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If you can read this, you know what it's like doing a few too many barrel rolls, head bounces and triple reverses—tips on Uniracers... Omigawd... I think I'm gonna hurl...



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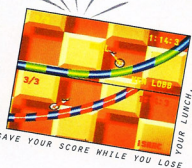
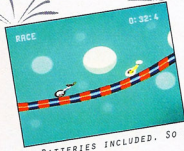
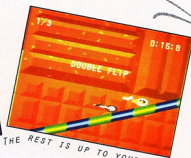
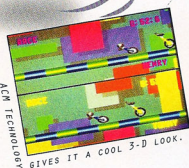
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Q: O.K., you're doing 150 out of the half-pipe when suddenly there's this patch of sticky goo in the road ahead...whataya do?

A: "Use caution?" BZZZZT-WRONG! You floor it and go for the triple Z flip...**DUH!**

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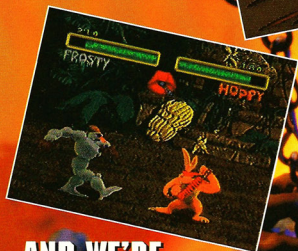
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HRRRRR blahray laza grooar
wraowwww Rrrrrrrr blorrrr
groatt zzzatrog flooahhhh.
@ # * ! ^ @ # * ! ^ * ! ^ * ! @ !!!!
Contact Taz.~~

.....
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Tunes B-Ball tournament.**
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BILL TROUBLE got you
down? Get in touch with
Daffy Duck on Game Boy.
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PLAYERS NEEDED for two-
on-two pick-up game. Must
enjoy pies in the face. Contact
Looney Tunes B-Ball.

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.....
MUSKET FOR SALE. Used
only for twacking wascally
wabbit in **Bugs Bunny**
Rabbit Rampage. Vevy, vevy
quiet. Contact Elmer Fudd.



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FOR SALE, P38 Space
Modulator. Ideal for global
destruction or livening up
parties. Goes over great
with the chicks or in **Daffy**
Duck The Marvin Missions.
Contact Marvin the Martian.

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.....
SINGLE BLACK CAT
seeks small yellow bird for
meal-time companionship in
Sylvester & Tweety. Must have
good taste. Contact Sylvester.

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BLE PET-SITTER. Will
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s my specialty. Trust
Tweatin' Pet Service.
for Sylvester.

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Try out
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family of



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CALL
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fun!

HOLLYWOOD STAR

"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 new Looney Tunes cartoon animators are suddenly springing up from coast to coast. This development has fueled speculation that **Acme Animation Factory** is more than an ordinary video game. It appears to be something so new and different, it's unlike anything ever seen.

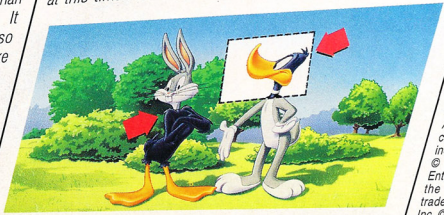
In an exclusive, undercover investigation, this reporter has learned that **Acme Animation Factory** gives you the to design, paint and just like a professional.

So you can create Looney Tunes cartoon adventures on your Super NES — and save them to watch at any time. You'll choose from a full menu of scenes and characters, or even draw your own. Plus, you can color your creation any way you want, then add titles and create music! It even gives you the choice of using a controller or the Nintendo mouse.



Looney Tunes spokesperson, Bugs Bunny refused to comment at this time. However, Taz did

agree to issue the following statement, "Graaaaaarwww ooooga rawwww ugh blaaa froooooog!" Then he ate my note pad. Is **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.



SOMETHING FUNNY'S GOING ON AROUND HERE!

The Looney Tunes... you play, the ro...
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in his ov...
The Looney...
features all your...
Bugs Bunny, Porky Pig, Sylvester and Tweety, Elmer Fudd. And Daffy Duck himself! The **Acme Animation Factory**, just the carrot on the...er...New mind.



SUPER NINTENDO
ENTERTAINMENT SYSTEM

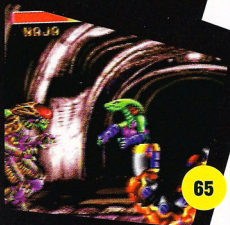
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34 STRATEGY GUIDES

Everything you need to know to stay alive!

C2: Judgment Clay

Cover: *ClayFighter 2: Judgment Clay* © &™ 1994 Interplay Inc.

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EVENTS



POWER REVIEWS 48

Our expert gaming staff tells it like it is!

WWF RAW, Ballz, Shaq Fu, Pitfall, The Tick.

GENESIS

Super Punch-Out!!, Ren & Stimpy, WWF RAW, Starfleet Academy, X-Men, Wolverine Adamantium Rage, Michael Jordan Chaos in the Windy City, Operation Thunderbolt, Sequest DSV, Ballz, Shaq Fu, Pitfall.

SUPER NES

SoulStar, Corpse Killer, Snatcher, Mary Shelley's Frankenstein.

SEGA CD

Cosmic Carnage 32X

Doom, Dragon: The Bruce Lee Story.

JAGUAR

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3DO

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CD-i

WWF RAW

GAME GEAR



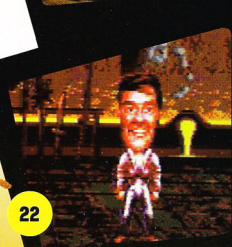
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SPORTSWIRE 88

Scottie Pippen and Deion Sanders get down to the funky jam with Jellybean Benitez. Play that funky music, boys!

Also, reviews of NFL '95, FIFA International Soccer 3DO, FIFA Soccer '95, Madden NFL '95, and more!



I have one of the greatest jobs in the whole world. I get to play games all day for a living. Apart from the occasional bad game I'm forced to play and review, my work is a blast. I get to see copies of games months or sometimes even a year in advance and **VIDEOGAMES** has a complete library of almost every game ever made for every system. But when it comes to gaming on my own time, I'm very selective. Believe it or not, I actually buy games myself. Even though I know I could take home any of the games in the office anytime, I like the feeling that I can just reach toward the shelf and pop in a surefire winner or an undisputed classic.

What games I actually choose to purchase is a decision I consider in much the same way that I review games. It all really comes down to one question: "Would I pay money for this?" Most kids only get a couple of games a year with whatever money they can save up from their allowance or working odd jobs. The majority of kids I know get only two games a year—at their birthday and at Christmas. This's why at **VIDEOGAMES**, we take our game reviews very seriously.

To give you an inside look at how we review games, here are some of the things we consider:

- **Hardware Capabilities**—We particularly consider the capabilities of the hardware when

assigning ratings. The 3DO can do a whole lot more than the SNES so obviously we don't judge a 16-bit game by 32-bit standards.

- **Playability**—Does the game respond quickly and easily to constant button-pushing? Are the controls easy to understand? Do you have an idea of what you're supposed to do in the game, even without looking at the documentation? Is it fun, exciting, entertaining? Does it make you want to keep playing for hours, days, weeks or does it just make you want to bang your head against the wall in frustration?

- **Graphics**—Is the animation smooth? Are the colors exciting? Are the bosses gigantic full-screen monstrosities or tiny block figures?

- **Sound/Music**—Does the music reach the heights of the *Star Wars* theme or does it just sound like some bad Moog? Does the sound complement or annoy?

Finally, the most important aspect of the review is the overall rating, which really addresses whether or not a title is worth your hard-earned cash. Most games start at 50 bucks or more, but there are some good bargains out there. *Pong* might actually be worth the entertainment value if it were only 99¢.

Recent purchases that I've made include *NBA JAM* for the Sega CD. I really wanted to check

out the new player roster, besides the fact that I come back to that game consistently. *Mortal Kombat II* is another game in my collection—there's no need to explain why here. *Alien vs. Predator* for the Jaguar is a must-own for that system. I plunked down my money for *Road Rash* and even bought *Star Control II*. I recently pre-purchased *Donkey Kong Country* (okay, so I really only wanted the T-shirt with Donkey Kong on it). I just bought my Genesis 32X specifically so I could play *Star Wars Arcade*—nothing beats blasting TIE Fighters to the movie music.

I hope most of our readers use our review section when it comes to buying or renting games. We take them very seriously and we hope you do as well. We know a lot of you are looking for the next level of gaming experience and we hope to point you in the right direction. Oh, by the way... as you can see from our new staff pictures, we seem to have reached the next level ourselves. Let's just say that all of the editors have upgraded to 64-bit.

—Chris Gore
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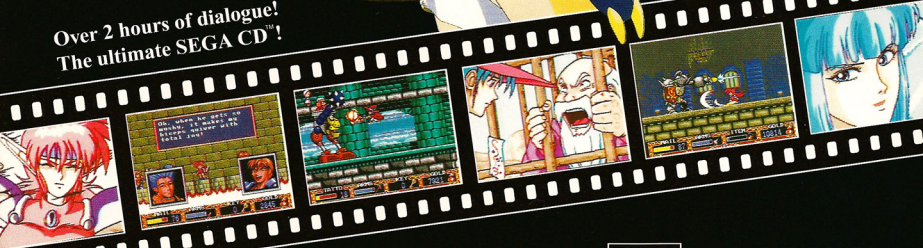
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PRESS START



Band Your Horizons

Catapult into the future of competitive gaming with the XBand video game network

You're dominating a three-player game of *NBA JAM*—but you're alone in front of your TV. You're having a conversation with your opponents after the game—but you're not speaking. You've just won a *Mortal Kombat II* competition in which you bested opponents from all over the country—but you never left your house. You know all the hottest tips for the latest games, your dad is sending messages from his desk at work directly into your *Genesis* and when you turn your head, you're seeing strange messages floating in the air....

The basis of this surreal universe is not one of those futuristic AT&T commercials; it's an inexpensive new piece of hardware that's already on store shelves. The XBand Game Modem and Video Game Network from Southern California-based Catapult Entertainment, Inc. is perhaps the most cleverly designed video game peripheral of all time.

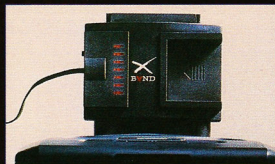
What It Is

Essentially, it's a modem that plugs into your *Genesis* or Super NES and allows you to play existing two-player games against a remote opponent by transmitting players' control-pad input over the telephone lines. In other words, you could play *Mortal Kombat* against a friend who lives across town, or even in another state. The *Genesis* XBand modem has just appeared on store shelves at a suggested retail price of \$69.95; a similarly priced Super NES version will be released during the spring.

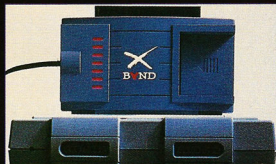
Hooking It Up

You buy the thing, you bring it home, you plug it into the cartridge slot on top of your *Genesis*. No external power source is necessary, as the XBand modem draws its power from the *Genesis* itself. Next, you connect the modem to a telephone jack in your house using the standard phone cable included in the package. That's all there is to the installation; now you're ready to go on-line.

To start, you'll plug a copy of any *Genesis* game into the socket at the top of the modem. When you turn the *Genesis* on,



XBand for the Genesis.



XBand for the Super NES.



the modem will automatically dial the pre-programmed 800 number of the XBand network service. Once a connection is made, the server performs a series of checks (including the phone company's "Caller I.D." service) to determine your location. When your calling area has been identified, the server will transmit a local phone number to be stored in your modem's battery-backed memory; that's the number you'll be calling to connect to the server in the future.

Sounds complex? It's incredibly sophisticated, but the cool thing is that all of these calculations are being performed at a level that's completely invisible to the user. While all this is happening, you're watching introductory screens and listening to the modem cartridge's built-in music. You'll run through a series of set-up questions in which you'll be choosing a code name and password—up to four people in your household can use the same XBand modem. You can also choose a "character" to represent yourself; these are cool comic book-style drawings of

superheroes and such.

After you've registered for a network subscription—at \$7.95 per month for "base level service"—you can play any of the games which are supported by XBand; the first compatible titles should be *NBA JAM*, *Mortal Kombat*, *Mortal Kombat II*, *NHL '94* and possibly the '95 editions of Electronic Arts' *NHL* and *Madden* games, with new games supported on an ongoing basis.

How It Works

The XBand modem checks to see which game you've plugged in; if it's a title that's supported by the network, the network transmits a software "patch" to your machine which modifies the cartridge's program code to allow for modem play. Then, when you enter the network's Challenge area, you will be matched with another player who is prepared to go head-to-head with the same game.

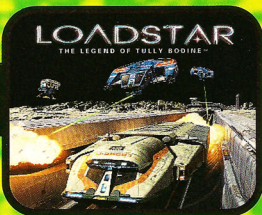
Once you both agree to play each other, you'll be disconnected from the network and one player's modem will automatically dial the other player's home directly to set up the game. (The network's options allow you or a parent to determine available game play times or restrict long-distance calling.) You'll see a "match-up" screen that displays both players' chosen images and programmable "taunts," then the game begins as if your opponent is sitting right next to you with his or her controller plugged into your machine. Both players see the same events unfold on their respective screens, since the two machines have been linked and fully synchronized by the



>>C-OME(IN(██XX D-00YOUOREA-D...TULLY!...IS THAT YOUX?..))DO YOU R.EAD-ME...TU-LLY?...I'M(██GONNA))FRY
YOUR AS*S(██..)) THIS IZ X. ROCKET.))SCI-ENCE...GAME.1...LOAD-STAR.███DO((()))U READ.)E.██.. THIS I() ROCK

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GAME 1 ■■■LOAD/STAR■■■...<<THE LE-GEN-D...#OF TULLY;|BODINE™,AN(*INST.,ANT)XCULT.,CLASSIC■■ STARR: ■■■NG NED BEATY)WRITTE XBY--RON COBB.))



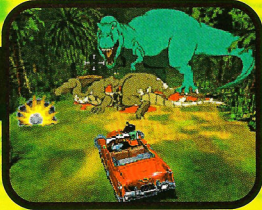
THESE ■■■R((NOT MOVIES))...■■■THESE< ARE>>ANEM BREAK/,THRU,IN™VIDEOD,AMES ■■■...MOVIE-LIKE XOPER-ENCES: ■■■WITHMORE(REALIZM, MORE EFX, MORE ■■, THRILLS



GAME 2> CADILLACK<AND±DINOSAURS>.YOU RE ■■AD TH.COMIC BOOK,■(NON.)U,CAN(GET)INSIDE<< COMIC,...BOOKREA-LITY BASED ON ■■ITHA GRA/PHIC...NOVEL,■OF(((MARK SCHULTZ))



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Dear VIDEOGAMES,

In your October '94 issue there was a letter from a Nate Gilkes of Riverton, New Jersey asking about games for \$20 or less. Your advice to Nate was very general. I have bought and traded over 300 video games in the past three years for four systems (Genesis, Super NES, Sega CD and Game Gear). I am not a dealer, just a person who loves video games for relaxing. Since Nate is in the New York City region I could give him some good advice for finding good buys.

In Lower New York City near City Hall, there are three or four good places to find "new" or used games. Game Trade Center on Nassau Street sells new, used, and some recently released games for under \$40 and has many good buys on new and older games, priced usually \$5 to \$10 cheaper for new releases. J & R Music World (downstairs) has a big basket of recent new games for under \$25. On Church Street, Toy Works has many recent games at cut-rate prices. There are some cheap dealers in the Canal Street area, but very few. In New Jersey, FuncoLand on Route 17 sells used games for reasonable prices, but is very overpriced on new games. Electronic Boutique, Kay-Bee, Babbages, and Software Etc. have a large selection of recent new games for under \$30. They can be found in many malls.

There are good mail-order houses, but remember to consider the shipping and handling cost (usually \$5 to \$6). These include Bre-Software, which has many ad specials for games at \$19.95; Game Dude which sells at very good, low prices (many under \$20); Game Express (who are also out in California); and Starland Club in Virginia which has a swap-fest membership club where you can swap games in the same class and pay a fee of \$10 for the game (they have good buys on used games). It's best to use phone orders and credit cards. Mail takes way too long.

As for Nate's looking for buys under \$20, some of your advice is right. But Nate could find a whole lot more games new and recently used for under \$30. Sorry, Nate, I never purchased a game "new" and at the price they want. I use coupons and other ads ("beat your price method") to batter my purchases. Recently, I purchased my copy of *Mortal Kombat II* for \$49.95 and had a coupon for \$5 off on top of that. Never buy at the price asked! You will always find better buys somewhere else. Always buy with your head and know what you are buying. You are never going to see that money again! Buy smart—it pays. Take it from me. I save hundreds of dollars this way. I hope you find this information useful. Thank you.

—Robert J. Bodnar
Pearl River, NY

Dear Robert,

You're a prince. Thanks for all that info! Did you hear that, Nate?



OKAY, ONE MORE NES LETTER

Dear VIDEOGAMES,

The NES dead? I don't think so! I've been a fan of NES games for nearly a decade now. The classics will never die; *Zelda*, *Metroid*, the *Mario Bros.* series, *Kid Icarus*, *Castlevania* and so many more that it would take an entire book to name them all. I won an NES, SNES and Game Boy, and I am waiting for the release of Nintendo's Ultra 64 (formerly Project Reality) and the Neo-Geo CD system. Do you think I never play NES games anymore? Well, I do. I have exactly 102 NES games, 15 Game Boy games and 32 Super NES games. Super NES games are too easy, and Game Boy games just plain suck because they're in black-and-white. (I don't have Super Game Boy yet and I'm not sure I want one.) The main thing I'm trying to say is that no one will ever get tired of the classics, which can only be found on the NES since the arcades have nothing but fighting games in them.

—Michael Burn
Arlington, VA

Dear Michael,

We've received soooo many letters from people who love their NES systems...it's great. We decided to print yours because you sent it in with a picture. We also appreciate the letter from the guy with the \$1,700 NES-induced electric bill and the guy who carried NES cartridges in a plastic bag tied to his handle bars.

BRANDI, MEET LYLE

Dear VIDEOGAMES,

In your April 1994 issue, you had an article called "Life's a Switch and Then You Meet Corey Haim" by Zach Meston. He mentioned a hidden scene with Lyle in the Sega CD game *Double Switch*. Where is it? How do I get to it?

—Brandi Wilcox
Waikoloa, HI

Dear Brandi,

What a coincidence! Zach lives in Hawaii too. Anyway, here's how Zach says you can get to the hidden scene with Lyle. First, you have to reach Act III. Once you do, intentionally lose the game by letting the Power Box get turned off, or by letting Eddie capture the girls. When the "Game Over" scene starts to play, quickly press **Left**, **A**, **Up**, **Right** and **A** on Controller 1 before the video clip ends. (The code spells the name "Laura," the name of one of the characters in *Double Switch*.) The "Game Over" clip will disappear, and the hidden clip will start.

THE HOLY GRAIL OF DUO GAMING

Dear Best Mag in the World,

Stop the presses, hold the front page! I've finally found it. What is it? A dust-proof cord for the controller of the Turbo Duo! It adds six feet to the pathetically short controller cable that comes with



the system. It's actually an 8-pin serial cable for the Apple Macintosh computer—one side male, one side female—available at most computer stores for about \$7. The Duo/PC Engine controller port uses the same connector as the Mac. Since neither the PC Engine nor the Duo offer extension cables, I thought this would be of great interest to your readers.

—Louis Klapis
Orlando, FL

Dear Louis,

Great discovery! Thanks for the "Get Zonked!" sticker.

BULLDOG'S SNIFFING OUT COIN-OPS

Yo VIDEOGAMES,

I consider myself an avid gamer. I love to play video games. But it seems that no matter how well the games are converted for the home systems, the coin-op versions still blow them away. Now, being the gamer I am, I covet the coin-op versions. Here's the problem: I know who makes the games I love, but I just don't know how or where to get them.

Can you tell where I can get games by Midway, Capcom, SNK, Sega, Namco and Atari? I would really appreciate any help you could give me on this.

—Bulldog Bissell
Newport, ME

Dear Bulldog,

Nice name. You wouldn't be disappointed by games like *Art of Fighting 2* or *World Heroes 2 Jet* if you bought a Neo-Geo home system; the games and the hardware are the same. However, if you're looking for games like *Street Fighter* or *Mortal Kombat*, your best bet would be to ask your local arcade operator for the phone number of a coin-op distributor in your area. A good distributor—like C.A. Robinson in Los Angeles—should be able to help you out with the purchase and/or maintenance of new or used games.



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OFFER EXPIRES JUNE 17, 1995

TAVG52

THE GORE SCORE

Here they . . .

come

and they

don't ever

stop

they

drop and

drop

non-stop

Gore is back from Japan to spill the beans on the almighty truth. Yes, this news column is written by yours truly, Chris Gore, the editor-in-chief. It contains no unsightly pseudonyms, no annoying rumors, no gaming gossip, no unconfirmed "facts," and absolutely no lies. I'll be feeding you the 100% all-beef news you've come to trust. So let the games begin!

SEGA GAMER'S DAY: I attended Sega's 32X-travaganza and wolfed down all the free food and drinks I could get my hands on. (There's no excuse not to drink if it flows free.) All the gaming press was in attendance but a strange outside element prevailed. Sega seemed to feel it was necessary to invite alternative press in an effort to get some publicity in their rags on 32X. When Sega representatives were not present all these mag editors did was complain that Sega didn't advertise in their magazines. These alternative boneheads should feel lucky that they were even invited. The most startling revelation was finding a laminated card on the floor in the bathroom that read: "Genesis 32X Quick Tips." Apparently the card was used by Sega employees in attendance at the party and offered such tid-bits as, "32X allows users to play arcade-quality games at home." No wonder the hottest thing seen at the event wasn't even a 32X game. Would you believe *Eternal Champions Sega CD* was the talk of the event? Yes, EC Sega CD is not simply an upgrade of the original cart: It's a whole new game with *Overkills* and *Vendettas* that rival the best of *Mortal Kombat II*. *Eternal Champions CD* will actually sell Sega CDs. It's that good.

PAPER OR PLASTIC? In a move obviously aimed at saving cash, Sega has changed its value-added hard case plastic boxes for cheap, thin cardboard boxes. The new paper boxes fall apart really easily and are not good, sturdy storage devices like the classic boxes. This idea is incredibly lame and most gamers I've talked to think it's a bad move.

THE WORD "LOAD": This word means different things to different people but to gamers it means *wait*. If you're playing CD games it can mean *wait a very long time* for a game to "load." Why is it then that game developers constantly insist on using the word *load*, or *loading* or *game loading* on CD games when it just calls attention to this very annoying flaw? I'd like to offer a helpful suggestion: Why not use words like *Prepare to Race*, or *Ready to Fight* or *Get Ready to Play the Game*? Certainly beats the word "load." Personally, I just never again want to see the word "load" on any game I play in the future. Ever. If I have to wait, at least make the wait entertaining. Next time you run into a person who calls themselves a game developer, make sure to scream into their ears, "No Load!"

WHAT'S UP WITH THE PLAYSTATION X AND THE SEGA SATURN: Data East is currently developing *Incoming* for PSX and Saturn and *Minnesota Fats* for Saturn. The hottest new Saturn game is currently in development at Sega. It is a *Star Wars* racing game with the speeder bikes that were featured in *Return of the Jedi*. But will Sega be able to get the Saturn price point down under \$400?

SPORTS ANYONE? Would you believe that Crystal Dynamics is developing sports games? It's true. A football and a baseball game are being worked on and they're said to put Electronic Arts sports titles to shame. We'll see.

DEVELOPERS MAD ABOUT 6DO: 3DO recently raised its licensing fee to \$6 up from \$3 in an effort to raise much-needed funds to be used specifically for marketing. The marketing fund will be used for television spots and getting the word about 3DO out to the consumer. As you might have guessed, developers are not taking too kindly to being asked to cough up another \$3. Others say that the additional licensing fee will be passed along to the consumer, thereby raising the retail price as much as \$10 on some titles. Time will answer the retail price question, but developers like Digital Pictures are already rebelling and threatening either not to pay the fee or to hold off on releasing titles.

NEW 3DO PACKAGING: The new packaging for the 3DO Goldstar unit actually makes it look like a game machine. However it does also look suspiciously like the old Turbo Duo box as well.

Industry News You Can Trust

LIVE SHOSHINKAI REPORT! I'm writing these words from my hotel room in Tokyo, where I've gone undercover to bring you the latest Global Gaming news. For the last few days I've attended the Sixth Annual Shoshinkai Software Exhibition. It's an event not unlike our own Consumer Electronics Show, but it seems much bigger, even though the exhibits are limited to Nintendo and Nintendo-licensed software and hardware. (In Japan, Nintendo licensees are actually required to exhibit their products at least once a year to retailers and press reps, so this is the place to do it.) The American press is not invited to this important event, but I managed to sneak in and get the scoop on what's been happening over here.

The biggest news story has been Nintendo's introduction of the **Virtual Boy**, a new semi-portable 3-D game system. The literature handed out to the press back in the States explains that it's a "RISC-based, 32-bit system [with] two high-resolution, mirror-scanning LED (light-emitting diode) displays." Let me cut through all that double-talk and tell you what it's really like. Formerly referred to in this column as the "VR-32", the Virtual Boy is a cartridge-based tabletop system that runs on six AA batteries; the batteries are stored in the controller. It has a black felt visor with the two screens inside, and the images are drawn in red on a deep black background. Though there is some shading, the graphics reminded me of the old Vectrex system; that is, a red, 32-bit Vectrex in 3-D with stereo sound. You put it on a table—it stands on its own built-in tripod to raise it about a foot off the surface—and press your face up against the visor to shut out all outside light. The prototype machines at the show were red and black, with the words "Virtual Boy" looking exactly like the now-familiar Game Boy logo. The machine will be released in Japan and in the U.S. in April. The suggested retail price in Japan will be 19,800 yen, but no U.S. price has been announced.

What about the games? I played three of them; surprisingly, only one was the first-person type of game you'd expect from what's being referred to as a "virtual reality" machine. First up was **Mario Bros. VB**, which is essentially a three-dimensional version of the first **Super Mario** game; a side-scroller with 3-D backgrounds. Next, **Space Pinball: A 3-D pinball** game which was pretty fun, but not totally revolutionary. No, the coolest Virtual Boy cart on display was a first-person game called **Telero Boxer**. It's a robot boxing game; your fists shoot out and you have special attacks like "power punch" or "bionic punch." I called this one "Virtual Rock-em-Sock-em Robots," after the old robot boxing toy I had when I was a kid. Several other Virtual Boy cartridges are rumored to be in development, but the only third-party title that's been officially announced is a 3-D **Bomberman** game coming from Hudson Soft. I saw a lot of cool Super NES games at the show, too. There's a new **Godzilla** fighting game that looks a lot better than that strategy hybrid that's just been released in the U.S., and fans of Toho giant monster movies will be pleased to learn about the new side-scrolling **Gamera** game, too. I also got a look at **Super Bomberman 3**, **SimCity 2000**, **Super Tetris 3**, **NBA JAM Tournament Edition** and **Art of Fighting 2**, but the talk of the show was a new fighting game called **Fighting Polygon**. Though it was only 40% complete, it's obvious that it's modeled after Sega's **Virtua Fighter**. Characters include a praying mantis, a sumo wrestler, a dinosaur and a woman; it even says "Ring Out" when one of the fighters is knocked out of the ring. (Sound familiar?) Speaking of **Virtua Fighter**—Since I arrived in Tokyo there has been a huge buzz on the streets about the Saturn. As I write these words, the machine will not hit the stores for another week, but Sega has already installed Saturn kiosks in front of software stores all over town so kids can play **Virtua Fighter** and check out what the machine can do. The game looks phenomenal; even though Japanese gamers don't care about the 32X, the Saturn is another story. I even stole one of the cool Saturn posters that are pasted up on buildings everywhere.

Look for an extensive article in our next issue, where I'll be able to fill you in on the details of my trip and show you photos of all this great stuff. See ya then!

—Your pal, Chris Gore

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Head to Head.



Stress out together in 2-player action.



Brain Strain!

Beat your best to beat the clock in Puzzle mode. 100 levels, with password/resume.

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namco



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AND WE'RE LETTING

50 PEOPLE IN FOR
FREE!



Nintendo's groundbreaking new video game for the Super Nintendo Entertainment System, *Donkey Kong Country* is the first cartridge game to be created with the help of powerful Silicon Graphics computers. Play as Donkey Kong or his sidekick Diddy Kong in an audio-visual wonderland that's so real, you won't believe it's 16-bit!

To celebrate the release of this amazing adventure, we're giving away 50 *Donkey Kong Country* cartridges in a random drawing. What's that? You don't own a Super NES? Not to worry; we're giving away 25 of those, too!

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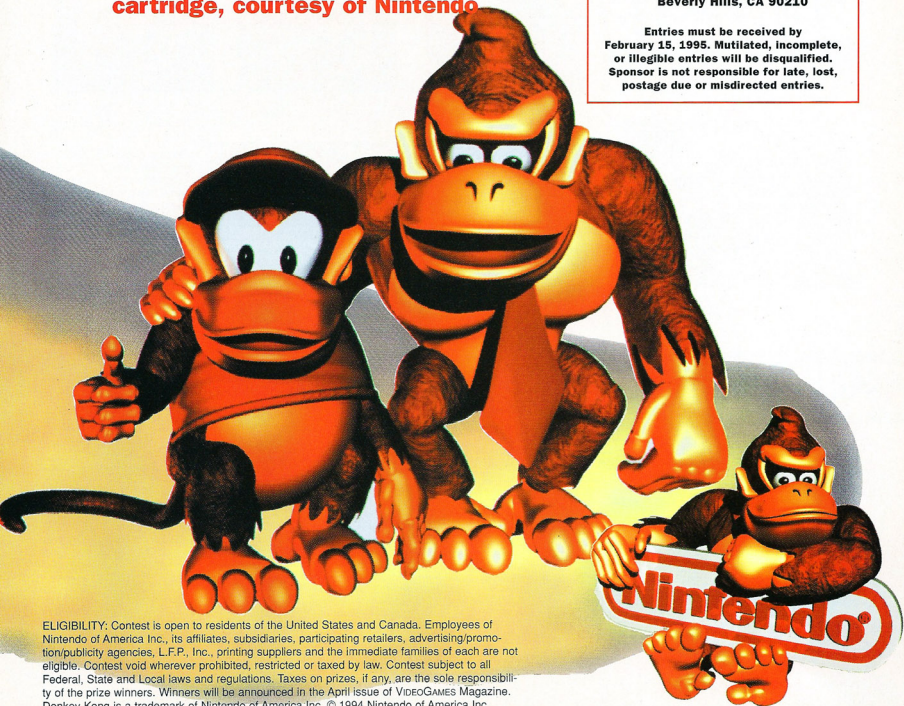
PRIZES

(25) GRAND PRIZES Super Nintendo Control Set with *Donkey Kong Country* cartridge, courtesy of Nintendo

(25) FIRST PRIZES *Donkey Kong Country* cartridge, courtesy of Nintendo

TO ENTER: Send a postcard (no envelopes, please) with your name, address and age to:
Donkey Kong Country Contest
c/o VIDEOGAMES Magazine
9171 Wilshire Blvd., Suite 300
Beverly Hills, CA 90210

Entries must be received by February 15, 1995. Mutilated, incomplete, or illegible entries will be disqualified. Sponsor is not responsible for late, lost, postage due or misdirected entries.



ELIGIBILITY: Contest is open to residents of the United States and Canada. Employees of Nintendo of America Inc., its affiliates, subsidiaries, participating retailers, advertising/promotion/publicity agencies, L.P.P., Inc., printing suppliers and the immediate families of each are not eligible. Contest void wherever prohibited, restricted or taxed by law. Contest subject to all Federal, State and Local laws and regulations. Taxes on prizes, if any, are the sole responsibility of the prize winners. Winners will be announced in the April issue of VIDEOGAMES Magazine. Donkey Kong is a trademark of Nintendo of America Inc. © 1994 Nintendo of America Inc.

TIPS & TRICKS

BY NIKOS CONSTANT & ZACH MESTON

If you have any tips or tricks that you haven't seen printed anywhere else, put them on a piece of paper or a postcard and send them to us at VIDEOGAMES, Attn: Tips & Tricks, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210. If you're the first to tell us about a valuable new tip or trick, we'll print it and send you a cool new controller for your Super NES or Genesis, courtesy of STD Entertainment!



Fergality!

Last month we gave you the Test Modes menu for the Genesis version of *Mortal Kombat II*. As you may remember, there was an option labeled "Oooh Nasty!" that we thought had no effect. Well, now we know at least one nasty trick that it allows: The Fergality! We could only find the Fergality for Rayden on the Armory stage. Might there be Fergalities for all the characters? Can you do Fergalities on different levels? Are there other nasty tricks that "Oooh Nasty!" can do? Stick around next month to see if we'll be dropping any more science on these mysterious questions and more.



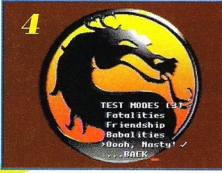
1 As a quick refresher, to get to the "Test Modes" Menu, move the cursor down to "Done!" in the "Options" menu. Then enter the code Left, Down, Left, Right, Down, Right, Left, Left, Right, Right.



2 A new entry will appear in the menu called "Test Modes."



3 Enter the Test Modes menu and change the "Backgrounds" to 6.



4 Then turn on the "Oooh Nasty!" option.



5 Kick out of Test Modes and start the game. To do a Fergality, you must choose Rayden.



6 Beat your opponent in the Armory and when the screen says "Finish him", press **Away, Away, Away, Block**. So who is the creepy Fergality character? Why, it's Fergus McGovern, Managing Director of Probe Software Ltd. (developer of the Genesis version of *Mortal Kombat* and *MKI*). You may remember him as the head that flew by the moon in the Pit Stage of *Mortal Kombat I*. I guess now he wants to show off a little more of his stunning figure.

HINT HOT LINES!

Are you still having trouble with your favorite game? Well, VIDEOGAMES doesn't give out tips over the phone—but here is a list of people who do:

Nintendo of America Inc.
(206) 885-PLAY
HOURS: Monday through Saturday—4 a.m. to midnight (Pacific Standard Time)
Sunday—6 a.m. to 7 p.m. (Pacific Standard Time)
COST: Standard long-distance rates to Redmond, Washington, apply
TIPS: Nintendo's game counselors field questions about any licensed game for the NES, Super NES or Game Boy.

Sega of America Inc.
(415) 591-PLAY
HOURS: 6 a.m. to 6 p.m. (Pacific Standard Time) seven days a week
COST: Standard long-distance rates to Redwood City, California, apply
TIPS: Sega's game counselors field questions about any Sega game for the Genesis, Sega CD, Game Gear or Master System. Questions about third-party games are not covered by Sega's counselors; they will, however, refer you to the appropriate phone numbers for tips on licensed titles.

Atari Corp.
(900) 737-ATARI
HOURS: 24 hours a day, 7 days a week
COST: 95¢ per minute
TIPS: Atari's Game Line offers Touch-Tone menus with recorded messages of tips and strategies for recent Atari games for the Lynx and Jaguar.

Turbo Technologies Inc.
(310) 337-6916
HOURS: Monday through Friday—9 a.m. to 6 p.m. (Pacific Standard Time)
COST: Standard long-distance rates to Los Angeles, California, apply
TIPS: TTI's game counselors field questions about any NEC, TI or Working Designs game for the TurboGrafx-16 or Duo.

Electronic Arts
(900) 288-HINT
HOURS: 24 hours a day, seven days a week
COST: 95¢ for the first minute, 75¢ each additional minute
TIPS: Recorded messages provide tips and passwords for Electronic Arts games; game counselors may also be available during normal business hours.

U.S. Gold (Flashback Gameline)
(900) 288-GAME
HOURS: 24 hours a day, seven days a week
COST: 85¢ per minute
TIPS: Touch-Tone menus of recorded messages offering tips and strategies for U.S. Gold's *Flashback* for the Genesis and Super NES.

Data East
(900) 4545-HHELP
HOURS: 24 hours a day, seven days a week for recorded messages, or 8 a.m. to 5 p.m. (Pacific Standard Time) Monday through Friday for optional game counselor assistance
COST: 95¢ for the first minute, 75¢ each additional minute
TIPS: Tips and strategies for Data East's *Shadowrun* for the Super NES are the primary resource, but help is available for many other Data East titles.

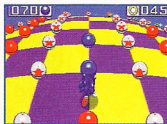


What's Up With Sonic & Knuckles?

So what's going on with *Sonic & Knuckles*? Word on the street has it that there are way more games that work with the Lock-On technology than just *Sonic 2* and *Sonic 3*. But how do you access the secret bonus levels when your TV is screaming out "No Way! No Way?" Well, here's the scoop on what to do.



Plug any Genesis cart into *Sonic & Knuckles*. If the Lock-on technology is working, a special screen will pop up that shows Sonic, Knuckles, Tails and Dr. Robotnik. Scrolling across the top of the screen are the words "No Way! No Way?" The question mark is a good indication that you have to do something to make the game work.



Press **START** and you will begin the *Sonic & Knuckles* bonus level. These bonus levels continue on until you can't even stand playing them anymore.



Hit the **A**, **B**, and **C** buttons all at the same time. A stage marker will appear with the words "Get Blue Spheres," scrolling across the screen. Use the **A**, **B**, and **C** buttons to change the star spheres from blue to red. Blue means you'll play as Sonic, red as Knuckles.



If you plug *Sonic 1* into the *Sonic & Knuckles* cart, the same "No Way! No Way?" screen is a little bit different: all the characters are in full color!

Hit the **A**, **B**, and **C** buttons all at the same time. The same "Get Blue Spheres!" command pops up, but this time, there is a level number and a pass code. Who knows when the game stops generating new mazes for you to defeat. Check out all of your Genesis carts to see if any other games give you the level number and pass code screen.



Sound Test + Fireball



To access a sound test menu in *Sonic Chaos*, press **Down**, **Down**, **Up**, **Up**, **Left**, **Right**, **Left**, **Right**, **1**, **2**, **START** while the words "Press Start Button" are flashing on the title screen. At the sound test menu, press **Up** or **Down** to change the sound numbers and press **2** to hear the sounds.

At this screen, you can make Sonic throw a fireball just like Ryu and Ken in *Street Fighter III* just rotate the D-pad in a quarter-circle **Down**, **Down/Right**, **Right** and press **1** or **2**. *Ha-do-ken!* Choose the "EXIT" option to start the game when you're finished.



Press **Down**, **Down**, **Up**, **Up**, **Left**, **Right**, **Left**, **Right**, **1**, **2**, **START**.



You've found the hidden Sound Test menu.

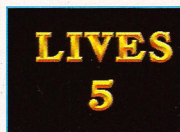


Press **Down** + **1** to throw a fireball!

View Every Scene!



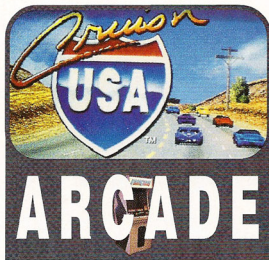
Start a new game and press **START** to pause. Press **Right**, **Right**, **Left**, **Left**, **Down**, **Up**, **Up**, then press **START** again to unpause.



You will die, but the lives counter will still say "5." This means you did the cheat correctly.



Now the game will play through every scene by itself, including all the amusing death scenes.



Extra Cars!

If you thought you could only be racing cars in Cruisin' USA, you'll be pleasantly surprised by this easy code.



Drop your quarters into the machine and select what part of the country you want to drive through, and what kind of transmission you want. When you reach the garage where you choose your car, press down on the Cruisin' View 2 button. You'll find that you can now choose three new vehicles to drive . . .



Jeep

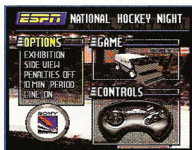


School Bus



Police Car

Hockey Code Frenzy!



All of the following bonus codes for ESPN National Hockey Night are done at the main menu. If you've done them right, you'll hear the crowd cheer. Some of these codes might also work on the Sega CD version of the game, so check them out if you're high-tech.

Extra Teams



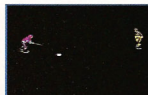
When you put in the code **Left, Right, C, A, B, B** you'll be able to use Team Sony, Team ESPN, Team Republican and Team Democrat.

Brutal Menu



The code **C, Right, B, Right, C, Right** gives you two new difficulty options, "Brutal" and "You'll Be Sorry".

Pong

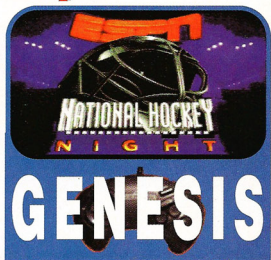


The code **B, C, C, C, Up, Down** lets you play Pong using hockey players as paddles.

Octo Pong



The **A, C, B, Up, Right, Up** code adds some variation to the simple Pong code by turning the Octopus into a puck.



GENESIS

2 New Menu options



Turn on the machine and choose **World Tour** in the **Game Options Menu**. Choose a player but do not enter your name.



When it asks if you have a password, choose "Yes" to take you to the password screen.



Enter the word "ZEPPELIN," and then choose "End."



This will take you back to the **Game Options Menu** where you will have two new menu options: "Crazy" and "Huge Tour."



Choose **Crazy** to have a game with ball power-ups. The ball can change from a super fast ball, to a huge ball, to a ball that you can actually control once you've hit it. The **Crazy** game also has weird hands holding tennis rackets that pop up at center court to foil your game. There's even a special appearance by Dizzy from the Codemasters game *Fantastic Dizzy*.



The **Huge Tour** option lets you go on a massive world tour with up to eight other people participating. Your individual rankings will allow you to enter some tournaments, and exclude you from others.



GAME BOY



To get three secret characters in the Game Boy version of Samurai Shodown, press the **Select** button three times while Hachmaru is shown in the second or third screens of the opening demo. A jingle will signal that you've done it correctly.



Start a 1P vs Com game and you'll find three new characters to choose from: Kuroko, Hikyaku, and Amakusa.

Amakusa's Moves:



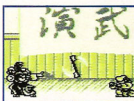
Triangle Jump: Jump back against wall and press the control pad in the opposite direction to do a double jump. Press B while doing the Double Jump to fire off a Dark U-Turn for major damage.



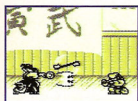
Teleport: ↓↘→+Slash or ↓↘→+Kick



Dark Thunder: Hold Slash+Kick (4 seconds) and release.



Taunt: Slash+Kick simultaneously



Devil Hate Sword: ↓↙↘+Slash

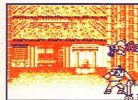


Hammer Charge: ←→+Kick

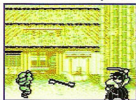


Bomb Throw: ↓↘→+Slash

Hikyaku's (Courier Man) Moves:



Throw: →+Kick



Flag Throw: ←↙↘↓→+Slash



Teleport: ←↙↘↓↙↘↙↘+Slash+Kick

Kuroko's (The Judge) Moves:



Throw: →+Kick



To find Amakusa on the Game Gear, press **→** three times while the **Takara Logo** is on the screen.



Start a one player game, and you'll find that you can choose Amakusa. He also becomes playable when you have finished the game.

Amakusa's Moves:



Triangle Jump: Jump back against wall and press the control pad in the opposite direction to do a double jump. Press **Slash** while doing the Double Jump to do a Dark U-Turn.



Teleport: ↓↘→+Slash or Kick

Dark Thunder: Hold Slash + Kick (4 seconds) and release.



Taunt: Slash + Kick (simultaneously)



Devil Hate Sword: ↓↙↘+Slash

DOOM

now there's a place
MORE VIOLENT
than earth.



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



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



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

WELCOME TO DOOM FOR THE JAGUAR
64-BIT INTERACTIVE MULTIMEDIA SYSTEM. IT'S
PURE HELL, 64-BIT STYLE. From the moment
you enter the dark halls of DOOM till the
LAST GUNSHOT OF THE GAME, YOU'LL PATROL
NEVER-SEEN-BEFORE LEVELS AND FACE AN ARMY
OF VICIOUS ASSASSINS PRIMED TO TAKE YOU
OUT. SATANIC DEMONS, LOST SOULS, FIRE-
BREATHING MONSTERS. YOU MAY BE SPOOKED, BUT
YOU SURE WON'T BE LONELY. WITH ITS 32-
MEG CART, ULTRA-REAL, TEXTURE-MAPPED CORRIDORS,
LIGHTNING-FAST MOVES, TRUE 3D GAME PLAY,
AND A BOTTOMLESS PIT OF HIGH-ACTION PLAY
OPTIONS, DOOM IS A 64-BIT SHOWCASE GAME
GUARANTEED TO UNLEASH THE POWER OF JAGUAR.

So set your course, pack your killer
instinct, and go to HELL.

JAGUAR DO THE MATH
64 BIT
INTERACTIVE MULTIMEDIA SYSTEM

ATARI
MADE IN THE USA

Game tips and hints: 1-900-237-ATARI 95¢ per minute. If you are under 18, be sure to get a parent's permission before calling. A local home telephone is required. USA only.
Atari Jaguar information is available at the Atari Gaming Forum on CompuServe. Type GO JAGUAR to access this area 24 hours a day. Atari Jaguar information is available in the
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CIRCLE #107 ON READER SERVICE CARD.

Configuration Mode!

Try this primo cheat to drastically change the way you play *Shining Force II*. The only catch is that you have to be fast to enter the cheat code. Here goes:

As soon as the letters of the Sega logo start to bounce in from the right side of the screen, quickly press **Up, Down, Up, Down, Left, Right, Left, Right, Up, Right, Down, Left, Up, B**. If you can complete the sequence before the Sega logo fades, you'll hear a musical fanfare to confirm the code. (If you're really fast, you might hear the entire fanfare; otherwise, you'll just hear the first note or two.)

If you want to use the cheat with a game that's saved in the cartridge's battery-backed memory, choose the "CONT" option and choose your name. After the old witch repeats your name and says, "...yes! I knew it!", hold the **START** button and press **A, B** or **C**. Similarly, if you'll be using the cheat with a new game, choose "START" and enter your name. When the witch asks, "Nice name, huh?" hold **START** and press **A, B** or **C**.

Either way, the witch will say "Configuration..." and she'll ask you four secret questions about how you want to play the game:

- Special Turbo:** Answer "Yes" to speed up the game's menus and picture windows.
- Control Opponent:** Say "Yes" and you'll be able to control your enemies during the game's combat sequences. This is the coolest configuration option; just tell each enemy to "Stay" and they'll sit there without attacking you!

- Auto Battle:** The opposite of "Control Opponent," this option speeds up and simplifies combat by allowing the computer to control your players during battle.

- Game Completed:** This option will modify your adventure as if you've already beaten the game once. (When you complete a game of *Shining Force II*, you get to play through it again at a higher difficulty level.) Completing the game also enabled several other cheats in the Japanese version of *Shining Force II*—including a Sound Test menu—but these have been deactivated in the U.S. cart.



Press **Up, Down, Up, Down, Left, Right, Left, Right, Up, Right, Down, Left, Up, B** quickly.



When the witch says, "...yes! I knew it!" or "Nice name, huh?" hold **START** and press **A, B** or **C**.



You'll enter the Configuration mode.



Be sure to say "yes" when the "Control Opponent" option appears.

Rename Characters

To change the names of the 28 playable characters in *Shining Force II*, you must start a new game. After choosing a name for the main character, put the cursor on "END," hold the **START** button and press **A** or **C**. Sarah should appear on the screen; give her a new moniker and continue to rename the rest of the Force!



Hold **START** and press **A** or **C**.



Give each character any name you wish.



You and your friends can star in the game!



To enter a secret mode in this Game Gear RPG, just press **Down** several times as the letters of the Sega logo are shuffling around on the startup screen. You'll hear a warping noise to confirm the code and you should see the word "EXCELLENT" [sic] on the title screen. Sadly, we haven't been able to determine what effect—if any—this trick has on the game play.



Press **Down** repeatedly until you hear the warping sound.



Now you're in "Excellent" mode—whatever that means!

"Excellent" Mode

Rename Characters

As in *Shining Force II* on the Genesis, you can change the names of all the playable characters in *Hajya* when you start a new game. After choosing a name for the main character, put the cursor on "END," hold the **START** button and press **2**. Prince Nick will appear on the screen; give him a new name, then put the cursor on "END," hold the **START** button and press **2** again to access the character name configuration menus for the rest of your team.



Highlight "END," hold **START** and press **2**.



Give Prince Nick a new name, then highlight "END," hold **START** and press **2** again.



Now you can name the rest of the troops.



Use this trick to give the game a sense of humor.

FACE YOUR DESTINY.



THE FIRST TIME, YOU WON.

THE SECOND TIME, THEY WON.

THIS TIME...THERE WON'T BE A NEXT TIME.

What you are about to experience will either destroy you—or make you a hero. Vader. Jabba. The rancor. The Death Star. The Emperor (yes, the Emperor!). Made 7 graphics...

Your worst nightmare brought to life in a massive 16-meg galaxy far, far away.

But don't panic, young Jedi. You get to play five different *Star Wars*® characters, including Wicket the Ewok and Princess Leia. Plus, you've got the Force on your side.

Training is over. Prepare to face your destiny!



SUPER
STAR WARS
RETURN OF THE JEDI

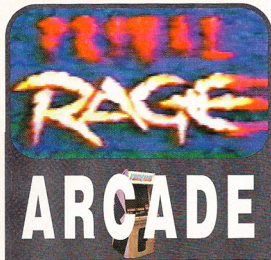


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CIRCLE #108 ON READER SERVICE CARD.

Falling Cows and White Trash Sports

Secret moves and fatalities are all over *Primal Rage*—in fact, a new revision was sent to arcades in December with new moves and fatalities, and another revision is due by February with a new character and as many as five sports games. Sports games? Yes, even the older versions of *Primal Rage* have hidden features that are even cooler than a big ape taking a whiz...



To bowl, both players must choose the character Armadon. You can bowl on any stage.



Both players should do the **Spinning Death** move (hold buttons **1+4** and move the joystick **Away Toward, Down**) and collide in mid-spin **three times in a row**.



A bowling game will pop up, with the humans as pins! Move the joystick to control the path of Armadon.

Bowling



To play volleyball, you must be on the Cove stage (the beach with the temples on the sides.)



When a human rushes out after a combo, swing them into the air. You and your opponent must then hit the human back and forth (at least five or six volleys).



Keep batting the little guy around until a volleyball net pops up out of the ground, complete with a referee on a tall chair!

Volleyball

You can get cows to fall out of the sky in the Ruins stage if you follow these instructions:

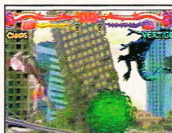
First, one player must choose the character Chaos. When you reach the Ruins stage (with the buildings in the background,) you must set-up a "Sudden Death" situation. An easy way to do this is to start a two-player game, have one character win the first match and have the other character win the next one. Then, if you let the timer run down to zero without having either player hit the other, you'll go into "Sudden Death" mode.

Here's the tricky part: When the timer runs down until it is almost zero, lay a **Fart of Fury** into the air using Chaos (hold buttons **2+3** and move the joystick **Down, Toward, Up, Away**). The timer should be between the 1 and 2 seconds-left mark when you let it rip. If your timing is perfect and the fart is still in the air when the timer expires, you'll notice that cows are fall from the sky instead of the usual shower of bricks!

Falling Cows?



Play as Chaos in the Ruins stage. When you're just about to go into Sudden Death mode, do a **Fart of Fury**...



...and make sure it's in the air when the timer expires.



You'll see cows fall from the sky and swim away.

To access a special cheat menu in *Guardian War*, start a new game, or load a saved game. When the menu screen (with various locations and flapping flags) appears, press the **L, R, and C** buttons one after another. The flags should stop flapping. Now press **Up, Down, Left, Right** and a Japanese-text menu appears. Here's what each of the 14 options does, from top to bottom:

- **Load Game:** Load a saved game or start a new game.
- **Equip:** Examine and equip characters, similar to the Equipment option on the regular menu.
- **Shop:** Enter a shop where you can buy and sell EVERY item, piece of equipment, and body in the game.
- **Gems +10000:** Increases your Gem total by 10000. Can be used repeatedly to give yourself loads of cash.
- **No Battles:** Prevents enemies from attacking you, although you can't attack them either. Can be toggled on and off.
- **Coordinates:** Shows you X and Y coordinates of your location when in a location, and also your "coordinates" on the main map. Can be toggled on and off.
- **Free Movement:** You can walk to (almost) any location on the map without clearing previous locations of enemies. Can be toggled on and off.
- **All Attacks:** You can use all weapon and magic attacks during battle by choosing from a massive menu. Can be toggled on and off.
- **God Mode:** You don't lose any HP or MP during battle. Can be toggled on and off.
- **Map Detail:** Gives you a mind-numbing amount of detail when examining the map of a location.
- **???:** Unknown.
- **???:** Unknown.
- **Basic +1:** Increases the basic level of the currently selected Golem by 1.
- **Class +1:** Increases the class level of the currently selected body or sub-body by 1.

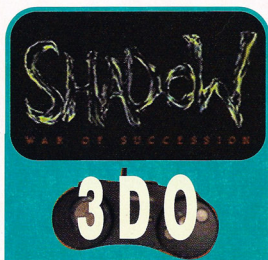


Press **L, R, C**. The flags should stop flapping.



Now press **Up, Down, Left, Right** to get the cheat menu.





Special Moves and Cheat Mode!

For the unfortunate readers amongst you who have a copy of *Shadow: War of Suck—er, Succession*, and can't return it to the store or trick someone into buying it from you, here's a list of special moves to make the game as fun as possible—which is to say, just barely more fun than passing a kidney stone. L and R indicate the L and R buttons on the top of the 3DO controller, not Left and Right on the directional pad.



Carlos Cortez

Earthquake:
Down, Toward, Back, R
Flash Bomb:
Back, Toward, C
Shotgun Blast:
Toward, Toward, C



Riggs Riddick

Disappear: Back, Toward, R
Ghostly Touch: Toward, Toward, C
Hellfire: Back, Toward, A
Riggs Roll: Toward, Down, Back



Sasha Romanoff

Crouch Knife: Down, Back, R
Dagger Draw: Down, Toward, A
Slide: Toward, Toward, C
Stealth: Back, Down, C



Anvil Stiles

Disappear: Back, Toward, R
Grenade: Down, Back, C
Knife Throw: Down, Toward, A
Stiles' Slide: Toward, Toward, C



Gabriella St. John

Cannonball: Toward, Down, Back
Fireball: Toward, Toward, C
Mesmerize: Toward, Toward, Back, Back



Erika Storm

Disappear: Back, Toward, R
Ground Fire: Down, Toward, Back, R
Katana Blast: Back, Toward, C
Spin Stab: R, Toward, Back



Viper

Disappear: Back, Toward, R
Ground Fire: Down, Toward, Back, R
Katana Blast: Back, Toward, C
Spin Stab: R, Toward, Back

Cheat Mode!

DIFFICULTY LEVEL



At the difficulty selection screen, press **Down, Down, Left, Right, Up, Up** on Controller 1. This turns on the cheat mode, although you don't get any indication that it's activated. During a match, press the L button to instantly kill your opponent.



For use with Data!s Pro Action Replay Game Busting Cartridges

STUNT RACE FX (Super NES)



07E5-9A80—Unlimited time
07DD-C6B9—Always finish first
0BC7-0D05—Select any car

THE FLINTSTONES: THE TREASURE OF SIERRA MADROCK (Super NES)



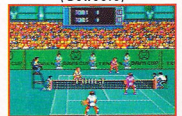
7E1B-9402—Move as many spaces as you want across the map, no matter which number is rolled on the die (switch off Action Replay to stop on a space)

PETE SAMPRAS TENNIS (Genesis)



FF021-90003—Player 1 starts with 40 love in every game
FF021-B000X—Player 1 starts with one to five games won (replace X with a number from 1 to 5)
FF022-90000—The computer can't score

DAVIS CUP TENNIS (Genesis)



FF1FC-500XX—Change XX to a hexadecimal number from 00 to FF to set your world rank
FF005-B0001—The computer double-faults on every serve

T-HQ and VIDEOGAMES Magazine Present

Ren & Stimpy's

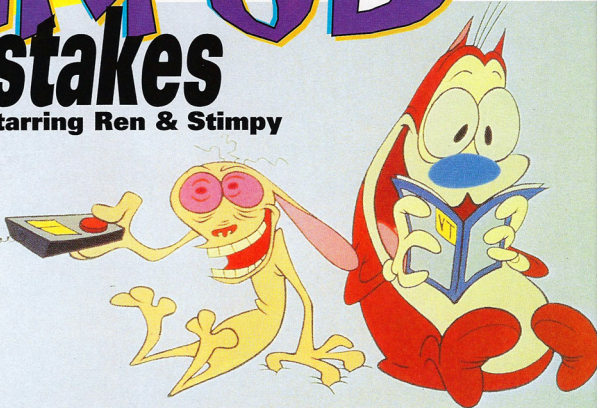


WARPED

Sweepstakes

Starring Ren & Stimpy

VIDEOGAMES is celebrating the release of T-HQ's *The Ren & Stimpy Show™: Time Warp!* for the Super NES by giving away heaps o' prizes! To get a chance at yours, just mail us a postcard (no envelopes, man!) with your name, address, phone number and age. Write neatly and don't forget that tasty little stamp!



25 Glorious Grand Prizes! Twenty-five (25) incredibly lucky winners will be the first on their block to own a pair of Ren & Stimpy Mattel® Suction-Cup Plush Dolls, their very own Ren & Stimpy Marvel comic book and a VIDEOGAMES T-shirt!

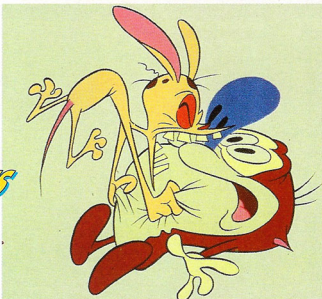
50 Fabulous First Prizes! Fifty (50) amazingly fortunate people will receive a Ren & Stimpy Marvel comic book and a VideoGames T-shirt!

30 Stunning Second Prizes! Thirty (30) somewhat favored individuals will receive a brand-spanking new Ren & Stimpy Marvel comic book! (Sorry, kids, the year's supply of shaving scum is already gone.)

**BROUGHT
TO YOU BY**



VIDEOGAMES



Send those lucky postcards to:
Ren & Stimpy's Warped Sweepstakes
c/o VIDEOGAMES Magazine
9171 Wilshire Blvd. Suite 300
Beverly Hills, CA 90210

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NICKELODEON

THE REN & SIMPLY SHOW TIME WARP

Travel Back to the Far-Flung Reaches of Last Week!



Hey, Kids!

Write to Ren & Simply for FREE TIME WARP game hints & codes! While supplies last - what are you waiting for, man?

TIME WARP Tips & Tricks

c/o THQ Software
5016 North Parkway Calabasas, Suite 100
Calabasas, CA 91302

SUPER NINTENDO
ENTERTAINMENT SYSTEM



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CIRCLE #109 ON READER SERVICE CARD.

Last year, VIDEOGAMES left no stone unturned in bringing you a complete moves list for the original *Clay Fighter*. (Well, we're still working on Blue Suede Goo's multiple-note Humming Attack.) Now there's a new fighter on the block: *C2—Judgment Clay*. Feast your eyes on the official VIDEOGAMES Magazine move list and secret character codes for C2; they'll make your journey as a clay warrior more enjoyable.



Interplay™

CLAYFIGHTER 2

MOVES AND SECRET CHARACTERS!



TINY



Ball Attack
←↓↘↘→+Kick



Dash High
←(2 seconds), →+Punch



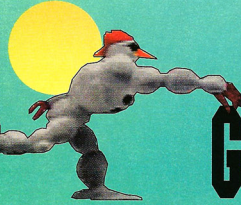
Angle Ball
↓↘↘↗+Kick



NANA

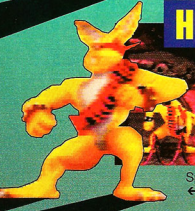


Banana Slice
↓↘→+Punch



Chuck Berry
↓(2 seconds), ↑+Kick

I'M
GONNA
SMASH
YOU!



HOPPY



Spinning Carrot
←(2 seconds), →+Punch



Flash Hop
↓(2 seconds), ↑+Kick





OCTO

Cartwheel
←+Punch



Dashing Four Punch
←(2 seconds), ←+Punch



Ground Spin
→↓↓↓←+Kick



FROSTY

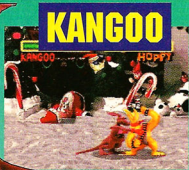
Snow Ball
←(2 seconds), →+Punch



Snow Breath
→↓↓↓←+Punch



Head Butt
↑+Punch



KANGOO

Dashing Punch
←(2 seconds), →+Punch



Uppercut Butt
→↓+Punch



Whirlwind Punch Kangoo's Whirlwind Punch is invoked by continual rapid punches.



BLOB

Spit
↓→+Punch



Saw
←(2 seconds), →+Punch

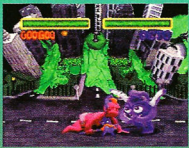


Death From Above
↓(2 seconds), ↑+Punch



GOO GOO

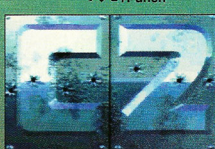
Bottle
↓→+Punch



Ram Butt
←←↓→+Kick



Diaper Uppercut
→↓+Punch



**SECRET ALTER-EGO
CHARACTERS AND
HOW TO GET THEM!**

BUTCH ICE SLYCK SPIKE



Hold L button and put in the code X, R, A, X, R, R.



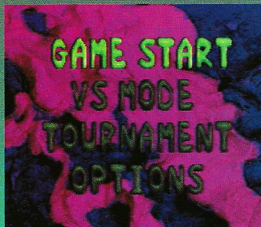
Hold the B button and enter the code Up, L, L, L, Right.



Hold the Y button and punch the code L, L, Up, L, Left, R.



Hold the R button and enter the code X, B, B, A, Y, Left, A.



Clay Fighter 2 is filled with a bunch of boss alter-egos that you can play. All of the following secret character codes must be entered on the "Game Start/VS Mode/Tournament/Options" screen.

WHAT A CROWD!



ALTER-EGO CHARACTER MOVES!

BUTCH



I WILL CRUSH THE LIFE OUT OF YOU!



Flying Splash
←(2 seconds), ↘+Punch



Two Step
→ ↘ ↘+Punch



Juggle Kick
→ ↘ ↘+Kick



Flying Fist
←↔+Punch



Big Stink
←↘ ↘+Punch

SLYCK



I'M A SHAPE-SHIFTING NIGHTMARE!



Psycho Spit
←↘ ↘ ↘+Punch



Slyck's multi-fist is invoked by continual rapid punches.



Vertical Boot
↘ ↘ ↘+Kick

ICE



I'M GONNA ROLL YOU UP AND KNOCK YOU OUT!



Sneaky Punch
←←←+Punch



Vertical Snowball
↓↑+Kick



Slide
←↘+Kick



Ice Ball
↓↘→+Punch

SPIKE



JUST 'CUZ I WEAR A DIAPER DOESN'T MEAN I CAN'T KICK YOUR CLAY!



Spike's sonic yell is invoked by continual rapid punches.



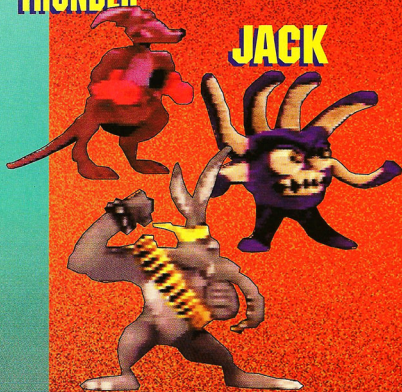
Rattle Spin
↓↙←+Kick



Butt
↓↘↗+Kick

THUNDER

JACK



SARGE

NEXT MONTH WE'LL GIVE OUT THE CODES FOR THE REST OF G2'S SECRET CHARACTERS!

PEELGOOD



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.



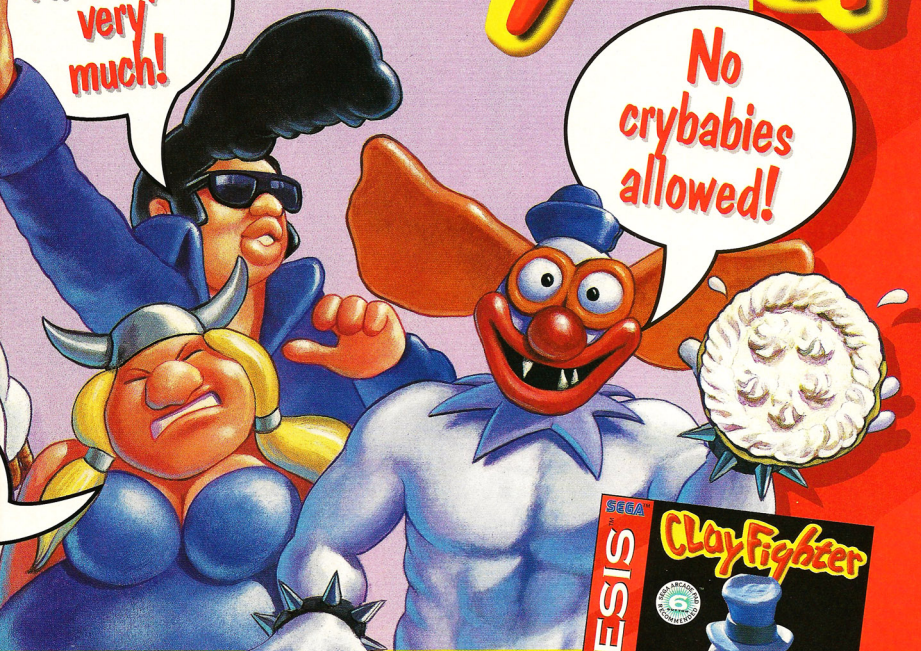
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Only games and accessories with this seal to be sure that they are compatible with the
Sega™ Genesis™ System.

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ClayFighter™

Thank you
very
much!

No
crybabies
allowed!



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

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

Interplay

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VISUAL
CONCEPTS

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CIRCLE #110 ON READER SERVICE CARD.



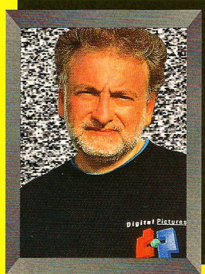
VIDEO GAMES
EXCLUSIVE INTERVIEW
 by Chris Gore

TOM ZITO

MASTER OF FULL-MOTION VIDEO GAMES

Tom Zito makes full-motion video games that don't suck.

From his very first Sega CD titles, like *Sewer Shark* and the controversial *Night Trap*, to the first person punch-out *Prize Fighter* to new killer combat-like *Supreme Warrior*, Zito creates compelling stories within exciting gameplay. Usually the two never mix, or else there's some crappy video image stuck in between awful game levels. This is the reason why most FMV games have such a bad reputation among gamers. Tom Zito is the founder and president of Digital Pictures, a company whose full-motion games combine the best of video games and movies into a unique gaming experience. In short, they're darn fun to play. Tom is passionate when it comes to his theories about the new genre of entertainment called "interactive movies." Now a whole new generation of full-motion video games are on their way from Digital Pictures. This next generation of FMV games will be available on Sega CD, Genesis 32X, 3DO, Sony's PlayStation and Mac and PC CD-ROM. Essentially, Tom is to video games what D.W. Griffith is to the movies: an innovator who has helped shape and define the medium. Zito took time away from his busy schedule to speak with *VIDEO GAMES* magazine's Editor-in-Chief Chris Gore. Tom tells Chris about his wild past, talks about how he created a game genre and gives him the lowdown on DP's plans for the future.



How did you become interested in games? What's your story?

I have an eccentric background. I went to NYU film school in the '60s and left after one semester. I decided that if you want to make movies, go out and make movies—don't study! I wound up going to Georgetown University in Washington D.C. and got a degree in philosophy. The day after I graduated, I took my draft physical and failed. It was a blessing in disguise because I would have gone to Vietnam. And they decided I was psychologically unqualified for military service, which is probably a good qualification for creating video games. I went to work at *The Washington Post* as a features writer doing stories about rock 'n' roll, films, and technology and entertainment. In 1981 I had done a profile on Nolan Bushnell and we became friendly. In '84, Nolan asked me to move out to California and start a high-tech toy company with him. Back in

New York for Thanksgiving, I went to a camera store and saw all these kids gathered around a counter. I pushed my way to the front of the crowd and lo and behold, it was the NES. It was being introduced in New York in 1985 and I said, "Video games are back!" So I asked Nolan, "Would it be possible to do a video game system that lets you do interactive movies rather than cartridge games?" And he said, "It should be possible. Most households are now starting to have a very large mass storage device, namely a VCR." I had to figure out whether it would be possible to create an interactive television system that could hook up to a VCR or cable system.

Basically, you were designing full-motion video games before the technology was available to support your ideas.
 Absolutely! We had these great ideas for games and we said, "If we want to do these products, we're gonna have to invent the hardware, because it doesn't exist now." [Editor's note: Zito received funding from Hasbro—the toy company—to create the hardware, code named the *NEMO project*.] In fact, two of the people who were primarily responsible for designing the hardware are right down the hall here [at Digital Pictures], Mark Klein and Dana Keen. I wound up

"They decided I was psychologically unqualified for military service, which is probably a good qualification for creating video games."

found another company called ISIX, and we developed this interactive TV system. In fact *Night Trap* and *Sewer Shark* were made as prototype products. One of the incredible ironies

“They Said, ‘Why Would Anyone Want Interactive TV?’”

of *Night Trap* and *Sewer Shark* is that they looked better in 1987 than they look in 1994 because they were designed to be played on a cable TV system, so they had full resolution. In 1988 I started showing it to the Paramounts and the Warners and the Disneys and the major TV networks, namely NBC, ABC and CBS. These guys looked at us like we were a bunch of lunatics. They said, “Why would anyone want interactive TV?” Three really quick reasons: One, we want it. Two, we’ve done focus testing and when we show this to people they’re jumping up and down. Number three, wouldn’t TV be a lot more fun if you could talk back to it?

How did you try to sell interactive TV?

“You make a difference” was the whole selling point of interactive television. All the guys who supposedly knew everything about the TV industry thought we were nuts. So we stored all this technology, all this film that we had made, all these prototypes that we’d built, in our warehouse and we closed the company down. Two years later, in December of ‘90, I got a very strange phone call from a guy that I used to work with at ISIX, and he says, “The weirdest thing happened today.” He was in a meeting at a video game company, whose identity shall remain nameless, and the head of Sony came into the office and some guys who worked there showed them a video tape of *Sewer Shark*.

This is beginning to sound like the infamous Tetris story. Didn’t you still own Sewer Shark?

The guys who showed them the video tape claimed that they owned *Sewer Shark*. Well, Sony’s a big company and they’re pretty smart. They’ll figure out that these guys don’t own it. I owned the rights to *Sewer Shark*. Anyway, so my little brother was head of Public Relations at Sony and I called him up. He said, “You shoot a

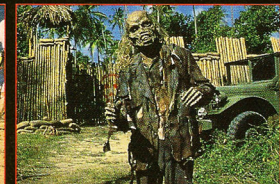


This is the shooter you’ve been waiting for. Use your controller, the Menacer or the ALG GameGun to shoot at zombies! You’re part of a five-man Navy SEAL team sent to a remote island to terminate Dr. Hellman, a mad scientist. You progress through a series of battles, rescuing your Navy buddies and blasting the zombie baddies—basically resurrected murderers. There are strategy elements as well, since you must gather strength, ammunition and antidote. The final sequence in Hellman’s underground lair is haunting. This is the game I’ve been wanting to play ever since I saw George Romero’s 1968 cult classic *Night of the Living Dead*.

“CORPSE KILLER!”



Tom Zito on the set of *Corpse Killer*.



“Naw, they’re dead...they’re all messed up.”

FULL-MOTION VIDEO GAMES THAT DON'T SUCK
Digital Pictures Biggest Hits



NIGHT TRAP

The controversial classic is really no worse than anything on MTV or prime time television. Trap the bad guys at the push of a button. Stars Dana Plato of TV’s *Different Strokes*. Oh, boy! Big pajama party fun!



SEWER SHARK

If you fear bats, rats, scorpions or other pests, then this game is for you. Why? Because you can kill lots of them! Directed by *Star Wars* special effects artist John Dykstra. Shoot the tubes, dogmeat!



DOUBLE SWITCH

It’s a mystery wrapped in a riddle contained in a dark secret starring Dabbio Harry and Corey Haim. Basically, you trap bad guys in a creepy hotel with a security system that you’ve broken into.



GROUND ZERO TEXAS

Essentially this is like an interactive version of the so-fil horror classic *Invasion of the Body Snatchers*. Aliens have infiltrated a small town in Texas and it’s your job to monitor the infestation—and blast them back to outer space! A pretty good shooter.



PRIZE FIGHTER

A first-person (well, all Digital Pictures games are first-person) punch-out shot in glorious black and white. Reminiscent of Scorsese’s *Raging Bull*, this game is contained on two discs as you battle your way past four boxers to the championship. So real, it hurts.

SUPREME WARRIOR 英雄王

YING WANG

The ultimate martial arts film that pits your fists against the world's greatest. You are a young student of Master Kai, whose village is under attack by Feng Tu, an evil warlord. Fight ten characters along the way as you take instruction from Yu Ching, a beautiful young Chinese student of Master Kai. There are combinations and special moves in this first-person fighting game. Connecting blows that defeat your opponent are especially satisfying!



A new twist for fans of *Street Fighter* and *Mortal Kombat*—*Supreme Warrior* will put you inside a fighting game.

rat in sewers?" I said, "Yeah." [He replied.] "I think you'd better fly to New York tonight." So I get on the plane and I still have one of our prototype boxes and software, and I meet with Sony. I set the box up and I show it to them and their tongues hang out of their mouths and Mickey Schulhof, the head of Sony says, "So, you control this?" I said, "Yeah, we control this." So Schulhof says, "This is all very hush-hush, but Sony is about to come out with a new product. It's called the PlayStation."

This is the first version of Sony's PlayStation, the one that never happened?

Right. They said, "Do you think it would be possible to convert this game so that it could run on a CD-ROM?" We then tried to figure out how you would take something that was originally

**"interactive
filmmaking
is a
new genre of
entertainment."**

designed to be an interleaved analog video signal and convert it to a digital format. So we finally said to Sony, "Yeah, we think we can do it." They planned to come out with the PlayStation that fall and I basically put this company together in a couple of weeks so that I would be the first to have products for the Sony PlayStation. To make a very long story short, dealing with Sony was a nightmare. One day they were doing the PlayStation, the next day they weren't doing the PlayStation. One minute the specifications were this, the next minute the specifications were that. We would fly over to Japan and get told one thing and then we'd get told a different thing in the United States. It was hopeless.

When did you finally make the jump from Sony PlayStation to Sega CD?

About March of '92 Sony said to us, "We're not gonna put this PlayStation out." By that time, we were already talking with Sega about the Sega CD. Sega had been trying to get video images and sound to play in a synchronized fashion ever since they'd done the first work on the prototype Sega CD. So Sega said, "Look, you've got to demonstrate within 60 days that you can actually do this." In ten days we had sound synced up to video and the rest is history. Sega was originally going to bundle *Night Trap* with the Sega CD. They decided that it was so strong a title that there would be no need to bundle it. *Night Trap* and *Sewer Shark* came out in September of '92 and quickly became the number one and number two best-selling games.

Digital Pictures had to develop cutting-edge technology in order to make games, when did you make these advances?

We started working on CD-ROM technology in early 1991. At that time we realized that there were two inherent problems with CD-ROMs. Number one: Low bandwidth—you can only get 150K bytes off a CD-ROM, so we realized in order to do halfway decent video we'd have to come up with some pretty sophisticated video compression. Number two: Color reduction. So we spent a lot of time and money developing

Can you define the term "Interactive Movie"? You are a character in the film and what you do affects the outcome of what you see. Interactive filmmaking is a new genre of entertainment. Our intention down the road is to begin making both linear movies and interactive movies simultaneously and then releasing them in different formats at the same time. If you create products that incorporate real characters, real dialogue, real video, you create games that will appeal to a much broader audience than traditional video games. I never really cared that much about the fate of Princess Toadstool or whatever and I'm not sure that a whole lot of people really do.

Some Digital Pictures games have recently been released for 3DO. Will you be developing for other platforms, such as Sega's Saturn or the Sony PlayStation? We're already developing for Saturn. Our first Saturn product will be out in Japan for the launch of the machine and that will be a Saturn version of *Ground Zero Texas*. Then we'll roll out *Supreme Warrior* and *Corpse Killer* in Japan shortly after the first of the year. As for the PlayStation, we're still thinking. We're probably most excited about the huge potential for PC CD-ROM. If 15 million of these puppies get sold this year, it's going to be like the VCR business.

Sewer Shark is the best-selling CD-ROM game of all time, with 750,000 units shipped.

Certainly Digital Pictures games are very cinematic. Do you have any aspirations as a film director or producer?

Well, I certainly think of myself as a producer. In the future we're going to be making products that will wind up in movie theaters and on home video, as well as on interactive CD-ROMs. It's pretty hard work, but I think it would be a lot of fun to direct.

How do Digital Pictures' full-motion video games differ from other FMV games?

Almost everything else that I've seen consists of one or two things: actors shot against a blue screen and then composited into a computer generated background, or traditional bit-map video games that have sort of book ends or pieces of digitized video. That's not the way we approach this at all. We see ourselves as filmmakers who believe in interactive experiences. We design these things from day one as movies, albeit interactive movies.

What do you consider your influences?

I am a voracious reader and pretty much stay up late into the night every night reading. I have been a veteran moviegoer since I was five years old. I love Orson Welles. A month doesn't go by that I don't watch my laser disc of *Citizen Kane*.

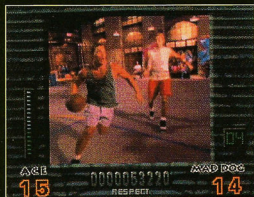
What's your favorite Digital Pictures title?

The game that I myself enjoy the most is *Double Switch* because to me it really does have some resonance as a movie, in addition to being a video game. It was also nice to take a basic concept like *Night Trap* and really work through all the flaws. *Double Switch* really is what *Night Trap* should have been.

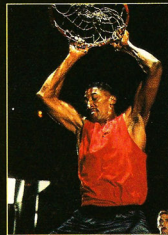
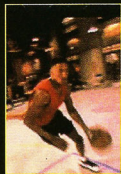
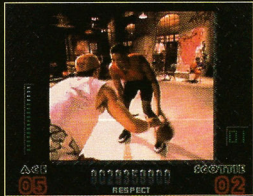
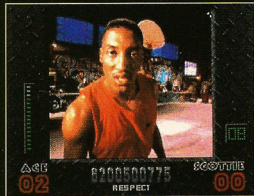
Do you play games when you want to relax?

I play a lot of games at work. I play games at home sometimes. A game that springs to mind that I've really enjoyed a whole lot over the years is *Breakout*.

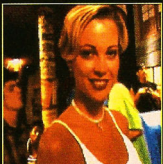
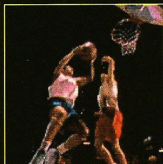
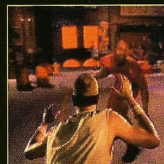
what we call DigiChrome, which is a technology that does both those things. We also developed what we call InstaSwitch, which is a way of buffering data, laying out the disk itself so that you get instantaneous response. So by the time we released our first product, over a year later, we had perfected both Instaswitch and DigiChrome. Even in the first game we released, *Night Trap*, when the guy goes over a trap and you hit the button, POW! You trap him instantaneously. It's very amusing to us that these guys from Rocket Science are now going around saying that "we've solved the CD-ROM lag time problem." I mean, gimme a break, we did that three years ago!



Playing one-on-one basketball with Scottie Pippen was only a dream, until *Slam City*. Join the big leagues and taunt and push your way to two-point glory. Making baskets never felt so good. Essentially, a first person version of NBA JAM.



Originally titled *One-on-One Basketball*, *Slam City* benefits greatly from Pippen's NBA experience.



MEET OWI'S KILLER DESIGN TEAM

OFF-WORLD
INTERCEPTOR

[AND LEARN THE SECRET OF THE MUTANTS]

Off-World Interceptor is the hottest thing to hit the 3DO since *Road Rash* blazed onto the streets. The team responsible for this addictive combat-racing game is from none other than Crystal Dynamics, the all-too-hip Palo Alto company responsible for some of the best 3DO titles. Games like *Total Eclipse*, *The Horde*, *Star Control II*, *Samurai Shodown* and the sure-to-be-a-classic *Gex* have all passed through the hallowed halls of "Crystal D." *Off-World Interceptor* is more than just your standard racing game; it's like playing virtual Hot Wheels with a host of killer weapons.



Jay Minn
Lead Designer

What do you do all day?

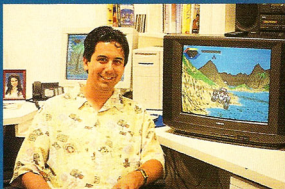
Specific game design, tuning and polish. All the detail work that's actually the most fun part of the job. How do enemies move? What do they look like (presented in a conceptual and embarrassing stick-figure drawing)? What happens when you do what-ever? I have to answer many of these questions. I get work from the programmers or the artists and then I tell them how great it is, "but if only it could do just a little bit more..."

Killer Quote: Well, this racing game specifically has the joy of shooting other motorists. No, no, I'm not a gun-toting psycho from the freeway warzones of LA, in fact, I'm a strict gun-control proponent. However, this game is fantasy come true. Haven't you ever wanted to just push the "Missile" button in your car when you saw a California Highway Patrol officer nearby, ready to pull you over just cause one of your tires needed some air?

David Pounders
3-D Digital Dude

What do you do all day?

Talk the programmers into more frames of animation. Dodge nerf arrows, and retaliate.



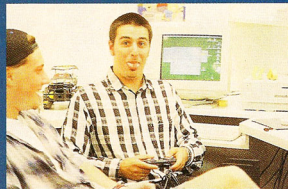
Richard "Greg" Marquez
Lead Programmer

What do you do all day?

I make sure that everything that needs to be done—programming-wise—gets done. I use bribery...I use blackmail...I use reruns of *Three's Company* (err, I mean torture!) And every once in awhile I resort to coding things myself.

Have you ever driven recklessly just for fun?

You mean commuting?



Jeronimo Barrera
Game Designer

What do you do all day?

Drink Snapple until I fill my Depends. Think of ways to make the programmers go postal. Blowing up stuff is fun. *OWI* is a racecar set with lots of testosterone (sorry, girls). There's mutants, missiles, explosions, mines, power-ups, lasers and killer gameplay.

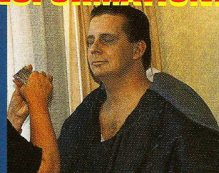
Killer Quote: I feel that game design is an art all to itself. Other entertainment industries should look at us for inspiration.



HORRIFIC TRANSFORMATION!



All of the criminal freaks in *OWI* are actually Crystal Dynamics employees.



Here Mark Wallace gets a little touch-up and he's prepared to do time in an off-world penitentiary.



A little help from the wardrobe department, and *viola!* Instant mutant!



If necessary, graphic artists can modify the digitized images to make the characters even *more* mutant-like.

Lloyd Pique God Emperor? Lord Vader?

Are you anything like your mutant character?

No. Just because I have a green face with warts, my tongue hangs out of my mouth and I glow in the dark doesn't mean I'm a mutant. You should see some of the people I work with.

Gary Herman Programmer

What do you do all day?

I absorb the radiation from my computer monitor and TV while my musculature decays and withers. I work on code to make *OWI*'s objects, enemy cars and bosses interactive. My main objective is to make the other team members look at my work and say, "Wow! That's cool!" I help to make *OWI* fun.

Killer Quote: Bashing into things while you are moving at over 200 kph is empowering. The problem with the real world is that when you crash your car and blow it up, you either die or have to shell out lots of money to fix everything you destroyed. Racing games provide all the fun of destructive recklessness, but in *OWI* you get clones and hit points and you can start over if you don't like the way things turn out.

Suzanne Dougherty Goddess, 3D game artist, *OWI* Lead artist

What do you do all day?

I work with other game deities to create cool 3D models and animate them. We just wave the magic wand and...poof! Cool stuff!

Killer Quote: The games are great because you're able to do things you could never do in real life. It's another world where the only risk you take is having to start over.



Jeronimo checks his armpit for mutant anti-perspirant.



Even the game's title screen has been carefully scrutinized and submitted for committee approval; *nothing* gets past these guys!



They may be deranged, Snapple-drinking, radiation-soaked mutants, but they've got the jobs that most *VIDEOGAMES* readers dream about.



Captain, you're wanted on the Bridge!

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

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

With over 15 intense missions to test your skills at Starfleet Academy, you'll find out just how exciting a

* simulator can be. Isn't it time to enroll?



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BREAKDOWN ▼

GRAPHICS 8
Great detail & animation on the SNES & Genesis.

SOUND / MUSIC 8
Good & rowdy, like a WWF game should sound.

PLAYABILITY 8
Best enjoyed as a two- or four-player game.

OVERALL RATING **8**

GREAT
8
VIDEO GAMES



RAW does bring the total number of wrestlers back to ten by including Randy Savage and Crush. Regrettably, the Game Boy edition has no special border or color information for the Super Game Boy, and neither of the portable games supports multiplayer bouts. (Remember that four-player Game Boy adapter? Anyone? Anyone?) Readers, take note: The straight-8 ratings you see in the "Breakdown" box on this page apply to the SNES and Genesis versions only. Even considering the hardware limitations, the portable editions are more like 5s.

Speaking of the wrestlers, the biggest surprise of *WWF RAW* has to be the elusive 1-2-3 Kid. I've only seen him on TV a few times, but he performs like a superstar in the video game. His speed is blinding—he can literally run circles around tubs like Yokozuna—and he has a kick that's like lightning.

Aside from adding multi-player support—which has been done—the only way for the 16-bit versions of *RAW* to improve upon the original *Royal Rumble* would have been to add a bit more variety to the character animation and/or give the player more to look at between

and after matches. *RAW* doesn't really do either; there's no great reward for winning any of the game's competitions—even the more grueling ones—and every single wrestler continues to strike the exact same "fists up" victory pose when he or she wins. (Come to think of it, why are Luna and Diesel exactly the same height on the screen when the game itself tells us that he's seven feet tall and she's only 5'5"?) To me, it's not real WWF wrestling without the surreal trappings of the "sport" as it appears on TV; sure, there are departures from the "rules"—especially when the referee is blindsided by an errant blow to the head—but I want to see these guys taunting each other before a fight, and I want them to look all red-faced and psychotic like they do in real life. I want to see Paul Bearer carrying that urn...I want to see Doink's little midget doppelgangers walking around...I want to see the fans getting into it the way they should.

Still a great game, but the extra eight megabits of memory really don't show.

—Chris Bieniek

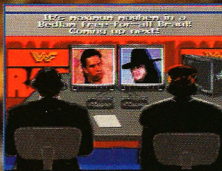
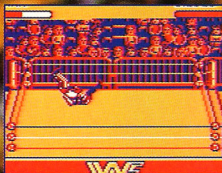
EDITOR'S RATINGS ▼

BETTY 7

WWF RAW is a wrestling game with spunk, but I still prefer *Saturday Night Slam Masters*. I like that evil clown, Doink; he adds a nice touch.

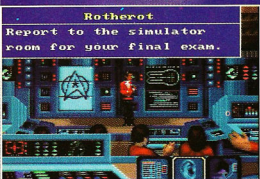
NIKOS 7

This is not *Saturday Night Slam Masters*.



The husky Luna Yachon is the only female wrestler in the *WWF*—or is she?

STAR TREK STARFLEET ACADEMY



Rotherot

Report to the simulator room for your final exam.

EDITOR'S RATINGS

CHRIS B. **3**
A stunning simulation and a surprisingly fun two-player fighting game with starships. As the good old captain would say, "Kirk out."

NIKOS **6**
Perfect for people who wish they could become Starfleet officers.

Interplay
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DEVELOPER
INTERPLAY

SIZE
16 MEG

PLAYERS
1-2



The ships are rendered in 3-D polygons.



SELECT VESSEL

Federation



Miranda



Constitution



Oberth

Klingon



Bird of Prey



K'T'inga

Romulan



Bird of Prey



Once you've finished all 21 missions you'll want to go head-to-head with starships from Starfleet, and the Klingon and Romulan empires.

BREAKDOWN

GRAPHICS **8**
The *Star Trek* universe in 3-D polygons is cool.

SOUND/MUSIC **9**
Music from the *Trek* movies, phasers are killer.

PLAYABILITY **9**
Completing each mission will become your life.

OVERALL RATING **9**
EXCELLENT
VIDEO GAMES

"TWO-PLAYER COMBAT is a fun STARSHIP FIGHTING game!"

So, you think you have what it takes to become a Starfleet captain? Find out for yourself in *Starfleet Academy*, by far the best *Star Trek* game on the SNES.

You start in your freshman year (hey, just like real school!) and the missions are tough. You're given a set of goals by your instructor and then you enter the ominous "bridge simulator." Much of the time you'll find yourself having to fail the mission in order to get clues and find out what you are really supposed to do. (The instructor will sometimes give you hints—after your starship has been blown to bits.) Each year of class contains five missions you must complete. You must maintain an overall grade

point average of 75 in order to graduate to the next year.

You'll meet familiar groups of classic *Star Trek* aliens in your journeys, including the Klingons, the lizard-like Gorn, the Romulans, the Tholians and even that annoying merchant, Harry Mudd. Remember, combat is always a last resort. Problem-solving is the key to completing missions successfully.

The final exam is given by Admiral Kirk himself, in the Kobayashi Maru scenario taken directly from *Star Trek II: The Wrath of Khan*. There's no correct way to handle this conflict; however, it is a test of character, so what you decide to do is important. I ended up graduating with an overall grade point

average of 82 points. Not bad for a guy who's never sat in "the chair" before.

Once you've completed all 21 missions, *Starfleet Academy* has the bonus of a two-player combat mode. Choose any ship from among the best of the Starfleet Constitution class to a Romulan warbird to a Klingon Bird of Prey and others from the classic TV show and the movies. It's like playing a fighting game with starships as you test the strengths and weaknesses of each.

Starfleet Academy is as good as having the bridge of the Enterprise right in your living room. All in all, this is one adventure game *Star Trek* fans won't want to miss.

—Chris Gore

Doc and rid yourself of this binary bacteria before your head explodes and you end up decorating the

entire room with your cerebellum.

And the good news?

Gray matter doesn't stain.

Philips Media



Your name: Sol Cutter. Occupation:



data thief. The bad news is you've just down-

You have exactly two hours to find

▲

loaded a particularly repugnant little cyber-virus called "Burn-Cycle" into your skull.



It's not just a game.

It's an infection.

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DEVELOPER

CAPCOM

SIZE

16 MEG

PLAYERS

1

MARVEL
COMICS



These mutants are here to protect and serve.



X-MEN



MUTANT APOCALYPSE



CYCLOPS

MUTANT POWER: OPTIC BLASTS

CHARACTER TRAITS:
LEGACY OF THE X-MEN. CALM
WHEN PROCEEDED WITH A
SPORE SENSE OF JUSTICE.

GAMBIT

MUTANT POWER: LASERED SMIT
OBJECTS WITH WARDEN ENERGY.

CHARACTER TRAITS:
CALM, COOL, UNAPPROVED. HE
DEFIES THE ODDS TO WIN.

PSYLOCKE

MUTANT POWER: PSYCHIC KNIFE

CHARACTER TRAITS:
MINDPOWER. DEPENDS ON MIND
OF THE HOSTILE GUEST.

THE BEAST

MUTANT POWER: SUPERSTRENGTH

EXPERIENCE AND RESILIENCE.
CHARACTER TRAITS: REFLECTS
PHILOSOPHICAL POSSESSION
SERIES TO. SKILLFUL IN
BIOLOGY AND BIOLOGY.

WOLVERINE

MUTANT POWER:

UNSTOPPABLE. BARRAGE OF CLAWS
CHARACTER TRAITS: A
FAITHFUL. ACCURATE. BROTHER.
A FIGHT. WARRIOR. WITH SPORE
CODE OF HONOR.

EDITOR'S RATINGS

CHRIS G. 8
Like playing the cartoon itself.
Good fun!

CHRIS B. 7
Not spectacular, but typically
solid Final Fight action.

NIKOS 7
Better than other Marvel games,
but I'm still waiting for The One.

Ask any kid what their favorite cartoon show is and they'll probably answer, "Why, X-Men, of course." Mutants are all the rage these days, and Capcom has made a game to satisfy all you mutant freaks out there. It's called *X-Men: Mutant Apocalypse* and it's much better than all the other previous X-Men games.

The plot should be familiar to fans of the comic and the TV series: the world is filled with those who hate mutants because of their extraordinary powers. Hate groups abound, and the X-Men stand for truth in a world gone mad. On the South Seas island of Genosha, mutant hatred has assumed a very genocidal bent, and the X-Men are sent there on a mission to free captive mutants and take the suckers down. What they don't know is that the Genoshans are led by the super-powerful mystery being, Apocalypse, and he's one mean mother.

Exciting, eh? Yes, it's the stuff of legend. *Mutant Apocalypse* is set up like this: Five of the X-Men are sent on separate missions to Genosha, and you choose the order of the missions. This is a great feature because it gives the game an open-ended feeling and leaves

the choices up to the player. You can complete a mission and then move on to another character or, if you lose a life, you can choose somebody else so you don't have to go through all that pain and frustration again.

Each of the five mutants (Wolverine, Gambit, Cyclops, Psylocke, and Beast) has a different mutant power and special moves, and this sort of variation helps the game rise above its somewhat generic side-scrolling structure.

The graphics are beautiful and detailed, and the characters are nice and big, so you don't have to strain your eyes to see 'em (although Psylocke's head is freakishly small compared to the rest of her body). Capcom has faithfully reproduced the pathos of the comic and the TV series without making a low quality loser, something a lot of these licensed games have a tendency to be. It's been a while since I picked up a copy of an X-Men comic, but this game actually made me want to see more. Wow, that's pretty impressive.

An overall excellent game, Capcom (a two-player mode would have made it better), but what I'm really looking forward to, X-Men-wise, is the fighting game. C'mon Capcom, I can hardly wait.

—Gabe Soria

"Capcom faithfully reproduces the action of the TV series..."

BREAKDOWN

- GRAPHICS 8
Dark, moody, and detailed.
- SOUND / MUSIC 6
Corny rock guitar and OK effects.
- PLAYABILITY 8
Responsive controls, but no two-player mode.

OVERALL RATING **7** COOL



WOLVERINE

ADAMANTIUM RAGE

BREAKDOWN ▼

- GRAPHICS** 8
Crisp graphics make the game look good.
- SOUND/MUSIC** 8
Hip-hop/Techno style that's not quite a joke.
- PLAYABILITY** 7
Like controlling a real wolverine: hard!

OVERALL RATING ▶



EDITOR'S RATINGS

- CHRIS G.** 8
Hardcore mutants beware, this is a challenge.
- CHRIS B.** 7
A tough game with super-cool animation.
- GABE** 7
This game is ridiculously hard and keeps you coming back.

PHONE
(516) 624-8888

DEVELOPER
BITS CORPORATION

SIZE
16 MEG

PLAYERS
1



A lot of Wolverine's moves look really good, but they're just too hard to execute. Hey designers, why don't you take the time to play the game a bit before you release it?

Adantium *Rage* is based on Wolverine's lack of familiarity with his true past. He suspects that his memories were implanted in his mind at the same time as the army messed around with his body, giving him an adamantium skeleton. With this in mind, Wolvie starts charging around the world looking for clues about his life before he became virtually indestructible. His journey starts with "The Secret Laboratory," which holds information about Weapon X, the mysterious government project that turned Logan into the adamantium-laced Wolverine. From the laboratory, Wolverine travels to Japan, where he must go up against Lady Deathstrike and Shinobi Shaw, who are trying to prevent him finding out more about the Weapon X project.

As you would expect, it's fun to play as Wolverine, and to meet up with all the enemies you read about every month in the comics. Unfortunately, controlling Wolverine is super frustrating because he just doesn't always do what you want him to. He's as feisty as the real character. The graphics and sound are good and the life-meter is innovative because, although he can lose energy, Wolvie can slowly gain it back by resting. However, you have to be careful during the later levels when Elsie Dee will try to catch up with you and destroy you as you rest.

Wolverine: Adamantium Rage is a hard game, so it's a challenge. Mutant fans all over will want to give Wolvie a whirl, just be prepared for a tough fight.

—Chris Gore



"WOLVERINE is bad to the ADAMANTIUM bone."



MICHAEL JORDAN

EDITOR'S RATINGS

GABE **8**
Jordan kicks Shaq's butt! An amazing platform adventure.

CHRIS B. **7**
Well done, but the concept is just too weird!

BETTY **7**
At first I was turned off, but this really is a fun game.



PHONE

(415) 571-7171

DEVELOPER

Electronic Arts

SIZE

16 MEG

PLAYERS

1

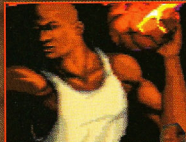
CHAOS IN THE WINDY CITY



Thanks Michael, you're getting good at this superhero stuff!



Why a mad scientist would hang up basketball nets in a dark dungeon with hidden power-ups for Jordan to slam is beyond me.



I can't stand games that are released just to cash in on a celebrity's popularity. The *Marky Mark* game for the Sega CD and the *Shaq Fu* fighting game are recent examples. So when I heard that I had to review the new Michael Jordan game, *Chaos in the Windy City*, I was skeptical.

So I plug the game in and am instantly surprised by a cool looking map of Chicago with Jordan's mug in the corner. So far, so good, but introductory maps don't make a good game. So I start the game, and before I know it, I'm trying to get through the third level and having the time of my life.

Michael Jordan: Chaos in the Windy City is a great platform game. The controls are good, and you get to dunk your way through all sorts of crazy levels. The game begins with Jordan coaching an all-star basketball team that's set to play an upcoming benefit. When your team doesn't show up, you suspect that something's amiss. Suddenly a basketball with a note telling you to go to the Chicago Field Museum for a meeting breaks through the window, and you have your first clue to the mystery. When you get to the museum, you find a secret entrance to an underground prison where your all-stars are locked up.

Using your incredible basketball skills, you go through the prison looking for power-ups and players in an attempt at getting to the bottom of the mystery of Dr. Max Cranium. As you move along, you learn from the guys that you save a little bit more about Max. It turns out he's one of the guys that didn't make the cut in high school and has had a vendetta against basketball players ever since.

The control is killer. You can make Jordan jump, shoot, and slam balls to protect yourself against the bad guys. You can even collect different kinds of basketballs that will freeze the enemies, bounce through walls, or make them explode.

I got really into *Chaos in the Windy City*. If you like Jordan, or you're really into platform games, you're going to have to give this a try. You might be just as surprised as I was.

—Nikos Constant

"A GREAT platform game built around JORDAN!"



BREAKDOWN

- GRAPHICS** **7**
Nice. The dunks look cool.
- SOUND/MUSIC** **6**
Music is pretty ordinary. Jordan's voice is cool.
- PLAYABILITY** **7**
Surprisingly good.

OVERALL RATING **7** **COOL**

WAR IS HELL

unless you're in a 40-ft. robot
with a rocket launcher
(then it's kinda cool)



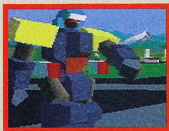
If you don't like the city you're in, use your rocket launcher to level it.



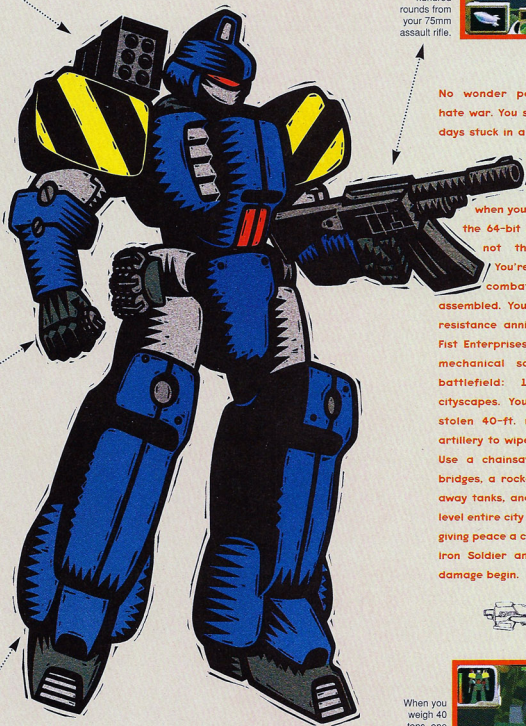
Riddle the Gauntlet helicopters with a couple hundred rounds from your 75mm assault rifle.



The best thing about the 3D cityscapes and texture-mapped skyscrapers is watching a grenade blow them up.



It's an enemy mech on patrol. If you don't look out, he'll recycle a few of your body parts.



No wonder people hate war. You spend days stuck in a trench with nothing more than a wimpy rifle and a bad haircut. Luckily, when you play Iron Soldier on the 64-bit Atari Jaguar, you're not the average grunt. You're the most awesome combat machine ever assembled. Your mission: help the resistance annihilate the evil Iron Fist Enterprises and their army of mechanical soldiers. Your battlefield: 16 different cityscapes. Your arsenal: a stolen 40-ft. robot with enough artillery to wipe out New York City. Use a chainsaw to slice through bridges, a rocket launcher to blow away tanks, and a cruise missile to level entire city blocks. Forget about giving peace a chance. Climb into an Iron Soldier and let the property damage begin.



When you weigh 40 tons, one foot stomp can turn a Brassard Tank into scrap metal.



The scenery may change, but your objective won't. Destroy the enemy.

JAGUAR DO THE MATH
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CIRCLE #113 ON READER SERVICE CARD.

Z-NES-0000

SUPER PUNCH-OUT!!

Nintendo

PHONE
(206) 882-2042
DEVELOPER
NINTENDO
SIZE
16 MEG
PLAYERS
1

In the mid-'80s, you couldn't go into an arcade without hearing cries of "Body blow! Body blow! Uppercut!" and seeing a crowd of kids surrounding the machine making the noise: *Punch-Out!!* The arcade classic is now available for your SNES, and it's *still* a classic.

For those of you not familiar with the game, here's the breakdown: You are a young boxer who's working his way up the ladder in the world of professional pugilism. Your fights start off easy, but they get progressively harder as you face tougher and weirder opponents. It's too bad you're not being paid by a mob boss to be a lousy palooka, because you'll be hitting the mat a lot when you first start playing.

There are a colorful assortment of fighters in each of the four progressively harder circuits you fight in. You start off in the minor circuit, where you'll fight most of the guys from the original *Punch-Out!!*, to the Major Circuit, whose ranks are inhabited by freaks from around the globe, to the World Circuit where you get to beat the stuffing out of a circus clown from Italy, and then finally to the Special

Circuit. That's cool, a long playing life plus you get to kick a clown's butt. But watch out and study your opponents hard because they have unpredictable and devastating special moves with which to lay you out for the count.

You aren't defenseless though. There are a variety of moves you have to learn to survive the punishment. Not only are regular moves like body blows and jabs available to you, when you get hot (meaning you score a lot of punches in succession) you gain the ability to do outrageous rapid fire punches, uppercuts, and super-knockdowns.

Super-Punch Out!! is a really tough game, but it's one in which repeated playing (and you will be playing it a lot) really pays off. Once you learn the ropes, you learn how to actually fight better, how to take advantage of your opponents weaknesses and how to really stick it to 'em when you need to. What I thought at first to be an unfair computer eventually turned out to be a weakling after I went around the block a couple of times. I became a boxing fool.

—Gabe "Punchy" Soria



"Safer and more fun than taking on the school bully!"



EDITOR'S RATINGS

- NIKOS** 9
A great game finally makes it to the SNES. Worth the wait.
- CHRIS E.** 8
That ain't Mad Clown—it's Bear Hugger in disguise! Help!
- CHRIS G.** 6
Too cartoony for such a brutal sport.

BREAKDOWN

- GRAPHICS** 8
Try not to get hit by flying spit!
- SOUND/MUSIC** 7
Good punches, but I miss the comments.
- PLAYABILITY** 8
Great replay value!

OVERALL RATING **8**

GREAT
8
VIDEOGAMES

TIME WARP



PHONE

(818) 591-1310

DEVELOPER

SCULPTURED

SIZE

10 MEG

PLAYERS

1 or 2

Hey, remember the good ol' days of *Ren and Stimpy* when you could kick back and watch an episode of "Nurse Stimpy," "Space Madness," or "The Boy Who Cried Rat"? That was in the first season. And even if Ren and Stimpy mean nothing to you now, they were the epitome of sweaty-armpit, burn-the-Constitution, hairy-black-tongue cartoons back in their day, eh? Well, T-HQ's latest *Ren and Stimpy* creation, *The Ren & Stimpy Show: Time Warp*, will take you back, via time machine, of course. It comes complete with Happy Helmets, Powdered Toast, and Rubber Nipples (Our favorite!).

And if you've been slightly disappointed by games like *Ren and Stimpy Veedlots* or *Quest for the Shaven Yak*, take a gander at this baby. It's not the

typical side-scrolling platform game that those others were.

There's plenty of action, and a lot of tricky maneuvering to do as well. It plays sort of like a platform game and sort of like a *Final Fight*-type game, especially in the two-player cooperative mode. You're not fighting against anyone, but it's got that same depth of screen that's in *Final Fight*. And levels like "Space Log from Nitty Gritty" offer a completely different type of gameplay. In this one, you control a spaceship shooting at logs. In "Untamed World" you're island-hopping in the Galapagos.

So anyway, in the first couple of levels, Ren and Stimpy have to find enough Gritty Kitty proofs of purchase and money to earn a time-machine and move on to the other levels. Once a time-machine has been acquired, visit past

Ren and Stimpy episodes like "Untamed World," "Haunted House," and "Monkey See, Monkey Don't."

What's really great about Ren and Stimpy are their methods of attack. Ren has a slap that makes a nice THWACK! Stimpy can hock lovely, munchy hairballs. I personally prefer the slap. It's a very gratifying weapon.

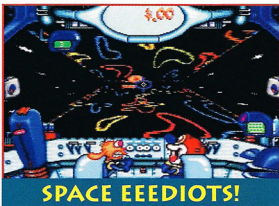
My conclusion: a tough but tasty game. The gameplay is original, and even though it might seem excessively difficult at first, you'll get the hang of it.

One more thing. When Ren dies, sometimes just his eyeballs are left lying on the ground. The first time I saw that, I thought they were something else. I thought that was pretty funny.

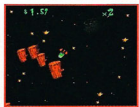
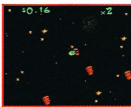
—Betty Hallock



MORONIC MADNESS!



SPACE EEDIOTS!



HOCKING HAIRBALLS!

EDITOR'S RATINGS

CHRIS G. 9
The best *Ren & Stimpy* game yet! Great graphics. Gross!

CHRIS B. 6
It's too confusing for a first-time player to get into.

NIKOS 6
It's a little late in coming but it is the best *Ren & Stimpy* game.

BREAKDOWN

GRAPHICS 9
Characters & animation true to the original.

SOUND / MUSIC 8
Surfer music or big band. Nice stand-up bass.

PLAYABILITY 8
Not a typical action platform. A good challenge.

OVERALL RATING 8

GREAT VIDEO GAMES

"IT'S REALLY GROSS AND FUN!"

OPERATION THUNDERBOLT

TAITO

PHONE
(708) 520-9280

DEVELOPER
TAITO

SIZE
12 MEG

PLAYERS
1-2



Operation Thunderbolt is good for a yuk or two.



"IF IT'S DESTRUCTION YOU'RE AFTER, PLAY DOOM INSTEAD."

MAKE THAT MADMAN PAY!

EDITOR'S RATINGS

CHRIS B. 6
I wanted to like it, but the graphics are too crude.

CHRIS G. 5
I need to blow up a lot more. I really expected something better.

NIKOS 5
Stick with *Lethal Enforcers* if you want to shoot something.

BREAKDOWN

GRAPHICS 4
Nice try but no cigar, Taito. Yeck.

SOUND/MUSIC 5
There could have been a lot more here.

PLAYABILITY 5
Dull with one player, okay with two.

OVERALL RATING

5

OKAY
VIDEOGAMES

SPECIAL FORCES

SONJA ERICA DAN SHIN KINTE CHAMKAUR

So you say that you have an unquenchable thirst for destruction, a veritable need for killing on a mass scale? Well, if it's body-counts you're after, look no further than *Operation Thunderbolt*, the sequel to the arcade game *Operation Wolf*. You'll be wasting a whole lot of terrorist radicals.

It's the same old story: Third World madman wants his comrades in foreign jails to be freed, so he takes a plane-load of innocent people hostage. The government decides to send in an elite force of commandoes to show the dictator that U.S. foreign policy does not include bargaining. Yeah! Kick butt! We're number one!

This is a shooting game which can work with your control pad, mouse or your Super Scope! That's cool, because if there's one thing that the Super Scope needs, it's more games.

The game itself is typical of its type: you have no real control over

the direction you take, you're just along for the ride and your primary concern is to fire at every knuckle-head who dares to rear his ugly head. Simplicity at its finest. Don't think, just shoot!

It's a one or two player game, and you have your pick of an assortment of soldiers, including a blonde Special Forces type named Sonya, who's obviously resting after some serious *Mortal Kombat* somewhere else.

Operation Thunderbolt is a diverting game, but it's not a great game, and here's why: One of the appeals of this type of game is the feel and the heft of the gun in the arcade. Nothing compares to the feel of a huge Uzi bucking in your hands and almost slipping out of your palms as you unload clip after clip in the arcade, and this suffers in translation. It's just not the same with a control pad!

Another irksome thing is the

graphics. Dull, boring and disappointing, considering what we now know the SNES is capable of. I just got sick of seeing a million badly rendered terrorists running towards me in goofy driving scenes and boring, slow, side-scrolling backgrounds. *Operation Thunderbolt* could definitely have benefited from some more detail and care, and that's for sure.

The jury's out on this one. When you're playing it alone, it gets pretty boring after a while but with two players it's slightly more entertaining. It's full of death and violence, which is always a plus, but it just doesn't hold up to games like *Doom*, or *Alien: The Gun*, or *Revolution X*, or even to the *Terminator 2* adaptation for the SNES, where you can feel the carnage. *Operation Thunderbolt* is really nothing special.

—Gabe Soria



Aero The Acro-Bat™ 2

Get It Through Your Skull!



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A WHOLE
NEW GAME!

**AERO
THE ACRO-BAT™ 2**

 **SUNSOFT™**



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CIRCLE #114 ON READER SERVICE CARD.



PHONE
(818) 591-1310

DEVELOPER
SCULPTURED

SIZE
16 MEG

PLAYERS
1

GRAPHICS 8
This is great eye-candy.

SOUND / MUSIC 7
Cool music but not much else.

PLAYABILITY 5
Like coffee, *seaQuest* is an acquired taste.

OVERALL RATING **GOOD 6**

VIDEOGAMES

et's face it: most video game adaptations of TV shows and movies are junk and deserve to be recycled. Rarely do these sort of games even approach the level of mediocrity, so I was on my guard when I was handed *seaQuest DSV*.

If you're not familiar with the Spielberg-produced show, here's the lowdown: You are a member of the UEO, the United Earth Oceans organization, a group dedicated to exploring the final frontier of the seas. The show's kind of boring, in my opinion. It's not horrible, but whenever I try to watch it I find that my attention is easily diverted. Exactly the same thing happened with the video game version.

In the SNES version of the game, you take on the role of a UEO cadet and must undergo rigorous training exercises before you can actually command the real *seaQuest*.

seaQuest for the SNES was developed by the hotshots over at Sculptured Software who made a splash recently with their amazing SNES version of *Mortal Kombat II*. The pure beauty of the game goes to show that Sculptured Software will definitely be around for the long haul.

Not that it comes anywhere close to *Mortal Kombat II* though. *seaQuest* is a beautiful-looking game. The underwater scenes (the whole game, basically) are rendered in a colorful dark palette, and the backgrounds are almost *Ecco the Dolphin*-quality. The stages in which you guide

the *seaQuest* around the ocean floor are in a very appealing 3/4 view. There are also stages where you control various other vehicles, including the super-intelligent dolphin, Darwin.

The one major problem I had with *seaQuest DSV* was playability. This is a game that is definitely not suited for younger players because it's so darn complex. Even I was scratching my head at the complicated instruction manual, and that definitely lessened my enjoyment of the game. On the other hand, you have plenty of opportunities to learn the game due to the large number of missions (31 total) which you are asked to complete.

The Game Boy version is totally different. It's more like a brainless side-scrolling shooter with the *seaQuest DSV* label slapped onto it. While playing I actually got sea sick—not because it was so hyper-realistic, but because it became monotonous. Duller than a third grader's pencil. It just wasn't engaging at all, even when played with the Super Gameboy.

SeaQuest DSV for the SNES is a godsend for fans of the show, but it'll have to work really hard to get some cross-over appeal going on. Not a bad game by any means, just a bit tedious at times, but cool graphics don't make up for boredom.

—Gabe Soria

"Fans of the TV show might dig *seaQuest*."

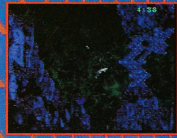
EDITORS' RATINGS

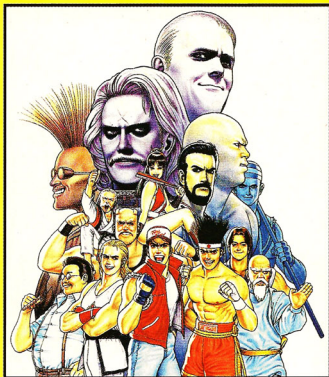
CHRIS G. 7
More exciting than the actual show, with cool 3-D rendered graphics. I like mindless Game Boy shooters—this one's fun.

BETTY 6
The vehicles look like they're fun to drive but actually they're difficult to maneuver. The bus is really groovy.



The ocean floor is a scenery lovers delight.





Sure we offer a variety of more things BUT, it doesn't matter cuz you're still gonna get your **BUTT KICKED!**

FATAL FURY SPECIAL



SEGA CD

SNK



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CIRCLE #115 ON READER SERVICE CARD.

Ballz



ACCOLADE

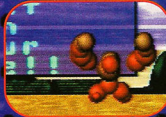
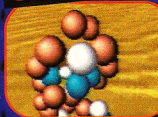
PHONE
(408) 985-1700

DEVELOPER
PF. MAGIC

SIZE
16 MEG

PLAYERS
1 or 2

SUPER NES



GENESIS



...one of the coolest fighting games on any home system."

EDITOR'S RATINGS

- BETTY** 8
This is a crazy fighting game—it looks funny.
- NIKOS** 7
The closest thing to playing *Virtua Fighter* at home, so far.
- CHRIS C.** 7
Like playing a fighting game with fruit-flavored Trix cereal.

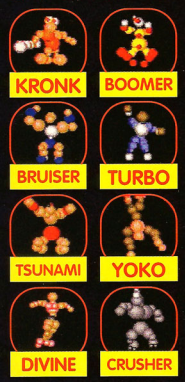
BREAKDOWN

- GRAPHICS** 8
It's amazing that a bunch of balls can be this cool.
- SOUND/MUSIC** 8
Shrieks, squeals, hip tunes—especially on SNES.
- PLAYABILITY** 9
Once you adjust to the controls, you're hooked.

OVERALL RATING **8**



AWESOME CHARACTERS!



Help me, dear reader. I'm on a one-man crusade to spread the word about one of the coolest and most unique fighting games on any home system, and I'm scared to death that we're going to plunge into 1995 without anybody having noticed it. Would you mind tearing your eyes away from *Mortal Kombat II* and *Samurai Shodown* long enough for me to explain why *Ballz* deserves your undivided attention?

Thanks; this'll only take a minute. (Man, it's hard enough to convince people that the words "unique" and "fighting game" belong in the same sentence!) *Ballz* is a one-on-one beat-'em-up in which all of the characters are rendered with spheres of different sizes and colors. Instead of using the game's 16 megabits of storage to keep track of thousands of frames of "flat" character animation, the simple character designs are manipulated in three dimensions simply by moving the spheres around and changing their sizes to make them look closer or farther away. This unusual design seems to have freed up tons of memory for dozens of super-smooth animated move sequences for each character. What's more, the real-time object manipulation allows for some pretty impressive visual effects; namely, a rotating arena, changing camera angles as in *Virtua Fighter* and an incredible "Instant Replay" mode in which you can tilt, rotate and zoom in or out on the playfield. The Super NES' Mode 7 has allowed these types of special effects in the past, but seeing them done entirely in software on the Genesis was enough

to make my jaw drop.

In addition to the cutting-edge game play, *Ballz* has a lot of features that are just plain cool—not *calculated* cool, but naturally so. There's a scoreboard in the background that comments on the action, along with a row of TVs that are constantly lit up with weird, indescribable images: cartoons, words in different languages, people's faces...the kind of quirky stuff that makes you stop and say, "hey, what was *that*?" The soundtracks of both versions are filled with digitized grunts and tantalizing squeals that serve double duty as sound effects and as percussion sounds in the music.

There's no Shang Tsung advantage, either, since—get this—any character can morph into any other character at any time (if you know the moves.) The importance of choosing a fighter at the start of a game is negligible for experienced players, then, since it'll just represent the character you *start* each round with. Fighting game fans respect and appreciate the thought processes behind the countering of specific moves, the philosophies of blocking vs. avoidance, etc.—now imagine being able to react to a "cheap" opponent by switching to a different fighter altogether!

Ballz is the closest thing to *Virtua Fighter* on any home system...but even though that's a compliment, it still doesn't do justice to this game's supremely eccentric personality. Give it a chance, won't you?

—Chris Bieniek

BREAKDOWN ▼

GRAPHICS 8
Great animation...shame about the character size.

SOUND/MUSIC 7
Music's OK, but speech would have helped.

PLAYABILITY 5
Not responsive enough; weird jumps, too.

OVERALL RATING **6** **GOOD**

VIDEO GAMES



Shaq Fu is the most powerful character in the game. He's got the most health and the most powerful attacks.

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PHONE
(415) 571-7171

DEVELOPER
DELPHINE

SIZE
24 MEG

PLAYERS
1 or 2



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"Shaq, Flashback and fighting — the mix just doesn't work."

(of *Flashback* and *Out of This World* fame.) Unfortunately, Delphine's trademark of

super-fuclid character animation has limited the size of the fighters in *Shaq Fu*; even at 24 megabits, both the SNES and Genesis versions have characters that look like midgets compared to most other fighting games.

The controls present another problem. The quick reaction time and instinctive feel of games like *Street Fighter II* and *Mortal Kombat II* just isn't there. Blocking is awkward, and jumping backward or forward carries your fighter way too far. Players can get more out of the game by learning the quirks and compensating for them, but—since much of the design is lifted from "traditional" fighting games—the parts that break tradition seem more like failed attempts to live up to current standards than intentional rule-breaking.

Finally, an admittedly minor complaint. The art throughout is generally good, but the half-cartoony look of the main character ruins his personality; at no point in the game does this guy look like Shaquille O'Neal! On the pre-fight match-up screen he looks like George Jefferson; on the

portrait in the corner during a fight he looks like Homer Simpson. No offense, but the game's stylized art does contradict the realism of the digitized animation.

Some nice features, some excellent animation, but real fighting game fans will consider this one *Shaq Phooey*.

—Chris Bieniek

EDITOR'S RATINGS ▼

GABE 5
Stick to basketball, buddy. My Grandma could kick Shaq's butt.

CHRIS G. 5
The realistic moves hinder the action. Plus it's too slow.

BETTY 5
A sorry excuse for a fighting game.



Shaq Fu for the Super NES

GENESIS

PITFALL

THE MAYAN ADVENTURE

CHECK IT OUT!
THE ORIGINAL PITFALL
HIDDEN INSIDE!

SUPER NES



GENESIS



BREAKDOWN

GRAPHICS

Stunning animation; creepy, dark atmosphere.

SOUND/MUSIC

Evocative jungle tunes/SFX, even on the Genesis.

PLAYABILITY

Great control & replay value. Timing is everything!

OVERALL RATING **9**

EXCELLENT
9
VIDEO GAMES

EDITOR'S RATINGS

NIKOS

3 Worth buying just so you can play the old Atari 2600 version.

CHRIS G.

3 An incredible upgrade of an already classic cart!

JIM

3 Thanks for the memories!

YOU'LL BUST A NUT
WHEN YOU SEE THE
CROCS FROM THE ORIGINAL!



"The hidden, original
Pitfall! is
worth the
price."

THE
GENESIS
CART HAS
THE
ORIGINAL
HIDDEN
INSIDE.
TOO!



ACTIVISION

PHONE
(310) 473-9200

DEVELOPER
REDLINE GAMES

SIZE
16 MEG

PLAYERS
1

The credits that roll at the end of *Pitfall: The Mayan Adventure* list over 50 names from eight different companies—and that total doesn't even include the pets, civilizations and pizza delivery guy who are mentioned under "Special Thanks." That's quite a testament to the accelerated state of the video game industry, especially when you consider that nearly every developmental aspect of the original *Pitfall!* game was handled by one man, David Crane.

Yep—times have changed, but gaming purists will be thrilled to discover that the 16-bit, 16-meg world of *Pitfall: The Mayan Adventure* brings the same level of challenge and excitement to your SNES and Genesis as Activision's classic *Pitfall!* did to your Atari 2600 over ten years ago.

Crane's adventure made its mark with challenging game play, map-worthy stage layout and cutting-edge graphics; back then it was a big deal if your character's shirt was a different color from his pants. While updated versions of many of the first game's most tantalizing elements are intact—from disappearing tar pits and swinging vines to snapping alligators—the new *Pitfall* scores big points in the same categories as its predecessor. Namely, the game play is tough but fair, the stage designs are filled with cunning puzzles and seat-of-the-pants decision making and—best of all—the art and animation are as good as Disney's *Aladdin*. As *Pitfall* Harry's son Harry Jr., you must run, jump, swing, whip, climb, pull, shoot and crawl through ten stages of snakes, hawks, skeletons, jaguars and ghosts...not to mention the obstacles which the game is named after.

One of the most surprising features of *Pitfall: The Mayan Adventure* is its soundtrack, which is filled with the throbbing rhythms of jungle drums and the ambient screeches and chirps of wild animals. As you might expect, the Super NES audio is superb, but even the Genesis music and sound effects have quite a bit of muscle.

Finally, you may have heard about the original *Pitfall!* game being included in these cartridges as a hidden bonus round. It's true; both the Super NES and the Genesis have no problem duplicating the look, feel and sound of the classic 2600 title. This is one of the coolest things I've ever seen as a hidden feature in a cartridge; Crane's entire game is here for players of the '90s to discover all over again. What's even cooler is the fact that the scorpions from the original game will occasionally escape from the "past" and appear in the new game. Seeing a pure white, pixel-blocky scorpion crawl into a 16-bit world of lush colors and superb animation is the ultimate example of just how far video games have come in the last decade.

—Chris Bieniek

Sega's putting its bu on the line with *Cosmic Carnage*; it's the flagship fighting game for an unproved system, the 32X, so naturally gamers are going to be whipping out their microscopes looking for any flaw they can find. Well, some people are going to be having a field day with this one.

First, the plot, which is actually a strange bit of irony which could have been an episode of *The Twilight Zone*. After high-jacking and nearly destroying their prison transport, a group of space criminals try to attack a ship of soldiers. The attack fails, and the eight survivors (four criminal scumbags and four upright soldiers) must battle each other, friend against friend and enemy against enemy, to get to the last escape pod. I have to admit that I laughed when I read this; it's just so delightfully sadistic.

The eight characters are pretty rad. There's a Silver Surfer look-alike, a crafty space ninja, and an Alien knock-off, among others. They all look cool, a bit cluttered (the amount of colors on each character is ridiculous and will give you a headache). One of the best features of the game is the armor selection screen. The soldiers can pick and choose the armor that they wear, and this choice affects the moves you can perform. As for the criminals, they don't need armor. They're vicious killers, one and all.

Cosmic Carnage's controls are fair. The special moves are easy to execute once you learn them and there are fatalities to be done, but many of the characters move like they've just eaten a huge lunch, meaning they're extremely sluggish and lethargic.

As cool as all this is (and it's pretty cool) it's kind of disappointing coming from a 32X game. I mean, this is the 32X! *Cosmic Carnage* looks rad, but it could probably be ported over intact to the SNES! I'll put it this way: This is the advanced class, and in the advanced class, we expect harder work. Yes, there are cool scaling effects, neat camera zooms and all that, but I've seen the same thing while playing *Samurai Shodown* on the SNES.

Does *Cosmic Carnage* deserve its name? Well, yes, I'd have to say so. For you fighting game freaks out there, there's plenty of blood flowing on the decks of the spaceship and a lot of folks get their heads chopped off and their arms popped out of their sockets, all rendered in pretty shades of red.

Bottom line on this one: You'll buy it and you'll be happy, but even though *Cosmic Carnage* is a pretty fair game on its own terms, both you and I know that it probably could have been a sight better.

—Gabe Soria



PHONE
(415) 802-3218

DEVELOPER
SEGA

SIZE
24 MEG

PLAYERS
1-2



There's hot blood a-flyin' in *Cosmic Carnage*.



BREAKDOWN

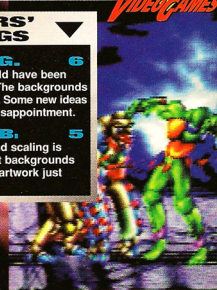
- GRAPHICS** 8
Looks great, but so does 16-bit DK Country.
- SOUND/MUSIC** 7
Typical, but not bad.
- PLAYABILITY** 6
Is that "slowdown" or a special feature?!

OVERALL RATING 7 COOL

EDITORS' RATINGS

- CHRIS C.** 6
Clearly this could have been done in 16-bit. The backgrounds are simply weak. Some new ideas but an overall disappointment.
- CHRIS B.** 5
The zooming and scaling is nice, but the flat backgrounds and uninspired artwork just don't cut it.

"Cosmic Carnage: It could have been better."







PHONE
(310) 277-2211

DEVELOPER
SOFTWARE CREATIONS

SIZE
16 MEG

PLAYERS
1



The Tick gets angry.

The Saturday morning cartoon is a really funny show. It's good, and I like it. It's just too bad I can't say the same about the video game.

The game, like the cartoon and the comic book, stars a 400-pound, 7-foot-tall, blue tick. He's big, burly and has superhuman powers. That's the good thing; he's a big character and takes up a lot of room on screen. But the animation is poor and I mean *poor*. It looks like they used two frames of animation for his kick (leg up, then leg out). The animation was really just one major disappointment.

And most of the enemies are unimpressive. You'll meet up with bosses like The District Manager or The Forehead. And when you see them, you'll think to yourself, "So?" Bosses should look intimidating. These don't. They don't even look *good* (except for the aliens—

they look pretty good). But my final sentiment on graphics is: "weak graphics—blech!"

And the backgrounds! Some of them look like simple NES stuff. The only background I found appealing was the "District Manager" level. Colorful pagodas, lanterns, and all that. But what really sticks in my head are drab rooftop scenes with some kind of water level here and there.

One good thing about the game is that it's got 44 levels. I like a nice lengthy game. And you can choose up to seven continues. I like a lot of continues too. But when it comes right down to it: who wants to play this game for very long?

The gameplay varies very little. It seems like you're fighting "ninjas" for the first 20 levels, then those "idea men" for the next 20. It's a *Final Fight*-type

fighting game that doesn't control well. It feels like there is a delay between your controls and the Tick's action. In addition, his kicks and punches aren't really very satisfying because the sound effects are so weak.

Once in a while, you'll run across what the publisher calls a "wobble environment," which means The Tick is balancing himself on some kind of tightrope or a rocking boat. These levels are a welcome change from fighting "ninjas," but they're not going to put your panties in a bunch.

Once in a while a second hero will drop in to help you fight enemies back-to-back. The Tick will cover one side, and someone like the American Maid will cover the other. It works pretty well. I admit that it's a nice touch. But it's too little too late.

—Betty Hallock

"I wanted to stop playing six levels into the game."

EDITOR'S RATINGS ▼

CHRIS B. 6
Cool for fans of the TV show; decent speech samples.

CHRIS G. 5
The cartoon is great, this game is a disappointment.

NIKOS 4
The cartoon has so much mirth, the game has little worth.

BREAKDOWN ▼

GRAPHICS 5
Two-frame animation?!?

SOUND/MUSIC 5
The same music level after level after level.

PLAYABILITY 6
It gets boring after the first couple of levels.

OVERALL RATING ▶



SOUL STAR



SEGA
ENTERTAINMENT, LTD.
SEGA LTD.

PHONE
(415) 771-2570

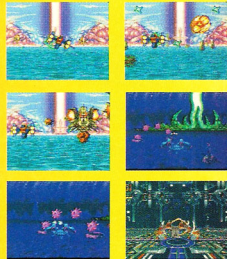
DEVELOPER
Core Design

SIZE
CD

PLAYERS
1-2

EDITOR'S RATINGS

- CHRIS G.** 9
It's tough! An incredible shooter with movie-quality sound.
- CHRIS B.** 9
Excellent graphics and music—really uses the Sega CD's power!
- BETTY** 7
A great outer space shooter but it's really hard.



Soul Star is by far the best shooter to come out for the Sega CD. I'd even go so far as to say that *Soul Star* is the James Brown of Sega CD games!

The object of the game is to kill the alien menace that has attacked your solar system. You must go from planet to planet destroying tractor beams, mining operations, and other instruments that the aliens use to control your booty, in order to once again maintain order in the galaxy. To start off, you have to attack the enemy's warp gate to gain access to the distant corners of your Milky Way. This part of the game starts out deceptively easy, but gets hard really quick. This is where you have to get used to the awkward controls, as well as figure out how to get enough power-ups for survival. Once in the warp gate, you can choose from three different difficulty paths, all of which are pretty darn hard.

The biggest surprise in this game is that your ship transforms into different killing machines depending on the scenario. When you have to destroy a mining operation, you get to play as a *Battletech*-like robot. Destroying the tractor beam requires your ship to become a submarine. The play value jumps like you won't believe. It's like when James Brown hits the stage wearing a cape: It's just

too cool.

Another surprise in this game is the graphics. The Sega CD has always been known for superior sound, but the graphics and color are weak. *Soul Star* seems to use the color palette to full advantage creating some visually stunning levels as well as some killer looking bosses. (You gotta see the ocean level!)

If you own a Sega CD and have felt kind of cheated, pick up *Soul Star*. You'll be glad that there's finally a game that matches the price you paid for the system. It's like seeing James Brown play at the Apollo for the first time: you'll be totally amazed!

—Nikos Constant

"Soul Star is the ultimate Sega CD shooter!"

When I first heard the name *Soul Star*, and found out it was going to be a new game for the Sega CD, I thought, "James Brown is finally getting his own video game?" But then I found out it was just going to be another shooter for the Sega CD. Sure, Core Design was doing it, and they have quite a reputation, but Sega CD shooters are about as common as bad movie-based games.



BREAKDOWN

- GRAPHICS** 9
The beautiful color looks spectacular!
- SOUND/MUSIC** 10
A rousing orchestral soundtrack with good FX.
- PLAYABILITY** 9
It's hard, but this is a game you'll want to finish.

OVERALL RATING 9

EXCELLENT
VIDEO GAMES



The game changes pace when your ship turns into a ground-based robot.

Digital Pictures



PHONE
(415) 345-5300

DEVELOPER
DIGITAL PICTURES

SIZE
CD

PLAYERS
1



EDITOR'S RATINGS

CHRIS G. 9

I love Romero's *Night of the Living Dead* series and this is like the interactive version.

Great fun! Like *Lethal Enforcers* with zombies it's a blast.

CHRIS B. 8

Seeing Mr. Vargas was a kick and the flying corpses are scary.

BREAKDOWN

GRAPHICS 8

The game needed a larger variety of zombies.

SOUND/MUSIC 8

Creepy percussion complements gameplay.

PLAYABILITY 7

The shooting's fun but it's repetitive.

OVERALL RATING

GREAT
8
VIDEO GAMES

CORPSE KILLER



You are the Superfly of Special Forces members, Captain Daniel Cooper. You and your men have been dropped onto an island loaded with zombies. Kill the zombies and their demented leader, necrobiologist Dr. Elgin R. Hellman. Hellman is played by Vincent Schiavelli. He was Mr. Vargas, the science teacher, in *Fast Times at Ridgemont High*. He plays a good mad scientist. You play as Captain Cooper and you'll meet Julie the news reporter, who'll do anything for a story, and Winston the Rastafarian, whose only dream is to find enough treasure to buy a Hummer, those funky military vehicles. Straight out: shooting zombies is fun.

I've never been impressed by games like *Night Trap* or *Double Switch* that depend on lots of full-motion video but are light on interaction. *Corpse Killer* gives you a good dose of "multi-media" without ruining the gameplay. One scene I really enjoyed was the rise of the dead in the graveyard. It was scary.

You'll have to kill several hundred zombies before you reach the fortress in Zombietown where Dr. Hellman resides. The control is responsive, and you'll have no problem killing zombies outside

of Zombietown. Things get tougher once you're inside Zombietown. (By the way, you can play with the Menacer and American Laser Game's Gamegun.)

Collect armor-piercing bullets, datura (a special plant that can strengthen your bullets or restore your health), hanja root, ju-ju sticks and Baba-Koo Manbones on other parts of the island. Make sure you've stocked up on this stuff before entering the fortress. If you suddenly find yourself fighting a losing battle, retreat.

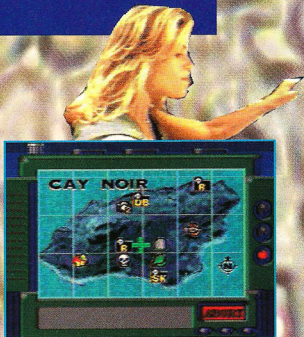
The game is not without its problems. It's exciting when zombies are flying at you from every direction (yes, they fly!), but you'll see the same backgrounds over and over. Except for the zombies in "gangsta" gear," they all start to look the same. And where are the female zombies? And why is Captain Cooper so manly? I get tired of looking at his face (his face measures your health, the same as in *Doom*).

Anyway, it's a good shooter. You might get tired of it after a while, but it's a lot of fun until you do.

—Betty Hallock



"YOU CAN'T HELP BUT BE SCARED BY ZOMBIES."





SNATCHER™

Touted as an "intense, violent, extensive RPG game," *Snatcher* almost lives up to its promise. It's a good adventure game, but tries a little too hard to be cute and intense at the same time. As a result, the game's a tad difficult to become involved in.

Originally a PC Engine cult favorite in Japan, *Snatcher* is set in a *Blade Runner*-ish future in which evil androids have assumed human form and are invading the city of Neo-Kobe. As Gillian Seed, a "junkie," the player must find these "snatchers" and eliminate them.

The dark vision of the future that *Snatcher* attempts to create is undermined by the game's juvenile humor. Recommended for mature audiences, the game deals with its "adult" subjects in a tediously immature way. For example, you can make advances to every woman you meet, but only with crude and tasteless remarks.

As far as violence goes, the game is pretty graphic. In one scene, a junkie is decapitated by a snatcher and his head and body are shown in graphic detail. And though scenes such as this do tend to add something to the hard-boiled vibe, the characters always follow up with some silly joke, thereby ruining the effect of the scene.

Equally annoying is the characters' persistent and irritating habit of making references to the fact that it's a game. For me to really immerse myself in a role-playing game, I need *some* suspension of disbelief. But that's impossible if I'm repeatedly being reminded that the whole thing's not real.

The art is relatively generic, *Robotech*-style Japanese animation. Women with big, Keane-like eyes and men with pronounced jaw-lines abound. The music is generic as well, but the occasional digitized speech adds a lot, and helps to make this game enjoyable.

The interface is crude but effective. With an options box below a graphics window, the player scrolls through a list of command options. It looks pretty bland though. The commands are just plain text against a plain background.

All in all, *Snatcher* is a decent adventure game for the Sega CD. Nothing mind-blowing, but the story is interesting and unfolds rapidly enough to keep you playing. It does suffer from the "cuteness" of other Japanese RPGs, perhaps more so than most, because of its heavy subject matter.

—Ron Dulin

"Snatcher tries too hard to be both cute and intense."



EDITORS' RATINGS ▼

CHRIS B. 8
I've been waiting for a long time to play this game in English.

CHRIS G. 7
A solid adventure with long-term play value.

NIKOS 6
If you're into RPG's, you'll be into this; if not, save your money.

BREAKDOWN ▼

GRAPHICS 6
Generic, but effective.

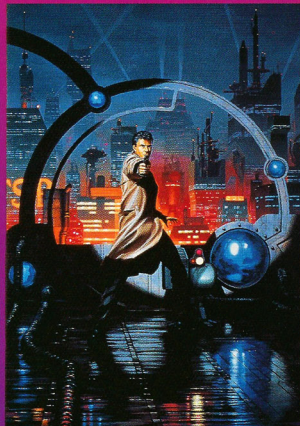
SOUND/MUSIC 7
The digitized speech is a nice addition.

PLAYABILITY 6
The options menu is bland and cumbersome.

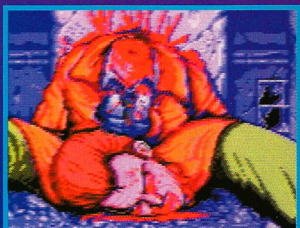
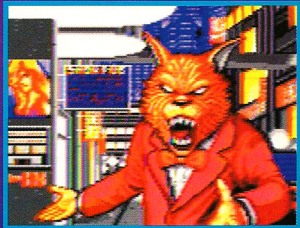
OVERALL RATING ▶

GOOD 6

VIDEOGAMES



Moral Gear—This is Gibson's studio.



Snatcher's violent, dark visuals are mixed with kiddie humor and the result is less than impressive.

GRAPHICS

Muddy FMV, smooth character animations.

SOUND/MUSIC

Creepy music but only six tracks throughout.

PLAYABILITY

Weak fighting and simple adventure don't add up.

OVERALL RATING ▶

OKAY

5

VIDEOGAMES



PHONE

(310) 449-2999

DEVELOPER

PSYGNOSIS

SIZE

CD

PLAYERS

1

MARY SHELLEY'S FRANKENSTEIN



Mary Shelley's *Frankenstein* took me by surprise. There have been lots of Frankenstein flicks but this one is truly horrific. The film stars Kenneth Branagh as Victor Frankenstein, who must come to terms with the abomination he has created. Robert De Niro plays the creature and I kept half expecting him to say, "You talkin' to me?" Anyways, the movie is a gross scare-fest and exceeded my expectations—it's a wonderfully creepy and original interpretation of the Frankenstein story. The game based on the movie is another story.

It's being touted as the first game to be released simultaneously with the movie. This may or may not be a good thing. Certainly the game will benefit from the film advertising but as we all know, games based on movies are traditionally awful and games that have been rushed are even worse.

You play as the sympathetic creature. (No, it's not "Frankenstein," it's "Frankenstein's monster" or "The Creature, as I constantly had to correct my non-monster-fan friends when I was a kid, but I digress.) You're on a quest in this simple action/adventure and I guess the goal is to play out the story of the film. There are two types of gameplay involved; your basic adventure with the ever-popular inventory and a side view fighting mode.

EDITORS' RATINGS

CHRIS B.

6

Frankenstein plays like a PC game; the adventure elements are good, since there are very few games of this type on the Sega CD, but the lighting is pretty poor. The interface could use a little refinement; I dislike text-heavy games in which the dialogue appears ALL IN CAPS!



Animations complement the opening of each of *Frankenstein's* seven levels.



In one of the game's many fight sequences, you must face the high kick of Victor Von Frankenstein. Ouch!

"FRANKENSTEIN features a WEIRD mix of games, FIGHTING and ADVENTURE."

The fighting mode is quickly forgettable, with weak control and some unimpressive special moves—I'd hardly call any of them "special." It's too bad that the gross-looking demon you fight in the store-room was not in the movie. Next you'll encounter your creator, the mad doctor Frankenstein and guess what? You fight him! I don't remember this scene in the movie, but it sure is funny watching Victor execute that high kick on the creature.

The adventure game elements are really *Frankenstein's* biggest strengths but I thought many of the puzzles were just too easy. The combination of two vastly different game genres, fighting and adventure, makes for a weird mix of gameplay. *Mary Shelley's Frankenstein* might have been more successful if it had concentrated on the standard adventure game and left the fighting out of it. The weak fighting scenes only remind you that this game was just made to cash in on the movie, while the adventure element really had potential.

On the plus side, there are some beautifully rendered graphics, some dark and muddy full-motion video, the character animations are beautifully lifelike and the music is scary, but overall the mix of genres just doesn't work. The fight sequences aren't good enough to satisfy fighting game fans like me and the adventure game just isn't deep enough, so all you're left with is another mediocre game based on a movie. And that's just too bad, because I really wanted to like *Mary Shelley's Frankenstein*.

—Chris Gore

Have you ever wondered how a pinball feels as it bounces around inside a pinball table? Well, PF. Magic's *PaTaank* (pronounced "puh-tonk") is probably as close as you're going to get to experiencing pinball from the ball's point of view.

However, the game's not exactly pinball. Instead of a ball, you operate a "puck," which looks a bit like the spaceship from *The Lost Saucer*. There are no flippers in the game, either. For mobility, you have thrusting ability on the puck, which allows you to rocket around the table.

The table bears only a passing resemblance to an actual pinball table. The walls are lined with full-motion video panels displaying cheesy film clips from the '50s and '60s. The lack of definition also lends itself to disorientation. As you jet around the table, it's quite easy to completely lose track of where you are.

Despite its somewhat confusing nature, *PaTaank* is a pretty good game. Once you get the hang of the controls and the perspective, meeting each of the three levels' goals is no problem. After that, the only thing you have to worry about is how easy the game becomes. Once the controls are mastered, finishing all three levels only takes a few attempts.

Learning the controls is no problem: just aim and thrust. "Magnetos" located on the table can be used in lieu of flippers to stop and aim, and as a plus they also recharge your thrusters. The puck can be rotated 180 degrees, allowing you to see a bit more of your surroundings and thereby have some influence on your direction.

Unfortunately, there's no way to see the whole table from an overhead perspective, which would have decreased the confusion factor a great deal. But once you've spent enough time with each table, you'll become acquainted enough with your surroundings that maneuvering through them will be much easier.

All in all, *PaTaank* is a good game. It's fun to shoot around the table in a first-person perspective, and the video clips and humorous goals add to the enjoyability. The one problem with the game is how confusing the controls and the perspective can be. The only solution is to practice, and once you overcome the obstacles, the game seems a little too easy. *PaTaank* is an original game, but it's easy to see that future imitations will improve on the drawbacks.

—Ron Dulin

PLAYER 1 000032990 000230000
PLAYER 2 000143570 000471334

PATAANK



Although it's fun, the perspective in *PaTaank* can make playing a bit confusing.

EDITORS' RATINGS

CHRIS G. 8

It's a blast! The ultimate pinball fantasy. Zone out and use the magneto. The music is hot!

CHRIS B. 8

I don't mind a game being too easy as long as it's fun, and *PaTaank* fits that description nicely.

BREAKDOWN

GRAPHICS

Good video, but the graphics are confusing.

SOUND/MUSIC

Sounds like a monster truck rally commercial.

PLAYABILITY

Could've been better.

OVERALL RATING **7** COOL VIDEO GAMES



PHONE
(415) 473-3400

DEVELOPER

PF. MAGIC

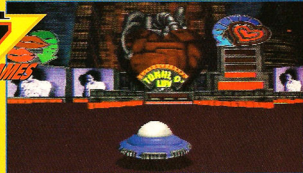
SIZE

CD

PLAYERS

1 to 4

"Finishing **PaTaank** only takes a few attempts."



OFF-WORLD INTERCEPTOR

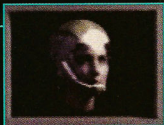


Get ready for a new way to race! *Off-World Interceptor* combines the joy of fast-paced racing with the satisfaction of a killer shooter plus a solid (and funny) storyline—this amounts to a game that can only be described as in-freakin'-credible!

You are a bounty hunter whose goal is to capture various mutant criminals. You begin by outfitting your interceptor with goodies like armor, nitro for speed, weapons (like missiles), gyros for maneuverability and even clones—each good for one extra life. The futuristic vehicles look like a cross between Hot Wheels, Micro Machines and those cool remote control cars that you steer with a hand-held accelerator. The vehicles in *OWI* are just like my favorite toys except they carry a load of weapons and can do jumps incredibly high into the air. There's nothing like the feeling of using the jump button after climbing a high bank and then free-flying in the air and landing safely to blast another bad guy. The control is unbelievable; you'll feel as if you're playing with real 3-dimensional cars. It's like the ultimate virtual Hot Wheels set. (I wish I had one when I was a kid.)

There are three modes of play in *OWI*: a story mode (which includes in-between FMV that sets up the adventure), an arcade mode (which simply allows you to choose a from several planets with different terrains and enemies) and a two-player mode with a vertically-split screen where you can race (and destroy) your pals.

The two-player mode is a blast. There are power-ups scattered all over the alien terrain and you should collect as many as you can so you can kill your friend. One cool power-up transports you directly behind your opponent so you can launch those missiles you've been saving up. It's as fun as *Super Mario Kart* (with better graphics) and



CRYSTAL DYNAMICS

PHONE

(415) 473-3400

DEVELOPER

CRYSTAL DYNAMICS

SIZE

CD

PLAYERS

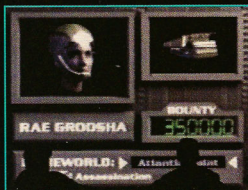
1 or 2

EDITORS' RATINGS

BETTY 8
Exhilarating. I liked it best in Arcade mode.

GABE 7
So disorienting that you might not want to eat before playing.

NIKOS 6
Like watching a car chase where the cars disappear every few seconds.



The *Mystery Science Theater 3000* rip-off that makes fun of the in-between FMV is, at times, humorous.



The cars look like a futuristic cross between Hot Wheels and Micro Machines.



Running out of continues? No problem. Just buy yourself some extra lives with these clones.

BREAKDOWN

GRAPHICS 9
The cars seem so real you can almost touch 'em.

SOUND/MUSIC 9
It's not dance music but you can race to it!

PLAYABILITY 10
Killer racing and blowing things up—I LOVE IT!!!

OVERALL RATING **EXCELLENT**
9
VIDEO GAMES

“It’s like playing VIRTUAL HOT WHEELS with a COMBAT mode.”

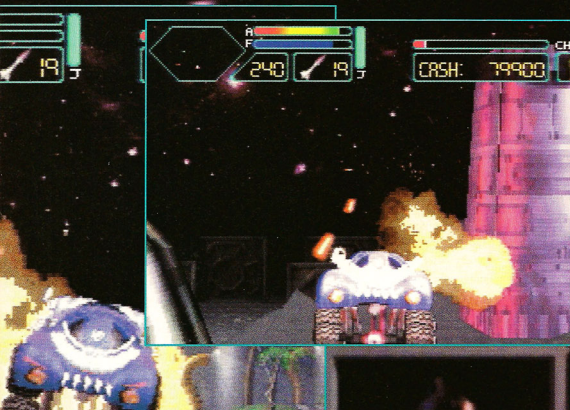
the added thrill of being able to destroy your buddy! I mean, what more could you ask for?!

The arcade mode lets you choose your level without having to go through the story. Just select your weapons and ride. It’s a great way to practice for the story mode and also to get used to all the different planets.

The in-between full-motion video storyline is another one of those typical first-person mission briefings where your superior yells at you. (Why does every single first-person FMV contain characters that are always really upset and yell a lot?) The designers thought it would be funny to interrupt the FMV with some *Mystery Science Theater 3000*-style humor. There are shadows at the bottom of the screen of two guys sitting and drinking beer while making obnoxious comments. This *Beavis and Butt-Head*-like team accompanies each and every scene. Although I can’t really remember one particularly funny thing they said, I do remember the word “pooper” being used in a joke. This becomes almost as annoying as the in-between scenes themselves, especially since the game is, well, semi-serious. This *MST 3000* rip-off idea comes from somewhere out of left field. It breaks up the realism and the game’s intensity, so the comedy falls flat—at first. After repeated viewings it does become funny; come on, you can stand to watch the same FMV intro scene over and over? It’s torture; I always make fun of them. (It’s unfortunate that these bad jokes can’t be turned off at the option screen or included in a secret code.) This is really only a minor flaw, but it stands out because the other aspects of the game are so superior.

Racing game fanatics and shooter addicts alike will be blown away by *Off-World Interceptor*. It’s a killer ride.

—Chris Gore



Prepare to race in a kill-or-be-killed hunt for criminals.

Earth Command



Director of ECOM, your boss.

EDITOR'S RATINGS

CHRIS G. 5

A boring and unsatisfying strategy game. This had the potential to be as good as something like *SimCity* or *SimEarth* but the idea is a dud.

BETTY 5

A game about deforestation, overpopulation and pollution—no thanks!



Take abuse from your adoring crew.



There are maps for every region in the world.



Drought, floods, and oil spills are just a few of the obstacles you have to overcome in order to win in *Earth Command*, another exciting new title from Philips for the CD-i. Enter the masses, who are not only starving but also plagued with every natural (or unnatural, if you prefer) disaster known to man. *Earth Command* teaches the player two important lessons: first, for every action there is an equal, albeit repulsive, reaction; second, the world must go through great pain before it can solve this whole "survival of mankind" issue.

This game plays like one long Greenpeace speech. To begin with, there's a New World Order under the semi-control of the United Nations and you're in command of its resources. Orbiting the earth in your spaceship (which doubles as an environmental command center), you can direct and adjust the pressures on local, regional or even global government. In this scenario the United Nations has some real muscle! It's not the weak coalition of whimpering bureaucrats that we know and love today, but an imaginary U.N. that has the power to effect change in our habits of production and consumption. Beware, though: unless you enjoy watching *CNN Headline News* all day, or your idea of fun includes tying yourself to a tree so it won't be cut down, *Earth Command* is worth leaving on the shelf. The title may be the only

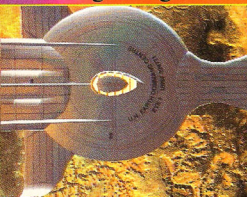
exciting thing about this game.

First, the graphics. The opening scenes are very impressive, as the command ship rolls into orbit. There are crystal clear views of Earth that'll take your breath away. It's a shame that more of the game isn't centered around the spaceship and the level of graphics involved. The majority of the graphic interface is based on a map of the (yawn) world which can be zoomed up or down while accurately depicting the regional positions of various countries, sort of like a video globe. (Yippee!)

As for other aspects of *Earth Command*, a sidebar contains all the controls necessary to manipulate the game's environment and helps make it slightly more interesting. I found the sound effects and musical snippets to be quite boring. They can't even be categorized as uninteresting; in fact, I'd rather be bound and gagged and forced to watch *Jane Fonda's Workout*. It's hard to imagine who the intended audience for *Earth Command* could be—certainly not fans of strategy games!

The message of *Earth Command* is clear: we (the human race) are heading for self-destruction unless we change our ways soon. There's truth in the message and there are valuable lessons to be learned from *Earth Command*; like, if you expect me to spend my money on a game, fun should be part of the package.

—Romulo Juarez



Hot graphics—wish the game had them.



BREAKDOWN

GRAPHICS 5

Equivalent to the six o'clock news.

SOUND/MUSIC 5

Greatest elevator hits of the '80s.

PLAYABILITY 4

Designed for politically-correct Europeans.

OVERALL RATING

WEAK

4

VIDEOGAMES



EDITORS' RATINGS

BETTY

It doesn't feel like a fighting game. The characters don't maneuver well; half the time I was punching air. But it looked pretty good.

5

RON

A decent action game for a system that doesn't have any action games.

5



PHILIPS



PHONE

(800) 845-7301

DEVELOPER

PHILIPS GAMES

SIZE

CD

PLAYERS

1

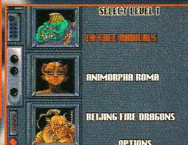
Wanna fight?! Well now CD-i owners can finally beat the crap out of something (that's a first) with *Mutant Rampage: Bodyslam*, a freaky side-scrolling punch-out. Play as one of "the Naturals," the last of Earth's human inhabitants in the year 2068. Choose from Daemon Stone, a buff tough guy, Tory Swift, a babe with a vengeance or Rack Saxxon, who's built like a brick wall. You can use the tag pad (when there's one available) to switch to any one of these three fighters.

The game starts with an extended opening cartoon (courtesy of that helpful digital video cartridge) that sets up the annihilation of civilization as we know it and the rise of the mutants. It's good and gruesome—definitely not for Saturday morning. Then you must select one of three different areas to begin the battle. Each has its own brand of mutants and humorous backgrounds. L. Wolf Jam introduces each fight like an obnoxious WWF announcer.

The CD sound is amazing, with killer tunes to fight by and painful sound effects. The character animations are lame but the colorful graphics add a sense of depth.

The weakest part of *Mutant Rampage: Bodyslam* is clearly the control. There are a few cool moves but they are difficult to execute with the clunky CD-i controller. I almost wish this kind of side-scrolling game would go away. But there are some neat new ideas like being able to punch certain mutants heads off and then use their severed noggins as weapons. That's something I've never seen! *Mutant Rampage: Bodyslam* is surprisingly hard—it's actually a challenge. I can usually blow through any side-scrolling beat 'em up without continuing but this one was tough. All in all, CD-i owners will celebrate, but this is nothing spectacular.

—Chris Gore



Choose from one of three "Naturals," the last of Earth's human inhabitants.

**"It's FUN!
YOU can
use severed
HEADS as
WEAPONS!"**

BREAKDOWN

GRAPHICS

Great mutant animations!

6

SOUND/MUSIC

The punches sound like they really hurt.

7

PLAYABILITY

Weak control for a side-scrolling beat 'em up.

4

**OVERALL
RATING**

ORAY
5

VIDEOGAMES



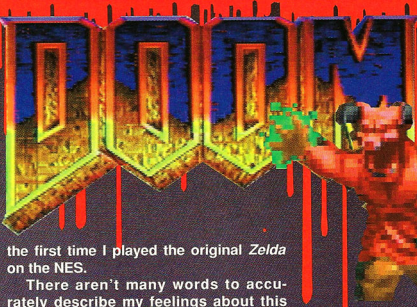
Killing these mutants is fun but the control is weak.

By now, just about every gamer on the planet has at least heard of *Doom*. The original PC game started such a massive cult following that it's now being ported over to multiple game systems. Now the Jag version is here, and yes, it rocks!

For those few not familiar with *Doom*'s plot, here's a quick recap: You're a marine who's been sent to the Mars moon of Phobos to investigate reports of creatures which have been seen emerging from experimental inter-dimensional gateways. These mutated creatures have been attacking soldiers on Phobos, and it's up to you to clean house by taking them suckers out. (And I don't mean out to dinner!)

Like *Wolf 3D*, gameplay is in first-person perspective and you get to use an assortment of weapons, but the similarities pretty much end there. When you play *Doom* for the first time, you'll understand why this thing has gotten so much attention...it's a blast. (Wait until you find the chainsaw!)

The creatures are truly evil-looking and I took great pleasure in splattering their evil guts to bits with my rocket launcher! The levels get more and more suspenseful as you play—walking along narrow ledges while trying to take out crazed demons below, shuffling through crawlspaces, listening to growling noises from all around—it's frightening. The game has a mysterious quality to it; you just never know what may be lurking around the next corner. Some of the most enjoyable moments I have ever spent with a video game were spent playing *Doom*. Flipping switches to activate hidden platforms or unveil secret passageways gave me the same sense of accomplishment I remember feeling



ATARI

PHONE

(800) GO-ATARI

DEVELOPER

ID SOFTWARE

SIZE

24 MEG

PLAYERS

1

the first time I played the original *Zelda* on the NES.

There aren't many words to accurately describe my feelings about this game, but I'll do my best. *Doom* is exactly the kind of game which could have my wife packing her bags. In fact, if all games were as good as *Doom*, the divorce rate in this country would probably sky-rocket out of control. This game just takes you by the short hairs and doesn't let go, it's that addictive. You want play value? You'd have to be a mental case if you didn't acknowledge that this game kicks butt...end of story.



LOTS OF EVIL CREATURES TO SPLATTER!



IMP



LOST SOUL



DEMON



CACODEMON



BARON OF HELL

I'm telling you now; you can keep your fighting game knock-offs and your action/platforms. This industry needs creativity to survive, and there's no better yardstick of that right now than *Doom*.

So what are you waiting for? Set the magazine down and *run*, don't walk, to the nearest retailer to pick up a copy of *Doom*. You can thank me later.

—Jim Loftus

BREAKDOWN

GRAPHICS

The most evil-looking levels I've ever seen!

SOUND/MUSIC

Cool sound effects!

PLAYABILITY

Too good—I may never get any sleep!

OVERALL RATING

MEGA-HIT
10
VIDEO GAMES



Doom has a sort of artificial intelligence to it; some of the creatures will actually fight each other in order to get to you! It's great to watch them kill each other off!

"...this game kicks butt... end of story."



EDITOR'S RATINGS

CHRIS G. 10

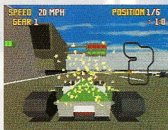
The best version of *DOOM* for any home system! But I can't believe that I'm giving this game a higher number rating than Atari has games on the shelves. YOU do the math—it's still an incredible game and blows Sega's 32X version away!



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

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

PENGUINS AND A BLIMP?



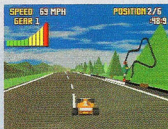
Normally, when you see sparks coming from your TV, you need a new one.



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



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



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



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

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

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

JAGUAR DO THE MATH
64-BIT
INTERACTIVE MULTIMEDIA SYSTEM

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THE BRUCE LEE STORY



"...DRAGON IS A LOT LIKE BRUCE LEE'S LIFE WAS...TRAGIC."

ATARI

PHONE
(408) 745-2000

DEVELOPER
VIRGIN

SIZE
16 MEG

PLAYERS
1 OR 2



LANTERN FESTIVAL



FACE YOUR DEMONS



SAN FRANCISCO



Playing *Dragon* is about as much fun as Chinese water torture.



When I was handed the final version of *Dragon—The Bruce Lee Story*, I freaked out. "A fighting game starring Bruce Lee; how perfect!" I thought. My mind filled with images of *The Master of Jeet Kune Do* kicking butt and taking names. I mean, we're talking Bruce Lee here! This man did things that few people—if anyone—could even dream of doing, and he was also the main influence on many of the fighting games we play today.

Dragon for the Jaguar remains true to the 1992 movie of the same name (which, by the way, was a great flick!) by taking us through the life and times of the legend himself.

There are two separate ways to play *Dragon*. The first is "Story Mode," where you fight in key periods of Bruce Lee's life. The 1961 Lantern Festival, for example, has you battling a chain-wielding sailor. In the Gym, you're up against someone who looks suspiciously like Jim Kelly. One cool feature of Story Mode is that in losing to the enemy, you must face your demons—just like in the movie! That huge masked warrior comes out and if you defeat him you earn a continue! And when playing *Dragon*, not only are you fighting for points, but you're given a score based on *form* (doing what the master would do), as well.

When playing in "Battle Mode," you can select a specific location for each fight, such as the Seattle Gym, Bruce's Kwoon, and even the *Big Boss* and *Enter the Dragon* movie

sets! Fighting action in both modes is in the same vein as *SF II*, with the screen moving side to side. Call me crazy, but personally I would have preferred the action in *Dragon* to be side-scrolling, like *Streets of Rage*; there are so many cool things that could've been done in a Bruce Lee game—they really didn't do him justice.

Now for the \$64,000 (or in this case, 64-bit) question: does *Dragon* control well? Not really. It's not horrible; it just didn't give me that fluid, body-connected-to-controller feeling that I need when trying to take out my opponent.

Visually, *Dragon* is a lot like Bruce Lee's life was—*tragic*. The animation is weak and the backgrounds have only a few line scrolls at best. There are virtually no background animations either (crowds moving, etc.). But wait, there's more! Everyone knows that a fun fighting game lets you select from an assortment of fighters, right? Well, the only character you get to control in *Dragon* is—you guessed it—Bruce Lee (or his "evil twin," in case you play with a friend!) C'mon, guys! Yes, he's a legend, but that's pretty lame!

Dragon—The Bruce Lee Story had tremendous potential, but ends up being a prime example of what can happen when high-tech, 64-bit power falls into the wrong hands. Remember, the amount of power you have at your disposal is not as important as what you do with that power.

—Jim Loftus

EDITOR'S RATINGS

CHRIS B. 6

Really very ordinary—Bruce deserved better than this.

CHRIS G. 4

A weak 16-bit game with souped up backgrounds. Really bad.

NIKOS 3

Bruce must be disappointed.

BREAKDOWN

GRAPHICS 6
Very few line scrolls and half-ass animation.

SOUND/MUSIC 7
Some of it rocks, but a lot of it just plain reeks.

PLAYABILITY 5
Boring. Bruce would not have wanted it this way.

OVERALL RATING 5

OKAY
5
VIDEO GAMES

THE HOTTEST SPORTS GAMES—NOW ON GAME GEAR™!

Just because you're on the move doesn't mean you've got to stop

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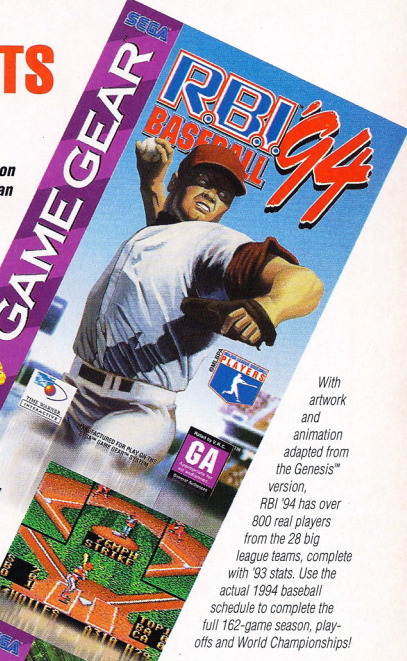
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TIME WARNER
INTERACTIVE



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JVC	115	61	Time Warner Interactive	—	85
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Nintendo	101	CV2-3	Working designs	104	11

CAPSULE REVIEWS

January 1995

SUPER NES

POCKY & ROCKY 2 • NATSUME • 1 OR 2 PLAYERS • 12 MEG



Fans of the first *Pocky & Rocky* game will want to get their hands on this sequel. This game is so absolutely cute that you'll want to eat it. Even your enemies are cute. Fat little one-eyed babies, jumping gold fish, hopping trees. It sounds almost sickening, but when it comes down to it, the game is a lot of fun. There's a lot of action. The only problem is that your partner can vanish from the screen for minutes at a time in the two-player mode.

BREAKDOWN

GRAPHICS Make you want to be in the game.	10
SOUND/MUSIC Cuteasy, poppy—groove to it in the tub.	9
PLAYABILITY Easy controls and a lot of action.	9

OVERALL RATING EXCELLENT
9
VIDEOGAMES

SUPER NES

PIECES • ATLUS • 1 OR 2 PLAYERS • 8 MEG



The best puzzle-type game we've seen since *Puyo-Puyo*. There's an actual puzzle picture you have to piece together before your opponent does. Your opponent may be the computer, which pits you against characters like Rice Bowl Crab and Delinquent Boar, or a friend. It's truly addictive, although the puzzle pictures could be a bit more exciting. Most of them are castles or fish or ice skaters. What if there were pictures of O.J. Simpson or Right Said Fred? It'd be funny.

BREAKDOWN

GRAPHICS Puzzle pictures are typically innocuous.	8
SOUND/MUSIC Turn it on or turn it off—it's up to you.	7
PLAYABILITY You could play it for hours.	9

OVERALL RATING EXCELLENT
9
VIDEOGAMES

SUPER NES

BONKERS • CAPCOM • 1 PLAYER • 16 MEG



As a Toontown cop, Bonkers has to reclaim the local museum's stolen treasures: the Sorcerer's Hat, the Mermaid's Voice and the Magic Lamp. If you're a fan of Disney's *Bonkers* TV show, you might very well want to check this game out, but if *Bonkers* doesn't float your boat, the game probably won't either. The graphics and sounds are nice, but it just ends up being another platform game. Go right, jump, maybe throw a couple of bombs...it's OK.

BREAKDOWN

GRAPHICS True to the TV cartoon.	8
SOUND/MUSIC Sounds like walking through a parade.	7
PLAYABILITY More of that platform grind.	6

OVERALL RATING GOOD
6
VIDEOGAMES

SUPER NES

BIKER MICE FROM MARS • KONAMI • 1 OR 2 PLAYERS • 16 MEG



A fun racing game that might remind you of *Rock 'n' Roll Racing* with easier controls. Play as Limburger, Karbunkle, Grease Pit, Modo, Throttle or Vinnie. The tracks are pretty easy to maneuver as well, and you can quickly change "lanes" with the **L** and **R** buttons. Things can get pretty nasty with all those baddies on the road; you'll get shot at, splattered with oily goo or even transformed into a strange egg with legs. The bad guys have the coolest vehicles!

BREAKDOWN

GRAPHICS <i>Rock 'n' Roll Racing</i> -esque.	8
SOUND/MUSIC Thumpin'.	7
PLAYABILITY Easy control makes it fun to play.	8

OVERALL RATING GREAT
8
VIDEOGAMES

SOCCER KID • STUDIO 3DO • 1 PLAYER • CD
3DO


Studio 3DO's first American release is a conversion of a Super Famicom game that was released in Japan over a year ago. But it's a blast! *Soccer Kid* is a fabulously fun platform game with lots of action. The funny opening cartoon sets up *Soccer Kid*'s adventure as he must reassemble the lost World Cup. Things move quickly as you knock skaters off their skateboards and cyclists off their bicycles with your soccer ball. Try moving the D-pad at the start-up screen to change the color of *Soccer Kid*'s clothes; he'll wear that color combination for the rest of the game. It's cool!

BREAKDOWN

GRAPHICS	9
Superior graphics and animation. Fluid.	
SOUND/MUSIC	8
Nice ball-bouncing sound effects.	
PLAYABILITY	8
Tons of fun. You'll play for hours.	

OVERALL RATING
EXCELLENT
9
VIDEO GAMES
THE LOST FILES OF SHERLOCK HOLMES • ELECTRONIC ARTS • 1 PLAYER • CD
3DO


The enticing thing about this game is its central mystery: Jack the Ripper. There's a sequence at the beginning where you see Jack murder a lady in an alley. The graphics and animation in this opening scene are really poor. Holmes and Watson have boring conversations: "Will you be wearing your bowling hat for this investigation, Watson?" It's a long, involved adventure that doesn't get exciting right away. Essentially, this is a direct port of the PC adventure game.

BREAKDOWN

GRAPHICS	5
Dull graphics and choppy animation.	
SOUND/MUSIC	7
Lots of sampled speech.	
PLAYABILITY	6
Sometimes slow and un motivating.	

OVERALL RATING
GOOD
6
VIDEO GAMES
GUARDIAN WAR • PANASONIC • 1 PLAYER • CD
3DO


Guardian War doesn't involve a lot of puzzle-solving like many traditional role-playing games. But the multitude of fighting sequences makes for a more exciting RPG. The 3-D characters look great. They look like super-deformed toys and move like them too. They're really cute. You travel to different locations, awakening your followers and fighting enemies. At certain towns, you can shop for weapons and bodies. Pick up cool weapons like Holy Light.

BREAKDOWN

GRAPHICS	8
Cute, strangely-deformed, 3-D characters.	
SOUND/MUSIC	8
A lot of great heavy metal guitar solos.	
PLAYABILITY	7
Lots of fighting. Not a traditional RPG.	

OVERALL RATING
GREAT
8
VIDEO GAMES
VR STALKER • MORPHEUS INTERACTIVE • 1 PLAYER • CD
3DO


A "360-degree air combat simulator" that leaves a lot to be desired. Pilot a VR Stalker: either an F-14, F-16, F-117, F-119, A-10 or X-2. Each cockpit includes: radar, missile count windows, artificial horizon, throttle, air speed, altitude, heading, weapons display, enemy missile lock and ground lock indicator. The controls are very touchy, so be sensitive. Just remember to bank and pitch. You have to destroy the New Age Cooperative Council. Shoot to kill!

BREAKDOWN

GRAPHICS	8
Great-looking explosions.	
SOUND/MUSIC	8
Good, explosive sound effects.	
PLAYABILITY	6
Not a whole lot of action.	

OVERALL RATING
GOOD
6
VIDEO GAMES
MEGA RACE • THE SOFTWARE TOOLWORKS • 1 PLAYER • CD
3DO


A clever racing game with obvious influences from sci-fi flicks like *Blade Runner*, *Running Man* and *Road Warrior*. Race against speed punks as part of a futuristic, cyberpunk TV game show. The goal is to wreak a lot of havoc and please the TV viewers. The more dead punks and explosions, the better. The race tracks are sleek and cyber-realistic. A fun racing game overall. The emphasis on ultra-violence is the *Mega Race*'s best feature.

BREAKDOWN

GRAPHICS	9
Excellent 3-D futuristic stuff.	
SOUND/MUSIC	8
Vroom! Vroom!	
PLAYABILITY	7
<i>Crash & Burn</i> was a better racing game.	

OVERALL RATING
COOL
7
VIDEO GAMES

MIGHTY MORPHIN POWER RANGERS • SEGA • 1 OR 2 PLAYERS • 16 MEG



Unlike Bandai's platform style *Power Rangers* game for the SNES, the Genesis version is all fighting game. The mood of the game fits the TV show pretty closely, even though they probably should have tried to improve on the game's graphics and playability. The control is just not subtle enough to make this one of the great fighting games. At least you get to fight as both a Ranger and a Zord. Unfortunately, both Rita Repulsa and the Green Ranger are old news.

BREAKDOWN

GRAPHICS	7
SOUND/MUSIC	6
PLAYABILITY	6
A fairly generic fighting style.	

OVERALL RATING

GOOD
6
VIDEOGAMES

PAC-MAN 2 • NAMCO • 1 PLAYER • 16 MEG



Pac-Man 2 is a strange combination of shooting gallery and RPG, centering around Pac-Man and his family. If you ever watched the cartoon, you can kind of get a sense of what it's all about. You're stuck in Pac-Land, helping the main man out. The coolest part of this game is the original *Pac-Man* and *Ms. Pac-Man* games hidden inside. Baby Pac is still here, along with all the ghosts. If you have enough patience to take the time to learn the controls, you'll like it.

BREAKDOWN

GRAPHICS	7
SOUND/MUSIC	6
PLAYABILITY	8
Get used to the weird game play.	

OVERALL RATING

COOL
7
VIDEOGAMES

BARBIE'S VACATION ADVENTURE • HI-TECH • 1 OR 2 PLAYERS • 8 MEG



It's a silly game. Barbie travels across the country to hot spots like Wyoming, Iowa, Texas and Florida. Each vacation location offers a different type of gameplay. Chase pigs in Iowa, throw horse shoes in Texas, etc. You even get to choose an outfit for her before many of the activities—most of which aren't very exciting. Florida offers the most fun because Barbie gets to swim around in the ocean; otherwise, she might as well head to back to California.

BREAKDOWN

GRAPHICS	7
SOUND/MUSIC	7
PLAYABILITY	5
A lot of its gameplay is boring.	

OVERALL RATING

OKAY
5
VIDEOGAMES

SESAME STREET COUNTING CAFE • ELECTRONIC ARTS • 1 PLAYER • 8 MEG



Grover is cool. He serves the customers at *Sesame Street's Counting Cafe*, just like on the TV show. You count out eggs, muffins, bananas, cookies, pies, etc., and when you get an order right, you get a star. Once you collect enough stars, you have to chase a monkey. It does get repetitive. See all your favorite *Sesame Street* characters, like Ernie, Bert and Cookie Monster—they're in there doing stuff like juggling eggs and getting in your way.

BREAKDOWN

GRAPHICS	7
SOUND/MUSIC	8
PLAYABILITY	6
Great, but the colors were lacking. Terrific use of sampled speech. It's fun, but it gets repetitive.	

OVERALL RATING

COOL
7
VIDEOGAMES

CLUB DRIVE • ATARI • 1 PLAYER • 24 MEG



This polygon-based driving game lets you choose from four different courses set in a "futuristic theme park." Three types of gameplay are offered: racing around collecting colored fuzz balls, playing tag with an enemy vehicle and a split-screen racing game. Unfortunately, *Club Drive* is not even good enough to be an extremely weak attempt at *Hard Drivin'* for the home. The graphics are chunky and the control is unbearable. The car's engine sounds like it was digitized from a fruit fly! Being forced to watch non-stop episodes of *The Love Boat* for a week straight is preferable to playing *Club Drive* for one hour.

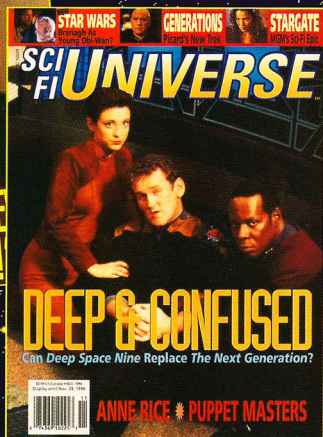
BREAKDOWN

GRAPHICS	2
SOUND/MUSIC	3
PLAYABILITY	1
Step right up and be annoyed. You'll have more fun watching paint dry.	

OVERALL RATING

POOR
3
VIDEOGAMES

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TAVG52

RACE DAYS • GAMETEK • 1 OR 2 PLAYERS • 2 MEGS



Nintendo GAME BOY™

Race Days boasts two different games in one cartridge: *Dirty Racin'* and *4-Wheel Drive*. *Dirty Racin'* is a cartoon-style overhead-perspective racer with 32 increasingly difficult races. Pick up money bags that are lying on the tracks and enhance your car's features, but watch out for other racers who want to shoot you down. A bit slow, but overall a good Game Boy racing game. *4-Wheel Drive* has a first-person perspective and five different races. It's easier to play than *Dirty Racin'*, and you're in a jeep. With both games in the same cart, it's definitely worth the money if you want a racing game for your Game Boy.

BREAKDOWN

GRAPHICS	8
Fun cartoony graphics.	
SOUND/MUSIC	8
Good tunes & live engine sound f/x!	
PLAYABILITY	7
A little slow on the go, but good fun yet.	

OVERALL RATING
7
COOL
VIDEO GAMES

STAR TREK GENERATIONS: BEYOND THE NEXUS • ABSOLUTE • 1 PLAYER • 1 MEG



Nintendo GAME BOY™

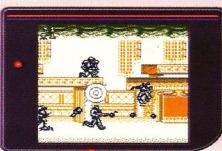
You are at the helm of the USS Enterprise-B, and renegade Tholian ships are about to attack. You've got to make sure they don't get away with it. It sounds like your typical shooter, right? Well, it is, only less so. There are very few ships to shoot at, and they're difficult to find. The phaser isn't effective and runs out of energy quickly. It's all slow going, so it isn't much fun. The graphics and sound effects are good, but the controls are hard to get used to.

BREAKDOWN

GRAPHICS	7
Clean graphics, but no big explosions.	
SOUND/MUSIC	8
Cool phaser sound effects.	
PLAYABILITY	5
Not enough thrills or excitement.	

OVERALL RATING
5
OKAY
VIDEO GAMES

CONTRA: THE ALIEN WARS • KONAMI • 1 PLAYER • 2 MEG



Nintendo GAME BOY™

Another *Contra* game that won't let you down. Lots and lots of fun for gamers on the go. Put the game on "Maniac" mode and go for it. Just run, jump and shoot...shoot like the dickens. Shoot robots and monsters, blow up buildings and watch out for stuff like hot lava on the ground. Unfortunately, you don't have the option of choosing a character, so you can't play as a girl or a robot the way you can in *Contra: Hard Corps* on the Genesis.

BREAKDOWN

GRAPHICS	9
I saw the devil come out of the sky!	
SOUND/MUSIC	8
Music to rhumba to. A cool <i>Contra</i> beat.	
PLAYABILITY	10
Those homing missiles can't be beat.	

OVERALL RATING
9
EXCELLENT
VIDEO GAMES

THE PAGEMASTER • FOX INTERACTIVE • 1 PLAYER • 2 MEG



You've probably seen the movie by now, but here's the story anyway: You are Richard Tyler and you've entered the Pagemaster's world inside a huge library. The action takes place in three worlds: Horror World, Fantasy World and Adventure World. With 18 levels in all, this is an excellent game—particularly on the Super Game Boy, where each level has its own special color. The gameplay is challenging enough to become addictive.

BREAKDOWN

GRAPHICS	8
The animation is smooth like caramel flan.	
SOUND/MUSIC	8
Real creepy in Horror World.	
PLAYABILITY	8
The game's a toughie but you'll like it.	

OVERALL RATING
8
GREAT
VIDEO GAMES

SAMURAI SHODOWN • TAKARA • 1 OR 2 PLAYERS • 4 MEG



Nintendo GAME BOY™

If you still play the Game Boy regularly, then *Samurai Shodown* is a must-have title. To save on space, the characters are rendered in a super-deformed Japanese style that looks great. Not a lot of detail, but enough to understand what's going on. All of the characters are here, including Earthquake (missing from the Genesis) and three new secret characters that you can play as: Amakusa, the Courier and the Judge. Check out our *Tips & Tricks* section to see how to get to them.

BREAKDOWN

GRAPHICS	7
Super-deformed characters look cool.	
SOUND/MUSIC	8
The Game Boy does the trick.	
PLAYABILITY	7
Smooth. Almost like the Game Boy MKII.	

OVERALL RATING
8
GREAT
VIDEO GAMES

WIN! The Ultimate Gaming Rig!!

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PANDEMONIUM



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

Video Game Contest. Play on the hi-tech cutting edge with this line-up: Super NES with Super Scope; Sega Genesis with CD-ROM and Menacer; Panasonic 3DO; and Atari Jaguar. Get all four or trade the ones you don't want for CASH! Bonus options include: Sega Virtual Reality Helmet, 33" monitor, \$1,000 in games, cash, accessories and more!

Media Rig Contest. The Ultimate Gaming Environment, 40 inch monitor,

130 watt receiver w/ Dolby Pro Logic Surround Sound, Infinity speakers, subwoofer, CD player, graphic EQ, dual cassette and laser disc. Win DBS Satellite Receiver as a BONUS OPTION! This rig will blow you away (literally)!!!

We're talkin' GAMING HEAVEN!

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

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

Mystery Word Grid

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

WORD LIST and LETTER CODE chart

POWER....N PRESS.....K BLAST.....A WRECK....P
 BREAK....Z PUNCH.....S SPRAY.....E TURBO....V
 CRUSH....T STAND.....R PRESS.....C DREAM....I
 CRUMP....O SCORE....H SLANT.....L CHASE.....P

MYSTERY WORD CLUE:

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

Yes!

ENTER ME TODAY, HERE'S MY ENTRY FEE:

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- (\$3.00) Media Rig Contest
- (\$5.00) SPECIAL! Enter Both (SAVE \$1.00)

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CLIP AND MAIL

SPORTS WIRE

49ERS DEFENSIVE BACK DEION SANDERS AND RAP STAR HAMMER RECORD STREET FIGHTER TRACK

It's a bizarre, bizarre world. To start with, rap superstar Hammer (feeling funky after his successful "pumps and a bump" comeback) has been tapped to record the title track for the upcoming

Street Fighter film (and if it's anything like that *Addams Family* rap he did a few years back, watch out world!). But to top it off, those marketing geniuses over at Priority records have reined in San Francisco 49ers defensive back Deion Sanders to share rapping duties with the Tool himself. It's "Super Bowl Shuffle" redux, and we're looking forward to some slammin'

jeep beats to come our way as result. Sanders will be appearing both on the soundtrack and in the video for the song, which will feature Jean-Claude Van Damme reprising his role as Colonel Guile. The soundtrack itself will feature a veritable who's-who of rappers: Ice Cube, LL Cool J, The Pharcyde and Nas are among the talent slated to contribute tracks. Can you stand the excitement? You'll have to wait a little while to get your hands on the soundtrack, so till then, listen to your Shaq album if you want to hear an athlete drop some lyrics.



SCOTTIE PIPPEN AND JELLYBEAN BENITEZ GET FUNKY

Every major athlete seems to have some sort of video game/interactive thingy poised to hit the stores soon. Heck, it's getting to the point where you can expect your local T-ball team to be featured in a CD-ROM. Scottie Pippen of the Chicago Bulls has teamed with Digital Pictures to release *Slam City With Scottie Pippen*, an interactive basketball fest, full of the smoking moves Pippen is renowned for. It also has a soundtrack produced by Jellybean Benitez, whom you might remember from his days

with Madonna and a host of other big acts. Jellybean (who, as you can see from this picture, looks nothing like any sort of bean) and Scottie have put together a song called "Respect", the theme song for the game. It's unclear whether Scottie raps or sings on "Respect", but we're sure that the results will be pretty...weird.

Scottie could crush Jellybean's little head with his big hand.





NFL '95

TEAM SCHEDULE

Week	Score	RECORD	Score	W/L
1	10-0	1-0	10-0	1-0
2	10-0	2-0	10-0	2-0
3	10-0	3-0	10-0	3-0
4	10-0	4-0	10-0	4-0
5	10-0	5-0	10-0	5-0
6	10-0	6-0	10-0	6-0
7	10-0	7-0	10-0	7-0
8	10-0	8-0	10-0	8-0
9	10-0	9-0	10-0	9-0
10	10-0	10-0	10-0	10-0



BREAKDOWN

- GRAPHICS** 8
Cool animation, large players, excellent menus.
- SOUND/MUSIC** 7
OK samples, but the music's like *Toejam & Earl*.
- PLAYABILITY** 8
Good controls take advantage of 6-button pads.

OVERALL RATING 8 **GREAT**

VIDEO GAMES

MONEY PLAYERS

SCHEMS	COREPLAY
MORAN ROOM MCCARTER JACK SEA SYD	DEVE DEBELEN LOBBY L. LOOK SEV SEVRER



PHONE
(800) USA-SEGA

DEVELOPER
DOUBLE DIAMOND

SIZE
16 MEG

PLAYERS
1 to 4

EDITOR'S RATINGS

CHRIS B. 8

I agree with Jeff, except for the fact that he really liked the recurring SportsTalk feature and I don't miss it much. Similarly, the loss of the "zoom" window from previous *Montana* games is barely noticeable, thanks to the excellent screen tilting used here on pass plays.

It's clear that Sega's new NFL development team had its own ideas about video game football: *NFL '95* is an entirely new game from the ground up, with completely revamped graphics and controls. Gone are the multiple camera angles and the "zoom window" from the previous games. They've all been replaced with a single "behind the quarterback" viewpoint that is one of the slickest ever seen on the Genesis.

As the quarterback drops back to pass, the camera tilts and pulls back, showing more of the field as the intended receiver runs his route. Throw the ball and the camera closes in on the action with pseudo-scaling so smooth you'd think you were playing on a different platform. The player graphics are very realistic and highly animated, performing one-handed catches and hurdling over downed defense men. While the new graphics engine makes the game very playable, the downside is that the rich, detailed look found in the previous Sega football games is gone and there's some minor flicker when the camera is in close-up.

Fans of last year's game will have to get used to the new control layout which has nearly every control mapped to a new

button. One of the great new features in *NFL '95* is the ability to take control of the receiver, which lets you use the speed-burst, dive and jump buttons to make some spectacular catches. Defenders can pull off some equally impressive tackles, especially if they hit a leaping receiver, and do a little "trash talking" on big plays.

Most of the options found in previous Sega football games are here, and features like the digitized pictures of each team's "money players" and eight different All-Star teams put the NFL/NFLPA licenses to excellent use. You won't, however, find the SportsTalk digitized play-by-play option in *NFL '95*; it has been replaced with a text window that provides analysis after each play.

NFL '95 is an impressive first effort from developer Double Diamond, but it lacks the polish of the previous Sega football games. I especially miss the excellent play-calling screens used in *College Football's National Championship*, and it can be ridiculously difficult to tackle some running backs. If you're looking for something new this football season, though, you really should check out *NFL '95*.

—Jeffrey Tschiffelsch

CHICAGO BEARS

11-2 RUSH ROUNDS 6R-R
CLOCK: 00:58:10 101 EXP: 5 YES

1993 NFL POWER RANKINGS
Touchdowns: 4 Completion: 248.0
Interceptions: 3 Passing Yds: 1002

11-2 RUSH ROUNDS 6R-R
CLOCK: 00:58:10 101 EXP: 5 YES

- ✓ Exhibition/Practice Mode
- ✓ League/Season Mode
- ✓ Tournament Mode
- ✓ Substitutions
- ✓ Team Construction
- ✓ League Construction
- ✓ Battery Backup
- ✓ Password Backup
- ✓ Instant Replay
- ✓ Official License
- ✓ 1 1/2 1/3 1/4 5
Players



The pace of the action is a bit slower than last year's *NFL '94*.

"NFL '95 is an entirely new game from the ground up."



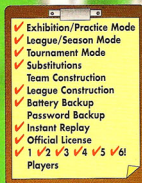
You'll never lose sight of your receiver, thanks to the perspective's tilting and scaling tricks.

GRAPHICS 10
You've never seen a sports game like this!

SOUND/MUSIC 10
Rockin' soundtrack and excellent crowd effects.

PLAYABILITY 10
Once you start playing, you can't put the pad down!

OVERALL RATING ▶ **10** **MEGA-HIT**
VIDEOGAMES



EDITOR'S RATINGS ▼

NIKOS 9
The best sports game I've ever played.

CHRIS B. 9
A jaw-dropper. This game is so visually amazing that it's almost too much for non-gamers to even comprehend. Excellent playability and sound, too; this thing will sell 3DO machines.



PHONE

(415) 571-7171

DEVELOPER

EXTENDED PLAY

SIZE

CD

PLAYERS

1 to 6

Been waiting for a reason to buy a 3DO, sports fans? Look no further than EA Sports' *FIFA International Soccer* which, thanks to the absolutely incredible capabilities of the 3DO, takes sports games into an entirely new dimension!

This game is a visual masterpiece. The player animations are so detailed and lifelike you may forget you're watching a video game. There are seven main camera angles from which you can play the game, including Stadium Cam (the view closest to the cartridge versions of *FIFA*), Sideline Cam, even Ball Cam, but the best by far is the incredible Tele Cam which constantly scrolls and rotates the playing field so you always have the best perspective of the action. After checking out the additional four viewpoints available during replays, I was reduced to staring at the screen in wonderment, mumbling "how do they do that?"

Don't get the idea that gameplay has been sacrificed for flashy graphics: *FIFA* on the 3DO features all the adjustable strategy options found in the cartridge games and the control is superb. The 3DO controller's L and R shift buttons have been put to good use, letting you put a little extra loft on a lob pass or curl a blast into the back of the net.

The game features plenty of options, from turning penalties on and off to controlling the weather. There's an Action mode for wild, fast-paced games, but true soccer fans will be more interested in the Simulation mode which takes into account team strategies and player abilities. *FIFA* includes 50 international teams and the ability to create your own leagues which are saved in the 3DO's RAM, along with tournament standings and individual league leaders. Throw in six-player capability and awesome Dolby Surround Sound and you've got the most incredible sports game of the year!

How great is *FIFA Soccer* on the 3DO? I think *VIDEOGAMES* Executive Editor Chris Bjeniek put it best after an intense four-player session: "Couldn't you just play this all day long?!" I couldn't agree more!

—Jeffrey Tschiltisch

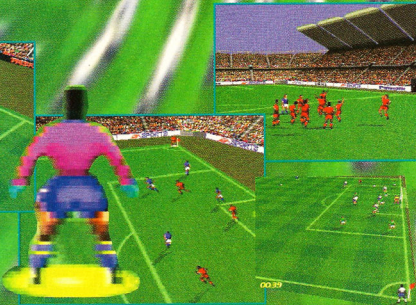


View "Great Moments in Soccer History" during half-time.

"FIFA 3DO
is the
ultimate
soccer video
game
experience."



Use the "give-a-go" move to keep the defense on its toes.



NIKOS

10

It's hard to believe that it's better than the first FIFA game.

CHRIS B.

9

With all of the excitement over the 3DO FIFA game, let's not forget where it all started. This is killer: I can't wait to see EA's Genesis rugby game, which uses the same graphics engine.

FIFA
SOCCER

© 1994 Electronic Arts



There are some clever scoreboard animations after goals, but also a few too many ads for Panasonic.



Hold the button down longer for harder shots and angle the ball with the D-pad.

- ✓ Exhibition/Practice Mode
 - ✓ League/Season Mode
 - ✓ Tournament Mode
 - ✓ Substitutions
 - ✓ Team Construction
 - ✓ League Construction
 - ✓ Battery Backup
 - ✓ Password Backup
 - ✓ Instant Replay
 - ✓ Official License
 - ✓ 1 1/2 ✓ 3 ✓ 4 5
- Players



"Subtle enhancements make FIFA '95 the top Genesis soccer game."

BREAKDOWN ▼

GRAPHICS

9

Vivid colors & animation maintain FIFA tradition.

SOUND/MUSIC

9

Refined crowd chanting offers more realism.

PLAYABILITY

9

Challenging play requires control-pad mastery.

OVERALL RATING ▶

EXCELLENT

9

VIDEO GAMES



The realism of the game play has been tightened up a bit; defenders will steal the ball most times if you try to pass it through them. A new control feature lets you push the ball a short distance in front of you to dribble around a charging defender. You can rapidly push the speed burst button to chase down a loose ball or elbow the opposition out

of the way.

At first glance there doesn't seem to be much difference between *FIFA International Soccer '95* and last year's cart, which shouldn't be too surprising given how great the first release of the game was. Dig a bit under the surface though and you'll find quite a few subtle differences that make this edition the premier soccer game for the Genesis.

Like its predecessor, *FIFA '95* looks fantastic; it's a constant source of amazement to me that the folks at Extended Play Productions can have that many colorful, highly animated players roaming about the field without a hint of flicker. The ball still glides smoothly across the scrolling pitch and the players seem to feature most of the animations that were added to the Sega CD version.

The FIFA license has been used to include the real names of the first-division teams from eight national leagues; You'll find Norwich, Manchester United and Chelsea (Go Blues!) in the English league, Botafogo and Sao Paulo in Brazil, and so on. There is also a World league composed of 58 national teams and five regional All-Star teams. You can play the League, Tournament and Playoff modes with any league you like and select the teams that will participate. In a Friendly game you can match up any two teams from any of the leagues.

The menu, option and coaching screens feature sharp new graphics and provide detailed control of the game's circumstances. You can now display a small game clock in the corner of the screen, and if you select "continuous" time-keeping, extra time will be added for penalties and injuries. It's impossible to cover all the minor enhancements to the game here, but rest assured they add up to a sequel that no Genesis soccer fan will want to miss.

—Jeffrey Tschiltz



PHONE

(415) 571-7171

DEVELOPER

EXTENDED PLAY

SIZE

16 MEG

PLAYERS

1 to 4

GRAPHICS 9
Beautiful, but the Genesis has more animations.
SOUND/MUSIC 9
Commanding Fox NFL theme, clean speech & FX.
PLAYABILITY 9
Extra buttons add moves & easier play flipping.

OVERALL RATING **9** EXCELLENT
VIDEO GAMES



PHONE
(415) 571-7171

DEVELOPER

HIGH SCORE

SIZE (GENESIS)

16 MEG

SIZE (SUPER NES)

8 MEG

MADDEN 95



Madden NFL '95 for the Super NES

No football season would be complete without the release of the latest *Madden* games for the SNES and Genesis. While each retains the same overall look from last year, both carts feature new graphics and animation. The players have been digitized and are much more realistic looking compared to the previous games. Since the SNES can show more colors and objects on the screen than the Genesis, it has a bit more flash, like detailed stadium graphics, team names in the end zones and a "hang time" clock. The improvement in the Genesis graphics over last year is much more striking; the players now look like part of the game instead of sprites pasted on a background. Both games include detailed new animations such as stiff-arms, high-stepping, and on the Genesis there's even one-handed catches.

Madden '95 includes several new features, but two of the more interesting are the injuries and substitutions. In any game-play mode you can shuffle player lineups any way you wish. A great example is putting Deion Sanders in at wide receiver (yes he's on the Falcons, not the 'Niners). In Season mode, you have the option of realistic injuries affecting players. If a player is injured during a game you'll get a "sideline

report" from Mary Snow (a real-life EA Sports staffer who's one of our favorite industry contacts); she'll let you know who was injured and how serious it is. There are more than 100 different injuries—ranging from bruised elbows to ruptured Achilles tendons—that can keep players out of commission for anywhere from a quarter to the entire season!

Both versions of *Madden '95* are very good, but there are a couple of differences that dual system owners might want to consider. First, the SNES version does not include any real-life player names due to licensing considerations. It's fun to see the player's name displayed after a touchdown on the Genesis and certainly makes the stat, substitution, and injury screens easier to follow. Secondly, the computer-controlled teams on the Genesis play a *much* tougher game than those of the SNES. While both games feature vastly improved blocking, all-new defensive plays and a computer opponent not shy about running out the clock, it's not uncommon to run back two or three kickoff returns in a single game when playing against the SNES CPU. If you value challenge above all else, "the best" will play *Madden '95* on the Genesis.

—Jeffrey Tschiltz

"Hardcore Madden fans will appreciate the more challenging Genesis version."

NFL SCHEDULE FOR WEEK 9

49ERS	78
SAINTS	76
GIANTS	70
REDSKINS	55
PACERS	39
49ERS	29
49ERS	15

GENESIS

GRAPHICS 9
Large, detailed players; narrower field than SNES.
SOUND/MUSIC 7
No touchdown music; static in speech samples.
PLAYABILITY 9
Make a mistake and the Genesis makes you pay!

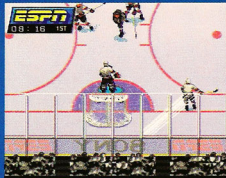
OVERALL RATING **9** EXCELLENT
VIDEO GAMES



Madden NFL '95 for the Genesis



ESPN NATIONAL HOCKEY NIGHT • SONY IMAGESOFT • 2 PLAYERS



Plug in Sony's new hockey cart for the Genesis and the first thing you'll notice are the exceptional graphics, from the large players to the incredibly realistic reflections on the ice. You can switch between a side-scrolling "television" viewpoint to more traditional vertical scrolling perspective at any time during the game. Special play modes include the Fastest Man and Shootout competitions. You can execute line changes but only during a stoppage in play and face-offs do not always occur where they should. Worth checking out if you like the side-scrolling look.

BREAKDOWN ▾

GRAPHICS	8
Colorful, but rough animation at times.	
SOUND/MUSIC	6
Good ESPN theme, weak sound effects.	
PLAYABILITY	7
Skating controls are a bit off.	

OVERALL RATING **COOL 7**
VIDEOGAMES

NBA JAM • ACCLAIM • 1 TO 4 PLAYERS • CD



The long-awaited Sega CD version of *NBA JAM* has pluses and minuses that make it about as good as the Genesis version. It's a great game, but Sega CD owners who held out for the CD version may be upset that this one's not significantly better than the cartridge. Additions include updated player rosters and a terrific soundtrack; the music's just as good as the arcade version, if not better. There are a few new "special guest" characters, too; look for the codes in an upcoming issue of *VIDEOGAMES*. Like *Mortal Kombat* it's up to the individual player to decide if it's worth it.

BREAKDOWN ▾

GRAPHICS	7
Just like the Genesis version	
SOUND/MUSIC	9
Great music, but still no player names.	
PLAYABILITY	9
Lots of access time, but still loads of fun.	

OVERALL RATING **GREAT 8**
VIDEOGAMES

ESPN SPEED WORLD • SONY IMAGESOFT • 1 PLAYER • 16 MEG



If you're a fan of racing, there's no doubt that you'll glue your eyes to ESPN's salute to the sport of skill and danger every time it's on. No doubt when you see Sony's own salute to the show, you'll want to pick it up immediately. Well, hold off. Try renting it first. *Speed World* is your basic stock car game with some cool features. You can choose the type of wheels you want, engine, spoiler, etc. and then race the stock car circuit. Unfortunately, these subtle automotive details are lost in the game's weak animation. The car just doesn't drive smooth enough for a race lover's taste.

BREAKDOWN ▾

GRAPHICS	7
Good, but choppy animation.	
SOUND/MUSIC	7
Better than <i>Virtua Racing</i> .	
PLAYABILITY	6
Could have been a lot smoother control.	

OVERALL RATING **GOOD 6**
VIDEOGAMES

NBA JAM • ACCLAIM • 1 PLAYER • 2 MEG



Not surprisingly, the Game Boy version of *NBA JAM* looks and plays quite a bit like the Game Gear version. It has the updated player rosters of the Sega CD version, but on the tiny screen there's no way you can tell the characters apart; in the portable editions, the play's the thing that's important. No problems there, though; it has a respectable number of dunks and the speed is pretty good. I would like to have seen two- or even four-player support, but the real hardcore jammers are playing the game on one of the 16-bit machines, anyway.

BREAKDOWN ▾

GRAPHICS	7
Like the Game Gear version sans color.	
SOUND/MUSIC	6
With just 2 Meg of memory, it's OK.	
PLAYABILITY	8
Solid, but where's the 2-player support?	

OVERALL RATING **COOL 7**
VIDEOGAMES

MADDEN '95 • T•HQ • 1 PLAYER • 4 MEG



If you're flying to the Super Bowl, you can play *Madden '95* on your Game Boy and get all the action. This surprisingly good game was developed by Malibu, who also did a really bad *SeaQuest* game. While I'd rather play *Madden* on a bigger system, this'll do. The characters are really small, but there's a lot of action, a heck of a lot of teams, a wide variety of plays, and a really spooky animation of John Madden which makes him look like a Disneyland robot.

BREAKDOWN ▾

GRAPHICS	7
Rises above the usual Game Boy fare.	
SOUND/MUSIC	5
Well, it sounds like a Game Boy...	
PLAYABILITY	8
Will be your companion on long trips.	

OVERALL RATING **COOL 7**
VIDEOGAMES

SCOREBOARD

GENESIS FOOTBALL

	TITLE	MANUFACTURER	OVERALL	GRAPHICS	ANIMATION	MUSIC	SOUND F/X	CONTROL	SPEED	CHALLENGE	COACHING	REALISM	OPTIONS	INNOVATION	TEAM SELECTION	LICENSE
1	College Football's National Championship	Sega	9	9	9	7	9	9	9	8	8	8	8	7	8	7
2	Madden NFL '95	Electronic Arts	9	9	9	7	7	9	9	9	8	8	8	7	8	8
3	NFL Football '94 Starring Joe Montana	Sega	9	9	9	7	9	8	9	8	8	8	8	7	8	9
4	Bill Walsh College Football	Electronic Arts	9	9	9	8	8	9	8	8	8	8	8	7	8	6
5	John Madden Football Championship Edition	Electronic Arts	9	8	9	8	8	9	8	8	8	8	8	6	10	7
6	John Madden Football '93	Electronic Arts	9	8	9	8	8	9	8	8	8	8	8	6	9	6
7	NFL '95	Sega	8	8	8	6	7	8	8	8	8	8	9	8	9	9
8	Bill Walsh College Football '95	Electronic Arts	8	9	9	7	8	8	8	8	8	7	8	7	7	7
9	Madden NFL '94	Electronic Arts	8	8	8	8	8	8	8	8	8	7	8	6	9	7
10	NFL SportsTalk Football '93 Starring Joe Montana	Sega	8	9	8	6	8	8	9	7	8	7	7	6	8	8
11	John Madden Football '92	Electronic Arts	8	8	8	8	8	8	7	7	8	7	7	6	8	6
12	John Madden Football	Electronic Arts	8	7	8	8	7	8	7	7	8	7	7	7	6	6
13	Super High Impact	Arena	8	8	8	8	6	8	8	6	5	4	4	5	4	n/a

Other Genesis football games: Troy Aikman NFL Football (Williams/Overall 7)...Joe Montana II—SportsTalk Football (Sega/Overall 7)...Joe Montana Football (Sega/Overall 6)...Mike Ditka Power Football (Ballistic/Overall 5)

SUPER NES FOOTBALL

1	Madden NFL '95	Electronic Arts	9	10	9	9	8	9	9	7	9	7	9	7	8	8
2	Madden NFL '94	Electronic Arts	9	10	9	8	8	9	9	8	8	8	9	8	9	8
3	Bill Walsh College Football	Electronic Arts	9	9	9	8	8	9	9	8	8	7	9	6	8	6
4	John Madden Football '93	Electronic Arts	8	8	7	8	7	8	7	7	8	7	7	6	7	5
5	Super High Impact	Acclaim	8	8	8	7	8	8	8	6	5	4	4	5	4	n/a
6	Sports Illustrated: Championship Football & Baseball	Malibu	7	8	7	8	7	7	8	8	8	7	7	7	6	4
7	MVP Football	Capcom	7	8	7	7	6	7	8	8	7	7	8	5	6	7
8	Troy Aikman NFL Football	Williams	7	7	7	7	7	7	6	7	8	7	7	6	7	7
9	John Madden Football	Electronic Arts	7	7	6	7	7	7	7	8	7	7	7	7	6	5
10	Pro Quarterback	Tradewest	7	7	7	7	6	6	7	6	6	6	6	6	6	n/a
11	NFL Football	Konami	6	7	5	7	7	5	6	6	8	6	7	8	7	6

Other Super NES football games: Super Play Action Football (Nintendo/Overall 6)...ESPN Sunday Night NFL (Sony Imagesoft/Overall 5)...ABC Monday Night Football (Data East/Overall 5)...Football Fury (American Sammy/Overall 5)

GENESIS SOCCER

1	FIFA Soccer '95	Electronic Arts	9	9	10	8	9	8	9	9	8	9	9	7	10	8
2	FIFA International Soccer	Electronic Arts	9	9	9	9	8	8	9	8	8	9	8	8	9	7
3	AWS Pro Moves Soccer	Asciiware	7	7	7	8	6	7	7	7	7	7	7	7	8	n/a
4	World Championship Soccer	Sega	7	7	8	6	6	8	8	6	6	6	7	5	7	n/a
5	Pelé!	Accolade	6	7	6	7	7	5	6	6	7	5	8	6	7	5
6	World Championship Soccer II	Sega	6	6	7	6	5	6	7	5	5	6	6	6	7	n/a

Other Genesis soccer games: Tecmo World Cup (Tecmo/Overall 6)...World Trophy Soccer (Virgin/Overall 5)...Championship Soccer '94 (Sony Imagesoft/Overall 5)

ZERO™

The KAMIKAZE Squirrel

Zero in on it!



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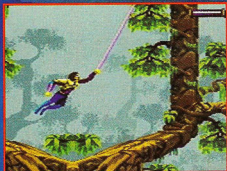
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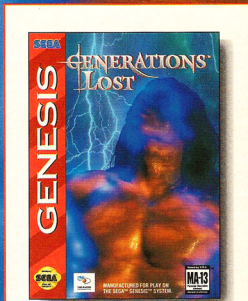
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