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ELECTRONIC GAMING MONTHLY

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Volume 1, Issue 5

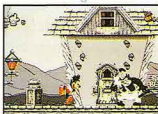


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-Electronic Gaming Monthly



MICKEY MANIA



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-DieHard GameFan

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.....IT'S BEGUN.

INSERT COIN

32-BIT WARS START IN JAPAN!

Even before the Saturn and PlayStation hit the stores in Japan, the battle between Sega and Sony has already begun. It's not over system specs or how many or what titles will be available at launch, but it is over price. It seems that both companies are very hesitant to talk about an official price. Neither wants to be first to announce the bad news (over \$400). Of course, as soon as one breaks the news the other will come in with a lower price just to gain the advantage. Unfortunately Sega appears to have the disadvantage as they have announced a launch date in November while Sony is content to wait until December.

Where is Nintendo? Comfortably sitting back and watching! Unlike America where Sega is a major player, in Japan it is all Nintendo. Even if Sega and Sony each sell a million units in the next 12 months, neither will come close to the dominating numbers that Nintendo currently has for its 16-Bit machine. Also with the guaranteed multimillion seller cart Dragon Quest 6 coming soon for the Super Famicom, Nintendo isn't even thinking about their 64-Bitter.

Here in the U.S. it's quite different. Although the entire 16-Bit market is eroding very rapidly, Sega won't acknowledge the existence of a U.S. Saturn. Sony states that they aren't ready to start officially talking U.S. PlayStation, and Nintendo would like to start talking Ultra 64, but since Japan calls the shots and doesn't see any problem, the U.S. Nintendo has its hands tied. Nevertheless, all the attention will be on Japan over the next couple of months to see how the systems sell.

Back in the U.S., Sega's main push this holiday season will be their 32X. Not only is it the only new advanced system to hit this year but it also should do quite well as the \$160 price tag is within reach of most game players. When the Saturn does come to the U.S. in 1995 Sega will then have a 32-Bit system for the high end of the game market (Saturn) and the low end (32X). Sony will be at the disadvantage as they are only able to go after the smaller high end market unless they are able to pull off a pricing miracle and get the PlayStation under \$300.

Speaking of new systems, have you been noticing how fast systems are being improved, updated or even replaced? And then, how about the prices? Well, technology is changing so fast that it is already eclipsing next year's systems. We were at Japan's main computer show last week and Hitachi announced that they had not one but two new CPU chips in the works. Sega uses two of their SH-2 chips as the brains in their Saturn but lo and behold Hitachi is already talking about an SH-3 (60 to 100 MIPS) and a SH-4 (200-300MIPS). Welcome to the fast lane! In addition, while roaming the show we noticed that Panasonic had a prototype of their new 3D0 and there was the brand new V-Saturn on display. More next issue!

Ed Semrad
Editor

EGM!™²

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ADAMANTIUM RAGE™



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CLAW MEETS TOOTH



I SAW THAT, BUB



SHINOBI SHAW'S ARMORED ASSASSIN



THE OL'CANUCKLE HEAD RETURNS TO THE WEAPON X™ LAB



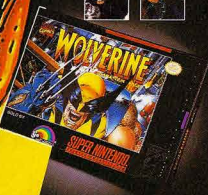
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OLE!



DETHROME THE BLACK QUEEN™



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



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

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

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

rhymes with "Schmega".)

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

Only For
SUPER NINTENDO
ENTERTAINMENT SYSTEM



EGM! ²

NOVEMBER / 1994 / VOLUME 1 / ISSUE 5 / NUMBER 5



GAMERS SHOULD GRAB PLENTY OF QUARTERS FOR THIS ARCADE HIT!

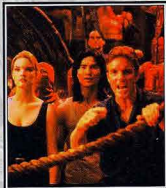
156

Get your guns ready for this new point-and-shoot arcade game by Sega. Using similar technological as *Virtua Fighter 2*, they've created a world of three dimensions, and texture-mapped polygons. From the looks right down to the feel, *Virtua Cop* is an arcade winner!

174

YOU'VE PLAYED THE HOT GAME, NOW WATCH THE MOVIE!

From the producer who brought you *True Lies* and *Terminator 2*, check out his latest blockbuster, *Mortal Kombat the Movie*. Inside *EGM*, we bring you the scoop on the actors, story line, and ever bloody detail! What's the same or what's changed? Read it to find out!



WAR IS DECLARED AGAIN ON NEW SYSTEMS! WHO WILL WIN?

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The systems war is still going on strong. Take a peek at the Saturn and its cool games. Also, they're selling out like hotcakes in Japan (but we got our hands on one)—it's the Neo-Geo CD. What's so cool about this system? Find out inside. Plus more hot games for the CD-i!

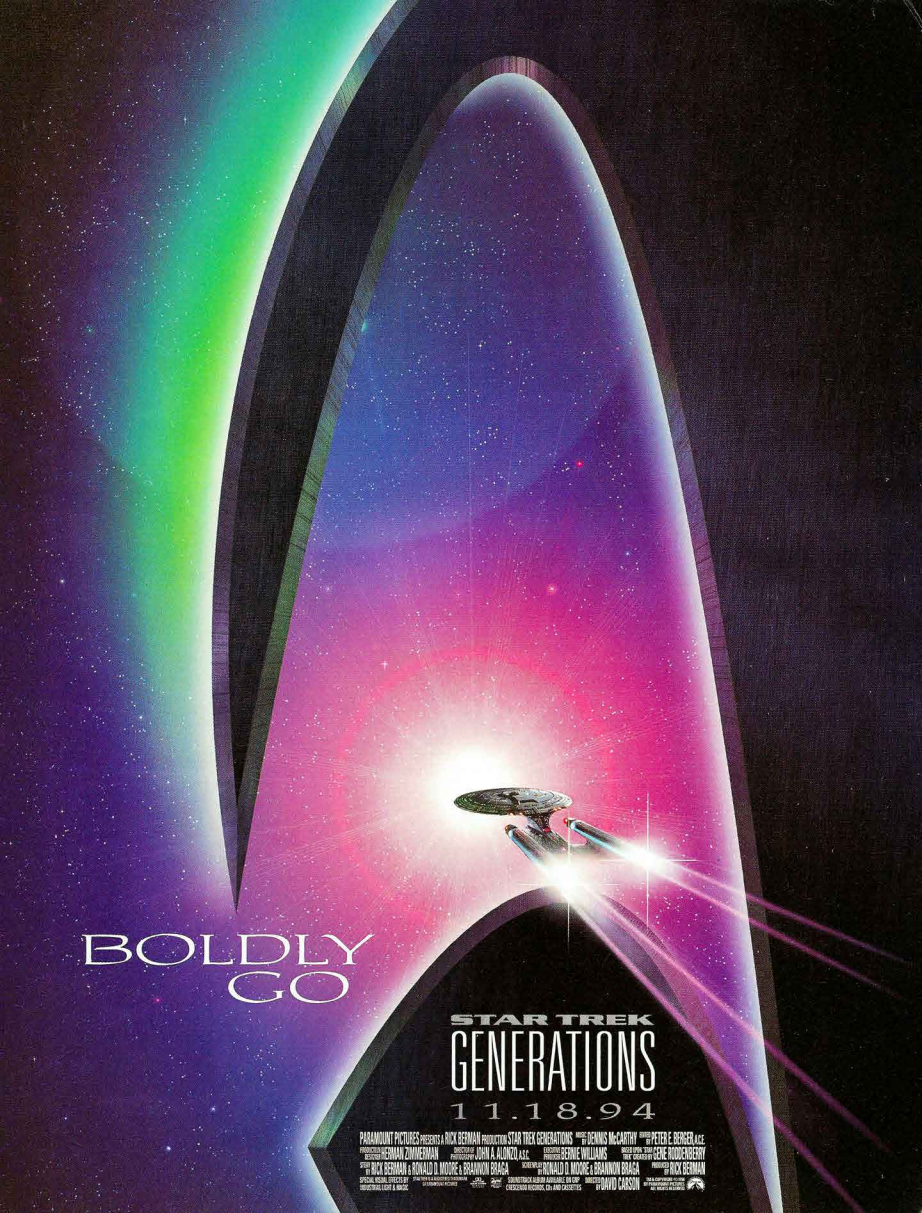
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EGM² MAKES FANTASIES COME TRUE WITH A STRATEGY GUIDE, TOO!

In this issue, we have made everyone's fantasy come true—*Final Fantasy III*, that is. With six, mega pages chock-full of maps, tips, and guidelines, RPGers will be delighted to know that this is only the first part. Wait until the next *EGM* for the rest!



COMMENTS



BOLDLY
GO

STAR TREK GENERATIONS

11.18.94

PARAMOUNT PICTURES PRESENTS A RICK BERMANN PRODUCTION STAR TREK GENERATIONS WRITTEN BY DENNIS MCCARTHY PRODUCED BY PETER E. BERGER, A.C.E.
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INTERNATIONAL FACT FILES

This Thanksgiving, munch on such International treats as Super Parodius, Double Dragon, Strider, Great Battle 4, Toshinden, Fedra, Kendo Rage 2, Battle Soccer 2, and Ridge Racer.

102-134

SUPER NES TIMES

While marveling at all of the pretty autumn colors, don't forget to jump in and jam on some hot new Super NES

games. Play such excellent carts as seaQuest DSV, Super Bank, Power Instinct, The Tick, and Full Throttle.

224-256

OUTPOST SEGA

With the days getting shorter, it's best to stay inside and play the latest Sega Genesis games such as Syndicate, Brutal, Lemmings 2, Lawnmower Man, Pac-Man 2, and Skeleton Crew.

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PLANET 3DO

Gain control of the stars with Star Control 2.

292-299

CD-I ACTION

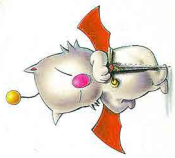
Bring peace back to the land in Kingdom.

304-305





It doesn't seem



fair does it?

INTERFACE

LETTERS TO THE EDITOR

This is the section where you can open up your mind and let the rest of electronic gaming know what you have to say! We print the best letters here, and then the rest of electronic gaming writes back to us commenting on your thought-provoking ideas. Video Cowboy's got the power! Is MKII better on the Super NES or Genesis? The only way you can find out is to play them. Please... We can't respond personally to your letters, nor even if you send us an SASE. Subscription problems? Don't write to Interface, all right? Welcome to Jurassic Park. RPGs rule, don't they? Pong rules, too!

SEND YOUR LETTERS TO...

Interface, Letters to the Editor,
c/o Sendai Publishing Group,
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Lombard, Illinois 60148



LETTER OF THE MONTH!

PAPER OR PLASTIC?

I recently purchased MK II. It is the coolest game ever made, but I'm not writing to praise it. I bought the Super NES version and it didn't come with one of those little plastic covers that slips over the bottom of the cart to protect it from dust and other junk. Instead, it came wrapped in a plastic bag. Are all games for the Super NES going to start lacking the plastic covers? Are video game companies getting cheap, or is it just Acclaim? My friend bought MKII at the same store, on the same day, and his came in a plastic bag too. So I know mine wasn't just a mis-packaged copy. It could have been a bad shipment, or maybe it was the store I bought it at. Please tell me what's going on.

Brent Pearson
Forestville, CA

(Ed. Mortal Kombat II is the first Super NES game to come without Nintendo's signature plastic dust cover. It seems Nintendo has done away with the use of the plastic covers on future products. [I guess there's a shortage.] Actually, the official Nintendo statement is that the dust covers were eliminated because of related shipping costs. I know we'll all miss those plastic covers, as some gamers used them to aid in storing their games. In other



The little, plastic dust covers no longer come with every Super NES game.

packaging news, Sega has done away with their plastic cartridge cases. Jurassic Park Rampage Edition is the first game to have a cardboard box. It's for the exact same reason: shipping costs. So can gamers now look forward to having to buy a separate game storage unit for their cartridges? Probably. I remember when I could store my Sega CD games in that handy little CD holder by my desk. Now, no way. Sega changed the packing of Sega CD games to that big jewel case. The first game to have that packaging was Ecco the Dolphin for the Sega CD. But if you buy a new game, and it doesn't come with a dust cover, don't despair. It's supposed to be like that.)



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.

MENACING MANEUVERS

Is it just me or are special moves on fighting games too complex? It's confusing and frustrating, having to hold a certain button down so long and then having to press more buttons at exactly the right time. You have to have perfect timing. It's a lot easier if you have a joystick. Couldn't they make it easier?

Jonathon Dent
Shreveport, LA

(Ed. Your question is an interesting one, especially in the day and age of lawyers. Yes, they are getting too complex, but you've got to remember that companies who believe that the moves are similar could take legal action. For example: Street Fighter II vs. Fighter's History. Capcom is alleging that Data East



Data East's Fighter's History: too similar to Capcom's SF2?

infringed upon their copyright the game "too similar" to SF2. So in order to avoid legalities [a new MKII finishing move, perhaps?], game companies try to make the moves as different from the other fighting games as possible. If they all had the same moves, what would be the point of releasing a new fighting game? They wouldn't have the originality! We'd get letters from readers trashing some new fighting game because "it's the same" as the others. It's a regulation on originality.)



W H O S A Y S L I F E I S F A I R ?

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

FINAL FANTASY III



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PRIMAL INSTINCTS

I am one of the biggest fans of the Primal Rage arcade game. So far I know both of Blizzard's fatalities. The only other fatality I have seen is Diablo's. I was wondering if you could send me a list of the secret moves and fatalities.

Most of the game is great, but the blocking is disappointing. The movements of the characters are so real and cool. Another thing, how do you pick up people and eat them? Also, I heard something about a weapon in the forest. Do you know if Primal Rage will make it to the home systems. If so, which ones? Are they working on a sequel to Primal Rage?

Rob Mishkin
Malvern, PA



Primal Rage: could it be coming to home systems in '95?

(Ed. Primal Rage secrets and tips can be found in the pages of EGM. Keep looking in EGM for more on this hot arcade game. As for home versions, rumor has it that it will be coming out for most major home systems in the summer of '95. You'll have to wait 'til then to play it at home.)

EXTENDING THE DUO'S PADS

Stop the presses, hold the front page. I have finally found it. Yes, after two years of looking I have found it. What is it? An extension cord for the Duo/PC Engine controller that adds about 6 ft. and is an 8-pin one side male, other side female extension for the Apple Macintosh computer. A serial cable is available at computer stores costs about \$7. Since the PC Engine nor the Duo offer extension cables I thought this would be of great interest to your readers.

Louis Klapis
Orlando, FL

(Ed. Thanks Louis!)

ASLOW 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!

To anyone:

My name is Bung Chow. I am currently at the second Mortal Kombat tournament. They work us to hell out here. We are constantly fighting new warriors. Just the other day I kicked the crud out of some guy claiming to be the Street Fighter champ. While I've been here I've learned lots of new moves. Some Shaolin dude taught me this killer kick. You just store up your lowest kick for five seconds. My favorite part of the tournament was watching some blue ninja chick beat up that Goro look-alike with her fan lift attack. During one fight I almost had to forfeit because of salmonella poisoning, but I toughened it out. Yesterday I saw a metal punk and a babe dressed in green chained up. I was too afraid to ask why they were like that. Tomorrow I fight some dude named Shao Kahn. The odds are against me, but I think I can beat him. Wish me luck.



Sincerely,
Bung Chow

Good thing Jon "Butt-head" Scotch, of West Chester, PA, forwarded this letter to us. It must have been a long journey from the island to the beach where he found it in a bottle. For courage in sending this, an EGM T-shirt is on its way.

SKIPPED DISK

I recently purchased Prize Fighter for my Sega CD. The FMV was smooth and the sound was great. Imagine my dismay when I took the game to a friend's (he has a CDX) house and the video kept "hiccuping" and just plain stopping for several seconds at a time. Is this because the CDX has less RAM than the Sega CD? Did my friend get ripped-off when he bought the CDX? Is Sega trying to pull something here? Thanks for your time and keep up the good work at EGM!

Brian Prince
Virginia City, NV

(Ed. Hmm ... Here's something you might want to try. Go out and buy one of those CD cleaners and clean your Prize Fighter CD and your friend's CDX. Then, try it again. If the problem isn't solved, then call Sega's Customer Service line at 1-800-USA-SEGA. They'll be able to help you.)

EASTER EGG ISLAND

Will Donkey Kong Country have the original Donkey Kong in it, similar to how Pac-Man 2 and Pitfall: The Mayan Adventure have their original games in it? If not, I hope that they will at least come

out with the original Donkey Kong. I loved that game.

Mike Wythe
Mt. Vernon, OH

(Ed. It's popular nowadays to include the original in the revision. To my knowledge, DK Country doesn't have the original DK game in it. It's possible that Nintendo knows something we don't, because DK Country has lots of hidden secrets to uncover. One of them might be what you want. The original DK can be played on the Game Boy or Super Game Boy, and it's out now. Is this a new industry trend? Who knows, but it sure is fun!)



Donkey Kong Country has lots of hidden secrets. Can you find the original DK?

**STRAP IN.
DRINK FUEL.
EAT ASPHALT.
BELCH FIRE.**

**WHO
SAYS YOU
HAVE TO SPEND
THE REST OF YOUR
LIFE DOING TIME IN THE
FAMILY SEDAN?**

MICHAEL ANDRETTI'S INDY CAR CHALLENGE

Michael Andretti's *Indy Car Challenge* will turn you into hell on wheels, surrounded by a pack of fire-belching, supercharged Indy Car racers. You're

right in the thick of things with **hot Mode-7 graphics** and **realistic play control**. It's the most awesome tire-smoking, door-blowing fun this side of slappin' on a helmet and strappin' into 2000 pounds of rolling thunder.



Hold on for the ride of your life in the one-player mode!



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Custom replay option lets YOU set the camera angles.

16 tracks of hot Indy Car action, featuring actual Indy Car track shapes—high-speed ovals, demanding road courses and challenging street circuits. Pit-to-car contact with world-class driver **Michael Andretti's actual voice**. You even get a **customizable instant replay** so you can relive every bone-blasting thrill and chill. Win the championship and you get to pit your skill against Andretti himself.

Speed down to your local retailer and get Michael Andretti's *Indy Car Challenge*. Just remember: the race begins after you get home.



"Whether you're driving solo or going head-to-head, this game has the action, speed and intensity to take you all the way to victory lane. It's white knuckle driving all the way!"


Michael Andretti

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Nintendo Power, Sept. 1994



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THE CREATIVITY COMPLEX

What's going on? Where has all the creativity gone? It's about time that creativity has come back to the video game industry. As you can tell, I think that gaming has lost its creativity. I have a few examples to prove my point.

1. Capcom releases Street Fighter II for the Super NES, then releases Street Fighter II Turbo. Did Capcom then come out with a new, Street Fighter III? NO! They came out with another Street Fighter II game and called it Super Street Fighter II. Sure, they spiced it up a little with four new characters but come on, three games out of what should have been one? I don't think so.

2. Many games do not have good endings. I mean, you sit there and play a game hour after hour, and after all your hard work, I think that the gamer who beats a game deserves something a little more spectacular than the names of the people who made the game. How exciting. There have been many games that were not great but their introductions and endings made them worth playing.

3. Data East released Fighter's History, a lame attempt at Street Fighter. While I'm on the subject of fighting games, how many does the gaming industry need? Street Fighter II and MKI and II are awesome. Clayfighter and TMNT: Tournament Fighters are also good. But then there is Eternal Champions, Brutal for Sega CD, World Heroes, Fighter's History, Ranma 1/2, and on ... and on ... and on ... and on ... and on ...

4. Quantity over Quality. This is mainly a problem with Super NES and not with the Genesis. I have the Genesis, Super NES, and the Sega CD. I feel that there are too many poorly made games by Super NES and that they have flooded the market with poor games. On the other hand,

Sega seems to take their time and release less quantity than Super NES but more quality. Also, I think that Genesis is far superior to the Super NES despite the Genesis' limited capabilities because of the quality of their games.

5. Finally, why do companies hold back? Everyone knows that NHL '94 from EA is a great game on both systems (and even better on Sega CD). But, now there is NHL '95 coming out where you can play a whole season. I am sure that when NHL '94 came out, EA had the capability to give you the ability to play a whole season, but I think that they held back.

These reasons are why I feel that some creativity has been lost since the beginning of the video game industry. I think that game designers have become lazy because many

games can now live off of their graphics and do not have to worry as much about the quality of the game play or the quality of the game endings in the game.

Brian Joseph Chester, PA

(Ed. Originality and creativity are complex things. It's a difficult position for video game companies. They want to provide the most exciting game play experience available, but they also want you to be around for next year's game. The way to do that may be to "hold back" or leave certain things to the imagination. Playing Sonic 3, you wonder, "What's next for Sonic?" Now we've found out. As you know, this is a topic that many readers have been writing us about. It's time the



Sonic 3's ending was short, with a majority being the game's credits.



Has Electronic Arts held back on their newest hockey game, NHL '95?

industry looked at the product available now and asked the gamers for input. Besides, the gamers know what's good and what's bad. Companies can't chart it on a map or in a survey. The target market knows, and the letters we've been getting have been screaming for originality, literally. Deliver the goods, or you'll be left behind by your audience. Our readers have said fighting games are out, RPGs are in—originality and creativity is a must. A good ending is also a must-have.)

WHAT IF!

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

WHAT IF...

...EGM had an RPG section

instead of a sports section?

...Final Fantasy III was the only game ever made?

"The What-If" Guru, Aurora, IL

...Scorpion ran out of spears?

...Sub-Zero got cold?

Reid Lyle, Memphis, TN

...Reptile missed and accidentally ate Toadstymann's head?

...Acclaim came out with a game called Minimum Carnage?

...There was Aura Interactor underwear? (Just don't fight Johnny Cage.)

Lee Elrod, Desoto, TX

...There was a Game Boy CD system?

Danny Ozuna, Rio Grande City, TX

...The characters of MKII opened up a blood bank?

Vince Colvin, La Crescenta, CA

...Liu Kang owned a restaurant called Burger Kang?

Kevin Devine and Dan McIntyre, Centerville, OH

...Somebody stole Scorpion's spear?

Jimmy Cray, Roselle Park, NJ

...Jade called the fire department on Smoke?

...Shang Tsung morphed into Kitana and still had a Big Johnson?

Matthew Clark, Arden, NC

...Reptile turned himself invisible and forgot how to turn back?

Jerred Hill, Calipatria, CA

...There was a Magic: The Gathering video game?

Andy Kremer, Orlando, FL

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

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Coming Soon to a Theatre Near You

THE NEXT GENERATION

First off I would like to say that your magazine is the best one out there regarding video games. *EGM*'s has the most information about the industry as a whole rather than just page after page of long-winded reviews. Your magazine also gets most of its info first, usually months before other magazines do. But let me get to the real topic of my letter.

Why is everyone so excited about the "Next Generation" of video game systems (i.e., Nintendo's Ultra 64, Sega's Saturn, Sony's PlayStation, etc.)? Sure, it will mean better graphics and probably longer games, but it also means that even fewer games will come out that challenge the average, not to mention seasoned player. I bought my Super NES system when it first came out. It took a long time for a decent game to come out or one that I couldn't beat in a couple days. When I had the original Nintendo system, most games I played took me a while to finish, if I finished at all. There was at least one game a month that I wanted to buy. The graphics might not have been as good compared to today, but they were decent, which meant that the companies had to work harder on making the game itself better. Now, most companies are concentrating more on graphics than on game play. Just as long as it looks good it will sell a bunch of copies.

That is what I'm afraid of when these new systems come out. Even more emphasis will be placed on graphics rather than game play. Just when the 16-Bit machines are starting to come out with better games more frequently, the companies will slowdown or halt the 16-Bit games being produced to make room for the 64- or 32-Bit games. I'm glad Nintendo's Ultra 65 system won't be coming out until late '95. Thanks for your time



With the "Next Generation" of systems, will we lose great game play?

and for putting out a great mag.

David Samuel
Los Angeles, CA

(Ed. The game graphics will always be important to the game. If Pong was released on the Super NES, it wouldn't sell as well as if it had improved graphics. Pong is Pong, no matter how you improve the graphics. A good game is good whether it has great graphics or not. A bad game with good graphics is still a bad game. I think that as the graphic capabilities of the systems improve, there should be more importance placed on game play. Companies end up spending too much time on the graphics and not on the actual game play or plot.)



Will Japan continue to keep jewels like these games to itself?

LAND OF THE RISING SUN

Why is it that every time Japan makes a new game, no matter how great the game is, only one percent of them make it over to the States. I really like RPG games, especially the Final Fantasy series. But whenever a new FF game is made, it takes too long to get over here. Instead of using the time to translate a Final Fantasy game so that the U.S. can have it, Nintendo takes two years to decide if they should bring it to America. Then other games like Dragon Ball Z were never given a chance. Why is it Japan always gets the great games?

Mike Kosciak
Arlington Heights, IL

(Ed. Japan gets a lot of great games. But they also get a lot of games that wouldn't make it over here for other reasons. There are a lot of Japanese games that you'd probably consider "too happy." Not that that's bad, but it's the perception that the industry has been plagued by all these years. In a way, they're right. But sometimes, happy games are fun to play, and they're popular. By the way, the Final Fantasy III game in Japan is not our III. We skipped their II, III [both for the Famicom, our NES], and V. Their V will be here next year, as a separate game from the FF series.)

THE SWORD IS...

You want a particular Japanese game to be release here, but don't know where to turn? Write to *EGM*'s The Sword Is, and if we think your cause is good, we'll print the address of the likely U.S. company.

SUPER KID ICARUS

One of Nintendo's first NES games has not had a 16-Bit revision. We've seen Super Metroid, Mario All-Stars, and even a Zelda game, but Kid Icarus has not received the same treatment. Gibson Yen, of Silver Spring, MD, would like to see a Super NES version of Kid Icarus. He'd like you to help him with this cause as well.

Write a letter to Nintendo of America and ask them if they would do a 16-Bit version of Kid Icarus.

Here's an example of the letter you could write:

Dear Nintendo of America,
I have been an owner of an NES and SNES for some time now. I really enjoy Kid Icarus on the NES and have been waiting for a version on the Super NES ever since I got the system. I am not the only one who feels this way, as many of my friends have also mentioned that it would be a good idea.

If a Super Kid Icarus were made, I know I would purchase a copy, and I would urge my friends to do the same. We've got Super Metroid, Zelda, and Mario All-Stars, where's Kid Icarus?

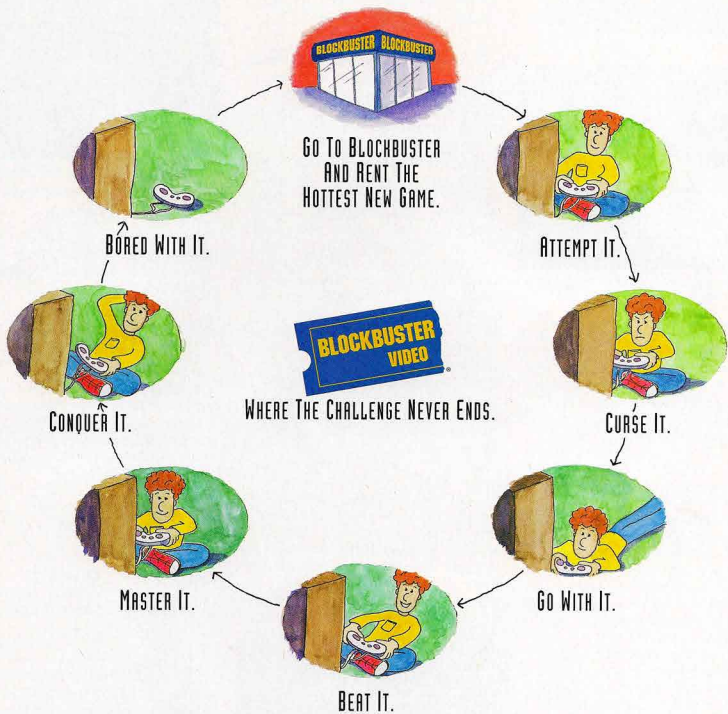
Thanks for your time,

YOUR NAME

Rally your friends and have them write in, too. The way to persuade them that this game is needed is to ask for it. If no one mentions it, it doesn't get made.

Nintendo of America Inc.
Attn. Super Kid Icarus
4820 150th Ave. NE
Redmond, WA 98052

Send your wish list to:
EGM's The Sword Is...
1920 Highland Ave. Suite 222
Lombard, IL 60148
Or tell us what games are on your wish list in your letters.



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INTERFACE LETTERS TO THE EDITOR



Sonic the Hedgehog on Atari's Jaguar? That could be a reality!

WHEN CHICKENS CAN FLY

While reading *Investor's Daily*, I came across this most interesting article. When Sega and Atari start sharing technologies to put out games for their systems, all I can say is that Ultra 64 and PlayStation games had better be good.

Damian Escamilla
San Jose, CA

(Ed. For those of you who haven't seen the report, let me sum it all up. Sega bought \$40 million of newly issued Atari stock, and paid Atari \$50 million to get access to Atari's video game patents, for a grand total of \$90 million. Under the terms of the agreement, Sega gets non-exclusive rights to Atari's library of over 70 patents. The two companies have the right to convert each other's games on to the other's systems. No titles have been announced yet, but they will start appearing next year. What a turn of events this is. It makes a lot of sense. Atari has a huge library of game titles, and their patents involve key programming t

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techniques. Atari's Jaguar system will also see some of Sega's biggest hits. That's a new hope for Jaguar owners, and great news for Sega system owners.)

IT KEEPS GOING AND GOING...

Hi guys! Well, first of all I would like to congratulate you guys (and gals) for putting together such a superb magazine! It's definitely the best one out there, keep up the great work!

Well, now to my problem. It has to deal with games with battery back-ups. My problem started a few weeks ago when I went to play one of my RPGs. When I started it up, I found out that after a time the quests get erased. I wasn't worried, I just started a new one. I found out later that the battery wouldn't save any of my quests for even a day before erasing it. So unless I sit there and play the entire game in one sitting, I won't be able to see the ending. My question is, is there any way I could recharge or replace the battery back-up for the game? I'm eagerly awaiting Final Fantasy III to be released, but I don't really want to spend \$89 plus tax (which is what most RPGs cost in Canada) and find out I can only get two or three years out of such a gorgeous looking game before I have to throw it away because the battery goes dead. I would really appreciate hearing of any knowledge you guys have of whether there is anything that can be done with games that have dead battery back-ups. Thanks a lot!

Anil Jugdeo
Mississauga, Ont., Can.

Celest: **W...ant!**
I'm a GENERAL, not some opera floozy!



Saving your game on a battery back-up can be a lifesaver.

(Ed. Battery saves in games have a limited life span, some of which are up to five years. It is a problem if the battery goes dead, as in your case. You may want to try calling SquareSoft to see if they can help you with your problem. Replacing the battery yourself is not recommended, because you'd have to open up the cartridge, and you may end up damaging something else. Ask around at electronics stores near you to see if they could help you, or try the store you bought it at.)



Star Wars Arcade for the 32X sounds great and looks spectacular!

32XITING

First off, I'd like to say that your magazine kicks. I own a Sega Genesis and am planning on buying a 32X, but I'd like to know a few things first:

1. Will Mortal Combat II or any other game be packed in with the hardware?
2. Are there plans to make Virtua Fighter or Daytona USA for the 32X or just for the Saturn?
3. There are a lot of rumors about what games will be made for the 32X, and I would just like you to confirm which games haven't and have plans to be made for the system. Here's the list:
Samurai Shodown I or II
Clayfighter II
Darkstalkers
Rise of the Robots
Aliens Vs. Predator
Alien Trilogy
Street Fighter: The Movie
And I would like to know if the graphics and sound will be as good as they will be for the Saturn.

Brandon Ellison
Int'l Falls, MN

(Ed. 1. No, MKII will not be packed in with the 32X, and the peripheral will come with coupons to use on soon-to-be-released 32X games. 2. No, Daytona USA and Virtua Fighter are only coming out for the Saturn at this time. 3. Samurai Shodown, maybe; Clayfighter II, yes; Darkstalkers, yes; Rise of the Robots, rumored; Aliens Vs. Predator, yes; Alien Trilogy, yes; Street Fighter: The Movie, yes. Will the sound be as good as the Saturn? It's possible because the systems are based on the same Hitachi chips, but it remains to be seen what kind of sound specs the Saturn actually has. For more on the 32X, keep watching EGM and EGM[®]. The Saturn looks really promising in Japan, but they have still not announced it in the U.S. So remember, officially, the Saturn is not here. Of course, most of us know that it's inevitable arrival is forthcoming. It will be interesting to see how the Saturn affects 32X sales. The 32X looks like a great choice for Genesis owners!)

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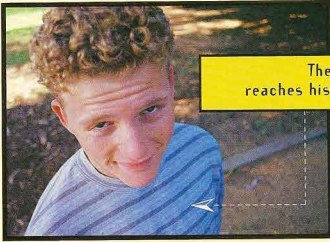
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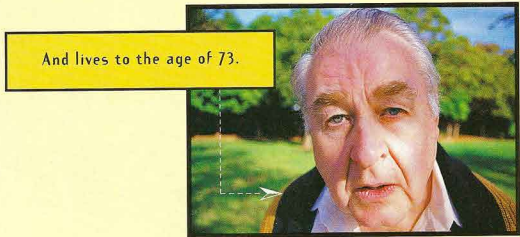


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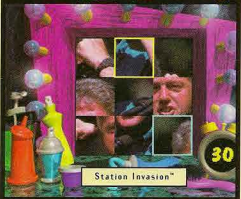
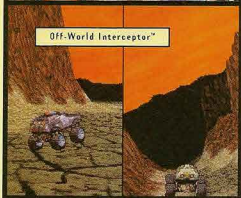
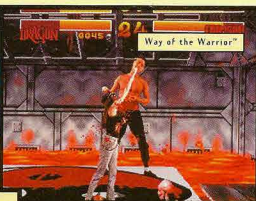
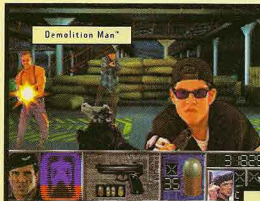



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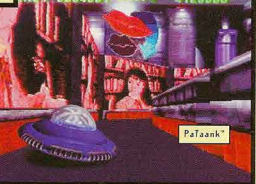
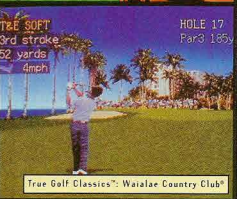
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So if you're over 17, or just looking for an alternative endorphin release, check it out.

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Peace.



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QUESTIONS, QUESTIONS...

I am writing to find out about an article in a magazine. It stated that Nintendo would be coming out with a Super CD for the Super NES sometime next fall. Is this true?

If so, what kind of accessories, games, and special features will it have, and also how much will it cost?

I am the proud owner of a Super NES, Genesis, Sega CD, Game Gear, and TurboGrafx-16. The thing that I'd like to find an answer to has bugged me for some time.

My absolute favorite games are RPGs. I treasure them mainly for their replay value and long-term game play. Recently I've found that the games quoted have 80 or more hours of game play only take me a day and a half to beat!

For example, I received Lunar for the Sega CD on my birthday. Instead of taking me three or four days to beat like it's supposed to, it took me only 12 hours!

So my question: are RPGs really shorter than what the companies claim, or am I just too good?

If possible, I would love a response!

John Bookout
Las Vegas, NV

(Ed. The Nintendo Super CD system was supposed to have come out. But, as



Lunar the Silver Star on the Sega CD is a classic role-playing game.

you've read in previous issues of EGM, Nintendo decided to axe it in favor of the Ultra 64. Why? Their explanation is because CD technology was too slow, and that a 16-Bit CD system would not give enough of an improvement in game play to warrant it. But, if you're thinking about a CD system for the Ultra... well, that's entirely possible. In fact, I wouldn't be too surprised if it happened sooner or later. The Ultra is a cartridge machine, but it could use a CD drive, especially if

Nintendo wants to stay ahead of Sega and their CD-based Saturn. But that's all in the future. As for RPGs, you're just too good! Lunar took me about a week or so. But if you need a big challenge, Final Fantasy III is for you. Take it from me, it's a great game.)

BUYING THE PAST

I've been a video game freak for about 12 years now, and lately I've been collecting systems that I grew up with to add to my current machines. My problem is, where can I get games and accessories for my classic systems? The only answer I've been getting is, "Go to flea markets," but all you find there are the most popular games, which is usually the stuff you already have. If you're looking for Astrocade or Vectrex games (which I am), you can forget about it. Sure, once in a blue moon you might get lucky, but I work 65 hours a week and don't really have the time or energy to go to flea markets and hope to be lucky enough to see something.

What I really want to know is, are there any magazines, fanzines, clubs, or conventions out there for classic gamers? Maybe a department store warehouse that stored unsold games or a flea market dealers union or pool to help me find what I'm looking for?

If you or anyone else out there could help me, I'd greatly appreciate it. I know someone out there must be selling the games I want to buy, I just need help finding them.

Andrew Light
Manheim, PA

(Ed. Sure, there are sources which talk a lot about the games of the past. Digital Press is a fanzine which covers games from the past, as well as games from today's systems. It's really good reading, and I read it whenever I get the chance. It was reviewed in the Fandom Central column in EGM issue #3. If you missed that issue, here's the deal: Digital Press has a cover price of \$1.75 and is bimonthly. You can get an issue by sending \$1.75 to: Digital Press, 44 Hunter Pl., Pomplon Lakes, NJ 07442-2037. Be sure to make checks out to the editor, Joe Santulli. In DP, you'll find the ads of sources for games, classifieds, and even reviews and lists of old titles. It's a great source. You may also want to scout out those stores that sell everything for \$1. Sometimes they have games. But again, those are probably the more common titles. Good luck in your search, and contact Joe! He'll help you. There are other fanzines that cover older systems too, like The 2600 Connection, Classic Systems & Games Monthly, and others.)

PHILIPS'
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TOP 10



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OCTOBER 1994

1. Mad Dog McCreo
2. Lital Divil
3. 7th Guest
4. Dragon's Lair
5. Space Ace
6. Hotel Mario
7. Mega Maze
8. Striker Pro
9. Kether
10. Caesar's World Gambling

THE SCRAPBOOK



E. Frondoso of Walnut, CA, drew up this spectacular Virtua Combat envelope. What an idea, a polygon MK? Thanks for the great sketch!

Matt
Wiedenheft of
Norwich, CT,
sent us this
photo. A new
Mario Kart
racer?



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Q&A QUICKIES



In the Genesis Super Street Fighter II, Balrog's shirt is yellow in the box, and when you select him, it's blue. Why is this ... has Capcom gone color blind?

Jim Jirardo
Laguna Beach, CA

(Ed. Good catch Jim. Once again, there's a difference in the Genesis version. Isn't that strange?)

I've been thinking about buying a Neo•Geo for some time. After I saw your article on the Neo•Geo CD system, I decided to wait. Is it still as slow as it was at the Tokyo Toy Show? If it is, will it be improved when it comes out here? I'm really interested in it, because it's affordable.

Mike Flavo
Oklahoma City, OK

(Ed. It was released in Japan a little while ago. And, surprise! It's a little faster than it was back in the summer. Early reports tell us that it's missing a few sound channels, and the load time is still between 15-19 seconds in between rounds in Samurai Showdown. Now there have been rumors that the CD2 system in Japan may be coming here. But then again ... look at the letter from Ryan Smith in this issue for more SNK happenings.)

I'm really interested in Mortal Kombat II. I love the arcade version, but I can't stand either home version. They make me sick! Is there any way I can get an arcade MKII, and if so, how much would it cost?

Niyamo Takashi
Springfield, MO

(Ed. You can get a Mortal II machine, but it'll cost you a lot. Look in your local yellow pages for video games, electronic games, or amusements for the names and phone numbers of distributors in your area. An MKII machine is about \$4,500.)

EGM² ENVELOPE ART!



Jeremy Su
Scarborough, Ontario,
CANADA



Dewayne Moore
Popular, SC



Dan Lindner
Bellvue, WA



Colin Shapiro
Mequon, WI



Ricci Arguilla
Lawrenceville, GA



Geoffrey R. Lazo
West Covina, CA



Charles C. Underhill
Kernersville, NC



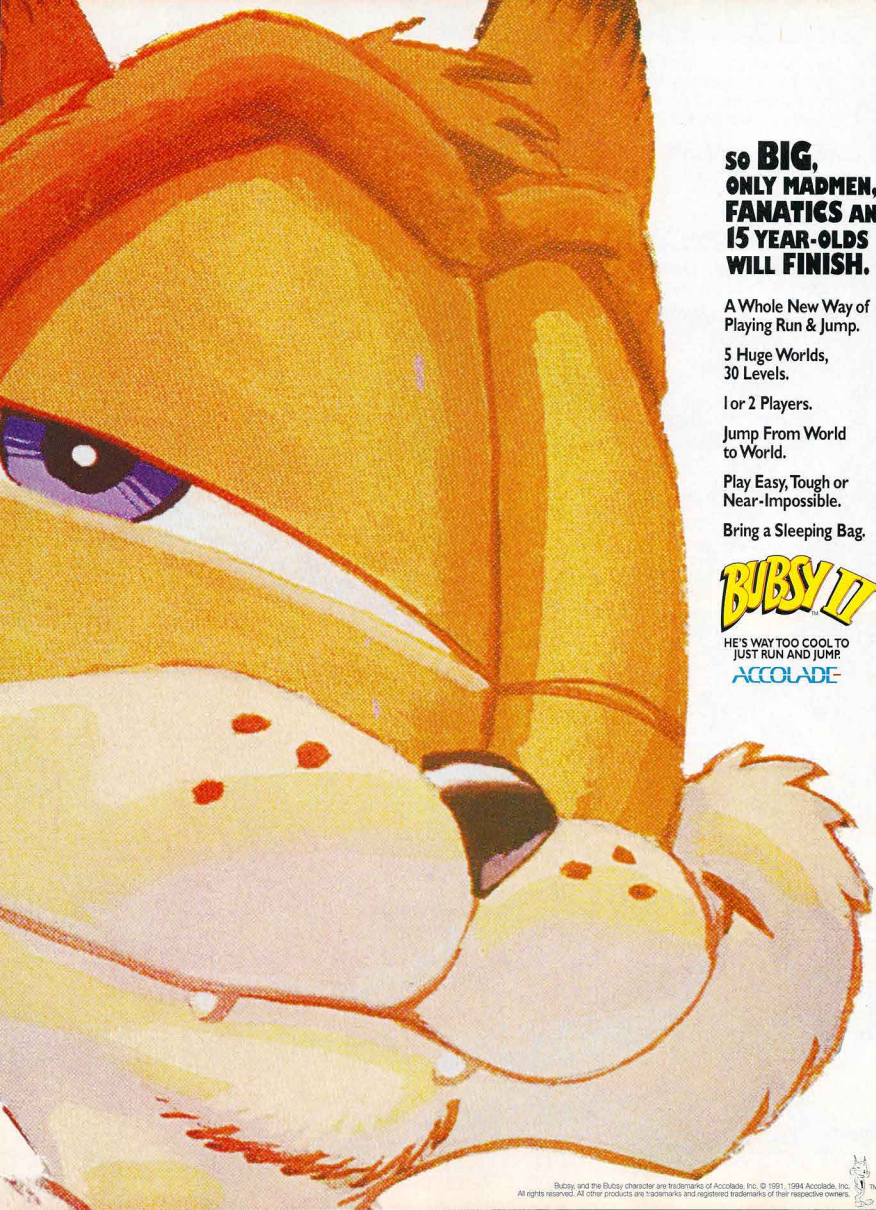
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FIRST PRIZE-FIRE STICK

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JUST RUN AND JUMP.

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ONE **HERO** MUST FIND THE **SIX KEYS** TO BANISH HER FOREVER....

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

BREATH OF FIRE



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

SQUARESOFT

SUPER NINTENDO
ENTERTAINMENT SYSTEM

Official
Christmas
Best of Quality

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

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

YOU THINK THIS IS
JUST A GAME?!



**3/4-BATTLE PERSPECTIVE!
ANIMATED MONSTERS!
NOW YOU'RE PLAYING
WITH FIRE!!!**

**BREATH OF FIRE,
A RED-HOT 12-MEG
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"WHAT RPG FAN CAN'T
GET EXCITED ABOUT A
GAME LIKE THIS?
...COULD EASILY END
UP BEING THE BEST
RPG OF THE YEAR."
**GAME PLAYERS-
MAY '94**

FANZINES AND PROZINES—BOTH GOOD!

by Arnie Katz

Some fans, bless their big mouths, think I'm dissing fanszines when I say that they aren't prozines. If they knew me better, they'd know I intended no disrespect. In most ways, it's a compliment.

These two types of publications exist for different reasons.

Newsstand publishing is a profit-making business. A professional magazine identifies an audience with a need. Properly serving that market gains advertising and reader support. The professional magazines are supposed to be balanced and reasonably objective. (Yes, I read the rest of *EGM*.) They must come up to the standards for art and graphics in their field, much as a new video game must look, sound, and play at least as well as last summer's cartridges.

Fanzines are a spare-time pursuit, not a job. The people who write, draw, and edit them do so because they enjoy the activity. Some are wrapped up in the publishing process itself, while others do fanzines to get their opinions in front of knowledgeable people like themselves. Whatever the reason, a fanzine should be a personal reflection of the people behind it.

I've ragged on people who publish pretentious fanzines in the past, and I'll get cranky with them again. Pretending to be a megacorporation or worldwide publisher fools no one, and it tends to rob the fanzine of that wonderful touch of humanity that makes them so much fun.

Now it's time to let that fun begin.

RPG Review #1

Edited by James Catalano
638 W. Grace, #336
Chicago, IL 60613

Frequent, \$2.50 per issue,
24 pages



This month's best first issue is a fanzine exclusively devoted to role-playing games and adventures. James is fairly well-known from his letters and contributions to other fanzines, and he's staked out interesting territory for his own 'zine.

A directory of short reviews of RPGs for the Atari 2600, Sega Master System, Sega CD, and Genesis entirely fills the 24 pages.

James has given *RPG Review* a high-impact, distinctive appearance. The dark illustrations and lettering give it a definite horror-fantasy ambience. The excellent drawings are not credited, an oversight sure to be corrected next time. A few little changes, such as printing articles without spaces between paragraphs and adding an editorial commentary may be all this fanzine needs to

Ultimate Video Game Tricks & Cheats Dictionary A - E

Canada: \$ 3.50 Cdn.
USA : \$ 3.00 US.
Other : \$ 5.00 US.
Compiled by Michael White

become a major title.

Ultimate Video Game Tricks and Cheats Dictionary, A-E

Edited by Michael White
PO Box 294
Canso, Nova Scotia B0H 1H0
NA, US \$3.50 per issue,
27 pages

Many fan publications are periodicals, magazines that come out at intervals over an extended period of time. Fans sometimes craft special titles, too, and this is one of the year's most outstanding ones.

Its loose-leaf-punched pages offer a compendium of game secrets never before brought together under one cover.

Future installments will carry this work through the alphabet. This is such handy stuff that I don't see how any real video gamer could resist. If any fan project merits universal support, this is it. The Tricks and Cheats Dictionary is this month's "must buy."



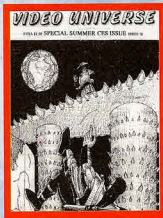
Video Game Review #11

Edited by Travis Scott
8 Peppertree
Anderson, SC 29671
Frequent, \$1.25, 22 pages

Two years of steady improvement have made *Video Game Review* a highly desirable fanzine for those who follow the game machines, including Sega CD. The mix of material includes a column on portable games, an analysis of game

advertising on television, and Jayson Hill's romp through the history of X-rated games. Also on hand are reviews, an editorial, and an essay about whether there are too many game systems.

Some may find *Video Games Review* a little vanilla in the graphics department, but it is readable, neat, and well-organized. I'd still like to see Travis relax just a little, now that he's obviously mastered the basics of fanzine production, but this is already



a recommended fanzine.

Video Universe #10
Edited by Chad Laubach & George Wilson
7640 Woodbine Rd.
Macungie, PA 18062
Frequent, \$1.50 per issue,
36 pages

This is both a good fanzine and a good value. The editors and main contributors all toured the Chicago show, and they recount the highs and lows with skill and humor. Those who only know these trade events from descriptions in the prozines will appreciate this fans'-eye view.

Video Universe is one of today's best amateur video gaming publications, and well worth the \$1.50 for a sample.

Send fanzines for review to:
Arnie Katz
330 S. Decatur, Suite 152,

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YOU WON'T MAKE IT THROUGH ALIVE.**



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As Pocky and her partner, you are about to embark on a fantastic and dangerous adventure. You will need to use your wits and bravery to reach the end of your journey. Are you up to the challenge?

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48-5-3-7214 SHAQ-FU ENFORCER OF JUSTICE 42-FA 9

HE WEARS

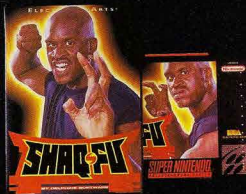
SIZE 22 EEE SHOES

ON HIS FEET.

HIS OPPONENTS

USUALLY WEAR THEM

ON THEIR FACE.



WELCOME TO KUNG-FU, SHAQ-STYLE. LIFE-LIKE ANIMATION FROM DELPHINE (THE MAKERS OF FLASHBACK) TURNS SHAQ LOOSE ON THE MANY FACES OF EVIL. FROM HIS MASSIVE HANDS TO HIS SIZE 22EEE FEET, YOU'LL FEEL EVERY SINGLE BRAIN-ALTERING BLOW.



SHAQ-HOUSE DEVASTATES MEPHIS THE SCUMBAG.



SHAQ-ATTAQ ROCKS THE VOO-DOO QUEEN'S WORLD.



TWO OF SHAQ'S ENEMIES, BEAST AND RAJA, GO AT IT.



SHAQ-SMAQ BRINGS THE EVIL AUROCH TO HIS KNEES.

PESSST. IT IS A WISE MAN WHO LOOKS FOR EXCLUSIVE SHAQ-FU HINTS AND TIPS IN CLASSIC 4-SPORT TRADING CARDS.

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PRESS START

Almost as prevalent as the discussions about the graphic capabilities and processing speeds of the latest home systems to hit the market, are the updates regarding the ongoing debate over the violent nature of some games. Even as industry captains attempt to develop a rating system which will both appease parents and allow programmers to continue to produce the games on the cutting-edge of realism, the groups against violence in games are up to their old tricks again, trying to force their values onto today's society. They've released a new hit-list of games they think are too violent or send the wrong message to the youth of today. The list is lengthy, and it would take quite a while to list each of the titles that people opposed to video game violence find questionable.

The group, which has a long and storied history as the nation's violence watchdog, has now branched out into the world of video games, targeting video games as the reason behind some of the country's youth dilemmas. They are pointing to games like *Mortal Kombat*, *Street Fighter II*, and *Doom* as the stem of the violent behavior that is a disturbing trend among some of today's boys and girls.

Research into the effects of video games on individuals has just begun, but some authorities are speculating that pulling triggers and pointing guns while playing video games may be a cause of aggressive behavior in some children.

"It's a matter of practice," said Leonard Eron, a

researcher with the University of Michigan's Institute for Social Research. "The more a child practices, the more apt he is to use the skill he or she is practicing."

These groups continue to preach their litany of the ills of graphically violent video games, but the reality of the situation is that there is no scientific analysis that links video games to excessively aggressive behavior in children. The argument becomes even more complex when one realizes that many mental health professionals have taken both sides in the debate. It is the position of many researchers and analysts that games affect each child differently, and thus cannot be blamed, as a group, for societal ills.

According to analysts, the majority of people playing video games are boys 16 and under, individuals who often feel the need to engage in competitive behavior in an attempt to mimic the social order.

"Many children who are afraid to compete with others are not afraid to take on the bad guys in their favorite video game, causing them to develop a false sense of invincibility without fear of reprisal when dealing with other children," said psychiatrist Vladimir Rushkin, a leading researcher in societal violence.

Since their inception, many game companies have established and followed industry standards to prevent "exceptional violence, negative stereotypes, and depictions of alcohol, drugs, tobacco, and nudity in games." Parent groups and other agencies who monitor the

AND ON THE VIDEO GAME VIOLENCE FRONT, THE BATTLE RAGES ON...

violent content of materials geared for children are not convinced of the innocuous nature of video games or the integrity of game manufacturers. They are afraid that in the same way that excessively violent games became wide spread, games with gratuitous

games, from getting out of control.

As a whole, the video game industry has been actively pursuing the

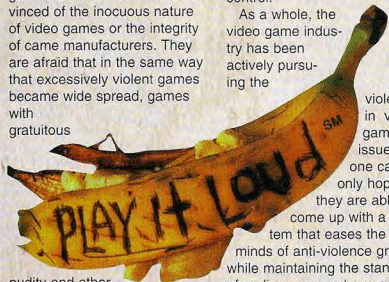
violence in video games issue and one can only hope that

they are able to come up with a system that eases the minds of anti-violence groups while maintaining the standard of realism gamers have come to expect.

Perhaps the next step is to look beyond the games to discover why it is that young people find violent games so appealing, and develop ways to translate those motivations into games not set in a fighting context.

nudity and other harmful images will become easily accessible and sought after by young people.

The issue has even gone to congress. Senators and parent agencies alike have been lobbying the government and pushing for an industrywide rating system that they suggest would prevent push-button aggression, or violent behavior that results from exposure to overly violent images and acts through the playing of video



LIST OF GAMES CURRENTLY ON THE WATCHDOG LIST

ROADRASH II—
3DO
WAY OF THE WARRIOR—
3DO
MORTAL KOMBAT—
ARENA
MORTAL KOMBAT II—
ARENA
BATTLE FRENZY—
DOMARK
DOOM—
ID

URBAN STRIKE—
EA
JUNGLE STRIKE—
EA
CONTRA HARD CORP—
KONAMI
STREET FIGHTER II—
ARCADE
PRIMAL RAGE—
ARCADE
DYNAMITE HEADY—
SEGA

MORTAL KOMBAT II

BIGGEST SELLER IN GAMING HISTORY

It was quite a marketing accomplishment to beat the numbers of last year's *Mortal Kombat* release, but team Acclaim did it with your help. They didn't only broke, but smashed video game and film industry sales records. *Mortal Kombat II* generated more than \$50 million in retail revenue its first week on the market. This total surpasses the opening week receipts of all of this past summer's top-grossing films:

The Lion King, *The Mask*, *Forrest Gump*, and *True Lies*.

All of this has succeeding in making *Mortal Kombat II* immortal in the history books, ranking it as the largest introduction of a video game in history. Being propelled by Acclaim's \$10 million global-marketing campaign was only part of the reason for the game's success. The majority

of the work was done behind-the-scenes, over-the-counter and at the retail level. Acclaim introduced unprecedented point-of-purchase programs and pre-bookings for the title.

It took 65 transport trucks, 11 jumbo jets and hundreds of security personnel to transport the more than 2.5 million cartridges for all of the gaming formats to the 200 drop-ship distribution centers and their final retail destinations.

"Every one of the 15,000 retail stores had copies of each of the games they ordered on or before *Mortal Friday*, September 9. Some of the retail locations even sold the games before they were supposed to, but although that wasn't part of the game plan, you can't legislate something like that. The release date was September 9, but we couldn't do anything

about the pre-release of the MKII cartridges to the consumers," one Acclaim official commented.

If laid end-to-end, the initial shipment of *Mortal Kombat II* cartridges would have paved a path from New York City to Boston, taking into the account the different box configurations and the different cartridge sizes for each gaming format.

"That sales of *Mortal Kombat II* have matched or eclipsed those achieved by Hollywood's top feature films. It is testimony to the growth of interactive entertainment as a mass-market medium," said Robert Holmes, president of Acclaim. "MKII is enjoying a faster rate of sale than *NBA Jam*, a title we introduced earlier this year which previously held the record as the industry's biggest opening-week seller."

CRITICS RAVE ABOUT THE SUPER NES VERSION OF MORTAL KOMBAT II

Mortal has been out for over two months now on all gaming formats, and everyone has their favorite translation. Which version do the experts think is best? We asked them to see what they think.

"The only thing worth beefing about in MKII is that the kombos don't work the same way as they do in the Sega Genesis version. So, I have to go with the Super NES version because the kombos are easier to pull off," said Malcolm Mayhew, a video game columnist with *The Seattle Post Intelligencer*.

"I was very disappointed in the poor translation of the Sega version of the *Mortal Kombat II* arcade game compared with Nintendo's version; a lot was missing in Sega's version. The Genesis color was so faded, I

thought my TV was going to the dogs. My recommendation is: if you own a Super NES, buy *Mortal Kombat II*. If you own a Genesis, go and play it in the arcade," reported Darrin Hill, video game reviewer, *Detroit News*.

"It's the best game I've ever played—a true translation," said Kevin Cowherd, a reporter with *The Baltimore Sun*, about the Super NES version of MKII.

"[The Super NES version] is an excellent reproduction that truly is 'as close to the arcade as the hardware would allow.' All the moves and little nuances are here to make you feel at home. The graphics and sounds are excellent, although the Genesis is a great translation considering its limitations," said Sushi-X of *Electronic Gaming Monthly*.

SEGA

LAST MINUTE UPDATE

SEGA AND ATARI SIGN PACT

The on-again, off-again friendship between Sega and Atari has once again moved from the courtroom to the boardroom. The two seem to have mended their fences and gotten on with their respective businesses. They recently announced a new agreement that includes several proposals designed to serve as the basis for the two companies to once again work with each other.

Under the terms of the agreement, Sega will receive worldwide, non-exclusive rights with certain exceptions to Atari's extensive library of patents, the number of which extend beyond the turn of the century. The agreement covers Sega, its subsidiaries, its licensees, and its customers, encompassing more than 70 U.S. patents amortized at \$7 million per year. Atari will receive a total of \$50 million, less Atari's attorney's fees.

Sega will purchase 4.7 million shares of Atari common stock for a total price of \$40 million. Both companies will enter into a software licensing agreement for certain licenses that will be made on each company's current and future gaming platforms.

Both companies are reportedly pleased with their respective agreements, which are subject to approval by the United States Department of Justice and the Federal Trade Commission under certain conditions and caselaw requirements.



SHAQ FU TO SHIP IN OCT.

Electronic Arts announced that the company's first title starring Shaquille O'Neal will appear on retailers' shelves for the very first time on October 28. Over 20,000 storefronts nationwide will take part in this event, offering customers *Shaq-Fu* on the Sega and Super NES.

"I really like how EA is marketing *Shaq-Fu*," Shaq commented. "They've done a great job working with my other licensees to create an awareness about the release of S-F."



IF YOU DON'T HAVE EYES IN THE BACK

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



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

BASICALLY,
YOUR CHANCES
ARE PATHETIC.



THE KEY TO SURVIVAL?

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



OF YOUR HEAD, YOU'RE DEAD MEAT.

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

IT HELPS IF YOU'RE
RUTHLESS.

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



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



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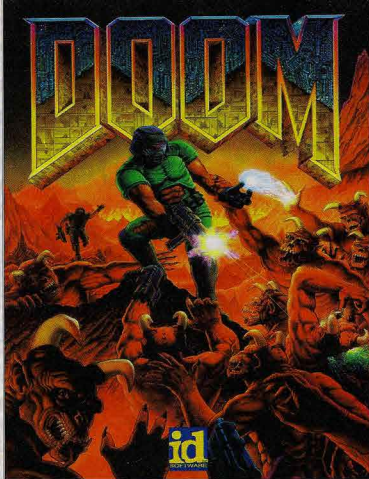
1995 Summer CES Cancelled

The Electronic Industry Association's bi-annual Consumer Electronics show, now called the CES Interactive Show, has been cancelled. It was scheduled to be held on May 11-13 in Philadelphia.

"After reviewing the pressure and stress put on potential exhibitors, buyers, and journalists to decide between the two major industry shows being held at the same time on two separate coasts, we chose to do what was best for the Interactive industry and reschedule our show from 1995 to 1996," said Gary J. Shapiro, vice president of the EIA/CES.

"Although exhibit sales of CES Interactive were strong and early indications were that buyers preferred CES-I. We felt that it would be better for the video game and interactive industries to have one show only during these dates and concentrate our efforts on a successful winter CES for these segments and the entire consumer electronics industry."

The EIA plans to hold CES Interactive '96 in Orlando, FL, in May 1996. Currently, the 1995 International CES is being held in Las Vegas, January 6-9. EIA is the 70-year-old Washington, D.C.-based trade association representing all facets of electronics manufacturing.



J-CART MAKES GAMING HISTORY POSSIBLE

Those programming wizards at Codemasters, still fresh from their Game Genie successes, have once again rubbed their magic lamp and created another innovative gaming wish come true.

The J-Cart is a phenomenal device that allows you to plug in two additional controllers into your actual game cartridge as it is plugged into your Genesis, or Megadrive as it is called in England where Codemasters is located.

Gamers need not worry whether any particular four-player adapter is compatible to play their favorite games with their friends. The new J-Cart technology takes away the worry and leaves no surprises.

Pete Sampras Tennis will be one of the first games to utilize the new J-Cart technology. Though Codemasters hardly has the ink dry on this history-making innovation, they have also announced that one of their most popular titles, Micro Machines will have a sequel. Micro Machines 2 will be available this Christmas and it is set to accommodate one to four players using the J-Cart technology. However, the wizards at Codemasters made some feverish programming adjustments and have made Micro Machines 2 the first eight-player video game in history.

The eight-player action will be featured in a specially created tournament in addition to the main Micro Machines 2 game. The mechanics of the eight-player challenge is based on two players on each of the four controllers. The acceleration of the cars is automatic and the player controls the braking.

DOOM ABOUT TO BLAST ITS WAY ONTO THE ULTRA 64 FROM WILLIAMS

One of the most popular PC games in history is about to blast its way onto the Ultra 64. The game that makes Mortal Kombat seem tame will bleed onto Nintendo's new system when it becomes available.

Williams, the arcade giant, will develop the new advanced version of Doom exclusively for play on the Ultra 64 home video game system. It is scheduled to be introduced next fall when the Ultra 64 is scheduled to be released.

"We have given Williams Entertainment immediate access to Nintendo Ultra 64 game development information so that the new Doom game will be available when our new 64-Bit home system is launched."

Nintendo's new machine is being jointly developed by Nintendo and Silicon Graphics Inc., the computer graphics company whose hardware created the special effects in such movies as *Jurassic Park*, *Terminator 2*, and most recently *Forrest Gump*. The software used on the workstations in the movies and for Nintendo's Donkey Kong Country mega-hit were made by Alias Research.

Williams Entertainment will develop Doom under the creative direction of ID Software Inc. of Mesquite, Texas, the original creators of the 3-D style battle game that's been a bestseller on the PC platform.



Can you beat Mad Dog to the Lost Gold?

MAD DOG II

the Lost Gold

LIVE ACTION
MOTION PICTURE
CD Shooting Game

This action-packed adventure will challenge your shooting skills confronting banditos, renegades, and Mad Dog's men. Select one of three different guides and experience a variety of trails in a quest to beat Mad Dog to the lost gold and return with it to the old mission where the longest interactive battle ever filmed awaits the more-skilled game player.

SEGA CD

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



The GAMEGUN™ is now available to provide arcade level shooting action for all ALG titles on the SEGA CD™ and 3DO systems.



The Arcade Smash Hit by

AMERICAN
LASER GAMES™

See your favorite retail store or call 1-800-350-1719 Ext. 246 for availability. Mad Dog II, The Lost Gold is a trademark of American Laser Games, Inc. 3DO and 3DO logos are trademarks of the 3DO Company. SEGA and SEGA CD are trademarks of SEGA Enterprises, Ltd. All rights reserved.

HEADS UP BRINGING LASERTECH TO THE U.S.

Heads Up Technologies has announced that they are setting up their laser-based family entertainment systems in the U.S. under a contract with MCA/Universal Studios. In July, Heads Up set up a LaserTech system at "Porto Europa," a theme park in Japan. (LaserTech is a customization of a range of game scenarios for the generic Laser Trek game.)

Since the facility was opened, 1,500 people a day have taken part, making LaserTech the most popular attraction in the park.

The system uses state-of-the-art microprocessors that create and control brilliant arena illusions by employing visual and audio effects. LaserTech integrates these special effects to the operator's actions using choreographed lights, smoke, music, and digitized voices. All of these elements combine to create a high-energy, interactive environment that goes beyond Virtual Reality.

Players numbering up to 24 wear Heads Up patented polycarbonate vests, each equipped with their own microprocessors,

coordinate their laser usage through a central Radio Frequency network. Players are kept informed of their status in a variety of ways. An LCD indicator on the rear of the gun



displays the computer-generated individual scoring system. Additional displays inform the player on how many shots have been fired and how many are remaining. If the player is hit, the LCD displays where he or

she has been hit and by whom.

The audio updates are played through a speaker assembly located within inches of your ears on the shoulder pads of the sensor vest.

gamer's experience.

Constant coaching and automatic feedback is constantly given, encouraging the player to go on or to take evasive action. If you are playing and hit an opponent, a male voice will say "Good Shot!" encouraging the player to carry on. If you should get hit, a female voice will say "System hit! Take evasive action!" The MCA/Universal system can speak both English or Japanese, but any language or sound pattern can be customized to meet specific needs.

Heads Up plans to open up several LaserTrek locations in the U.S. over the next several months due to its overwhelming success overseas.

"Video games first introduced the public to computer interactive games," says Robert Harshaw, president of Heads Up Technologies. "Next came Virtual Reality that closed the gap between the player and the game by allowing the player to interface with the game. LaserTrek is the next step; total immersion of the player in sensory input."

CAPDISC TO MAKE 32X GAMES

In a move that expands Capdisc's potential audience by nearly one million users by Christmas '95, Capitol Multimedia, Inc. said recently that three titles are under development and will be released under Capdisc's label for Sega's new 32X platform. Terms of the agreement with Sega were not announced.

Capdisc is currently developing titles for the Sega CD, Philips CD-i, PC, and Mac CD-ROM platforms.

The first two titles to be released on the 32X will be NFL Instant Replay and Kingdom-The Far Reaches.

For this Christmas season,

Capitol will release the popular NFL football Trivia Challenge for the Sega CD, PC, and Mac CD-ROM platforms.

NFL Football Trivia Challenge is a 1,500 question multimedia game based on film clips and photographs licensed from the NFL and it is narrated by Pat Summerall and Tom Brookshier.

"With a projected installed base of one million by Christmas '95, the 32X platform offers Capitol Multimedia an opportunity to leverage its investments in its titles across more platforms and greatly increase our CD-based market," says Robert Bogin, president of Capitol Multimedia, Inc.

Visual clues are given to increase the situational awareness as well. Within sight are timers that count down the time before the game ends. Vibrating units, located in the front and back also add to the

BOB RODEN NAMED RSAC PRESIDENT

The Recreational Software Advisory Council (RSAC), a non-profit, independent organization recently established to implement and oversee national software ratings systems, has elected Bob Roden president of the organization.

Roden is general counsel and director of business affairs for Lucas Entertainment.

As president of the council, Roden will sit on a nine-member board designed to ensure that the ratings system will be independent of the software industry's control. Five of the board's nine seats will be occu-

pled by people outside the software industry, such as teachers, parents, and media experts.

The RSAC assigns a product a numerical value from zero to four across three categories: sex/nudity, violence, and language. Any scores above zero are posted on the packaging of the game; if all the scores are zero, the game is rated as suitable for all audiences.

These numbers are arrived at objectively by using a RSAC-designed program that asks the developer to answer a series of specific, factual questions about its product.

PLUG IN AND HANG ON!

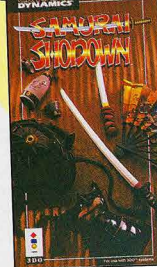
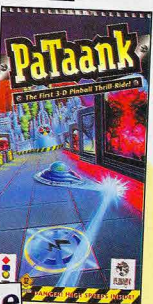
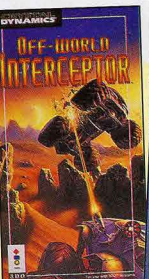
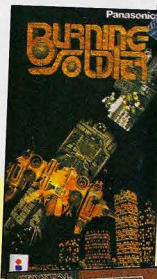
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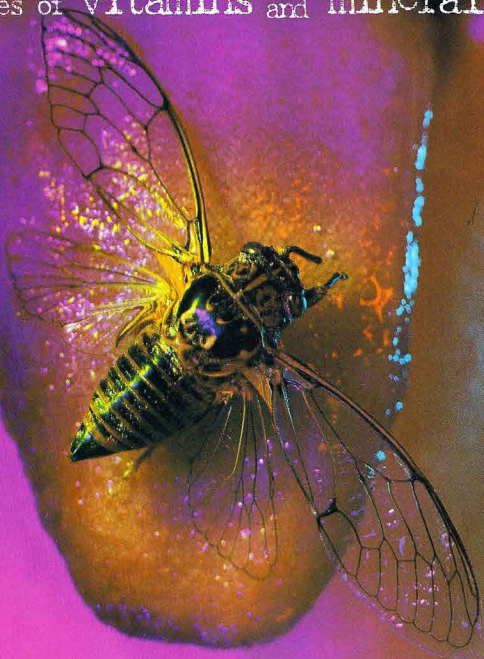
Buy a 3DO System & SAVE 10% on your next 3 3DO games! See associate for discount card and details.

SOFTWARE ETC.

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Allowances of **vitamins** and **minerals**.



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grasshoppers, tasty fleas and caterpillars. Not exactly the colonel's snack'n pak, but lip-smackin' good, just the same. Without these **skanky nuggets o'bug guts** to munch for power, you're roadkill, baby. Oh, you'll **bust** a few of Miss Manners' rules in

this **32-bit battle**. But hey, only **wussies** worry about good taste, right?



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



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

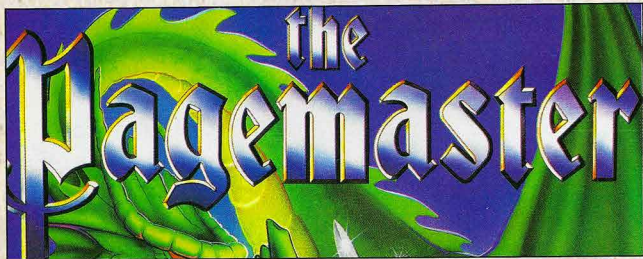


Each world inspired by either Kung Foo, Shmuck Rogers, that Indiana dude, Boris Carloff, and Rojer Rabbit. (Legal weasels require we be vague.)

Call 1-900-737-4767 85¢/min. 18 or older touch-tone phone only to hear Dana Gould's hilarious GEX routines. Yeah, it'll cost you a little, but you'll cough up a lung as he sends you reeling with side-splitting laughter like only a guy who CD'd on 70's TV can.

CRYSTAL DYNAMICS

FOX INTERACTIVE PREPARES TO TAKE THE CHRISTMAS SEASON BY STORM



A new chapter is being opened in video gaming history with the release of *The Pagemaster* from Twentieth Century Fox. The video game of the same name is being released on the same day this

the science-fiction section of the library, only to find out that it is the way to a realm of fantasy. In the games, you guide the hero through a series of books, each with a different theme. You can battle the evil pirate,

the movie and gamers will be right at home when they plug in the cartridge and begin playing the game.

FOX Interactive, the gaming division of the motion picture giant Twentieth Century Fox, will launch both the video game and the movie in a big way with a major media and PR campaign. Pizza Hut will distribute over 13 million \$5 mail-in rebate

Pagemaster, including Nabisco cookies and crackers. The Pagemaster will be featured on 90 million boxes of cookies and crackers. The game and movie will be highlighted on over 50 million packs of Tropicana fruit drinks and on over 10 million packages of Ziploc and Handi-Wrap brands. By the time this holiday season is over, there won't be too many places you won't see *The Pagemaster* being advertised.

The FOX Kids network will feature the video game in spots airing two to four times daily in November and December, so

the Pagemaster is trying to get your attention in a big way.

It's not too often you can witness history in the making and FOX Interactive has the gaming world buzzing with their marketing and promotional plans for *The Pagemaster*.



Long John Silver, close the book on Frankenstein, or add a new chapter to the Big, Bad Wolf. These are a few of the bad-dies you face as you turn the pages

upcoming holiday season.

This is a movie with the potential to become a classic. It's about a young boy, Macaulay Culkin, who enters

of the game. The game features three huge stages and over 74 different levels.

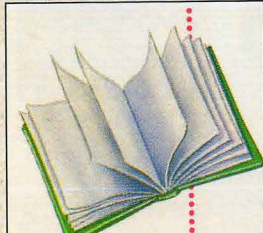
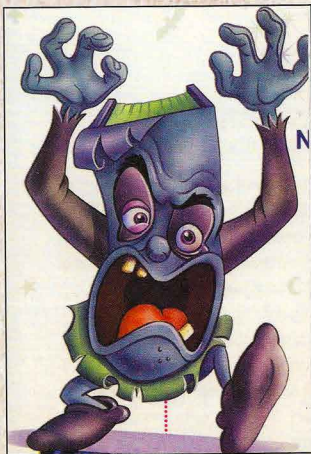
The motion picture stars Macaulay Culkin, Christopher Lloyd, and Whoopi Goldberg.

The movie combines live action with state-of-the-art animation in what is being dubbed as the theatrical event of the holiday season.

On the same day, people will be able to watch the movie and play the video game. This is the first time in gaming history that this has taken place. The game follows the plot of

the purchase of any Pagemaster video game on all gaming formats. The game will be available for the Sega Genesis, Super NES, and Game Boy. Exclusive game tips will be prominently featured in 13 million Pizza Hut "Wait Buster" activity books provided free to children dining with their parents.

There are a number of other companies supporting the release of the



"GONE VIDDIN" POWERFEST '95

If you've seen a sign on your friend's locker or bedroom door reading "Gone Viddin," they've probably gone off to take part in the Nintendo PowerFest. The Powerfest was the largest-ever search for the National Video

16, of Sullivan, IN, won the regional competition with a score of 996,300 and Leslie Ann Powel, 10, of Sikeson, MO, won her regional with a top score of 955,900. Other gamers in Aberdeen, WA; Monroe, WI;

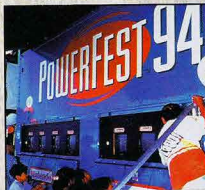
some ingredient that big cities lack? Is TV reception unhindered by skyscrapers better for the electronic equipment? Maybe people raised in small towns have superior hand-eye coordination. We may never know. In

had a craving to try something new.

Young and old lined up to compete against each other and against the clock, trying to rack up the highest possible score. The competitors competed on a specially designed, five-minute Super Nintendo consoles playing some of Nintendo's hottest games; Ken Griffey Jr. Presents Major League Baseball, Super Mario Brothers, The Lost Levels and Super Mario Kart.

The competitions were held in festive venues and in store parking lots or in PowerFest '94 competition stations set up inside retail stores.

"There's no question that video game playing has become the nation's hottest pastime. PowerFest '94 gives players a rare chance to see how good they really are, on a national level," says Nintendo Promotion Manager Mark Wescott.



"POWERFEST '94 GIVES PLAYERS A RARE CHANCE TO SEE HOW GOOD THEY REALLY ARE, ON A NATIONAL LEVEL"

- MARK WESCOTT, NINTENDO PROMOTION MANAGER

Game Champion. If one thing's for sure, big cities don't hold a candle to small towns in "viddin" prestige.

Top scores taken from PowerFest '94 came from many towns. Small town gamers got some of the highest scores in the country. Georgia L. Ashley,

Mattoon, IL, and Paramount, CA, also placed high on the charts.

What does this say about small towns in America? Does the water in smaller towns have

any case, small-town gamers kick butt and take names when it comes to viddin.

They all had something else in common other than a sign reading "Gone Viddin!" they all

SONY ANNOUNCES A "NEW" YEAR OF THE CD

Sony Imagesoft has the largest offering of Sega CD titles ever by one developer for the holiday shopping season. It will be a holly, jolly Sega CD Christmas this year—at least Sony is hoping gamers will turn in their favor.

The Sega CD lineup is large and impressive.

"Players are looking for titles that capitalize on the technological superiority of CD-based games," says Olaf Olafsson, president of Sony Imagesoft.

"Mickey Mania, an entire lineup of ESPN sports games, plus interactive, full-motion video titles such as the upcoming The

Exterminators (from the creators of Tomcat Alley) will be among the driving forces in Sega CD software."

Full-motion video combines Hollywood filming techniques and interactive game play to provide the players with a whole new meaning of the word "interactive." They allow the player to take the leading role rather than just watching a movie.

Sony Imagesoft's upcoming FMV titles include The Exterminators, Star Strike, and Johnny Mnemonic.

"Being one of the first developers for the Sega CD, we

have learned a lot about how far we can push the limits of CD technology and are proud of our leadership role," says Olafsson. "As the video game industry readies itself for the transition to CD-based games, Sony Imagesoft will be at the forefront of software development for new platforms as well."

Sega CD titles to be announced by Sony Imagesoft span all categories, from full-motion video, sports and movie-based, to comic book and game shows. The titles include Star Strike, NBA Hangtime '95, Wheel of Fortune, and Jeopardy.

ACCLAIM NAMES COIN-OP PREZ

Acclaim has announced that Thomas Petit, former president of Sega's North American coin-op company and vice president of sales and marketing for Data East's coin-op division, has been named president of Acclaim's new Coin-Operated Amusements division.

This begins Acclaim's voyage into the coin-op amusement realm.

Change the way you play.



*And you won't believe what
it does to your Sega Genesis.*

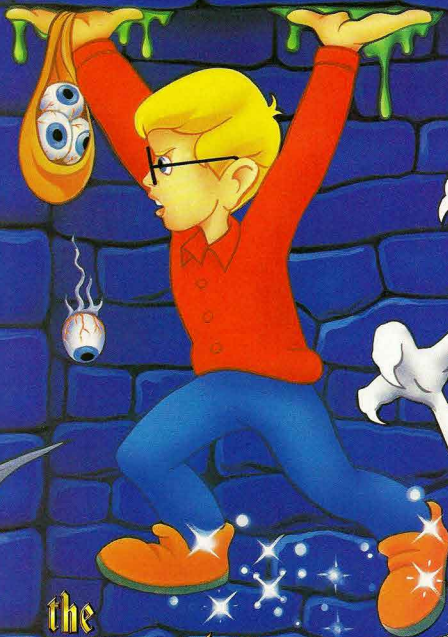
GENESIS 32X is about to bring the pulse-racing, eye-popping, heart-pounding, brain-buzzing **32-BIT GAMING EXPERIENCE** home for Sega Genesis owners. Quick! Get the whole scoop by making one free phone call! Call today — before your friends do! **1-800-32X-SEGA.**

GENESIS 32X

WELCOME TO THE NEXT LEVEL™

SEGA

GLOP! SQUISH! SPLAT!



the Pagemaster



Escape from danger with sticky hands!



Fight fire-breathing dragons!



Swing a sword to defeat pirates!



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WIN A TRIP TO
AN NCAA COLLEGE
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NCAA® Football So Real It Hurts!

If this game were any more real, you'd be spitting out turf! Bone-crunching hits, spectacular sacks, great player graphics and powerful stereo sound make NCAA Football the latest generation in video football games. It's the first of many new exciting sports titles from the new Mindscape and NCAA Football is officially licensed by the NCAA.



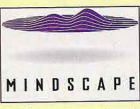
40 Real College Teams!

Choose your favorite college team and lead them through classic match-ups, playoffs and the #1 title. You get 40 NCAA Division I teams - more than any other game - with real school names, logos and team attributes. You can even set up "dream teams" and fantasy championships with powerhouse college teams from the 60s, 70s, 80s and 90s.

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Choose from more than 70 real college plays including your favorites like the Wishbone, I-Formation, triple options and Suicide Blitz. On offense, you choose your line-up, formation and play. You can control the player with the ball or just let the computer run it for you. On defense, you can attack, read or cover with an amazing degree of control. Even control field conditions - play in the snow or mud if you want!

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Play tournaments with powerhouse
teams from the 60s, 70s, 80s & 90s.

*NO PURCHASE NECESSARY. To enter: Complete an official entry form found inside the package of NCAA Football or print your name, address, telephone number, age, favorite NCAA football team, "My Favorite Game" (FCI, box #21), Grand Rapids, MI 55700-8111. Entries must be received by 12/31/93. For Official Rules, send a SASE to Box 146, Seymour, NJ 08672-0146. VT & WA residents, send return postage. Void where prohibited. This promotion is not sponsored by the NCAA, Nintendo or Sega. Copyright © 1993 The Software Toolworks, Inc. All rights reserved. Use of NCAA logo, NCAA logo and National Collegiate Athletic Association are registered trademarks of the National Collegiate Athletic Association. All rights reserved. Super NES is a registered trademark of Nintendo of America, Inc. Sega and Genesis are trademarks of Sega Enterprises, Ltd. Mindscape is a trademark of The Software Toolworks, Inc.



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Forty NCAA teams and dozens of plays from real college playbooks!

GAMING GOSSIP

DOOM ON ULTRA 64
NINTENDO CHIP CONFIGURATION
VR 32 EXPOSED
NEW SUPER NES PAK-INS
32X PAK-INS
KNUCKLE SANDWICH
PLAYSTATION VS. SATURN
32X SALES

Time to shake the big gaming tree and see what goodies fall off as we head into the X's favorite time of year, X-mas. Before we get the X-mas decorations out of the gaming closet, it is time to give you your monthly dose of X-ellent gaming gossip about the industry.

I will be your most X-ellent host and show you the X-ellence of X-ecution when it comes to delivering the greatest gaming goodies on the planet that you've come to X-pect.

Doom fans will be glad to know that the big game from those wizards at ID will be making its way into the arcades soon and also onto the Nintendo Ultra 64. Williams will have a hand in bringing Doom to the big N's new system. That is, if the Ultra 64 isn't doomed! Insiders are suggesting that the home version of Nintendo's big system doesn't even have its own chip architecture yet. Nintendo had a developers' conference that I covertly infiltrated. While checking things out with some of the boys, Nintendo stickers were peeled off the mock Ultra 64 unit with a Killer Instinct game in it, only to find MIPS chips staring us in the face. One reason for the slow chip realignment may be due to the cost. Insiders have been speculating for months that the kinds of chips needed to run the Ultra 64 cost way over the \$250 U.S. price tag Nintendo is boasting about!

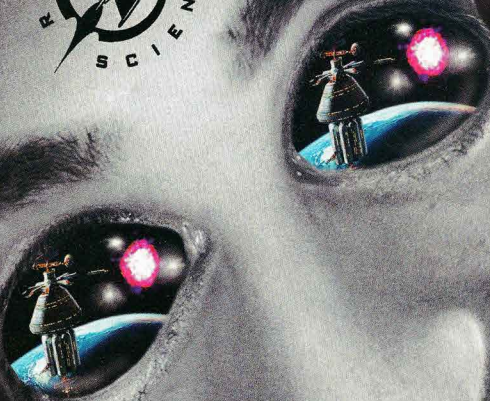
Speaking of doomed, the Ultra 64 isn't the only new system in trouble. The X-man hears that the VR 32 is finding troubled waters ahead and it hasn't even left the dock. Seems like there is no third party support for Ultra's little bro. No one is convinced it will reel in any big numbers from us gamers. We shall see. The last bit of Big N news is the pack-ins for holiday machines. Seems Nintendo is playing Santa a bit more generously with some. In England, new machines will have our ape friend enclosed. Stateside, we have to settle for either Tetris 2 or Illusion of Gaia. While both are good games, so is Donkey Kong Country.

We have not forgotten our friends at Sega. They are not treating us much better. While we are standing in line to buy what our hearts desire with the \$10 off coupons, our European friends will be playing Virtua Racing Deluxe when they purchase their 32X. In other goodies, Sega's getting ready to give Nintendo a Knuckle sandwich in stereo. You all know that Sonic and Knuckles is backward compatible with Sonic 2 & 3, but Mr. X has learned that you can enjoy Knuckles in Sonic 1 and Sonic Spinball. Check out our exclusive info later in this issue. On Sega's arcade front, they recently agreed to purchase the pinball division of Data East. A Sonic pinball machine seems a natural from this corner.

Hold on tight and try not to fall out of your gaming trees with this next bit of news from the Land of the Rising Sun—Sony and Sega are battling it out in a big way. Neither wants to show their hand to the other on the price point for their respective systems until the last minute, leaving consumers with a yen to guess about the price. Inside sources suggest the PlayStation will ring in around \$400 U.S. give or take a few yen, while the Saturn will command a higher price at about \$450-\$500 U.S. Sonic and Knuckles need new shoes I guess. Release dates for the Play Station have been moved up to Nov. 30 from Dec. 9 to coincide with the Saturn. The X-man has learned that Sega isn't too worried about the price, since they have an ace or two up their sleeve. Inside sources suggest that Sega is planning on bundling either Virtua Fighter or Daytona in with their big system to attract those concerned about the extra \$50.

Time to put an X-clamation point on this one folks. A number of gaming companies are hopping on the Sega's 32X bandwagon. One developer, in a recent press release, stated that they expect the 32X to sell one million units by X-mas 1995. That's a pretty big number and I almost choked on my X-ball cap when I read it. Gamers already know that the Super Genesis will come out next year with the 32-Bit architecture built right in. Till we shake the gaming tree once again.

SUSHI-X



>>>C-DME(IN(██XX D-OYOUUREA-D...TULLY!...██TS THAT YOUX?..))DO YOU R.EAD-ME...TO-LLY?...I'M(██GONNA)...)FRY
YOUR AS*S±THIS IZ X.███ROCKET..))SCI-ENCE...GAME.1...LOAD-STAR.███DO((()))U RE-AD. JE.███... THIS I(.,) ROCK

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when you see a
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karate-kicking, out-of-control
dinosaur coming at you?



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Slam through ten wild levels of jammin' jungles, freaked-out forests, primeval swamps, haunted dino-graveyards, piranha-infested underwater caverns - and the belly of a giant dinosaur! No sweat for the Rexmaster - 'cuz he's too hip to be extinct!



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 Check into the new saga of D-coder by a neat little bedtime story and for more details on those free goodies!

WIN GREAT GAMES!

IT'S D-CODER'S BIRTHDAY!

This month is D-coders birthday and he's a year older and a year wiser (contrary to popular belief). Everybody at Sendai is wishing him a very happy birthday, even the Trickman himself. It seems as if Terry and D-coder are practically best friends nowadays. The Trickmeister went so far as to set up D-coder's birthday party at the office. For D-coder's birthday you can help him out by sending your new tricks to:

Tricks of the Trade, Sendai, 1920 Highland Ave, Suite 222, Lombard, Illinois 60148.

If your birthday present of a great code, cheat, trick, or tip is good enough to print, you'll get your name in the magazine and you will also receive a free game for the system* of your choice! Please don't send any bogus tricks. See the teeny, tiny, minuscule print below for details and allowable systems.

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Mortal Kombat 2

Super NES Acclaim

Two Hit Kills

On controller one at the Character Select Screen, press Down, Up, Right, Up, Left, then SELECT. If done correctly you will hear a faint "gong" noise.



This code will allow you to be able to fight against the computer and put them in danger with just an uppercut. The best part about it is, that when the computer hits you, it will only take off a fraction of your energy. To do this code you must go to the Character Selection Screen and have the cursor on Liu Kang. You must quickly press Down, Up, Right, Up, Left, and SELECT on the control pad. You will hear a faint "gong" sound if done correctly. This

TRICK OF THE MONTH



Choose a normal game with the first player's controller.

code will come in handy if you have a desire to beat the game on any difficulty level.

Note: Liu Kang's Bicycle Kick will instantaneously kill your opponent if you connect with it.

Edward Crisostomo
 Daly City, CA



Press Down, Up, Right, Up, Down, and SELECT at this screen.



One uppercut will drain all the energy from the enemy!

WIN A COOL CONTROLLER FROM STD AND EGM!!

Everyone who sends in tricks to D-coders has a chance of winning either an SNPROPAD, SGPROPAD-6, SNPROGRAMPAD, or SGPROGRAMPAD-2! We're looking for the Trick of the Month to put on the first page of Tricks of the Trade. If you send us an awesome trick, code, cheat, etc., that we haven't found, you are eligible to win the Trick of the Month! If you win, you'll get your name in print, the STD controller, and a free game for the (allowable) system of your choice! This contest is from the greatest new video game magazine, EGM!



OFFICIAL RULES AND CONDITIONS: 1. No Purchase Necessary: No purchase or payment of any money is necessary to enter. To enter the contest, print your name and address (including your city, state, and zip code) in a letter containing your best code and mail it to: Tricks of the Trade, Sendai Publishing Group, Inc., 1920 Highland Avenue, Suite 222, Lombard, Illinois, 60148. One entry per household. All entries must be received in time. Sendai Publishing reserves the right to cancel this contest at any time with appropriate notice. 2. Winners: Winners will be judged based on their code's originality, novelty, uniqueness and that the code and code is not already known by the judges. The judges will be from the Sendai Publishing Group and their decision is final. Noncompliance with any entry procedure may result in disqualification. All entries and copyrights therein become the property of Sendai Publishing Group and will not be acknowledged or returned. By entering, winners agree to be bound by the rules of this contest and accept final decisions. 3. Prizes: Each Winner shall be awarded one of the following prizes: (1) SNPROPAD, (2) SGPROPAD-6, (3) SNPROGRAMPAD, or (4) SGPROGRAMPAD-2. All prizes are non-transferable. No substitution of prizes is allowed, except at the option of Sendai Publishing. Prizes awarded should be shipped prepaid and insured by mail and must agree to the use of their name and likeness for all publicity purposes by Sendai Publishing and signs a release. Employees of Sendai Publishing and their affiliates are not eligible. Neither Sendai Publishing Group, Inc. or STD Entertainment, or their respective affiliates, subsidiaries, divisions or related companies, are responsible for any damages, losses, or other expenses that consumers might incur as a result of this contest or receipt of prizes. All taxes, state and local taxes are the sole responsibility of the Participant(s). If Participant(s) are under 18 years of age, the prizes will be awarded to the parent or guardian and the release shall be signed by the parent or guardian (if applicable). 4. Resendai: Void where prohibited or restricted by law. All federal, state and local regulations apply. 5. Sponsor: Contest sponsored by Sendai Publishing Group, Inc. and STD Entertainment (USA), Inc. Copyright © 1994 Sendai Publishing Group, Inc. SNPROPAD, SGPROPAD-6, SNPROGRAMPAD, and SGPROGRAMPAD-2 are all trademarks of STD Entertainment (USA), Inc.

ANOTHER GREAT RPG FROM ENIX!



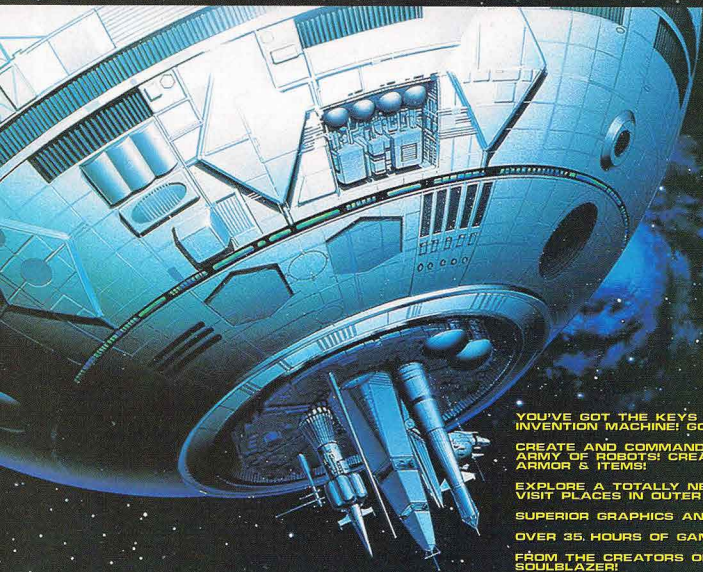
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Tae Kwon Do Human of Japan/Super Famicom

Play as Bosses

Here is a trick to let you play as the three Bosses in VS. Mode. While the opening cinema is showing, hold down the Left Top button, Right Top button, Up, and B. Then you must select VS. Mode. This will let you use the three Boss characters (The Ja Brothers: Ja To, Ja Ei, and Ja Retsu).

Super Power League 2 Hudson of Japan/Super Famicom

Secret Ballpark

Here is a trick to let you play in a secret ballpark. Go to the Stadium Select Menu. Hold down the Right Top button, Left Top button, and Y and press START. The entire stadium is composed of Bombermen!

Bomberman 6B Hudson of Japan/Game Boy

Great Battle Mode

At the password screen enter 5656 as the password. This will allow you to play the Great Battle Mode with full power. See how many Black Bombermen you can blow up before you bite the dust!

Fatal Fury 2 Takara of Japan/Game Boy

Sound Test

At the Mode Select Screen hold down SELECT and press start.

Fatal Fury Special

Super NES Takara

Big Bear's Super Drop Kick

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



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



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

John Madden Football

3D0 Electronic Art

Big Players, See Plays, Etc.

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



Here are some cool tricks for John Madden Football for 3D0. You must first pause the game to make these codes work. To get very large players on your team, take the controller and press the top R button, A, and the P button (RAP). You'll hear the crowd cheer. To lift the black covers off the other team's play, press B, top L button, A, B (BLAB). You'll hear a grunting



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



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

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



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



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

gunshot sound if the trick worked.
Michael Tang; Monte Sereno, CA

Wild Guns

Super NES Natsume

Level Select

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



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



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



After choosing your character, this screen will appear!



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



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

A once peaceful land has gone stark raving mad.



The precious Gems of Tranquillity have fallen into evil hands. Now darkness and chaos rule the kingdom of Obitus. Your challenge is to find the four lost gems and return them to the Dark Tower, restoring light and harmony to the crippled kingdom.

- ▶ Dozens of weapons and magical items.
- ▶ Battery backed to save your progress.
- ▶ Hoards of brutish beasts to battle!

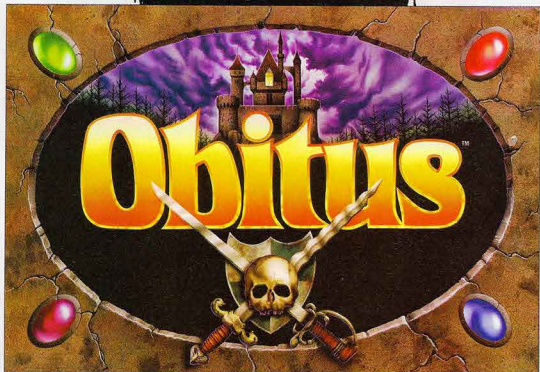


Chaos rules and survival is up to you.

In forests, castles, dungeons and catacombs, you'll find clues that will lead you to the gems while deranged creatures stand ready to put a gruesome end to your quest. The unequipped adventurer won't get far however. So, stay alert and search every nook and cranny for the items that will assist you in your quest.

SUPER NINTENDO
ENTERTAINMENT SYSTEM

Discover the secrets of the Dark Tower.



Unleash the power of a legend.



Bullet-Proof Software, Inc.
8337 154th Ave. NE, Redmond, WA 98052

Step into a world of dark mystery.

Awesome first person perspective view lets you experience this perilous adventure first hand. And 3-D action view screens will show you what's really going on! Make sure you know who your friends are—not everyone is who (or what!) they seem.



- ▶ First-Person and 3-D action view stages.
- ▶ More than 12 adventurous areas, including forests, dungeons, castles and catacombs.

Detailed maps and strategies included.

Take the challenge.

Find the gems and you'll be a hero. Make one too many mistakes and well... nice to know you.

The kingdom of Obitus is depending on you. Is the adventurer inside you ready?



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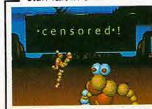


3 times more moves than flat 2-D fighting games... like groveling, humiliation, spanking, decapitation, nut bustin', flying spit, and all the other stuff that makes life worth living.

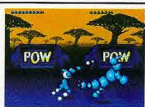
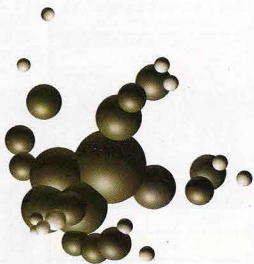
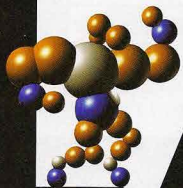
BALLZ



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



WIZ T.



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



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



CHEAT SHEET

INTERNATIONAL

Fatal Fury Special Takara of Japan/Super Famicom

Automatic Power Moves

After starting a match, press the A button for over five seconds (watch the time counter) then release. Depending on the length of time the button is held, different power moves will be automatically launched and hit the opponent virtually anywhere. The times for different power moves are:

- 5-12 sec.
- 13-19 sec.
- 20-39 sec.
- 50 sec. and up

Osul Karate Club Culture Brain of Japan/Super Famicom

Two Hidden Characters

At the Title Screen, on controller one press Left top button, Left, Down, B, A, Right top button. If you hear "Osul" you have done the trick correctly. You can play as the powered-up version of Takagi (the hero) and his girlfriend Chiyo Momo in all the game modes except for Story Mode.

R-Type 3 Jaleco/Super Nintendo

Stage Select

At the Continue Screen press the Right top button 10 times and then the Left top button the number of times as the desired stage (i.e., if you want Stage 4, press the Left top button four times), then START.

Megaman 5

Game Boy Capcom

Power-Up Arm Weapon

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



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



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



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



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



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

again on the same stage and he will give you another

Turbo Accelerator item for even faster fireball shooting!

Double Dragon V

Genesis Williams Ent.

Extra Reserve Points

At the Menu Screen, enter: Up, C, B, A, Down, A, B, C, Left, C, B, A, Right, A, B, C to gain two more reserve points.



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

Alex VanHeyde; Ocala, FL



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

Dynamite Headdy

Genesis Sega

Level Select

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



On the Title Screen, press START. Leaving the cursor at Start Game, enter the code: C, A, Left, Right, B. If you hear a sound, you've got it! Press START and access the Stage Select! Choose your level and stage. Press START to play!

Note: This trick will allow you to play a particular character in the game. The trick may or may not work on the production versions.



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



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



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



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

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CHEAT SHEET

Cyber Slider BPS/Super Nintendo

Double Player Mode
Select Puzzle Mode and type in "DOUBLE" as the password. In this mode, it is like the regular Game Mode, but you can't pull or jump. You also get two characters, each controlled by one controller.

Galactic Defenders Culture Brain/Super Nintendo

Sound Test and Higher Speed
At the Title Screen on the control pad press Up, Down, Down, A, A, A, START. This will open the Mode Select Menu. Move the cursor to STORY or VS, and keeping SELECT pressed press START for sound test. Higher speed: At the Character Select Screen on the control pad press Up, Up, Down, Down, A, A, A, Hold Select then press START. This opens the Option Menu where you can change the speed up to three instead of just two.

Samurai Shodown Takara/Super Nintendo

Play as the Boss
While the Takara logo is showing on the controller press A, X, Y, B. Play either VS, or License Mode. At the Character Select Screen press Up while the cursor is on any character and you can select Amakusa Shiro. Then hold both the Left and Right top buttons pressed while pressing START. Keep both buttons pressed until the screen changes.

Mortal Kombat 2

Super NES Acclaim

Cool Intro, Group Battle, Etc.

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



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



Mortal Kombat II

Genesis Acclaim

Random Select

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



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



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



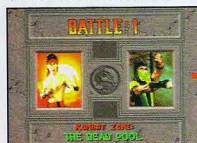
At this screen, hold the top L and R buttons and press START.



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



Choose your characters and immediately hold Down and Y.



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



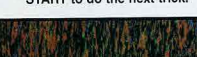
When the fight begins, it will say, "Throwing Disabled."



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



The computer will randomly select your characters for you!



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



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

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





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Deadly.
No Fear.
No Remorse.
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CD Sound!
Animation!*



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Our games go to 11!

CHEAT SHEET

Battle Blaze American Sammy/ Super NES Extra Play Mode

When the Title Screen appears, hold the SELECT button and press START. This will put you on the Option Screen. At the Option Screen, press and hold the top R button. While holding it, press Up and X simultaneously, Right and A simultaneously, Down and B simultaneously, and Left and Y simultaneously. If you did the code correctly, the screen will change to Extra Play Mode. You can switch to a two-player game, use any fighter (including the Boss), and change the background. However, the matches only last one round.

Jose Osario; Brooklyn, NY

Barkley: Shut Up and Jam! Accolade/Genesis Easy Win

Try this for an easy win against any team in the game. Get a point or more ahead of the computer team and then stand in the corner and let the time run down (there is no shot clock).

Mark Sitjar; Vallejo, CA

Pac-Attack Namco/Super NES Puzzle Mode Stage Select

When asked to "Retry or End" on the Game Over Screen of the Puzzle Mode, just press the top L button to skip stages!

Streets of Rage 3

Genesis Sega

Start With Nine Players

In the Options Screen, take controller two and press UP, A, B, and C simultaneously. Move RIGHT with pad one for more men.



Go to "Options" on the Selection Menu and press START. In the Options Menu, go to the number of players and highlight it. Take pad two and press Up, A, B, and C simultaneously. Take pad one and press Right. You can set your players up to nine!

Note: This trick was done on a production game cartridge. The trick may or may not work on the production cartridge.



On this screen, move down to the options and press START.



In the Options Screen, highlight the number of players.



On pad two, press Up, A, B, and C. Move Right to move ...



... the number of players up to nine. Fight the good fight!

Streets of Rage 3

Genesis Sega

Play as Roo

At the Title Screen, hold Up and B simultaneously. Now press START. Roo will be added to the roster for you to play as.



This trick will let you automatically play as the trainer's Kangaroo named Roo in the game. To do this, go to the Title Screen and hold buttons Up and B at the same time. With these held, press the START button. On the Select Player Screen, Roo will be added to the lineup of players!

Note: This trick was done on a production game cartridge. The trick may or may not work on the production cartridge.



If you do the trick right, Roo will be added to the roster!

King of Dragons

Super NES Capcom

Same Character Trick

At the Capcom logo, enter Down, R button, Up, L button, Y, B, X, A. Go to the Player Select and choose the same players.



As the Capcom logo fades in, take controller one and enter this code: Down, R button, Up, L button, Y, B, X, A before the logo fades. If done correctly, the Title Screen flashes blue instead of red. At the Player Select Screen, choose the same character! Steve Graveline; Houston, TX



Enter the code before the Capcom logo fades out.



If you see a flashing blue Title Screen (not red), it worked!



Have both players highlight the same character and start.



Both of you will be the same character. Don't get mixed up!

Kitty Litter!



WHAT A SHOCK!



SPLIT PERSONALITY?!?



ONE SHISH KABOB,
COMIN' UP!



IS THIS LOADED?



MATT GROENING

They fight, and bite, they fight and bite and fight!

Get ready as Itchy & Scratchy slice, dice, crash and bash their way into your home. This cat's gonna need more than nine lives to survive bazookas, grenades, chain saws and flame throwers.

There's more than one way to skin a cat...

So, are you mouse enough!!!!???



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Acclaim
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CHEAT SHEET

GAME GENIE

You must have a Game Genie for your designated system to make these work.

NBA Jam Acclaim/Super NES

Game Genie Codes

36CC-0F6F—Visitor's baskets are worth six points.
DBE7-C448—All players have Super Dunk ability.
DDE1-3C2A—Turbo bar never goes up.

Wolfenstein 3D Imagineer/Super NES

Game Genie Codes

C2CC-5D64—Infinite energy.
C28D-7D04—Infinite Ammo (normal guns).
DB25-84D4—Start with nine lives.

Castlevania Bloodlines Konami/Genesis

Game Genie Codes

AA0A-DA42—Infinite lives.
A26T-AA22—Always restart on the last level (even if you choose "End").
AWET-AA2E—Keep current weapon level after dying.

Mega Turrican Data East/Genesis

Game Genie Codes

1VWT-BCBE—Weapon power-ups always max out weapon level.
AKET-AA7J—Infinite smart bombs.
A2LT-AAEJ + 9TLT-BCNG—Start on level 7.

Art of Fighting 2

Neo-Geo SNK

Special "Last Ditch" Moves

Follow the movements of the arrows and press the corresponding buttons when your energy is at 25 percent or less.



Ryō's special move is:
▼▲▼▲▼▲ and then C.



Robert's super special is:
▼▲▼▲▼▲ and button C.



King's devastating special is:
▼▲▼▲ with B and C.



Yuri's special footwork is:
▼▲▼▲▼▲ with B and C.



Lee's Rotating Slash move is:
▼▲▼▲▼▲ with A.



Jack must be close to his opponent: ▼▲▼▲ and A.



John Crawly's special move is:
▼▲▼▲▼▲ with B and C.



Eiji's "Last Ditch" attack is:
▼▲▼▲▼▲▼ with B.



Temjin's spaz attack is:
▼▲▼▲▼▲ with A and C.



Micky's special move is:
▼▲▼▲▼ with button A.



Takuma's last effort attack is:
▼▲▼▲▼ with A and C.

To do these "last ditch effort" moves, you must have a full

spirit (lower green) bar and your energy must be at 25

percent or lower. These moves take off a lot of energy!

Super Metroid

Super NES Nintendo

Rapid-fire Controller Trick

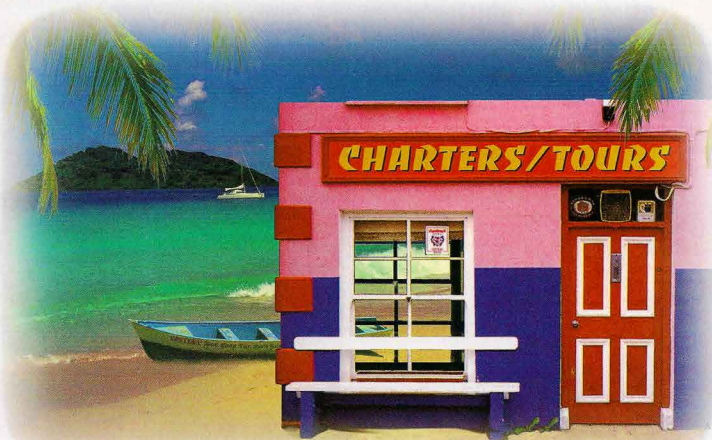
Roll into a ball and put the controller on rapid fire to climb walls and get to many hidden places in the game.



If you have a rapid fire controller, try this trick. Put the Turbo switch on the button you use to fire your weapon. Now, press Down on the pad twice to roll into a ball. If you hold the fire button (or have it on auto fire), Samus will start laying many bombs and climbing. This is a good way to reach the top of a level.



When you're in a ball, put the controller on rapid fire!



UNCHARTED WATERS NEW HORIZONS

This game's more than some three-hour tour!

Imagine a time when mighty navies controlled the seven seas, ruthless pirates searched for hidden treasures and scholars argued that the Earth was round. Now, picture yourself as a young explorer on a mission that will carry you to the four corners of the globe.

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

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

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



Explore exotic ports for information and crew









As captain, give the order to cast off



Brave the open seas or use the coastline as your guide



-  Play one of six ambitious young heroes, each with their own scenario
-  Seek out more than 180 treasures, including rare animals and exotic monuments
-  Organize a powerful fleet with up to 25 different types of historical ships
-  While in port, explore the guild, bank, fortune-teller and Round Earth Society
-  When in battle, challenge your opponent to a duel aboard ship
-  One player with battery back-up to save games

KOEI

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Burlingame, CA 94010

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SUPER NINTENDO

GENESIS™

CHEAT SHEET

RoboCop vs. Terminator Virgin/Genesis

Violence Code

To get more gore, new enemies, and different deaths from this game, enter this very lengthy code. Press START to pause during the game and then press: C, B, A, B, B, A, B, B, C, B, B, C, C, B, B, C, B, C, A, C, C, A, A, A, B, B, B, A, C, A. You will hear a musical tune if you did it correctly.

54 Lives

Press the START button during play to pause the game. Now, put in this code: C, C, A, A, B, B, C, C, A, A, B, B. You will then hear an explosion and you will be taken to a hidden level where you will acquire 54 lives from the game's programmer.

Weapon Selection

During play, press START to pause the game and then put in this code: B, A, C, C, C, A, B, B, A, C, C, C, A, A, B. You will hear a machine gun sound if you did it right. Press START again to unpause the game. Now, hold Down, A, B, and C. You will see a weapon icon at the top of the screen start to cycle through different weapons. When you see the one you want, just let go of every button.

TurboCop Mode

During play, press START to pause and then press: A, B, C, C, B, A, C, B, A, C, B, A, A, A, C, A, C, B, C, A, C, A, C, A, B, C, B. You will hear a sound effect which means you can move through levels faster.

Streets of Rage 3

Genesis	Sega
Same Character Code	

Move to two players. Press Down and C simultaneously. On the Select Player Screen, choose the same characters.

At the Selection Menu, move to two players. Now, press Down and C at the same time. If you heard a tone, it worked. At the Select Player Screen, both players can play the same character. Now you can fight with your twin!

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



At the Title Screen, just begin the game by pressing START.



If you heard a confirming tone, it worked! Pick same players!



Move to "Two Players." Press Down and C simultaneously.



Try not to get confused as you fight with your mirror image!

Sunset Riders

Super NES	Konami
Same Character Trick	

At the Continue Screen, press START on controller two. Pick the same character. Press START on controller one for your twin.

Choose any player and start a one-player game. Play until killed. When the large Continue Screen appears, press START on controller two. Pick the same character player one was just using. Press START at any time on controller one and the same character will hop on the screen! Jeremy German; Riverside, CA



Do the trick correctly and you will also get your twin to fight!

Rocko's Modern Life

Super NES	Vicom
Level Passwords	

Choose the "Enter Password" Option from the Title Screen Menu and enter any of these passwords.

These passwords should help you get further in the game, Rocko's Modern Life! From the Title Screen Menu, just choose "Enter Password," and you're on your way!
 Level 2: COMICS
 Level 3: MELBA
 Level 4: HIPPO
 Derek B. Clark
 Nunda, NY



On the Password Screen, make Rocko choose the right letters.

Chuck Rock II

Genesis	Virgin
Level Skip	

Pause the game. Press B, A, Right, A, C, Up, Down, A. Pause again. Hold the A button and press Right on the pad.

In any level, take controller one and press the START button to pause the game. Now, press these buttons in this order: B, A, Right, A, C, Up, Down, A. If you did it right, the game will unpause itself. To skip levels, pause again. Hold the A button and press Right on the pad. You'll end up in a new level!



Pause, do the trick, pause again, hold A and press Right.

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It's the beginning of the 21st century and competition in the airline industry is heating up. Lower fares, better service and improved flight schedules fuel the war in the skies.



SET UP BOTH DOMESTIC AND INTERNATIONAL ROUTES



PURCHASE STATE-OF-THE-ART SUPERSONIC AIRCRAFT



REVIEW AIRLINE SERVICES AT DESTINATION CITIES

As a young ambitious CEO, it's up to you to make sure your airline is a survivor and not just another casualty. To succeed, you will have to make some tough decisions including where to fly, what aircraft to purchase and how to attract visitors to the cities you service. Your goal: to differentiate your airline from the rest while still turning a profit.

In Aerobiz Supersonic, fashion a powerful fleet of aircraft from more than 50 possible choices, organize routes to 89 global destinations and invest your profits in a variety of new services including amusement parks, ski resorts and airport shuttle services.

And don't forget, as CEO you're still responsible for things like plane maintenance, advertising and handling those periodic emergencies such as a plane crash or employee strike. Get ready to make some tough decisions! And now that you're CEO, try doing something about the food!



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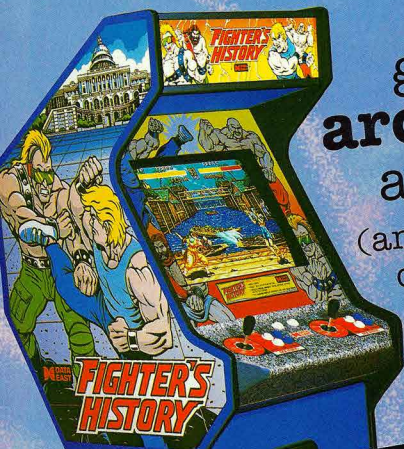
2 They make great shades
(no UV rays at all.)



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



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quarters.)



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NEXT WAVE

12 GAMES PREVIEWED!!!

Myst, Rise of the Phoenix, Brandish, DinoPark Tycoon, Corpse Killer, Tee Off, Porky Pig's Haunted Holiday, Justice League Task Force, Supreme Warrior, Blades, Jammit, The Shadow

LAST MINUTE UPDATE

Greetings from the Guru of Games to Come. I've got some really cool titles for you this month, so let me get my crystal ball, and we can get down to business.

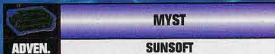
Some interesting news I was able to dig up is that Rocket Science, the company who made LoadStar, is working on another Sega CD title that's set in the past, with lots of dog-fighting action in biplanes. Supposedly everything is exact, right down to the last detail. Sounds cool, so I'll be bringing you more info on it as soon as possible.

The main story this month is the appearance of *Myst* for the Sega CD. Sunsoft has done an excellent job of translating the PC CD-ROM game. It looks hot. Sunsoft also has *Justice League* and *Porky Pig's Haunted Holiday*. Just wait till you hear *Porky's* excellent music.

GTE is breaking into the video game market with *Blades* and *Jammit* for the home systems, along with a few titles that are going straight to the computers. They've got a good start.

The kings of full-motion video games, Digital Pictures are even closer to wrapping up *Corpse Killer*. After that's finished, they have *Supreme Warrior*. Yup, it's another FMV game. It's sort of like that Sega CD boxing game from a while back. *Supreme Warrior* should be interesting.

Koei is hard at work on a couple more titles as well. The first is *Brandish*, which is a conversion from the PC-Engine CD-ROM. The other, *Rise of the Phoenix*, is a sort of prequel to the terrific "Romance" series. Looks like the start of a good year of games.



Myst was originally a great game on the computer CD-ROM, letting players enter a bizarre world that is both surreal and wondrous.

You start off on a small island that is devoid of all life. In fact, it seems like you are the only one around. You enter the land of *Myst* through the pages of a book, but things are pretty much left unexplained. As you progress through the game, you find clues that will lead you in the pursuit of some pages from a book. Each page you collect will give you more information on your situation. Two brothers, imprisoned within the realm, will seek to communicate with you via the books. You will find each page in a realm that springs from each section of the island. What seems like an ordinary



Is that water really there, or is it just a hologram? I wonder...



As you find pages of the books, the answers will start to unravel.



What is that gear sunken into the earth? You'll have to find out why it's there.



This rocket ship isn't as it seems. Nothing here is obvious.

fountain might take you to a pirate ship. A space rocket might in fact be a child's toy.

Myst is both imaginative and beautiful. So see what computer players have been talking about, and delve into the secrets of *Myst*. You will never look at things the same way again.



Explore the island and be sure to count all the switcher boxes.

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ACTIVISION®

DINOPARK TYCOON
SIM. MECC

Almost everyone loves dinosaurs, and you have the means to create them. Mixing elements of Theme Park and Jurassic Park, this cool idea for the 3DO lets you open up your own dino zoo, complete with shops, restaurants, and more. Things will get quite detailed as you play with all the options at your disposal. DinoPark Tycoon really gets your creative juices flowing. You have to make the tourists happy, even if it means sacrificing some profits.

Games of this type are always addictive, and DinoPark Tycoon looks like it'll be a great addition to the 3DO library. With great graphics and sound added in, this game is truly a lot of fun.



You have to explore every facet of your business.



There's nothing like building and running your own park.



Open up all sorts of profitable shops and stores.

BRANDISH
RPG KOEI

Brandish makes its mark as Koef's first real RPG for the Super NES. Combining elements of action, this cart gives players an adventure they're not likely to forget.

The story is about a man who is being hunted by a woman. As she is about to kill him, they fall into a secret underworld of a lost city possessed by a great evil. Find your way through, and try to make it out alive. It's easier said than done.

You may remember

Brandish from a PC-Engine game from not too long ago. If you enjoy RPGs and action, Brandish might be a good one to try out.



Open up every treasure chest to get the items inside.



Vicious critters roam darkened halls, seeking out victims.



You must contend with both traps and monsters here.

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-GREAT WALL OF CHINA.

WOULD HAVE WASTED THE
MUMMY QUEEN IF SHE DIDN'T
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think again. Imagine crawling

inside the Egyptian

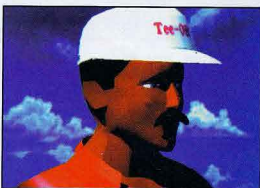


SPORTS **TEE OFF**
CORE

Core has stepped forward as one of the first licensees to make games for the 32X. It's a cool, new golf title called Tee Off.

One look at the graphics and it's easy to see that the 32X totally blows away the older Genesis games.

Tee Off is much better than your average, run-of-the-mill golf game. Aside from the



looks, Tee Off has a large variety of play options to make it a realistic simulation.

Adjust the speed of your swing, choose the club, and test the wind. Try to get a hole in one or at least on the

green. Could this be the future of 32-Bit golf? The folks at Core seem to think so. As one of the first-generation games, it'll be interesting to see.

ACTION **CORPSE KILLER**
DIGITAL PICTURES

Here's an update on Digital Picture's hot, new thriller for the Sega CD.

If you don't already know the plot, here it is: in a South American country, a scientist who was once part of a secret government project has started resurrecting an unstoppable army of zombies. You are all that stands between the evil doctor and world domination.

Corpse Killer uses special effects straight from the big-budget movies, and it's sure

to tingle your spine. This CD will test your reflexes as you try to avoid becoming a snack for the undead minions. If you've got a strong stomach and a Sega CD, consider this game.



Don't let your partner get eaten. It's bad form.



The mad scientist is the one making all of the zombies.



The undead mercilessly stalk the living. Not a pretty sight.

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-TOWER OF BABEL.

GUARD'S HELMET
-KING EDWARD'S CASTLE.



Pyramids, over the Great Wall of China and through the Incan ruins of South America. And everywhere you go,

guide you. And each Game Pak also includes an enemy profile poster, a wall map, and an 84-page Explorer's Handbook that'll

someone is waiting to hack you to bits. So watch out! The only good news is the earth spirit Gaia will be there to



help you keep your head. * So get ready for the Illusion of Gaia™, it's bigger than reality...and it's the boldest adventure in the world.



NEXT WAVE



RISE OF THE PHOENIX

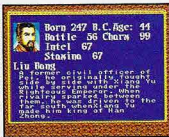
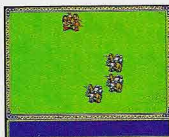
WAR SIM KOEI

In 204 B.C., Xiang Yu and Liu Pang faced each other on the battle field. Rise of the Phoenix is about their many wars. Set many years before the Romance of the Three Kingdoms' series, players are treated to the ancestors of their favorite warlords.

Typical of all Koei games, you'll



find in-depth strategy, and lots of intricate details to drool over, including improved graphics. If you're sick and tired of brainless fighting carts, try this genre. You'll get hooked.



THEY'RE RUTHLESS. THEY'RE BRUTAL. THEY'RE DEADLY. AND THEY'RE THE ONLY WELCOMING COMMITTEE YOU'RE GONNA GET. If you've battled



your way through Legend of Zelda® or the Secret of Mana™

then you're in for a whole new world of adventure. The Illusion of



Gaia™ is no simple role playing game. It's hand to hand, mind vs. mind action against the greatest warriors the world has ever seen...And some the world hasn't. ✪ As if Incan warriors,

NEXT WAVE

PORKY PIG'S HAUNTED HOLIDAY

SUNSOFT

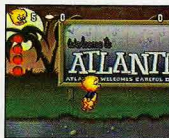
ACTION

Sunsoft's got a great new action game starring Porky Pig. It seems that Porky literally pigged out before going to sleep. As a result, he's stuck in a twisted nightmare. What makes this game so cool is that it's different each time you play. The backgrounds will be different, depending on the



seasons. Another great aspect is the eerie music. It's so different from anything out there.

Porky Pig's Haunted Holiday stands out among the many excellent Sunsoft games.



Chinese archers, and broadsword toting knights weren't tough enough, try going one on one against evil spirits, vampires and the beautiful, but purely evil Mummy Queen. ✽ Luckily for



a full color 84-page Explorer's Handbook. ✽ So get ready for the fiercest fight of your life. Because if



you, your Gaia Game Pak comes with a free enemy profile poster, a wall map and

you can't survive the dangers of the past, there is no hope for the future.

Only For

Nintendo

NEXT WAVE



The Flash moves quickly, Superman has his standard moves, and Batman uses his specialized equipment in combat.

Justice League should please fans of the comic books and hard-core video gamers. It looks pretty good.

JUSTICE LEAGUE

FIGHTING SUNSOFT

Here's a fighting game that will raise a few eyebrows. It's Justice League from Sunsoft. Choose from an array of super-heroes that range from Superman (who could really beat him?) to Batman.

Who is behind all the carnage and destruction that a battle of the titans usually creates? Ominous signs point to Darkseid, the evil ruler of Apocalypse.

All of characters have specials that they can use in combat, and each is themed depending upon who you are.



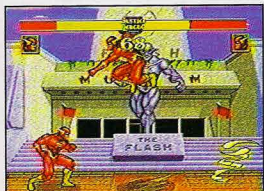
Some of the characters, like The Flash move astonishingly fast.



He may be the most popular fighter in Justice League—Batman!



Darkseid battles Aquaman in his underwater fortress. Is nothing sacred?



Two players can use the same character if they so choose.



Certain moves are painful to watch. The Flash won't have a spine soon.



Is this a fair fight? Superman versus the Green Arrow. Superman can't lose!



Justice League shall be going to both the Super NES and the Genesis.

So I've Got No Arms, No Legs...



But I've Got Attitude!



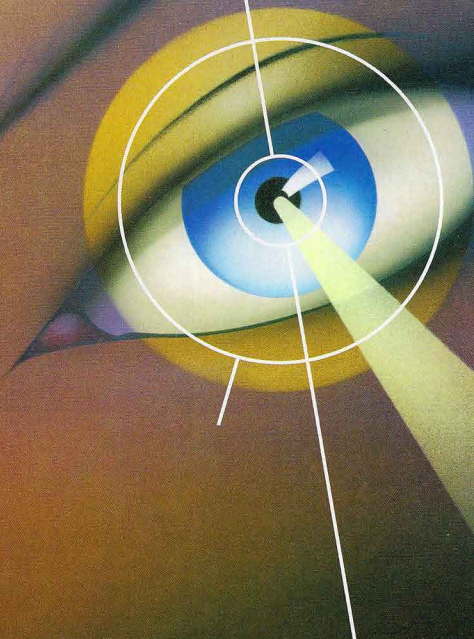
In Your Face This Fall!



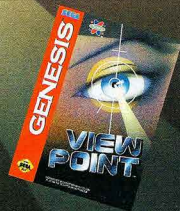
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NEXT WAVE

SUPREME WARRIOR

ACTION DIGITAL PICTURES

Here's a real twist to the usual fighting theme! Instead of your typical, side-scrolling marathon, Supreme Warrior gives you full-motion video to interact with. Travel around the world in search of worthy foes and battle them.

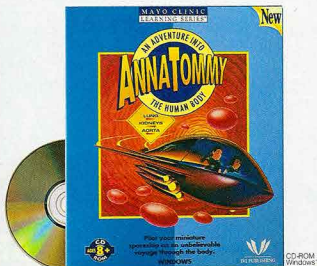
This game bears a strong resemblance to Dai Bing, a game Digital

Pictures was working on before. In fact, it might be the same game.

If you enjoy full-motion video games, this one has more than enough action to satisfy even the most crazed gamer.



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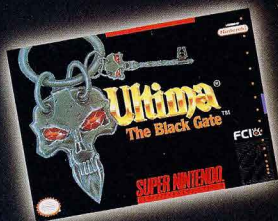


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Ultima The Black Gate is the first chapter of Book Three in the epic Ultima Saga. It's been 200 years since you, the Avatar, last walked among the Britannians, and so much has changed. Your return to the fabled land of magic is shrouded in a bizarre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

Features:

- ◆ All new spells, weapons and armor!
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NEXT WAVE

THE SHADOW

ACTION **OCEAN**

Based on the old radio show and last summer's movie, this game is loaded with fist-flinging action.

The setting is New York City. Play as the Shadow, a man with the ability to cloud men's minds. A threat from your past is invading the city, and you must put a stop to it.

The Shadow is loaded with lots of cool visuals, and plenty of action. The Shadow's graphics match the film perfectly. In the grandiose tradition of Final Fight, The Shadow is hot!



Battle the forces of evil on the streets of New York.



At some point, it will get dark out and start to rain.



What the heck is a Mongol doing in New York?



Ocean is known for its movie licenses, and The Shadow is no exception.



The Shadow has some mystical powers that he learned in Mongolia.



The first Boss is this powerful guy with a gatling gun.



Throughout the game, cinemas will give you the story line.



A Mongolian warrior is loose in New York. Find him quickly.



Trouble is afoot at the Empire State building. A Mongol here?



Smack a few clowns around with your lead pipe!



The second Boss is nothing to sneeze at. He's tough!



When in doubt, use one of your special attacks to put 'em away.



The dangers will get greater at the perilous amusement park.



DOOM

now there's a place
MORE VIOLENT
than earth.



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



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



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

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BLADES	
SPORTS	GTE INTERACTIVE
<p>If you enjoy hockey, you might take a bit of interest in this one. Unlike most hockey sims out there, Blades is a street hockey game that's going to be a whopping 24-Megs when it's finished.</p> <p>To create Blades, nine professional skaters performed all of the moves. In all, there are over 2,000 digitized frames of animation which give it unparalleled realism.</p> <p>Blades offers players a whole slew of options, including the choice of six huge, interactive playfields.</p> <p>This title will be released for both the Super NES and the Genesis. This is one that sports fanatics will drool over.</p>	
	
<p>Blades uses digitized skaters to bring it some realism.</p>	
	<p>Even street hockey has to have some rules.</p> <p>Random Timer, See Face Peek Hot Daring Face Hot Peck in Hot = 2pts Hot Peck on Opp. = 1pt</p> <p>Practice New Game New Tournament Resume Tournament Music On</p>
<p>There are many options to customize the game play.</p>	

JAMMIT	
SPORTS	GTE INTERACTIVE
<p>Okay, you've played it on Genesis. Now there are Super NES and 3DO versions on the way. Choose from three blacktop champions: Chill, Roxy, or Slade. Each has his or her own styles of play. There are also seven different styles of play to keep you interested. You can play a game of one-on-one, Poison, and Slams Only</p>	<p>to name a few.</p> <p>This street basketball game is chock-full of trash talk and verbal insults from the other players. When in doubt, bash them a couple times.</p> <p>Jammit also has special Slam-Cam views that bring the action of the slams right onto your lap for in-your-face excitement. Jammit looks like it's pretty funky.</p>



The Slam-Cam views show off all the jams and dunks.



Go in for a vicious one-on-one battle of basketball.



BEWARE!



FROM THE CREATORS OF THE 7TH SAGA...

BRAIN LORD



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



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



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

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

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



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

I hope so...

Brought to you by the insiders at Nintendo of America.

IN SEARCH OF THE NEXT LEVEL

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



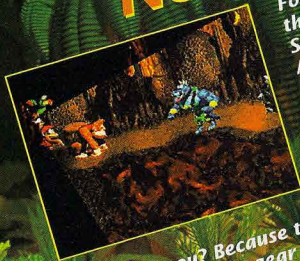
16-Bits Is Enough

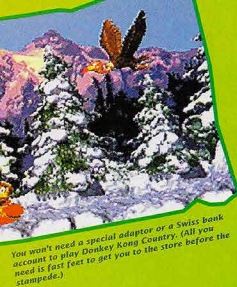
Nintendo built a new kind of game in Donkey Kong Country—a game that looks so much better than anything yet available on the high-end platforms that people can't believe you play it on the Super NES. Believe it. At last summer's CES show in Chicago, showgoers insisted that there must be some sort of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

New Hardware Not Necessary

For years you've been promised the next level of video games. Some companies like 3DO and Atari claim that their game systems are at the next level. Sega has claimed for years that Genesis is the next level. They also have said that the Sega CD and 32X will be the next level, at least until the Saturn comes along. Why don't they

level with you? Because the next level isn't necessarily a matter of high-priced new gear that will be obsolete almost before it leaves the package. Nintendo looked at it the other way around. Instead of engineering a new system every six months, why not improve today's games through new software development techniques? The result is Donkey Kong Country—the next level of video game sophistication, programming wizardry and total fun. And you can plug it into your Super NES Control Deck this fall. No gadgets. No gimmicks.





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

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



Beyond The Hype

Most game companies thought that the next level of games would use digitized graphics on a CD-ROM drive. That's the hype behind multimedia systems promising new interactive experiences. But as anyone who has played most multimedia CD-ROM games can tell you, the CD-ROM is inherently slow and digitized animation is very limiting because real subjects are expensive to film and limited in what they can do. What's more, even with more than 500 megabytes of memory, you are limited to a frustratingly small amount of video animation. For true game creativity, you need to take a step beyond digitization to fully rendered computer animations. What that means is that you can create any character imaginable in three dimensions and the computer can move it any way you want, turn it at any angle and place it on any background. The technique is called Advanced Computer Modeling (ACM) and the result is a far more lifelike game experience. That's how Donkey Kong Country was made and it promises to be the future of video games.

Managements of Donkey Kong Country—like Diddy Kong—existed in 3D perspective for the game developers at Game Ltd. to manipulate.



Talking The Big Numbers

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

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



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



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

THE NEW 3DO SYSTEM...



Recently at the Japan Electronics Show, Panasonic had a new 3DO on display. Resembling the Duo, this new design has a flip-top CD casing. Without the motorized tray, this system should be released at a lower price.

TWO NEW PAC-MAN GAMES FROM NAMCO TO SINK YOUR TEETH INTO!

You might not know it, but once upon a time, Namco's Pac-Man was the best-known video game character around. (If you do remember his glory days, you're old, just like the Nobster.) It looks like P-Man's had enough of being mentioned as a has-been, so he's on a crusade to regain his spot in the limelight. He's already made a fine start by coming up aces in the Super NES Pac-Man 2, and he intends to keep things moving with new SFC and Game Boy Pac in Time, and GB Pac Panic.

Pac in Time starts out happily enough with P-Man enjoying life with his two kids and liberated wife (Ms. Pac-Man, but then shouldn't it be Ms. Pac-Person

or something more politically correct?). However, the evil Abilusnetter, a powerful witch whose designs to take over Pac Land have been thwarted by Pac-Man, exacts revenge on P-Man by vanquishing him to a

distant land. Worse still, the spell she cast has shortened his arms, legs, and even his nose!

P-Man must run through 70 maze-like, side-scrolling stages seeking out strange orbs that he must eat before the stage exit opens. Standing in P-Man's way are clever traps and monsters, that can only be defeated when Pac-Man chows down large orbs just like the classic arcade game. Besides running and jumping, P-Man can also pick up to four abilities of "Rope" for swinging like Tarzan, "Hammer" for bashing through floors, "Swim" and "Fire" for spitting fireballs. Although

P-Man can only learn one of these abilities at a time, they have to be mastered for him to survive. Look for a Fact File on Pac in Time in an upcoming issue of *EGM*! This cart looks like it will be loads of fun.

Pac Panic is a different ball game all together. It's a fun and addictive puzzle game in the classic Tetris Mode. But hey, it looks like I'm out of space here, so you'd better check out *EGM* #65 for more news on this one.



Pac-Man's new graphics look a million times better than before.



SUNSOFT ANNOUNCES RUN HEBEREKE!

Hebereke, Sunsoft's mascot in Japan, and his oddball friends are back again to engage in quirky, off-the-wall competition on the Super Famicom. This time around, the gang's trying to prove who is the real star of the series by racing each other. But this isn't your typical racing game with muscle machines or anything mechanical. They go for it on foot!

Sunsoft has done it again.



Run Hebereke uses Sunsoft's most popular characters.



Pac Panic is an addictive puzzle game just like Tetris.

INTERNATIONAL NEWS

By Nob

Yo gamers, keeping up the good fight? Here I am to bring you the latest on what's happening in Japan, so let's roll.

The big news is the launch of the NeoGeo CD in early September. Despite all predictions, the ¥49,800 (\$525) unit is flying off the shelves, making it impossible for SNK to satisfy the clamoring masses with enough machines. It doesn't look like the shortage will clear up soon, so it could find itself scrapping it out with the much-hyped 32-Bit systems coming soon from Sega, Sony, and NEC. Also, SNK just announced that all their new Neo games, from King of Fighters '94 onward, will never be ported over to any other game system. Ouch.

In other news, a new version of the 3DO is one the horizon. It looks sort of like a Duo. So check out all the awesome things this issue

and get ready for next month!



WORLD NEWS

BRUTAL[®]

Paws of Fury



SNES



SEGA GENESIS



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Phone 24 hours a day,
7 days a week.
Visa and Mastercard
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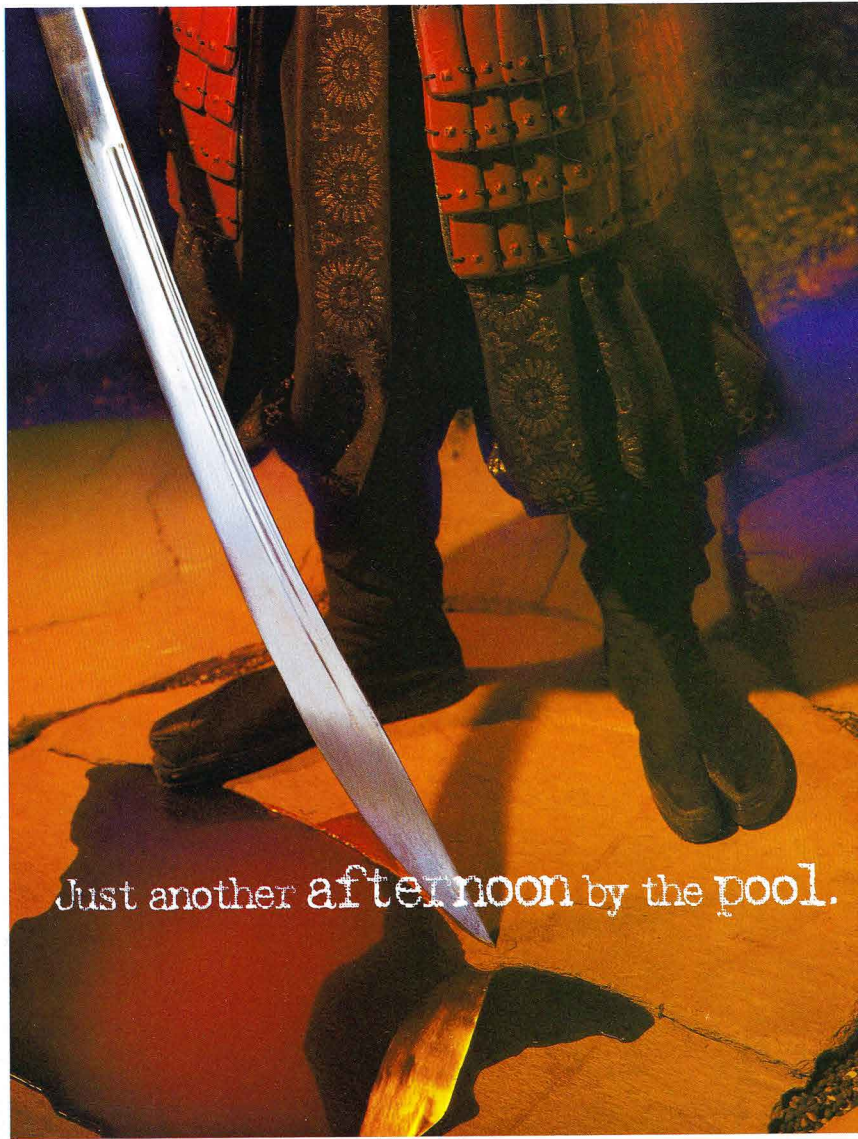
Primal power. Ancient wisdom. GameTek unleashes tournament beasts of the martial arts in cinema-style, full-screen animation. Focus strength. Transcend weakness. Jam with the wild things. Get your paws on this cool new game. It's so cool, it's Brutal.



GAMETEK



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Just another afternoon by the pool.

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



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



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



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



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CRYSTAL DYNAMICS



FINAL FANTASY 3 FIGURINES!

I hear Final Fantasy III's been released in America. From what I gather, it's a major hit. It deserves to be, really. In Japan, it became the best-selling SFC game of all time, after chalking up sales close to 2.6 million units, or one for every SFC system sold. So you can be certain that there have been tons of spinoff merchandise. To date there have been T-shirts, key chains, pins, towels, stuffed moogles dolls, and CDs.

Some of the more hard-to-find goodies are the gachapon figurines you see here. Gachapon is the name given to toys that pop out of glorified bubble gum dispensers. They normally go for ¥100 (a buck) but these cost ¥200. Since gachapons are continually updated, once they're gone, they're gone. Happy hunting!



Mash Figaro now has his own little key chain figurine.



Tina (Terra) looks pretty cute in this form, don't ya think?

NEO GEO



LIVE-ACTION SAMURAI SHODOWN 2 COMERCIALS

THE SAMURAI SHODOWN ANIME HITS TV!

Samurai Shodown joins Fatal Fury and Art of Fighting as another SNK fighting game to be made into a ridiculously overblown anime. The anime was broadcast in Japan in late September with a running time of about 80 minutes, not including the cool live-action commercials for Samurai 2 and King of Fighters '94.

The story is as believable as some of the more ludicrous moves pulled off by the characters. The prologue portrays an actual uprising led by



Amakusa Shiro Tokisada in Japan in the year 1637. Amakusa is one of the seven holy warriors who have been chosen to guard the evil spirit Ambrosia. Betrayed by his people, Amakusa frees the spirit.

Over 100 years later the other six warriors try to stop him. It's about the battles of the heroes.



Galfard, Charlotte, and Wan Fu are holy warriors.



When Haoh Maru gets mad, he really gets mad!

Here's a real twist on censorship. Most of the time the Japanese version of a game will have some material that is deemed inappropriate for American players. However in the case of Mortal Kombat II, it's a different picture altogether.

We all wanted the blood and gore of MKII in the home version, and this time we got it.



Strangely enough, the Japanese version of this game has green blood! Yes, every single time you expect the flow of red, there is a disgusting green one instead. How's that for strange? Personally, I don't see why it would be changed. For once the American player can enjoy an uncensored game.

Who would've thought it?

MORTAL KOMBAT II



I never knew we had green blood! Wow!

Hmmm, red. That's more like it.



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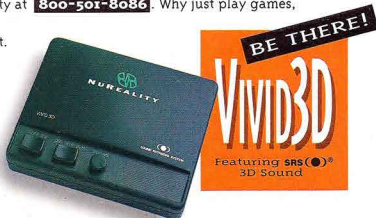
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Hang Glide

Dirty Worms
CAN'T
Whistle

Mere Mortals
CAN'T
Become Super Heroes

Big Hairy Apes
CAN'T
Think For Themselves

PAC-MAN



"This Super Hero gig is harder than it looks."



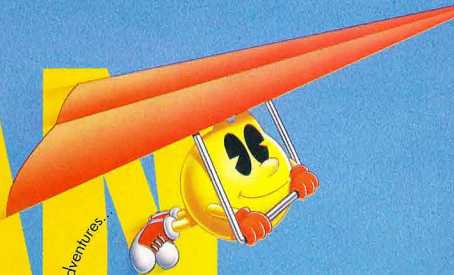
"Don't make me angry... You won't like me when I'm angry."

After all, you wouldn't want Pac-Man to get crushed like some spandex-sportin'

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Package

PAC-MAN

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"Hey, I've got places to go, people to see—I won't wait while you decide what button to press!"



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...his own stunts—his dude can freestyle with the best of them! But sometimes he needs a reality check.



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JAPAN



FACT FILE

SUPER PARODIUS
by KONAMI OF JAPAN

THEME SHOOTER

MEGABITS 16

% COMPLETE 90%

AVAILABLE NOVEMBER

PLAYERS 1 OR 2

LEVELS 9+

CHALLENGE VARIABLE

OPTIONS CHECKLIST

- Difficulty Settings.....
 - # of Lives.....
 - # of Continues.....
 - Button Configuration.....
 - Sound/BGM Test.....
 - Password.....
 - Battery Back-Up.....
- Notes: Unknown at this time.

THE VILE, EVIL PENGUINS RETURN!

YES! The wacky shooter that opened many an Americans' eyes now has an equally wacky sequel!

The look of this game is practically identical to the arcade version—and the music, surprisingly, is better than I thought it would be. However, the presence of slowdown when you are real-pumped is still a problem. The rest of the game makes up for that, though!

The three new characters are also a great addition. Each one is representative of his or her respective game. (Hey Nob, you're right—Kid Drac is *real* powerful!) If you loved the silliness of the first Parodius, then you'll flip for this one!

- Mike Vallas



Viper and Lord B.

One of the most sought-after imports now has a sequel! Having many close ties with the first cart, this one adds a whole lot more, such as four characters from the arcade and three

SFC exclusive characters! Some other new features include the ability to select levels in a random order and the ability to continue from the place where you died. Great fun to play!

パロディウス



Takosuko and Bollaiki



Penbaro and Hamaibo



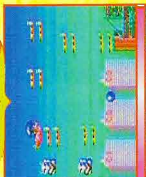
Mambo and Samba



Kotsu and Astu



Kid Viper



Gemon and Ebsubmaru



Upa



Twinbee and Winbee



Michael and Gabriel



Hibaru and Akane

STAGE 1

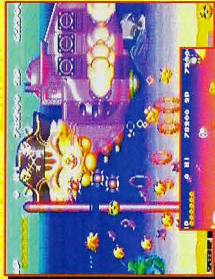
Remember those machines where you try to grab prizes with a mechanical claw? Well, now you are inside a giant version—and these grabby claws will not only try to grab you, but they also carry fun objects like penguins, chickens, and Konami logos which can drop on your head! Have fun with the Boss—a panda who thinks it is a ballerina!



Ha-Hork! This oddball Boss spins in place and causes enemies to spring from the ground.



Watch for the toy-carrying claws—you may not know when they'll drop their loot.



The killer cat-ship is back with more power than ever—making it hard to destroy!

STAGE 2

Actually this level is quite short, with the overwhelming menace being the cat-ship from the first game—which now appears as a submarine! The can now turns about and dives underwater, firing cannons, turret guns, and penguins at you. Battles will rage both above and below sea level. Fans of the original—look closely at the backgrounds!

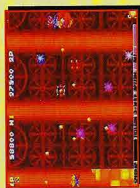


This giant mermaid will speak in killer symbols (!) and create a deadly wave!



STAGE 3

This giant, floating candy house has been converted into a level that scrolls up and down as well as to the right. Blast through layer after layer of cake, and watch out for falling blocks of candy. Bombs, critters wielding giant knives, and strange chefs are hidden throughout the level. The Boss looks like something out of a demented Twizzlers commercial.



Boss 3 - Heavy-mouth Mithing

This odd thing squirts icing at you and shoots lasers. Fire when its mouth is open.

STAGE 4

The giant battleship from the original game has returned, bringing with it the Boss of this level. The ship has a ton of new surprises, such as springing heads and units that detach themselves to do battle with you. All this while the classic theme, "Flight of the Valkyries" booms in the background!



Boss Hero - Omp Beloved B9



This Boss is back, and with more of her unique, interesting attack methods!

STAGE 5

As soon as *The Lone Ranger* theme starts playing, you know that this level is going to be fast. Enter a race track that flies with incredible speed! Dodge the checkpoints and watch for signs that tell you what is up ahead (watch out for the deer, too!). Little chicks will chase you to the end, where you will fight a parody of another of the classic Gradius Bosses!



This wind-up robot will attack with its long arms. Shoot out all three cores to defeat it.



This level can almost be considered a tribute to *Gradius*. All of the mid-Bosses and Bosses from 1 and 2 appear in tiny, cute forms to attack you. Many will dart out from the sides—so keep an eye out for the warning signs! The Boss of this level really is no threat at all. In fact, you will be bombarded by a fierce flurry of power-ups! Unbelievable!



Friendly 6 = What a Power-Up!



Uh, yeah. This Boss viciously assaults you with a bombardment of power-ups!



Fly across the lunar surface and wipe out the evil little rabbits that are bouncing about. Then enter a dojo where gigantic hammers swing to and fro, clearing more than 80 percent of the screen. Is the Boss who she seems?



Yes! The Las Vegas Level is back, with all of the cartoon penguin details in the background. Right before the final battle, you will meet the Las Vegas showgirl again, but this time she is nearly two screens tall!



Special Stage!

A close-up photograph of a man's face, appearing to be in pain or distress. The right side of his face is covered in a colorful, pixelated digital virus effect. The background is black. The text is overlaid on the image in red bars and blue 'tick' characters.

tick

THERE NEVER SEEMS TO BE

tick

tick

tick

tick

ENOUGH TIME WHEN YOUR BRAIN IS

tick

tick

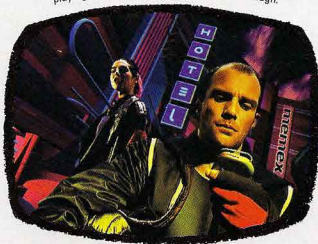
tick

tick

BEING EATEN BY A CYBER-VIRUS.

tick

Prepare for total immersion. Burn:Cycle fuses a cyberpunk action-adventure movie with a frenetically paced role-playing game. Sound easy? Don't make us laugh.



Every nanosecond counts. Burn:Cycle is your wit and marksmanship meeting all the physical and mental challenges we throw your way. Be fast. He who hesitates is toast.



Hardwire your neurons. Critics are calling Burn:Cycle "a totally synthesized, fully transcendental, bio-controlled, electronic rush." Man, what an understatement.



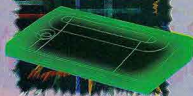
Click forward to the year 2063 *tick* where you've become a jaded *tick* nihilistic data thief named Sol Cutter *tick* with a neural implant jack in your neck *tick* and one day while downloading corporate secrets *tick* into the software inside your skull *tick* you also contract a nasty little *tick* computer virus called Burn:Cycle *tick* which is basically gonna corrode your brain *tick* like battery acid in two hours unless you can *tick* outwit and outshoot relentless enemy agents *tick* find Doc the only guy who may know how to save you *tick* then make peace with your personal demons *tick* and somehow God help you *tick* locate the party responsible *tick* in this cold harsh neon-lit world *tick* before you bite the oh what a bummer *tick* your time's up



Magnavox 450 CD-i player now \$299.99* includes 2 free titles.

PHILIPS MEDIA

JAPAN



FACT FILE

DOUBLE DRAGON
BY TECHNIKS JAPAN

THEME	FIGHTING
MEGABITS	144 MEG
% COMPLETE	UNKNOWN
AVAILABLE	UNKNOWN
# PLAYERS	1 OR 2
# LEVELS	UNKNOWN
CHALLENGE	MODERATE

OPTIONS CHECKLIST

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

Notes: It's currently unknown what will be in the home version.

THEY'RE BACK!

The boys from Double Dragon are back and in their true forms, too. Instead of the wimpy kiddie-show fighters, Billy and Jimmy are fighting it out in a desolate, grimy world of corruption.

Double Dragon borrows a little bit of everything from others of the genre. (For example: Billy and Jimmy are just like Ryu and Ken.) The visuals, though a little bit flat, scale like Art of Fighting and Samurai Shodown, but are 10 times smoother. The audio makes good use of the Neo-Geo's capabilities. Each of the warriors has his or her own special moves that let you totally smash your opponent's body.

As a fan of both Neo-Geo games and Double Dragon (weren't Billy and Jimmy originally called Hammer and Spike?), I enjoyed this game. It retains the spirit of the original games, plus it's a good fighter. Though it's an early rendition, I like what I see so far.

- Andrew Baran



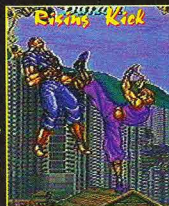
BILLY

Billy is one of the two Lee brothers. After his girlfriend was kidnapped several years back, he decided to delve deeper into the martial arts so that he'd be ready in case something like that happens again.



CHENG FU

This guy is relatively unknown. Using a combination of Koppo and Crane style kung fu, he is able to break opponents' bones and avoid hits himself. Cheng Fu is deadly in one-on-one combat. He never loses.



DOUBLE DRAGON

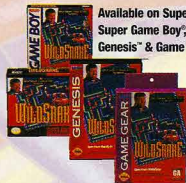
Alexey Pajitnov, creator
of Tetris®, dares you to

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SNAKE
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Stop the deadly nest of snakes from getting loose in WILDSNAKE, the wild, wacky puzzle adventure filled with crafty reptiles waiting to bite! As lethal snakes drop from the top you maneuver the venomous vipers to touch and swallow each other. But if you let those sneaky snakes take control...RUN!

WILDSNAKE is a wonderfully simple and addictive puzzle in the mesmerizing tradition of Tetris. One or two players can enjoy its quick arcade action with multiple speed options and a variety of challenging levels—from the slow Nestling to the vicious King Cobra. Your entire family will enjoy outsmarting the slimy, slithering snakes of WILDSNAKE.



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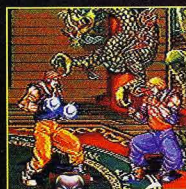
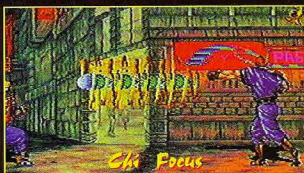
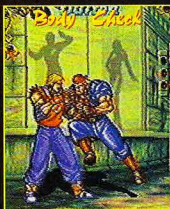
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1-800-695-GAME (USA and Canada)



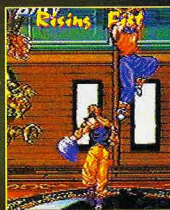
DULTON

Dulton is one of the thugs that the Lees originally fought years ago. Now he has trained in both body and mind and is ready to exact his revenge. He is willing to take on all comers, no matter who they are.



JIMMY

Though always at his brother's side, he still resents Billy because of what happened a few years back. He is as skilled as Billy, and is fueled by an intense passion for refining his martial arts abilities. Will he prevail?



SEALING EFFECTS!



IT'S LIKE

TOTALLY

ALIEN M A N.



WILD PICK UP ITEMS



FUTURISTIC RACING!



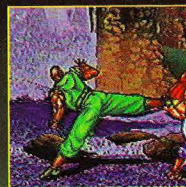
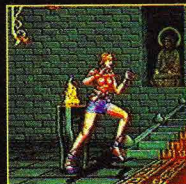
4 PLAYER MODE

SET YOUR WAY-COOL MACHINE FOR THE FAR-OUT FUTURE. YOU'RE ON A ROAD RACE TO THE CENTER OF SPACE. SCREAMING AROUND 48 TRACKS IN 12 BIZARRE STAR SYSTEMS. DRIVING THE HOTTEST CARS OF THE 30TH CENTURY. WITH FULL OR SPLIT-SCREEN SIMULTANEOUS ACTION FOR 1 TO 4 PLAYERS. PLUS PRIZE BUCKS. BOOSTERS. ATTRACTOR BEAMS. ARMOR. WAAAGH! TOP GEAR 3000. IT'S, LIKE, LIGHT YEARS AHEAD. **KEMCO**®



MARION

Marion is Billy's girlfriend. She has been kidnapped, killed, resurrected, and worse. Fed up with being a victim, she has mastered her own fighting form. Marion is now a force to be reckoned with.



EDDIE

Eddie is not your ordinary thug. After escaping the streets and a life of crime, he found that the discipline of the fighting arts could give him what he desired from life. There is bad blood between him and the Lees.



AMON & ABOBO

Not much is known about these two guys, except that Abobo has battled the Lee Brothers before. Amon is a ninja and likes using Shadow techniques. Maybe this is a clue about his past. Just who is Amon?



4 PLAY

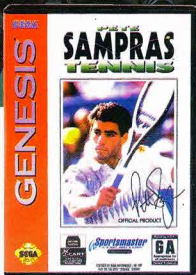


Introducing the revolutionary NEW J-CART, the only cartridge that plays 4 at a time without adapters!

Pete Sampras Tennis just aced every tennis game on the market by serving you the J-Cart, the world's first game cartridge with 2 extra control pad connectors built right in! All other tennis games get caught in the net of needing separate hardware or extra adapters. Now you can play simultaneous 4-player games—no adapter required!

Developed by:

Codemasters



You can match skills against Pete Sampras himself or any of 32 different computer opponents of all skill levels. Or host an 8-player tournament, all on your choice of grass, hard or clay courts.

Put yourself in center court with state-of-the-art graphics, sound effects and 18 World Tour locations.

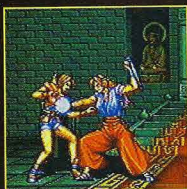
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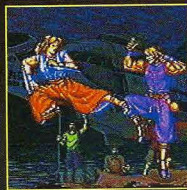
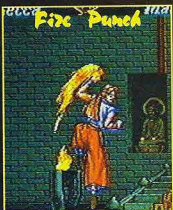
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Visit your local retailer or call 24 hours:
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REBECCA

Rebecca is a martial artist who uses her special sticks to inflict serious damage upon her foes. She likes keeping her distance, and whittle away at whoever she is up against. She is both fast and strong.



BURNOV

A freak of nature, Burnov towers over almost every man, and he outweighs small elephants. When he's charging your way, it's either move or become a pancake. Burnov is sheer brute force.



THE BOSSES...

After you manage to defeat the nine other fighters, you will come face to face with the ultimate master of evil. Will any of the fighters be able to stop him and his arcane ways? Play Double Dragon and find out!





(Average Bear)



Smarter than
the average bear.

(Yogi™ Bear)

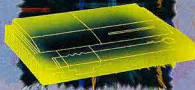
Accept no substitutes.

Hey Boo-Boo™
don't settle for
some bogus Yogi™
Help America's
favorite cartoon
bear save
Jellystone Park™
from a grizzly
end. Report to
your local GameTek
retailer for Yogi™ on
Super NES™ and Game
Boy™...smarter than
the average game.



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JAPAN



FACT FILE

STRIDER

BY NEC OF JAPAN

THEME **ACTION**

MEGABITS **CD-ROM**

% COMPLETE **100%**

AVAILABLE **NOW**

PLAYERS **1**

LEVELS **OPTIONAL**

CHALLENGE **EASY**

OPTIONS CHECKLIST

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

Notes: There are infinite continues, if you need them.

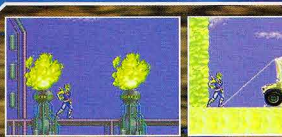
Memories ...

Strider, as you may recall, was the first 8-Meg cart. It wowed everyone, and I rushed to buy the import as soon as it came out. When I heard that a Super Grafix version was on the way, I celebrated. Alas, that ill-fated cart was scrapped. Instead, Strider has gone to the Super CD-ROM, with the use of the fabled Arcade Card.

What's new? Well, there's a new desert level, tons of cinemas, and the music has been redone perfectly. However, the graphics didn't live up to my expectations. They were bland and had no background textures. The cinemas are nice, but in my opinion, the good 'ol Mega Drive (or Genesis, if you prefer) is better.

-Andrew Baran

STRIDER



THE DESERT BATTLEGROUND

Grab this magazine

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

CYBER CITY

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COMPARING THE FORMATS

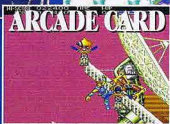
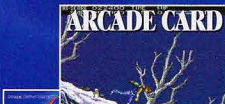
Check out the difference between CD and cartridge.



Super CD-ROM
w/ Arcade Card



MEGA DRIVE
(GENESIS)



The Sega version came out four years ago, but it still looks better than this one. The limitations of the Super CD-ROM, even with the Arcade Card, are apparent here.

Note the lack of parrallax scrolling and background textures. The Mega Drive and Genesis versions (essentially the same) have more animations and



The new level has you traveling through an oil refinery to attack the enemy. The mid-Boss is a giant ant lion, and the Boss is a giant tank.



and step on the cat.

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



FACT FILE

GREAT BATTLE IV
BY BANPRESTO OF JAPAN

THEME	ACTION
MEGABITS	12
% COMPLETE	50%
AVAILABLE	NOVEMBER
# 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: You can select any of the four characters during game play.

DOES BANPRESTO LIKE THESE GUYS OR WHAT?

Judging from how many times there have been SD Kamen Riders/Ultraman/Gundam team-ups (hence the name GB4) and soccer games, I'd have to say that they do.

GB4 brings these guys back like never before, as they are armed with not just the abilities from the TV shows that they normally have, but also some really nifty pieces of artillery—namely the giant, oversized guns that deliver fantastic explosions! Also, the Boss battles are neat. The classic “giant robot transformation scene” that is so overly dramatic is really sick! The robot is well animated, looking as if it were made up of giant metal parts instead of a one-picture sprite. The Piggyback ability in Two-player Mode is also something to see! Now you can be a moving target and still shoot. Definitely worth a look!

- Mike Vallas



Hollywood U-man has a strong blast with his huge bazooka!



ULTRAMAN POWERED

Rider Zo has a short-range flamethrower and he can climb.



KAMEN RIDER ZO



Your mega mech of justice!



Fight with lasers and brute force against Bosses!



The original Banpresto hero is back with rapid-gunning action!



RGA

This mobile suit can fly and has a powerful grenade launcher that it can use.



V2 GUNDAM



“Great Battle IV brings some of Japan’s hottest live-action and anime heroes together in an original story line! Containing the latest models of all the heroes, including Ultraman Powered, V2 Gundam, Kamen Rider Zo, plus Banpresto’s original heroes

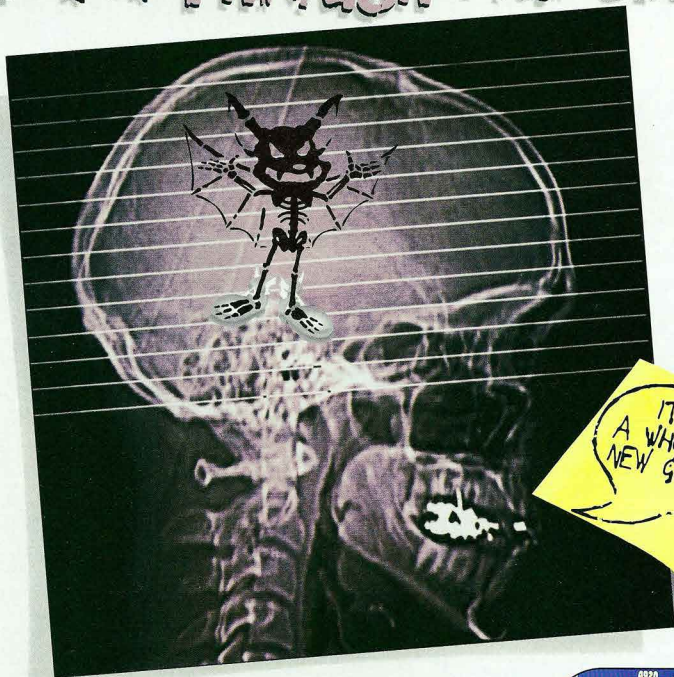
battle against yet another galactic empire rages on!

You can choose any character while playing the game, allowing you to use the different abilities of each hero to help you get through. There is also a Two-player Cooperative Mode that lets you take a friend into the heat of the battle to help you out!



Aero The Acro-Bat™ 2

Get It Through Your Skull!



THE AERO ACRO-BAT™ 2



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LEVEL ONE: THE ASSAULT

The first level starts out on a battleship that is just one of a vast fleet. Once you make it to the front end of the vessel, it will crash into another, more powerful ship. Go inside and fight it out with the enemies, but be careful of the giant missiles that will strike the hull of the ship. At the end, a scientist is being held captive and Roa enters the scene to free the man and go after the Boss and his giant mech.



Be prepared for the devastating crash into the other battleship.



LEVELS OF MAYHEM!



Bombarding missiles and hordes of enemies are inside. Oh my!



Once defeated by Roa, the Boss will hop quickly into his mech. Battle him carefully, for his rocket punch and horns are vicious!

ENTER THE BOSS!



LEVEL TWO: ENEMY OUTPOST

The game is currently finished up to this point—so don't be too critical of the lack of enemies-on-screen. Lifts will carry you to different parts of the base and there are quite a few break-away areas that, while not hurting you, are a constant nuisance! Use the Gundam unit's flying abilities for getting through the most tricky parts of this area. Also, watch out for sniping enemies who will rush and jump at you right after you start to attack them! Ohhh, what a pain!

CONVEYOR BELTS O'FUN!



What would a standard action game be without a conveyor belt scene?



JOY, ENEMY DISPENSERS



These machines will release enemies! Shoot the top to take it out!

Evil shines darkest before the dawn.

SHINING FORCE II



Enough talking! Hand over that jewel. In return, I'll spare Sir Astralt!

AN INCREDIBLE NEW STORYLINE MEANS YOU'LL HAVE TO STAY ON YOUR GUARD AT ALL TIMES!



THE LOST EMPRESS
HP 28/43
MP 0/10

CHOP BICHOP
HP 43/38
MP 0/10

CHOOSE FROM OVER 20 DIFFERENT CHARACTERS. BUILD YOUR ARMY'S STRENGTH AS YOU GROW AND CHANGE.

Available only on SEGA.



SEGA



Shining Force II is available only on Genesis.
Shining Force: The Sword of Hajya is available only on Game Gear.

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THE KRAKEN EMPRESS
HP 0/10
MP 0/10

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



CLARK INFANTRY
HP 59/59
MP 0/10

WARREN
HP 26/46
MP 0/10

FULLY-ANIMATED CINEMATIC BATTLE SEQUENCES KEEP THE ADRENALINE PUMPING.



FACT FILE

TOSHINDEN

BY TAKARA OF JAPAN

THEME	FIGHTING
MEGABITS	CD-ROM
% COMPLETE	30%
AVAILABLE	UNKNOWN
# PLAYERS	1 OR 2
# LEVELS	UNKNOWN
CHALLENGE	UNKNOWN

OPTIONS CHECKLIST

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

Notes: Options are unknown at this time.

NOT A HACK AND SLASH

As fighting games become more and more popular, the need for more and more advanced games becomes necessary. As technology improves, better games become available, so the populace is once again pleased.

This game has added a new level to the race in fighting games. Although similar to Virtua Fighter, this game has rounded the graphics, improved the playability, and added new moves.

This new game should keep the home system people happy for many a long night. This should keep you interested for a long time because of its rich background and added graphics technology for each character. I hope the world is ready for this new fighting game. I sure am!

- Scott Augustyn

TOSHINDEN

It looks like Virtua Fighter is going to have a stiff competitor pretty soon. All the intellectuals at Takara of Japan are developing a new 3-D fighting game similar to Virtua Fighter but greatly improved. For one thing, all the characters will be rounded off and smooth looking as compared to the blocky characters of VF. Next and most importantly each character will have a weapon that can be used to beat upon your opponent. With improvements like that, it will be hard to wait for. It will also be interesting to see how much of a challenge it puts up for the hardcore VF fans. We shall see!

CAIN



Cain is a Scottish guy with some Japanese blood in him. He is looking for the killer of his father, and his weapon of choice is a claymore sword.

EIJI



Eiji is a Japanese adventurer who learned how to handle a sword from his older brother and his friend Cain. His weapon mastery is with the sword.

LANG

Lang is an American miner who has entered the tournament to save his pregnant wife and kids who have been kidnapped. He uses a deadly club.



SOPHIA

Sophia is an ex-KGB agent turned private-eye. She has mastered the whip and uses it to her advantage while fighting in the tournament. Will she win?



The four characters displayed above are not the only characters. They are the only completed characters. We have received word that there will be an additional four characters and a powerful Boss at the end, too. What will these characters look like? What will their stories be? How strong will they be? All these questions will have to be answered in due time. Just hold your pants on!



I HATE EA SPORTS.

THEIR GAME PUTS YOU ON ICE WITH US. US. GUYS LIKE MESSIER & BOURQUE. GRIZZLED VETERANS OF BRUTAL

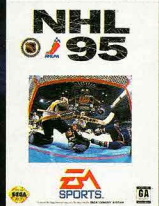
AND YOU? NEVER SPENT A DAY OF YOUR LIFE PLAYIN' HOCKEY. BUT YOU'RE BANGIN' HEADS WITH US. NOW I'M GETTIN' NAILED AND IT'S NOT DOMI OR BEUKE BOOM. IT'S YOU. GIVIN' ME A HUGE HIP CHECK THAT MAKES THE BOARDS BATTLE. A COUPLE OF FAKE SHOTS & DROP PASSES.

BOOM! MONSTER SLAP & THE SIRENS WAILIN'. IT TAKES YEARS TO GET MOVES LIKE LINDROS. YEARS. BUT HERE YOU ARE WITH A FASTER GAME THAN BURE, FEDOROV OR ROENICK AND YOU DON'T EVEN KNOW HOW TO SKATE. WHAT'S NEXT?

YOU DROPPIN' ON D & SNACKIN' ON PUCKS? AND ME? WITH ALL THIS TRADING GOIN' ON I'LL PROBABLY END UP IN FLORIDA OR SOMETHIN'.

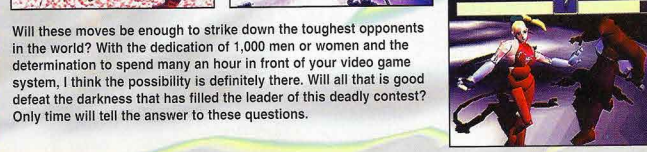
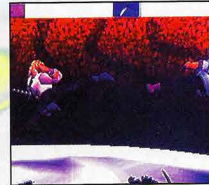
WHO DO YOU THINK YOU ARE EA SPORTS?

ANONYMOUS
NHL VETERAN



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LOOK AT THESE FANTASTIC MOVES!



Will these moves be enough to strike down the toughest opponents in the world? With the dedication of 1,000 men or women and the determination to spend many an hour in front of your video game system, I think the possibility is definitely there. Will all that is good defeat the darkness that has filled the leader of this deadly contest? Only time will tell the answer to these questions.

**WELCOME TO
UNNECESSARY
ROUGHNESS.
YOU'RE ABOUT
TO WEAR
YOUR BUTT
FOR A HELMET.**



Players juke, spin, and then bury a shoulder into their opponent's chin strap. A flying tackle gets thrown in for good measure. Groans are in your face. Al Michaels is in your ear.

Slam the high-impact button at the right

**UNNECESSARY
ROUGHNESS '95**

moment and your middle linebacker hits people like an 18-wheeler on a major dose of steroids.

It's Unnecessary Roughness for the Sega™ Genesis™. It's about football. About winning. And about leaving the field under your own power.



FACT FILE

FEDA

BY YANOMAN

THEME	RPG/WAR SIM.
MEGABITS	20
% COMPLETE	90%
AVAILABLE	3RD QTR. '94
# 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: Unknown options at this time.

QUEST FOR CONQUEST?

If you liked Fire Emblem or the other RPG war sims, you'll probably enjoy Feda. The play mechanics are extremely similar to those of the Shining Force series. Even the art is close. Of course it's no wonder, since Yanoman was the team behind the Shining Force games. Feda is a giant game with lots of different paths to follow to become a Feda, or ultimate strategist.

In my opinion, this game surpasses other games of its type, even the Shining Force series. Although parts of the story may seem cliché, it's put together well and borrows elements of other successful RPGs. The graphics look good, and the sheer size will have you playing for a long, long time. Hopefully this cart will be brought to the States. As I always say, we need more RPGs and sims.

- Andrew Baran



PROLOGUE:

It all starts out with an army attacking a village by way of dragon. When the commander tries to kill a young girl, one soldier tries to stop him, and is imprisoned.

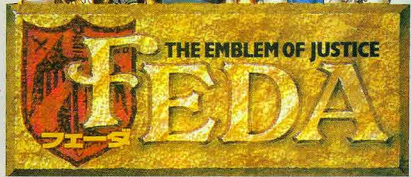


BRIAN SCILLBIRD



DORA SISTEEL

A strange wolf-like man helps you escape from prison. But as you escape, your commander attacks! Fortunately another being helps you out by firing explosive arrows at your opponents.





TOP GEAR™ 2

GET OUT OF THE PITS AND RACE IT!



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



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



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



An on screen readout shows you how to win.



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VIC TOKAI, INC.
22904 LOCKNESS AVE.
TORRANCE, CA 90501



This little guy will join your party when you set out.

The young elf will blow up the bridge after you cross it.



MONSTERS

Unlike most RPG/sims, you don't have to kill off every enemy. In fact, different things will happen depending on how you react. Certain beings will join you, and others will fight. The many paths make this game very non-linear.



THE PLOT BEGINS TO THICKEN...



The boy's friends are setting up a resistance front. Will they join?

THE CHARACTERS

BRIAN STILLBIRD



After seeing the evil that the Bloody Rose was doing in the Scuderia Continent, he decided to leave. Now, a whole array of choices await him.

AIN McDougall



Ain, like Brian has deserted the Bloody Rose fighting force. He wields a deadly sword in combat. Ain's a most proficient fighter.

DORA SISTEEL



The wolf-like archer with an uncanny ability to hit almost everything he aims at. Dora's the one who saves Brain and Ain from the enemy.

THE BOY



He's trying to make it back to his hometown. He's a nimble little thief with a few tricks up his sleeve. He's the one who wrecks the bridge.



The Bloody Rose armies have come to the impassable bridge. Our heroes have many choices. Run? Fight? One route they can choose is to head for the cave. It's in the cave that they meet Dan Darest. He can be a vicious enemy.



Like all lizardmen, Dan is a sturdy fighter whose endurance exceeds that of most mammals.



While looking for a way to the town, you meet this guy.



The opponent is a fearsome lizardman who's powerful.

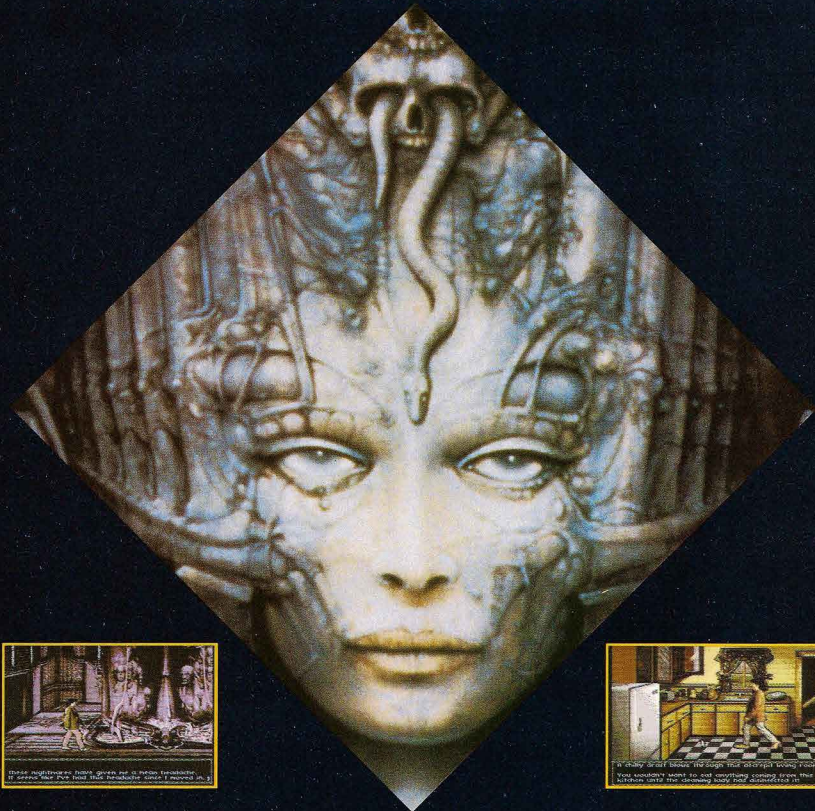


You'd better build up your strength because the enemy has just taken over the town!



At the shop you can buy all the weapon upgrades and healing items that you'll need.

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



CYBERDREAMS PRESENTS

DARKSEED

Based upon the fantastic artwork of **H.R. GIGER**

SEGA CD  **VIC TOKAI INC.**



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To order Dark Seed (Sega CD) directly, call (310) 326-8880.



22904 Lockness Ave, Torrance, CA 90501



FACT FILE

Kendo 2

BY OTOMU PROSEKIN OF JAPAN

THEME	FIGHTING
MEGABITS	16
% COMPLETE	30%
AVAILABLE	N/A
# PLAYERS	1 or 2
# LEVELS	UNKNOWN
CHALLENGE	UNKNOWN

OPTIONS CHECKLIST

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

Notes: The options are not available at this time.

KENDO RAGE 2?

Believe it or not, this is the sequel to Kendo Rage 2! (A personal winner in the books of EGM's reviewer Major Mike.) First off, this ROM version is still quite early in production, so don't start getting judgmental from just these pictures alone.

Some of the highlights in this game are the gorgeous colors. They are just some simple straight fills and bright hues that give a vibrant, yet silly style to the game. Other things that caught my attention are the overly crazy stunts your characters can pull (Masoccer's 100-ton mallet drop and Makkey's whole character swallow are examples of this). Even the power-up system is quite unique, adding a breath of life to the somewhat monotonous fighting games. Who knows what the final ROM may look like, but from all the neat features right down to the catchy song in the Character Select Screen, this one looks great.

- Mike Vallas



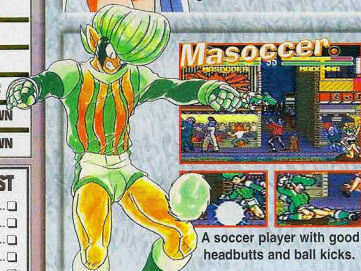
Makendo

Your all-round average fighter with fireball attacks.



Madonna

A ballerina with rapid kicks and spinning attacks.



Masoccer

A soccer player with good headbutts and ball kicks.



Makkey

An extremely silly rocker who can swallow who whole!



Energy Bar

There is an additional bar for showing you special energy.



Anime Silliness

Silly attacks and expressions are plentiful!



Same Character

There is a Character Vs. Character Option.



More Characters

There are five more characters to add to the final version.

Makendo

The sequel to the sword-slashing action game for the Super NES will now be a fighting game! Enter Kendo Rage 2—where the sister of the gal who starred in the first game takes over the lead spot. As we stated in EGM #62, this game will focus on anime cuteness and silliness. This title also has a unique level-up system similar to those found in RPGs, where the higher you go in the levels, the more moves are at your disposal!





PF. MAGIC™



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



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



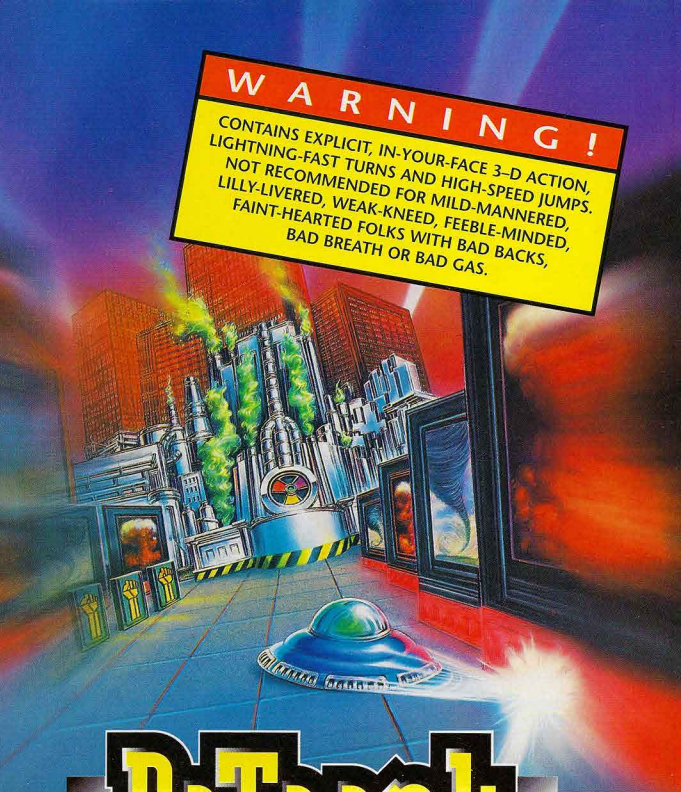
Navigate tunnels from one level to the next in the tri-level Meta Game.



Rocket up the ramp and blast into Disaster Central.

LEFT BRAIN FACTS

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



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

PaTaank™

The First 3-D Pinball Thrill-Ride!

RIGHT BRAIN SIZZLE

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

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



JAPAN



FACT FILE

BATTLE SOCCER 2
BY BANDAI OF JAPAN

THEME	ACTION
MEGABITS	12
% COMPLETE	60%
AVAILABLE	UNKNOWN
# PLAYERS	1 OR 2
# LEVELS	N/A
CHALLENGE	VARIABLE

OPTIONS CHECKLIST

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

Notes: There is no Option Mode at this time.

Chopsocky Soccer!

Almost all of the popular anime and live-action characters from Japan are out for a game of soccer!

A game with the most unfortunate initials, BS is very unique. All of the classic Japanese characters are here: from the Ultra brothers to their bitter enemies the Baltans (the little bug below this text) and the Red King, to the Kamen Riders and their foes, and both the enemy and good mechs from the Gundam anime. Being able to play as either the correct group or a mismatched team is a real strong point. Selecting your own team formation and the different playfields also adds to the variety and challenge of this game. If you love Japanese TV or soccer, this is a game for you.

- Mike Vallas



The entire cast of Ultraman, Kamen Riders, and Gundam have settled down and are ready to do battle on the soccer field!

Battle alone or with a friend in this action-packed cart from the chaps at Bandai.



Battle Soccer 2



On this side, there's the Ultra-team, the Kamen Riders, and the Gundam Suits!



The other three teams consist of all the enemies that the others fought against.



Super kicks!

Each player will have his or her own ability to make the ball do all kinds of things, like making it soar far to the other side or take out all that the ball happens to touch! EEEEEK!



Before Play

You can choose which style of team to play (the classic enemies/goodies or mixed teams) for unique advantages and the formation.



Choose your teams from the classic or mix them.



Pick from different formations.

The Map



The map shows you where your guys are.



Penalties



Don't be fooled. All of the soccer rules apply!



Different Playfields



There are many different playfields in this game. Some examples are: classic grass fields and sand that traps the ball.

Attitude

Push It To The Edge - Have More Fun!



KEEP
OUT



Handy Gear

Now you can bring your Game Gear™ to new heights and new places. Handy Gear™ features a shock and water

resistant play-in case that protects your system from all kinds of bumps and spills, and a powerful screen magnifier and adjustable glare reducer to enhance your game play. There's even storage space for an extra game cart!

Take your Game Boy® to extremes with this ultimate accessory. You'll get fast-paced, arcade action, stereo speakers, 150% screen magnification, powerful lights, joystick control, enlarged fire buttons, and a convenient fold-up design for real portability. Game Boy will never be the same!

Handy Boy



Push Your Portable To The Edge

INTERACT
GAME PRODUCTS

Play with an attitude!

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By **STD**

JAPAN



FACT FILE

RIDGE RACER
BY NAMCO OF JAPAN

THEME	RACING
MEGABITS	CD-ROM
% COMPLETE	70%
AVAILABLE	N/A
# PLAYERS	1
# LEVELS	N/A
CHALLENGE	MODERATE

OPTIONS CHECKLIST

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

Notes: Has multiple speeds and modes for tournament matches.

Forget the Coin-op, PlayStation is here!

Namco of Japan is hard at work trying to finish their awesome coin-op, arcade racer translation. This title is still early in production (only 70 percent complete). But one look at the graphics and how smooth the action is, and it's easy to see that the 16-Bit market is going to lose out to next-generation machines like PlayStation.

Ridge Racer shows off the PlayStation's hardware with its near exact translation of the arcade. All the intense excitement of power sliding around turns and navigating between rival racers is here. The colors and shading are superb, and put most other home racers to shame. The different courses and cars certainly add to the diversity, and you have the added option of choosing manual or automatic shifting.

Ridge Racer keeps looking better and better.

- Andrew Baran



Here's a sneak preview of the PlayStation's first racing car. It's still early, but it rocks!

RIDGE RACER



Ridge Racer really blows away the competition with its smooth scaling and texture-mapped tracks. Ridge Racer is the coolest racer around.



Some of the tracks are simply a beauty to behold. It just doesn't get any closer to the arcade. And this version is only 70 percent complete!

SPECIAL STUFF FOR THE HOME VERSION...



Ridge Racer has some new options, like a sound test that was not in the coin-op. It's highly probable that more elements unique to the PlayStation will be added. Namco has been hard at work trying to make this one great. What options will be available in the finished version remains to be seen. Hopefully, the PlayStation will see the light of day in the U.S. market.

Some People Couldn't Wait For Our New Dual Compatible **Arcade Pro** Joystick To Hit The Stores!

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

Its six button layout, lightning fast Arcade Quality components, and rugged steel base really put Arcade Power in your hands.

And we know how important power is. That's why we included Independent Turbo

and Hands-Free Auto Fire for all six buttons. Blow away the competition and then use Slow Motion to plan your next attack.

The **Arcade Pro** is available everywhere cool video game accessories are sold. So you don't have to turn to a life of crime to win. Just spend a little dough, get this stick, and kick some butt on Sega Genesis and Super Nintendo.

Play With an Attitude!



INTERACT
GAME PRODUCTS

Play with an attitude!

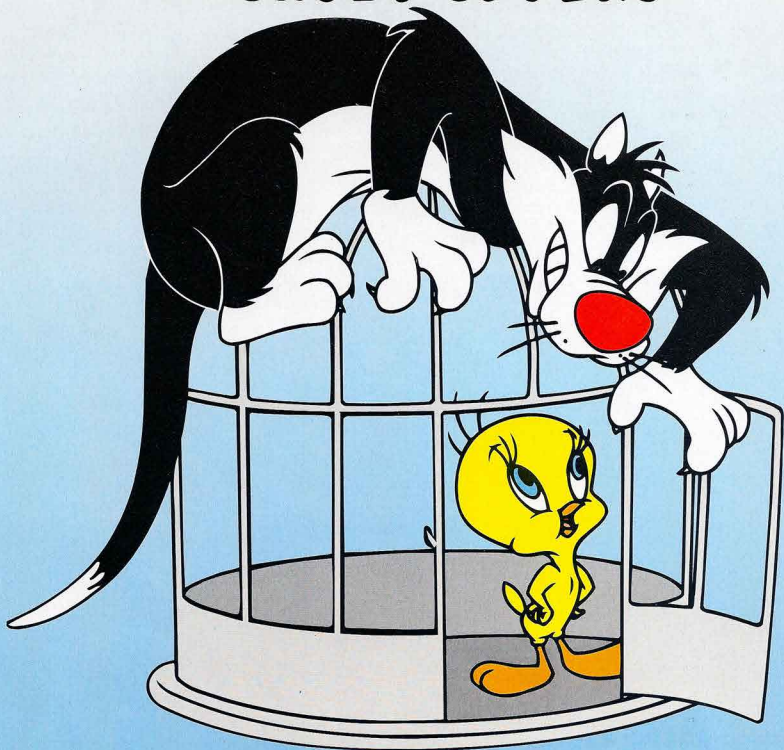
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By
STD

110 Lakesfront Drive
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410-785-5661

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Sylvester and Tweety IN CAGEY CAPERS



"BAAD OL' PUTTY TAT!"

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



- ▶ Use helpful Acme items like pogo sticks, binoculars, and superhero suits to avoid trouble.
- ▶ Full animation and cartoon like graphics and voices bring this hysterical “Toon” adventure to life!
- ▶ Multiple levels of difficulty adjust play for all ages and abilities!
- ▶ Use Sylvester’s patented evasion maneuvers to hide from Tweety’s protectors!
- ▶ Grab items found in the background to make difficult, but climbable stacks!



**Time Warner
Interactive, Inc.**
675 Sycamore Drive
Milpitas, CA 95035-0782



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ARCADE ACTION

ROARING SUCCESS IN SAN ANTONIO

The AMOA in San Antonio on September 22-24 was an excellent show. About 51 video game exhibitors, along with 17 others were on hand for the arcade event of the year. All of the new video games were on hand, along with the best in redemption, and skeeball. A few booths featuring Virtual Reality were in attendance. One of the most talked about games at the show was the new Nintendo/ Midway Ultra 64 project, Killer Instinct. Along with Cruis'n USA, it will be among the first games to be released for the Ultra 64. It has a Mortal Kombat feel to it, but the graphics are truly as you've never seen them before. The animations are so fluid and life-like, that Mortal and fighting-game fans alike are sure to go crazy for this one. There is a Combo Meter, a fully original cast of new characters, and

fatalities to boot. Release will be within the next couple of months. Another hot title was the new racing game from Namco called Ace Driver. Expect to see plenty of this hot new driving experience as more is available to us. Namco also had six machines set up to pre-



view their brand-new fighting game, Rave War. The machines only showed one screen stating, "Coming Soon," but we were invited up to Namco's suite to get a peek at it. This game looks hot! It has somewhat the same look as Virtua Fighter, but plays much better. More as the game progresses. Speaking of Virtua, Virtua Cop was at the show and it was a sight to behold. Imagine being able to bring a gun into a Virtua Fighter tournament. Also in the Virtua realm,

Sega had an unveiling party for Virtua Fighters 2. The graphics are incredibly refined. Be sure to check out in the expanded AMOA/ JAMMA coverage in this issue for the full scoop on both shows.

DATA EAST ON RELEASING RAMPAGE

The people at Data East Pinball have been very busy lately. With the release of two games at AMOA that are sure to become top sellers, the company is looking good.

Tattoo Assassins is a brand-new fighting game that combines all the elements you ever wanted in a fighting game and a motion picture aura. Bob Gale, creator, writer, director for Tattoo Assassins, is also a movie producer. In 1984, he wrote and co-produced *Back to the Future*. In 1989, he wrote and produced *Back to the Future II*, and then did the same in 1990 for *Back to the*



Future III. In 1990, Data East made the pinball version of *Back to the Future*, and Bob Gale became good friends with Data East's Joe Kaminkow. Together, they've created a video game from a story he wrote about a group of magically tattooed martial artists. The game has deviated from the script Gale originally introduced (the original script included S&M, and few other factors not

appropriate for an arcade setting) but through collaboration, they agreed on a story and began filming the game. The game will be released this year.

In addition to Tattoo Assassins, Data East is releasing a Maverick pinball game, based on the Mel Gibson movie. Gary Stern, senior executive and general manager of Data East, when asked why Maverick made a good title for a pinball game, answered, "It's a 4-C theme; cards, cowboys, country music, and classic title."

"We were the first manufacturer to put a dot matrix display in a mass produced pinball machine. Check Point was the start of a renaissance for pinball. With our new high-definition, high-quality, generation-three, wide-screen display, we believe Maverick will herald in the next pinball renaissance. HDHQ will obsolete every other pinball machine out there, including our competitors' latest offerings."

With the literal cornucopia of pinball games out there already (Guns and Roses from Data East, Freddy from Gottlieb, and World Cup from Bally), and the ton of games featured at the AMOA and soon to be released (Roadshow and Corvette from Bally, Rescue 911 from Gottlieb), DE has their work cut out for them.



STREET FIGHTER AND DOUBLE DRAGON HIT SILVER SCREEN

Street Fighter starring Jean-Claude Van Damme, and Raul Julia, and *Double Dragon* starring Alyssa Milano will be coming to theatres soon. Both are big budget flicks, and will hopefully succeed in crashing through

the rather puny barrier of previous video game-to-screen adaptations. Earlier video game movies have not grossed a large sum, but with heavy hitters like Raul and Jean-Claude, how can it lose?



AMOA

AMERICAN AMUSEMENT MACHINE ASSOCIATION

ADK SPONSORS CONTEST

Not too long ago, a game came out for the Neo•Geo called Aggressors of Dark Kombat. It featured seven original characters, and a surprise character, Fuuma, from World Heroes, WH2, and WH2 Jet. Now, in Japan, there is a widespread contest by the good people at ADK. If you get high scores on Aggressors of Dark Kombat, or World Heroes 2 Jet, you might be able to win prizes, including assorted merchandise and a Gangan (ADK in Japan) Strategy guide.

AGGRESSORS OF DARK KOMBAT

TRIAL DATE SET FOR DATA EAST

October 31 is the date set for the conclusion of the long-standing debate between Capcom and Data East. The fight started when Capcom filed a lawsuit against DE for copyright infringement. It was Street Fighter II against Fighter's History Dynamite, and the characters from the latter were just too close to Ken, Ryu, and the others. Although certain allegations were rejected by the court (you cannot copyright martial arts fighting styles that have been around for ages), others remain, which will be submitted to the jury for determination should the case go to trial. Data East, however, filed another motion for summary judgment on Sept. 8. The outcome of this motion is, as yet, undetermined. Is Fighter's History too close to SFII? Considering the thousands of fighting games that seem to be exactly alike, probably not.

DAYTONA STILL HAS MYSTERIES

How do you see Jeffrey the statue doing headstands? Secret billboards on walls? Daytona USA by Sega was released in August, and it continues to burn up the arcades with its tight game play and spectacular graphics. Some new things to look for in this masterpiece? Try going underneath the slot machine bridge at the right time. It may cause strange things to happen.



Daytona is very popular after several months in the arcade.

TOP TEN ARCADE GAMES REPLAY™ - OCTOBER 1994

#	Game/Company	MTH	Rating	DIST
1.	Revolution X (Midway)	4	8.79	27%
2.	Mortal Kombat II (Midway)	10	8.65	94%
3.	Virtua Fighter (Sega)	9	8.34	44%
4.	Solitaire Challenge (Dynamo)	3	7.65	16%
5.	Lethal II: Gun Fighters (Konami)	6	7.58	24%
6.	Lethal Enforcers (Konami)	24	7.48	74%
7.	NBA Jam: Tourn. Ed. (Midway)	6	7.47	68%
8.	Aliens 3 (Sega)	6	7.40	9%
9.	Run & Gun (Konami)	10	7.24	31%
10.	Under Fire (Taito)	4	7.13	7%

MTH refers to the number of months a game has spent on the charts. **#**100 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.

NEO•GEO CD SELLING OUT

Since its release in September, the Neo•Geo CD has not been able to stay on the shelves. It sells for approximately \$500, and is presently taking Japan by storm. All that

has been released at this point are rehashes of old favorites. Magician Lord, Crossed Swords, and the Art of Fighting and the Fatal Fury classics. (All of which seem a tad outdated at this point.) The good part of the CD player is obviously that you can buy titles that were previously a couple hundred dollars for a little less than \$60. The Neo CD has some pretty impressive statistics: D-RAM—with the use of the 56 Megabit RAM chip, the data of a CD is read at one time, therefore eliminating the waiting time that you're used from a CD system. S-RAM—64 kilobit static RAM for the additional storage of game data. V-Ram—Employs a 512 kilobit video RAM for superior play. AV Terminal—RGB/AV/RF output compatible with all consumer televisions. We hope to see this soon in the States. Imagine some of the sequels CD owners have to look forward to!

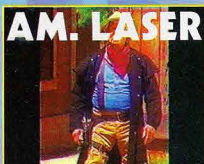


**SPECIAL
FEATURE!**



SAN ANTONIO AMOA EXPO '94

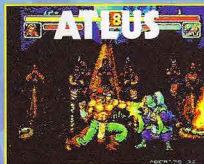
Our coverage of the AMOA & JAMMA shows continues in *EGM* with a comprehensive list of everything at each of the shows. They both featured a heap of new games and technology, and the AMOA in San Antonio had all-new games from Midway, Namco, Data East, and many more.



FAST DRAW



LAST BOUNTY HUNTER



POWER INSTINCT 2



ARMORED WARRIORS



DARKSTALKERS



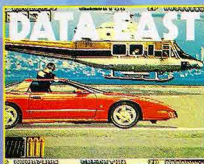
D&D TOWER OF DOOM



TATTOO ASSASSINS



STREET SLAM



LOCKED AND LOADED



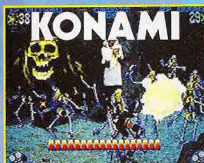
RAIDEN FX



F-1 SUPER BATTLE



GUNFORCE II



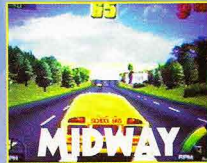
LETHAL ENFORCERS 2



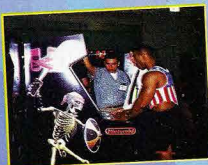
SOCCER SUPERSTAR



KILLER INSTINCT



CRUIS'N USA



ACE DRIVER

AMOA



POINT BLANK



RAVE WAR



WING WAR



SPORTS FISHING



VIRTUA COP



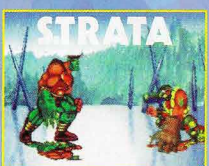
TWIN EAGLE 2



SAMURAI SHODOWN 2



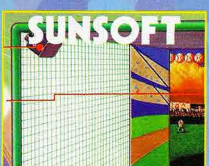
KING OF FIGHTERS



BLOODSTORM



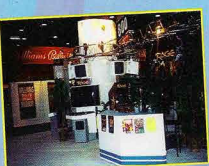
SHANGHAI 3



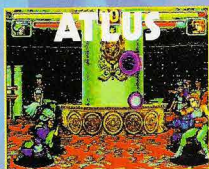
VIRTUAL BATTING



POWER SPIKES 2



AMOA



POWER INSTINCT 2



BUBBLE SYMPHONY



CUP '94



V-GOAL

This is continued coverage from the special section in *EGM* #64. What we are presenting here is a more complete blueprint of what was hot. The JAMMA show had at least 40 video game manufacturers on hand, displaying their all-new cabinets and hardware, including Sega's impressive new Tecwar game and the IDYA arcade system.



DRAGONBALL Z 2

JAMMA



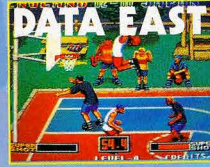
SCHOOL GIRLS



ARMORED WARRIORS



SLAM MASTERS 2



DUNK DREAM


The Future Is Now

SNK

侍日本大活劇

THE SECOND ACT BEGINS!

SAMURAI
SHORONIN II



TM

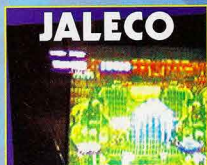
Live The Katana Legend

SUPER HIGH TECH GAME
NEO·GEO

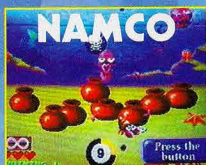
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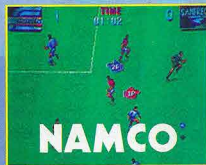
GUNBIRD



GUNBULLET



ACE DRIVER



J. LEAGUE V SHOOT



ATTACK OF THE ZOLGEAR

JAMMA



VIRTUA FIGHTER 2



VIRTUA COP



TECWAR



TITLE FIGHT 2



GOLDEN AXE: THE DUEL



SAMURAI SHODOWN 2



NEO-GEO CD



GALAXY FIGHT



CHASE BOMBERS



KAISER KNUCKLE

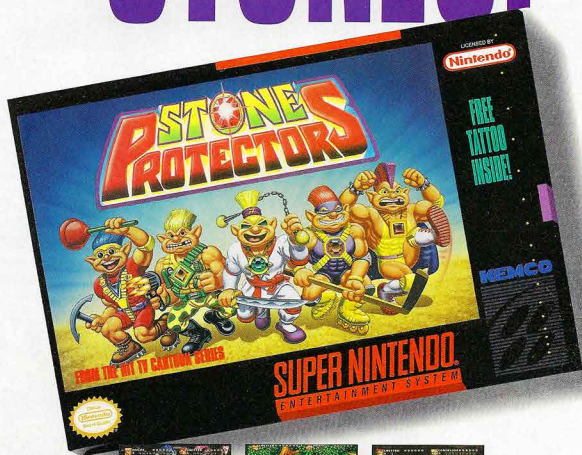


SPACE INVADERS DX



OPERATION WOLF 3

JAMI WITH THE STONES.



HUGE CHARACTERS



VICIOUS BOSSES



VERTICAL & HORIZONTAL SCROLLING

HEY, MAN. GRAB YOUR AXE AND START SLAMMIN' OUT THE HITS! YOU'RE PLAYING A BUFFED-OUT STONE PROTECTOR IN A BRUTAL BATTLE OF THE BANDS. YOU'VE GOT 5 COOL WEAPONS TO FIGHT WITH, 10 WILD STAGES TO WIN, AND 16-MEG SCROLLING ACTION TO SHOW OFF YOUR WICKED ATTACKS. SO COVER YOUR FAMILY JEWELS. LET'S GET SOME ROCKIN', SOCKIN' KICKS! **KEMCO**®



JAMMA



REAL PUNCHER



VIRTUALITY/ZONE HUNER



HAT HERO HERO '95



DOUBLE DRAGON



GOWCAISER



CPY LEGACY



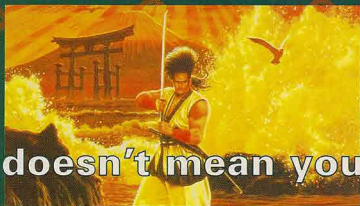
V GOAL SOCCER



DRIFT OUT '94



A TRUE SAMURAI FIGHTS WITH DIGNITY AND HONOR!



But that doesn't mean you have to.

SAMURAI SHOWDOWN™



Go back to the end of the 18th century when fighting was for dignity and honor. When style and form was of great importance. Of course, you don't have to play like that though. Cutting an opponent in half is half the fun. Through the intense graphics and sounds of Sega CD, you'll really think you're back in Feudal Japan.



SNK

SEGA CD



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Not only did the JAMMA show have all the hot, new arcade games from the big companies, but there was a wide assortment of new hardware, cabinets, and all-new technology ready to be released in the upcoming months. One of the items Sega featured was the high-tech amusement park, Joypolis. There's a wide variety of rides, amusements, and more. For more information, write to Sega or EGM. Maybe if we show the interest, we could get some of what we miss here in the States!

HIGH-TECH AMUSEMENT PARK OVERSEAS



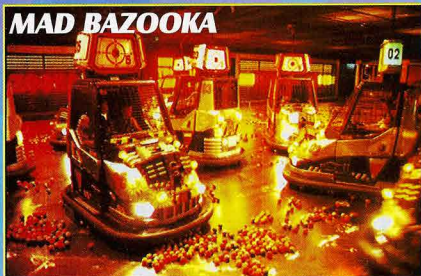
The player wearing a head-mounted display takes a ride in a space ship to attack enemies in a 360-degree perspective.



The ride accommodates two people and runs on a realistic set. The players shoot at 3-D ghosts appearing on a Psychic Filter on the car.



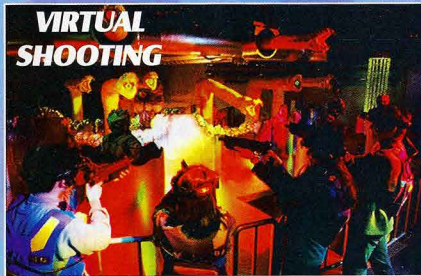
A two-seater, roller-coaster ride through the dark with shooting functions included! Destroy the on-screen enemies to save the princess.



Ten carts with shooting functions (each having two seats) are divided into two teams. Shoot the balls at enemy carts.



Realistic images on three screens (120 inches each) with 3-D sound! The astrology is presented by animation, etc. with the use of laser beams!



Eight players act as a group, each wearing a shooting unit such as a HUD. Try and expel hostile aliens.

ZERO™

The KAMIKAZE Squirrel

Zero in on it!



The evil Jacques Le Sheets has a twisted plot to create counterfeit money. And to make the paper, he's ravaging the wooded homeland of Zero the Kamikaze Squirrel! Master Zero's full arsenal of Ninja techniques and weapons as you swoop, spin and dive through fifteen levels of stizlin', 16 meg fun.



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SEGA
SUPER NINTENDO



SUNSOFT™

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FAST DRAW

SHOWDOWN

FACT FILE

FAST DRAW
by AMERICAN LASER

THEME	SHOOTER
VERSION	N/A
% COMPLETE	100%
AVAILABLE	NOW
# BUTTONS	GUN
# PLAYERS	1
CHALLENGE	VARIABLE

OPTIONS CHECKLIST

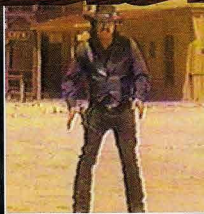
- QSound.....
- Dolby Stereo.....
- Voice Channels.....
- Jamma Board.....
- System 32.....
- Cartridge.....
- Translation Pending.....

Notes: Has multiple speeds and modes for tournament matches.

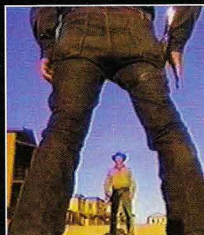
DRAW PARTNER!

It's not too often you'll come across a game like this. It's the first type of game that tests your reflexes rather than having you hold a gun out and shoot like mad. The concept reflects the title; you see how fast your draw is. After each enemy, you must replace your gun in the holster and prepare to draw on the next foe. If you draw too early or don't replace the gun in the holster, you will fault and lose a "life." American Laser Games has always made great products. Even though they tend to appeal to a select audience, the games are fun, challenging, and play very well.

-Sushi X Jr.



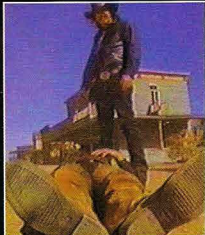
Can you beat the best in a quick-draw competition? In this arcade game, you'll meet some of the quickest draws and will have to beat them out to get to the last and final bad guy. Do you have what it takes to win? In the beginning of each level, you'll receive some motivation from a loyal fan. Is this enough to win? Probably not. You have to be quick, determined, and have a plentiful supply of quarters handy in order to beat this arcade game. It can be done, so don't give up hope! Beat the last guy and become the best in the West.



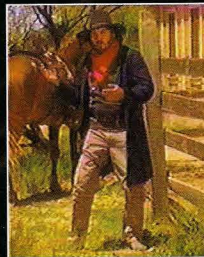
Face off against tough hombres and come out victorious.



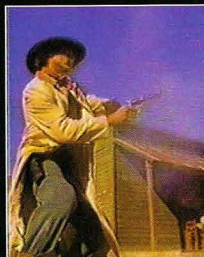
Select from three levels of difficulty to start off slowly and work your way up.



Don't move too slowly on the gun or you will be pushing up daisies!



In this game there are two things you have to worry about: accuracy ...



... and speed. Get those two mastered and you shall have an easier time in the game.



Just wait until you meet the last guy for your final battle. You'll love it!



I think American Laser Games has hit a gold mine of their own by putting out this game, but what will be the reaction when it comes out to the arcades? Only time will tell us that answer.



SEGA!



MIGHTY MORPHIN POWER RANGERS

TODAY'S HOTTEST HEROES ARE HERE...
AND THEY'RE ON SEGA!



ON SEGA GENESIS™, GAME GEAR™ AND SEGA CD™!



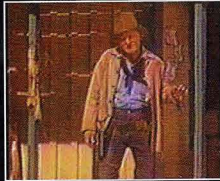
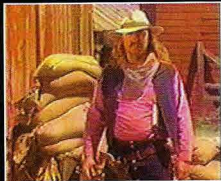
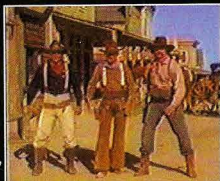
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LOOK AT THESE CHALLENGING LEVELS

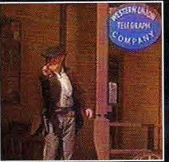
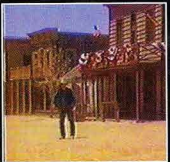
DEPUTY DIFFICULTY LEVEL



With motivation like this, who could lose?



SHERIFF DIFFICULTY LEVEL



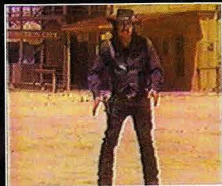
In this level you have to be a little bit quicker because the bad guys are just a little bit faster. Everyone has something to hide in these levels and even a priest will come after you! What kind of town is this? Watch that one-armed man like a hawk and do not stop to send a message at the telegraph station.

MARSHALL DIFFICULTY LEVEL



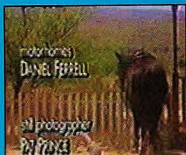
The last level of difficulty to tackle. This level will definitely be the hardest of all, with special appearances from the local lady of choice and the prominent school teacher. Against the quick-drawing opponents, you will have to be equally fast and show no mercy because they are definitely out to get you! Can you make it to the last draw?

THE LAST GUY!



Can you beat the fastest gun? After beating all the other levels, I think it's a definite possibility ... don't you?

THE CREDITS AT LAST!



If you become the fastest quick draw, you will get to see the nifty credits. Congratulations! You deserve it!

STRAP ON YOUR BUNNY EARS AND SAVE THE WORLD.



Go ahead and laugh, funny boy.

But get it all out now because we're talking "shooter" here. A blistering, mommy-help-me-I'm-scared, Sega CD shooter.

And when you've got the U.S. Navy, the Russian Army, the Seven Gods of Good Fortune and an entire raccoon militia in your face, you'll be glad you're wearing a sexy tutu with fire-engine-red pumps...

They'll help to distract Dr. Pon's bloodthirsty minions while you blast his furry buttocks into the stratosphere.



You've got a green dragon and an awesome collection of firepower to help you compile your body count.



A true CD shooter filled with all the thumb-burning, eyeball-frying adventure you deserve.



Classic Japanese animation brings to life the most unique band of bosses to invade the Sega CD.



SEGA CD™



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BEAVIS AND BUTT-HEAD™
the game

FEATURING MUSIC BY GWAR™

SUPER NINTENDO
ENTERTAINMENT SYSTEM

GENESIS™
GAME GEAR™



HEY BEAVIS, ANYBODY
WHO PLAYS THIS VIDEO
GAME GETS TO ACT AS
STUPID AS YOU DO.

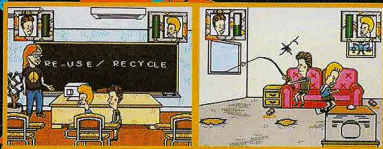
HEH-HEH.
HM... YEH...UH...
SHUT UP, NIMROD.

Introducing the games that actually let you
control the destinies of America's leading morons.

3 DIFFERENT GAMES, DUDE.

GENESIS

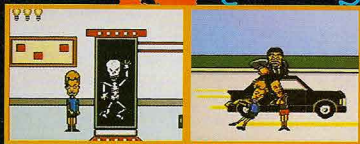
1 OR 2 PLAYERS



VAN DRIESSEN TRIED TO TEACH US, LIKE, HISTORY. BUT WE OUTSMARTED HIM.

COUCH FISHING RULES. UNLESS THERE'S SOMETHING GOOD ON TV OR SOMETHING.

GAME GEAR



AT THE HOSPITAL THEY SAID WE WERE FREAK SPECIMENS, WE SAID, "THANKS DUDES."

SOME GUYS FREAK OUT WHEN YOU TOUCH THEIR CAR, BUT WE WEREN'T GONNA DRIVE IT. FAR.

CLOTHESLINE JUMPING IS A GREAT SPORT. IT HAS THE THRILL OF VICTORY AND THE AGONY OF, UH, FALLING.



THE GROWD IS INTO OUR ANIMAL MAGNETISM. THAT'S WHY WE PRESERVE IT BY NOT SHOWERING.

SUPER NES®

1 OR 2 PLAYERS

LICENSED BY



VIACOM
newmedia™



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Rated by V.P.C.





FACT FILE

POWER INSTINCT 2

by Anas

THEME **FIGHTING**

VERSION **N/A**

% COMPLETE **95%**

AVAILABLE **NOW**

BUTTONS **4**

PLAYERS **1 OR 2**

CHALLENGE **HIGH**

OPTIONS CHECKLIST

- 0Sound.....
- Dolby Stereo.....
- Voice Channels.....
- Jamma Board.....
- System 32.....
- Cartridge.....
- Translation Pending.....

Notes: Has an incredible arsenal of weapons and characters.

I'VE GOT THE POWER

This game is excellent. There are 13 characters, four of whom can transform into alter egos, with all new powers. The game play is very tight and is reminiscent of Neo Geo controls. There is a four-button interface: two punches, two kicks. There's an Endurance Meter that, when full, allows you to do special attacks. These attacks are advanced versions of normal moves. (I.e. Hattori has a move called the Flaming Dragon Bomb—and his special move is the Super Flame Bomb—a number of dragon bombs thrown at once causing horrendous damage.) My patience for fighting games has worn thin recently, as 98 percent of them are Street Fighter/MK2 ripoffs. The game is very challenging without costing you hundreds of dollars to beat. To sum it up, Power Instinct 2 is a fighting game with more than enough unique and fun qualities to excite you.

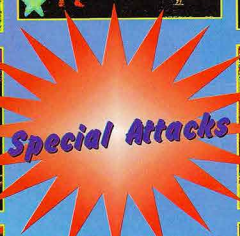
—Mark Hain

Power Instinct 2



One of the many features that makes this game unique is the transformations. Four of the characters can literally suck the life out of you and use it to regenerate or increase their current powers.

Special attacks are another notable feature. These can either damage your opponent enough to allow him or her to be killed, or if they're already low, kill them immediately.





Flashing Thunder Fist

→ +PUNCH

Oro Ball Wave

→ +A+C



Freeze Curse

→ +A+C

Thunder Kick

→ +KICK



Spiral Kick

→ +KICK

Knuckle Bomber

← (HOLD) → +PUNCH



Lightning Slash

→ +PUNCH

Rolling Cannon

→ +KICK



66



49



66



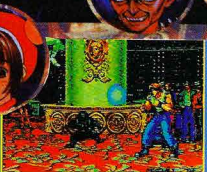
80



81



42



42



42

Blue Flame Slicer

→ +KICK

Dragon Flaming Flash

→ +PUNCH



Flaming Dragon Bomb

→ +PUNCH

Tsunami Slash

← WHILE JUMPING → +PUNCH

Photon Burst

← WHILE JUMPING → +PUNCH

Swani Clash

→ +PUNCH



Rainbow Slice

→ +PUNCH

Cosmic Warp

→ +2 PUNCH BUTTONS



67



36



13



61

Hattori Saizo

Annie



Thunder Kick
PRESS KICK RAPIDLY

Thunder Ball
+PUNCH



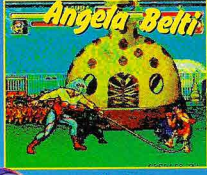
Flying Dragon Punch
+PUNCH

Super Spin Kick
WHILE JUMPING +KICK



Body Attack
(HOLD) +KICK

Thunder Wall
A+C (SIMULTANEOUSLY)



Whip Attack
(HOLD) +PUNCH

Smash Kick
WHILE JUMPING +KICK



Cosmic Blast
+PUNCH



Repunzel Slap
(HOLD) +PUNCH



Air Kick
+KICK



Flash Flame
(WHILE JUMPING) FULL CIRCLE=A/C

Cogetsuji

Oshima



Arrow Shot
+PUNCH

Flying Elbow
WHILE JUMPING +PUNCH



Buffalo Storm
(HOLD) +KICK

Smash Tackle Blow
(HOLD) +PUNCH



Fire Storm
+PUNCH

Fist of Flames
(HOLD) +PUNCH



Flying Saber Attack
+PUNCH

Arabian Cha Cha
(HOLD) +PUNCH



White Buffalo



Sahad Asran



Hananokoji

(before)

Kurara

(transformation)



Hananokoji

(after)

Kurara

(transformation)



Rokuin

(before)

Kinta

(transformation)



Rokuin

(after)

Kinta

(transformation)



Gogetsuji

(before)

Oume

(transformation)



Gogetsuji

(after)

Oume

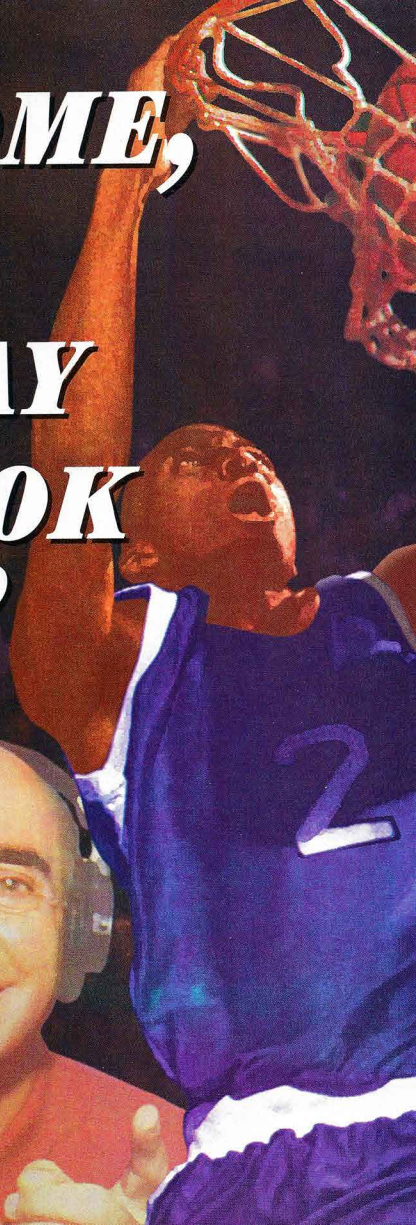
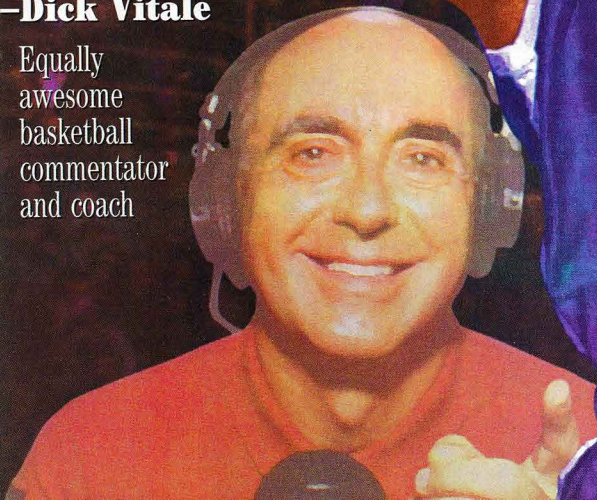
(transformation)



***“AWESOME,
BABY!
ANY WAY
YOU LOOK
AT IT!”***

–Dick Vitale





Equally
awesome
basketball
commentator
and coach



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

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

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

-  A 3-D scaling and rotating court puts you *in* the game, not just watching from the sidelines.
-  Real on-court sounds and commentary from yours truly. You can even use my plays from my college and pro coaching days.
-  Real college basketball action and rules with 32 teams in 4 conferences. Choose from Tournament, 2-on-2 Slamfest and Single game modes with 6 speeds and 3 difficulty settings.
-  5-man teams with real moves: ball stealing, behind-the-back passes, lay-ups, hook shots, power slam dunks, reverse slams and monster 3-pointers.

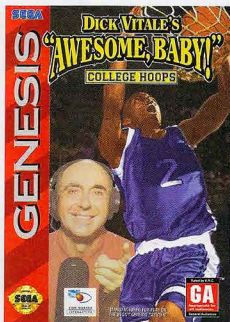
Play it and you'll be screaming,
"Awesome, Baby – with a capital A!"

Dick Vitale



TIME WARNER
INTERACTIVE

675 Sycamore Drive
Milpitas, CA 95035
408.473.9400



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FACT FILE

VIRTUA COP
by SEGA

THEME	SHOOTER
VERSION	N/A
% COMPLETE	100%
AVAILABLE	NGW
# BUTTONS	OWN
# PLAYERS	1 on 2
CHALLENGE	MODERATE

OPTIONS CHECKLIST

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

Notes: Debuts new "Model 2" 3-D computer graphics.

VIRTUA DOUGHNUT

From the company that brought you the graphically outstanding arcade fighting game *Virtua Fighters*, comes the next installment of their polygon action games, *Virtua Cop*! From the moment I stepped up to the machine I knew that I was in for a real treat. For one thing, Sega makes extreme use of a zoom feature that takes you all over the place—what you never really know what to expect! Another great feature used a lot is the automatic target sighting which pinpoints enemies anywhere on the screen, even when they're hiding behind obstacles!

You start the game with a six shot pistol to take on the entire enemy armada, but along the way you'll encounter various power-ups that give you rapid fire and so on. To reload at any time, simply fire the gun anywhere off the screen! Take your six-shooter in hand and prepare for some massive firing action!

—Tim Davis



Amazing cinemas as well as a great intro add a lot of realism that helps to show off the effects that this machine can do!



As you would expect, the hostages help play a very important part in this game. They're easy to identify, since they are always dressed in white, compared to the enemies in black clothes.



VIRTUA COP



IT TAKES TWO TO TAKE THEM OUT



No bad guy, shoot-'em-up game would be complete without the ability to have a fellow crime fighter join in and provide some backup!



Sometimes the action gets so intense that you ... never mind.



Statistics are shown after you finish a certain stage or level with your life intact.

CHECK OUT THE COOL ZOOM FEATURE!



The same zoom technology featured that wowed audiences in *Virtua*

Fighters is now in *Virtua Cop*. Be ready for anything!

SCENE 1-Arms Black Market

The Arms Black Market is your first mission. You've got to take on the criminal scum on their own turf. Meet them head-on in the inner city and follow them to the underground!



In the one-player game, you can only lock-on to one enemy at a time. Prepare for some punishment!



A six-shooter pistol is your

primary weapon. Always keep an eye on your ammo inventory.



Enemy scum is everywhere so watch out for anything and everything.



The enemy will send for reinforcements if the fight suddenly turns against them!



Try to take out enemy transports whenever possible to stop further troops from entering.



Your target sighting is your single most important item besides your gun. It identifies enemies who may be hidden behind a box or just partly off the screen!



After blowing an enemy away an item may appear. Grab the automatic rifle and spray them!



These are not just your ordinary thugs—they know some pretty fancy maneuvers!

If you're lucky enough to catch a couple guys on the roof, you'll witness a spectacular fall!



SCENE 1 BOSS



Time to take out the trash! Just watch out for his rocket launcher.



That's gotta hurt!

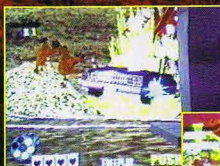


Look above you!



SCENE 2-The Underground Weapon Storage

Follow the enemy to their underground weapon storage facility!



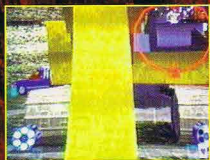
Sometimes if you aim at just the right spot, you can take out the whole car with the thugs inside!



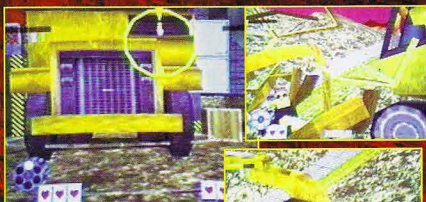
Always trust your scope to locate enemies that are usually hidden behind boxes or buildings.



Watch out for gunmen trying to avenge the death of someone you have already taken out!



Just when you think that you've gotten them all, another one appears from out of nowhere!



During this mission you will run into some heavy artillery, and I do mean heavy! The construction equipment is crawling with gunwelding grunts, so watch it!



Your primary objective is to enter the old, abandoned factory and wipe out the enemy forces.



Heaven help anyone who gets in the way of you and your new automatic rifle!



You'll have to take your eyes off the gunners to shoot incoming grenades!



He's going to be sore in the morning!



It's up to you to help rescue as many hostages as you can!



Some attacks come from inches in front of you!



SCENE 2 BOSS



The enemy reacts to wherever you hit them!



This guy's got an army of minions to back him up!

SCENE 3-The Gang Headquarters

Track the goons down to their base of operations and destroy it!



One of the most beautiful scenes in this game is the building scene where the clouds scroll across the reflection in the windows!



This guy has got nowhere to run or hide. It's simply lock and load.



Your first objective is to

take out the guards inside the guardhouse!



Remember this truck? Seems as though they couldn't run quite far enough!



The enemy gunners are still up to their old tricks—hiding like cowards.



That will teach them to hide behind cartons of explosives!



Now it's time for the big showdown at the enemy's headquarters. You've done a good job making it this far, but now is where the men are separated from the boys. The criminal organization will throw everything they've got left so watch it!



Some attacks are so worried about taking you out, that they leave themselves wide open!



Watch out for the semi!

If you're not careful enough this just might happen to you!

The hostages decide to make a break for it, so be sure to look before you decide to shoot at anything!

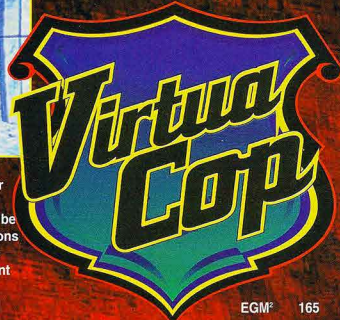


While scouting for snipers in this stage, be alert of goons who attack right in front of you!

SCENE 3 BOSS



Not much is known about the mastermind behind all of this because no one has seen him and lived to tell about it!



You think you want to be King?

Get real. You're starting life as Simba, the cub. To survive and grow into a powerful adult lion, you must perfect your savage pounce, reckless roar and master fighting with all four paws. If you survive the challenge, you'll grow into a strong, ferocious adult lion.

So prepare to scrap with hyenas. Blast through an elephant graveyard. Battle an in-your-face stampede of trampling wildebeests. And you'd better quit hanging with slackers like Timon and Pumbaa, unless you want to be scarfing bugs the rest of your life!

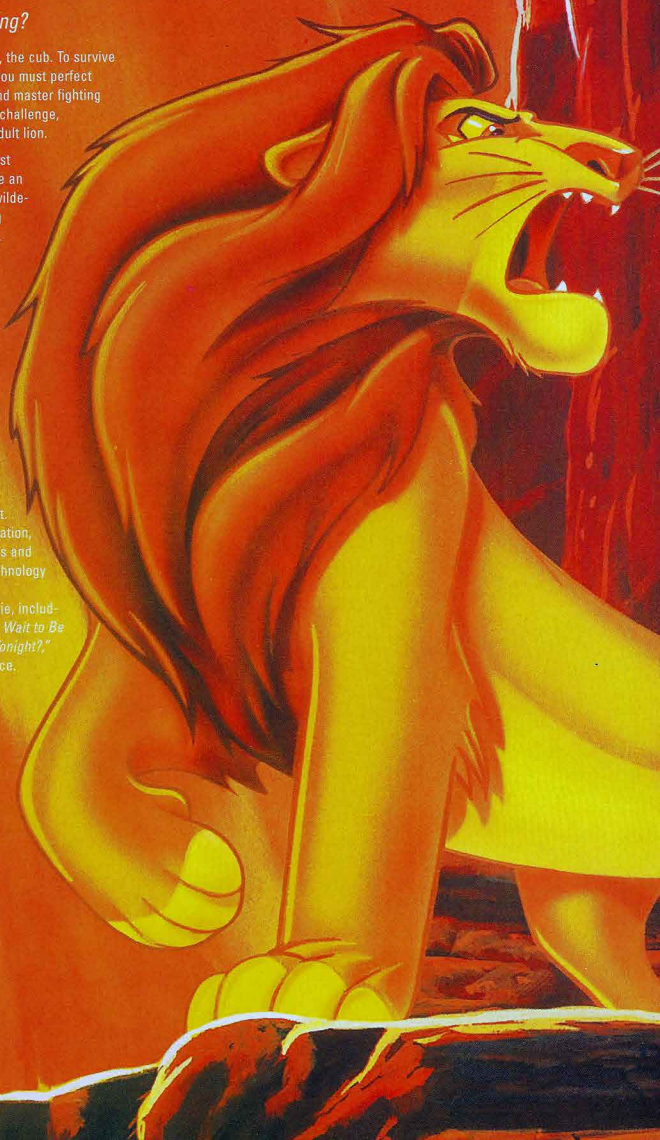
Are you sure you want to be King? Then it's time to cut loose in the deadliest one-on-one brawl ever. Defeat your evil Uncle Scar. Recapture the Pridelands. And reclaim your rightful place in the Circle of Life.

- ✦ A radical variety of gameplay that follows the adventures of the hit movie *The Lion King* through 10 levels of action, puzzles and combat.
- ✦ Fast, super smooth, movie-like animation, hand-drawn by top Disney animators and packed with the latest Digicel™ technology in a 24-meg cartridge.
- ✦ All 9 music selections from the movie, including "The Circle of Life," "Just Can't Wait to Be King" and "Can You Feel the Love Tonight?," composed by Elton John and Tim Rice.
- ✦ Able to control four characters: young Simba, adult Simba, Timon and Pumbaa.

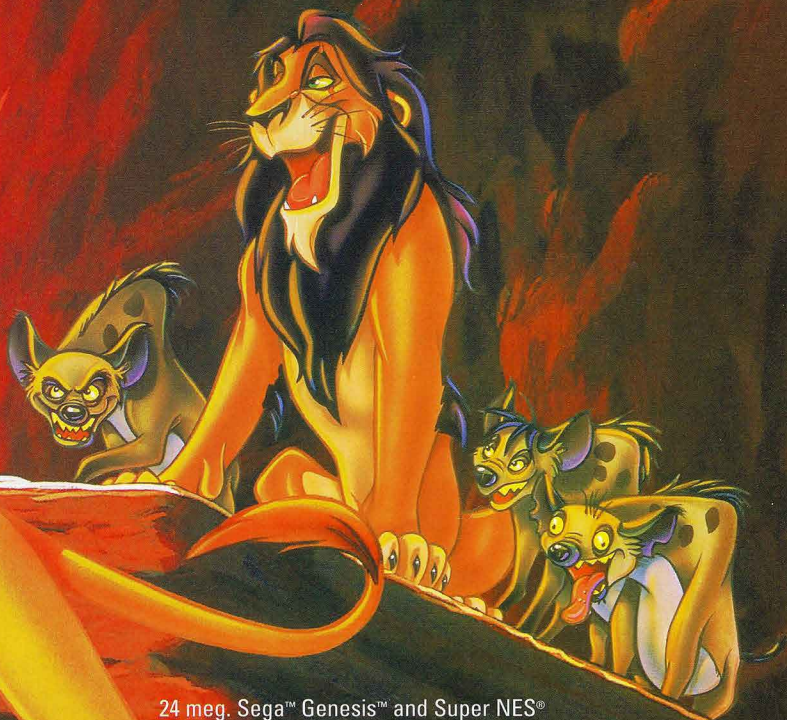
See
THE LION KING
this holiday season
at a theatre
near you.

Virgin

Disney
GAMES



THE LION KING



24 meg. Sega™ Genesis™ and Super NES®





FACT FILE

TATTOO ASSASSINS
by DATA EAST

THEME	FIGHTING
VERSION	N/A
% COMPLETE	N/A
AVAILABLE	N/A
# BUTTONS	6
# PLAYERS	1 or 2
CHALLENGE	MODERATE

OPTIONS CHECKLIST

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

Notes: Select from nine different character to play as.

Tattooed Warriors?

You've played Street Fighter (plus all of its upgrades), you've mastered all there is to know about Mortal Kombat I and II, and just when you think you have seen all the fighting clones there are to see, something comes along to change your mind. That something is Tattoo Assassins. Assassins was a dream of various people, including an all-star cast of developers who oversaw everything, from an idea to a full Hollywood production.

All the characters in this game are fully digitized in a process that started with early fighting games like Pit-Fighter, to nearly perfected games like Mortal Kombat II). A unique feature, of the actual arcade design, is a third speaker who is placed below the control panel, which may surprise more than a few gamers out there. Go ahead and give Tattoo Assassins a try. When you do, be prepared to wait in line!

-Tim Davis



WERE TALKING DIGITIZATION!



Tattoo Assassins uses advanced technology that could have only been dreamed of a couple of years ago!



An all-star cast was used to make this game look and play just right!



Nothing was compromised in giving each character a unique and authentic look.

Assassins has some of the most interesting characters you'll ever see!



Each was portrayed by real-life martial artists and actors/actresses to give the game a completely realistic feel!

THE CREW BEHIND THE TATTOO

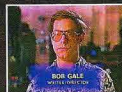
MEET THE PEOPLE BEHIND THE HIT GAME!

Joe Kaminkow



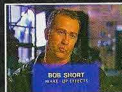
The head cheese behind Data East of America, Joe's partly responsible for Data East's first American produced arcade game!

Bob Gale



Bob Gale is an award-winning creator and producer for Hollywood hits like the *Back to the Future* trilogy.

Bob Short



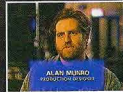
Bob Short is a man who knows make-up effects. His work on this game must be seen to be believed!

Eddie Wilde



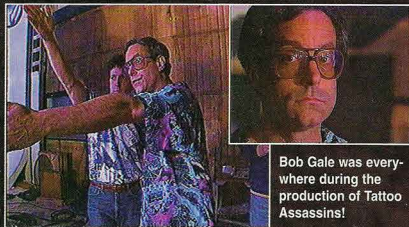
Eddie Wilde's stunt coordination was so well done, it felt like playing an actual Hollywood produced movie!

Alan Munro



Alan Munro is the man behind the Tattoo Assassin production, overseeing it from start to finish.

THE MAKING OF A HOLLYWOOD GAME



Bob Gale was everywhere during the production of *Tattoo Assassins*!



Nothing was spared in making this one of the most exciting fighting games to come along since *SF II* and *MK*.



Each frame of character animation was completely digitized to give the game smooth animation!



All the "warriors" had to perform their movements against a blue screen before the digitization could begin.



Each martial art technique had to have been performed as smoothly as possible to ensure the digitization process would work.



The costume and make-up tattoos (did you think they were real?) had to be as natural looking as possible.



Master make-up artists were hired to painstakingly paint the actual "tattoos" the warriors wore.

AND NOW WE PRESENT THE FINISHED PRODUCT!



special characters. Try to discover all the secret techniques for each fighter!

In the finished version of the game, choose from nine different tattooed fighters and five



Take on a friend or the computer for some grueling rounds of *Assassin* action!

The backgrounds are truly spectacular! Too bad you've got other things to worry about!



FACT FILE

X-Men

by Capcom of JAPAN

THEME	FIGHTING
VERSION	UNKNOWN
% COMPLETE	30%
AVAILABLE	DECEMBER
# BUTTONS	UNKNOWN
# PLAYERS	1 or 2
CHALLENGE	VARIABLE

OPTIONS CHECKLIST

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

Notes: Expect the usual Capcom Options.

Street Fighter?

Well Capcom has done it again. Surprise, it's another fighting game. This isn't to say it isn't an exceptional product, just remember that it's another Street Fighter game. The moves and feel use a similar engine, so all the fans of the old and new versions will feel right at home. Could all these other fighting games be Capcom's way of testing out Street Fighter III? One thing you can count on, is the excellent control, graphics, and sounds that accompany all Capcom products. X-Men fans will surely eat it up whether they are fighters or not

- Sushi X Jr.



X-MEN

CHECK OUT THE OPENING ANIMATION!



MORE AWESOME FIGHTERS THAN YOU CAN DREAM OF!



You can choose five X-Men or five of their toughest foes. Choose to play as Cyclops, Psylock, Storm, Ice Man, Wolverine, Colossus, Omega Red, Silver Samurai, Spiral, or a Sentinel. Each

combatant has his/her own specific strengths and weakness. Plus they all have a destructive arsenal of special moves at their disposal. So if you are a big X-Men fan, you won't want to miss this game at the arcade. Another great aspect of this game is the excellent art displayed at the opening screens.





We're still working on the
"Golf Cart Joy Ride & Crash" feature.
Other than that, it's perfect.



LINKS

the challenge of golf

Links for **Sega CD™** is the most near-perfect, outrageously realistic golf game available.

How perfect is **Links**? The course mimics Torrey Pines exactly—incredible, 35 mm photography places you behind every tee, fairway, water hazard and bunker, wherever the ball lands; and gives you an accurate view of your next shot. It's so life-like, you can almost smell the green (that's a good thing).

And as you'd expect from any decent golf game, **Links** features

- Tournament play
- Practice mode, Front 9, Back 9
- Instant Replays
- Save player info

But then, **Links** goes far beyond any other golf games to give you in-depth golf features like

- 1 to 8 players (sorry, other games can only handle up to 4)
- Full support of TeeVolf Golf Club™ for the most accurate, realistic and fun golfing experience available
- Aerial fly-overs of each hole so realistic you may get airsick
- Running stats on how many fish you tag when your ball lands in the water.

Okay, we're just kidding about the last feature.

But as you can see, **Links** for **Sega CD** is the closest thing to perfection when it comes to golf games. So you can bet that if any game comes out with a "Golf Car Donuts On The Fairway" feature in the future, it'll be **Links**.

The Virgin logo, featuring the word "Virgin" in a stylized, cursive font.

GAMES



Master Higgins! Can you hear me? I am the lady of the land.



Interact with and gather clues from a wild cast of quirky—and sometimes dangerous—characters.



Collect all kinds of specialized weapons, armor, even magic spells to help you save your fair maiden.



Four different worlds to explore, each with its own harsh climate and hidden mysteries.

SUPER Adventure Island II

If role-playing is your gig, Super Adventure Island 2 will rock your world.

Take off on a turbulent journey as Master Higgins, a shipwrecked, amnesia-ridden groom in search of his lovely, yet very confused bride. . .who, by the way, has been kidnapped by a giant buzzard. . .just as she was about to marry the crowned king of Waku-Waku!!!

But don't worry. If you can figure out the lyrics to your favorite songs, this one shouldn't be too tough for you.

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ENTERTAINMENT SYSTEM



GAMES THAT ROCK

WATCH FOR
THESE HITS ON

ESPN²



Light the fuse, get away... and watch your friends go up in smoke!



Strategy is key. Drop your bombs carefully—one bad placement and KA-BOOM!



Tons of power-ups let you throw your bombs, even detonate them by remote control.

SUPER BOMBERMAN 2

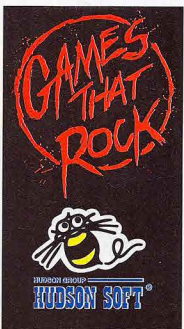
Go ballistic and grab your

Super Multitap™! It's the video game that gives you points for blowing your buddies to bits!

Loaded with more nerve-scorching mazes and mind-splattering intensity than the original, *Super Bomberman 2* lets you match wits—and weaponry—with up to four players simultaneously.

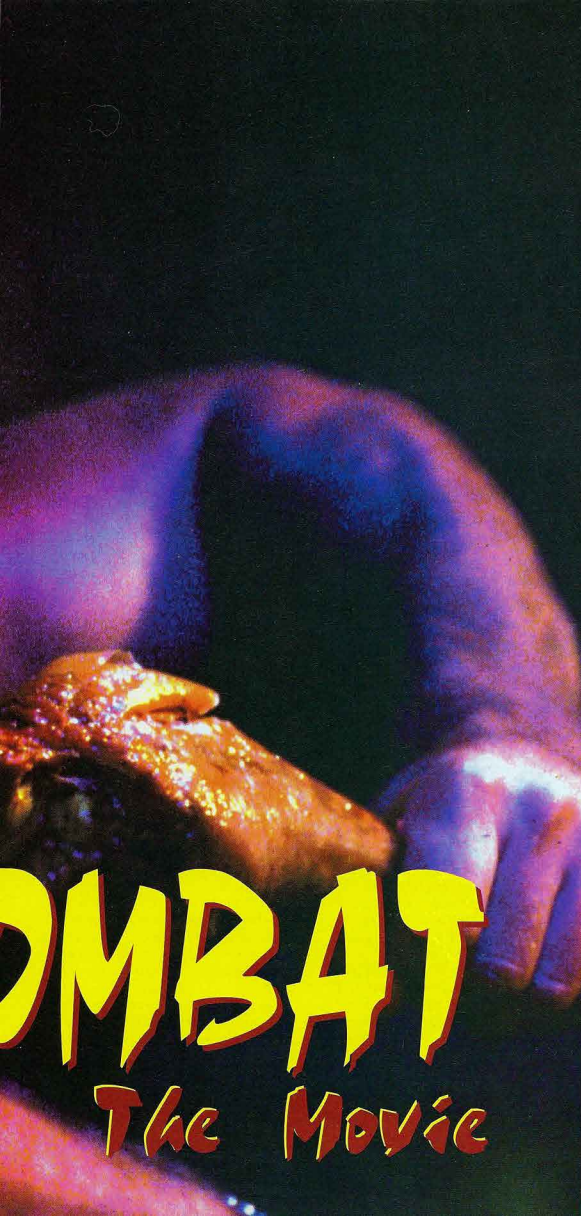
It's like being in the pit...only instead of plaid, everyone is wearing enough TNT to supply several Third World nations.

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MORTAL K



MORTAL KOMBAT

The Movie

Prepare for a journey to the Outworld, because *Mortal Kombat* is exploding out of the arcades and onto the big screen at a theater near you.

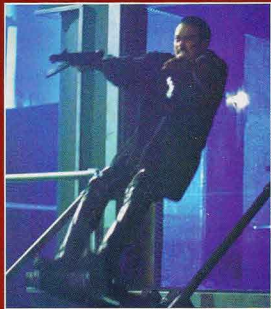
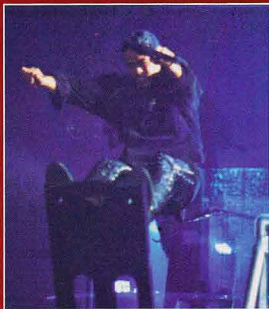
The transition from video game to film hasn't proven to be as smooth as movie adaptations to video, as experienced by 11 or so people who sat through the dismal failure of *Super Mario Bros.* But with the impending release of *Street Fighter* and *Mortal Kombat* soon after, it's obvious that Hollywood hasn't given up hope just yet.

In fact, for *Mortal Kombat*, four studios were vying for the rights to the film, but New Line Cinema (*The Mask*, *Nightmare on Elm Street*) won out in the end—and the small studio is making it their highest-budget film to date.

The mastermind behind the movie version of the blockbuster game is executive producer Larry Kasanoff, and Kasanoff knows action. His credits as a producer include Schwarzenegger smashes *T2* and *True Lies*, and his expectations for *Mortal Kombat* are high.

"I knew one how commercially successful and what a phenomenon *Mortal Kombat* was going to be, and it is always a good opportunity to translate one medium into another when you have a certain pre-promoted success to it," Kasanoff explains, "and beyond that, I knew the story on which *Mortal Kombat* was based, and it's based on a great underlying story."

“They treat their actors horribly,” Kasanoff laughs, “they do their own stunts and the ones who survive are actually pretty good.”



It is that story that Kasanoff and everyone else involved with the film believes separates it from the rest of the pack.

“I am making a movie not per se based on a video game, but based on the underlying story on which the video game is based,” Kasanoff explains. “That story, in turn, comes from thousands of years-old myths and legends from around the world.”

The thunder god, Rayden, is played by venerable French actor Christopher Lambert (best known for his *Highlander* films), was a bit skeptical about a video game-based script, but the story behind *Mortal Kombat* is one of the main reasons

he was interested in the script.

“The difference for me between *Super Mario*, *Street Fighter*, and *Mortal Kombat* is that *Mortal Kombat* already has a story,” Lambert explains, “which is not the case of *Super Mario*, and it’s not the case of *Street Fighter*, because they kick ass around every corner. They encounter a gang, they kick its ass, but that’s not a story. *Mortal Kombat* has got a story, it’s got a saga.”

Kasanoff initially became involved with *Mortal Kombat* after working with Midway on their arcade game version of his film, *T2: Judgement Day*.

“When I got into it more, I found that the creators had a real universe of characters and events and interplays there,” Kasanoff reveals, “and I thought, this is a great opportunity, because I don’t like to make a movie based on something else if you can’t add to it.

“You’ll see in this movie everything you see and like in the game, except there’s a lot you don’t know that exists behind the *Mortal Kombat* legend, and you’re going to learn it in the movie.”

Well, not exactly everything in the game will be in the

PG-13 rated movie, namely the gory fatalities that make some parents and Senators cringe. But for Kasanoff, the fatalities are a non-issue.

“For me to make a movie with that level of graphic violence,” he says, “first of all would be rated X or R, and second of all, it’s been done.

“What we’re going to show you that what happens is far more spectacular, far more exciting, far more interesting than what you’ve already seen,” Kasanoff continues. “We’re not running away from [the violence] because we’re worried about the political weasels.”

Cary-Hiroiyuki Tagawa, who plays the evil sorcerer, Shang Tsung, agrees. “I think the great part is that [the ultra-violence is] in the game; you don’t need to come and see it. You need to see the part that isn’t in the game, and that’s what this film is about.

“It’s about the whole other part of the true characters which we don’t really get in the game,” he continues. “It’s one fighter vs. another. What’s so important in creating the story is the myth and the characters.”

The story of the movie remains faithful to that of the game. Earth’s mightiest heroes have been summoned to the Outworld, a dark and foreboding realm which has played host to the *Mortal Kombat* tournament for centuries. It is a classic tale of good versus evil and overcoming fear and prejudice to accomplish a greater cause. It’s also about fighting, action and suspense.



Tagawa as the diabolical sorcerer, Shang Tsung.



Baseball action so realistic, you'll be tempted to cork the bat.

The new Batter Up™ electronic bat lets you swing against the toughest pitchers in the major leagues. But forget about pressing buttons on a boring controller. With Batter Up™, your biceps control the bat, not your thumbs. And there's no room for whiffers. Best of all, it's compatible with the most popular video baseball games around. Pick it up at your favorite video game retailers. Game systems and cartridges are each sold separately. And remember, don't wear your cleats in the living room.

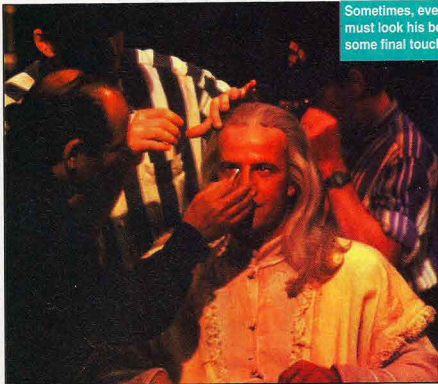
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available for
SEGA™ GENESIS™ and SUPER NES®

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Sometimes, even a thunder-god must look his best as Lambert gets some final touches on his make-up.



Abandoning the big-star power that a Van Damme or a Seagal could provide, the film relies heavily on authentic martial artists and groundbreaking special effects.

Although you wouldn't know it from the mountains of candy, chips, and soda pop at the studio, some of the finest athletes on the planet have been assembled to make the film.

World class martial arts champions in front of and behind the camera choreograph and perform the fight scenes with unfakeable authenticity, and Robin Shou has the bumps and bruises to prove it.

Shou, who plays the tormented Liu Kang, has starred in numerous Hong Kong fighting films over the past seven years—credentials not to be taken lightly.

"They treat their actors horribly," Kasanoff laughs, "they do their own stunts and the ones who survive are actually pretty good."

Sporting an ice-pack and nursing a sore elbow after shooting a fight-scene with Sub-Zero, the pampered life of an American actor still eludes him, but he's excited about taking part in an American feature film and the spoils that go with it.

"All right, so this is what I get," Shou says, used to the pain. "I get a swollen elbow, a swollen shoulder, I have a bump on my head, part of my hair is missing ... in Hong Kong, it's like working a 9-to-5 job," he continues while turning down the volume of the television in his trailer, "this is really great."

In the film, Liu Kang's brother is killed by Shang Tsung while representing his village. Kang, who

rejected his village's customs and beliefs and is driven by guilt, swears to avenge his brother's death.

Once he joins the other mortals in the Outworld, however, Kang has to put his personal feelings behind him—a story familiar to just about everyone, right?

Well, not

everyone.

"The funny thing is, I did not know what *Mortal Kombat* [was] when I came into L.A. in May," he reveals.

It was actually Shou's agent who convinced him to read for the role of Liu Kang.

"[I thought], 'Oh, no. Another one of

those low-budget kung fu movies that they just need a Chinese guy who can do martial arts,'" he says.

Liu Kang is joined in the Outworld by two Americans who are also there originally for self-serving reasons: Sonya Blade, a special forces agent following the evil Kano, to avenge the death of her partner; and Johnny Cage, an action-film mega-star and truly gifted martial artist desperately seeking respect.

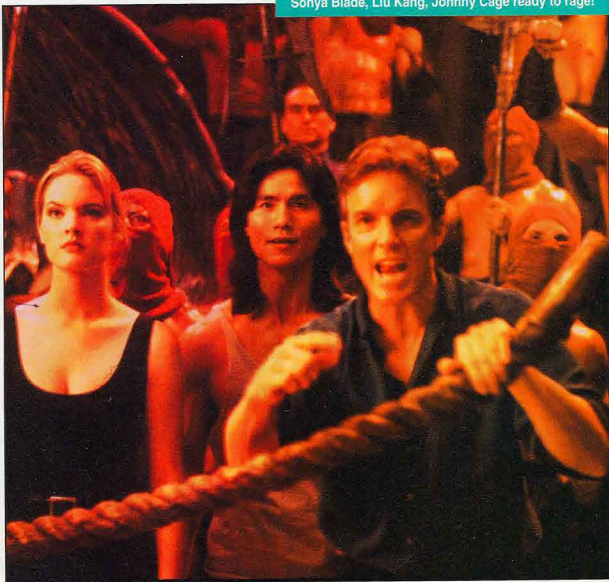
The part of Sonya Blade was originally going to be played by *The Mask's* blond bomb-shell, Cameron Diaz. Unfortunately, an injury to her hand incurred while practicing fighting for the movie sent producers looking for a new actress.

The person they found was Bridgette Wilson, a dangerous beauty in her own right, with action-role experience as Arnold's gun-toting daughter in *Last Action Hero*.

Linden Ashby, last seen in *Wyatt Earp* and *Eight Seconds*, trades in his spurs for feet of feet of fury as the shadow-kicking actor in search of a great script, Johnny Cage.

Guiding the three mortals is Rayden, who Lambert describes as very subtle.

Sonya Blade, Liu Kang, Johnny Cage ready to rage!



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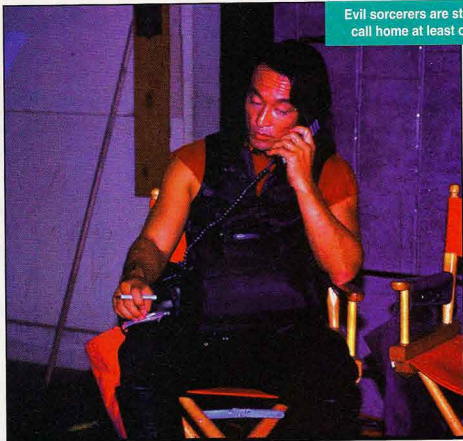


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Evil sorcerers are still required to call home at least once a week.



"He's dressed as a beggar, like in the video game, but obviously [has] lots of respect ... when he comes into the middle of something, maybe surrounded by 25 Barakas, they don't touch him, because they can't."

Lambert turned to director Paul Anderson for insight on how Rayden should be portrayed.

"He really cares about these three fighters ... You can't give him any bulls--- because he can see through your soul. That's why he chose Johnny, Sonya, and Liu Kang, because he [believes in] them."

Anderson is also a big reason Lambert wanted to take part in *Mortal Kombat*.

After seeing a screening of Anderson's British film, *Shopping*, Lambert knew he wanted to work with him.

"This guy is one of the most talented guys I've ever seen," Lambert says. "I was 67 percent ready to do *Mortal Kombat*, but when I saw [*Shopping*] it was 150 percent. "I thought, this guy is going to have a big budget, he's going to make a cool fantasy movie," he continues, "I don't see how he can miss."

The objective of the mortals is to prevent the evil, four-armed prince, Goro, from winning a 10th-straight *Mortal Kombat*. If they are unsuccessful, the Earth realm will be opened up to the side of evil and the planet will become as barren and desolate as the Outworld.

Leading the side of wrong is Shang Tsung, who consistently tries to put his mortal adversaries out of commission before the tournament takes place.

Soft spoken Tagawa, who plays Shang Tsung, who is used to portraying the

heavy in films says that this role is the most important bad-guy he's ever played.

"I'm especially excited about this [movie], because I know it means so much to kids around the world," says Tagawa. "I've been really aware of *Mortal Kombat* before they

even brought up the movie.

"Of all the films I've ever worked on," he continues, "this is the most attention that I've ever seen given to a young audience, besides Spielberg."

An accomplished martial artist in his own right (he has even created his own martial art), Tagawa ironically doesn't much care for the sport as a competition.

When defeating another fighter, Shang Tsung absorbs its powers and life force, and the lost souls can be seen screaming in his eyes—one of many effects his character performs.

"I'm having to do morphing in this film, which they're going beyond normal morphing to do," Tagawa says. "It has been challenging to try to do that. Had they told me in the beginning, I might have thought twice. It's not easy."

Backing him up is Australian-born actor, Trevor Goddard, in the role of Kano. Goddard says that although Kano may be a first-class criminal on Earth, he is completely out of his league in the Outworld.

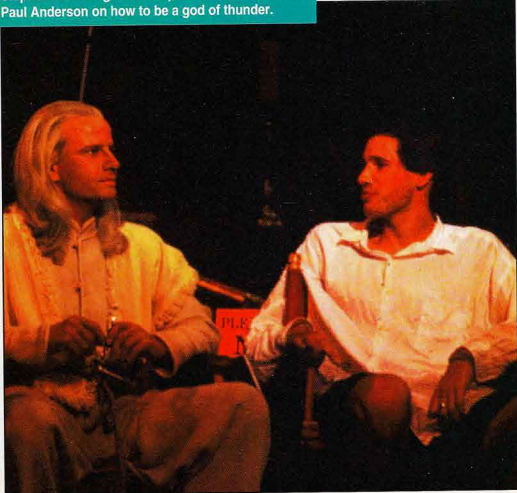
Shang Tsung is also flanked by his icy-breathed, right-hand-man, Sub-Zero, played by the highest ranking jujitsu artist and seventh degree ninjutsu black belt, Francois Petit.

What will probably become the true star of the film is the creature, Goro.

The four-armed behemoth is the most advanced animatronic creature ever built for a motion picture, and to bring the ferocious Shokan Prince to life, the creature effects masterminds from *Alien* and *Wolf*, Tom Woodruff and Alec Gillis were called on to get the task done.

"It's very exciting working with Goro," says Goddard (Kano). "He's [an] eight and a half feet tall, four-armed monster. It's been amazing. I've never done anything like it before, and to play opposite this thing, you can use the fear because it's an intimidating-

Christopher Lambert gets some pointers from director Paul Anderson on how to be a god of thunder.



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SUPER NINTENDO
ENTERTAINMENT SYSTEM

Building the Outworld.



looking thing."

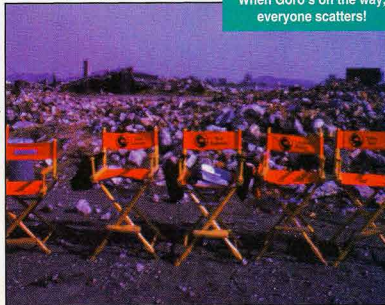
The rest of the cast, however, doesn't share Goddard's enthusiasm as having to wait for Goro to get into position and not malfunction has been a source of mild irritation on the set.

"You'll see Goro come to life," boasts Kasanoff, "and that's just great, because a movie can show you something in a big screen, in a bigger way than any other medium right now, so you'll see that literally with the best effects people in the world."

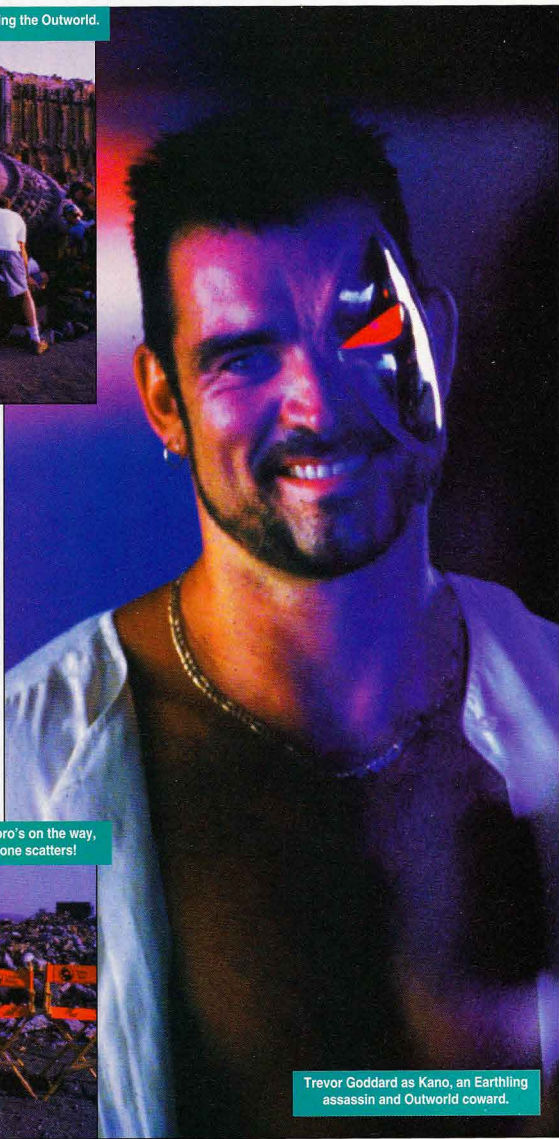
Currently shooting in California and then on to Thailand and slated for a spring 1995 release, Kasanoff and New Line have high expectations.

"I knew ... what a phenomenon *Mortal Kombat* was going to be," Kasanoff says, "and it's based on a great underlying story."

When Goro's on the way, everyone scatters!



Trevor Goddard as Kano, an Earthling assassin and Outworld coward.

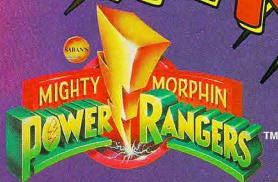


GOT THE POWER!

GET THE GAME!



POWER UP!



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Change the Action **Everytime** with a Swipe of a Barcodez!!!

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Robert Akers
all Monitor/Law Society
split by the Masked Muscle.



Dan Baldino

Varsity Basketball, Student Council
Knocked silly in Super Punch-Out.

Vanessa Askew
Fencing, Yearbook Staff
Bell rung by Piston Hurricane.



Kim Bandusky

JV Basketball, Health Officer Helper
Face rearranged in Super Punch-Out.

Young Advertisers Award/Sewing League
Knocked out in First Round.



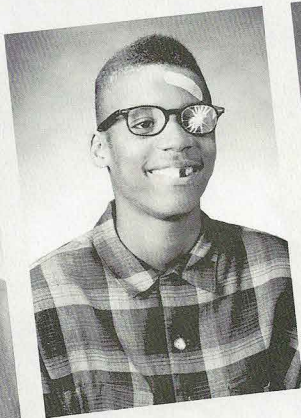
Joe Bardetti

Varsity Football, German Club
Looked at Nick Bruiser the wrong way.



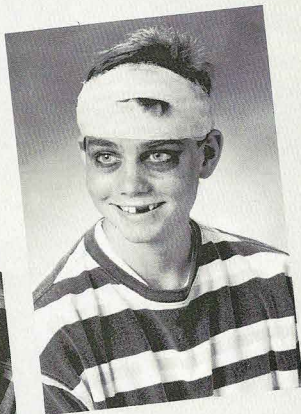
Cheryl Berman

Young Scholars of America, Junior Hawkette
Lasted 4 rounds in Super Punch-Out.



Robert Carney

Physics Club, Tomorrow's Farmers Society
Took on the Narcis Prince.



Don Coyner

Varsity Wrestling, Junior Librarian
Pummelled by Mr. Sandman.

Introducing the Super Punch-Out® Graduating Class of '94.

Now get in lots of fights after school without getting suspended.

It's Super Punch-Out.® The biggest Punch-Out ever, featuring some of the biggest lowlifes ever.

They may look dumb. But these guys are big and in-your-face (no sissy side-view



LOW BLOWS, KICKS AND STICKS TO THE HEAD ARE LEGAL.
NOW LET'S HAVE A GOOD CLEAN FIGHT.

perspectives.)

Even worse, they've each got their own dirty style you've gotta figure out before you can kick their butts.

But before you even step in the ring, you gotta have a Super NES. And then it's DING! DING! — 16 bouts of smacks, hits, jabs and of course, lots of nasty shots below the belt.

Sound like fun? You bet your last few remaining teeth. Cuz you know, there's nothing like beating the snot out of a big ol' ugly guy.

Although a knee to the groin is pretty cool too.

Only For
Super Nintendo



JUST 4 OF THE NEANDERTALS YOU'LL
AND THEY JUST CALLED YOU A LITTLE
FACE, MAGGOT.



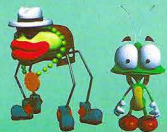
SPECIAL FEATURE!

JAPAN ONLY

SEGA SATURN



Riglord Saga is a fully 3-D RPG that uses full polygons for everything!



Bug! features bugs from Warner Bros.' Looney Tunes cartoons!



New Shinobi is the latest in the Shinobi series with fully digitized characters!



Panzer Dragon is a great 3-D shooter taking place in the sky with four different viewpoints: front, right, left, and behind!



Pretty Fighter X is an all-girl, street-fighting game.



Blue Seed is an RPG based on a Japanese comic book.



Tama is a 3-D puzzle game in which you can rotate the field!



Human's Fire Pro Wrestling is coming to the Saturn!

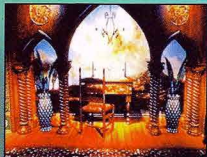


Gotha is a futuristic war sim with awesome battle scenes and multiple vantage points.

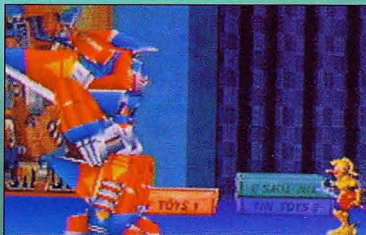


Virtua
Racing will be
updated with
more tracks,
coming from Tengen.





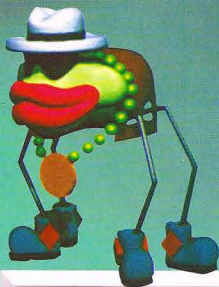
The award-winning CD-ROM game, *Myst*, comes to Saturn!



In *Clockwork Knight* you must rescue Princess Chelsea before daybreak or the whole toy kingdom will be ruined!



Dream Mansion is a sequel to the previously released Sega CD.



Van Battle is a new action game that puts digitized monsters up against awesome warriors for total control. Battle against Bosses in classic fighting-game style.



Saturn Games to be Released NOVEMBER

Mah Jong Tenjiku
Wanchai Connection
Virtua Fighter
Race Drivin'
Tama

DECEMBER
Clockwork Knight
Dream Mansion
Myst
New Shinobi

JAPAN ONLY

Daytona '94 is coming to Saturn! This coin-op giant is quickly approaching completion and should be released soon after the Saturn. This wicked, polygon racing game will go head-to-head with the PlayStation's Ridge Racer.



Golden Axe—The Duel will debut in the arcades, then be released for the Saturn!

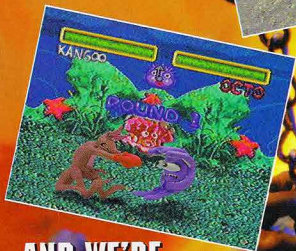
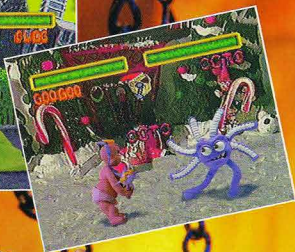


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CLAY FIGHTER 2



AND WE'RE TAKIN' IT TO THE STREETS.

There ain't nothin' you can do to us. We've been punched, crunched, spit on and drug through the dirt. We're badder than bad. We seen it all...so turn your cute little karate self around and disappear before we get nasty.



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SPECIAL FEATURE!



NEO-GEO CD

What's This Screen?! Oh, no!! It's Access Time!!



There is a delay at times, but... Yes, it's true—there is a pause in the game at points so certain scenes or stages can be loaded. However, the longest access period is when the game is initially loaded. Otherwise the loading time is incredibly brief—at most only a few seconds! At least there is a time bar to show how much time is left and a small, juggling monkey to entertain you, if you like that sort of thing!



At the 32nd Annual Japanese Amusement Machinery Manufacturers Association (JAMMA) show, SNK showed off their new Neo-Geo machine that will probably replace the cartridge-based machine currently circulating. Although the machine was sold out hours after it hit the shelves in Japan, we managed to get ahold of one and were thoroughly impressed. We also played four of the first CD releases: Art of Fighting, Art of Fighting 2, Fatal Fury 2, and Samurai Shodown. Housed in a black case, the front-loading system will be released in the States as a top-loading system.

One of the first things we noticed about the system, other than the access time on the games, was the sound which was, to say the least, incredible. Granted, purists will be disappointed to find some of their favorite music selections reworked, but from what we heard, the reworkings stayed very close to their original source material. The worst example of the music of the four games we sampled had to be Yurii's stage music in Art of Fighting 2. The original was more intense

than the techno-pop reflections in the CD version. However, in Samurai Shodown, the music in Charlotte and Nakoruru's stages were hauntingly beautiful and much more subtle than in the cartridge versions. The same holds true for Amakusa's stage in the second round after the gigantic rock explodes. What sounded like an entire symphony set the tone on the CD, unlike the cart where the music seemed to be in the foreground blasting at you from every direction. Another advantage, in terms of music, is no more buying music CDs! All the music tracks for each game can be

accessed at the main Neo-Geo CD screen. (It can also play ordinary CDs as well.) You can program music selections, have a random select—everything like a compact disc player on today's market.

But how did the games control? Well, rest assured, fans of the many great Neo-Geo games will definitely not be disappointed with the CD versions. There is no difference whatsoever in play control. The only difference is with the new joystick. Those raised on the Neo joystick will probably get frustrated with the small joystick. For one thing, the buttons being stacked two on top of each other made us look at the pad instead of the screen when executing the moves in the fighting games. However, in time these buttons will probably become second nature.

What about the Memory Card? Well, it's gone—the Neo CD doesn't require a Memory Card. It does, however, have an internal RAM memory backup that allows you to save games.

Now the real clincher—the price. The Neo-Geo CD will probably retail for about \$500. However, the games will probably be as low as \$55 each. Keep in mind, the cartridges for the old system are in the \$200 range per game!

Admittedly, there will probably be those who are hesitant to take the plunge into the CD-ROM game world. One reason is probably the Sega CD—a system that promised so much, but in the end





Samurai Shodown II will be one of the first brand-new games to be released on for the Neo-Geo CD-ROM format!

disappointed many gamers looking to go to the next level. When that system was launched, the initial games were Night Trap and Sewer Shark. Of course, those two releases really didn't do anything to boost faith in that system. Expectations were that games for that system would automatically be better than those for the cartridge-based Genesis. With the Neo CD, almost the opposite expectations are true: can the CD measure up to the NEO cartridge games? From what we've seen, absolutely yes.

Listen to This...



The music in Samurai Shodown is different, and in many instances, better than the music in the cartridge versions! Like Amakusa and Charlotte's stages!

In the end, Neo-Geo has done an excellent job with the new CD-ROM (especially with games that are horribly dated like Art of Fighting and Fatal Fury 2), and they are off to a great start. With games in the double instead of triple digits in terms of price, it could be the sort of thing to widen its acceptance to home gamers than ever before. If you ever considered a Neo-Geo, definitely give this system a look!



No memory card needed—just save the game to the system itself! However, this could be a problem if you want to play the game on someone else's system! On the player we tested, you eject the disc by holding down all four buttons and pressing the SELECT button. You can also use this method to restart a game you are playing. On some of the games we played, there was an option to play the game with dialogue that was in Japanese, English, and even Spanish!



Thank you...
Special thanks goes out to Filippo Boccara at World Int. Trading for loaning us the Neo-Geo CD. If you want to get the unit, you can send \$599 (plus shipping) to 4601 Ponce Deleon Blvd., Suite 230, Coral Gables, FL 33146 or call (305) 668-0141!



This is it! A compact disc that can store a 118-Meg arcade game—like Samurai Shodown. A new era in CD-ROM gaming at home!



The first generation Neo-Geo CD-ROM with a front-loading tray for games.



And the U.S. version of the Neo-Geo CD-ROM. This one loads on the top instead of the front.





ART OF FIGHTING

"Good Evening, Sir..."
Remember this one? Possibly the first game to use the zooming in and out technique later employed in Samurai Shodown and Art of Fighting 2, it's Art of Fighting! The mechanics are all the same, although the game really shows its age! Pick from one of eight fighters for some one-on-one, or pick from either Robert or Ryo and play the Story Mode where you must rescue Ryo's kidnapped kid sister, Yuri, from the clutches of a man simply called Mr. Karate! The Bonus Games are critical in the Story Mode as they allow you to perform special

SELECT BONUS GAME



USE JOYSTICK TO SELECT BONUS GAMES AND PRESS A BUTTON

選定ボーナスゲーム

JOYSTICKでボナゲームを選択し、ボタンを押す



moves, gain energy or spirit powers! A classic given the CD treatment!



JOYSTICKで方向キー + C ボタンで「ZANSEKI-KEN」の必殺技を出す

Master the Many Methods of Mayhem!



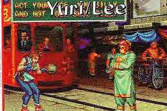
"Don't Do It Brother..!"

The sequel that added more fighters, moves, and surprises is given a completely new score. (Some scores are improved, while others are disappointing.)

Loaded with taunts and trash talk that is so indicative of SNK's fighting games, there is no slow down with any of the character's multihit moves! The trash talk is also amusing to read before each fight in the Story Mode! The arcade on a CD-ROM system!

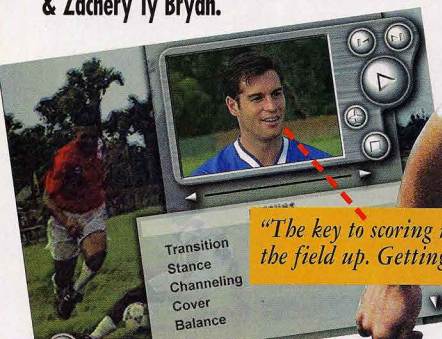


Follow the map from fight to fight! Can you find Geese Howard in the shadows of Southtown? Can you survive the fight?



Soccer's Your Game?

Learn The Real Thing From Meola, Harkes, Hamm & Zachery Ty Bryan.



"The key to scoring is opening the field up. Getting space."

Transition
Stance
Channeling
Cover
Balance

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SOCCER

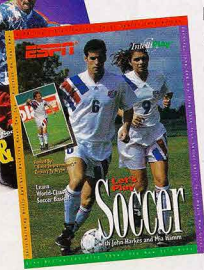
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Soccer: Skills & Strategy and team up with **Harkes,**

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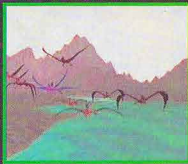
Rated by V.R.C.
MA-17
Mild to Moderate
Violence
Mature Audiences

SPECIAL ECTS CD-I PREVIEW

While the editors of *EGM* were at ECTS scoping out the hot carts that are being developed on the other side of the Atlantic, they ran across our friends at Philips who agreed to give us an exclusive look at some titles that will be coming out in 1995. While the pix below are works-in-progress, MPEG stills and could change in the finished version, we were very impressed by what we saw. As you can see, when it comes to full-motion, video-type games, the CD-i system can hold its own against anything out there. With killer titles like *Burn Cycle*, *Dragons Lair 2*, and *Kingdom* on their way to stores now, the next-generation discs that you see below will advance the state of the art in motion video game play to new heights. Couple these titles with the new, lower-priced system, not to mention the constantly expanding lineup of CD-i video movies (when you buy the optional plug-in MPEG video cartridge) from major motion-picture studios, and it's not hard to see that the Philips CD-i is going to be one of the systems to be considered by anyone who wants a true multimedia game machine without having to pay an arm and a leg to get it.

LOST EDEN

Voyage back to an alternate time and place, one in which mankind peacefully coexists with all creatures except one—the savage *Tyrannosaurus Rex*. Led by *Moorkus Rex*, this flesh-shredding army of dinosaurs has set in motion a plan to gain complete control of the land. As Adam, you must ensure survival of the human race by discovering the sacred power of the Citadel, the only place which is able to withstand the carnivore's violent attacks. Slowly, a whole new civilization will be created. Tools must be invented, and alliances developed. Together with the nomadic tribes of the region and the highly evolved Saurus races, you may succeed.



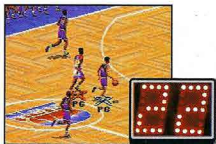
In this scene, the camera slowly zooms in on a field filled with huge dinosaurs. The fog greatly adds to the realism.



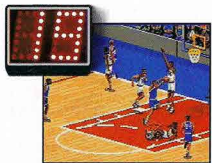
Below is a clip taken from a special preview of *Lost Eden*. The graphics in all three games look superb, but the animation and shadowing effects that are used are breathtaking to say the least. Check out how smooth it looks and decide for yourself.



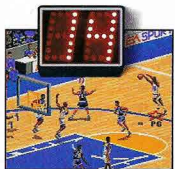
**SPEND
THE REST OF
YOUR LIFE
24 SECONDS
AT A TIME.**



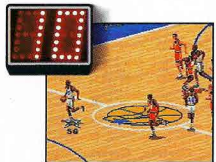
NBA LIVE '95. IT'S FAST. IT'S ALL NEW. IT'S FASTER.



IT'S PASSIN'. BEHIND-THE-BACK. THAT'S FAST. ON THE RUN. THAT'S FASTER. DUNKS.



THEY'RE FAST. ALLEY-OOPS. THEY'RE FASTER. LAY UPS. THREE-POINTERS. BACKIN' IN.



ALL FAST. FAST BREAKS. LIGHTNING FAST. IT ROLLS. IT ROCKS. IT PICKS. IT BLOCKS.



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SPORTS.**
It's in the game.™

OH, AND IT'S FAST. READY FOR ANOTHER 24?



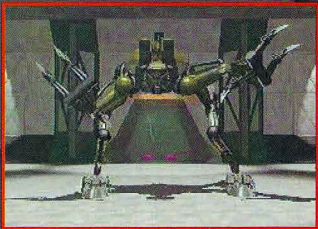
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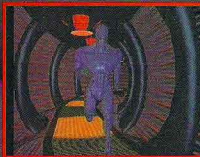
SPECIAL EFFECTS CDI PREVIEW

RISE OF THE ROBOTS

Rise of the Robots is a new one-on-one fighting game featuring the roughest machines ever to grace the screen. The graphics are some of the best ever seen. There are excellent shading techniques used, with real light sources making a vibrant and very lifelike game. Hear the sounds of clanking metal as you bash heads with over six fighting machines. Master the killer combos needed to survive. Of course, highly detailed cinemas fill your eyes with smooth animation.



Yikes! How would you like to face this guy in a dark alley? The detail of the cinemas is evident.

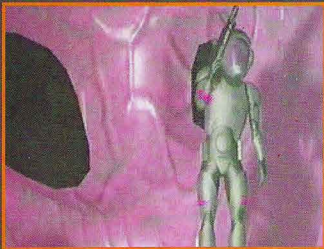


Get suited up for combat in these cinemas. Do you have what it takes to take on the challengers?



CREATURE SHOCK

Fly to the far reaches of the galaxy and ward off violent alien attacks in the first successful pairing of the popular exploratory shoot-'em-up and flight-simulation genres. In 2323, the SS Amazon is a survey ship sent out in search of a suitable place for mankind to make a second Earth. Mission Control lost contact with the Amazon as it passed the outer moons of Saturn, just after they reported sighting an Alien craft. You have been selected by a special agent of the U.N. to discover what happened to the survey ship and its crew. You've also been asked to bring back a specimen. Alive!



Check out the reflections on the helmet shield! The quality of the graphics is excellent.



FROM NOW ON, ALL FOOTBALL GAMES WILL BE JUDGED ON A SCALE OF 1 TO MADDEN '95.

"You gotta' have a full team. 48 of the best guys you can round up. Then bring 'em in and out at will."



"Pilin' em up. Pilin' em up. Season long player stats tell you who's pullin' their weight."

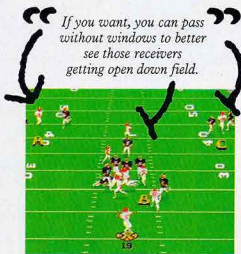
"This is what it's all about."



"Hey, after a tough day at work you wanna' do a little celebrating. Every year it's something new. Just ask Givens and Hill."



"After a whole season of running, passing and hitting, it's a shame only one team gets to go home carrying this."



"Grab a couple of guys, get a tournament together, and go at it."

"When you got all those big guys out there bangin' around, injuries are bound to happen."



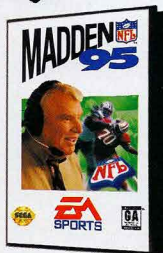
"BOOM! That one knocked the stuff right out of his locker."

"This year we got the real players. Names. Numbers. They're in the game."

"Some backs just high step right over you, others go right through you with a straight arm. Marshall Faulk might do both."



"The Cardinals 46, the Bucs Pirates, defenses from around the league. The real stuff."

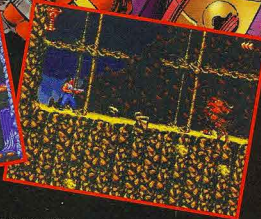
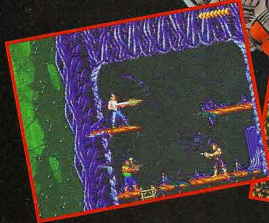


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BLACK THORNE



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

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



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He's Here To Take Out The Trash.

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

Kyle



Win a limited Print of the
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JIM LEE

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Or don't play at all.



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SPECIAL FEATURE!

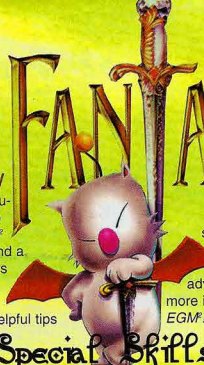
There are chocobos that allow you to travel around the world without running into any enemies.



FINAL FANTASY III

Being one of the most monumental RPGs to ever hit the video game platform—EGM has decided to go forward and lend a hand to all of you dungeon delvers out there with this mega super strategy guide! These six pages you see before you will provide helpful tips

and tricks to beating some of the game's great challenges, and plenty of mega maps detail the locations that your adventure will take you! Watch for more info in the next issues of EGM and EGM!



Tons of New Options and Special Skills in the Game!



There are a lot of different espers to find. Espers are what allow your characters to cast spells. Choose the esper who has the magic you want to learn. When you fight you earn magic points. The more points you earn, the faster you learn the magic spells.



The way the shops work has been almost completely redone. Now, when you choose an item,

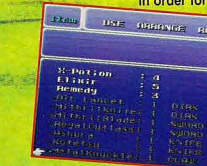


it shows you who can equip it and if it will make his or her stats go up or down. A very helpful feature.



In FF3, arrange where you want your Battle Options to be in order for easier access during fights.

Change the backgrounds of your item and text windows to your heart's desire.



You also have a complete listing of everything you'd want to know about the characters. The item list is at least four times as long as the old one so you can fit as many items as you want. Everybody can cast magic, too.



Final Fantasy III Flowchart & Map part 1 of 2

The number in brackets refers to the location on the world map. You will understand the hints we've given you as you play the game. We're doing our best not to give away the plot, because that is half the fun in any RPG.

- 1.) Narshe (1)
- 2.) Narshe Mine (1)
- 3.) Figaro Castle (2)

When running away from Kefka, have Terra cast a spell and then check out Locke and Edgar's reactions.

- 4.) Cave of Figaro (3)
Edgar must be in the party.
- 5.) Town of South Figaro (4)
Shadow and his dog are in the pub. They won't join you yet.
- 6.) Sabin's Cabin (5)

- 7.) Mt. Kolts (6)
- 8.) Returner's Hideout (7)
If Terra refuses Banon's request, she'll get a Genji Glove (for holding a weapon in each hand). If she agrees right away, she'll get a gauntlet (for holding a weapon with both hands). Hint: say "No" the first time.
- 9.) Lete River (7)

After this event, the party splits into three: Locke alone, Sabin alone, and Terra, Edgar, and Baron together.

Note: you can play the next three parties in any way.

- Terra, Edgar, and Banon
- 1.) Narshe (1)

You must enter the mine from the way that Locke and Terra first escaped.

- 2.) Narshe Mine (1)

Find the Moogles' cave. The Moogle who talks different is Mog, but he won't join you yet. Sneak into Narshe and that's it.

Locke

- 1.) South Figaro

Locke has to use his ability to steal. After rescuing somebody, check the basement walls *carefully* for a hidden ribbon in the subbasement. This accessory prevents all sorts of status problems like poison, confusion, sleep, etc.

- 2.) Cave of Figaro (3)
- Sabin

- 1.) House in the Veldt (8)

- 2.) Imperial Camp & Castle of Doma (9 & 10)

- 3.) Phantom Forest (11)

- 4.) Baren Falls (12)

- 5.) The Veldt (13)

Gau appears, but he won't join you yet. Smash him, and he'll go away.

- 6.) Mobliz (14)

Buy dried meat for Gau. Listen to the wounded soldier's request. While waiting for a reply, either sleep at the inn or speak to the old man who tells you about the Serpent Trench. After fulfilling the soldier's request five times, he gives you a helpful item.



- 7.) Crescent Mountain (15)

Jump into the waterfall. In the Serpent Trench, choose left forks twice for the shortest way out. Choose right forks twice if you want to collect treasures.

- 8.) Nikeah (16)

Get on the boat for South Figaro and you're done.

Everyone (almost) gets back together.

- 10.) Narshe (1)
- 11.) Figaro Castle (2)

Submerge the castle and head to Kohlingen. If Sabin and Edgar are in the party, have them sleep one night in the castle for a flashback scene.

- 12.) Kohlingen (17)

Shadow is in the pub. If you have three or fewer party members, he will join. If Locke is in the party, go to a certain house for an important flashback. If Celes is also present, there is an additional scene. Also, if you want to know more about Shadow's "shadowy" past, make him the leader of the party (put him first) and spend nights at the inn. Check out further north of the town and see what the old man is doing.

- 13.) Jidoor (18)
- 14.) ZoZo (19)

Except for the guy who warns you that the town is dangerous, *everyone* lies. This is important in solving the riddle of the clock.

- 15.) Jidoor (18)

Visit Owzer's house at the far north end of town. Make sure you pick up the letter that the opera master drops.

- 16.) Opera House (20)

Once airborne (if Sabin and Edgar are in the party) you'll get to see a minor event.

- 17.) Albrook (21)

- 18.) Izen (22)

If the Guardian finds you, run—don't fight.

- 19.) Maranda (23)

Lola, the girlfriend of the wounded soldier of Mobliz, will make a request if you fulfilled all of his requests.

- 20.) Vector (24)

You have to somehow sneak past the guards into the Magitek Factory.

- 21.) ZoZo (25)

From hereafter, you get complete control over the airship. Fly all over and check things out! In Jidoor, go to the auction house. Two esper stones can be bought!

- 22.) Narshe (1)

Check the new shops. Chase the wolf to the far north end of town.

- 23.) Imperial Base (25)

- 24.) Sealed Gate (25)

- 25.) Imperial Base (25)

- 26.) Vector (24)

Depending on how you fare at the race and how you answer questions at dinner, the locked basement storage room at the Imperial base may be opened.

- 27.) Albrook (21)

- 28.) Thamasa (27)

After talking with everybody, sleep at the inn.

- 29.) Gathering Place of the Espers (28)

- 30.) The Floating Island

If you want to save Shadow, don't jump off! Pick the second choice, close the menu window, open it again, and choose the second choice again; then just wait. Otherwise, good-bye to Shadow forever and ever.

For Part 2 of this Strategy Guide, check out EGM #65. We'll fill you in on all sorts of side events that don't necessarily have to be completed, but add to the rich and complex story woven by the masters at Square!

World of Balance Characters

Terra



A mysterious young woman, controlled by the Empire, and born with the gift of magic....



Terra has the ability to cast magic right off the bat. Later, she'll get the ability to morph into a (I'm not telling) and do a lot more damage to enemies.

Locke



Treasure hunter and trail-worn traveler, searching the world over for relics of the past...



Locke's skill allows him to steal items from the enemies. There is a relic that turns "Steal" into "Capture" which attacks the monster when you steal.

Edgar



The young king of Figaro Castle, ally to the Empire, and a master designer of machinery...



There are eight different items Edgar will be able to use. They range from mega damage, to confusion, to making them self-destruct, to finding weak points.

Sabin



Edgar's twin brother, who traded the throne for his own freedom...



Sabin has the "Blitz" technique in which you perform a button combo to do his special attacks. For example: Down, Down-Left, and Left is the aurabolt.

Celes



Product of genetic engineering, battle-hardened Magitek Knight, with a spirit as pure as snow...



Celes has an ability called "Runic." She absorbs magic spells and takes the MP from them. Use this technique against enemies who use a lot of magic.



Cyan uses his sword to cause massive damage. He eventually has eight attacks. The higher the attack, the longer you must let his energy build up.

Cyan



Faithful retainer to his family's liege, with the courage and strength of a hundred men...



Gau can learn the enemy attacks then use them with his "Rage" ability. Take him to the Veldt and have him leap into enemies so he can absorb their styles.

Gau



Draped in monster hides, eyes shining with intelligence. A youth surviving against all odds...



Strago can learn certain spells that are used on him. He can then cast them back at the enemies. He starts off with only "Aqua Breath," but learns more.

Shadow



He owes allegiance to no one, and will do anything for money. He comes and goes like the wind...



Shadow can throw certain items like useless swords at enemies to cause damage. These attacks are excellent against tougher Bosses.

Setzer spins a slot machine to decide his attack, making it hard to always get a good one. If you get the "Coin Toss" relic, Slot turns into GP Rain.



Setzer



A black jack-playing, world-traveling, casino-dwelling free spirit...

Strago



An elderly gentleman, pure of heart, and learned in the ways of monsters...



Relm can make a "Sketch" of enemies, then the sketch does a real attack on the enemy. The relic of "Fake Mustache" changes it to "Control."

Relm



In her pictures she captures everything: forests, water, light... the very essence of life...



Mog the Moogle can be found in the World of Balance, but he isn't found too easily. He's found in the World of Ruin easier. There is a hint in the flowchart on where to find him in the first world. We'll show you Gogo and Umario in EGM #65 and Mog, if you look for him in the World of Ruin. Until then, enjoy this game.

The Intro



In the intro, you will fight a Boss before you get to the esper. When fighting him, lay off his shell. If you don't, you may not live to regret it. Keep pegging him with "Fire Beams." When he ducks into his shell, either use "Heal Force" on everyone or do absolutely nothing.



Split parties and battle groupings



These are the sections where you get to put your party into three different groups. In all these scenes, the enemy is trying to get past your defenses. Usually you're defending a person. For example: in the picture below you are protecting Terra from the enemies and a group of Moogles who are trying help you. I would recommend keeping one of your three parties by whatever you're trying to protect. Should an enemy force break through, then somebody is there to protect it. Make sure you have a lot of cure potions, because I guarantee you will need them after each battle. These scenes are tough.



There are tons of different enemies all around the Final Fantasy world. Good monsters in a game can make it even better—that is what the enemies in this game have accomplished. Most enemies have a weakness and sometimes it can be told by



its name. For example: a fire mage is going to be susceptible to an ice attack, while an ice wizard will be hurt worse by a fire attack. Make sure you pay attention to names and if possible, find out any weaknesses you can.



Here's a little sneak peak at some of the World of Ruin stuff that is coming in EGM #65.

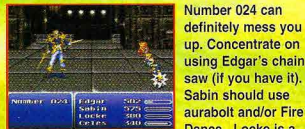
Celes: Where are my friends? Where's Locke...?



Look for the World of Ruin map, and a flowchart that will get you through trouble spots.

What's with this carving? Looks like bone...





Number 024 can definitely mess you up. Concentrate on using Edgar's chain saw (if you have it). Sabin should use aurabolt and/or Fire Dance. Locke is a good fighter so have him constantly attack. Celes should always Runic to absorb any magic #024 might use on the party.



Attack this puppy as you normally would. Don't use any bolt spells because it only stores the energy then releases it in a fury not seen before (except the above picture). Use non-magical attacks instead, and kill these one at a time.



You'll fight this Boss before you can get out of the mine shafts. Take out his arms first to stop most of his attacks. It is time to whack away.



This guy is extremely strong and will attack you relentlessly. Have Shadow throw items at the train while Cyan uses the Swdtech dispatch. Sabin should use the aurabolt. If the train casts acid rain, heal up your characters immediately, so he doesn't kill you with a wheel.



You will encounter this guy a few times. Each time he is more powerful, so beware when you meet him and make sure you designate one character to heal the entire party.



This is one of the many battles you have with Kefka. Beat him with Kefka. Beat him with the best characters you have. Make sure Celes is in the party so she can use "Runic" and absorb the magic.



I hope this strategy guide helps you through trouble spots in the game. I do recommend using only the information we have provided as reference when you're stuck. All the hints we've given are very cryptic, so the only way you'll understand it is if you're playing through the game. What fun would the game be if we gave away everything and the story line, too? When you're in Zozo, the riddle of the clock is pretty hard to figure out. Therefore, we have provided the solution somewhere within this strategy guide, in case you can't figure out the exact time. There will be six more pages in *EGM* #65 on the World of Ruin. Another flowchart will accompany a map with all the locations of your friends and the little subquests you can undertake. If you bought the game, there should be a map inside of both the World of Balance and the World of Ruin. The map in this strategy guide is the same, but it is conveniently located next to the flowchart. Remember, this game may look challenging, but it is not so hard that a novice RPGer couldn't play. This game definitely holds true to the series and should dazzle any player with the spectacular graphics, mind-blowing music, and phenomenal story line guaranteed to you on the edge of your chair.



The flame eater is obviously a fire element. Use any and all water and/or ice spells your characters might have. Strago should use Aqua Rake while Terra casts the most powerful ice spell she has. The balloons that the flame eater might call are easily defeated with the powerful "Aqua Rake."



morph. Once she is morphed, the damage her magic does is almost doubled. The two brothers should use their most powerful attacks and Shadow should throw anything you can find for him to throw. Once Terra has changed back, have her concentrate on keeping the entire party sky-high with their hit points. Beware, the end of (oops!, I can't tell you that).



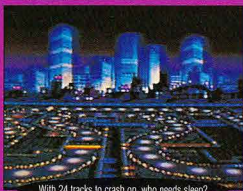
THIS WAS NOT A WINDSHIELD. THIS



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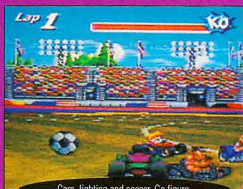
WAS A TV SCREEN.

SOME RACING



With 24 tracks to crash on, who needs sleep?

GAMES ARE MORE



Cars, fighting and soccer. Go figure.

IN YOUR FACE



Play head-to-head-to-head-to-head.

THAN OTHERS.



COMING THIS NOVEMBER
FOR THE SUPER NES®.

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SPECIAL FEATURE!



From Aero to Zero in three generations!

The Sunsoft Sillers have been in the gaming business for three generations. David Siller's father Ray Siller, Jr. was in the coin-op arcade business, giving the second generation Siller an appetite for the gaming business.

David Siller took the coin-op knowledge he gained from his father and became the national sales and product manager for Nichibutsu USA. During his time with the company, he worked on Moon Cresta and Crazy Climber. Now at Sunsoft he is the vice president of product development, and

he has introduced his son Justin to the workings of a successful video game company. Last year the two combined efforts to bring Aero the Acro-Bat to life on the screen for the world to see.

At a time when gamers were sequel crazy and used to big-name licenses being attached to a less-than-

mediocre game, the Sillers came up with an original gaming license, Aero, and with Sunsoft's help, it worked.

David Siller explained his vision of Aero to his son Justin, who came up with a visual look for Aero and interpreted his father's vision to create the Aero character and bring Aero to life on paper.

"As I was conceptualizing the characters for my father I felt that Aero needed an adversary on his own level," Justin Siller explained. "I wanted to create a kamikaze, no-nonsense character with his own unique personality. A character who would take risks and crash his way through things."

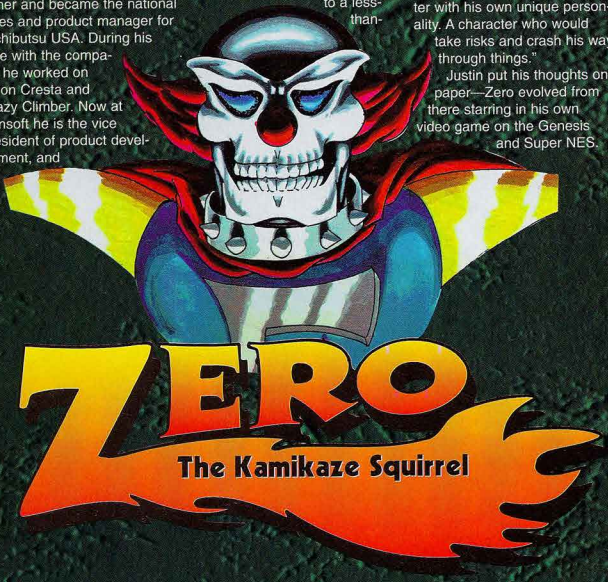
Justin put his thoughts on paper—Zero evolved from there starring in his own video game on the Genesis and Super NES.

A word about the creator

All of the drawings of Zero on this page were done by 21-year-old Justin Siller. He's been in the gaming business working with his father at Sunsoft for the past two years, and already has an impressive resume. Among other projects, Siller was a character designer on Aero the Acro-Bat and Aero the Acro-Bat 2. More recently, he acted as the designer/creator/producer of Zero the Kamikaze Squirrel and as the producer of the Sylvester and Tweety game that is coming out on the Super NES from Sunsoft. Siller is also the co-producer of the Punky Doodle coin-op from Sunsoft.

An avid video gamer, Siller has been playing video games all of his life. Additionally, he is currently taking film and computer programming courses at California State University in Northridge. In the future, Siller hopes not only to produce games but also to learn the limitations that programmers are up against when they create games.

"The more I know about the programming involved in creating games, the more well-rounded I will become as a producer."



"With any fictional character you borrow things from your own personal experiences or from the people around you. When developing the character's personality traits," Justin explained, "This is how I developed Zero—kamikaze with a bull-headed nature."

Getting a game character from an image on paper to the computer of a programmer is not an easy chore. It took one year from the time the Zero proposal was submitted until the first sprite was drawn. First Justin had to submit the initial proposal to Sunsoft, outlining the game concept. After approval from the company's selection committee, Zero was slated to go into production.

Justin's father, David Siller came up with the original plot for the game. Justin took the plot and added some things he thought were necessary. Neil Glancy of Iguana Entertainment in Texas did the code for the game, added some input, and worked on some level environments.

Plot elements were derived from character animation designed by Mario Zavala, a character designer for Sunsoft.

The plot is one thing, but playability and overall play mechanics of the game were a major concern to Justin.

Whether you're an experienced gamer or picking up a controller for the first time, Justin made Zero appeal to gaming enthusiasts of all ages and skill levels.

"When playing the game, Zero has different ways of attacking and methods of flying. You have total control over all of his movements, both on the ground and in the air," Justin continues. "Everyone will play the game differently. Some will enjoy mastering his flying techniques, others will enjoy collecting stuff, and still others will want to find the many hidden areas of the game. Others may just want to go through the rounds as quickly as they can. My goal when making this game was to have it suited to as wide a range of gaming interests and particular styles of

play as possible."

Zero has 15 levels of fun in seven different zones. The Beach, The Cliffs, The Forests, Toxic Waste, and The Factories. The Boss rounds are built in and many of the devices Zero uses, the vehicles, and some of the Bosses were rendered in 3-D studio and have a Donkey Kong Country feel.

"It doesn't matter how many

levels a game has, how long you make it, or how hard it is. The mark of a good game is, even when someone has completed the game, how often do they go back and play it to find the hidden areas that he or she missed or to master a technique used in the game," Justin said.

When coming up with an idea for a game, the concept is much larger than what your final product becomes. Zero is a 16-Meg game, and although Justin and the Iguana programmers were forced to leave some of their ideas on the programming-room floor, they would not sacrifice game play.

"The game is the way I want it. We spent a lot of time tweaking the game and even if Zero doesn't have his own audience just yet, he will appeal to the Sonic and Mario crowd. Even fighting fans will find something they like, as many of the Bosses have different hit points," Justin added. "Zero the Kamikaze Squirrel has elements of Aero, Sonic, and Mario built in to the game, but we've taken their abilities a step further."

Zero is not a puzzle game but there are different techniques you must learn to make Zero swoop, crash through obstacles, and bowl-over enemies.

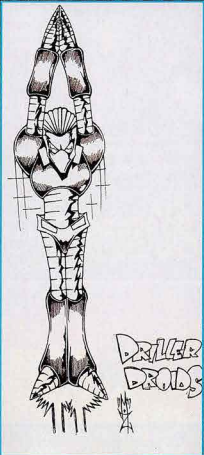
Study his flight patterns and master his many intricate flying capabilities to be able to maneuver him into the hidden areas and tight spots that are so prevalent in this game.

Zero the Kamikaze Squirrel is a very innovative game that is fun to play. Even the music is in tune with the gaming times.

The music is an important part of the evolution of the game. Rich Fox worked on the music and took the traditional Japanese melodies and sounds and added a theatrical rock 'n' roll direction on the Super NES version. The Genesis version has a rock 'n' roll soundtrack.

Everything from game design to marketing is in the works on this tremendous project, and the wheels are in motion to make Zero a familiar squirrel in everyone's backyard. The advertisement for the game says it best, "Guard you nuts, Zero's coming." The game is being released just when most squirrels are finishing up gathering their store of food for the long winter.

At the same time gamers are compiling their lists of games they'd like to add to their collections to keep themselves from going nuts over the long, cold winter. Zero can keep you occupied and make you forget all about the weather.





Red Star

This star will add one star to your inventory.



Blue Star

The blue star will add five stars to your inventory.



Gold Star

The gold star adds 10 stars to your inventory.



Food

Collect food to add points to your score.

Icons

These are the icons that you will find throughout the game and in all of the bonus levels.



Icons

The extra life icon gives you one more guy.



Gain Energy

This adds one more hit point on to Zero's meter.



Coin

When you collect 100, you get a free guy.



Zero finds out that the lumberjack is going to cut down the forest to make paper. Zero doesn't want that to happen, so he must go stop him.



The mission!

This is an urgent mission that Zero must undertake.



Zero's Moves

One of the great things about this game is the awesome control. You have total control over Zero whether he is on the ground or in the air. He also has multiple attacks that make him one of the most versatile characters ever. No matter what kind of player you are, you are sure to appreciate the effort that went into this game.

Nunchaku

Of all of the attacks this squirrel has, the most powerful is the Nunchaku. This is a really devastating attack.



Enemies will explode when you hit them.



Using Zero's Nunchaku attack you can handle anything.

Dive

This move allows Zero to do stunts!



You must master this move in order to pass certain barriers.

Flic Flack

This is a great short-range attack.



From a handstand Zero flips out feet first.

Look

Look before you leap.



Use this to find out what's coming up or what you missed.

Spin

The double jump is also an attack.



The spin allows you to go higher, and is also an attack.

Stars

Stars are quick and effective on enemies.



Your stars can be thrown fast and at various angles.

Swoop

Swooping makes it easy to cross platforms.



Your swoop can be used before or after the spin.

Beach Level 1



Use your stars to take out the pesky crabs.



Bounce on these things and they will launch you up.



Swoop from cloud to cloud collecting bonuses.



Awesome bonus levels!



Bounce on the tops of the trees to get to the high clouds.



Jump on the air pump to inflate the doorway.

In the bonus levels you will find everything from enemies to extra lives. On the first levels the rooms are easy to find, but they do get harder as the game goes on. Practice swooping by falling off the side then swooping along the path of coins. It is good to practice now because later on it could mean the difference between winning and getting fried in some lava. Remember not to jump on the pump for too long or the inflated doorway will explode!



Beach Level 2



These bonus levels are everywhere and add to the game.



Whoa! I jumped on this door one too many times.



This level has everything—from bouncy trees to free-floating cameras!



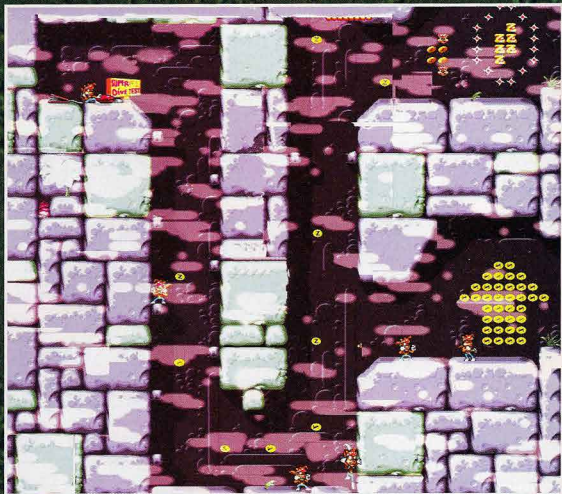
Cliffs



These strange, plant-animal things will hurl you into the air, or a wall!



On the right you see the first of about nine super dive tests. These are designed to help you to learn how to dive successfully. I suggest that you spend a lot of time here until you are very familiar with this technique.



Avoid taking blind leaps. Use the look feature to see what's next.



If you are diving, be sure to flip before you hit a wall.



All of a sudden someone starts firing at you!



The Bosses of this stage are two awesome boulder men.

In the Tunnels

In this level you are faced with a lot of different challenges, including a lot of swooping for icons. If you miss, you'll fall into the lava and meet your end. There is also a really cool super dive test that lets you fly through the place that you just came from.



The Boss of this level is Firebug, a real tough guy with multiple attacks. This is one of the most challenging Bosses in the whole game.





Rapids Level

At this point in the game you are on the rapids in an awesome little speed boat. Race through this level while you jump the obstacles in your way and avoid everything else. If you do hit something, Zero will fly out of the boat and sink like a stone. Your best bet is to take it slow and be careful. However, it's a lot more fun to go as fast as possible and take your chances!



Forests



If you hit the blocks of wood, you can knock the bridge down.



Be careful of the robot who is hiding in the trees.



Climb the vines to get to icons and bonuses.



Zero is really having a tough time. That's okay—he'll do whatever it takes to win.



Enemies with helicopters on their heads and others with huge chain saws are out to get you. After you eliminate the foe, the saw itself will come after you!



This is a huge dive test! Pass it to move on to the next stage.



Toxic Level

Now it's time for another ride, but this time it's on a river of toxic waste instead of water. The concept is the same—jump over obstacles and try not to get thrown out of the boat. These levels are a refreshing break in the game that allows you to take a rest. After this level the game gets really hard, but it never gets frustrating at all.



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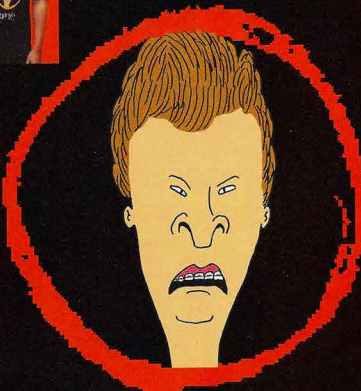
- The Beavis & Butt-head Genesis Video Game
- A Limited Edition Beavis & Butt-head Poster
- A Beavis & Butt-head T-shirt
- A Beavis & Butt-head Baseball Hat

10 SECOND PRIZES:

- A Beavis & Butt-head T-shirt

20 THIRD PRIZES:

- A Beavis & Butt-head Baseball Hat



Contest Rules: 1. No Purchase Necessary. No purchase or payment of any money is necessary to enter. One entry per household. All entries must be hand-delivered. Mechanically reproduced entries will not be accepted. Entries must be received by December 15, 1994. All entries become the property of the Sponsors and will not be acknowledged or returned. Sponsors assume no responsibility for lost, mislaid, late, illegible, incomplete, postage-due, or undelivered entries. 2. Prizes: 1. Grand Prize: An Original Beavis & Butt-head Animation Cell, The Beavis & Butt-head Genesis Video Game, A Limited Edition Beavis & Butt-head Poster, A Beavis & Butt-head Standee, A Beavis & Butt-head Temporary Tattoo. Grand prize is valued at \$520.00. 3. First Prizes: The Beavis & Butt-head Genesis Video Game, A Limited Edition Beavis & Butt-head Poster, A Beavis & Butt-head T-Shirt, A Beavis & Butt-head Baseball Hat. First prize is valued at \$150.00. 10. Second Prizes: A Beavis & Butt-head T-Shirt. Second prize is valued at \$15.00. 20. Third Prizes: A Beavis & Butt-head Baseball Hat. Third prize is valued at \$12.00. Winners will be determined at a drawing to be held on January 1, 1995. All prizes will be awarded. Possessors will be notified by mail. Prizes are non-transferable. No substitutions of prizes is allowed, except at the option of Sponsors should the featured article become unavailable. 3. Odds of Winning: The odds of winning will be determined by number of valid entries. 4. Eligibility: Sweepstakes open to residents of United States and Canada. Sponsor registered by Sponsors, winners shall sign a Liability/Publisher release within 30 days of total prize. Employees of Sonnet Publishing Group, Inc. and Viacom New Media and their respective affiliates are not eligible. Sonnet Social Publishing Group, Inc., Viacom New Media companies are responsible for any damages, taxes, or expenses that contestants might incur as a result of this contest or receipt of prize. 5. Winner's List: For a list of winners, send a stamped, self-addressed envelope to: Beavis & Butt-head Contest Winners, 1920 Highland Avenue, Suite 285, Lombard, IL 60148. Requests for winners lists must be received by February 1, 1995. Allow 4 weeks for delivery of winners list. 6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply. 7. Contest Sponsors by: Sonnet Publishing Group, Inc. and Viacom New Media. EGM² is a trademark of Sonnet Publishing Group, Inc. © 1994 Viacom International, Inc. All Rights Reserved. M^{TV}, Music Television, Beavis and Butt-head and all related characters are trademarks of Viacom International, Inc.

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**IN
SIX
PAGES
YOU'LL
KNOW
WHY**

**EVERYTHING
ELSE IS JUST
PRACTICE.™**

ESPN SUNDAY NIGHT NFL

WE'VE GOT SOMETHING YOU
WON'T SEE IN ANY OTHER GAME.
(YOUR RECEIVERS)



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E-Z CAM ZOOMS IN ON THE BALL CARRIER SO YOU'RE RIGHT THERE TO SEE EVERY BONE CRUSHING HIT AND SHOESTRING TACKLE.

Real quarterbacks don't look through passing windows when they drop back, so why should you? ESPN Sunday Night NFL gives you a full-field perspective, so you can check off all your receivers while reading a nickel zone, or burning a cornerback in man-to-man.



GIVE 'EM THE OLD SHAKE 'N BAKE WITH UNIQUE SPIN MOVES, AND SPEED BURSTS.

From the moment your QB releases the ball, you've got complete



control of your receivers. And when you complete the pass, the E-Z Cam zooms right in on the action. But don't fumble, or you'll be humiliated by Chris Berman taunting you from the booth (realism has its price).

The game has audibles, updated NFL rules (like the 2-point conversion), and play options most other games wouldn't



FULL CONTROL OF YOUR RECEIVERS AT THE RELEASE OF THE BALL LETS YOU RUN UNDER THE BOMB OR COME BACK FOR AN UNDERTHROWN PASS.

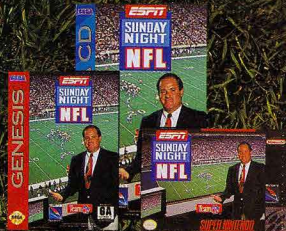
ESPN Sports Center



even understand. You can play an entire season in the rain, sun and snow, and save all your stats with the battery back-up.

CAN YOU SAY E-Z CAM B.L.E? CHRIS BERMAN CAN. AND WILL LIVE FROM THE BOOTH ON SEGA CD. THERE'S EVEN MORE BERMAN, PLUS OVER 10 MINUTES OF VIDEO HIGHLIGHTS.

So if you love passing windows, buy another game. If you love passing, buy ESPN Sunday Night NFL.



SONY



EVERYTHING ELSE IS JUST PRACTICE.™



ESPN NATIONAL HOCKEY NIGHT

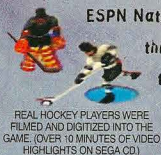
IF YOU THINK ALL HOCKEY
SIMULATIONS ARE ALIKE,
THIS ONE WILL GIVE YOU
A NEW PERSPECTIVE.



Topps

Look for free Topps Premier Hockey Cards inside each package of ESPN National Hockey Night on Sega CD.

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ESPN National Hockey Night takes you out of the nosebleed section and throws you right down on the ice. This is the only hockey simulation with two perspectives - vertical and side views. So when your center gets checked into the boards, you can see it from the boards. And when your

right wing floats a pass through the crease from behind the net, you can watch it from behind the net.

The players aren't just big. They're huge. And so is the ice surface. So all the action is right in your face.

The slap shots, wrist shots, drop passes, and flip passes, all with the most



REALISTIC PUCK PHYSICS. THE PUCK FLIPS AND BOUNCES AROUND THE ICE LIKE THE REAL THING.

realistic puck physics you've ever seen. Did you say hitting?



A BIGGER ICE SURFACE THAT ALLOWS BEHIND-THE-NET ACTION.

ESPN National Hockey Night lets you dish out three different kinds of checks (on Sega CD you can dish them out to all the real players in the NHL). And if that's not enough to make you hum "Oh Canada," ESPN's Bill Clement is

there in the booth every step of the way.

So if your star goalie suddenly becomes a sieve in the Stanley Cup® Finals,

Bill won't let you forget it.

Check out ESPN National Hockey Night.

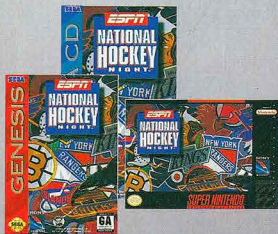
It'll give you a whole new perspective on hockey.



TEST YOUR SHARP SHOOTING AND SKATING ABILITY IN THE ALL-STAR SKILLS CHALLENGE.



FULL 84 GAME SEASON, AND A BATTERY BACK-UP THAT SAVES YOUR TEAM'S RECORD.



EVERYTHING ELSE IS JUST PRACTICE.™



ESPN SPEEDWORLD

IT MAKES OTHER DRIVING GAMES
LOOK LIKE DRIVING GAMES.

ESPN Speedworld is distributed by Sony Imagesoft, 2400 Broadway, Suite 550, Santa Monica, CA 90404. Sony is a registered trademark of Sony
ESP, Inc. Sega, Genesis, and Sega CD are trademarks of Sega Enterprises, Ltd. All rights reserved. Nintendo and Super Nintendo Entertainment



BUMP AND DRAFT YOUR WAY THROUGH 23 OTHER COMPUTER-CONTROLLED CARS.

Most driving games think it's fun racing against nobody, just circling the track and waving to the pit crew.

With ESPN Speedworld, you're racing against 23 computer-controlled drivers

who would like nothing more than to plow you into a wall.

To win this race (or even finish it), you'll need to bump, slot, and draft your way around hairpins, straightaways,



CHOOSE FROM SUPER SPEEDWAYS, SHORT TRACKS, AND ROAD COURSES.



CUSTOMIZE YOUR CAR—THE TIRES, THE ENGINE, THE TRANSMISSION, EVEN THE PAINT JOB.

and 3-D banked turns. Choose your track, and customize your car for maximum performance—the tires, transmission, engine, and even the paint job (which won't look good for long).

Once you're on the track, you'll have to monitor the tire wear, body damage and



EARN WINNINGS AND USE THEM TO MAKE YOUR CAR FASTER AND MEANER.

fuel consumption. And with the interactive pit crew, you can win or lose a race while changing a tire. The battery back-up saves your stats and winnings through an entire season. And don't forget,

ESPN's Dr. Jerry Punch will be there for every race, so if you choke on the final lap, he's going to let you know it.

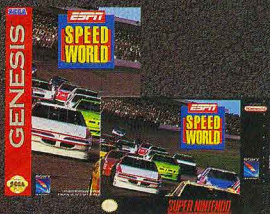
Pick up ESPN Speedworld and start racing against the pros. Not against yourself.



GET ADVICE FROM THE EXPERT HIMSELF: ESPN'S DR. JERRY PUNCH.



SPLIT SCREEN RACING LETS YOU KEEP AN EYE ON YOUR BUDDY EVEN WHEN HE'S NOT ON THE SAME LAP.



EVERYTHING ELSE IS JUST PRACTICE.™



FACT FILE

Super Adventure Island II
by Hudson Soft

THEME	ADVENTURE/RPG
MEGABITS	12
% COMPLETE	95%
AVAILABLE	NOVEMBER
# 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 multiple speeds and modes for tournament matches.

IT'S AN ADVENTURE LIKE NO OTHER!

How awful! Both Master Higgins and his wife Tina lost their memory and are now on separate islands without any recollection of each other! What's worse, Tina was set to marry the king of the island, but was carried off by a beast!

This game is much more involved than the first Super Adventure Island. This one is not just a run-and-jump platform game, but rather it has a role-playing game feel to it. You must first get information from the king of Waku-Waku Island, then you're on your way! Basically, you must go to each island, find the Boss, and get the gate key from that Boss to open up passageways to more islands. Along the way, you can pick up armor, shields, swords, magic, and new abilities to help you. Many beasts and creatures on the islands will drop valuable life and magic fillers to help you survive, as well as coins to purchase items. Rescue Tina and fight to recover your past and your memory!

-Terry Minnich



WEAPONS AND ARMOR



SILVER SWORD
This destroys most of the rocks.



FIRE SWORD
This sword works the best in an icy climate.



ICE SWORD
This sword works the best in a hot, fiery climate.



DAGGER
This distance weapon is weak, but effective.



FIRE ARMOR
This armor works well to protect you in the cold.



ICE ARMOR
This armor works well to protect you

SUPER Adventure Island II™



HELPFUL ITEMS



LIFE FILLER
Large and small bottles help to fill your hearts.



MAGIC FILLER
These bottles help to fill your magic bottles.



MONEY
Coins can appear when you kill one of your foes.

WAKU-WAKU ISLAND



The king will inform you what to do. Go back to the island and consult him for advice any time you get stuck in the game.

The Inn of Dreams, just outside the castle, will give you a wealth of information for just 10 coins. Tina will appear and inform you.



After getting the information you need, set out on your raft and explore the other islands to find Tina and restore your memory!

In the midst of hopping from island to island, you will be attacked by enemies. Eliminate these pests quickly!



POKA-POKA ISLAND



First, defend yourself against the island beasts with your hands.



In the underground section, you will find the silver sword!



After climbing up from underground, you face more foes.



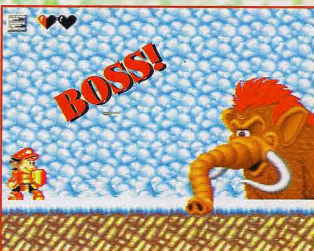
Find a treasure box with a dagger for long-distance attacks!

You will soon find yourself faced with the door of the first Boss. Enter and stay to the far left. Throw your daggers at the evil tree's face.

If it starts shaking its branches and apples start to fall, run across the screen and do everything you can to avoid them. The Tree Boss may throw an apple right at you. Jump straight up to avoid it. Watch for its waving arms. Again, just stay to the far left, jump, and throw your daggers at its face. Even though the daggers are not the most powerful weapon, they are the most effective and can keep you from getting hit. After the Tree Boss dies, it will give you the light stone.



HIVA-HIVA ISLAND



and get you to the Boss. Push the smaller blocks of ice to the left, then jump across the spikes to get to him. This big mastodon is frozen at first (except for his trunk). He will wave his trunk up and down, trying to hit you. The best way to defeat him is to jump toward his head when his trunk is down and hit him in the eyes with your Fire Sword. Stay in the corner and jump to avoid his charging rush.

You will need to collect the fire armor, shield, and sword to be most effective in this level. After releasing the star switch, you will be able to shove the huge block of ice to the right and down the hole. This will break the floor



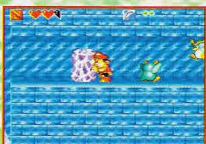
After collecting the Heart Icon, slash the spinning penguin.



Inside the icy caves, you will face bats and sliding walrus.



Break through these ice cubes and watch for flying snowballs!



Push the ice blocks left to reach the Boss. Avoid the penguins.

BOA-BOA MAP STRATEGIES

1. This is the entrance to the level. After you stand on the platform (not shown), use the Sun Ring to cause a volcano. The rumbling will break the rock allowing you to enter.
2. After you jump on this cloud, you will float to the left.
3. Small, fire-breathing dragons will fly down and shoot fireballs out of their mouth. Just slash them with your sword to get rid of them. You will have to jump from cloud to cloud until you reach some higher ones.
4. These three clouds will drop out from under you. Be careful to jump on and off of them quickly, so you don't fall into the lava.
5. Jump up and slash this small dragon and then watch out for the next creature. This one will roll toward you in a protected ball that cannot be hurt by any weapon. Wait until it gets back into its normal form, then hit it as fast as you can before it transforms again.
6. Climb down the rope to get to the underground levels of the island. Once you are down there, try to find the treasure chest with the ice armor in it. Putting this on will let you take less damage from enemy hits. There are tons of passages and things to find down there, including the entrance to the Boss' lair!
7. Find your way back up to this point by climbing the rope.
8. This section is not used at

9. Jump onto this cloud and avoid the enemy. Go right.
10. If the switch (from the underground) is off, you can jump on this platform. Keep going right.
11. Inside the treasure chest is another magic bottle (you may already have the first one). Now, you will be able to do a new trick called "replenish" with your magic wand!
12. Jump left from cloud to cloud. Keep going and try not to fall off.
13. Flying squirrels will attack and divebomb you from above.
14. Don't give up now! Keep going left, jumping from cloud to cloud. It's a long way to the treasure chest.
15. Treacherous, flying squirrels will now come at you from both sides! Keep moving to the left, or you will get trapped by them.
16. Eventually, you will get to another treasure chest. Opening this one will reveal the Ice Shield! Now, when fire projectiles are coming at you, just get your shield in the way of it, and it will disintegrate. From here, you will want to jump down off the cloud and make your way down the rope again (number 6). In the underground levels, you will find switches that will open up floors leading to the Boss of Boa-Boa Island.



The Sun Ring is located in this hut. Just go in and jump on

the platform with the treasure chest. Open the chest and you will have possession of the Ring!



Use the Sun Ring on the platform before you enter Boa-Boa Island.

A volcano will erupt and destroy the rocky gate. This will now allow you to enter the island.



BOA-BOA ISLAND MAP



BOA-BOA ISLAND



Throughout the island, you will travel above ground, on clouds, and beneath the ground facing, rolling, jumping, and spitting enemies along the way. Try to find the switches to make the platforms give way, so you can find the Boss of Boa-Boa!

After you get rid of the platforms by pushing the switches, you will be able to make your way to the Boss' lair. Make sure you have the Ice Armor, Ice Shield, and the Ice Sword (found by entering the secret passage



back to Poka-Poka Island). This Turtle Boss has multiple attacks, which include launching little turtles at you, spin attacks by launching itself across the screen, and spinning in the air while dropping its little turtle babies! The best way to defeat this Boss is to get right in front of it and slash it when it pops its head out. Any other time, just avoid it. You'll get the Aqua Stone from this Boss.





This could be the bloodiest battle ever fought on European soil.



Africkey didn't just leave her heart in San Francisco. Thanks to the nimble Amazon Queen, she left a few pints of blood, too.



Apparently, the West was won with a charbroiling fireball. But wait till you see what the Comanche has up his sleeve.



So you may have to walk with a slight limp. And people might call you "Lefty" or "Stump." All things considered, though, you get off lucky.

It's just the way things go when you play **Kasumi Ninja**, the first 32-Meg fighting game for the 64-bit Atari Jaguar. Yeah, things get graphic, all right. There are death moves like scalping, kicks that puncture lungs, and enough blood to make a surgeon hurl.

But, unlike other fighting games, there's a point to all this carnage. Beating your opponent means you sharpen your fighting techniques and acquire secret items that will help you through a 3D labyrinth for your final battle with Gyaku, the possessed Ninja elder.

So after you maim Gyaku and butcher whatever else might come your way, you win. Isn't that worth a limb or two?



DIS

ATARI
MADE IN THE USA

Game tips and hints: 1-900-737-ATARI. 95¢ per minute. If you are under 18, be sure to get a parent's permission before calling. A touch-tone telephone is required. USA only. Atari Jaguar information is available in the Atari Gaming Forum on CompuServe. Type GO JAGUAR to access this area 24 hours a day. Atari Jaguar information is available in the Atari Roundtable Forum on GEnie. Type JAGUAR to access this area 24 hours a day. Atari, the Atari logo, Jaguar, the Jaguar logo, Kasumi Ninja and the Kasumi Ninja logo are trademarks or registered trademarks of Atari Corporation. Copyright 1994, Atari Corporation, Sunnyvale, CA 94089-1302. All rights reserved.



It's a jungle in there. Good thing Afrikay has the street-brawling skills needed to fight her way out.



The brute strength of Pakawa allows him to bench-press even the most ruthless of barbarians.



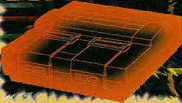
The Ninja feels at home in his 3D texture-mapped shrine. And his morning routine consists of blood aerobics.

HELP, I'VE BEEN MEMBERED AND I CAN'T GET UP.



JAGUAR DO+THE
MATH
G 4 C B I T

INTERACTIVE MULTIMEDIA SYSTEM



COMMAND THE seaQuest DSV

Do you have what it takes to command the most advanced submarine of the future? There are several Control and Option Screens that allow you to purchase equipment and weapons, launch crafts, monitor your mission sector, and keep in touch with UEO control. All of these factors will test your command metal to see if you are indeed worthy of the seaQuest DSV.



FACT FILE

seaQuest DSV
BY SCULPTURED SOFTWARE

THEME ACTION/ADV

MEGABITS 16

% COMPLETE 80%

AVAILABLE DECEMBER

PLAYERS 1

LEVELS N/A

CHALLENGE DIFFICULT

OPTIONS CHECKLIST

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

Notes: More options may be available in the production version.

DYNAMIC DSV

You won't be disappointed by seaQuest DSV if you enjoy in-depth, thought-provoking, action/adventure titles. This one has it all.

The graphics are excellent with top-notch animations using rendered crafts, as well as a very convincing "watery" motion in the background. Sound is no disappointment, either. Effects are crisp, clear, and match the visuals well.

Enough of the aesthetics, now for the game itself. Hours of challenge and entertainment are almost a promise with this game. With loads of weapons, craft, and equipment to purchase, use, and destroy, you will be anything but bored.

Six crafts, each with their own unique control, must be learned in addition to the mother ship to complete the missions.

At times you are playing a shooter, at others you are scratching your head trying to solve a strategy problem. What more could you ask from one title?

- Jason Streetz



UNDERWATER EXPLORATION

Throughout your various missions, you will have opportunities to explore the vast stretches of underwater caverns, channels, and other mysteries of the deep. Use the smaller crafts to accomplish various goals.

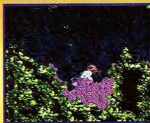


seaQuest DSV



MINE RESOURCES

Use the crab to blast sediment away to discover underwater resources!



DARWIN



Darwin is the smallest, fastest, and most maneuverable.

CRAB



Used primarily for mining and emergency docking.

HR PROBE



Use the probe for exploration, reconnaissance, and repair.

SPEEDER



A fast attack craft is useful in hit-and-run tactics.

STINGER



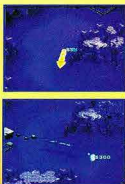
The ultimate attack ship. Unfortunately, it's very weak.

TRUCK



Fully capable of self-defense, powerful, and useful for salvage.

WELCOME TO UEO BASIC TRAINING



Take the DSV into action

A major part of completing missions successfully is your ability to fend off the uglies. Each time you are hit or when you run the DSV into a formation, a percentage of damage is displayed—don't let it reach 100 percent or it's game over! Each time you kill a foe, you are awarded a cash amount from UEO for aid.

Basic Combat Tactics

Several things should be kept in mind while in combat. First and foremost is that underwater colony structures are NOT to be destroyed. Doing so results in a cash deduction. Ramming is not recommended. A useful tactic is to change elevations to avoid enemy fire while timing your shots to hit them.



Check your messages

UEO SURFACE VESSELS HAVE LOCATED THE WRECKAGE OF A UOON PLASE CONTACT YOUR CURRENT POSITION. NEW RECORDS INDICATE THAT LARGE AMOUNTS OF PLATINUM WERE ON BOARD. PRIVATE SHIPS HAVE BEEN SPOTTED IN THE AREA AND ARE LOOTING THE WRECK. YOU MUST RECOVER THE PLATINUM AND DESTROY ALL SHIPS THAT MAY HAVE ALREADY TAKEN SHIDE.



When you see the "incoming transmission" message, it's time to check the UEO computer.

Purchase items/equipment

	\$3100	\$3100
	CURRENT	TOTAL
DARWIN'S ARM LURE	02	
4000		
HE PROBE	01	
3000		
SEA TRUCK	01	
1000		
SEA SPOONER	01	
5000		
SEA CRAB	01	
3000		

From the Info Screen, you can access the equipment list which allows you to purchase weapons and crafts using money from missions. You have limited ammunition so visit this screen quite a bit to restock your supply.



Heed the Nav Computer

It is paramount that you utilize your on-board navigation computer to help you locate the site of missions as well as areas which could be mined. Also, it provides you with an overhead of the sector.



Crafts at your disposal

Of course, the entire game is not played using the DSV itself. At times it will be necessary to release a smaller, more agile, or better equipped craft to do the dirty work. This is where the bay comes in handy.



Know the weapon systems of the DSV



There is a vast variety of weapons at your disposal. Each has its own strengths and weaknesses. Most are either missiles, energy weapons, or guided weapons. All of them blow things up.

UEO TRAINING CENTER

HAWAII

Congratulations. Due to your excellent scores throughout academy training, you have been invited to participate in a computer-simulated maneuver to evaluate your potential as captain of the seagoing DSV. You will be expected to perform to the highest standards during this simulation demonstrating your technical skills as an officer as well as diplomatic skills as a keeper of the peace.

As you know, the United Earth Oceans organization was formed in the hope of bringing together the various confederacies formed beneath the seas.

Multinational corporations exploit the vast riches of this unexplored territory, guarding their mines, farms, and factories while they prey on their competitors. Industrial sabotage and human error on land cost fortunes—undersea, as well as costing lives.

The UEO is the law down there, and the seabed bay is the enforcer, protector, explorer, and symbol of what we hope the world will become. It is the largest, fastest, most powerful research vessel ever launched. The UEO is looking for the very finest officer to captain this vessel. It is our hope that you are that officer.

Travel and schedule arrangements are attached. Good luck.

Admiral Mori
UEO Central Command

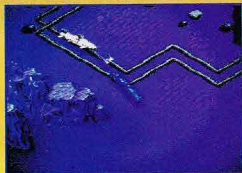
Oops

DUO TO YOUR INABILITY TO SAFEGUARD THE SEABED IN THIS SIMULATION, THE UEO HAS DECIDED NOT TO GRANT YOUR COMMISSION AS COMMANDER OF THE SEABED. YOU MAY REAPPLY FOR COMMAND STATUS IN THE FUTURE.

See these two screens? Let's hope that this page is the only time you see them. If you see 'em in the game, it's all over for your command. Back to the academy with you!



SECTOR ONE BRIEFING: TRAINING SIMULATION



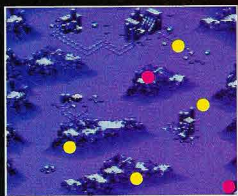
Yep, you read it right. There are nasties waiting around the corner just hoping to put a big scratch in the seaQuest's pretty hull. Fend 'em off!



Situation update

Mining colony Gamma 7 is under siege by local claim jumpers. UEO has been asked to intercede and lend its protection. You are authorized to engage any hostile ships in your area.

Navigation: Sector Map



Mining Areas

Mission Areas

UEO TRAINING CENTER, HAWAII

Sector Briefing: Training Simulation

This simulation allows the UEO to evaluate the command potential of an officer candidate. If you successfully complete the missions within this simulation, you will be promoted to petty officer and be given command of the seaQuest.

MISSION 1

UEO surface vessels have located the wreckage of a WWII plane. Pirate ships are looting the ship. Have fun digging them out, and retrieve what they were taking.



MISSION 2

A sub has been trapped in an underwater cavern and its passengers are running out of oxygen. Using the crab, rescue the passengers and escort them to safety before time runs out.



Take out the enemy nasties using the attack crafts. The Stinger is your best bet as an attack sub.



Acquire the cargo using the truck, using its firepower in case of foes.



A path must first be cleared using an attack vessel.



Carefully navigate the cleared areas to reach the passengers. Every second counts!

SECTOR TWO BRIEFING: PIRATES IN THE WATERS

On your way...

It's not going to be an easy ride. You must hop in a sub and navigate through miles of water dominated by drug lords before boarding to assume command for your first mission.



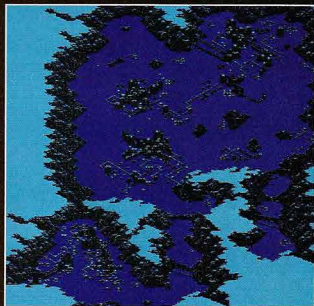
Try it backward with guns blazing to gak nasties.



Avoid the fans and mines to reduce damage inflicted.



Navigation: Sector Map



UCO TRAINING CENTER, HAWAII

Sector Briefing: Sector Assignment One

The Pacific Confederation has asked the UCO for help to defeat a local pirate organization. The pirates control an area in the southwest quadrant of the sector, seaQuest is authorized to eliminate all enemy ships in the area. You must destroy the pirate HQ.



HelM: Rough waters ahead

You will find that the real missions are a little less puffy-fluffy than the training simulations. Here there are larger, more complex areas to navigate (be sure to get used to the elevation/diving control of the DSV). Enemies are somewhat more intelligent and more abundant, so be sure to keep an eye on the weapon stores.

MISSION 1

An oil tanker has been downed in the nearby area. Clean up the enemy scene with various attack crafts. Once all the nasties are out of the way, repair the damage to the hull and stop the oil leakage into the waters using the HR Probe. Be sure to take out the larger subs surrounding the area with the DSV first.



Use the Stinger or Speeder to fend off some unhappy foes who are ready to take you out for having such a nice, shiny ship.



Once you are done with the foes, take the HR Probe out for a spin to find and repair all the oil leaks. Move quickly!



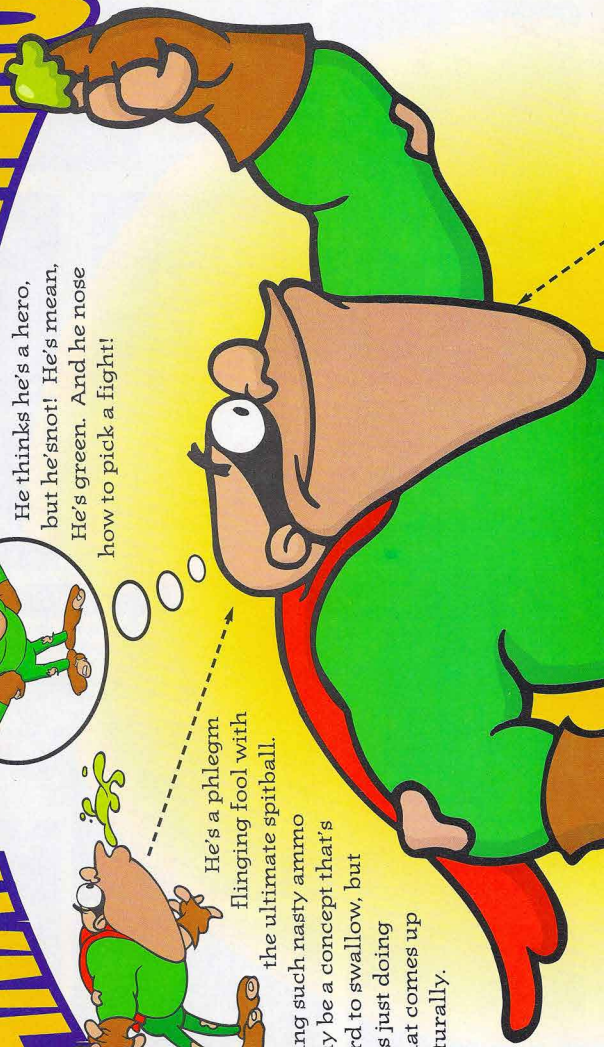
ANATOMY OF SUPERHERO

He thinks he's a hero,
but he's not! He's mean,
He's green. And he nose
how to pick a fight!



He's a phlegm
flinging fool with
the ultimate spitball.

Using such nasty ammo
may be a concept that's
hard to swallow, but
he's just doing
what comes up
naturally.



Boogerman's butt blast is a back-firing burst that can level anything



in his path. It's ready, aim and, after one tortured moment, fire!

And, if all that don't knock 'em down, he can romp 'em, stomp 'em, or let fly a barrage of boogers that'll lay 'em low! Just think of him as a human weapon, a fully-loaded Oozey... and YOUR finger pulls the trigger! DIG IT!

In one concussive burst, he blows them away. It's biological warfare at its germiest, and no villain can stand up to it!



BOOGERMAN™

A KICK AND FLICK ADVENTURE

Interplay

Or don't play at all.

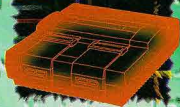
Interplay Productions
17922 Rich Avenue
Fremont, CA 94724
(714) 353-6678



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FACT FILE

SUPER BONK
by Hudson Soft

THEME	ACTION
MEGABITS	12
% COMPLETE	90%
AVAILABLE	NOVEMBER
# PLAYERS	1
# LEVELS	50+
CHALLENGE	MODERATE

OPTIONS CHECKLIST

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

Notes: Button config and Stereo Mono Option are included.

Use Your Head

Bonk is back and is more outrageous than ever. Join our head-banging friend through new and exciting levels. Super Bonk is loaded with new graphics and added twists. He now has the ability to change himself into five different types of Bonk. From a giant dragon Bonk to a tiny ostrich Bonk, these new power-ups add to the fun of this game. Use your oversized cranium to bash through walls and squash enemies. Travel to dinosaur-infested jungles and rooms with no gravity, picking up points along the way. Be sure to explore each level carefully for bonus levels and secret rooms. You will be able to explore the insides of giant lizards and float your way around a glass of champagne. Each level finishes with new and improved Bosses, with only your untimely demise on their itinerary. I hope you are ready for a super good time because Super Bonk certainly has a lot to offer. Hey, if your mom asks what you did all day, tell her you were using your head!

- Dave Malec







SUPER BONK

The Many Faces of Bonk!

Throughout the game there are many things Bonk can do. For example, depending upon which type of candy he eats, he can transform into different things: a large Bonk who can throw his head to destroy walls, an ostrich who lays exploding eggs, an angry Bonk who throws arrows, and a dinosaur with a vicious tail. All of these characters come in different sizes from huge to miniscule!



ICONS

-  The meat turns you into a raving, invincible lunatic!
-  The blue candy turns you into a huge Bonk!
-  The blue heart gives you an extra heart container!
-  The red candy turns you into a miniscule, tiny Bonk!
-  The small heart adds one heart to your life meter!
-  The yellow candy turns you into a regular Bonk!
-  The big heart fills you whole life meter!
-  The big meat turns you into a weird-looking beast!



LEVEL 1-CHINA TOWN

Use the flowers throughout the game to reach high platforms and helpful icons. By using your head, you can head-butt the flowers and carry them on your head to place them wherever they are needed. The flowers play a large role in the game!



There are various pieces of candy strewn throughout the game. Pick up the pieces of candy to change Bonk into different sizes and creatures. To access different areas you might need to be a certain size or creature.



When roaming about through stages, you usually encounter different sub-levels, such as Jurassic Sea; if you fall off the bridge on Level One. Don't worry about accidentally being eaten by creatures, you'll live through it!

There are plenty of signs that will clue you in on your location. If you are ever lost, look around because there will always be clues to tell you where to venture to next. Some clues will be more inconspicuous than others!



Killer Bonus Stages!

Use your head to bounce the flowers into the baskets. You have a time limit to throw all five flowers into the basket.



In this bonus shooter you are a crab and must shoot the coins. Each coin will flip around to show you what you've won.

You have a time limit in which you must keep pumping air into helicopter man and blow him up. Good luck, this is a hard one!



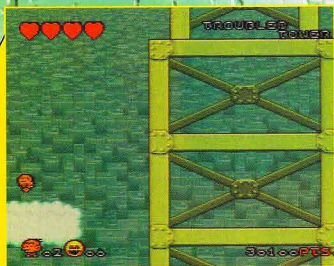
TROUBLED TOWER

TRANSPORT



For easy transportation around the Troubled Tower pick up the little flower to fly you all over the area. Beware though, if you're hit by anything, the flower will disappear and Bonk will fall helpless!

TERRAIN



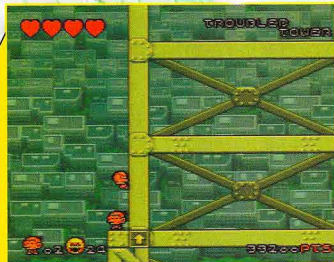
There are various clouds floating alongside the tower. Bonk can take advantage of these clouds by bouncing on them to gain altitude and cover area much easier. Careful not to fall off the clouds!

NASTIES



There are plenty of nuisances climbing up the Troubled Tower. The worst thing you will encounter is the annoying bird swooping down at your head. Be careful if you're flying around with the flower!

POWER-UPS



Throughout this level you can scale the outside of the tower and search for hidden power-ups like 1-Ups. It's best to use the flying flower to make getting around the Troubled Tower easier.

DEXTERITY



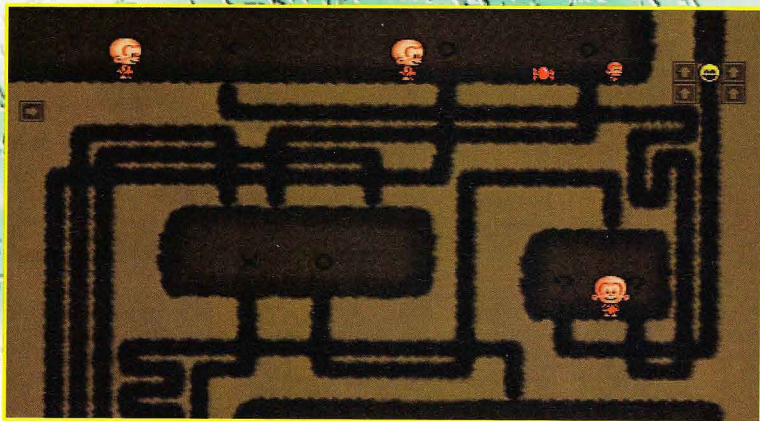
The whole idea for passing this part of Level 1 is to scale the Troubled Tower. The problem is you must be nimble enough to get past certain obstacles such as the bricks that spread apart and drop you through!

HINTS & TIPS



One of easiest ways to bypass the Troubled Tower is to take the rocket halfway through the tower. You must have eight smiles to be able to ride the rocket to the next point. Make sure you save them up!

THE BLACK HOLE



Decisions, decisions. Bonk's going to need some help to get through this Black Hole maze. You'll have to do a lot of experimentation on this level. Pick the right path or you'll end up right back where you started from. See if you can help our friend slither through these tunnels to safety on the other side.

LEVEL 3-HINTS



Watch out for these brick walls. They will turn you into a crab!



Be careful on this rocky level, unless you want your body pierced.

LEVEL 4-HINTS



Is it just me or did we lose gravity? You'd better be careful of spikes.



You will need to pick up the flower to make it easier to pass this level.

Captain, you're wanted on the Bridge!

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

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

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



LICENSED BY
Nintendo

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Interplay[™]

Or don't play at all.[™]



STAR TREK[™]
STARFLEET ACADEMY[™]
Starship Bridge Simulator[™]





Power Instinct

KEY TO MOVES

These are the default settings.

Y = Weak Punch P = Punch
X = Strong Punch K = Kick
B = Weak Kick C = Charge
A = Strong Kick O = 360°

FACT FILE POWER INSTINCT BY ATLUS

THEME	FIGHTING
MEGABITS	24
% COMPLETE	100%
AVAILABLE	DECEMBER
# PLAYERS	1 on 2
# LEVELS	N/A
CHALLENGE	VARIABLE

OPTIONS CHECKLIST

- Difficulty Settings.....
- # of Lives.....
- # of Continues.....
- Button Configuration.....
- Sound/BGM Test.....
- Password.....
- Battery Back-Up.....
- Notes: Has a Practice Mode so you can perfect your special moves!

FEEL THE POWER!

Power Instinct, the arcade smash, is now making its way to the Super NES. Except for the minor deficiency in graphics and sound, this conversion is nearly identical to its arcade counterpart. All the moves, from Otane's hilarious Flying Denture Attack to Reiji's Flying Dragon Punch, have been faithfully translated.

If you have never heard of or played the game before, you can familiarize yourself with the moves in the Practice Mode. Here you can play against any fighter in any stage. You can even choose to fight with them standing or crouching.

Another cool feature is the Life Attack Mode. In this unique mode, players can choose their favorite fighter and battle it out against as many opponents as possible can with one life bar. Sound tough? Well, you can always tamper with the difficulty setting. But real fighters play in the toughest level.

Do you have the power to beat the last Boss?

- Al Manuel



Hold A four secs and let go.



Jump ▼ ▲ P



◀ C ▶ P

Annie Hamilton

BIRTHDAY: 5-23-72
BLOOD TYPE: AB
BIRTHPLACE: London, England
ZODIAC SIGN: Gemini

She is at times both overbearing and bossy, due to her spoiled upbringing. However, she loves animals and currently has six dogs, four cats, three horses, and a turtle named Kensington.



Reiji Oyama

BIRTHDAY: 7-27-69
BLOOD TYPE: A
BIRTHPLACE: Yokohama, Japan
ZODIAC SIGN: Leo

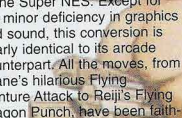
In reality, he is very straightforward and honest, plus he is the ultimate training fanatic. He does not do well with minute details, but excels at physical strength matches.



▶ ▲ P



Jump O K



▶ ▲ P

Keith Wayne

BIRTHDAY: 3-13-69
BLOOD TYPE: O
BIRTHPLACE: Chicago, Illinois
ZODIAC SIGN: Pisces

He is self-centered and conceited. At one time, he ran with a gang in which his one and only friend was the leader. But the strong, unrivaled love of his father kept him out.



White Buffalo

BIRTHDAY: 2-17-64
BLOOD TYPE: A
BIRTHPLACE: Rocky Mts.
ZODIAC SIGN: Aquarius

A man of few words, he doesn't say much. He treasures everything and tends to keep even the simplest of things. He has a habit of collecting a lot of junk.



Jump O P



◀ C ▶ P



Gogetsu Otane

BIRTHDAY: 9-15-15
BLOOD TYPE: Unknown
BIRTHPLACE: NW region of Kyoto
ZODIAC SIGN: Virgo

Due to her unconquerable spirit, she has become superhuman. She is both mysterious and secretive, so you never know what she may be up to.

She steals her opponent's life energy to become young again. This is the weapon she uses to destroy her enemies. Unfortunately she can only stay young for 10 seconds.



Special Move

Special Move

Special Move

Special Move

Special Move

Special Move



Angela Belli

BIRTHDAY: 5-3-67
BLOOD TYPE: O
BIRTHPLACE: Italy
ZODIAC SIGN: Taurus

Although she has a very rough lifestyle, she is passionate and tends to fall in love easily. She once followed a man she loved all the way to Japan. He is currently missing.



Special Move

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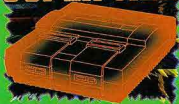
Special Move

Special Move

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Special Move



What do you do when you are a 400-pound, 7-foot-tall tick? Well, just about anything you want! In this action fighting game from FOX Interactive you play the role of The Tick, a super powerful insect who is incredibly graceful and has a wacky sense of humor. What is your ultimate goal? To fight back the evils of crime and filth! To save the little guy and help the big guy go on a diet! To help an old lady cross the street while cracking some criminal thugs' skulls. This is the mission of The Tick. Will it be accomplished? Only the perseverance of dedicated game players will tell. Good luck to all!

FACT FILE

THE TICK

BY FOX INTERACTIVE

THEME	ACTION
MEGABITS	16
% COMPLETE	100%
AVAILABLE	NOVEMBER
# PLAYERS	1
# LEVELS	44
CHALLENGE	MEDIUM

OPTIONS CHECKLIST

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

Notes: Final version may have more options.

THE TICK



SUPERHERO MOVES GALORE!

LOOK OUT SCUM!

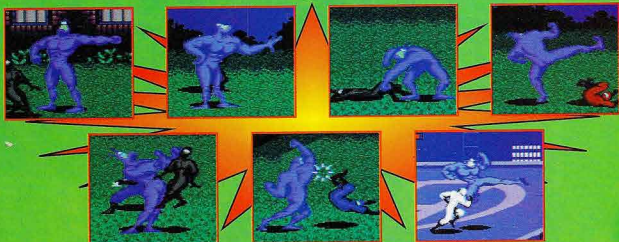
Beware criminals, The Tick is out on the streets. Loaded with determination, the Tick is one bad crime fighter and this game proves it.

The game is a great reproduction of the hit comic book and even more recently the cartoon. It features the same humorous attitude displayed by The Tick in comic books and the TV cartoon. The various moves re-create the joking attitude The Tick takes.

The various backgrounds are wonderful and the subplots are a definite plus. Knowing that if you fall from certain buildings you will face a dangerous Boss has kept me in line a number of times.

Although this is a victim of the Final-Fight syndrome, the whole background and story of The Tick make it a cut above the rest. This game should go far and it will be a welcome addition to The Tick library.

- Scott Augustyn



DE-JA VU

Looks like there is yet another victim of Final-Fight syndrome. This one is not much different from the others. Only the characters have changed.



YOUR FRIENDS



AMERICAN MAID

These guys will help The Tick battle evil. Each has a different attack.



PAUL THE SAMURAI

Some characters are very helpful...



OEDIPUS



DIE FLEDERMAUS

...while others are not too helpful.

THE BAD GUYS



THE CHAINSAW VIGILANTE



CHAIRFACE CHIPPENDALE



CLARK OPENHEIMER



THE RUNNING GUY



THE DISTRICT MANAGER



RED SCARE



THE ALIENS



DENTURES



FINGERS

Help The Tick fight off these baddies and clear the streets of crime for a little while.



THE FOREHEAD



THE IDEA MEN



NINJAS



SHIRTLESS



EYEBROWS HULLIGAN



SAGIN' THE WOLF



THE DEADLY NOSE



TOOT TOOT

A BREAK FROM THE MAINSTREAM!



SUBPLOT

"I WILL BREAK YOU"



SUBPLOT

"CLARK IS THE CAPED WONDER!"



SUBPLOT

"THIS IS MY TURF, BLUE BOY"



SUBPLOT

"RESISTANCE IS SILLY"

Fall down while jumping in between the buildings and you will find yourself wrapped up in a subplot of the game. The subplots are randomly chosen by the merciful computer, but each choice will be a battle to the finish before you're released back to the game. After the Boss is defeated, you will be zapped back to the point you fell with a full bar of energy. Maybe subplots aren't so bad after all.

THE TICK IS PRETTY LIGHT ON HIS FEET!



Check out these moves when the Tick is jumping between buildings and in the high wire stages. Superhero and ballerina! How graceful! Watch him "wow" the enemies as he does a spinning jump or a jump with his leg stretched out, showing his outstanding dancing ability. This is another humorous addition to the hilarious story of The Tick!

THESE ITEMS ARE MOST WELCOME!



You will have a temporary partner to help you fight.



The heart is rare but is needed for some extra life.



Pick up objects to find other, much-needed items!

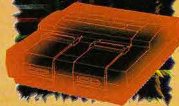
IS THE TICK A HIT?



Will the Tick be a smash hit? Only time will tell.



Be sure to use the Option Screen to set preferences.



FACT FILE

BIKER MICE FROM MARS BY KONAMI

THEME	RACING
MEGABITS	8
% COMPLETE	100%
AVAILABLE	DECEMBER
# PLAYERS	1 or 2
# LEVELS	5
CHALLENGE	VARIABLE

OPTIONS CHECKLIST

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

Notes: Has auto-throttle setting and simultaneous two-player action.

RODENT RASH

Biker *what* from *where*? Yes, indeed, mice from Mars! Those of you familiar with the cartoon show will rejoice at the unveiling of this cart. Biker Mice is a racing game in which each character has an attack and a special ability. You may use your attack three times per lap, starting *after* you complete one lap. Each race is five laps long, and you win a certain amount of money depending on how well you place. The money is used to improve your vehicle, and you can spend it on a new engine, tires, armor, or weapon strength. Spend your money carefully! Remember that each character is different, and they each have variable ratings for speed, acceleration, and grip (traction). You'll have many obstacles to deal with, including ramps and undeveloped track. If you think you can handle rabid rodents and hairpin turns, then this is the game for you!

~ Jason Morgan

BIKER MICE FROM MARS



Level 1-City



As you can see above, a split-screen view allows two to play at the same time. The yellow numbers indicate the player's position so far in the race, as well as the map in the lower left-hand corner. It looks like Throttle needs some help out there!



After the end of a round (five or six races), the top three racers go to the next round.



Level 2-Island



One nice feature is that you can see a map for every race. The game also gives you a guiding hand when a turn comes up. Make sure you pay attention! Flying blindly into a turn at top speed can lose you the race!



Limburger zaps an unsuspecting Throttle with his Plutarkian Beam. Yowch!



Crunch! Looks like these guys (and mice) didn't make the grade. Better luck next time!



ARE YOU A SEGA MANIAC? OR AN SNES SUCCESS?



No matter which *side*
you're on,
QuickShot
is
behind you all the way.

QuickShot[®]

It's how you play the game.

QuickShot Technology, Inc. A Member of Tomel Group.
47473 Sealbridge Drive, Fremont, California 94538

The Mice with Might...



Throttle is the leader of the Biker Mice. He is well-balanced having good speed, acceleration, and grip. His Tornado Shot spins enemies off the track, and his Power Drift is good for rapid left-right movement and cornering. He can do a wheelie to maintain maximum speed through rough road.



Modo is pretty speedy, but needs work on acceleration. His grip is average. Modo's Bionic Crash is a useful attack, giving him a burst of speed while momentarily disabling any racers he touches. His Sky-Hi Slide, however, is just a tiny, almost useless hop. He also needs to wheelie through bad road.



Vinnie needs help in the speed department. Other than that, his acceleration is excellent, and his grip is outstanding. Maybe because of this, Vinnie has a weak attack. It's just a big jump! His special isn't so great either. The Tornado Twirl is basically just a spin. Vinnie needs to wheelie through bad road.

Level 4-Circuit

Hey, is there a draft in here?



Limburger seems to have a little problem with staying on track! The giant fans on the side of the track can easily turn you around, if you're not careful. The fact that there aren't any rails on the side of the road doesn't help! You'll notice that if a racer runs off of the track, a helping hand is always around.



You will encounter many obstacles on the road to victory. Sewer currents, spiked walls, lightning storms, and fire pits just to name a few.



The Men of Mayhem...



The slickest guy on three wheels, Grease Pit has the speed to get the job done. Unfortunately, his grip and acceleration leave much to be desired. His Grease Gun is a good weapon (turns racers into puddles of grease), and his Corner Crash is seemingly identical to Throttle's Power Drift. GP needs to wheelie at bad spots.



Limburger has it together! With great speed and acceleration, he can easily overcome his problem with grip with his Anti-Grav Dash. His Plutarkian Beam freezes opponents for a moment, and has the ability to turn around and use it while going in one direction! Bad terrain does not affect his hovercar.



Not having great speed, Karbunkle makes up for this by having very good acceleration and grip. His Mutation Beam is a good weapon (and pretty funny, too), but his Bionic Anchor is kind of clumsy (helps with cornering). Karbunkle always slows down on bad road.

**SO YOU
THINK YOU'VE**

**SEEN
EVERYTHING?**



ANIMATED ENEMIES



DETAILED STORY LINE

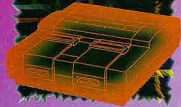


DETAILED CHARACTERS



3D OUTER WORLDS

BETTER SHIELD YOUR EYES, WARRIOR. THIS IS NO DIM-WITTED RERUN OF DUNGEONS AND DRAGONS. IT'S A BRILLIANT NEW VISION OF ACTION ADVENTURE. WITH A HERO'S-EYE-VIEWPOINT. PLUS: REAL-TIME 16-MEG, 3D SCROLLING. THROUGH CAVES OF FIRE AND MEADOWS OF ICE. BATTLING DEMONS LIKE YOU'VE NEVER SEEN. BRING YOUR BRAINS, YOUR BOW, YOUR SWORD, AND YOUR MAGIC. AND DON'T BLINK - OR YOU'RE DRAGON BAIT! **KEMCO**®



FACT FILE

THE BRAINIIES

BY TITUS

THEME	PUZZLE
MEGABITS	N/A
% COMPLETE	100%
AVAILABLE	NOVEMBER
# PLAYERS	1
# LEVELS	100
CHALLENGE	VARIABLE

OPTIONS CHECKLIST

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

Notes: Has multiple speeds and modes for tournament matches.

USE YOUR BRAINIIES TO SOLVE THESE PUZZLES!

Brainies are round, fluffy monsters that were created by the Game Master I-Ku. They have only one goal—create universal chaos and disorder. There is only one person who can defeat them and only one way to take them out. You must move them to sleep pads that are the same color as they are.

Brainies is a puzzle game that is sure to keep you glued to your seat! The object of this game is to move the Brainies to the sleep pads. However, it is not that easy. The Brainies will only move in one direction until they hit a wall, a stopper, or another Brainie. This calls for you to use them in different and creative ways. In later levels, you will need to use the other Brainies as blockades to help you get each one to his same-colored goal. Arrows will either help or hinder your progress. Beat the level before the time runs out. Puzzle fans will love it!

- Paul Ojeda

The Brainies

Stage 5

The first five levels show you how to control the game.



When you start a new puzzle you get a bird's-eye view of the board that changes when the round begins.



Stage 7

The clock will give you more time to complete the level.



In this puzzle you will have to move the Brainies into their goal according to color. Try to collect the extra time.



Stage 9

Now you are working on different boards.



This puzzle calls for you to use one Brainie to channel another in.

This one looks easy, but the arrows make it a lot harder.

Stage 11

Every five levels you get a password.



Stage 15

Try to keep your wits about you in these levels.



Now that the puzzles are getting harder, be sure to get the extra time to help you finish.

Stage 17

The arrows force the Brainies in that direction.



In this level the arrows just add to the confusion. It's difficult, but fun!

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

SAMURAI SHODOWN™

**MOST REQUESTED
GAME - 1994**

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Super
GAME BOY

SUPER NINTENDO
ENTERTAINMENT SYSTEM

TAKARA

Video Game Division

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EGM2



FACT FILE

FULL THROTTLE RACING
BY GAMETEK

THEME	DRIVING
MEGABITS	16
% COMPLETE	95%
AVAILABLE	DECEMBER
# 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: Multiple power-ups for both vehicles! Plus tons of options!

Get Ready!

I really enjoy any type of racing game that comes along, especially if it features sport bikes or jet skis. When I grabbed the helmet and the Super NES controller for this one, I was disappointed to say the least. It had some cool options, such as the upgrades and the power-ups for the vehicles, but that's not enough to make up for the less than responsive game play! When playing against the computer in the One-player Mode, the other bikes are impossible to knock off the road. However, they can easily slam you into the guardrails and telephone poles. Totally unfair! The graphics and sound on FTR were barely average, and reminded me of a game called Kawasaki's Caribbean challenge which was released a couple of years ago. One thing that the game does have going for it is options. There are plenty of them to keep you busy, but FTR seems like nothing more than a re-hashed version of Pole Position for the 2600!

- Mark LeFebvre

FTR

FULL THROTTLE RACING

SUPER BIKE



A lot of the items are fairly easy to pick up with the bike, but some of them can be a little tricky. Here you must catch some major air off the log.



In the shop, you can upgrade your bike by adding tires, nitro, bodies, and even new engines. With enough cash, you can get a brand-new bike!



When racing keep your eyes open for power-ups such as nitro, turbo boost, and special wrenches that will repair your bike.

JET SKI

Besides collecting power-ups, you can gain extra points and money by making it through special obstacles.



The jet ski is a lot harder to control than the bike. After a few laps, you should get the hang of it. Is that a tree in the middle of a lake?



Track your jet ski by making special modifications to the shape and the body. If that's not enough, grab some nitrous oxide!



There are many areas in the jet ski race that will require quick reflexes and split-second timing. Here's one of them. Good luck!

Before you start, you can pick a rival to race against. Keep track of his/her position at the top of the screen. Their vehicle is also a different color from the rest of the racers. Good luck!

STEEL

CRUSH

EAGLE

HAMMER

GROGAN



Don't let her good looks fool you. This former wrestler is as tough as they come!



Watch his kicks! He studied martial arts in his native homeland, Japan.



He is the original all-American boy, but tough!



He is a real cool dude with a win-at-all-costs mentality!



Grogan has always gets his own way and doesn't intend to change!

STIFF COMPETITION!

WHEREVER VILLAINY REARS ITS GREAT BIG HEAD... YOU WILL FIND THE TICK!

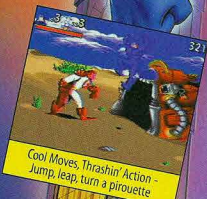
You are the awesome Tick! You have powers and abilities unknown to mere mortals. Nothing can bother you — except for a few pesky ninjas, creeps, thugs and punks out to remove your feelers once and for all! But why complain? — But no need to worry, for YOU are The Tick! Ever ready to thwart evil doers and save the day!

Based on the Saturday Morning TV Series on the #1 Fox Kids Network!

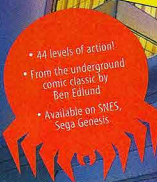
Meet THE TICK,
With The Look, Feel
And Excitement
Of A Great
Arcade Game!



Large Characters give "The Tick" real arcade-style action!



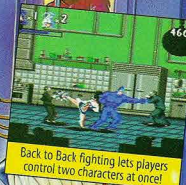
Cool Moves, Thrashin' Action -
Jump, leap, turn a pirovette



- 44 levels of action!
- From the underground comic classic by Ben Edlund.
- Available on SNES, Sega Genesis



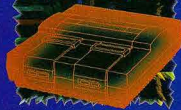
Colorful villains! Funny story lines!



Back to Back fighting lets players control two characters at once!

Distributed by Fox Video. Licensed by Sega Enterprises Ltd. "The Tick"™ & © 1994 Fox Children's Networks. "The Tick" duration by Ben Edlund. Ben Edlund. All Rights Reserved. Kids network





FACT FILE

SINK OR SWIM
by Titus

THEME	STRATEGY
MEGABITS	N/A
% COMPLETE	100%
AVAILABLE	NOVEMBER
# PLAYERS	1
# LEVELS	100
CHALLENGE	MODERATE

OPTIONS CHECKLIST

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

Notes: Has a Training Mode for inexperienced gamers.

OCEANS OF FUN

In *Sink or Swim*, you're in charge of guiding the endangered crew of an ocean liner to safety. Bring with you some bombs, a short supply of air, and a flotation device. Help get the hapless victims around dangerous obstacles to the exit, while trying to keep yourself alive, too! As you move your character around the screen, pull levers, activate switches, blow up obstacles, and do many other things in order to rescue the crew and complete each level. Although the sounds and the graphics give the impression that this game is geared for the young, it provides enough of a challenge for experienced players.

- Jason Morgan

This is you!



SINK OR SWIM



LOUNGE



These stewards are trapped in the richly decorated lounge. Your jumping has to be precise to save them.

SKY



Whoa! How did these guys get up here? You'd better get 'em down before they get hurt!



ICE

In this level, you need to use some of the giant ice blocks as bridges, while blowing up the rest. The only way to move the ice is on the conveyor belts, so you'll need to flip the switch to get it moving in the right direction. Hurry up; it's cold in here!



ENGINE ROOM

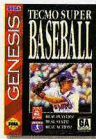


The Training Mode will give you on-screen help for various aspects of the game. The controller (pictured above) will indicate what you are supposed to do next by flashing on a button or direction. In this case, our hero is supposed to jump across the conveyor belt, flip the lever to switch the direction, blow up the obstacle, and exit the level!

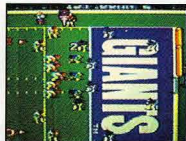
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FACT FILE

PIECES

By ALTUS SOFTWARE INC.

THEME	PUZZLE
MEGABITS	8
% COMPLETE	100%
AVAILABLE	DECEMBER
# PLAYERS	1 or 2
# LEVELS	6
CHALLENGE	VARIABLE

OPTIONS CHECKLIST

- Difficulty Settings.....
 - # of Lives.....
 - # of Continues.....
 - Button Configuration.....
 - Sound/BGM Test.....
 - Password.....
 - Battery Back-Up.....
- Notes: There are no standard options, just puzzle type.

GO TO PIECES

Are you ready for some brain-twisting puzzle fun? Pieces is the game for you. This game offers a variety of difficulty levels and modes that will keep you playing for hours. Pit your best puzzle-solving skills against the computer or another opponent. There are eight puzzling adversaries to defeat in this mind-bending action game. Each match consists of a set of three puzzles. Place the pieces in their proper locations and gain helpful icons by building your Power Meter. The first one done wins the match. If you're tired of the head-to-head competition, try the Jigsaw Mode and race against the clock to finish before your time expires. Compete against other players for points in your choice of eight different categories, including animals, sports, and animation. Puzzle sizes and difficulty vary. Whether you are up against a persistent computer opponent or just playing a friend, Pieces will keep you busy all afternoon.

- Dave Malec

PIECES



RICE BOWL CRAB



DELINQUENT BOAR



GEEKY GILBERT



REVENGEFUL RYOKO

YOUR OPPONENTS

Don't let yourself go to pieces. Use your best puzzle working abilities to out think these eight computer opponents.



TINKER BELLGANOFF



GEPALT DOPULAR



SEA QUEEN



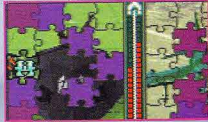
MYSTERY MAN



You must finish all three puzzles before your opponent does.



Race against the clock in eight different areas in Jigsaw Mode.



Use the sweeper and helper icons to help you beat opponents.



Search: Gives position of three pieces.



Syringe: Drains your enemies items.



Double: Hides two piece selections.



Auto: Places all selected pieces.



Sonar: Shows pieces' positions.



Reverse: Opponent will move in reverse.



Graphics: Shows sketch of pictures.



Sweeper: Sweeps away fitted pieces.



Stop: Slows down opponents cursor.

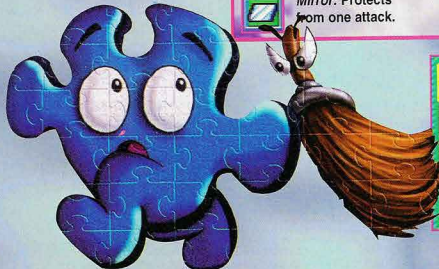


Help: Helper puts in pieces for you.



Mirror: Protects from one attack.

Use the icons to help you defeat your opponents.



Can you find the 10 differences between these two pictures?



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RAVING
FRANK

Hey Jack! Where do you stick it?

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So... After a long day in the bowels of Hell you've tunned your opponents into slime, and saved humanity! But what happens to that pathetic pile of game carts to be poked with the carpet soaked with dog drool? Do you really want your carts to be poked with holes from Horn's high-heels?

Forget it, Jack! Make your life easier, and forget that stupid routine of (1) Stop game, (2) Pull cart out, (3) Throw cart on floor, (4) Sit through pile of carts and find new game, (5) Put new cart in machine, (6) Reseat game, (7) Repeat. Forget it, Jack! Forget it, Jack!

Instead, head out to Software Etc., Electronic Boutique, Babbage's, and other popular spots to get your jukebox. Meet your moment in time. Meet your moment in time.



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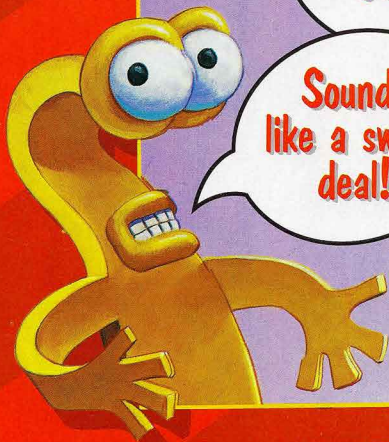
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You Guys Finally Made It To Sega. What Do You Say?

It's about time... so chill!

Sounds like a sweet deal!

Sounds great! ...How 'bout a hug?



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

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

ClayFighter™

Thank you
very
much!

No
crybabies
allowed!



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

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

Interplay

Interplay Productions, Inc.
17922 Fitch Avenue
Irvine, CA 92714
(714) 553-0976



VISUAL
CONCEPTS

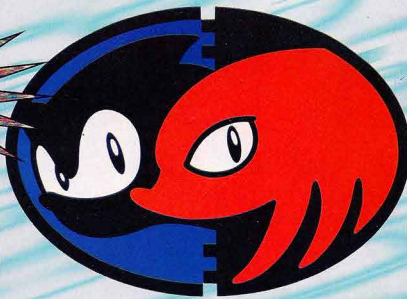
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GENESIS



SONIC & KNUCKLES



SONIC WORKS WITH SONIC 1 AND SONIC SPINBALL!



When attempting to slap Sonic 1 or Sonic Spinball into the Sonic & Knuckles adapter cart, you'll be entertained by screens similar to these. Hold down all three buttons and you get the secret levels.

Normally you only get this screen when attaching the S&K adapter to Sonic 1 or Sonic Spinball.



KNUCKLES IN SPINBALL AND SONIC 1

SONIC THE HEDGEHOG SPINBALL

Look at what Sonic Spinball turns into with the S&K adapter cart plugged in and the code entered. Only a single bonus stage is available, but it's amazingly difficult to finish.

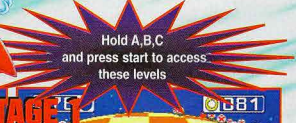


THE ORIGINAL SONIC THE HEDGEHOG



Check out what happens to Sonic 1! If you slap in the code, you are treated to a nice array of wonderfully impossible, bonus-like stages never before seen

in any Sonic incarnation. Pretty cool!



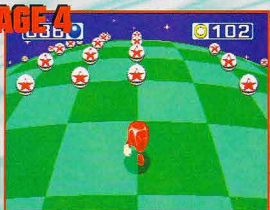
Here is Sonic 1! Without S&K ... Have a look-see to the right for the new levels!



More levels, as well as the echidna!



Get ready for some action with Knuckles!



You're **RACING** HEAD-TO-HEAD with a ball bustin'
alien who's firing **missiles** UP YOUR **tailpipe**
and **rockin'** you good but NOT as good as the **pumpin'**
music that's burstin' your eardrums and LOUD-MOUTH

Larry Hoffmann's screaming "this is the
number one game. *in Europe*" AND YOU
SAY *Europe* — who gives a *#@! — I'M GETTIN' MY **tail**
knocked in the **DIRT** and this is what **Rock 'n Roll**

Racing
is all
about.



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ROCK N' ROLL RACING



Interplay

Or don't play at all!

INTERPLAY PRODUCTIONS
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(714) 553-6678

DEVELOP AND EQUIP ADVANCED CYBORGS

FACT FILE

SYNDICATE

BY ELECTRONIC ARTS

THEME ACTION/ADV

MEGABITS 16

% COMPLETE 90%

AVAILABLE JANUARY

PLAYERS 1 OR 2

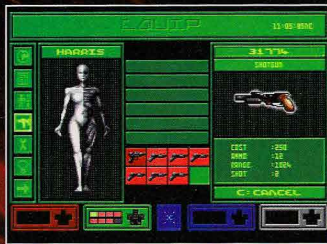
LEVELS 50

CHALLENGE MODERATE

OPTIONS CHECKLIST

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

Notes: More options may be available in finished version of game.



Your method of destruction, control, and influence are the cyborg agents. These are specially modified humans with maximum firepower who are controlled through the use of drug injections. Outfit them with the best guns and equipment to ensure your success.

CONTROL AND DEVELOP YOUR POWER

Use your corporate power and influence to scan the regions, adjust the taxes, and stockpile the resources necessary for conquest of the other syndicates. Be sure to quarter funds to research and develop new technologies. Nothing can stop you.



MEGASOCIETY

Recline in your corporate easy chair and get ready to play God with some hapless civilians. Send some super borged-up, terminator-like machines to enforce your control over the slave-like civilians of your territories in an attempt to ensure your syndicate's success around the globe.

This game is an excellent combination of action and strategy, with a really cool theme. The interface can become somewhat tedious at times, but overall it doesn't drag down an awesome concept.

Control every level of detail from the chest unit of your cyborg specialist to the tax rate for an entire socio-economic region. The power at your fingertips increases as the game goes on.

Syndicate should prove to be one of the most valued additions to your Genesis title library with more than enough action and strategy to keep you planted in front of your television for days at a time.

- Jason Streetz

SYNDICATE



AGENT TIME

The opening sequence is an example of how one becomes a corporate, cyborg agent. This is, of course, not a voluntary procedure.



DEPLOY YOUR AGENTS

In order for you to use your influence and control, you must deploy your agents to accomplish various missions in your global territories.



MISSIONS GET COMPLICATED



One of the most truly annoying things about this game is that, when entering a structure attempting to lead you agents on a mission, you are reduced to the small scanner screen located on the bottom center of the screen.

Sure, it's all fun and games to blow things up. Be sure to position your agents a sufficient distance from the object you are destroying. One classic example is the ability to self-destruct. Don't let the sacrifice of one agent lead to the death of any others by accident.



PLAY GOD WITH THE PEOPLE



Once you have conquered a region you have the power to influence the quality of life for the civilians who live there. This can be done through tax adjustment. This must be done with discretion, however. If your money-mooching rate becomes too high for the liking of the people, they will become somewhat uncooperative, thus causing you to spend more time and money to appease them. Cyborgs will have to be sent down to "influence" them. Of course, there is always the gun-to-the-head approach!



ON THE FIELD

USE COVER TO YOUR ADVANTAGE



When you can find cover, use it. This is a sure-fire way to keep your agents around for later battles.



MORE THAN ONE GUN...



When one guy just can't cut the mission, it's time for the Group Mode. Every agent moves and fires in tandem.



LEARNING TO FIGHT



It is important that you become familiar with the abilities of each agent on a mission so there are no unfortunate surprises during the firefight.



HELPING TROUBLED AGENTS

On occasion the lone-gun style of storming a structure doesn't work too well. That's when it's time to call in another agent (or more than one) to save your hide. Timing is critical to keep the agent who is in trouble alive.



MISSION ONE: WESTERN EUROPE



Because this is basically a blow-'em-up mission, be sure to load all of your agents with heavy firepower.



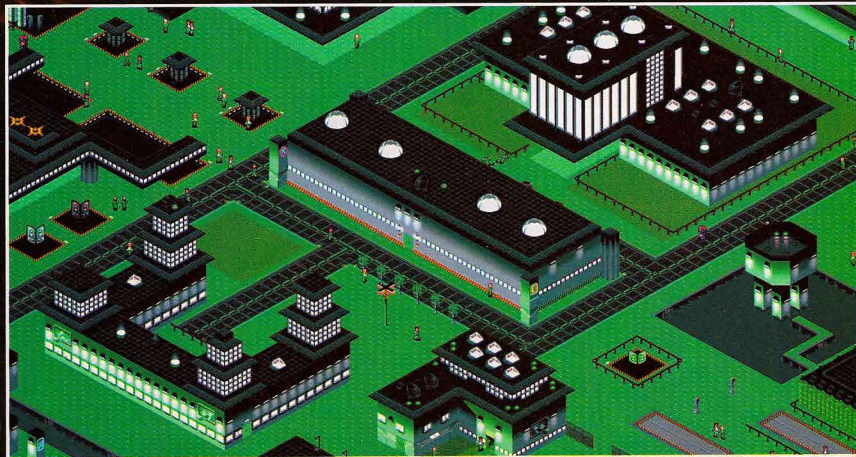
This one starts out innocent looking, but keep an eye on the scanner for the whereabouts of enemy agents.



There are plenty of things to shoot at, including the sentry droids who take shots at you first. Don't hesitate to return fire, just make sure your agents aren't in the explosion radius or it will be time to get a new partner.



Once all the nasties have been gacked, you must move to a specific location on the map which is pointed to on the scanner. Follow the scan and return to headquarters, but be careful of oncoming vehicles and straggling security drones.



MISSION TWO: SCANDINAVIA



Right off the bat there are people walking around who need a political viewpoint adjustment. Go to it!

It's all fine and dandy to tote a few big guns with you, but you will need at least one agent with a Persuadertron.



It's not really a good idea to go walking around with guns drawn. This will attract the attention of the guard droids and will cause a firefight. Needless to say, this is counterproductive!



To use the Persuadertron on a hapless victim, simply walk close to him or her for a short period of time, and watch the magic of the art of persuasion. After a while, you will have quite a group.

Things may get a tad suspicious, later. After a period of time you will have a rather large crowd following you around. You can also persuade some of the guard droids and sentries, depending on how many civilians you have on your side already. This becomes useful in later missions.





HOOP IT UP WITH THE #1 RAP STARS!

Stomp or be stomped! It's survival of the hippest when you're outshooting & out-smarting top rap stars in the streets of Chicago, L.A., New York, Houston & Atlanta. Only one thing's for sure:

RULES ARE FOR FOOLS

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- 38: Dedant - Arcade
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- 40: Man at Arms - Arcade
- 41: Norman - War/Arcade
- 42: Armor Battle - War/Arcade
- 43: Magic Bear - Cartoon/Arcade
- 44: Apache Chopper - War/Arcade
- 45: Paratrooper - War/Arcade
- 46: Sky Avenger - Fight/Arcade
- 47: Sharp Shooter - Arcade
- 48: Meteor - Space/Arcade
- 49: Black Hole - Space/Arcade
- 50: The Boss - Cartoon/Arcade
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MISSION THREE: CENTRAL EUROPE



This one starts out innocent looking, but keep an eye on the scanner for the whereabouts of enemy agents.



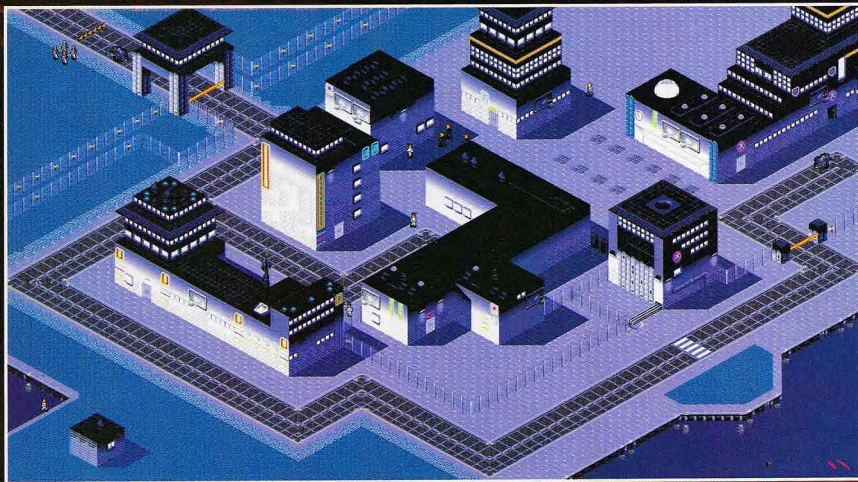
This one starts out innocent looking, but keep an eye on the scanner for the whereabouts of enemy agents.



You won't be able to cross the security barrier on foot, so you will have to procure the vehicle conveniently placed in front of you. Once through, take out some nasties, then proceed to persuade those civilians who don't deserve to die. Keep an eye out for enemy agents because they'll be looking for you. This one's pretty much a cakewalk.



Have no mercy on the civilians who show up as targets on your scanner. However, as is standard procedure (and common sense), don't catch your persuaded civilians, or any other agents, in the crossfire. That would be bad.



MISSION FOUR: EASTERN EUROPE



There is no immediate need for a gun to be shown on this mission. So just tuck it away, enable the Persuadertron, and blow past the cop droids without any problems. Once you have located the target to be persuaded, watch out for the swarm of droids who will more than likely take a few shots at you.



Once you have persuaded the target, vacate the area quickly. Procure a vehicle, avoid the sentries, and return to the point indicated on the scanner. Be sure that the persuaded civilian is with you, or you will not be able to complete the mission successfully. Watch for pedestrians while using the roadway!



You really only need one agent, who is equipped with a Persuadertron, and some heavy firepower (just in case).



Remember—one agent. Nice and quiet. No guns. Just get the objectives completed and then leave quickly.

THIS WILL PREPARE YOU!!!

Now activate every warrior's Fighting & finishing move, Fatality, Babality, Friendship, Pit & Kombat Tomb Fatality with a push of a button. No need to memorize these moves.

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Sega Genesis™ Kontrol Pad Shown

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Here's just some of the 124 preprogrammed moves you can do!

Baraka™	Double Kick	Blade Spark	Blade Swine	Blade Fury	Head Slice	Blade Impale	Friendship	Babality	Babality
Kitana™	Fan Throw	Fan Lift	Sq. Wave Punch	Kiss of Death	Fan Decapitation	Friendship	Friendship	Babality	Pit II + KTF
Kung Lao™	Teleport	Hat Throw	Bullet Kick	Whirlwind Spin	Fatality 1	Fatality 2	Friendship	Babality	Babality
Liu Kang™	Flying Kick	Stdrd. Fireball	Crouch Fireball	Fireball	Dragon Bite	Smrst. Kick	Friendship	Babality	Pit II + KTF
Mileena™	Roll Attack	Teleport Kick	Sai Throw	Sai Stab Shred	Fatality 2	Babality	Friendship	Babality	Decapitation
Johnny Cage™	Gr. Flame (low)	Gr. Flame (high)	Shed. Uppercut	Shadow Kick	Uppercut Expl.	Pit II + KTF	Friendship	Babality	Friendship
Rayden™	Teleport	Flying Thndrbl.	Lightning Bolt	Shock	Tongue Grab	Invisible Slice	Friendship	Babality	Babality
Reptile™	Slide	Acid Spit	Forea Ball	Invisibility	Ice Bomb	Double Slice	Friendship	Babality	Babality
Scorpion™	Spear	Decoy	Saissor Tkdn.	Flaming Bones	Toasty	Friendship	Friendship	Babality	Pit II + KTF
Sub-Zero™	Slide	Deep Freeze	Ground Freeze	Frz. & Up. Cut	Ice Bomb	Pit II Only	Friendship	Babality	Babality
Shang Tsung™	Flames (1)	Flames (2)	Flames (3)	Body Possession	Drains the Soul	Friendship	Friendship	Babality	Babality
Jax™	Ground Pound	Grab	Sonic Wave	Head Pop	Arm Ripper	Friendship	Friendship	Babality	Pit II + KTF

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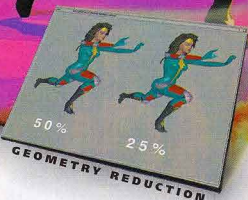
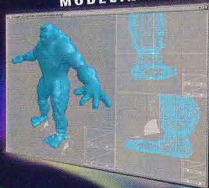
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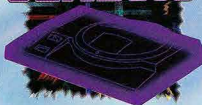
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FACT FILE

BRUTAL PAWS OF FURY
BY GAMETEK

THEME	FIGHTING
MEGABITS	16
% COMPLETE	100%
AVAILABLE	NOVEMBER
# PLAYERS	1 OR 2
# LEVELS	N/A
CHALLENGE	VARIABLE

OPTIONS CHECKLIST

Difficulty Settings.....	<input checked="" type="checkbox"/>
# of Lives.....	<input checked="" type="checkbox"/>
# of Continues.....	<input checked="" type="checkbox"/>
Button Configuration.....	<input type="checkbox"/>
Sound/BGM Test.....	<input checked="" type="checkbox"/>
Password.....	<input checked="" type="checkbox"/>
Battery Back-Up.....	<input type="checkbox"/>
Notes: Has a neat Two-Player Mode.	

CARTOON BATTLE AT ITS BEST

When I first saw the title of this game, I thought, "Oh brother. What has happened to the art of fighting? Now it's cartoons duking it out! I mean think about it ... PAWS OF FURY?" Well, my mind was soon changed after I got into the game. These little guys are actually pretty cool. Choose from seven characters. At the Two-player Mode, pick from 10 different scenes. Each character can learn four special moves to use against your opponent during game play. The only frustrating part was that the game seemed a little sluggish at points. One of the best features is you can choose a new character after each fight, if you dislike him or her. Cartoon fighting is finally here.

- Carey Wise



In this close match between Tai and Kung Fu, it takes a quick foot and a hard hit to win.



SMACK!

BRUTAL

Paws of Fury

EXCELLENT OPTIONS AND FEATURES!



NICE DAY AT THE BEACH!



SLAM!



Rhei takes revenge and puts his hard-hittin' foot to Ivan's head.



GAMETEK



POW!!!



Foxy Roxy may be smaller than the rest, but she sure packs a mean kick! Here at the Mountain Bridge Scene she shows off some of her techniques. Try jumping high and end in a mighty roundhouse. It should prove her strength to the other fighters.



In Scene Six—the so-called screen room—Foxy and Ivan duke things out to find out who's the best fighter.



Here you can actually see the two figures behind the screens adding a different effect to the scene!



Maps are included!

THE DALI LLAMA

He stood arms outstretched on the mountaintop. From here he could see the ocean on all sides of the island. He is the Dali Llama, the wise one. Come to him for knowledge and new moves to obtain a higher belt rank. You have only three chances, then he gives up.

Things really start heating up in the dojo. Here Kendo the Coyote and Leo battle it out with fierce hits.



PICK A NEW CHARACTER AFTER EACH SCENE



LEO LETS OUT A ROAR!

Once you obtain a higher belt rank you will soon be able to give your opponent a real surprise that will knock his block off!





PAC-MAN 2

THE NEW ADVENTURES



FACT FILE

Pac-Man 2
BY NAMCO

THEME	ADVENTURE
MEGABITS	12
% COMPLETE	95%
AVAILABLE	NOVEMBER
# PLAYERS	1
# LEVELS	5
CHALLENGE	MODERATE

OPTIONS CHECKLIST

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

Notes: Final version may have more options.

PAC-MAN RULES!

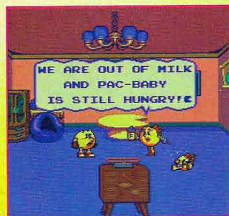
First, there was nothing. Then there was the 2600. Then came Pac-Man, one of history's most popular game heroes. This is his newest edition, right here on your Sega Genesis. Being a great fan of Pac-Man, I was interested to see how they could possibly improve on an already great game. Well ... simply put, this is nothing like any of the previous Pac-Men. This isn't a gobble-everything-in-sight-watch-out-for-the-ghosts game. Rather, this is a side-scrolling action game where you control a slingshot, shooting items on the screen hoping that Pac-Man responds to what you're trying to get him to do.

This is a very cute game, but don't let that fool you. As the levels progress, the strategies to get Pac-Man to do what you want get increasingly more complicated. This is a game I would recommend to someone who has a lot of time and patience.

- Ken Badziak



If you're new at this game, you can enter the Tutorial Mode. Otherwise, hit START to begin the game!



The first stage of the game requires Pac-Man to find milk for Pac-Baby.



You can access the items screen by pausing. The password is also located here, on the bottom left-hand corner.



The madder Pac-Man gets, the harder he is to control.



Use your slingshot to direct Pac-Man's movements. Position the crosshairs with the directional, push, and hold B, then let go!

QUICK TIP!



When Pac-Man sees the bottle, shoot the raven. It will fly down, attack Pac-Man, and knock down the bottle.

THE LANDS OF PAC MAN



Begin your quest in Pac-Man's yard. Shoot the power-ups in the tree to replenish your supply. You only get three, so use them wisely!

To the left is a view of Pac-Man's world. Pac-Man starts off near his house, then works his way up the mountain. Later, he will visit the city, go spelunking in some caves, explore a factory, hang-glide, and chomp some ghosts!!!



He hopes to star in his own video game like his mom and dad!

PAC-JR.

MEET THE CHARACTERS



Don't let her looks fool you. She has a MEAN appetite.

PAC-BABY



SUPER PAC-MAN

By day, he's just mild-mannered Pac-Man. But once he chomps on his Power Pellet, those ghosts had better look out! This guy goes nuts, eating every meanie in sight! He's unstoppable!



MS. PAC-MAN

She's Pac-Man's numero uno, and knows how to take care of herself in a tight situation. She's also a great mother!



AROOGAH!!!



THE GHOSTS

Everybody's favorite foursome is back to try to make Pac-Man's day as miserable as they can. Will they succeed? Will the forces of evil take over Pac-Land? Or will Pac-Man kick their digitized butts all over your screen?



????

Who is she? What hideous plot does she have in store for our hero? Will she kick our hero's buttinski, or will the forces of good prevail? What will happen? WHAT is she? And what's that weird green aura around her?



PAC-MAN

Pac-Man—the one and only! Accept NO imitations! This guy is just too cool for words!



Take me away!



Surgeon General's Warning: large, falling boulders may be hazardous to your health.

CHECK OUT THESE LEVELS!



THE CITY!

Pac-Man loves the city ... all those neat buildings!



THE MINE SHAFT!

Ride the mine shaft in a miner's cart! YEE-HAW!!



THE MOUNTAINS!

Climb the rope to get to the top. Watch out for falling rocks!



THE OLD ARCADE!

No game room in here, this old town has lots of places to visit!

AWESOME COOL ACTION!



Go ahead, make my day! I bet these guys are having second thoughts about bugging Pac-Man right about now.



I'm gonna getcha!!!
Run away! Run away!



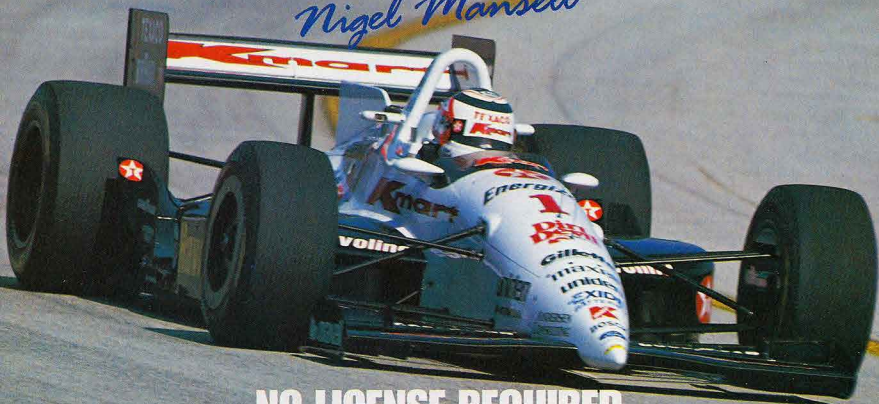
YUMMY!!!
Give me some!



Hang-gliding, where you can soar with the birds, and with some practice, avoid slamming into the ground!

NEWMAN HAAS
INDYCAR™

featuring
Nigel Mansell



NO LICENSE REQUIRED.

TURBOCHARGED RACING
DETROIT

THE WORLD'S TOUGHEST TRACKS!

GAS-AND-GO

WITH NEWMAN HAAS PIT CREW!

BURN UP THE TRACK

GET LAPS
 CURRENT LAP
 SPLIT
 CITY SPLIT

LAPS: 48
 POS: 7

213

IN THE GROOVE AND STRAIGHTAWAY!

CUSTOMIZE YOUR INDYCAR™

WINGS
 CAMBER
 STAGGER

ADJUST STAGGER, CAMBER, WINGS AND MORE!

HEAD-TO-HEAD COMPETITION

LAP: 7/8
 POS: 12

LAP: 8/8
 POS: 1

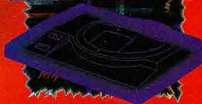
TWO-PLAYER SPLIT-SCREEN RACING!

SUPER NINTENDO
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FACT FILE

SKELETON KREW
BY CORE DESIGN LTD.

THEME	ACTION
MEGABITS	16
% COMPLETE	60%
AVAILABLE	JANUARY
# PLAYERS	1 OR 2
# LEVELS	N/A
CHALLENGE	VARIABLE

OPTIONS CHECKLIST

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

Notes: None at this time.

SKELETON KREW

Deadly. Enforcement Aggressive. Destruction Incorporated (DEAD, Inc.) has just taken over a cryogenics plant on the outskirts of Monstro City. Owned by the warped Moribund Kadaver, this organization should not be ignored. Soon the city is crawling with slime-oozing mutants, who cause destruction wherever they go. The Military Ascertainment Department (MAD) has only one choice and that's to call upon the Skeleton Krew. This group of mercenaries-for-hire is the city's only hope. Armed to the hilt with Krash 'n' Burn Blasters and Pulverax Plasma Beams, these bad boys are ready to level the city if necessary. Blast your way through six huge levels of bone-jarring action. Put on your super exo-skeleton and grab the biggest gun you can find—you'll need it. Join the Skeleton Krew on your mission to stop Moribund Kadaver and make the city safe and mutant free. Lives are depending on you.

— Dave Malec

SKELETON KREW



Here's the welcome party when you reach Monstro City.



Fight past hordes of enemies with your death on their minds.



Just when you thought it was over, here comes the back-up.

Make your choice from three bone-crushing characters.



Don't put your blaster away yet. One upset Boss is charging in!



**BEST ACTION
ADVENTURE**

**RGP GAME OF
THE YEAR**
SEGA

EDITOR'S CHOICE
THREE
CONTINUOUS
MONTHS

ELECTRONIC
GAMING MONTHLY
GAME
OF THE
YEAR
GAME INFORMER

**BEST OF SHOW
WINTER CES**

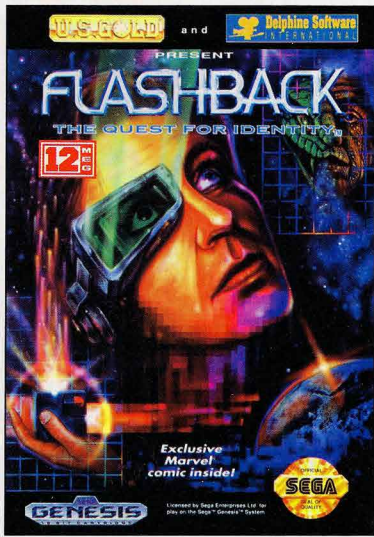
NINTENDO POWER

**ACTION
ADVENTURE
OF THE
YEAR**

GAME PRO

EDITOR'S CHOICE

GOLD
AWARD
ELECTRONIC
GAMING MONTHLY



NOW IT TAKES LESS THAN EVER TO LOSE YOUR MIND

According to experts, Flashback may be the best action/adventure game ever. You discover an alien conspiracy, so they capture you and erase your memory. Now, you must retrieve your memory and battle

through 7 levels of aliens, robot cops, replicants and traps. Flashback features the most lifelike animation ever created for a video game. In fact, it's so good, the only way to improve it was to lower the price.

\$39⁹⁵

Genesis version.

Also available for Super Nintendo Entertainment System®. Prices may vary by format and retail outlet.

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FACT FILE

LEMMINGS 2: THE TRIBES
BY PSYGNOSIS

THEME	STRATEGY
MEGABITS	2
% COMPLETE	90%
AVAILABLE	DECEMBER
# PLAYERS	1
# LEVELS	120+
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 checked="" type="checkbox"/>
Battery Back-Up	<input type="checkbox"/>

Notes: Has a Practice Mode which allows the use of any lemming.

OH YES, MORE LEMMINGS!

They're cute, they're clueless, and they're back! In the newest installment of the Lemmings saga, the little critters are just as danger-prone as they always were. This time, you're in charge of saving the Tribes of the Lemmings society, guiding a group of the little fellows through peril and risk to obtain the pieces of a mystical medalion. This time, you've only got a certain number of Lemmings to work with per tribe, so the number can dwindle quickly if you don't complete each level efficiently. On a lighter note, however, there are quite a lot of skills these guys can use, a lot more than in the first Lemmings. Also, many of the levels can be completed in more than one way, allowing you to find the safest (or most fun) way to win. Any level can be repeated without penalty, in case you really messed up! All in all, Lemmings 2: The Tribes has enough variety and difficulty to entertain all ages.

— Jason Morgan

Lemmings 2 the Tribes



This is your map for the tribes. Each time you successfully complete a level, a piece of the medalion will move closer to the center. Bring them all together!



This screen will appear before each level. It shows you what tribe it is, what Lemmings you can use, how much time you have, and the name of the level.

THE NEW TALENT



JUMPER:
Gives a little hop when you pick it.



RUNNER:
Keeps running 'til it drops!



JET PACK:
Use the fan to direct its brief flight.



BASHER:
Makes a path through certain walls.



FLAMETHROWER:
Blasts a hole in whatever it faces.



STACKER:
Builds a wall to keep things out (or in).



POLE VAULTER:
Launches itself over large obstacles.



MORTAR:
Watch out for the recoil!



PLATFORMER:
Very useful; builds a horizontal platform.



ROPER:
Should be called BatLem?



DIVER:
Always scores a perfect "10."



SUPERLEM!
It's a bird, it's a plane...



RUN LIKE
CRAZY.



BLACKJACK'S BOOBY TRAPS!



AVOID OBSTACLES!



BIZARRE BAD GUYS!

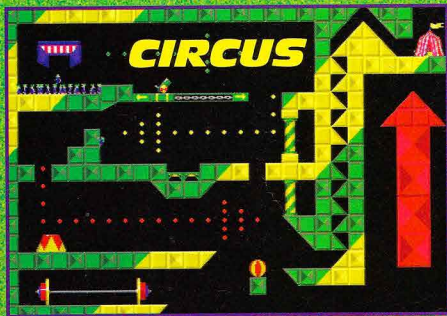


DIAGONAL VIEWPOINT

AI-YI-YI-YI-YI! IT'S KID KLOWN AND SPACE PIRATE BLACKJACK! HEADING STRAIGHT FOR YOUR FACE LIKE A BIG CREAM PIE! IN DIAGONAL SCROLLING 3D! WITH ENOUGH BOMBS, BOOBY TRAPS, BANANA PEELS, HIDDEN ZONES, POWERUPS AND BONUS STAGES TO KEEP YOU RUNNING FOR THE REST OF YOUR LIFE! SO DON'T JUST SIT THERE ON YOUR BIG WHOOPEE CUSHION! GET UP AND RACE TO THE STORE! **KEMCO.**

SNOW MORE LEMMS:

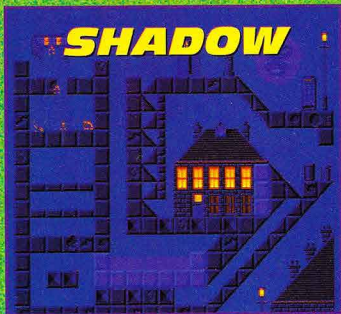
This level is a bit tricky, so take a good look before starting. Fencer is cutting a path through the tree, taking care of that obstacle. The tricky part is getting through to the igloo with the flag, which is protected from pesky Lemmings with sturdy metal blocks.



LIGHTLINES:
Trampolines!
Cool!
Send a Climber ahead to blast a path for the rest. Then, a Platformer will make a path to the exit.

NETRAN THE HUGE:

With a name like that, you might expect this level to be formidable. Not so! Using the Bomber, Stomper, Digger, Twister, and Scooper, you can work your way all the way to the bottom of the screen. From there, all you need are the services of the Basher, and you're in the clear! Just remember that you shouldn't dig your holes one under another, because gravity is not kind to Lemmings!



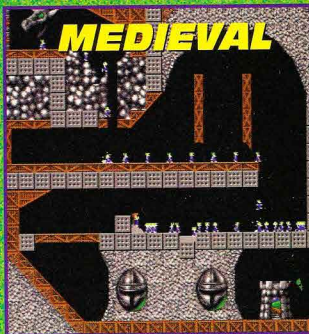
SIR! I KID YE NOT:

Don't let the big iron helmets fool you, because this level is not as tough as it looks. Timely use of Digger, Pauer, Filler, and Basher should get you through to the awaiting castle.



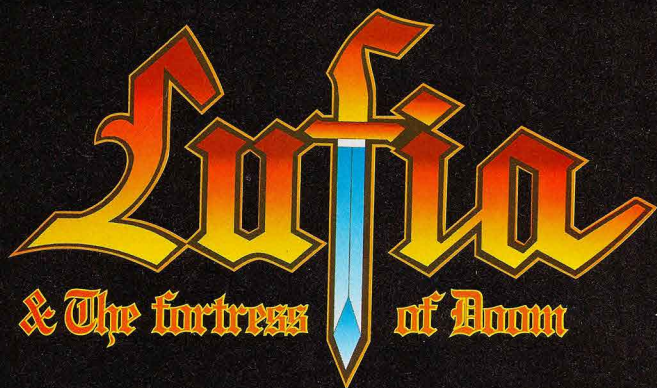
PERPETUAL NOTION:

Lemmings in space (who would've thunk it?!) This one is really tricky. The steel platforms are Lemming-proof! What to do...



Lufia

& The fortress of Doom



GENESIS™

Coming December 1994

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THE LAWNMOWER MAN™

FACT FILE

The Lawnmower Man
by SCI

THEME	ACTION
MEGABITS	CD-ROM
% COMPLETE	100%
AVAILABLE	NOVEMBER
# 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: This game only has a difficulty setting.

Accessing Cyber Jobe's Memory



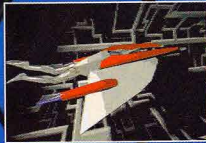
Cyber Jobe's memory bank provides an interesting diversion. SCI has taken excerpts from the movie and placed them in the game. Complete a task and you get to see a clip.

Cybernightmares?

If you're not experiencing them now, you will soon be. The Lawnmower Man is a Virtual nightmare. Play as Dr. Angelo, a computer whiz who is trying to save his friends, Carla and Peter, from the menacing computer creation, Cyber Jobe. Jobe has set up numerous puzzles and reflex-testing sequences that will test your skills and see how determined you are to rescue your friends. Complete all of the sequences laid out by Jobe in order to free Carla and Peter. This game is not an action game. It is more a logic and puzzle game requiring user input. Some of the puzzles are extremely hard to solve while others are as easy as pie. Your mind and your reflexes must be sharp.

- David Ruchala

Transform into a Virtual plane.



In the first sequence you must pilot a virtual plane through the tunnels, you'll have to climb, dive, turn, and fire your lasers. This is a relatively easy segment where you have both the visual arrow in the upper right-hand corner and a voice that tells you when to turn.

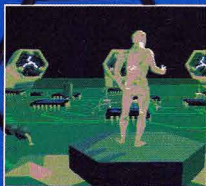


A Little Puzzled?

Throughout the game you will encounter barriers that have a puzzle board. Decide which one in each row does not belong. You have 45 seconds to do this. Remember, you only have three chances and if you fail you're deleted.



Which Path?



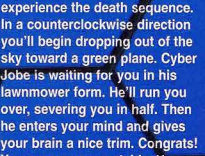
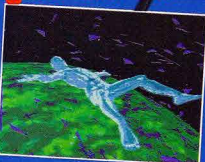
In this sequence you have three paths to choose from. Pick the correct path and you're home free. Pick the wrong one and your molecules will be spread all over the Earth's computer network.

Jump for Freedom!



This is a difficult sequence. You must time your jumps precisely or you will meet certain doom. Help will come in the form of a voice.

Are you ready to die???

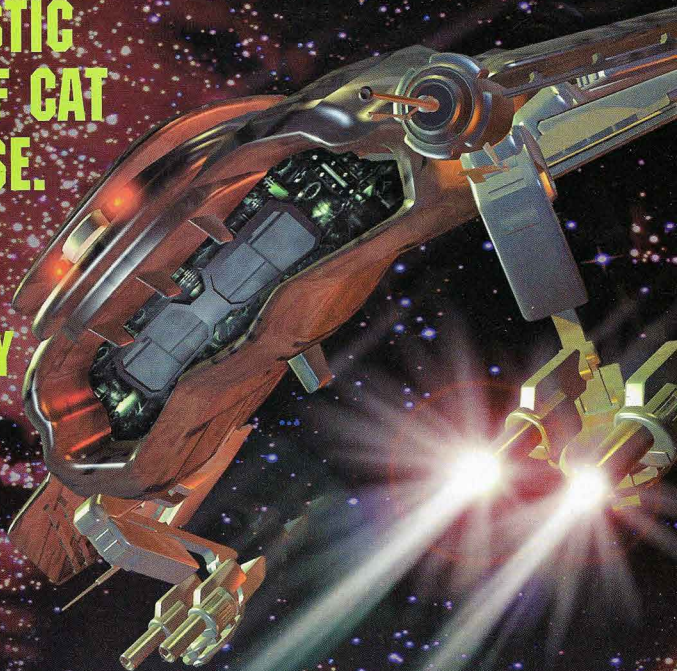


If your mind isn't sharp, you'll experience the death sequence. In a counterclockwise direction you'll begin dropping out of the sky toward a green plane. Cyber Jobe is waiting for you in his lawnmower form. He'll run you over, severing you in half. Then he enters your mind and gives your brain a nice trim. Congrats! You are now a vegetable. Have a nice day.



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

AND
SUDDENLY
YOU'RE
CRAVING
CHEESE.



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300

IN THE BEGINNING...

It is the year 2155. The people of Earth now travel between the stars. Following the sad lessons of the Little War, a unified Earth had a century of golden peace and prosperity, glorious dreams dashed by the arrival of a hostile armada. Earth and her partners in the Alliance of Free Stars faced a monstrous adversary: the predatory Ur-Quan and its hierarchy of battle thralls. There were many great

battles, yet Earth was losing. But then, far across space, an amazing discovery was made. We have continued our research. We now know what the precursors built here. It is a factory for building starships. You must pilot the vessel and return to Earth. Fight for Earth and the Alliance as well as you can.



FACT FILE	
STAR CONTROL II	
BY CRYSTAL DYNAMICS	
THEME	RPG/SHOOTER
MEGABITS	CD-ROM
% COMPLETE	100%
AVAILABLE	NOW
# PLAYERS	1 or 2
# LEVELS	N/A
CHALLENGE	HARD



OPTIONS CHECKLIST

- Difficulty Settings.....
 - # of Lives.....
 - # of Continues.....
 - Button Configuration.....
 - Sound/BGM Test.....
 - Password.....
 - Battery Back-Up.....
- Notes:** The only Options Screen lets you choose the type of game to play.

REACH FOR THE STARS AND BLOW THEM AWAY

I can honestly say that when you first sit down and play this game, you won't like it. Star Control II is one of those games where you have to let the story grab ahold of you, and drag you in. Believe me, once it does, you don't want it to let you go.

It's a rare treat indeed to find a game that offers the time-consuming fun of a role-playing game and the all-out fun of a shooter. The story is filled with all kinds of nifty twists and turns to keep the plot fun and interesting.

Although it sounds strange, you actually feel like you're a starship captain, speaking with alien beings and attempting to make the best of a situation, just like a captain would.

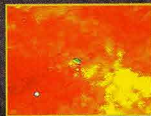
I really love the fact that you can take a break from the RPG portion and blast it out against the computer or, even better, another human. Games like this don't come along every day. To Crystal Dynamics, a big handshake for the best 3D0 game I've played. - Danyon Carpenter

THE STARBASE DILEMMA

When you arrive at Earth, you'll make a startling discovery. Earth has been imprisoned by the Ur-Quan in an impenetrable shield. Head toward the orbiting starbase and speak with the commander. He'll send you on a mission to retrieve radioactive elements from Mercury to power the station. Destroy the Ilwrath ship and the commander will be glad to assist you in any way.



You'll see this guy a lot. Talk with the commander often to receive the latest information and drop off minerals.



Once you enter the system, an Ur-Quan probe will inform you to stay in this area or you will be punished by the Ur-Quan.

STAR CONTROL II

THE UR-QUAN MASTERS

STRATEGY GUIDE

YOUR FIRST ALLY...

While journeying through the solar system, you'll stumble upon a Spathi named Fwiffo on the surface of Pluto. You're in for a treat. Spathi are very talkative and afraid of everything. Fwiffo will accidentally reveal the coordinates to the Spathi homeworld. Persistent persuasion will get him to join your forces. Although the Spathi are cowardly, they make great allies and good diplomatic

relations should be kept up with the Spathi at all times.



Pluto seems harmless enough, but on the surface an alien ship lies in wait for planet landers. It's Fwiffo the Spathi.



SPATHI ELUDER

A fast and nimble fighter with a unique missile attack.



Cutting through all of Fwiffo's babbling, you'll actually get some good info—like the location of the Spathi homeworld.



Become allies with the Spathi by visiting their homeworld. You'll hear their sad story of the "Ultimate Evil!" Go to the surface, if you dare.

THE ULTIMATE EVIL



• We came in peace, and with good
• We departed on immediate
• We return to our own planet
• ...



These vicious, hostile beings have ravaged the surface of Spathiwa for too long! Blast them away and save the day. They're deadly. Not.

SO NOW WHAT DO I DO?

Glad you asked. By now, you're probably close to running out of fuel and/or Resource Units (RU's). After every major trip, you should try to stop off at the nearby planets and raid them for minerals. Just keep an eye on your fuel gauge or you could find yourself stuck out in the middle of space. After your journey to Spathiwa and ridding the planet of the Ultimate Evil, you should return to Alpha Centauri and locate the Melnorme Trader.

This race is very interested in other lifeforms. Since you just collected lifeforms on Spathiwa, you can sell them to the Melnorme and earn credits to purchase fuel for your starship, information on alien races and their whereabouts, and new technology to increase the deadliness of the Vindicator starship and the planet lander.

In addition, you should frequently return to the Starbase and hear what the Commander has to say. In fact, when you return after visiting Spathiwa, he'll inform you of a Hyperwave transmission coming from a nearby system. Proceed immediately to the system for the Zoq-Fot-Pik eagerly await the arrival of your ship.

THE MELNORME

The Melnorme can be found in any major star system. They are always eager to meet with you. When you first encounter their race, a pilot will inform you of their trading routines and prices for information, fuel, and technology.

In addition, the Melnorme aren't ones to give away anything for free so expect to spend many credits for information. A bonus, however, is the fact that you can purchase fuel dirt cheap! It's great for when you're running low out in the middle of nowhere. You'll find that the Melnorme can be one your greatest assets and it's very difficult to upset them.



QUIZ TIME! THE MELNORME ARE GOOD FOR...

- 1.) Information, technology, fuel.
- 2.) Their reliability.
- 3.) Stimulating conversation.
- 4.) Nothing.

©1994 EA GAMES™

THE ZOQ-FOT-PIK ... HUH?

No, it's not some strange disease, rather a combined race that involves three species. There was a fourth, but that's a different story. Anyway, you'll rendezvous with a Zoq-Fot-Pik scout ship in the Rigel star system. They'll be very anxious to tell you all about their problems. They are seeking allies so definitely try to bring up the subject.

If you manage to become allies, leave their planet and head toward Pkunk space (see below). After dealing with the Pkunk return to your starbase. The commander will inform you that the Zoq-Fot-Pik are in trouble. Head there immediately! Get ready for a battle with the nastiest of ships; the Kohr-Ah Marauder.

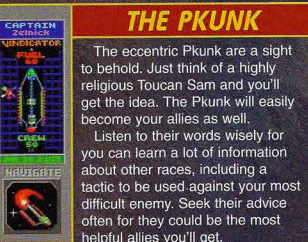
Save them and you will receive four Zoq-Fot ships.



The Zoq-Fot-Pik homeworld is a friendly place. Meet with their leaders to gain an alliance.



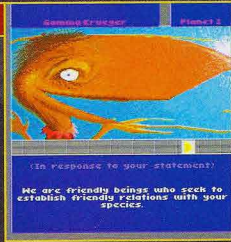
You'll be able to see just how huge Kohr-Ah territory is.



THE PKUNK

The eccentric Pkunk are a sight to behold. Just think of a highly religious Toucan Sam and you'll get the idea. The Pkunk will easily become your allies as well.

Listen to their words wisely for you can learn a lot of information about other races, including a tactic to be used against your most difficult enemy. Seek their advice often for they could be the most helpful allies you'll get.



The Pkunk Fury ships are highly maneuverable and have three-way firing capabilities. Their most valuable asset is variable self-resurrection. After being destroyed, the ship can become 'reborn', and ready to fight again!



PROBE PROBLEMS

During your extensive travelling through hyperspace, you may have encountered Slylandro Probes. These probes were originally designed for peaceful missions but for some reason, their programming wiggled out and now they destroy everything!

When returning from the Zoq-Fot-Pik encounter, the commander will inform you of the growing problem with the probes. Talking with alien races can reveal the solution to this epidemic that could eventually take over hyperspace.



The starbase commander will inform you of any problems that occur, like the growing numbers of Slylandro Probes.



Meeting up with the Probes will give you a chance to speak with them, but as always, a fight will ensue.

MISSING ANDROSYNTH

Take a cruise on over to Eta Vulpeculae, the home of your old friends, the Androsynth. However, you'll notice that your old pals aren't where they used to be. A new race, called the Orz, now inhabits their planet.

The Orz are convivially friendly, and seem very eager to ally with you. Doing so is a great asset since their ships are very strong, but the Orz hide evil intentions, but what are they?

Another thing, the translation computer cannot understand the Orz, making the speech you hear really warped and funny.

Interactive
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QUIZ TIME! THE ANDROSYNTH ARE GONE BECAUSE...

- 1.) The Orz eradicated them.
- 2.) They moved away.
- 3.) They're in hibernation.
- 4.) They felt like it. —our galaxy's history



The Orz's Nemesis ships have a powerful, rotating cannon and can launch go-go's that board ships and kill the crew.



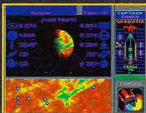
WHAT DOES THE FUTURE HOLD...

What you have just seen is only a smidgen of what you'll face. There are over 10 more races you will encounter; some are friendly, most are not. Not all the races are shown. Heck, why ruin all of the surprise?

Anyway, you'll be faced with dilemma's like the Spathi suddenly cutting communication with you, the Pkunk heading coreward to meet up with long-lost relatives and discovering the secrets to

the beautiful, yet deadly, shattered worlds. Reap the rewards of finding the Rainbow Worlds, whose radioactive emissions scramble all but the best scanning equipment. Good diplomatic skills and fierce fighting techniques are sure-fire ways to stay alive in this ever-changing, hostile universe.

Stick by your guns and keep your allies close at hand. This adventure ain't over yet.



The Slyandro Probe is an annoying part of life in space.



The barbaric Thraddash know only strength and brutality.



The Yehat live by the rules laid down by their Ur-Quan leaders.



The Mycons wish to cleanse all who are not Juffa-Wop. Huh?



The Druuge are a trading race. Their currency isn't cash, however.



The Arilou have a mysterious link to Earth's past.



The Shofixti are a race hell-bent on war and honor.



The Supox are a plant-like race that seeks peaceful harmony.



The Utwig are depressed because they broke their Ultron.

- 1 Steel Base.
- 2 Solid Metal Core in Ball and Rod.
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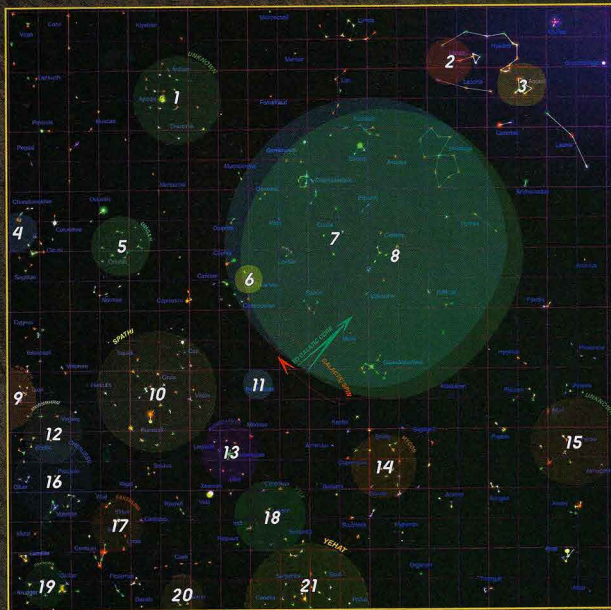


Fighter Stick SG-6™
Sega Genesis 6-button stick



ASCIIWARE®

HYPERSPACE STAR MAP



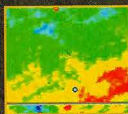
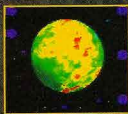
Pictured here is a more detailed look at the starmap packaged with the game. The colored circles indicate the "sphere of influence" for each of the races. Granted, not all of the races are shown—there should always be some element of surprise. However, this map should help out those who are having trouble locating the alien races' homeworlds.

- 1) Thraddash
- 2) Supox
- 3) Utwig
- 4) Arilou
- 5) Umgah
- 6) Zog-Fot-Pik
- 7) Kohr-Ah
- 8) Ur-Quan
- 9) Ilwrath
- 10) Spathi
- 11) Syreen
- 12) Mmmhmrm
- 13) Androsynth
- 14) Mycon
- 15) Druuge
- 16) Chenjesu
- 17) Earthlings
- 18) Vux
- 19) Pkunk
- 20) Shofixti
- 21) Yehat

RAINBOW WORLDS

The Melnorme Traders are very interested in Rainbow Worlds and will reward you handsomely for locating these 10 unique worlds. In fact, each world you locate is worth 500 credits which you can use to purchase information, fuel, and new technology for your lander and starship.

Beta Pegasi	039.5 : 745.8
Epsilon Draconis	283.6 : 785.7
Epsilon Liji	543.7 : 827.0
Beta Leporis	766.6 : 866.6
Gamma Aquarii	853.4 : 879.7
Groombridge	996.0 : 904.2
Alpha Andromedae	862.5 : 700.0
Gamma Reticuli	741.6 : 508.3
Gamma Kepler	602.0 : 297.9
Zeta Sextantis	468.1 : 091.6



As an interesting side note, get out a pencil and connect the planets on your map and see a rainbow!

TIPS TO AVOID GETTING GRUESOMELY KILLED

Star Control II is a challenging game for the novice and even the experienced RPGer. Below are a few hints and tips gathered up to at least reduce the number of fatal mistakes you'll no doubt commit while adventuring.

- (1) In the beginning of the game, spend your money on crewpods, fuel tanks, and cargo bays. Buying advanced weaponry now would be a waste of cash.
- (2) Always keep an eye on your fuel gauge. If you run out of gas in space, you're basically dead.
- (3) When travelling through hyperspace, try to use the Autopilot feature. It will save precious fuel.
- (4) Whenever possible, stop off at the starbase so the commander can tell you about any recent news. As strange as it sounds, this guy is actually useful.
- (5) Above all, the most important point I can stress to you is, "Save early, save often!" This is a golden rule that can turn a nasty situation into something easier.

SHIP COMBAT

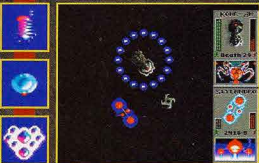
During the course of the game, it is inevitable that you will fight with other alien species. The Super Melee Mode gives you the opportunity to sharpen the reflexes in your trigger finger by squaring off against computer or human controlled opponents. Although you will never meet some of these ships in space, it's really cool that you're able to play as them. Get set for one heck of a riotous time!



THE BATTLE ENSUES



In the heat of battle, anything can happen; and it usually does. Learning the special attacks of each ship takes time but the rewards are well worth it. Taking out a few Dreadnaughts can really make a person's day.



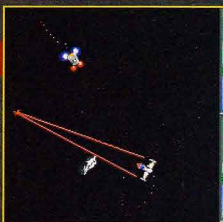
The Kohr-Ah ship can deliver a nasty blow with its fire rings and spinning-projectile attacks.



Attacks can take place at any distance, depending on the ship you are currently using.



The Chenjesu (left) and the Mmrrmhrm (right), have merged their existence, and a new warship, the Chmrr (above) is born and it's a killer!



Before you select the ship you wish to fight with, you can access a Ship Info Screen that will tell you all about it.

Select your fighter from a roster of 25 powerful ships. Each ship has its own, killer secrets.



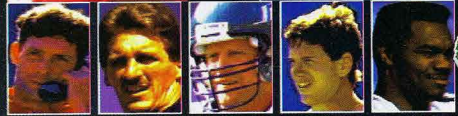
In the Ship Info Screen, a voice will tell about the features of your ship while a rotating, SGI-drawn ship rotates before you.

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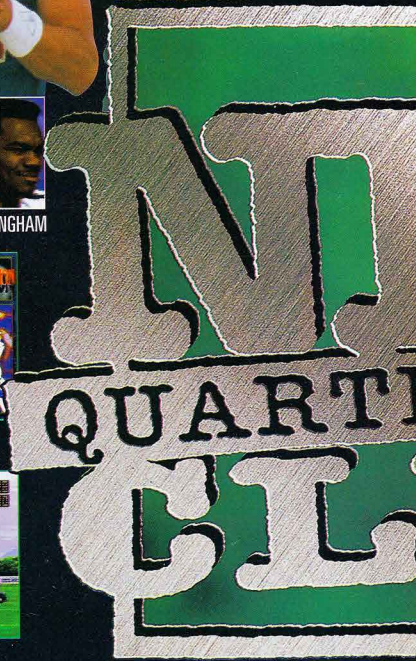
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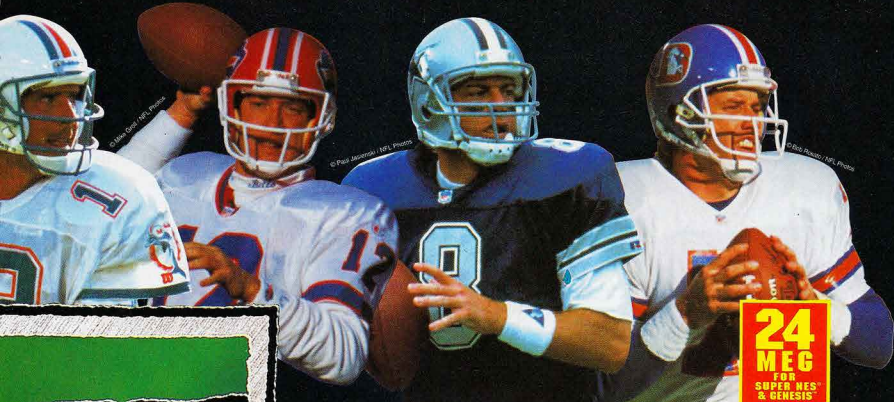


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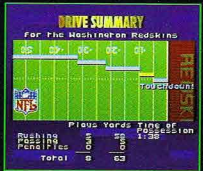
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FACT FILE

Kingdom
BY PHILIPS

THEME	RPG
MEGABITS	CD-I
% COMPLETE	70%
AVAILABLE	JANUARY 1995
# 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: Game too early in development to determine the options.

SWORDS AND SORCERY

I'm not very fond of RPGs, mostly because of all the information you have to keep track of: stats, weapons, and who has more hit points, you or the beast you're attempting to slay. But Kingdom is unlike any RPG you've ever played before! The entire game is full-motion video, just like Dragons Lair but with a very unique twist. The game consists of many different areas to explore, like other RPGs, but instead of controlling your character, you only control his actions. When you pick a new area to explore on the map you get to watch a small movie of what's going on in that area. When the movie is over, you then have the choice to save the game, use any of the items that you have saved up in your inventory, or leave the area and begin to search somewhere else. There are many pros and cons when it comes to full-motion video in games, but if you're really into RPGs, then you should definitely check out Kingdom for the CD-i.

- Mark LeFebvre

Kingdom

The kingdom has fallen to the hands of evil, and now it's up to you to bring peace back to your land and its people. Drakesblood the wicked has imprisoned the rightful ruler and claimed the throne to the



kingdom! The only way to defeat the master of evil is to search the land for the magical relics that have been long-since forgotten:

the Black Mace, the Hunting Horn, and the Orb of Mobis.



Follow the old wizard to the mansion for many clues.



The wizard will supply you with scrolls of vision.



His magic is strong enough to send you to many places.

Starting your quest



Left is a small map of the kingdom. First, head to the towns, and talk to the people. Be careful!



The first town you should go to is Glendoe. The townspeople will always give you good advice on where you should travel to next.



You are not always welcome everywhere you go. Do not go to the town of Guildhall empty handed, or else!



At first glance, the Eldritch Forest looks deserted, but looks can be

deceiving, and so can the trees! The Magical Staff must be taken to the Fairy Circle in the forest.



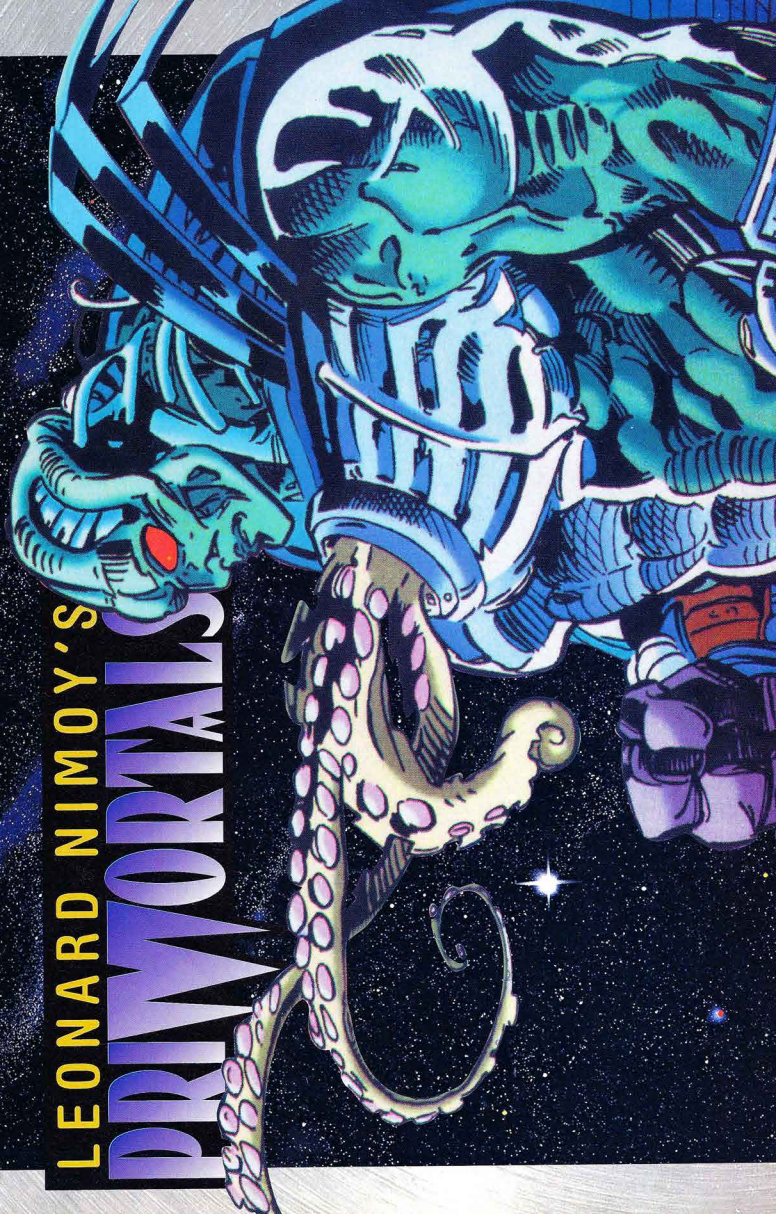
There is a blind beggar on the outskirts of Glendoe. He may be able to help you, but first you have to figure out how to help him!



While you are playing this game, you can only view small sections of the map at a time, like the area shown on the left. But if you are able to find the traveling scroll, you will be able to view a full map of the entire kingdom, like the one that is shown above. Every single area in the game has been labeled to make going through the levels easier for you. If you run into problems with the scrolls and need a little help, head back to Daelon's Mansion. If you're running low on strength and aren't afraid of spiritual encounters, try your luck at the Bogs on the Moors. Be careful when venturing into the towns. If you don't have the necessary items to gain the townspeople's good fortune or don't seek out the correct people you may be in trouble. Good Luck!

- | | |
|-------------------------|--------------------------|
| 1) GUILDHALL | 17) DUNESPEOPLE'S CAMP |
| 2) GLENDOE | 18) LOST MINES |
| 3) OUTSKIRTS OF GLENDOE | 19) HILLS ABOVE DESERT |
| 4) ELDRITCH FOREST | 20) TEMPLE OF CINORA |
| 5) FORESTER'S CAMP | 21) SHIMMERING OASIS |
| 6) CRYSTAL CASTLE | 22) AMAZON CAMP |
| 7) FAIRY CIRCLE | 23) CLIFFS |
| 8) BOGS ON THE MOORS | 24) CLOUD KEEP |
| 9) BARREN ROCKS | 25) HEDGE MAZE |
| 10) MARSH WASTES | 26) SEADWELLERS PAVILION |
| 11) THICK FOG | 27) NORTH SEA COAST |
| 12) DAELON'S MANSION | 28) TEMPLE RUINS |
| 13) DESERT FLAT LANDS | 29) PALACE OF ISCAR |
| 14) OPEN DESERT | 30) BLACK KEEP |
| 15) MOVING DUNES | 31) MARELDA'S HUT |
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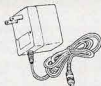
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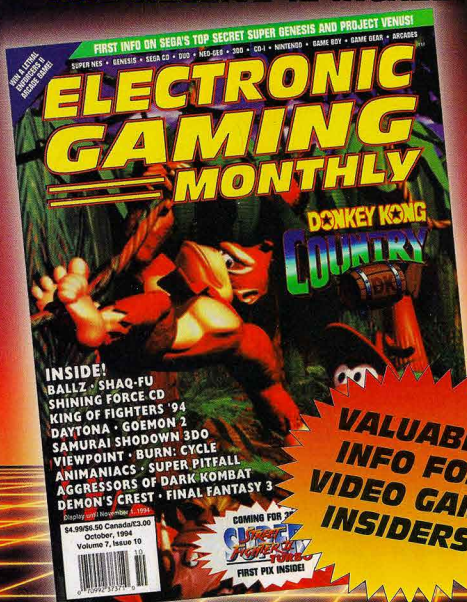
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"ACME ANIMATION FACTORY" TURNS CARTOON WORLD ON ITS EAR!

by Howmuchdoes A. Hemmingway

Is it the most massive mix-up in Looney Tunes history? Or have a million masters of animation suddenly surfaced? The answer can be found in new **Looney Tunes Acme Animation Factory**. It lets anyone create their own Looney Tunes cartoon adventures!

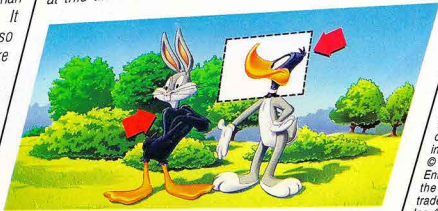
Sources at Sunsoft, makers of the **Acme Animation Factory** game for Super NES, confirm that using a controller or the choice of using a controller or the Nintendo mouse. Looney Tunes spokesperson, Bugs Bunny refused to comment at this time. However, Taz did

So you can create Looney Tunes cartoon adventures on your Super NES — and save them to watch at any time. You'll choose from a full menu of scenes and characters, or even draw your own. Plus, you can color your creation any way you want, then add titles and create music! It even gives you the choice of using a controller or the Nintendo mouse.

Looney Tunes spokesperson, Bugs Bunny refused to comment at this time. However, Taz did



Acme Animation Factory responsible for creating a whole new generation of skilled cartoon creators? The only way to know for sure is try it and literally draw your own conclusions.



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agree to issue the following statement, "Graaaaarwww ooooga rawwww ugh blaaa froooooong!" Then he ate my note pad.

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