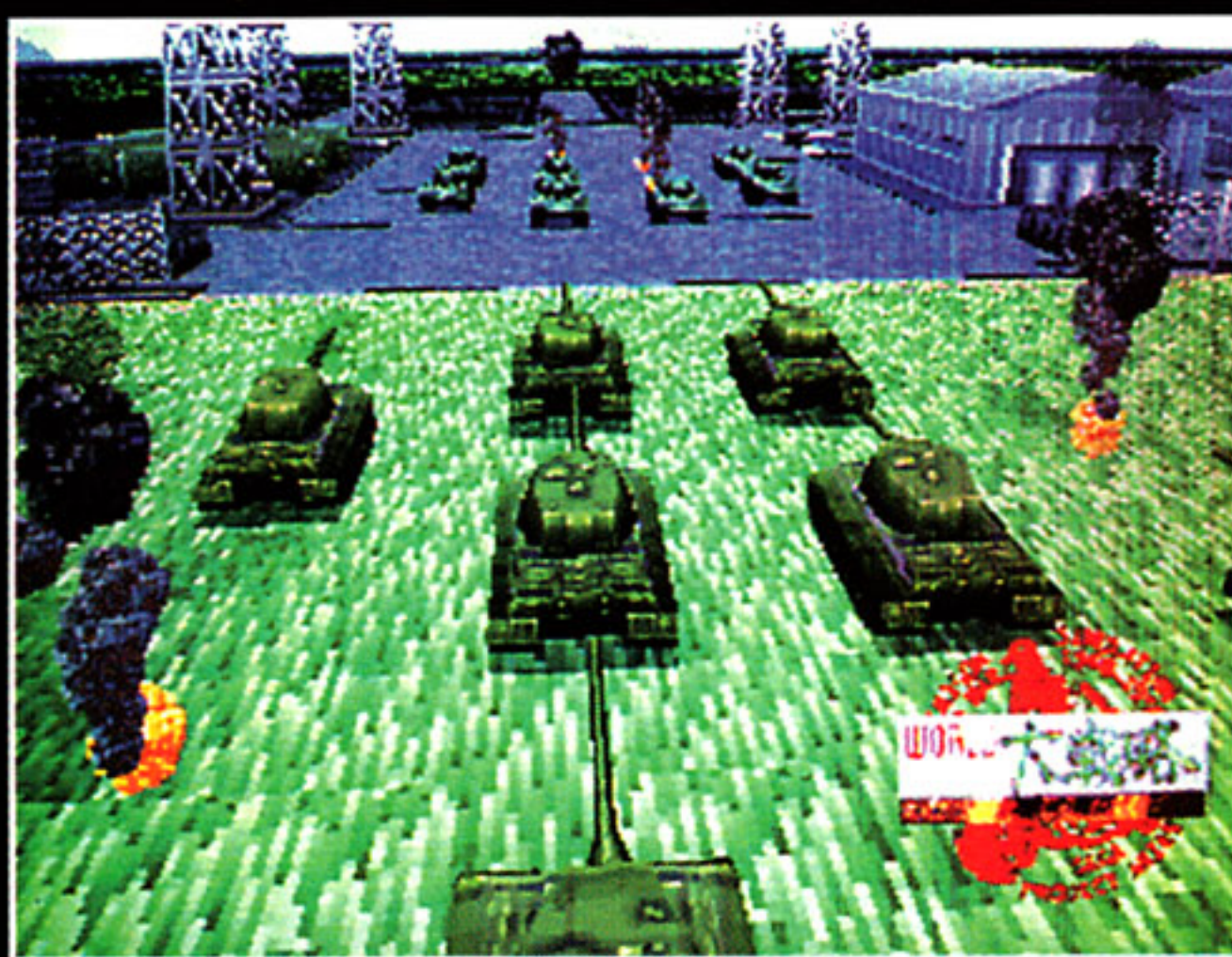
WORLD ADVANCED STRATEGY ANNOUNCED BY SEGA FOR SATURN!

This is a vastly upgraded remake of the classic MegaDrive war simulation of the World War II. The MD version, itself an enhancement over the original PC version, won many fans for its deep and engrossing design. The Saturn version, far faster and more intelligent

as an opponent, should win the support of even more armchair generals and admirals. Extensive use of 3-D CG cinemas and battle scenes will add to the nail-



biting intensity of battles, too. If you need a reason to go 32-Bit, this may be it!

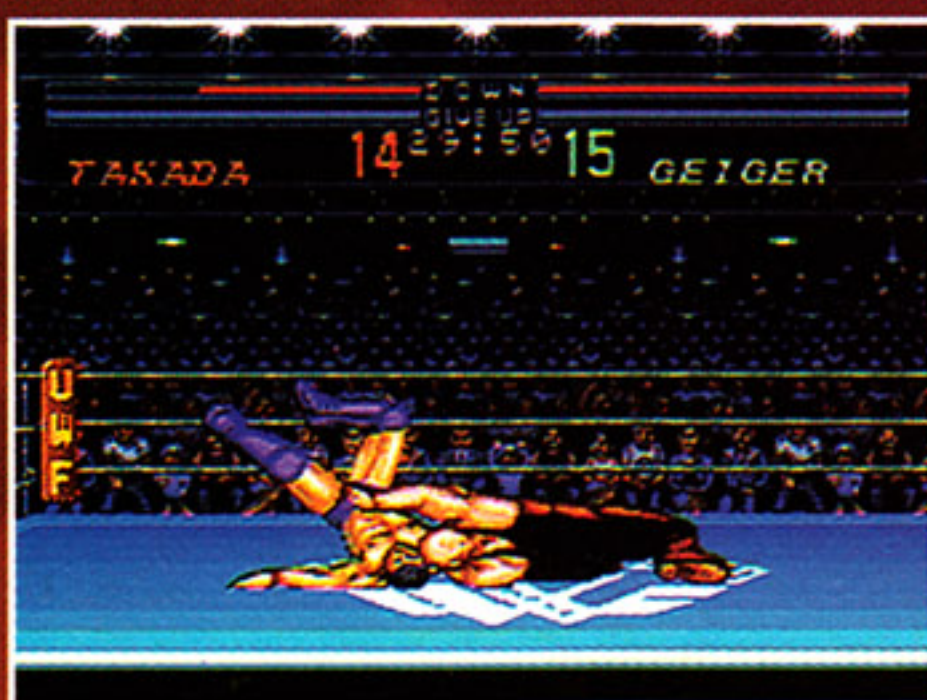


With graphic battle sequences like these, war-sim fans should head right to 32-Bit!

HUDSON TO MAKE SAIKYO WRESTLING

You probably didn't know it but pro wrestling happens to be very popular among certain quarters in Japan. Taking after Human's enormous success with their seemingly endless Fire Pro Wrestling series, Hudson has jumped into the ring with this contender. Looks and plays very nicely, too, with big charac-

ters based on real Japanese stars going through the artful choreography that is pro wrestling in fine style with all the showy, splashy moves. (Yup, I'm no fan of the sport! But the game is very well made anyway!)



As with most games of this genre, expect plenty of moves, along with some killer slams.



I understand Sega Saturn hit the streets in America with Virtua Fighter as a pack-in. I've heard there are all sorts of rumors whizzing around what the \$299 Sony PlayStation will get as a pack-in, and also that the Super NES comes with a variety of pack-ins, including Donkey Kong Country. Of course, Genesis does, too.

I envy you. In Japan, we almost never get any sort of a pack-in deal. We have to buy the



system and games separately, so we end up having to dole out more cash up front to get into any new system. It stinks, but

that's the way life is over here—I guess Japanese make great consumers who don't moan about things gamers in America take for granted. About the only exception is

GAME PACK-INS



With the Sega Saturn, you get the system and no game.



However in the U.S., you get VF along with the system! So there!

Sega who have put pack-in games with Game Gear, Mega Drive and Mega CD on a limited basis.

AKIRA TORIYAMA EXHIBITION



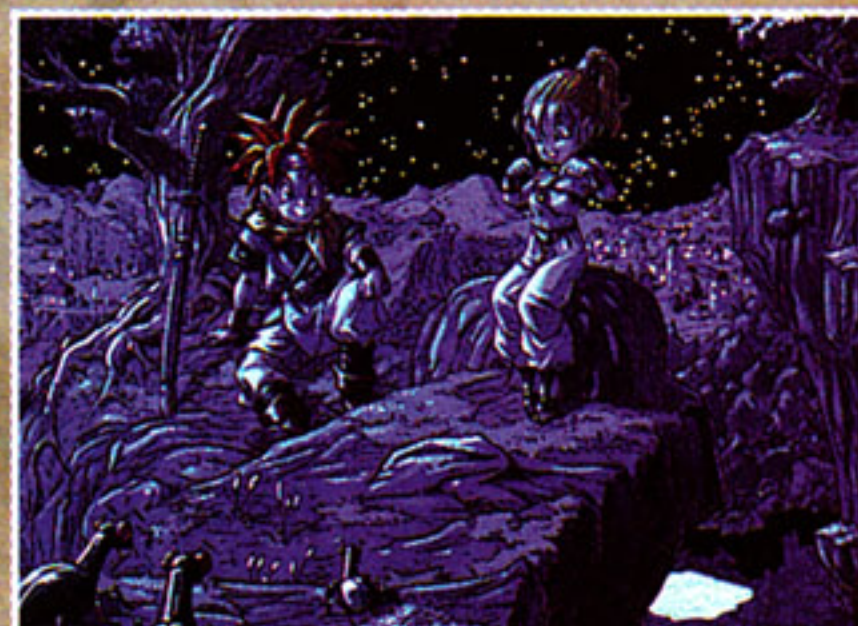
鳥山明の世界

4月22日(土) 5月21日(日)

MITSUKOSHI 三越美術館・新宿

AKIRA TORIYAMA TOURS JAPAN!

Akira Toriyama, the manga and anime artist extraordinaire best known for Dragon Ball, has had an exhibition of his representative work on the road in Japan for more than two years. (In fact I reported on this show two summers ago!) The show has hundreds of his finely detailed illustrations on exhibit alongside models, CG showings and other examples of his fantastic work. The great part about the show is that he constantly adds new items, so this time around in Tokyo much newer work was on exhibit such as those of Dragon Ball's latest installments featuring Boo, and his newer game illustrations like Dragon Quest VI and Chrono Trigger. Toriyama fans were out in force, scarfing up a huge collection of Toriyama merchandise from T-shirts, postcards, key chains, umbrellas, silk neckties, stickers, posters, CDs and more. The best deal by far was a beautiful 170-page catalog with tons of full-color illustrations on high-quality stock which cost just ¥2,000! I sense the hand of the author-here.



All of Toriyama's latest work was at this show!

JAPAN



FACT FILE

Mystic Ark

BY ENIX OF JAPAN

THEME	RPG
MEGABITS	32
% COMPLETE	80%
AVAILABLE	JULY 14
# PLAYERS	1
# LEVELS	N/A
CHALLENGE	MODERATE

OPTIONS CHECKLIST

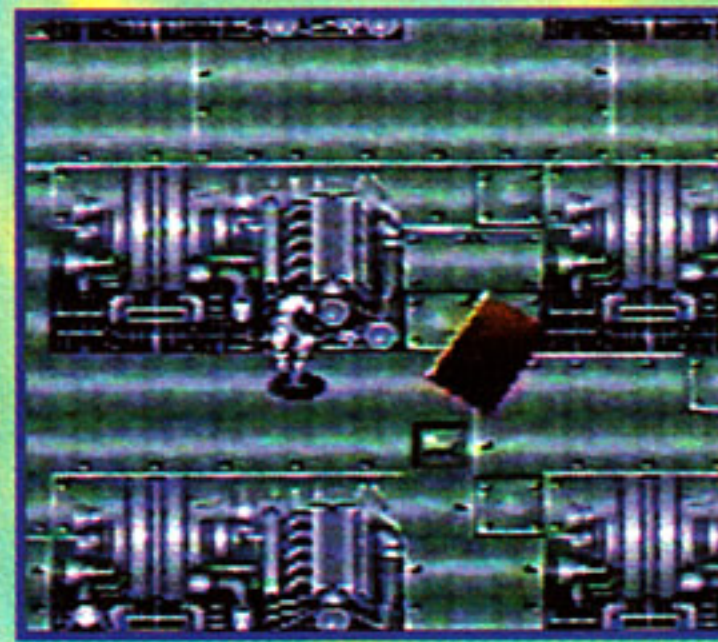
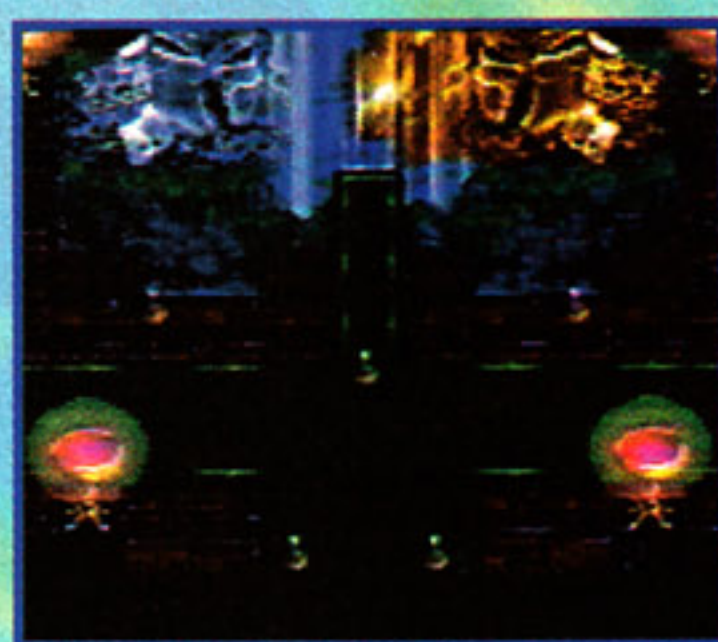
- Difficulty Settings
- # of Lives
- # of Continues
- Button Configuration.....
- Sound/BGM Test
- Password
- Battery Back-Up.....

Notes: Made by the same group that did 7th Saga.

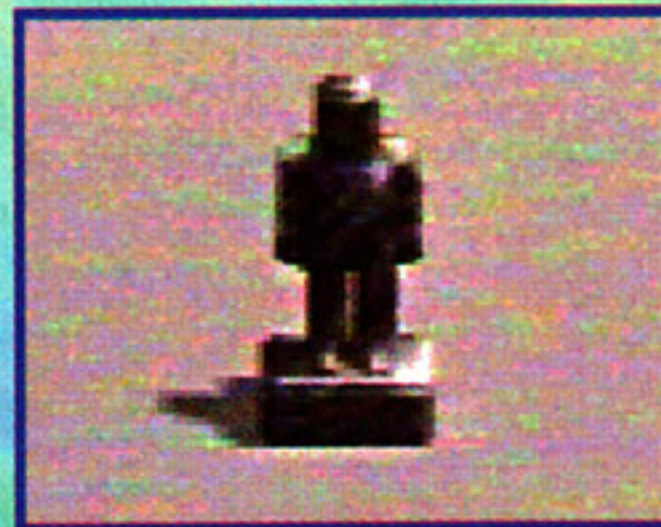
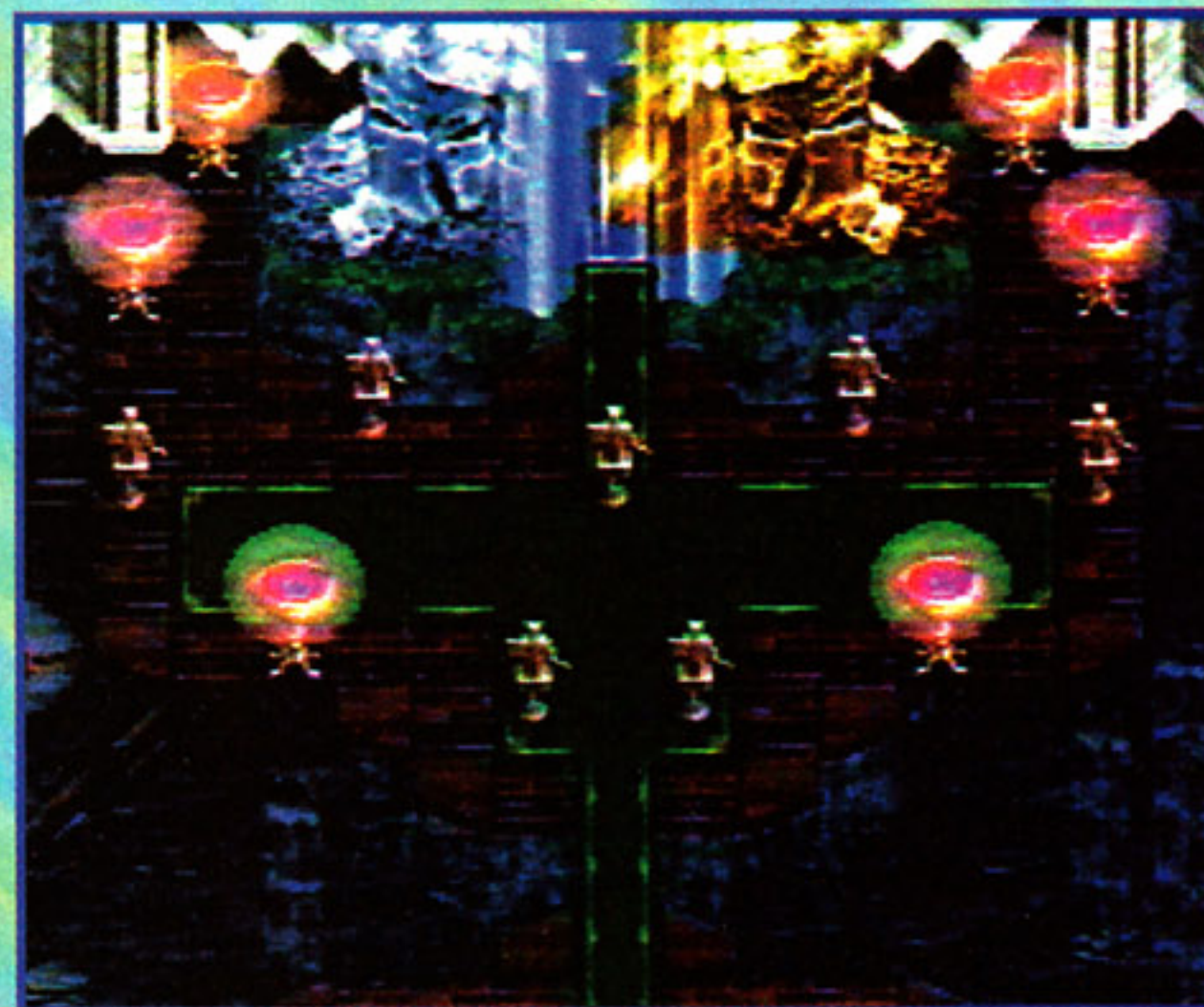
GO FIGURE!

Well, this is a bit of a change! Instead of having free reign over seven characters to adventure with, you only get one of two. Still, it works perfectly fine. First, you will get a mandatory warrior (male or female). Second, you can still resurrect the figurines in any order, so that in itself will be a promising plot-bender. Now there is an automated battle system you can select that will save on taxing, monotonous battles you need to do to gain experience in most RPGs. Even the music is downright excellent! Fans of either 7th Saga or RPGs should check this one out!

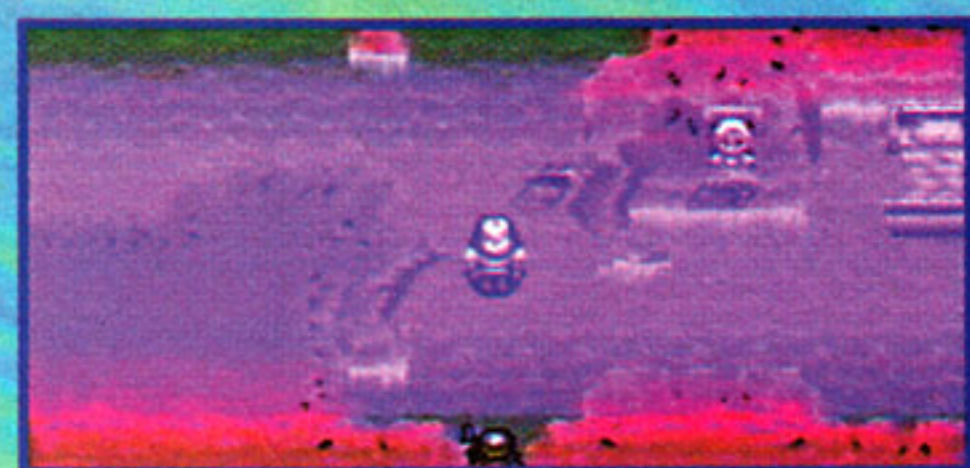
—Mike Vallas



Using the Seven Arks



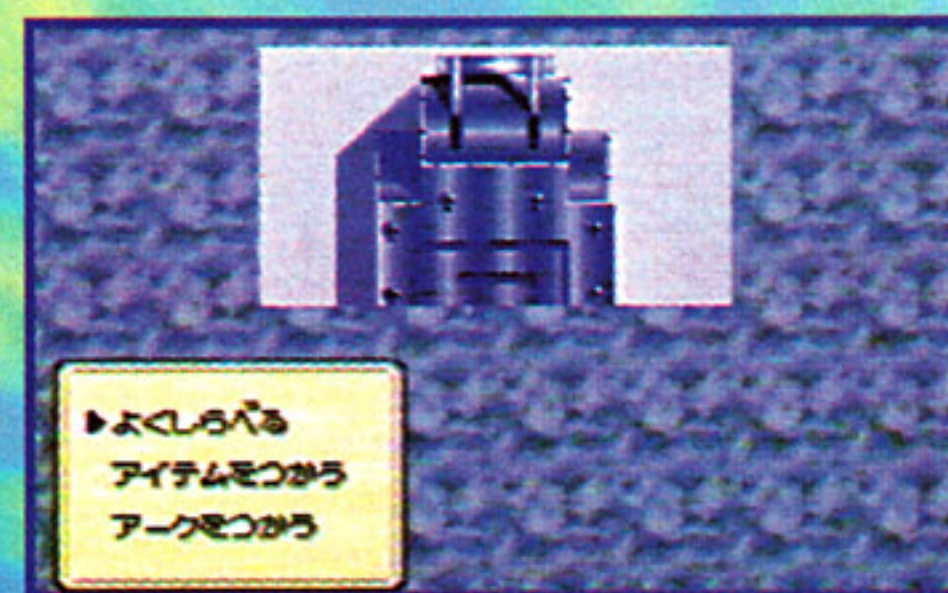
There are seven figurines that hold specific party members. Should you collect the arks, you can use them any time!



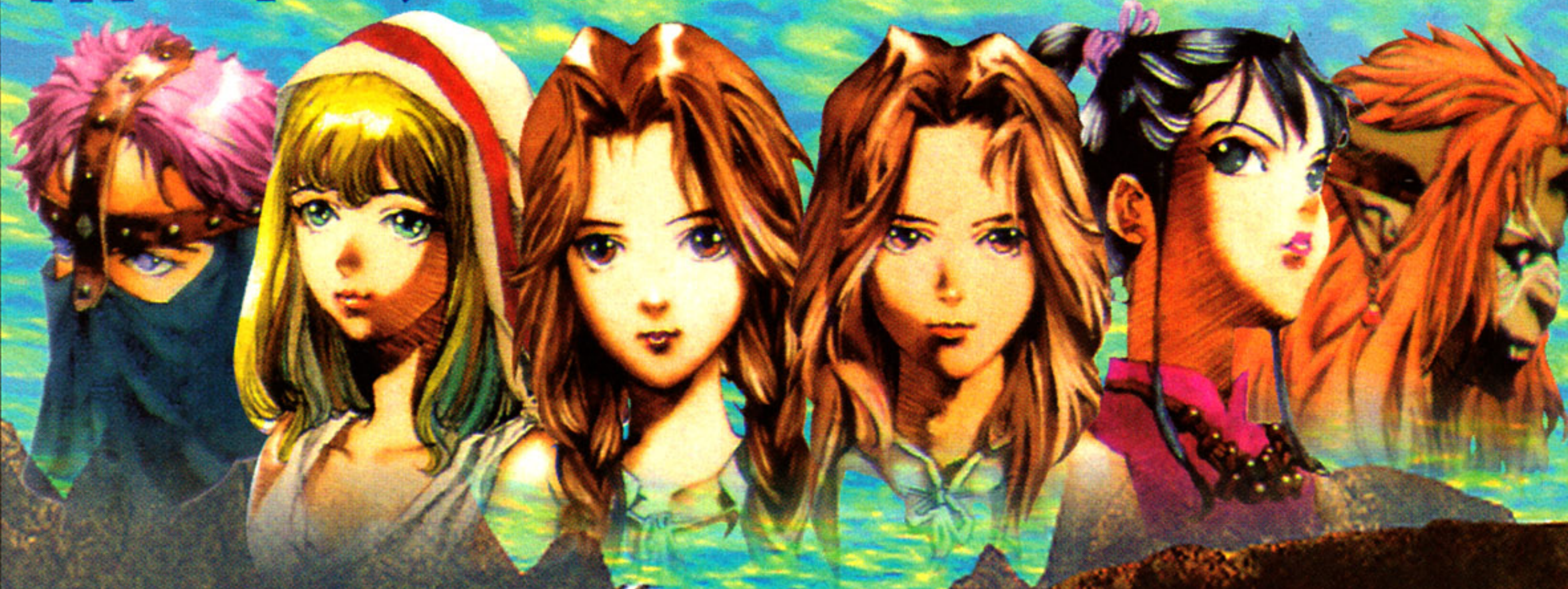
View Objects



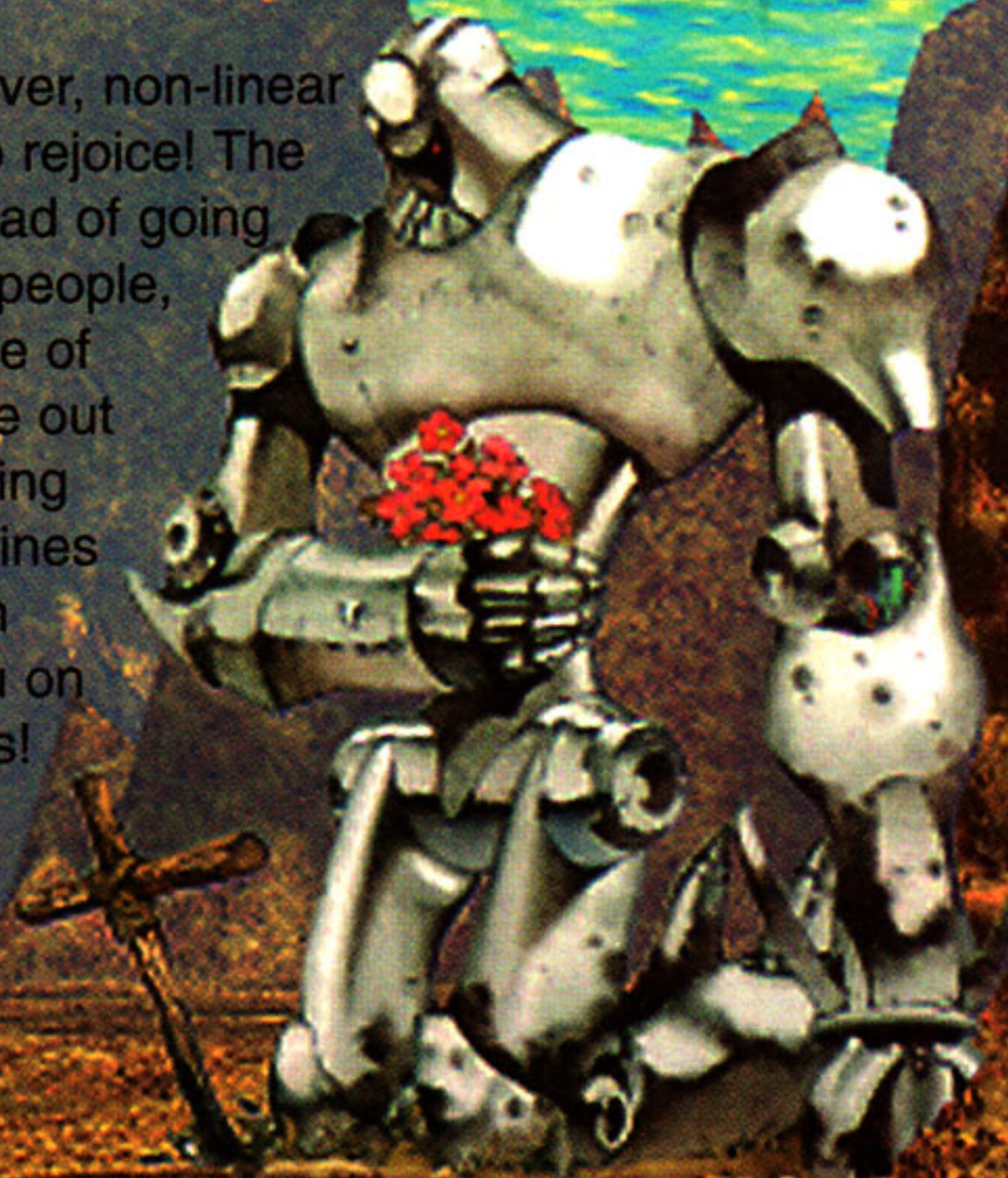
Now, you can take a look at objects with a menu interface.



MYSTIC ARK



For fans of the clever, non-linear 7th Saga, it's time to rejoice! The sequel is here. Instead of going with seven different people, you must choose one of two warriors. Venture out to find the arcs to bring back the seven figurines (one is Lux, from 7th Saga) to help you on your adventures!



The
Sequel
to 7th
Saga!



With the automated battle selection, the tedium of successive menu-crunching is gone!

Combat Time!

The combat system can be played out in one of two fashions—the traditional manual or now with an automated AI!

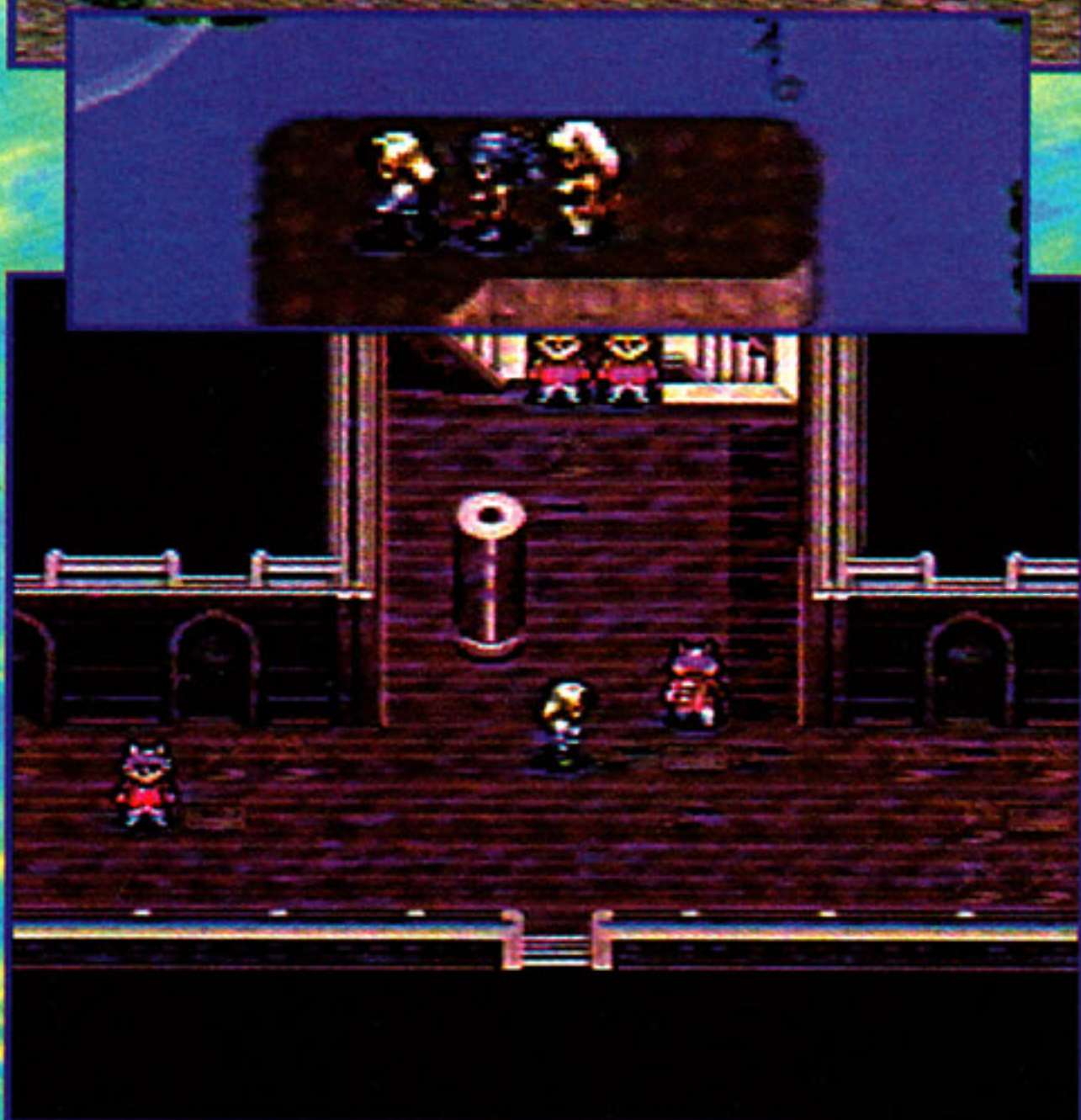


You can have up to three party members in your group. Choose your people wisely!

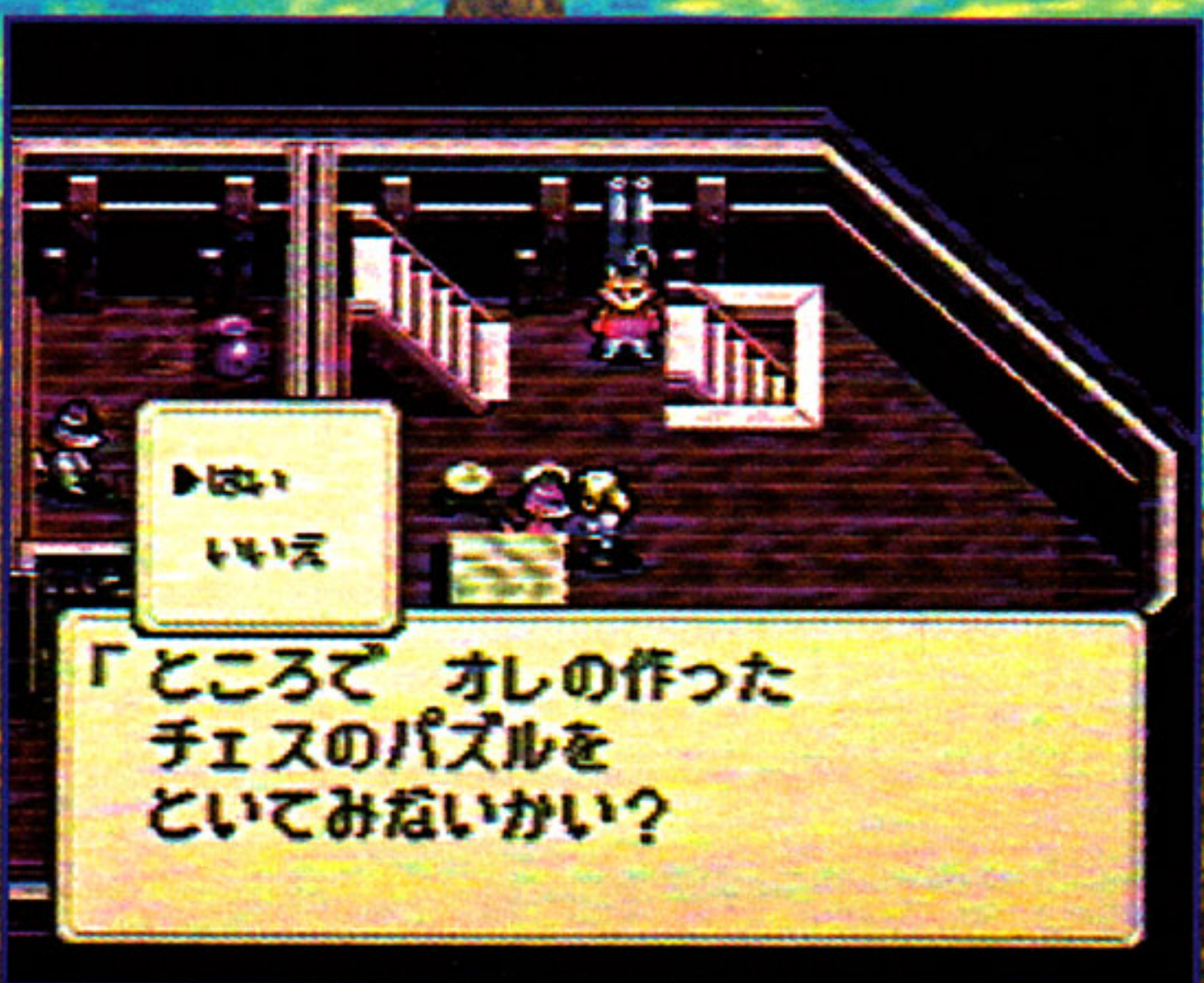


Too many places, not enough time!

Well, that doesn't really mean there's a time limit. The above is just an expression that there is plenty to explore! We aren't just talking your basic "fire" or "ice" continents. Try entering canyons filled with old galeons or even townspeople cursed with being turned into hound-like demons! How's that for a simple change of pace?

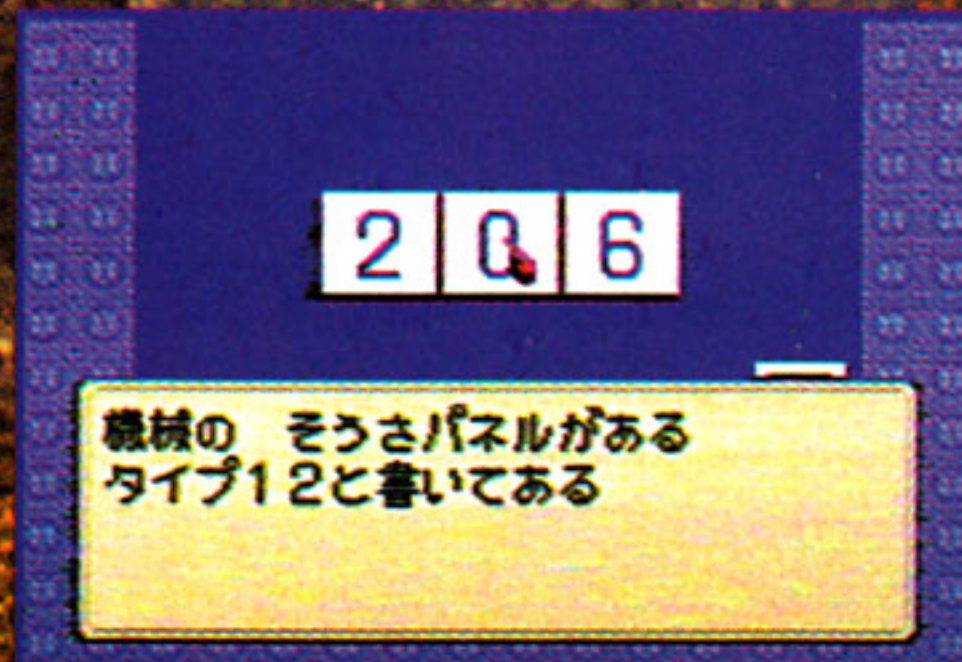
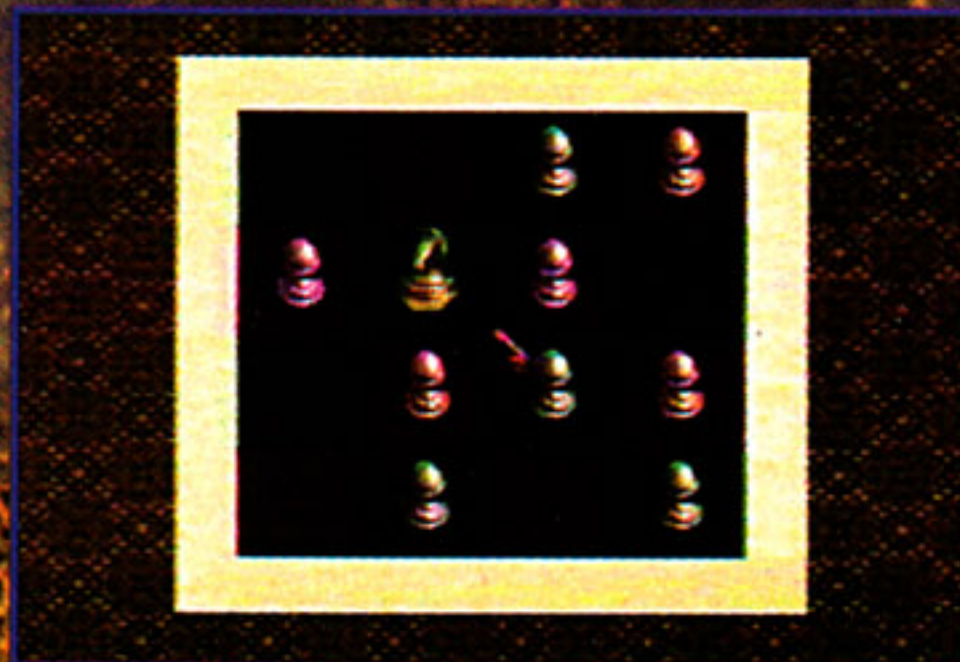
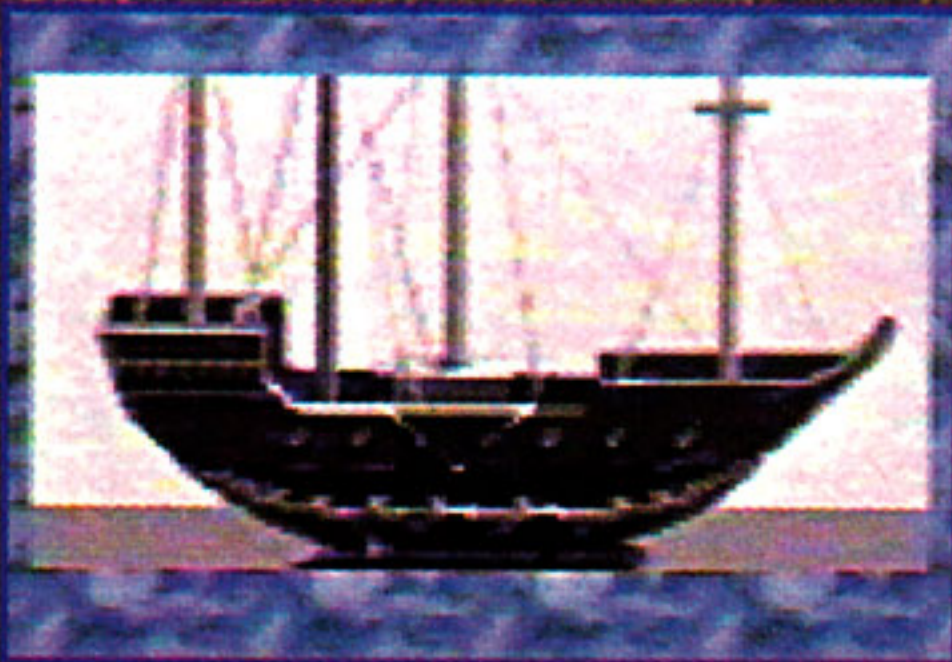


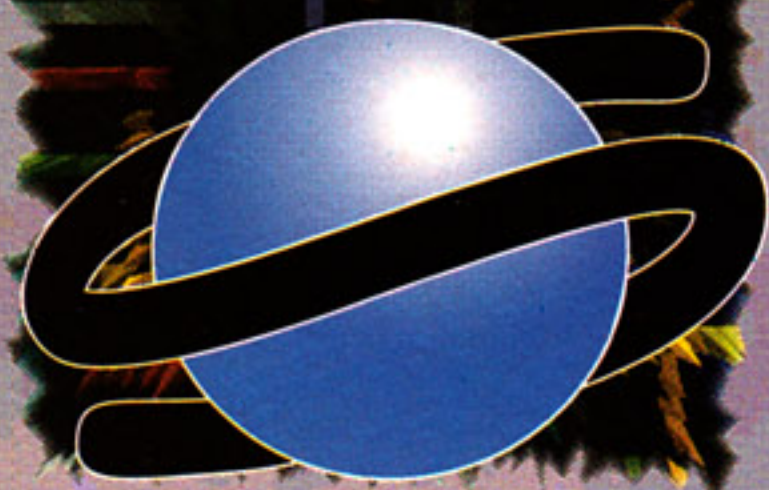
In this snowy town, you will find that not everything is as it seems ...



Puzzle-Solving Problems

EEEEEP! Something that most RPGers hate! Little puzzle games that you have to complete in order to progress. These range from typing in a secret code, to playing chess games with other characters. Many objects are also rigged with similar tricks, so be sure to keep your wits about you.





FACT FILE

VIRTUAL HYDLIDE
BY SEGA OF JAPAN

THEME	3-D RPG
MEGABITS	CD-ROM
% COMPLETE	100%
AVAILABLE	NOW
# PLAYERS	1
# LEVELS	N/A
CHALLENGE	MODERATE

OPTIONS CHECKLIST

- Difficulty Settings
- # of Lives
- # of Continues
- Button Configuration
- Sound/BGM Test
- Password
- Battery Back-Up

Notes: None at present time!

ENTER THE VIRTUAL REALM!

Virtual Hydride is the first attempt at an RPG on the Sega Saturn. Despite the name, it is totally unlike its predecessors. The first game (NES) had more of an action theme, while the sequel (Genesis) was more like an RPG. Virtual Hydride seems like a combination of both games, though the plot is unrelated.

The visual effects will turn off most players, but they sort of grew on me. Your character moves like he's sprained his ankle. Fighting takes getting used to. The scaling and movements seem rather choppy.

Despite these flaws, you'll find that if you turn off the lights and immerse yourself in the game, you'll have a lot of fun.

I love RPGs, and Virtual Hydride is a good twist to the popular theme. At least you're not stuck in a linear dungeon like older games.

—Scott Augustyn

VIRTUAL HYDLIDE



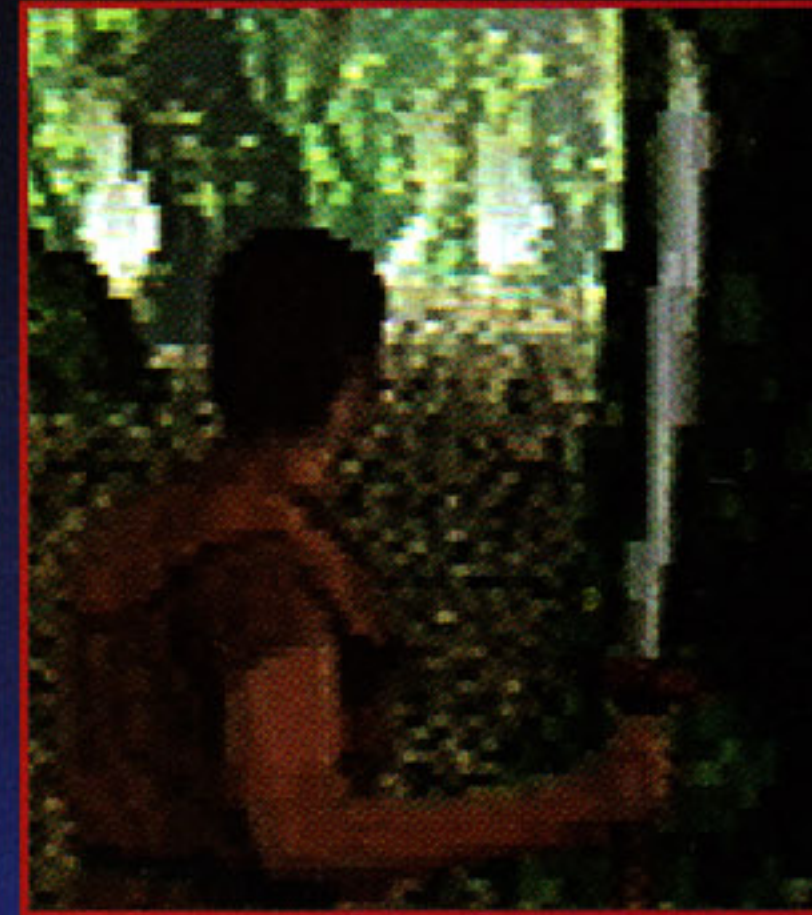
For the first time ever, there is a non-linear action RPG. It lets you assume the role of a heroic warrior on a quest to stop the forces of evil while collecting mystical weapons and explore dark, dank dungeons.

Virtual Hydride uses the poly-

gon abilities of the Sega Saturn to create a realistic world where you can interact with many items. It's done in such a way that only the next-generation machines can do it. If you enjoy RPGs, check out this new CD to add to your Saturn collection.

PROTECT YOURSELF TO THE LAST!

In the forests, protect yourself with whatever you can get your hands on. This



includes crude weapons like your fists, a club or much more sophisticated weapons like a sword. The more crafted the weapon, the higher the damage capability.

BEAT BACK THE BADDIES!



Through your many travels you will encounter nasty baddies. Enemies like the jelly and the kobold should be easily dispatched. While enemies like the killer tree and the bats should be a little more of a challenge—maybe because of their increased damage capacity or because of just sheer quickness. Watch out for those skeletons—slow but tireless.



Try to make strategies quickly for beating back these evil horde of monsters.

TWO YOU CAN KEEP! B.A.S.S.® ENDORSES FIRST VIDEO GAME!



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other angler. Calls bass 'doggie'.



Super NES screens shown

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WEATHER: Perfect for fishing, as always.



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Traveling around the Hydlide world, you will encounter

several types of terrains that could make your life harder or easier. Terrain like the plains make it easier to see the enemies



coming at you. While terrain such as the forests and mountains make it kind of difficult to see the oncoming enemies.

FIRST QUEST: ON TO THE GRAVEYARD



The first challenge will be for you to travel to a local graveyard. On the way, you will encounter the first enemy. If you do lose some energy, don't worry! Just let your guy sit back and rest for a while, but remember that there are enemies

looking to kill you. Don't make a permanent home in the graveyard. Once in the graveyard, be sure to check all the large tombstones and around the ground. You should find some gold and a sword. After you check out the tombstones you will receive your next quest: to battle a deadly vampire.

SECOND QUEST: BATTLE WITH THE VAMPIRE



The journey to the castle is not as long as the journey to the graveyard but has the same amount of danger. Once you get to the castle, you should immediately notice that this part of the adventure



will take a little longer than the previous one. A safe tip to follow as you enter the castle is to check every room. Some rooms will have a glowing ball on a statue. These are important. After you activate all of these, you will be able to fight the Boss. When fighting the Boss, the best strategy is to just keep on him with your sword and don't give him the chance to hit you. He'll be pushing up daisies soon enough.



TURN UP THE VOLUME

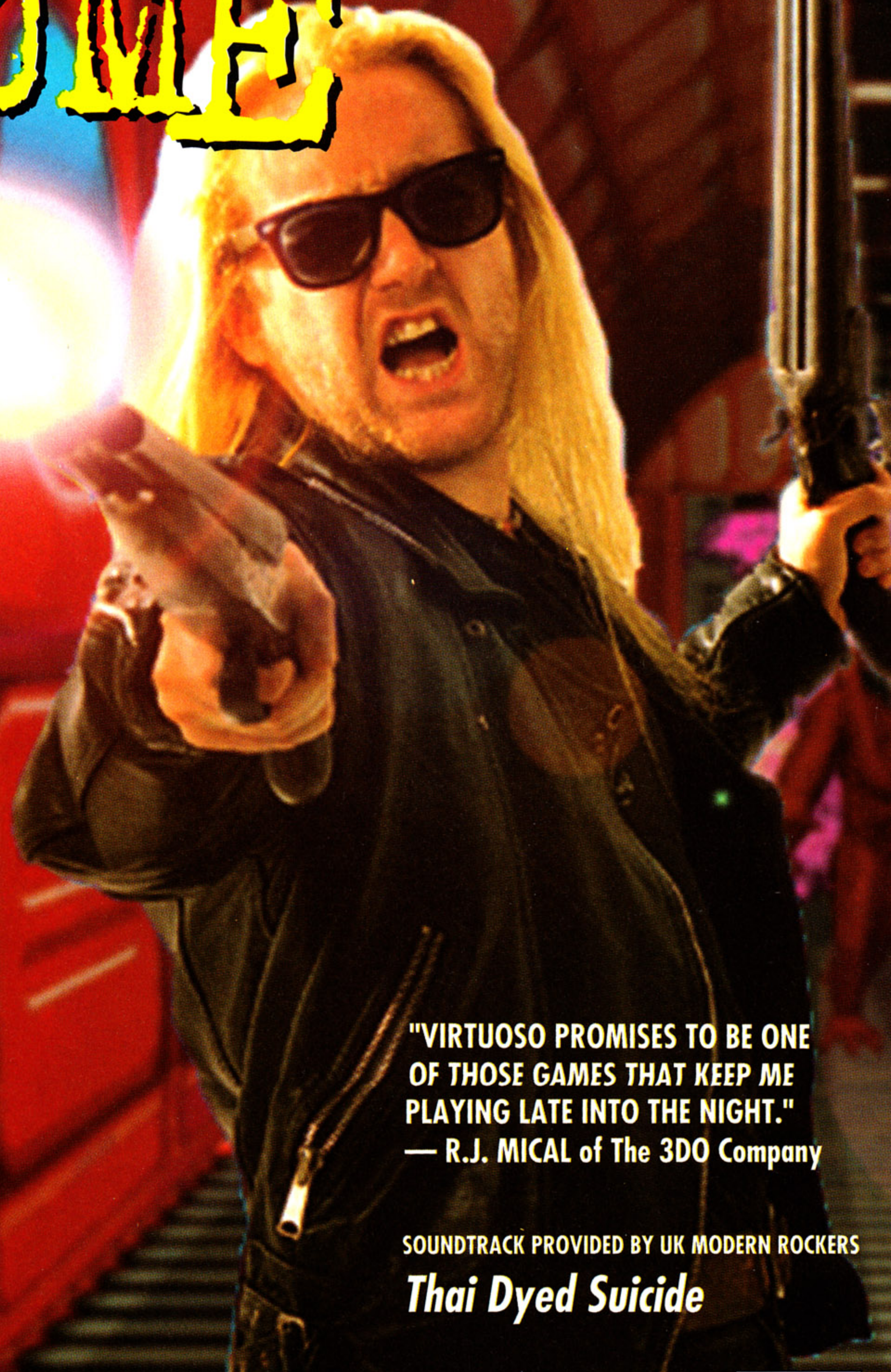
The year is 2055. Music and virtual reality are the only escapes in a world gone mad. Transform yourself into a rock superstar on a 3D virtual quest through treacherous worlds: the angry red planet of Mars, an eerie haunted house and a mysterious underwater biosphere.

You'd better turn up the volume, load your weapons, and get ready for a mind-blowing game experience with Virtuoso's unique 3rd-person perspective, fully digitized player graphics and real-time texture mapping. Music video clips and a pounding rock 'n' roll soundtrack set the stage for this head-banging cyberfantasy adventure!

DATA EAST

Learn all the latest tips and techniques! Call the Data East Tipline for hints on all Data East games. (900) 454-5HELP. Costs 95¢ for the first minute, 75¢ for each additional minute.

Also check out the Video Game Publishers Forum for more info on all Data East games. It's available 24 hours per day on the CompuServe Information Service. Just type GO DATA-EAST.



"VIRTUOSO PROMISES TO BE ONE OF THOSE GAMES THAT KEEP ME PLAYING LATE INTO THE NIGHT."
— R.J. MICAL of The 3DO Company

SOUNDTRACK PROVIDED BY UK MODERN ROCKERS
Thai Dyed Suicide

VIRTUOSO



3DO

ARCADE ACTION

ARCADES SEE A RISE IN BUSINESS



Blockbuster games like Tekken (above) and Mortal Kombat 3 (below), are attracting large crowds to the arcades. As long as arcade turnout remains high, game companies will continue to invest money to develop the latest gaming technology. This effect will trickle down to the home market as well.



Namco Ltd. recently announced that its year-end figures for fiscal 1994-95 have higher grosses but lower profits companywide. Namco is getting a boost from its arcade division, which is just now beginning to show some life.

"Our latest weekly income figures show our arcade business is starting to pick up, especially due to the popularity of Mortal Kombat 3," Namco American President Kevin Hayes revealed. "So with this game as well as several others we expect to see released this year, we are confident that our 1995 results will be a lot better."

Namco is undoubtedly getting a boost from the popular arcade smash Tekken, that continues to do well both here and abroad. However, it's MK3 that's bringing players back to the arcade. You can expect Williams to bring out more updates for the game in order to keep you coming to the arcades!

AMOA ON THE HORIZON

It's almost that time of year again! The annual Amusement and Music Operators Association show is fast approaching. Similar to the ACME show (Amusement Coin Machine Exposition), the AMOA is larger, with an expected 1,000+ exhibitor turnout.

AMOA has always been the showcase for the latest arcade goodies, and show attendees get to try out the hot new games before they hit the arcade. Sound interesting? Well, even if you do live in New Orleans (where the show will be held), it's not open to the general public. However, there is no need to worry. As always, **EGM** will be there to get the scoop on all the hot new products!



ILLEGAL COIN-OP RING BUSTED!

Some enterprising folks down in Mexico got the idea to convert a few Sega Genesis games into coin-operated units, thereby charging gamers for the privilege to play games designed for home use. Unfortunately for them, it turned out to be illegal. The Anti-counterfeiting Advisory group, in conjunction with the Mexican Trademark Office, seized the illegal goods.

"This is the world's first such enforcement of a trademark infringement regarding the alteration of a consumer video game," stated AAG's Dick Trindle. An AAG spokesperson said that home-to-coin-op translations are a fairly new phenomenon, and could be the result of tougher enforcement on the coin-op side pushing software pirates into new strategies.

AAG promises more enforcement action.



Games like Street Fighter II (above) and Sonic the Hedgehog (below) were translated illegally to coin-op.



AMOA

AMERICAN AMUSEMENT
MACHINE ASSOCIATION



TOP HITS OF JAPAN

GAME MACHINE MAGAZINE™ - JUNE 1995

#	Game	Company
1.	Virtua Fighter 2 [deluxe]	Sega
2.	Sega Rally Champ.	Sega
3.	Sega Rally (deluxe)	Sega
4.	Sports Fishing	Sega
5.	Ace Driver [deluxe]	Namco
6.	Ridge Racer 2 (twin)	Namco
7.	Virtua Cop	Sega
8.	Point Blank	Namco
9.	Quiz Dorfemifa Grand Prix	Konami
10.	Ridge Racer 2 [deluxe]	Namco

DIRECT FROM JAPAN



TOP TEN ARCADE GAMES

REPLAY™ - JUNE 1995

#	Game/Company	MTH	Rating	DIST
1.	Mortal Kombat 3 (Midway)	2	9.48	76%
2.	X-Men (Capcom)	4	8.39	50%
3.	Gal's Panic 2 (Kaneko)	18	8.29	7%
4.	Bust-A-Move (Taito)	5	7.70	43%
5.	Raiden DX (Fabtek)	8	7.45	10%
6.	Samurai Shodown 2 (SNK)	7	7.24	59%
7.	1000 Mile Rally (Kaneko)	2	7.17	8%
8.	Raiden II (Fabtek)	17	6.83	44%
9.	Super Sidekicks 3 (SNK)	1	6.71	7%
10.	Aero Fighters 2 (SNK)	10	6.59	39%

MTH refers to the number of months a game has spent on the charts. Red lettering indicates the top number/game of the month. DIST refers to the percentage of the surveyed arcade and street location operators who have the game on location. RePlay™ is a registered trademark of RePlay Publishing, Inc.

VIDEO GAME VIOLENCE STILL A PROBLEM

In mid-April, three fighting games were yanked from a Westminster, CA, arcade by local authorities, apparently on the basis of a local anti-violence ordinance. Also in Florida, a bill is being considered by the state legislature that (if passed) would make it

Many people are concerned about the dangerous precedent that this may set. Not only does the spectre of censorship lurk over these events, but on a more practical level, if such local laws start appearing in a neighborhood near you, you might

the consumer.

What about the other side of the coin? Many parents are concerned about the effect of video game violence on their children. They think that violence should be banned or at least come with a suitable warning.

AMOA has gotten into the act by creating a video game rating sticker system and mailing it to arcade operators for use on the games.

It is difficult to say what exactly will happen with this issue. One thing is for sure—until there is some sort of



Some video game companies, such as Capcom, have already included a warning about violence in their game. Street Fighter: The Movie game warns players of mild, lifelike violence.



a criminal—not civil—offense to sell or operate any video game not rated by the Interactive Digital Software Association, a trade association of leading home video game manufacturers.

end up paying more for your favorite game. Why? Well, such laws would probably be accompanied by a tax hike or extra licensing fees, and some of that would almost certainly be passed on to

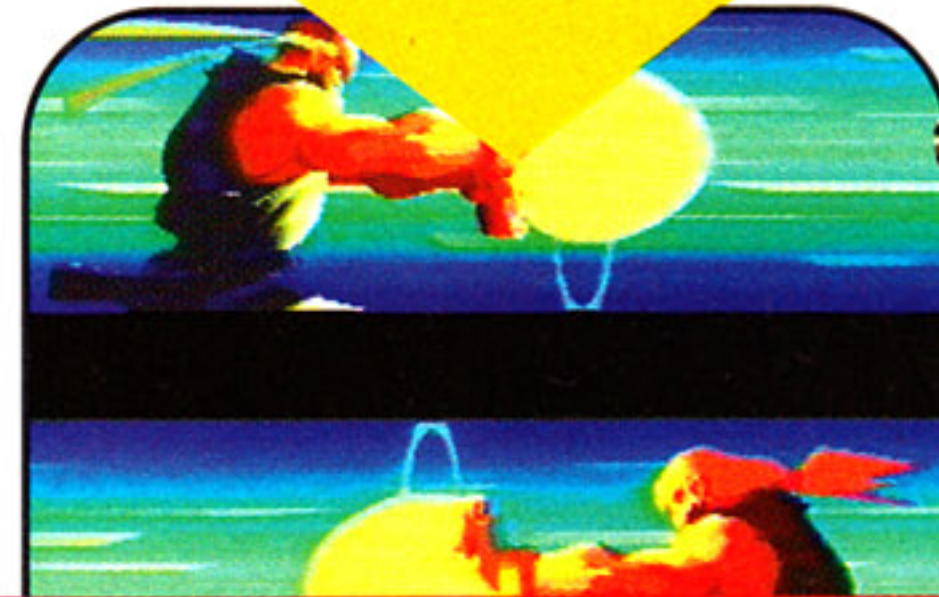
Perhaps a suitable middle ground would be a universal, voluntary rating system. Of course, this is easier said than done, but some companies are already providing warnings for their customers.

system in place, voluntary or mandatory, video game violence will continue to be a controversial issue affecting the operators and players of video games everywhere.

ARCADE ACTION

STREET FIGHTER ALPHA

Look for more moves and pix in the next EGM!



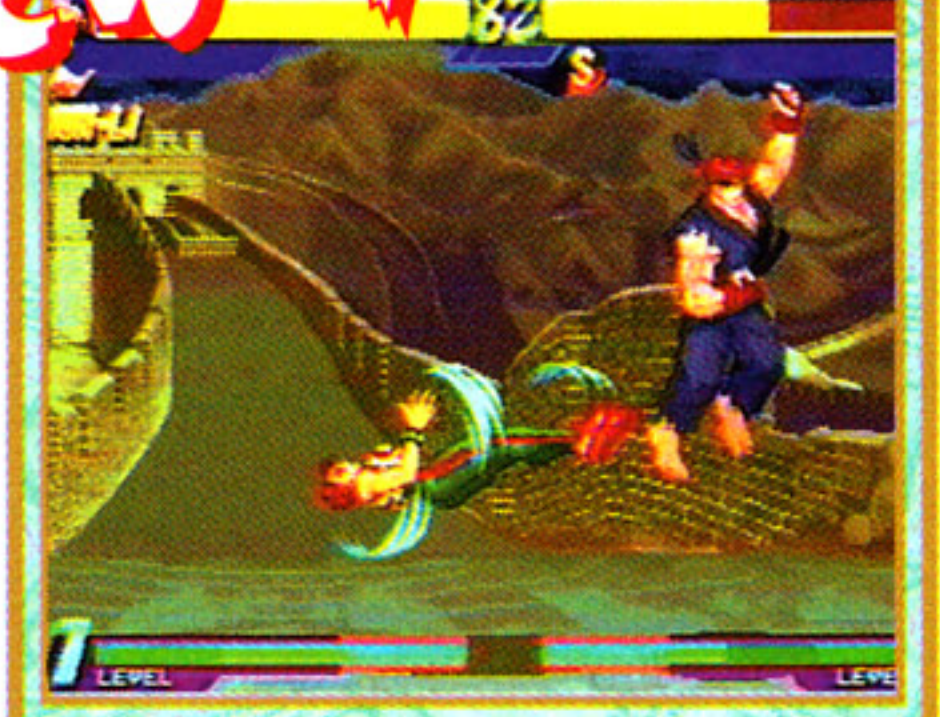
You've demanded the release of Street Fighter 3 for months and months. Regardless of Capcom's numbering system, this is the closest you're going to get. There are 10 characters, four are brand new, ported from other games like Final Fight and two are taken from the original Street Fighter.



Special thanks to Golfland USA in Sunnyvale, CA, for being the premier Street Fightin' location! Thanks for all the help Adam!



Now everyone has a projectile evasion!



Alpha Counters are the best new addition!



Bison is a short, stocky fellow in this version. He commands an impressive array of specials, a teleport, a fireball and fights with his cape on. (Not to mention he's tough!)

M. BISON



THE NEXT GENERATION

BIRDIE



Birdie hails from the original Street Fighter. He has few moves, but is very powerful. He can rush and headbutt in a couple of different ways, and can use his chain to slam you into the ground. His throw super is excellent for jumping over projectiles!



Adon



Adon was second to Sagat in the original SF. He is a Thai fighter with a more classic tone to his style than Sagat. His specials consist of various kicking moves, as does his super. Problem is he's most likely duped if his opponent knows how to Alpha Counter.



CHARLIE



It's clear that Charlie taught Guile everything he knows. His moves are exactly the same (annoyingly so), except he does not have that worthless knee lunge. His supers are variations of his flash kick, rushing kicks and a dual sonic boom.



GUY



Straight out of Final Fight, Guy brings all of his FF moves to Alpha. He also has a Vega-style fly-through-the-air to either hit or throw you. It can be canceled by hitting any button. His supers are rush attacks and a jump-in-the-air to-punch-you-out move.



SODOM



Also straight out of Final Fight comes Sodom. Once a glorious Boss, he's now a weak, boring Street Fighter character. He can dash at you with his Sci (oooh) or throw you. His supers are okay, as well as the dashing Sci and super-special throws.



Rose



Rumor is that Rose is Bison's mentor. She is a good character. She can repel fireballs right back at you, jump in the air and toss you to the ground plus throw some fireballs of her own. Rose also has a super fireball and a super toss to the deck.



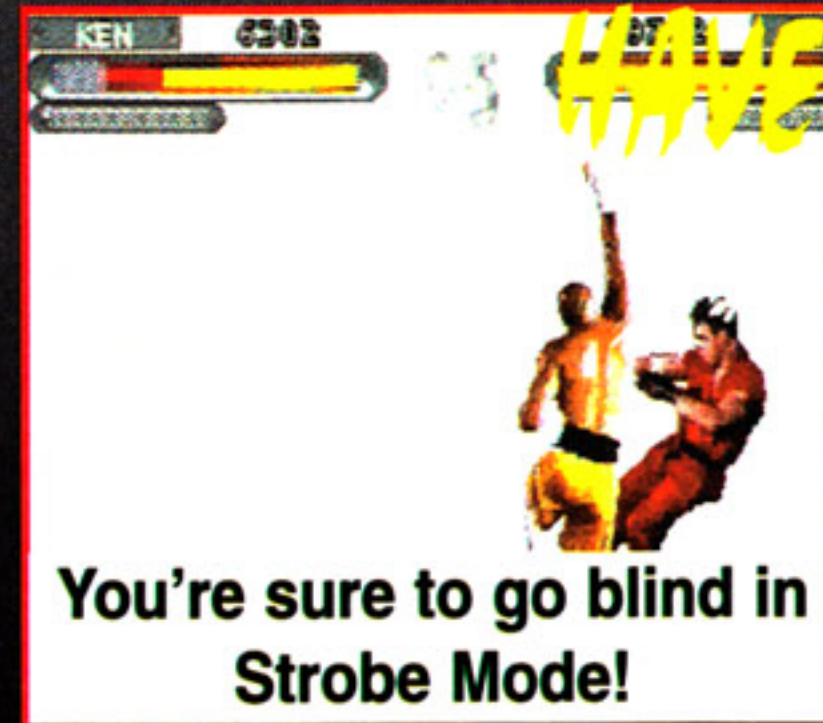
ARCADE ACTION

STREET FIGHTER STRATEGY GUIDE: PART TWO THE MOVIE

MORE SECRET MODES!

Here we are, back again for seven more profiles and even more kickin' combos! Just like **EGM**, we're gonna start with some Special Player Modes that will greatly enhance your enjoyment of the game. If this isn't enough to whet your Street Fightin' appetites, check out our Arcade Tricks section for a secret character in the game, plus two pages on the brand-new Street Fighter Alpha (Legends is the working title for PlayStation) in this issue!

- SPECIAL MODES**
 Activate before selecting fighter
START → SHORT
 No Special Moves (2)
RIGHT → START → JAB
 Handicapped Mode (2)
RIGHT → START → STRONG
 Turbo Mode (2)
RIGHT → START → FIERCE
 No Blocking Mode (2)
LEFT → START → JAB
 Upside Down Mode (2)
DOWN → START → MEDIUM
 Strobe Mode (2)
 → Means Followed By
 (2) Means Available only in Two-player Mode



You're sure to go blind in Strobe Mode!

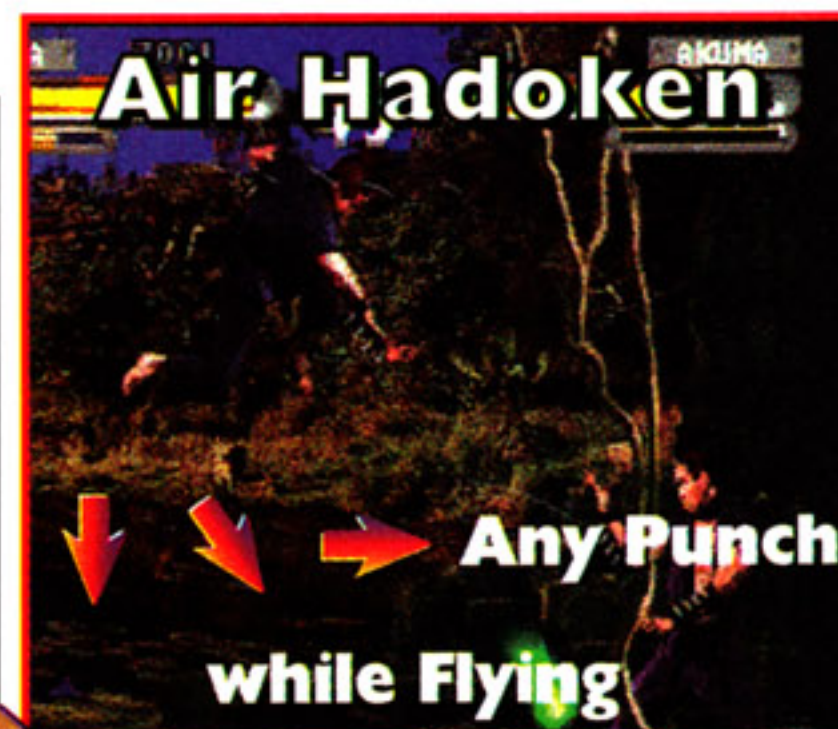


Think you're the stuff? Try Handicapped Mode!



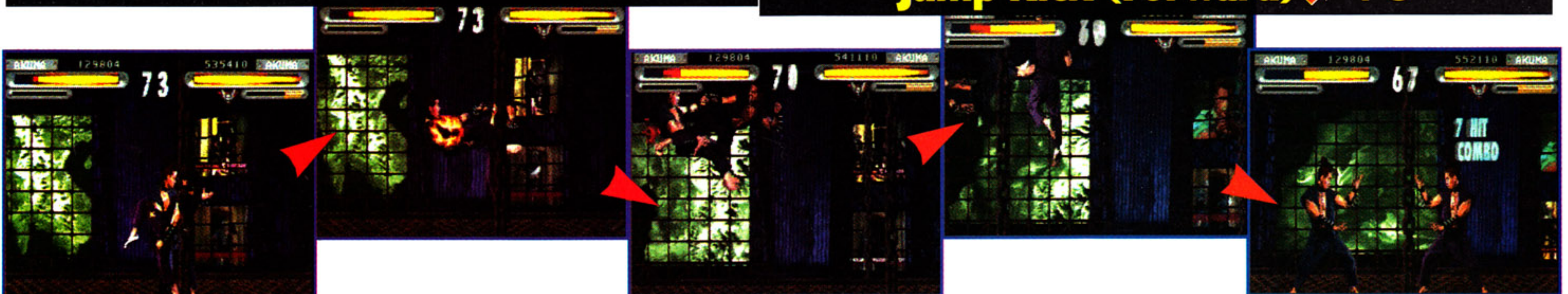
Can you see this? You want me to turn it up?

Move List:
 The moves and combos are pretty self-explanatory, with the exception of:
Bc - Button Charge
Br - Button Release



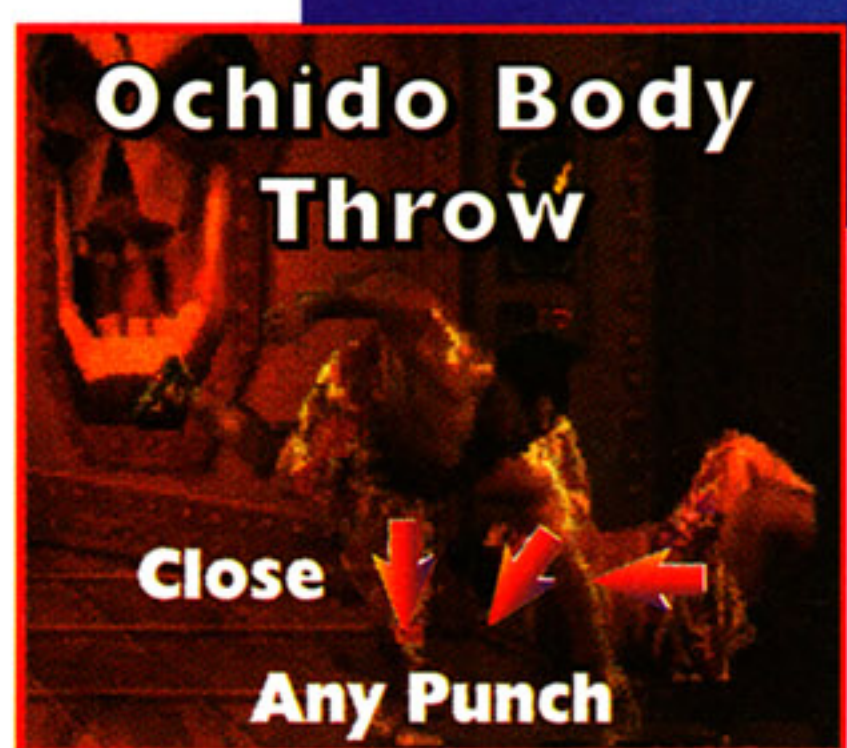
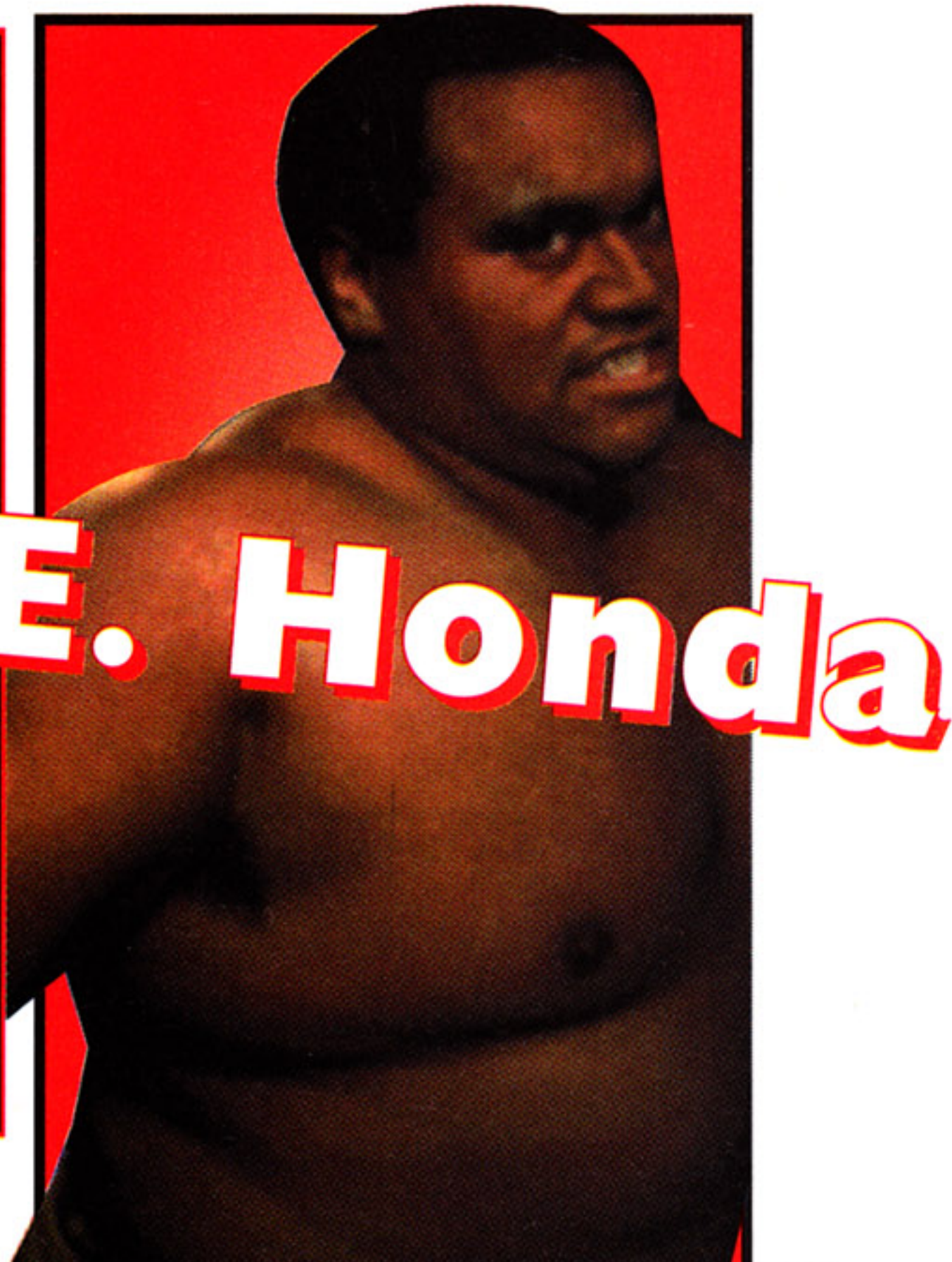
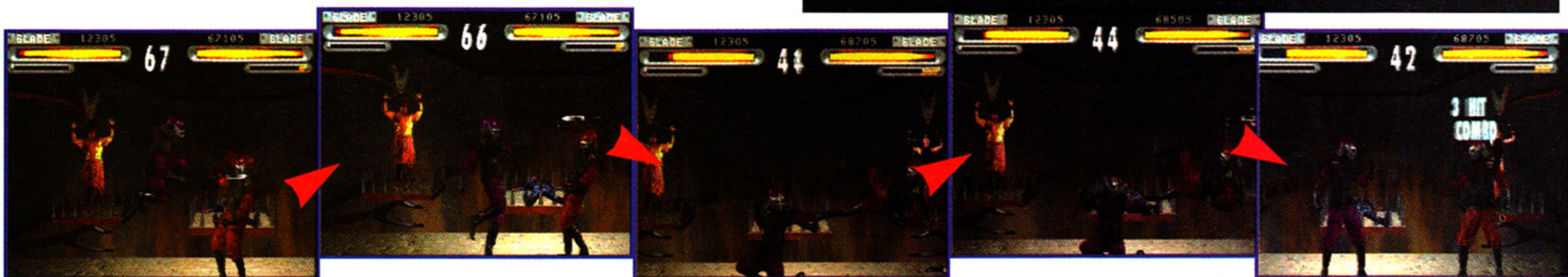
7-HIT COMBO

Knee → + 5 (in close), Hurricane Kick (Forward)², Jump Kick (R. House) ↗ + 6, Jump Kick (Forward) ↗ + 5





Air Knife ↓ ↓ → , ↓ + I, Standing Short, + I, ↓ + I. 3- to 5-HIT COMBO

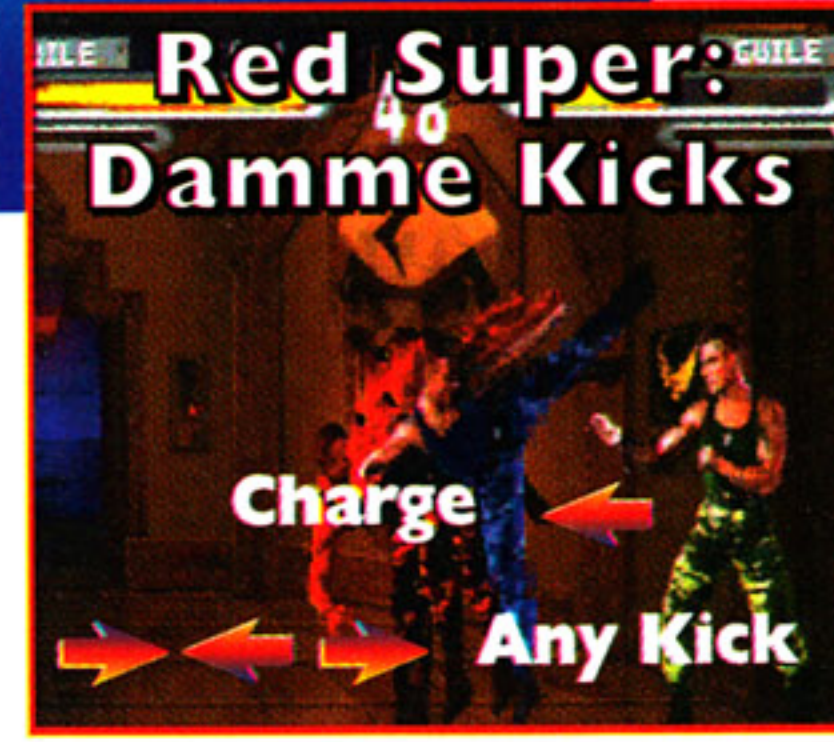


Sumo Slam, Hundred Hands Slap 4- to 7-HIT COMBO



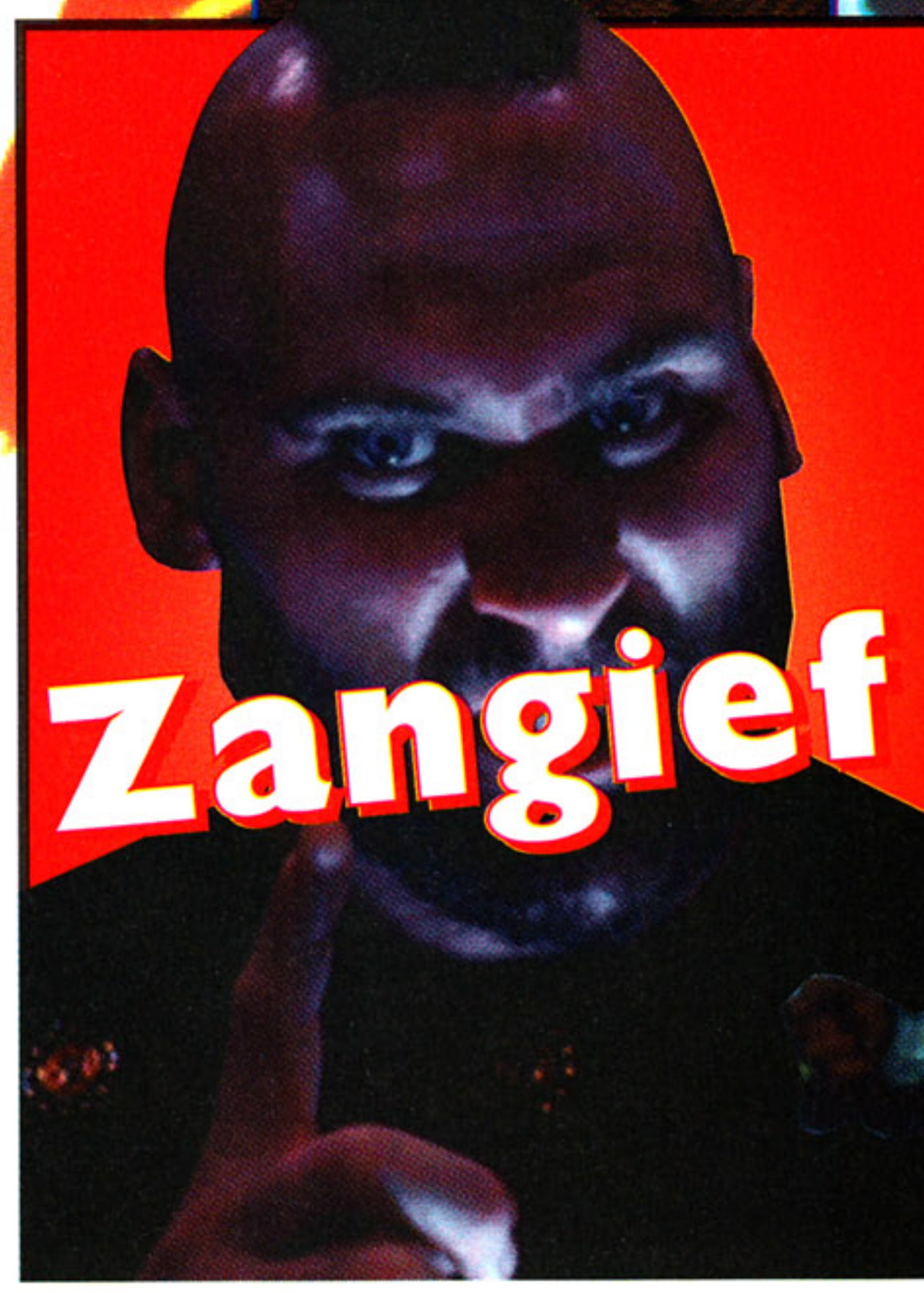
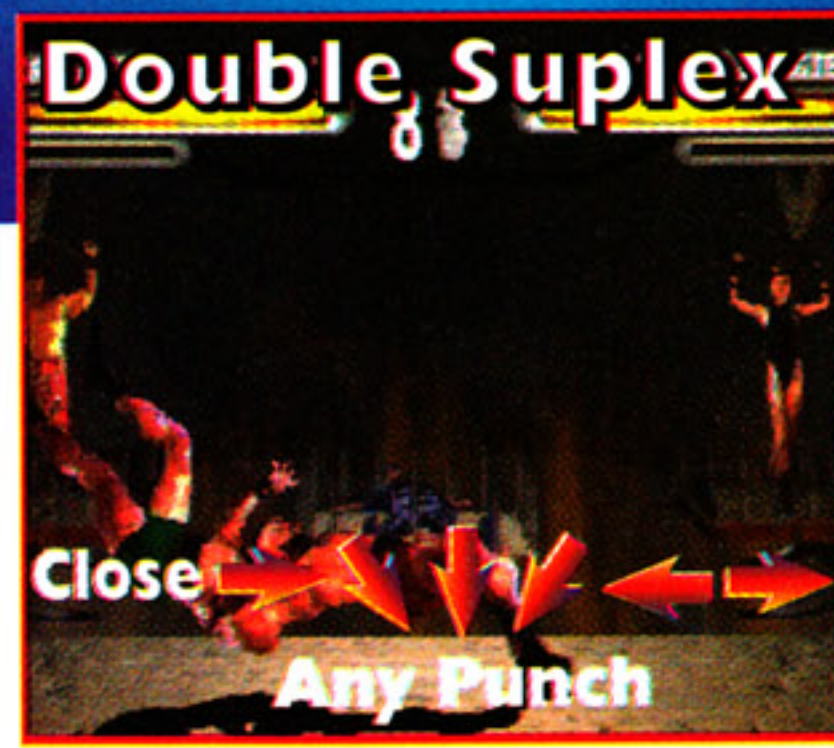


Guile



6-HIT COMBO

Bc 5, Foot Sweep + 6, Br 5, Flash Kick



Zangief

Charge Airplane Spin Bc 3, Crouch Roundhouse ↓ + 6, (Get close as enemy falls, as enemy begins to stand) Release airplane spin Br 3, Super Spinning piledriver → ↓ ↓ ↓ ← → ↑ ↓ → + P

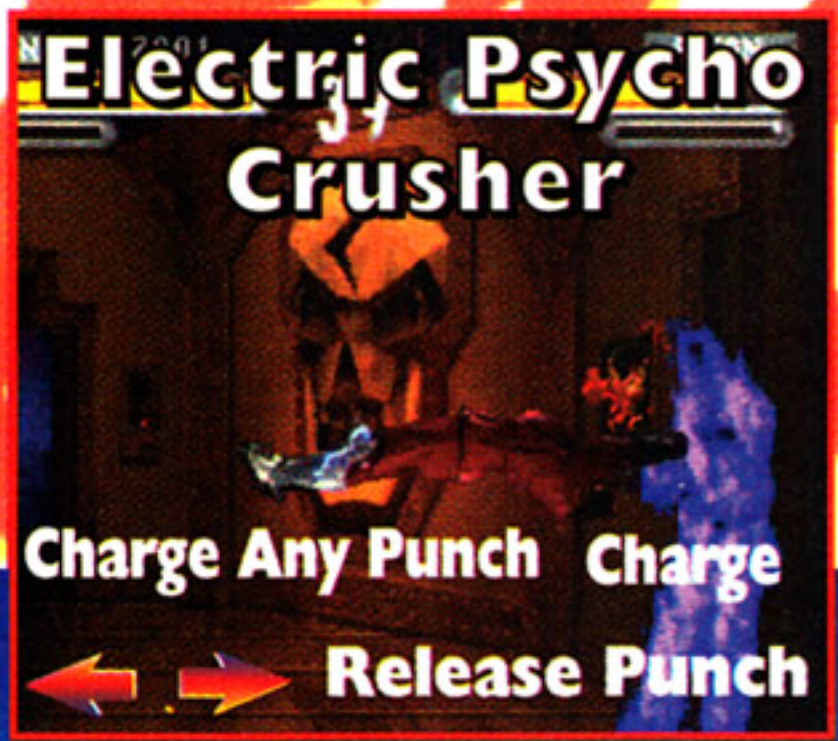
Only combo that doesn't show on combo meter





Crouching Fierce ↓ + 3, Roll Attack

6-HIT COMBO



5-HIT COMBO

↓ + Short, ↓ + Short, Scissor Kick (Short)





FACT FILE

SAVAGE REIGN
BY SNK

THEME	FIGHTING
VERSION	N/A
% COMPLETE	100%
AVAILABLE	NOW
# BUTTONS	4
# PLAYERS	1 OR 2
CHALLENGE	MEDIUM

OPTIONS CHECKLIST

QSound.....	<input type="checkbox"/>
Dolby Stereo.....	<input checked="" type="checkbox"/>
Voice Channels.....	<input type="checkbox"/>
Jamma Board.....	<input type="checkbox"/>
System 32.....	<input type="checkbox"/>
Cartridge.....	<input checked="" type="checkbox"/>
Translation Pending.....	<input type="checkbox"/>

Notes: Has eight difficulty levels and is 190+ Megs.

BOOMERANG KARATE?

The introduction to *Savage Reign* informs the player that the character Hayate is proficient in the martial art of funken (boomerang karate). Despite this apparent silliness, *Savage Reign* turned out to be an enjoyable fighting game with easily executable special moves.

You control one of 10 characters in his/her quest to defeat all others. Every character is equipped with a weapon that can be thrown for ranged attacks. The battlefield zooms in for close-ups (like *Samurai Shodown*) and has a second tier for fighters to jump up to.

True to SNK form, all fighters have a "Dance of Doom" they can do when almost defeated. This is a special move that does great damage.

Savage Reign has a unique feel unlike previous Neo-Geo fighting games. Give it a try and see for yourself.

—Jason Morgan



Savage Reign allows your fighter to jump to a second level during battle. (Above) Eagle uses this ability to gain the high ground on Hayate.



As you can see below, weapon attacks are allowed from level to level, as are jumping attacks. At the right, Hayate jumps high off the screen to land on Eagle. All characters can do this.



SAVAGE REIGN

King Lion



King Lion is the last playable character you'll face. He has several devastating attacks—most of them use his large sword.



King Leo is the Boss, and boy can he be cheap with his hits! His moves are similar to King Lion's, but are much more powerful. His Earth Chopper (right) will

foil jumping attacks, and his Sword Storm (left) will keep you at a distance. His Nightmare Uppercut (right) will knock you off the screen!



Hayate



Hayate has many effective attacks, including the Spirit Blast (left) and the Savage Slash (lower left).

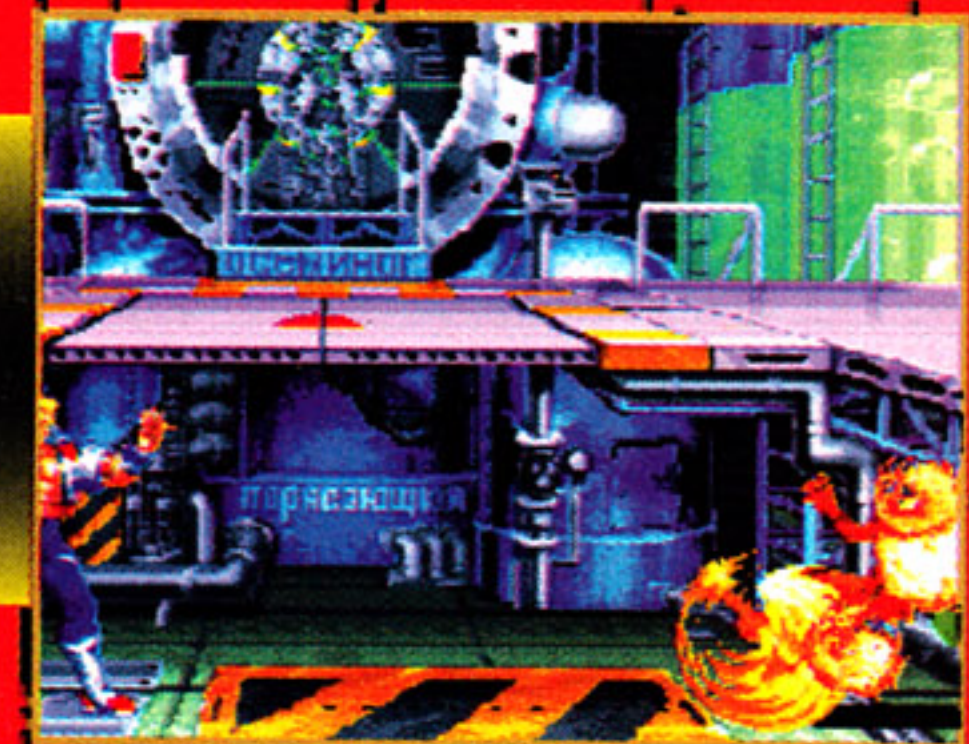
His To-the-Moon Kick (below) pummels opponents with spinning knees before slashing upward.



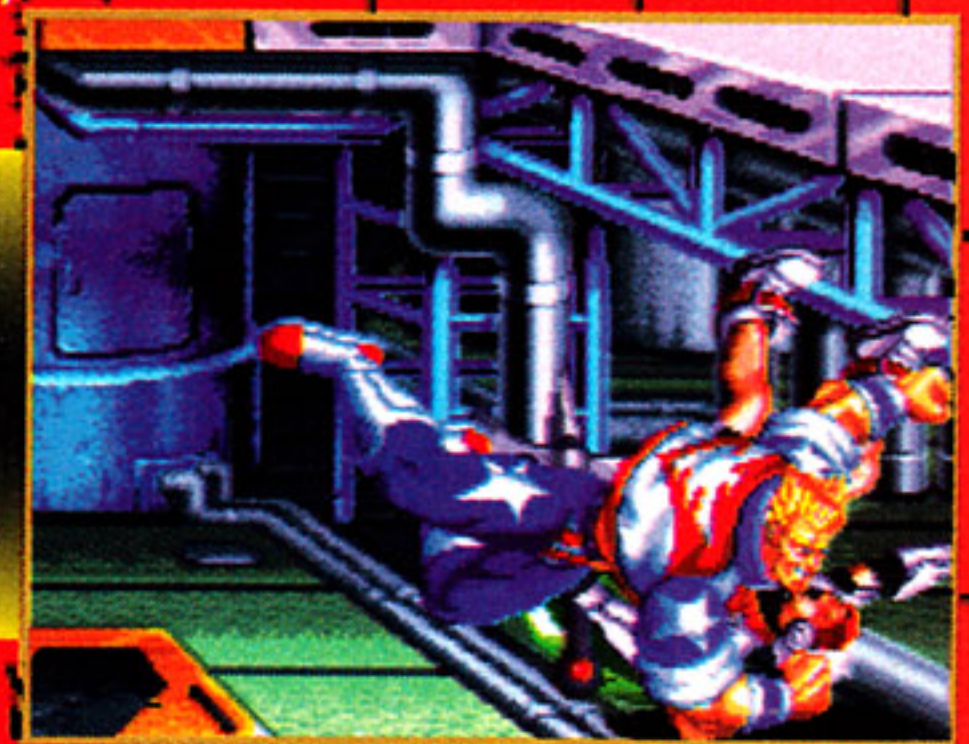
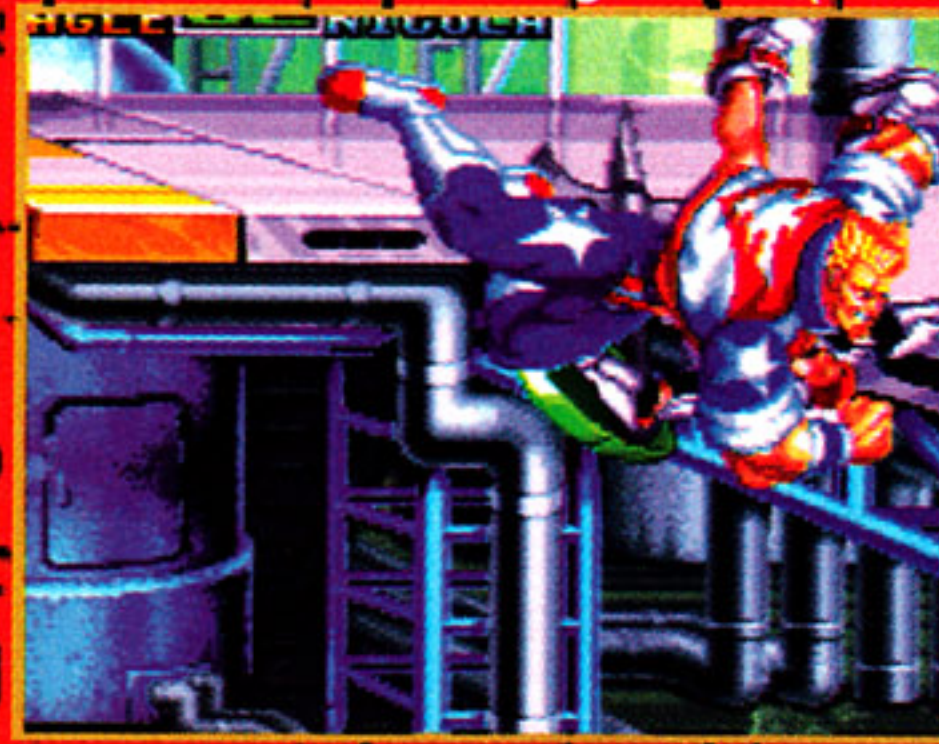
With the Savage Slash, Hayate first rushes his opponent, then slashes upward with his boomerang. It's a vicious attack that does a lot of damage.



Eagle



Eagle has one of the most effective attacks in the game. His Axe Boom throws a brief wall of fire, while sending a flaming axe in an arc toward his opponent. These attacks (pictured above) are very effective against the computer. Also, Eagle has a Diving Head Buster—he catches opponents out of the air and slams them down to the ground (below).



Joker



Joker is an odd fellow with many tricks. His Joker-in-the-Box (upper left) is not very funny for his foes, and his Roller Dash (lower left) is a serious problem for this prankster's target. Both attacks are quick and quite effective.

In the upper-right picture, Joker spins around once and unleashes his Mad Hatter Heave that will track the opponent to do its damage. The Bloody Parasol (lower right) is aptly named. Joker twists and spins in the air, creating a razored cyclone.



Mezu



Mezu's long metallic claws are a force to be reckoned with. As you can see, Mezu has quick feet, allowing him to execute his Blazing Kick with speed.



Mezu's Ice Jet Pummel (above) will cool down hot-headed opponents and keep them at a distance. His Spinning Razor Roller is his most effective attack, as the hapless Chung finds out in the lower-left picture. Fairly difficult to execute, Mezu's Spirit Tsunami (lower right) catches unblocking foes in a maelstrom of chaos and destruction.



Gozu is very likely related to Mezu—their moves are quite similar. Gozu's Furnace Blast (left) is like Mezu's Blazing Kick.

Gozu



Gozu also has the Spinning Razor Roller. However, he has the Raging Bull Thrust (below) instead of the Spirit Tsunami. It's just as devastating!



Carol



Don't let Carol fool you. She may be beautiful, but she knows how to fight with the best of them.

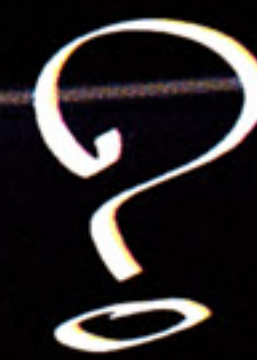


Carol has several effective attacks, including her Fast Ball Flash (above)—her ball becomes a guided missile!



The awful
shadow of some
unseen Power
floats though
unseen among us.

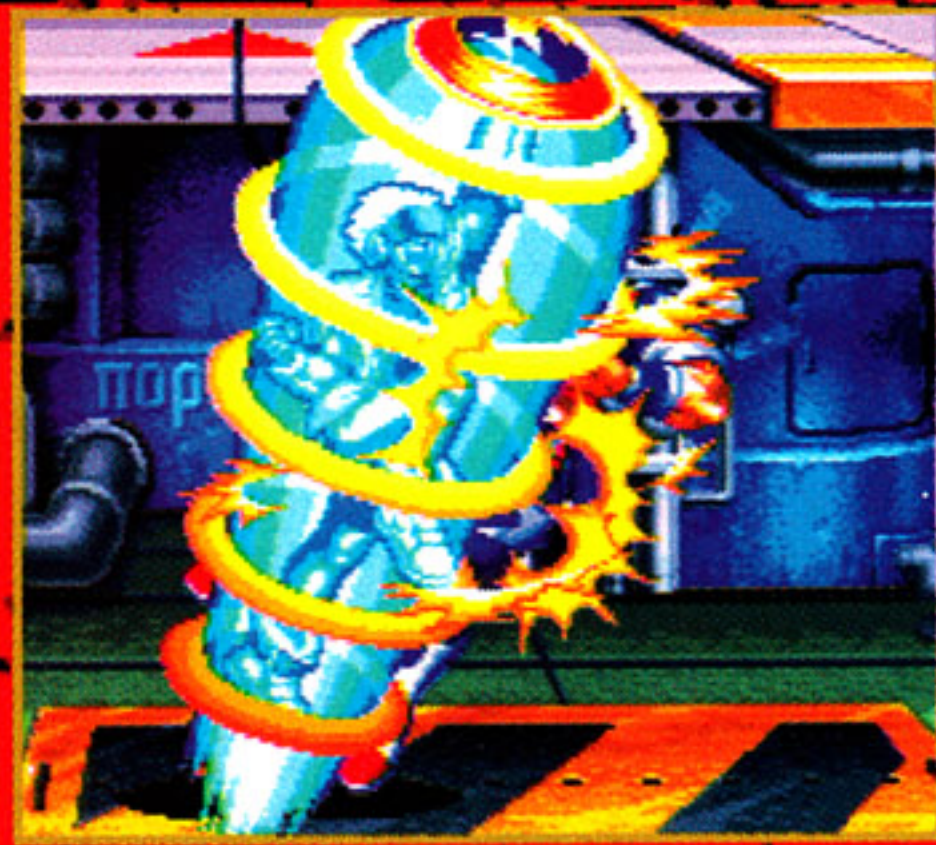
-Shelley



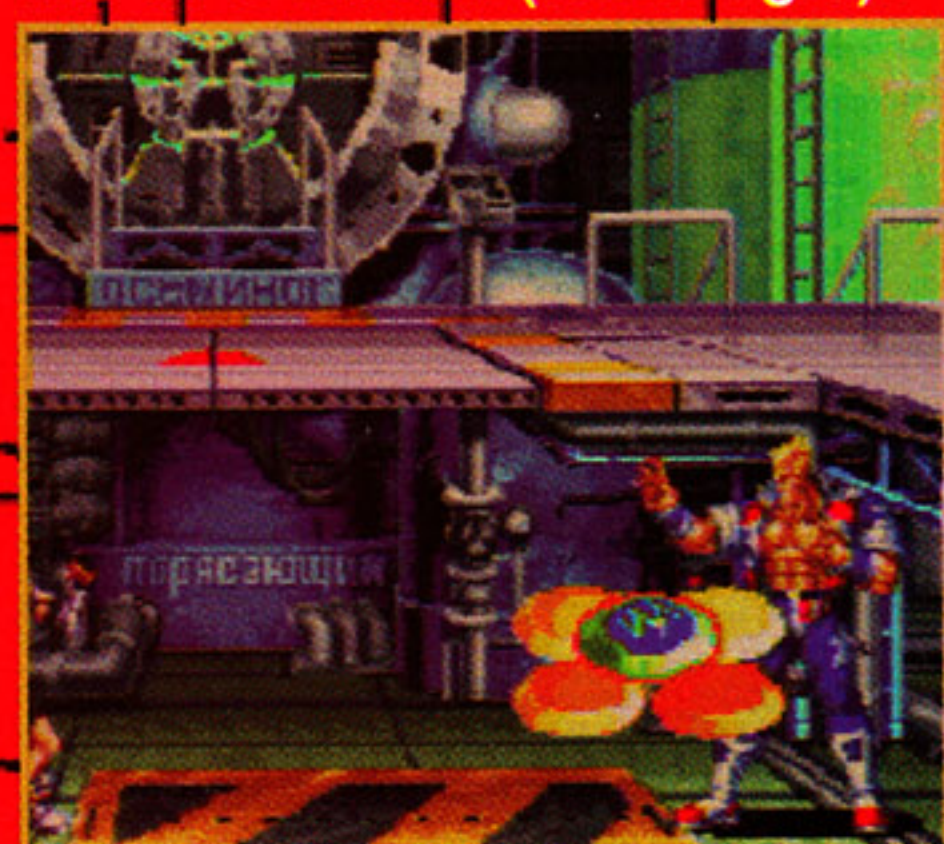
Nicola



Nicola is more than just a kid. With his metal shield, his Discus Diver (left) can be very painful!



Nicola gets full use of his shield. Whether it's his Galvanic Smash (upper right) or his Samson Split (lower left), his shield is an awesome weapon. It even homes in on opponents, as with the UFO Blaster (lower right)!



Chung



Chung is an eccentric old codger with a dangerous weapon. His fire staff shoots all kinds of projectiles—the most common being a fireball. When he gets angry, look out! Chung can use his staff to change unwary foes into chickens (lower left picture)! This is a temporary effect, but it is quite humiliating!



Gordon



Gordon has some heavy-duty attacks. He uses his police club very effectively. He throws, bashes, pummels and shoots out electricity with it! However, he has many attacks without



the club. His Dashing UpperCut (left) will often catch someone off guard. His Pressure Crunch (below) is trouble for jumping enemies. Watch for the Spark Bolt (right); it's electrifying!



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FACT FILE

ELEVATOR ACTION 2
BY TAITO

THEME	ACTION
VERSION	COMPLETE
% COMPLETE	100%
AVAILABLE	NOW
# BUTTONS	3
# PLAYERS	1 OR 2
CHALLENGE	MODERATE

OPTIONS CHECKLIST

- QSound.....
 - Dolby Stereo.....
 - Voice Channels.....
 - Jamma Board.....
 - System 32.....
 - Cartridge.....
 - Translation Pending.....
- Notes:** Blood! (Depending on the violence level you play.)

BLAST FROM THE PAST!

Word spread quickly that we were getting this game in the office, and I was fortunate enough to be the one to bring you the details of this long-awaited (and rather surprising) sequel. All of us here remember with much fondness the original Elevator Action with its simple theme and colorful graphics. It's one of the classics, and the sequel has arrived just in time to introduce Elevator Action to a new generation of gamers.

The action is similar to the original. You ride up and down the elevators, shooting the bad guys who come out the doors and entering the red doors to get your secret plans. Of course, there are several new factors in the sequel.

You now have three characters to choose from with varying speed, power and jumping ability. In addition to a gun, each character now has a number of bombs. Read on for the complete story on this hot new title!

—Jason Morgan

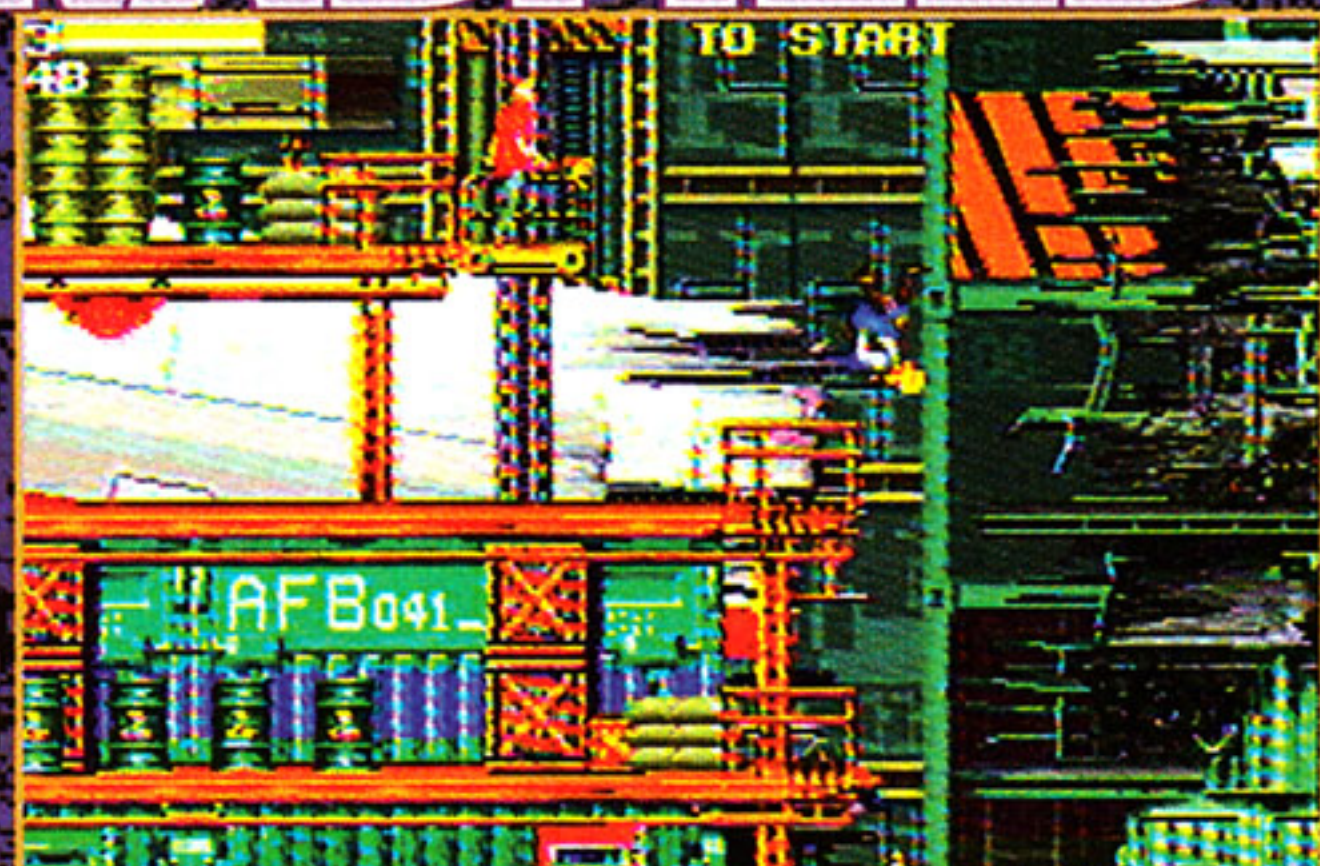
ELEVATOR ACTION RETURNS



KART BRADFIELD



Kart is the best all-around character to use. His bomb is a hand grenade that has a two-second fuse and has an excellent blast area (right picture).



Edie has a fire bomb that leaves much to be desired. Although it burns for a while, it has a small blast area.



EDIE

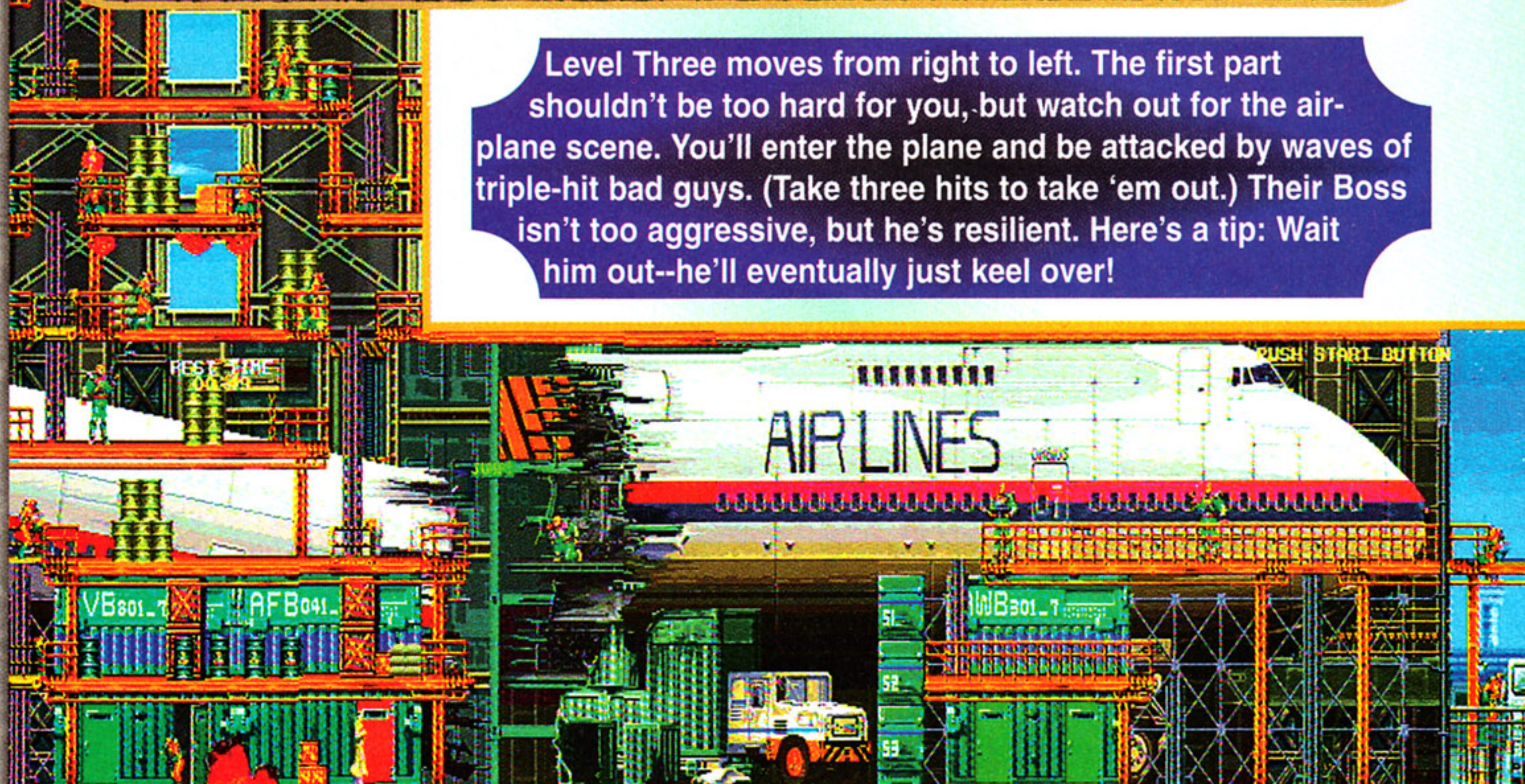
JAD THE TAFF



Jad is an excellent character. His power is unparalleled, and his sensor bomb is very deadly. It explodes when near a bad guy and sends deadly shrapnel all over the place, even on different levels!



Level Three moves from right to left. The first part shouldn't be too hard for you, but watch out for the airplane scene. You'll enter the plane and be attacked by waves of triple-hit bad guys. (Take three hits to take 'em out.) Their Boss isn't too aggressive, but he's resilient. Here's a tip: Wait him out—he'll eventually just keel over!



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You have the POWER. In this contest you don't rely on the luck-of-the draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? Then you have what it takes. It looks simple, but it's only the start. Each of five more puzzles gets a little harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Then play to win!

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Media Rig Contest. The Ultimate Gaming Environment, 40 inch monitor, 130 watt receiver w/ Dolby Pro Logic Surround Sound, and all components shown. Win DBS Satellite Receiver as a BONUS OPTION! This rig will blow you away!!

We're talkin' GAMING HEAVEN!

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. There will be four more puzzles at \$2.00 each and one tie-breaker at \$1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 61% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will each receive the grand prize they are playing for.

Mystery Word Grid

	H				M Y S T E R Y W O R D
		E			
P	O	W	E	R	
	R				
S					

WORD LIST and LETTER CODE chart

POWERN PRESS.....K BLASTA WRECKP
 BREAKZ PUNCHS SPRAY.....E TURBO.....V
 STOMPT STANDH PRESS.....C DREAM.....I
 CRUSH.....O SCORE.....R SLANTL CHASE.....P

MYSTERY WORD CLUE:

TO GRAB SOMEONE'S SKIN BETWEEN TWO FINGERS AND PRESS.

Yes!

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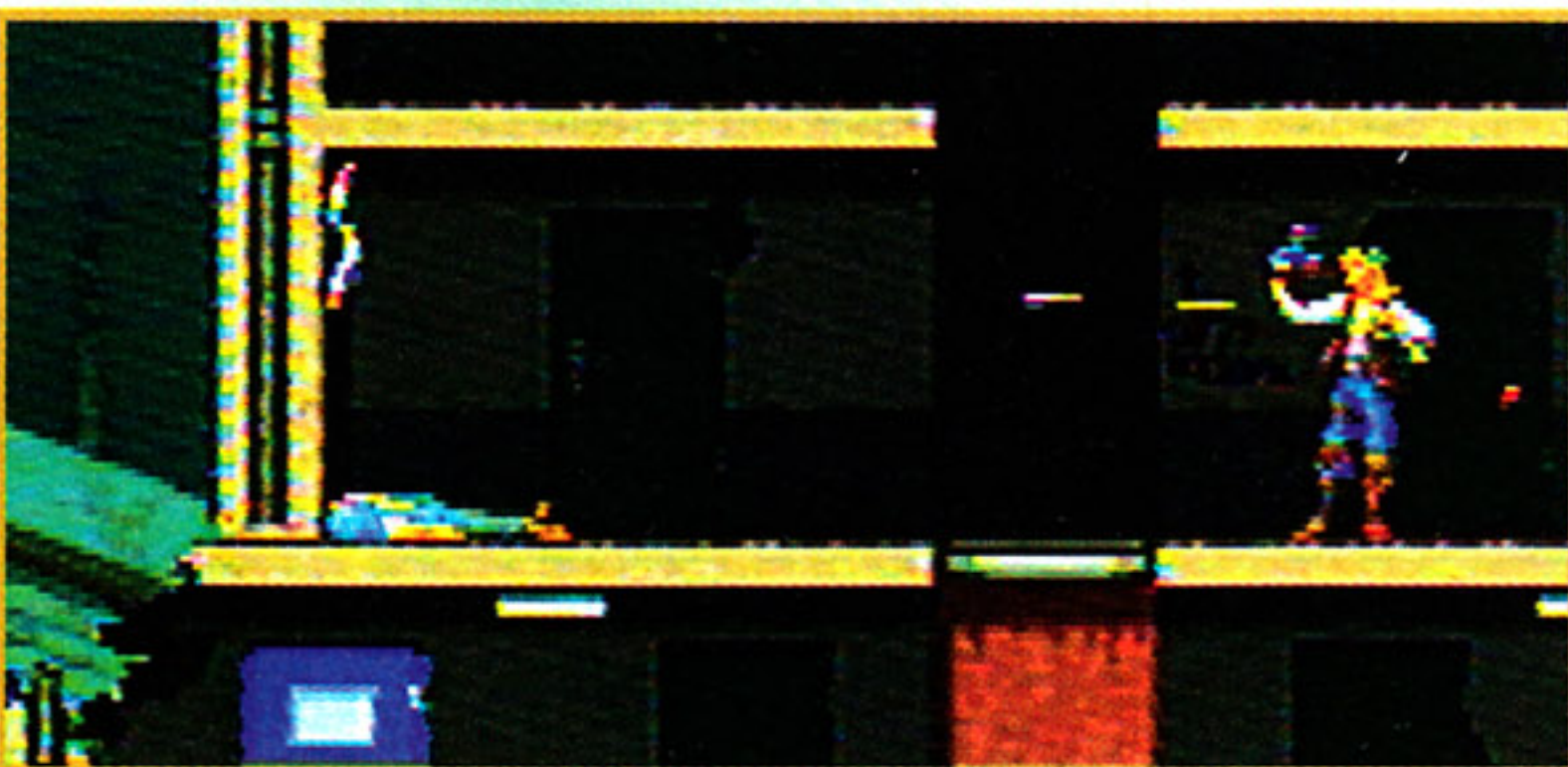
CLIP AND MAIL





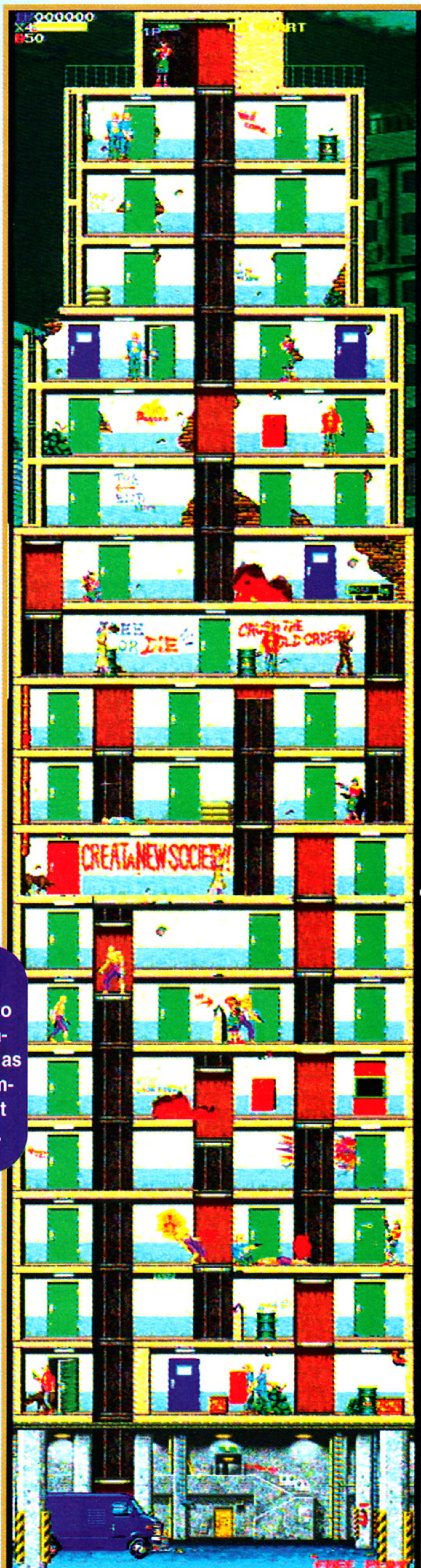
There's no loitering in this game, no siree! The object is simple: Keep moving or you'll die. You will receive a warning if you're lingering. You'll also get warned if you try leaving a screen with an unvisited red door. Go get it!

Remember shooting out the lights in the original Elevator Action? Well you can do that here, too. This time the lights are controlled by a fuse box on the wall that must be shot.



Aaaaaah! The best part comes when you send baddies falling to their death! The elevator shafts are deadly, as are the elevators themselves. It's easy to get crushed beneath one.

Blue doors contain a spinning wheel. When it stops, you get whatever is indicated (bombs, life or points). Weapon advancements are not available here, you have to get them in boxes.



The first level is fairly straightforward. Starting at the top (left of map below), you must work your way to the bottom, stopping at the red doors along the way.

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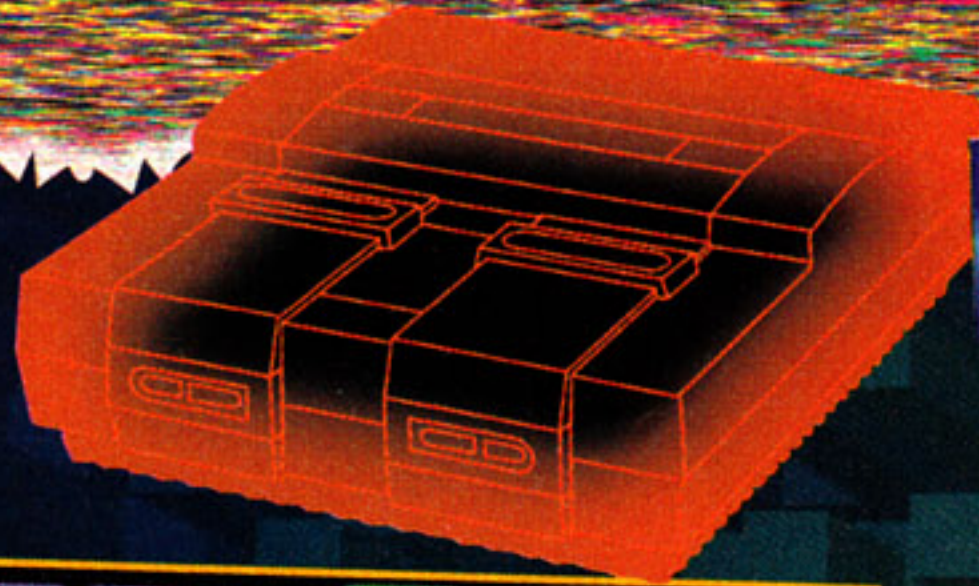
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SPECIAL FEATURE!



KILLER INSTINCT

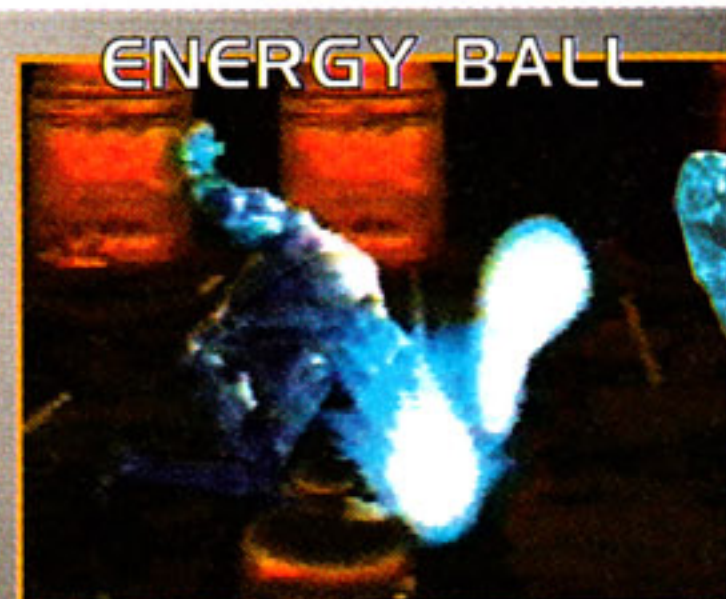


How does the Super NES version rate against the arcade version? Will it be better or worse? Does it have what it takes to make a great conversion? Will it retain all the moves and finishing moves that made it an arcade smash?



Will this game be a Master Combo or a Humiliation? It looks like a great translation from the arcade smash to the home system. Check out this fighting cart for the Super NES!

GLACIUS



Glacius entered in order to get a return ticket to his home planet. The only way out is to fight!

RIPTOR



Riptor is out again and ripping his way through the competition. With animal blood and instincts, he fights for the thrill of battle.

SABREWULF



Suffering from lycanthropy, this fighter enters the tournament with the agreement that if he wins, the Ultratech corporation will give him a cure.

CINDER



This fighter was subjected to a horrible experiment turning him into living flame! He fights out of rage.

JAGO



Tibetan monk who has joined the tournament to battle an internal evil. He taps into his spiritual energy to take on even the most difficult opponents.

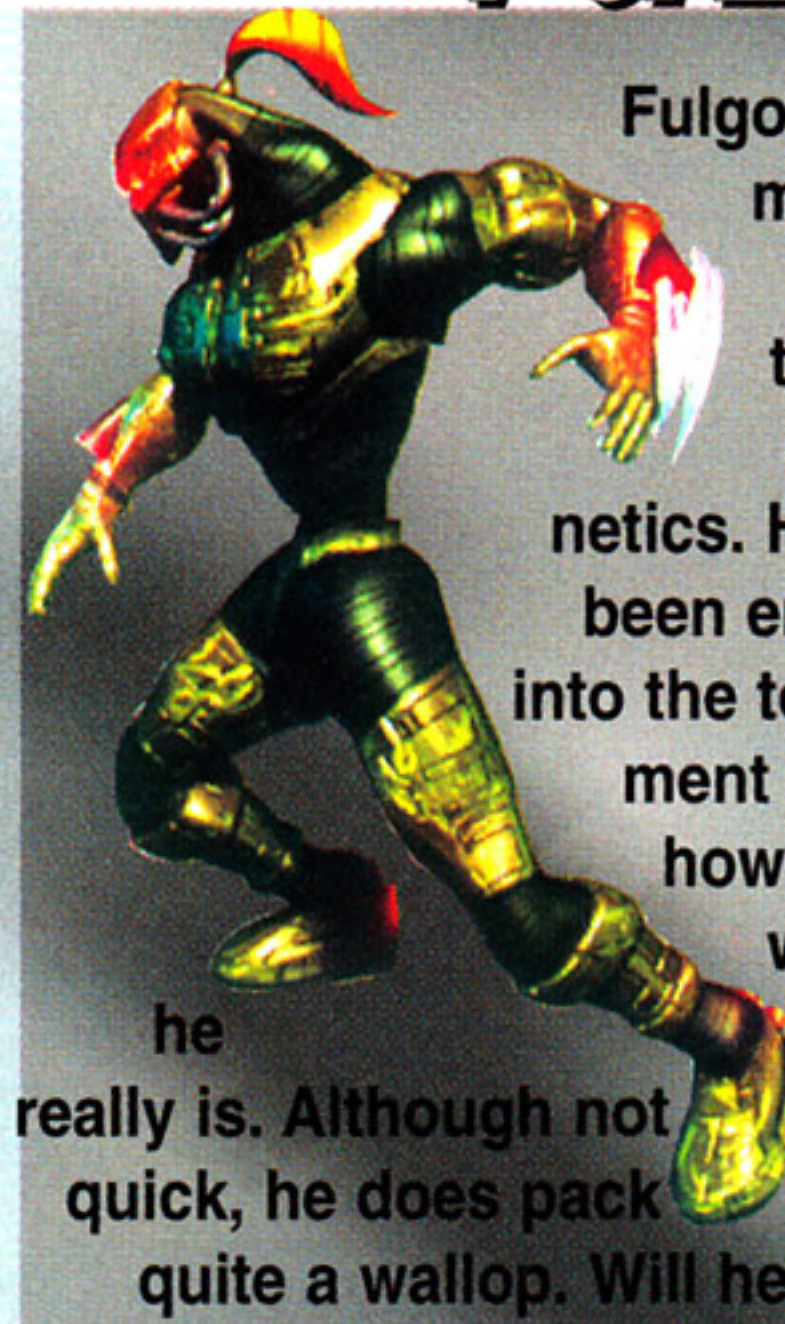


FLYING HEEL



FIREBALL

FULGORE



Fulgore is a military prototype in cybernetics. He has been entered into the tournament to see how battle worthy he really is. Although not quick, he does pack quite a wallop. Will he be the next frontline soldier?



FLYING UPPER-CUT



ENERGY BOLT

ORCHID



Orchid is a secret agent who has been sent to investigate suspicious disappearances in the tournament. Her attacks are very quick but don't do too much damage.

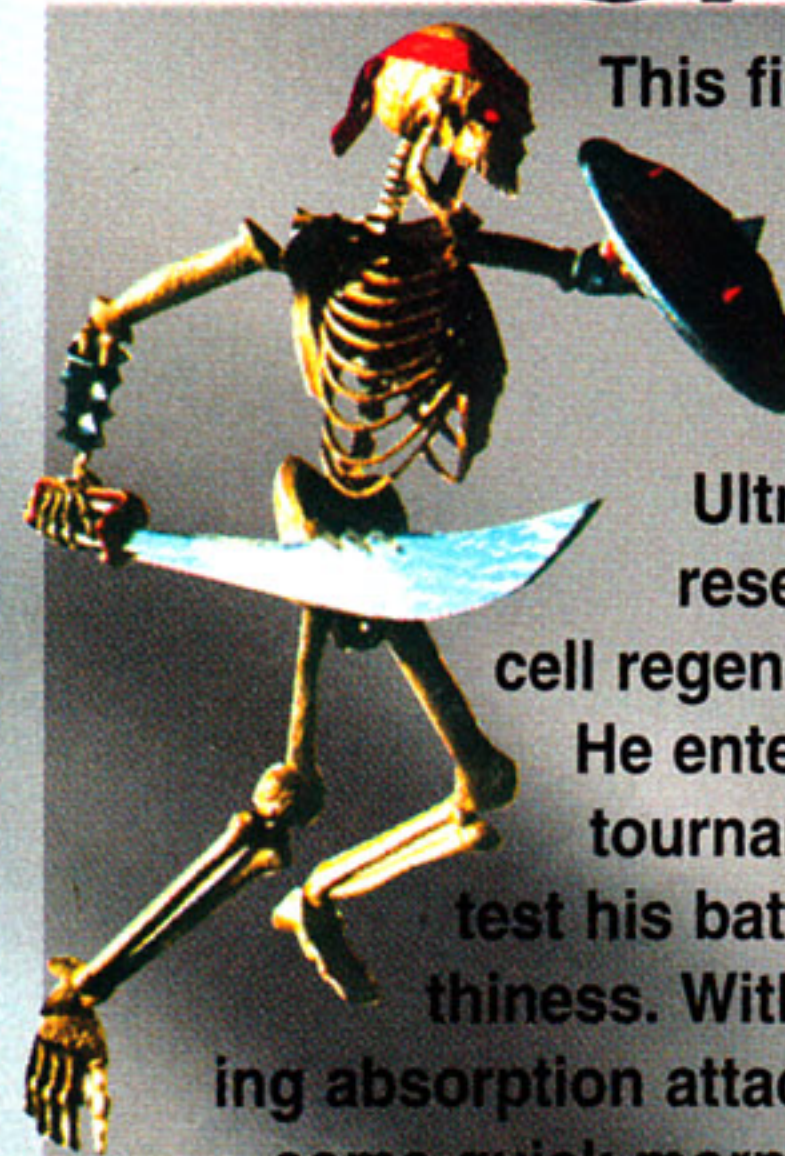


LASER BOOMERANG



HELICOPTER KICK

SPINAL



This fighter is a major success in Ultratech's research in cell regeneration. He entered the tournament to test his battle worthiness. With amazing absorption attacks and some quick morphs, this character poses a great problem to any fighter.



ABSORPTION SHIELD



SWORD SLASH

TJ COMBO



This walking powerhouse used to be a heavy-weight champion. Now he fights to regain his lost fame and fortune.



ROLLING PUNCH



CHARGE PUNCH

CHIEF THUNDER



This fighter has entered the tournament to discover the mystery behind the death of his brother, who was in the previous year's tournament.



SPINNING TOMAHAWK



FIREBIRD THROW



The Super NES conversion is looking pretty good! Will Killer Instinct be one of the better fighting games for the system? Will it even dwarf the Street Fighter series in popularity? If all the things that made KI great in the arcade can be ported over, I believe that this will become a best seller.

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CHICAGO-A BATTING ORDER

LINEUP BATTING AVERAGE: .274

ORDER	AVG	SLG	SB	B
1. T. RAINES	.306	.460	21	SS
2. J. GORD	.269	.349	20	SS
3. J. THOMAS	.317	.607	9	1B
4. J. FERNANDEZ	.283	.433	9	1B
5. R. MENTANA	.262	.353	1	1B
6. R. KORKOVIC	.209	.312	0	1B
7. D. JOHNSON	.311	.396	35	1B
8. L. JOHNSON	.311	.396	35	1B
9. D. GUILLEN	.280	.370	5	1B

RESET

You have complete control over batting order

*** SELECT CONTROL MODE ***

ATL . COM	FLA . SKP	PHI . SKP
BAL . MAN	HOU . SKP	PIT . SKP
DOS . SKP	KC . SKP	SD . COM
GAL . SKP	LA . COM	SEA . SKP
CHI . SKP	MIL . SKP	SF . COM
CHI . COM	MIN . MAN	STL . SKP
CIN . SKP	MON . SKP	TEX . SKP
CLE . SKP	NV . COM	TOR . SKP
COL . SKP	NV . SKP	
DET . SKP	OAK . SKP	

Team control modes include Coach, Computer, Manual and Skip

SEASON SCHEDULE

REGULAR SEASON

A-LEAGUE	N-LEAGUE	
APR 3	***STL AT CIN	
APR 4	AT BAL AT BOS AT DET AT MIL AT NY-N AT CH-N	CHI-A AT TOR ATL AT SD STL AT CIN PHI AT COL MON AT HOU PIT AT SF
APR 5	AT MIN AT MIL AT CH-N	CHI-A AT TOR ATL AT LA MON AT HOU PIT AT SF
APR 6	AT BAL AT BOS AT DET	CHI-A AT TOR ATL AT SD

Season Schedule displays games played, in progress and to be played

BOSTON PINCH HITTER

ON MOUND: R DWIGHT GOODEN

BATTING	AVG	VS L	VS R
CF O. NIXON	.269	.264	.272
1B BENCH	.285	.260	.296
2B S. FLETCHER	.245	.272	.236
OF B. ZUPCIG	.241	.216	.254
CF R. ROWLAND	.254	.230	.274
OF L. TINSLEY	.259	.268	.258
1F C. QUINTANA	.244	.250	.242

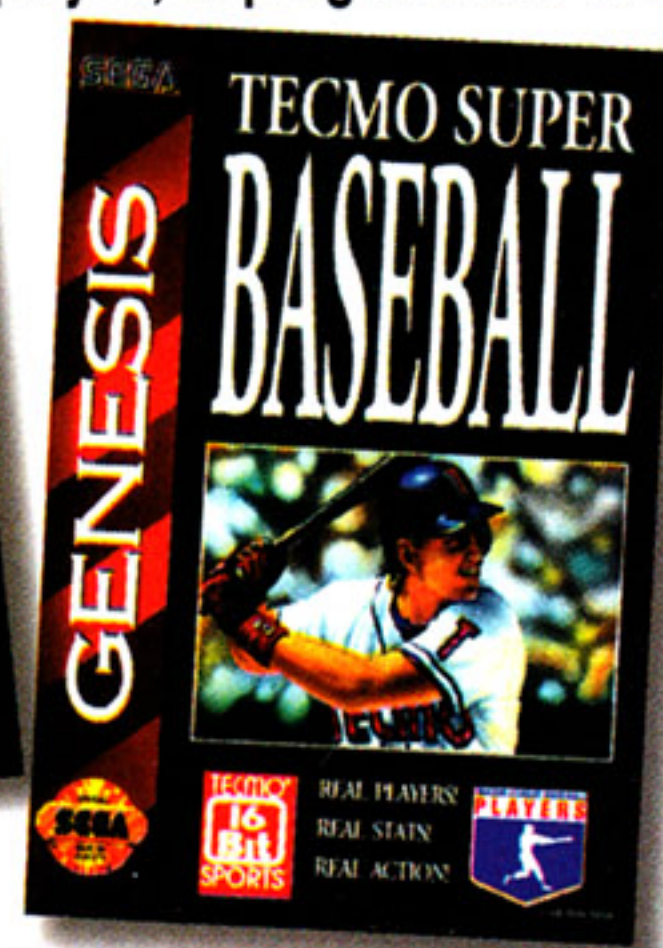
ABILITIES

HIT	STL	POW	GLCH	SPEED	GLOVE	ARM
2B	31	38	5	5	45	
SS	50	50	50	50	50	57

Select a Pinch Hitter with all pitcher stats displayed



Select your swing, give a sign or use Manager options



Select your pitch, choose your defense or use Manager options



Change your defensive formation for any situation

TECMO MAJOR LEAGUE BASEBALL PLAYERS

BOX SCORE

ST. LOUIS	BATTER STATS	PITCHER STATS	R	E
CINCINNATI	0 7 0 15 0	0 7 0 15 0		
EXIT	1 SB	AVG		
STL	3 0 1 0 0	.395		
CIN	1 0 0 2 0	.314		

All the game stats you could want, with battery back-up!

CHICAGO-A

LINEUP

LF	CF	1B	2B	3B	SS
RAINES	GORD	THOMAS	FERNANDEZ	MENTANA	KORKOVIC
AVG .317	AVG .269	AVG .317	AVG .283	AVG .262	AVG .209

RESERVES

OF	IF	OF	IF	OF	IF
BELL	GRIFFIN	WALLACE	WALLACE	WALLACE	WALLACE

ABILITIES

HIT	STL	POW	GLCH	SPEED	GLOVE	ARM
35	31	38	5	5	45	

Comprehensive stats for all 700 MLBPA players

SEASON SCHEDULE

REGULAR SEASON

PLAYOFF	SEASON	REGULAR	REDUCED	SHORT
TEAM 4 AT 1	TEAM 3 AT 2	TEAM 4 AT 1	TEAM 3 AT 2	TEAM 4 AT 1
TEAM 3 AT 1	TEAM 4 AT 2	TEAM 3 AT 1	TEAM 4 AT 2	TEAM 3 AT 1
TEAM 4 AT 1	TEAM 3 AT 2	TEAM 4 AT 1	TEAM 3 AT 2	TEAM 4 AT 1
TEAM 3 AT 1	TEAM 4 AT 2	TEAM 3 AT 1	TEAM 4 AT 2	TEAM 3 AT 1

Regular, Reduced and Short seasons

We would show you more but *we'd need our own magazine.*

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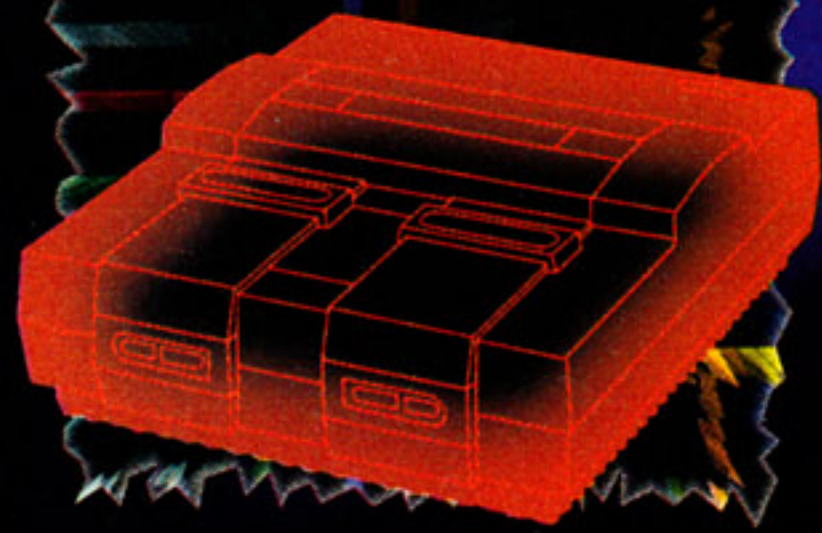
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Castlevania®

Dracula X



FACT FILE

CASTLEVANIA DRACULA X
BY KONAMI

THEME	ACTION
MEGABITS	16
% COMPLETE	30%
AVAILABLE	SEPTEMBER
# PLAYERS	1
# LEVELS	9
CHALLENGE	VARIABLE

OPTIONS CHECKLIST

- Difficulty Settings.....
- # of Lives.....
- # of Continues.....
- Button Configuration.....
- Sound/BGM Test.....
- Password.....
- Battery Back-Up.....

Notes: No options have been included at the present time.

DRAC'S BACK ...

... and this time he's mad! The Belmont family and their friends have always been a pain in the side of the king of all vampires. This time is no different. Join our hero, Trevor (the latest descendant) on his horrifying quest to rescue Transylvania from the tyrannical rule of this immortal blood sucker.

The title and most of the characters have been ported directly from the PC engine masterpiece, but the levels are completely new to all you Drac fans. The tunes are the same as well, if not as spectacular as the overseas CD, but well done as far as cartridge music goes!

Unfortunately the game is only 30 percent done—but Konami is shooting for a third quarter release date. We'll just

have to wait a little bit longer, my fellow vampire hunters!
—Tim Davis



The Castlevania Legacy ...



Castlevania



Simon's Quest



Dracula's Curse



Castlevania 4



Dracula X



Bloodlines

It'd be great to see the first three games redone on one cart for the Super NES. How about it Konami?

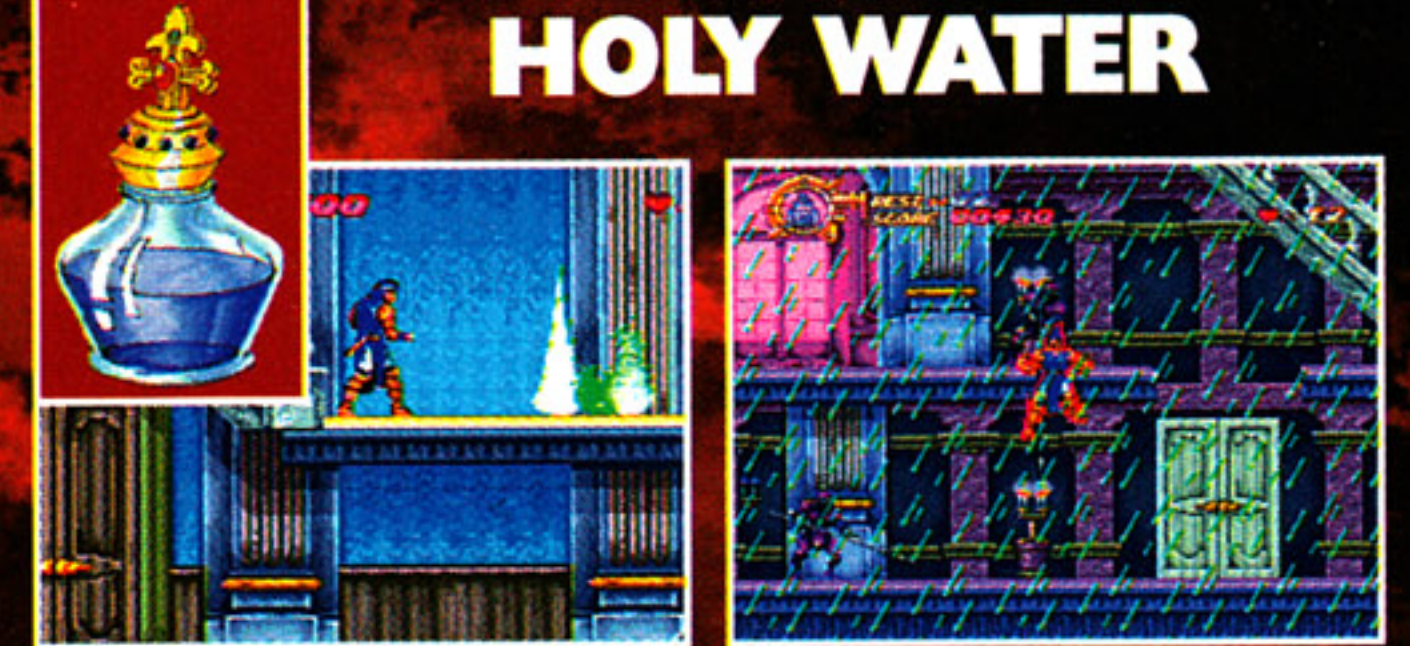


Weapons a' Plenty

DAGGER



HOLY WATER



HAND AXE



STOPWATCH



BOOMERANG



OTHER ITEMS



Flip Out!

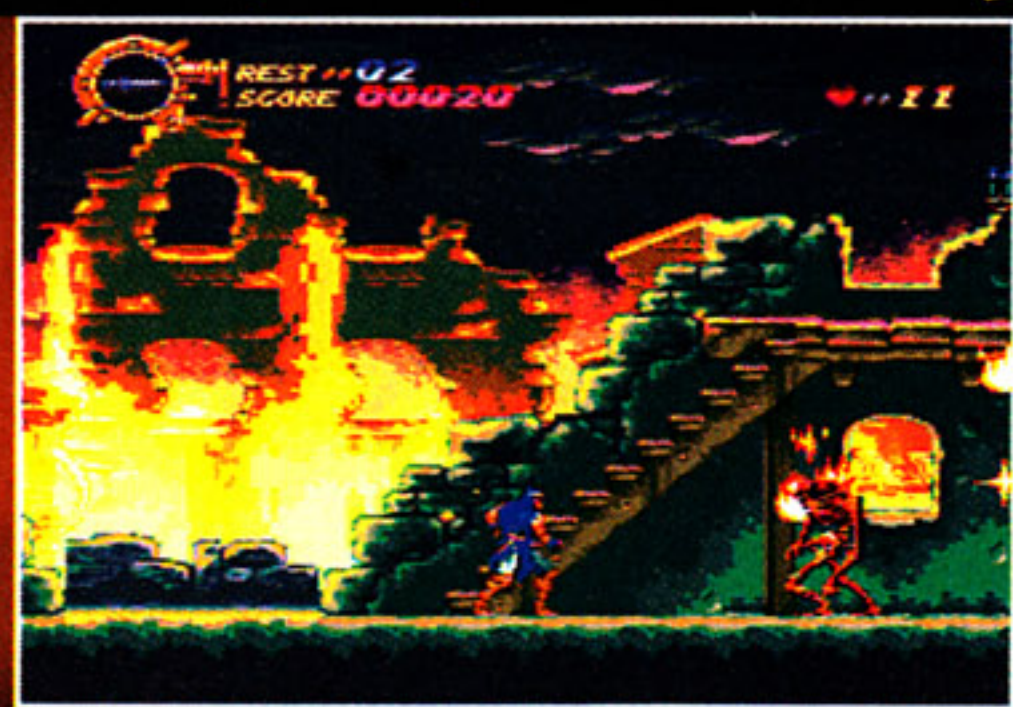


Use your backflip technique to jump

higher or avoid enemy projectiles.



The Burning Village

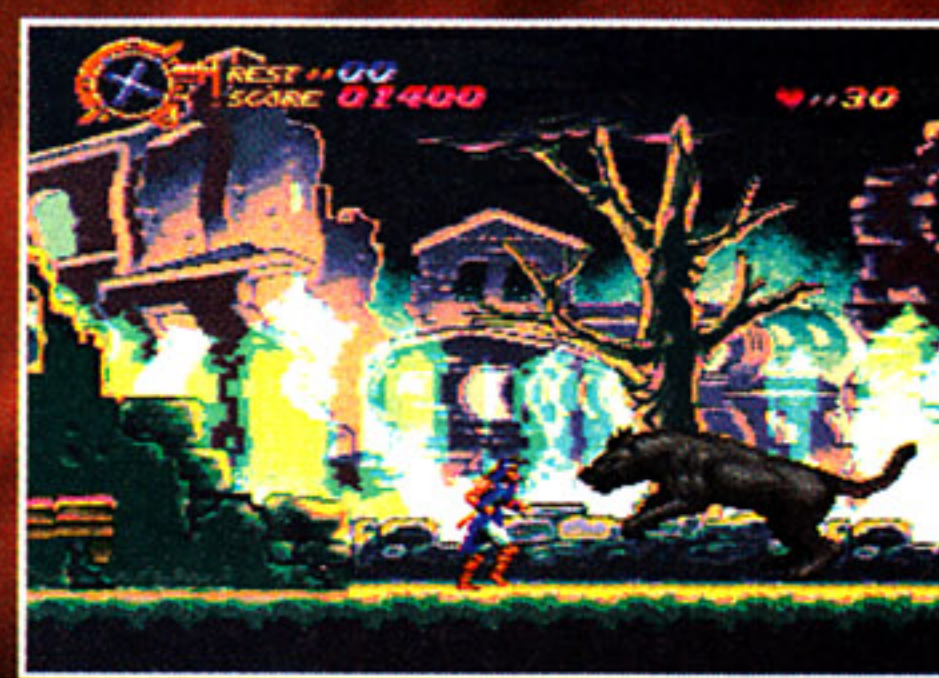


Now you can choose which item you want to keep!

Everyone's favorite floating medusa heads are back and in the first level, too!



BOSS!



This three-headed feline is waiting for you



at the end of the first stage. Off to the right side of his lair you'll find a candle with food to replenish your life meter.



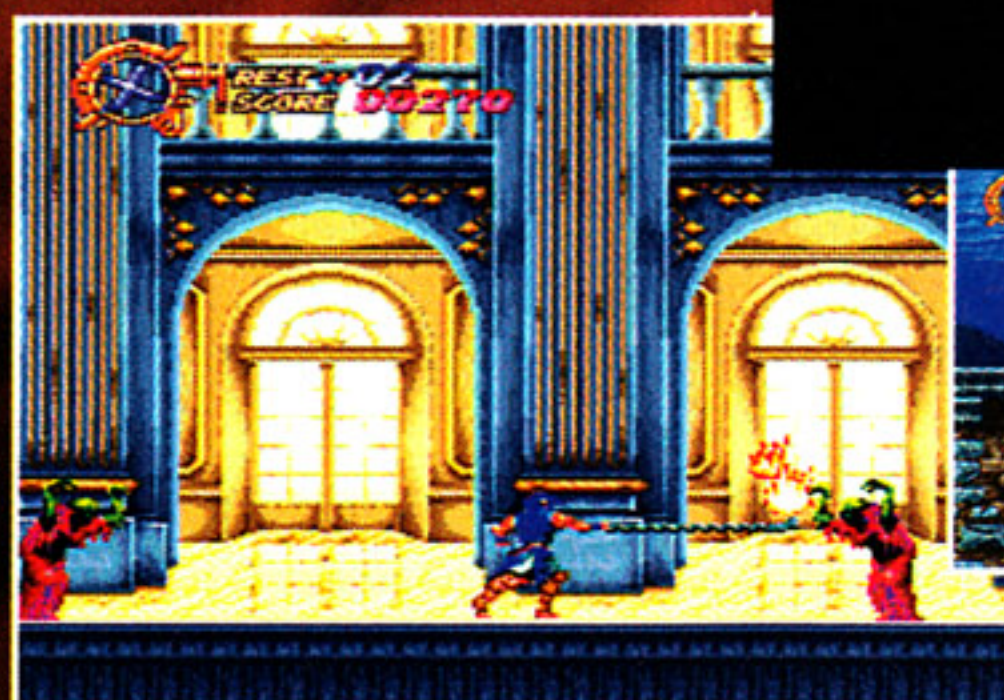
BOSS!



That huge vampire bat is back and this

time he's brought friends! When you destroy him, he'll explode into many smaller bats so watch out!

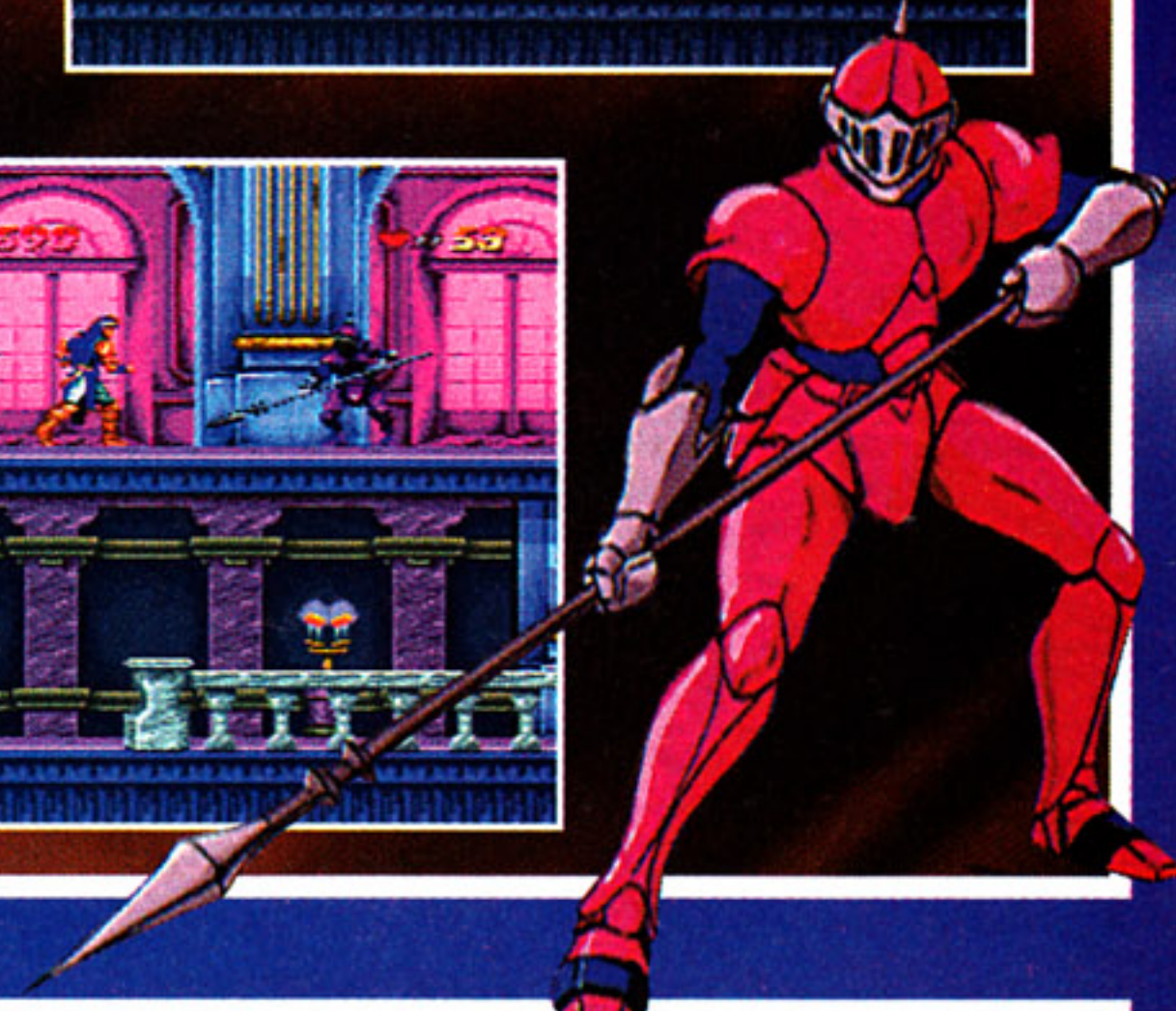
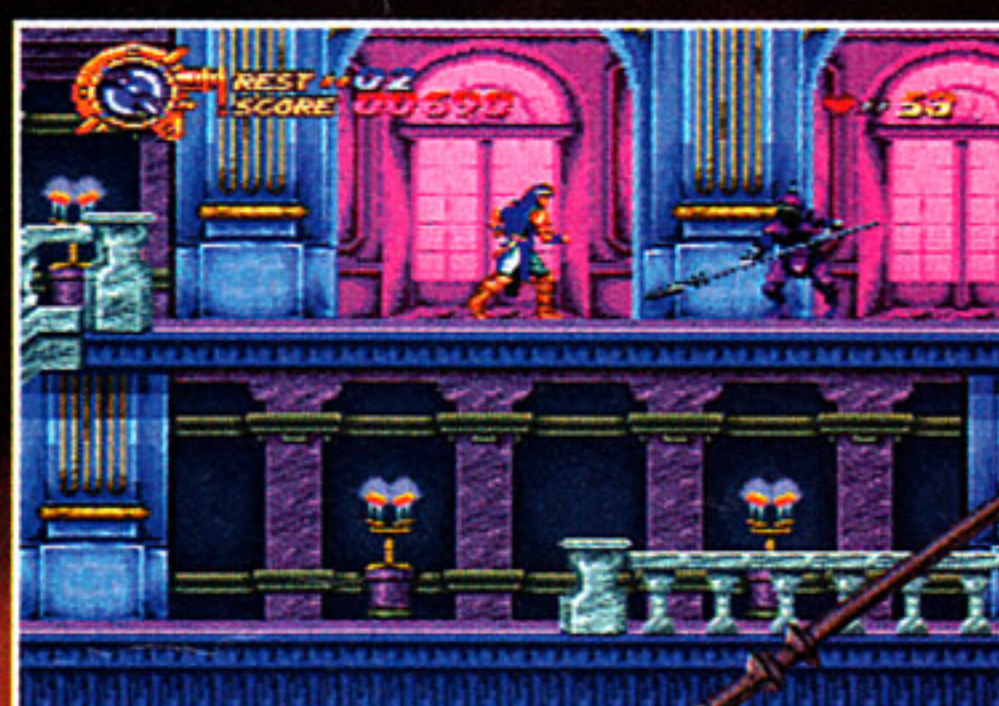
The Courtyard



Cross the moat to enter the castle!



Fans of the series should remember this scene—only now it's intensely bright!



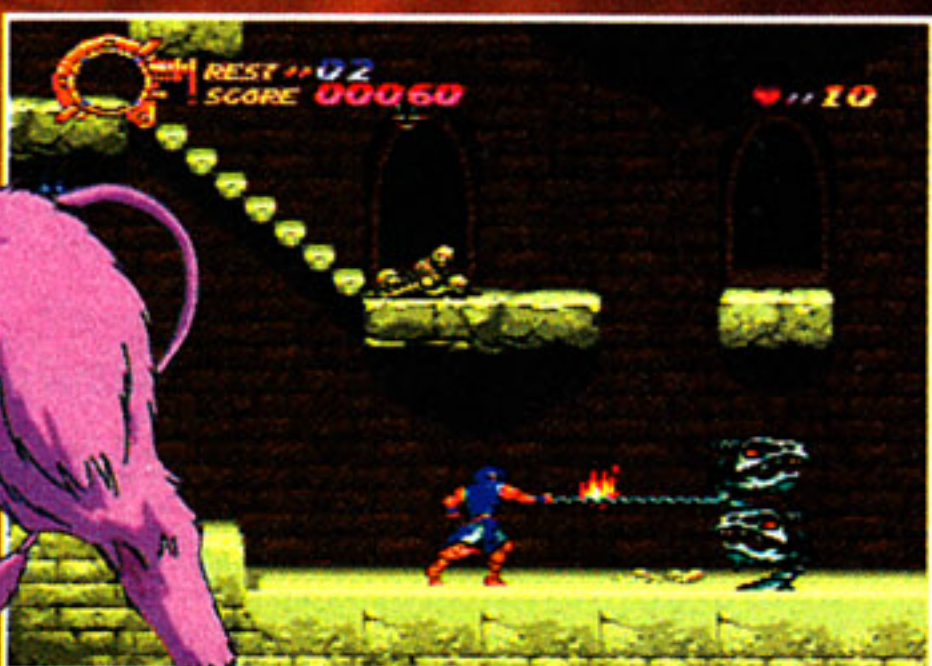
The Mansion



Aw jeez, not more spear-piercing knights!



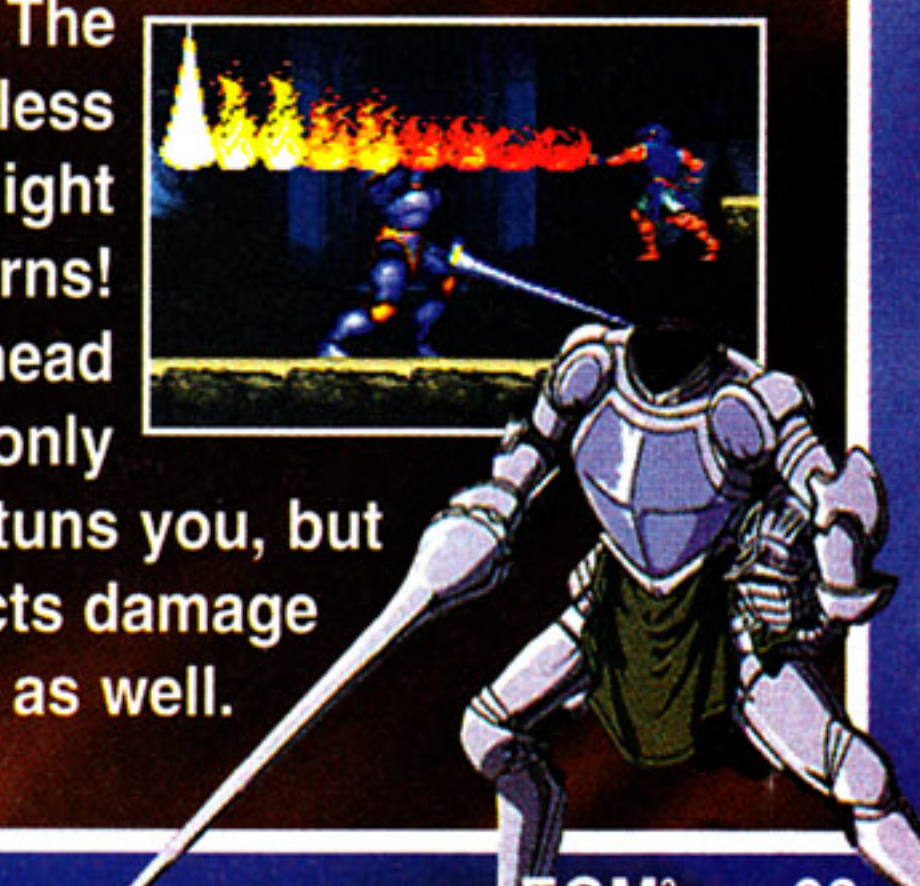
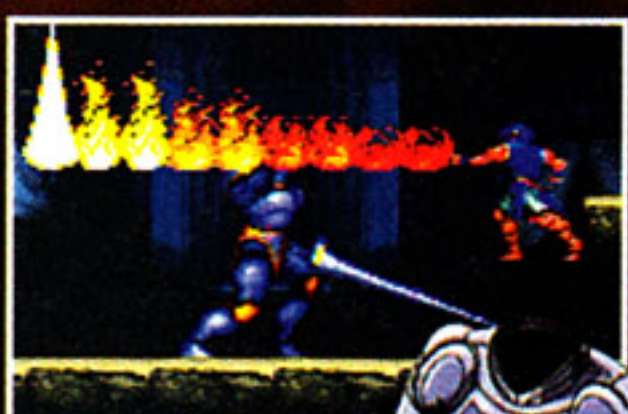
These ax-wielding knights may have shields to deflect weapons in front of them, so try attacking them from below!

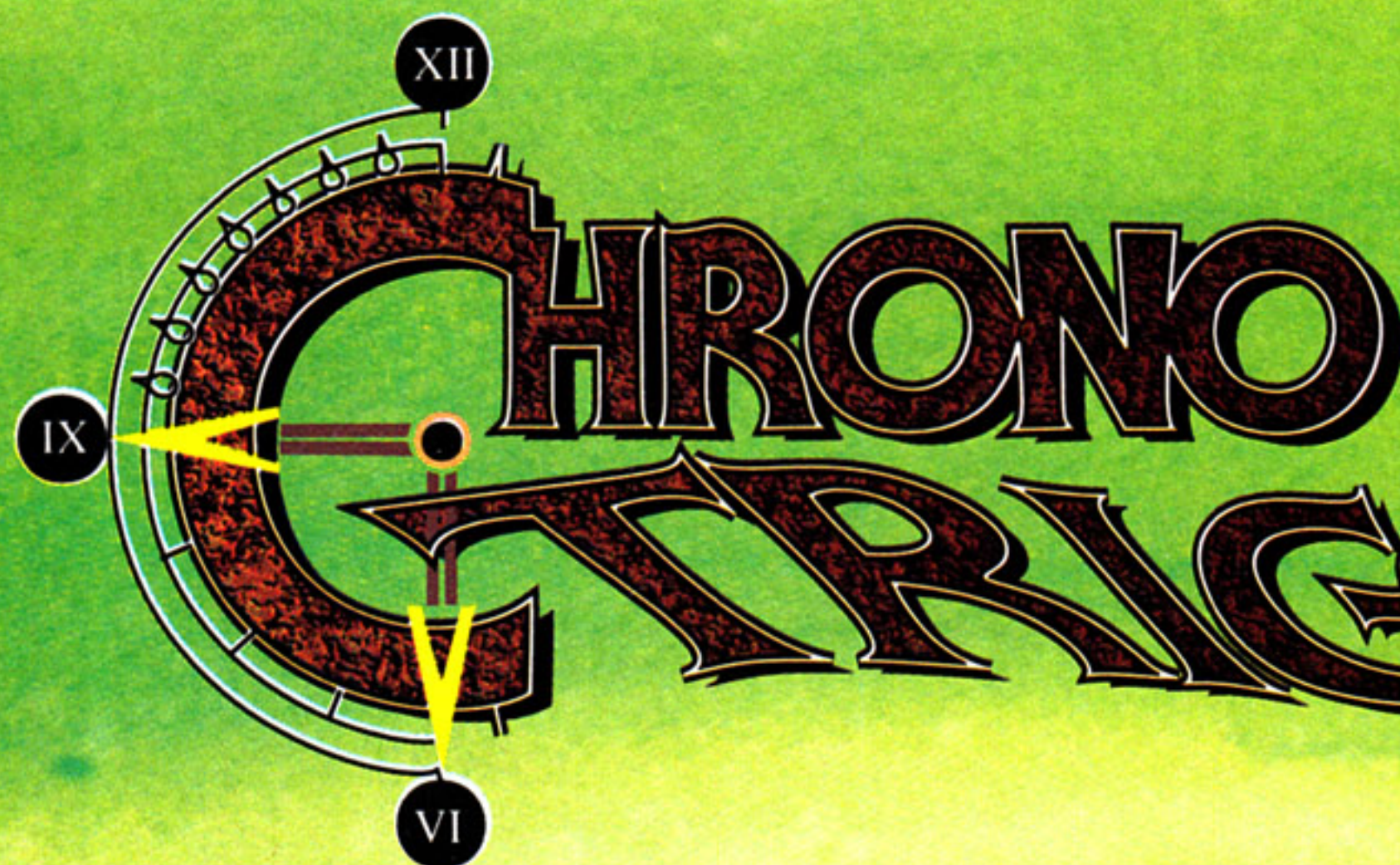
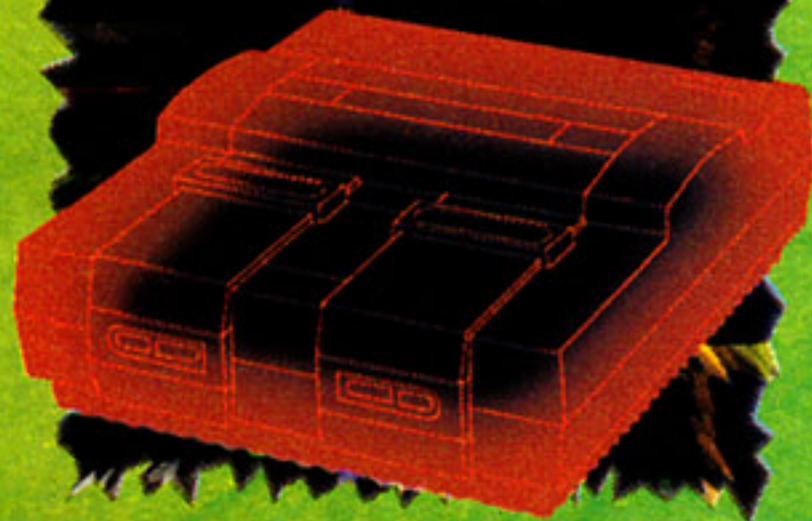


BOSS!



The headless knight returns! His head not only stuns you, but inflicts damage as well.





Unique Fighting Style!

FACT FILE	
CHRONO TRIGGER	
BY SQUARESOFT	
THEME	RPB
MEGABITS	32
% COMPLETE	95%
AVAILABLE	SEPT. 1
# PLAYERS	1
# LEVELS	N/A
CHALLENGE	MODERATE

OPTIONS CHECKLIST	
Difficulty Settings.....	<input type="checkbox"/>
# of Lives.....	<input type="checkbox"/>
# of Continues.....	<input type="checkbox"/>
Button Configuration.....	<input type="checkbox"/>
Sound/BGM Test.....	<input type="checkbox"/>
Password.....	<input type="checkbox"/>
Battery Back-Up.....	<input checked="" type="checkbox"/>
Notes: Has tons of Item Screen options as well as a fighting setup!	

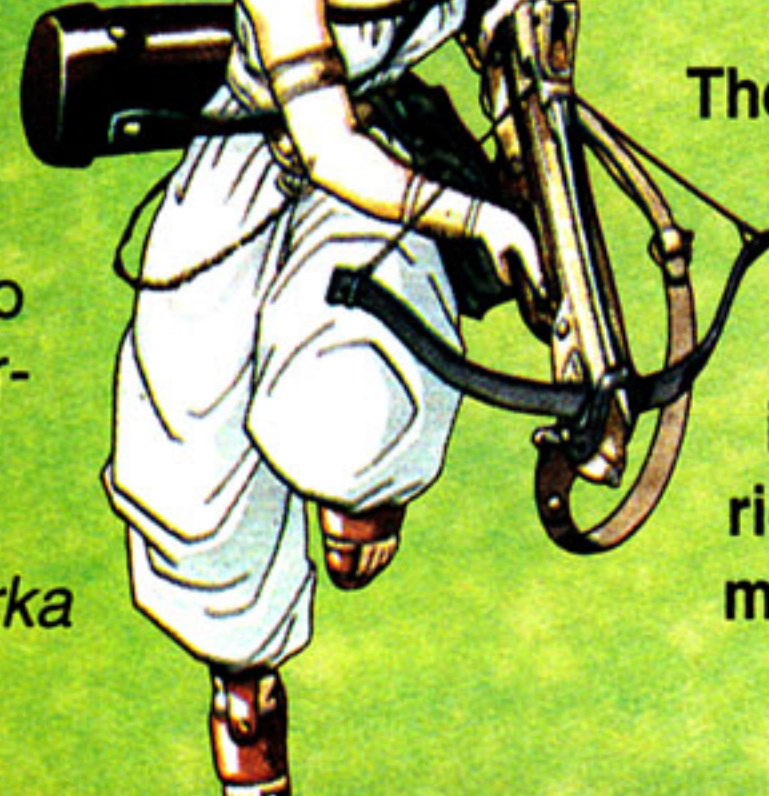
FINAL FANTASY WHAT?

Topping Final Fantasy III was going to be a tough task for anyone to do, including Squaresoft. Not only is this game 10 times better than FF3, it is also being released just 11 months after FF3 hit the scene. I didn't think a better game could be made and definitely not in less than one year. Boy was I wrong. Play this game, and I guarantee you will look at the Final Fantasy series and turn up your nose. The story line in this is mindblowing, and it has the graphics to back it up. The only thing in this game that isn't better is the music. That's not saying the music is bad, it's just not quite as good. The best feature of this game is the fact that when you get into a fight, the screen does not switch to a battle scene. You fight the battle right where the enemies attacked you. Anybody who has even the slightest interest in RPGs should grab a copy and hold on.

—John Gurka



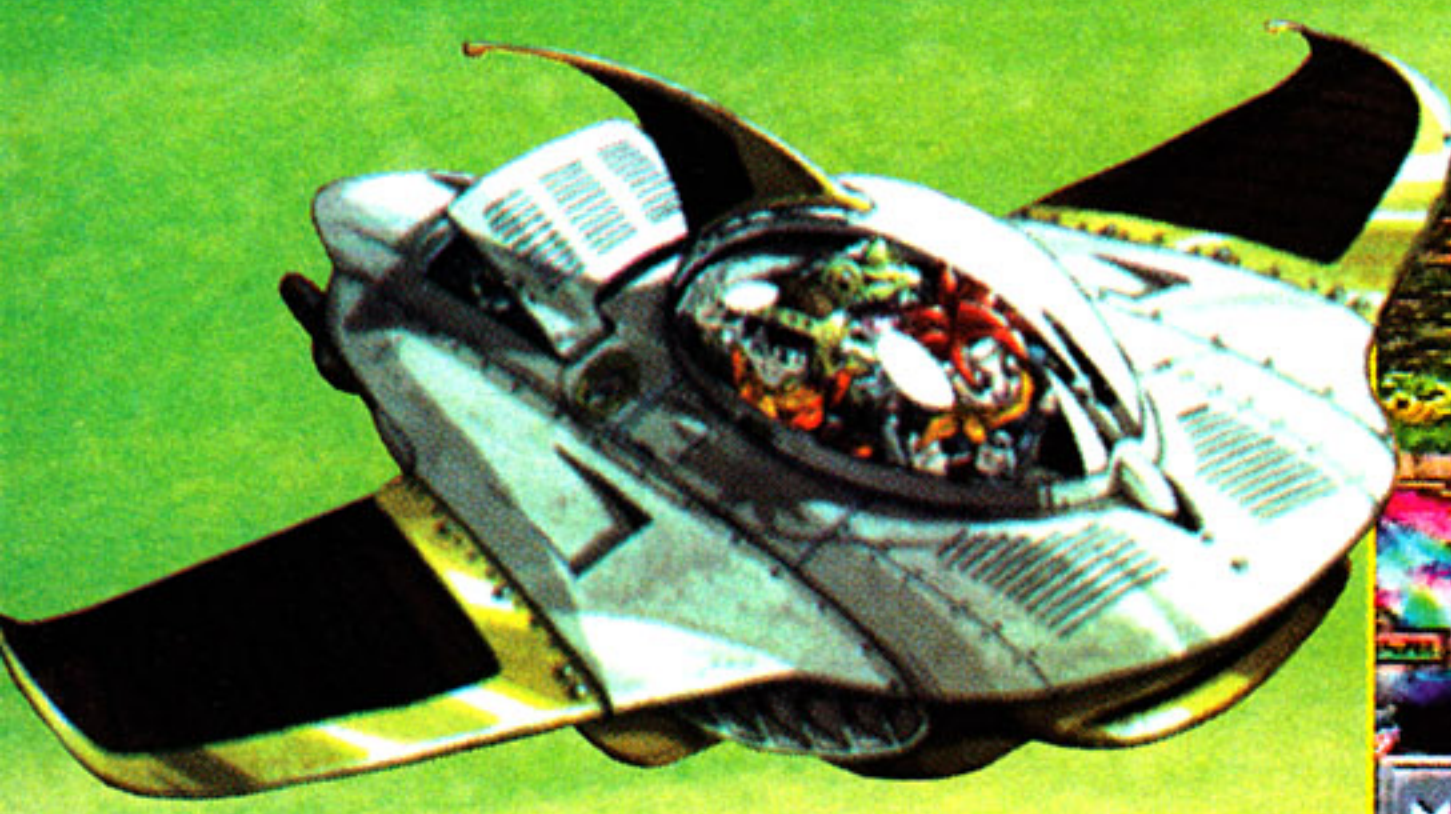
This game presents an all-new perspective of fighting. Instead of an invisible enemy attacking you, switching to another screen, fighting your battle then heading back to the overworld to continue on, you fight right where the enemy attacks you. If you are walking through a forest and a monster attacks, you fight right there instead of switching to another scene. This makes the fighting go a lot more quickly, and you aren't constantly switching to other areas all the time. Plus, most of the time you can see the enemies and avoid fighting them altogether if you wish. Even with this new way of fighting the enemies, this is only one part of what makes this game good. Everything regarding this game is good. Any faults I see aren't worth mentioning.



The cinemas in this game are nothing to write home about, but they don't have to be. The cinemas in the game just add to the richness of the story. I don't mind fewer cinemas to get a better game.

Another very unique feature in this game is that the main character, Chrono, never actually speaks. The game designers thought that would be a cool way of putting you, the player, into the game. You get to imagine the things he says.





MELCHIOR: I live on the continent to the east. Come see me if you should need anything...

Early in the game you will meet a man named Melchior. He is a skilled blacksmith and will help you later in the game. He lives in the west on another continent. For now, just buy what he has in the fair.



As in Final Fantasy III, you get to name your character. You can only have five letters in the name, however, so you can't even spell Chrono right. Maybe that will be corrected later.

An Unequivocal Story Line!

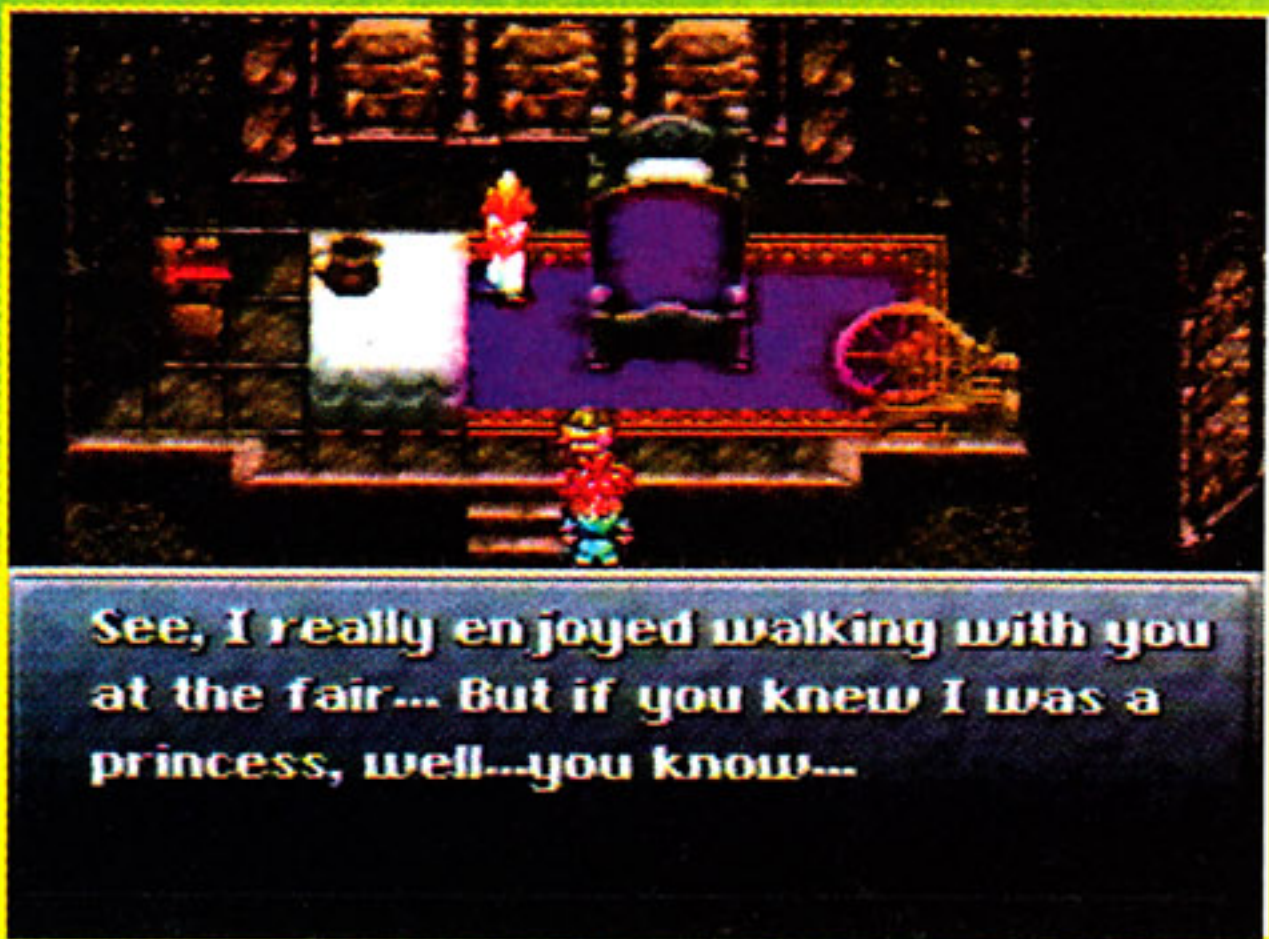


GIRL: Hey!!

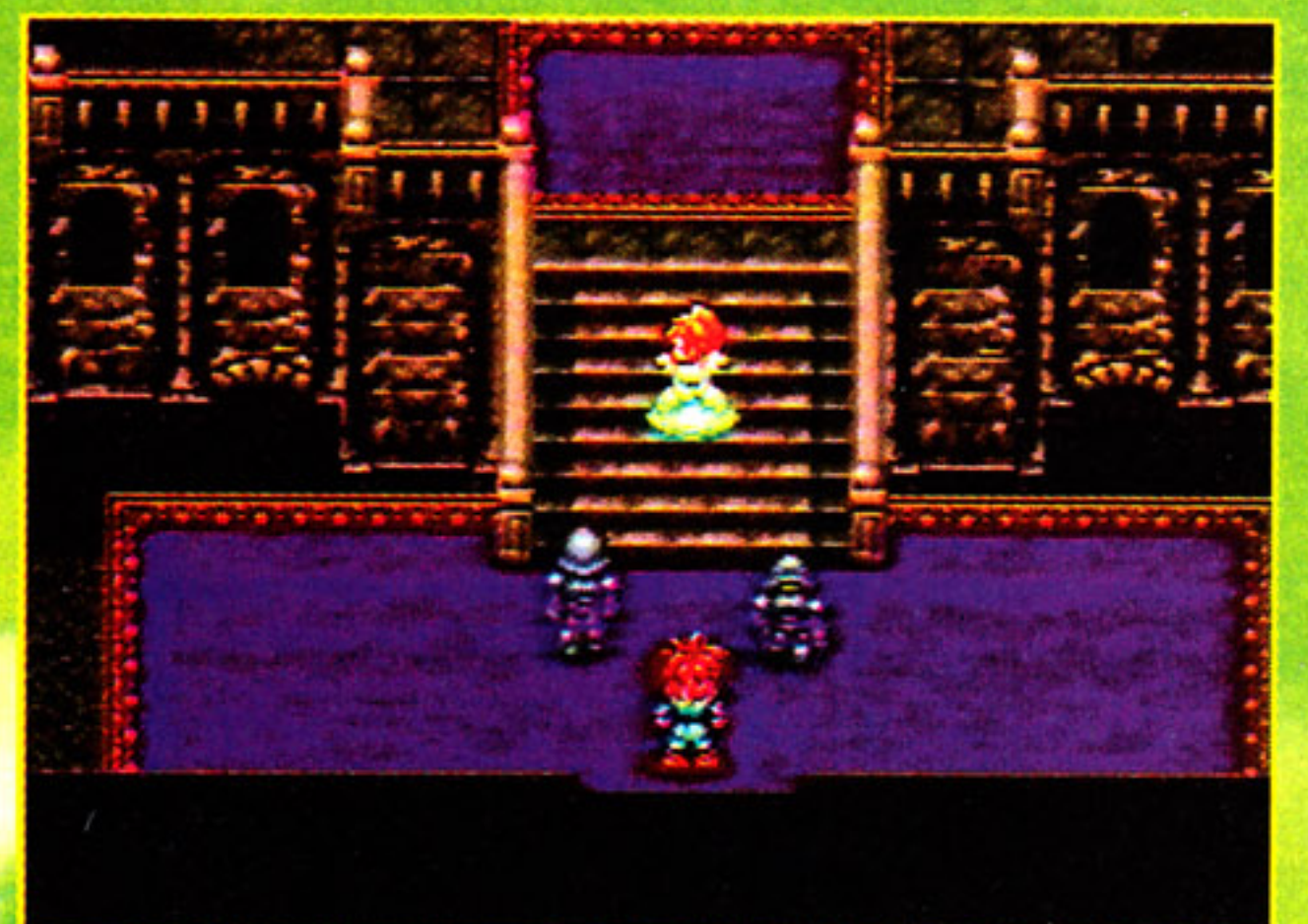
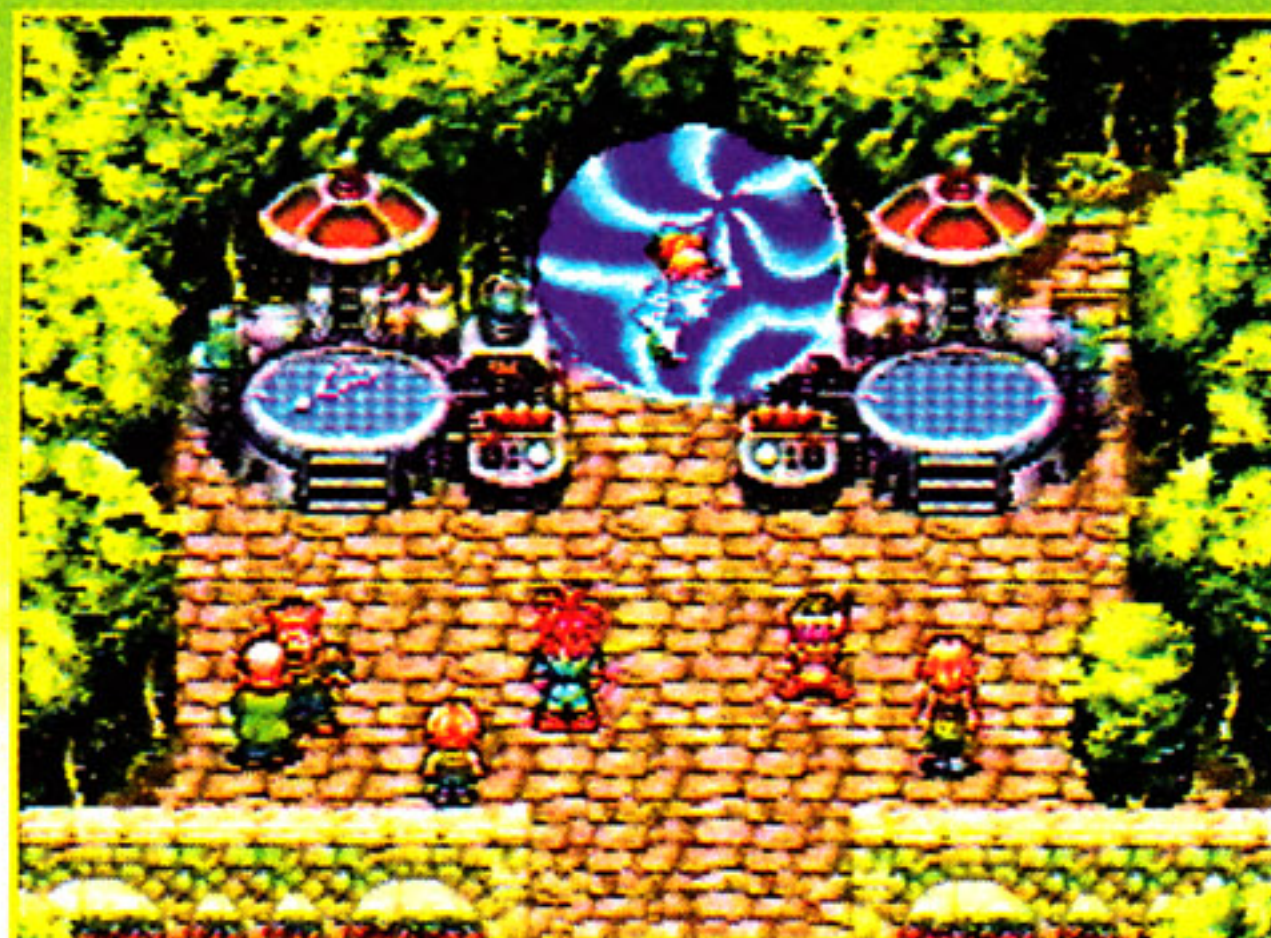
In the beginning you meet Marle and both of you venture off to see the fair. While volunteering for one of Lucca's experiments, Marle is whisked away in a blue energy field. Chrono follows her.



TABAN: Step right on up, any of you who have the time and the courage! Our "Super Dimension Warp" is the invention of the century!



See, I really enjoyed walking with you at the fair... But if you knew I was a princess, well...you know...

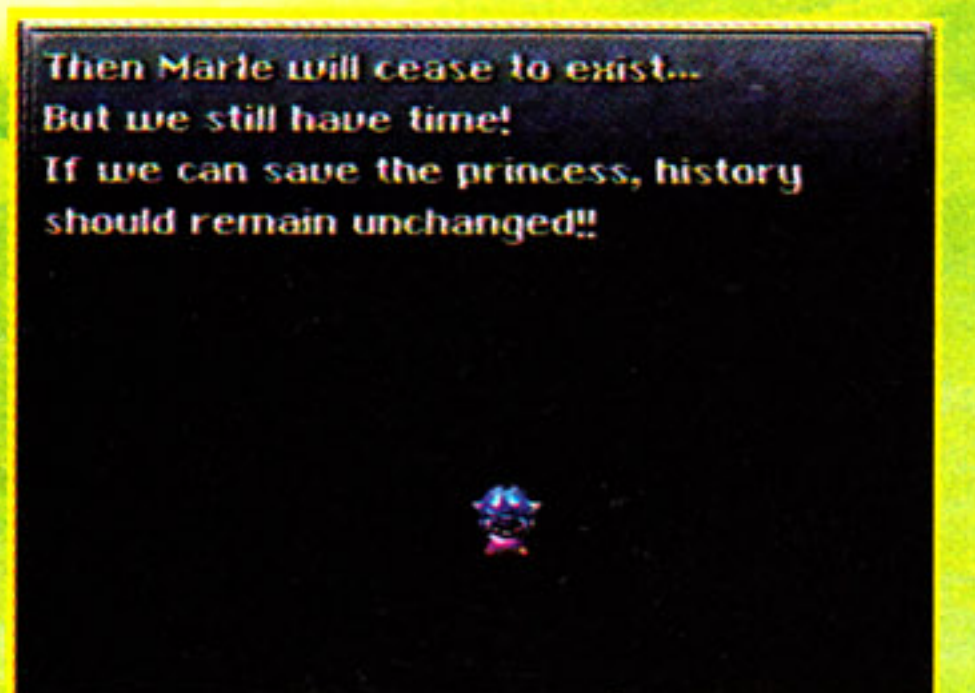


Guilty.

Be forewarned. I have not even shown you a portion of what is in this game.



You find her 400 years in the past and witness her disappearance into thin air. With that still fresh in your mind, Lucca meets up with you and explains what happened.



Then Marle will cease to exist... But we still have time! If we can save the princess, history should remain unchanged!!

You will be in awe as the whole game unravels before you. There are some very cool plot twists, and there is one particular event in this game that nobody will foresee.

Keep reading **EGM** and **EGM²** for the huge strategy blowout that is on its way!



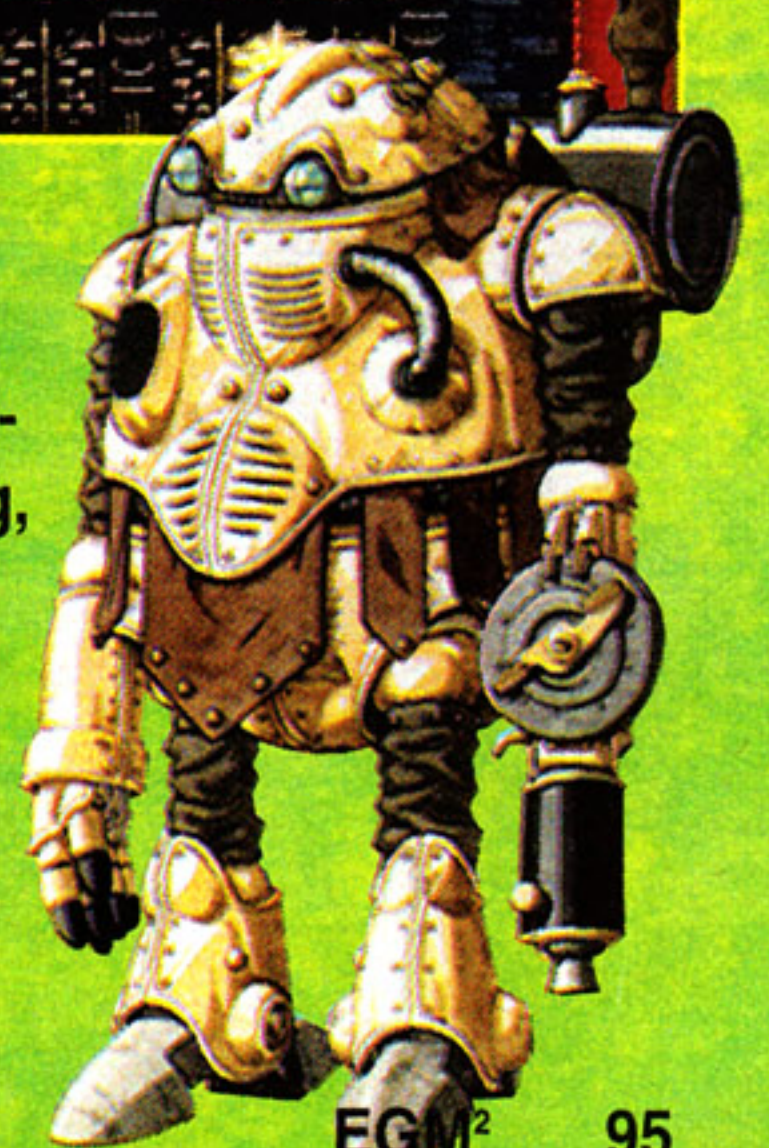
Now you two must rescue Marle's great, great grandmother from being killed so that Marle herself isn't killed.

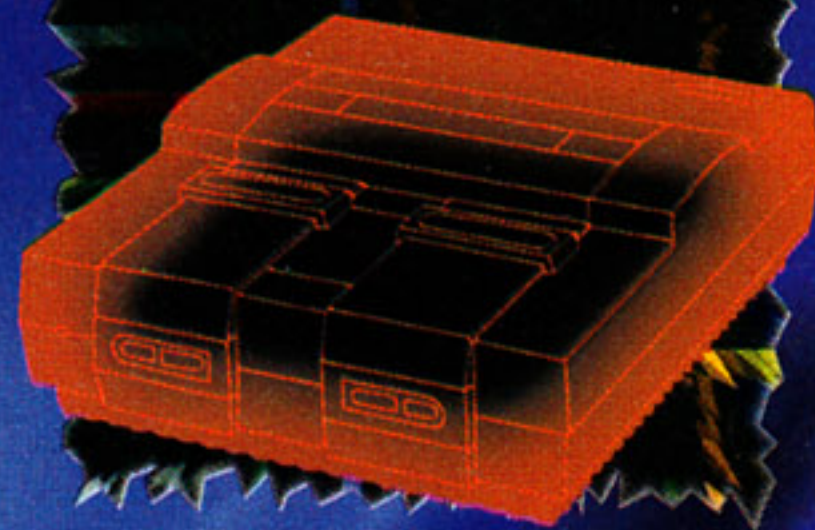


On the way to rescuing Leene, you meet up with Frog, a skilled swordsman who is rather, well ... amphibious. From there you must go through a maze and meet up with Yakra. Beat him to save Leene from being



killed.





FACT FILE

SUPER BOMBERMAN 3
BY HUDSON SOFT

THEME	ACTION
MEGABITS	12
% COMPLETE	80%
AVAILABLE	4TH QTR. '95
# PLAYERS	1 TO 4
# LEVELS	40+
CHALLENGE	VARIABLE

OPTIONS CHECKLIST

- Difficulty Settings.....
- # of Lives.....
- # of Continues.....
- Button Configuration.....
- Sound/BGM Test.....
- Password.....
- Battery Back-Up.....

Notes: The version reviewed had no options. The final version might.

BOMBS AWAY!

Super Bomberman 3 is the latest addition to the very popular Super Bomberman series that spans almost every system in the universe.

The coolest thing in this game is the ability to play with four people with surprisingly little slowdown.

The basic pretense of this game is very simple: blast your opponents while avoiding getting gakked at the same time. Simple as this concept may seem, it's surprising how addictive a game like this can get. It's a must-have for any Super NES owner.

It's a blast! (Nyuk nyuk)
—Ken Badziak



This game rules!

SUPER BOMBERMAN 3



Uh oh!

The first level is filled with blocks you need to blow out. After that, it's blatin' time!



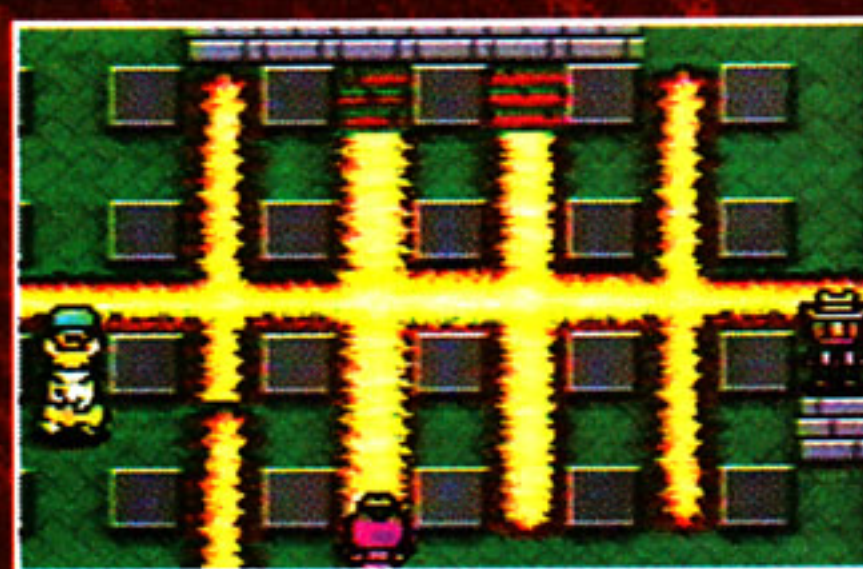
Time is running out!



Level 2 is the Aquatic world. There are more enemies to gakk here. Other than that, it's a standard Bomberman level.



MEGA BOMBS!



Laying multiple bombs is a quick way to cover huge areas, but it's easy to get yourself caught in the blast.



The winner gets a trophy. The first one with three trophies wins the game.

A FEW ICONS



Eggs contain your kangaroo friends. They can jump over bomb blasts.



Every time you pick up one of these, you can lay an extra bomb.



Snag the skate icon to boost your speed.



These boots allow you to kick bombs around. Very handy!



called. A big bomb blasts you all again!



If no one is left standing after the game, a draw is



FOR HIGH FLYIN'
HARE RAISIN'
HI-JINX



TURN UP THE WACKY METER AND ANYTHING GOES!



BE A DARE DEVIL!



UNIDENTIFIED FLYING MARTIAN!



TONS OF FUN!

LOONEY TUNES B-Ball

Watch for the wackiest roundball game ever! Looney Tunes B-Ball features everyone's favorite "crazy wabbit" playing two-on-two with Taz, Sylvester & the whole Looney Tunes bunch! Choose four player slam dunkin' regulation action or crank up the Wacky Meter and watch the ball turn into a cream pie or a time bomb! So don't drop the ball...it just might explode! "That's all, folks!"



BUGS ZAPPER!



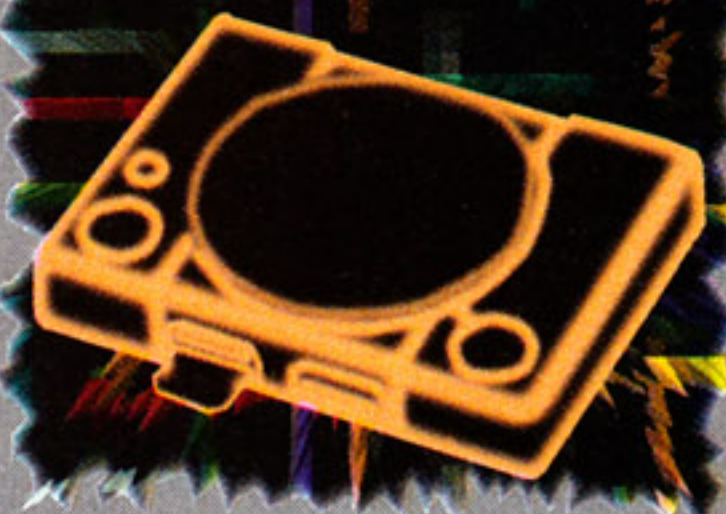
HIGH FLYIN' WACKINESS!

SUPER NES®

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FACT FILE

MORTAL KOMBAT 3
BY SONY COMP. ENT.

THEME	FIGHTING
MEGABITS	CD-ROM
% COMPLETE	75%
AVAILABLE	4TH QTR '95
# PLAYERS	1 OR 2
# LEVELS	N/A
CHALLENGE	ADJUSTABLE

OPTIONS CHECKLIST

- Difficulty Settings.....
- # of Lives.....
- # of Continues.....
- Button Configuration.....
- Sound/BGM Test.....
- Password.....
- Battery Back-Up.....

Notes: Too early in development to decide about options.

THE KOMBAT KONTINUES!

When it comes to arcade-to-home conversions, *Mortal Kombat II* was one of the biggest selling home video games to date. That is until now! *Mortal Kombat 3* has totally taken the arcades by storm, and soon it will be on its way to households across the country wreaking havoc and destruction on the home platform systems. Here is a sneak preview of what you can expect from the Sony PlayStation: The game is very early, but the translation looks and plays faithfully close to its quarter-munching big brother. As far as release dates, the rumor is the Super NES and Genesis versions will be released sometime in October, and the Sony PlayStation CD will hopefully hit the stores in time for the Christmas season. I don't know about you, but I know what's going to be on my wish list to Santa!

—Mark LeFebvre



Everything you love in the arcade is here. All the secrets, moves, and combos are included.

With the power that the PlayStation is capable of, this translation is the best I've seen.



PlayStation



The copy of the game was too early in development for Tsung's morphs, but the rest of his moves were intact and flawless!

All 14 characters will be in the game along with the Bosses everybody loves. No expense was spared in this translation!



CAN YOU TELL?

The only noticeable differences between the arcade version and the Sony PlayStation are the height of the characters and the size of the life gauge. Other than that, it looks identical. Which one do you think is the Arcade and which one is the PlayStation? If you guessed the top one as the arcade, guess again!



MK3 MAKES ITS DEBUT ON THE HOME SYSTEMS!



When pulling off a combo, the number of hits and percentage of damage are shown on screen.

Jax is back with a brand-new set of moves to go along with his cybernetic arms.



The Kombat Kode at the bottom of the screen is your gateway to all the secrets in the game.

Sheeva has no problem putting all four of her arms to work to defend herself with this deadly fireball!



SUPER NINTENDO

As far as complexity and size, MK3 makes MK2 look like an 8-Bit game. Even though the game is still in early development, it looks like it will have every feature that the arcade did.



You guessed it! The secret Kodes are here along with everything else.



All 14 fighters and the backgrounds from the arcade are included.



The One-player Mode has three difficulty levels to choose from.



The game was too early for fatalities, but other moves such as Sindel's fireball were no problem.



At the Options Screen, adjust settings like the handicap and the config.

Returning fighters like Jax have the same moves, along with a couple new ones.

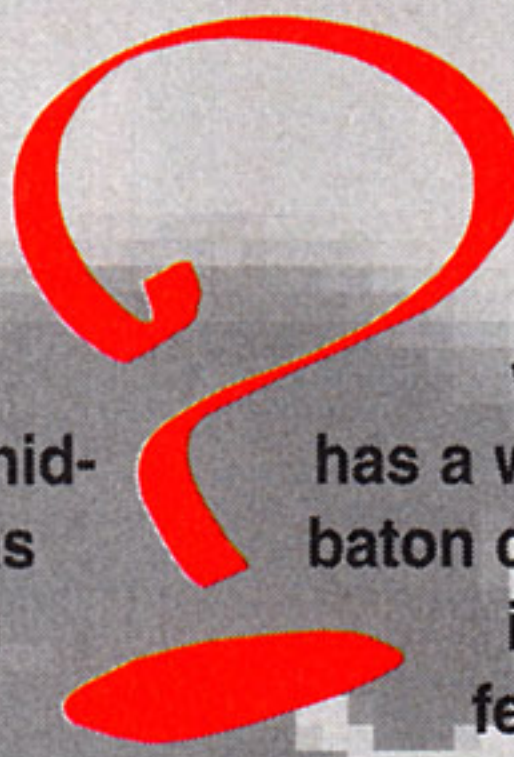




One major difference from MK2 is the new Run button.



Besides the 14 characters, there is a good chance that there will be hidden players as well. Can you guess the secret to accessing them?



Stryker is one of the only fighters who always has a weapon. His baton can be used in many different ways, including this sweep.



SEGA GENESIS

As with the other versions, the game is very early in production, but it looks like it will have no problem standing tall among its 16-Bit rival, the Super NES. As far as moves and game play go, the game looks to be a close copy of the arcade. Time to dust off those six-button controllers!



Sindel is one vicious fighter who should not be taken for granted.



She is the only player who can stay suspended in air and still fight with no problem!



Underneath the life bar is the run gauge. The run button can be used to perform multiple combos easily.

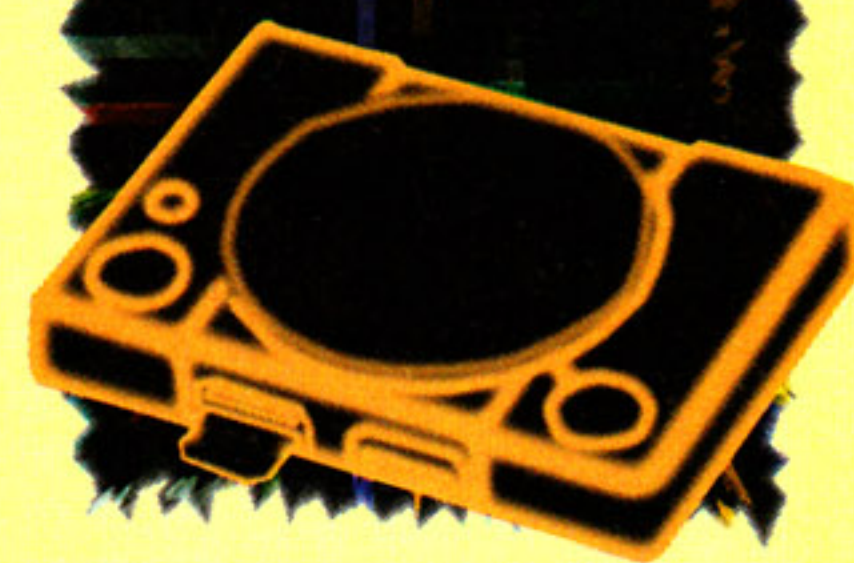


Check out one of the secret codes. Throws will be disabled until the next round.



There are many secrets in MK2. Could certain backgrounds be the key?





FACT FILE

RAYMAN
BY UBI SOFT

THEME	ACTION
MEGABITS	CD-ROM
% COMPLETE	90%
AVAILABLE	SEPTEMBER
# PLAYERS	1 OR 2
# LEVELS	60
CHALLENGE	MODERATE

OPTIONS CHECKLIST

Difficulty Settings.....	<input type="checkbox"/>
# of Lives.....	<input type="checkbox"/>
# of Continues.....	<input type="checkbox"/>
Button Configuration.....	<input type="checkbox"/>
Sound/BGM Test.....	<input type="checkbox"/>
Password.....	<input type="checkbox"/>
Battery Back-Up.....	<input type="checkbox"/>

Notes: Unknown at this time

APPLAUSE

Some players may at first look at this game and think, "Gee, it's a Mario game with graphics. Oh, cool."

Look again. Yes, it is a side-scrolling action title, and yes, it does appear to be similar to the mascot games we all know and love (sorta), like Sonic or Mario.

I'm not entirely sure what overall tone Rayman is trying to present. However, one thing is for sure—there is a very definite aura of challenge and interest emanating from this hot title.

PlayStation gets a big slap on the back for bringing this mold-breaking, standard-setting game to its system. If I were a future side-scrolling game developer, I would give the guys who made this game a call for some tips!

Needless to say, I was impressed. The graphics are absolutely excellent, and the sound leaves little to be desired. There's no reason not to give this one a try.

—Jason Streetz

RAYMAN

Could Rayman be the mascot for PlayStation, or is he just one mean action character? Graphically impressive and challenging, Rayman looks great.



SIDE SCROLLING, NONSTOP, FAST-PACED

PLAYSTATION ACTION



Explosive
Graphics are large, fast and appropriate. This game should be entertaining for all age groups, with a mix of seriousness and humor. Excellent!



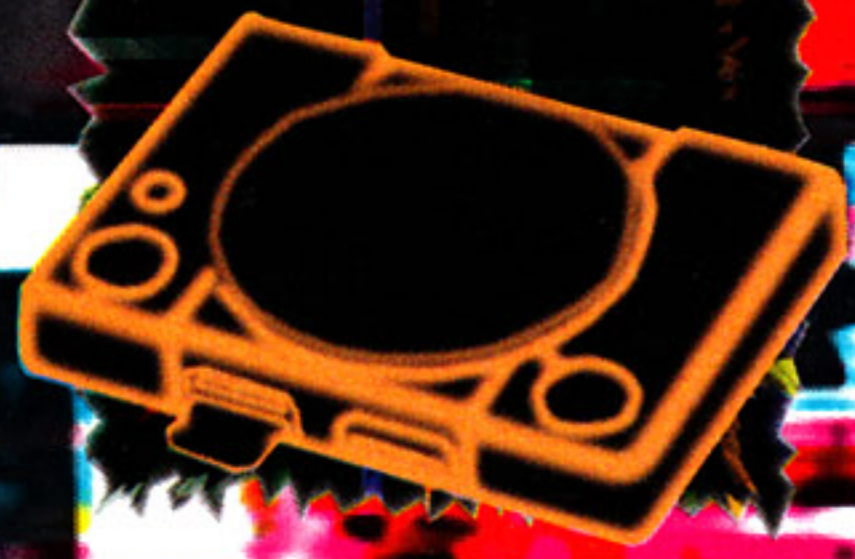
Step Back
Cool choice of character! This little guy (thing?) has all the action you can bottle into a side-scrolling star. Step back Mario and Sonic. Make way for Rayman.



Challenge
So you want a side-scroller that actually takes time to complete but is not the land of cheap hits? I present to you Rayman, in all his glory!

Rayman comes prepared. There are plenty of special abilities this character possesses, each of which are very unique. The overall enjoyment of the game has a lot to do with his moves!





FACT FILE

WIPEOUT
BY PSYGNOSIS

THEME	RACING
MEGABITS	CD-ROM
% COMPLETE	60%
AVAILABLE	4TH QTR '95
# PLAYERS	1
# LEVELS	10+
CHALLENGE	HARD

OPTIONS CHECKLIST

- Difficulty Settings.....
- # of Lives.....
- # of Continues.....
- Button Configuration.....
- Sound/BGM Test.....
- Password.....
- Battery Back-Up.....

Notes: Options unknown at this time.

A NICE CHANGE

I don't know about you, but I am getting tired of the endless line of racing games generated lately. WipeOut provides a few unique features not found in such popular games as Daytona or Ridge Racer.

Almost like DeathTrack (IBM PC), WipeOut allows your vehicle to equip weapons and other defenses. By running over certain marked areas of the roadway, you acquire some artillery to use in battle with the other racers.

The tracks are amazing, as are the graphics. Astounding turns and jumps make this racing game a cut above the rest in terms of challenge and excitement. Of course, with amazing tracks and obstacles there are also amazing graphics as well.

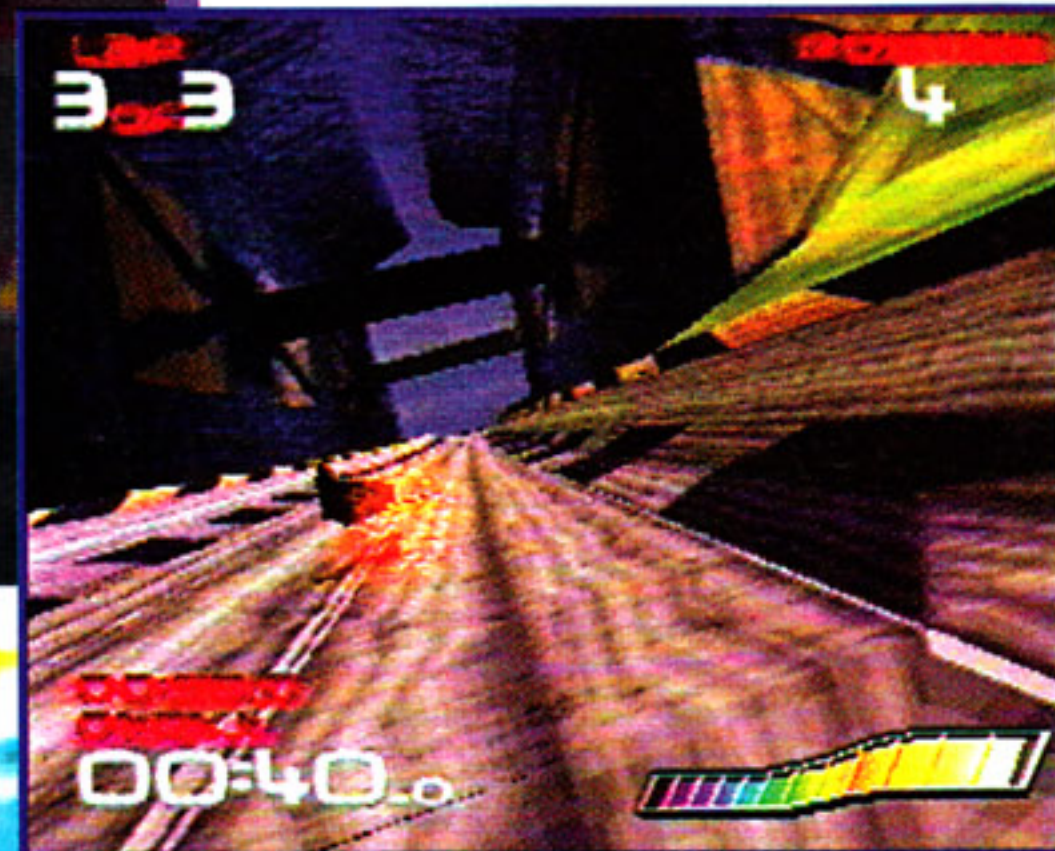
I found this a refreshing variation on a seemingly exhausted game type and I believe you will too.

—Jason Streetz

WIPEOUT



WipeOut introduces some interesting high-tech sci-fi elements into the realm of typical racing games. Unlike the denizens of other comparatively boring games, WipeOut incorporates some absolutely outrageous speed and scenery, weapons and unbelievable tracks. The PlayStation really shows its metal with some very impressive shading and texturing effects throughout the tracks. To some, this may seem corny or unreal, but to others this will prove to be a welcome enhancement to a stagnating game genre.



What's this? Weapons in a racing game? Awesome! Eradicate those pesky drivers with a wide variety of artillery and defenses. This reminds me of an old IBM PC game called DeathTrack. Anyway, this is a welcome addition to an otherwise tired engine of "who gets to the line first" games, like Daytona or Ridge Racer. It's a fresh addition that I find most interesting and enjoyable.

RECOMMENDED



One thing is for sure, there is no shortage of fast-paced, heart-pounding action in this game. After observing this game's graphics, gamers may feel this is just another racing game. But look long enough, and you will see this is more like a roller-coaster ride than a racing game. Watching or playing this game provides a nifty adrenaline rush like no other of its kind. Needless to say, I was impressed.



WEAPONS

TRACK ONE

The first of three available demo tracks is perhaps one of the most practical for first-time racers. Don't wipe out and enjoy the effects, if you can.



Some rather challenging corners and jumps (yes, jumps) present themselves to you at high speeds. Timing is a must if you want to earn any kind of placing in this race, not to mention just being able to finish the laps! Other cars on the road are not too threatening. However, they have weaponry to dispose of you. Collect the road icons for series artillery against the other racers.

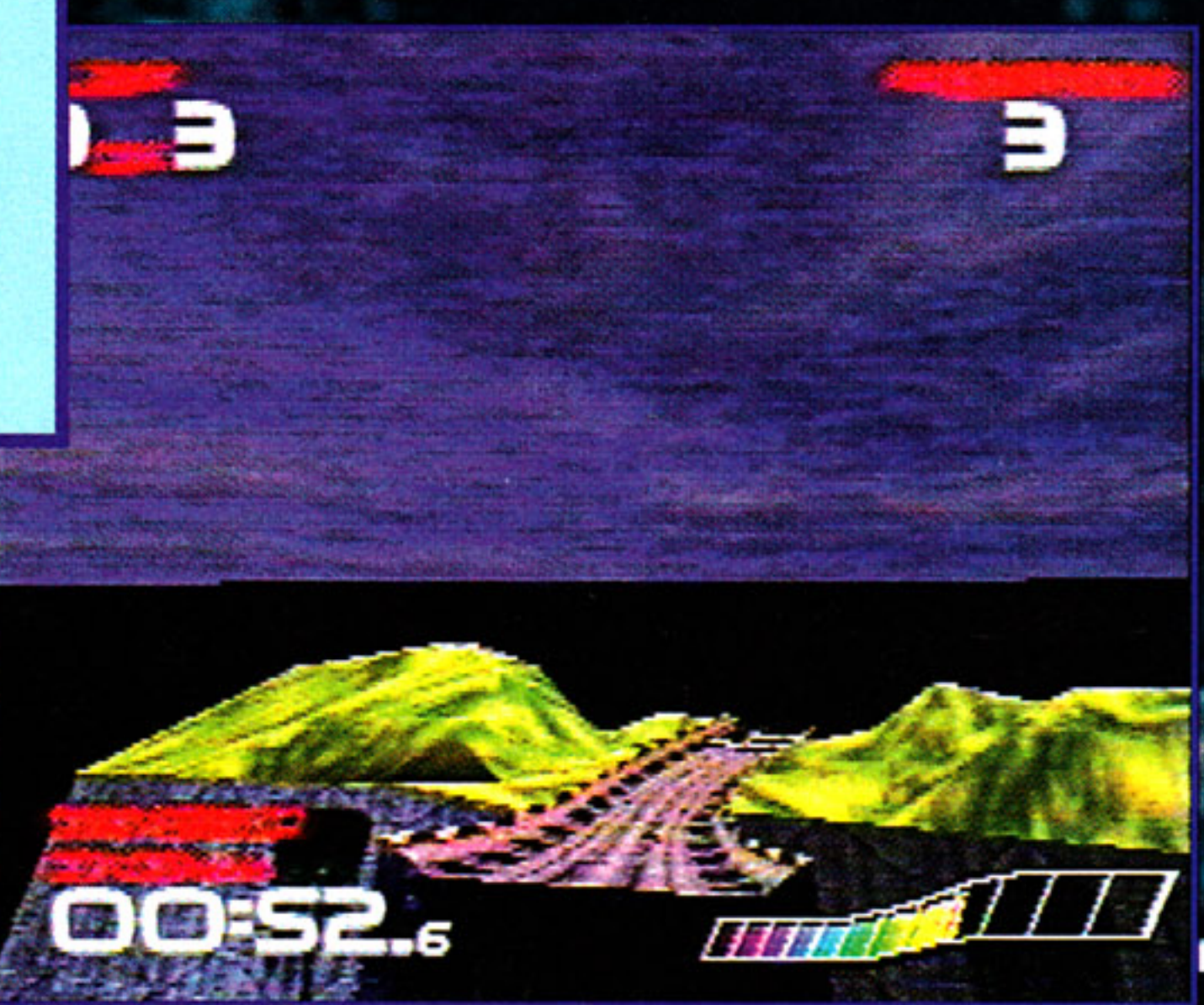


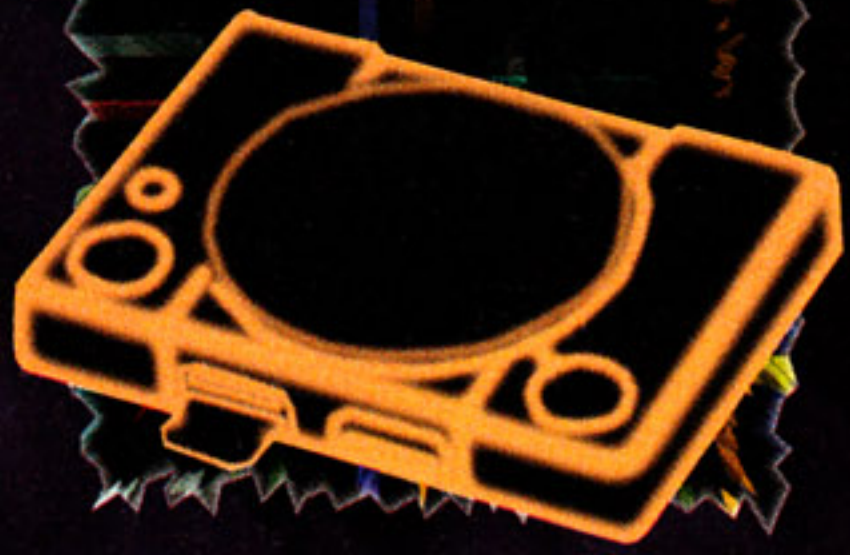
TRACK TWO

More scenery and tougher foes litter your trail to success in track two of WipeOut. Again, it's very challenging and exciting.



More challenges await on Track Two. More interesting scenery, as well as tougher turns and jumps are in abundance for your racing enjoyment. That is, if you can handle it. Again, the graphics are simply astounding, and the challenge never stops. Use the scarcer weapon opportunities wisely, as the nasties are a tad more intelligent and less friendly toward your racing efforts.





FACT FILE

Road Rash
BY ELECTRONIC ARTS

THEME	RACING
MEGABITS	CD-ROM
% COMPLETE	50%
AVAILABLE	3RD QTR '95
# PLAYERS	1 OR 2
# LEVELS	N/A
CHALLENGE	MODERATE

OPTIONS CHECKLIST

- Difficulty Settings.....
- # of Lives.....
- # of Continues.....
- Button Configuration.....
- Sound/BGM Test.....
- Password.....
- Battery Back-Up.....

Notes: Final production version may have some options.

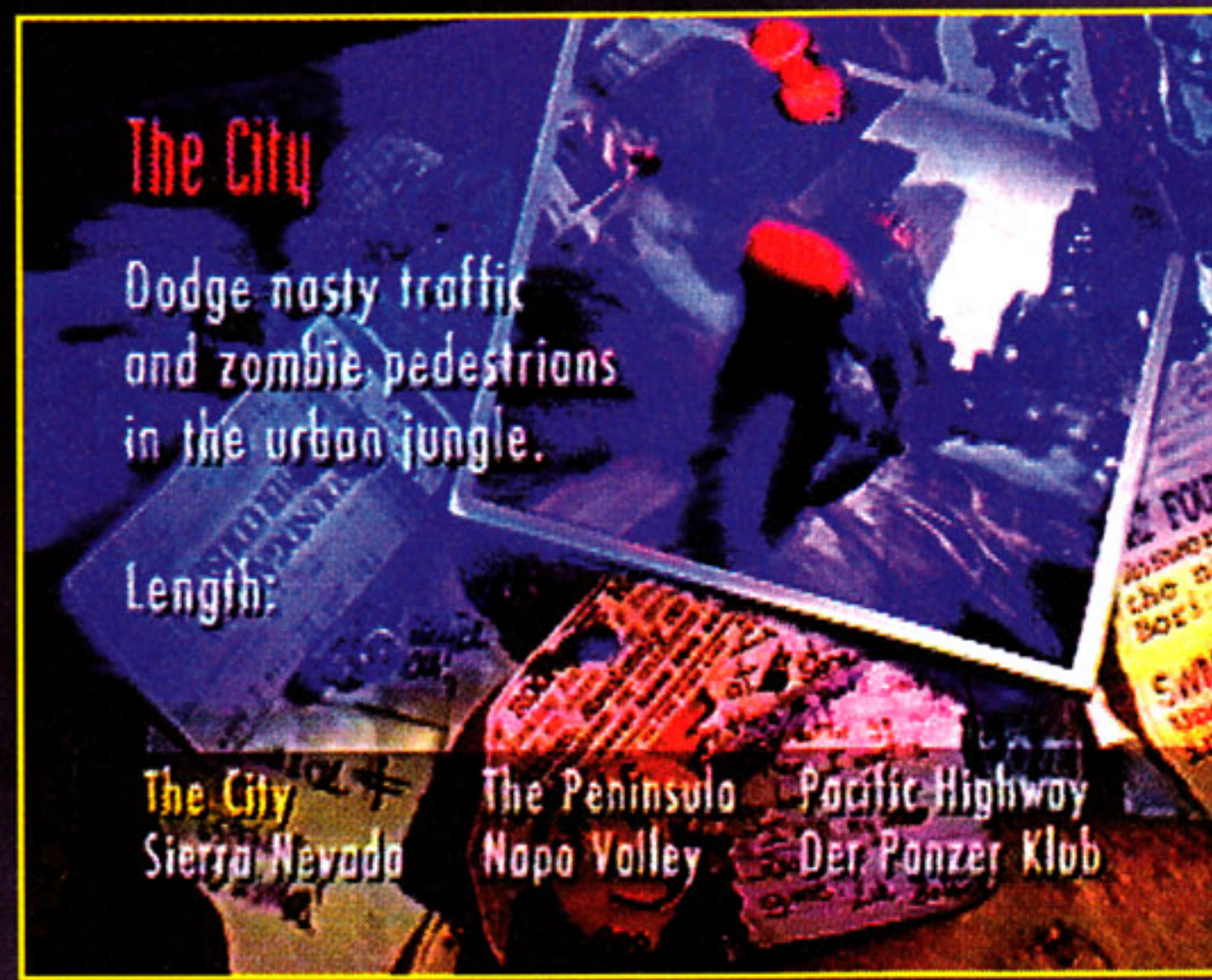
THIS GAME RULES!

Personally, I think that Road Rash is one of the greatest games ever put out on a home system. The fact that you are *allowed* to punch your opponents (not to mention pedestrians, bovines and cops) simply blows me away. This game is great! (I must have lost three weeks worth of sleep playing the 3DO version!) The PlayStation version is basically the 3DO version on steroids.

The copy I reviewed didn't have any sounds (dang!), but if Electronic Arts does as well with the PlayStation as they did with the 3DO ... holy cow. I can't wait. I'm already losing sleep. (One feature I hope they include is the ability to play your own CDs while racing, like Ridge Racer. Are you listening, EA?)

There are more levels as well, but again, the version I reviewed didn't have them. You can probably expect to see a country racetrack as well as a seacoast track.

Owners of a PlayStation should definitely try this one.
—Ken Badziak



Find out what you're up against in the city!



Even the "game loading" screen is cool!



A face only a mother could love ... after a few beers.



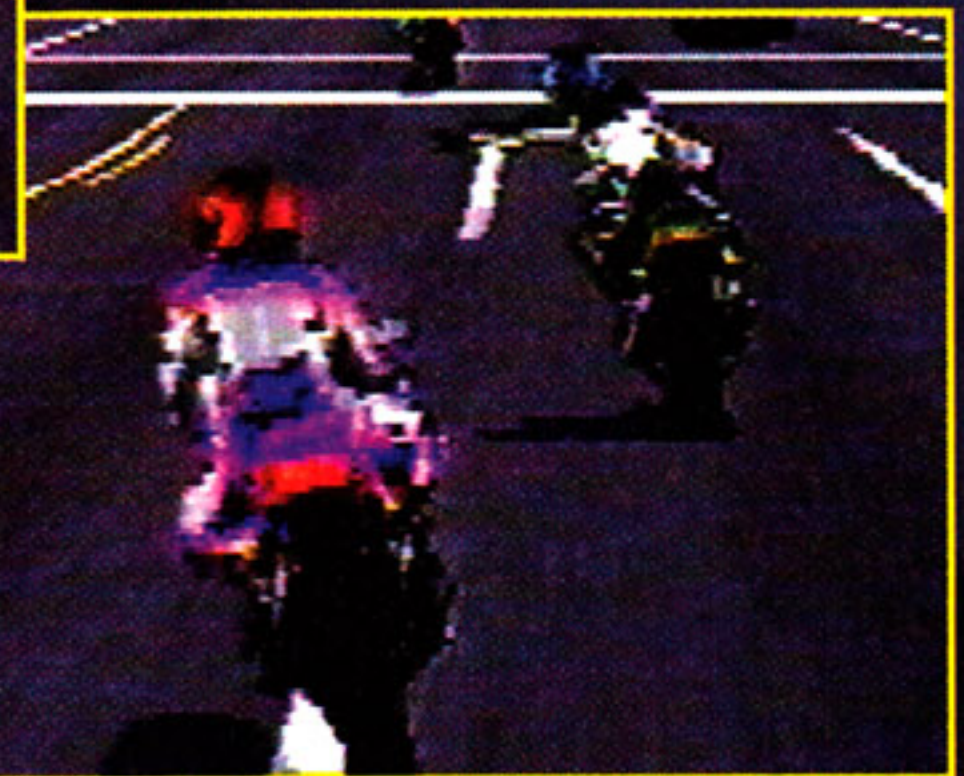
A good sportsman *always* makes fun of the losers!

FISTS OF FURY! (among other things ...)



weapons are cool (especially those big lead pipes)! Timing, however, is crucial. Hitting a moving target at 90mph is not as easy as it seems!

Now what fun would a game be without violence? Especially a racing game? No fun at all! Therefore, punching your opponents is kosher. So is kicking. The



Totally awesome cinematics!

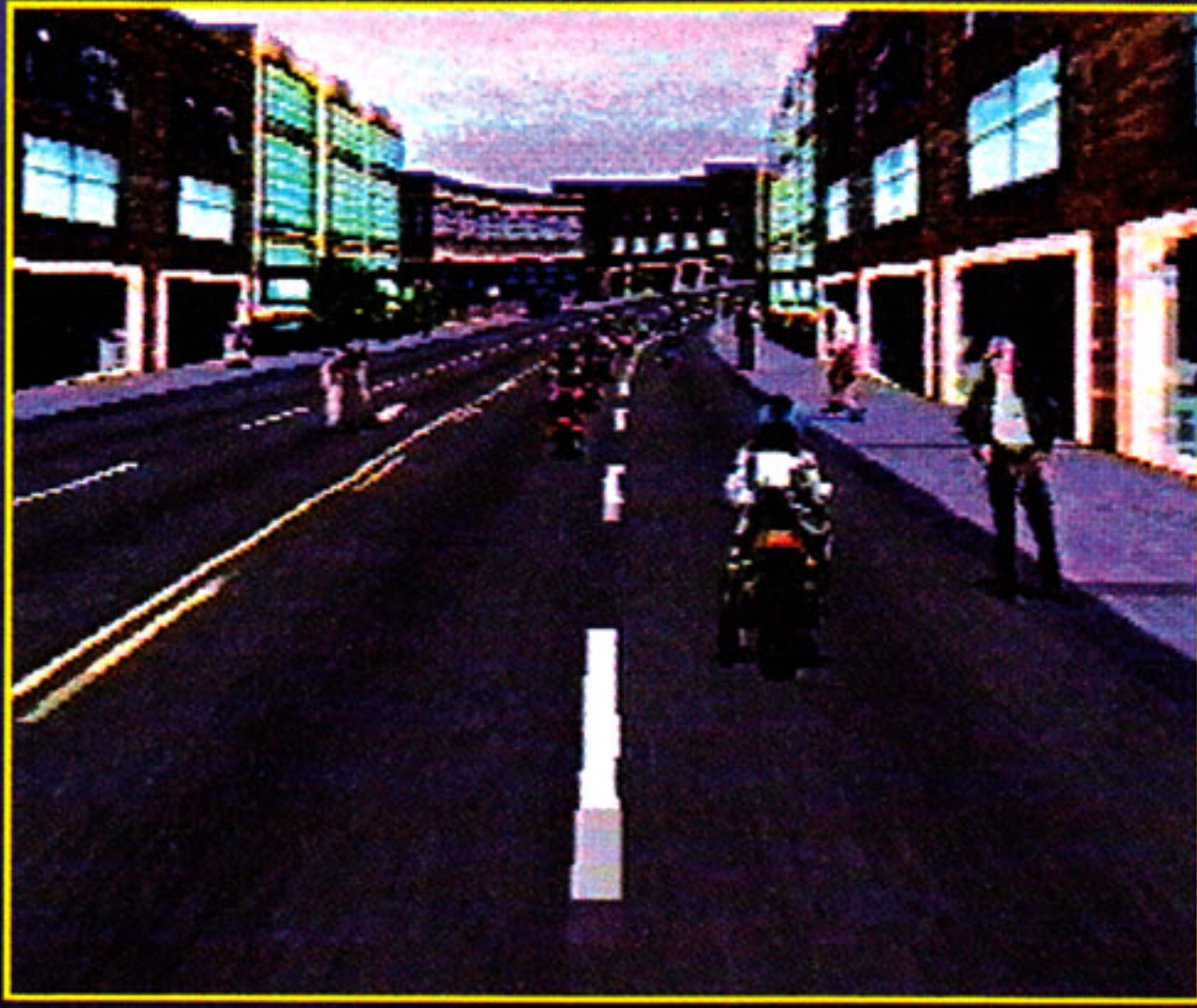


Road Rash has some of the greatest cinematic sequences ever seen in a video game. For instance, if you damage your bike enough, you might see this cinema, where the biker (that's you) goes flying over a parked car, lands on the hood and then rolls off and collapses onto the pavement. The driver of the automobile, being the Good Samaritan that he is, quickly jumps out of the car, pulls you to the side ... and drives away! This is quite amusing, especially at 4 a.m.

Road Rash

SURGEON GENERAL'S WARNING:
Playing Road Rash could damage your mental stability. Ye of weak hearts, beware!

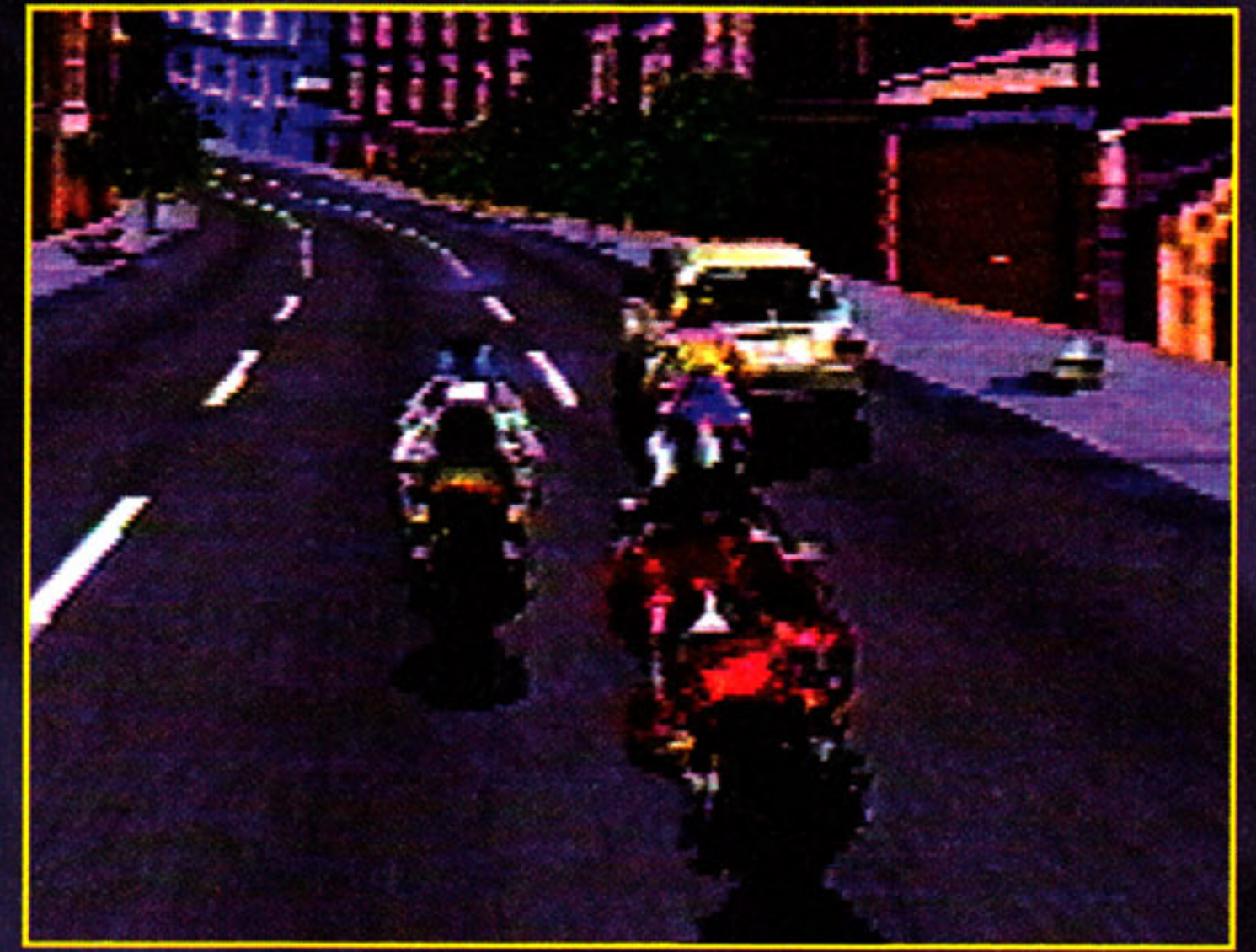
On your marks ... get set ... RASH!



Although you don't get points for it, try to hit the flag waver. (He likes tire marks up his chest. No, *really*. He does!)



Watch out for the cabbies!



Try to push your opponents into the cars. It's tricky, but well worth the results!

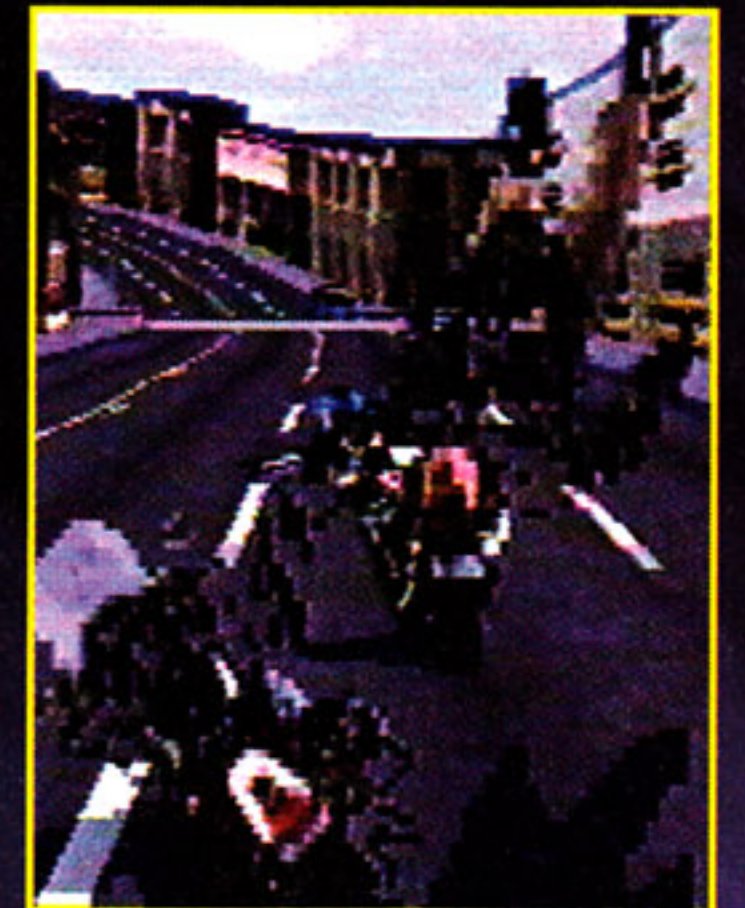
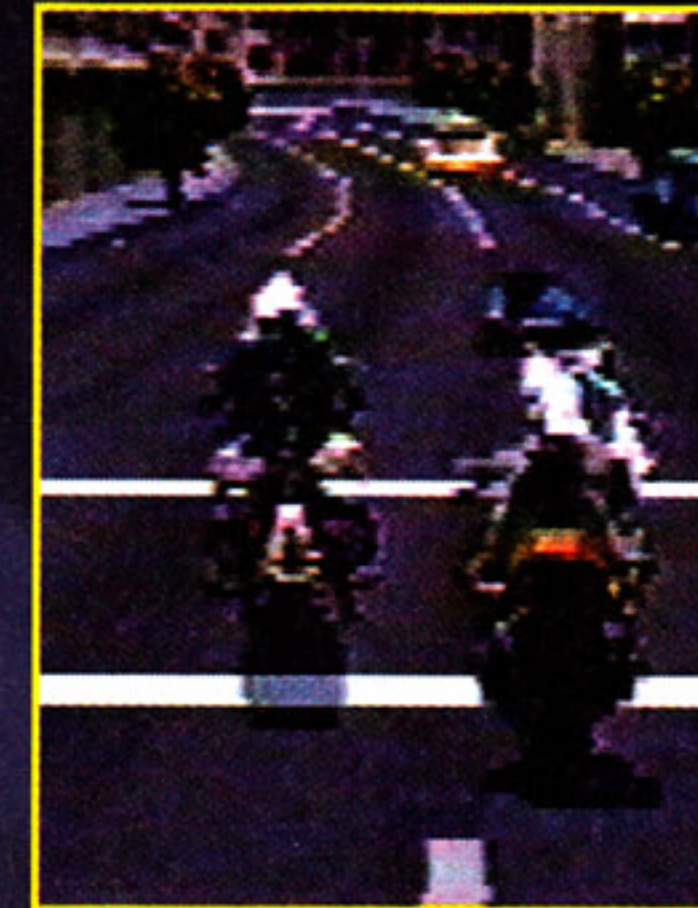


Never pass up a chance to nail a pedestrian. It's a good stress reliever.



Can you spot the EOA plug?

Get some serious hang time on these hilly streets!



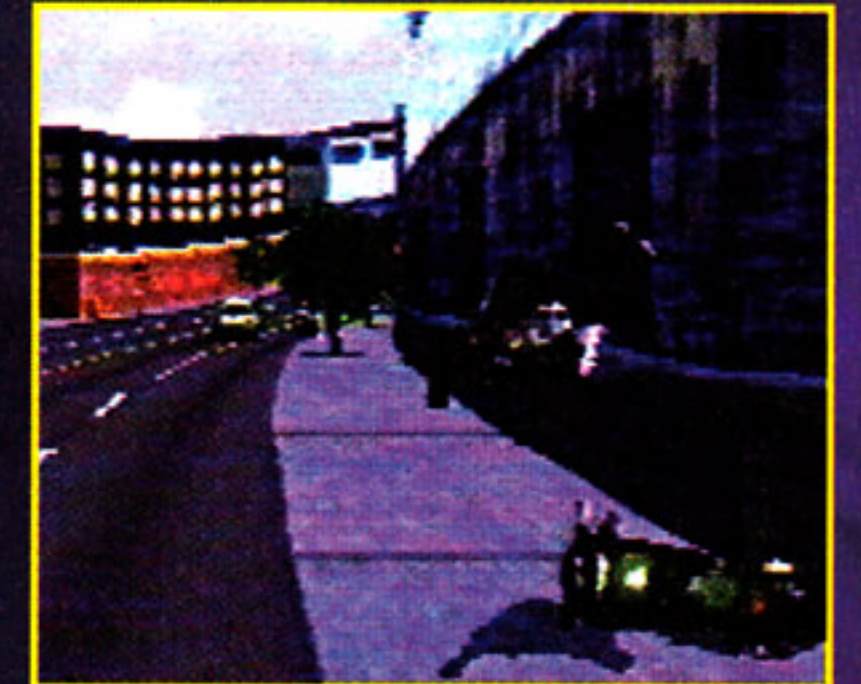
Although I don't recommend doing this in real life, knocking out a cop while you're rashin' is a blast! You might pick up a weapon off him, too!



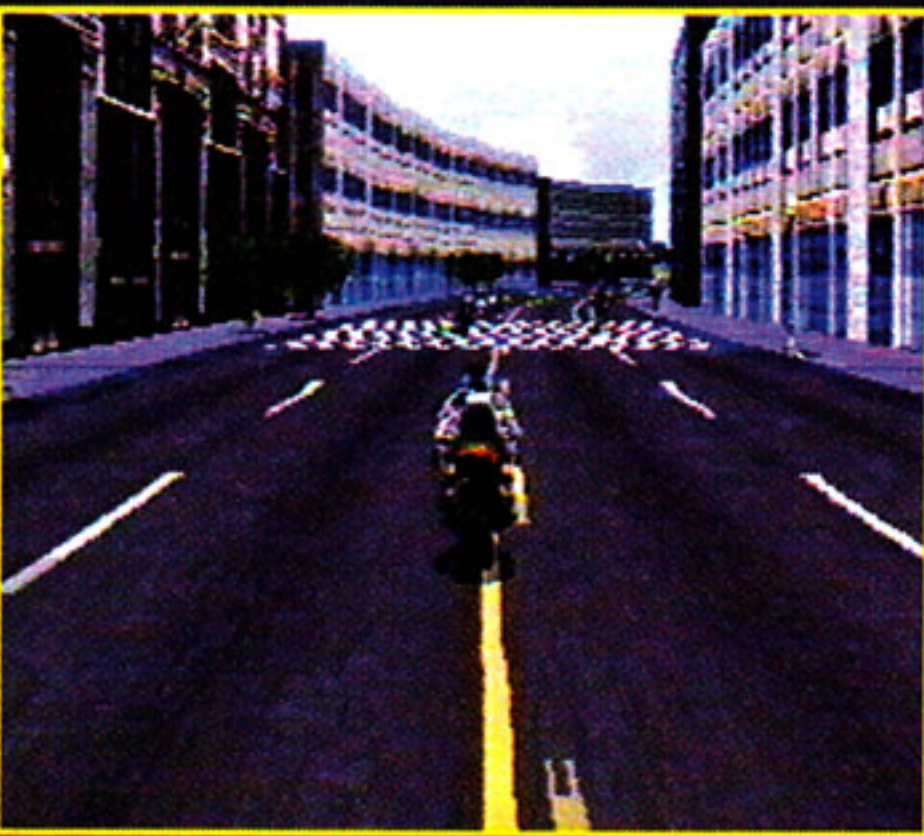
This is gonna be close. ... Squeezing through parked cars at 90 mph is not so easy.



This is no time to lie around!

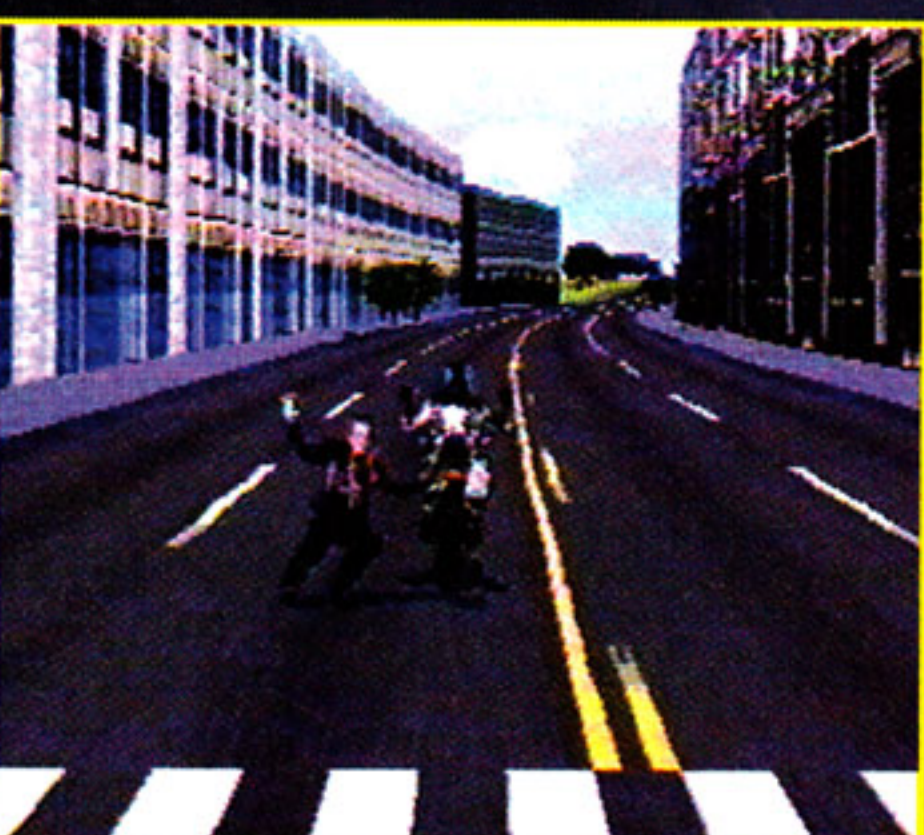


Driving on the sidewalk is not recommended. It's very easy to hit an immovable object, like a tree, building or in this case, a garbage dumpster. Ouch!



I see the finish line!

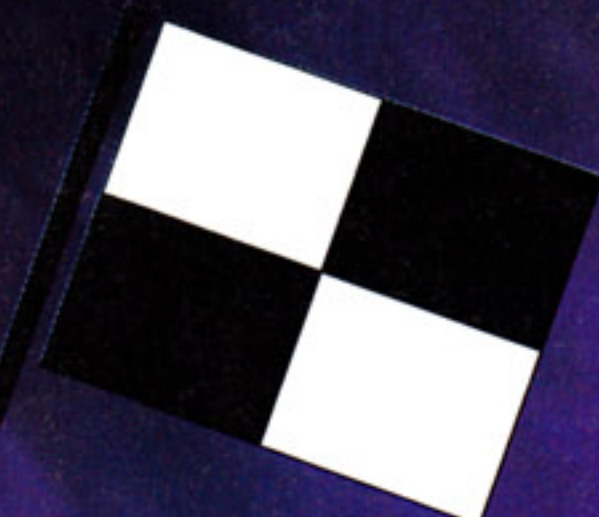
The end is near! Hurry!



Hit the flag waver at the finish line! He'll never suspect it!

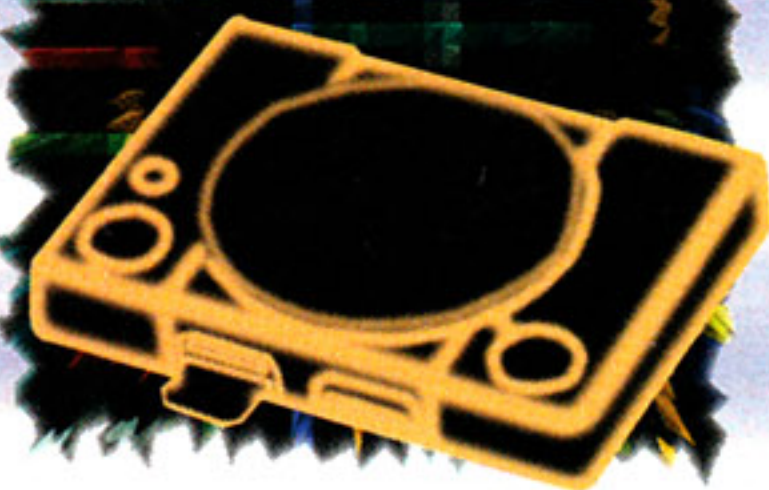


BOOBY PRIZE!



GRAND PRIZE!
HEAP BIG MONEY!

Congratulations! After successfully facing off countless hordes of zombie pedestrians, Chicago-style cabbies and other drivers who think "right of way" doesn't apply to them (not to mention a dozen other Road Rashers), you finally make it to the end!



AIR COMBAT

FACT FILE

Air Combat
BY NAMCO LTD.

THEME SIMULATION

MEGABITS CD-ROM

% COMPLETE 80%

AVAILABLE SEPTEMBER

PLAYERS 1

LEVELS 17

CHALLENGE VARIABLE

OPTIONS CHECKLIST

- Difficulty Settings.....
- # of Lives.....
- # of Continues.....
- Button Configuration.....
- Sound/BGM Test.....
- Password.....
- Battery Back-Up.....

Notes: Player can upgrade aircraft and also hire different wingmen.

FLIGHT FOR LIFE

With all the different categories of next-generation games that will be hitting the shelves along with the PlayStation on its release date, I'm really excited to see that a top-notch flight sim will be among them. When it comes to flight sims, there are generally two problems. One, the game is lacking all the technical aspects of actually flying an aircraft. In that case, you lose all the realism and are left with a very simple game. Two, all the realism is intact, but amidst trying to control all the high-tech gauges and weapon systems, you are left with no time to actually fly the craft. When you play Air Combat, you will find that the developers found a perfect medium, which makes the game very realistic. It's just like some of the computer sims that we've known minus a full keyboard and huge instruction manual but with a game that is very addictive and very fun to play

—Mark LeFebvre



VIEWS

COCKPIT VIEW

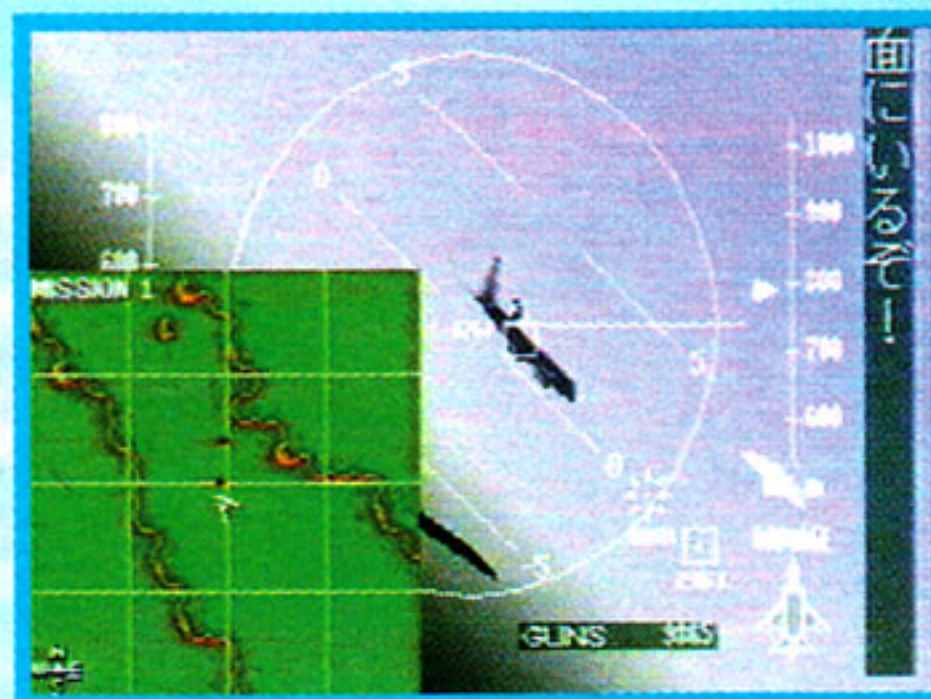


In the Cockpit view, you'll be able to see your aircraft and missile status.

When choosing your jet, keep each



one's abilities in mind.



The Map view is accessible in either views. Here you can check your mission stats and most importantly, the enemy.



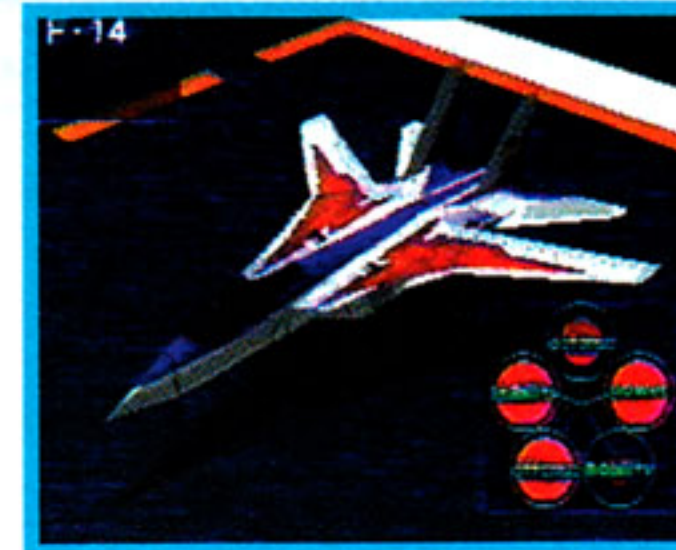
When out of range for the guns, the missiles are the most effective weapon to use.

Some of the larger enemies you encounter will take many hits before it can be destroyed.

H.U.D VIEW



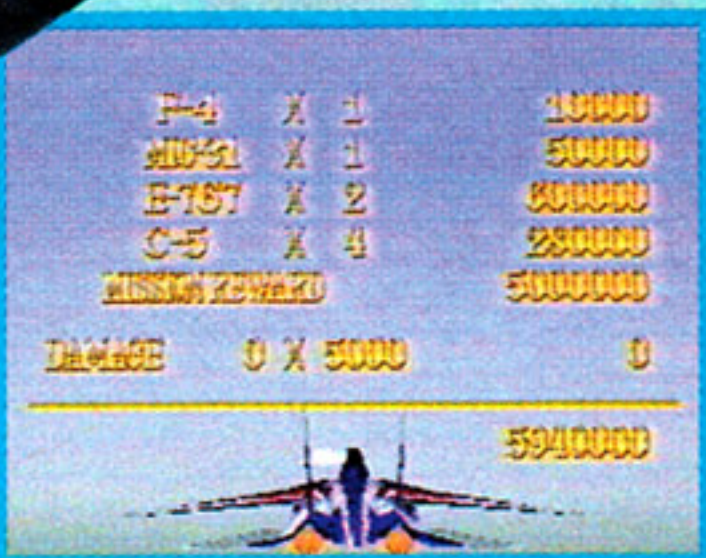
The heads-up display will give you all the info on the flight controls and your weapons.



The F-14 is a great plane, but lacks mobility compared to the F-4.



Before each mission, you can view your objectives at the Map Screen.



If you make it through the mission alive, you can check out your kills and rewards.



In addition to night combat, you will encounter air-to-ground and air-to-sea levels.

When you have gained enough money, you will be able to hire a number of wingmen.



VIRTUA

COP

SATURN



FACT FILE

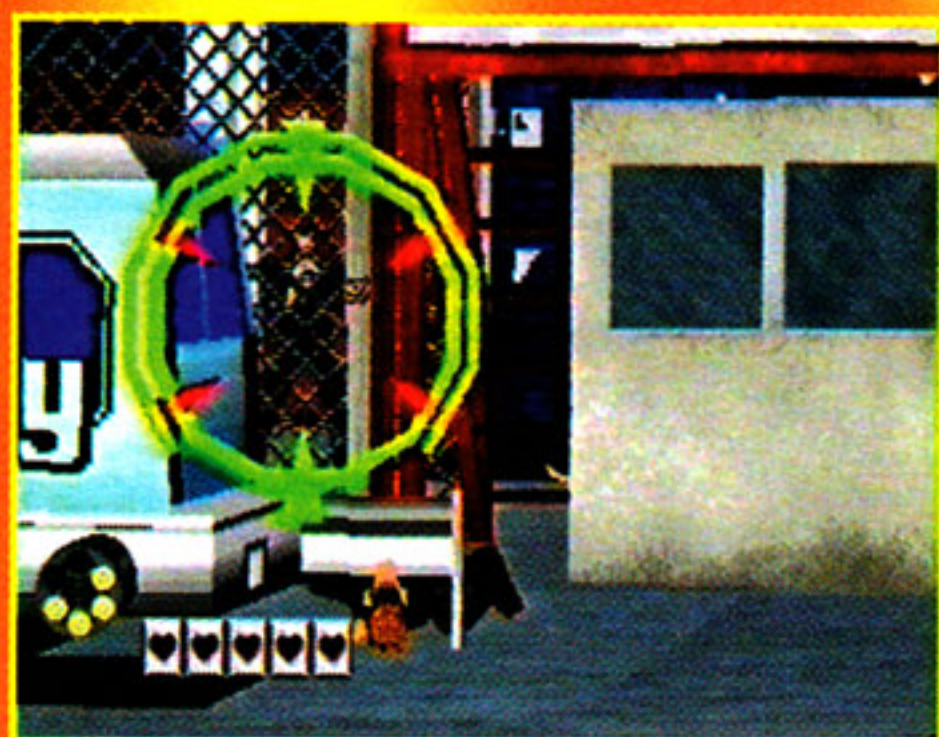
VIRTUA COP
BY SEGA

THEME	SHOOTING
MEGABITS	N/A
% COMPLETE	30%
AVAILABLE	4TH QTR. '95
# PLAYERS	1 OR 2
# LEVELS	N/A
CHALLENGE	MODERATE



As soon as enemies appear on the screen, a targeting arrow will zoom in, making it easier for you to spot them. You have to move your gun pointer over and shoot in order to kill the enemies.

The big target

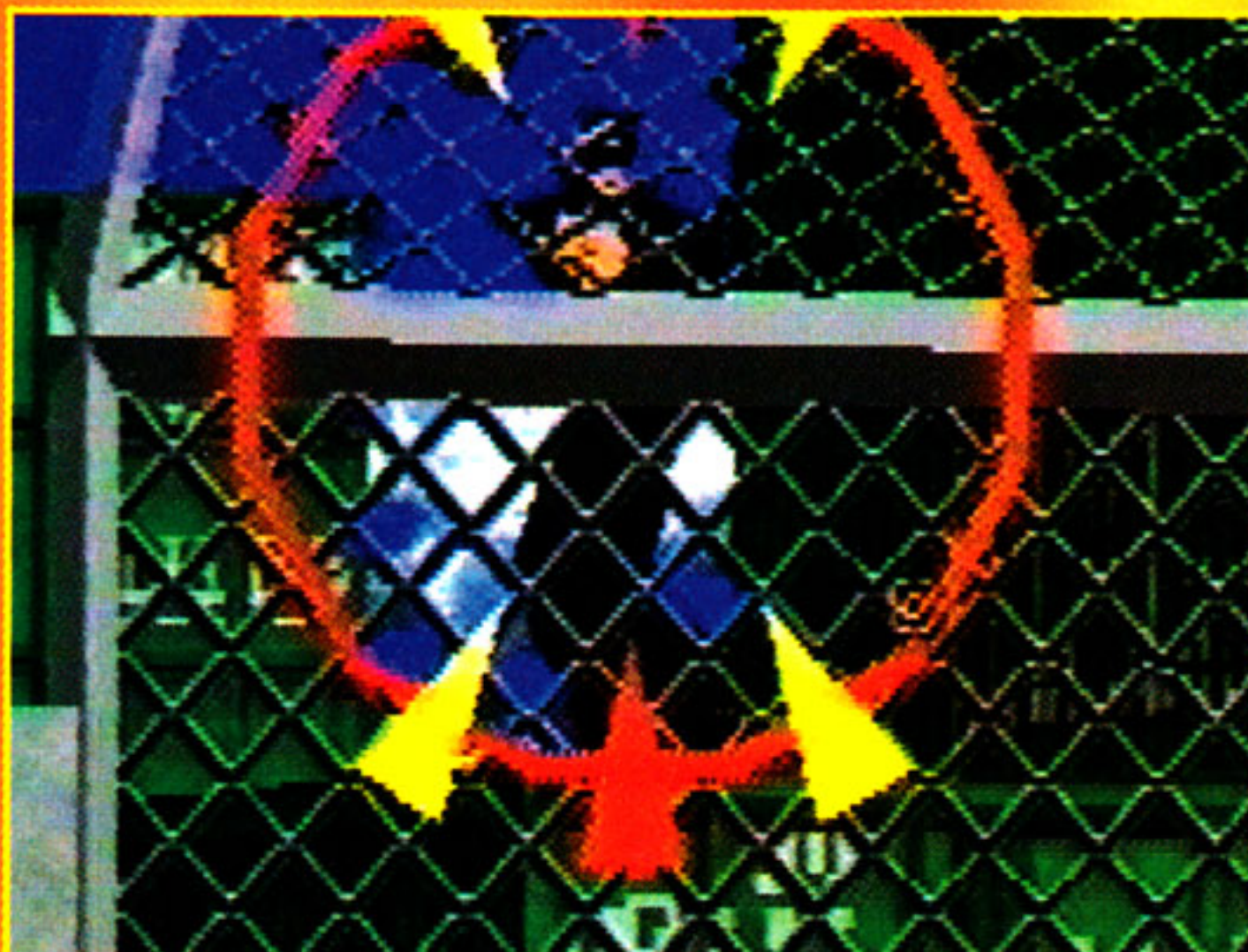


arrow really helps. If multiple enemies pop out, multiple target windows will pop up, too, which can be confusing. Just concentrate on one enemy at a time. Kill them swiftly—they'll hit you after about two seconds.



Sometimes the action will get right in your face. Enemies will pop up right in front of you scaring you if you aren't paying close attention. They're usually the easiest to kill.

Cool Zoom Effect!



The camera zooms up to enemies giving a more dramatic effect to the game. It isn't too practical to the overall game play. With the same logic, graphics aren't important either.

Don't shoot the innocent!



Shooting the innocent bystanders who jump up in front can actually be detrimental to your own life. If they jump up in front of the bad guys and you shoot them, you take damage to yourself, which is pretty unrealistic because you're killing them and not yourself.

OPTIONS CHECKLIST

- Difficulty Settings.....
- # of Lives.....
- # of Continues.....
- Button Configuration.....
- Sound/BGM Test.....
- Password.....
- Battery Back-Up.....

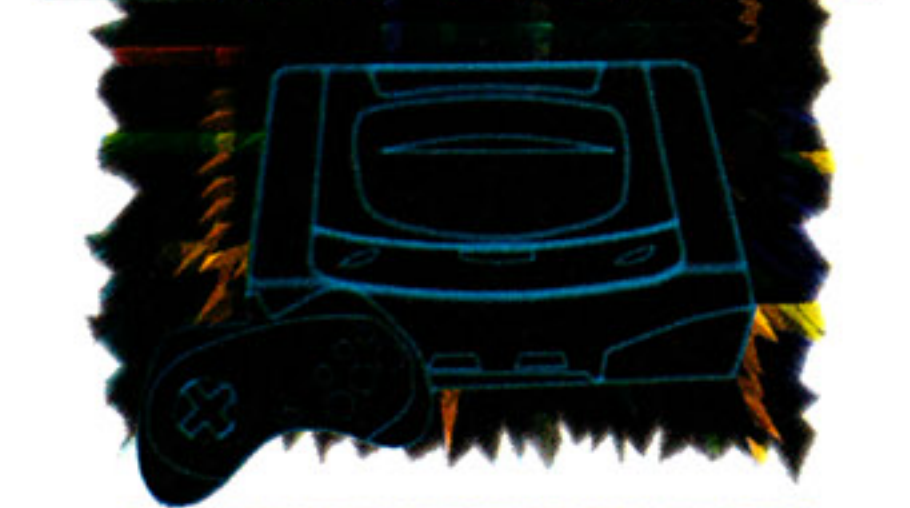
Notes: Options unknown at this time.

VIRTUA REALITY?

This is probably as realistic a shooting game you're going to find nowadays. You've got full-motion games like Mad Dog, but they just don't seem realistic enough. Since Virtua Cop is a polygon game, the realism is here. That, in turn, makes for a more enjoyable game because you can do more things with cartoon graphics than with live actors. The zoom feature is very cool because it puts you right up front. The targeting arrow is very handy because it points out the enemies as they appear, making it easier to spot them. With the targeting arrow, you can devote more time to concentrate on shooting the enemy. There are the typical innocent people and hostages you must avoid shooting. If you own a Sega Saturn and you enjoy these types of games, then this is definitely one game you don't want to miss.

—John Gurka

SATURN



FACT FILE

Bug!
BY SEGA

THEME	ACTION
MEGABITS	CD-ROM
% COMPLETE	90%
AVAILABLE	NOW
# PLAYERS	1
# LEVELS	18
CHALLENGE	MODERATE

OPTIONS CHECKLIST

- Difficulty Settings.....
- # of Lives.....
- # of Continues.....
- Button Configuration.....
- Sound/BGM Test.....
- Password.....
- Battery Back-Up.....

Notes: More options may be added to the finished version.

Buggen Out!

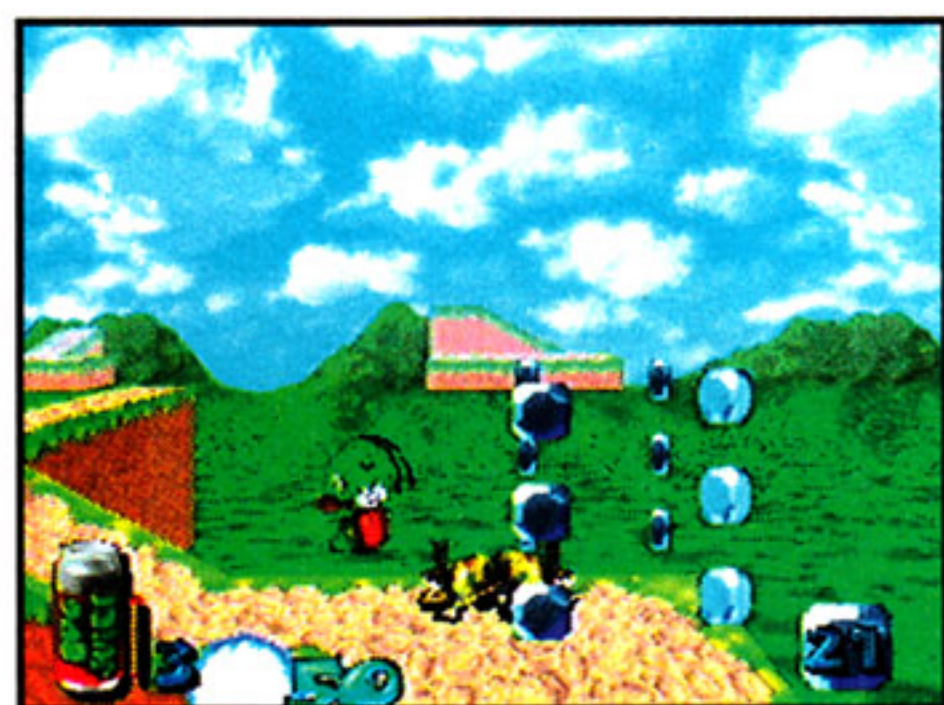
Bug! is a new game coming out for the Sega Saturn that incorporates both side-scrolling and three-dimensional action. As Bug, you are a world famous actor who is starring in several new movies. Your score is dependent on the number of bad guys you kill throughout the game. There are also bonus levels where you can earn free guys by collecting awards. This game is a lot of fun and very addictive, which is good considering that this game is absolutely huge!

—Paul Ojeda

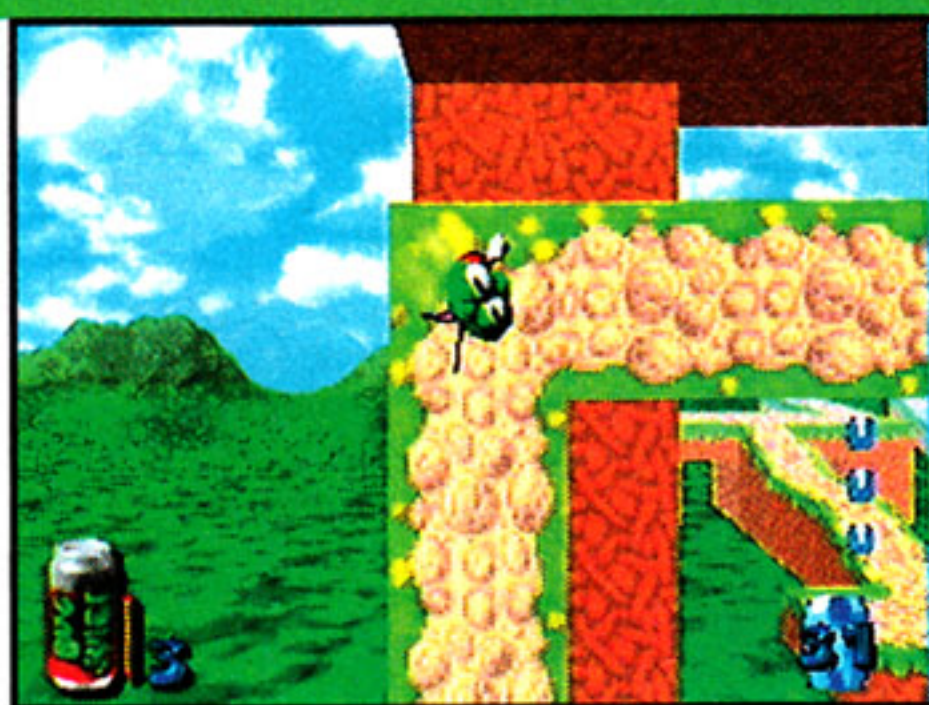


BUG!

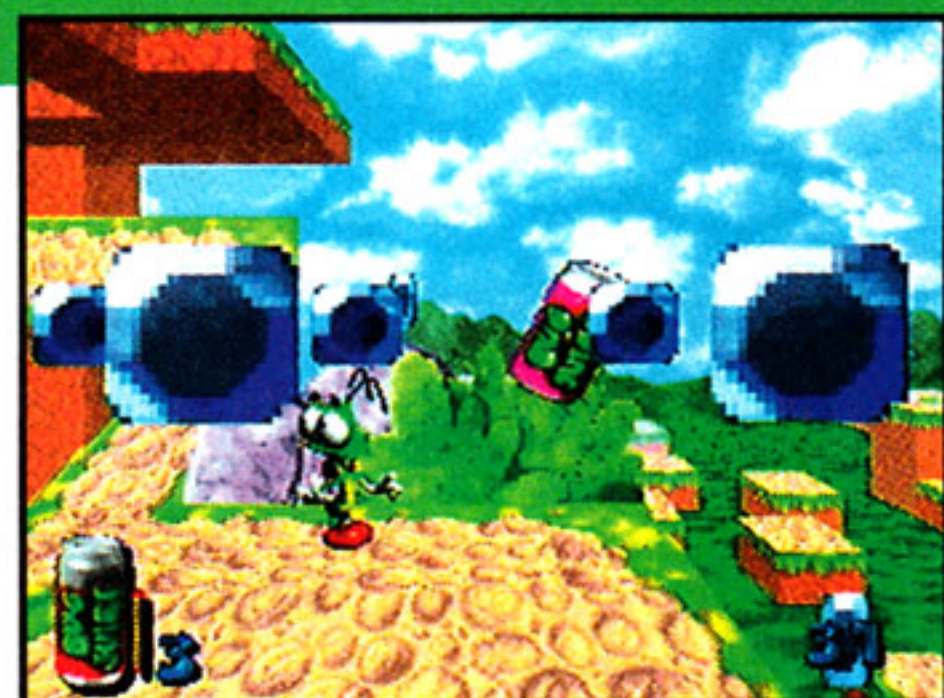
INSECTIA, THE MOVIE



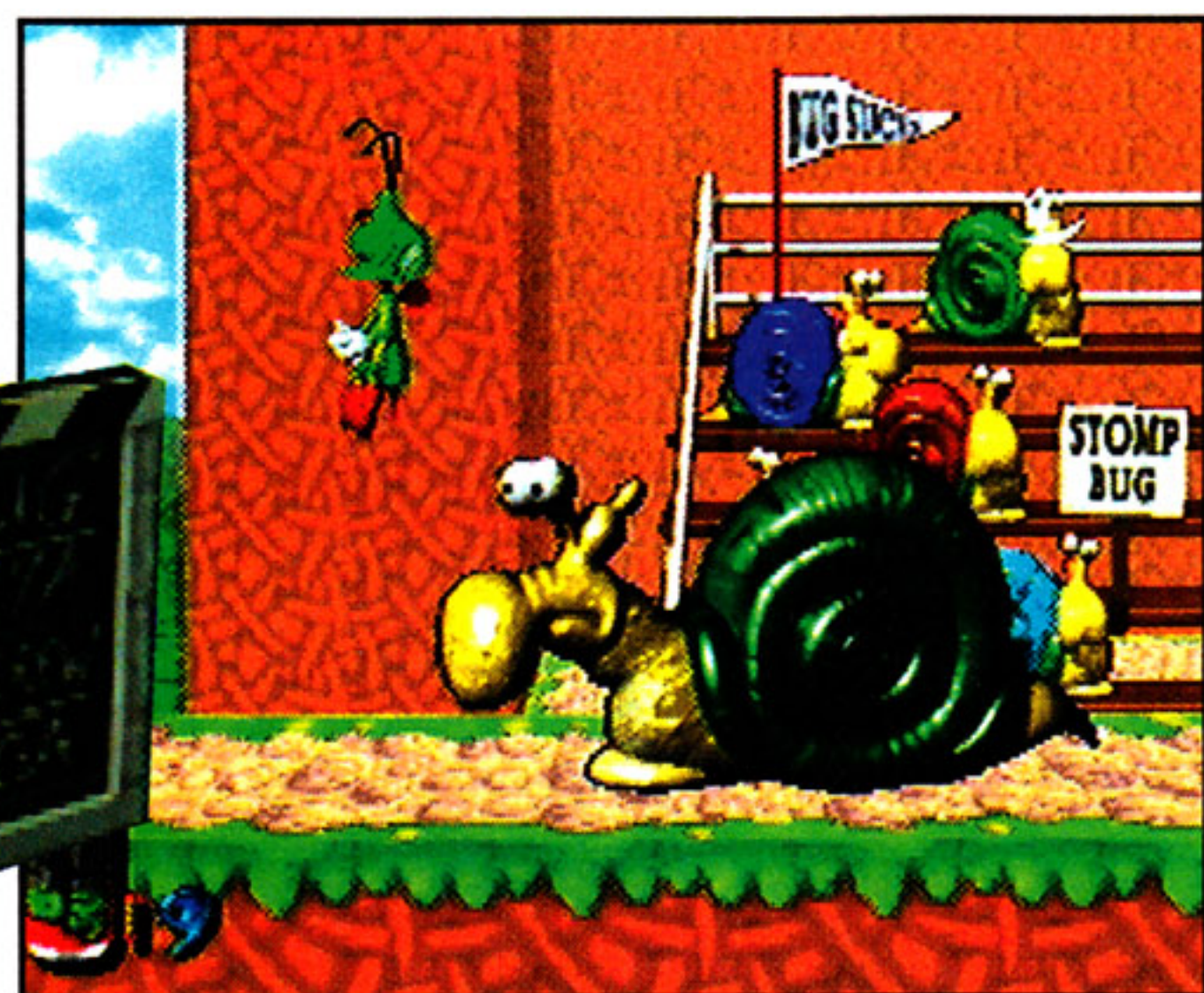
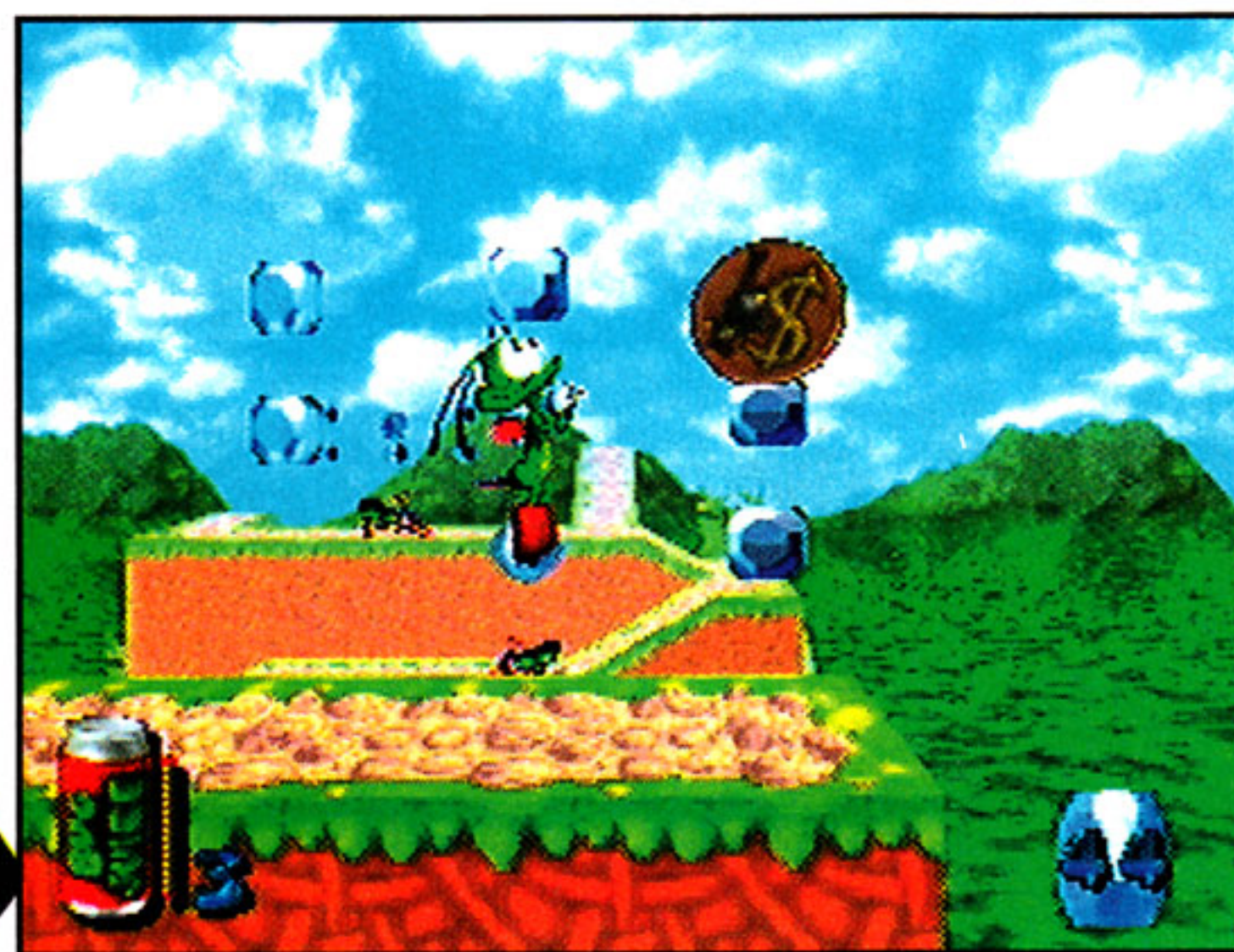
You can kill enemies in this game by jumping on them.



Bug can walk on walls just like normal bugs!

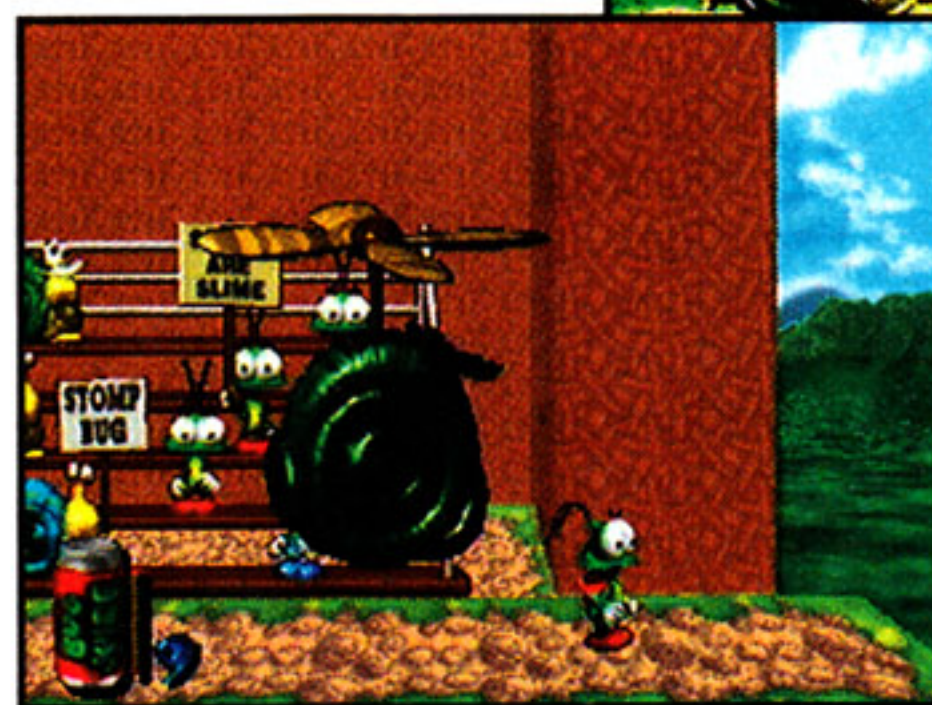


These levels are so big that it might take you a while to find all of the icons, but exploring is half the fun.

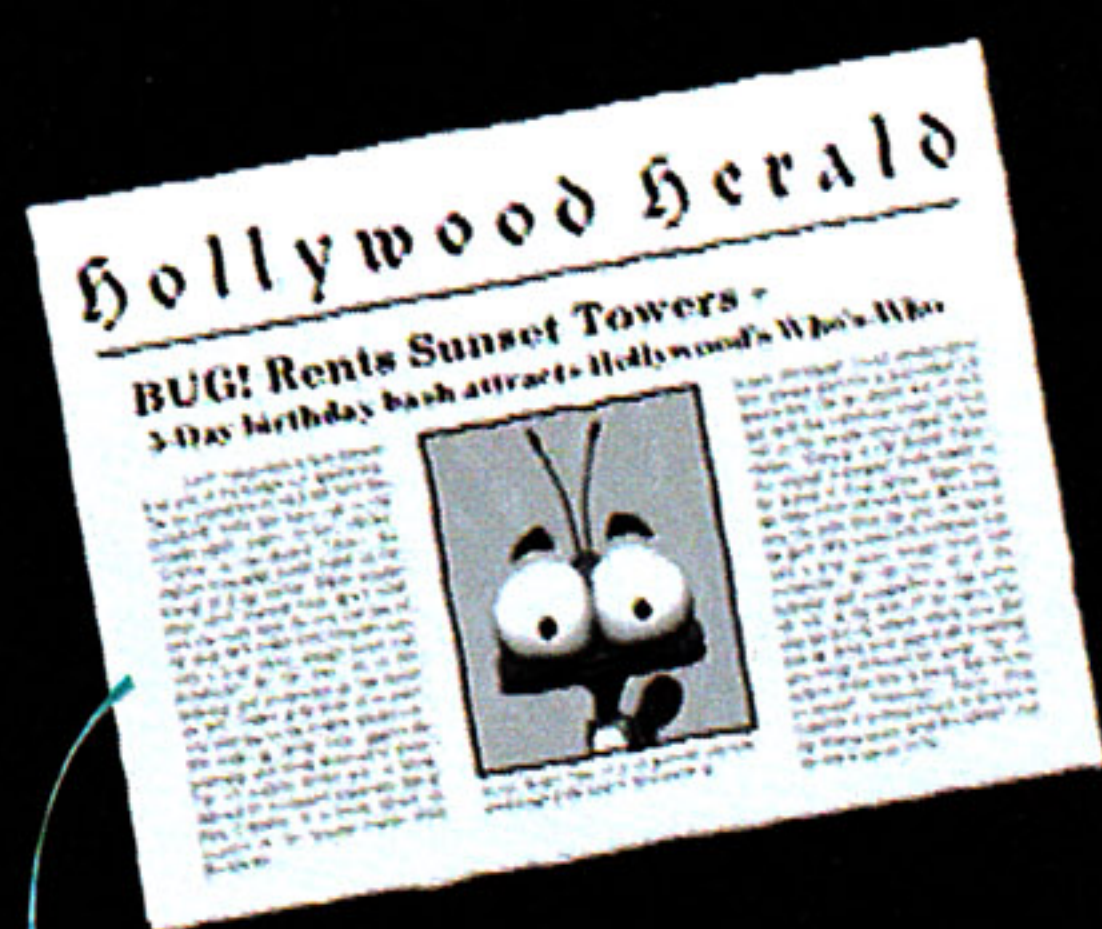


BOSS!

The Boss of this level is a huge snail.



You must jump on his shell repeatedly and avoid his attacks to beat him.



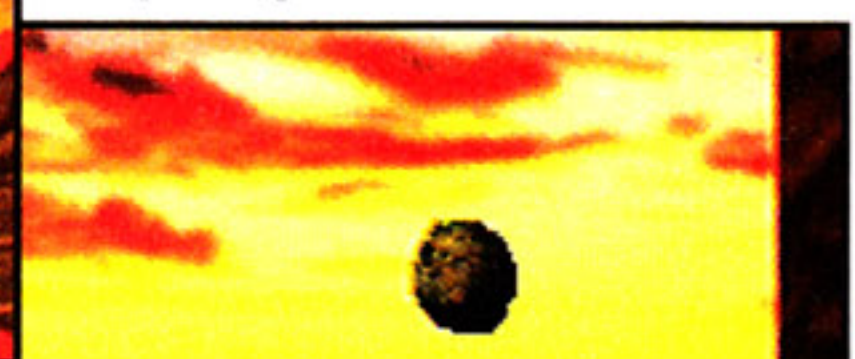
REPTILIA, THE MOVIE



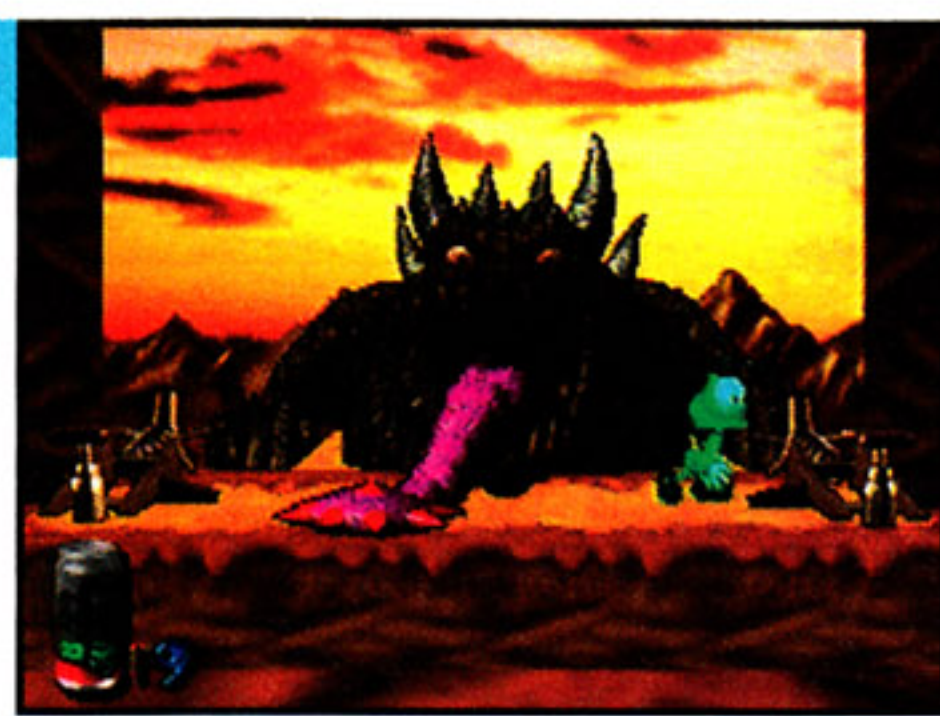
Here in the land of the Kamikaze Cicadas, you have a whole new set of bad bugs to deal with.



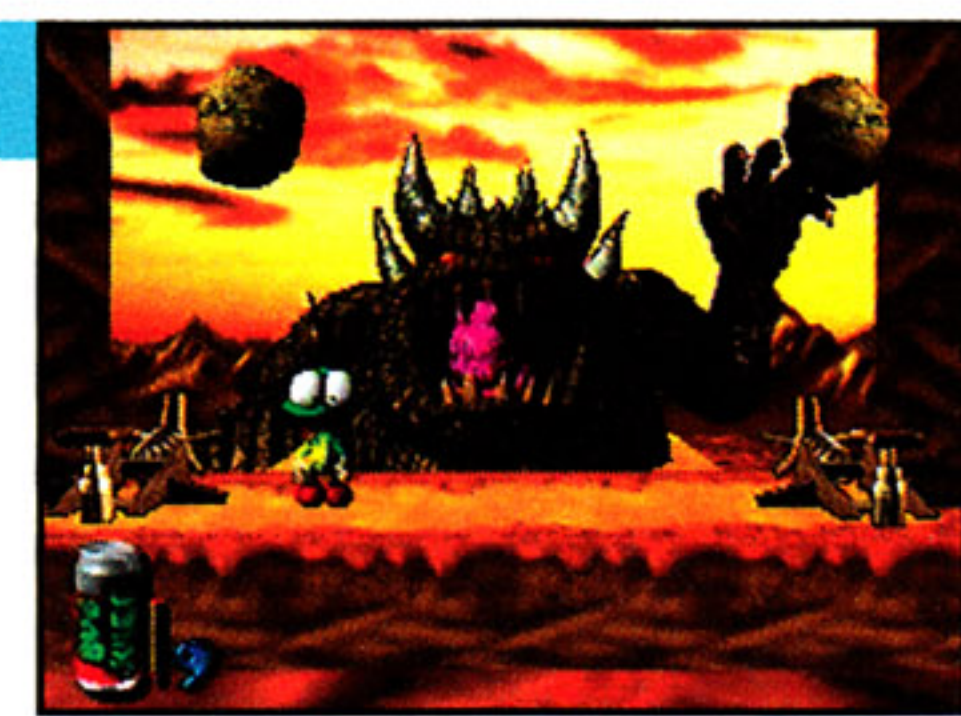
These scorpions have steel claws and are super quick.



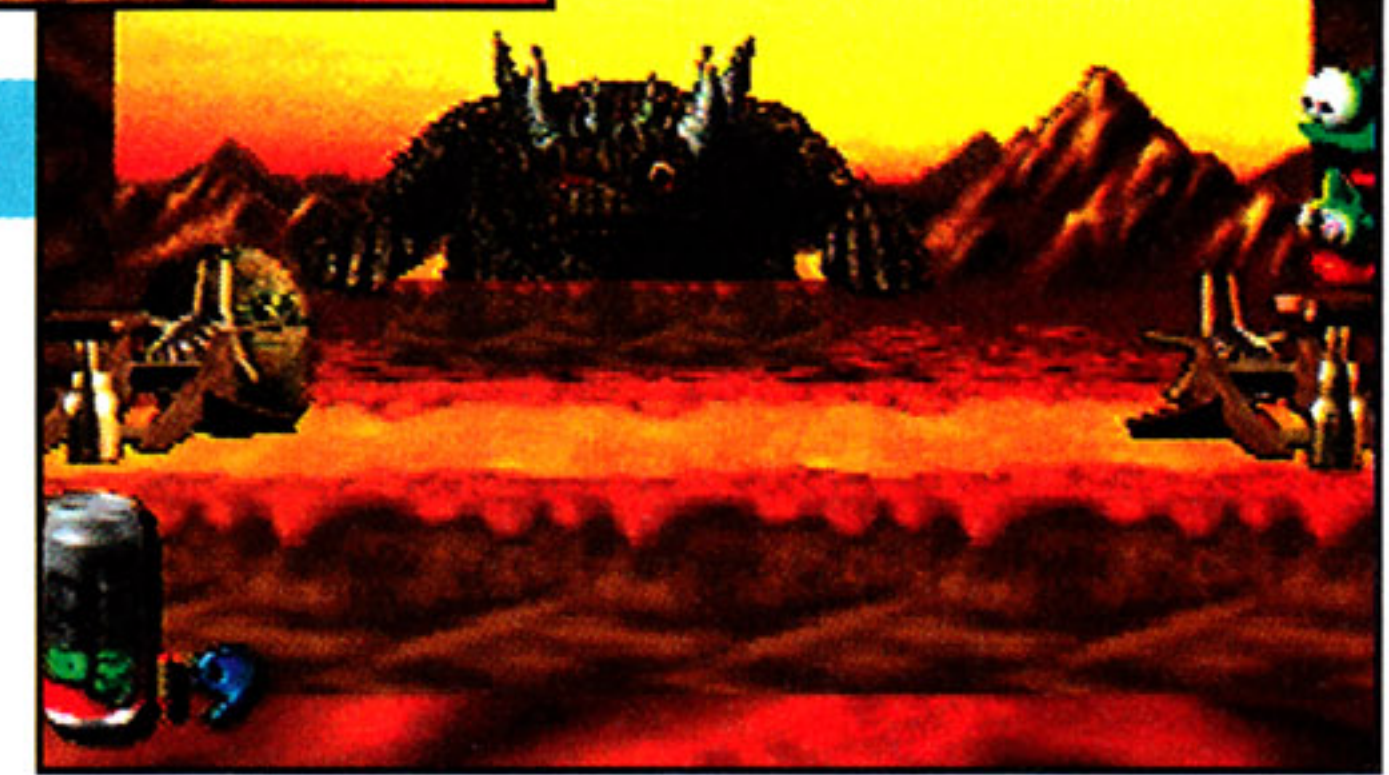
BOSS!
The Boss of this level is this super huge spiked monster who will try a few different attacks. The key is to learn his patterns.



The killer tongue attack is the first thing he will use.

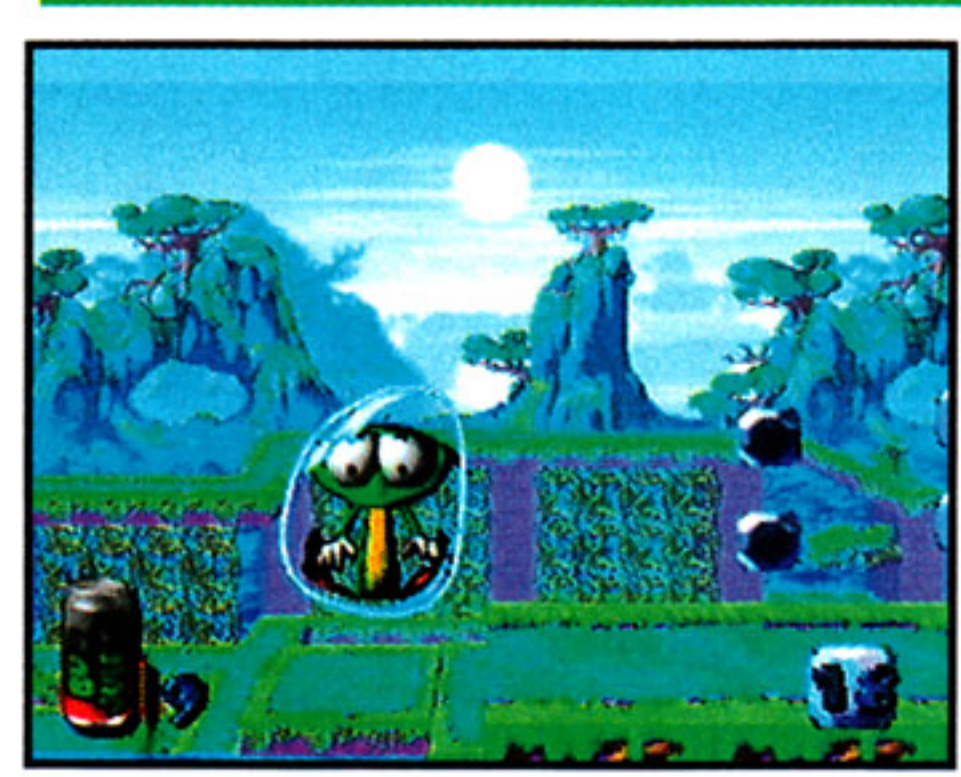


Next, he will pound his fists until boulders fall.

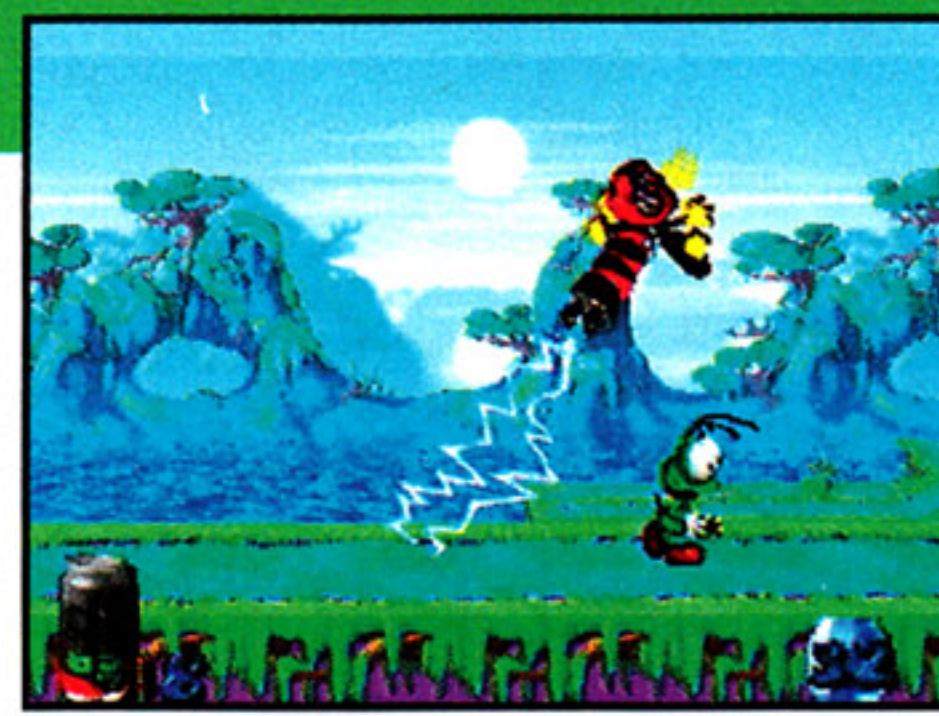
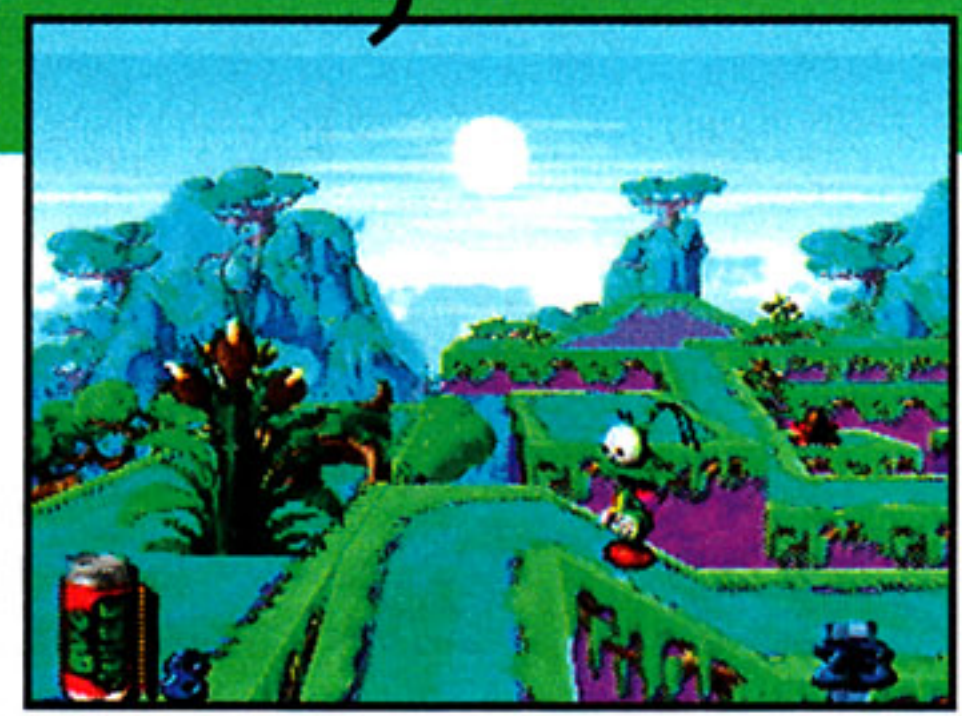


When he moves back to regroup, launch the boulders at his head.

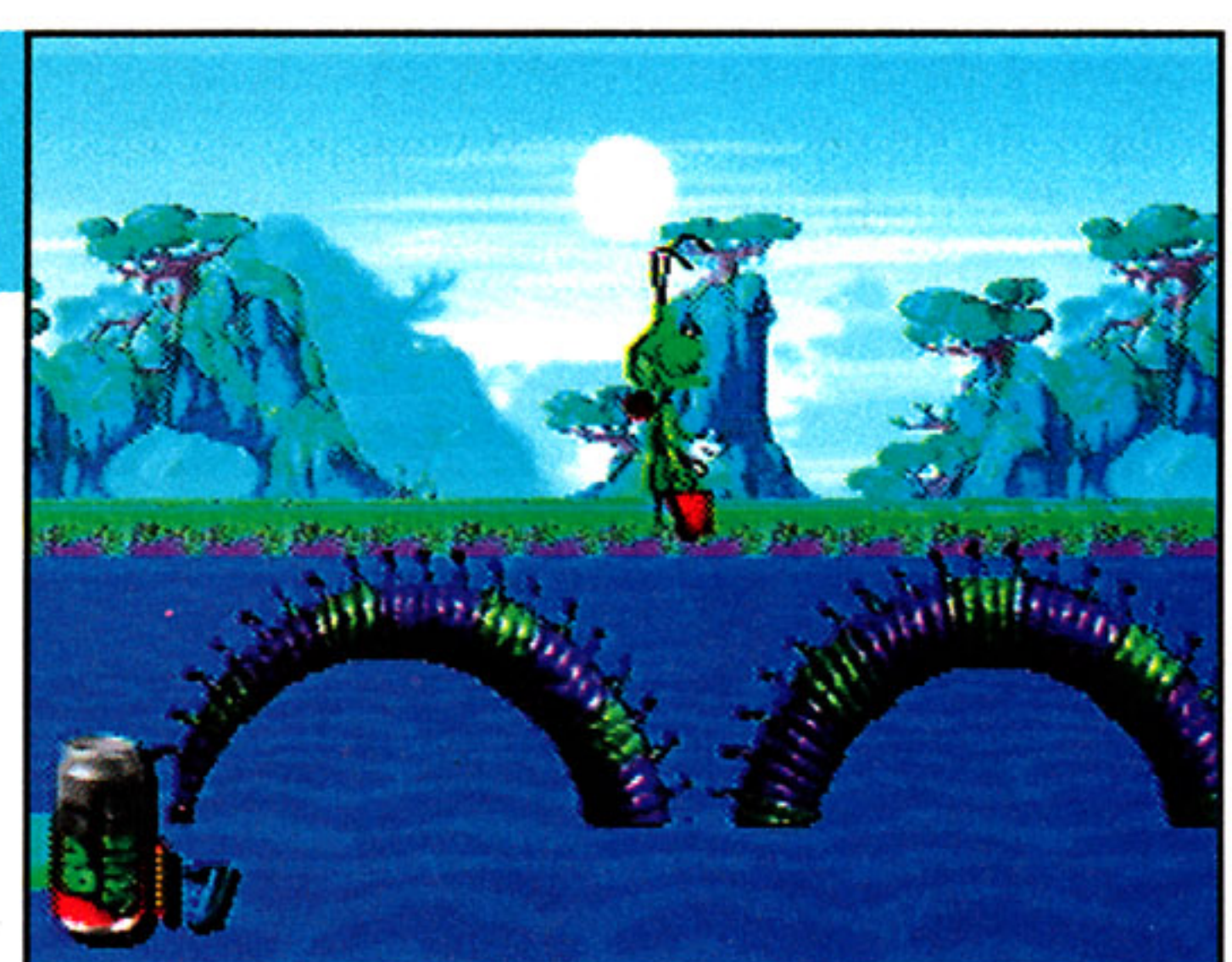
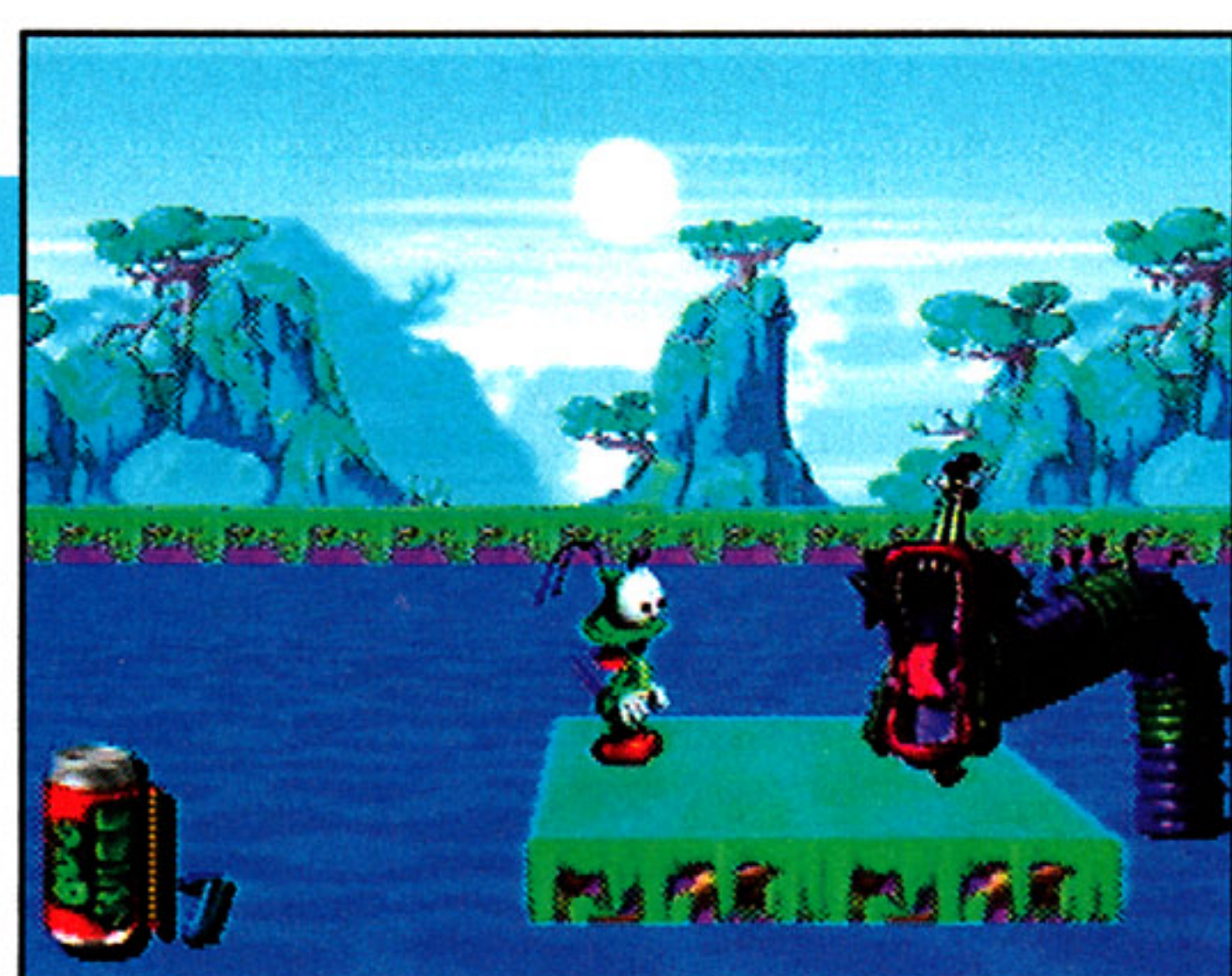
SPLIT, THE MOVIE



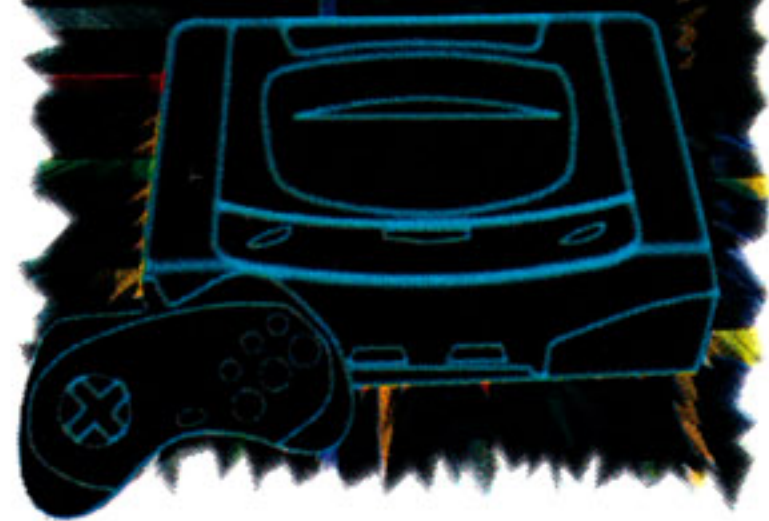
BOSS!
In the final scene of the movie, you are to do battle with a huge, bug-eating sea serpent. Damage him by spitting or jumping on him. He will try to knock you off of the platform by spitting at you, so be careful to avoid all hits.



This level has all-new dangers like bugs that carry around electricity.



SATURN



FACT FILE

SimCity 2000

BY MAXIS SOFTWARE

THEME	SIMULATION
MEGABITS	CD-ROM
% COMPLETE	70%
AVAILABLE	3RD QTR '95
# PLAYERS	1
# LEVELS	N/A
CHALLENGE	VARIABLE

OPTIONS CHECKLIST

- Difficulty Settings.....
- # of Lives.....
- # of Continues.....
- Button Configuration.....
- Sound/BGM Test.....
- Password.....
- Battery Back-Up.....

Notes: You can set the difficulty, which determines the money you get.

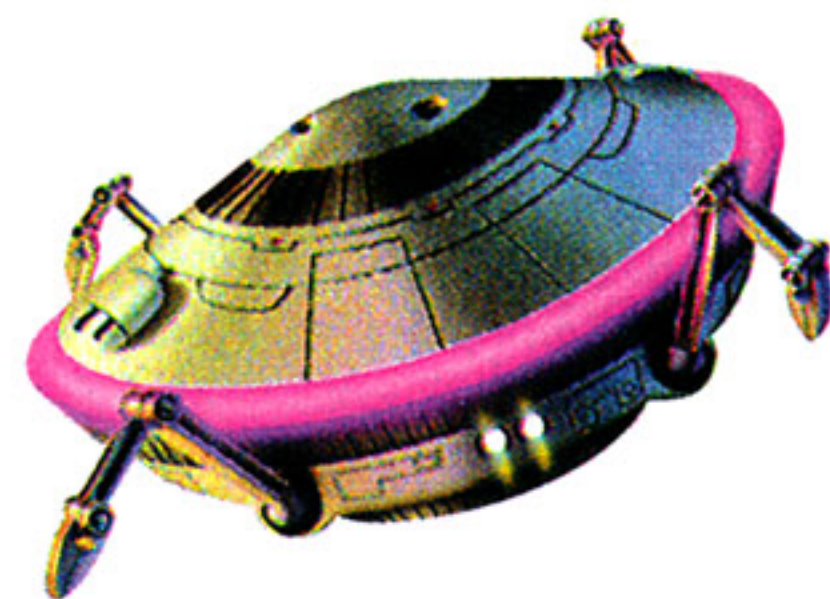
"WE BUILT THIS CITY ..."

The game that has kept many computer players up late is zoning itself on the Sega Saturn. Not just a simple rehash, this version has many refinements to make every Mac or PC owner jealous. For instance, the building graphics change over time, lending themselves to a futuristic look as time progresses. Veterans of the computer versions know that you can rotate the screen 90 degrees in any direction and zoom in and out in three steps. This Sega Saturn version can rotate in five-degree increments and there are about 10 zoom in/out displays!

The only thing Maxis didn't change was the amount of fun you can have with this game. Build the city you've always wanted.

—Danyon Carpenter

SIM CITY 2000™

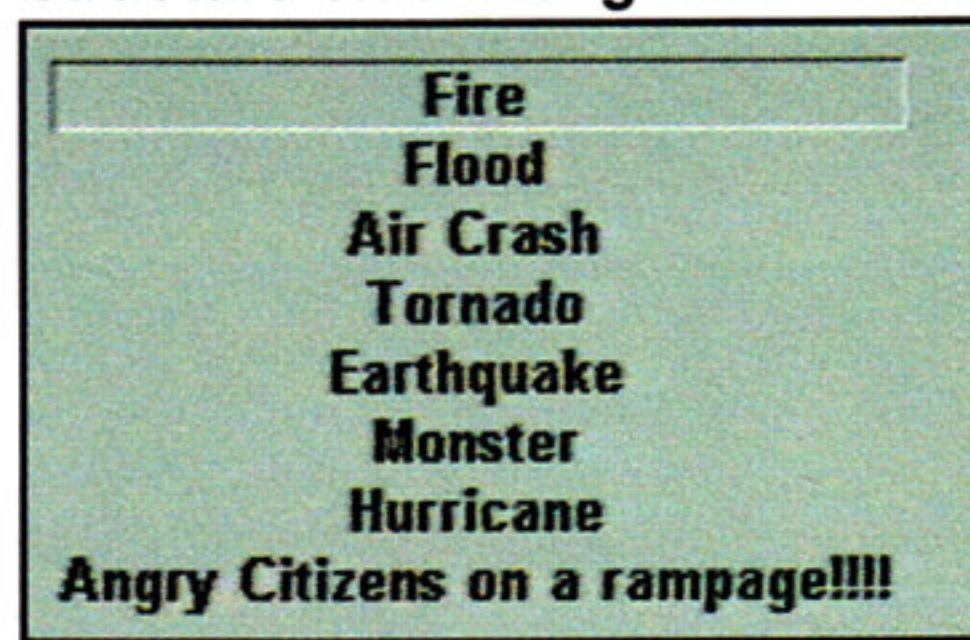


Terrain Editor

Although a random terrain is fine for basic building, the real pros know that using the Terrain Editor can give you some great options. Try building a landscape with no hills and only a small stream. It's a great way to get the population up. Planning ahead and placing forests and lakes will save you money during the game. After you spend some time getting the terrain perfect, exit out of the Terrain Editor Menu and build the metropolis you've always wanted.



Check out the graphic changes. On the left is the Braun Llama Dome on the Macintosh. The other pic is the same structure on the Sega Saturn.

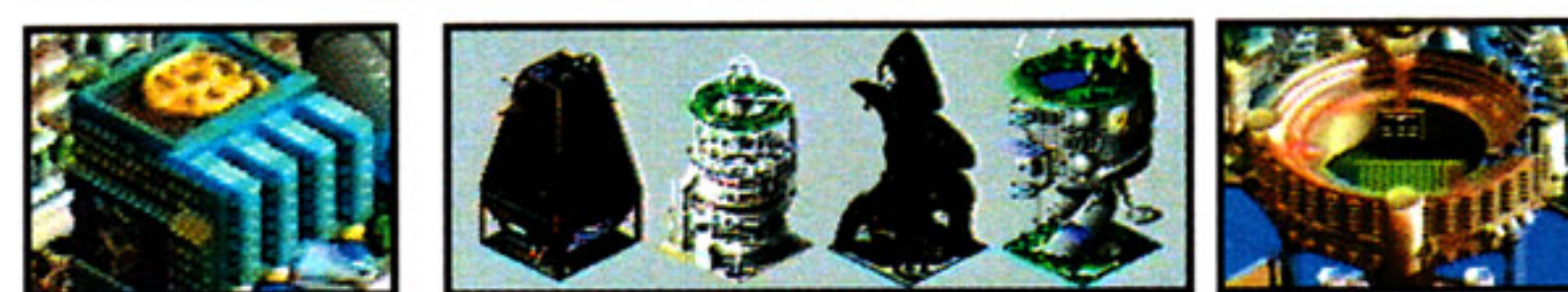


For added city enjoyment, you can unleash a fury of disasters to keep yourself entertained.

Tool Bar

This is where the magic happens. The toolbar is on the left side of the screen. Each icon represents a specific function, such as road construction or developing residential, commercial and industrial zones. The bar scrolls up and down to reveal more icons; this feature's not as convenient as the Mac and PC versions, but it gets the job done. Also, some icons have more icons buried inside them,

like the picture on the right. Don't worry, it's easy to get the hang of it.



City development takes time and patience. Alas, New Chicago is set in the year 5089, which in itself requires a lot of patience. Watch your city mature into a teeming metropolis!



A dark, industrial-themed studio environment. The word "STUDIO" is written in large, black, block letters across the top, set against a background of shimmering, metallic-looking material. In the foreground, a large, dark, circular object with a hole in the center is mounted on a stand. To the right, a large, circular, metallic-looking object with a central hub and spokes is visible. In the background, a glowing red figure stands on a circular platform. To the left, a glowing red, winged figure is visible. The overall atmosphere is dark and futuristic, with various props and lighting effects.

STUDIO

Studio e is looking for experienced programmers and artists for possible PlayStation, Saturn, or PC CD-ROM game development. Please send resume and applicable work samples to:

Studio e
Department AD
1920 Highland Avenue, Suite 105
Lombard, IL 60148

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Game Design
Game Development
SGI Computer Imaging
Advanced Pixel & CGI Artwork
Full Sound FX & Musical Orchestration

GENESIS



FACT FILE

THE OOZE
BY SEGA

THEME	ACTION
MEGABITS	8
% COMPLETE	75%
AVAILABLE	JULY
# PLAYERS	1
# LEVELS	15
CHALLENGE	MODERATE

OPTIONS CHECKLIST

- Difficulty Settings.....
- # of Lives.....
- # of Continues.....
- Button Configuration.....
- Sound/BGM Test.....
- Password.....
- Battery Back-Up.....

Notes: Released version may have some options.

EWWW, GROSS!

The Ooze proves that programmers today have way too much free time on their hands.

Anyway, the story is as follows: Play as Dr D. Caine. One day, while working in your office, you're brutally murdered by three thugs who inject you with toxic waste, then immerse you in a tub full of green goo. You evolve into a new life form—one made up entirely of green ooze. It's time for revenge.

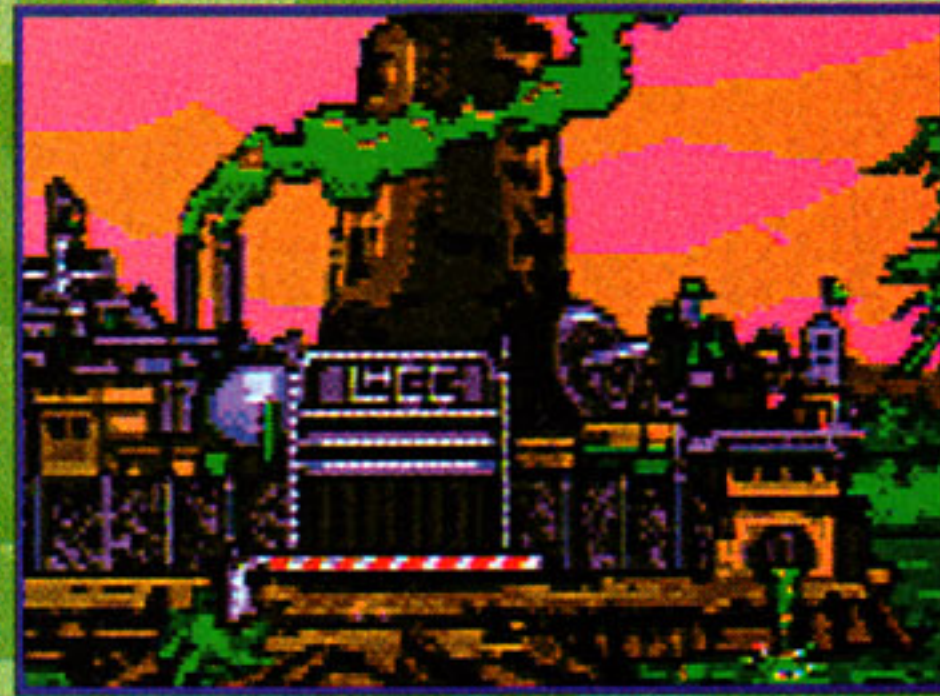
The control for this game is downright lousy. Getting the blob to spit or shoot out a tentacle in the right direction is a chore.

The graphics are so-so for the Genesis, and the sound leaves much to be desired.

While getting larger every time you kill an enemy is a neat feature, the overabundance of cheap hits in The Ooze make it extremely frustrating to play.

—Ken Badziak

A Brutal Murder



Toxic Personalities



Quite harmless at a distance, these guys get mean up close!



This jumping slug will attack up close with his tongue!



Ever see Monty Python's *Holy Grail*? (Run away, run away!)



The soldiers will try to shoot you from a distance ...

Zen and the Art of Ooze



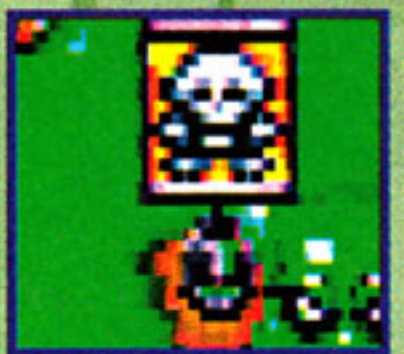
You have two attacks in Ooze. The first attack is to extend your protoplasmic body out and hit the nastie. This can be achieved by pressing B. The second attack involves taking a small portion of your mass and spitting it at the enemies. The first attack is generally easier to control, and your size doesn't diminish with each use.

Icons ... and stuff



This icon makes you invincible! No one can touch you.

Keep an eye out for this sign. Something nasty is lurking around.



Turn yellow to get a huge speed boost from this helpful icon.

The touch-activated switches usually open hidden doors.



Replenish some life (make yourself bigger) by ingesting this.

Extend yourself at these poles to pull yourself to them.



THE OOZE



Toxic Dump



The crossfire can be hairy! The energy bolts really burn you up, but you'll survive as long as they don't hit your head.

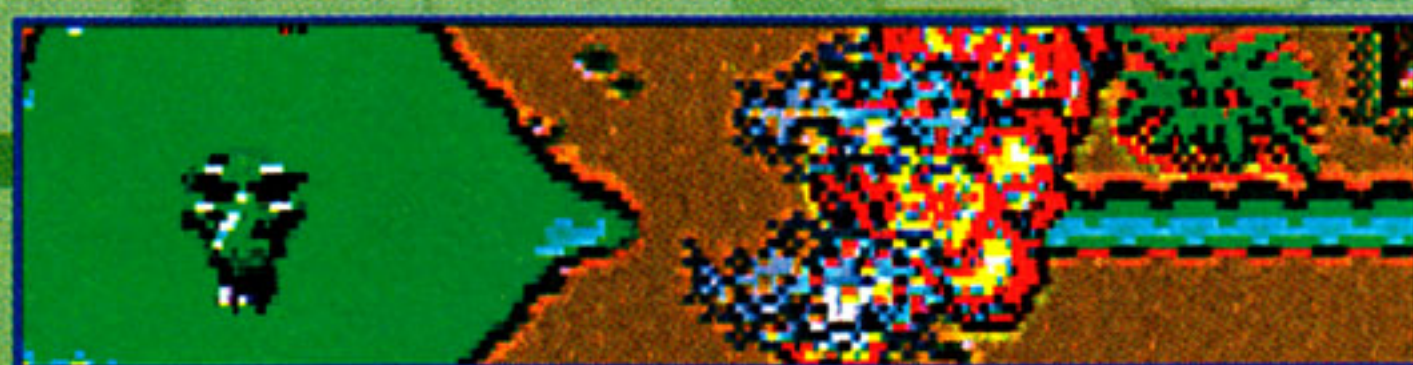
Deadly flames will jump out at you from seemingly harmless holes in the ground. Keep a sharp eye out!



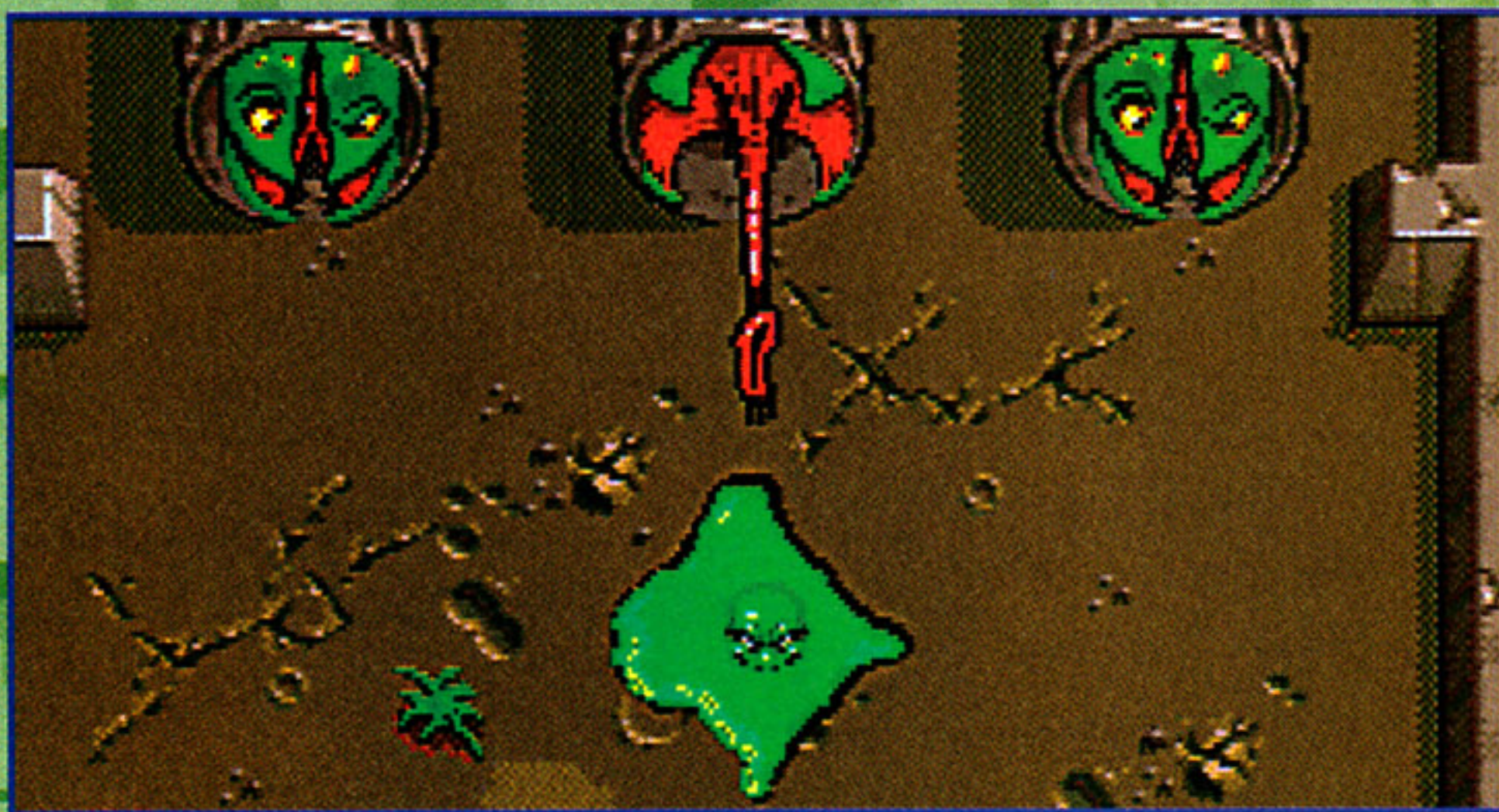
Use caution around some barrels—they have a tendency to explode if hit hard enough. You'll lose some body mass—it's not too cool.



You can't destroy the yellow barrel blocking the exit. Activate the switch to pass through.

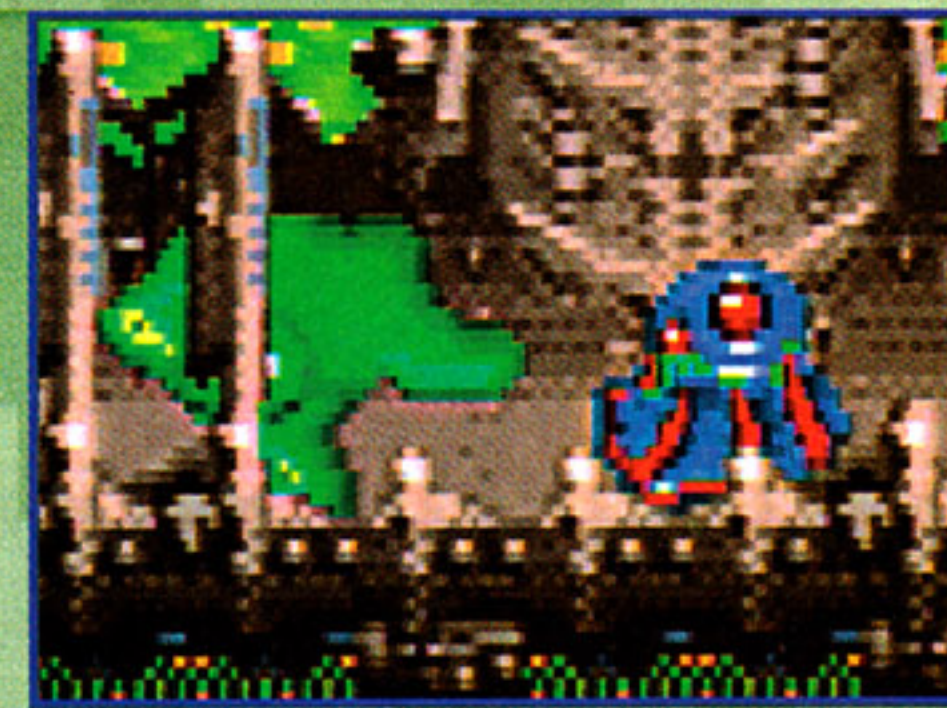


Really, really ugly Boss things!



The Boss for Level 1 looks like a mutated sandworm from *Dune*! Three heads will pop out of the tunnels, and the closest heads to you will attack you with their extending tongues. To defeat this menace, attack it before it has a chance to attack you.

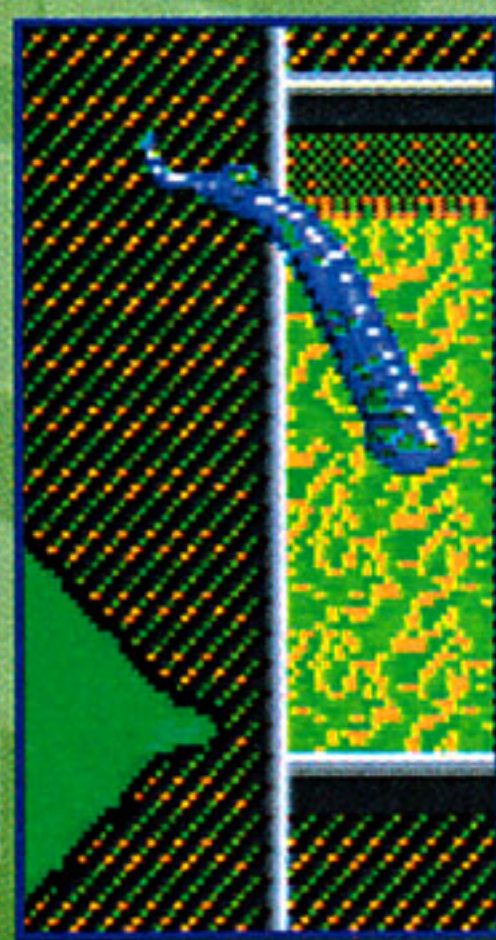
Toxic Waste Plant!



These grates are hard to see sometimes. Nevertheless, use extreme caution around them. It's *really* easy to get sucked down!



Not all the walls are solid! You might find yourself inadvertently slipping away!



Grotesque mutants attack you from every direction!

Another bad case of the uglies!



Attack these "grinder cars" from a safe distance. Otherwise, you can end up getting severely gakked!



The gas emitters are hard to see and quite deadly. They fire bursts of gas at a relatively high rate.

Hidden doors have a tendency to pop up in the most unexpected areas. They'll slice you in half if you're not careful.



He's big ... he's mean ... and extremely ugly. He's out to get you! You can't get too close to this guy for two reasons: If the rotating knives don't kill you, the toxic waste will! You have to spit at him from a distance while avoiding his spit and flailing tentacles.

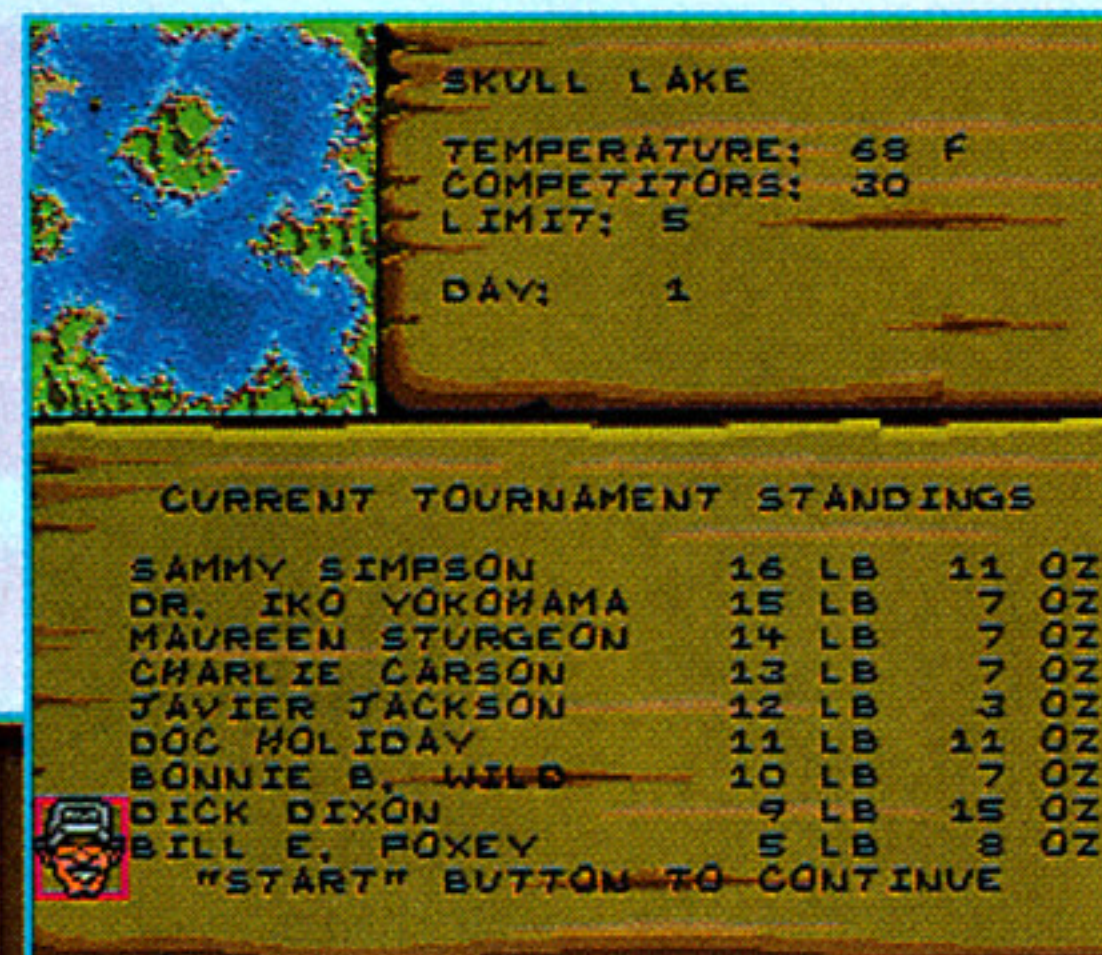
GENESIS



KNOW YOUR WAY AROUND ...

When you first arrive at Skull Lake, you are faced with a number of decisions. Your first stop should be Hank's Bait Shop (2). If you're a novice at this sport, you might want to stop at the practice lake (4). You can check the current tournament standings by reading the sign on the post (1). Once you're ready to enter the tournament, go to (5). Tired of fishing? Go to (3) to quit the game.

FACT FILE	
BASS MASTERS CLASSIC BY BLACK PEARL SOFTWARE	
THEME	FISHING
MEGABITS	16
% COMPLETE	100%
AVAILABLE	JULY
# PLAYERS	1
# LEVELS	N/A
CHALLENGE	IT'S FISHING!



OPTIONS CHECKLIST	
Difficulty Settings.....	<input type="checkbox"/>
# of Lives.....	<input type="checkbox"/>
# of Continues.....	<input type="checkbox"/>
Button Configuration.....	<input type="checkbox"/>
Sound/BGM Test.....	<input type="checkbox"/>
Password.....	<input checked="" type="checkbox"/>
Battery Back-Up.....	<input type="checkbox"/>
Notes: The password feature is as elusive as the bass.	

Next to the lake is Hank's Bait Shop, which is the most important area. Purchase supplies and chat with the locals. You might learn a thing or two!



The screen above shows the current tournament standings. Your character's icon shows up next to your current standing. Placing depends on the total weight of the fish you caught.

OH BOY ... FISHING.
I never understood what the big deal was about fishing. It's you against a fish. This fish has an IQ of about 3. Where's the challenge? The only thing you have to worry about is not falling into the water. (Personally, I think they should add some exploding fish or electric eels to liven up this sport. It would add a challenge.)

Why anyone would need to play a video game version of bass fishing is beyond my comprehension. Anyway, the graphics are only mediocre. (I've seen better on the Genesis.)

The music has interesting "country banjo" quality, which has the unique feature of driving people up the wall in a matter of minutes.

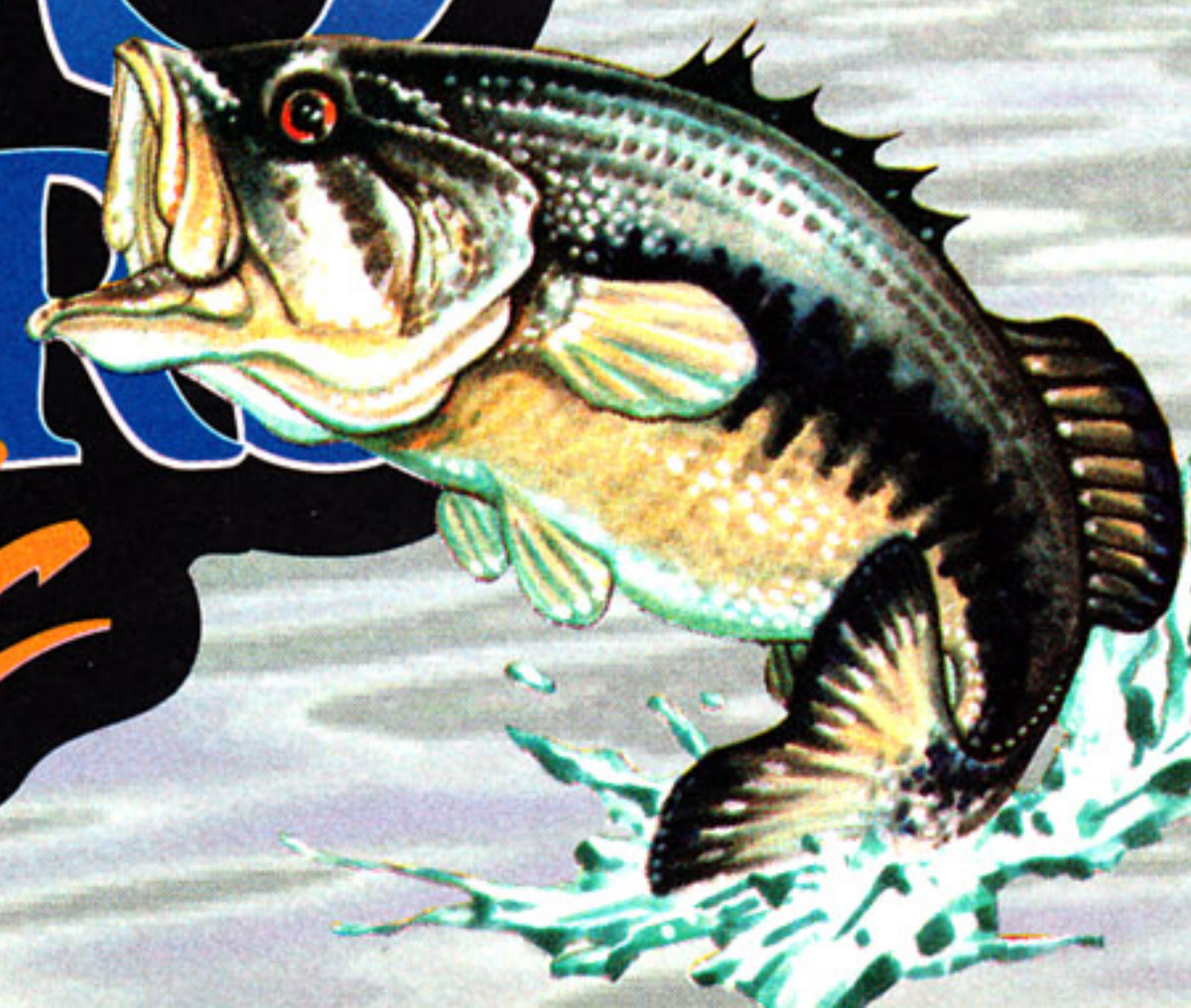
The control ... well, you show me a fisherman who can see his fish 20 feet underwater, 120 feet away and manipulate the lure in order to keep the fish's attention, and I'll say this game controls realistically.

—Ken Badziak



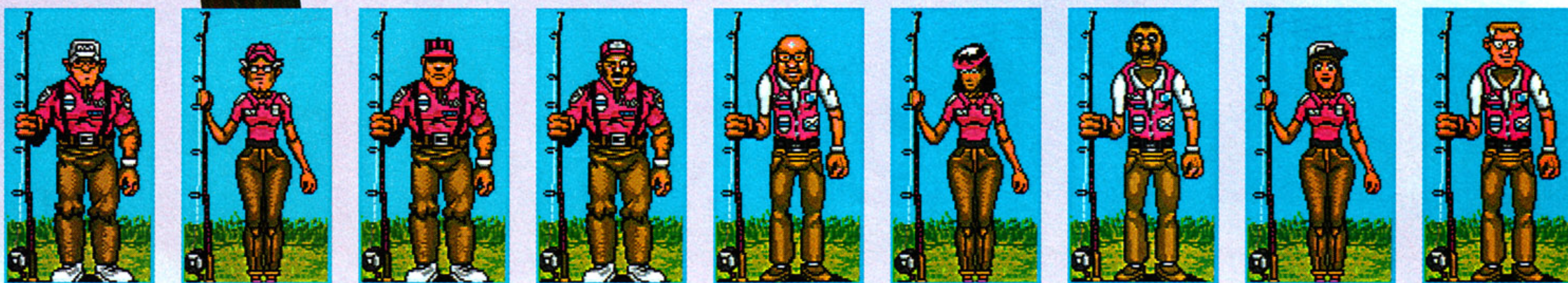
Stock your tackle box with different lures and lines. It's a good idea to have a couple of each type of lures.

BASS MASTERS Classic

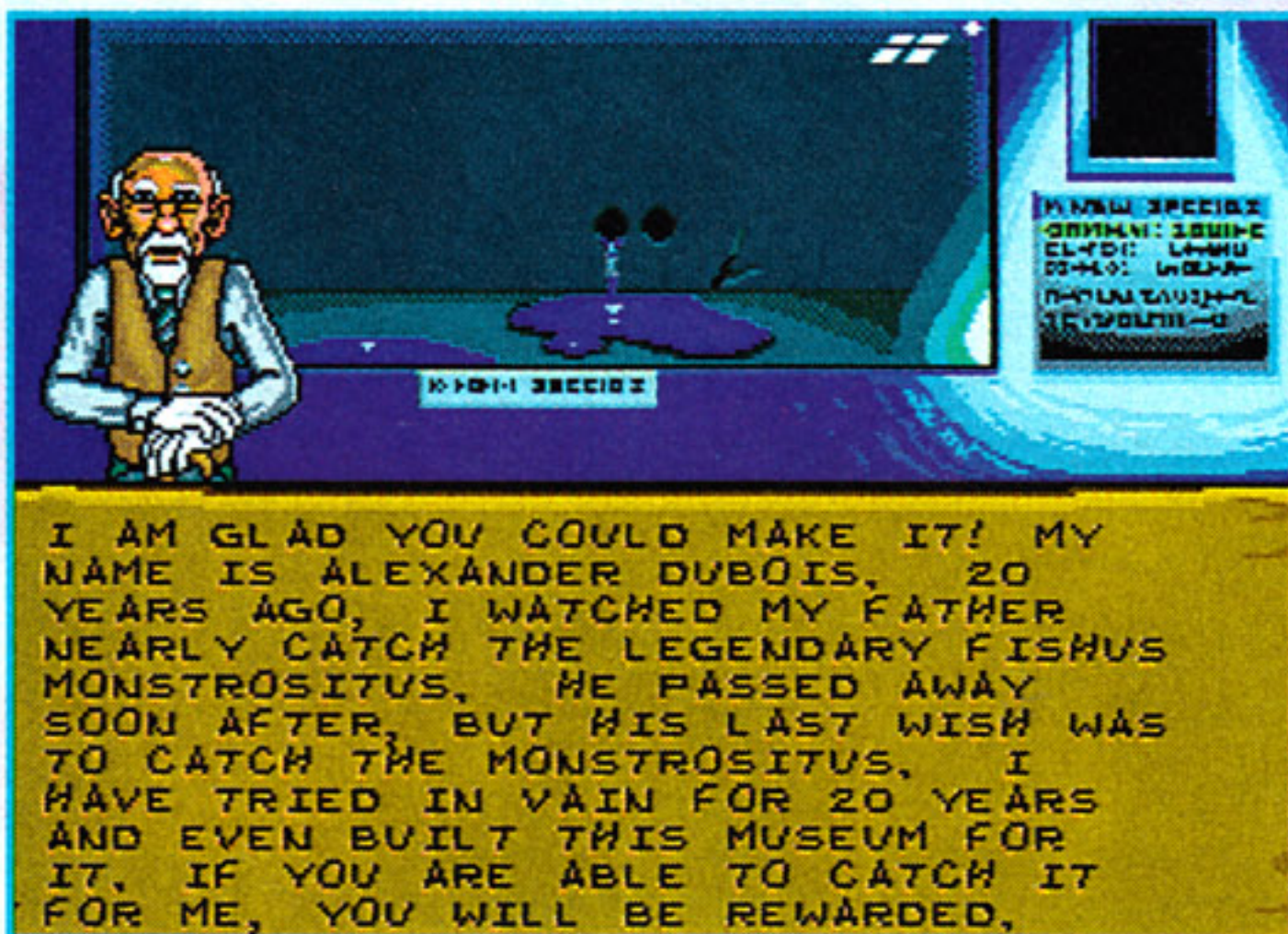


SERIOUS 'BASSERS!

Choose from nine different master bassers! Each one has his/her strong points, as well as weak points. Choose a character that best suits your style to get the most out of your fishing trip.



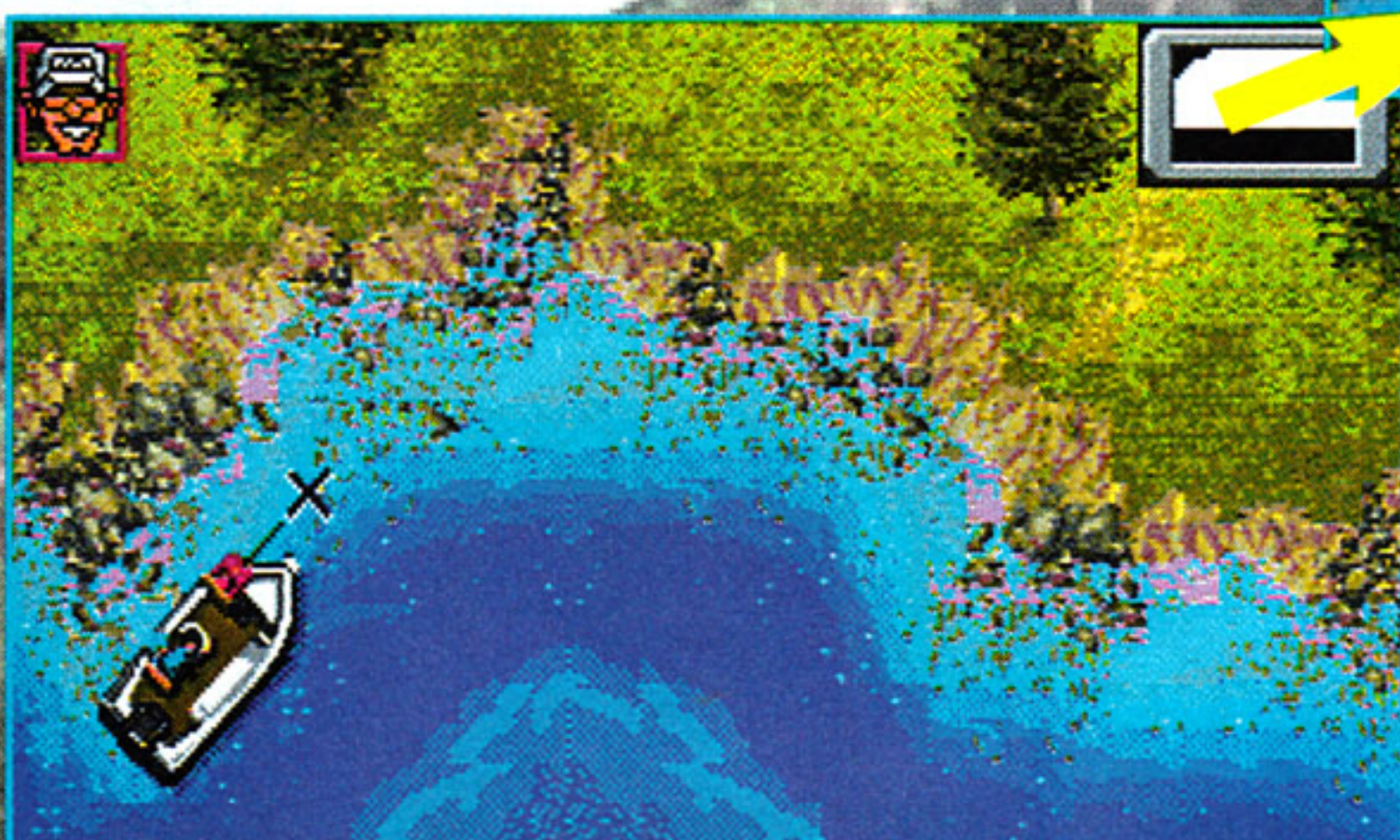
Bill E. Poxey Bonnie B. Wild Charlie Carlson Dick "Dead Eye" Dixon "Doc" Holiday Dr. Iko Yokohama Javier Jackson Maureen Sturgeon Sammy Simpson



I AM GLAD YOU COULD MAKE IT! MY NAME IS ALEXANDER DUBOIS. 20 YEARS AGO, I WATCHED MY FATHER NEARLY CATCH THE LEGENDARY FISHUS MONSTROSITUS. HE PASSED AWAY SOON AFTER, BUT HIS LAST WISH WAS TO CATCH THE MONSTROSITUS. I HAVE TRIED IN VAIN FOR 20 YEARS AND EVEN BUILT THIS MUSEUM FOR IT. IF YOU ARE ABLE TO CATCH IT FOR ME, YOU WILL BE REWARDED.

Alexander Dubois has an urgent request.

Bass like to hide in areas such as this. You can usually find them lurking near the shore. Maneuver your boat using button A (move forward) and B (move backward). Hit C then B to cast your line.



Your sonar gives you an unfair advantage over the fish ... oh well! Use it to locate the elusive bass.

Perch are a waste of time. If you see a perch, reel your lure in and cast again.



A true basser never goes out on the lake without a full tackle box. Each of the lures has a special ability. Some float at the surface, others sink to the bottom, but all of them can be animated to lure the fish. Try using combinations of lures; some of the bass are picky.



After a fierce battle (well okay, it's as fierce as bass fishing will ever get.), you finally catch that elusive bass. After resting from your exhausting



YOUR LINE SNAPPED UNDER PRESSURE! YOU LOST YOUR BASS! WATCH THAT ROD FLEXOMETER CAREFULLY! YOU LOST YOUR LURE AS WELL.

Bass fishing is a precise sport. If you don't know how to work your line properly, it will snap under pressure. You will lose your fish and lure. Maybe you should take up bowling ... or golf.

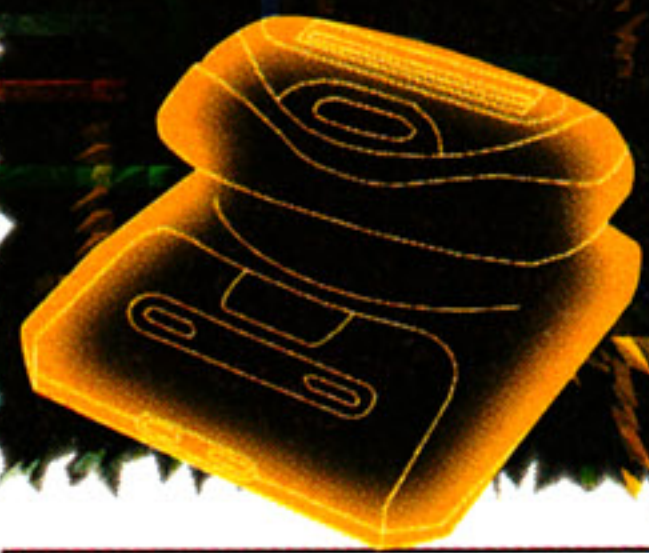


encounter, you get to weigh your catch. Wow! He's a whopper! After the weigh-in, your bass gets tossed (rather unceremoniously, at that) into the

livewell. (For you non-bassers out there, a livewell is where you keep your fish in dire suspense until you eat them.) The livewell only holds five fish. If you catch more than five, the smallest gets tossed.



SEGA 32X



FACT FILE

SPIDER-MAN WEB OF FIRE
BY SEGA

THEME	ACTION
MEGABITS	24
% COMPLETE	7%
AVAILABLE	3RD QTR. '95
# PLAYERS	1
# LEVELS	N/A
CHALLENGE	MODERATE

OPTIONS CHECKLIST

- Difficulty Settings.....
- # of Lives.....
- # of Continues.....
- Button Configuration.....
- Sound/BGM Test.....
- Password.....
- Battery Back-Up.....

Notes: Has tons of Item Screen Options as well as fighting setup!

NOBODY KNOWS WHO YOU ARE!

Well, here we have another Spider-Man game. From the looks of it, this one doesn't seem too bad. The graphics are really good, but the characters are very small, and the sound effects are average. They used SGI-rendered graphics with motion-capture animation.

You'll find a lot of your favorite villains from the comic in this game, and a ton of cool techniques will keep you interested for a long time. Shoot your web and swing just like in the old Genesis version, and fire little web balls at the enemy. There are tons of different fighting moves with which to attack the non-prosecuted villains, all doing various amounts of damage. Playing as Spider-Man allows you to crawl over the walls and ceilings if you desire. All in all, this should be a decent game. Keep looking to **EGM** and **EGM²** for more coverage.

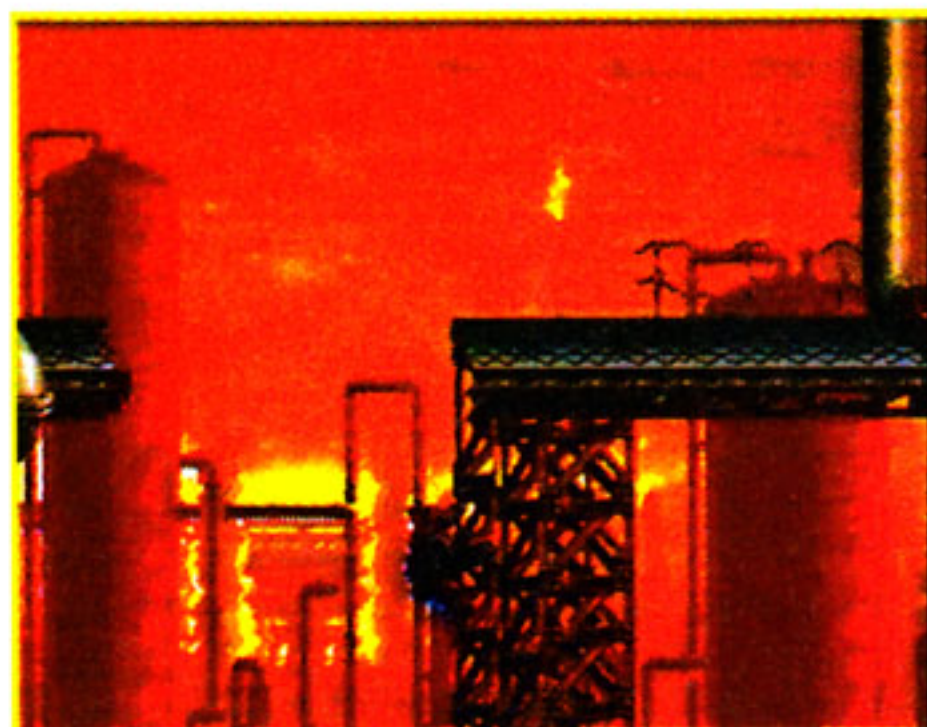
—John Gurka

THE AMAZING SPIDER-MAN WEB OF FIRE

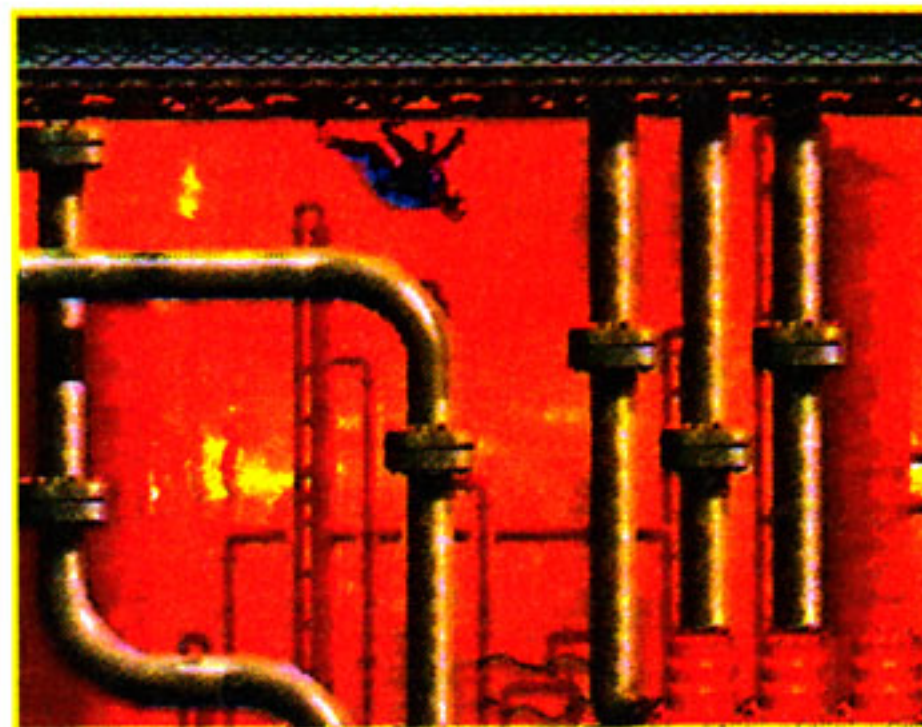
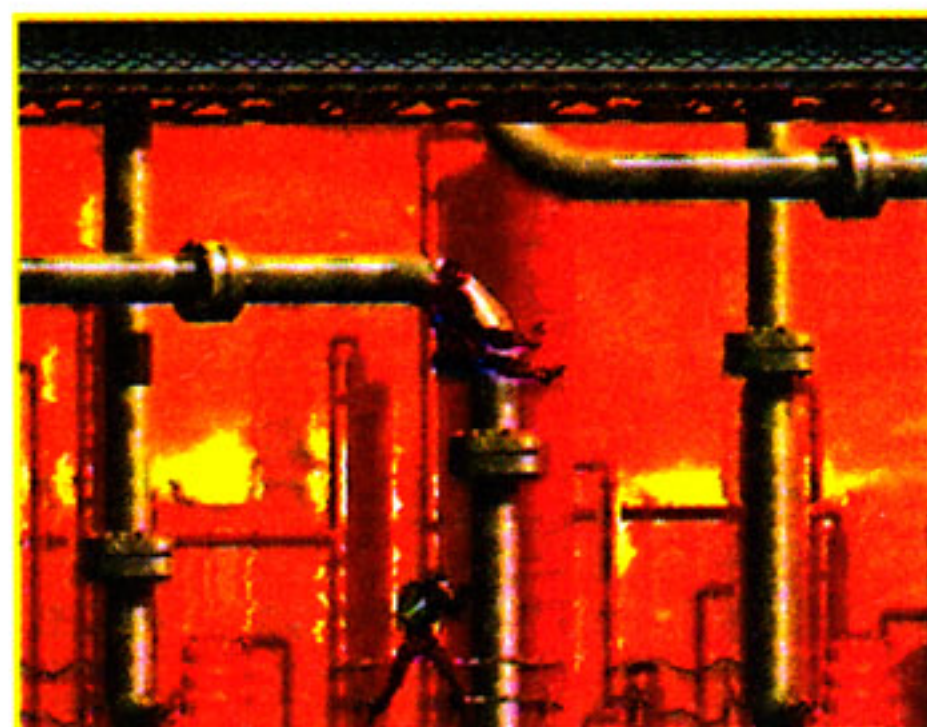
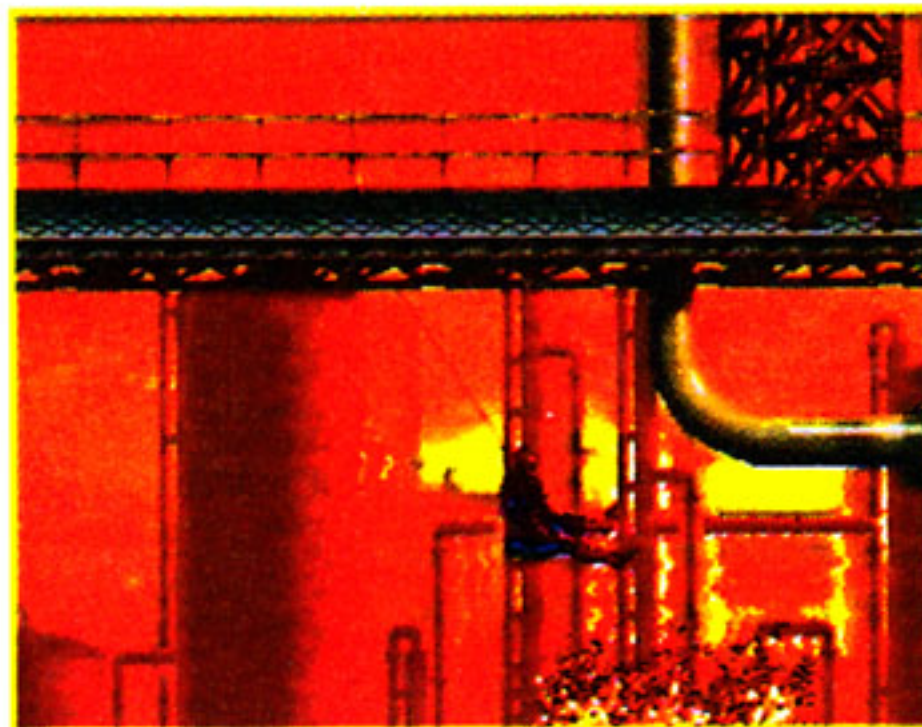


In this game, break through the ground in some spots in order to move on. Some of the spots aren't too noticeable, so keep your eyes open. In order to

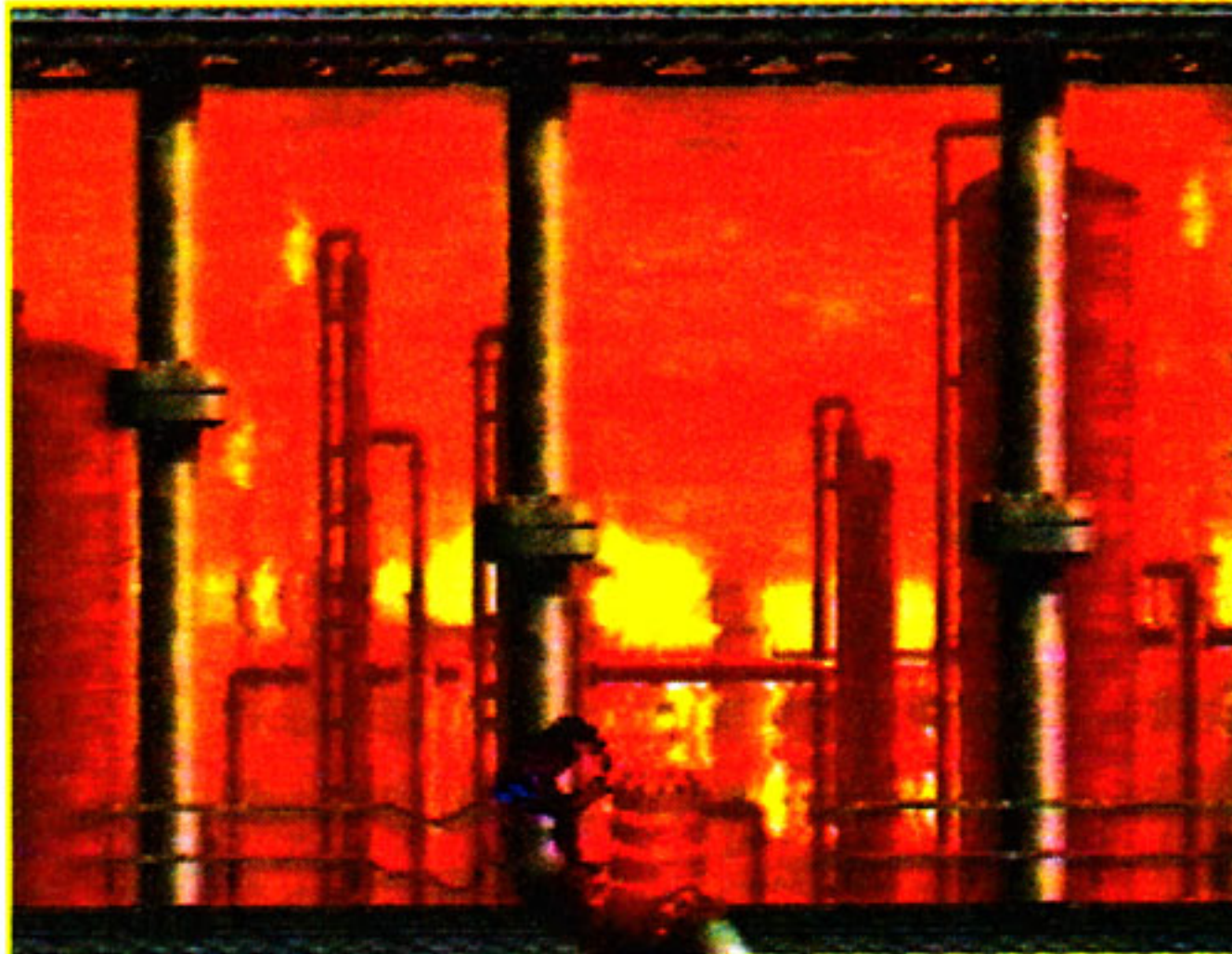
break the ground, simply press down and your attack button. Some of these spots are tricks. If you break through them, they will lead you to your death.



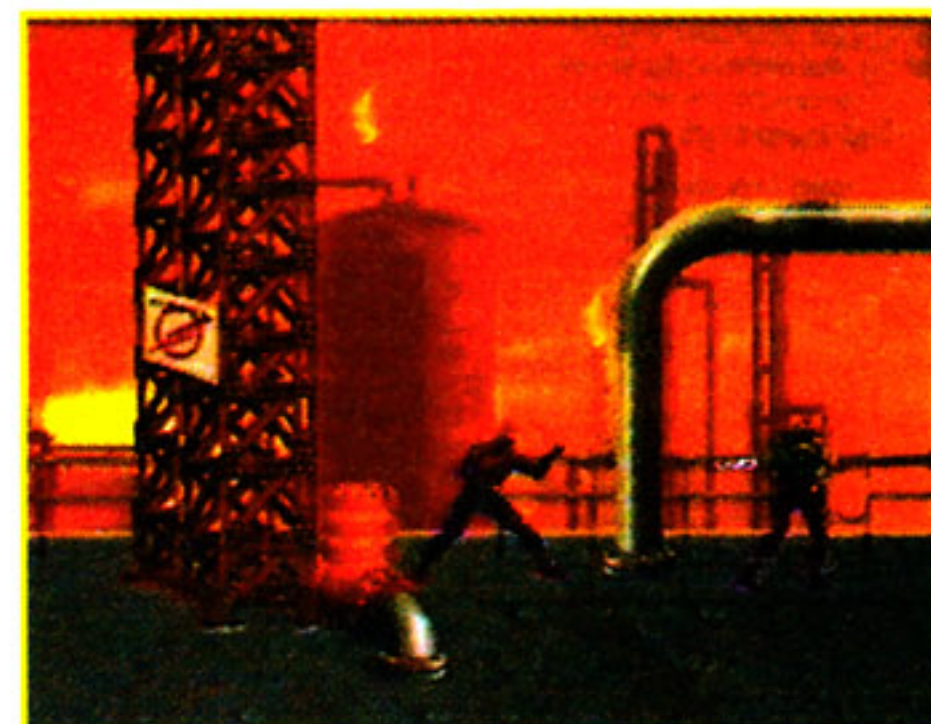
You will need to use your web-slinging abilities to overcome many obstacles. You almost always have to swing over the fires and some enemies are best avoided. Wall climbing is good, too.



In the first level, you will go over a ton of garbage cans. Swinging over them is not always possible. Catapult yourself over them. This is usually quicker than trying to jump. The fire spurts up in a pattern, so watch for it. When it dies, make your move. This takes some getting used to, so don't get too frustrated in the beginning.



Either duke it out with your enemies or sit back and shoot webs at them. Your web energy is limited, so don't use it on plain enemies. Besides, it's quicker to kill them with your hands.



There are some excellent cinemas in the opening of this game. They move smoothly and are just mind-boggling. Of course, good cinemas don't necessarily mean a good game, but they make a good game even better. I think fans of the comic-book series and the new cartoon will really get a kick out of this game. Even if you've never seen *Spider-Man*, you should give this game a whirl.



NHL HOCKEY '96



FACT FILE

NHL HOCKEY '96
BY EA SPORTS

THEME	SPORTS
MEGABITS	CD-ROM
% COMPLETE	25%
AVAILABLE	OCTOBER
# PLAYERS	1 OR 2
# LEVELS	N/A
CHALLENGE	MODERATE



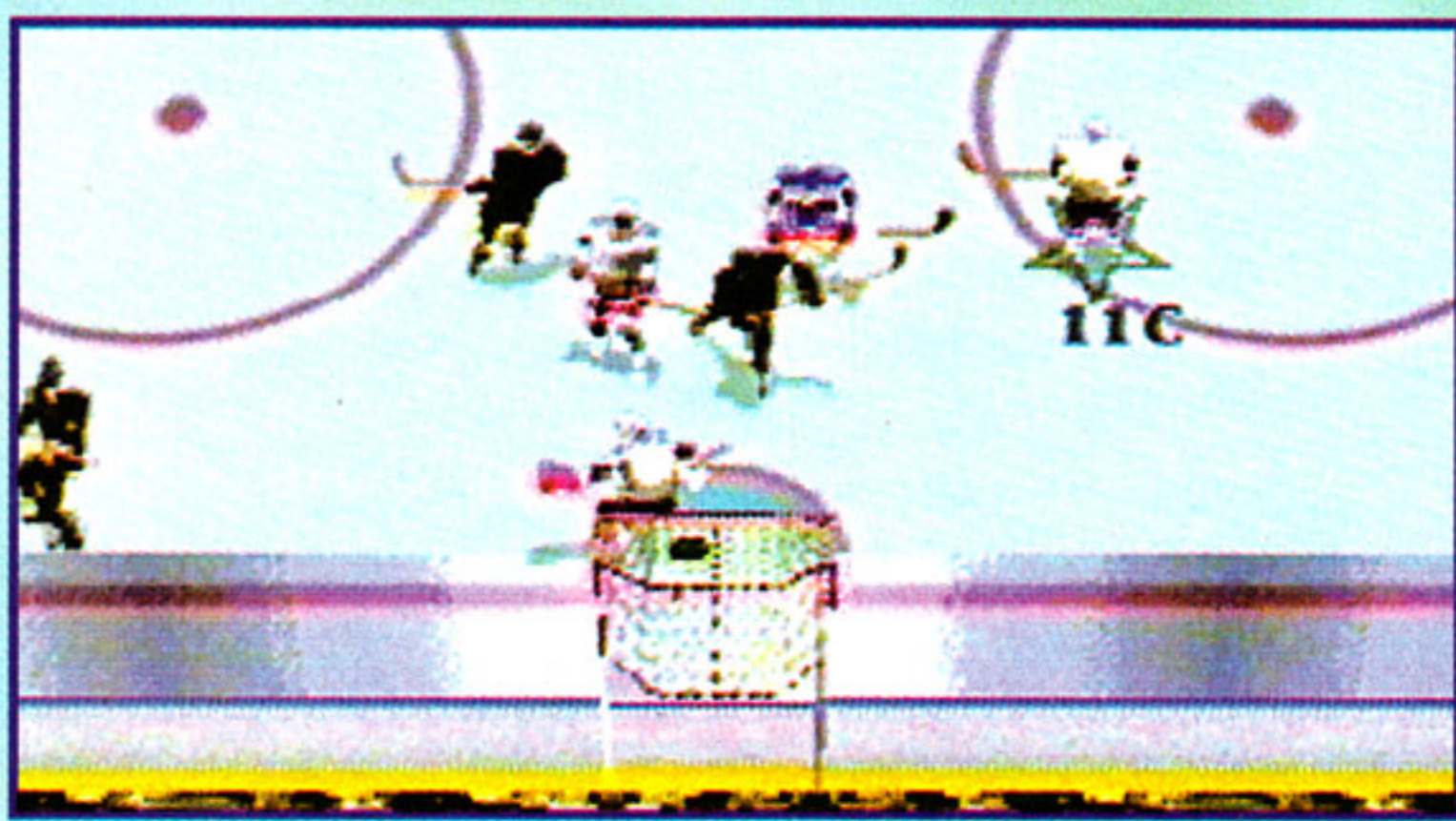
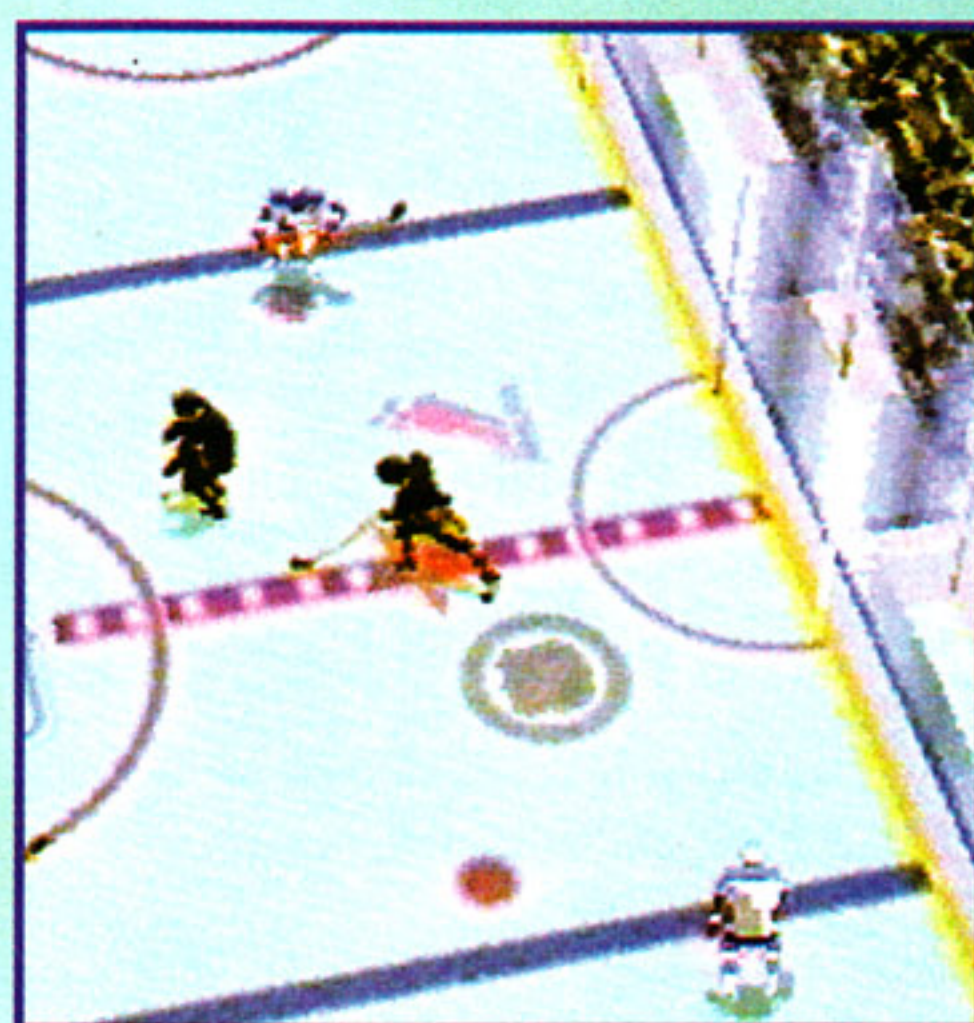
Kick everything off at center ice. Get ready for some fast-paced action!



Don't get too close to the glass or you might be met with an unpleasant feeling upside your head. Are those your teeth?



This newest addition to hockey games allows you to get some different looks at the ice. Check out the action from both vertical and horizontal viewpoints.



Race down the ice with defenders in hot pursuit. Once down the ice, get into position and take the open shot.



Work your way through the whole season in hopes of playing in the finals for the coveted Stanley Cup.



OPTIONS CHECKLIST

- Difficulty Settings.....
- # of Lives.....
- # of Continues.....
- Button Configuration.....
- Sound/BGM Test.....
- Password.....
- Battery Back-Up.....

Notes: Preliminary version, options will vary at time of production.

HE SHOOTS, HE SCORES!

With the great success of the NHL series on the Genesis and Super NES versions, the game carries its name onto the 32-Bit systems with its superbly improved appearance. Unlike its predecessor, the action of the game has been taken to new heights with different angled views of the ice rink. As far as features and options, this is only a working copy. In the future, we will bring you more up-close action of this exciting new game from EA Sports.

—Dave Malec

3DO



FACT FILE

HELL
BY GAMETEK

THEME ADVENTURE

MEGABITS CD-ROM

% COMPLETE 100%

AVAILABLE NOW

PLAYERS 1

LEVELS N/A

CHALLENGE HARD

OPTIONS CHECKLIST

Difficulty Settings.....

of Lives.....

of Continues.....

Button Configuration.....

Sound/BGM Test.....

Password.....

Battery Back-Up.....

Notes: Saves directly to the 3DO.
Four available slots.



Gideon Eshanti



Rachel Braque

These two were Arch Agents until they were almost killed.



With the hitsquads on your tail, you'll have to find some help fast. Talk to your old law buddies and those people you spared while you were part of the law. You'll have to battle computer viruses and deal with gang members. Try to call in a few favors. During your quest you'll deal with mutated punks, help a relationship, and possibly side with some demons.

LIFE IS HELL ...

As a big fan of the cyberpunk genre, I was really able to get into Hell. (Is that a good thing?) The story is top-notch, and the puzzles are complex but not impossible. The audio and graphics are outstanding, with the only flaw being the looped animations. Hell is a long game, and I haven't beaten it yet. If you have a 3DO, I recommend this one. If you want a roller-coaster ride that's really nasty, Hell is a must. Try it, you'll like it.

—Andrew Baran



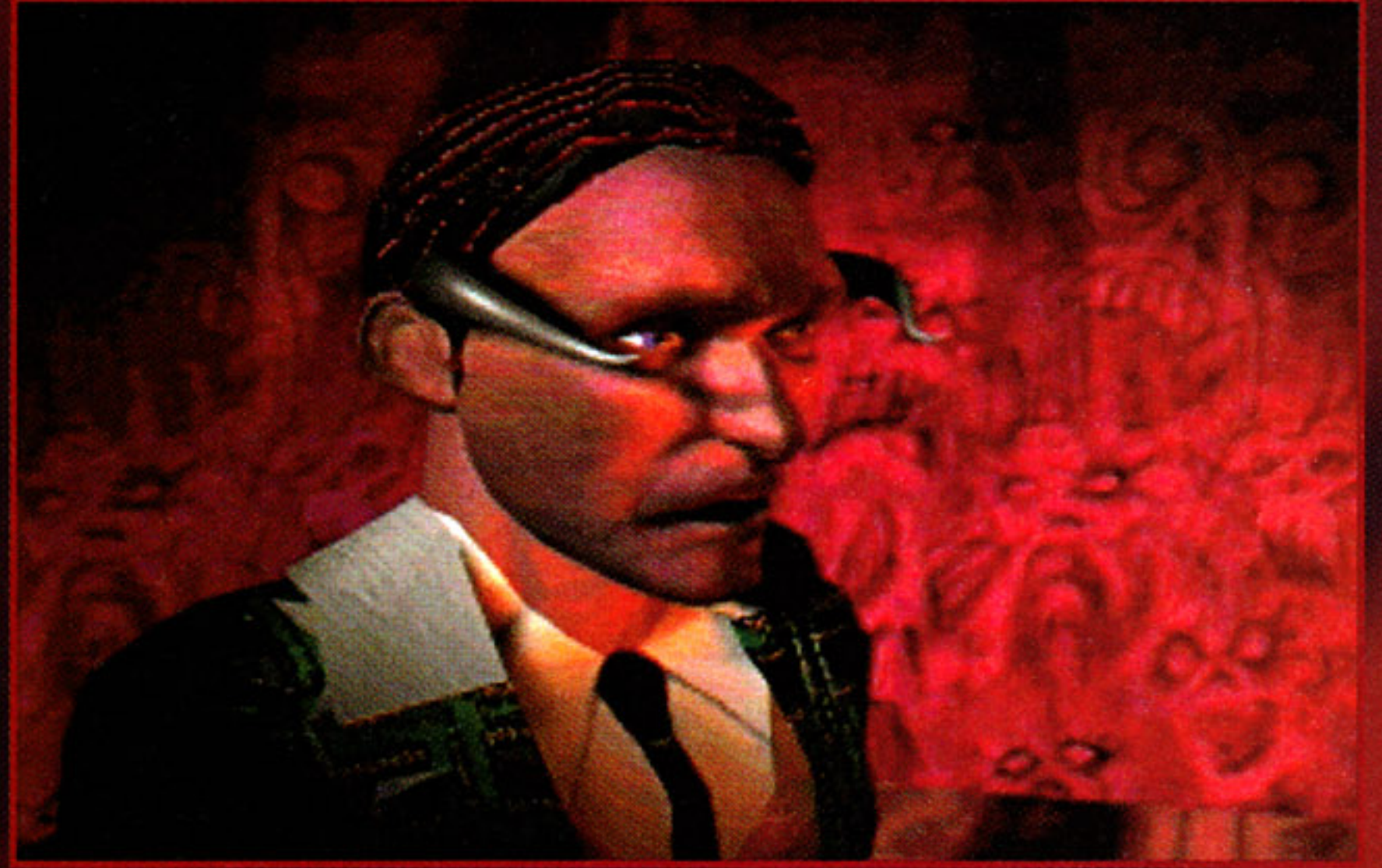
At the Interface Club, you'll have to figure out the password (not too hard). Inside you'll meet a hot Rigger and the hologram of an ex-girlfriend. Mr. Beautiful can be found in the back room. You'll have to figure out how to summon him though.



HELL



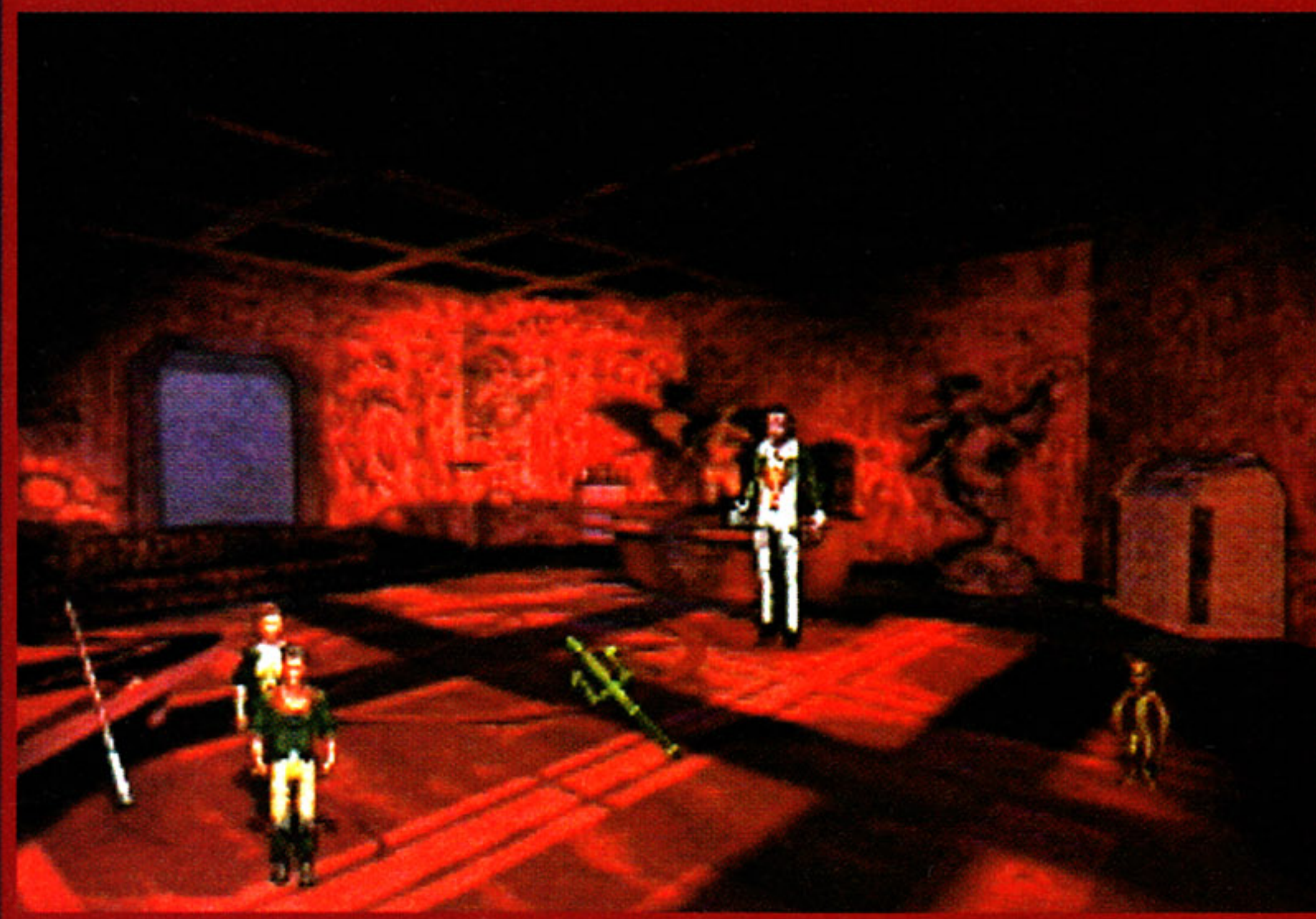
In order to meet up with the demon known as Beautiful, you'll have to talk to Abonides. This obnoxious fellow will ask for the password. Listen carefully to what Kween Chaos says. No password, no luck. Although you may want to throttle his little neck, Abonides is the only one who can get Beautiful.



MR BEAUTIFUL

He's a cunning demon with major deals in the mafia and the international arms war.

You've heard rumors that a demon named Mr. Beautiful has fingered you as a partner in a porno ring. It's up to you to locate him in the club. Find out exactly what he wants and why he pointed you out. You might hear some interesting stuff in his ramblings, especially about a demon named Sanguinarius. He's Beautiful's rival. You will be sent to Hell to take him down.



Sanguinarius

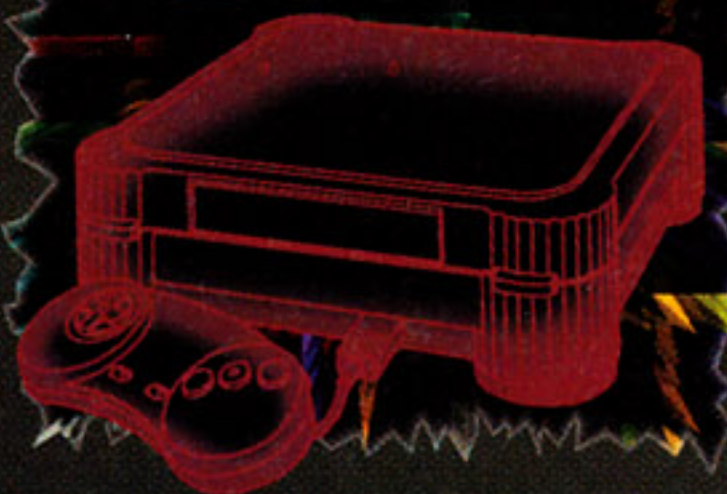
This guy has lots of weapons. Plus he has a captured general.



MORE AHEAD...



3DO



FACT FILE

PO'ED
BY ANY CHANNEL

THEME	ACTION
MEGABITS	CD-ROM
% COMPLETE	75%
AVAILABLE	SEPTEMBER
# PLAYERS	1
# LEVELS	20+
CHALLENGE	MODERATE

OPTIONS CHECKLIST

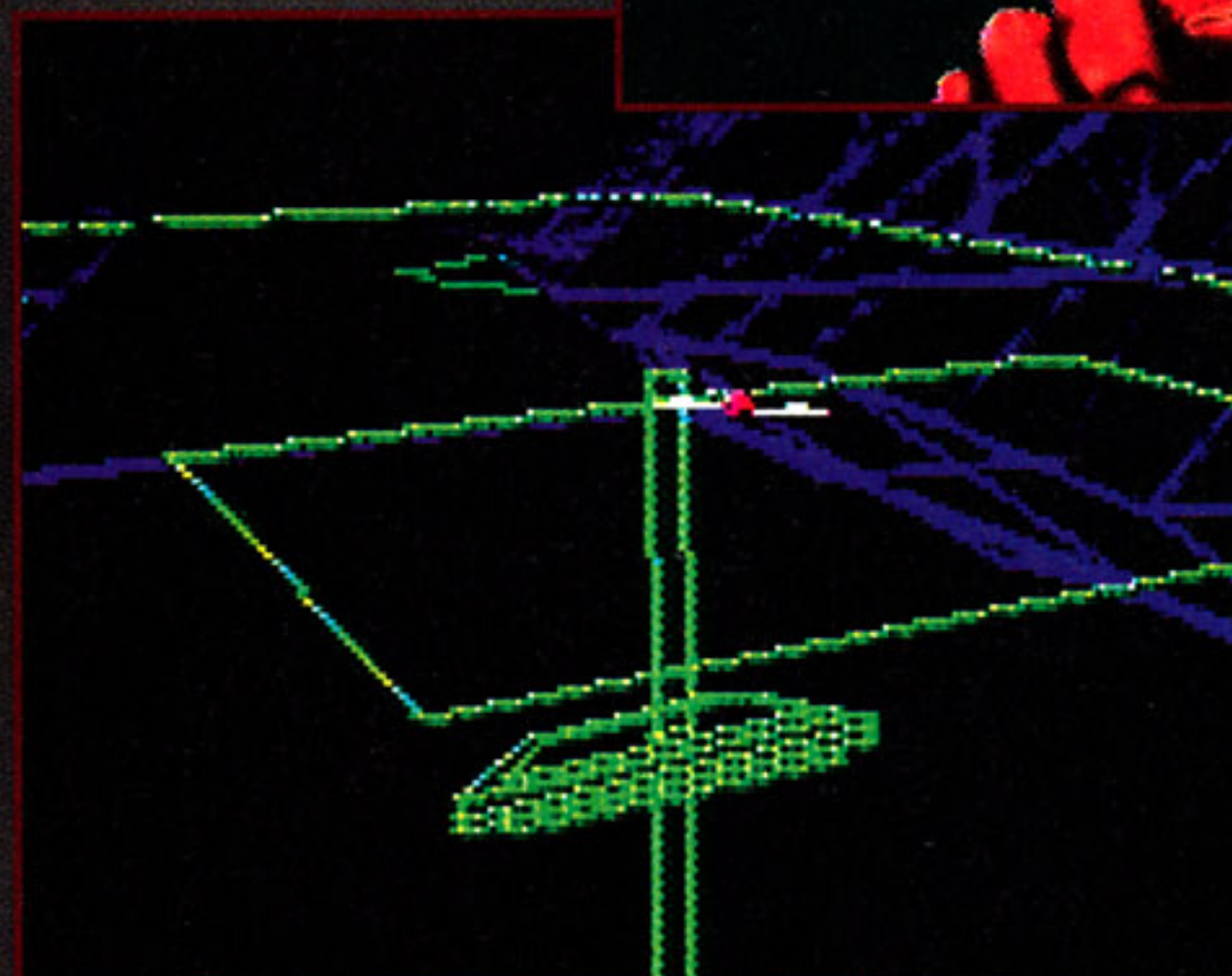
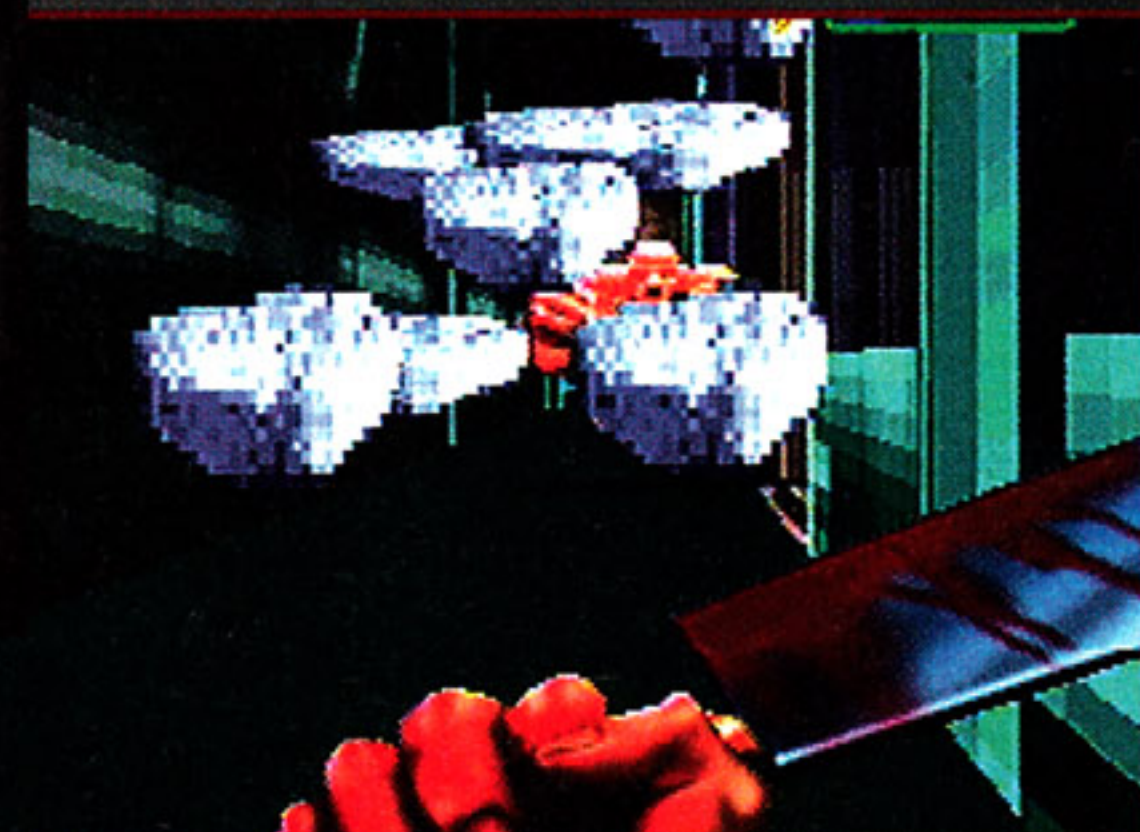
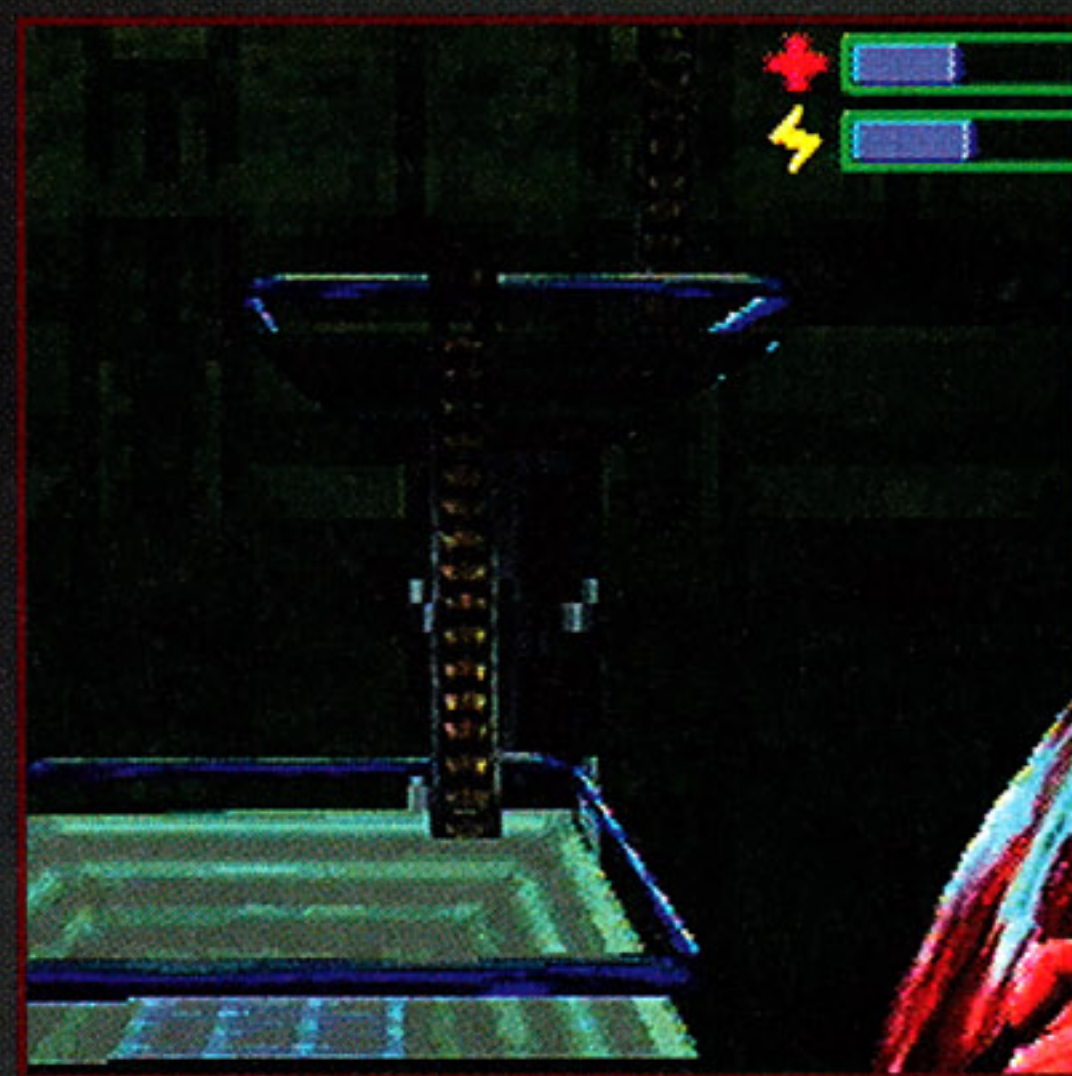
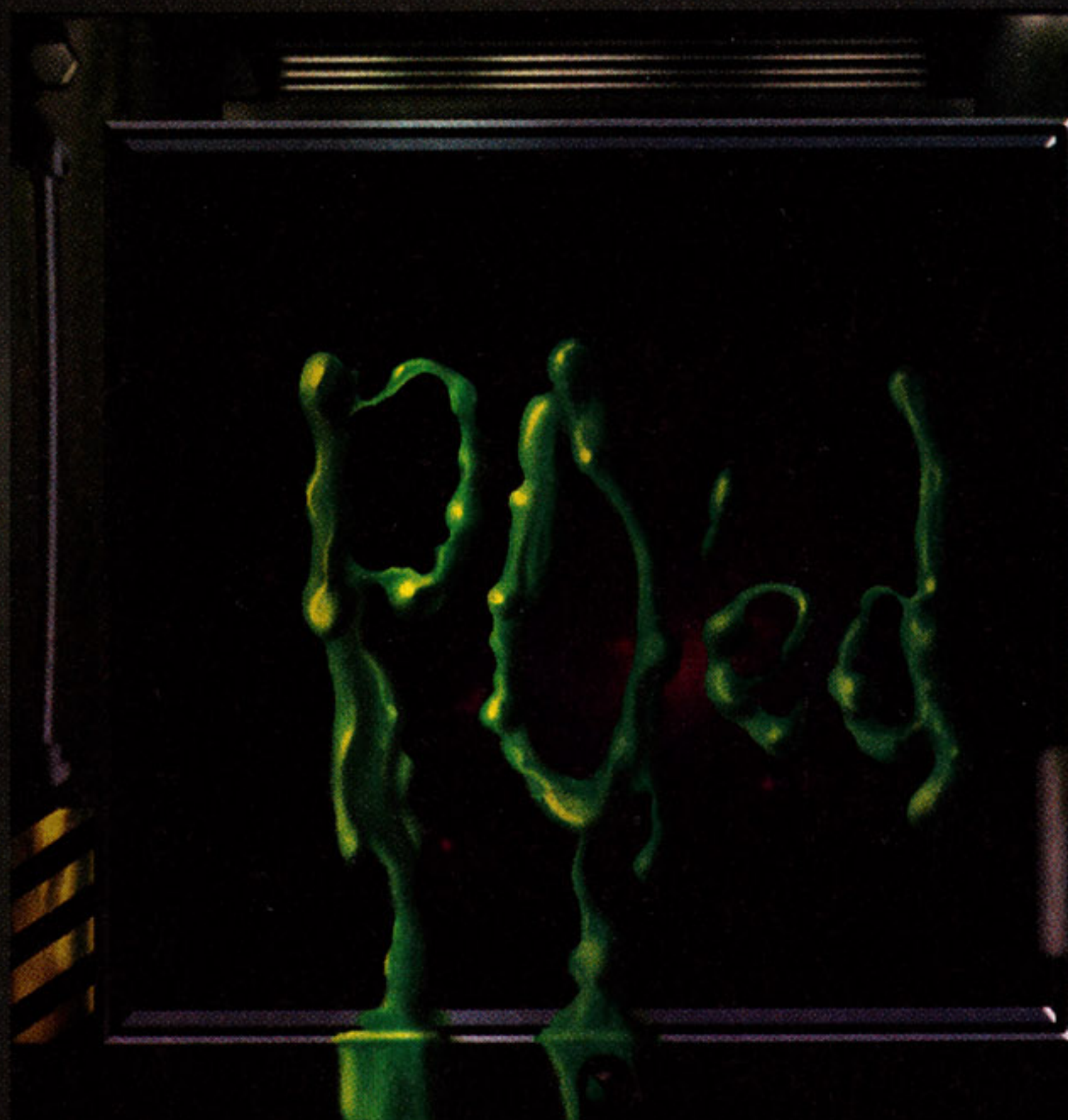
- Difficulty Settings.....
- # of Lives.....
- # of Continues.....
- Button Configuration.....
- Sound/BGM Test.....
- Password.....
- Battery Back-Up.....

Notes: Has combination moves to give you a wider range of motion.

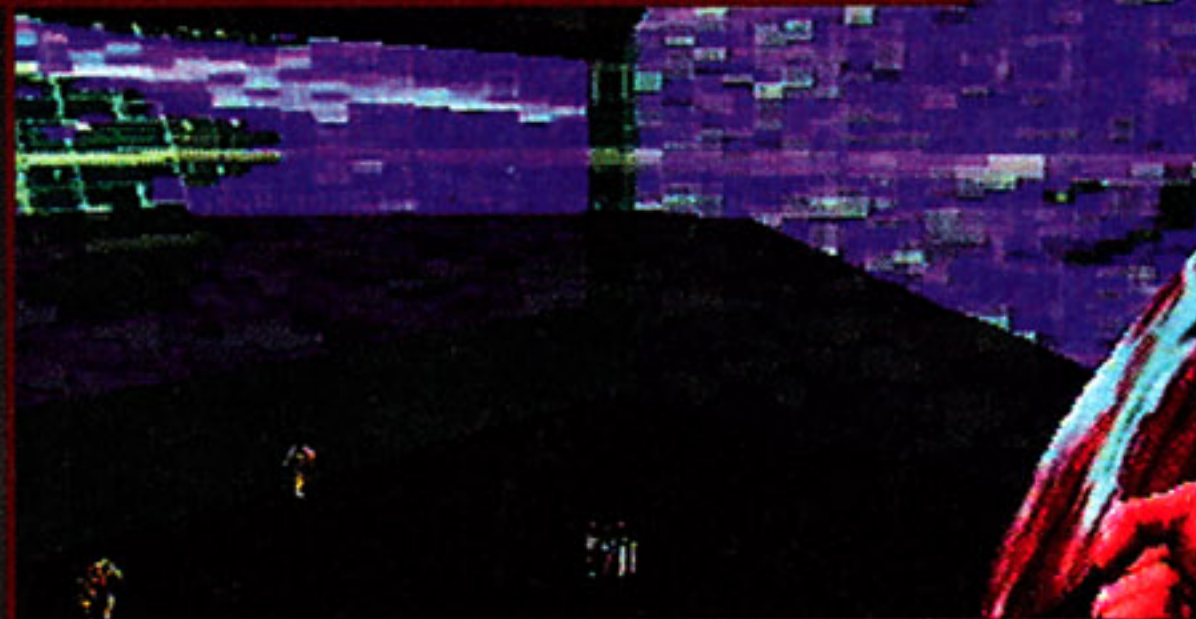
I'M GETTING PO'ED!

As your ship full of space Marines lands on this strange world, one thought haunts you: What am I going to fix for dinner? You are the ship's cook and your comrades have been called in to investigate an alien presence. However, the ship is boarded and the Marines are badly beaten. You grab the closest weapon—a frying pan—and head out for some payback. The planet is crawling with a bizarre variety of creatures, none of which like you very much. Search the alien landscape for parts to fix the ship. Look for new weapons to aid you in the rescue of your remaining crewmates. They have been turned into Soul Crystals and you must find a way to turn them back to normal. All of this alien trashing is going to really work up an appetite. I hope I can find something to whip up for dinner.

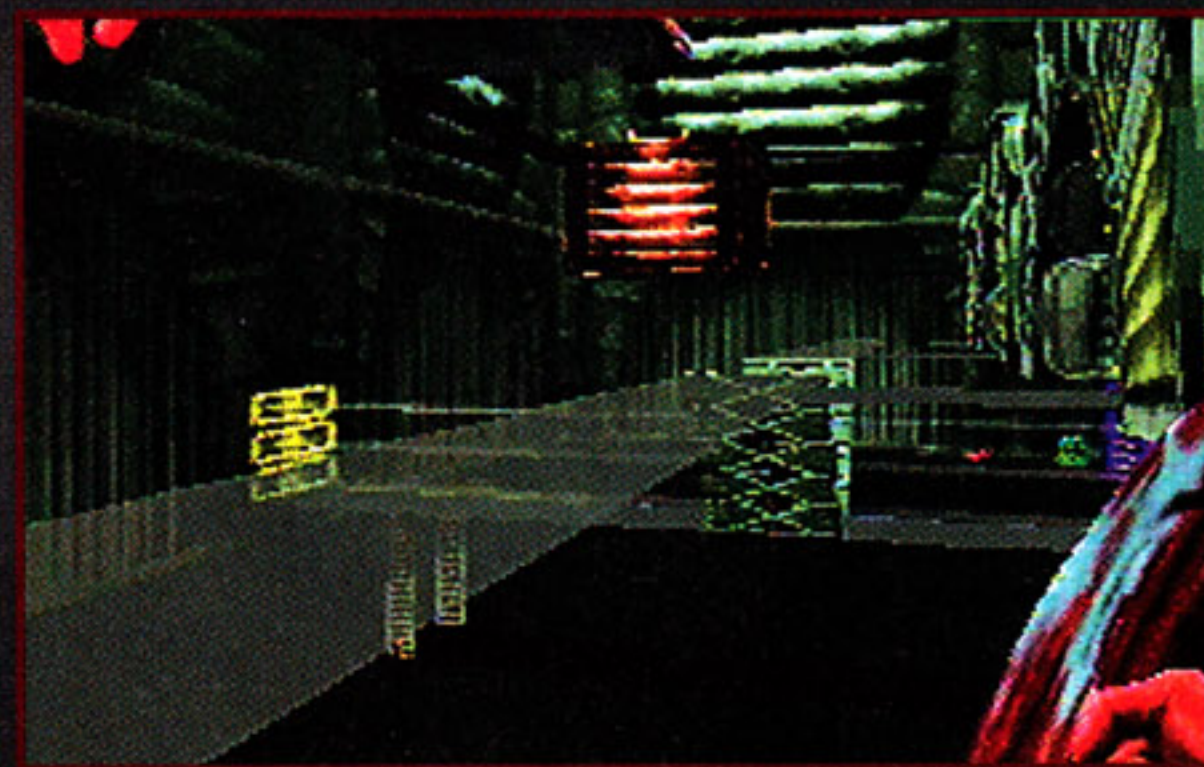
—Dave Malec



If you get lost in the twists and turns of this strange place, check out the map. It allows you to zoom in and out giving you a good idea of what's near.



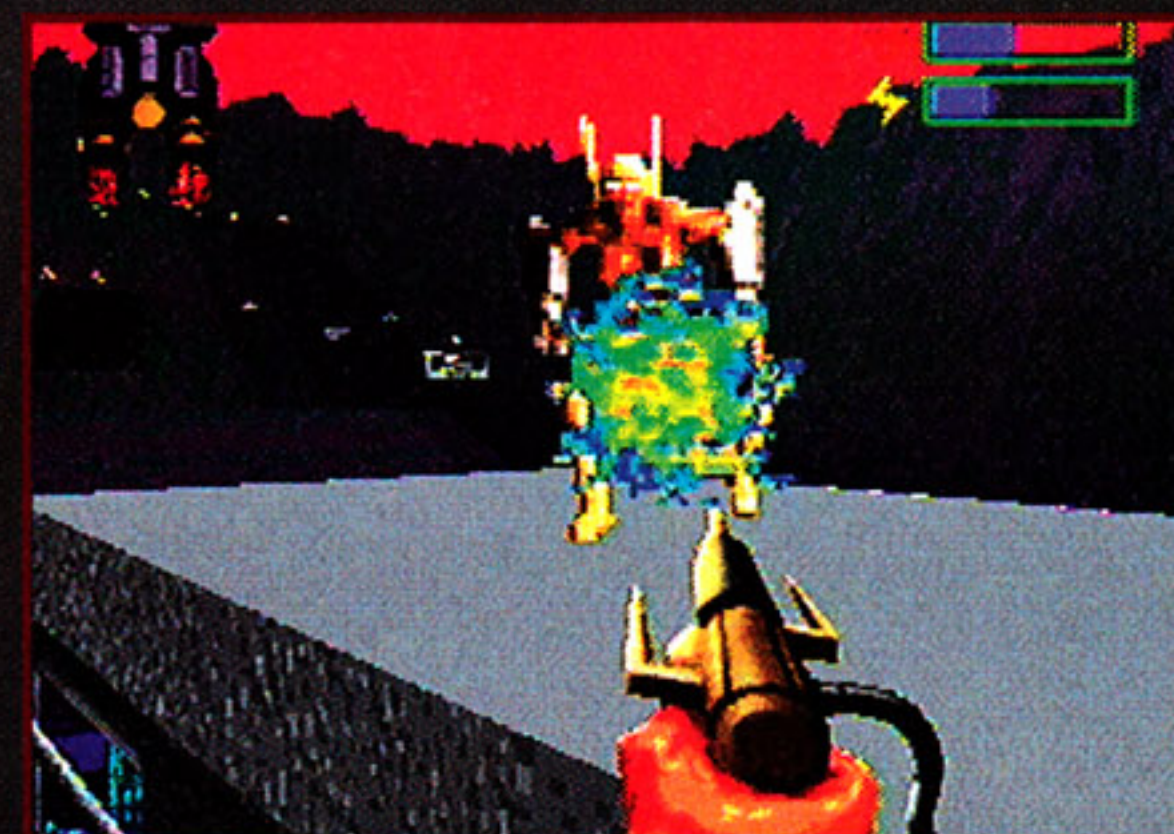
Search for parts and improved weaponry. Use ladders and elevators to reach difficult areas.



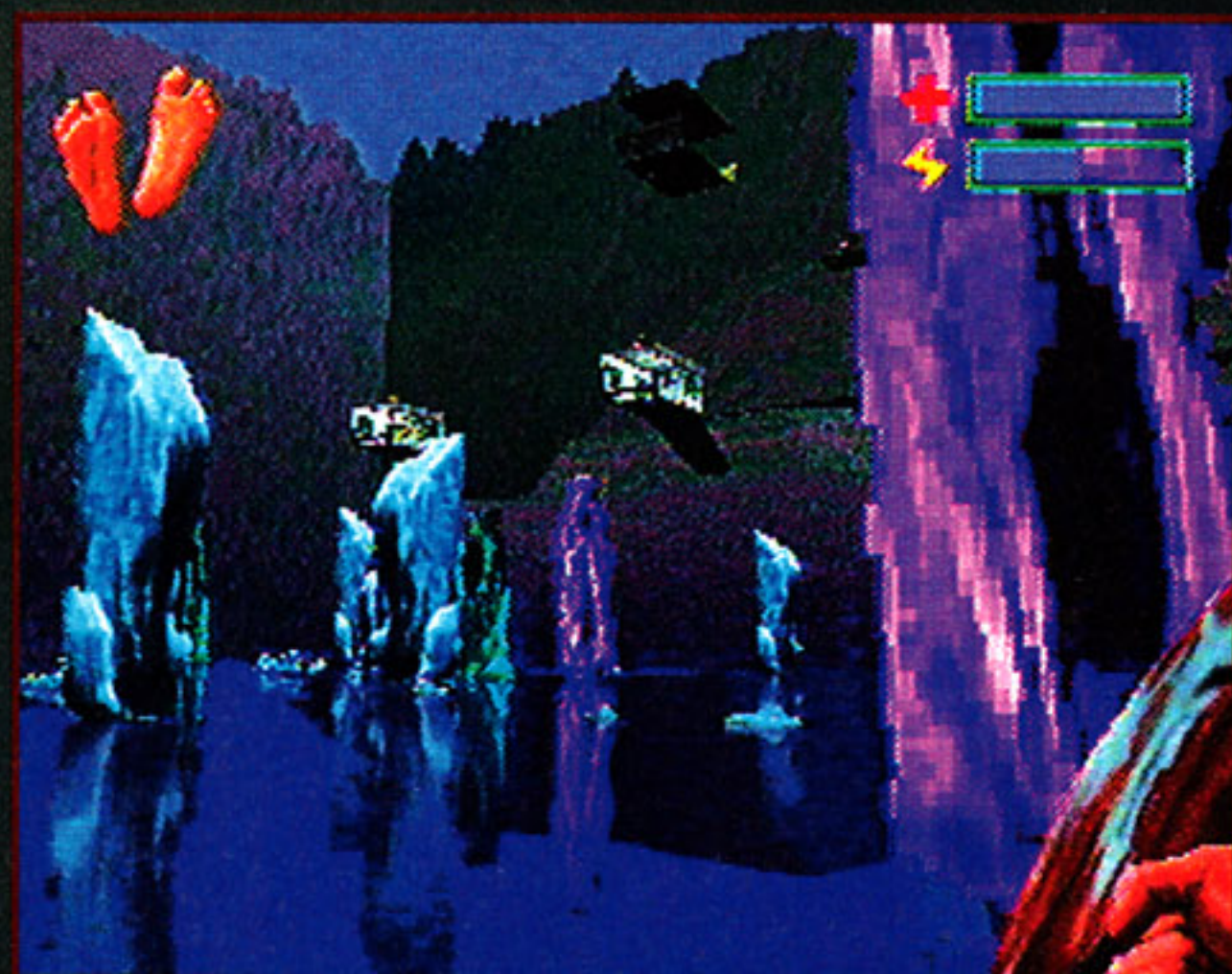
BLOOD SPLATTERING WEAPONS



We wouldn't expect you to make it through the game with just a frying pan. Here are some of the items you can use. Weapons vary in their effectiveness, depending on your distance from the target. The drill and flamethrower are perfect for hand-to-hand combat. The rocket launcher is more dangerous from a distance.



EXPLORE ALIEN STRUCTURES



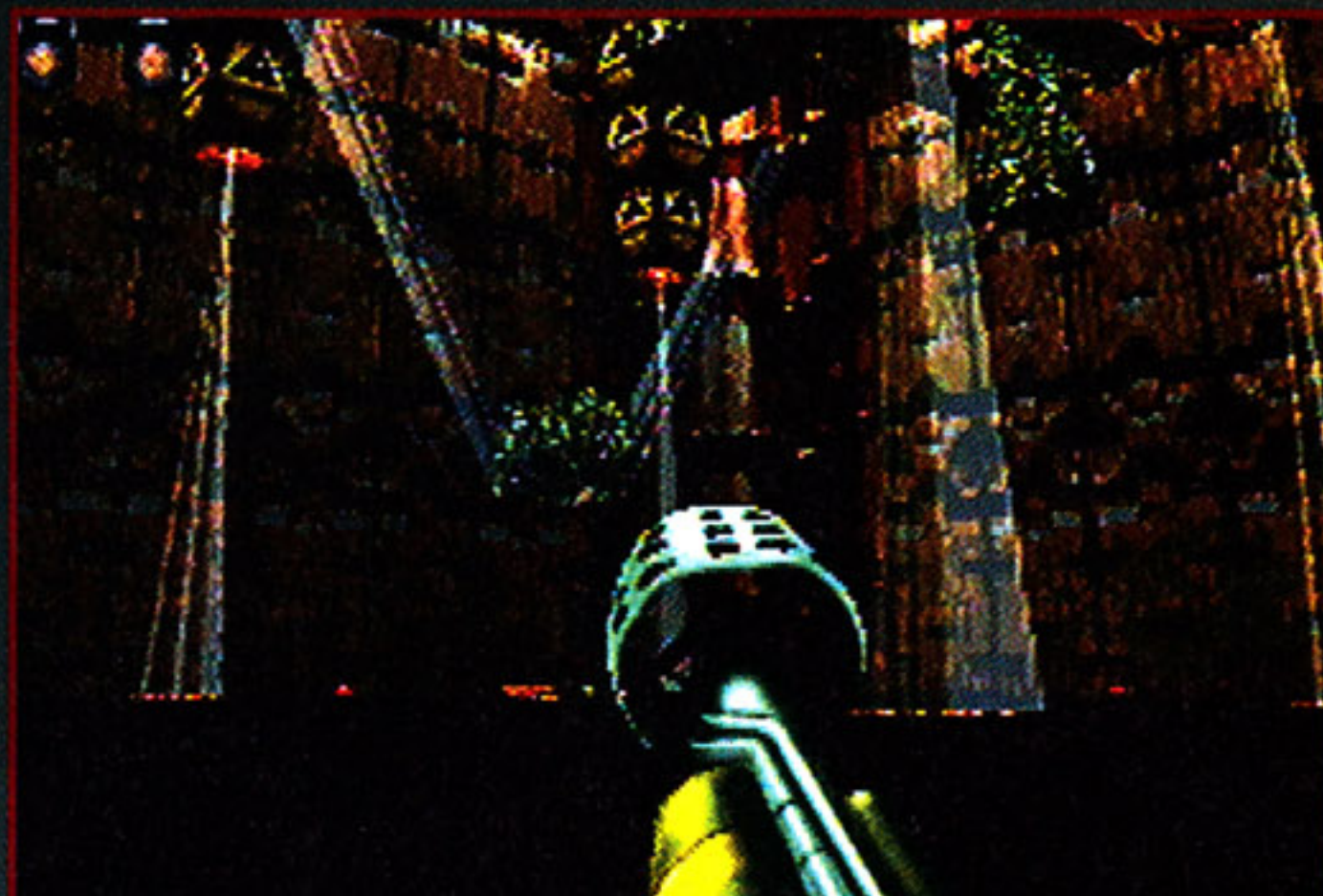
This whole area seems to be made of solid blue crystals.



Travel through eerie corridors, with who-knows-what lurking in the shadows or around the next corner.



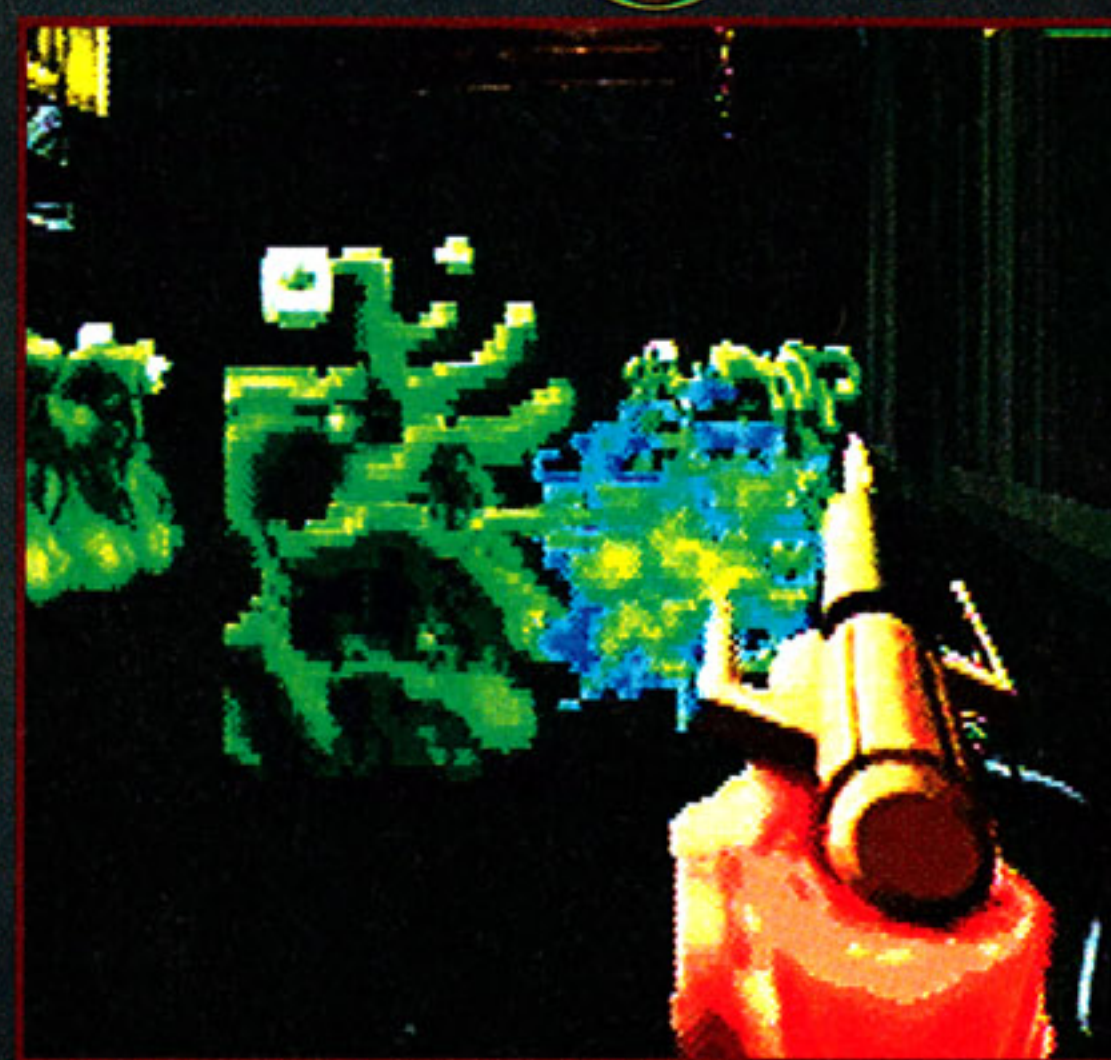
Hmm? I wonder what this strange-looking monument is used for?



IT'S TIME TO GET PO'ED!



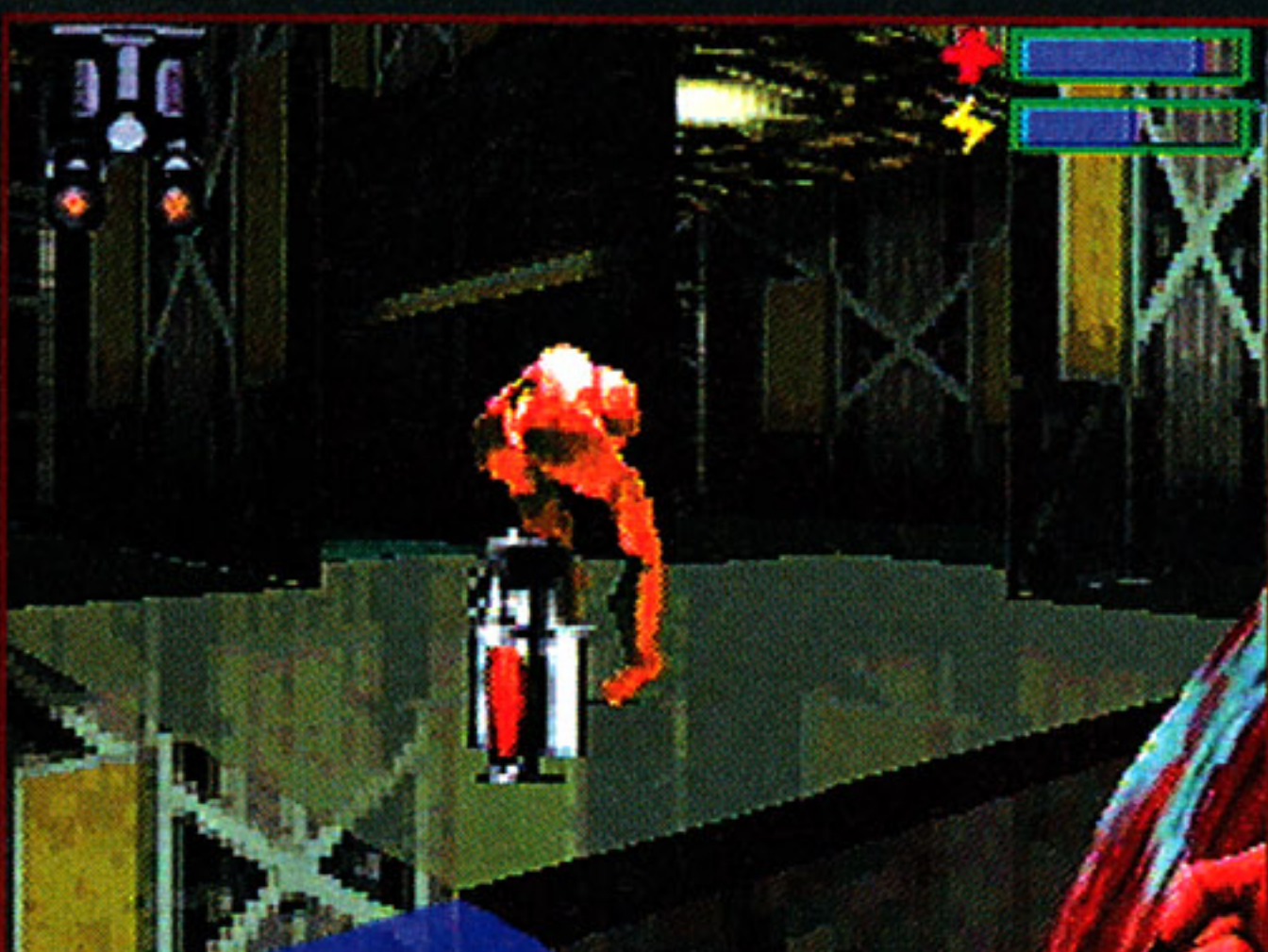
Watch out for these deranged-looking creatures—they have bazookas for arms.



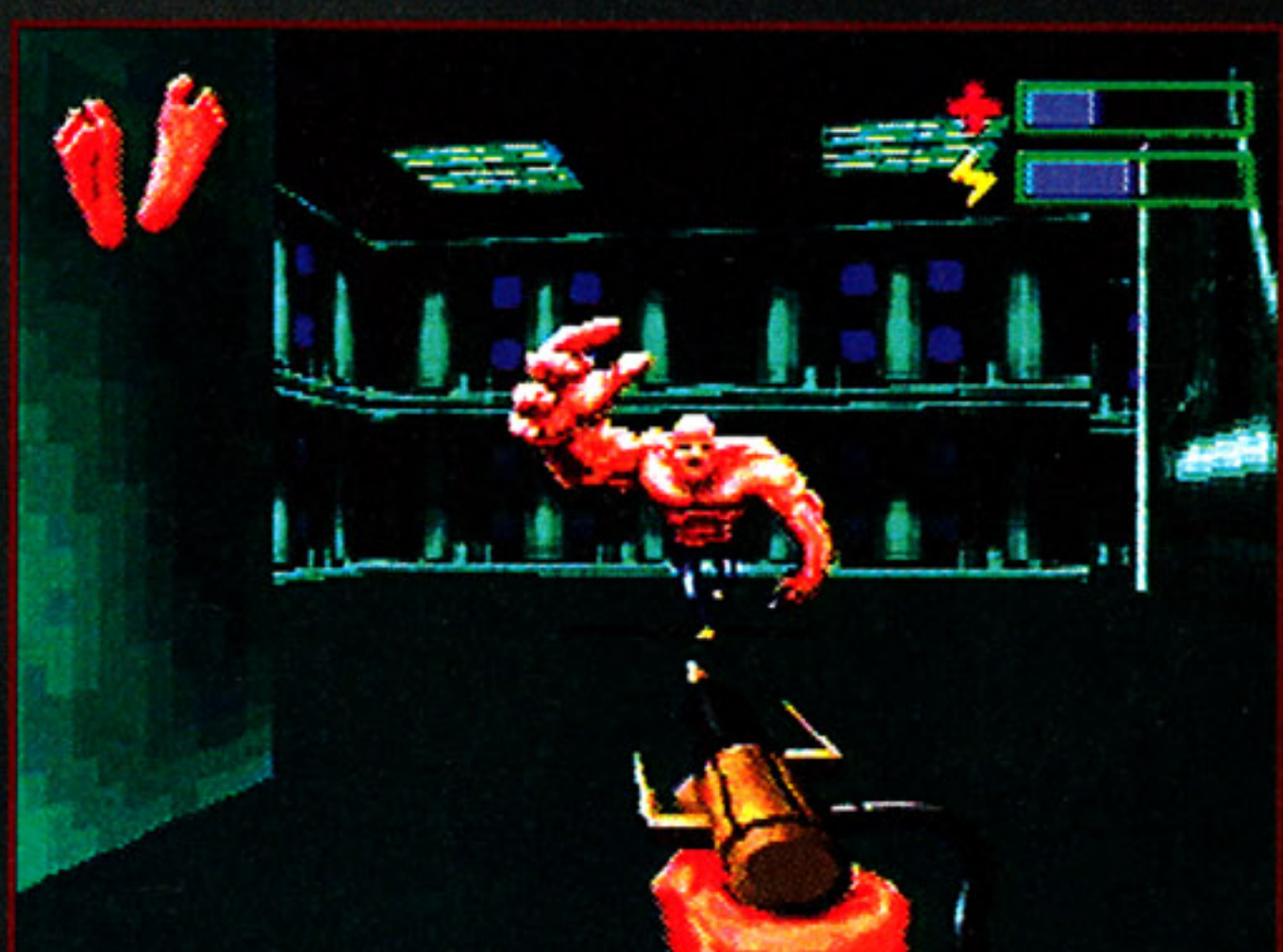
This planet is crawling with bizarre creatures. You will come across everything, from muscle-bound rock slingers to walking hind-ends that seem to have a gas problem. I can't wait to kick some butt.



Yes, these are walking butts. They're so gross! I enjoyed blowing them to pieces.



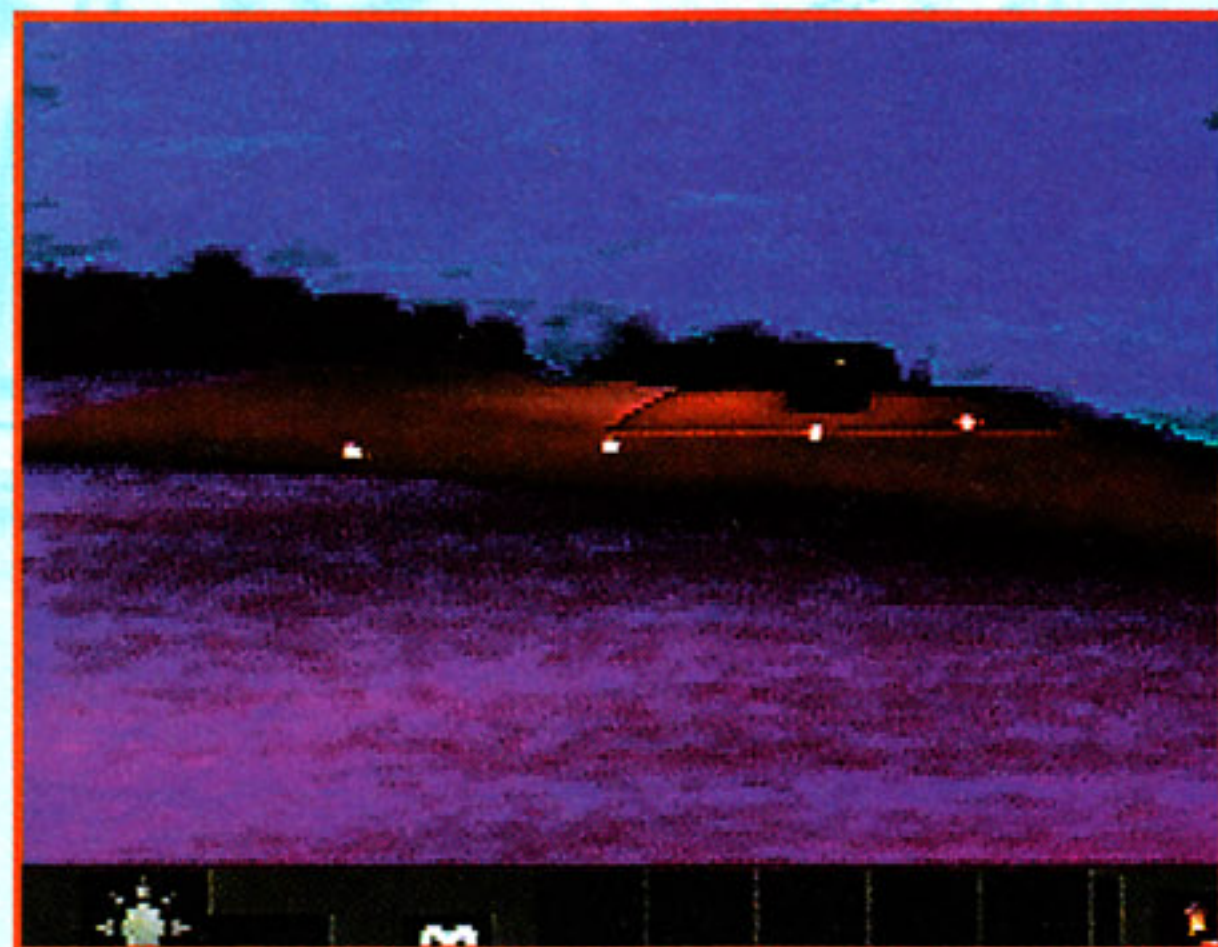
Using the drill can get a little messy and will require some cleaning up.





BATTLE MORPH

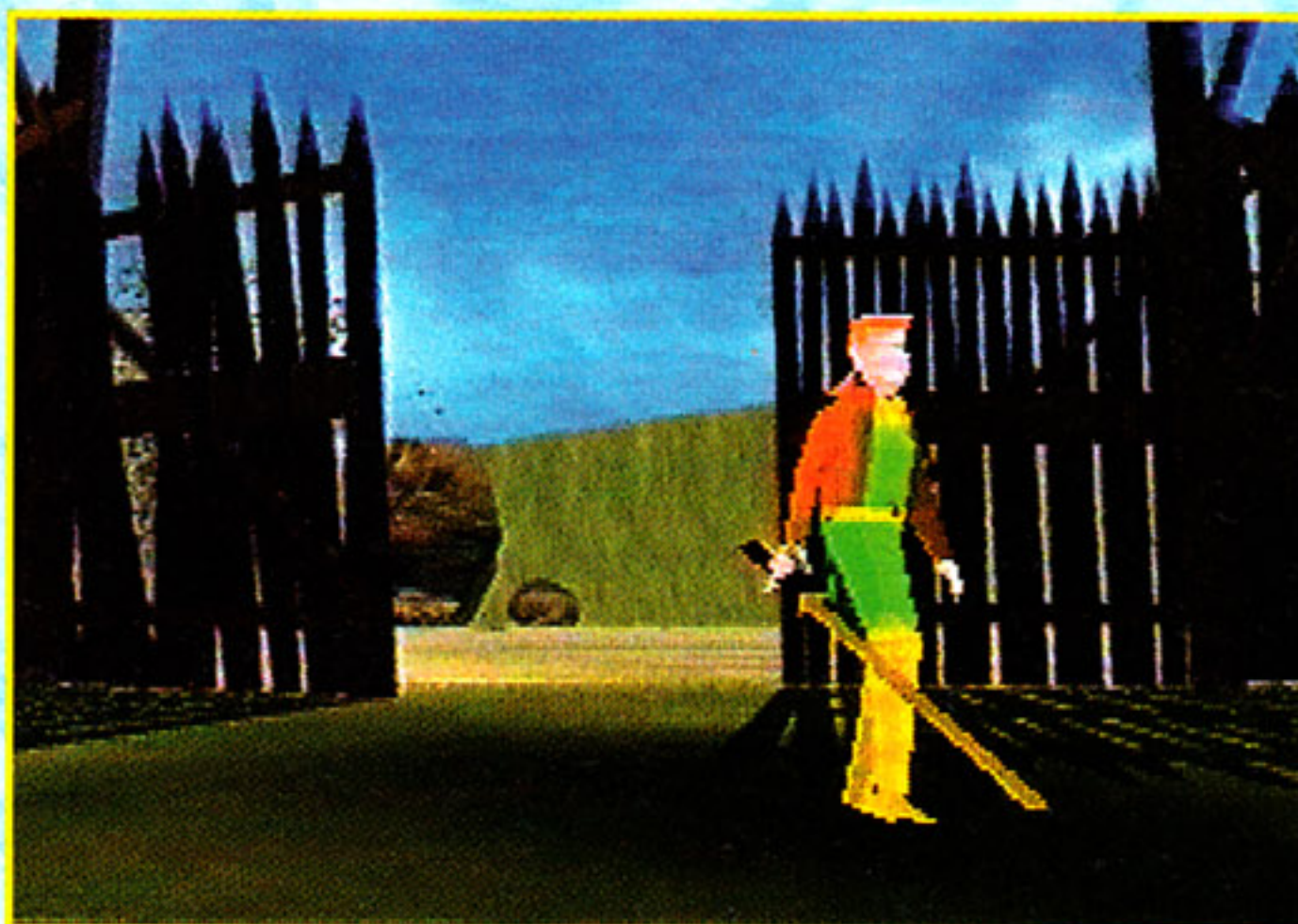
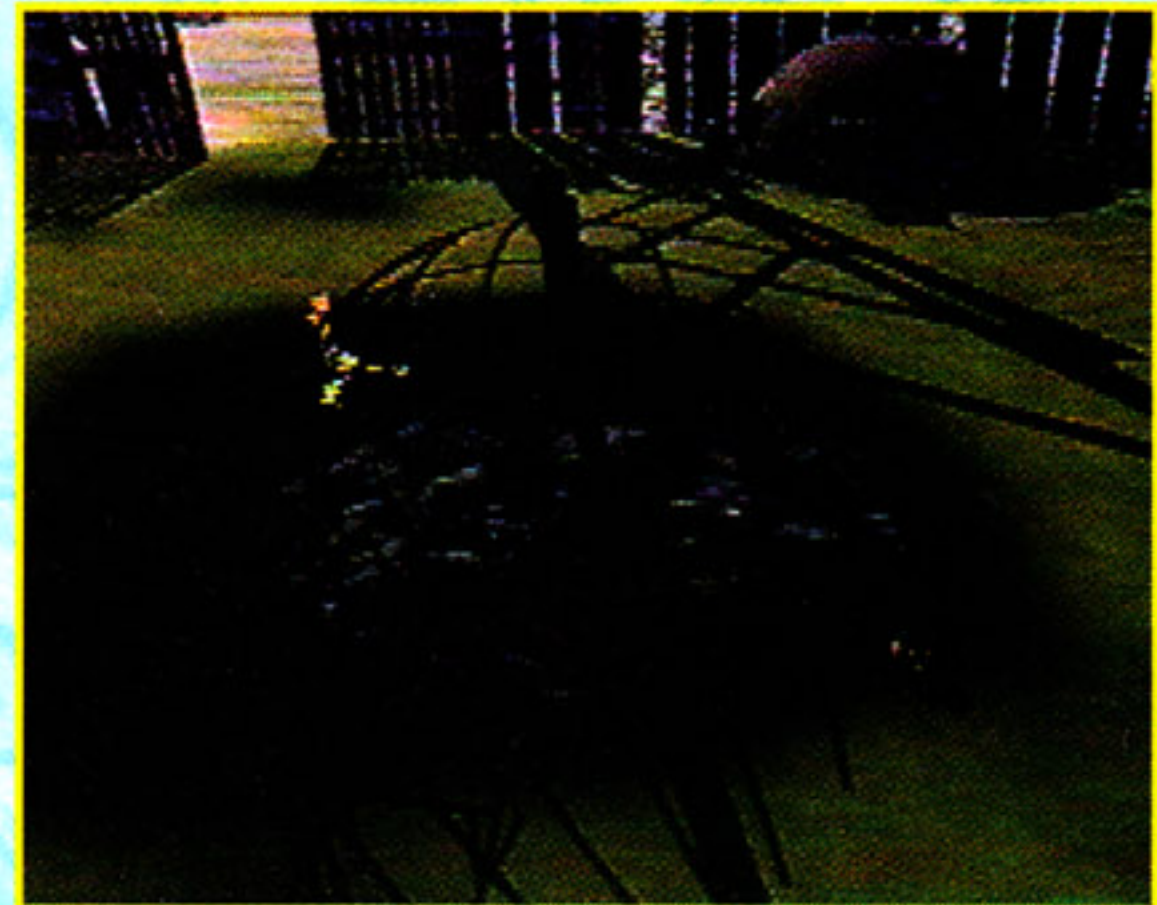
On these two pages you will see the hottest CD titles coming out for the Jaguar CD system. The Jaguar CD system has a double-speed CD-ROM that can also play audio CDs as well as the game CD. It has a 790 Megabyte storage capacity and a 352.8 KByte/second sustained data rate. With Cinepack™ technology, the Jaguar can play full-screen, true-color, full-motion video and audio at 24 frames per second. The inline cartridge slot allows simultaneous access to cartridge media.



Battle Morph is the sequel to the smash hit Cybermorph. The graphics are on par with other Jag games. The music and sounds are cool, especially with the AI your ship is equipped with. It tells you when you're hit, being fired at or crashing into the ground.



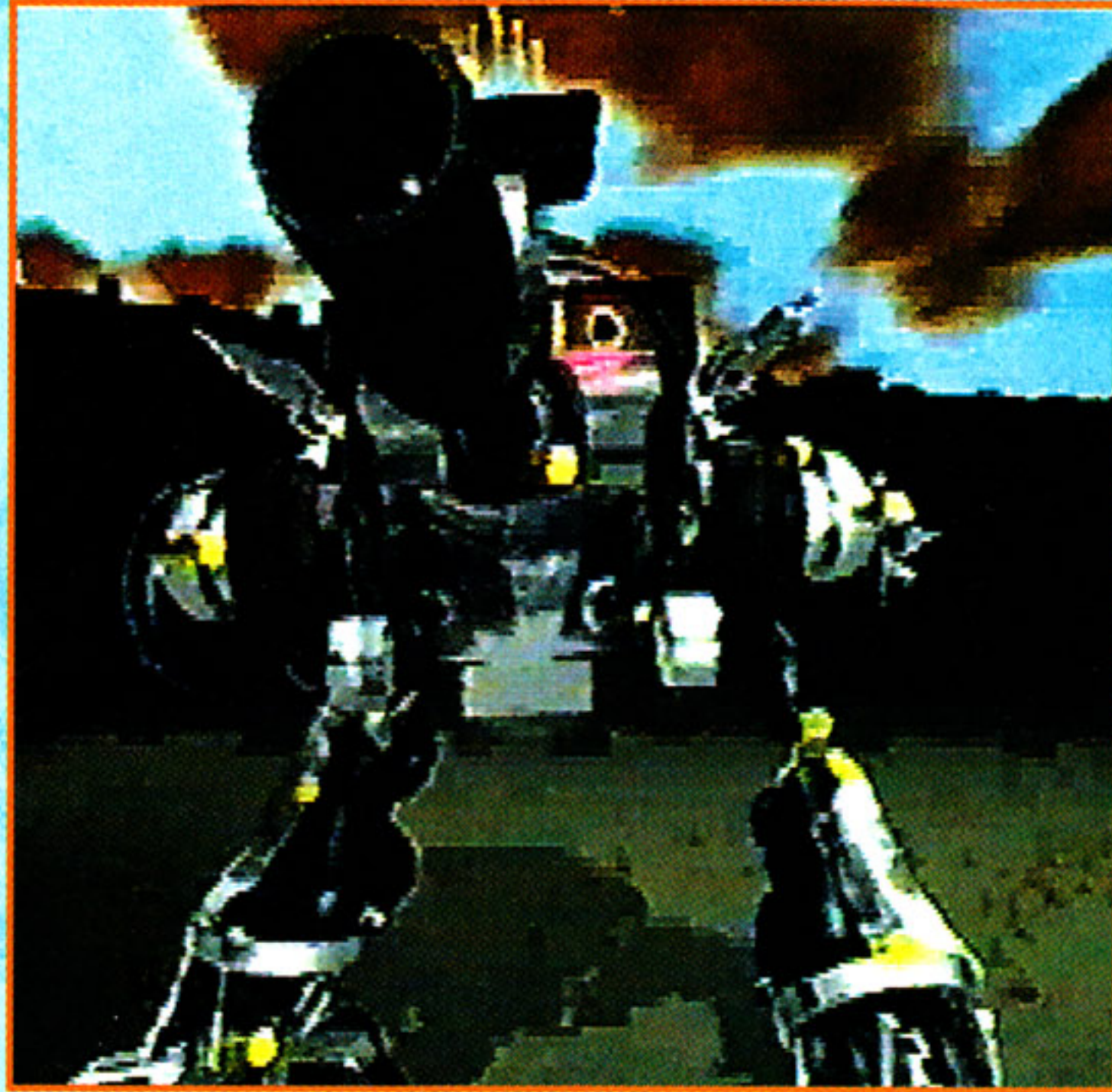
HIGHLANDER



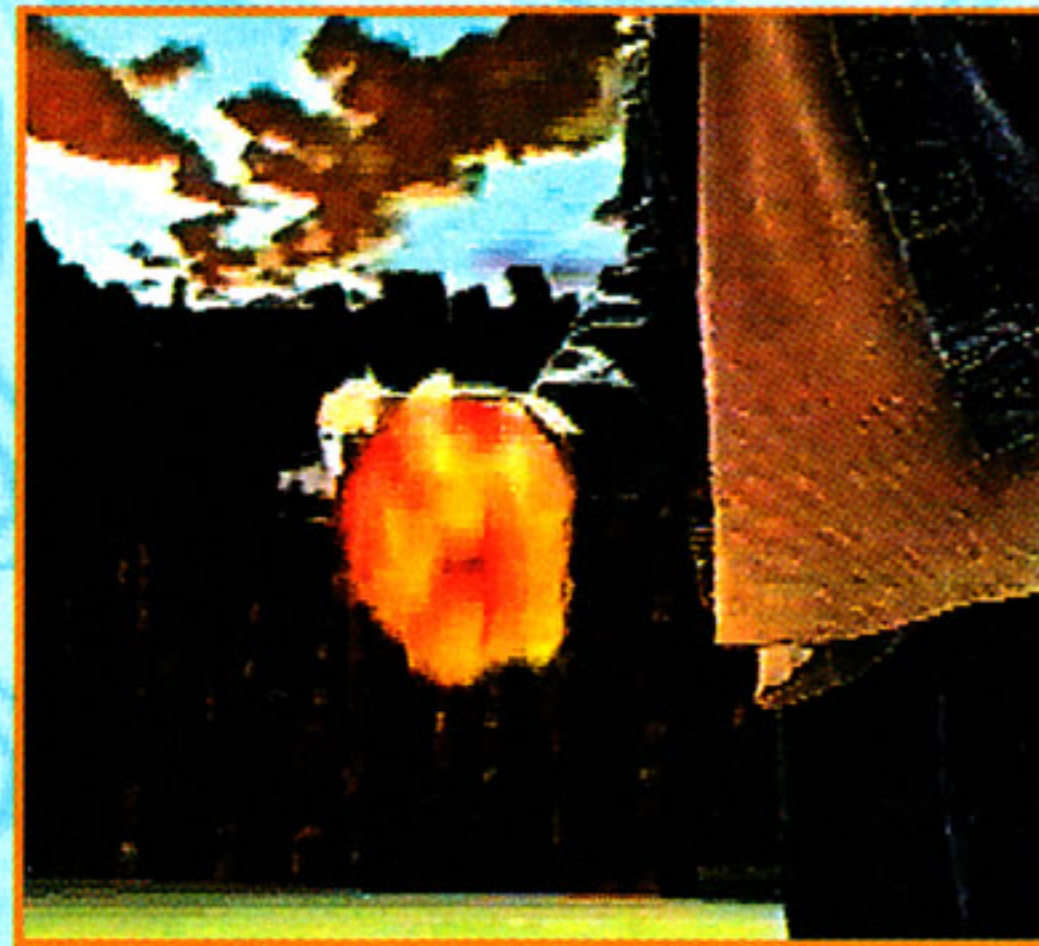
The Highlander is a Scottish clansman who can't die unless you remove his head. There are scores of these immortals running around trying to lop each other's head off. They live by the motto, "There can be only one." If you have ever seen any of the movies or watched the TV show, you know the basic story behind the game: Protect your head while removing others'.



MAX NERF FORCE



Max Nerf Force is still very early in development. But from these shots, it seems this game will be an FMV shooter of sorts. You'll be able to pick from 12 different Nerf guns to battle your way through the game.



VID GRID



Vid Grid is a puzzle game where you must move the pieces around to make the video whole. The game is set to music videos by such groups as Aerosmith. After you have completed the puzzle, you can watch the rest of the video.



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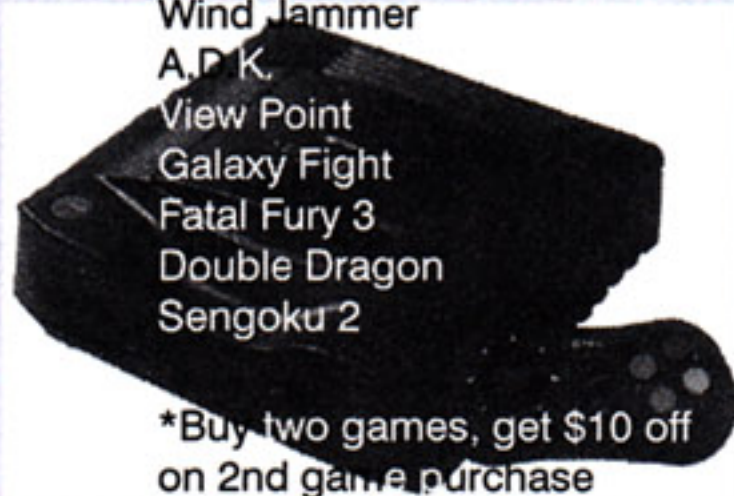
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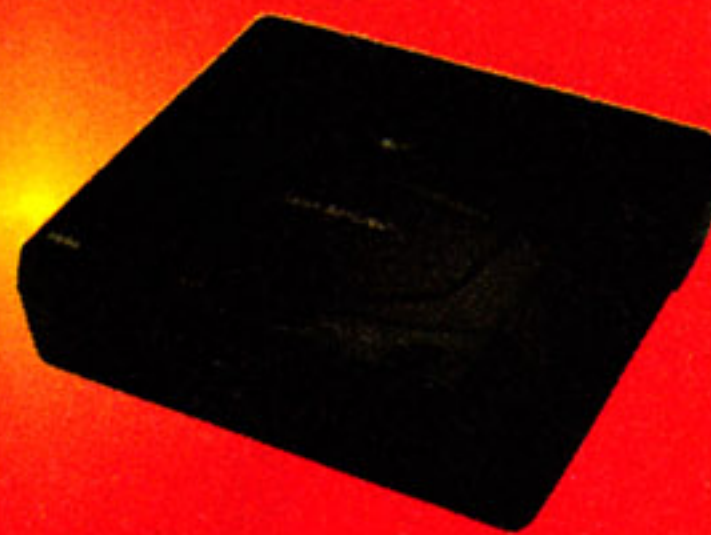
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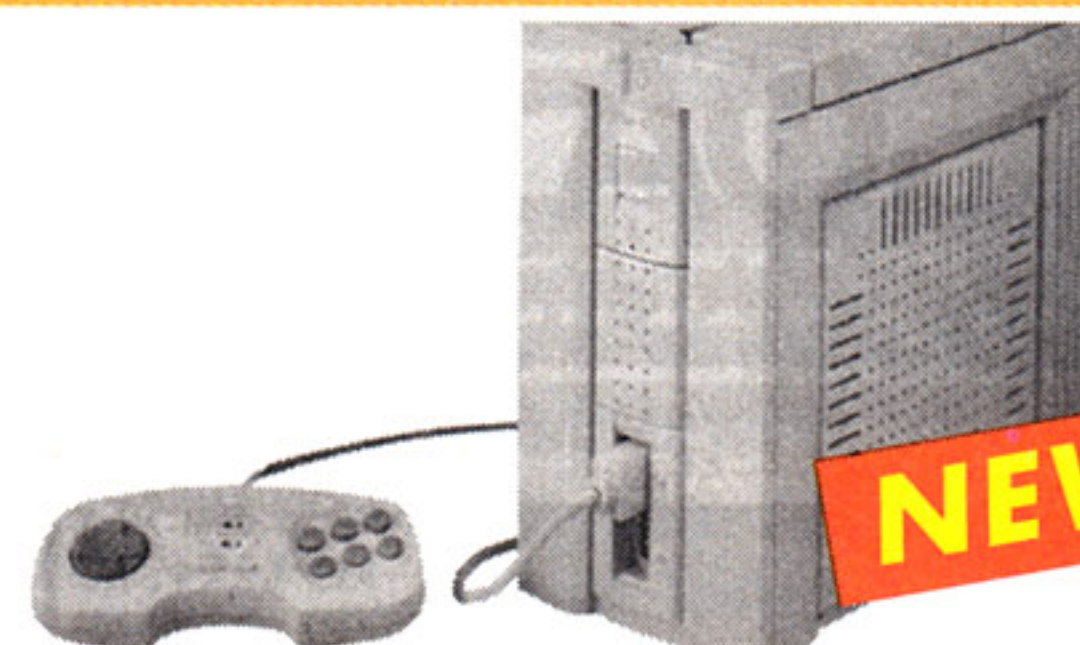


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