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NEXT GENERATION VIDEO GAME MAGAZINE

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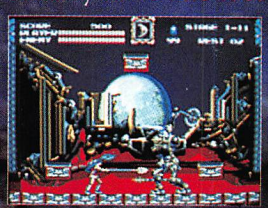

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KONAMI®

This month's cover...Terry and Monitaur meet Akuma for the first time!
Keep sending in that envelope art for my new section!

DIEHARD
GAME FAN
APRIL 1994
NEXT GENERATION VIDEO GAME MAGAZINE

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All Art By:
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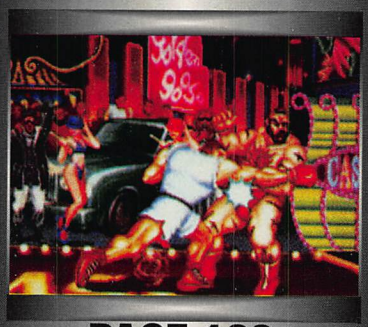

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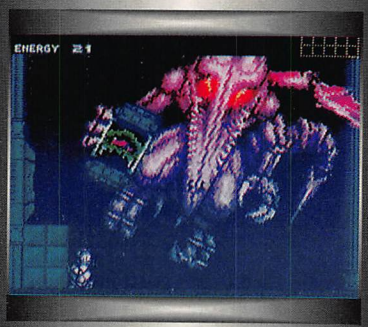

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THE EDITORIAL ZONE

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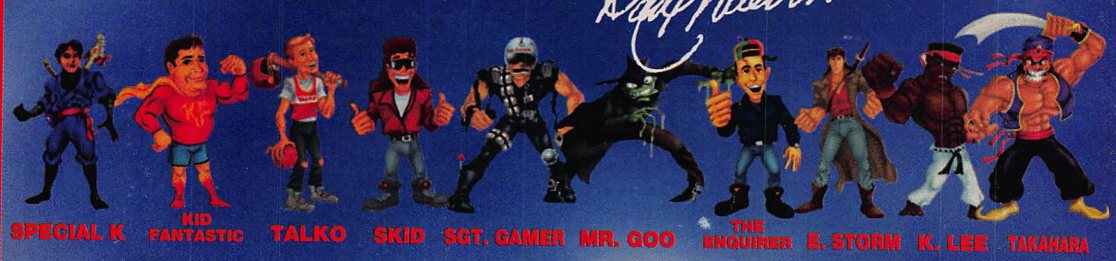
Welcome to not just another issue of Game Fan. First of all, I would like to talk about the new Viewpoint section. You've been asking for it so we of course delivered. The new Viewpoint breaks each game down into the five categories that we feel are the most important;
1. Graphics, (how it looks which includes the quality of the artwork, shading, and backgrounds) 2. Play Mechanics, (moves or abilities the character actually performs like grappling, double jumping etc...) 3. Control, (how the game feels and ease of execution) 4. Music, (self explanatory but very important) and 5. Originality (does it break new ground or is it an old game with new sprites)? That's five categories, each with a maximum of ten points. This allows for a total of fifty points. Although it was fun writing a bunch of different personal opinions in the old Viewpoint, we can see how that might become confusing when you decide to buy. This new system should provide you with a totally accurate representation of the whole game. Three reviewers will rate each game, one who prefers that category and two guests. You wanted it you got it. Another new feature this month is Hands On which also has a new rating system. You'll also notice that we have finally added a subscription card and a reader survey. We're giving away a Neo Geo each month so make sure you get in on the drawing.

Now, since I'm the Ed. I guess I better say something significant about the state of the industry. I've noticed alot of anticipation and excitement over the upcoming 32 and 64 bit systems.

We too are very excited but are trying at the same time to keep things in perspective. Think about it. There are somewhere around 15 to 20 million 16 bit systems in homes throughout the US. They are affordable, the developers feel comfortable with the hardware and, as a direct result, the best games, that use the full capabilities of the hardware, are starting to come out. Here's something to think about. Nintendo sold over 30 million 8 bit systems. Combined, Sega and Nintendo still have not reached that number with the SNES and Genesis. So you could say that 10 to 15 million people fell off and didn't buy the more expensive 16 bit systems when they were introduced. Enter 32 bit. Will the user base shrink again to lets say 10 million? Are game companies alienating there users by trying constantly to one up each other? The fact is, that if one company develops a new system, the other guys feel like they have to match it. Is this a good enough reason to develop new non compatible hardware? Is it really time for 32 & 64 bit? On the other hand maybe our industry is simply diversifying? Will 32 bit finally bring in the adult population while 16 bit sales continue to flourish in the 6-13 yr. old market? That would be the best case scenario. So the real question is can Nintendo and Sega continue to support there existing 16 bit platforms while still keeping the new Saturn and Project Reality customers happy? At the same time, staying ahead of Sony, Atari, SNK, and 3DO (who will be concentrating on only one platform) will be a challenge in itself. Personally, I would like to see 16 bit gaming flourish for a couple more years. I know I haven't seen the best that the SNES has to offer and I'd like to enjoy the Genesis with it's DSP and sound upgrade for awhile.
At the same time we are looking forward to 32 & 64 bit. Those who can afford it can look forward to the most realistic gaming ever. But those who can't shouldn't have to suffer. I just hope it doesn't alienate another 10 million people. The burning question is; are there enough developers (good developers) to keep eight formats up and running? If there is, everyone will be happy. Then whether you own a Saturn, Genesis, SNES, Project Reality, PSX, Jaguar, 3DO, or Neo Geo you'll be a happy gamer. I 'gotta hire more people.

Dave Halverson



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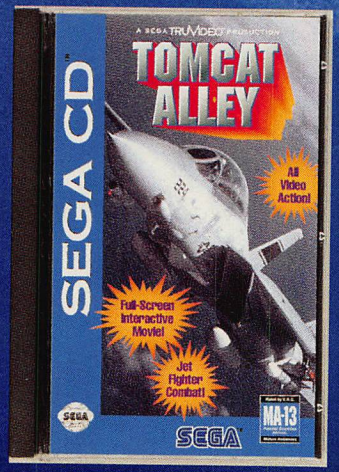

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Here's your chance to let all the game companies know what you're playing and what you would like to see in the future, so drop us a postcard. If your name is picked from our monthly drawing, you will be the lucky recipient of one of the fabulous prizes listed below. So, what are you waiting for? Start writing!

TOP TEN

1 MK (GENESIS)
2 SF 2 Turbo (SNES)
3 Sonic CD (SEGA CD)
4 Secret of Mana (SNES)
5 SONIC 3 (GENESIS)
6 Aladdin (GENESIS)
7 Mega Man X (SNES)
8 Gunstar Heroes (GEN)
9 Lunar (SEGA CD)
10 Eternal Champions (GEN)

MOST WANTED

1 MK2 (GEN or SNES)
2 Super SF 2' (GEN or SNES)
3 Virtua Racing (GENESIS)
4 MK (SEGA CD)
5 Streets of Rage3 (GEN)
6 Super Metroid (SNES)
7 Phantasy Star IV (GEN)
8 Castlevania Bloodlines (GEN)
9 Starfox 2 (SNES)
10 Rebel Assault (SEGA CD)

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

Congratulations to the following winners of last month's contest:
First Prize: Ian Clyde of Manchester, MA • Second Prize: Stephen Swan of Oceanside, NY
Third Prize: Mark Butler of Dewey Rose, GA

All you have to do to enter the drawing is write down a list of your top 10 favorite games and the 10 games you want the most that aren't out yet, on a piece of paper or a postcard then send them to:
GAME FAN TOP TEN 6400 Independence Ave., Woodland Hills, CA 91367
Drawing is limited to One (1) entry per person per month. Hope to hear from you soon.
Drawings will be held on the 21st of each month. The three (3) winners will be notified by mail and listed on this page.

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AN INTERVIEW WITH SOFTWARE CREATIONS

One of the very first European developers to have obtained a Nintendo license was Manchester-based Software Creations. Besides producing the classic isometric NES game, Solstice, Software Creations was also responsible for converting many arcade games over onto the popular computer formats of the late eighties, and more recently delivered classy Super NES titles like Equinox (Solstice II), Plok and Spiderman And The X-Men. Other titles include Blaster Master 2, Spiderman (Genesis) and Super Off Road (SNES). Perhaps Software Creation's strongest and most recognizable trait, though, has always been music. Veteran game musician Tim Follin (aged 22!) is the man behind some of the best in-game soundtracks ever. Ever since Solstice on the NES and Ghouls and Ghosts on the Amiga and C64, Tim has created pure magic, perfectly demonstrated by the incredible music and effects in Equinox on the SNES. In fact, Nintendo's own musicians in Japan reckoned he was possibly the the world's greatest game music composer! He also did the Rock `n' Roll Racing tracks for Interplay, too. Sadly, Tim has now moved companies but that didn't stop me paying the rest of the team a visit after shaking off those post Christmas blues. The following conversation was recorded with Technical Director Mike Webb and one half of the Equinox programming team, Steve Pickford.

GF: To start us off Mike, can you briefly explain what's happened to Equinox. I mean, the Japanese have had it for 3 months and we're still waiting for the UK and US versions?
MW: Well, the game took an eternity to get approved because there were technical problems with the game running on different versions of the SNES. The game was actually finished over 18 months ago, and it should be released very soon.

GF: Were you happy with the finished game?

MW: Well, everyone seems to like it. It received a very high rating at Nintendo in the US which made it all the more worthwhile. And fortunately, it's more or less on its own still, as an isometric game on the system.
SP: We were also dead pleased to see that Japan's biggest selling console mag, Famicom Tsushin, awarded it a gold recommendation and covered it for about ten weeks. It's nice to see a British game go down well over there for a change.

GF: Who was directly involved with Equinox?

SP: Well, funnily enough Mike programmed the first game, Solstice, on the NES, and started to program the sequel, but myself and my Brother John Pickford took over and spent the best part of 18 months on it. And of course, Tim did the music.

GF: What was the hardest aspect of the game to program?
SP: Probably getting the perspective to work, which is still confusing, I know. We could have used shadows to make things a bit easier to understand but parts of the game were using lots of processing power already and it would've been difficult.

GF: But flick screen games don't use as most processing power as scrolling games surely?
SP: No, but in Equinox's case the CPU gets bogged down with determining the game. When there are a stack of blocks on top of one another, there is a fair bit of maths involved.

GF: What about a third Solstice game?
SP: We've no plans at the moment for a follow-up. Ideally we'd love to be able to do the next game using the Super FX chip so that we could have a true 3D perspective. Either that, or we'll wait until Nintendo's new machine comes along in a year or two. Now that should be powerful enough to do it!

"I can tell you, when we first started doing SNES work the idea of doing an 8 meg game was unthinkable. It was just too expensive."

GF: Tell us a little about the Ken Griffey baseball game you're working on?
SP: This one's going to be released by Nintendo in the States and only came about because one of our employees, Brian Ulrich came from Nintendo Of America and happens to be crazy about Baseball
We all love the Neo Geo baseball games too, particularly Baseball Stars 2 and we set out to attain the same degree of excitement with this game. As far as options go, every team out of major league is in there, with 28 stadiums complete with different graphics for each one. The batters are built up out of separate legs, arms, bodies, heads each with differing attributes. In this way we've created individual batters that look different and play differently. There are so many console baseball games out there in the US and especially Japan, it's surprising that there isn't a single decent one among them!

GF: So what other systems are you developing for at the moment?
MW: We've just finished Plok on the Mega Drive and we've got several other SNES and Mega Drive titles on the go. Unlike most developers we're not diving feet first into CD ROM development and we prefer just to concentrate on these two, as well as the occasional Master System or Game Boy title. We're looking into CD ROM, but we certainly won't be developing on it for a good while yet.
GF: What's your opinion of CD ROM?
MW: It's fine as long as you treat it as a big cartridge. People don't buy Mega Drives or Super Nintendos to watch videos, people want gameplay, and a lot of CD ROM developers are still forgetting that.
SP: There are so many games out there that are just two minutes of video.

GF: What games have you been impressed with on CD ROM?
MW: LucasArts' Day Of The Tentacle is, for me, the way CD games should be done. It's superb. If we had the resources, that would be the way we'd like to approach CD ROM.

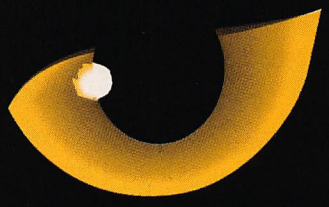
GF: What do you think about 3DO and Jaguar?
MW: The biggest problem I have with 3DO is price. It's far too expensive at the moment. Also, I reckon it's far too early to try and set any kind of standard. A proper multimedia machine will need to have MPEG as standard, not as an accessory, and if truly interactive 3D games are to be possible, it needs awesome power. Jaguar's nice, and with a CD drive for storage it has great potential, but it's not going to look like much next to the new wave of machines from Nintendo, Sega and Sony. It looks like the games player might just get in for a huge leap in performance if they wait a year or so.

GF: What would be your ideal project?
MW: I think the SNES could do with something like Day Of The Tentacle. There aren't enough imaginative titles like these being produced on console, games that actually make you laugh, and think too. The biggest problem with doing games like these on cartridge is memory.

GF: Will you be using the next generation of high memory cartridges?
MW: I can tell you, when we first started doing SNES work the idea of doing an 8 meg game was unthinkable. It was just too expensive. Within a year everyone had moved up to 8 meg, and a bit later came 12 meg. Now, 16 meg is not unusual and we already have 20 and 24 meg carts available. Soon we'll have 32 meg cartridges becoming feasible. The biggest problem with carts like these is filling all that space and making it worthwhile. We've already worked out that if half of the memory in a 16 meg cart was devoted to speech, we could get 8 minutes in there. High density carts could keep CD ROM in the background for a while yet.

GF: Thanks a lot for your time.

64 EXPLODING BITS OF RAW POWER.



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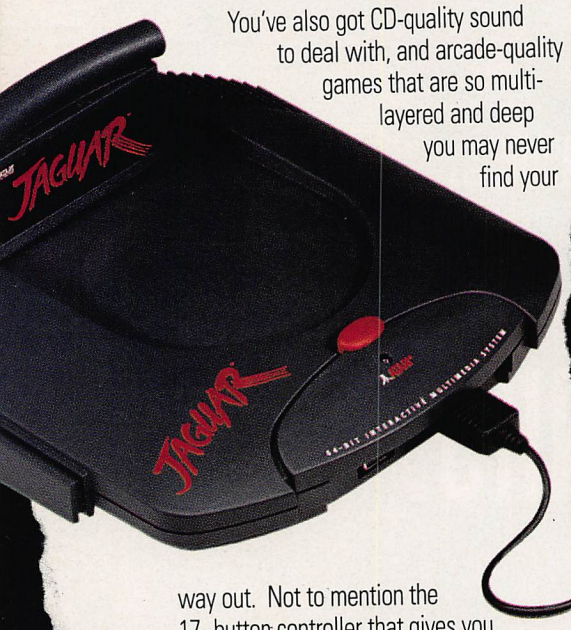

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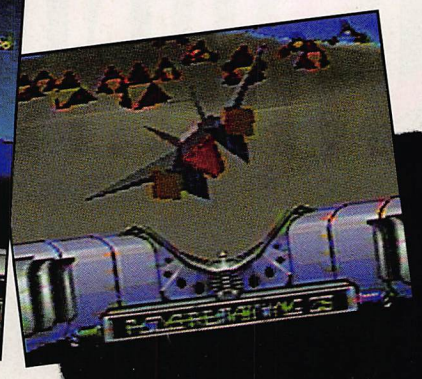

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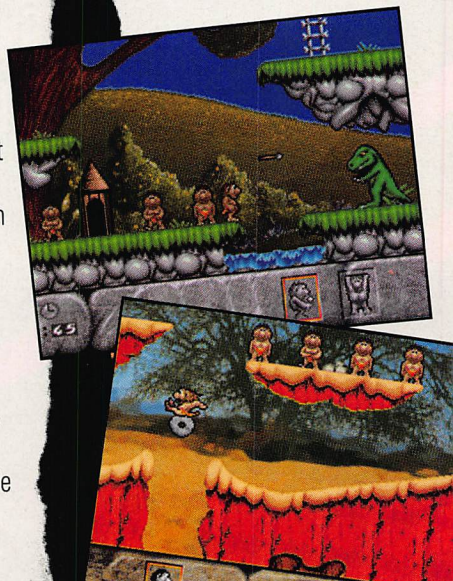

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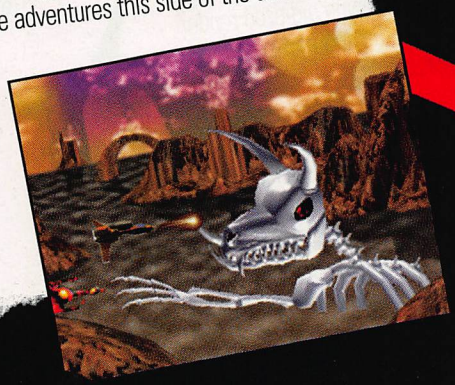

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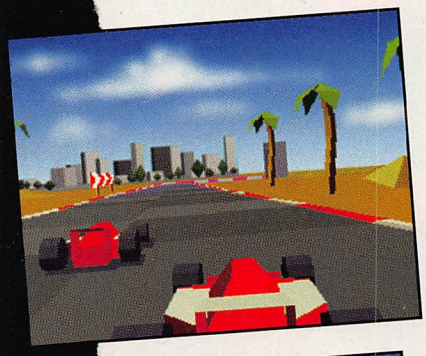

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This 3-D tunnel/maze game has texture-mapped walls and heart-stopping digitized renderings of the star monsters. In this Jaguar 64-bit showcase game you can choose to play as the tail-whipping Alien; the Predator, with sophisticated weaponry and infrared night vision; or the Marine Corporal armed with piles of ammo and superior military combat computer skills.

CLUB DRIVE™

You've never experienced racing like this. No guard rails here. You can drive anywhere, including 70 square miles of San Francisco, the frontier towns of the Old West or some innocent bystander's living room as you chase down your opponent in a fast-paced, real-time, 64-bit game of tag.

"CES Game of the Show"
–Electronic Games

TEMPEST 2000™

Jaguar takes the best of the 1981 arcade classic and adds 1994 64-bit intensity. You can choose between two modes: Tempest Classic, the same ultra-challenging game that used to eat your quarters; and 2000, a souped-up, 64-bit version with 3-D graphics, awesome power ups, and hostile enemies. For one or two players.

AND MORE!

Keep your eye out for way more Jaguar titles, including a full range of heart-stopping, 64-bit sports games. Basketball, baseball, and football have never been played like this.

For game tips and hints, call 1-900-737-ATARI. 95¢ per minute.
If you are under 18, be sure to get a parent's permission before calling.
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HOCUS POCUS

Travel With Thy Controller In Hand To A Land Where Cheaters Prosper.

SONIC 3 LEVEL SELECT

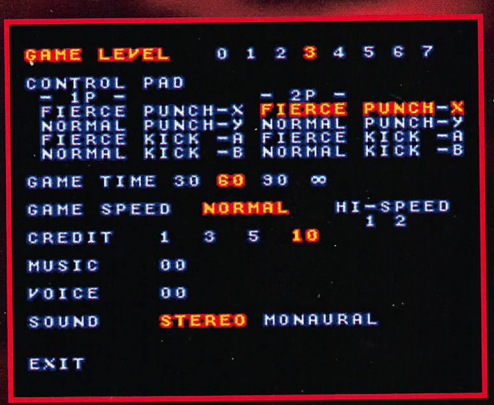
After you hear the voice say, "SEGA", as Sonic starts to come on the screen, you must very quickly put in UP, UP, DOWN, DOWN, UP, UP, UP, UP, and you'll hear a chime. This is very hard to do and may take a few tries. When you get to the first screen with the 1 Player and Competition options, press down while Competition is highlited and you'll get a sound test. Go into the sound test and you can choose which level to start on.

ACT RAISER 2 (SNES)

PASSWORDS:

To see an illustration of the staff that did this great game, enter:
MTkM SkTk HNSH
To fight the boss from the first Act Raiser, enter:
XXXX Yyyy Zzzz

CODES THAT DON'T SUCK TMNT FIGHTERS (SNES):

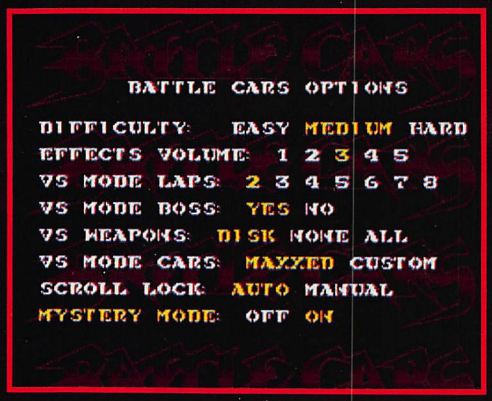


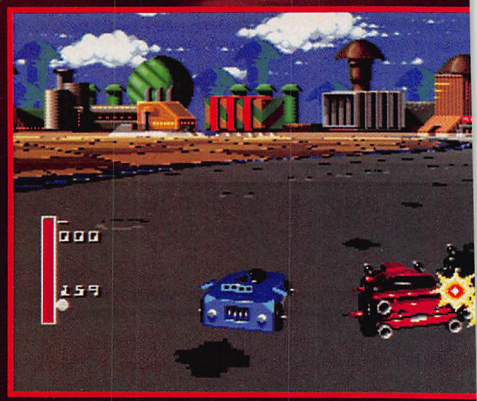
During the title screen, on controller 2, press B,B,B, A,A,A, and then press the X button seven times. Go to the option screen and you can now use 10 credits.

⇦10 CONTINUES

BOSS CODE ⇨

At the title screen, on controller 2, press X, UP, Y, LEFT, B, DOWN, A, RIGHT, X, UP. You will hear "Yattane", now you can choose the bosses in the 2 Player Vs. Mode.





MYSTERY MODE

At the title screen, press Up, Down, "L", "R", and then Select. You should hear a faint explosion. Now go to the option screen and turn the Mystery Mode to On. Check out the brilliant overhead view!

BATTLECARS

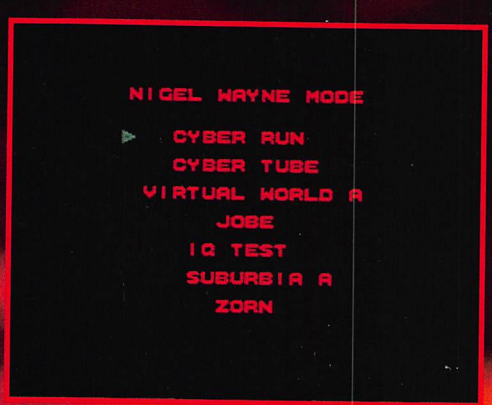
YOU'RE THE BOSS!

At the title screen, press "L", "R", Up. You should hear a faint explosion. Now when you play the one player game, in the actual race, you will be driving the opponent's car.

TOTAL ECLIPSE (3DO)

LEVEL SELECT (finally!)

Go to the Quit-Preview option. When you are there, hold down the Stop button and push B, L, A, now release the stop button and push B, L, A, B, L, A, and you will be able to start on any of the 20 levels.

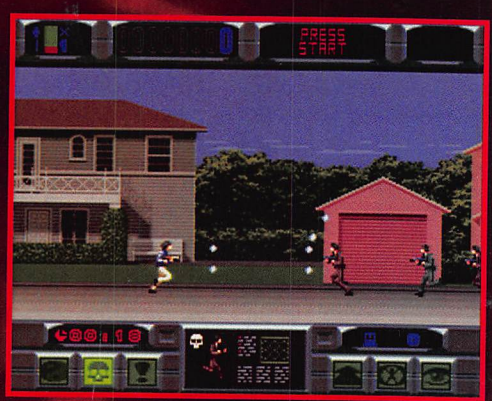


LAWNMOWER MAN (SNES)

In order to do any of the following codes, you must input this initial code: Pause the game and enter B, "R", A, SELECT, SELECT, Y, A, B, Y, A, B.

STAGE SELECT- Pause the game again and enter , A, "L", "L" and press start.

INFINITE LIVES- Pause the game again and enter , "R", A, SELECT, Y, and press start.



Look Your Enemy Straight In His Eye

THE PIRATES OF DARK WATER™

Created by David Kirschner

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SUPER NINTENDO ENTERTAINMENT SYSTEM

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DRAGON BALL Z 2 (SF)

TINY CHARACTER

At the screen shown on the left, push down on control pad 1 or 2 to make your character the same size as the one on the radar screen. This code will work in the 1P Vs. Com. Or 1P Vs. 2P modes.

POP N' TWIN BEE ADV. (SF)

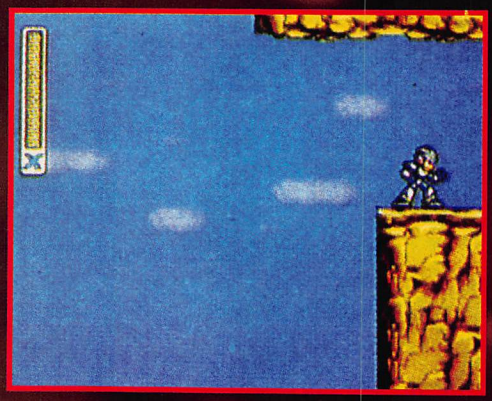
INVINCIBILITY

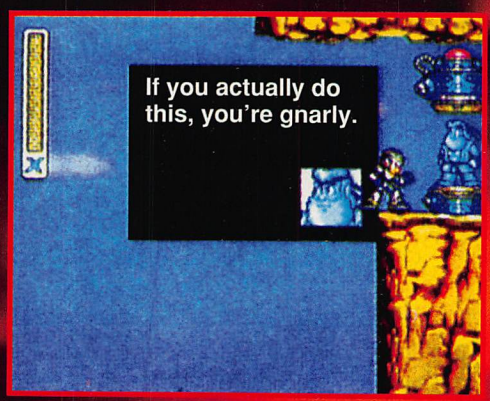
While playing the game, pause and put in L, R, L, R, A, B, X, Y, L, R, L, R, A, B, X, Y, and then unpause the game and your character will be invincible.

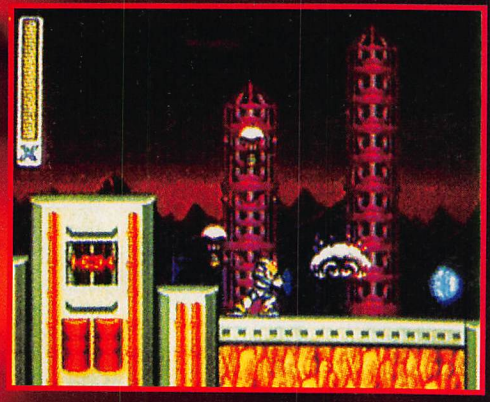
DRAGON BALL Z 2 (SF)

HYPER CODE

Before turning on the system, hold down "L", and the "R" buttons to access the Hyper Mode and play with the extra characters.







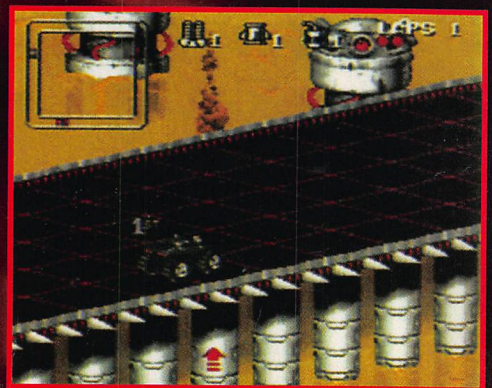
MEGA MAN X FIREBALL....SHORYUKEN!

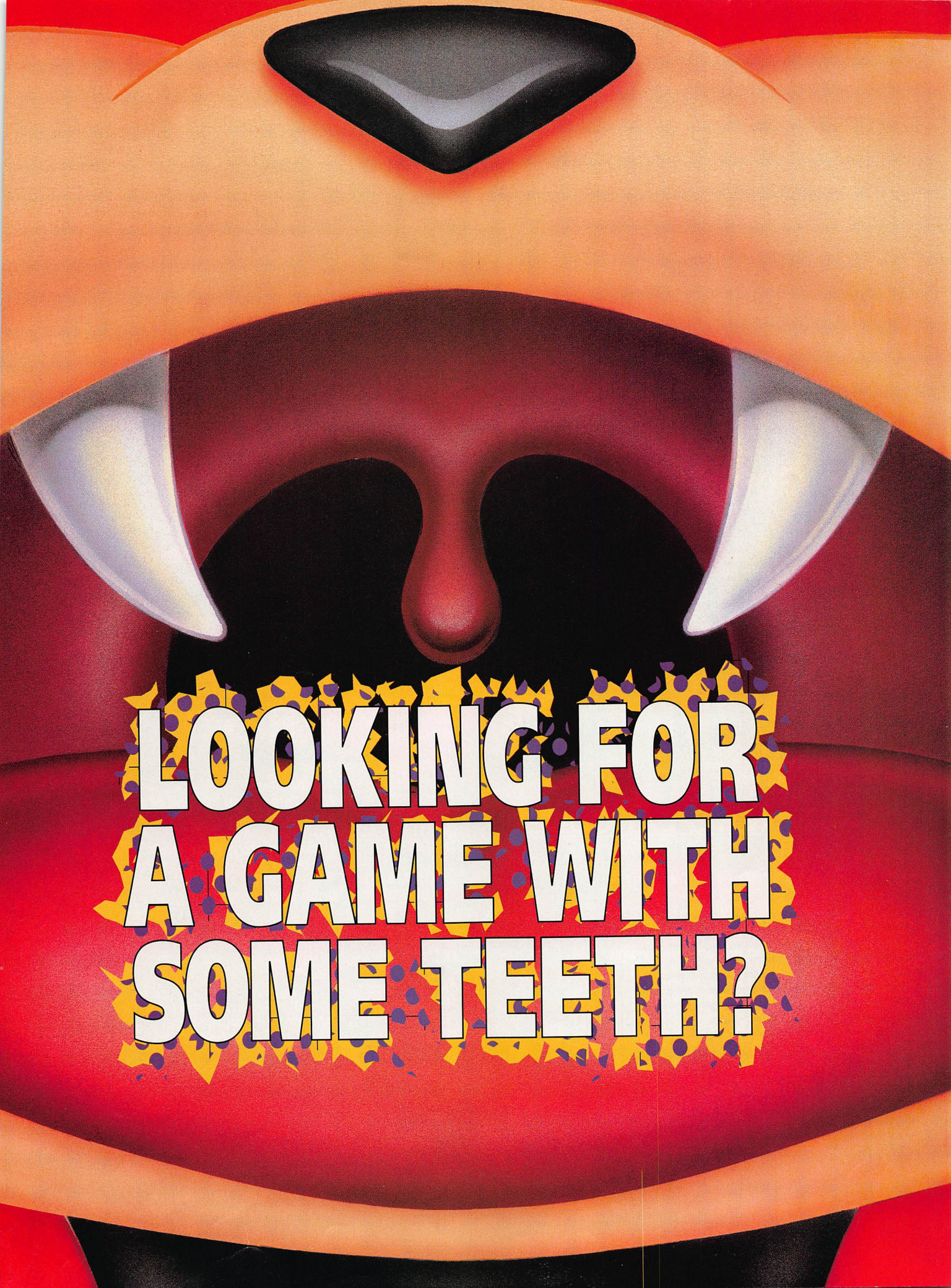
To get the hidden capsule that allows you to throw fireballs, you must have all four subtanks and all eight heart tanks. Then you must fight your way through Sigma's fortress until you reach Sigma himself. Defeat Sigma's pet and Sigma, but lose to Sigma's machine. Let your remaining lives run out and continue. When you start over, go to the Armor Armadillo's level. Go all the way through the stage four times, keeping your energy and weapon meters full. To do this, use the "Escape Velocity" option each time you reach the end of the level (see first illustration). On the fifth time through, ride the third wheeled platform across the canyon, and climb up the cliff shown (see second illustration). On top of the cliff should be a power up capsule with Dr. Light. He will give you the "HA-DO-CAN" fireball which will allow you to kill Sigma, Sigma's pet, and Sigma's machine with only one hit. The fireball can be done the same way as a Ryu fireball, and can only be done while the energy meter is full. You can use the fireball for the rest of the game. What a pain!

ROCK N' ROLL RACING (SNES)

VIKING STYLE

At the character select screen, hold down L, R, and select. Next choose Olaf from The Lost Vikings. You will now be the fastest character in the game.




LOOKING FOR
A GAME WITH
SOME TEETH?

NBA JAM TOURNAMENT EDITION (ARCADE)

To play against 24 of the programmers from the Midway staff, input these codes.

MDP	JAN. 13
DOZ	DEC. 31
JMS	FEB. 22
JFC	APR. 16
GNP	OCT. 8
CMM	JULY 2
TWG	DEC. 7
SNO	JAN. 3
JMC	AUG. 5
RJR	JAN. 17
WIL	JAN. 1
PCB	MAY 9
TOB	AUG. 24
TON	JULY 3
JRN	JUNE 18
JWH	SEPT. 20
SAL	FEB. 1
WMN	NOV. 11
TJC	OCT. 11
MJT	MAR. 22
SL-	JUNE 24
ML	MAY 25
LTD	APR. 30
HOW	JULY 15

Misc. Codes

JCV	JUNE 27
TJC	OCT. 12
CRL	JAN. 1
DIE	FEB. 23
GET	OCT. 19
SAN	JAN. 1
EJB	FEB. 23

To play with the following characters put in these codes:

SUB ZERO
SUB DEC. 5

RAIDEN
RAD JULY 9

CONGO
KNG JAN. 16

CHEERLEADER
LOR FEB. 20

CHEERLEADER 2
KER OCT. 10

GRIM REAPER
GRM OCT. 31

SUPER PIPMAN
PIP SEPT. 25

REPTILE
RPT NOV. 11

BABY MODE
DURING TONIGHTS MATCHUP SCREEN HOLD DOWN RIGHT AND PUSH TURBO, SHOOT, STEAL, TURBO, SHOOT, STEAL, TURBO, SHOOT, STEAL AND YOU'LL BE PLAYING IN BABY MODE.

HUGE HEADS
PRESS UP 3 X WHILE HOLDING TURBO AND PASS, AND PUSH THE SHOOT BUTTON 6 TIMES

ALL THESE CODES WILL WORK ON THE 1.0 VERSION AND MAY NOT WORK ON NEWER VERSIONS.

Game Genie Codes:

SNES

TOP GEAR 2

DEC5-405E	2nd engine costs $15K instead of $30K
D9C6-415E	2nd gear box costs $5K instead of $10K
DC2A-4D6D	Start with 10 nitro's

GENESIS

FORMULA 1

AT5A-6A4J	No warning to pit when tires are worn
AJ2A-6A48	each race has infinite laps
ABKT-7TG4 + AA9T-7TCA	Tires last 3 times as long

GAME GEAR

LAST ACTION HERO

031 20F E6E	Start on scene 3
051 25F E66	Start with 5 lives
3A1 B1F 2A2	Infinite timer

PRO ACTION REPLAY CODES:

GENESIS

GAUNTLET IV

FFOOF900C8	Unlimited energy (Warrior)
FFO1OD0005	Unlimited keys (Warrior)
FF010F0005	Unlimited potions (Warrior)
FF03BD00C8	Unlimited energy (Valkyrie)
FF03D10005	Unlimited keys (Valkyrie)
FF03D30005	Unlimited potions (Valkyrie)
FF068100C8	Unlimited energy (Wizard)
FF06950005	Unlimited keys (Wizard)
FF06970005	Unlimited potions(Wizard)
FF094500C8	Unlimited energy (Elf)
FF09590005	Unlimited keys (Elf)
FF095B0005	Unlimited potions (Elf)

ROBOCOP VS TERMINATOR

FFF08C0040	Infinite energy
FF009C0005	Infinite lives
FFF0F000FF	Invulnerable
FFF1AA000X	Replace "X" for weapon select: 1 - Ed Gattling Gun, 2 - Grenade, 3 - Bazooka, 4 - Plasma Rifle, 5 Homing Missile, 6 - Laser, 7 - Flame Thrower

SONIC SPINBALL

FF579E0003	Infinite lives
FF579E1003	Boss room is open

SONIC 3

FFFE120005	Infinate lives
FFFE210063	Unlimited rings
FFFFB1000X	Numberof gems collected (0-7)

STREET FIGHTER 2

FF96D90003	Start on bonus stage
FFB9770080	Funny music
FF80C20001	Player 1 turns to flames when hit
FF83420001	Player 2 turns to flames when hit

SNES

ACT RAISER 2

7EO92104	Unlimited power ups
7E091B07	Infinite lives
7E091D14	Unlimited energy
7E094D99	Unlimited time

AERO THE ACROBAT

7E0CC059	Infinite time
7E0D0000	Walk through to the end of the level

BATTLETOADS IN BATTLEMANIACS

7E0O3E02	Allows you to play as Rash

MEGA MAN X

7E0BCE10	Unlimited energy

FLASHBACK

7ECD4604+ 7EC74605	Infinate shields

FATAL FURY

7E060620	Unlimited bonus stage time
7E066002	Start on the bonus stage
7E061402	Player one only has to win one round

JURASSIC PARK

7E029510	Infinite ammo
7E040555	More dinosaurs

LAMBORGHINI CHALLENGE

7E19BEFF	No damage

MORTAL KOMBAT

7E1D2084	Player 2 always wins Test Your Might
7E048300	Start fighting before "Fight"
7E196E02	Player 1 only has to win one round
7E002C01	Player 2 starts with 1 million points

BITE

GUARD YOUR NUTS! ZERO'S COMING!

AERO THE ACRO-BAT™

Official Nintendo Seal of Quality

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Nintendo

WITH 12 MEG OF POWER, 8 FIGHTING STYLES, AND OVER 150 INDIVIDUAL TECHNIQUES, THIS IS THE ULTIMATE FIGHTING GAME AROUND.

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ULTIMATE FIGHTER™

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SNS-HP-USA

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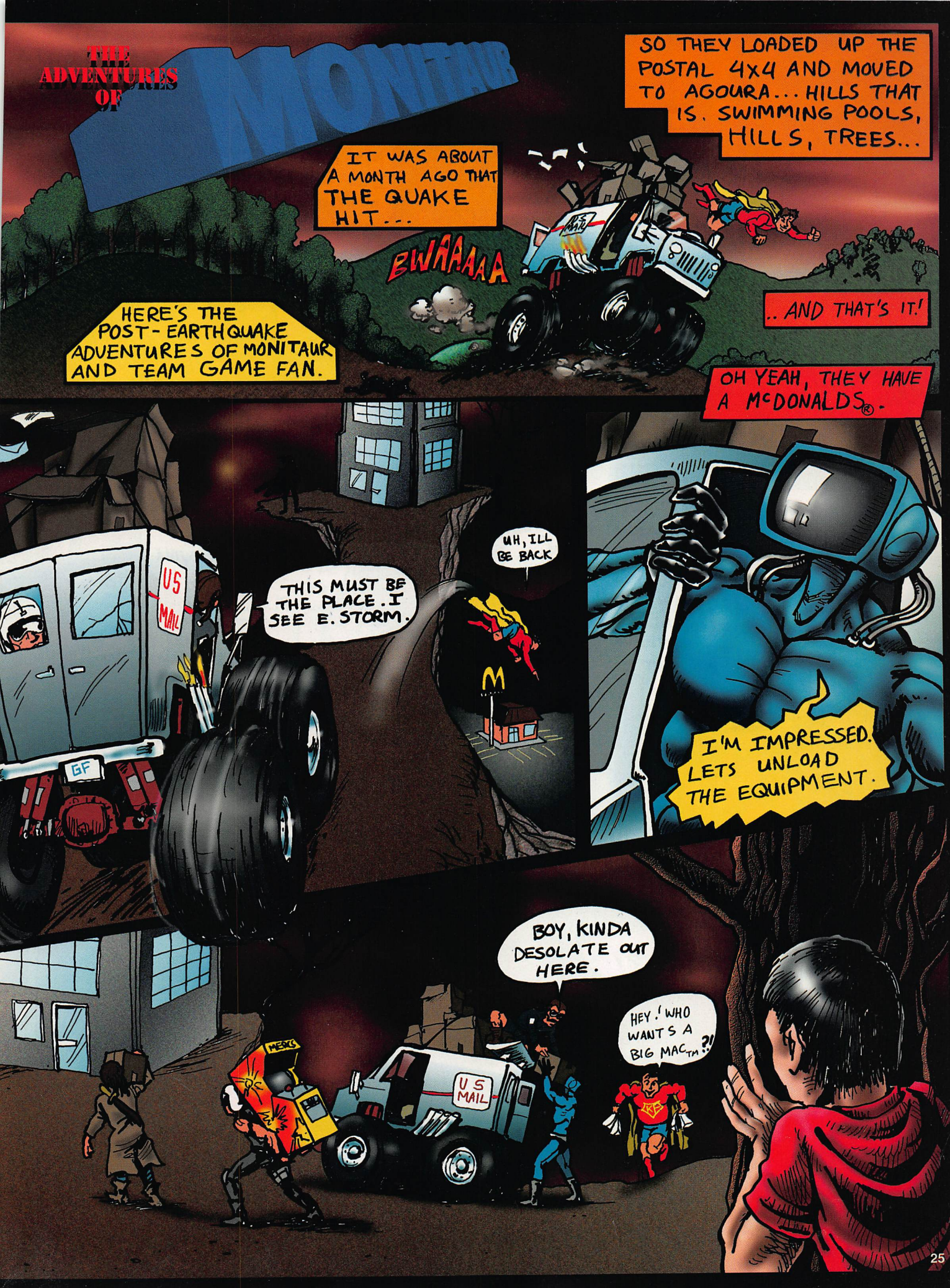

THE ADVENTURES OF MONITAUR
IT WAS ABOUT A MONTH AGO THAT THE QUAKE HIT...
BWAAAAA
SO THEY LOADED UP THE POSTAL 4X4 AND MOVED TO AGOURA... HILLS THAT IS. SWIMMING POOLS, HILLS, TREES...
..AND THAT'S IT!
HERE'S THE POST-EARTHQUAKE ADVENTURES OF MONITAUR AND TEAM GAME FAN.
OH YEAH, THEY HAVE A McDONALDS®.
US MAIL
GF
THIS MUST BE THE PLACE. I SEE E. STORM.
UH, ILL BE BACK
I'M IMPRESSED. LETS UNLOAD THE EQUIPMENT.
BOY, KINDA DESOLATE OUT HERE.
MEDIC
US MAIL
HEY! WHO WANTS A BIG MAC™?!

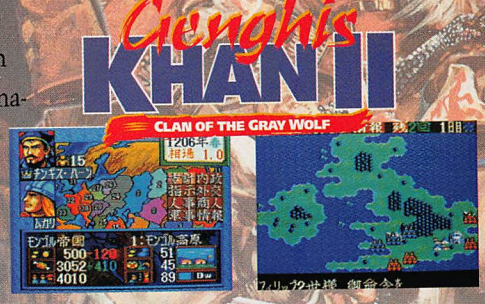
HEY, KID FAN. WHY DON'T YOU GIVE GAMER A HAND IN THERE.
MONITAUR... POSTMEISTER...
WOW! YOU'RE TEAM GAME FAN! YOU GUYS ARE THE GREATEST! I LOVE GOOD VIDEO GAMES, TOO! CAN I JOIN YOUR TEAM? HUH, HUH, CAN I HUH?! MY NAME'S TIMMY AND I'LL DO REAL GOOD! SO CAN I JOIN?!
HEH, HEH. WELL, TIMMY, WHY DON'T WE TALK INSIDE.
SO HOW MANY MEMBERS DO YOU HAVE ON THE TEAM? ARE YOU ALL STATIONED HERE? HOW ABOUT FOREIGN CORRESPONDENTS? DO YOU HAVE AN INTERNATIONAL COMPUTER NETWORK? HOW ABOUT SATELLITE HOOK-UPS?
?
UH... WELL..
HEY, WHAT KIND OF SECURITY SYSTEM DO YOU GOT IN THIS PLACE?
UM.. JUST ONE SECOND TIMMY. CAN I SEE YOU IN THE KITCHEN POSTMEISTER?
I DON'T LIKE THIS
HEH, HEH, HEH.
MAN, WHAT'S UP WITH THIS KID?!
SCRIBBLE SCRIBBLE
I DON'T KNOW, BUT THERE'S DEFINITELY SOMETHING STRANGE ABOUT HIM.

YA SEE I'VE ALWAYS BEEN KIND OF A SICKLY CHILD.
UNH!
VIZSH
WHAT THE HECKS HE DOIN' NOW?!
HNGH!
!
VIM
SPLURCH
MY CHILDHOOD HAS CONSISTED OF MULTIPLE TESTS AND EXPERIMENTAL DOSES OF THINGS LIKE..
...ANABOLIC STEROIDS...
SQUEICH
...GROWTH HORMONES..
..WASP EXTRACTS.!
SKRORTCH
THE PERSON MOST RESPONSIBLE FOR MY CONDITION WAS ALSO INTO VIDEO GAMES.
RiiiiiPRiiiiiiP
VIP
VIP
SHOOP
YOU KNEW HIM AS BLOWMEISTER, BUT I CALLED HIM..

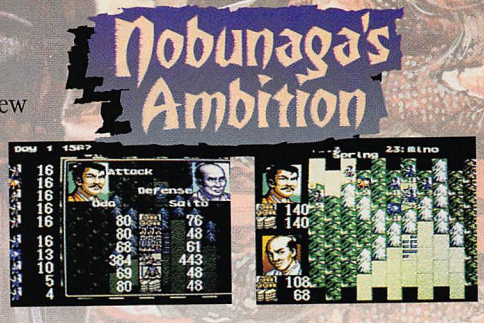
..DADDY!
FISHHH
AND HIS DEATH SHALL BE AVENGED!
Wolfgang '94
NEXT ISH: THE BATTLE OF THE BULGE. SEE YA.

It took 1400 years, but we finally got them together!

Picture this, three of history's most ruthless and ambitious leaders all in one room. Now, throw in the fact that all three are looking towards world domination with massive armies following their every command. Sounds interesting, doesn't it. This winter, Koei's bringing Genghis Khan, Nobunaga and Cao Cao together to a store near you, and it's going to be exciting. After all, Genghis Khan is out to lead his Mongol hordes victoriously across Asia and Europe in **Genghis Khan II: Clan of the Gray Wolf;** Nobunaga is seizing control of Japan in **Nobunaga's Ambition** and Cao Cao's devising new ways to reunite China after the collapse of the Second Han Dynasty in **Romance of the Three Kingdoms III: Dragon of Destiny.** The contest for world domination is about to begin!



Sega Genesis screens shown



KOEI

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VIEWPOINT

Graphics, music, play mechanics, control and originality... everything a good game needs.

Five important categories with a possible of ten points each. Simple, easy to understand breakdowns of each game reviewed. The new Viewpoint.

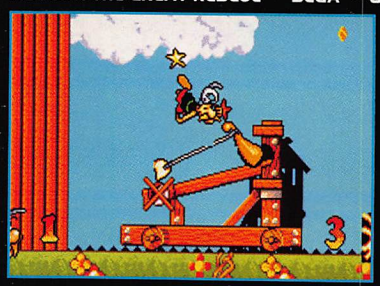
New Viewpoint contest rules:
To enter; rate each category (graphics, music etc..) one through ten and write a short comment. If you have a mug shot of yourself send that in too! We'll do the rest.

THE PIRATES OF DARKWATER · SUNSOFT · 16MEG · ACTION · 1 PLAYER · AVAILABLE APRIL

GRAPHICS	9	GRAPHICS	9
MUSIC	7	MUSIC	8
CONTROL	9.5	CONTROL	9
PLAY MECHANICS	9	PLAY MECHANICS	9
ORIGINALITY	9	ORIGINALITY	8
Pirates is solid action from start to finish. Brilliant artwork and excellent control.	**43.5**	A superb action platform game with some of the best artwork I've ever seen.	**43**

GRAPHICS	10
MUSIC	7
CONTROL	9
PLAY MECHANICS	9
ORIGINALITY	9
I haven't played an action platform game this strong since Shinobi.	**44**

ASTERIX THE GREAT RESCUE · SEGA · 8MEG · ACTION/PUZZLE · 1 PLAYER · AVAILABLE NOW



GRAPHICS	8	GRAPHICS	8
MUSIC	7	MUSIC	8
CONTROL	8	CONTROL	8
PLAY MECHANICS	7	PLAY MECHANICS	7
ORIGINALITY	8	ORIGINALITY	7
One of the best games of it's kind.	**38**	One of the biggest characters in Europe makes his way across the sea, we welcome him with open arms.	**38**

GRAPHICS	8
MUSIC	7
CONTROL	8
PLAY MECHANICS	6
ORIGINALITY	6
Asterix was a real surprise for this type of game, It was great!	**35**

HEIMDALL · JVC · CD ROM · RPG · 1 PLAYER · AVAILABLE NOW

GRAPHICS	9	GRAPHICS	9
MUSIC	6	MUSIC	6
CONTROL	9	CONTROL	9
PLAY MECHANICS	8	PLAY MECHANICS	8
ORIGINALITY	9	ORIGINALITY	9
A vast and perplexing fantasy adventure, not to be missed.	**41**	You could spend days lost in the labyrinths of Heimdall. A monster challenge only a viking could love.	**41**

GRAPHICS	8
MUSIC	6
CONTROL	9
PLAY MECHANICS	8
ORIGINALITY	9
Park it for a week and enjoy one of the best RPG's of the year. Needs tunes though.	**40**

SUB TERRANIA · SEGA · 8MEG · ADVENTURE · 1 PLAYER · AVAILABLE APRIL

GRAPHICS	8	GRAPHICS	8
MUSIC	8	MUSIC	7
CONTROL	8	CONTROL	6
PLAY MECHANICS	9	PLAY MECHANICS	8
ORIGINALITY	9	ORIGINALITY	9
Truly a unique game experience. Way to go SEGA	**42**	Sub terrania is a great original game with a monster learning curve.	**38**

GRAPHICS	7
MUSIC	7
CONTROL	8
PLAY MECHANICS	7
ORIGINALITY	8
Sub terrania gave me a Gravitar feeling with some cool technosoft style graphics. It's Way to hard though.	**37**

SKITCHIN · EA · 16MEG · SKITCHIN · 1 PLAYER · AVAILABLE APRIL

GRAPHICS	8	GRAPHICS	7
MUSIC	9	MUSIC	7
CONTROL	7	CONTROL	8
PLAY MECHANICS	6	PLAY MECHANICS	7
ORIGINALITY	9	ORIGINALITY	9
A heavy metal experience not to be missed!	**39**	Road Rash on Rollerblades, plus heavy metal... Skitchin is Bitchin!	**38**

GRAPHICS	7
MUSIC	8
CONTROL	7
PLAY MECHANICS	6
ORIGINALITY	8
Great scaling, cool tunes, 2 player rock & roll action. Way to go EA.	**36**

MUTANT LEAGUE HOCKEY · EA · 16MEG · ACTION/SPORTS · 1-4 PLAYER · AVAILABLE NOW

GRAPHICS	8	GRAPHICS	8
MUSIC	7	MUSIC	7
CONTROL	8	CONTROL	7
PLAY MECHANICS	8	PLAY MECHANICS	7
ORIGINALITY	9	ORIGINALITY	8
Night of the Living Dead meets NHL Hockey	40	NHL with a dose of blood squirting action.	37

GRAPHICS	7	
MUSIC	7	
CONTROL	8	
PLAY MECHANICS	8	
ORIGINALITY	9	
EA mixes sports and gore perfectly for a bloody great game.	39	

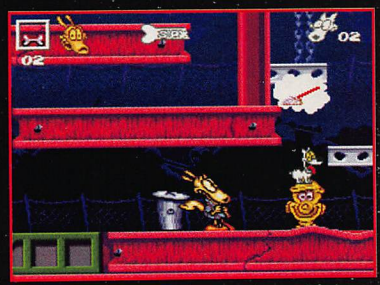
EQUINOX · SONY · 8MEG · ACTION · 1 PLAYER · AVAILABLE NOW

GRAPHICS	8	GRAPHICS	9
MUSIC	8	MUSIC	9
CONTROL	8	CONTROL	8
PLAY MECHANICS	8	PLAY MECHANICS	8
ORIGINALITY	8	ORIGINALITY	9
An awesome game!!	40	Action, Drama, and an isometric viewpoint, add up to a legendary gaming experience.	43

GRAPHICS	9	
MUSIC	9	
CONTROL	8	
PLAY MECHANICS	8	
ORIGINALITY	9	
Finally after 3 years in the waiting, I was not disappointed. Incredible Game!	43	

ROCKO'S MODERN LIFE · VIACOM NEW MEDIA · 16MEG · ACTION/PUZZLE · 1 PLAYER · AVAILABLE NOW

GRAPHICS	9	GRAPHICS	8
MUSIC	7	MUSIC	7
CONTROL	5	CONTROL	6
PLAY MECHANICS	6	PLAY MECHANICS	8
ORIGINALITY	9	ORIGINALITY	9
Once you get past the learning curve, You're hooked. Great characters!	36	One of my favorite Nicktoons comes to the SNES. Beauty game mate!	38

		
GRAPHICS	8	
MUSIC	7	
CONTROL	7	
PLAY MECHANICS	8	
ORIGINALITY	9	
Cool game with the Wallaby down under (a what from where?)	39	

KING OF DRAGONS ·CAPCOM · 12MEG · ACTION · 2 PLAYER · AVAILABLE APRIL

GRAPHICS	9	GRAPHICS	9
MUSIC	8	MUSIC	8
CONTROL	8	CONTROL	7
PLAY MECHANICS	6	PLAY MECHANICS	7
ORIGINALITY	6	ORIGINALITY	6
KOD is your basic side scroll with first class graphics and sound.	39	Your basic hack & slash, but Capcom brings it home in style.	37

GRAPHICS	8	
MUSIC	6	
CONTROL	7	
PLAY MECHANICS	7	
ORIGINALITY	10	
The arcade game with the a K-Mart price, who could ask for anything more!	35	

BATTLECARS · NAMCO · 8MEG · ACTION · 1 PLAYER · AVAILABLE NOW

GRAPHICS	7	GRAPHICS	7
MUSIC	6	MUSIC	8
CONTROL	6	CONTROL	8
PLAY MECHANICS	5	PLAY MECHANICS	5
ORIGINALITY	4	ORIGINALITY	6
Not what I was expecting, but it was still moderately fun.	28	Strictly for the mode 7 set. Battlecars had little more to offer than speed.	34

GRAPHICS	7	
MUSIC	7	
CONTROL	8	
PLAY MECHANICS	7	
ORIGINALITY	6	
A cool F-Zero like game with a Road Warrior twist.	35	

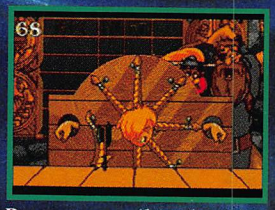
SPIN MASTERS · DATA EAST · 90MEG · ACTION · 2 PLAYER · AVAILABLE NOW

GRAPHICS	9	GRAPHICS	10
MUSIC	8	MUSIC	8
CONTROL	9	CONTROL	9
PLAY MECHANICS	8	PLAY MECHANICS	7
ORIGINALITY	7	ORIGINALITY	7
Great game? Yes! Short? Of course!	41	Those graphics! That sound! What a game!! (Too short)	41

GRAPHICS	8	
MUSIC	7	
CONTROL	9	
PLAY MECHANICS	8	
ORIGINALITY	8	
Dashing desperadoes meets Joe & Mac. The Neo-Geo needs more games like this. Are you listening SNK???	40	

Spar With The Gods,

Not The Game Manual.



Prove your vikinghood by wrestling wild boars and rescuing feisty barmaids.

Innovative "point-and-click" interface gives you total character control.

Get into the viking spirit by hack-'n-slashing with giants and gods.

Why spend your time thumbing through stacks of game documentation when you can be thumbing your way through the Dark Ages as a viking godsend?

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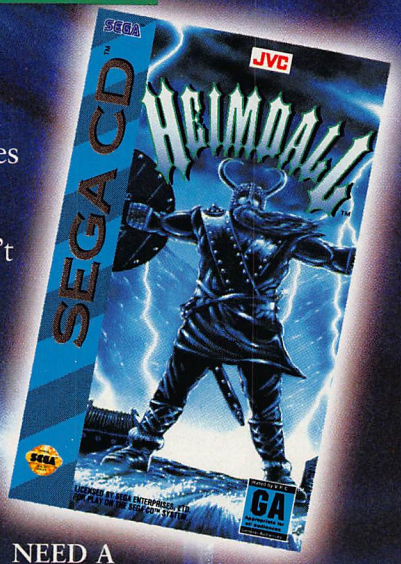

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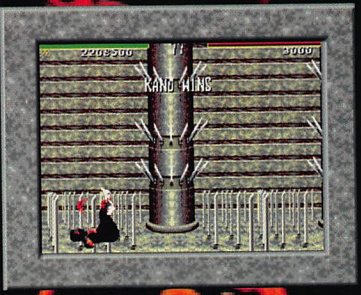
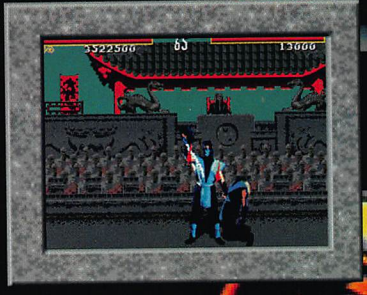
HEIMDALL
SEGA CD™

SEGA CD · ACCLAIM · FIGHTING · 2 PLAYER · AVAILABLE NOW

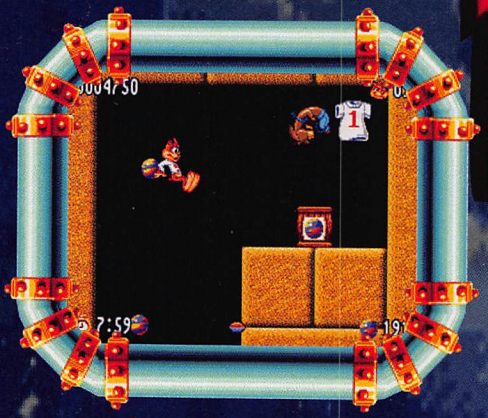
MORTAL KOMBAT



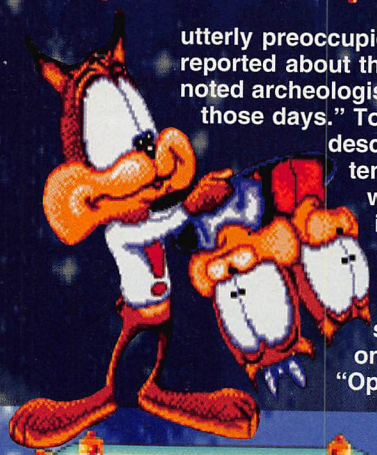


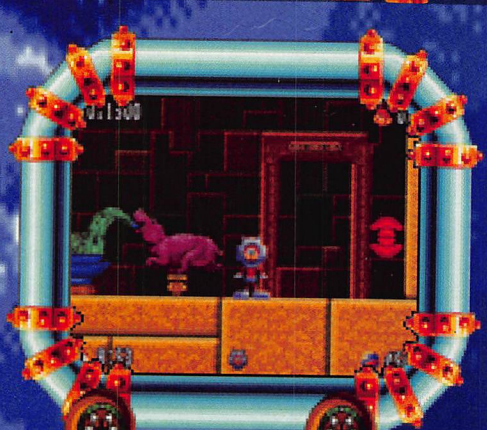
What's the first thing you expect to see when you fire up a CD? An intro. or maybe a title screen? Or how about a story? Well don't look now but what you're looking at here is a commercial, albeit a good one it's still a commercial. If not for the techno I would quickly press start but the dance mix is worth a listen. Once you get to MK CD the game, you will quickly notice three things, more animation, the true arcade music and the true arcade voice. These three things greatly enhance the 'Mortal' experience. We'll let you know how much they enhance it in the next issue. We received this CD just before press time. Let us play with it, find some codes and we'll get back to you in about a month. *-E. Storm*

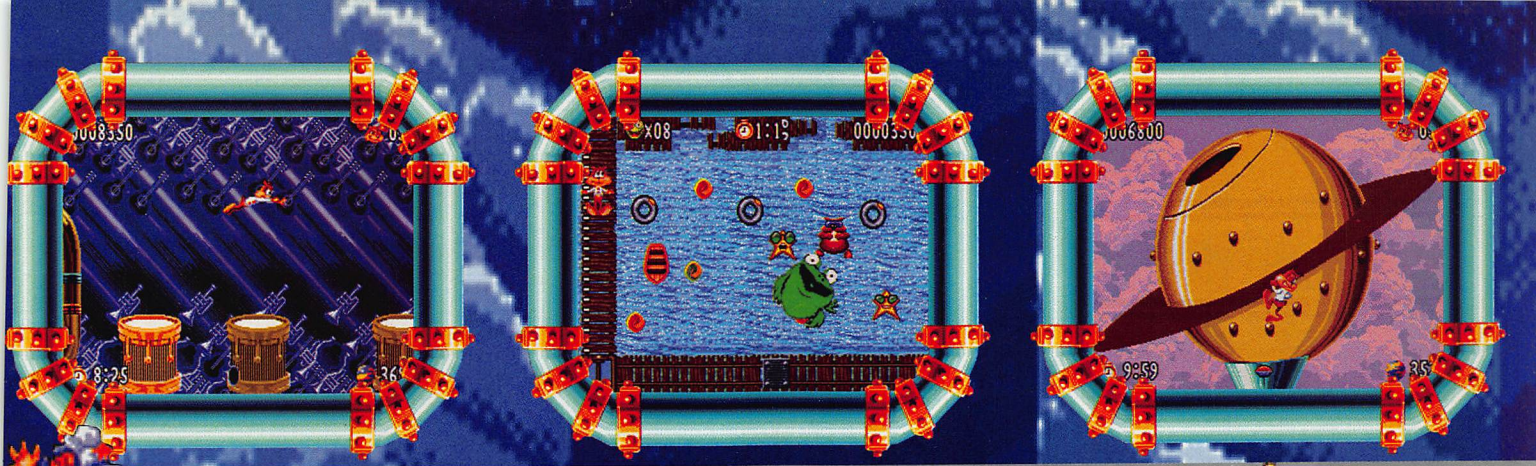
BUBSY 2



Somewhere between exter
minating Woollies and becom
ing a TV personality, Bubsy is findin
the time to star in his second SNES an
Genesis adventure: Bubsy II. As our stor
begins, Bubsy Bobcat, his trusted sidekic
Arnold Dillo and their young charges, th
pesky Bubsy Twins, are pretty excited. You see, celebrated capitalist boa
Oinker P. Spamm, and scientific genius, Virgil Reality, have struck up a partner
ship, since they found out that Virgil's newest invention, the World Origination an
Matter Projection Unification Machine (WOMPUM) actually works! This incredible devic
has allowed Oinker to create the ultimate amusement park- the Amazatorium; an amazin
world where guests can experience all the wonders of the real world through the miracl
of simulated reality...or so it seemed. Jumping on the chance to bring home the bacon
Oinker immediately hogged all the airwaves, in a piggish feat of media blitzing, t
announce the grand opening of his fascinating Amazatorium. In fact, the press was s
utterly preoccupied that other, more mundane, news was completely overshadowed. For instance, hardly anyon
reported about the sudden disappearance of all ancient artifacts and written history about the Nile. Although on
noted archeologist was quoted as saying, "The lack of evidence indicates that nothing much was going on there i
those days." To back up his statement, he produced a history book with 37 blank pages that specifically did no
describe the civilization which clearly never occurred. Then there was that controversy over the exis
tence of municipal airports. Why was so much money spent to build these things when air trave
was known to be a scientific impossibility because the Wright brothers never existed? Try explain
ing that one to a whole bunch of ticked-off airline passengers who suddenly found
their flights canceled until the invention of the airplane. Hmmm. Something
fishy was definitely going on. Still, the Bubsy Twins convinced Bubsy and
Arnold to take them to the Amazatorium, and even managed to accidentally
show up a day early. Of course, once there Bubsy and Arnold began to catch
on. There were few clues, like the empty parking lot, the lock on the door and the
"Opens Tomorrow" sign. But, before Bubsy could take action, the Twins used their



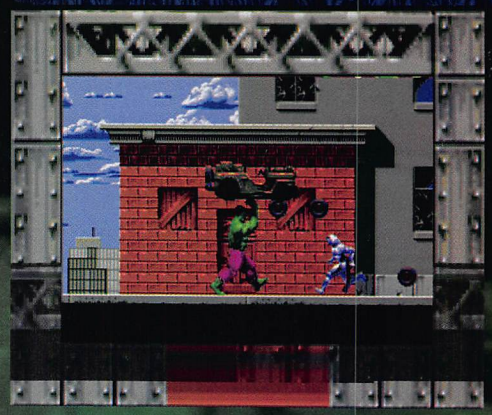




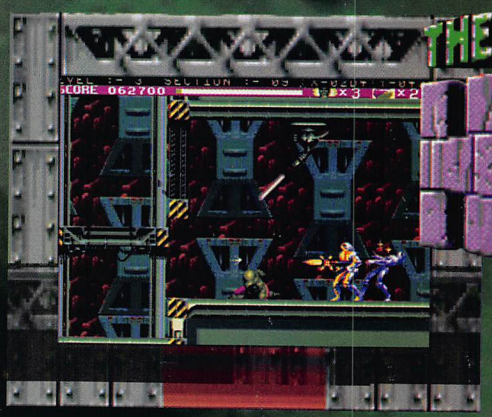
junior scout bolt cutter to slice the lock and slip inside. And so, without realizing it, Bubsy was off on his next adventure. Tracking down the Twins is just the start. Bubsy is on the brink of an awesome discovery-the WOMPUM doesn't simulate reality... it STEALS it! And, if left unchallenged, Oinker P. Spamm could hog all of reality for himself and then charge the world to come and see it!!! Can Bubsy save the day? We'll find out in Bubsy II! Since I have only played a very early version of Bubsy II, I cannot go incredibly in depth, but what I can tell you is that the game looks extremely promising and the story is obviously much more detailed. As this added depth translates into the actual game, look for things to get quite involved in the Amazatorium. Bubsy II is scheduled for a 3rd quarter release. We'll keep you posted as the game progresses with updated screen shots and the countless other surprises that Accolade has in store.

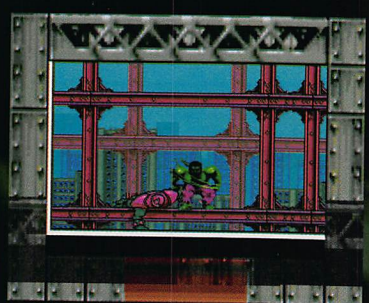
- Takahara

GENESIS • US GOLD • 16MEG • ACTION • 1 PLAYER • AVAILABLE APRIL

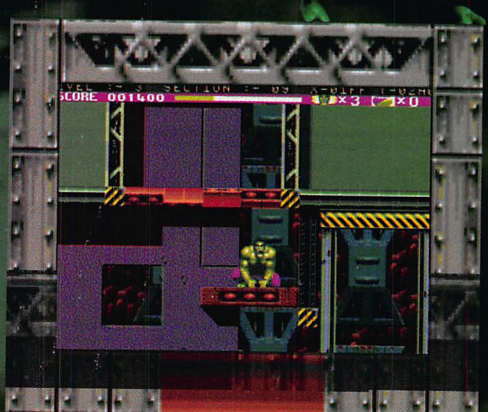


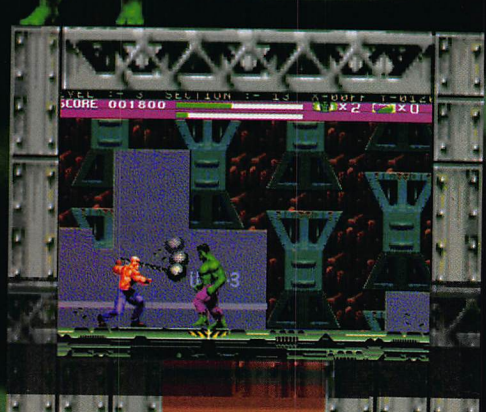
THE INCREDIBLE HULK™

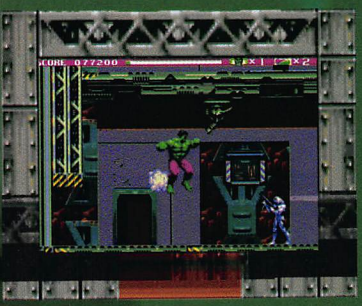


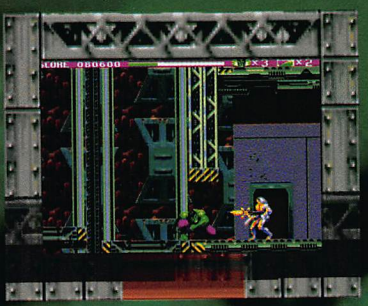


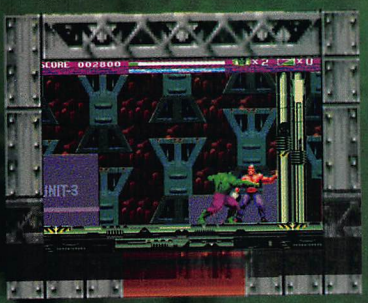
Finally! The Incredible Hulk has made it to the video game arena. Not only has he arrived, but he has done so in stunning fashion, courtesy of US Gold and Probe. The Action/Platform category is about to get a huge shot in the arm. The Incredible Hulk offers just about everything you could ask for; detailed graphics and backgrounds that are drawn to perfection, great animation, long levels, a multitude of play mechanics, good control and good music. The game is user friendly, fun to play, and the difficulty is set on perfect. Hulk is battling the Leader, who has decided that the Earth should be conquered and ruled by a superior







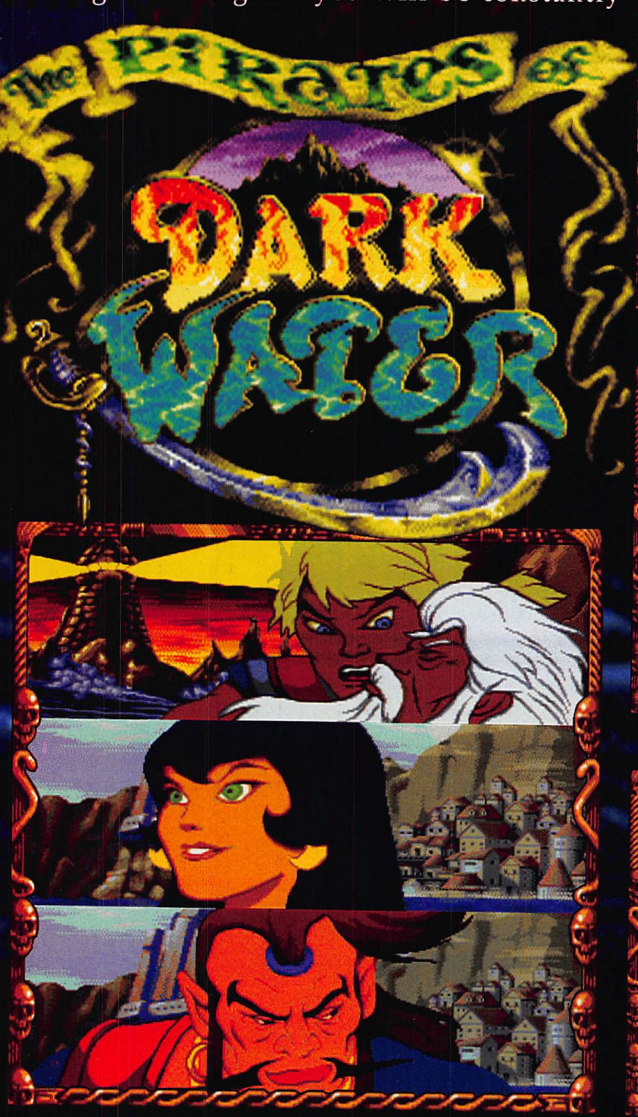




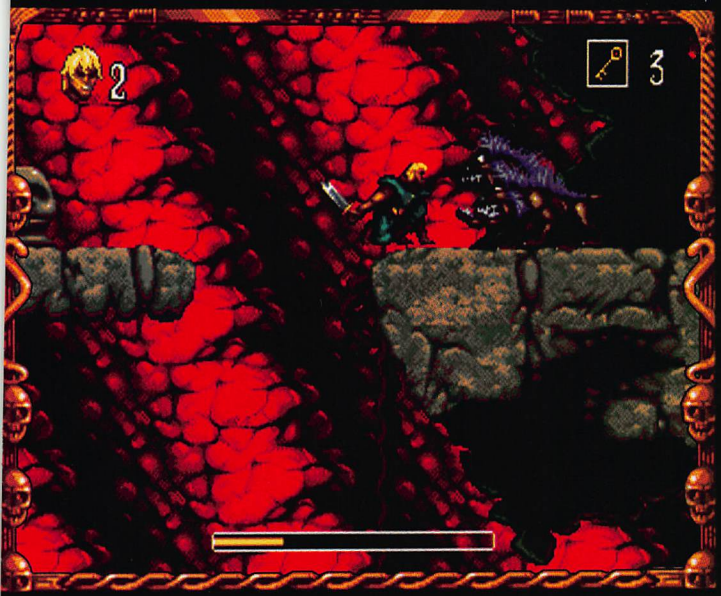
intellect such as himself. He has constructed a huge fortress deep within a savage forest and has begun building a vast army to march against the nations. These are the minions you get to grab and either squeeze to death, head butt, punch out and, basically, harass throughout the game. I especially enjoy grabbing a guy by the throat and dangling him over a ledge...it's good to be the Hulk. The Leader has enlisted the help of four of Hulk's arch rivals: Rhino, Absorbing Man, Abomination and Tyrannus. They are the bosses you will encounter at levels end, so you better save some gamma juice because they are looking forward to your arrival.

There is much more to talk about such as the stunning fourth level, the use of Dr. Bruce Banner, etc.. but I'll save that for next month's review. For now all I can tell you is this is a great game and one that you should buy the minute it arrives. See 'ya next time. *-Mr. Goo*

Spawned from the TV series of the same name, "The Pirates of Dark Water" thrusts you into a pirates' adventure unlike any you have ever experienced. It makes "Hook" look like child's play. This is more than just your run of the mill action/adventure. It is a detailed, well thought out game that blends action, story telling, play mechanics, diversity, fun, and addicting gameplay perfectly. The goal is to collect the six treasures of Rule and, vanquish evil and the life threatening "Dark Water" forever. The pirate lord Bloth is also after these treasures and you'll have to contend with his pirate army, as well as the treacherous terrain, to succeed in your quest. Throughout the game you will be constantly

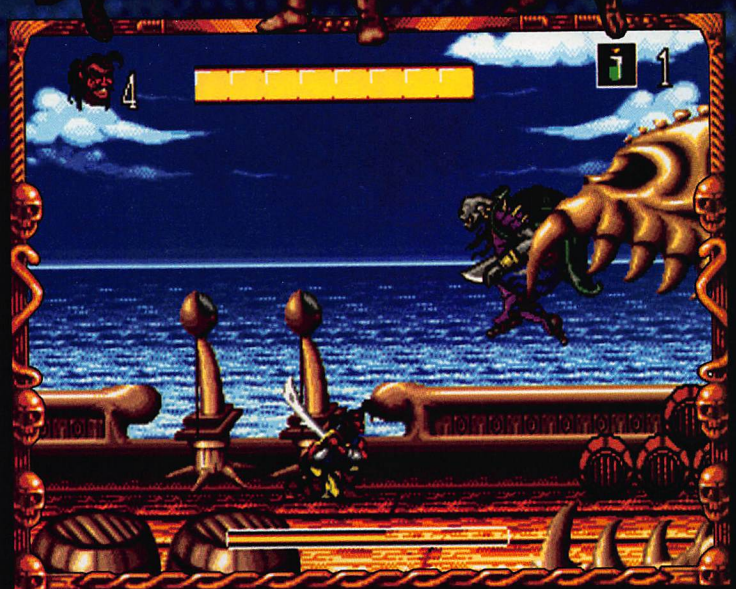


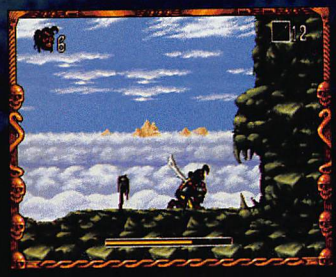
aware of his presence as you come across those who know of his whereabouts. They will lend you a clue if you lend them a hand. The character interaction lends greatly to the game. When you get to a text screen you will find yourself actually reading, rather than pounding buttons to continue quickly. The characters at your disposal are: Ren, a well rounded swordsman (and the star of the show) from the island of Octopon; Tula, a quick but weaker fighter from Andorus, and IOZ, a slow but mighty swordsman from Tayhoj. Although Ren and Tula are swifter, I found IOZ to be the best overall char-

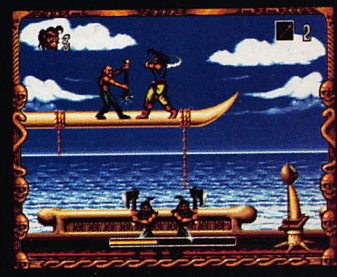


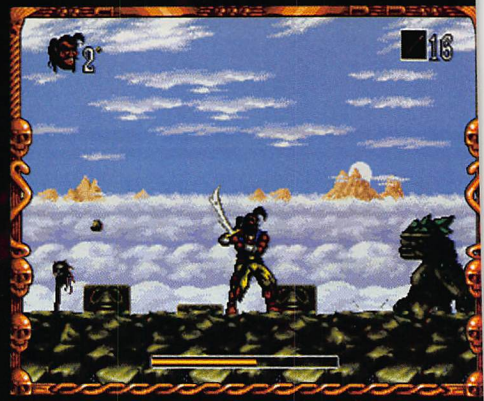
acter due to his superior power. Our three warriors also have a valuable sidekick, Niddler, whom you will become familiar with early in your quest. Let's say you started the level with Ren but you think IOZ may suit your particular needs better - give Niddler a call. If he's well fed he just may just lend you a wing.

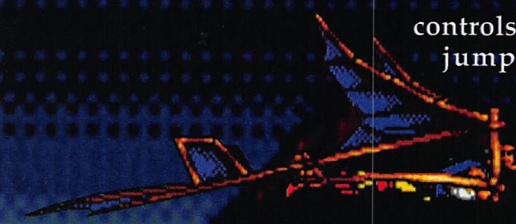
The graphics in PODW are excellent, featuring some of the best artwork and detail I have ever seen in a Genesis cart. The characters, enemies and backgrounds are all drawn very well. Without play mechanics even the best efforts can fall short and this is where Sunsoft has really succeeded in making this such a great game. There is a lot of precision jumping within each level, and you will find that each character



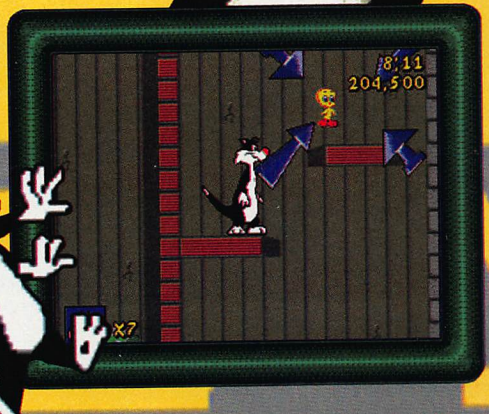








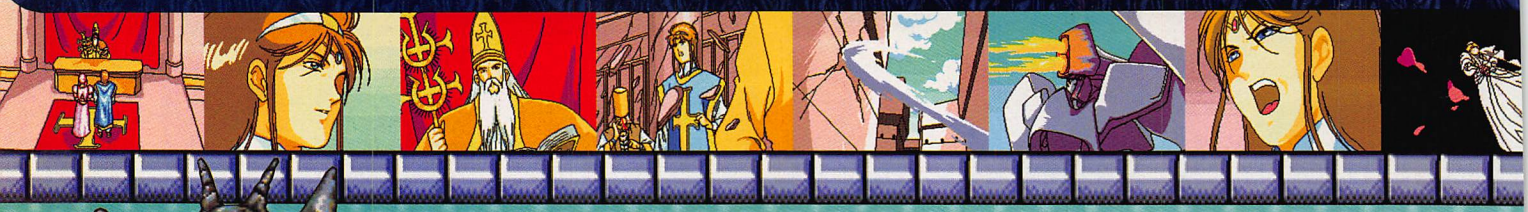
controls perfectly with a Shinobi style double jump that can be performed ANYTIME, while airborne. There is also a lot of climbing, crawling, grabbing overhead platforms and pulling oneself up. Each character has a multitude of moves depending on how close you are to the enemy. The levels (which are full of hidden areas and sub-levels) are long and never the same. Each new area has a completely new look and layout which will require extensive exploring and memorization. Let's just say it never gets boring. There are no 'bad' levels in PODW as there are in so many other long action/adventure games. They are each impressive in their own way and feature a new set of obstacles, and a unique boss character who you will first talk to and then battle for the valuable treasure he (or it) is guarding. The music is high quality and does fit the game well, but isn't as 'catchy' as Streets of Rage or Sonic (i.e. you won't be humming it in the shower). The sound effects are excellent. If I had to compare PODW with other games, I would have to say it's like a pirates' version of Castlevania or Actraiser, with a little Shinobi thrown in. That's good company to be in and Sunsoft has earned it with this one. You can tell that the game testers and designers spent countless hours perfecting this game to get it just the way they wanted it. I highly recommend The Pirates of Dark Water and look forward to a sequel if they choose to make one. *- E Storm*



SYLVESTER & TWEETY IN CAGEY CAPERS

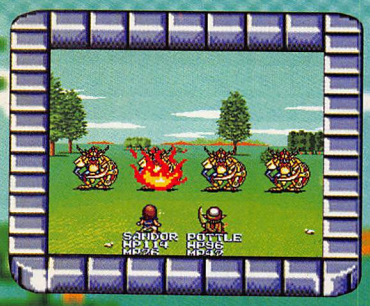
It seems almost all of the awesome classic Looney Toons characters have their own game (except for Peppy Lapew... too stinky). Now everyone's favorite cat and bird, Sylvester and Tweety, are making their way to the Genesis courtesy of TecMagik. We all know the story, Sylvester is always trying to eat the seemingly harmless and lovable little Tweety, but Tweety has one big advantage... a brain. The object is simple, you control Sylvester through six different scenarios, chasing after Tweety while trying to avoid Granny, the huge bulldog, electrical wires and countless other traps and pitfalls right out of a Looney Toons cartoon.... The challenge lies in the many wicked jumps that Sylvester must make while negotiating each level. Everything from walls to train cars to telephone poles stand in your way. Sylvester has his work cut out for him if he is to dine on the scrumptious yellow snack. Stacking objects also presents a challenge and is another unique feature in the game. The sound in Sylvester &. Tweety is Trademark Looney Toons all the way with a catchy soundtrack and cool voice samples like "I tawt I taw a puddy tat" and "Hello Breakfast". In the graphics category Sylvester & Tweety delivers with visuals that will bring you back to those 7:00 A.M. cereal and TV sessions that we all know and love (those were the good old days huh!). To find out more about Sylvester & Tweety tune in next month for our full review. *-Joe D*

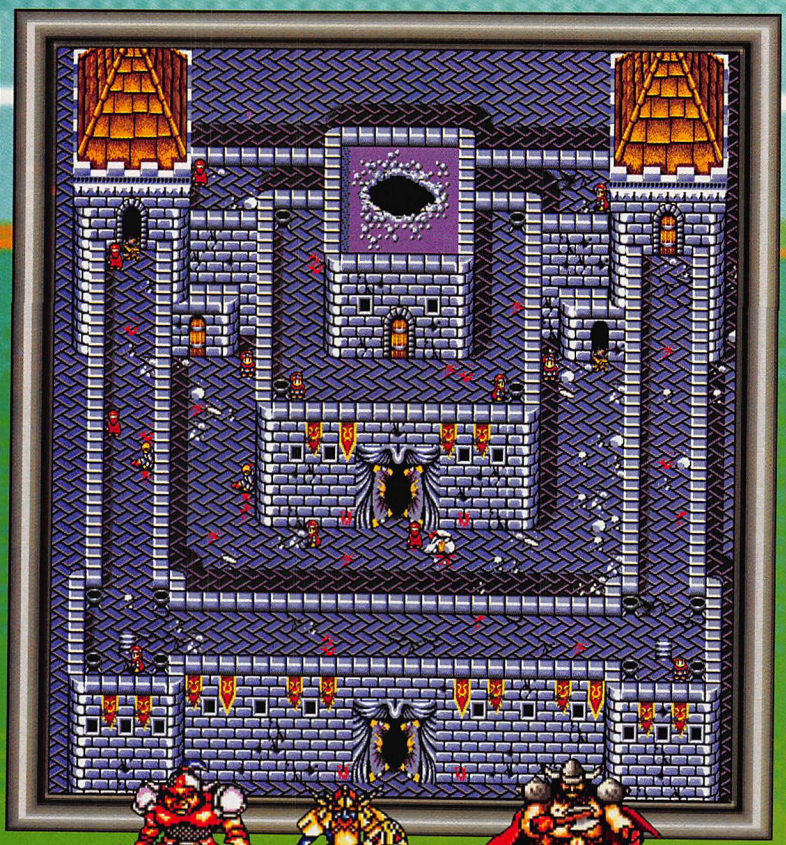
SEGA CD • WORKING DESIGNS • CD ROM • RPG • 1 PLAYER • AVAILABLE MAY

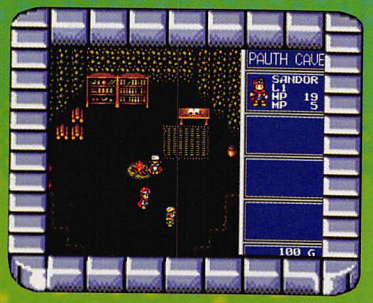


VAY

In the town of Lorath, Prince Sandor and Princess Elin are about to take their vows, when the town falls under a viscous attack by the Danek, a huge armada of iron giants armed with cannons and very destructive fire weapons. In the aftermath, Prince Sandor awakes only to find that his bride to be has been taken, and mother and father have been killed. The Prince is devastated and vows to take revenge on the Danek. One of the elders tells Sandor that in the past, the Monarchy sought out the wise old sage, Otto, for advice and guidance. Otto tells Sandor that no bow, sword, or magic can match the awesome destructive weaponry of the Danek. There is only one thing that may defeat the insane war making army, the Legendary Armor, which was thought to be a myth. This awesome power which almost destroyed an entire world, had to be sealed by five magicians because it was too dangerous. Now, the only way to unlock the source of the Legendary Armor's power is to find the five orbs hidden by the magicians. Vay is Working Designs next RPG translation from the Mega to the Sega CD and as they did with Lunar they are doing another fantastic translation. Where the backgrounds were stiff there is now animation and the story has been translated with all the drama intact. A good import RPG is becoming a great US RPG. Vay is similar to the Phantasy Star series in structure, has a good story and a very user friendly interface. Graphically it is also very impressive. Basically, your gonna' have fun! Look for a full review next month. – *Joe D*



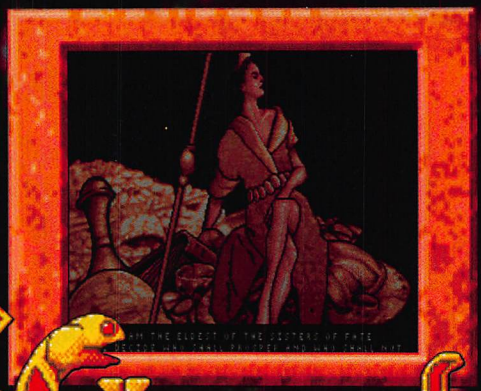




Asterix and The Great Rescue

Asterix and the Great Rescue is about as colorful and nice to look at as Genesis games get. The game has that Trademark European look found in Chuck Rock and Son of Chuck by Core. In fact, the first time I saw Asterix I thought it was a Core design. Fortunately, good looks is not where this story ends. As everyone well knows, graphics, though an important ingredient, do not 'make' a game. Asterix is a puzzle/action game and, therefore, greatly relies on its play mechanics and design for its entertainment value. I am happy to report that this game excels in both of those categories while delivering excellent graphics and music at the same time. The designers of this game were very clever. The various series of pitfalls and traps you must avoid, while gaining and using potions(you 'gotta find 'em first) and other tools (such as catapults and floating platforms), is creative and fun. It's not at all tedious or annoying (as these types of games can often be), but fun and humorous. There is plenty of action to keep you entertained. In fact, this game could stand up on its action/platform amenities alone. Asterix is to Europeans what Sonic or Mario is to us. Before this game, I really couldn't see why. The SNES game of Asterix did not succeed in bringing out this funny little guy's personality. In this game if you let Asterix stand still he'll give you some cool animation. As he socks (that's English for hits) an enemy his expression changes accordingly. Subtle details such as these help bring out a character's personality, but are too often overlooked. The levels in Asterix are LONG and feature a vast array of new backgrounds, therefore repetition is never a problem.

Asterix is labeled as family entertainment, but don't let that deter you. It is in no way a baby game. I think that there is something here for just about everyone. This is just good clean fun. For a game that seemed to come out of nowhere, Asterix is a very pleasant surprise. Prior to the recent Winter CES, I had neither seen nor heard anything on this title. It makes you wonder how many other tricks Sega (or should I say...SEGA!!), has up their sleeves. - *Mr. Goo*

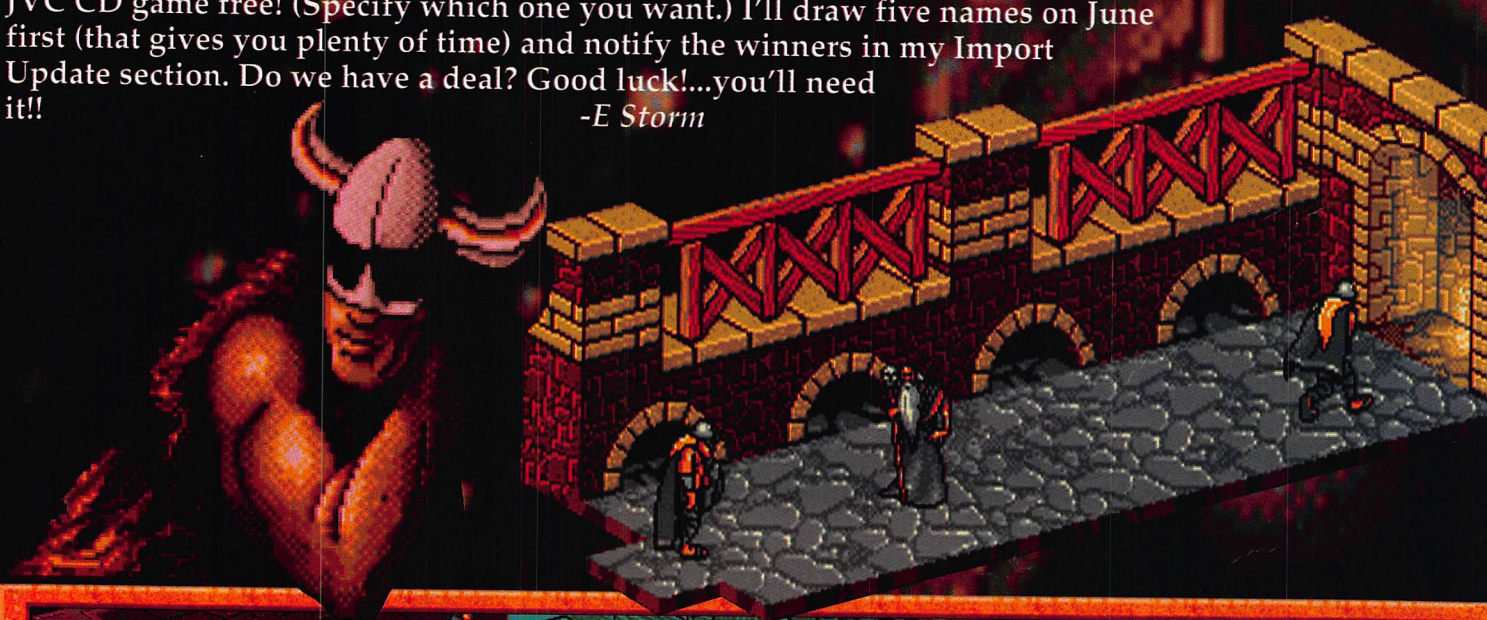


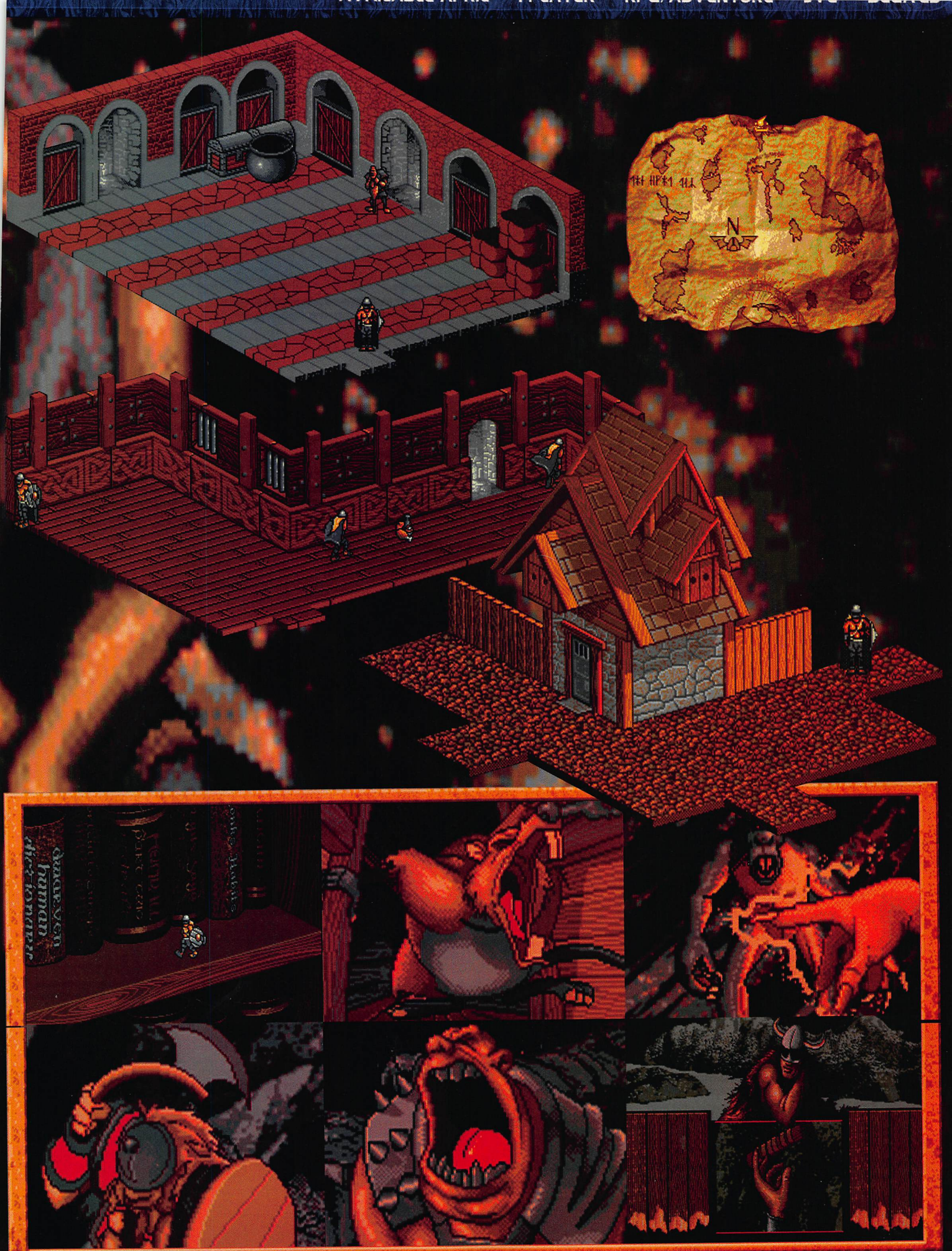
HEIMDALL

Kill bad guys! Collect scrolls! Cast spells! Open chests! Unlock doors! Press switches!.....Play Heimdall! THE TOOLS OF THE GODS HAVE BEEN STOLEN AND IT IS UP TO YOU, MIGHTY COUCH POTATO, TO RETRIEVE THEM. So do your duty as a SEGA!, CD owner and go out and buy Heimdall. I do not deserve to be the only guy subjected to these incredibly tough labyrinths in which I have been stuck for countless hours. Of course I figured it out, but I claimed the life of a brave 6 button controller in the process. ATTENTION DUNGEON DWELLERS; at the end of the first level, after killing the sea monster, if you do not have the 6 Power Rune Scrolls (and believe me, you won't) you'd better hope you have Valhalla's Curse or a Giant Strike because that is one tricky wizard!!

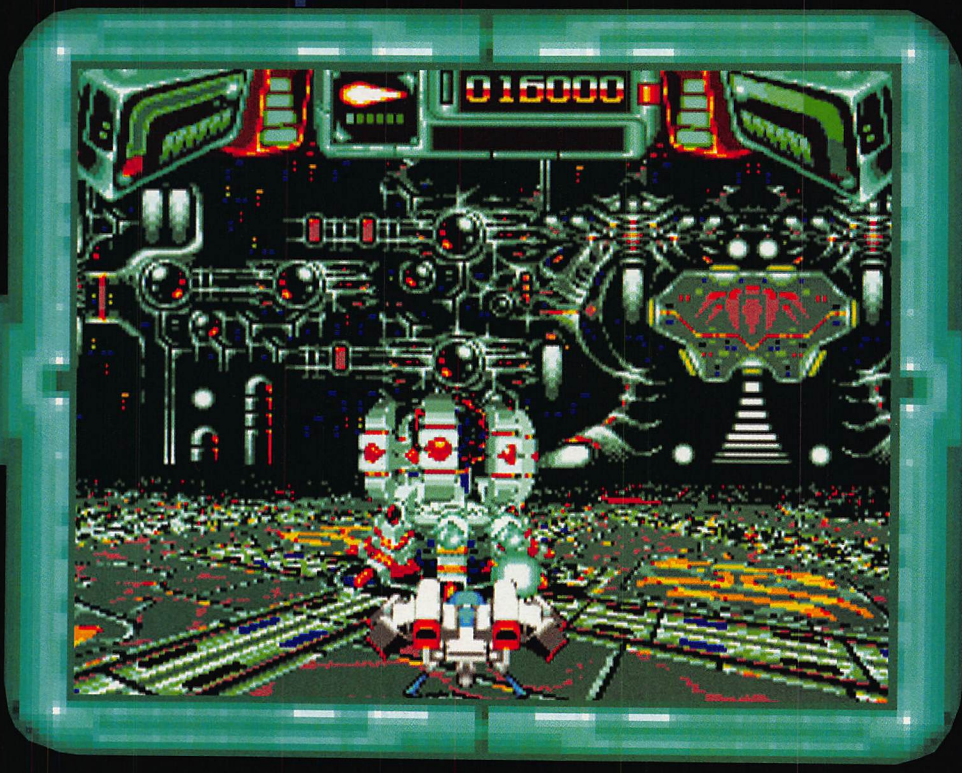
WHAT'S THIS ? A CONTEST IN THE MIDDLE OF AN ARTICLE? So, I just saved you about 2 hours of frustration..what are you gonna' do for me? How about entering my contest? Just send in a brief article and explanation on how you beat Heimdall and I'll send five of you the next Core or JVC CD game free! (Specify which one you want.) I'll draw five names on June first (that gives you plenty of time) and notify the winners in my Import Update section. Do we have a deal? Good luck!...you'll need it!!

-E Storm



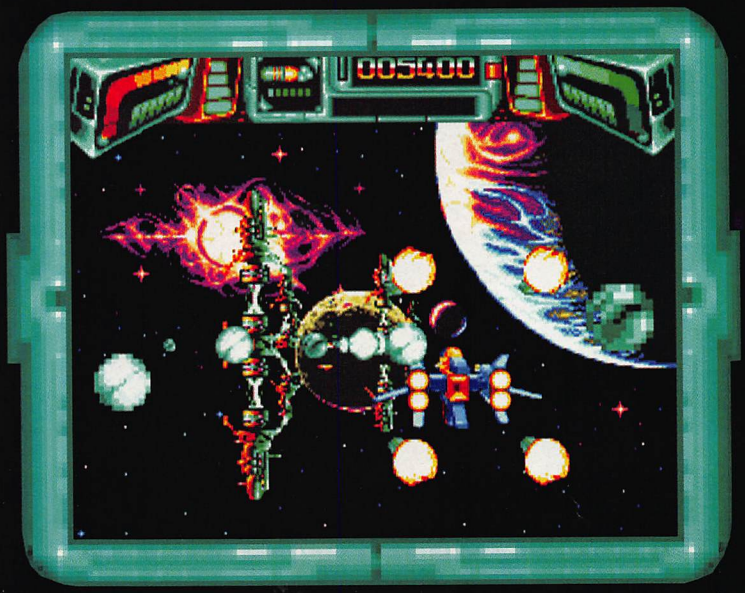


SEGA CD • CORE • CD ROM • SHOOTING • 1 PLAYER • AVAILABLE MAY



SOUL STAR

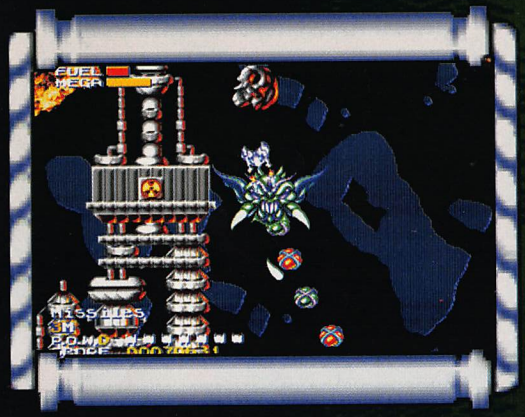
Core, the champion coders from the land of Kings and Queens are working even more magic with the Sega CD, doing things, well, that it can't do, like texture mapping and scaling huge sprites while entertaining perfect control, CD sound, and no loading. Basically kicking butt with hardware that continues to perplex piles of programmers. These guys are the best, and this game is going to be awesome. Even though this version is only about 80% complete, you can see the brilliance shining through. With all 64 colors on screen you get to enjoy a 3D shooter of coin-op quality with great control, excellent music and diverse, interesting levels, including "off the tracks" and underwater sequences. Soul Star should be ready to go within weeks of when you read this so start asking about it. If you've been waiting for another great shooter for you're Sega CD, better dust it off. Soul Star is coming. - *E Storm*



SUBTERRANIA

Is Subterrania Just another shooter? Nope. Is Subterrania a strategy game? Nope. Is Subterrania a sci-fi recon mission? Nope. Well then...what is it? It's all of those things and, it does them all very, very well. Last month, we told you about the awesome play mechanics and the addicting gameplay. Did we mention the detailed graphics and the great soundtrack? How about the amazing intro? We did? Well, now that I've pointed out all of those features once again without sounding redundant, here's some strategy for level 7. Good luck. You'll need it.

-Kid Fan



Harder than it looks: Mission 7_

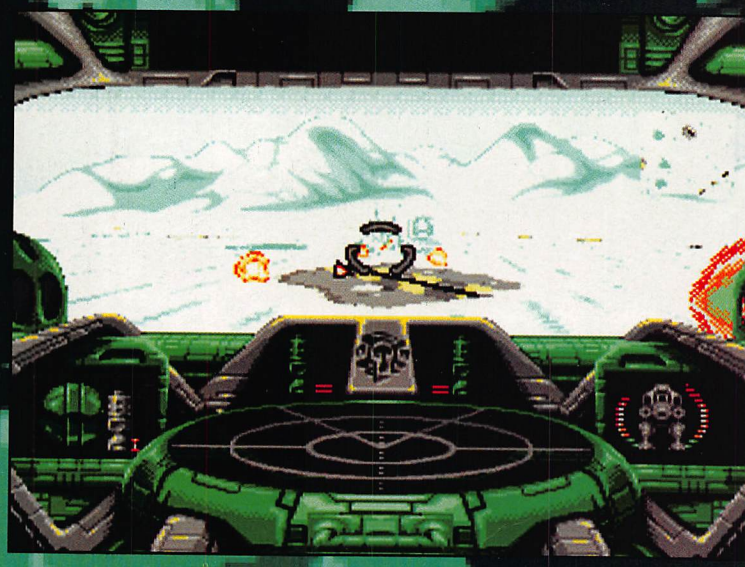
1. The orange balls above will fall below and break the ledge when you shoot them. Now retrieve the "tube bombs" at the bottom of the cave.
2. Drop the tube bombs here to blow the drain.
3. Wait for the water to drain and you are outta here!

SEGA CD • CORE • CD ROM • SIMULATION • 1 PLAYER • AVAILABLE MAY

BATTLECORPS

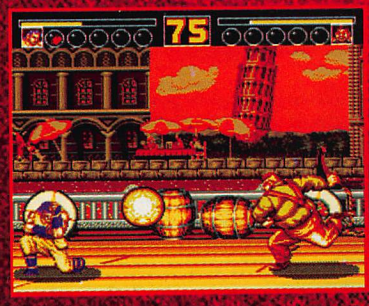
Since we last showed you Battlecorps, Cores new mechanized masterpiece, it has gone through some major changes, all for the better of course. It has now gone from a game we really liked to a game we really, really like...alot! First and foremost the control, which was too complex, is now straight forward and perfect, and the landscape is much sharper, cleaner, and smoother. The scaling in Battlecorps is amazing. Multiple, huge sprites grow bigger on the surface, as scaling objects overhead and on the ground attack from every angle. You must plant, take aim, choose your weapon and then, blow 'em to smithereens. Although this is the AH-3 Thunderstrike engine, it seems like it has undergone some major improvements, if you can believe it. Particulars on the story line etc... were not available at press time but you shouldn't have to wait too long for an update on this one, it's almost finished and should make it out by late April/early May. After this game, Soul Star and Chuck Rally, (hurry on that one guys) Core will begin work on the Saturn...can you imagine? I'll see you here soon, with a full review on Battlecorps.

- E Storm



FATAL FURY 2

One of the best Neo-Geo fighting games, Fatal Fury 2, is now on its way to the genesis (I hope it takes the bullet train). Takara has a history of programming solid translations of Neo-Geo arcade games onto the16-bit Sega and Nintendo home consoles. This 24-meg Genesis version of Fatal Fury 2 could be their greatest achievement yet. As a rule, I don't like to go into detail in a preview (I prefer to do that when I review it) but there are some important things you should know about this game. First of all, the play control is absolutely amazing. The coin-op game had great control and Takara's SNES version of FF2 wasn't too shabby either, but the Genesis version approaches the stunning Fatal Fury Special arcade game in the areas of playability and raw fun. I like the graphics better on the Sega version and the sound effects and music are the best Takara has achieved on the Genesis to date. The battle mode in FF2 is similar to the one found in the Genesis version of Street Fighter 2. You can choose to play any of the 12 characters (no boss code required). Although you may feel that you've had enough of the Fatal Fury 2 (and SF2) games to last a couple of lifetimes, if you're like me, once you pick up this game you may not want to put the controller down. *-K.LEE*



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3 Grand Prizes:

1 Pair of quality roller blades (UN SKITCHED)
an Endangered Species hooded sweater
a copy of Skitchin' the video game
and a free 1 year subscription to GameFan

15 Runner up prizes:

An Endangered Species hooded sweater
a copy of Skitchin' The video game
and a free 1 year subscription to GameFan

ELECTRONIC ARTS

WARNING: Skitchin contains fictionalized portrayals of actions and stunts, some of which may cause injury. Do not engage in any of the dangerous activities depicted in this game.

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

Mail all entries to: Electronic Arts/Game Fan Contest 5137 Clareton Dr., Agoura Hills, CA 91301

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THERE, THERE, DON'T BE UPSET. PUT YOUR HEAD ON MY SHOULDER. IT'LL MAKE IT EASIER FOR ME TO REACH YOUR THROAT!

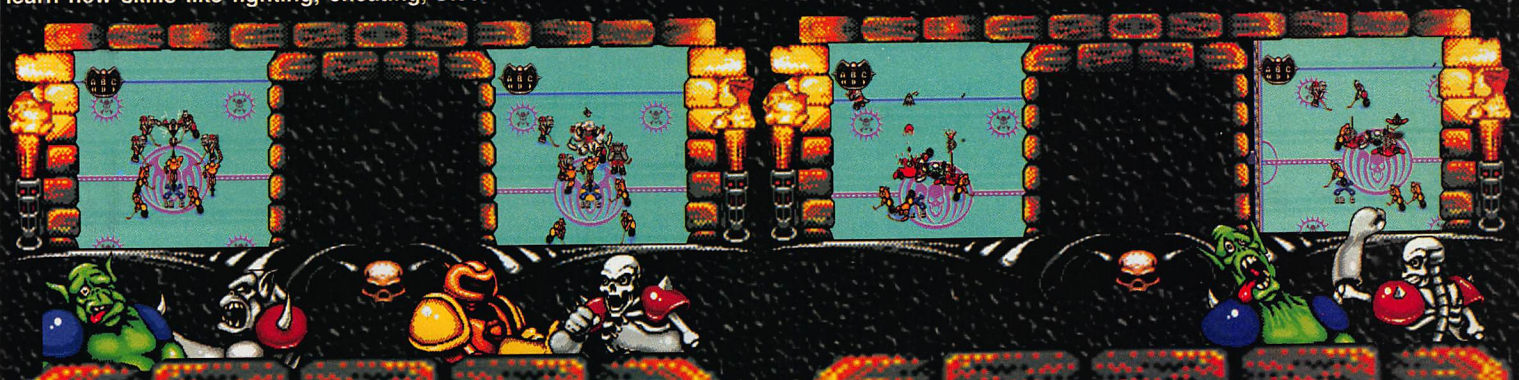
THE STINKO WAY YOU'RE PLAYING WILL MAKE THE UPCOMING ZAMBONI ACCIDENT I ARRANGED SEEM EVEN MORE TRAGIC.

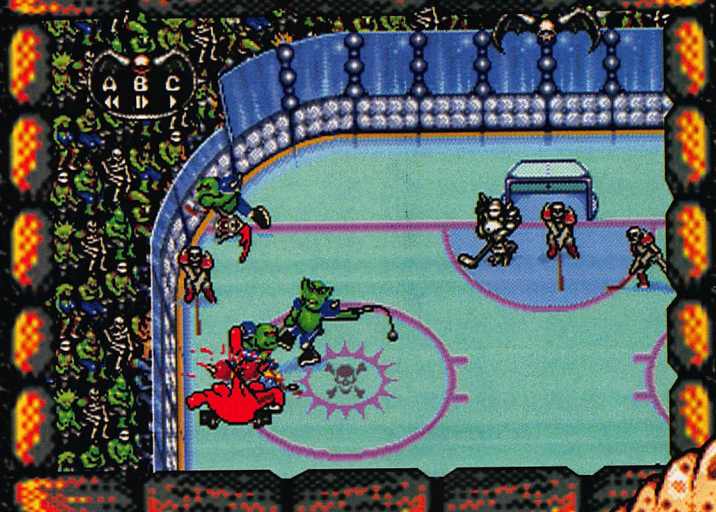
IT AIN'T OVER TIL IT'S OVER. THE WEENIES AIN'T HEMORRHAGING TIL THEY'RE HEMORRHAGING. BUT ITS ALMOST OVER AND THEY'RE GETTING PALE.

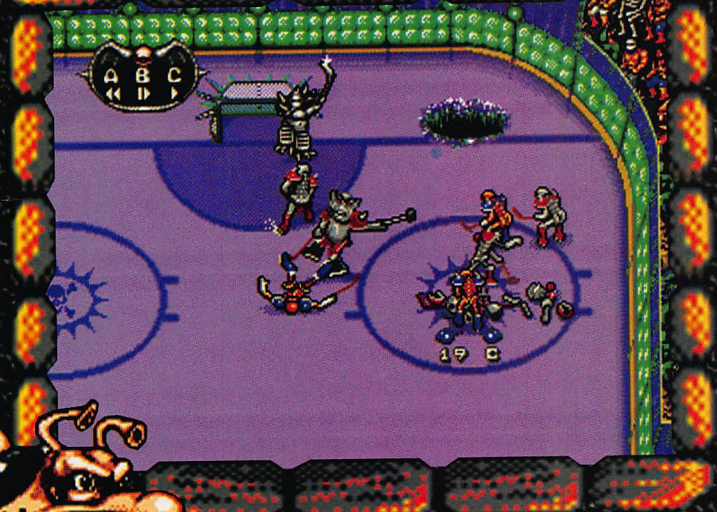
DEADLY WEAPONS, BLIND RAGE, IMMORAL CONDUCT, GRATUITOUS VIOLENCE, AND ALL YOUR OTHER HOBBIES.

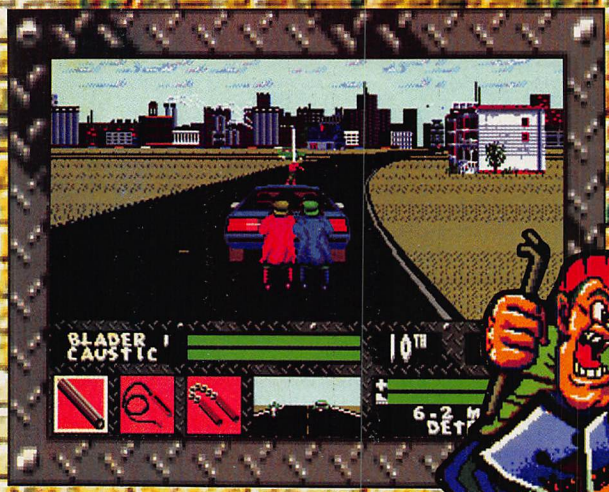
MUTANT LEAGUE HOCKEY

Ahhh, another sports game for people who normally don't like sports games, as well as those who do. Mutant League Hockey will surely please both. Take the perfect play mechanics of EA's NHL series and add some of the most creative and heinous carnage ever to grace a game screen. Don't be surprised if a couple of team members explode and leave a bloody mess on the ice, or if your coach threatens to dismember you, this is the Mutant League! If Mortal Kombat was a hockey game it would be a lot like this. Besides the many pitfalls, like holes in the ice, exploding pucks and refs on the take, this is an excellent hockey game featuring all the rules and stats that guys like Talko live for. But, that is pretty much where the "sport" side of MLH ends. In order to win here you must learn new skills like fighting, cheating, steering around corpses and knowing whether to bribe the ref or drop an exploding puck. You know, evil mutant stuff. The graphics in MLH are excellent with good detail on the lizards, skeletons and robots throughout the league, as well as the crowd, rink and bloody carnage. Instant replay (complete with frame by frame) lets you vividly relive all the heinous acts that unfold during the game. As with all of EA's sports titles the sound effects are ultra-realistic and the control is excellent. No matter what kind of games you're into I'm sure you will find something to like in MLH. Of course,the true test of a great game is if it shows up on a TV talk show (then you know you 'gotta have it!) about us violent gamers. I think MLH may get some free advertising like MK . No one knows how to boost a game's sales like the U.S. Congress! - *E Storm*

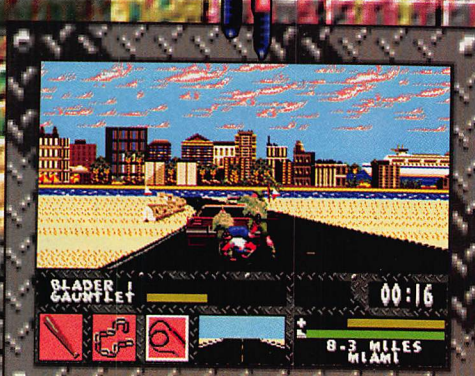








Somewhere, someone at EA must have said, "Not another Road Rash Sequel! Lets do something more nineties (then he may or may not have said 'dude'), something unique". A few months later 'Skitchin' was born. Skitchin is Road Rash meets the roller blade and, the bumpers of those helpless autos that we will now latch upon, as we fight for the finish. Like Road Rash, Skitchin is full of rival punks that want turn your elbows to stew, as you try and try again to latch onto a car and use it to send you zinging forward to latch onto another, (and hopefully pass a couple of guys along the way). There are also ramps to launch from for some extra bonus cash. Earning money is important in Skitchin because cheap wheels and pads don't hold up for long, and if the road doesn't get you the police will. If you can't pay the bail, it's game over. With the nineties came the whole grunge thing with bands like Pearl Jam and Nirvana, and Skitchin is a product of this era. Not only does the game have that look, but it has that sound as well. With heavy metal tunes like, "Smells Like Tuna" or "Tastes Like Chicken", mom may not like it, but it definitely rocks. This is the best music that has ever come out of an EA game. The control in Skitchin is very good but there is a major learning curve. Mastering how to latch onto a fast moving car without getting pummeled, or pull off a triple in the air, takes a while. Once you get the hang of it this game becomes pure fun, at least double that of Road Rash. Graphically, Skitchin delivers even smoother scaling than Road Rash and has the same great detail and artwork that helped make EA's road rampage racer such a hit. Put all of this together and you have another great game from EA for the Genesis, the 16 bit system that just keeps going and going and going... - *Takahara*



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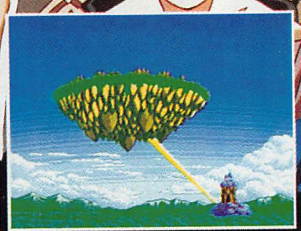

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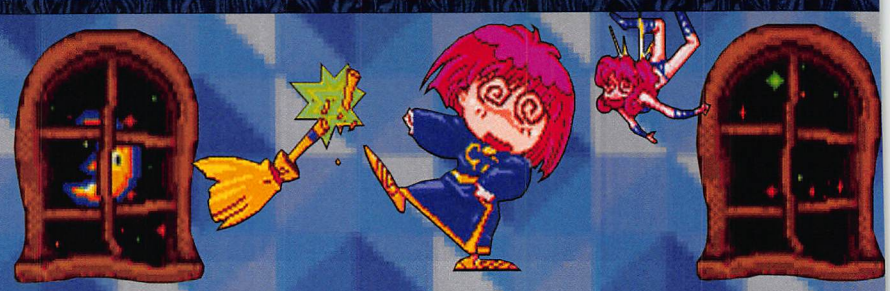
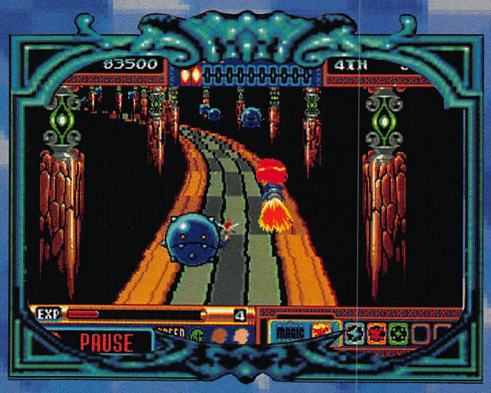
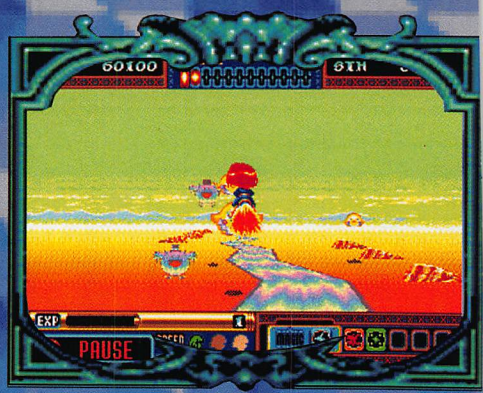
PANORAMA COTTON

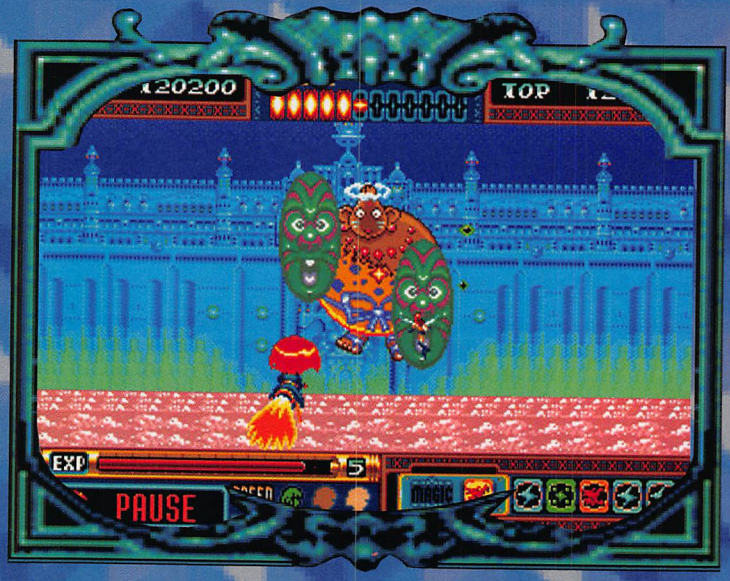


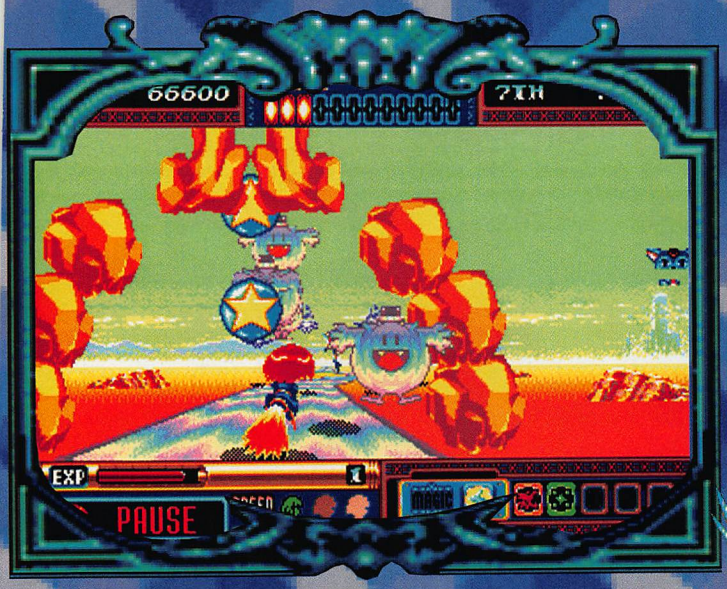




Now that Panorama Cotton is being looked at by Sunsoft for a possible U.S. release, we thought we'd bring you another look at the ultimate in 16 bit 3D gaming. This amazing 16 meg cartridge offers smooth scaling, awesome color cycling, great hi-res graphics and an awesome soundtrack. Everything, from the sub divided levels, to the various power ups, to the unique bosses, is done to perfection. Panorama Cotton is still on the unknown list in Japan and to date has not been officially announced here, so you'll have to stay tuned for more info on when YOU will get to play this great new 3D shooter. The sooner the better!

- Morrey

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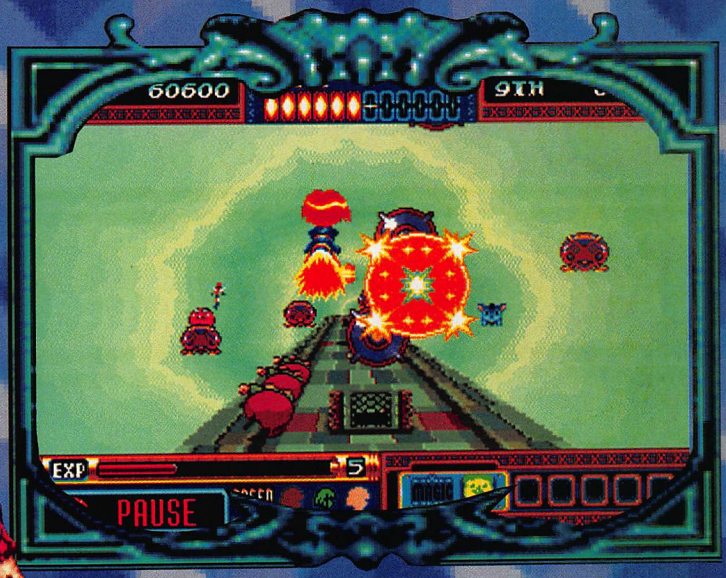
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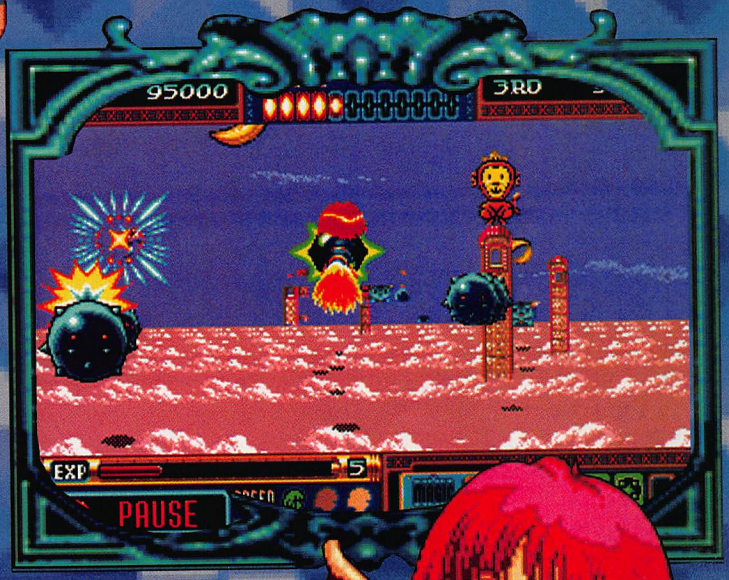
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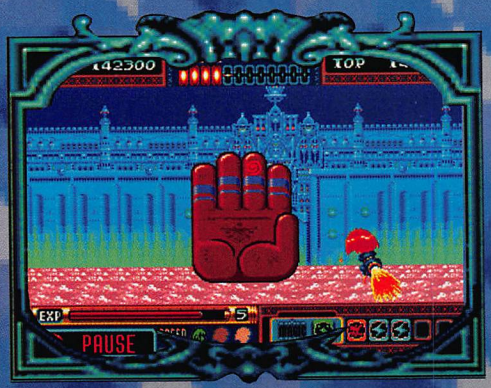
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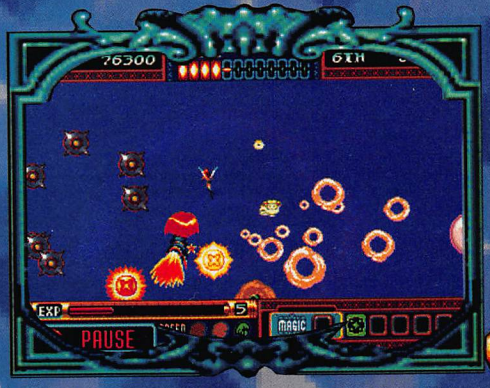
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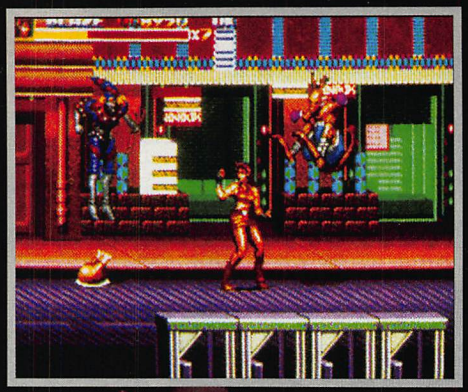
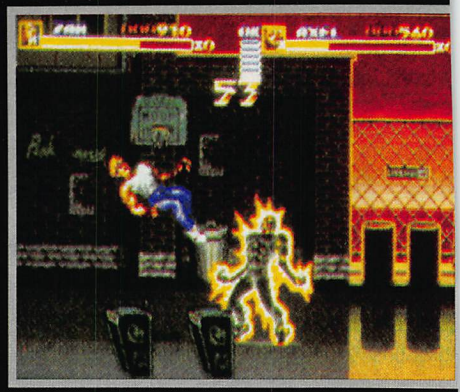


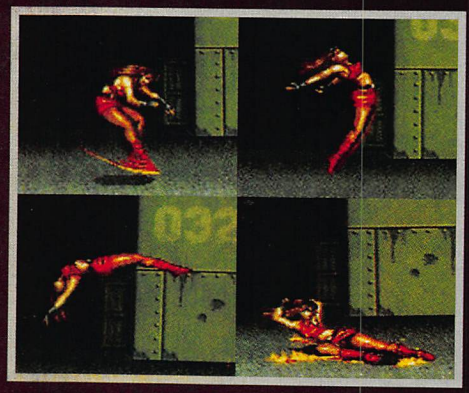


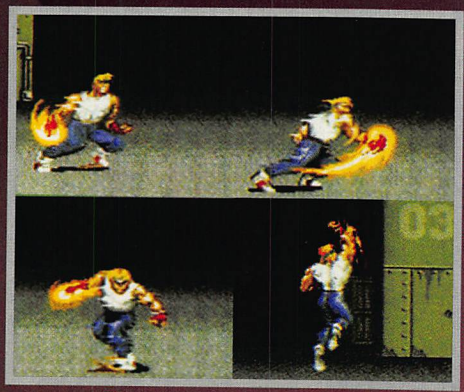
E Storm's Import Update

MEGA DRIVE

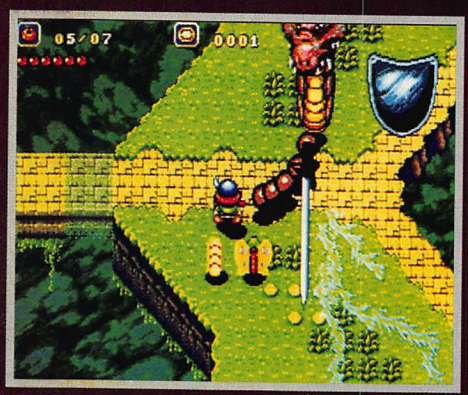
This month we've got more of the same plus some new stuff that looks very promising. Although the Saturn is looming large in the minds of many, 16 bit is far from extinct. The newest hero in the Sega stable is SPARK. Spark (by Game Freak for Sega) is on a mission to exterminate the secret organization, GG. His attacks, like the Spark Sword and Spark Morph are done by manipulating electricity. The game is 16 meg and has an early April release date (in Japan). There's no word yet on whether Spark will make it over here (but you can bet that he will). With Sonic aging a bit, this may be just what the doctor ordered. No offense Sonic, I still think you're awesome. Just lose the sidekicks.

Five of the games pictured here, Bare Knuckle 3 (24 meg



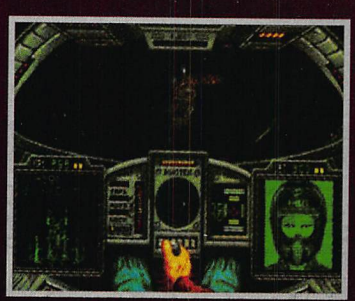


Bare Knuckle 3

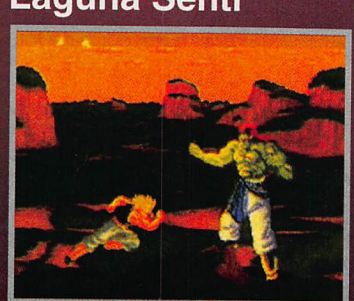


Laguna Senti

Wing Commander



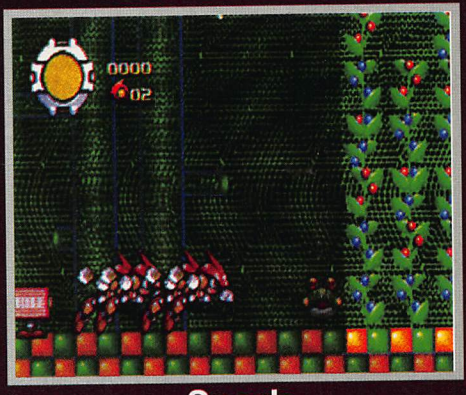
Dragon Ball Z



ROM by Sega), Popfulmail (CD ROM by Sega/Falcom), Monster World 4 (12 meg ROM by Sega), Wing Commander (CD ROM by Gamearts) and Dragon Ball Z (16 meg ROM by Bandai for Sega) will see full reviews next month as they are just now coming out in Japan. If we're lucky Kei will pick me up a Laguna Senti ROM (Gau's new Action RPG) while he's over in Japan this March and I'll have actual coverage on that to. If not, look for full coverage in the June issue.

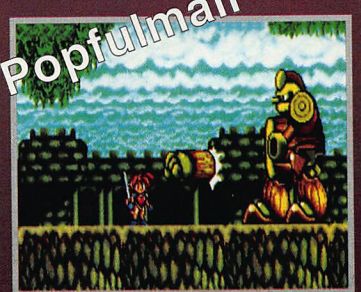
Lastly, one of the games that will surely be battling it out for game of the year, Dynamite Headdy from Treasure, is coming along brilliantly and should be completed in time for a June release on the Mega Drive. If SOA reacts as quickly as they did with Gunstar, we could see Dynamite Headdy in the states as early July. We'll bring you more on Headdy as soon as PK say's OK.

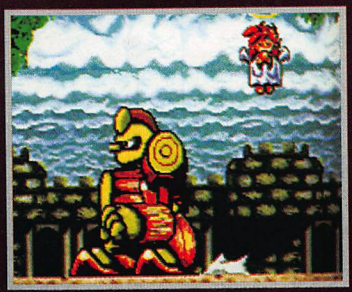
Monster World IV

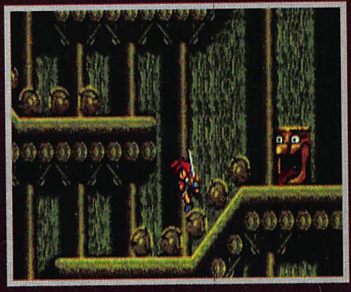


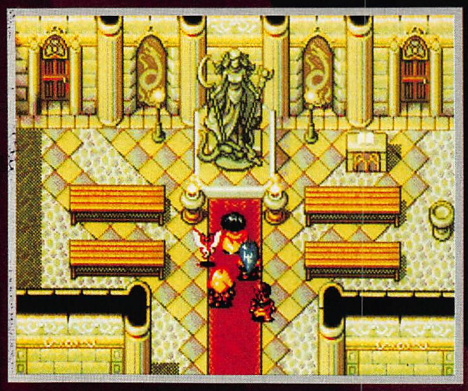
Spark

Popfulmail

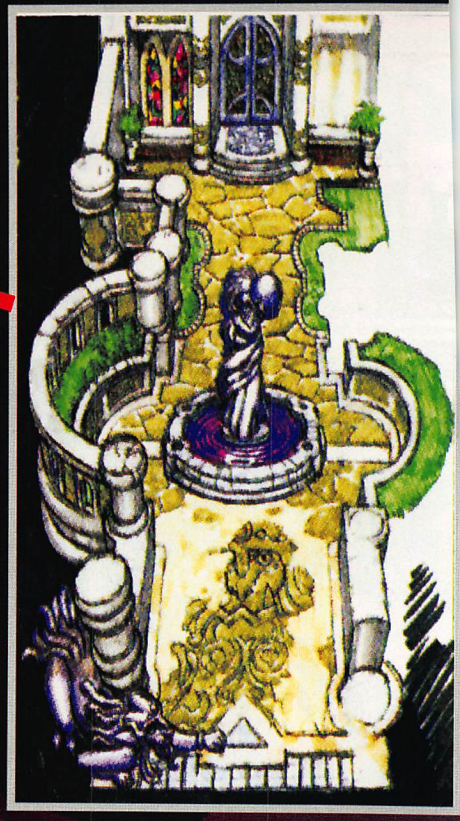








LUNAR
ETERNAL BLUE

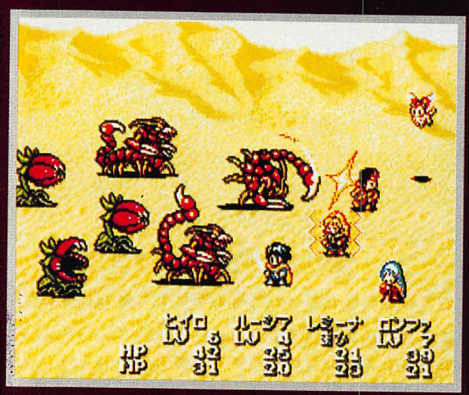


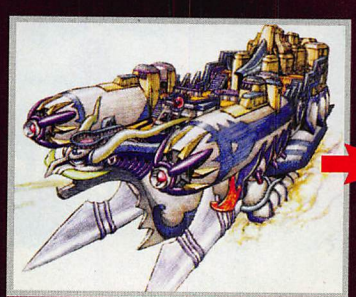
It's been a year and a half since "Lunar the Silver Star", The now classic RPG that won hearts and minds of RPG players all over the world, was introduced in Japan. Now, Game Arts is back to awaken the Mega-CD market once again with the same staff working on an all new, even better sequel, Eternal Blue.

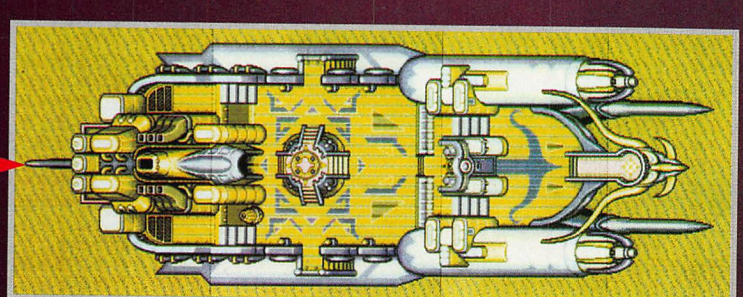
The world of Lunar 2 takes place a few generations after Lunar and now a Magic Civilization has evolved. The Adventure of Lunar has become a legend as we embark on the story of a whole new adventure...Lunar 2.

The Game structure, direction, graphics, and many more aspects have been vastly improved. The Main characters are "Hiro" and his pet pink cat , "Ruby", the magician Remina, the fighter Ronfar, and the game's new heroine, 'Rucia'.

The AI system has undergone tweaking as well. This time, you'll need more strategy, during the new, and now more animated fighting scenes. Because Lunar 2 is so involved it will be tough to port to the Sega CD, but if anyone can do it Working Designs can. Whether they will get the chance or not remains unknown at this time. Stay tuned. - *E. Storm*







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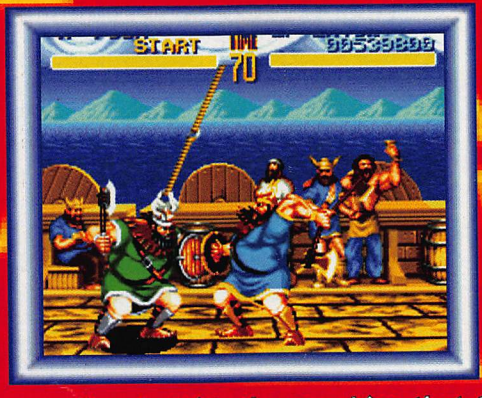
PLANET SNES

SNES · TAKARA · 24MEG · FIGHTING · 2 PLAYER · AVAILABLE MAY

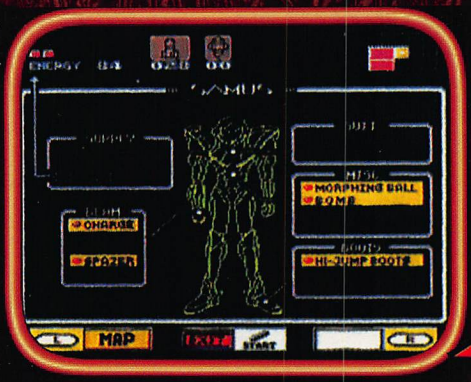
WORLD HEROES 2

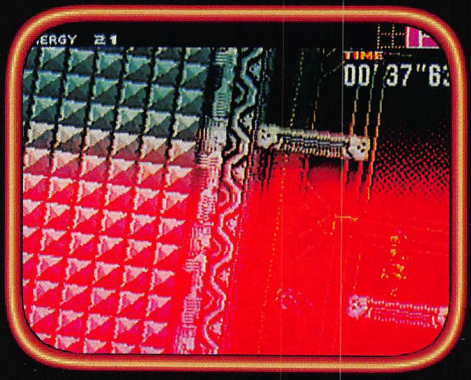
Welcome to the wonderful world of video games, where sometimes even the seemingly impossible can happen. Take Takara's World Heroes 2 for the SNES or example. Now, all manner of reasonable thinking would support the notion that shrinking a 146 megabit arcade into a 24 megabit SNES/SFC game is a total impossibility right? Well, before we go into any assumptions, lets take everything into consideration shall we? First of all, you must take Takara into consideration. Not only does this company excel in transferring the look and sound of the coin-op NEO-GEO onto the SNES/Genesis but its feel also. Now I know that memory has little to do with feel of a game, but its still an important (and often overlooked) aspect of game design. From what I could discern from our unfinished preview EPROM, Takara has the play control down pat. All the characters have a smooth, fluid flow to them and the game balance is indeed, very close to the arcade. The sound,



music and voice are impressive, but its the graphics that take the starring role. I can't say that its pixel for pixel perfect, but what I can say is this. From the bright colorful backgrounds to the cinema screens between rounds to the detailed characters; WH2 gives you a good taste of the arcade experience. Even in the areas of character animation and game presentation WH2 excels convincingly. You get all 14 characters, all the different backgrounds, all the death matches, all the moves. You get.....World Heroes 2 on the SNES, and not a cheesy one at that. Although this version of WH2 is way early and this is just a preview, I think its safe to say that this is one game to keep an eye out for this summer. *- K.LEE*

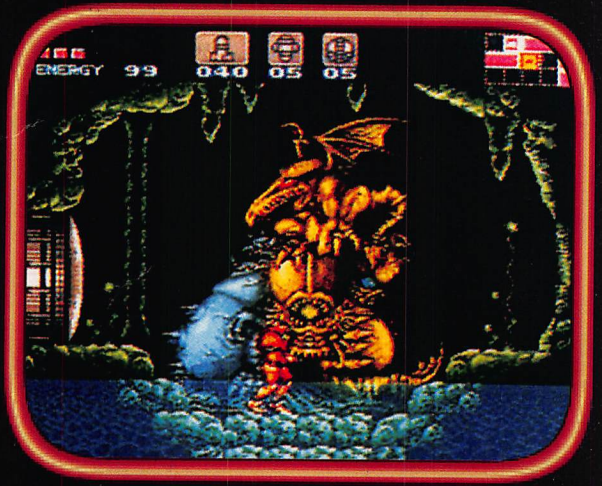
SUPER METROID



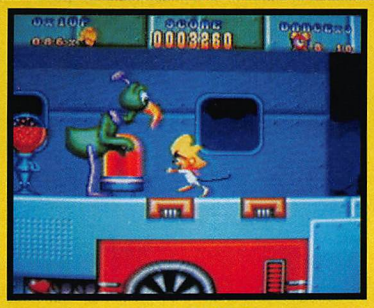


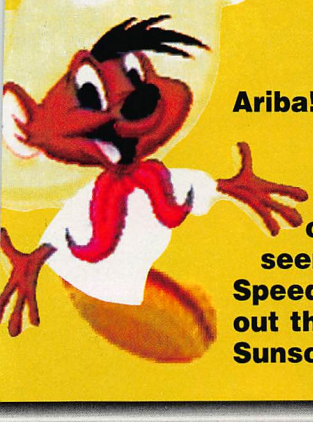
One of the most eagerly anticipated games of the decade is almost here, Super Metroid. Ever since the first whisper of the Super Famicom back in 1989, I have been thinking about it, and now finally, it is here. Those of you who played the original NES game will no doubt remember those long hours you spent searching the catacombs, as you journeyed through what seemed like the ultimate game back in those 8 bit days. I hoped that when a SNES version came out it would stick closely to the original and provide the same magic feeling and believe me it does. As soon as I started playing it at the WCES I knew that it would surpass Castlevania 4 as my all time favorite SNES game. Super Metroid mixes superb graphics and music together with the greatest play mechanics and control that I have ever felt on the SNES. It provides an almost magical feeling if you are a serious gamer. Next month, we will be bringing you a massive review on Super Metroid. The shots you see here don't even begin to do it justice, but it's all we could get our hands on to bring you a preview. I'll see you next month with a review of the ultimate SNES game.

-Mr. oo

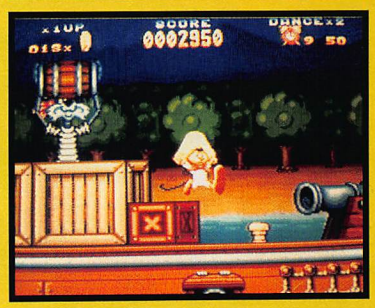


Speedy Gonzales





Ariba!!! Speedy Gonzales is on his way to the SNES compliments of Sunsoft. After seeing this 16-meg flyer at the CES, we wanted to give our readers another look at this game prior to what is sure to be some stellar GF coverage. Featuring Sonic like speed and animations seemingly directly from the classic Warner Bros. cartoons, Speedy Gonzales is one game that's not to be missed. Due out this summer, Speedy Gonzales looks to be another great Sunsoft hit. We'll have mucho more, very soon. - *K. Lee*



AVAILABLE OCTOBER · 1 PLAYER · ACTION · 16MEG · SUNSOFT · SNES

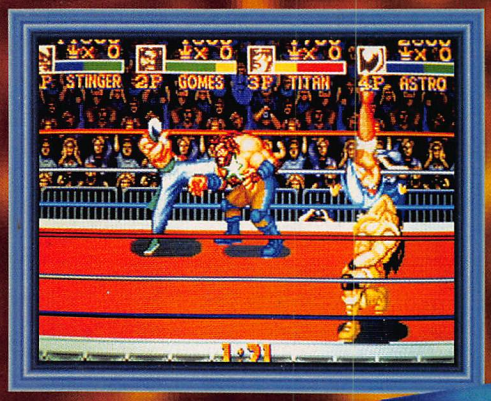
ZERO

Aero the Acro-Bat's arch rival, Zero, has landed a starring role in a Solo adventure by Sunsoft, entitled, " Zero the Kamikaze Squirrel". This impressive looking 16 meg action game is due out for both the SNES and Genesis this October. One of the most impressive aspects of this game has got to be the characters themselves. They are built using wire frames and then "texture mapped"! This results in three-dimensional polygon looking characters that can be rotated 360 degrees and still be fully animated. Don't you just love technology? Look for Zero to show up again within the pages of Game Fan in the very near future. I wonder if Aero is jealous? - *K. Lee*

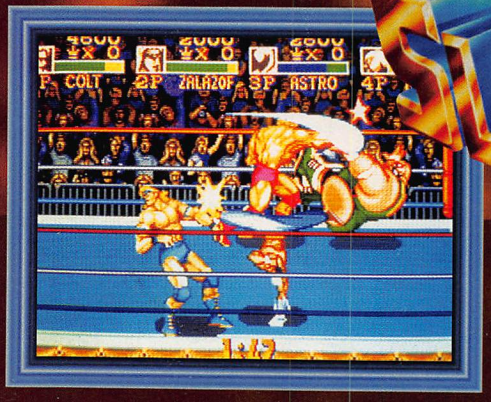
AVAILABLE JUNE · 1 PLAYER · ACTION · 16MEG · SUNSOFT · SNES

THE DEATH AND RETURN OF SUPERMAN

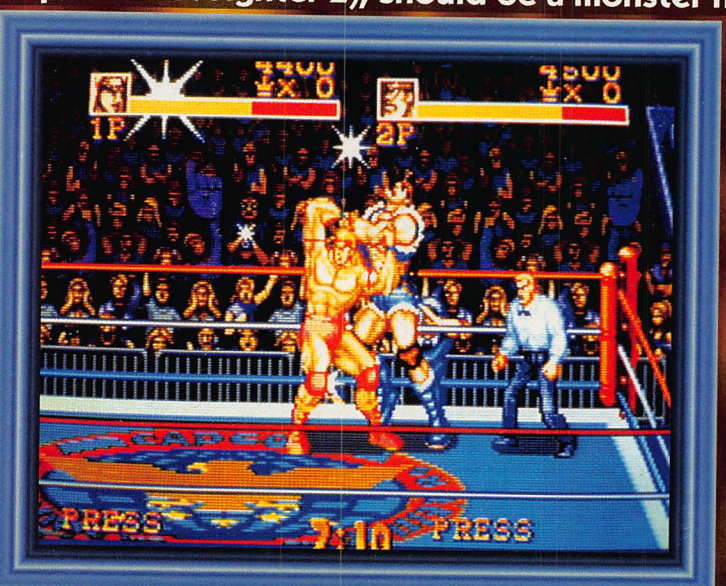
Sunsoft's "The Death and Life of Superman", one of the most eagerly awaited games of the year, is coming to the SNES this June. One of the most intriguing features about this game is its close ties to the DC comics popular "Doomsday" and "Reign of the Supermen" comic book series. The game closely follows the stories of these comic books and it eventually ends with the revealing of Superman. Besides the awesome play mechanics, this game features some of the best graphics we've seen in some time on the SNES along with the brilliant art work right out of the Marvel comics. Look for more on Superman next month. - *K. Lee*



SATURDAY NIGHT SLAM MASTERS

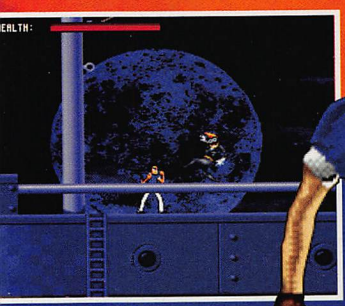


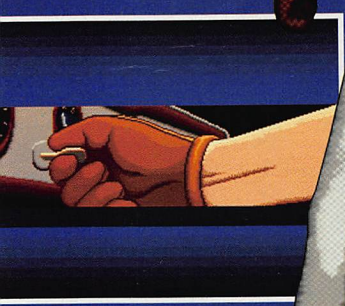
Capcom's smash hit arcade game, Saturday Night Slam Masters, is on its way to the SNES. I think that it's safe to say that this game is sure to make a considerable impact. Due out in May, Slam Masters is pretty much a wrestling fan's dream. Although the game features only fictional wrestlers, (what else is there?) everything else about SNSM is fantastic: the sound, the music, the special moves, the player control.....the list goes on. My impressions of SNSM can only be visual at this point, (we received these slides of the game just before we went to press). What I can say is that if Capcom's reputation for doing a knockout job with their biggest titles, (i.e.: Super Ghouls and Ghosts, Street Fighter 2), is anything to rely on, then Saturday Night Slam Masters, (along with Super Street Fighter 2), should be a monster hit this summer. *-K.Lee*

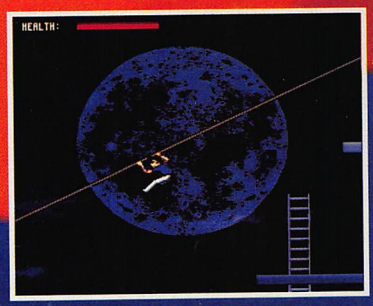


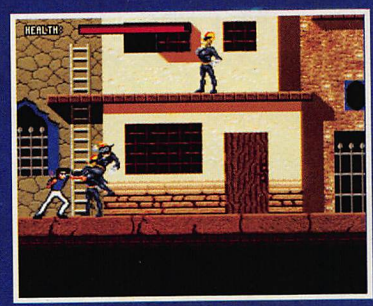
SPEED RACER

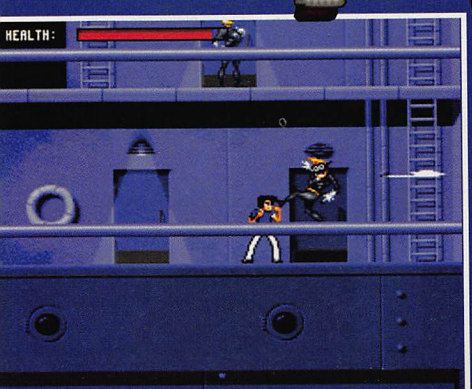
Accolade is bringing Speed Racer, the popular animated cartoon, home to the SNES. This 16 meg racing/side-scrolling action game takes you across the globe on an international motor racing tour that will (hopefully) bring world wide fame to our teenage hero, Speed Racer. Its up to Speed, his brother Spridle, girlfriend Trixie, and the rest of the GO team to battle evil along the way. The game consists of 12 levels. In the racing levels, you'll compete in seven grueling courses that span across three continents. You get to drive the Mach 5 in a behind the car, 3D perspective that puts you in a battle against the clock along with the classic Speed Racer villains in their vehicles. After you've completed the game as Speed Racer, you can go through a second time as the mysterious Racer X in his famous Shooting Star racer. Off the track, you will journey through 5 side scrolling action levels. In hand-to-hand combat, you'll fight against the "Gang of Assassins", "Car Acrobatic Team" and other Speed Racer badges. Since this is just a preview, we won't go into anymore detail, Speed Racer's judgment day will come at a later date. For now, you'll just have to settle for our little sneak peek. - *K.Lee*

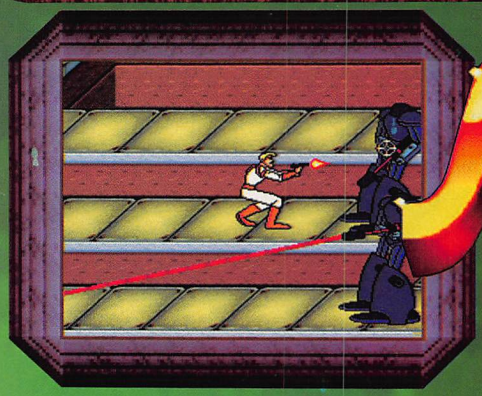








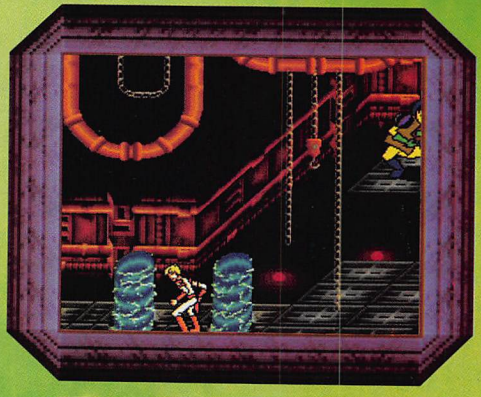


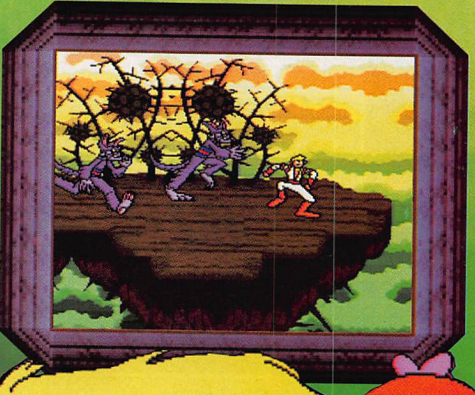


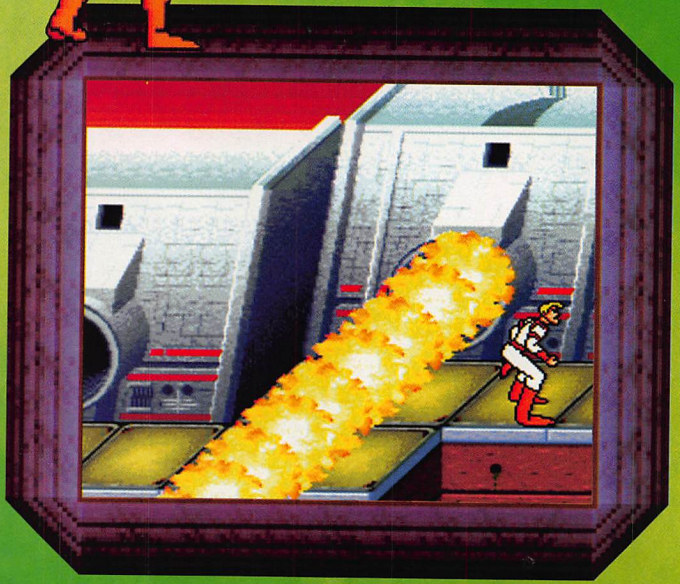
SPACE ACE

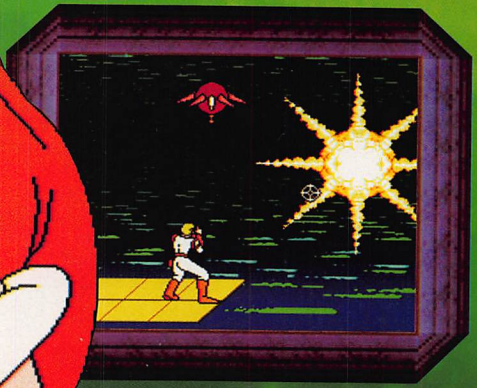
One of the old "Quarter Munchers"(literally)of the mi 80's is being brought to the SNES via Absolut Entertainment. I'm sure any of you who played the coin op version will appreciate not having to stand in the horren dous lines at the arcade, to play "Space Ace". If you're lik me, you probably pumped 10 or 15 dollars into the machine only to get through the first level. Now you can go throug the same agonizing frustration in the comfort, or dis comfort, of your own household, without spendin your lunch money in a crowded, smelly, arcade Space Ace was an awesome game (for its time) i the arcade, but I don't know if the old LD forma will hold up i today's action plat form arena...neithe did Absolute. Tha is why they have thankfully com pletely re config ured the game and melded the two cat egories together Action/Platform and LD. How good is it? Hey, this is only a preview man! You'l have to look for the upcoming review to find that out.

- Joe D

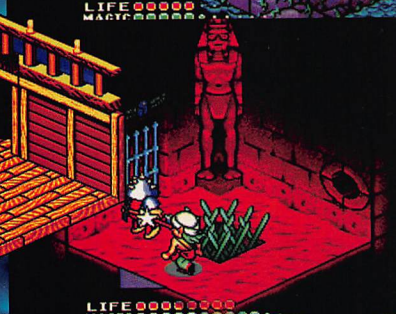






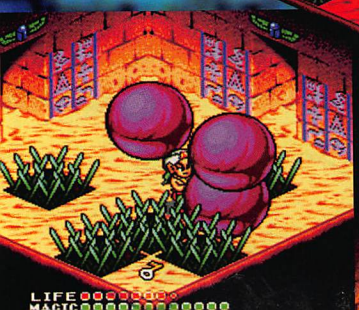


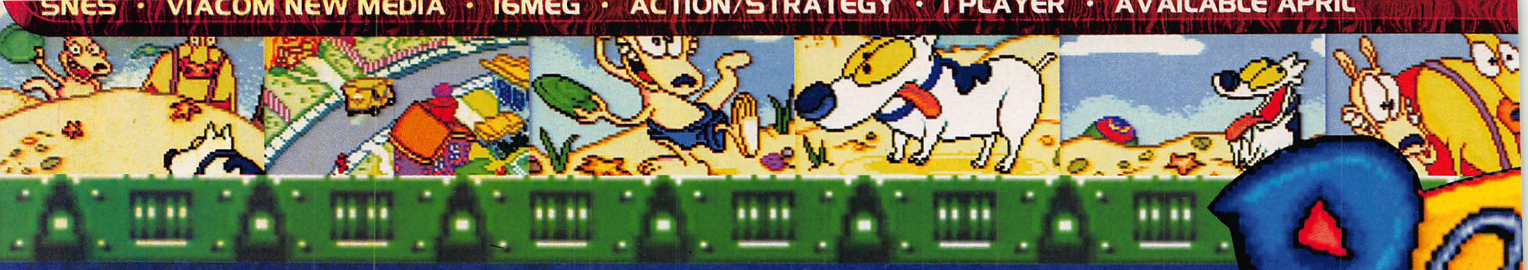
EQUINOX

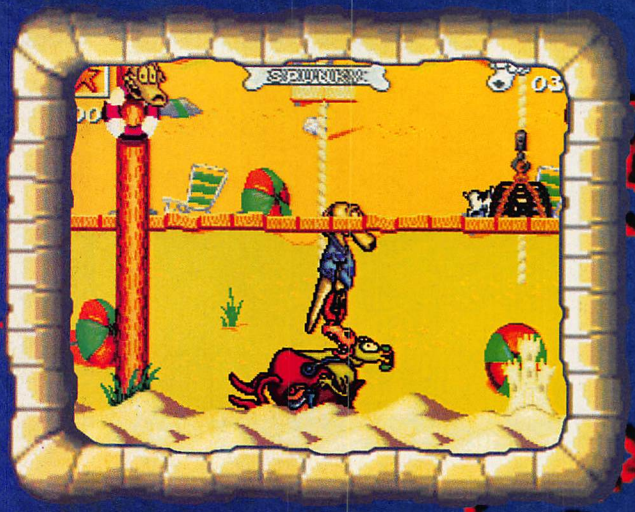


Finally! The big N has given the OK for Sony to release Equinox...it only took two years! Equinox successfully showcases all of the superior features supposedly housed in the SNES. What a great game! Nine long levels, perfect control amazing isometric graphics and, a soundtrack that you will not believe. Even the best players will find that each and every labyrinth is 100% engulfing and very challenging. Expect to want to bury the controller into the wall more than once. But please don't, your controller is your friend. If you thought Link had tough labyrinths wait until you get into these! There are weapons to find (the axe being the best) and secret invisible doors to uncover. You need all 12 tokens to complete a level and you'll have to max out the 'ol brain power in each and everyone to reach the boss. When you emerge from each level you are greeted by an amazing display of mode 7. Hang out here and fight bats and trolls to regain your energy and spell power. Your goal is to find five the strings to your magic harp. You get a string each time you defeat a boss and once the harp is repaired you can warp to the final three labyrinths which are even more stunning than the last. The ghost ship is incredible! It took me 30+ hours to complete Equinox and even though I got frustrated a few times it was one of the best experiences I have ever had with my SNES. This is a special game. It brought me back to happier times when Castlevania, Ghouls and Ghosts, Mario World and A Link to the Past sat before me. I see many games of that high quality on the horizon. The SNES is a great system... watch out Sega.

-KID FAN



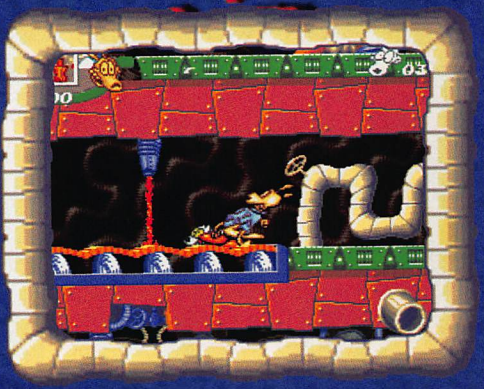




Viacom New Media has officially entered the arena as a strong new developer of both SNES and Genesis software. After spending a couple of days with Rocko & Spunky in "Spunky's Dangerous Day" I can hardly wait for their next game. With the rights to Beavis and Butthead (coming to your Genesis this fall) and both MTV and Nickelodeon's hit shows I'm glad that they are producing quality games right out of the chute. If you haven't seen Rocko's Modern Life on Nick, buy yourself a cable guide and look it up. I hear Ren & Stimpy are pretty worried. In this ultra cool Aussie toon Rocko, a Wallaby from Australia, and his best friend, Spunky, a little dog that looks like a cross between a Chihuahua and a Beagle, must deal with the ups and downs of everyday modern life.....like the neighbors, you'll see. Spunky's Dangerous Day is an interactive action game, but don't let the word "interactive" scare you. I'm here to assure you that as soon as you pick up the controller, you'll be hooked. You control Rocko (a cute but deranged looking little mate) and you must guide Spunky safely through the many predicaments that lie in his path, ultimately leading him to the golden fire hydrant (for a bit of a pee I presume).

There are four main levels, with four sub-levels in each. In the first level, Spunky loses his Frisbee on the beach and goes wandering aimlessly to find it. Rocko must activate rafts to take him

safely across water, push umbrellas over, jump on lawn chairs to catapult Spunky up onto the boardwalk and, jump on a pulley system to get Spunky onto the platforms that are above. Rocko must do this while trying to avoid crabs, sea gulls and some huge bulldog that thinks Spunky is a bowl of Kibbles and Bits. Other levels feature such glamorous locations as junkyards, one of the neighbor's back yards, and a Laundromat where nasty enemies and wacky contraptions abound.



Graphically, Spunky's Dangerous Day is excellent with bright colors, great artwork, good animation and nice multi-scrolling backgrounds. The play control is good once you get the hang of it, with good button response and descent jump control. Rocko seems to float a bit at first, but after a couple of walks on the beach you should have no problem. There are also some really cool animation sequences with great digitized speech (Australian, of course) that show just how the little mutt gets himself into trouble. You can also pause and scale the map at any time (a beauty way to plan your strategy!). You won't beat the game in a day and you'll never get bored. I think that two promising things have been accomplished with this game: 1)You get a great translation of a cool Nicktoon, complete with great play mechanics and unique gameplay, and 2)We know that Viacom New Media is dedicated to making good games. I look forward to many more in the future.

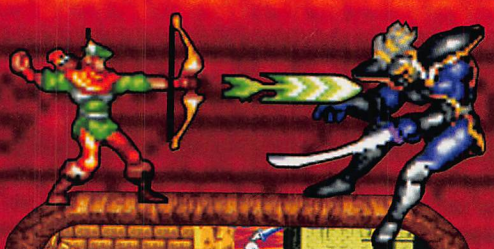
-JOE D.

KI

DRA

BALANCE n. 1)a device for weighing: scale. 2) Equilibrium.. 3) A force or influence that tends to produce equilibrium. In the notoriously fickle video game industry, the word balance is seldom used to describe its overall state. Far from child's play, our multibillion dollar gaming industry is a place where only the strong survive. The ability to act and react quickly to current gaming trends is one of the main strengths of our major software and hardware manufacturers. At the '93 WCES, there was a major push for one on one fighting games and, at the June SCES, every company seemed to have a side scrolling action game in development. The '94 WCES, however, was different. Every software company seemed to have something for everybody (even some RPGs) and Capcom (being one of the larger game companies) showed a wide range of products.

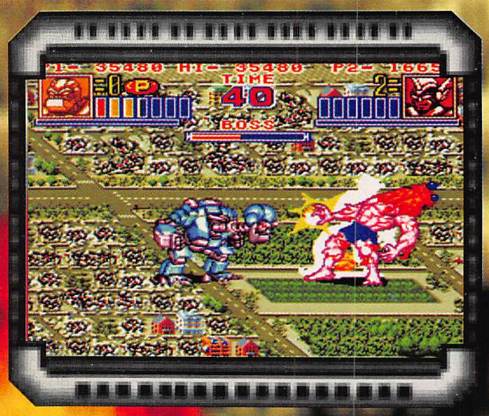
Since balance is the new buzzword in the industry, and since the side scrolling action/fighting game is one of the more balanced types of games (now ya got yer 2 player mode, yer story, yer fightin', yer jumpin', yer magic) etc. Capcom has high hopes for both Knights of the round and King of Dragons (these two games did well in the arcades). In the SNES King of Dragons, you will traverse a medieval kingdom in the hope of finding and defeating the mythical King of dragons and his legion of monsters, who have been terrorizing the land. If you succeed, this once peaceful land will again grow anew....fail, and you and your buddies will become paladin paté for the monsieur dragon's cracker dip. In this



16-meg side scrolling action/fighter, you go from level to level (16 in all) fighting some very tenacious enemies and bosses while obtaining money, powering up weapons, and using magic along the way. KOD does have good playability and decent sound and music, but its the 5 characters you get to choose from that gives this game its gloss. Not only are they drawn and animated just like they were in the arcade game (or at least very close), each character requires a different style of play and game strategy in order to be successful. This adds a welcome bit of diversity to KOD. Your choices are: 1) Fighter-he's strongest in hand to hand combat and has good defenses, but, has a short attack range and weak magic. 2) Elf-a quick moving archer that prefers to attack from long range (naturally), has a decent level of magic, but also suffers from poor hand to hand abilities and defenses; 3) Cleric-he's the most well rounded of the heroes, though a little slow moving he does major damage, has good magic powers and is excellent at defending himself; 4) Wizard-also well balanced (there's that word again), and I recommend that you use him with the cleric because he has a projectile plus better magic; and 5) Dwarf- a tough little thug that doesn't have much speed or range, but takes punishment well and has some serious hang time while jumping.

The only fly in the ointment is some slowdown and flick when there is an abundance of stuff on screen. In closing I would say KOD is very true to the arcade in feeling and execution and, is a good title to showcase Capcom as one of the more balanced software companies.

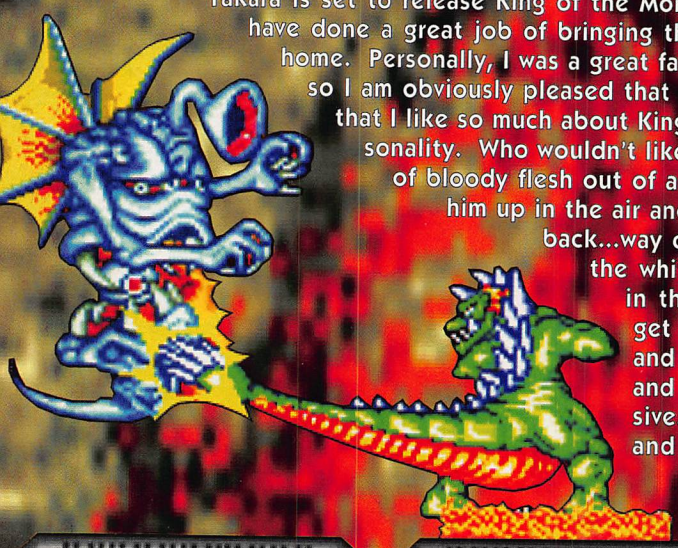
-K. LEE



THE NEXT THING

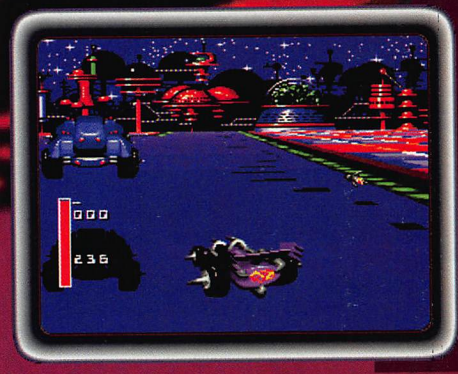
KING OF THE MONSTERS 2

Takara is set to release King of the Monsters 2 for the SNES and as usual, they have done a great job of bringing the feeling of the NEO-GEO arcade game home. Personally, I was a great fan of the coin-op King of the Monsters 2, so I am obviously pleased that a home version is on its way. The thing that I like so much about King of the Monsters 2 is its humor and personality. Who wouldn't like to see insane stuff like ripping a chunk of bloody flesh out of an alien with your bare teeth or throwing him up in the air and letting him land on the spikes on your back...way cool. Takara has done as good a job as the white shirts at Nintendo would allow them in the area of carnage(remember, we can't get too gory now boys and girls). The vs. mode and the 1-2 player story mode were left intact and the music and graphics are very impressive. If you were a fan of the arcade game and you own a SNES, you won't have to wait long, King of the Monsters 2 will be available this spring.

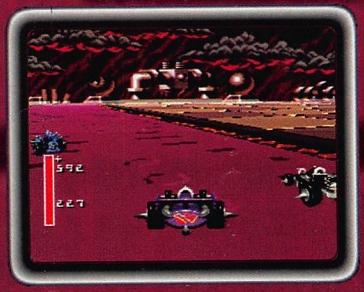


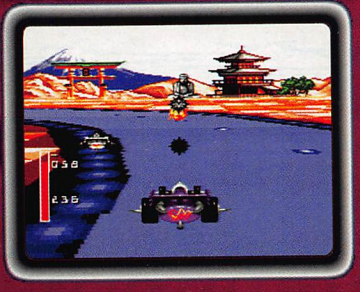
AVAILABLE NOW · 1 PLAYER · RACING · 8MEG · NAMCO · SNES

BATTLE CARS



Have you ever wondered what a racing game, like F-Zero, would be like if you could blow up the other cars on the track? Well now, thanks to Namco, you can do just that. Battlecars is another great SNES racer. BC uses an engine similar to F-Zero's and plays kind of like a really fast Mario Kart. In this fast paced, futuristic racing game, you first go through a practice lap and then (depending on how fast you go and how many cars you blow up), you earn money to buy upgrades for your car. The cars themselves range from the Mad Max type to contraptions that look like something out of Hellraiser. In the actual race it's you against another crazed driver whom always seems to be just a little faster. If you're a good enough shot, you can annihilate him and take the lead, but watch out...he'll be back! In the graphics deptartment Battlecars uses the trademark rotation and layered scrolling for which the SNES is famous. As for play control, those of you who have already mastered F-Zero and Mario Kart will feel right at home with Battlecars, as the control is very similar. With this game, Namco adds another great game to a category that is still begging for more. - *Joe D*





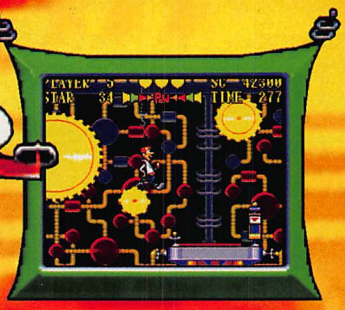
SNES · CAPCOM · 12MEG · ACTION/SPORTS · 2 PLAYER · AVAILABLE APRIL

MEGAMAN'S SOCCER

One of the most successful and popular characters in the ever expanding world of video games is Capcom's Mega Man (known in Japan as Rockman). From the 8-bit NES to Nintendo's portable Game Boy system, Mega Man has earned himself a place in video game history with more and more fans joining the bandwagon each year. Content with his achievements in the 8-bit land, Capcom is letting Mega Man loose on the more advanced 16-bit systems, first with Mega Man X and now Mega Man's Soccer. One thing all MM games have in common is a feeling of fun every time you pick up the controller and Mega Man's Soccer is no exception. To pass the ball, press the "Y" button (if the ball is in

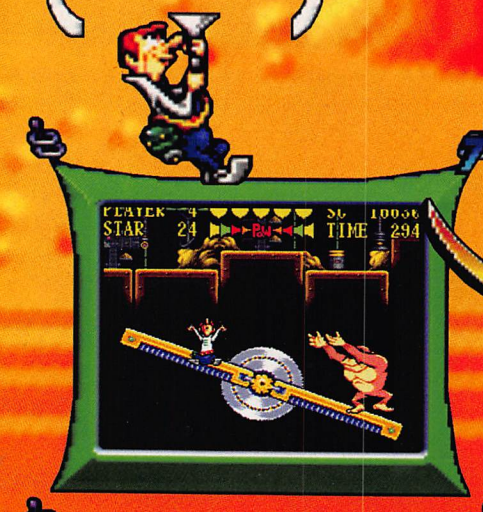
he air, this button will make it bounce off your head). MMS combines the ease of play and instinctive control f the older Mega Man games with the competitive feeling you can only get in a sports game. With the "B" button, you can either shoot the ball if you're on offense or do the classic Mega Man slide on defense (if you hold down the "L" or "R" buttons while shooting with the "B" button, you get to execute a special shot, but only a certain amount during the game). The "A" button is the clear button, which allows you to kick the ball high into the air on offense or to execute a hockey style body-check into your opponent. There are 12 different play fields to choose from and the graphics are colorful and drawn in great detail. If you were disappointed about Mega Man's new look in MMX (I wasn't), then you'll be happy to know that all the characters in this game are drawn in that classic 8-bit Mega Man style. The quality of the music and sound effects, plus the overall game presentation, have that great Capcom feel to them, which is only to be expected. Put all of this together, and you get a great game that may become a link between the sports game enthusiast and the action game fanatics, and you can't go wrong with that. - *K.Lee*

SNES · TAITO · 8MEG · ACTION · 1PLAYER · AVAILABLE 2ND QUARTER

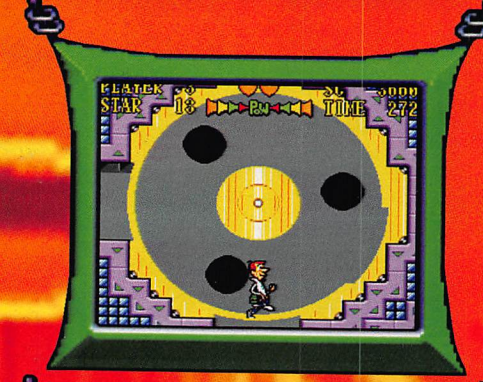


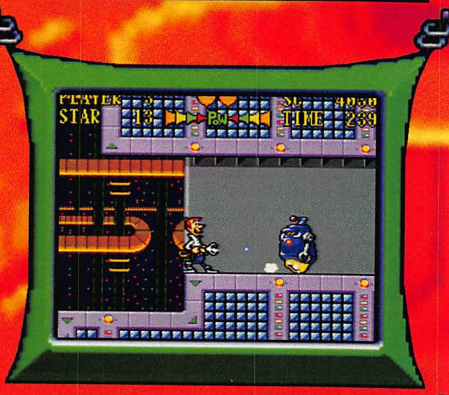
Hanna-Barbera

The Jetsons®

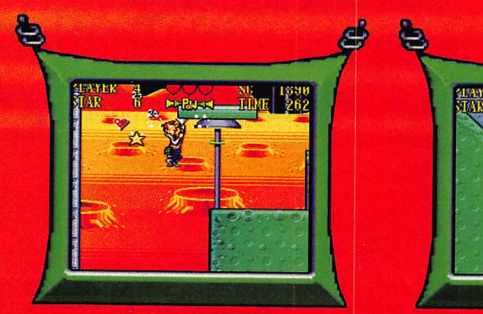


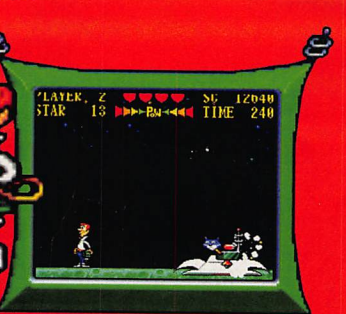
Another one of those great toons from yesteryear has arrived on planet SNES, Taito's 'The Jetsons'. Here's one more in a long line of cartoon titles that are becoming increasingly popular on the 16 bit formats. One morning as George is on his way to work, he is interrupted by Captain Zoom, who has been out defending the universe from Zora and her clan of space pirates. Zoom has come to request the help of our space age hero, George, because his powers have been drained by Zora. She is on her way to Earth to suck dry all the resources the planet has to offer. Her planet has been obliterated by her destructive way of life. Captain Zoom has entrusted George with the almighty Pneumo Osmatic Precipitator, (or big gnarly vacuum cleaner as I like to call it), and now the action begins.





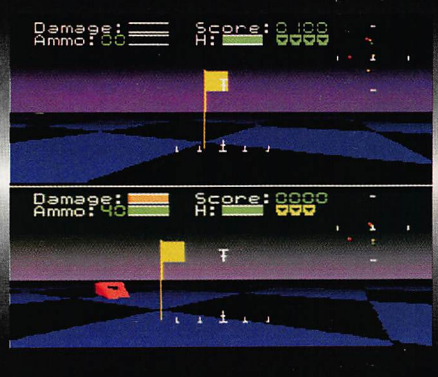
The Jetsons is not your typical SNES side scrolling action game, it has some unique characteristics that make it quite different. For instance, I don't know who thought up a vacuum cleaner for the main weapon but it's a cool twist. As soon as you master the sucking capabilities of the old Hoover power machine, you'll have George zippin' through the levels. The graphics and sound are pretty much what you'd expect on a SNES action title. There's lots of color, some nice rotation and mode 7 effects and, catchy Jetson tunes accompany you throughout the game. The overall playability is good. George is animated well and easy to control. One thing I would have liked to see was a choice of characters to play, like Judy going, "Wow, like way mega intergalactic man" or little Elroy with some kind of space camp invention. This should prove to be a great game for the younger crowd or those of you who just can't get enough of the Jetsons. *-Joe D*

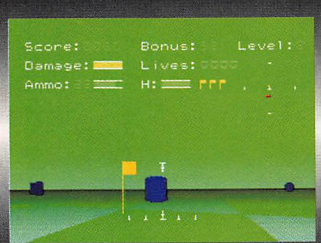




AVAILABLE APRIL · 2 PLAYER · SIMULATION · 8MEG · GAMETEK · SNES

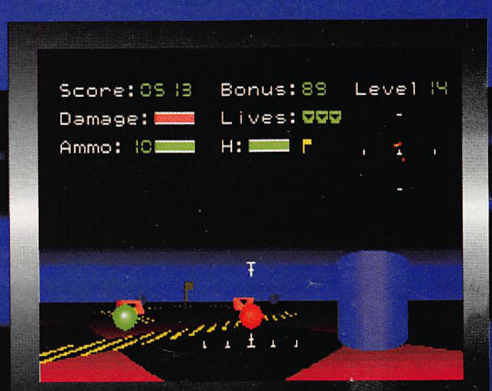
SPECTRE™





For those of you that don't own a Mac or IBM computer, Spectre is a smooth polygon tank simulation (set in the future) that computer gamers have been enjoying for some time. Gametek is bringing out this popular computer game on the SNES. Unfortunately, this version doesn't quite live up to the standards set by the PC and Mac versions. Spectre has a great concept. You are sent into a Tron-like atmosphere and must collect all the yellow flags within each area. While trying to do this, you are confronted by numerous other tanks, land mines and large obstacles, which become more dense and deadly as you advance through each level. One of the main reasons the original Spectre is so cool is because you can link-up and play head to head with up to ten other players (if you're on a network). Although the SNES version makes a brave attempt at a two player game with a split-screen option, it just doesn't pack the punch of the original. In this version, you are limited to a cockpit view. While both PC versions feature multiple viewpoints. Don't get me wrong, I'm not totally bagging this version. If you've never played the original, you may find a new style of game that you really like. I'm all for something new, especially if its challenging and Spectre definitely is. It's just that it could have been so much better.

-JOE D

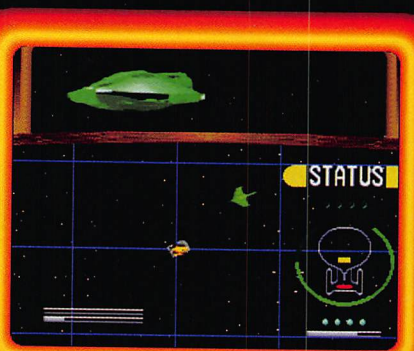


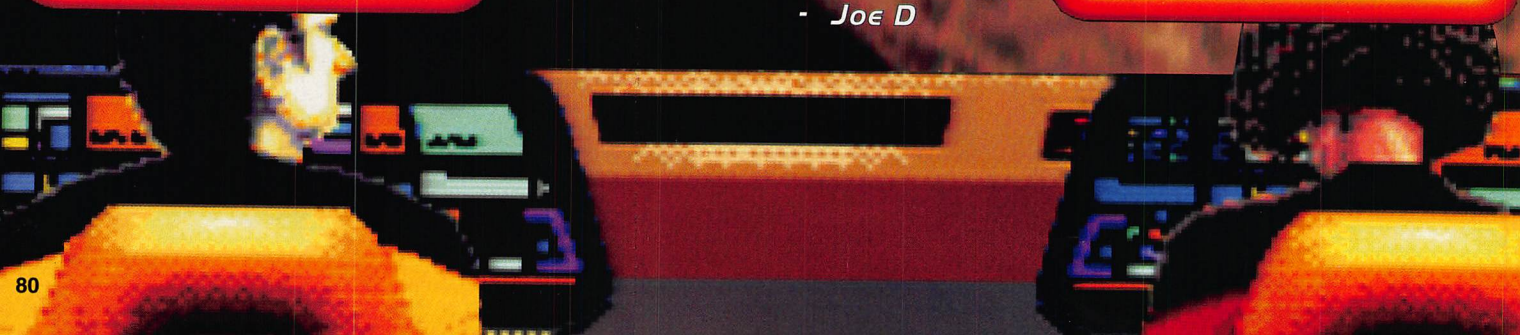
THE BRIDGE

STAR TREK THE NEXT GENERATION

I always wondered why there wasn't a 16 bit game of Star Trek or Star Trek: the Next Generation. After all, they are HUGE successes in both syndication and, currently, on good 'ol channel 13. I think some of the third party companies are now realizing that the show's audience goes beyond middle age trolls who have nothing better to do in life than veg out in front of the TV every night. Star Trek is actually an awesome sci-fi show, kind of like the "Days of Our Lives" for the male population. Star Trek: the Next Generation on the SNES, I'd have to say, is all that you'd expect from a 16 bit format. If you're a Trekker (as they're called now) I'm sure the game will give you as much joy as the TV show. What I liked most about the game was the excellent missions assigned to the Enterprise by Starfleet Command. These include ground missions, where you beam to planet surfaces, and outer space missions where you engage in battles with Romulans and other Non Federation Beings. You also have total control of all the ship's functions, like engineering, navigational systems, and tactical controls. What I did not like were the graphics. These uneventful images are not really what I had in mind for one of the most popular sci-fi shows in history. If you're looking for a game that offers an extensive challenge and a well coreographed Trecky tale, you should be dancing in the streets. But if you like a little Graphic magic in your strategy bag, then you may want to slow dance with this one.

- *Joe D*





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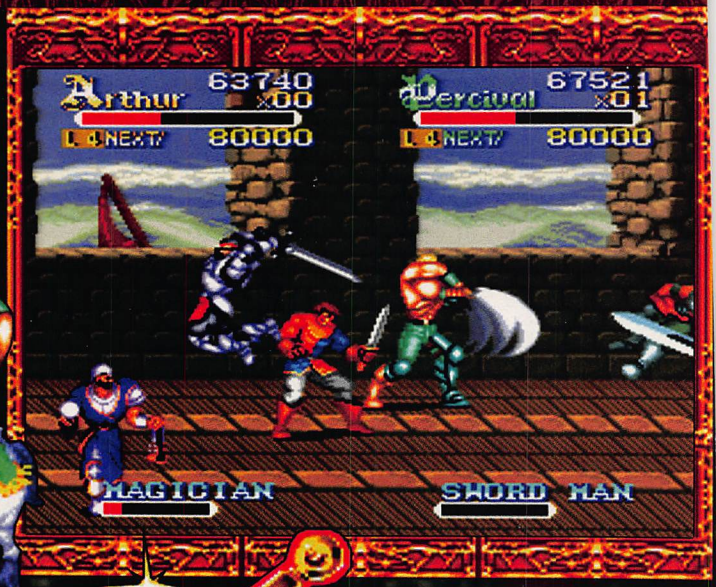

Knights of the Round

In the world of video games, most enthusiasts accept (or try to) the unwritten gamer law: THOU SHALL NOT RECEIVE ANY DESIRABLE GAME OR SYSTEM UNTIL ITS RELEASE DATE HATH BEEN PUSHED BACK TO AN INTOLERABLE POINT. In other words, good things come to those who wait....and wait.....and wait. It seems like you never get the things you want, when you want. When it comes to cool stuff like: 16-bit Mega Man, Zelda and Metroid sequels, the next generation SEGA and NINTENDO hardware and their games, Konami software, and a third Street Fighter, each day creeps by slower than the SNES Equinox's gestation period. At the Winter CES last January, Capcom had more new software for the SNES than ever, and more on the way.....this made K. LEE very happy. King of Dragons and Slam Masters were around the corner and Super Street Fighter was due out mid-year (joy!). Plenty of cool titles are due out in the 2nd half of 94' and over 20 games are in development. Right about the time I was feeling contentment about all those games, in came a 100% complete copy of Knights of the Round for the SNES. To say this game came out of nowhere is a gross understatement. No rumors from Japan, no dancing medieval maidens at the Capcom party in Vegas and, absolutely no screen shots at all in Capcom's CES press kit. If this is a new trend, I like it. Knights of the Round is so similar in format, concept and theme to King of Dragons (it too is a translation of a 1991 Capcom arcade game) it makes their side by side release all the more baffling. To go much further into detail over this game would be a bit premature, considering that this is only a preview, not a review. My initial impression is that this game is at least as good as Final Fight 2 and better than King of Dragons. We will get more in depth next month in a full blown review *-K.LEE*

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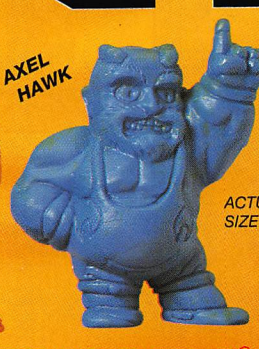

ACTUAL SIZE

No purchase required. Only one figure per person. Requests for specific figures cannot be fulfilled. Takara Video Game Division 230 Fifth Avenue, Suite 1201-6 New York, NY 10001 Tel: 212 689-1212

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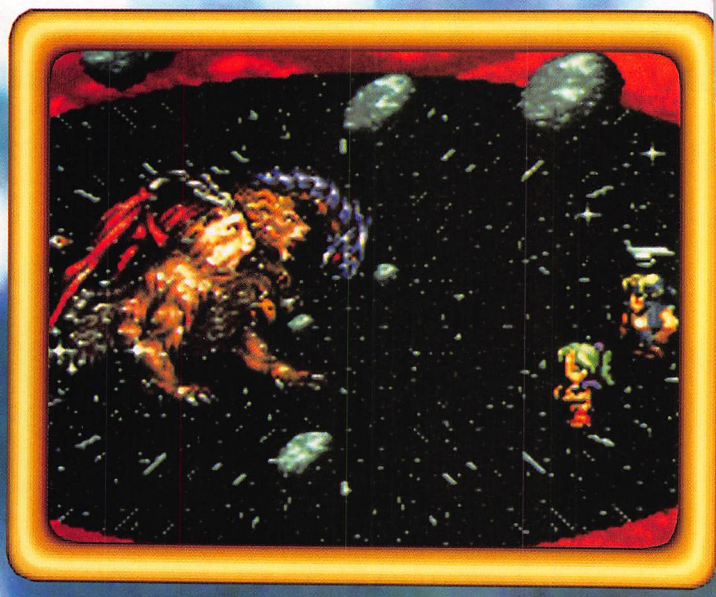
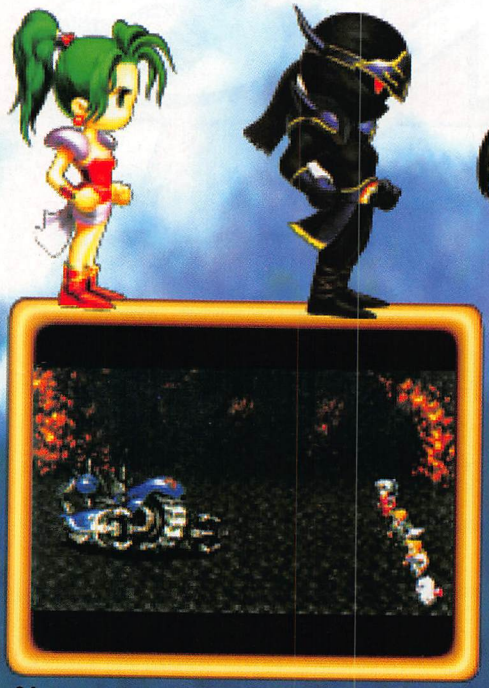
SUPER FAMICOM

FINAL FANTASY VI



What will in all likelihood become RPG of the year, and perhaps the decade, is closing fast with an April 2nd release date for Japan and October 1st for the U.S. Final Fantasy 6, (3 in America) will be the first SNES game to use 256 colors on screen and, you can bet the story will bring tears to your eyes. The Final Fantasy series is known for it's high drama. The detail in the graphics and the amazing symphonic soundtrack are said to be unparalleled in 16 bit gaming. Look for upcoming import updates to be followed by our incredible U.S. coverage. When this one comes out they ought to call a national holiday. - *E Storm*



BUILT TO DESTROY ALL ENEMIES AND PROGRAMMED TO SHOW

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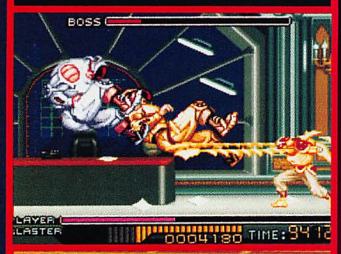

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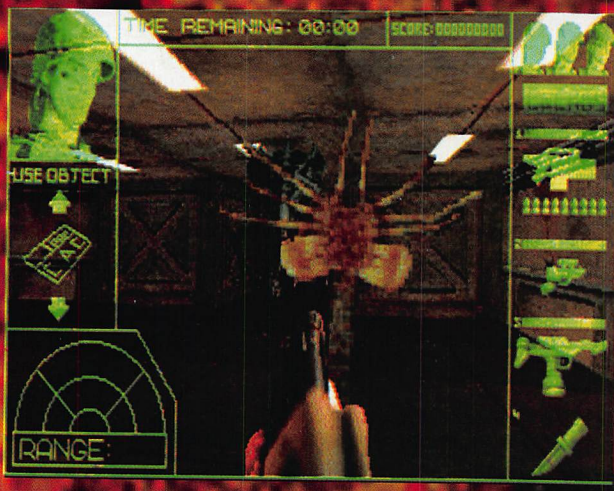
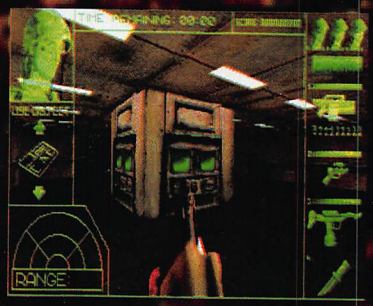
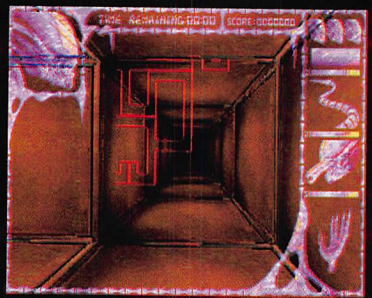
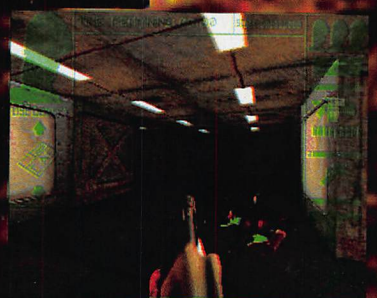
JAGUAR DOMAIN

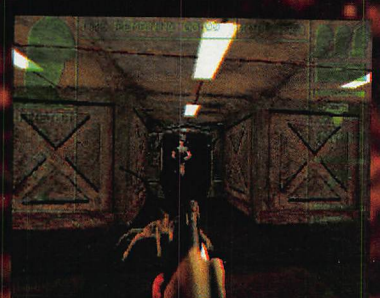
It's the burning question that is on every gamers mind; what is Atari up to? The Jaguar merely trickled out and, since the WCES, all has been quiet in the Atari camp. Recently, we traveled to Atari's , CA office to get the latest scoop on the first, next generation video game console. First let's talk about the roll-out. What Atari does not want to do is rush out a bunch of sub-standard software in an effort to sell systems. They would rather perfect what is on the table and launch the Jag nationwide with an impressive line up of sufficiently tweaked, quality 64-bit titles. For that reason, Jaguars may be hard to come by until around June, when a full scale national roll-out is planned. By that time, Wolfenstein 3D, Doom, Checkered Flag, Tiny Toons, Kasumi Ninja, Club Drive, Hard Ball 3, Flashback and a host of third party games should be available. Alien Vs. Predator, Wolfenstein 3D and Tempest should be available, or very close, by the time you read this. The CD, along with Battlemorph, could be available by as early as July. Ocean is also developing and current-

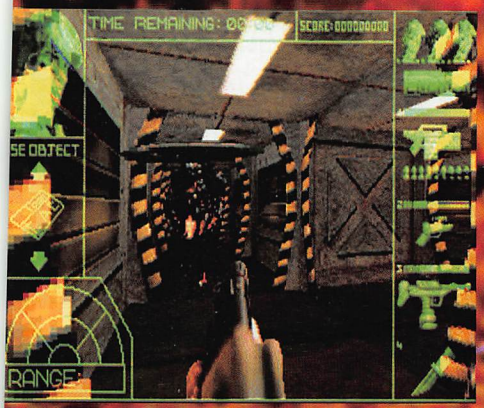






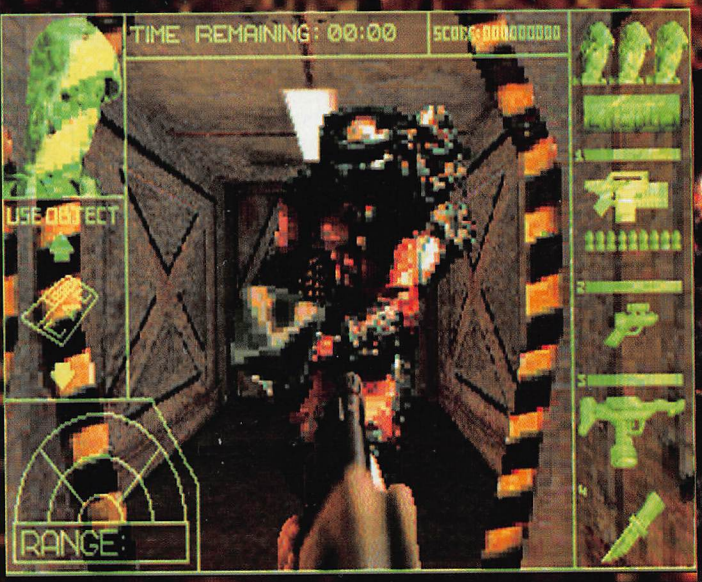


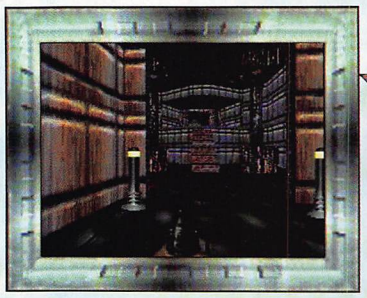


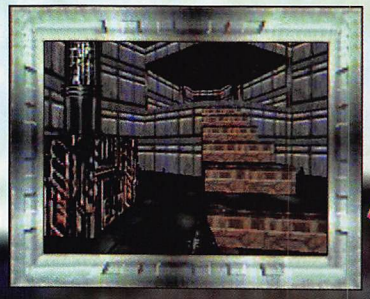


HOME SWEET HOME

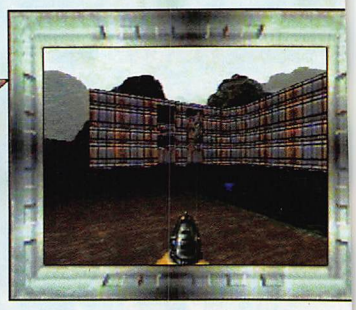
ly working on Shadow for the Jag CD. Over 150 development systems have been shipped and Atari plans to have fifty titles out by the end of the year. The latest third party news is the possible signing of Bally Midway. Details are sketchy, but we'll keep you posted on that one. Tradewest has signed on and has announced Double Dragon 5 and Troy Aikman Football. Both games have started programming and should be available later this year. ReadySoft has also signed and is working on Dragon's Lair 2 for the CD. Back on the home front, the first RPG for the Jag has begun development, Legions of the Undead (working title). In this 3D, texture mapped adventure, one goal is

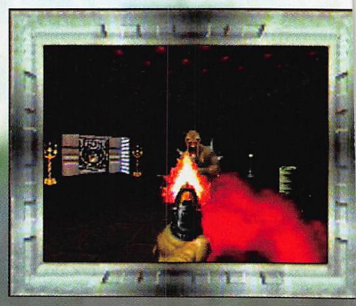




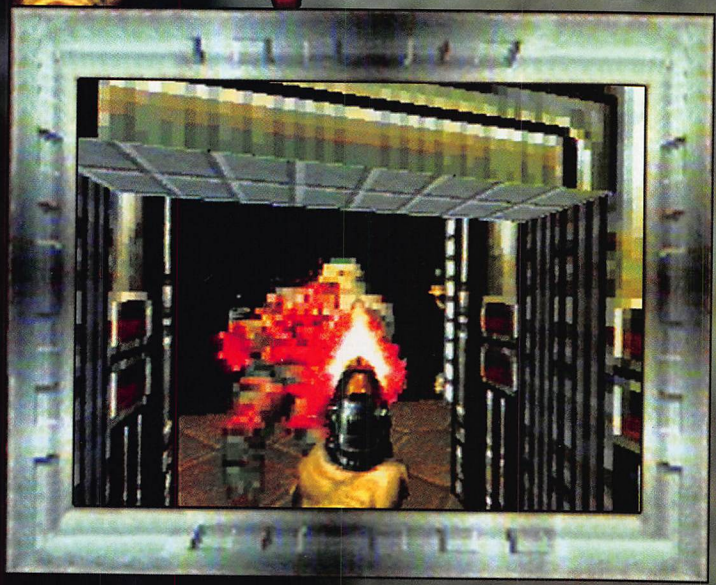


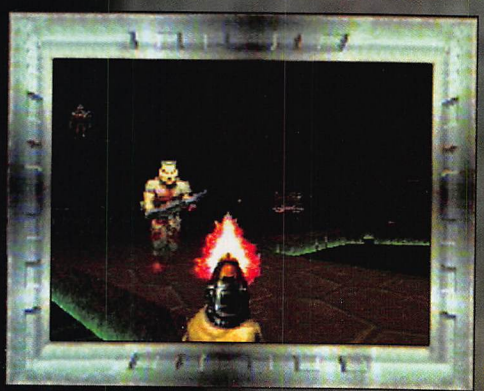
DOOM



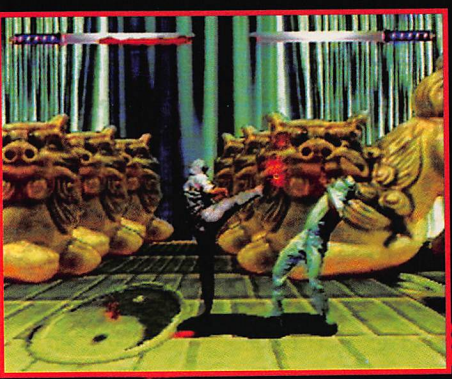


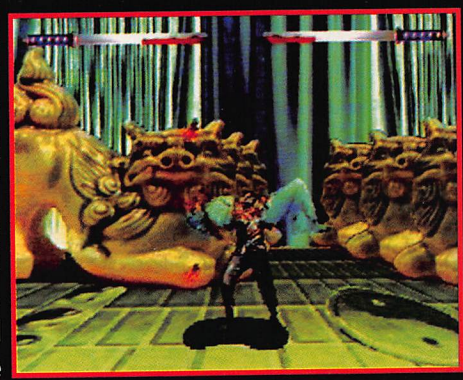
to slaughter blood hungry zombies. Look for lots of blood and guts in this one. Developers are finding the hardware very easy to deal with. Believe it or not, Wolfenstein 3D was ported over from the PC over one weekend! Now, Atari is going over the game, cleaning it up. They are more than doubling the resolution. When they are finished, you can expect the cleanest looking and, by far, the fastest version of W3D ever. In fact, after they got

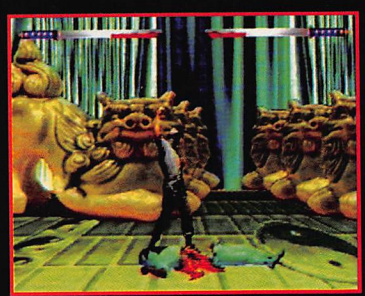


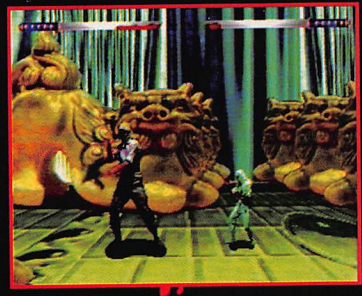


done porting it over, it was running at sixty frames a second! They had to slow it down! The programmers we talked to have developed over 150 tools to work with. I won't even get into the whole "tools" thing. To me, tools are hammers, channel locks and screwdrivers. These guys talk about modules and stuff. Whateva, just make games! What we saw of Doom, after only 7 weeks of development, was very impressive. This will be the first 24 meg game and should be out by July...awesome. Doom is one of the coolest games I have ever seen. We got to play Club Drive while we were there, but we're not allowed to show it until next issue-this game is a blast! And last, but not least, Alien Vs. Predator is freakin' awesome. I still cannot believe this is a 16 meg cartridge, first generation game. We have a big Rebellion interview (the co. that is doing AVP and Checkered Flag) coming your way next issue. In closing, I would like to say that our visit to Atari was a very positive experience. Everyone there is excited and working hard to make the Jag the best it can be...they care. From customer service, to third parties, to quality software, Atari has the bases covered. Their goal is 500 thousand systems and 1.6 million games sold this year. If all goes well, they just might do it. They definitely have our support. See you next month. - Takahara







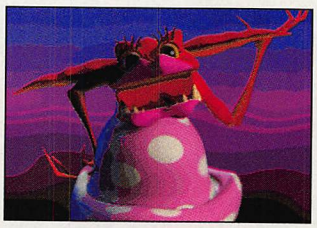


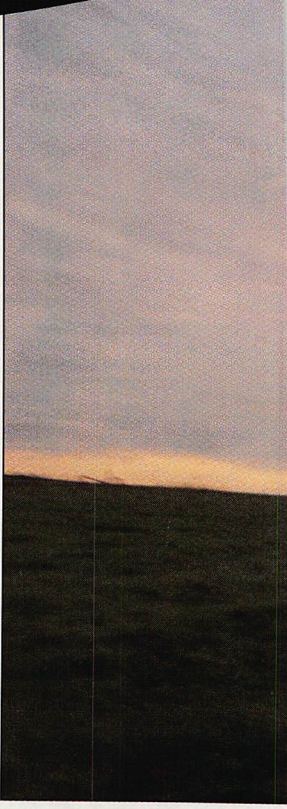
Clearly, something has startled Mr. Cow, And it Ain't a Pair of Cold Hands.

You got a village.

Farms. Huts. Knights. People to boss around. And a cow.

Life is good. But then you get these visitors. They're Fat. They drool, burp, and smell like an outhouse. They come in hordes, eating your 3D texture-mapped huts, trees, women, children, and worst of all, your cow. You try to trash them with your sword, but it ain't easy and their guts get all over you. Life starts to suck. You've met "The Horde", my friend. An original game with CD-quality live action video, digitized music and disgusting eating sounds. And a cast of actors who can actually act; like Kirk Cameron and Michael Gregory. You build walls, moats, and death pits. And you hire an archer to help fend them off. Again the Horde attacks. You save the cow, but they eat your hut, your





3DO

THE HORDE™

CORN CROP, AND THAT GIRL NEXT DOOR YOU HAD YOUR EYE ON.

NOW LIFE REALLY SUCKS. AND IT AIN'T ABOUT TO GET ANY EASIER. THE EVIL HORDLINGS GROW BIGGER, FASTER, EVEN SMARTER. (AND YOU HAVEN'T EVEN MET THE EVIL CHANCELLOR YET.) DEAR READER, WE PRAY YOU'RE THE SORT WHO LEARNS QUICKLY. 'CAUSE THIS STUFF'S HAPPENING ON 32 BITS. ENJOY, MY FRIEND. AND GOOD LUCK.

IBM® PC
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CRYSTAL DYNAMICS™

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This month in the 3DO Zone we take a look at Crystal Dynamics' "The Horde". Before we do that, however, there is some 3DO business to attend to...In the "Big News O' The Month" category, The 3DO Company announced that, effective immediately, the suggested retail price of Panasonic's Real 3DO Interactive Multiplayer system will drop to $499.95-a price drop of 28%. This same suggested retail price will be effective in Japan when Matsushita releases the system on March 20 (54,800 Yen). 3DO is also offering stock incentives to hardware developers to encourage further competition in the 3DO market place-in anticipation of further price drops by the end of '94. Industry sources expect that the cost of the Panasonic and competing hardware could drop as low as $399.95 by the end of the year, as a result of decreasing manufacturing costs.

"Our competition in the advanced CD arena have announced that they will ship their first products in the US in 1995 at prices around $500," stated Trip Hawkins, 3DO's President and CEO. "The fact that we currently have a 3DO system on the market, and that we have already broken the $500 price barrier in early 1994, should put us in a very strong position heading into 1995."

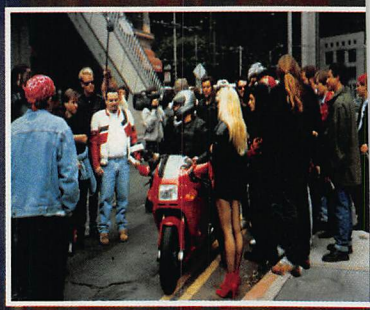
It is our belief (at GameFan) that this announced price drop, combined with the increased availability of quality software (Total Eclipse and Madden have shipped, Road Rash, PGA Tour, Shock Wave, Mega Race, Star Control 2, The Horde, Jurassic Park, Wing Commander, Star Trek-TNG, Orion Off-Road and many others will be available before June) will have a profound effect on 3DO sales-a total of 42 titles should be available by the end of May.

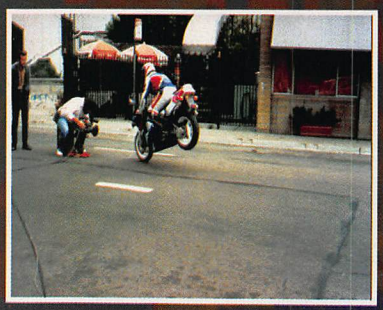
We also need to make an editorial correction. A couple of months back, we mentioned that the 3DO controller in the Panasonic unit did not move diagonally. Well, a funny thing happened when I was playing "The Horde" the other day...it worked! I'm not going to tell you that this controller is the easiest to use or that this revelation has suddenly made oblique movement easy, but it is possible...Hey! While we're on the subject of price drops...how about one on the controller-50 bucks!? Geesh...at that price, it should KNOW when I want to play! Two other small items...In last month's GameFan Sports review of Panasonic's/T&E Soft's Pebble Beach Golf Links, we mistakenly labeled the game '2 player'. Pebble Beach is actually a 4 player game. And, we completely butchered the spelling of T&E's

HORDE!!! Set in a magical and humorous, medieval fantasy world, The Horde promises to be the first Hollywood quality production to come from the minds of Crystal Dynamics. The Horde stars Kirk Cameron as Chauncey, a lowly servant boy raised by a herd of kindly cows. By saving the King's life, Chauncey is awarded land to protect and cultivate for the villagers that immigrate to his region. The problem is that the Horde, an evil red menace that preys upon the villagers, devouring everything in their sight, is impeding the growth and progress of Chauncey's people. There are nine species of the Horde that get smarter and tougher as the game moves along. The Horde looks to combine the best of a "Populous" style play mechanic with great story telling and sword wielding action. To that story telling end, not only does the game feature Cameron but veteran character actor, Michael Gregory, as the evil High Chancellor and Michael McCarty, as the good King. The entire FMV part of the production is directed by Emmy Award winning Producer, Mackenzie, Waggaman and Weaver. The Horde is a collaboration between Toys for Bob and Crystal Dynamics and will be in full release by the middle of March. Look for a full review of this unique and exciting title in the May edition of the 3DO Zone. - *Talko*

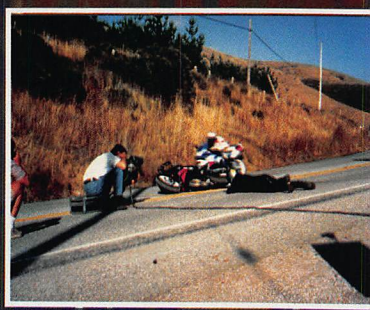
ROAD RASH

One of the most anticipated 3DO titles of '94 is on its way-courtesy of the folks at Electronic Arts; Road Rash. This high speed, anything goes motorcycle racing game features some of the most intense first-person racing ever seen in a video game. Players blaze through curves and rip through the straight-aways on almost photo-realistic, texture-mapped tracks that range from dense cities (specifically, a mock-up of San Francisco) and canyon runs to country roads. With frame rates approaching 24 frames per second and 3D visuals seen previously only in sophisticated arcade racers, Road Rash promises to be an outstanding technical achievement, as well as one intense ride!



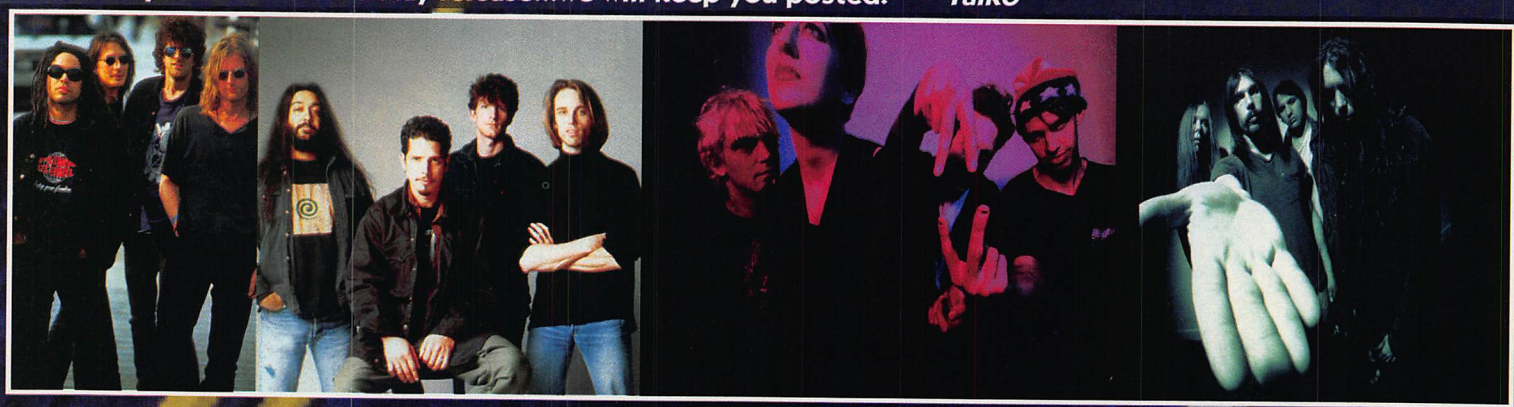


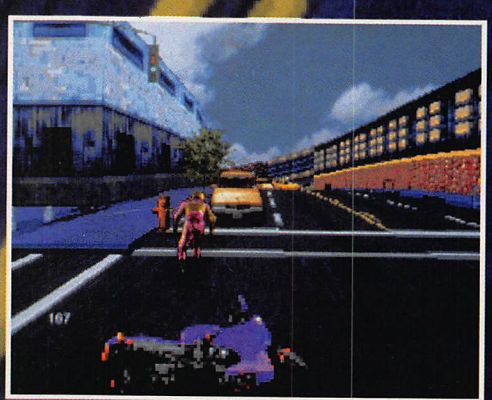
But the creativity and fun doesn't stop there. Road Rash is also going to be released in an MPEG version that makes use of the latest video compression technology to deliver a cinema quality presentation for inter-missions, end level animation and set-up screens. In addition, EA has joined forces with A & M Records to produce an amazing, fresh alternative rock soundtrack for the game. Making use of A & M's extensive array of new artists, EA has added the music of Soundgarden, Paw, Swervedriver, Therapy?, Monster Magnet and Hammerbox to the mix to intensify the "rashing" experience.

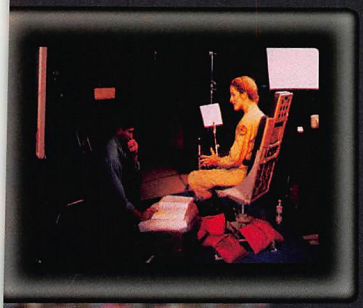


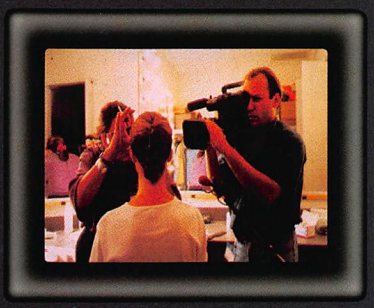
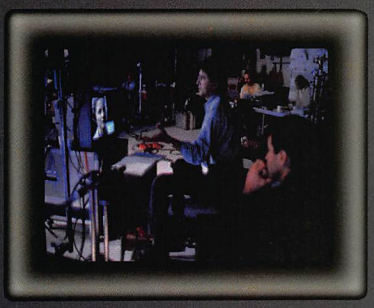
The development of Road Rash is incorporating film-production techniques and will integrate many Hollywood-style movie processes with innovative, interactive technology. EA's design team is using a variety of art forms to create the game world in RR. They have combined artist rendered, stylized graphics with blue screen photographs of real motorcycles, riders and pedestrians to establish a realistic game environment. Wrapped around the gameplay are live action video sequences using professionally directed stunts, many of which were filmed from on-board cameras and then integrated to complete the visual experience.

We expect to have a playable version of the game for our May issue and a full review in June. Road Rash 3DO is currently scheduled for a May release...we will keep you posted. - *Talko*

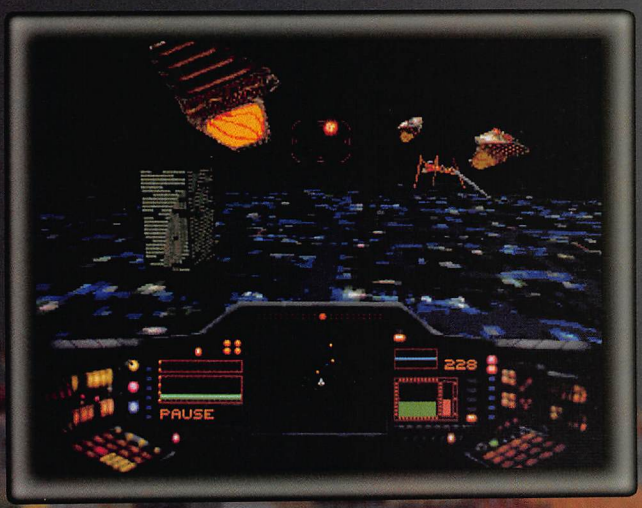






SHOCK WAVE



The year is 2019 and orbiting the planet Earth is the UNS Omaha-the world's first aircraft carrier in space. This experimental space platform has begun operational testing of the new F-177 space fighter prototypes.

But someone is out there, watching and waiting...

Without any warning, Earth is bombarded from space by an unknown alien attack. As the Earth's defenses are systematically destroyed, the stage is set for a novice pilot to fly death-defying solo missions in a bid to save the planet.

This is your introduction to Shock Wave; Invasion Earth 2019, Electronic Arts' first "interactive movie" coming soon for 3DO. "As the first interactive movie to be released by Electronic Arts for the 3DO Interactive Multiplayer system, Shock Wave could be considered the first product in a whole new generation of entertainment software," Stewart Bonn, Senior Vice President of Advanced Entertainment at Electronic Arts explains. "Of course, the development of full length, full motion video games is going to be an evolutionary process. But, as it stands, Shock Wave is the pinnacle of interactive entertainment software as it stands today. This title gives us a glimpse of the future possibilities of the media." As you can see by the screen shots surrounding this article, EA has made a major attempt at creating a Hollywood style design environment and the production values of the game reflect this.

As this war between the worlds unfolds, the hidden alien agenda becomes clear. And the player will find himself engulfed in a first person, 3D world of terrifying, texture mapped reality that draws him in and won't let go. The game will offer several different areas of conflict, ranging from the Nile river to New York City-each meticulously created with an eye toward the smallest detail.

Shock Wave should be available in June and we hope to have a playable version of the game very soon. Look to the 3DO Zone for the most complete, exclusive coverage on this revolutionary title as it develops and becomes available. - *Talko*

SPECIAL MOVES

Wolfgang Krauser

For 2 Seconds then Then A&C

Geese Howard

Then B&C

Tung Fu Rue

Then B&C

Billy Kane

Then A&C

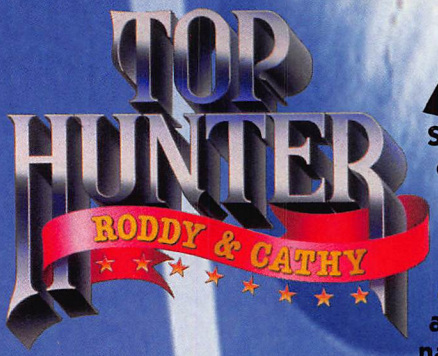
Axel Hawk

Then B&C

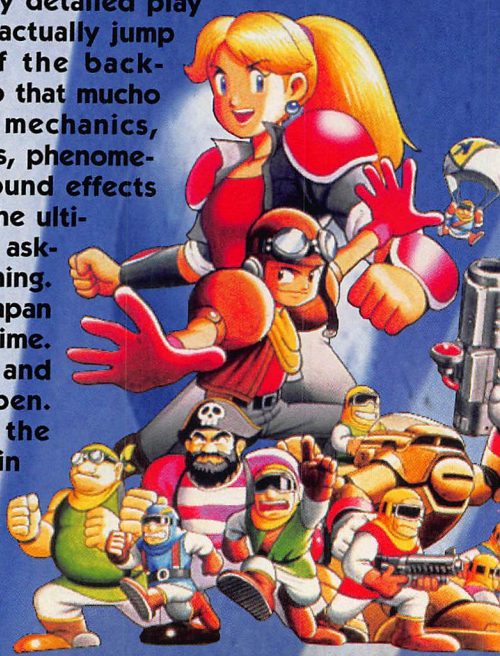
Laurence Blood

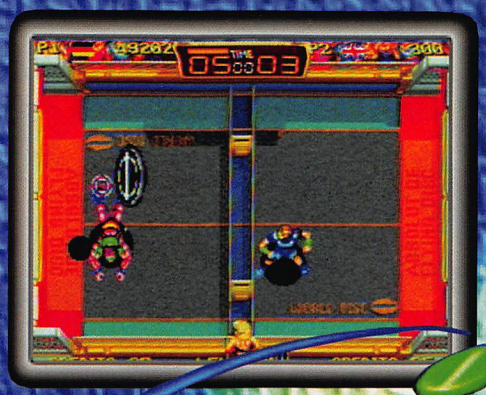
Then B&C

Back in the fall of 93', SNK released Fatal Fury Special in the arcades (FF Special appeared for the home system later in the year) much to the delight of many NEO-GEO fans all across the country. This updated version of Fatal Fury 2 contains many cool new features, including: a faster overall game speed, more forgiving and precise play control plus improved button and joystick response. The one new feature that gives this game more appeal is the ability to play the 4 bosses from FF2 plus characters from Fatal Fury. In FF2 you could perform a secret super move once your energy bar was flashing red (Game Fan volume 1-issue 6) Listed below are all the secret super moves for the bosses in Fatal Fury Special. When used correctly, these moves can erase more than 50% of your opponents energy. Have fun using them to crush the competition and I'll see you in the arcades. - *K.Lee*

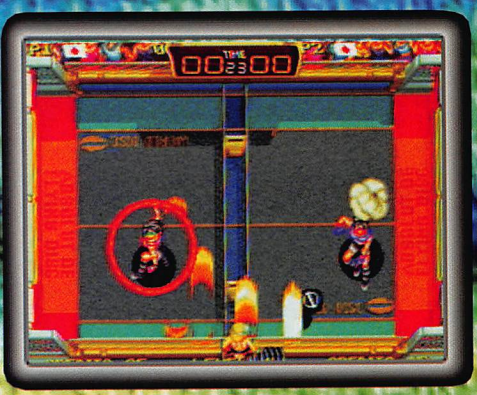


Alright!, Finally! I'm so happy I could cry. The ultimate in ACTION gaming is here on the Neo-Geo, Top Hunter. In this amazing new side scroller by SNK one or two players can play on two different planes of the brilliantly detailed play field. You can actually jump in and out of the background! Add to that mucho awesome play mechanics, amazing graphics, phenomenal music and sound effects and, a long challenging quest, and you've got the ultimate (non fighting) Neo Geo game. We've been asking for it for over a year now and it's finally coming. Top Hunter is scheduled for an April release in Japan so look for it here in the States about the same time. Does this mean that Magician Lord 2, Reactor and Crystalis are close behind? Hey, it could happen. News of a new SNK home system along with the arrival of this game has re kindled my interest in the Neo Geo. I love it! Bring me more! We'll have a huge review on Top Hunter as soon as we can get our hands on it. See you then. - *Takahara*





WINDJAMMERS



In the never ending quest for the ultimate fighting game, SNK has unfortunately overlooked any other type of game for the Neo Geo. I think with Data East making games for the 24-bit monster, those of us who are tired of fighting games finally have more to look forward to than just Top Hunter. With the unveiling of their first game, Spin Master, and now Wind Jammer, Data East has shown us they can program great Geo titles. Wind Jammer is quite simply, a gladiator-like Frisbee game/one on one contest. (don't laugh). I've played quite a bit of WJ and it's really kind of fun. You choose from six players, each with certain strengths and weaknesses, and there are six arenas where you are sent to play. The object is to throw or bank the Frisbee into your opponent's goal, which has different point regions, and then try to catch it when he wings it back at you. The most enjoyable thing about the game is the awesome power moves you can pull off, like turning the Frisbee into a raging ball of fire or a torpedo. Obviously much harder to catch than just your normal everyday plastic disc! After you beat a couple of the muscle bound gladiators or babalicous babalingas, you enter cool bonus stages where you either throw the Frisbee to your dog on the beach (you control the bow wow), or partake in the ever so popular sport of Frisbee bowling. I know it sounds crazy, but if you're like me, anything with a little diversity is welcome on a system that is ruled by fighting games. Is it worth two hundy? ....Nah. - *Joe D*

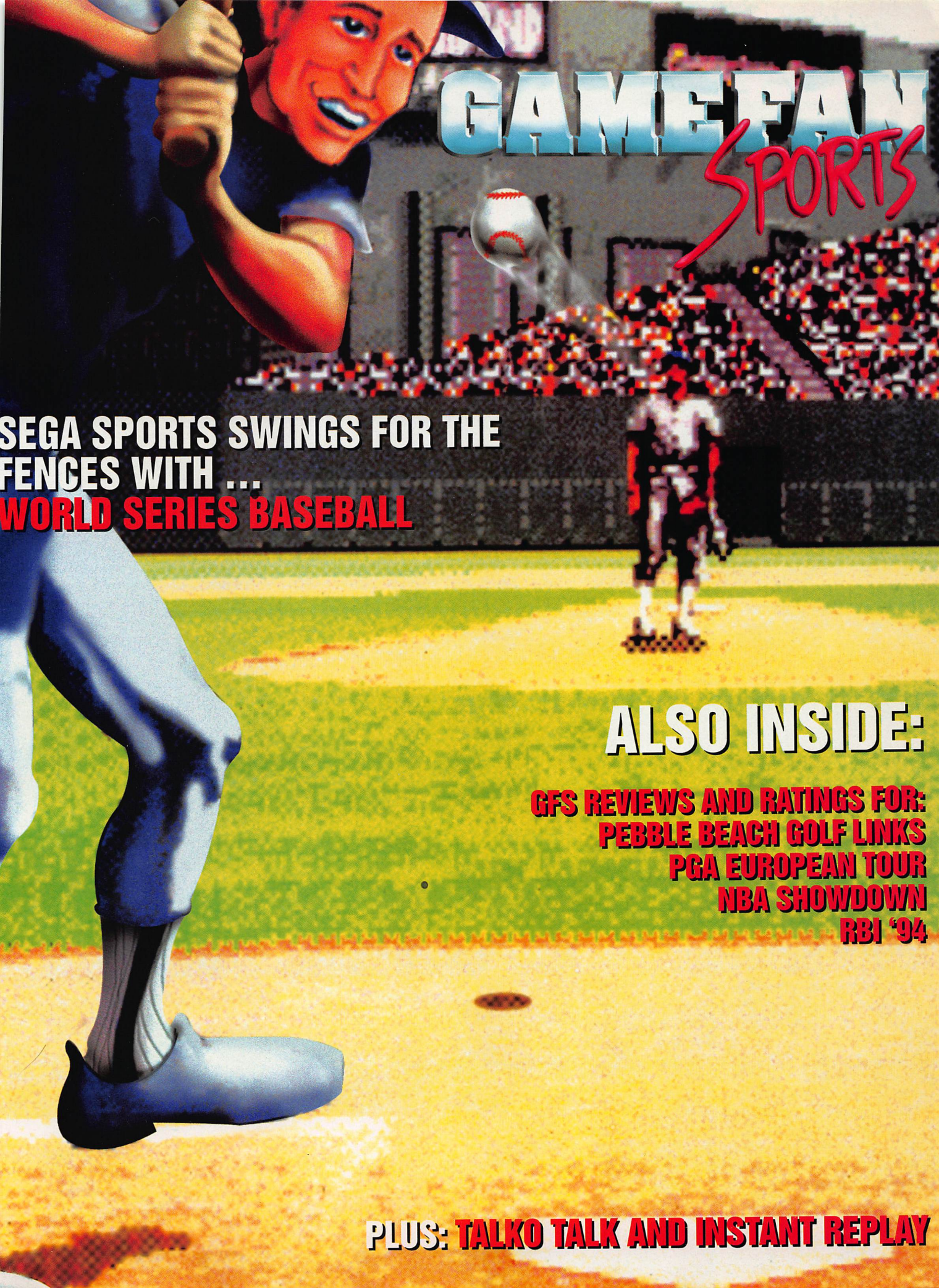
Spin master

Finally!!! A game for my Neo Geo that isn't a runoff of Art of Fighting, Fatal Fury, or World Heroes. (Hallelujah, the Gods rejoice, the heavens opens up, and life is good..... for about 20 minutes). I haven't been this excited about a non-fighting game since Viewpoint and Sengoku 2 came out. (Man, that was a long time ago!) Spin Master is the first Data East release on the Geo and it is a great 2 player action game. One of the things that makes this a great game is the interaction between the two players. Even in the one player mode, the interaction between your character and the enemies is above average. SM, unlike many of the forgettable games of today, has enough personality and humor to make it stand out above the rest. The

graphics on this game truly impress. The multi-scrolling backgrounds are colorful and very hi-res, and the character animation is excellent. All the characters are very detailed and have that classic cartoony look that the Neo Geo is famous for. Don't think for one minute that all 90 megs went towards graphics alone. The music and sound FX in SM are remarkable, with impressive sounding explosions and tunes that match the theme of each level perfectly. But wait, there's more (as if that wasn't enough). The play control is very instinctive and has quick reactions, in other words, it's good. Unfortunately, Spin Master suffers from Geo-itis, (you know, the great trip with a 20 minute life expectancy). SM is an awesome game. Awesome enough to warrant parting with 2 hundies? Mmmmm..... I'll leave that up to you. - *K. D.*

ROCKET COASTER

I can't believe it! There's actually another good game for Pioneer's high priced tank, the Mega LD. The reason this game succeeds is because the only thing the Mega Drive hardware is responsible for is one tiny sprite. Other than that, everything is rendered and the music\sound FX are all pure CD. If you've ever been on a motion ride like Star Tours or Back To The Future, then you have a pretty good idea of what Rocket Coaster is all about. This is basically a motion ride without the motion-that you control. By all means, I do not mean to be harsh on this game. It is graphically amazing and very fun to play. My complaint, as with all laser disc games, is that everything is a set pattern. You basically steer through a movie. No matter how many times you play it, it will never change. A system that could render these sprites on the fly might be worth $1,500.00, but with the Saturn, PSX, Jaguar and Project Reality on the horizon, the Mega LD remains the system for that die hard enthusiast who, No. 1; has the expendable cash and, No. 2; just has to have everything. For those people, I highly recommend Rocket Coaster. This may very well be the best this system will ever get. - Mr. Goo



SEGA SPORTS SWINGS FOR THE FENCES WITH ...
WORLD SERIES BASEBALL

ALSO INSIDE:

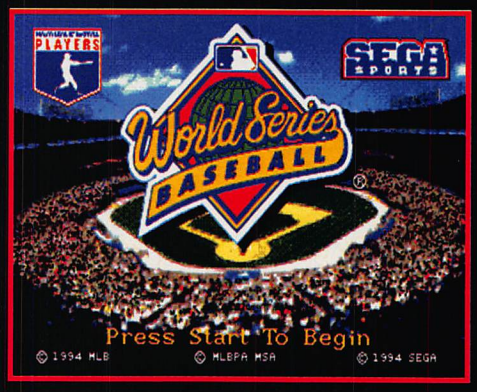
GFS REVIEWS AND RATINGS FOR:
PEBBLE BEACH GOLF LINKS
PGA EUROPEAN TOUR
NBA SHOWDOWN
RBI '94

PLUS: TALKO TALK AND INSTANT REPLAY

TALKO TALK

Welcome to the April edition of GameFan Sports. For those of you who have been reading since the section's inception (September, 1993), you will notice some significant format changes in this issue. In an attempt to provide increasingly accurate and more detailed coverage, we have doubled the amount of editorial on new games. We have also taken a close look at how the games are presented and have reworked the section's graphics to provide you with bigger, more detailed screen shots and body text that is a little easier on the eyes. In addition, we have instituted a rating system for GFS, and the Hall of Fame and Coach's Corner columns have been synthesized into "Instant Replay". This isn't the end of our job, however. Over the next few months, we will be looking at even more ways to keep giving you the best in sports game coverage...OK, enough with the self-promotion...to the news! Michael Jordan, the King of Swing?, Sultan of Swat?, say it ain't so! Do any of you remember the Warren Beatty film, "Heaven Can Wait"? Well it seems that MJ does. Build yourself a reputation, make A LOT of money and then use your well developed PR and marketing skills to force your way into professional baseball. I'm not saying that he can't do it, but have you noticed that every time they show him on TV, he's swatting some puff ball, weak crap into the cheap seats?...throw me a few of those, I'll knock 'em to the moon! I wish him luck, when those nasty big league curve balls start rocketing toward his head, he'll need it! I wanted to stay away from this one but, with all of the national coverage, I can't resist. The national media seems to be missing the point on this Tonya Harding thing. The question of her guilt or innocence is not relevant to her ability to win a gold medal or to represent her country. But her stupidity and complete lack of class are enough to keep her off of any team that I was responsible for. I don't want to hear about how she's going to "kick butt" or about her deal with Playboy (eesh! Hey Hef, my advice is to ship that one in a plain, brown wrapper!). By the time you read this, the Olympics will be history and her fate will have been determined. Even if, by some miracle, she doesn't land on her butt and she does comes away with the gold, I guarantee you won't see her goofy mug on a box of Wheaties. Well, that's all for this month...Next month, it's Spring Training!

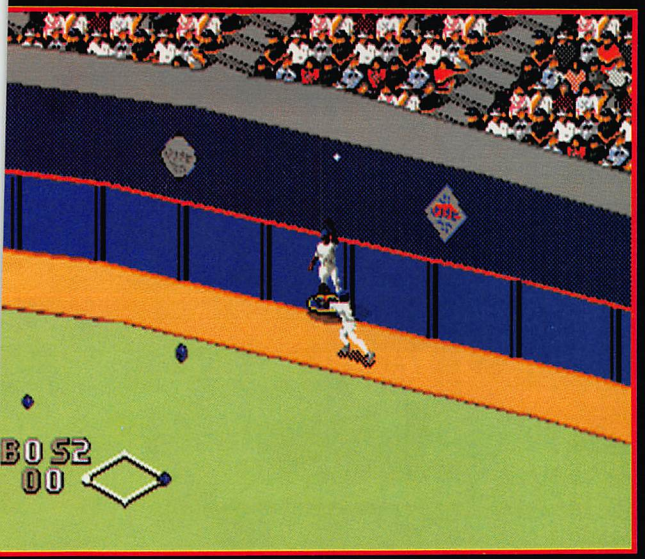
World Series Baseball

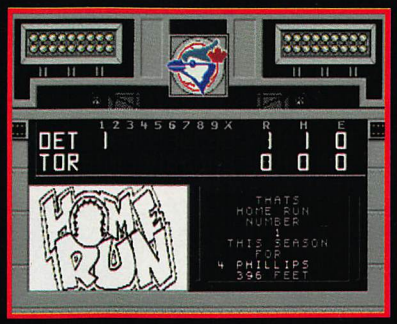


SEGA SPORTS
BASEBALL
2 PLAYER
16 MEG
AVAIL. MAR. 28

There have been many baseball games released for the various video game platforms over the years. Most of them have been developed for Japanese players first and the American market a distant second. On the surface, like the game itself, it seems simple. You hit the ball, you throw the ball, you catch the ball. Unfortunately, as the saying goes; "God is in the details". And most of the game designers have missed the complexity and subtlety that is the hallmark of the grand ol' game. In addition, the Japanese and American cultural differences are never more apparent then as shown in the game of baseball. As a fanatic baseball fan, it has been disheartening to me, over the years, to see the technology of video game systems begin to soar, only to b made painfully aware that the design artistry and love of the game that is necessary to mak THE definitive game of baseball come to life still did not exist. Enter Sega Sports and their 1 meg wonder; World Series Baseball. I will praise your name to the heavens, but I do have on small problem...

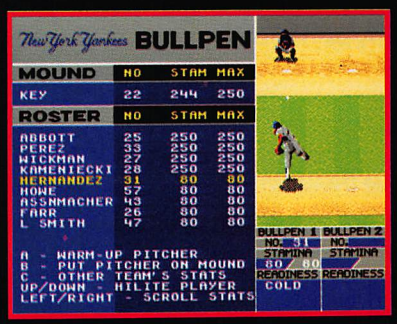
I used to have a life. I ate, slept, worked occasionally, played a little hoop and worke out...you know, I did stuff. Then along came World Series Baseball and my life ha become...FOCUSED! If the American Optometric Association is reading this, take heed...I ar becoming a perfect case study for the long term effects of video monitors on long-sufferin game players. As I write this article, I have just finished 6 straight hours as a member of th San Francisco Giants, pitching and hitting my team to first place in the National League'





ruck load of different offensive and defensive statistical categories. The game has a fully functioning lpen and the play by play commentary is unreal. Everything in World Series Baseball is under your con-l, including sliding under the tag (THANK YOU for listening Sega Sports).

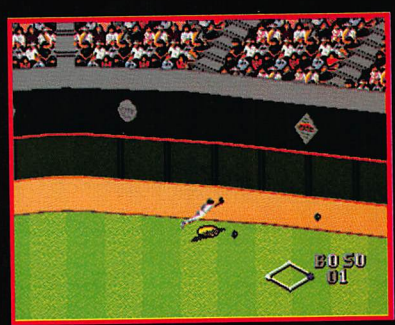
Western Division. I tell you, Bonds and Williams think they can play? They're nothing compared to their computer assisted alter egos...under MY control. I get to play in every major league ballpark (including batting practice), play through an entire season, and see my guys climb their way up the League Leaders chart in

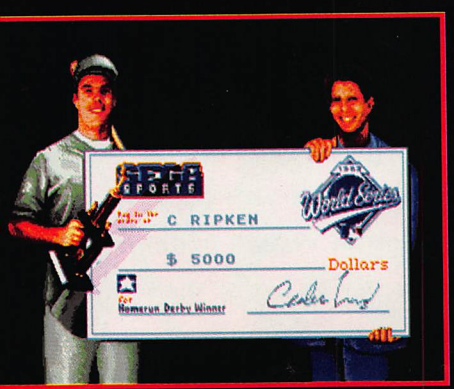


e beauty of the game begins and ends with the masterful combination of arcade style game play with tistical tracking and season play. The computer AI is second to none and the game begs to be played ain and again. The best way to describe World Series Baseball, I think, is to simply go through some of many, well planned, features of the game that make it the new leader in sports simulations. First of all, re is the statistical tracking. Not only do you get the league leaders, but the announcer keeps track of ur game statistics and your year-to-date statistics are also available on the scoreboard screen..."Now tting, number 33-he's two for four and batting .386". These stats go a long way in establishing the real-n of this game and in allowing you to make player adjustments during the flow of play. Next, the batting chanism; this can be customized to your level of arcade skill. On 'Hard', the game gives you a circle that usts in size, depending on whether you're simply making contact or hitting for power, that you must ve around the strike zone as you hit the 'C' button to initiate your swing. There has NEVER been a feel-of actually making contact with the ball like you experience in this game. When you really rip the eads, you know and FEEL that the ball is going for a ride. Also, you can immediately tell what part of the d that ball is screaming toward...the mechanics and physics are that accurate!

addition, the game turns its attention to details like; bullpen pitchers that actually warm-up, balls that unce into the stands for ground rule doubles, fielders that, when pushed into the fence, collapse in a umpled heap, accurate dimensional and proportional realism in the stadiums, incredible realism in the ayer animation and players that play like their namesakes (including left and right-handed players in the view). The only place that I have been able to notice, where the level of realism falls down, is in the 3/4 ew of the ballparks (they are not consistent with the digitized backgrounds in the pitcher/batter screen d, because of memory limitations, they are more generic) and in base running (in the pre-release version the game that we used for this review, you could advance to the next base on a fly ball, without tagging-). Other than these areas, World Series Baseball is the best thing to ever happen to the game on the me screen.

end to be naturally enthusiastic toward new sports product (thus the job...), or very disappointed when a oduct does not live up to its advanced billing. We have been expecting great things from World Series aseball and Sega Sports has been well aware of what they have for some time. When I spoke of my com-ete dedication to this game, I wasn't exaggerating. I plan on finishing a season BEFORE the official lease of the game (Doug, this is one EPROM you may never see again). World Series Baseball will be leased (along with NBA Action) on March 28, to coincide with the beginning of Spring Training. For base-ll games, this will be like the release of Street Fighter 2...World Series Baseball is going to leave a con-derable wake behind it with the competition trying desperately to stay afloat. I hope that you get your me on someone's waiting list, because, like a Canseco shot, WSB will be going, going, gone... - *Talko*





I used to have a life. I ate, slept, worked occasionally, played a little hoop and worked out...you know, I did stuff. Then along came World Series Baseball and my life has become...FOCUSED!

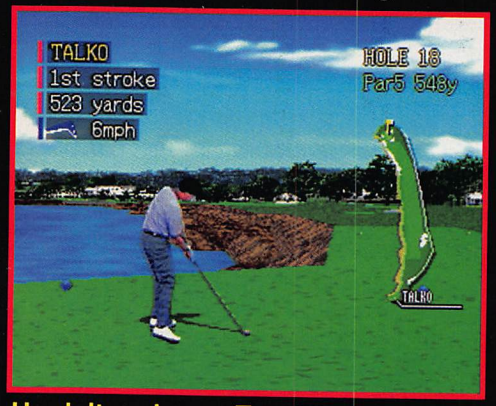
PEBBLE BEACH GOLF LINKS

PANASONIC GOLF 4 PLAYER CD AVAIL. NOW

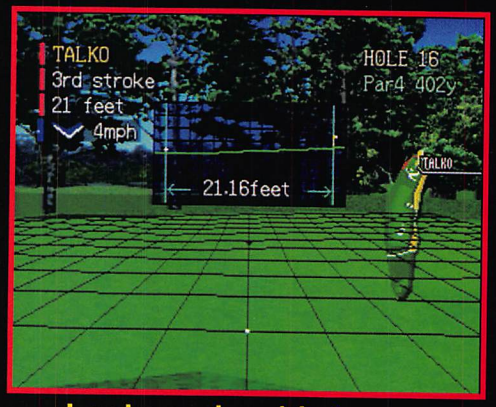
If you saw our March issue, then you already know all about Pebble Beach Golf Links for the 3DO. Our coverage of the game included overlaying a shot from the play screen over the FMV hole opening, fly-by sequences. This may have caused a little confusion. As you can see by the accompanying screen shots, the actual play screens are FULL SCREEN-not partial and the FMV sequences serve as an introduction, but are not part of the actual play mechanics. We apologize for any confusion this may have caused for our readers and 3DO owners. But, hey...it gives us one more chance to show you just how great a game Pebble Beach is!

Since last month's report, I have been playing the Beta version of this title almost non-stop. But, that is not enough. I am waiting for the boxed version of the game breathlessly-as any truly addicted, obsessive hacker would. The interesting thing is that I've been able to play this game just as the AT&T tournament was being held at Pebble Beach. It is amazing to compare the game to the real course, side by side, and see the incredible degree of accuracy in the game layout. This is the result of the great design work of T&E Soft's dedicated team of programmers, artists and golfing fanatics that seem to be in this business for the pure love of the game.

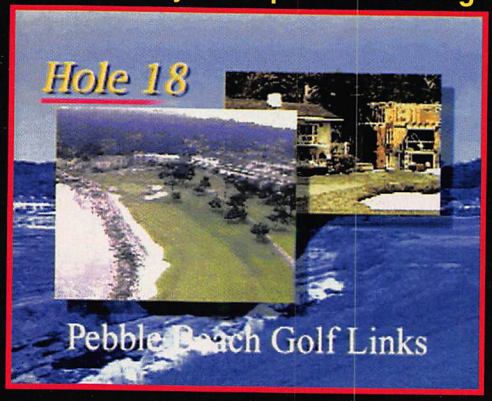
The game of golf has never been presented as well as in the 3DO version of Pebble Beach and the gameplay is better than any cartridge game currently available. And equal to the vaunted "Greens" and "Links 386" for PC. T&E Soft has effectively created the "Madden" of golf. Pebble Beach establishes that kind of benchmark for all of the other developers to set their sights on and they are going to be hard pressed to best this game. The only potential areas for improvement that I see are in the ball flight and sound areas. It would be nice to see real-time movement of the ball, a la "Greens", and to have a commentator in the game itself (PB has commentating, but only during the hole fly-by sequences). Taking both of these comments into account, Pebble Beach Golf Links is outstanding and one of the best 3DO games released to date. I hope that T&E and Panasonic create an extensive series of golf games on the 3DO (Waialae Country Club has already been announced) and that this game sells through the roof...it deserves to. Can you imagine playing La Costa, Torrey Pines, St. Andrews or (maybe) Augusta on your 3DO?...I can! In the meantime, enjoy the dramatic beauty of Carmel, CA and play one of the best, toughest courses in the world; Pebble Beach! - *Talko*



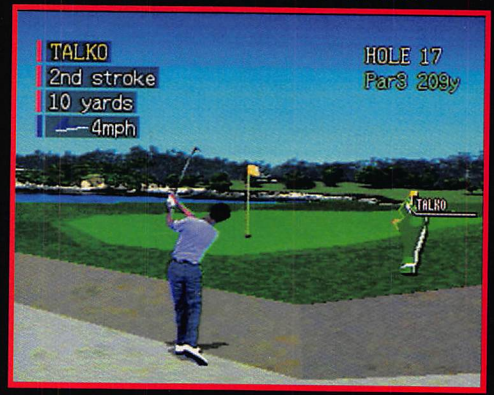
Hook it and your Top-Flite's surfing!



Looks make-able to me.



The best finishing hole in golf!



Blasting out of the kitty box!

93%

The game of golf has never been presented as well as in the 3DO version of Pebble Beach and the gameplay is better than any cartridge game currently available.

R.B.I.™ '94

BASEBALL

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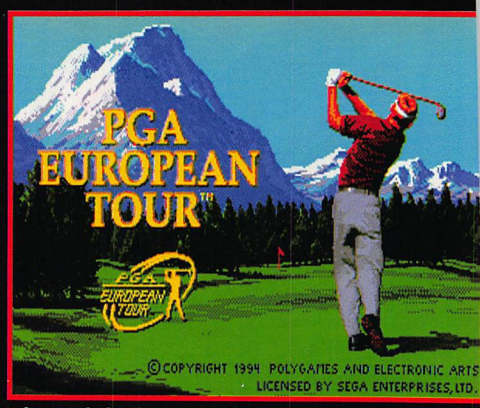
PGA EUROPEAN TOUR

E.A. SPORTS
GOLF
4 PLAYER
8 MEG
AVAIL. NOW

PGA European Tour could easily have been titled; "PGA Tour 2-The European Vacation". EA Sports, known for the quality PGA series on the Genesis, SNES and personal computers, has decided to go international with their latest release. There are really no play improvements or new standards in graphics or sound, or no new engine that is going to have you drooling to buy a new golf game. The game plays exactly like its award winning older brother, with the exception of the five new European courses and the advise that is given you by Seve Ballesteros, Ian Woosnam, Sandy Lyle and the rest of the 'big' names on the European tour.

Not that this is a bad thing, mind you. PGA European Tour, like its predecessors, is a very accurately detailed depiction of the game of golf. Unfortunately, time (and competition, see our Pebble Beach review last issue) has lessened the impact of what were, at the time of the original's release, considered to be stunning visuals. PGA European Tour suffers from very flat, one-dimensional graphics that rely on various inset windows and sub-screens to give the player all of the required contour, lie and slope information. The effect that this has on game play is that it lessens your sense of actually being "on" the course you are playing. And, after awhile, all five courses; Wentworth Club, Forest of Arden, Crans-sur-Sierre, Le Golf National and Valderrama start looking the same.

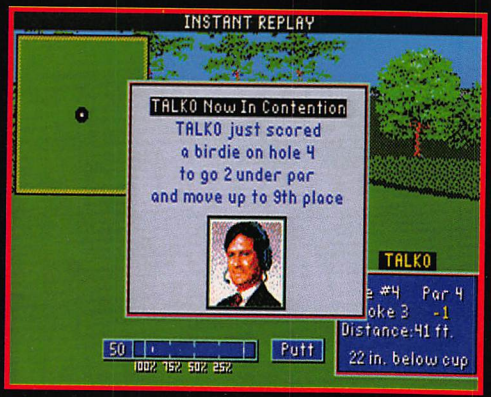
So much for the below par part of the game, here's why golf fans



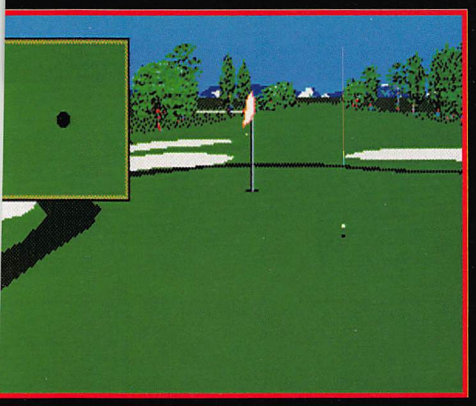
should buy this game...play mechanics, play mechanics, play mechanics! Every time I look at this game and think; "Geesh, this game is flat and lifeless...get something else up on the screen", I get the read on a 30-footer and drain it...to the immense pleasure of the cheering throngs! The PGA series (especially 2 and this game) continues to amaze avid golfers with the designers uncanny sense of the 'feel' of the game and their ability to bring to life the subtle nuances that make golf, at the same moment, exhilarating and maddening. I can't tell you how many times I have had the perfect read and then juiced the ball just enough to have it lip around the cup or, being the 12 handicapper that I am, simply tried to get the ball on the green, without considering the contour and shape of the 'dancing' surface, only to find

Play the wind.

Bernhard's a big hitter!

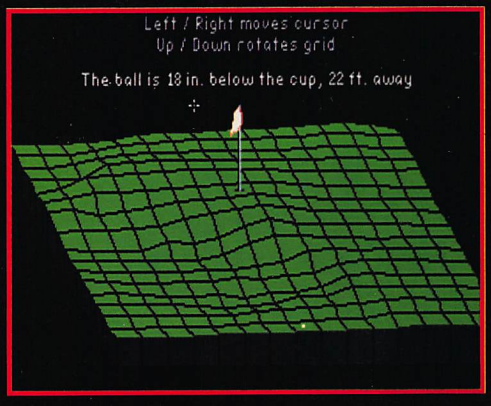


That Talko, movin' up the leaderboard!



You're on the dance floor!

Listen to the man, he knows of what he speaks.



The key to success is reading the breaks.

Courses, give me courses!

Some prime French real estate.

it almost impossible to get down in two. This IS real golf and I swear this series has made me a better player on the 'real' links.

To give you an example of what I mean...One of the most difficult concepts for any amateur golfer to master is 'back-spin'. You see the pro's on TV do it, but it is almost accidental for most hackers. By playing PGA, I have been able to develop the tools in my real game to become much more consistent in the application of back-spin. The key lies in hitting from a clean lie on the fairway and making strong contact with the 'sweet-spot' of the club face.

If both of these things are true and you get good loft on your hit, shoot behind the cup and watch that Top-Flite skip back toward the hole...it's in! Don't believe me? Hah!...you should've been there when I drained a 151 yd. five iron, on the 372 yd. sixth at Le Golf National!

The other major factor that makes PGA European Tour a required purchase (for me, at least) is the long term play value of the game. Like the first two games, PGA European will track all of the most relevant statistics and keep track of your tournament earnings for as many tournaments as you want to play. When you take into consideration that you can do this over five different courses and can stop play and save at any point in a game, PGA European quickly becomes an instant 'play it again' option for golf nuts. And this game isn't just about tournament play, you can compete in a Skins Challenge, a Shoot-Out or simply spend some time refining your game with a practice round or some time out at the range or around the green. And, you're competing against the best pro's over the pond! They are a friendly crowd and will give you welcome advise, but don't underestimate their ability to thrash you out on the course! Just when you're feeling good about yourself, looking at four under in the second round and moving up the leaderboard, Ballesteros will get on one of his patented streaks and, before you know it, he's got you by three strokes and you're quickly out of the money. This is at the heart of what makes PGA European Tour outstanding; the combined feeling that you get of total exhilaration and complete frustration...the essence of golf!

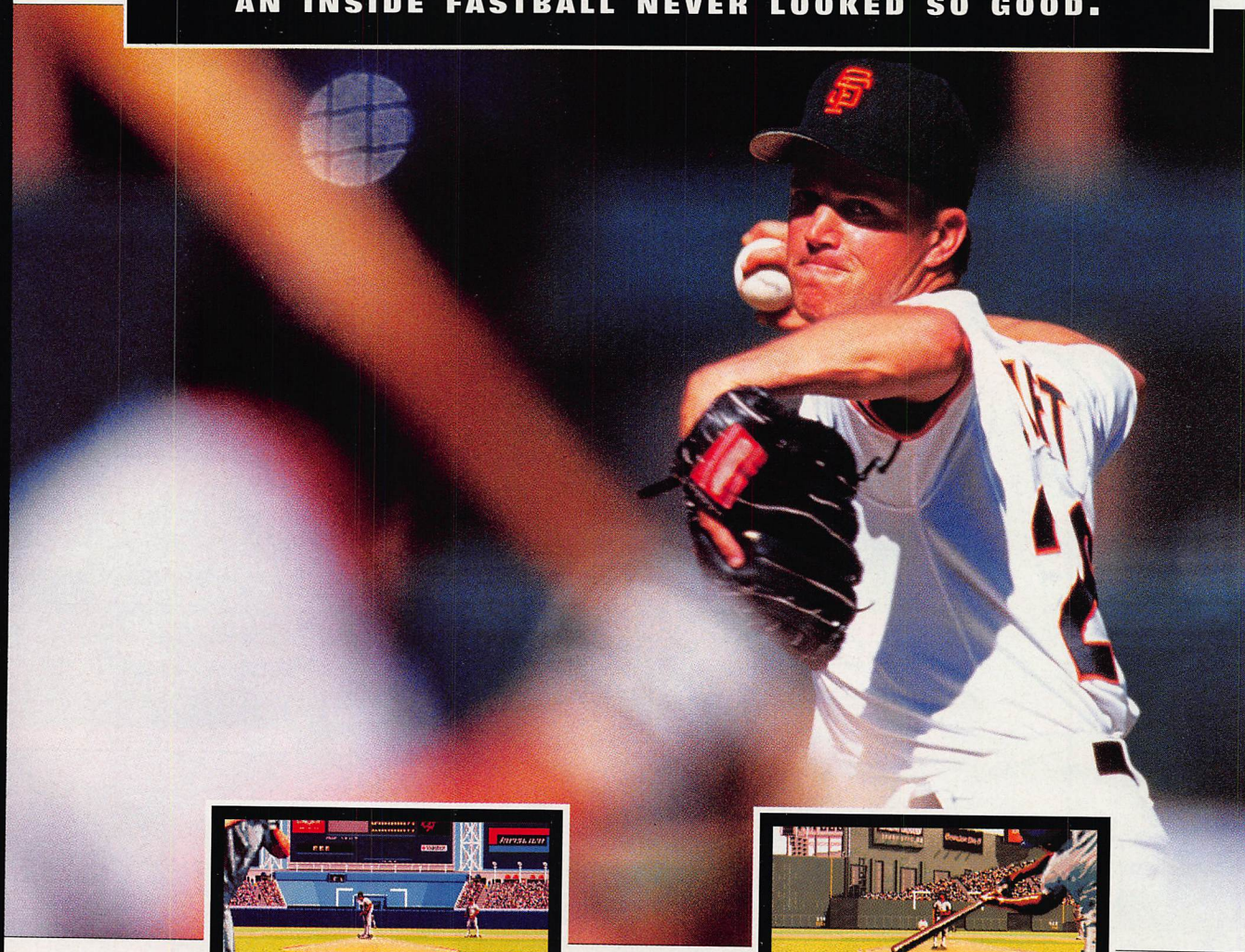
Genesis golfers have been pretty lucky. As opposed to other video game sports, where the quality of the games have been hit and miss, golf games on the Genesis have been of a consistently high quality. First, there was Arnold Palmer and the original PGA Tour. And, now, we have Pebble Beach and this very impressive title. For golf fans, it doesn't get any better than this and PGA European Tour is a must buy. It is time to dust off the clubs and clean your shoes because EA Sports is calling you back to the links for another round of some of the sweetest golf you can play this side of Augusta. - *Talko*

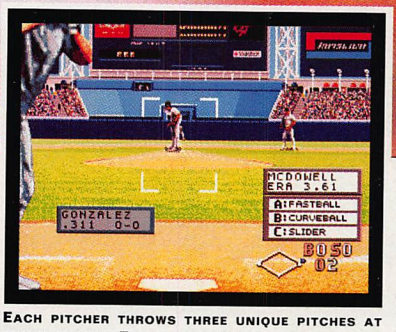
For golf fans, it doesn't get any better than this and PGA European tour is a must buy. It is time to dust off the clubs and clean your shoes because EA Sports is calling you back the links for another round of some of the sweetest golf you can play this side of Augusta.

92%

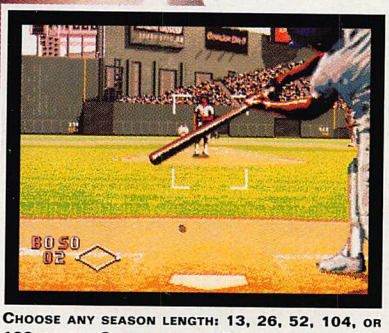
World Series BASEBALL®

WITH OUR NEW IN-THE-BATTER'S-BOX-VIEW AN INSIDE FASTBALL NEVER LOOKED SO GOOD.

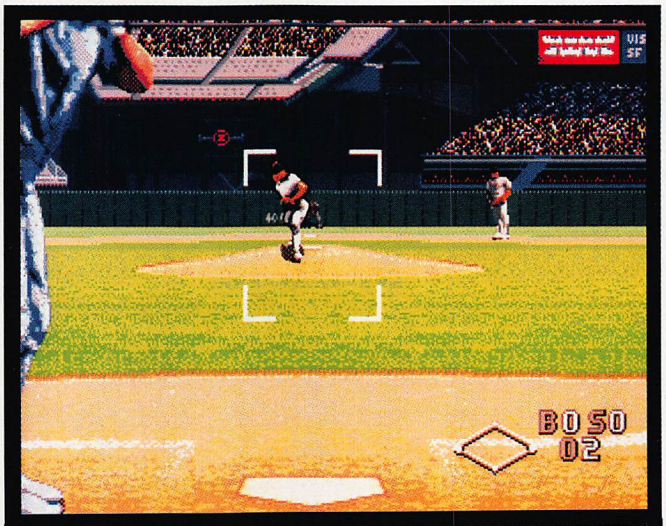




EACH PITCHER THROWS THREE UNIQUE PITCHES AT THREE SPEEDS. EVERY PLAYER HITS ACCORDING TO HIS LIFETIME STATS.



CHOOSE ANY SEASON LENGTH: 13, 26, 52, 104, OR 162 GAMES. CHECK OUT THE GREEN MONSTER HERE IN LEFT FIELD.

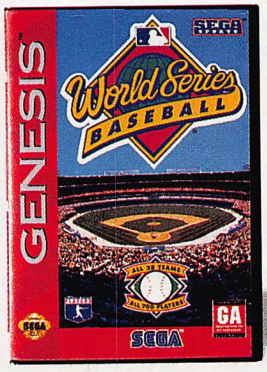


YOU GET HOME RUN DERBY, BATTING PRACTICE MODE, IMPROVED SPORTSTALK COMMENTARY AND A BATTERY BACK-UP SO YOU CAN SAVE ALL OF YOUR STATS.

THE *IN-THE-BATTER'S-BOX-VIEW* IS REASON ENOUGH TO GET SEGA'S WORLD SERIES BASEBALL.* NO OTHER GAME HAS THIS SPECTACULAR NEW ANGLE. IT PUTS YOU RIGHT IN THE BOX WITH THE GAME'S BEST HITTERS. GUYS LIKE BARRY BONDS, PAUL MOLITOR, CECIL FIELDER, FRED MCGRIFF, TONY GWYNN, KIRBY PUCKETT, DARREN DAULTON, AND JOHN OLERUD. AND ONLY WSB FEATURES *ALL 700 PLAYERS AND 28 MAJOR LEAGUE CLUBS* IN THEIR *HOME BALLPARKS*. YOU ALSO GET *DIGITIZED PITCHING, BATTING AND FIELDING*, AND *STATS FOR A FULL 162 GAME SEASON*. GET WORLD SERIES BASEBALL. AND GET THE BEST VIEW IN BASEBALL.

REAL TEAMS REAL PLAYERS

WITH NEW DIVISIONS MANY FREE AGENT MOVES



SEGA SPORTS™

WE SWEAT THE DETAILS.™

*Also available on Game Gear.

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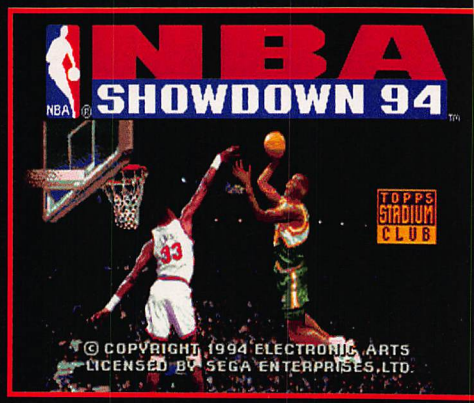
NBA Showdown

E.A. SPORTS
BASKETBALL
4 PLAYER
16 MEG
AVAIL. NOW

All hail to the new king of 5 on 5 hoops-video game style! That's right, basketball junkies, with the release of NBA Showdown '94, EA Sports has given gamers the ultimate basketball simulation. No, Dr. E isn't in need of professional analysis-NBA Jam doesn't count as a simulation! Now, I know you're all saying; "Not another Lakers vs Celtics vs Blazers vs Team USA vs Godzilla, EA down the drain, frustration fest!" but, believe me, the times-they are a changin'.

The sports nuts in San Mateo have created a new engine to drive their new b-ball machine and it's a screamer. Everything that made the previous titles unplayable; ie congestion in the lane, 7,000 blocked shots per game, slow, choppy animation, etc. are all mercifully gone. Instead, NBA Showdown is packed with end to end excitement, a wide variety of dunks (more than you'll be able to count) that will have you doing the instant replay thing over and over again, easy to control ball movement that Bird would be proud of and a lengthy list of options to make this cart. worthy of Dr. E's shelf space (very limited). One of the key elements that you will need to have a firm grip on is passing. This is done by simply holding down the 'B' button, then toggling through your teammates to find the open man. Tip; Always look back door, or wait



for a layer to cut through the lane-you'll find many a dunk this way! Also, if you time it just right, you'll be treated to the ultimate-the Shaq's backboard breaking, earth shaking, glass all over the place, funk dunk! This may take practice, as I've done it only a handful of times. Another noteworthy item is the play calling option that lets you decide when it is time to clear out the side, or post up the big guy for the game winning shot-this is a great feature!

Did I mention dunks? Only NBA Jam surpasses the in your face-ness doled out in the Showdown! The dunks are endless and never get routine-just wait until Kemp rumbles down the key, tosses the ball over your head, off the glass, catch-

"Hi I'm Trad, let's play some hoop."

The patented finger roll.

Rodman goes in your face!

This is how to impress the coach.

"We gotta play WHO next?"

es it, rams it home and then crushes the poor sap that got in the way! And how about the Sprewell Tomahawk? Or the Larry Johnson switch hands in mid-air, double clutch reverse? And then there's my favorite-the missed dunk! That's right, picture the Shaq going in for the destructo dunk, catching all front iron and then landing on his butt as the ball flies to half court! Ah, I love a good miss. It's about time somebody put it into a game! Now, if you could only block the dunk attempts-that would be awesome!

As you can see by the surrounding photo's, NBA Showdown is the real deal-no tiny, little guys on an oversized court, no munchkins with balloon heads running into each other and no goofy mascots like the Zoomers or Typhoons. Everything is perfectly proportionate-little guys come up to the chests of the big guys, three steps from the top of the key to the hoop and the ball is about the size of most players' heads (sorry, X-Man). While all of these features paint a pretty picture, it ain't worth a thousand words without what, up to this point, has been the elusive playability factor in 16-bit hoops. NBA Showdown has captured the silky smoothness of a quick head fake and the explosive first step of a Reggie Miller (ah, to be a Bruin in the spring time!), or the ball fake of a John Stockton-followed with a "no-look" reminiscent of the Magic man. Then, there's the drop step jam from Phi Slamma Jama's Hakeem the Dream and that sweet stroke of Mullin's. Little details like these make the game twice as enjoyable and insures that each contest of the 82 game schedule (26, if you prefer) will be a sellout!

Clearly, EA Sports is back on top of the 16-bit basketball world. I can't imagine putting this game down until I have finished the 82 game season and waltzed to the NBA Finals! On the overall scale of basketball games, and sports games in general, NBA Showdown '94 is a solid 91%. Only two things could improve the rating; better rebounding and rejections...although I'm getting used to the shot blocking. Now, if you're named after a Tex-Mex food/jibbering idiot, and you couldn't dunk donuts, then you might think NBA Showdown is merely a playoff contender. And that the ruler of the video b'ball roost is Sega Sports' NBA Action. Well, fine-but don't come crawling to me for tickets to the finals! Showdown in Chiptown is no contest-EA Sport's NBA Showdown is Dr. E's "blue chip pick!" *- Dr. E*

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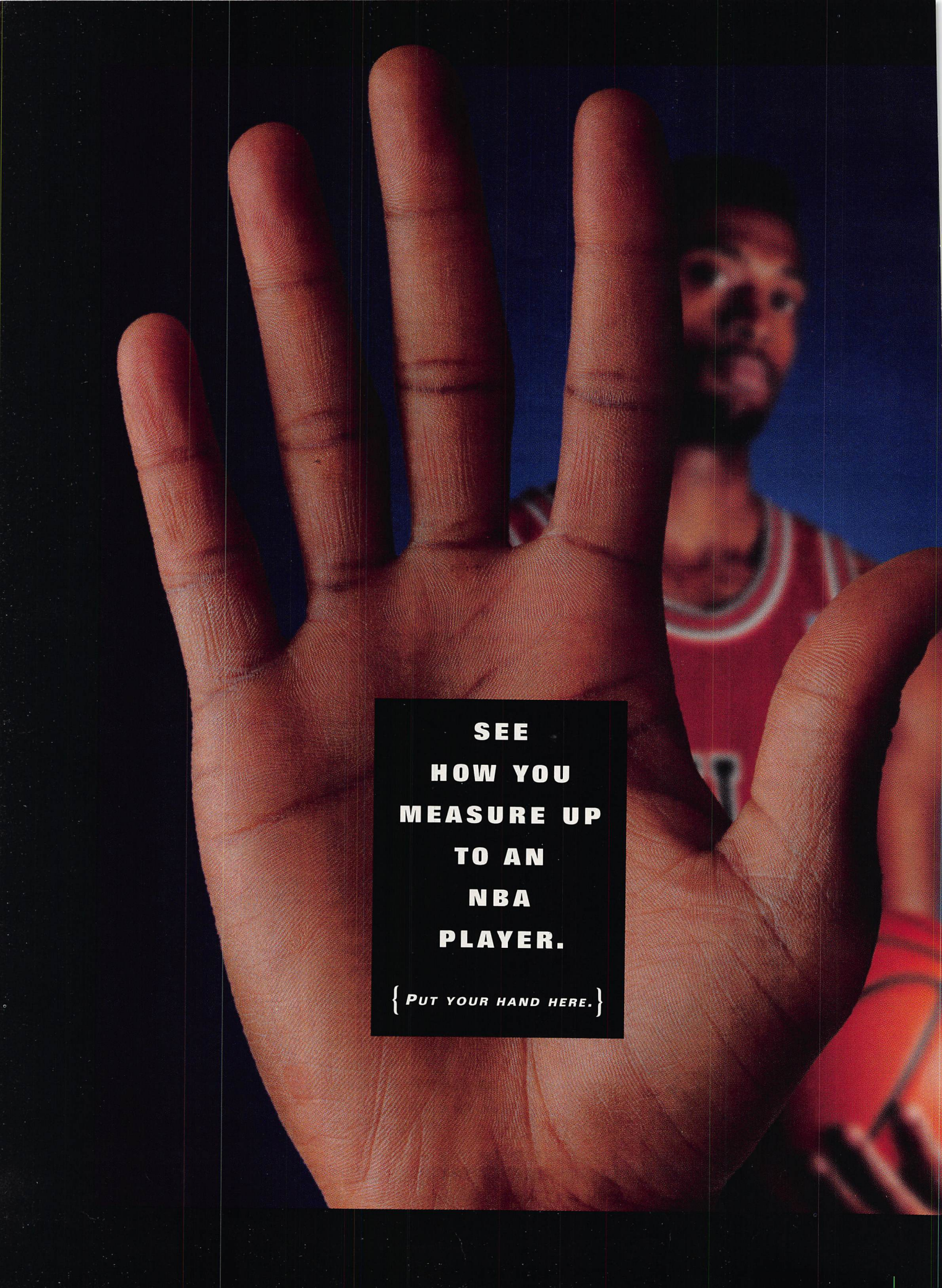
91%


SEE
HOW YOU
MEASURE UP
TO AN
NBA
PLAYER.
{ PUT YOUR HAND HERE. }

NBA ACTION '94

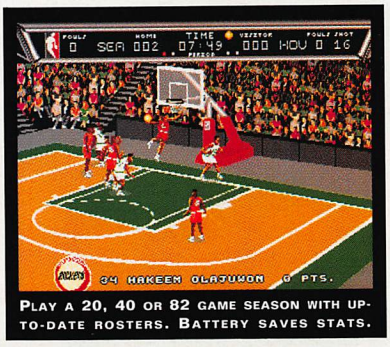
HOSTED BY MARV ALBERT

PLAY WITH REAL NBA PLAYERS LIKE ROBINSON, KEMP, JOHNSON, MALONE, WEBBER AND MASHBURN.

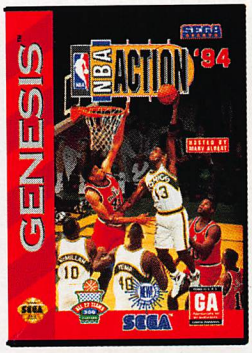
THIS IS THE HAND OF AN NBA PLAYER. THE REST OF HIM IS JUST AS BIG. AND UNLESS YOU GROW TEN INCHES, DEVELOP LIGHTNING-FAST REFLEXES AND A DEADLY JUMP SHOT, YOU PROBABLY WON'T BE PLAYING WITH HIM ANYTIME SOON. THAT'S WHERE **NBA ACTION '94*** FROM SEGA SPORTS COMES IN. THIS IS THE MOST REALISTIC 16-BIT PRO BASKETBALL GAME. WITH ***DIGITIZED PLAYERS*** THAT RUN, JUMP, PASS AND SHOOT JUST LIKE THE REAL THING. AND UNLIKE SOME BASKETBALL GAMES, **NBA ACTION** HAS ALL ***27 NBA TEAMS AND STAR PLAYERS.*** THERE'S ALSO ***COLOR COMMENTARY*** BY ***MARV ALBERT*** AND A ***HALL OF FAME OPTION*** THAT LETS YOU PLAY WITH 30 ALL-TIME GREATS. SO GET **NBA ACTION '94** FROM SEGA SPORTS AND EXPERIENCE NBA BASKETBALL.

YOU GET SPEED BURSTS, INSTANT REPLAY, 3-POINTERS. UP TO 5 GAMERS CAN PLAY AT ONE TIME**.

REAL TEAMS REAL PLAYERS NBA



PLAY A 20, 40 OR 82 GAME SEASON WITH UP-TO-DATE ROSTERS. BATTERY SAVES STATS.



SEGA SPORTS™

WE SWEAT THE DETAILS.™

MULTI-PLAYER TEAM PLAYER ADAPTOR

NBA Action is also available on Game Gear.

***1 or 2 player Game unless used with TEAM PLAYER adaptor (sold separately).*

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RBI Baseball '94

TENGEN
BASEBALL
2 PLAYER
8 MEG
AVAIL. APRIL

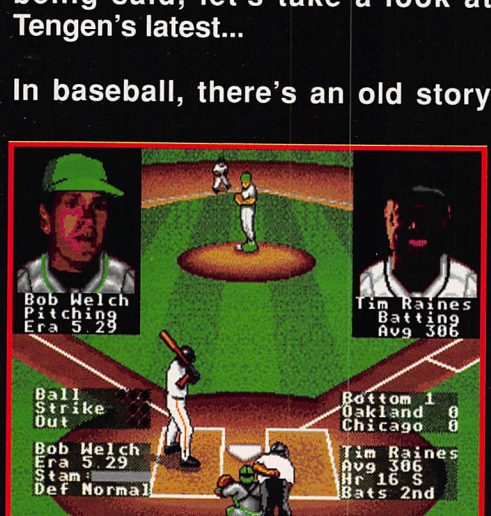
I need to alert potential buyers of this game to the mind set I am in as I review it. First of all, I've had the pleasure of playing World Series Baseball, from Sega, for the past 6 weeks. Playing RBI '94 after that game is sort of like driving a Porsche, then wrapping your hands around the steering wheel of a Hyundai. It's not so much that the Hyundai is a piece of crap, its just that your expectations and requirements have been taken to a higher level. With all due apologies to the designers who were given the assignment of taking RBI '93 and making it RBI '94, this game has the same chance of impressing you as the Hyundai dealer after you returned from that test drive...slim to none. With that being said, let's take a look at Tengen's latest...

In baseball, there's an old story about the guy that Lou Gehrig came in for at first base. Gehrig went on to play over 2,100 straight games...the other guy? Well, he disappeared into the depths of baseball lore with hardly a trace. The same thing is bound to happen to RBI '94. The game offers no competition to the quality of World Series Baseball and is barely a "tweaking" of RBI '93.

What RBI '94 does offer is your standard game of arcade baseball that attempts to show itself off as a simulation. The game features a truck load of options; ranging from a Home Run Derby and fielding contest to Game Savers and full season play (via password). Unfortunately, most of these features were present in RBI '93 and owners of that title are going to find precious few reasons to "upgrade" to the new game. As a

long time player of arcade and home video baseball games, have seen the market reach a maturity level that has brought with it increased competition and more sophisticated game design. With this increased maturity level comes increased expectations from the consumer and even greater demands on game designers. Tengen seems to have ignored the need to push their existing game to the 'next level' and, in fact, seem to have taken a few steps back with their latest release.

There are many problems with this game, the first of which is the validity of bringing it to market at all. This is the FOURTH game of RBI on the Genesis and the third that has made use of the current engine. It's not like Tengen started out with Madden. This game has been, at best, strictly 'B' quality



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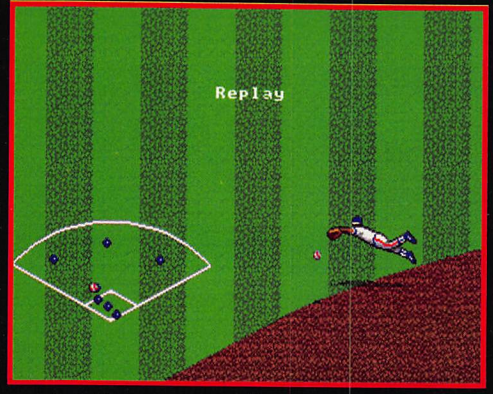


Dive...Dive...Dive...!

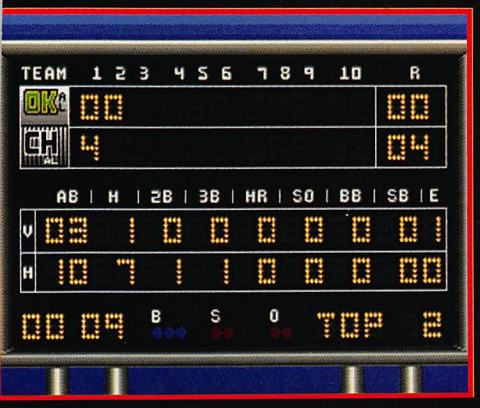
Geesh, I got my pants dirty.

This boy's takin' him deep!

"Oh, say can you see..."

Some stellar work by the left fielder.

He's breakin' for the plate!



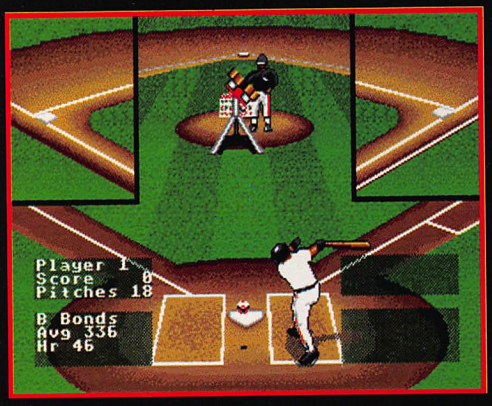
All the news that's fit to project.

"How ya doin' four eyes?"

and then only because the competition has been so weak in this category. I felt ripped off playing this game and I didn't have to buy it! Tengen bumped RBI '94 up to 16 meg, although I don't know where the memory went. There are some new pitcher and batter animations that are fluid and lifelike, but the fielder and base runner animations have remained the same and the pitchers short arm the ball...and these were the areas that required the most work. The designers have also made a weak attempt at doing 'player cards' that they make use of in the animation windows during the game. The graphic quality of these animations is way below current 16-bit standards, to the point of being laughable in places. Lastly, the stadiums are way too generic and they are HUGE. The proportional relationship between the players and the ballpark is WAY off and it seems like you are scrolling through the outfield forever.

These memory usage problems pale in comparison to the massive artificial intelligence problems and disconnected logic in RBI '94. If the computer opponent attempts to pick off your runner, you can take off toward the base and you will steal it un-contested. Manual control of your fielders is nearly impossible, which means you spend all of your time on defense picking bases to throw to. Computer infielders and outfielders wait for the ball to get to them and are constantly throwing to the wrong base. And there is little control over hitting, offering almost no satisfaction to the player. In addition, the game is too offensive minded with only a minimally effective endurance meter being the sole way of monitoring your pitcher's strength. The MLBPA license is barely made use of as well. The rosters do not reflect off season trades and acquisitions and there is no active statistical database or battery to monitor your progress through the season. I could go on and on about the reasons I dislike playing RBI '94. But perhaps the most telling reason is that I find it an arduous task just to play one game, let alone write down a series of passwords to make it through a 162 game season.

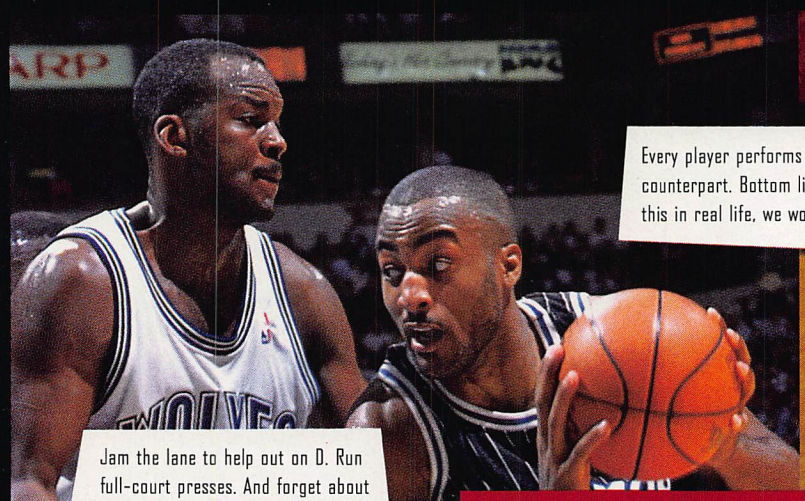
The question remains; why release a re-hashed version of a decent game in the face of MASSIVE competition that not only has a superior game but stronger ability to market that game? If I had the answer to that one, I suppose I would also know why there are 8 soccer games coming to market and only one skiing game. The fact remains, future baseball games will pay homage to the Sega title and, Sega or no, RBI '94 just isn't a game that I'm interested in playing. I'm afraid that Tengen has gone to the well one too many times and RBI '94 is what they dredged up. Run to your local retailer and plunk down your bucks on World Series Baseball, that's the game you want to play. Leave RBI '94 to the bargain bins and Hyundai drivers...you don't need it. - *Talko*



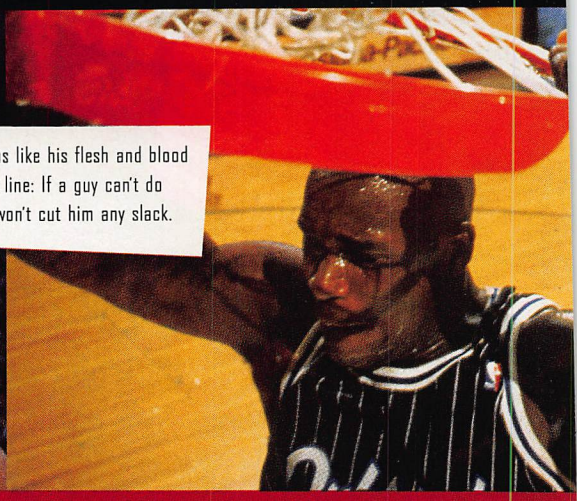
"Maybe I should try T-Ball!"

Tengen seems to have ignored the need to push their existing game to the "Next Level" and, in fact, seem to have taken a few steps back with their latest release.

59%

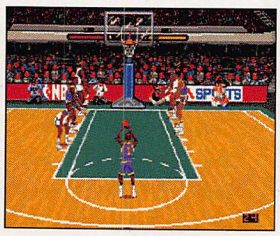


Every player performs like his flesh and blood counterpart. Bottom line: If a guy can't do this in real life, we won't cut him any slack.



Jam the lane to help out on D. Run full-court presses. And forget about playing zone. This isn't JV ball.

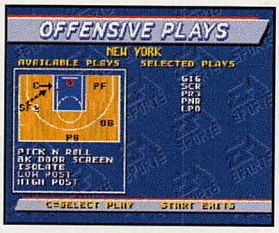
IN THIS LEA
PLAYERS ARE
(KIND OF LIKE
THAT CA



This year we've added a unique free-throw perspective. So even if you have a bad night at the stripe, you'll still enjoy the view.

It's a bird. It's a plane. (Actually, it's the Worm's new lid. We also threw in Mullin's flattop, Grant's goggles, KJ's goatee, and more. You'll see.)

Tell your point guard which play to run. Drape your defensive wiz all over their go-to guy. You're the coach. And hey, you don't even have to slick your hair back.



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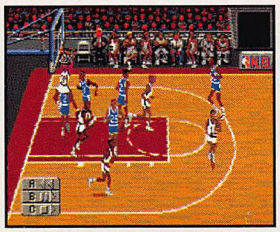
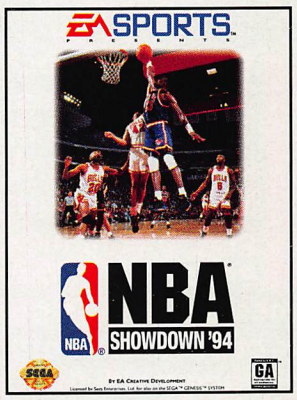
Sega." Buy games and accessories with this seal to be sure that they are compatible with the Sega" Genesis" System.



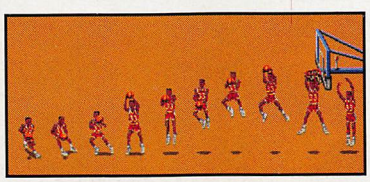
With ultra-fast 5-on-5 play and full-season schedules, this is as close as you can get to the real thing without acquiring a few floor burns.

Players' heights are all realistically portrayed. Which inevitably leads to the occasional, uh, mismatch.



Penny? Here. *Oetlef?* Ja. *Kemp's Pretty Boy Slam?* Check. It's all here in NBA Showdown '94 for Sega™ Genesis.™ Every NBA® player has been rated in fourteen categories by the Topps™ Skills Rating System – that's over 4500 ratings in all. So everyone's individual game is ridiculously true to life.

GUE. NO TWO EXACTLY ALIKE. SNOWFLAKES N DUNK.)



You get everyone's patented moves. Shown here: The 180 Scoop Slam, sole property of Mr. Scottie Pippen.

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

Some guys tug on their shorts and take a breather when they're tired. It's part of the game, so naturally it's in ours.

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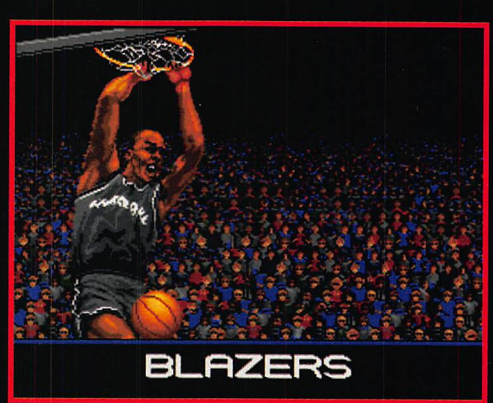
INSTANT REPLAY

TECMO SUPER NBA

TECMO BASKETBALL
2 PLAYER
8 MEG
AVAIL. NOW

We launch this column, which aims to combine the best of Hall of Fame and Coach's Corner into one, with a look at Tecmo's acclaimed king of the SNES hardcourt; Super NBA Basketball. Making use of excellent, fast-paced, arcade style play mechanics and simulated season play over an entire 82 game NBA season, Super NBA has been the b'ball game to beat for some time on the SNES. This game is Tecmo at their best with all of the close-ups, dunks, great animation and player management that has become the hallmark of Tecmo sports product. I really had fun pulling this one out of the closet. Over a year has passed since this game was finished and it still looks great and plays like a bandit. There has been no b'ball game to come to market since on the SNES that can come close to the quality and fun of this game. I believe that at the heart of what makes Super NBA great is the timing and flow of the game. Moving the ball up and down the court has never been easier and the action is non-stop as you fly toward the hoop on offense and position yourself for the rejection on defense. You can control play calling, substitute, call time outs and call-up instant replay for your greatest highlights and most embarrassing moments. The key to success in the game is defense, defense, defense. It will be a high scoring affair, with you on the losing side, unless you can master filling the lanes, switching to the defender nearest the ball, and positioning yourself for the rebound or block. For those of you who have been playing this game for some time, this should all be second nature by now. But you hoopsters just entering the world of Super Nintendo pay heed; Tecmo's Super NBA Basketball is the king of roundball and it will require that you be at the top of your game. That's all for this month, look to Instant Replay next month when we will take a look at David Robinson's Supreme Court on the Genesis. - *Talko*



NOW AVAILABLE ON SEGA GENESIS

GAMETEK

Nigel Mansell's World Championship

RACING

"One of the hottest, and most realistic racing games available for the Super NES... eye popping graphics, incredible game play, responsive controls, loads of options, ... FIVE THUMBS UP!"

– GAMEPRO

"This is the best racing game on the market..."

– THE MIAMI HERALD

"Nigel Mansell includes just about every option you can think of in a racing game... Gametek is challenging for pole position of Super NES racing games..."

– NINTENDO POWER

SUPER NES

SUPER NES

GENESIS

GENESIS

Drive it home.

AVAILABLE FOR SEGA GENESIS AND THE NINTENDO ENTERTAINMENT SYSTEMS

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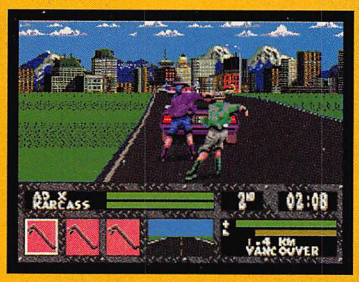
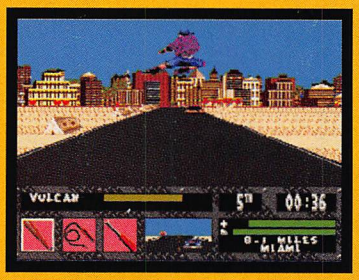
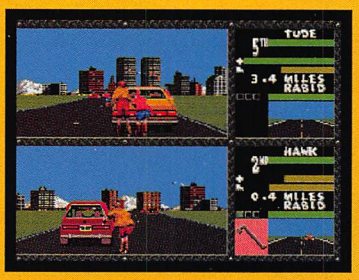
SKATIN'.

HIT







WARNING

DON'T EVEN THINK ABOUT SKITCHIN' FOR REAL. EVEN THE RADDEST BLADER DOESN'T WANT TO END UP AS ROAD KILL. ENJOY A LONG LIFE, DON'T RISK IT.

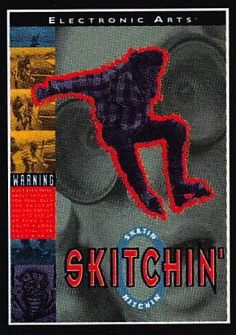
CHIN.

BITCHIN.

SKITCHIN.™

REMEMBER ROAD RASH?! THE BAD BOYS WHO MADE RASH ARE BACK TO THRASH IN SKITCHIN'.

GRAB YOUR SKATES, STEAL A RIDE ON A CAR BUMPER, AND YER OFF. PICK UP WEAPONS, BASH YOUR OPPONENTS. EARN MONEY, REPLACE YOUR EQUIPMENT. TAKE A JUMP AND PICK A TRICK FOR BONUS CASH. EVEN SKITCH THE COP CARS IF YER FEELIN' LUCKY. SKATIN' & HITCHIN' - SKITCHIN'. IT'S BITCHIN'.



Rated by V.R.C. MA-13 Parental Discretion Advised Mature Audiences

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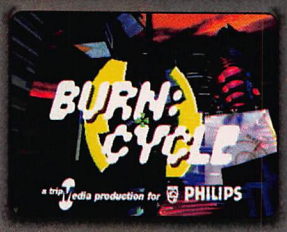
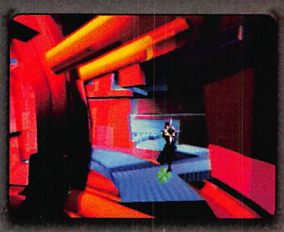
PHILIPS COMPACT disc Interactive

One of the biggest surprises at the WCES was Philips commitment to make CD-i a competitive game platform. Now I know what you're thinking. Wow, those infomercials really work! Interact Kid Fan, Interact!! Sorry. All kidding aside, with all the titles scheduled to be released first half of '94, Philips will definitely turn some heads. Granted that most of the titles require the upgrade of the Digital Video Cartridge (S.R.P $250) but, remember, you can now watch full length movies. Now it's up to Philips to deliver the goods. If you don't believe me, check out 7th Guest on the next page.

In this futuristic cyberpunk adventure game reminiscent of the movie "Blade Runner" and William Gibson's book Neuromancer, you play Cutter, a data thief. After a blown heist, Cutter discovers that his brain has been downloaded with a deadly computer virus called Burn: Cycle. He has 24 hours to discover who set him up and hopefully get the fix to his problem before his mind is destroyed. Burn:Cycle is a mix of live action video and computer graphics, fast paced action sequences, mind-boggling puzzles, and a hard-core rave soundtrack.

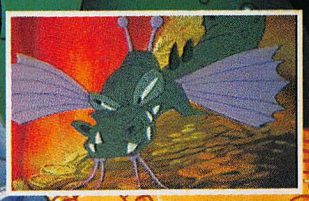




A grouchy little demon named Mutt is the star of this humorous adventure game. Players must guide Mutt through the Labyrinth of Chaos to bring back the Mystic Pizza of Plenty. The title features high quality cartoon style graphics, a great soundtrack and sound effects, and five levels of captivating and humorous gameplay.

ReadySoft Incorporated & Epicenter Interactive Present

DRAGON'S LAIR®



This Knight's having a bad day...

Daphne's missing, the Mud Men trashed your armor, the Shape Shifter's in your face, the Lizard King's a jerk and the dragon's all over you!

Now you're in control of Dirk the Daring, armed with a sword and an attitude. Slash your way through the castle of the dark wizard and rescue Princess Daphne from the clutches of Singe the Evil Dragon!

Awesome animation, explosive sound... it's all here directly from laser disc to Sega CD!

Lead on brave adventurer... your quest awaits.

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SEGA CD

READYSOFT

ReadySoft Incorporated
30 Wertheim Court,Suite 2
Richmond Hill, Ontario, Canada L4B 1B9
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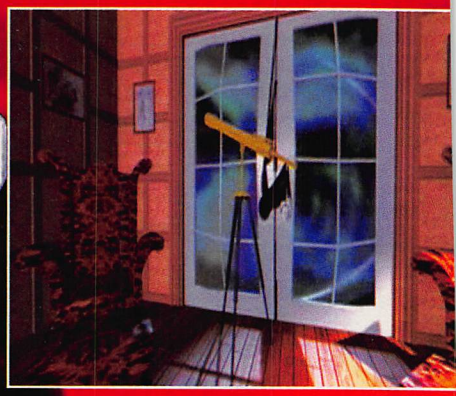
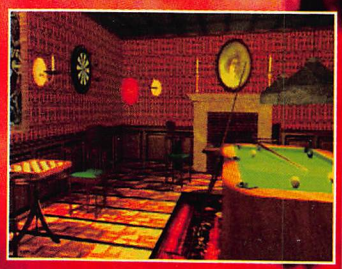
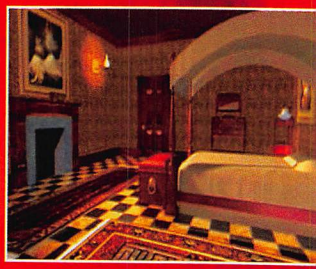
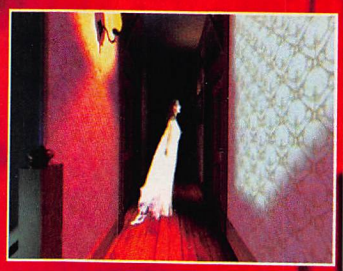
the 7th Guest







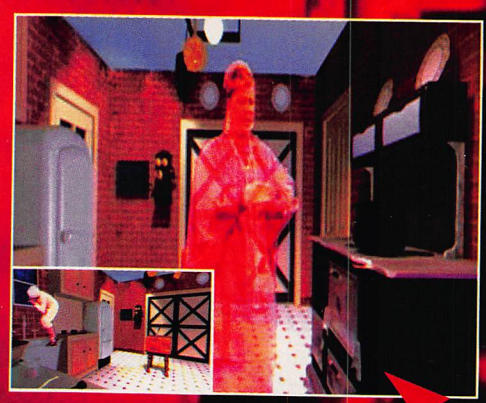


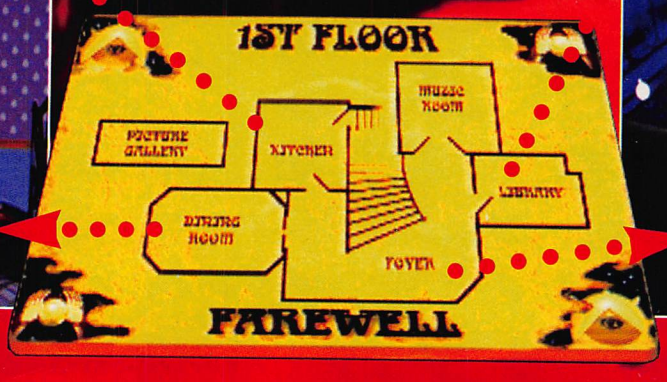
Henry Stauf was a bum...until one day. Henry had a dream of a beautiful doll. He then went out and scrounged up the means to build his vision. After assembling his creation, while at the local pub, the bartender notices the beautiful toy and comments on how much his daughter would love to have it. Henry of course sells the doll. Henry continues to dream of, build, and sell his creations until the"Stauf" doll becomes the ultimate toy in the small town of Harley . Henry becomes famous for his works, opens a shop and soon becomes a wealthy man. But all is not well. Many of the children who own these dolls begin to grow ill and die. Henry has a final dream of a huge house which he builds just prior to his death. He has invited six people to his house...you're The Seventh Guest.

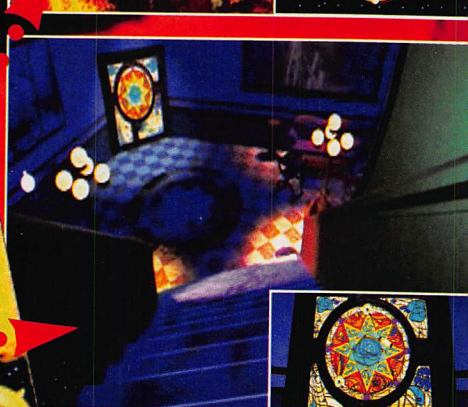
With the addition of the Digital Video Cartridge the CD-i handles this game brilliantly...even better than the PC. The graphics music and sound effects are stunning. You must travel through this haunted house and unlock thirteen of the most riddling mysteries imaginable.

We used the new Gravis joy pad while playing Guest and I can't tell you what an improvement it is over that remote control device that we've been struggling with for so long. If these types of games are among your favorite then you may want to look into a CD-i. It really handles them well. Look for our "Little Devil" preview next month which is the best thing I have seen on the CD-i to date. See you then. Oh ya...don't forget to 'interact'. Please loose the gooney infomercial...it's 'killin me.

-Kid Fan

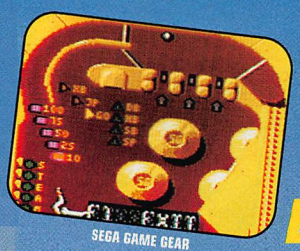






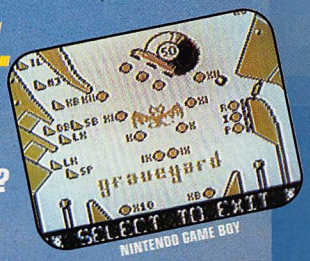
GAMETEK

PINBALL DREAMS



BUMPER TO BUMPER ACTION.

It's fast. It's crazy. It's going to give you pinball elbow. You may be a pinball wizard, but are you sharp enough for Arrow Roll-Overs? Can you shoot the Sun-Run without getting burned? Can you make it to Midnight for 5 million points? Can you go for the tilt feature and still keep your equilibrium? Pin yourself to the screen and go for the big score.



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SEGA™ Nintendo

HANDS ON PORTABLES

SEGA · 4MEG · RACING · 1-2 PLAYERS · APRIL · HANDS ON HAIRY SAYS:
"GP RIDER COUGHS UP 8 FURBALLS"

GP RIDER

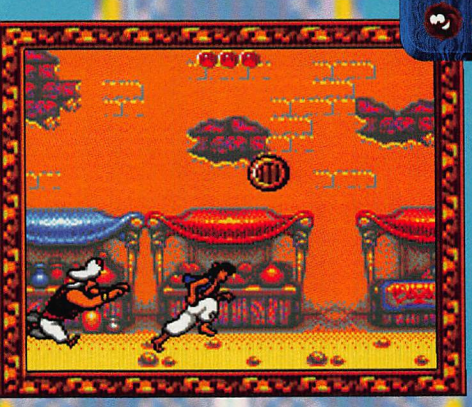
Anyone who liked the original Genesis title "Super Hang On" is going to want a copy of GP Rider for their Game Gear. This is basically a carbon copy of that game. In fact, except for some absent side-of-the-road sprites and the accompanying patented xylophone GG tunes, this IS that game. They've actually added a couple of screens to this version, like the overheads before a race and the new backgrounds. The graphics are surprisingly good for a GG, rivaling even the16 bit version. I would have to say that the control is much better, making this game a must for GG racing fans. GP Rider features 16 CPU competitors, four modes of gameplay and variable weather conditions. I could go on to say things like "feel the wind in your hair as you round a turn and close on first place!" but I won't. This is an 8 bit version of SHO, and a darn good one at that. If you're into GG racers buy it.

-HOH

Disney's Aladdin

SEGA · 4MEG · ACTION · 1 PLAYER · APRIL · HANDS ON HAIRY SAYS:

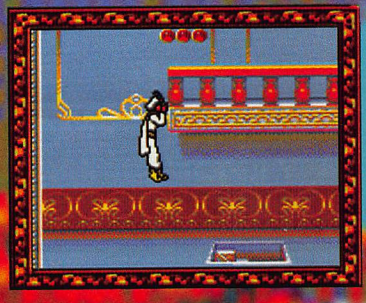
ALADDIN COUGHS UP 8 FURBALLS"

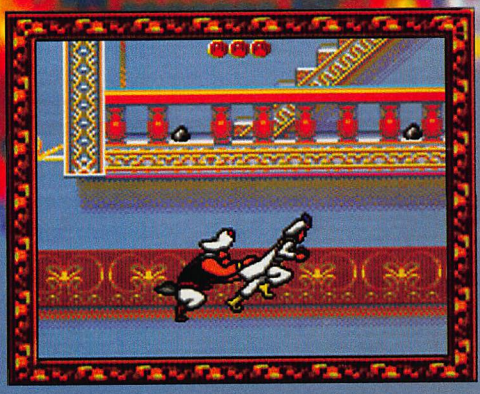


The biggest thing in animation since Mickey Mouse hits the Game Gear this April, Disney's Aladdin. Is this version to the Game Gear what the Virgin title was to the Genesis? It very well may be. Unlike most GG titles, Aladdin packs a healthy dose of animation, play mechanics and multi-layered scrolling. The game starts off just like the movie with Aladdin stealing a hefty French roll and then darting from the palace guard. As the guard is close behind, you must jump and duck oncoming barrels and jump over holes. This style of play continues through level two (after being joined by the princess) and then, after you are imprisoned by Jafar, the game changes to a very cool Prince of Persia style of play.

The graphics are surprisingly good, comparing with the likes of GG Shinobi and believe it or not the music is actually tolerable (not good...tolerable). The GG sound chip is a relic. Exceptional players will get through the game in 2 to 3 hours but for most this will no doubt prove to be one of the toughest GG games yet. It takes a lot of patience and perfect timing to get through the puzzling palace level. Aladdin can pick up and throw rocks, run and slide or jump and lift himself over ledges. Perfect control over all of these elements will take most some time to master. Albeit difficult, the animation and graphics will have you trying over and over to see the next level, and all of the great intermissions, which again follow the movie exactly. Although a clone of the Genesis game would have been my first choice, Aladdin for the Game Gear delivers a great game in a very small package.

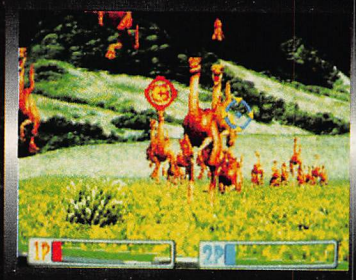
-HOH





QUARTER CRUNCHERS

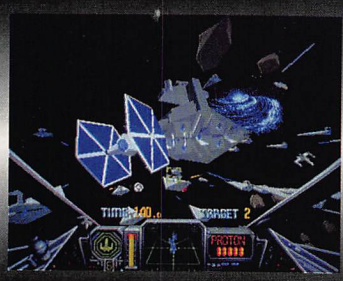
Hard Dunk



Jurassic Park

Daytona USA

Sega's Dragon Ball Z



Recently, after attending the AOU arcade show in Japan, ace correspondent Yagi san was heard saying of Daytona, "that was the most realistic game I have ever played". Besides Daytona; Star Wars, Jurassic Park, Dragon Ball Z, Hard Dunk, and Top Hunter really stood out. Next month Yagi and Kei will attend the CSG. Kei tells us that Power Drift for the Mega-CD will definitely be there....I hope he's right. We've been waiting three years! Look for the best 'Japan Now' ever, next issue.

Star Wars

By far, the most impressive game of the show was Sega's stupendous Daytona U.S.A. This is the first game to use Sega's much anticipated Model 2 arcade board co-developed by Sega and General Electric. Capable of displaying over 300,000 textured polygons, to see the 32-bit Model 2 in action is to feel privileged. We're not worthy, we're not worthy!

GIVE YOUR BUDDY THE BOOT!

Join Bubble and Squeak on their adventure to rid the enchanted land of Grool from the evil Kat of Nine Tails. Collect gems and coins to buy freedom for Squeak's friends and bubble gum for Squeak. Explore vast levels filled with nasty creatures, wicked traps and plenty of excitement!

Using teamwork and imagination, conquer the worlds of the Stardust Caverns, the Neverglades and Katropolis. But be careful—the Red Crawlers, Flying Elephants and Biker Ducks are hunting you down! You'll need to use all of your skills to defeat them and bring peace back to the magic realm.

- Scan feature allows you to see upcoming dangers and traps.
- Pick up and place objects to gain access to new levels.
- Earn valuable coins and gems in the Bonus Games.
- Launch Squeak into action to remove enemies from the path.
- Special power-ups allow you to jump or fly with Squeak.

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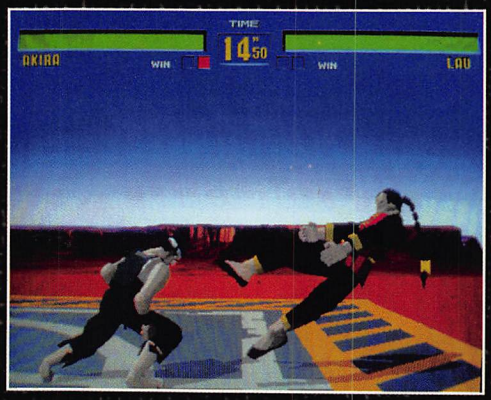
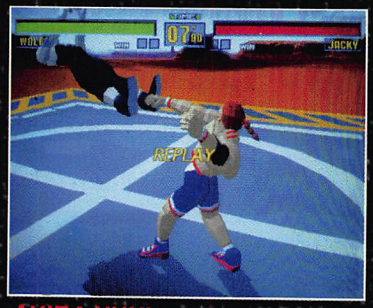




JACKY BRYANT

MOVES

Elbow:	Forward and Punch
Spinning Backhand:	Hold Back and Punch
Low Spinning Backhand:	Quarter Circle from Back to Down, Punch
Spin Kick:	Hold Back, Defense and Kick
Double Roundhouse:	2 x Kick
THROWS	
Head First Body Slam:	Defense and Punch
Jumping Clothesline:	2 x Forward, Punch
D.D.T.:	(from behind) Defense and Punch
REVISIONS	
Low Spinning Backhand:	Tap Defensive Crouch and Punch
High Forward Kick:	2 x Forward, Kick
Short Kick:	Hold Down, Defense and Kick
Snap Kick:	Tap Down and Kick
Jumping Knee:	Tap Forward and kick

JEFFRY MCWILD

MOVES

Combo Punch:	Forward, Back, Punch
Dashing Punch:	2 x Forward, Punch
Dashing Punch Uppercut:	2 x Forward, 2 x Punch
THROWS	
Backdrop:	Defense and Punch
Power Slam:	Hold Forward, Punch
Ultimate Press:	Back, Hold Back, Punch
Backbreaker:	(from behind) Defense and Punch
REVISIONS	
Jumping Knee:	Tap Forward and Kick
Uppercut:	Tap Offensive Crouch and Punch
Snap Kick:	Tap Down and Kick
Power Bomb:	(enemy crouching) Tap Offensive Crouch and All Buttons
Nose Lift:	(enemy crouching) Tap Offensive Crouch and Punch

AKIRA YUKI

MOVES

Elbow:	Forward and Punch
Dashing Elbow:	2 x Forward, Punch
Dashing Straight Arm:	Hold Down, Quarter circle towards, Punch
Jumping Kick:	2 x Forward, Kick
Jumping Double Kick:	2 x Forward, 2 x Punch
THROWS	
Leg Trip Takedown:	Hold Back, Punch
REVISIONS	
Ground Punch:	(when enemy is down) Tap 2 x Offensive Crouch and Punch
Yo-Yo Throw:	Tap Defensive Crouch, Hold Forward and Punch

KAGE-MARU

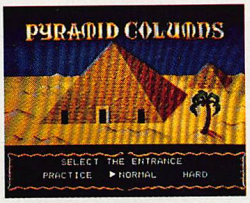
MOVES

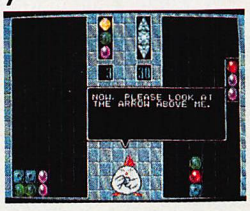
Elbow:	Forward and Punch
Dashing Roundhouse Sweep:	2 x Forward, Punch
Forward Roll:	Half Circle Towards
Backward Roll:	Half Circle Away
Rolling Drop Kick:	2 x Forward, All Buttons
Back Flip:	Tap Backward, Jump
Jumping Kick Flip:	Backward Jump and Kick
Kick Flip:	2 x Back, Kick
Roundhouse Kick:	Hold Down, Defense and Kick
THROWS	
Arm Grab Toss:	Defense and Punch
Human Catapult:	Hold Back, Punch
Leg Trip Takedown:	Back, Forward, Punch
Body Slam:	(from behind) Defense and Punch
REVISIONS	
Crotch Spin:	Forward and All Buttons

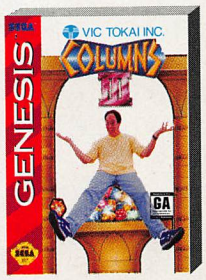
COLUMNS III™

NOW FIVE OF YOU CAN PLAY COLUMNS.

If you've ever played **Columns**, then you know it's as hard to put down as a box of chocolates. But up until now it's been a fairly private habit. Not anymore. We've made **Columns** a free-for-all for you and four of your closest friends. Of course, if you prefer those private moments, you can still go solo. In the meantime, we'll tell your buddies that **Columns III** plays for five.







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MULTI-PLAYER TEAM PLAYER ADAPTOR

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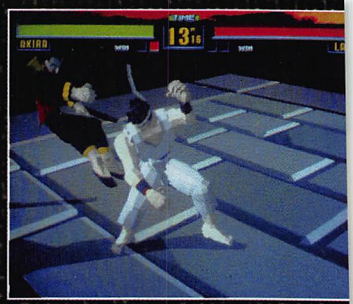
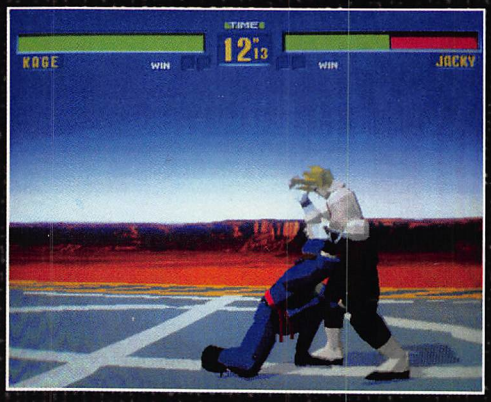
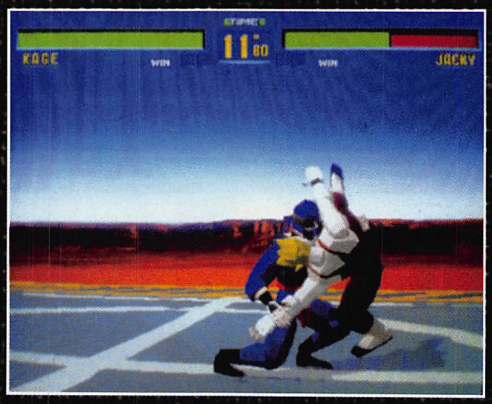






PAI CHAN

MOVES

Roundhouse Kick:	Defense and Kick
Roundhouse Sweep:	Hold Down, Defense and Kick
Back Flip:	Tap Backward, Jump
Jumping Kick Flip:	Backward Jump and Kick
THROWS	
Arm Pull Down:	Defense and Punch
Attack Reversal:	Back and Punch
REVISIONS	
Ground Punch:	(when enemy is down) Tap 2 x Offensive Crouch and Punch
D.D.T.:	Half Circle From Forward to Back, Punch
Arm Grab Take Down:	Back, Forward, and Punch
Legtrip Cheap Shot:	2 x Forward, Punch and Kick

WOLF HAWKFIELD

MOVES

Dashing Clothesline	2 x Forward, Punch
Dashing Shoulder:	Back, Forward, Punch
Lunging Knee:	2 x Forward, Kick
THROWS	
Vertical Suplex:	Defense and Punch
Body Slam:	Hold Forward, Punch
Airplane Spin:	Half Circle Towards, Punch
REVISIONS	
Uppercuts:	Tap Offensive Crouch and Punch

SARAH BRYANT

MOVES

Elbow:	Forward and Punch
Triple Kick:	Hold Offensive Crouch, 2 x Kick
Lunging Knee:	2 x Forward, Kick
Back Flip:	Tap Backward, Jump
Jumping Kick Flip:	Backward Jump and Kick
THROWS	
Belly to Belly Suplex:	Defense and Punch
Jumping Clothesline:	2 x Forward, Punch
Body Slam:	(from behind) Defense and Punch
REVISIONS	
Jumping Knee:	Tap Forward and Kick
Snap Kick:	Tap Down and Kick
Short kick:	Hold Down, Defense and Kick

LAU CHAN

MOVES

Elbow:	Forward and Punch
Roundhouse Kick:	Defense and Kick
Roundhouse Sweep:	Hold Down, Defense and Kick
Back Flip:	Tap Backward, Jump
Jumping Kick Flip:	Backward Jump and Kick
THROWS	
Shoulder Slam:	Defense and Punch
Head Slam:	Back, Forward, Punch
REVISIONS	
Karate Chop:	Tap Offensive Crouch, Punch
Liftover Grab:	Back and punch

OFFENSIVE AND DEFENSIVE TECHNIQUES

Offensive Lunge:	2 x Forward
Defensive Retreat:	2 x Back
Run:	Tap Forward, Hold Forward
The Cheap Shot:	(when enemy is down) Up and Punch

RECOVERY TECHNIQUES

Rising Roundhouse Kick:	Tap Kick (repeatedly)
Rising Sweep Kick:	Hold Down, Tap Kick (repeatedly)
Defensive Backroll:	Hold Back
Defensive Sideways Roll:	Tap Defense (repeatedly)

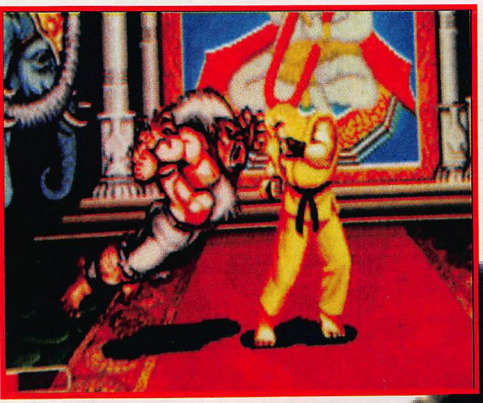
COMBO'S AND STRATEGIES

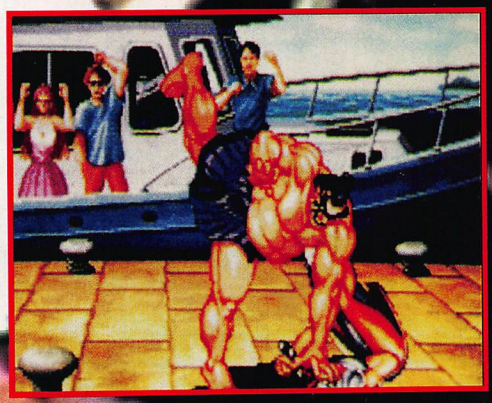
A simple combo that works for every character is:
Punch, Punch, Kick

Jacky:	2 x Spinning Backhand, Kick
Kage:	Human Catapult, Dashing Roundhouse Sweep
Lau:	3 x Punch, Kick
Pai:	3 x Punch, Kick
Sarah:	3 x Punch, Kick
REVISIONS	
Sarah and Jacky:	Forward and Punch, Kick
Sarah:	Snap Kick, Kick
Jeffry:	Snap Kick, Punch

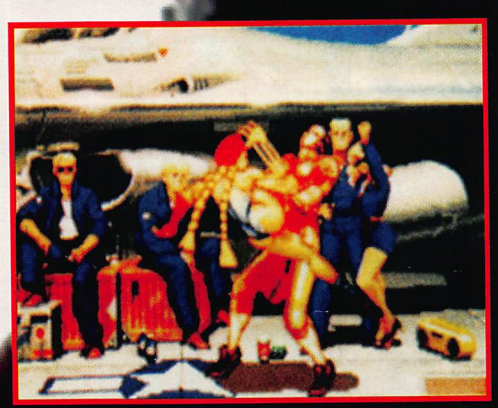
You can always throw opponent after ducking a high kick.
It's always easier to push your opponent out of the ring than it is to knock him out.
To defend against certain moves, you must be standing, while for others, you must be crouching.

STREET FIGHTER II TURBO





We at Game Fan are proud to present to you, our readers, an exclusive first look inside Capcom's latest arcade bombshell: Super Street Fighter II TURBO. For the past few months, there have been whispers and rumors throughout the arcade industry about an improved version of Super Street Fighter. Game Fan steers clear of the vagueness and hearsay of other magazines and gives you the straight facts and clear screen shots that you've been looking for....First! Although Super SF2 Turbo is fundamentally the same game as the Street Fighter II that blasted onto the arcade scene in 1991, the new game still has that Street Fighter " mystique ". This may explain why any new announcements about this legendary game is significant to talk about. That "mystique", (which for players is easy to feel, but almost impossible to properly explain) is the root of Street Fighter II's success. From its ability to redefine an entire genre of games, to its success in single-handedly reviving the coin-op industry, Street Fighter had an impact on video games that was unexpected and totally unprecedented. Also unprecedented were its level of complexity, the playability and control of the characters, and the unpredictability and strategy required in each match. And that's not all, this was the game that: 1) introduced complex multi-line scrolling 2) featured six button arcade controllers 3) required a

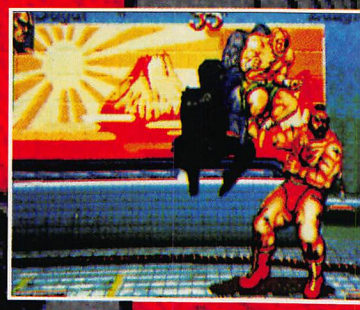


KICK

PUNCH

1 Sec PUNCH

super high level of skill to play and 4) starred the most diverse, identifiable characters yet seen in games. Street Fighter II was seemingly over-engineered and it was easily many years ahead of its time. In the passing years we've seen the introduction of SF2 Champion edition in which you can play all 12 characters plus a character vs. character mode. 1992 saw the release of my favorite Street Fighter game (until now) SF II Turbo Hyper Fighting. Among other things, Turbo Hyper had juiced up speed and easier to perform special moves. Then in October of 1993, Game Fan gave video game enthusiasts a first look at Super Street Fighter II. Super introduced four new challengers in four new countries to gamers everywhere. Now the year is 1994. The arcade industry is flourishing. We are on the dawn of a new 32 and 64 bit era. Capcom is introducing another version of Street Fighter II. Life is good. Due in North America in April, Super Street Fighter II Turbo is Capcom's latest iteration of the arcade masterpiece. So is Super Turbo really different enough from the other SF games to warrant its existence? The answer to

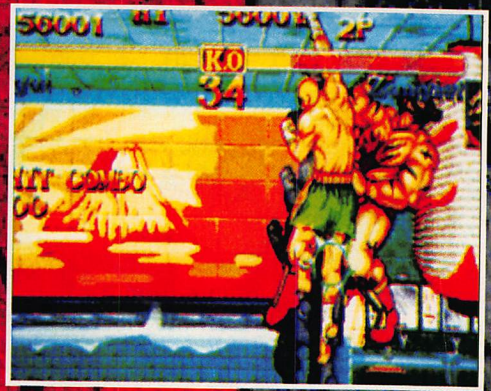


1 Sec KICK

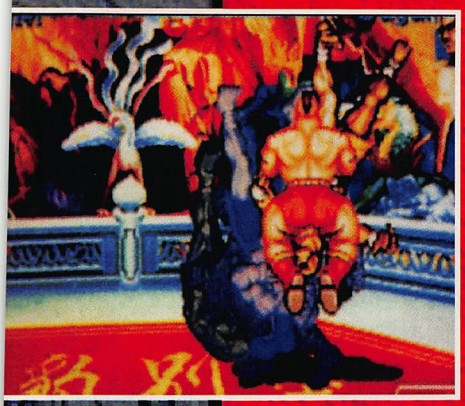
1 Sec KICK

Punchx2

1 Sec KICK



PUNCH



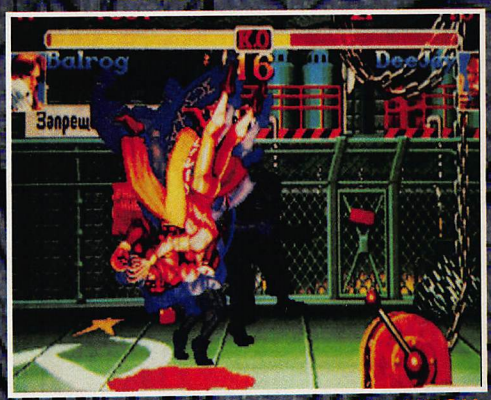
2x360° PUNCH

⬇ ↘ ➡ ⬇ ↘ PUNCH

2x360° PUNCH

← 1 Sec → ← → PUNCH

that question would have to be a resounding YES! The most obvious new feature of Turbo are the two energy bars at the bottom right and left hand corners of the screen. These bars increase in length after every special move performed. Once filled the word SUPER will appear. This gives you the green light to perform your super move. These moves are a sight to see and they take off much more energy than a regular special move would. You may also get a slight shock when you see that almost all the characters have new standard moves with totally new frames of animation. You'll probably get your biggest shock when you see the new character in the game. His name is "AKUMA", which is Japanese for the word "Devil" and he is the most fiercesome and challanging foe any Street Fighter will ever see. In fact Super SFII Turbo is the best playing, best balanced, quickest and yes, the most challenging SFII game of them all. This game is thought to be the last version of SFII that Capcom is going to make. If that is true, then SSF2 Turbo marks the end of an era the likes of which may never be equaled again. - *K.Lee*



← 1 Sec ↙ ← ↙ KICK+PUNCH

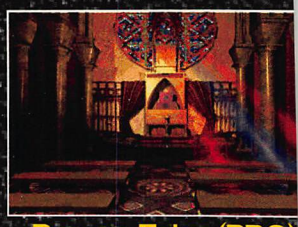
← 1 Sec → ← → KICK

← 1 Sec → ← → PUNCH

⬇ ↘ ➡ ⬇ ↘ ➡ PUNCH

EUROPA!

BY_
THE RIPPER



Dragon Tales (3DO)

Okay, how's things? Here's this month's regular (albeit distilled) look at what's happening in Europe. As most software companies prepare for this Spring's big London trade show, the ECTS, here's what could be sniffed out in the meantime...

First of all, some Jag news.
As I write, there are a few more weeks to go into Aliens Vs Predator. Rebellion Software based in Oxford haS been working night and day to get this beast onto the streets, but rest assured when it does arrive is should be worth the wait. It certainly makes those 16-bit consoles look, well... sad to be honest. As for Checkered Flag 2, don't hold your breath... The polygon engine is currently being completely recoded because of the jerky 3D update. Expect the current frame rate of 10-15 frames a second to shoot up into the twenties... yeah, that's more like it. Rebellion have two more games in development for the Jaguar-an AVP perspective Dungeon game like the brilliant Ultima Underworlds on the PC, and a futuristic cyberpunk adventure with action sections based around a combat flight simulator coupled with interactive adventuring. Sounds good to me. More on Rebellion soon...

Battlemorph, ATD's follow-up to Cybermorph is now definitely scheduled for release the CD ROM drive. Apparently, Atari is pushing its UK developers to get products ready for the double speed CD system. Expect this to be one of the first...

More Jag CD ROM games are on their way. First up, The Shadow, based on the movie, will be hitting for the CD drive courtesy of Ocean... Imagitec have an impressive new 3D perspective shoot'em up called Freelancer which is currently running an the PC at 25 fps! Oh, and Akira should be getting the conversion treatment from Hand Made games. Let's hope it shapes up better than the less than wonderful SNES version...

There's good news on the Virgin front. A truly amazing

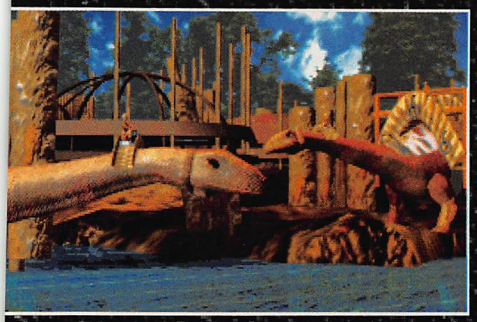
Alone in the Dark (3DO)

new CD game will debut behind closed doors at ECTS Heart of Darkness will be properly rolled out at th Summer CES and inside gossip seems to indicate tha this French-developed title contains the best animatio ever seen-just what you'd expect from a new compan made up of the original creators of Out of This Worl and Flashback!!! Expect versions for 3DO, CD32 and well, anything with a CD ROM drive attached. The mas ters of the polygon platform game will be getting the teeth into Saturn soon...(can't wait!)

One thing GameFan readers might not be aware of i that the UK, and Europe for that matter, has droves o loyal (and misguided) Commodore fans. Couple th Amiga name with the so-called glamour of CD ROM an you have a machine that's currently outselling the Meg CD. So far, around 80-100,000 (that's a hell of a lot mor than 3DO) of these shoe boxes have made it into unfo tunate households, but it finally looks like there migh be some decent software on the horizon.

First, let's start with Guardian. This new 3D polygo shooter comes from some guys called Acid Softwar and looks surprisingly like Starfox. Just like level one i

FIFA Soccer (3DO)



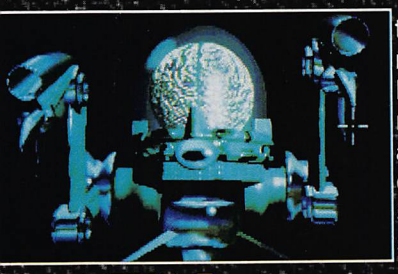
Eden (3DO)

and looks surprisingly like Starfox. Just like level one in Nintendo's classic, the player controls a ship that skims the surface of a planet. And at 17 frames it's smoother and faster, too. Of course, the main difference is that game plays off the rails and like Cybermorph, they'll be the option to view the ship from any angle, at any dis-

TXE 32-bit system

TXE Game

tance. The levels will be randomly generated too. Likely to be more of a return to classic shooting action than a voyage of discovery, Guardian looks smart. Expect it in the summer.



TXE Game

Theme Park and Magic Carpet- besides the 3DO versions, top coders Bullfrog are also working on a CD32 versions, and Ocean will have the Jag versions of Theme Park and the gloriously bloody Syndicate. From what I've seen, Magic Carpet is going to sell 3DO players- an ultra smooth cross between Prince of Persia and well, a great looking 3D shoot'em up.

DID- probably the best 3D coders in the UK, will soon be starting up PS-X development. In the meantime, they have the stunning PC action fight sim, TFX, winging its way onto the CD32 and (possibly) the Jag. Their mind-blowing 3D polygon shooter, Inferno, will be bringing up the rear and Jag version shouldn't be too far behind. From what I've seen, Inferno makes the Jag's Cybermorph look ...

TXE Multi System

I reported on this in my first column back in the January issue of GameFan. Now there are some hard facts about the system. Due to appear in the Autumn of this year, a Taiwanese hardware manufacturer will be releasing a new console in Japan and Europe called the TXE Multi System. The hardware has been designed by a company call MSU with John Mathiason, (the same guy that worked on the Jag, no less) and is a derivative of a system called the Konix that never materialized. MSU is hoping that other hardware manufacturers will sign up to make systems using their Slipstream ASIC hardware.

CD-based, the Multi-System has a 25MHZ 386 and a 32bit Slipstream custom RISC microprocessor. Hardware effects include Texture-mapping, Gouraud shading, rotation, and scaling. Unfortunately, as with many new systems, the Multi System currently lacks decent software and most demos seen so far have been enhanced versions of crummy old Amiga games like Robocod and Lotus...

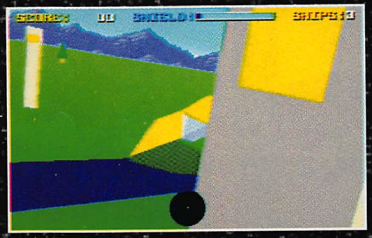
TXE Multi Systems specs:	
CPU:	25 MHZ 386
Graphics processor:	32bit Slipstream ASIC
Memory:	Direct memory access from CD 8Mbit RAM
Resolution:	256X200
Colors:	65, 536 or 256
Animation:	96 million pixels/sec, 4 hardware planes
Sound:	DSP @ 25 MIPS
Price:	$399
Release:	Autumn '94 in Japan/Europe

Hey, wait! I can't end my section with crummy specs! I'll See you next month with some big surprises. Cheers.

- The Ripper

Theme Park (CD32)

Guardian (CD32)



Magic Carpet (CD32)

SPECIAL K's

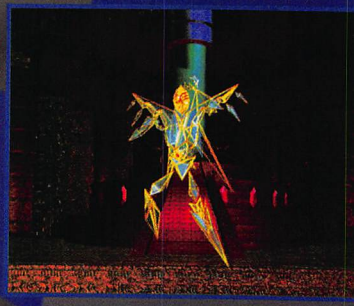
JAPAN NOW!

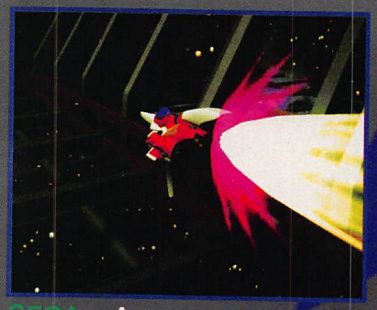
What's up guys!? First of all, I would like to thank all of yo who sent me letters and T.J. for working his backside off a the AOU show in Japan. You will find alot of arcade info mation in this issue from that event. Here's what's going o in Japan.

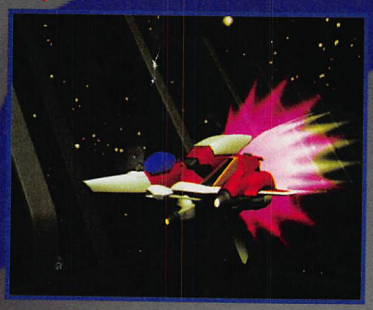
NEC FX: I've received a brief report on NEC's Nex Generation Video Game Machine, code name, "FX". U until about a month ago I Had not heard much about thi system, but now finally, I've got something to show yo guys. The pictures ????? are actual FX screen shots, creat ed on the FX's workstation. We don't know whether thes shots are working titles or just the preliminary, but thes shots prove the FX can create incredible CG(Compute Graphics) images. The FX can move these images at 30 frames/sec NEC has not yet announced the actual release date for this ultimat machine, but I think NEC is trying to compete with Sega and Sony So that means a late '94 release would be realistic. Judging b these shots (which look like an intro. for Super Star Soldier) I can' pick a winner yet but NEC has definitely entered the race!

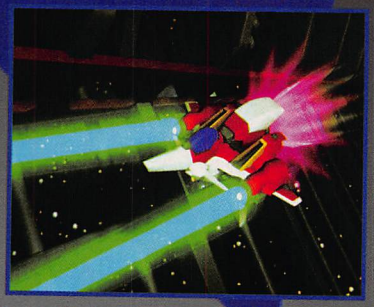
More from NEC. Here's some great news for Turbo users Finally, the Arcade card has come out. By the time this issue comes it will be released in Japan (3/12/'94). Since it's called the "Arcade Card" and there are mainly arcade titles in the line up, it sounds like this system card is only good for playing arcade translations. But Hudson thinks that this new card can be used to create great RPG games for the PC Engine. Hudson is planning to develop innovative new games with this upgrade. So even though it is expensive (approx. $130US), it's worth having.

NEC's 32-bit FX!



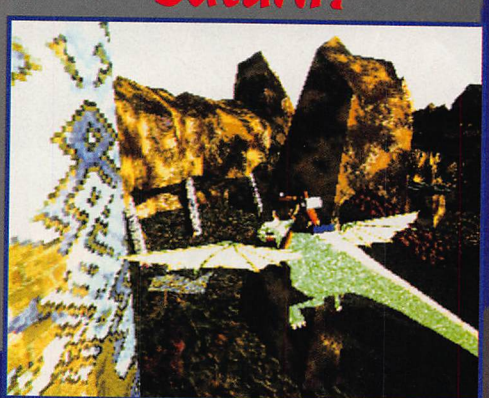






SEGA: As we announced last month, Sega's press conference on Feb. 2nd was a huge success. At the party in Tokyo, our sources tell us that Sega showed 10 working titles for the Saturn. Officially, they announced Virtua Fighters, Daytona, Virtua Racing, and Ranpo for simultaneous release along with the system later this year. They are also still releasing the action game, 3D shooter, and soccer game you saw here last month. Ranpo is the name of a soon to be released mystery movie in Japan, which is written and produced by our equivalent of your famous mystery writer, Edgar Allan Poe. The game is a cross between adventure and virtual cinema. Sega has announced that they will release 12 Saturn titles between Nov. and Dec. of '94 and 17 more titles between February and March, and then 12 more between May and July. On top of that 35 titles from 3rd parties will surface during the first half of '95. That is the plan, now let's see how close they can get. That's 76 titles in under a year!!

Saturn!



Daytona!

TITAN: Sega has developed a brand new arcade machine that is fully compatible with their next generation home video game system "Saturn". It's called "Titan". The Advantage to having compatible machines in both fields is that third party developers can see how a game does in the arcade and then decide whether or not to port it over....instant test marketing! This way, 3rd party companies won't make the mistakes of the past and release cruddy games. That means alot of Saturn games will be Arcade translations. Can you say Daytona?

A PORTABLE GENESIS? Have you heard of the **Mega Jet** (pictured right)? A while ago, Sega of Japan announced a portable Mega Drive system for Air Plane passengers to play while traveling around the world. See that picture over there? It looks like a Game Gear, but with no LCD Screen. Now, Sega is releasing this system to play at home (in Japan). There is a strong rumor that a Portable Genesis will be released soon in the U.S. I figure the Mega Jet is the prototype of that system. All they need to do is add a screen.

IS THERE LIFE ON MARS? There is also a new Mega Drive/Genesis coming later this year. This new Genesis will house the DSP (thus making DSP games affordable) and an upgraded sound chip and will be compatible with all existing Genesis software. Upgraded Genesis games that make use of the onboard DSP and sound upgrade will not play on the old Genesis. It's like going from VHS to SVHS or 8mm to Hi 8. Since there are now Jupiter, Saturn, and Titan systems, what do you think Sega will call this one?... **Mars**?

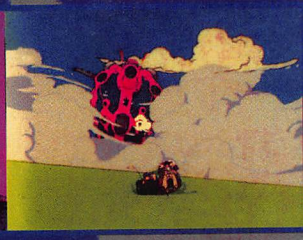
NINTEN...DO? Northwest Airlines has a new service called **"World Link"** (pictured below right). An LCD screen set by the seat allows you to scan your credit card to shop or see a movie. North West (together with Nintendo) has now added games to the service. While you are traveling, you can now play Mario and other SNES games in flight. I wonder what slow down is like at 30,000 ft. So now Sega and Nintendo are airborne.

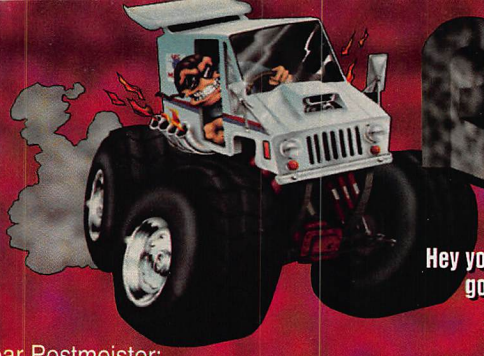
Since there are related rumors on the Sega side, there must be a few on the Nintendo side. Nintendo will announce something regarding a hand held towards the end of March. Either a **Color Game Boy**, a **Wide Boy**, or a **Portable Famicom** (NES) is about to be announced. A color Game Boy would of course be Game Boy with a Color monitor. I think this would prove to be to expensive for a Nintendo product (and it would eat batteries) so this doesn't sound realistic. The Wide Boy is an adapter that allows you to hook up a GB to your TV and play GB games on the big screen, but why would you want to do that? This also doesn't sound realistic. Last choice. My bet is Portable Famicom (NES). Am I right? Do I already know but if I tell you they'll ship me home? Find out next month.

SF2 ANIME When I was in Japan in August of '93, Capcom announced that they are making a full length animated movie based on Street Fighter 2. Here's what I know so far. Story: There is a world crime organization called "Shadolu", and its General, Vega (Bison in the US) plans to build an incredible organization of fighters,.... the ultimate human weapon. The International Police and US Military decide to destroy Vega's plot and send Chun Li and Guile to start an operation to destroy Shadolu. Ryu, Ken and the other fighters also become involved in this operation. The war has begun..... Here are few characters from the movie animation. We'll bring you more on the SF2 animated feature next issue.

Here's more animation information. As I reported before, **Final Fantasy** (the animation Video) will be released in Japan on March 21st. Here are the latest slides from Japan (pictured below). I wish someone would translate this into English and release it here. This movie will be amazing. You get the special K guarantee on that one.

I'll talk to you soon. So long.





Postmeister

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

Dear Postmeister:

All those specs about the new and upcoming systems is confusing me! From what I've read Sony's 32-bit PS-X will be more powerful than the 64-bit Jaguar, Saturn and Project Reality systems. How can 32-bit be greater than 64-bit?

Is Sony making a big mistake like Nintendo did when they put a slow chip into the SNES? Won't a 32-bit CPU bog down from all the data from it's powerful co-processors?

I know you may not have definite specs on the new and upcoming 64 and 32-bit systems, but could you try and list the hardware advantages one system might have over another? If possible could you list the new systems in descending order of over-all power? Thanks!

Mornez Rasdell
Elkins Park, PA

Dear Mornez:

This subject (which system to buy), is going to be the big topic for the next couple of years. I got a ton of letters this month asking these same questions. Let me shine some light on the subject. First and foremost please remember, it takes 12 to 18 months (at least) to make a good game and most developers don't unlock the full potential of a new system until they have three or four games under their belt. I get so many letters about Crescent Galaxy and Dino Dudes it makes my goggles fog. Never judge a new system on its first games. If these games were indeed all the Jag could do Atari would never have brought it out. When you are one of the first to own a new console patience plays a big role. Make sure you hold on to one of your 16 bit machines when you purchase a new one.

With that out of the way I will proceed. Hardware specs should play only a small part in the decision making process. A mediocre developer with the best hardware will produce an OK game at best, while a skilled developer with a lesser machine will often achieve greatness. Chances are by the time the developers finally do master the system another new one will be on the way. Look at price, expandability and 3rd party support first. Sega and Nintendo both have Konami and Capcom, but the Saturn will beat Project Reality to market by at least a full year, and Sega has Gamearts and Treasure over in Japan. Of course, Nintendo has Link and Mario and Square and Enix in their corner. Their cartridge based Project Reality is going to be amazing. Basically you can't go wrong with Sega or Nintendo. Atari is also a very interesting proposition. Although they made mistakes in the past they are back with a great new system (at a great price) and are serious about customer satisfaction and quality. Atari has waited to launch the Jag nationally so that quality games, which show off the Jag's capabilities, would be available at the same time as the system. They have also signed up an impressive number of third parties. Currently, there are at least 35 games in development for release in `94. Atari is making all the right moves, and they own the rights to a ton of great games. If you're looking to buy a new system now, I think Atari is your best bet. That would put you in a great position for `95. You could be sitting with a full line of Jaguar titles while you wait for your new Saturn to take off. Sony's PSX is due out this November/December in Japan and could rain on everyones parade. With forty games scheduled and what is said to be the best hardware of the lot, Sony is set to pounce...hard!

Another big question for '95 hardware launches will be developers. With Nintendo, Sega, Sony, and Atari all launching new systems, who will make all these games? What about the SNES, Genesis and Sega CD? None has seen its full potential and they better not let the millions down who own them! Lastly, lets not count out SNK either, they have big plans for the home market. As for the 3D0, well, the hardware is awesome, but where are the action games? except for Crystal Dynamics, there has been little to celebrate, and with such a small user base how long will they stick around. You know Sega and Atari are 'knockin on that door!!

Those are my opinions on what is to come. So much is still not known about the next wave of game machines, so things could change. What if the 3D0 comes down to under five hundred bucks and SF2 or MK comes out? (I just found out that indeed the 3D0 price will come down to $499)! What if Sony's PSX shows up this Christmas with a low price? What is SNK up to? If you promise to keep writing I promise to keep answering!

Dear Postmeister:

I hope everyone at GameFan is okay after that earthquake out there. If there is anything this loyal reader can do, don't hesitate to ask. (I hope that goes for every other GameFan devotee.)

I like the idea of having two sections that focus on both Europe and Japan. This way we get the best of both gaming worlds.

I have some questions to ask about Sega:

1. Is there anymore news on Sega's Saturn system?
2. Does Sega's DSP chip offer anything else besides faster movement of Polygon graphics. Is it better than the FX chip?
3. Does (or did) Sega have anything spectacular to show at the winter CES?
4. Last question. Does Treasure have anything new in the works?

I hope you guys can answer all my questions. Again, I hope you guys are okay.

"Boogie "
Bronx, NY

Dear Boogie,

Are you like a Boogie boarder or like some kind of Boogie man? Just so you're not pickin 'em. We're all OK after the quake but our building folded like a house of cards. Our new offices are really cool though. There are mountains everywhere so I've been thrashing in the 4x like a mad man. If you really want to help me though, send me Bridgette Fonda's phone number!.

Sega's DSP chip runs at 23 MHz so besides scaling polygons it helps manipulate sprites much faster. It can also do 21.3 MIPS (millions of instructions per second) and has the ability to address 24 megs aside from the cart ROM. All this translates into bigger, faster and better sounding games.

The latest news for the Saturn is that Gamearts will be making a 3D shooter and an RPG for the systems launch in Japan. This is great news! If you've played Lunar or Silpheed you can imagine what they can do with the Saturn's awesome power. As for my personal favorite developer in the whole wide world, Treasure, they are currently working on Dynamite Headdy. We had exclusive photos last month and I think E. Storm has more in this issue. Treasure's other new project is titled Alien Wars, but they're still keeping a lid on that Treasure. Treasure will also be a main developer for the Saturn. Lastly, Sega's best offering at the recent CES was Virtua Racing. There were no other big surprises. Sega will not be at the June show in pizza town (it coincides with their big dealer show in Florida), so the June CES will be a strange affair. We are going to make the trip to Florida so you'll get a full report soon thereafter. I believe that Sega is now concentrating on the Saturn, more DSP games, the Sega Channel, the new Genesis and their new virtual-reality theme parks. Sega is busy getting the jump on the rest of the industry.

ook for them to knock our socks off later this ear and beyond. For the full story on Sega, nd a copy of the Feb. 21, 1994 Business Veek. Thanks for the letter and your con- ern. Earthquakes suck.

ear Postmeister:

In your Volume 2 Issue no.1 magazine, ou guys showed a chart comparing the next eneration systems and their hardware. Vhile the Jaguar and Project Reality seemed o have the superior hardware, there were nany question marks under the Saturn. It eems that every time I read an article on the Saturn, there is a lot of uncertainty about vhat the hardware will be. I was wondering if ou would now be able to fill in some of those uestion marks and let me know EXACTLY vhat the hardware will be. I would really ppreciate it if you could.

Also, has there been any word on other 3rd party companies like Crystal Dynamics, Capcom, Konami, Acclaim or Midway signing with Atari? I heard that Atari was really pursu- ng Capcom but they want to wait and see ow well the Jaguar sells. I wish Capcom and he other companies would quit being such ightweights and sign with Atari. Companies ike these will make a system do well. Rad ome versions of SSF2 and MK2 would sky- ocket the Jag's sales.

One more thing and I'll leave you alone. In egards to cartridge versus CD, it seems to me that overall CD is superior to cart. So why did Atari make the Jaguar a cart system? Once they bring out their CD hook up, who will want to buy the carts? I also heard that the Saturn will be both cart and CD. Why? Wouldn't it be easier to make it CD only? I know that CDs are cheaper. They have more storage space and far better sound. So why use cart? It just seems like a step backwards to me. Thank you so much for listening. Hope to hear from you.

Sincerely,
Rob Clark
Rossville, GA

Dear Rob,

You raise an interesting question about CD vs. cartridge. The reason Sega and Atari are using both formats is simple. First of all, a first time buyer can easily afford the lower price of a cartridge based system. Later, if they decide to upgrade, they can buy an optional CD. Secondly, since a CD is little more than a storage device, unless the creators of a game are planning extensive full motion video or narration, there is no reason to put a game on CD. Remember, the newer cartridge based machines can produce amazing sound. Some reasons why a lot of people (including myself) don't like CDs are; they load way too much (which interferes with the flow of a game), they scratch easily, and if you bump your system it's game over. It also costs more and takes longer to develop on CD, since the technology really isn't perfected yet.

Take the Sega CD, for instance. The system has been available to developers for over three years and to date only Core and Gamearts have figured out how to make it truly perform. If this learning curve remains a factor with all the next generation CDs, the cartridge efforts may be the best games for the first year, while the developers familiarize themselves with the new development systems. As for the Saturn hardware, the specs are now etched in stone and appeared in Japan Now vol. 2 issue 3. The Saturn and Jupiter may be hovering around a store near you as early as Christmas `94!! For updated information on Atari and the Jaguar check out this month's 'Jaguar's Domain' on pages 86-89.

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

The PoStmeister
5137 Clareton Dr. Suite 210
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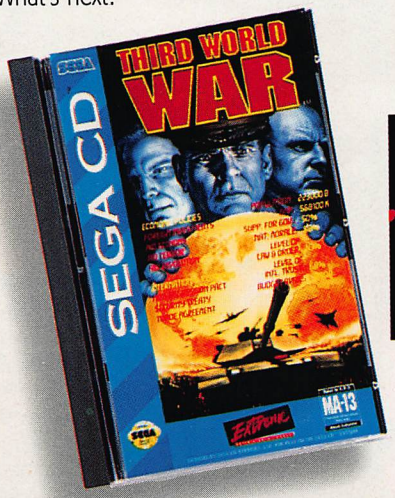

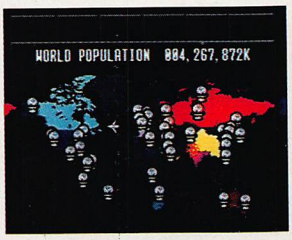

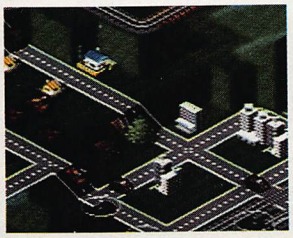

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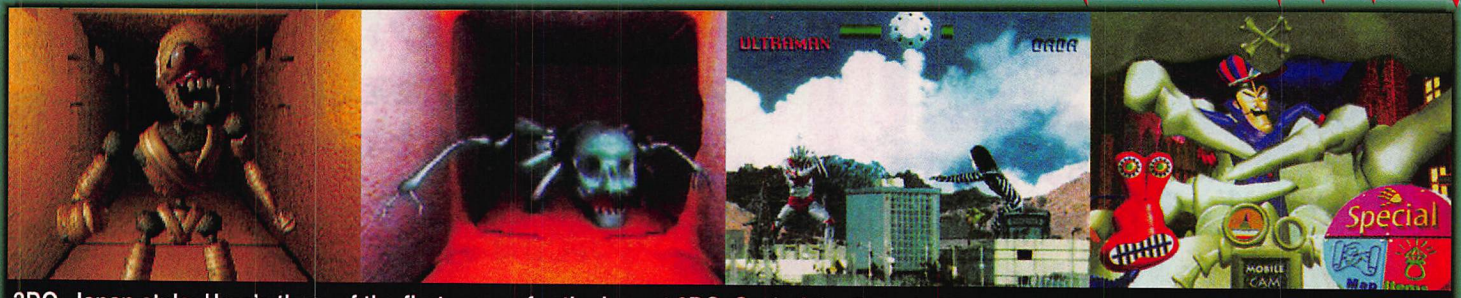
GameFan's Home Improvement-tip of the month

By loosening the screws 1/4 turn each on the back of the 3DO control pad, Presto! You magically get the missing diagonals! Now all of your games control 25% better! *Go grab a phillips head!*

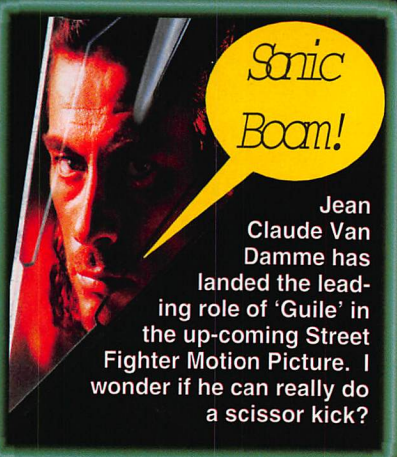


3DO, Japan style: Here's three of the first games for the import 3DO. Seal of the Pharoh, Whacky Racers, and Ultraman. Will the import launch be more successful than ours was with, A; an RPG and fighter in the lineup? And B; Will they know to loosen those screws? Answers. A; Most likely, we got Putt Putt. B; I hope so.

Samurai Shodown (the greatest fighting game of all time) is coming to the SNES, Genesis and Sega CD. Here's a first look at the 32 meg SNES version. We'll have more next month.

Here's a first look at Aero 2. To truly appreciate this game, however, you have to see it in motion. Move over Aladdin, this game may once again take the Genesis action/platform to new even loftier heights. The bat is coming back...with a vengeance! We'll keep you posted.

Look! It's the Sega Channel! Now you can have cheesy Toe Jam & Earl graphics and tunes in the privacy of you own home. Actually folks, we are quite impressed with the wide variety of choices on the menu. Now you don't have to comb the aisles of Toys R' Us for those great Sega Classics. You can also check out the newest stuff before you buy. Watch out bad game makers ! We've got your number! For the money (around twenty bucks) you can't go wrong. Hey, now we'll all be tapped into Sega like a bunch of Lawnmower Men!



Jean Claude Van Damme has landed the leading role of 'Guile' in the up-coming Street Fighter Motion Picture. I wonder if he can really do a scissor kick?

THE SCHEDULE
APRIL 1994

GENESIS

tormer	Sht.	Tengen	4\15\94
ble Hulk	Act.	U.S. Gold	4\15\94
Scratchy	Adv.	Arena	4\15\94
Of Dark Water	Act.	Sunsoft	4\15\94
acer	Act.	Accolade	4\15\94
Racing	Drv.	Atlus	4\15\94
aster	Str.	Mindscape	4\29\94
s 3	Puz.	Vic Tokai	4\29\94
The Sailor	Adv.	Amer Tecnos	4\29\94
s	RPG	Asc.	5\2\94
's Magic Soccer	Spt.	Tengen	5\15\94
's Magical Quest	Act.	Capcom	5\15\94
aseball	Spt.	Sony	5\16\94
tion 94'	Spt.	Sega	5\16\94
Cup USA 94;	Spt.	U.S. Gold	5\15\94
Racing	Drv.	Sega	5\27\94
Ren & Stimpy 2	Adv.	THQ	5\16\94
Rocky Mtn. Sports	Spt.	DTMC	5\16\94
Speedy Gonzales	Act.	Sunsoft	5\16\94
World Cup USA 94'	Spt.	US Gold	5\16\94
Aero Fighters	Sht.	McO River	5\27\94
Speed Racer	Act.	Accolade	5\27\94
King of Monsters 2	Act.	Takara	5\31\94

SEGA CD

ll	Adv.	JVC	4\15\94
Robots	Fgt.	JVC	4\15\94
a Jones	Adv.	Sega	4\29\94
	RPG	Wrkng. Dsgn.	4\29\94
Corps	Act.	Tengen	5\15\94
on Master	RPG	JVC	5\16\94
Baseball	Spt.	Sony	5\16\94
tar	Sht.	Tengen	5\16\94

SUPER NES

do	Adv.	Kaneco	4\15\94
106	Str.	DTMC	4\15\94
& Scratchy	Adv.	Acclaim	4\15\94
Boy	Adv.	JVC	4\15\94
& Magic 3	RPG	FCI	4\15\94
Killers	Act.	Malibu	4\15\94
or of Rome 3	RPG	Extreme	4\15\94
c 2	Drv.	Seta	4\29\94
Fury 2	Fgt.	Takara	4\29\94
erin Harry	Act.	Irem	4\29\94
Soccer	Spt.	Accolade	4\29\94
ip & Jam	Spt.	Accolade	4\29\94
ght Slam Masters	Spt.	Capcom	5\15\94
r Shoot Out	Spt.	Capcom	5\15\94
Baseball	Spt.	Sony	5\16\94

3DO

Life Stage-Virtua House	Ed.	MicroCabin	Apr.-May
Out of This World	Act.	Interplay	Apr.-May
Sewer Shark	Sht.	Digital Pic.	Apr.-May
Jurassic Park Interactive	Int.	U.I.S	Apr.-May
Microcosm	Sht.	Psygnosis	Apr.-May
Star Control 2	Str.	Crystal Dyn.	Apr.-May
Who Shot Johnny Rock	Int.	Amer. Laser	Apr.-May
Mega Race	Drv.	Mindscape	Apr.-May
Road Rash	Drv.	EA	Apr.-May

JAGUAR

Wolfenstein 3D	Act.	id	Apr.-May
Alien Vs. Predator	Act.	Atari	Apr.-May
Doom	Act.	id	Apr.-May
Club Drive	Drv.	Atari	Apr.-May
Kasumi Ninja	Fgt.	Atari	Apr.-May
Checkered Flag	Drv.	Atari	Apr.-May

NEO GEO

World Heroes 2 Jet (Jpn.)	Fgt.	AlphaDenshi	Apr.-May
Fighters History Dyn.	Fgt.	Data East	Apr.-May
Top Hunter	Act.	SNK	Apr.-May

AS YOU KNOW, AMERICAN RELEASE DATES CHANGE FREQUENTLY. IT'S NOT OUR FAULT!

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To Sell Cartridges

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2. If you would like to purchase cartridges with the money or credit received, list the titles you would like to order on the same piece of paper.
3. Pack your cartridges, all paperwork and bonus coupons in a box. Send the box to the address below by UPS or registered mail. Be sure to include the 'Dept #' on the **outside** of your package.
4. Your check will normally be mailed withing 2-3 working days of receiving your cartridges.

To Buy Cartridges

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THE GRAVEYARD

For those of you who have just recently purchased a Genesis or are just beginning your trek into the world of video games, here is a game that you must own. The F. B. O. R. G. (Federal Bureau of Real Gamers) insists that you go back and play the first 8 Meg game for the Genesis, ever, Strider! Back in the days of 4 Meg games, when this one came out, our jaws dropped as we witnessed the magic of a Capcom coin-op make its way to the home for the very first time. Even today (although a little flicky flicky and slowdown can be seen), Strider is still as fun to play as ever and has some incredible music, much better than Sega's recent gritty tunes found in X-Men and Eternal Champions. Strider is a classic. Another reason we're bringing you Strider is because the PC Engine Super CD version is coming this March, so you can compare the two. The PC Engine version will be featured in either the April or May edition of GameFan.

-E Storm

WIN A NEO-GEO!

Just fill out the reader survey below and send it in! Entries are drawn at random and the winners will be notified by mail. Three (3) second prize winners will receive a priority 2nd day subscription (Worth 50 Bucks!)

So what are you waiting for? Fill it in!! And be honest, this stuff matters!

READER SURVEY

AGE:
- ☐ 8 to 10 years old
- ☐ 11 to 14 years old
- ■ 15 to 19 years old
- ☐ 20 to 24 years old
- ☐ 25 to 34 years old
- ☐ 35 to 44 years old
- ☐ Other
- ☐ Male
- ☐ Female

EDUCATION COMPLETED: (check one)
- ☐ Grammar School
- ■ High School
- ☐ Some College
- ☐ College
- ☐ Other

HOUSEHOLD INCOME (check one)
- ■ Under $25,000
- ☐ $25,000 to $40,000
- ☐ $40,000 to $75,000
- ☐ Over $75,000

HOW MANY PEOPLE IN YOUR HOUSEHOLD PLAY VIDEO GAMES? (check one)
- ■ One
- ☐ Two
- ☐ Three or More

WHAT TYPE OF GAMES DO YOU PREFER? (check appropriate boxes)
- ■ Arcade/Action
- ☐ Action Platform
- ☐ Action/Roll Playing
- ☐ Fighting
- ☐ Role Playing
- ☐ Puzzle
- ☐ Strategy
- ☐ Sports

WHERE DO YOU PURCHASE YOUR GAMES? (check appropriate boxes)
- ☐ Electronics Boutique
- ☐ Software Etc.
- ☐ Babbages
- ☐ Toys R Us
- ☐ Blockbuster
- ☐ Wherehouse
- ☐ Tower
- ■ Other

DO YOU PURCHASE VIDEO GAMES THROUGH THE MAIL? (check appropriate boxes)
- ■ Yes
- ☐ No

If yes, how many per year;
- ☐ One to Four
- ■ Five to Ten
- ☐ Eleven of more
- ☐ Other

DO YOU PURCHASE VIDEO GAME MAGAZINES ON (check appropriate boxes)
- ☐ Newsstands
- ☐ Subscription
- ■ Both
- ☐ Other

WHAT SYSTEMS DO YOU OWN? (check the appropriate boxes)
- ■ Genesis
- ☐ Game Gear
- ■ Sega CD
- ■ SNES
- ☐ Jaguar
- ☐ Lynx
- ☐ 3DO
- ☐ Neo Geo
- ☐ PC

HOW MANY PEOPLE IN YOUR HOUSEHOLD PLAY PC GAMES? (check one)
- ☐ One
- ☐ Two
- ☐ Three or more

WHAT NEW SYSTEMS DO YOU PLAN TO PURCHASE IN THE NEXT 6 TO 12 MONTHS? (check the appropriate boxes)
- ☐ Jaguar
- ☐ Jaguar CD
- ☐ 3DO
- ■ Saturn
- ☐ Sony PSX
- ☐ Philips CD-i
- ☐ Other

HOW MANY GAMES DO YOU PURCHASE PER YEAR? (check one)
- ☐ One to Five
- ■ Six to Ten
- ☐ Eleven to Fifteen
- ☐ Sixteen to Nineteen
- ☐ Twenty or More
- ☐ Other

HOW MANY IMPORT GAMES DO YOU PURCHASE PER YEAR? (check one)
- ■ One to Five
- ☐ Six to Ten
- ☐ Eleven to Fifteen
- ☐ Sixteen to Nineteen
- ☐ Twenty or More
- ☐ Other

HOW MANY GAMES DO YOU RENT PER MONTH? (check one)
- ■ One to Five
- ☐ Six to Ten
- ☐ Eleven or More

WHAT IS YOUR FAVORITE CABLE CHANNEL? (check appropriate boxes)
- ☐ Nickelodeon
- ■ MTV
- ☐ VH1
- ☐ Sci Fi Channel
- ☐ Comedy Channel
- ☐ HBO
- ☐ Showtime
- ☐ Cinemax
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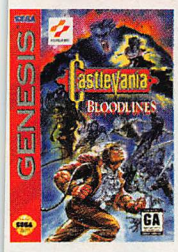

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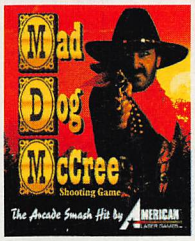

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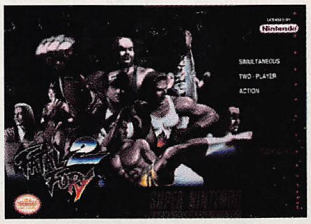

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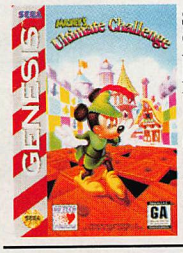

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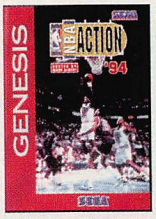

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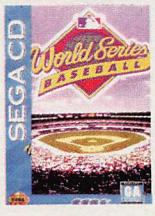

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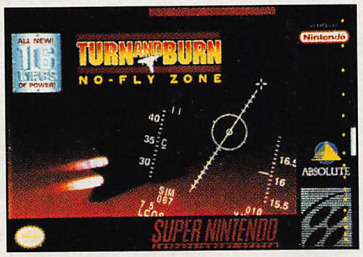

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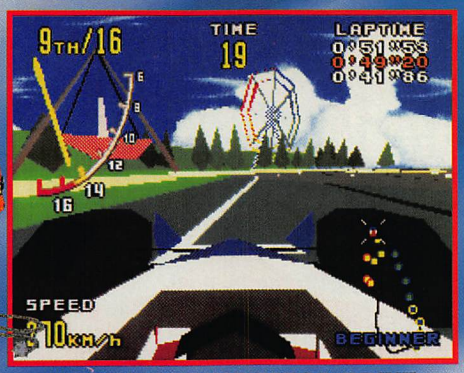

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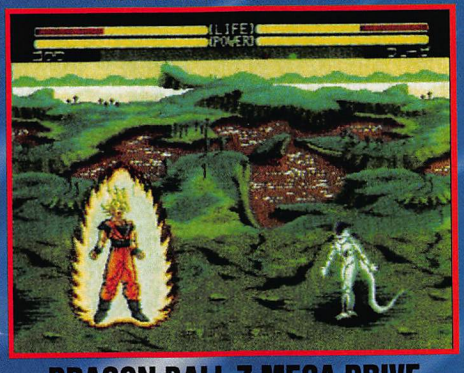

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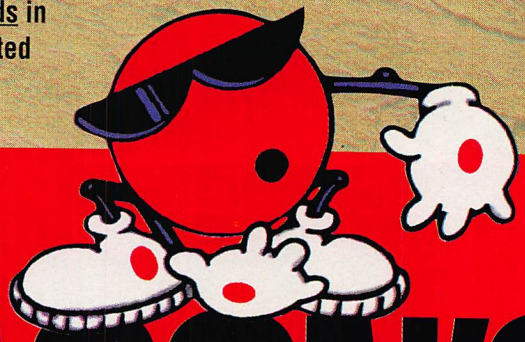

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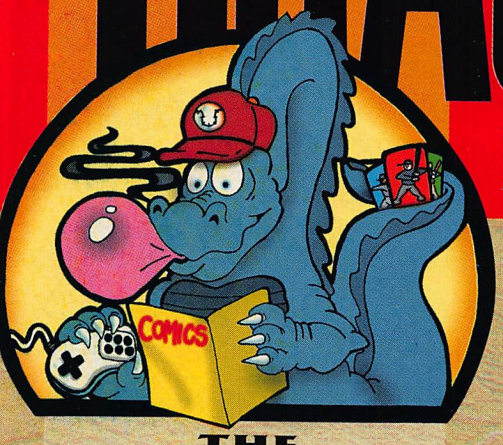

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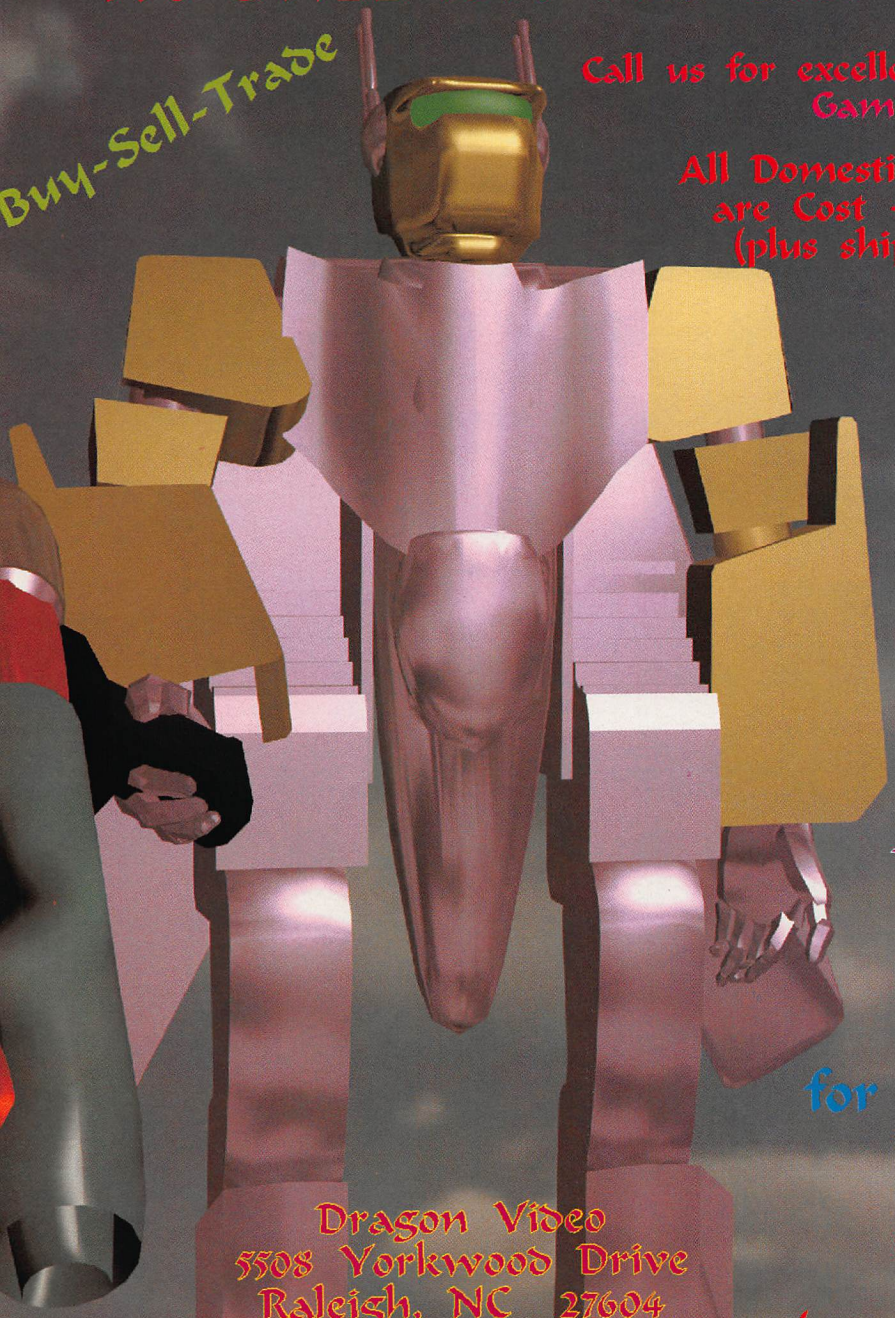

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The correct number of characters in the super 20/20 find em' and win contest was: **19**

PAGES: 3, 22, 55, 56, 57, 61, 67, 70, 74, 97, 102, 113, 126, 127, 130, 138, 144, 158, 167

THIRD PRIZE:

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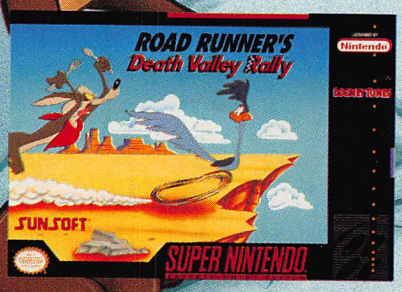

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