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PLAY AS EXTRA IN
KILLED INSTINCT!

EGM²

FROM THE EDITORS OF

ELECTRONIC GAMING MONTHLY

MORTAL KOMBAT 3

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Volume 1, Issue 9



Display until April 18, 1995

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X-CLUSIVE ARCADE COVERAGE!



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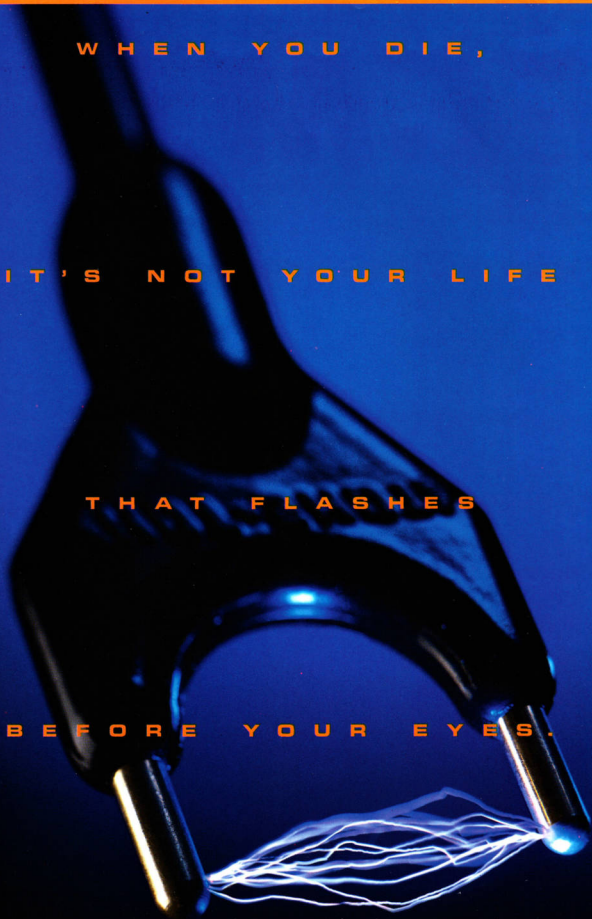
WHEN YOU DIE,

IT'S NOT YOUR LIFE

THAT FLASHES

BEFORE YOUR EYES.

IT'S A CATTLE PROD.

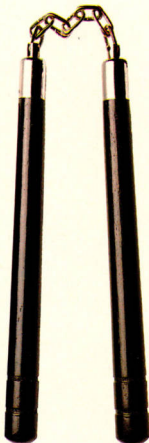
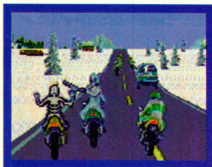




The cattle prod and six other weapons will get you pumped up for some serious nipple surfing.

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Terrorize seven international roadways and learn to say road pizza in the local tongue.



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If you think a couple of punches to the head blurs vision, check out the mace.



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BREATH OF FIRE



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

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YOU THINK THIS IS
JUST A GAME?!



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BREATH OF FIRE,
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GET EXCITED ABOUT
A GAME LIKE THIS?
...COULD EASILY END
UP BEING THE BEST
RPG OF THE YEAR."
**GAME PLAYERS-
MAY '94**

INSERT COIN

EGM... THE BIWEEKLY VOICE OF THE GAME INDUSTRY!

It's hard to believe that this is already our ninth issue of *EGM*! Time does fly when you're having fun. What we like best about *EGM* is the fact that we can devote a lot of pages to areas of gaming that you, the reader, want to see more of. Whether it is international gaming, detailed arcade coverage or just more special features, they're all here in *EGM*. And of course, that is above and beyond the normal *EGM* sections like Tricks and Next Wave that now get updated every two weeks rather than just once a month.

To all the loyal readers who have sent in their comments, we thank you for your input and support. It is this reader feedback that helps shape the magazine into the one that you choose to read. We're pleased that each month hundreds of thousands of game players pick *EGM* as their mid-month news update on the rapidly changing gaming world.

On the other hand, there are a few who look at *EGM* as a magazine that just repeats what is in *EGM*. That couldn't be further from the truth as I personally determine what goes in both magazines, and each is completely different from the other—new information, new stories and new Fact Files. What is nice about being biweekly is that news doesn't happen monthly. It is an ongoing process, and as new information about a product unfolds, it is nice to know that you are only two weeks away from getting the latest update. Such was the case with the CES. *EGM* was the only February magazine to have actual CES game information, such as the first picture of the U.S. black Saturn. The March issue of *EGM* then took that summary information and blew it out in a 16-page preview guide. Combined, that totaled 28 pages of CES information. No one else had even half that much coverage!

Again, thanks for the input. If there is anything else you want to see in *EGM*, either drop me a note or send me an e-mail over the Net. In the meanwhile, don't miss our exclusive coverage on the newest Street Fighter arcade game!

Ed Semrad
Editor

EGM! 2

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March, 1995

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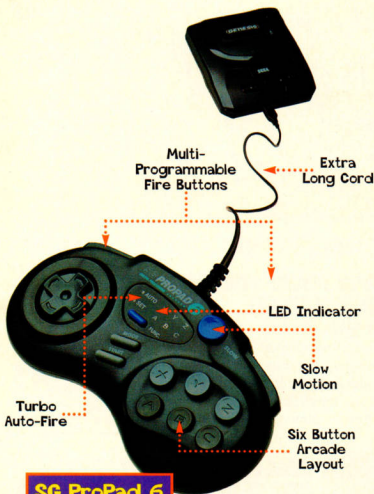
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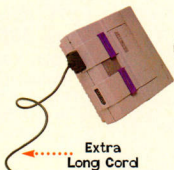
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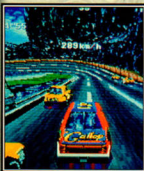
EGM! ²

MARCH / 1995 / VOLUME 1 / ISSUE 9 / NUMBER 9

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HELPFUL TRICKS FOR AVID ARCADE PLAYERS!

Only *EGM* gives you tricks for all your favorite quarter-munchers! This issue is filled with numerous codes, such as how to play Eyedol in Killer Instinct, who the man behind the mask is in Virtua Fighter 2 and how to play Akuma in X-Men!



SEGA SATURN REVS IT UP TO HIGH GEAR WITH DAYTONA!

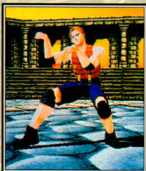
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Get ready to hit the highway again with Sega Saturn's *Daytona USA*. The people at Sega are working hard at translating the popular arcade game on to their system. Though the game is only 40 percent complete, everything looks totally hot!

92

THE SEQUEL TO VIRTUA FIGHTER EXPLODES IN THIS ISSUE!

Get ready for some high-kicking action with the sequel to *Virtua Fighter*. Check out the new characters, special moves and even a few cheats in our four, jam-packed pages on *Virtua Fighter 2*. Who says sequels can't top the original?



A MEGA STRATEGY GUIDE ROLLS YOUR WAY FOR MEGA MAN X²!

98

Having problems with the latest game in the epic *Mega Man* series? No need to worry—in this issue of *EGM*, we have a fantastic guide for *Mega Man X²*. Every stage has been thoroughly investigated so you can collect everything!

PREMIERE EDITION

FLEER ULTRA ReBoot

Computer
Generated Imagery

High-Tech
Special Effects

Terminally Cool
Characters



VIDWINDOW

ON
LINE
MARCH
1995

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INTERNATIONAL FACT FILES

Does the cold weather have you feeling blue? Let the good times roll with hot carts from the Land of the Rising Sun, such as Daytona, Front Mission, Cyber Sled and Raiden Project.

72-79



OUTPOST SEGA

March into spring madness with the latest and craziest Sega Genesis and 32X games including Warlock, Comix, Barkley, Dungeon Explorer and more!

110-116



SUPER NES TIMES

Grab a bit of luck this St. Patrick's Day as you play the hottest and luckiest Super NES games such as Metal Warrior, True Lies and WeaponLord. It's enough to make anyone do an Irish jig!

104-109



PLANET 3DO

Drive a hovercab in Quarantine.

118-119



CD-I ACTION

Blast away with Thunder in Paradise.

120



YOUR TOMBSTONE WILL READ "GAME OVER."



Looking for a meaning-of-life thing? Look no further. Sega Channel is here. It's up to 50 games a month. With secret codes, insider tips and test drives of the newest games pumped into your home 24 hours a day. Play what you want, when you want, for as long as you want, for one low monthly fee. Call your local cable company or (402) 573-3637 today. You'll get old. Sega Channel won't.



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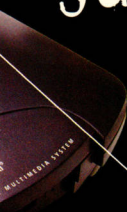


How can we possibly make the 64-bit Jaguar more powerful? Attach an Atari double-speed CD player. It's a lot like attaching an atom bomb to an F-14. We're talking explosive power that no other CD-ROM combination can match. Just piggyback this 790-meg monster onto your Jaguar and watch your TV come alive with insane true color, movie-like images and CD-quality stereo sound.



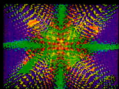
DEMOLITION MAN™ Get ready for an interactive adventure with live action footage of Stallone and Snipes. Now your sappy dreams of movie stardom can be a reality. Available 1st quarter.

The most powerful game system in the world just got a 790 Meg TUNE-UP.



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Watch the beats of your CD's come to life in a pulsating collage of 65,000 mind-blowing colors. Or create your own cosmic light show at the touch of a button.



If our Interactive CD games don't rearrange your brain cells, the built-in Virtual Light Machine will. Throw on your favorite CD, and watch the music morph, contort, and pulsate in a psychedelic light show your ex-hippie parents may even appreciate. So check out the new CD player for the Jaguar. It'll crank the torque up to nuclear proportions.

\$149

CD player comes fully loaded with everything but a Jaguar.

JAGUAR

MULTIMEDIA PLAYER CD

6
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INTERFACE

LETTERS TO THE EDITOR

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

SEND YOUR LETTERS TO...

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LETTER OF THE MONTH!

THE VOICE OF REASON

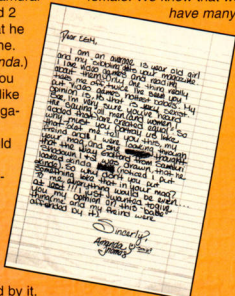
I am an average 13-year-old girl and my sibling gets your magazine. I love video games and reading about them. Only one thing really ticks me off; twice I've seen you put "Video Games' Hottest Babes" into your magazine. My opinion is that this is very sexist. See, I'm sure you've heard the saying, "All men (and women—I added that!) are created equal." So why must you portray us like that? Let me tell you this, my friend and I were looking through your mag,



and she thought the way Galford from Samurai Shodown 1 and 2 was drawn, that he looked kinda fine. (Notice I put *kinda*.) So why don't you put something like that in your magazine? To me, everything would be even ... at last! I just wanted to give you my opinion on this "babe" thing. My friend and I were

offended by it.
Amanda Thomas
Milpitas, CA
(Ed. Wow. Thanks for calling our attention to this, Amanda! Let it never be said that EGM[®] isn't politically correct. We aim to please all of our readers,

whether they're male or female. We know that we have many



female readers and we would love to hear from them more often! You should check out the 1995 Video Game Buyer's Guide and see our choice for Hottest Game Hunk! He's a real ringer!

THIS, THAT AND THE OTHER THING

I recently saw a review with screen shots of a game called Chavez II by American Softworks. I noticed immediately that this game bore a striking resemblance to the game Boxing Legends of the Ring by Electrobrain, which I own. Upon further investigation, I realized the games were almost identical, even down to the same people in the crowd. My question is, how is this possible with two different companies? Is one of these companies ripping off the other? Please answer this for me.

Joseph Balsamo
Teaneck, NJ

(Ed. You're very observant, Joe. However, no one is "ripping off" anyone else. These two games were programmed by the same people. Chavez was supposed to be released only in Mexico. They may look exactly alike, but there are some minor differences.)

WIN A PAIR OF ACCLAIM JOYSTICKS!

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



Are Boxing Legends of the Ring and Chavez the same?

Get a Grip!

The galaxy's newest superstar
is only on SEGA!

Ristar™



Have 'em seeing stars!
Stretch your long elastic arms
and head-butt space enemies
before they star-dust you!



Swing out! You've got to save
seven different planets, so there's
no time to hang out! It don't mean a
thing 'til you start to swing!



Meet 'em and feed 'em! To save
the planets you'll have to get past this guy
and the only way to his heart is through
his stomach! Keep those pizzas coming!



Only on
Sega® Genesis®
and Game Gear!



Reach for the stars on Game Gear!
Ristar may be new at the superhero biz,
but he's got attitude to spare—
not to mention a universe to save!



SEGA



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NO ULTRA 64??!

I am an avid game player and I recently read *EGM* #7. The first thing I usually do is turn to the Gaming Gossip section to find out the latest information on the gaming world. When I read it I was in shock to learn that Nintendo might scrap the Ultra 64. Although Nintendo may not be able to compromise their magic \$250 price, it would seem to me that they could really leave a lot of people wondering about how much of a reality anything they announce will ever become. So the main processor chip costs \$85. So what? Everyone knows that kind of technology isn't cheap. I don't know about the rest of the gaming world, but if someone would shell out \$350-450 for a Saturn or a PlayStation, then why not pay that much for an Ultra 64? In my opinion, Nintendo can scrap the Virtual Boy, I want an Ultra 64!

Eric Hahn
Bellevue, NE

WHEN THE EARTH MOVES

Since the earthquake that hit Japan was so severe, do you guys think that this will slow down the flow of games to the United States?

Mack McLaurin
Midwest City, OK

(Ed. It is doubtful that the Japanese earthquake will affect the flow of games to America or anywhere else. As far as we know, there were no game companies that were lost as a result of the earthquake. But, the Japanese people obviously have more on their minds right now than making video games. We here at EGM and EGM² wish to express our sympathy to the people of Japan in their time of great loss. Hopefully, things will be back to normal soon in the Land of the Rising Sun.)



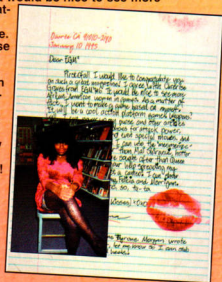
LETTER OF THE MONTH!

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

I agree with Cherise Graves from *EGM* #6. It would be nice to see more African-American women in games. As a matter of fact, I want to make a game based on myself. It will be a cool action/platform game. The weapons? Well, I can power-up my purse and other articles of clothing like shoes for attack power, dresses for defense and even special moves. When it gets really bad, I can use the "Mesmerize" Option! I'll be "bouncier" than Mai Shiranui, hotter than B. Orchid and more sought after than Queen Nefertiti! But I need your help spreading my name around so I can get a cameo. I can show my body better than Cammy, Felicia and Morrigan. I'm too sexy to say more so, ta-ta!

Sincerely (with love and kisses),
Morgana

P.S. If some boy named Tyrone Morgan wrote his name on my letter, let me know so I can stab him with my five-inch spiked heels!



Okay, Tyrone, er Morgana. You made it into the Psycho Letter column so you're almost there! Hopefully we'll see you in a video game soon. Until then, you can look sexy in an *EGM* T-Shirt. There's just one problem, do you want a men's size or a women's size? Yeah, we don't know either!

SOGGY ENVELOPE ART

I have a bad problem. It all started like this: I was looking through one of your issues and saw the page with the letter art on it. I asked my brother if he could draw one for me. He said he would do it only if I do something in return. So I cleaned his room for a month. He asked me what I wanted him to draw and I told him to draw every-one from the game Killer Instinct. He stayed up three days in a row trying to make the best picture that he could. The next day I woke up to see an envelope with all of the characters from Killer Instinct. It was one of the best pictures I had ever seen. I put a stamp on it and went outside to mail it. I got halfway to the mailbox when I got the sudden urge to go to

the bathroom. I left the envelope on the outside patio. When I was done in the bathroom, I went to bed. I got up the next morning and remembered that I had left the envelope on the patio. I ran outside to get it, but it was too late. The envelope was soaked! My brother still hasn't found out that I ruined one of his best pictures. How should I break the news to him?

Charles Mason
Memphis, TN

(Ed. Always remember, honesty is the best policy. Tell him your dog ate it. Next question.)

I had a dog that ate a piece of envelope art that I had worked on for three days. So I ate him. Now, my parents want to know where the dog is. What should I do?

(Ed. Eat your brother. Next question.)

THE MASK

I recently bought *The Mask* on video and inside the box was a slip of paper promising a rebate when the Super NES or Genesis versions of the game were purchased. My question is, was this game ever released? I have yet to see it on store shelves. Was the game scrapped? If not, when will it be released?

Darren Chilton
Beaumont, TX

*(Ed. T*HQ is currently in the process of finishing The Mask video game. A representative from T*HQ told us it should be completed by June or July and that it was in the final phases of development. We'll keep you abreast of its progress.)*

What are you waiting for?

"This game kicks a hell of a lot of ass!"

— *Fire Boy 1 - AMERICA ONLINE*

"With the six-degrees of freedom, true 3-D game engine, Descent has set the new standard that all other 1st person shoot-em-ups must now live up to."

— *Jon Salago, Compuserve 72712.450*

Sensory overload in 360° 3D.

Welcome to Descent™ - 30 levels of the most mind-bending, stomach-churning action game ever. Featuring true 3-Dimensional worlds with light source shading, texture mapping, 3-D morphing, directional sound effects and sizzling music, this is technology taken to the limit.

You begin deep below the surface of Lunar Base I where an unknown alien race has taken over the chasm of the Post-Terran Mining Corporation. Lunge straight down mine shafts, twist around never-ending tunnels and fight your way past robotic menaces in an environment that's truly 360° 3-D...move up, move down, shoot everything everywhere. Hang onto your senses (and your lunch) as you drop straight down mine shafts on a ride that'll leave you spinning.

And what's the good of losing your mind if you can't share the experience with your friends? Descent invites you and your buddies to dive into the action together with head-to-head combat and cooperative two-player modem and eight-player network support.

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"Wow! At last! A true Doom KILLER!!!!!!"

— *Patrick Simmons, Compuserve 720172374*

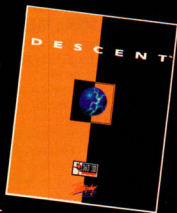
"The nasty computer game with graphics that change as if the player is moving in three dimensions."

— *The Wall Street Journal*

"Descent is an incredible game."

Descent is to Doom as Doom was to Wolfenstein."

— *Al Hunt, Compuserve*



"Doom with a Jet Pack...It's not like playing an arcade game, it's like being in one."

— *Electronic Entertainment*

"Descent is superb."

— *Apogee*

"The sensation of speed is amazing, and the 3D texture mapped graphics make this game a genuine joy to behold."

— *PC Gamer*

"It's Doom with a twist, a turn, and a gravity free flip."

— *Computer Gaming World*

"Played it ... and I have one thing to say. Wow."

— *Sir Ryck AMERICA ONLINE*

"If you still have Doom loaded on your HD you're just wasting space."

— *Big Joe d, AMERICA ONLINE*

"Fantastic graphics, incredible 3-D animation, support for modems and LANs, music, you name it. The best I have ever seen."

— *Jon Yardney, Compuserve 70563.2311*

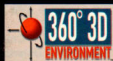
"Cool game, just need to find my Dramamine to play it."

— *Mike Hulen, Compuserve 74023.3004*

"Holy Bat farts, Batman!... I have never experienced an enemy intelligence anywhere NEAR the way these robots act."

"They peek, they fire, they chase you, they take cover, they wait."

— *Marty Peralta, Compuserve 74147.33*



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WHERE'S MEGA MAN?

I'm a big Mega Man fan. You said that Mega Man X² would be out in January. I waited all month, and it didn't come out. I would like to know where to find it.

Erik Frederickson
Knoxville, TN

(Ed. The wait is over, Erik! Mega Man X² should be out now.)



Fans of Mega Man rejoice. Mega Man X² is here!

JAGUAR CD

I'm a proud owner of an Atari Jaguar and your magazines. I was wondering if you have a release date for the Atari Jaguar CD.

Craig Pesant
Ontario, Canada

(Ed. According to Atari, the Jaguar CD should be out in the first quarter of 1995. It will probably include a pack-in game, although it is



Atari's Jaguar CD should debut sometime soon.

unclear what it will be. Keep reading upcoming EGM's for more on this powerful new peripheral.)

MORE JAGUAR NOTES

I enjoy your magazine very much, especially the interviews you've been doing with some of the top game

developers (i.e., Namco and Acclaim). My question involves these and other major developers and the Atari Jaguar. Why does it seem that all of the major developers are talking about versions of their hits (such as MK II and NBA Jam Tournament Edition, for example) for every system (including the 16-Bit platforms!) except the Atari Jaguar? Are companies such as Acclaim, Namco, Williams/Bally/Midway and Capcom waiting for the Jaguar's user base to get larger before signing on as a developer, or has Atari simply been lax in seeking major third-party support? I feel that the Jaguar is the best system in terms of price to power. With the CD-ROM unit coming, things can only get better. It would, however, greatly help the Jaguar to have an MK III, an NBA Jam or a Killer Instinct to put it in a position of more exposure with the other "next-generation" systems.

Gregory Walker
Saginaw, MI

(Ed. Atari seems not to have been able to get the kind of third-party support it was hoping for. Most of the big developers like the ones you mentioned are leaning toward the Sony PlayStation. This is probably the result of Atari's less-than-stellar past performance. However, don't count Atari out. I'm sure they have more than a few aces up their sleeves.)

LOOKING FOR ADVENTURE

I am very concerned about the game Snatcher. I am convinced that it is the best game I have ever played. The graphics are superb, and in the fun department: I give it a 10+. The problem is, there are not many other games like it. Could you tell me of at least one other game like it? Keep up the good work. Please try to help!

Nick Schroeder
San Antonio, TX



Rise of the Dragon is a game somewhat like Snatcher.

(Ed. Well, if you're looking for something close to Snatcher, try Dynamix's Rise of the Dragon for the Sega CD. If you want to stretch it and try something kind of similar but different [does that really make any sense at all?], give Shadowrun for the Super NES a try.)

A STATE OF FLUX

Is it my imagination or are there fewer titles being made for all systems as of late? If my observations are correct, what's the scoop? Are there fewer games being produced for platforms such as the Super NES, Genesis and Sega CD because of the next-generation systems coming out? My friends and I have discussed this at great length, and we can't figure out what's happening.

Tommy Finn
Seattle, WA

(Ed. You're not too far off base, Tommy. The whole industry is in a weird state right now. With all of the new systems coming out [Saturn, PlayStation, etc...], many of the game companies are pouring money into designing games for them. This puts everyone, including us, in a strange predicament. Many gamers are "freaking-out" thinking about their 16-Bit investments going up in smoke. But look on the positive side, in a few short months, some of us [the ones with a little too much money!] will be playing games at home that are as technologically advanced as the game in the arcades! After the initial shock, many gamers will be happy that the advancement in technology came when it did! Hopefully we'll all be playing some of the coolest games ever!)

WHAT IF!

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

WHAT IF...

...Kung Lao's hat was really a boomerang and it came back to him?
...Earthworm Jim was really a tapeworm?
Jason Kenyon, Goldsboro, NC

...Koopas Troopa joined the Ninja Turtles?
...Beavis knew how to read?
...you could finish the Legend of Zelda in one day?
...Boogerman ate more beans than he should?
Brian Hernandez, Houston, TX

...T.J. Combo couldn't do a single combo?
...Goro and Kintaro played Bomberman (two on two)?
...Chief Thunder finally realized that Mohawks were out of style?
Iain Hend via the Internet

...Sonic had antilock brakes?
Jason Latham, Anderson, SC

...there was a Final Fantasy III fighting game?
...Reptile turned invisible and tied his opponents' shoelaces together?
...Tempest starred in Exorcist 5: The Arcade Game?
...Kung Lao tipped his hat and accidentally cut off someone's head?
Todd Ciolek, Beaver Creek, OH

Send your What If's to:
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TECMO WOES

I tried countless mail-order and local video game retailers to find a copy of Tecmo Super Bowl II, but either they weren't getting any or they sold the only five copies that they had! I even tried calling Tecmo directly, and they knew automatically what I was calling about. They could only direct me to a store called Target that might have some copies. Unfortunately, they are mainly located in California and the Midwest, and everyone would have to stand in line to get a copy. This is really unfair because I put in a hell of a lot of time and effort trying to get a copy. It seems that no retailers on the East Coast have any copies left nor will they receive any due to SB II's "one-time release." What kind of crappy business is this? The Tecmo representative told me that due to popular demand, they will probably come out with Tecmo Super Bowl III next season. Do I have to wait a whole six months to a year to get a copy? I think that this is really sad. Anyway, thanks for listening.

Alexander Dedios
via the Internet

When I got back from my vacation this holiday season, I was delighted to get some information on Tecmo Super Bowl II: Special Edition. Little did I know at the time how "special" it was. An ad in one of your magazines said it was available only in limited quantities. I called a local electronics store in the middle of January to see if they had it. They said that they didn't, and they didn't even know of a release date. I discovered that only one of the many stores that I visited had it, and when they received their "shipment," it consisted of only two (yes, two!) cartridges! Needless to say, they

were sold immediately. One store I had gone to wouldn't even carry it because Tecmo would not release it in larger quantities. One of the salespersons suggested that I try a mail-order store, so I did when I got home later that day. They told me the same thing: They were sold out, and there was no way I could acquire one from them. I am very perturbed at this whole situation at the moment. What is the ingenious marketing strategy behind this whole fiasco? Please, please offer us some logical explanation for this insanity.

Willie Diaz and Sid Linker
via the Internet

(Ed. We contacted Dimitri Criona who is the director of sales and marketing at Tecmo to see what he had to say about all this. Alexander's was not the first piece of mail we had received about SB III. Mr. Criona said, "Since sales of football carts generally drop drastically after the Super Bowl, Tecmo had made the mistake of underestimating the number of units that would be sold. We apologize to the consumers about this mix-up, we didn't think the demand for this game would be so high. On the positive side, SB III will be out next year, so everyone who wants a copy will be able to get it." The question certainly arises whether or not this whole thing was some kind of weird marketing gimmick. We don't think so, but who knows? Hope this helped.)

THAT DARN PLAYSTATION

I recently saw some specs for the Sega Saturn and the Sony PlayStation. How can the PlayStation even compete with the Saturn? It hardly has any memory, no speed and only one 32-Bit chip! The Saturn has two! What can the PlayStation do anyway? It

seems to me like it is going to die. CD-ROMs are too slow!

wimbledon4
via America Online

(Ed. First of all, the Sega Saturn also uses CD-ROM technology. It has a slot that may be used for cartridge-based games, but there are none that use it now. As for your comparison of the two: Have you played games on either of these systems? No? Well how would you be able to compare them Mister Smarty-pants?)



The Sony PlayStation and the Sega Saturn both have the potential to be great systems. We have both of them our office, and they're great. The big deciding factor is going to be which has the best games.



Namco's Cyber Sled for the PlayStation is really cool!

Right now, there are more games for the PlayStation than the Saturn. Most of the games for the PlayStation are really cool! But I'm sure in the next few months, the Saturn will get many more excellent titles. Just remember, it's not the lure you use, it's how you dangle the bait. Oooh, that was bad!

NBA JAM FREAK

I recently read an article about NBA Jam Tournament Edition and was amazed at all of the new features. This



NBA Jam TE features tons of rookies to choose from.

game is a "must-buy," but I need to know who the rookies are on the rookie team. I saw one picture of a screen shot with Hill and Dumas, and this astounded me.

Jam Net Jon
via the Internet

(Ed. You want rookies? You got 'em! There are a bunch to choose from. Here's a list of some of the rookies from a preliminary cart: Montross, Kidd, Dumas, Rose, Curley, Robinson, Jones, Reeves, Mobley, Marshall, Dare, Williams, Thompson, Wright, Person, McKie and Hill.)

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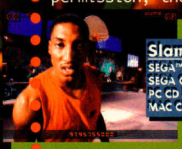
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- video games, wall-to-wall, with no lags or delays. So call and
- get a glimpse of what the future of gaming's going to be. And
- if you're the kind who thinks you need mommy's
- permission, then don't bother. Just go ask

her for a lollipop...maybe she'll let you stay up late tonight.



Slam City
SEGA™ CD
SEGA CD 32X™
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SEGA CD 32X™
PC CD ROM*
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3DO™



Corpse Killer
SEGA™ CD
SEGA CD 32X™
PC CD ROM*
MAC CD ROM
3DO™

*COMING SOON

Yeah, these are what the games look like.
But these pictures don't tell you squat.
That's why we're trying to give you the tape,
Einstein.

Digital Pictures



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PAPERBOY REVISITED

How come there isn't a new Paperboy game? There are only two and they had raggedy graphics, dead music, etc ... everything typical of the old Nintendo games. But now there's new technology! Everyone remembers the silly, old Donkey Kong games. Look what they did to those! Why not Paperboy? Imagine this: a Paperboy with awesome graphics, rock music, bonus stages, Bosses, turning at intersections—I could go on and on! Please ask Nintendo or whatever company that makes this game to reincarnate Paperboy.

Sam Webb
Gainesville, FL

GREETINGS FROM DOWN UNDER!

How's it going, everybody? This is one of your readers from down under in Australia. I would like to start off by saying that your magazine is excellent and you are doing a great job. I'm a big RPG fan, so what I'd really like to know is if Nintendo will be bringing out an RPG for the Ultra 64. If so, will the graphics be like a normal Super NES or will they be like Killer Instinct?

James Bell
Adelaide, Australia

(Ed. Great to hear from ya, James! Hope all is well in the Land Down Under. Is it true that water goes down the drain in the opposite direction? Anyway, rumor has it that the next game in the Final Fantasy series will in fact be made for the Ultra 64! Expect superior graphics, a killer story line and everything you would ever want in an RPG. That is, if this rumor holds true. It's going to be interesting to see what the different types of games will do with the extra processing power of the Ultra 64.)

EGM² ENVELOPE ART!



Jonathon Hong
Burbank, CA



Cesar Magdaleno
Santa Ana, CA



Derek Searis
Holbrook, AZ



Ben Walker
Independence, MO



J.W. Brobst
Columbus, OH



German Vergara
Killeen, TX



Ryan Connors
Hamburg, NY



Kavin Cook
Matunuck, RI



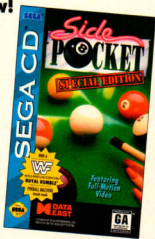
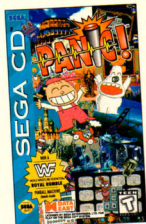
Garrett Gilchrist
Monroe, CT



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Send entries to: Data East In Your Face CD Contest,
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CHIP OFF THE OLD 'BLOCH'

by **Arnie Katz**

Robert Bloch, author of *Psycho* and other fantasy tales, died recently. Most people don't know he was a fanzine fan for over 60 years. His humorous articles, collected as "The Eight Stages of Fandom," has an honored place on my bookshelf.

Bloch also helped inspire this column. For a long time, he reviewed science-fiction fanzines for professional magazines. I've tried to bring the same sense of humor and fairness to the challenge of doing justice to the field of personal journalism. Had he (and the late Roger Phillips Graham) not led the way, it is possible that electronic gaming fandom might not have had such a clearly marked path to follow. With the spirit of Robert Bloch peering over my shoulder, let's go to the fanzines.

The Atari Zone Vol. 6 No. 5

Edited by Dan Iacovelli
1411 N. 36th
Melrose Park, IL 60160-2726
Bimonthly, \$1 per issue,
10 pages

The three-column layout is simple, but **Atari Zone** is packed with news, reviews and activities to appeal to fans of the Sunnyvale company's products.

There's a lot of enthusiasm here, but little outright cheer-leading. That's a blessing for those who want to tap these specialists' expertise without suffering through a 10-page commercial.

If systems like Lynx, ST and Jaguar are important to you, a subscription to this fanzine is certainly money well-spent.

The Dark Side #1

Edited by Al Ficcitelli
27 Meadowbrook Dr.

N. Branford, CT 06471
Frequent, \$1 per copy,
8 pages

One of the wonderful things about fanzines is that the editor can print anything he/she wants on any subject. This new title, produced with a bit of help from veteran fan eds Chris Kohler and Alan Lanoie, embraces electronic gaming and professional wrestling. Commentary about the *Survivor* Series and Yoko Zuna is side-by-side with short game critiques and fanzine reviews. Al even draws a game-oriented comic strip!

It's hard to judge from a first issue, but **The Dark Side** appears to have future potential. A good way to harmonize the varied content would be for Al to write more about himself so we



can learn more about the person who encompasses these diverse interests.

The Laser #9

Edited by Mike Palisano
2 Rock Ridge Dr.
Norwalk, CT 06854
Bimonthly, \$1.50 per
issue, 26 pages

This fanzine shows that intelligent, sincere fans can triumph over those who only insult. Mike took some heat, most of it blatantly unfair, in the beginning, but

he recognized that cooperation and friendliness are the glue that holds fandom together. Most of the big-mouths are gone, but



The Laser has survived to become one of fandom's leading publications.

Mike does most of the writing in this issue—all good, solid stuff. Few fanwriters put more effort into refining style and editing stories to a smooth polish. The finished issue shows the big dividends such extra care pays.

His editorial, wondering how fans will adapt to the coming changes in electronic gaming, provides meat for reflection, and his reviews span just about every major platform. Of particular merit in #9 is his deep analysis of the deal between Sega and Atari.

The Laser has arrived as an excellent electronic gaming fanzine. Isn't it time you sent for a copy?

Video Game Genie #1

Edited by Darryl Wolk & Steven Macaluso
903 Elgin St., Newmarket,
Ontario, Canada L3Y 5H4
Frequent, \$1.50, 14 pages

Two fledgling fanzine editors pool their talent to launch this lively and fairly literate new title. Though they'd benefit enormously from studying some of the existing fanzines, the dynamic duo have made a fairly good start. The layout

is neat, the articles have personality and the writers even have pretty good taste in software.

Video Game Genie, which has no connection to the game-changing peripheral, emphasizes the cutting-edge multimedia systems. They haven't ventured into CD-ROM yet, but they're up to the minute on consoles like 3DO and Jaguar.

Video Game Genie is this month's best first-issue pick. It's still got a long road to travel but the journey should be enjoyable. Send for a copy of the second issue.

Video Zone #11

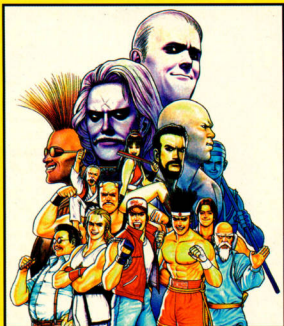
Edited by Chris Kohler
330 Totoket Rd. Northford,
CT 06472
Frequent, \$1 per issue,
12 pages

Alan Lanoie's cover, a clever poke at all the gaming prozines, is an appropriate start to this lighthearted, but sensible fanzine. It looks like Connecticut fandom is starting to spread its wings, and this is still the crew's top zine.

Besides an editorial and short letter column, the issue is devoted to reviews of games and fanzines and a pair of articles. One covers the Senate hearings on violence, while the other is Alan Lanoie's shot at the crimes and misdemeanors of the United States Post Office. (Is this a new fanzine theme?)

In **Video Zone**, Chris has begun to exhibit a real understanding of the fanzine form. The quality has surged upward, and it looks like the best is still to come.

Attention 'zine editors: If you'd like your fanzine reviewed in this column, send it to: Arnie Katz, 330 S. Decatur, Suite 152, Las Vegas, NV 89104.



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

FATAL FURY SPECIAL



SEGA CD

SNK



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such a good boy."

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a couple of real
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Sad. One day
you're cute 'n
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you're burying
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spitting on your
enemies. Who's to
blame? Bad parent-
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sitcoms? Either
way, the **mutant**
marshmallow is



now on 16-bit in two games. So prepare to be
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reaction puzzle game where saving your skin
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opponent in boulders.



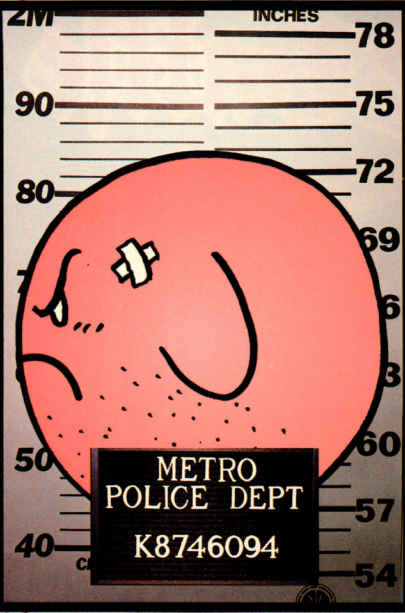
Connect blobs on your side, then watch your bud get buried.

Then facing some of the nastiest
names in the business—like Waddle Dee and Squishy.

(OK, so "The Mangler" and "Scarface" they ain't.)



X O X O X



Kirby's Dream Course™: Trip to



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Hey Look, 3-D without the stupid glasses.

mayhem and, "Voilà!" — eight

3-D landscapes with

eight courses each to bop around in. There's even a hidden bonus level (if you're really good).

Yes, **His Flabbiness** is back in two new games for SNES. And this time he's here to separate the men from the cream puffs.

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Ogre Battle™

March of the Black Queen

It's been 24 years since the Zetegenian Empire first subdued the Kingdoms of Zemobia with a wrath of fear and bloodshed.

You are the leader of a rag-tag band of rebels who have fought to preserve the last shred of honor in this desperate time of treachery.

This sets the somber scene for *Ogre Battle*, the latest in the superb line of fantasy, Role-playing and Simulation Sagas from Enix.



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Are you ready for the next level RPG?!

* Over 25 huge new areas to explore and conquer.

Each stage contains many secret items, characters and enemies to challenge players from novice to the advanced.

* Real animation battle.

Each character is animated with incredible detail. Special effects that fill the whole screen, plus amazing color and sound.

* Multiple story lines and endings.

Ogre Battle offers replay value like no other game before it. Each decision leads you on a new and exciting adventure. Try to unlock the secrets to uncover the perfect ending.

Over 75 unique and impressive characters wait to join the rebellion. It is up to you to locate the most powerful and persuade them to join your party.

Don't just take our word for it....

"Ogre Battle is a graphical, musical, and strategic tour-de-force! All of the battles are fully animated, to a level surpassing Final Fantasy 3, and this title's only 12 Meg! In the months to come, we'll have more on Ogre Battle. Until then, Strategy and RPG fans gaze at these shots and reserve a couple of weeks in March for an incredible experience!"

- GAME FAN MAGAZINE 1/95

"Ogre Battle combines role-playing elements with war simulations to create a great adventure... The graphics are surprisingly good, with lots of details. The interface is simple, so you can hop right into the game."

- EGM 12/94

"The industry needs more games like this!"

- EGM 12/94



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PRESS START



3DO HITS THE SILVER SCREEN

Movies from the silver screen will soon be making their way to the 3DO thanks to the new GPA511M 3DO MPEG Digital Video Module from GoldStar 3DO Interactive Multiplayer. The new system plays movies, music videos and other forms of prerecorded video entertainment stored on compact disc. As part of the module introduction, GoldStar is bundling in *Total Recall* from Live Entertainment, Inc. with the unit.

"The GoldStar GPA511M adds incredible versatility to the 3DO platform," says Jim Ireton, vice president of sales and marketing for the GoldStar Multimedia Division.

"The top-rated system in the video gaming universe now expands its reputation as a family entertainment center by playing action-packed moves (such as *Total Recall*, starring Arnold Schwarzenegger) now stored on digital compact discs. This is truly the future of interac-

tive entertainment."

Built to the Motion Pictures Experts Group (MPEG) standard for hardware video decompression, the new module enables consumers to lay full-screen, full-motion

now available on compact disc are such box-office hits as *Silence of the Lambs*, *Dances With Wolves*, *Star Trek II, III, IV, V and VI*. Also available are music videos by Peter Gabriel, Pete

tainment and instructional programming.

"As a full-service entertainment company, we are proud to partner with GoldStar and 3DO to bring the best of Hollywood and beyond to the most advanced gaming system today for tomorrow," says David L. Garber, senior vice president of distribution and marketing.

"The GoldStar video module demonstrates the rich capabilities of the 3DO system," says Trip Hawkins, president and CEO of the 3DO Company. "We've designed the 3DO system to provide the utmost in flexibility and expandability. Our customers always want to be one step ahead of the pack, and we've built that into our system."

Goldstar will also be a software developer under the name of Hi-Media. Analysts suggest two Williams arcade mega-hits will be among their first gaming titles released.



videos with true stereo sound. Use of hardware (versus software) decompression ensures the highest quality video playback. Priced at \$199.99, the module slips easily into one of the two expansion slots inside the GoldStar 3DO console. The GoldStar GPA511M is available now on a nationwide basis.

Among other video titles

Townsend, Bryan Adams, Eric Clapton and other artists. Dozens of additional titles will soon be coming out onto the market, as more and more publishers and manufacturers adopt the MPEG-1 standard for video compression. Industry analysts predict that compact discs will eventually replace videotape as the storage medium of choice for prerecorded home enter-

STD'S NEW-AGE CONTROLLERS

EGM[®] brings you the first look at all of the controllers and great contests that you can enter to win great prizes.

This issue we're showing the latest controllers for the Sony PlayStation and the Sega Saturn from STD. In addition, a contest is in the works

that will let you name the controllers.

Watch for the contest page in an upcoming issue. The

grand-prize winners of the Name the Controller contest will be able to win a Sony PlayStation and a Sega

Saturn. The Sony PlayStation

controller, on the far left, has eight fire buttons, an LED indicator and an extra long cord to provide you with total control.

The Sega Saturn control pad, at left, has eight fire buttons, independent auto-fire, and an LED indica-



tor with an arcade layout.

The Sega Saturn Joystick has a sturdy metal base; hands-free, independent auto fire; slow motion and a compact stick with an extra long cord. The controllers will be available later this year when the systems are released.

SONY SPAWNS NEW DEAL THAT WILL ENERGIZE COMIC BOOK FANS

Todd Toys recently announced a licensing agreement with Sony Imagesoft to develop a multiplatform video game and computer software titles based on Todd McFarlane's best-selling comic book superhero, Spawn.

The new Spawn games will be produced for the Super NES and the Sega Genesis, as well as the Sony PlayStation and other next-generation hardware systems. The various titles are scheduled to ship beginning in the fall of this year.

"We're very excited to be working with Todd McFarlane and Spawn, one of the few franchise titles in the comic book industry," said Peter Dillie, Sony Imagesoft's director of marketing. "With comic book sales reported in excess of 25 million worldwide, as well as McFarlane's recently launched Spawn

Ultra-Action figures line being sold out, the Spawn world continues to grow in popularity."

"Sony Imagesoft's enthusiasm and dedication to this project has been overwhelming," said Todd McFarlane, creator of Spawn. "With our close collaboration on all aspects of these games, I'm confident that the character and the world of Spawn will be something that computer and video game fans will thoroughly enjoy."

Spawn, the larger-than-life hero who wears a distinctive red cape, is the reincarnation of rugged Army Lt. Col. Al Simmons. Spawn has been given "limitless" powers, which he uses in his titanic struggle against his enemies and other evildoers in a Faustian attempt to redeem



himself by becoming a protector of the innocent. Spawn lives in the shadows of the city streets and is a constant defender of the homeless.

Everyone is waiting to see what Sony can do with Spawn.

NINTENDO FOCUSES ON NEW BOND MOVIE



Nintendo and the most successful film franchise in history are teaming up to take the video game industry by storm. Nintendo of America has signed an agreement with EON Productions Limited for the development and worldwide video game license to make the new James Bond Goldeneye video game. The agreement also included the use of the new James Bond (actor Pierce Brosnan) likeness as the game's main character.

Nintendo is working with the film production house, and the release of the game

will coincide with the release of the film this Christmas.

In *Goldeneye*, James Bond is back with a vengeance! The story line of this major motion picture is set firmly in the present day with key sequences being shot in Russia. The new world order has transformed former friends into deadly enemies and made enemies become friends. The film began production in January.

The U.K.-based RARE Ltd., creator of Nintendo's Donkey Kong Country, will be developing the Goldeneye video game using Silicon Graphics workstations.

"I've played a lot of interesting characters in my career, but I've never appeared in a video game," said Pierce Brosnan with a laugh. "Bond, as Ian Fleming described him, was always a band leader in the high-tech spy game, so teaming up with Nintendo makes good

sense to me." *Goldeneye* is the 17th James Bond adventure created by legendary filmmaker Cubby Broccoli. "When we shot *Dr. No* in the Caribbean way back in May 1962, only H.G. Wells could have envisioned the 'brave new world' of video games that has so captured the imagination of both young and old over the past few years. I remain in awe of your technical achievements in the new entertainment field," Brosnan added.

Since 1962, when James Bond made his debut with actor Sean Connery, 16 James Bond films have been made, including *License to Kill*, *The Living Daylights*, *A View to a Kill*, *For Your Eyes Only*, *Moonraker* and *The Spy Who Loved Me*.

For all intents and purposes, Bond is back and Nintendo has him. If the movie is successful, the game should do equally well.



LAST MINUTE UPDATE

NINTENDO SUES SAMSUNG

Nintendo of America has filed suit in Federal District Court in Seattle alleging that Korean-based Samsung Electronics is responsible for the counterfeit production of hundreds of thousands of copies of its hit video game Donkey Kong Country and other Nintendo games. The counterfeit cartridges containing Samsung-produced components have been discovered on the market in Asia, Latin America, Europe, the Middle East and North America.

In China, where massive counterfeiting of video games is a major problem for Nintendo, Samsung has supplied components containing Nintendo software to at least one major government-owned pirating operation. The illegal games often sell at half the suggested retail price. The lawsuit seeks immediate termination of illegal production; seizure of all inventories; full information on the network and extent of illegal distribution; monitoring of future production; monetary damages and other relief.

"Of all of the counterfeit actions we've undertaken over the years, this perhaps is the most troubling," said Howard Lincoln, chairman of Nintendo. "We've had a business relationship with Samsung Electronics for quite some time." Donkey Kong Country games were discovered and reported to Nintendo at the Winter CES. Detailed lab analysis of the games proved the illegal production had been initiated by Samsung. These types of violations cost Nintendo \$3 billion a year.

ELECTRONIC ARTS LEAPS INTO THE FUTURE BY ACQUIRING VISUAL CONCEPTS AND BULLFROG

Electronic Arts, one of gaming's most successful companies, has acquired a stake in Visual Concepts Entertainment, one of the leading software-development houses.

Based in San Rafael, CA, Visual Concepts will develop entertainment software on the upcoming advanced 32-Bit platforms exclusively for Electronic Arts.

Visual Concepts was founded in 1988 and has had an incredible four-year history with Electronic Arts designing and developing marquis sports games for EA Sports and action categories. Visual Concepts is widely recognized for its ability to develop innovative and visually compelling interactive software.

Key Electronic Arts properties developed by Visual Concepts include Super NES and Sega Genesis titles such as John Madden Football '94 and '95, NHL Hockey '95, Desert Strike and the soon-to-be-released Toughman

Boxing for the Sega Genesis. Visual Concepts has also developed such successful



titles as Tazmania and the Clayfighter series.

"This agreement is part of our long-term strategy to invest in the very best creative talent in interactive entertainment," said Larry Probst, chairman and CEO of Electronic Arts. "The outstanding work by Visual Concepts has set a standard for interactive entertainment, establishing an increasingly high mark for realistic game playing in sports and action games." "The new, advanced,

32-Bit entertainment platforms, based on CD-ROM technology, will provide an even broader canvas upon which to design brilliant new software titles."

The strategic investment in Visual Concepts follows a successful completion of Electronic Arts' recent acquisition of Bullfrog Productions



Ltd. of Surrey, England. Bullfrog was the third major interactive software company acquired by Electronic Arts in

the past three years.

Origin Systems, Inc., of Austin, TX, developers of such titles as Wing Commander and the Ultima series was acquired by Electronic Arts in 1992. Distinctive Software, Inc., of Vancouver, Canada, develop-

ers of EA Sports properties such as NHL Hockey '95 for PC-CD and FIFA International Soccer for 3DO, Sega Genesis and Super NES, was acquired in 1991.

Electronic Arts was founded in 1982 and now has annual sales of more than \$400 million. The company develops, publishes and distributes software worldwide on all video game and PC formats.

For the past five years, EA Sports has built a 16-Bit sports gaming dynasty driven by some great licenses and the John Madden name. Now they are positioning themselves to stay on top of that world.

AMERICAN LASER GAMES TAKES QUANTUM LEAP

American Laser Games has acquired Quantum Quality Productions, a developer of strategy and adventure game software. Under the agreement, QQP will become a wholly owned subsidiary of American Laser Games. The merger is subject to approval by the stockholders of QQP and to certain closing conditions.

The acquisition brings together the talents and strengths of the two companies. American Laser Games' expertise in creating high-quality strategy computer games, including the best-selling, award-winning titles The Perfect General, The Lost Admiral, The Grandest

Fleet and Solitaire's Journey.

ALG will assume national and international distribution of QQP titles for personal computers and will port over selected titles to other platforms, like the Sega CD, 3DO, Sony PlayStation and Saturn.

"American Laser Games' acquisition of QQP brings one of the top game designers in entertainment software to our team. Bruce Williams Zaccagnino ranks right up there with Will Wright, Gary Grigsby and Sid Meier, and we are delighted to have established this relationship with him," said American Laser Games President Robert Grebe.

"We believe the synergy of QQP joining forces with American Laser Games will result in superior games and improved marketing that will benefit both companies," said Zaccagnino, CEO and creative force behind QQP game designs. QQP was founded in 1990 by Bruce Williams Zaccagnino. The company's first two computer strategy war games, The Perfect General and The Lost Admiral, have received several awards.

Very few companies have been able to achieve the notoriety that American Laser Games has with their proprietary full-motion video technology.



Crime Patrol is a very popular live-action game from ALG.



Mad Dog McCree started things off for A. L. Games.

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SEGA CD

SNK



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THE ARCADE PRO WILL HELP YOU TAME EVEN THE TOUGHEST COMPETITION

The Arcade Pro from STD will help you rock the world of even the fiercest fighting game maniac.

If you're looking for an edge to unseat the big dog on your block, the Arcade Pro-Dual Compatible Joystick will get you to the fight on time. With some quick work on each of the six buttons, you should come out victorious or at least put in a better showing than you would if you were using a generic controller.

This controller also has independent turbo auto-fire, slow motion and an extra long cord, so you can carry your controller as do your victory dance around the living room.

This is one incredible joystick. It's not one of those plastic jobs that feels as

though it's going to fall apart in your hands either.

It has a rugged, steel base and a steel joystick shaft, making it tough. This is the joystick your friends haven't been telling you about because they don't want you to pick it up and have you hand them their lunch.

With an arcade look and feel, you can do some serious damage to your friends' egos with this excellent controller.

We've tested a lot of controllers in our laboratories here at EGM® and the Arcade Pro can take a pounding.

We even let Sushi X and Quartermann take this one for a test drive and the fighting guru himself gave this controller some attention.

We tried it with all of the top



fighting games for

both the Super NES and Sega Genesis and it has a great feel and a good hardy look.

If this controller were a football player, it would be a linebacker on his way to the Hall of Fame.

This is one hard-hitting

controller that can take a beating. It's also dual compatible, and it can be used on both systems.

So you can take this controller into battle without having to get used to another controller on another system. Just plug this one in on either system and go for a finishing move.

It's easy to use and it handles like a Cadillac. For those of you who don't have your driver's licenses or have never driven a Cadillac, give this controller a try. You won't be disappointed.

OVERALL RATING

79

The dual-compatible Arcade Pro is well worth picking up.

W.I.T. TWO-PERSON 3DO TO SUPER NES ADAPTER IS A KNOCK-OUT

It's round two for the World International Trading Company, Inc., (W.I.T.) out of Coral Gables, FL. Like a heavyweight contender training for the big fight, W.I.T. has launched their second Super NES to 3DO controller adapter.

They're hoping you will use the new two-person adapter to deliver the knock-out blow to your competition.

The only thing is this time your competition will also be able to use their favorite Super NES controller and make the playing field more even.

W.I.T. did the same thing four months ago, but that adapter was for one player only. They've utilized the same technology and perfected it so that two Super NES-compatible, six-button controllers or joysticks can be used to play your favorite 3DO games.

No more fiddling around to learn the combinations using



a 3DO controller—now you can use your favorite Super NES controller and keep your edge.

The adapter plugs into the 3DO cartridge port and you plug both Super NES-compatible controllers into the adapter.

The new double adapter will cost \$49 and will be available in more than 400 major retail locations across the U.S. and in the U.K.

W.I.T. promised the double

Super NES to 3DO adapter and they have delivered.

They are still working on a Sega version that will utilize the Sega six-button and other Sega compatible controllers in the near future.

Gamers will be able to put their competition on the ropes and the dual compatible Super NES to 3DO adapter won't give your victim any excuses for becoming punch drunk. You can feel confident of a victory when you step into the ring with any one of your favorite fighting or fast-action games coming for the 3DO.

The double adapter delivers, and gamers won't have to struggle with the generic 3DO controllers any longer. Now you can use a controller you are familiar with instead.

The folks at W.I.T. aren't stopping here, and they have some other very cool peripherals in the works.



OVERALL RATING

80

W.I.T. has done it again and this version is excellent.



64 hot teams!



NCAA tournament action!

California		pts	reb	ast	blk	ft	ft%	3pt	3pt%
Loons	0	0%	0	0	0	0	0	0	0
Maugin	2	25%	1	2	0	1	8	0	0
Roberts	0	0%	0	1	1	0	0	0	0
Nichols	2	33%	5	0	1	1	8	1	1
Tucker	6	100%	1	0	3	0	0	0	0
Whitaker	0	0%	0	0	0	0	0	0	0
Holmes	0	0%	0	0	0	0	0	0	0
Morris	0	0%	0	0	0	0	0	0	0
Richardson	0	0%	0	0	0	0	0	0	0
Cunningham	0	21%	2	0	0	0	0	0	0
Simmons	0	0%	0	0	0	0	0	0	0
Wolfe	0	0%	0	0	0	0	0	0	0
Harman	0	0%	0	0	0	0	0	0	0
Lopez	0	0%	0	0	0	0	0	0	0
TOTAL	18	34%	12	3	5				

Press button to continue

Lots of stats!

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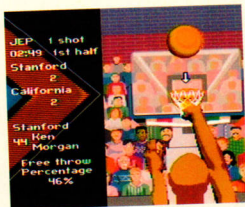


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3-point shot!

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...MK III HIDDEN CHARACTERS IDENTIFIED...
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...NEW NHL FULL-MOTION HOCKEY GAME...
...VECTOR MAN FROM SEGA...
...SATURN 12-PLAYER HOCKEY...

Time to let the cat out of the bag once again, my honorable gaming friends. Yours truly has been on the Mortal Kombat III beat trying to get to the bottom of what will be in the third installment of the greatest fighting series ever made.

So you want to know all about who's gonna make it in the game. I've gotten to the bottom of the plot with some help from my Quarter-friend. We've found out that Mortal Kombat III takes place on Earth. Shao Kahn has somehow turned the Earth into the Outworld and a lot of fight scenes take place here. Kano and Sonya are back from the original Mortal Kombat and Liu Kang from MK II will be back in the MK III who will be played by Robin Shou, the actor playing Liu Kang in the Mortal Kombat movie, Kung Lao is being played by Tony Marquez, Sub-Zero (don't look for Dan Pensa here) and the original Jax will also be back. There will be eight new guys to choose from. To give you a few hints on who they are, be on the lookout for a Native American character called Tomahawk or Thunder depending on who you believe. He will have moves similar to Chief Thunder of Killer Instinct fame and will be played by Sal DiVida. He will use a bow and arrow as well as a full axe. Then there is the Tuskan Raider-like character played by Rich DiVizio. There will be the mysterious bride of Shao Kahn, a deadly but beautiful lady. She will be the first robotic-type character and will be wearing a ninja-type uniform. But that's not all, there is going to be all kinds of new moves and combos. If you think you've seen everything when you've seen multhit combos in Killer Instinct, keep your chop sticks still for a moment. In MK III you'll see plenty of new air and ground combos that you'll really have to work to perform. Then there's the look—they couldn't resist the temptation to turn to SGI workstations and crank out some of the most awesome backgrounds ever! For a clue on one of the stages think of the third time as being a charm! Think about it while I tempt your taste buds and feed you the rest of the story when I hand over my Mortal Kombat III notes to Quartermann. He'll have another helping of Mortal Kombat III stuff for you to devour in the next issue of *EGM*.

Williams isn't done with fighting games. They are also working on another fighting game and they are using many of the martial artists used in Mortal Kombat III. The folks there are filming the characters and will be using their skeletal structures in the game. They are mapping out their movements and will be using their skeletons, then rendering everything using Silicon Graphics workstations. This game will be very high tech, and they are shooting to allow the player to be linked by satellite to go up against another player at another arcade across the country to see who can become the overall champion. Sounds like a great idea.

In other Williams' news, they will be hitting the ice in four months with a new hockey game. The game will feature full-motion video of the games top players and a variety of different views of the ice. Players will be able to control real full-motion video players and there will be fighting in the game. It will also have an NHL league and NHL Player's Association license.

Ho Sung Pak and Daniel Pesina of Mortal Kombat II fame have finished shooting a fighting game for Atari called Virtual Reality Fighters. No word yet on when the game is coming out. Sources are suggesting that Atari is fine-tuning the game, and it will be out in the fall for the Jaguar but they're looking to bring it out as an upright arcade game first.

Sega is hard at work on their premiere title called Vector Man. They will be showing off their newest technological wonder at the E3 show. Vector Man is being done by Blue Sky and it will be similar to PF Magic's Ballz game, in that it will be using ball sprites. But sources are suggesting this game will be like nothing we've ever seen before.

Staying with Sega, their new Saturn hockey game is being called NHL All-Star hockey and the totally 3-D hockey game won't have fighting but it will be 12-player compatible.

In other news, Panasonic is negotiating with Williams to get a hold of Mortal Kombat II and NBA Jam Tournament Edition for the 3DO. GoldStar walked in and held their own negotiations with Williams underneath Panasonic's nose. The two companies have inked a deal and only time will tell when they plan to make the announcement. They will be bringing out the Williams licensed games under their new software division called Hi Media.

How's that for classified info that you won't find anywhere else and if you do, scratch it, sniff it, touch it, but please don't taste it. These morsels of gaming gossip are digested easily and we don't use any MSG in our tasty, low fat gaming delicacies. Till next time, I remain the honorable keeper of the gossip...



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Brandish

While Some Fantasy Games Just Scratch the Surface, Brandish Unlocks the Underworld!

NOW that you've mastered games like *Breath of Fire™* and *Brain Lord™*, we think you're ready for a role-playing game where the sun doesn't shine and the monsters grow big, really big!

In *Brandish*, you stand accused of murder, being pursued by a fearless bounty hunter looking to collect the reward. About to be captured, you fall into a deep underworld maze filled with dangerous traps and deadly monsters including: giant crabs, headless fist-pounding warriors and fire-spitting gargoyles. With the bounty hunter still hot on your trail, you must navigate your way out of the mazes and back to the surface ASAP. Our only advice: stay alert, well armed and always moving upwards!



Headless warriors are out to ruin your day



Narrow corridors & rolling boulders are a deadly combo



Some underworld characters give helpful advice for a price

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- ✓ KEEP A LOOKOUT FOR TRAPS THAT WILL SEND YOU BACK LEVELS OR TIME WARP YOU TO A NEW LOCATION
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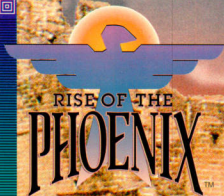


Behind this GREAT WALL, Big Trouble's Brewing!



The year's 206 BC and China's beginning to take shape. The Great Wall just opened to visitors, the writings of Confucius are moving up on the Best Sellers list and two great warriors are about to clash. It's said that the victor has been selected by the heavens to rule all of China. Assuming the role of either great warrior, it's up to you to plot the strategies that will defeat your counterpart and lead the country into the next dynasty. Are you prepared to fulfill the myth now known as Rise of the Phoenix?

- ★ PLAY ONE OF TWO POWERFUL WARRIORS ENGAGED IN A BITTER RIVALRY FOR CONTROL OF CHINA
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TRICKS OF THE TRADE

D-CODER IS ON THE INTERNET!

Recently D-Coder has been receiving some really great tricks through the mail, but he wants to get more. He decided to turn to the Internet. If you would like to E-mail tricks to D-Coder you can do so by sending them to egmtriks@mcs.com.

If you decide to e-mail a trick you must include your address (actual home address) to receive your prize. If you choose not to e-mail your tricks, you can still send them in a letter to:

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

D-Coder just loves it when he gets a new trick from his ever-growing number of readers! If your trick gets printed you will receive a game for the system* of your choice.

*Prizes that we get in this prize to help our readers happy and make us smile. Sendai Publishing Group, Inc. is not responsible for the placement of entries or delayed prizes, and is not obligated to award the game carts to those people who happen to send the first entry. Your address or any personal information by the sign of the magazine or any other publication or media source, in the case of his awarded prize being submitted, the first date received will be awarded to the winner. Limit one game per person per year. Prizes may be printed in both publications (EGM and EGM2). However, the winner will receive only one prize. The rules related back. You must print your name and address on the letter for us to give you mail. Tricks obtained or submitted by players using the Internet service must contain the player's full name, address, state, and zip code in order to be eligible for the Free Game. Copyright © 1994 Sendai Publishing Group, Inc. Free selection of games is up to us. *The following prizes systems are NES, Game Boy, Super NES, Game Boy Advance, Sega CD, Saturn, Game Gear, 32X, 3DO, Philips CD-i and Jaguar. Visit where prohibited by law.

SEND TIPS

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

**Tricks of the Trade
1920 Highland Ave, Suite 222,
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Check into the new saga of D-Coder for a neat little bedtime story and for more details on those free goodies!

WIN GAMES!

DEMON'S CREST

SUPER NES KONAMI

Play as the Ultimate Gargyle

At the Main Menu choose the Password Option. Enter the corresponding code to get the correct results.



These allow you to play as the Ultimate Gargyle or with all items. Enter them at the Password Screen:
Full life meter and all items:

FDQP
QRMB
FGNH
GTKL

Full life meter, all items, and Crest of Heaven:

QFFF
KNRR
DDLRL
XGTO

Ryan Rayhill, Gainesville, FL

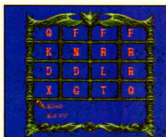
TRICK OF THE MONTH



Use this code to get a full life meter, all items and more!



This code will allow you to play against the real Phalanx!



Use this code to get all items and the Crest of Heaven!



You will now be able to play as the Ultimate Gargyle!

WIN AN AWESOME CONTROLLER FROM STD AND EGM!

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



OFFICIAL RULES AND CONDITIONS: 1. No Purchase Necessary. No purchase or payment of any money is necessary to enter. To enter the contest, visit your name and address (including your city, state, and zip code) in a letter containing your best code and mail it to: Tricks of the Trade, Sendai Publishing Group, Inc., 1920 Highland Ave, Suite 222, Lombard, Illinois, 60148. One entry per household. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Entries must be received by March 30, 1995. Sendai assumes no responsibility for lost, misplaced, late, damaged, incomplete, postage due, or misdirected entries. Sendai Publishing reserves the right to cancel this contest at any time with appropriate notice. 2. Winners: Winners will be judged based on their code's uniqueness, novelty, accuracy, and the fact that said code is not already known to the judges. The judges will be from the Sendai Publishing Group and their decision is final. Noncompliance with any entry procedure may result in disqualification. All entries and copyrights therein become the property of Sendai Publishing Group and will not be acknowledged or returned. 3. Winners: Winners will be notified by mail. Prizes are non-transferable. No substitution of prizes is allowed, except at the option of Sendai Publishing Group. 4. Eligibility: Sweepstakes open to residents worldwide. Prize winners shall be notified by mail and must agree to the use of their names and likeness for publicity purposes by Sendai Publishing Group and their affiliates are not eligible. Further Sendai Publishing Group, Inc. or STD Entertainment or their respective affiliates, subsidiaries, divisions, or related companies, are responsible for any damages, loans, or other expenses that consumers might incur as a result of this contest or receipt of prize. All local, state and federal taxes and the sole responsibility of the Prize winners. 5. Prize winners are under 18 years of age, the prize will be awarded to the parent or guardian and the release shall be signed by the parent or guardian (if applicable). 6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply. 7. Sponsor: Contest sponsored by Sendai Publishing Group, Inc. and STD Entertainment (USA), Inc. Copyright © 1994 Sendai Publishing Group, Inc. SNPROPAD, SGPROPAD-6, SNPROGRAMPAD, and SGPROGRAMPAD-2 are all trademarks of STD Entertainment (USA), Inc.

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CHEAT SHEET

Power Instinct Atlas of Japan/ Mega Drive

Use Young Otane
At the Title Screen

move the cursor to Story Mode. While Pressing Up, press START and B at the same time. If the Sega logo appears, it has worked. Now you can play any mode you want. At the Character Select Screen, move the cursor to Otane and choose her while keeping Start pressed.

Godzilla Monster War Toho of Japan/ Super Famicom

Play as Mecha Godzilla
with Garuda backpack/
Space Battleship

Mecha Godzilla with Garuda backpack: At the Title Screen press L top button, R top button, Y, X, A, B.
Space Battleship: At the Title Screen press L top button, R top button, Up, Left, Right, Down, Y, X, B, A.

Gokujyoh Parodius Deluxe Pack Konami of Japan/ Super Famicom

Stage Select/Hidden Level Stage Select: At the Character Select Menu press Up, Down, Up, Down, X, R top button, R top button, SELECT, SELECT and listen for the cat.

(continued on p. 48)

WWF RAW

SUPER NES ACCLAIM

Super Punch

At the Copyright Screen press Up, Y and B simultaneously and repeatedly until you hear a "gunshot" sound.



This trick will allow you to defeat your opponent with only two punches! To do this code, you must wait for



Press Up, Y and B repeatedly and simultaneously.

the copyright text to appear. At this point you must press Up, Y and B simultaneously and repeatedly. If done cor-



With one punch, take off half your opponent's energy! rectly, you will hear a gunshot sound. You now have the advantage over your foe! Andre Estevez; New York, NY

CLAYFIGHTER 2

SUPER NES INTERPLAY

Play as Ice, Spike and Thunder

At the Main Menu enter the corresponding codes to play as the Bosses. If done right, you will hear a shout.



At the main screen, enter the following for the tricks:
Ice: Hold B, press UP, L, L, L, RIGHT.

Spike: Hold R, press X, B, B, A, Y, LEFT, A.

Thunder: Hold UP-LEFT on the D-pad, press Y, B, X, B, B, X, A. You'll hear a shout if done correctly.

Jon Guerin; Placentia, CA



Enter the corresponding code at this screen.



Hold B, press up, L, L, L and Right to play as Ice.



Hold R, press X, B, B, A, Y, Left, A to play as Spike!



To play as Thunder, hold U/L, press Y, B, X, B, B, X, A.

EARTHWORM JIM

GENESIS PLAYMATES

Extra Continues

Start a game in Practice Mode. Launch the cow and then RESET. Start a new game in Normal Mode.



This trick will start you out with three continues in the game, Earthworm Jim. First, start a game in Practice Mode. Launch the cow and then reset the game. Now start a game in Normal Mode and you will have three continues.

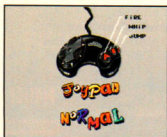
Ben McManhan
Oklahoma City, OK



Set the Play Mode to Practice instead of Normal.



Start the practice game and launch the cow.



Reset the game and set the mode to Normal.



You will now start out with three continues!

IN AEROBIZ SUPERSONIC, EVERYTHING'S BETTER BUT THE FOOD!



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



SET UP BOTH DOMESTIC AND INTERNATIONAL ROUTES

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



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



REVIEW AIRLINES SERVICES AT DESTINATION CITIES

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



- ▶ Offer air service to over 80 major & minor cities around the globe
- ▶ Select from 4 eras in aviation history including two futuristic scenarios
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CHEAT SHEET

Gokujyo Parodius Deluxe Pack Konami of Japan/ Super Famicom

Stage Select/Hidden Level

(cont.)

Hidden Level: At the Option Menu, do the infamous Konami code; Up, Up, Down, Down, Left, Right, Left, Right, B, A.

Go Go Ackman Banpresto of Japan/Super Famicom

Stage Select

When the opening demo starts playing on controller two, you must hold down Y, B, L top button, R top button, START and SELECT simultaneously and hit RESET. If done correctly, the Stage Select Menu will appear.

Gauntlet IV Tengen/Genesis

Secret Password

You can now start with eight keys, four potions, 999,000 health points, the best equipment, all items and powered-up abilities. To enter the code, select Quest Mode from the menu. Next, choose the option Continue. Enter your name as GAUNTLET4. Next, enter the following password:

=K40+ EP-AX =+P=1
3J06G PPMC3 8D9-8

Francis Anl
Goose Creek, SC

WWF RAW

SUPER NES ACCLAIM

Change Attributes

Enter the code that corresponds to the wrestler at the Attribute Screen to change his/her attributes.



Choose your wrestler and press SELECT to view attributes. Use the code to change attributes. (Press all buttons simultaneously.)

Brett Hart: Down, Start, Left Undertaker: Right, Y, Start
Yokozuna: Up, Y, A
Bam Bam Bigelow: Y, Start, A

Razor Ramon: Y, A, Left



Choose a wrestler and change his attributes.



Press select to view the wrestler's attributes.

Lex Luger: Down, Right, Start, Y
Doink: A, Y, Left, Start
Shawn Michaels: Left, Down, A, Y

1-2-3 Kid: Left, Up, Start, A
Diesel: Down Y, A, Start
Owen Hart: Up, Start, Y, A
Luna Vachon: A, Up, Right

Travis Stahlhut; Albion, IN



Enter the code and you can now adjust attributes!

WWF RAW

SUPER NES ACCLAIM

Mega Moves

When using the Mega Moves corresponding to the wrestlers, always press and hold the top L button.



All of the following tricks can be done at any point during the match, but when doing any part of the move you must hold the Top L or R button or else the Mega Move will not work.

(KEY: L=Left on D-pad, R=Right on D-pad, D=Down on D-pad, U=Up on D-pad, Y, B, X, A=buttons on controller)

Brett Hart: While on the top rope and your opponent is on the ground press R, R, U, B

The Undertaker: L, R, R, Y when your opponent is in front of you

Yokozuna: D, D, X when on the top rope

Bam Bam Bigelow: U, D, L or R, Y when facing the ropes

Razor Ramon: While



Owen Hart's Sharpshooter knocks your opponent out.



Check out the Luna Eclipse! That's gotta hurt!



Razor Ramon's Razor's Edge is sure to do some damage!



Take off tons of energy with Bret Hart's Sharpshooter!

your opponent is on the ground, stand below him/her and press L, L, R, B

Lex Luger: U, U, D, B (hit B continuously)

Doink: L, L, A (must be done behind a stunned opponent)

Shawn Michaels: D, R, R, A

1-2-3 Kid: Stand on the top rope and press U, U, U, A while your opponent is down

Diesel: While your oppo-

nent is stunned, get behind him/her and press D, D, R, B while facing the majority of the ring

Owen Hart: U, R, D, Y (hold Y to keep spinning)

Luna Vachon: Stand above a knocked-down opponent and press L, D, D, B

Rick Mason
Arlington Hts, IL

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CHEAT SHEET

Tiny Toon Wacky Sports Challenge Konami/Super Nintendo

Secret Password

This code will let you practice any of the events in Two-player Mode. At the Main Screen, choose the Password Option. From left to right enter Babs Bunny, Montana Max and lastly, Bookworm. If done correctly, you can choose your character and access the Events Menu.

Nickie Embry
Blue Island, IL

Toshinden Takara of Japan/ Sony PlayStation

Play as Sho

First of all, enter the Gaia code. Press Down, Diagonally Down Right, Right (a.k.a. Fireball Motion) with weak slash as the Option Menu forms on the screen. If done correctly, you will hear, "Fight!" Now go into One-player Mode and move the cursor to Eiji, press and hold up, then choose the character. After you select Gaia as your character, start a match then pause the game. Select Restart. When you enter the Gaia code, also enter the Sho code—on controller two, press Right, Down, Down-Right diagonally and weak slash (a.k.a. Dragon Punch). You will hear "Fight!" At the Character Select Screen, move to Kayin, press down and select him!

STAR WARS ARCADE

32X

SEGA

Stop Timer

Press **START** to pause the game and on controller one press **Down, B, B, Up, Right, Left**. You will hear, "Yahoo!"



(NOTE: Must be done on a six-button controller) This trick will let you stop the clock. To do this trick,



Press **START** to pause the game at any point!

press Start to pause the game at any point. On controller one press Down, B, B, Up, Right, Left. If done



You can now take your time to destroy the TIE Fighters!

correctly you will hear, "Yahoo!"

Kenny Wong
New York, NY

FINAL FANTASY III

SUPER NES

SQUARE

Step Mine Lore Spell

Go to the small island on the northeast part of the map. Beat the Intangir and get the Step Mine Lore Spell.



This trick will get you the Step Mine Lore spell. Go to the small island on the northeast part of the map. Eventually you will confront Intangir. You can beat him with Cyan and Relm as a team. Use Relm and Sketch against him first. Then use Cyan to give her Fenix Down



Go to the northeast part of the world with the airship.

(as needed). Afterward, use the Empowerer from Cyan and immediately use Sketch. Before you are attacked, Cyan will have enough energy to continue the cycle. Continue until Intangir is dead and Strago will learn the Step Mine Lore Spell!



Have Relm use her sketch command on Intangir.



If you win the battle, Strago learns Step Mine under Lore.

RISE OF THE ROBOTS

SUPER NES

ACCLAIM

Invincibility, View Ending

At the Mode Select Screen enter the codes to play as the Supervisor, view the ending and get invincibility.



You can now become invincible and view the ending in this game! All of the codes must be done at the Mode Select screen. **Invincibility:** On controller one press DOWN, B, UP, B, DOWN, LEFT, RIGHT, B. **View Ending:** Press LEFT, B, RIGHT, B, DOWN, LEFT, RIGHT, B.



Enter the code to view the ending.



At the Mode Select Screen, enter the invincibility code.



Now view the ending of the game without beating it!



You can now dominate the game with invincibility!

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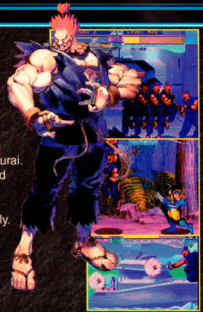
Heads or Tails X-MEN

Play as Akuma

Using Akuma

- Player 1
1. At the Char Selection Screen, move cursor to Spiral and leave it there one second.
 2. Move the cursor in this sequence: Silver Samurai, Psylocke, Colossus, Iceman, Colossus, Cyclops, Wolverine, Omega Red.
 3. Move the cursor to Silver Samurai and leave it there a second.
 4. Press Strong Punch + Weak Kick + Strong Kick simultaneously.

- Player 2
1. At the Char Selection Screen, move the cursor to Storm and leave it there for one second.
 2. Move the cursor in this sequence: Cyclops, Colossus, Iceman, Sentinel, Omega Red, Wolverine, Psylocke, Silver Samurai.
 3. Move the cursor to Spiral and leave it there a second.
 4. Press Strong Punch + Weak Kick + Strong Kick simultaneously.
- All moves are done the same as in SSF2, except the new Uppercut, which is two motions and all three punch buttons.



Tricks in this Issue:

Welcome back to Heads or Tails! It is an incredible month for arcade tricks. Learn to play as Akuma in X-Men, get the latest secrets in Killer Instinct, then pick up a few neat tricks for Virtua Fighter 2. If you have any hot info write us (see Tricks of the Trade) or e-mail us at egmtriks@mcs.com. (First one with a real name gets credit)

Play as Eyedol, Turbo Mode and Fulgore's shrink...



From **Miles Hardison**:
Back the other player to the edge of a platform stage and start a simple combo. At the end press back, down, back and fierce kick to teleport behind them. P1 will shrink yourself, P2 will shrink your opponent.

From **John Oliver**:
To play as Eyedol, just select Riptor and hold left while pressing quick punch and kick along with medium punch. Then on the Versus Screen, switch to holding right and press fierce punch and kick along with medium punch. You'll hear the computer say, "Eyedol."



From **Miles Hardison**:
Here are two tricks to do right after you select your character. Hold until you hear the corresponding noise. For Turbo Mode, push right on both joysticks and hold the top three buttons on both sides. (You'll hear an extra swoosh noise on the Versus Screen if done correctly.) For easier combo breakers, try pressing down and hold START. (You'll hear "combo break" on the Versus Screen.)



Virtua Fighter 2

Slowdown Replays & Kage's Hidden Face



To see the man behind the mask (Kage), you must win 20 rounds in a row and then knock it off of him. To view the replay in slow motion, simply press all three buttons. However, it only works once per game.



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DONKEY KONG
LAND



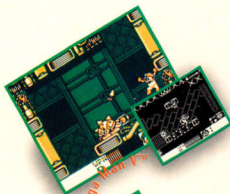
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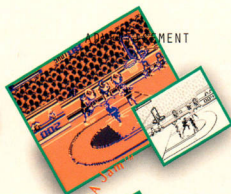


Game Boy. Instant color conversion! And it's not just for new Game Boy games. ANY Game Boy game can take advantage of Super Game Boy's powers of color transformation. That's a lot of games, too—well over 350 titles! And once you're all set up, you'll play your Game Boy games using Super NES controllers. You'll hear the stereo Game Boy music through TV or stereo speakers. You'll play it in living color on your TV screen. Get the big picture?

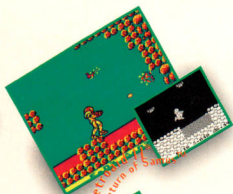
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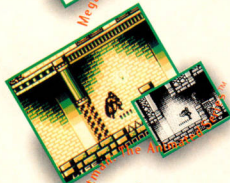
Mega Man Prime



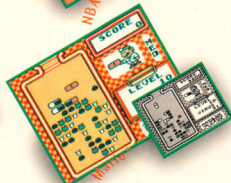
NBA Jam



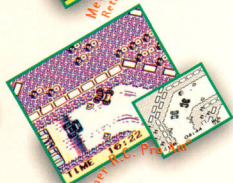
Metroid: Return of Samus



Batman: The Animated Series



Dr. Mario



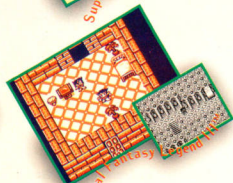
Super RPG: Prayers



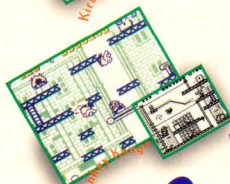
Kirby: Dream Land



Mario Party / Super Mario Land 2



Final Fantasy Legend II



Donkey Kong

TRADING GO

With Game Boy, you have the ability to "take it with you," but Super Game Boy lets you show off your favorite Game Boy games in an all-new way. Your Game Boy games will look better, play easier and take on a whole new level of graphic detail. In this case, bigger is definitely better. Instantly mutate Metroids to 10 times their original size! If a picture is worth a thousand words, the "before and after" shots here are saying a lot of good things about Super Game Boy!

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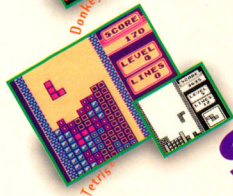
Donkey Kong Land



Mortal Kombat II

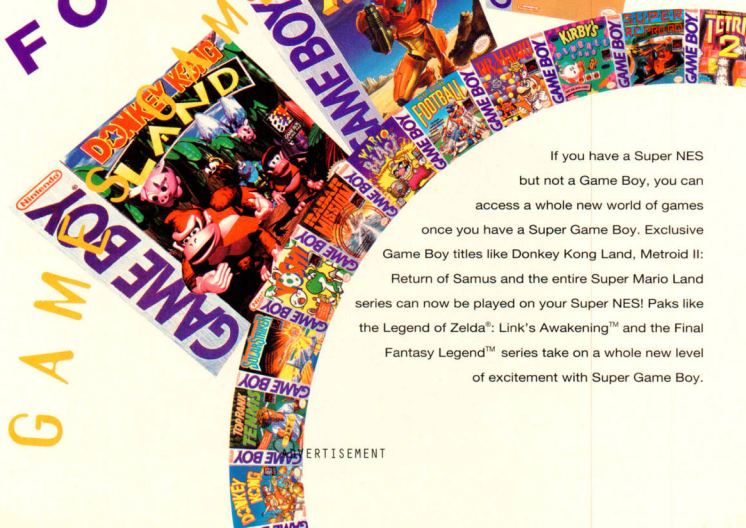


Super Mario 64



Tetris

FOR SHOW



GAMES GAMES

If you have a Super NES but not a Game Boy, you can access a whole new world of games once you have a Super Game Boy. Exclusive Game Boy titles like Donkey Kong Land, Metroid II: Return of Samus and the entire Super Mario Land series can now be played on your Super NES! Paks like the Legend of Zelda®: Link's Awakening™ and the Final Fantasy Legend™ series take on a whole new level of excitement with Super Game Boy.

ADVERTISEMENT

When you plug a game into Super Game Boy—POW—instant color. Some color combinations look better than others, and some might be fitting for one game but not another. It all depends on what looks good to you. If the default color palette isn't to your liking, that's not a problem. Super Game Boy has lots of palettes to choose from, 32, to be exact.

ADVERTISEMENT

As you can see, games like Link's Awakening look great in almost any color palette. When customizing the game you're playing, you'll find that contrasting colors often work best.

Choices

BORDER OPTIONS

There is a secret about the border. If you pause your game and let it set long enough, the border image changes and/or sets itself in motion. It's like a Super NES screen saver. Try it!

BORDER OPTIONS

BORDER OPTIONS

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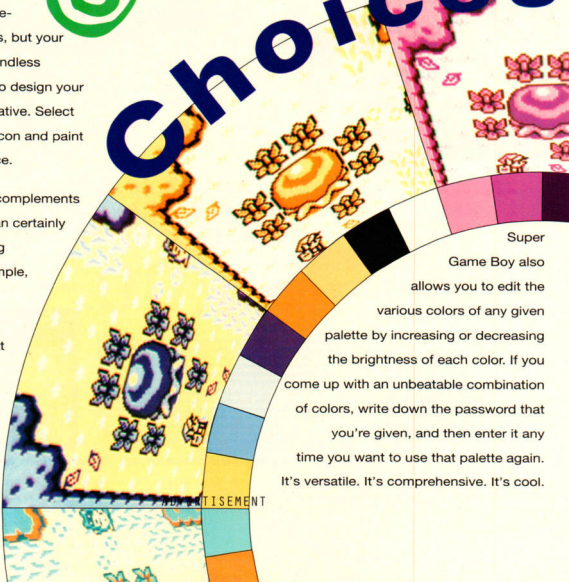
If you really want to go crazy with your borders, we suggest hooking up the Super NES Mouse to part II on your Super NES. It will work kind of like Mario Paint.SM Just select a color from the color palette, click and hold the buttons, and paint away!

Another custom feature that will help you create stand-out screens is Super Game Boy's border option. It has nine pre-programmed borders, but your choices are almost endless because you can also design your own borders. Be creative. Select the Custom Border Icon and paint your own masterpiece.

Using a border that complements your game screen can certainly enhance your gaming experience. For example, set the scene for Link's Awakening by painting a border that features Koholint and Egg Mountain, or build an arena around your NBA Jam™ court.



Choices



Super Game Boy also allows you to edit the various colors of any given palette by increasing or decreasing the brightness of each color. If you come up with an unbeatable combination of colors, write down the password that you're given, and then enter it any time you want to use that palette again. It's versatile. It's comprehensive. It's cool.

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ENHANCED



Super Game Boy Enhanced Mode Icon



Programmers can now pre-assign colors to provide optimal contrast, vibrancy and detail with Super Game Boy Enhanced Mode.

Different levels of a game can access different color palettes, as well. And customized borders that surround the playfield can be built-in to create an exciting frame that complements the game. Check out games like Donkey Kong, Space Invaders,™

Mighty Morphin Power Rangers,™

Wild Snake,™
Bonk's Revenge,™
Mega Man V, Donkey Kong Land and more! Keep an eye out for the happy face icon on the box. It lets you know that the Super Game Boy Enhanced Mode is ready to roll!

MODE



Select any Power Ranger and the Enhanced Mode outfits them in the right color.



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HE2C3

NEXT WAVE

9 GAMES PREVIEWED

BloodStorm, Lunar: Eternal Blue, Realm, Oscar, Whizz, Donkey Kong Land, Rage Rally, Hell, Earth Bound

LAST MINUTE UPDATE

Howdy, video gamers, welcome back to the Next Wave section that you all know and love. One thing you'll notice is the slow but sure switch from 16-Bit to the higher-end systems like the PlayStation or 3DO. After the dismal showing of Super NES and Genesis and the the booming of the other mediums at the Winter CES, it seems like it's time for another change.

We've got great titles this month, including BloodStorm from GameTek, and a new 32X Pitfall from Activision.



PITFALL: THE MAYAN ADVENTURE



Pitfall Harry's adventures finally go 32-Bit with the 32X version.



BLOODSTORM

FIGHTING

GAMETEK

While it may not have hit it big in the arcades, BloodStorm was a decent fighting game that had more secrets than you could believe. Two home versions are being readied. One is for the PlayStation, and the other is for the Sega Saturn.

BloodStorm gives you a selection of fighters, each with their own abilities, but a chance to gain your opponents powers as well. You want blood and death? BloodStorm's got it, with body parts flying and the ever-cool Sanders. You can pick up gauntlets, which give you more powers, too. There are lots of hidden warriors to find, and you have to defeat them all in order to find the real endings. All of these play elements add up to make a

decent fighting cart.

Because it will be for the two power systems, you can be assured that the graphics and sounds are ported right over from the arcade. If you haven't played it yet, you shouldn't miss this opportunity to try it at home.



This game will be making appearances on both the Saturn and PlayStation.



BloodStorm may not have been all that hot in the arcades, but now it rocks!



BloodStorm has it all: fatalities, hidden characters, big heads ... everything!



If you get dizzy, an enemy can lop off your head with one clean swipe.



Choose from all the cool characters in this great translation!

BRAIN DEAD 13



Fritz... Armed and Dangerous

BrainDead 13 starring Fritz... a bizarre comedy, horror, action-adventure
IBM PC CD-ROM • 3DO • MAC CD-ROM • SEGA CD • MPEG CD-ROM



ReadySoft Incorporated
3375 14th Ave., Units 7 & 8
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NEXT WAVE

friend from foe can be a real task. Look for more on this one soon!

LUNAR: ETERNAL BLUE RPG WORKING DESIGNS

Heads up RPG players! Lunar: The Silver Star has finally spawned a sequel for these shores! Subtitled Eternal Blue, you will be treated to another look at the world of Lunar that is three times as big as the original game.

Lunar: Eternal Blue is not only bigger than the first game, but also better looking. As for dialogue, there's 1.5 hours of it. The story is convoluted, and telling



Lunar: Eternal Blue starts where the first left off.



Horrendous monsters attack at every turn!



Lunar: Eternal Blue is filled with mystery and intrigue.

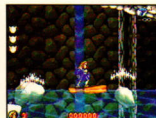


And what would a Sega CD be without cinemas?

REALM ACTION TITUS

Realm is a cool new action game by Titus that mixes high fantasy with intense action. It's a side-scroller that pits you against an assortment of enemies on each level.

Realm features some great graphics and a lot of different weapons that cause all sorts of carnage.



Rocks come down from all sides. Can you survive?



Battle an entire army in a city built in the clouds.

If you've been looking for an interesting action game, Realm fits the bill.



Vampire bats swoop down to catch the unwary.



Deep within the caves, you'll find some lethal guns.



Work your way into the heart of the enemy's domain.

OSCAR ACTION TITUS

Oscar is a cat who has to enter a variety of movie-themed worlds in search of special objects that he collects. He must go through levels like the Wild West, the Horror Zone and even a cartoon.



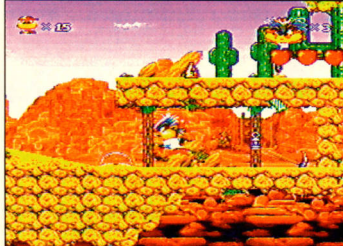
In the Horror Zone you must avoid zany monsters.



Aliens and UFOs will attack Oscar in the Sci-Fi area.



Oscar is your typical side-scrolling action game.



Enter the different movie theaters to get to new levels.

Oscar is a comical game that uses its bright colors and fast game play to draw you in. Oscar should be a treat for action lovers. Check it out!

READYSOFT INCORPORATED & EPICENTER INTERACTIVE PRESENT
DON BLUTH'S

SPACE ACE

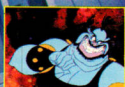
The evil Commander Borf has kidnapped Ace's girlfriend, the beautiful Kimberly, and is plotting to enslave the Earth by means of his dreaded "Infanto Ray", a weapon that changes everyone it blasts into a helpless baby.

Armed only with a laser gun, Ace must seek out and destroy the Infanto Ray, rescue Kimberly and save the Earth. All in a day's work for a superhero, right?

Featuring full screen animation and crisp, powerful sound from the original laser disc arcade classic, Space Ace plunges you into intense, non-stop action.

The fate of Earth is in your hands

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DONKEY KONG LAND

ACTION NINTENDO

Donkey Kong and Diddy Kong return in all-new high jinks with this brand-new Game Boy game. This one has graphics and animations so fluid, you'll think you're watching the Super NES game!

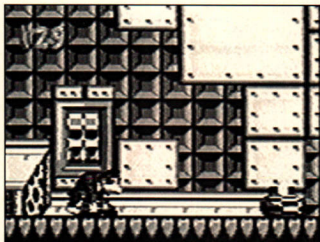
This is an all-new adventure for our primate heroes. They must face a new cast of baddies on an adventure that takes them around Donkey Kong Land. Some of the new places include a bustling city!

While there are no colors

on the Game Boy, the Super Game Boy adds a few colors here and there. This should be a great addition to any GB library. There are lots of secrets, great game play and some hardcore action. Donkey Kong Land rules! It's all that you've come to expect from Donkey plus more!



You can play an all-new DK game on the Game Boy.



Here's the world map of Donkey Kong Land.



Swim through the murky depths in this level.



Swing from vine to vine. Diddy shows off his skills.



Use the special barrels to get to hidden areas.

WHIZZ

ACTION TITUS

Titus had one of the more peculiar games of the show with Whizz. Using a perspective similar to Spindizzy, you play as a wacked-out rabbit who must find his way past a barrage of hazards.

Whizz has to avoid enemies, or at least spin them away in order to cross the

weird levels.

Whizz is a cool game that shouldn't be passed up.



Hit switches that open up other areas for you to search.



You have to avoid all sorts of traps.



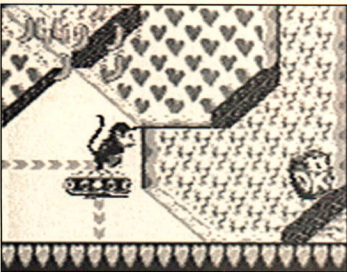
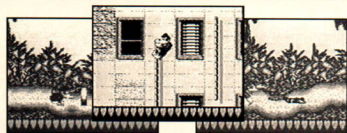
Collect helpful items like the keys to get further.



Bounce on the trampoline to reach higher levels.



The gambling stage has cards and slot machines.



ALIENS HAVE EXPERIMENTED ON YOUR BODY.

THEY'VE DISMANTLED YOUR SHIP.

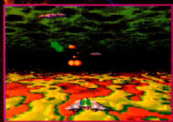
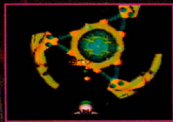
ENOUGH IS ENOUGH!

Blast 'em and escape. You've got one desperately slim chance to warn Earth. These aliens are trying to unlock your secret of MetalMorphosis and cross through the interdimensional Hypergate into our galaxy. But they won't succeed... not if you can help it.

- **An experiment in genetic engineering and space technology, your body and ship can instantly change shape and size.**
- **Five mysterious planets to investigate and a galaxy full of aggressive alien life forms to fight.**
- **Two stages of play in every level — intense hand-to-hand ground combat and wickedly swift space warfare.**
- **Force fields, sliding floors and conveyor belts complicate every move.**



METAL MORPH



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ENTERTAINMENT SYSTEM

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RAGE RALLY

RACING ATARI

Of all the Jaguar titles I've seen, *Rage Rally* was not only the most fun, but was also one of the best-looking games for the system.

Rage Rally puts you behind the wheel of a race car in a high-speed contest. There are several tracks of intense action.

Taking the Jaguar's abilities to the max, *Rage Rally* has great looks and exacting detail right down to the



Rage Rally is so realistic it has skid marks in the mud!

last skid mark. This game should breathe life into the Jag.



Rev your engines and feel the adrenaline pumping.



All sorts of natural hazards will affect your car.



Only the gnarliest drivers will be able to win.

HELL

ADVEN. GAMETEK

The government has opened a way to hell and is now using it as a place to put prisoners of the state. You are one such person, wrongly convicted. You must find a way to flee the infernos of hell. Along the way, you'll meet a cast of demons (Dennis Hopper does one demon's voice)

and an assortment of other victims. This is a port from the computer game.



The government can send you to hell in the future.



You will meet many people. Some innocent, some not.



The most evil and vile creatures can be found.



Dennis Hopper is the voice of this demon.

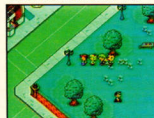


It's the same as the computer version.

EARTH BOUND

RPG NINTENDO

The *Mother* series has been popular in Japan for some time, and Nintendo has finally decided to release *Earth Bound* (*Mother 2*) in the U.S. Unlike most RPGs, which are about knights or cyberpunks, this is about some ordinary kids on an adventure that deals with psychics, the supernatural and aliens. *Earth Bound* has cartoon-like graphics and a cool plot. It's good to see that Nintendo realizes there is a market for this



Enter a prehistoric world where dinosaurs rule.



Fight fearsome beasts with fantastic weapons.



Travel around the world in search of adventure.



Earth Bound is a fantastic RPG for the Super NES.

type of game. I highly recommend this one, folks. Good RPGs like this don't come along too often. Look for more in the future.

SLAMMERS!



Step into the ring with the WCW's best! Dozens of classic moves plus signature moves make this the most realistic action you'll find outside the square circle.



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UCLA



It's in the game.™



We were gonna' call
it "The net trimmin'-
glass breakin'-play
makin'-face paintin'-
that's-my-brain-you-
just-jarred-roundball
automatic-loops game"
but Coach K's name
fit on the box better.

this year?



Whole lotta' Saturn news this month!

INTERNATIONAL LOOK

INTERNATIONAL NEWS

By Nob

Yo gang, let's crunch some more 32-Bit numbers. At the end of December, Sony claims to have delivered 300,000 PlayStations while Sega is claiming 500,000 Saturns. After checking, it turns out these figures are exaggerated by around 20 percent, which is reasonable in this business. These have been entirely sold during December. (Saturn was released on Nov. 22 while PS came out on Dec. 2.)

On the other hand, Nintendo claims to have delivered 500,000 Super Famicoms in December. In the same period, Super Donkey Kong (DKC) sold 2 million copies. It's much too early to claim that 16-Bit is dead, at least in Japan.



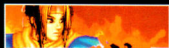
Popolocchis story is an RPG by Sony for the PS!



WORLD NET



Being a popular trend in fighting games, Suikoenbu uses the familiar "scaling in-and-out of the action" technique.



DATA EAST'S STV FIGHTER SUIKOENBU TO HIT THE SATURN!

Data East has just announced Suiko Enbu, a wild, arcade fighting game that's based on Suikoden, one of China's four most famous legends. This is the first game made by a third-party licensee for Sega's ST-V arcade board. "So what?" you say. The ST-V board is virtually identical to the Saturn, making it easy to port over the arcade version to CD. In fact, the pictures you see here of the cool coin-muncher with full-on zoom and other graphic effects will be no different than the

Saturn version. We should be seeing many more ST-V arcade games from Sega and its licensees that will eventually make it to the Saturn. Way cool, Junior!



VICTORY GOAL AND ASTAL FOR SATURN!

Sega's keeping the games coming for the high-potential Saturn. They just released Victory Goal, a superb soccer game that makes outstanding use of polygon graphics for the ultimate in realism. By enabling full zooming, scrolling and rotation, you get in-your-face soccer action like you've never seen before.

Another hot title about to join the likes of Daytona USA and Panzer Dragoon to get the Saturn firmly entrenched is Astal, a one or two player



action game that shows off Saturn's astounding sprite handling capabilities. For instance, Astal and his sidekick bird can do serious carnage like uprooting huge trees to throw at hapless enemies. This game really shows that you don't always need polygons to get to the next level!



Will Sega's lineup of sports titles for the Saturn be as good as the Genesis selection?



Backed by breathtaking graphics, Astal will be the show-off piece for the Saturn!



X-MEN IN THE LAND OF THE RISING SUN

Some time ago, we reported that X-Men is on TV in Japan. Truth be told, the Japanese have not really caught on to the appeal of America's biggest comic heroes. But that hasn't stopped the Japanese media marketing armies from going into full mobilization. For example, a translated version of the original Yankee comics is available in selected locations (meaning—not very popular).

There's even a Japanese manga version by a nameless artist. The manga X-Men appears to be doing well, with 13 volumes having been released already at about 200 pages each. I guess this is another case of U.S.-Japan trade imbalance.



It seems like American gamers just can't get enough of MK judging by the number of systems that benefited from its gory presence.

Strangely enough, the series has not enjoyed much popularity across the Pacific. According to Taito, who had the arcade license, the original MK came and went barely earning any income for arcade operators. Likewise,



MK II is a very rare sight at arcades. The home versions also failed to interest Japanese gamers.

So what's big in Japan? Without a doubt, Sega's Virtua Fighter, including the latest 2, is the hottest arcade fighting game. But as you know, VF hasn't exactly been a coin-op monster in the U.S. There's no explaining people's tastes, I guess.

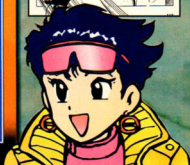
Japan? Without a doubt, Sega's Virtua Fighter, including the latest 2, is the hottest arcade fighting game.

DIFFERENT STROKES



In Japan, VF/VF2 are #1 for their accurate portrayal of martial arts.

Where as the USA prefers the pleasures of MK II slaughterfest!



FACT FILE

DAYTONA USA
BY SEGA OF JAPAN

THEME	RACING
MEGABITS	CD-ROM
% COMPLETE	35%
AVAILABLE	APRIL
# PLAYERS	N/A
# LEVELS	N/A
CHALLENGE	N/A

OPTIONS CHECKLIST

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

Notes: The options are not known at this time.

START YOUR CONTROL PADS!

One of the most anxiously awaited racing games ever to grace the arcade scene is about to land at home. Well, that is if the name of the planet you live on is Saturn.

Although the current translation of Sega's arcade masterpiece is only 40 percent complete, I can honestly say that gamers are in for a real feast when this title makes its debut in Japan and here in the States. Gale Racer (Rad Mobile to you and me) left kind of a bad taste in the mouths of gamers from the Land of the Rising Sun.

SOJ's hope is that Daytona will more than make up for that bad taste. The graphics so far are really top-notch, and the sounds show promise as well. All that remains to be seen is how well this racer plays—an important factor that can take the best-looking game in the world and either make it or break it.

- Tim Davis



DAYTONA USA



Watch your RPMs when coming out of a hairpin turn, or else you just might lose it and become part of the concrete wall.

Your on-board race cam can capture multiple angle shots of your race!

Your opponent will stop at nothing to take your stock car out of the race, permanently!



Don't let the peaceful-looking openness of this course fool you, there are plenty of gut-wrenching turns!



If you feel up to the challenge, take on the manual transmission and have some fun!



DARE TO COMPARE

Daytona USA is an amazing translation. (Do I dare say port?) of its arcade big brother, even though it's only 40 percent done! The graphics are near perfect. Only the game play will decide the fate of this racer.



TRACK
7

Roulette Curve

The Roulette curve is your first serious test in learning the handling of the car.



Shuffle Woods



Record your best times to see how you rank.

Enter the pits to repair any serious damage.

Sonic Wall



Royal Straight



Million Slot Arch



Main Stands



Billiards Crash



EGM² UPDATE!

DAYTONA AT 40 PERCENT COMPLETE!



The Saturn translation of Daytona will be one of the most highly anticipated home racers of all time.



Time to pass your opponents and never look back.

Get down to your opponent's level with the behind-the-wheel view!



Watch the wall!



Get a rolling start in the race!

JAPAN



FACT FILE

Front Mission
by Square of Japan

THEME	MILITARY/RPG
MEGABITS	24
% COMPLETE	90%
AVAILABLE	NOW
# PLAYERS	1 on 2
# LEVELS	N/A
CHALLENGE	MODERATE

OPTIONS CHECKLIST

- Difficulty Settings
- # of Lives
- # of Continues
- Button Configuration
- Sound/BGM Test
- Password
- Battery Back-Up
- Notes: There is also a Two-player Versus Mode!

Monster Mech Trashing RPG Action!

Once again, Square is just about to release a killer cart a few weeks apart from Chrono Trigger's release. (For more info on CT, check out April's EGM for a two-page update!)

Front Mission combines the novelistic story lines Square is known for, with a killer mech simulation! The concept behind the mech construction is very cool—you can actually make an army to your specifications. The mechs themselves are cool, and the even larger Boss Wantzers are a visual treat. With graphics nearly identical to the quality found in Crono Trigger, Front Mission is sure to be a great success!

- Mike Vallas



改造する機体を選んでください

CUSTOM MECH DESIGN!

In FM, choose what kind of legs, body, arms and weapons you can use. The detail is so intense that you can even choose the mech color. Increase your skills by simply fighting in the battles.



改造する機体を選んでください

MEET THE OCA CANYON CROWS CREW

RYUJI KIKATA PATRICIA F. ALBRECHT KEITH C.
JJJ FREDRICK

ROID CLIVE: THAT'S YOU!

AN RPG AND MILITARY SIM COMBINED!



Don't think this is a shallow military sim! FM features a very interactive plot line as well!



FRONT MISSION

From the makers of the award-winning Final Fantasy III comes this absolutely killer, military sim/RPG title! The setting is Earth, where there is a war between the OCU and USN forces. You play as Roid Clive, recruited by the OCU Canyon Crows, a mercenary group that is not a regular part of the OCU force over Huffman Island. Battles are fought using Wantzers, walking mechs—though other forms of artillery can also be used. In FM, you can construct your own mechs using parts, then send them to battle. There are many maps that need to be completed, each one having a specialized task.





TACTICAL OVERVIEW

Set in a 3/4 overhead perspective, here is where you move the mechs. Set up on a giant grid-base, guides will illuminate where your selected unit can move.



TAKING ON THE NEAR NECKS



Your mech skills can increase, depending on the style of attacks you do.



There are hand-to-hand, short-range and long-range attacks that can be performed.

THE WAR ZONE...



On the island, there are many types of terrain to fight upon, such as mountainous, desert, city and more!

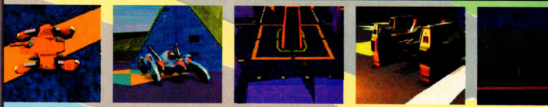


SOME OF THE MISSIONS YOU WILL ENBARK UPON



Missions will range from item retrieval, to rescue operations, to just plain decimation!





FACT FILE

Check Out

BY NAMES OF JAPAN

THEME	SHOOTING
MEGABITS	CD-ROM
% COMPLETE	100%
AVAILABLE	NOW
# PLAYERS	1 or 2
# LEVELS	6+
CHALLENGE	VARIABLE

OPTIONS CHECKLIST

- Difficulty Settings
 - # of Lives
 - # of Continues
 - Button Configuration
 - Sound/BGM Test
 - Password
 - Battery Back-Up
- Notes: There are two graphics settings to choose, real or original.

LOCK 'N' LOAD

If you're looking for intense action, smooth graphics and superb control, then Cyber Sled for the PlayStation is your game. Like its arcade predecessor, the main goal of the game is to choose between six futuristic, heavily armed vehicles called sleds; enter into a battle arena filled with special power-ups and radar-jamming devices and destroy your opponent. Each sled has unique features, such as different speed capabilities and weapons systems. The only notable drawback to the game is in the Two-player Split-Screen Mode: Your view is limited to the cockpit, which makes it hard for you to maneuver your sled around some of the obstacles.

- Mark LeFebvre

CHOOSING THE RIGHT SLED



The M9-F33 is the most versatile sled around. The craft is great for players who are just

starting out and want to get a feel for the game and those who play as a more defensive pilot.



The M11-AA ranks second highest in speed.



Its major drawback is a low shielding system.



This sled is by far the most powerful of all. But like they say, you've got to give to get.

Despite its high weapons and shields, this baby moves slower than any other sled.



The G-Spider isn't the fastest sled, but it takes corners like

a breeze and has no problem getting around obstacles. Its weapons system is rated

second, making it a lethal enemy.



The Blue Lightning is flat out the fastest sled available.



Its weapons and shield, however, are rated the lowest.



The TX-601-S looks more like a tank than it does a sled. It may only be average when it comes

to speed and shields, but as far as weapons go, not even a brick wall is going to stop this baby.



CYBER SLED



At the Options Screen, you can set the difficulty as well as the skill level.



You also have the ability to configure the controls for both players.



Before starting a two-player game, you have the option of choosing among eight different areas to battle in. There are also three different weather settings you can adjust. In the Normal Mode, each player can view his/her opponent by using a marker or radar. In the Night Mode, you can still view the other player by radar, but you will not be able to see them on your marker. In Fog, both the radar and marker functions are disabled.



Each sled has a heads-up display that gives you important info and stats.



There are special items to enhance your sled's performance, like this shield.



A good strategy is to use the walls to hide from opponents.

If you plan on fighting out in the open, plan on losing more often than winning.



It's hard to tell if the enemy's machine guns are hitting you. Watch your meter.



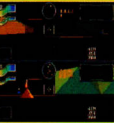
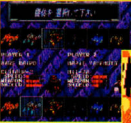
Keep an eye on your enemy at all times. The radar works well for this.



INTENSE TWO-PLAYER, SPLIT-SCREEN MODE!



In the Two-player Mode, you can each choose which sled you want and also check out the stats.



The first thing you'll notice is that you run out of missiles very quickly. To reload, find the orange triangles.



In the Two-player Mode, you can find a special power-up that will jam the other player's targeting system, making his/her missiles less accurate.

Another special power-up in the Split-Screen Mode is the shield that allows you to take considerable damage without affecting your meter.



JAPAN



PlayStation

FACT FILE

RAIDEN PROJECT

BY SHIBU KAMATSU OF JAPAN

THEME	SHOOTER
MEGABITS	CD-ROM
% COMPLETE	100%
AVAILABLE	NOW
# PLAYERS	1 on 2
# LEVELS	16
CHALLENGE	VARIABLE

OPTIONS CHECKLIST

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

Notes: Whole slew of options!
(See the article for more info!)

WE AIN'T TALKING THUNDER GODS HERE!

Fans of the classic shooter and its kickin' sequel will throw their arms up in glory. Raiden Project is the perfect conversion of both! The one thing that sets RP apart from the other versions is not just the mere fact that there are two-in-one games on this CD, rather it's the many options available. Change the screen size to four different configurations; one being on its side for a "True Arcade" feeling. There is a button config you can set so the controller is standard, or rotated for playing the horizontal screen on its side. Also, set the options individually for each game and save them if you have a memory card. The detail goes so far as to actually insert credits via the SELECT button. As for the actual game, they are perfect conversions. All the shrapnel and even the craters are there. Slowdown wise, there's a bit, but only when two players are active and fully pumped! - Sushi X



There are options for adjusting the screen size, and the details are all there—from blasting objects on the ground to inserting credits.

RAIDEN Project

Being one of the classic shooters of all time, Raiden now hits the PS with all of its arcade glory. As a bonus, Raiden 2 (for as we know it, Raiden DX) is also included on the CD!

Various views to suit your needs!

DARE TO COMPARE!

Besides the obvious addition of Raiden 2, Raiden Project offers screen settings for whether you're a true arcade fanatic or just want a decent shooter.

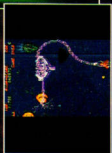
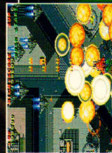
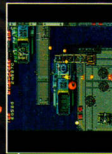


JAGUAR



PLAYSTATION

The differences not only lie in the screen variations, but the graphics as well!



There are many screen sizes you can set up. The above were taken at actual screen size, give-or-take five percent.

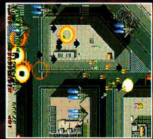
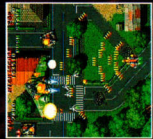


Most of the pictures of Raiden Project were taken in the "Horizontal arcade Mode"



RAIDEN

below you. New weapons like the pink plasma ray and the cluster bomb make this game one smokin' event.



RAIDEN

every trace of slowdown is gone (except when you are playing two players and are fully pumped). This is simply the most accurate rendition of Raiden around!



RAIDEN

The classic Raiden still holds its own as one of the most intense shooters around. The sounds have been dramatically improved, and almost



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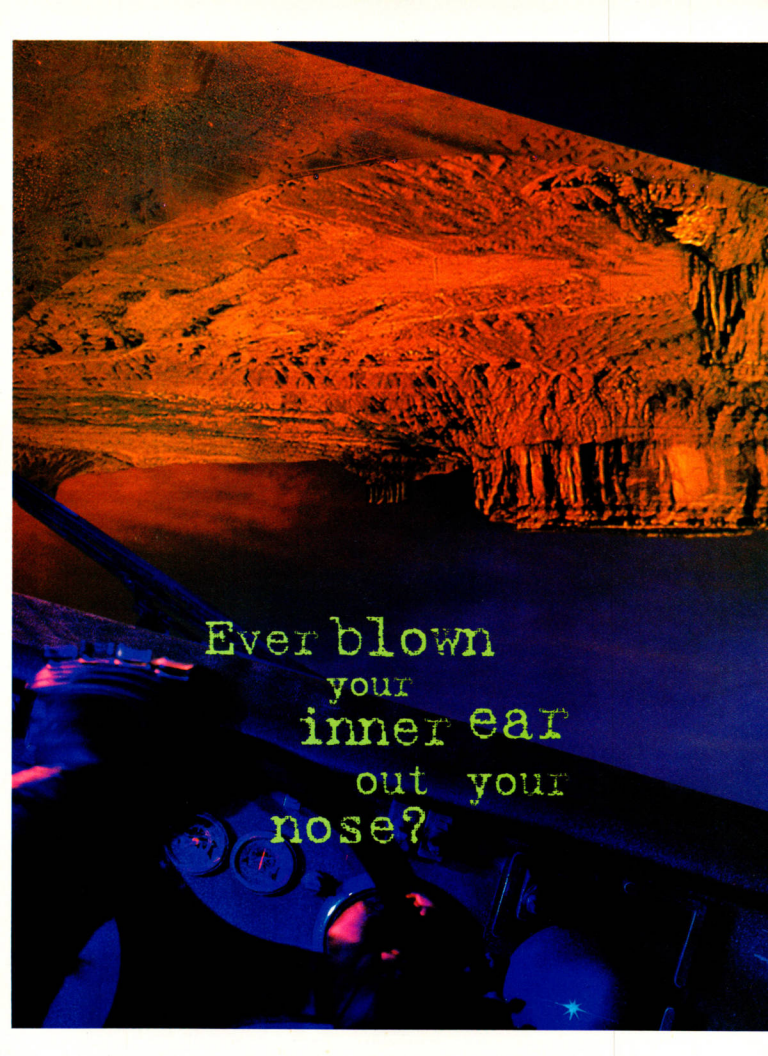


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A photograph of a cave interior. The upper portion shows a large, textured rock formation illuminated by a warm, orange-red light. In the lower foreground, a person's hand is visible, resting on a dark rock ledge. Below the hand is a control panel with several circular gauges and a red indicator light. The overall lighting is dim, with the primary light source being the orange glow from the cave walls.

Ever blown
your
inner ear
out your
nose?

Nothing's worse than a mean dose of vertigo
—except maybe a crushed kidney. 'Cause in
Off-world Interceptor™,
Crystal Dynamic's™ vicious 4x4 off-road
kill-fest, **grabbing air** is just another



perk. (Check out the extreme, 32-bit
texture mapped, **butt-bone** smashing
terrain!) As a bounty hunter, your job's
to scrape up the **scabs** that
society's picked off and flicked your way.
Crush'em beneath ten tons of
screaming steel, **cremate'em** with

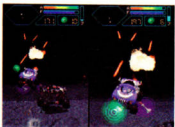
blazing napalm cannons. Whatever it takes—
cause given half a chance, they'll be
thrilled to **deep-fry** your customized
Monster Stomper into a **crispy** mess you wouldn't
serve in **Hell's Kitchen**. One last thing—
buckle up. Because coming down's a **bitch**.



On the way up, you gotta whup a couple'a tough mo'fs.
This game's no exception. They're called Bosses. But don't
bother ass-kissing 'cause you'll lose more than your face.



Ditch the KC lights, cause this ain't no sausage-on-a-stick
stadium show. Beef up your 4x4 with trick engines, air
grabbing jump jets and carcass-carrying pulse lasers.



Exercise all that repressed juvenile behavior with our
head-to-head, "waste-yea-buddy" 2 player mode. Freud'd
be embarrassed. But Genghis Khan would totally approve.

“Any closer Dog Breath, and I can
braid those nostril hairs. Get this
man some clippers and a mint.”



Sick of pointless full-motion video? Well, bite us, we're doin' it anyway.
We've dropped in some smart-assed punks sittin' up front talking smack.



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rating, please call 1-800-771-3772



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ARCADE ACTION

STREET FIGHTER

SF series fans have a new one to test their skills on. This time it isn't just an upgrade, it's a whole new game. The characters are taken directly from the movie, but they have retained the characteristics and game play that has made SF2 a smash hit. The backgrounds and characters were directly digitized from the movie set. Your favorite characters are here with their old techniques and plenty of new ones, including triple throw reversals, comeback moves, new special attacks, air combos and enough secrets to keep Mortal Kombat fans guessing. This isn't your old SF, it's got plenty of new elements and techniques to make it a fresh new game, but with a familiar feeling. Super Street Fighter II will be premiering in arcades everywhere on March 23!



Digitized SF

All the moves from Super Street Fighter II have been faithfully reproduced in great detail. Each character has the animations and actions that allow for all the old combos, but it doesn't stop there! There are tons of new moves and combos to complement them. It's the best of both worlds—the same old reliable game play and moves with new ones to enhance the patented SF2 system. Also, be sure to check out the new charge moves, super combos, multithrow reversals and even more devastating comeback moves!



Super SFII



REAL BLOOD!

AAMA

AMERICAN AMUSEMENT
MACHINE ASSOCIATION

TOP HITS OF JAPAN

GAME MACHINE MAGAZINE™ - FEB. 1995

#	Game	Company
1.	Virtua Fighter 2 (Deluxe)	Sega
2.	Ace Driver (Deluxe)	Namco
3.	Ridge Racer 2 (Twin)	Namco
4.	Sports Fishing	Sega
5.	Virtua Cop	Sega
6.	Point Blank	Namco
7.	Daytona USA (Twin)	Sega
8.	Quiz Doremifa Grand Prix	Konami
9.	Ridge Racer 2 (std./del.)	Namco
10.	Wing War (Twin)	Sega

DIRECT FROM JAPAN

ACME '95 POWER PLAY HITS RENO

It seems like it was only last week when we reported on the AMCA in San Antonio. But by the time you read this, the arcade addicts here at EGM will be touring Reno, NV, the sight of this year's ACME show. ACME is the only industry event scheduled to show off all the best new entertainment products in time for the busy spring and summer seasons. It's one of the most impressive displays of coin-op products under one roof. Video games, pinball, table games, dart games, jukeboxes, skill and redemption games, kiddie rides, plush and novelties—plus cabinets, coin-mechanisms, monitors, parts and supplies and services—all featured in 1000 booths. We'll be looking for MK III, plus new products from Konami, Sega, American Laser Games and others. Look for extended coverage in future EGMs and EGMs.

MARCH 22: REDEMPTION FIELD TRIP THE SHOW BEFORE ACME

One of the best features of ACME is a guided tour of Reno from 9 a.m. to 5 p.m. The first stop is Boomtown's Hotel Casino's Family Fun Center. Boomtown has an 18-hole miniature golf course, a carousel, video games arcade and a dynamic motion theater. Next stop is Fun Quest, the Reno Hilton's 22,000-square-foot Super Arcade featuring laser tag, bumper cars, video baseball, soft-play and hundreds of games. Plus, a mystery location will provide added excitement to the field trip. The day concludes with a wrap-up session back at the Reno Hilton for question and answer. The show starts Thursday morning with registration at 7:30 a.m.



TOP TEN ARCADE GAMES



REPLAY™ - FEBRUARY 1995

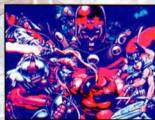
#	Game/Company	MTH	Rating	DIST
1.	Killer Instinct (Midway)	2	9.48	47%
2.	Photo Play (New Image Tech)	1	8.29	6%
3.	Lethal Enforcers II (Konami)	10	8.09	30%
4.	Final Lap 3 (Namco)	14	7.89	8%
5.	Under Fire (Taito)	7	7.88	7%
6.	Revolution X (Midway)	8	7.81	46%
7.	Virtua Fighter (Sega)	13	7.73	44%
8.	Mega Touch II (Merit)	2	7.65	23%
9.	Solitaire Challenge (Dynamo)	7	7.65	17%
10.	Mortal Kombat II (Midway)	14	7.47	92%

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

DARKSTALKERS AND X-MEN ON THE MOVE

Rumors late last year about the upcoming consumer versions of Darkstalkers and X-Men placed Darkstalkers on the Sony PlayStation and X-Men on the Saturn. However, as of press time, Darkstalkers and X-Men will appear on both systems. Darkstalkers was widely seen as a SSF2 Turbo copy with different characters. However,

X-Men offers quite a few features not found in any previous fighting games. X-Men and Darkstalkers will make a great addition to the two pow-



erhouse systems with great fighting games, such as Virtua Fighter 1 & 2, To Shin Den and many more to come.





FACT FILE

X-Men: Children of the Atom
by CAPCOM

THEME	FIGHTING
VERSION	3.00
% COMPLETE	95%
AVAILABLE	MARCH
# BUTTONS	6
# PLAYERS	1 or 2
CHALLENGE	HIGH

OPTIONS CHECKLIST

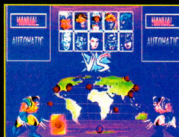
- OSound.....
- Dolby Stereo.....
- Voice Channels.....
- Jamma Board.....
- System 32.....
- Cartridge.....
- Translation Pending.....

Notes: Has multiple levels to fight on and very smooth animation.

IS IT SSF2 TURBO X?

Nope! However, this fighting game is different enough to warrant calling it a new game ... well, almost. It has the same engine you're all too familiar with. However, this arcade fanatic has a compelling love for the X-Men that cannot be ignored. I wasn't pleased with the Final Fight X-Men arcade game from a couple years back, but it's really cool to be playing them in a Capcom engine with such fluid graphics. The game itself has new options to consider. With some of the mutants' ability either to float or fly, there is the element of air battles a la Dragonball Z. Also, with powerhouses like the Sentinel and Colossus pounding the tar out of the ground, you might find yourself falling from a bridge onto a boat, etc. The energy bar is different; Each special move only exhausts a third of the power, so new combos are possible. Overall, I give X-Men a thumbs up.

- Mark Hain



Manual block keeps the blocking same as it's always been.

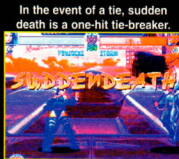
The graphics and animation in this game are excellent.



During air battles, a diamond appears to act as radar.



Auto blocking is a new feature that is helpful for beginners.



In the event of a tie, sudden death is a one-hit tie-breaker.



Super finish K.O.s, super-augmented mutant powers and



During air battles, a diamond appears to act as radar.



Mutant Abilities



Key Code

- D-Down P-Punch
- T-Toward K-Kick
- U-Up B-Back

PPP-3 Punches
KKK-3 Kicks

*Indicates that the move will change depending on the button you choose.

The moves will also have a bold faced L1, L2 or L3. The special moves each character can do depends on how much energy you have. (i.e., you cannot do Iceman's Ice Fist, which is a Level 2 power, with Level 1 energy.)

multilevel stages are just some of the options X-Men has.

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The X-Men

**I
C
E
M
A
N**



L1-Ice Beam
D, DT, T + P*



L1-Ice Ball
Corresponding P* and K*



L2-Ice Fist
D, DB, B + PPP



L3-Arctic Attack
D, DT, T + PPP

Nearly falling victim to a lynch mob when his powers first emerged, Bobby Drake was promptly rescued by Professor X and the X-Men Cyclops. He became one of the founding members. Covering his body in a casing of ice, he is able to freeze moisture into anything you can imagine.



The young Russian Piotr Rasputin is able to transform his body into solid steel, rendering him super strong and invulnerable. He had always been disturbed by having to play the role of warrior to promote peace, before several personal tragedies pushed him to Magneto's side.



L1-Power Charge
D, DT, T + K*



L1-Hurricane Throw
D, DT, T + P (spin joystick)



L2-Super Armor
D, DB, B + PPP



L3-Dive Bomb
D, DT, T + PPP (P* again)

**C
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K
E**



L1-Psi Flash
D, DT, T + P*



L1-Psi Blade
D, DT, T + K



L2-Ninjutsu
D, DB, B + PPP



L3-Psi Thrust
D, DT, T + PPP

A victim of endless manipulations, Betsy Braddock was once a quiet, reflective and distinguished English woman who used her telepathic powers to fight alongside the X-Men. But in a recent and bizarre incident, her mind was displaced into the body of the deadly ninja assassin known as Kwannon. Now capable of attacking both her opponent's mind and body by anticipating his or her every move and even creating a psychic knife to attack with, she is the ultimate warrior.



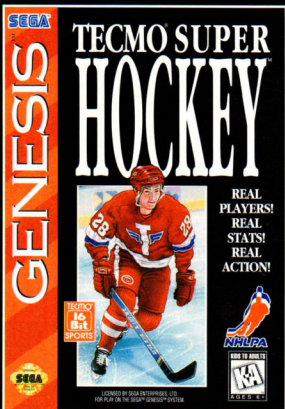
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- Substitutions
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- All-star team
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SCORE!

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For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-2772.

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Phone (310) 787-2900

STORM



L1-Typhoon
D, DT, T + P



L1-Lightning Attack
Corresponding P and K



L2-Lightning Blast
D, DB, B + PPP



L3-Lightning Storm
D, DT, T + PPP

Ororo Munroe was once hailed as a goddess due to the emergence of her fantastic, weather-manipulating powers. With these awesome abilities, Ororo gained nearly total control over the weather, enabling her to generate tremendous storms, fly on winds and cast lightning bolts.

CYCLOPS



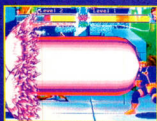
L1-Optic Blast
D, DT, T + P*



L3-Tracking Blast
D, DB, B + PPP



L1-Gene Splice
T, D, DT + P

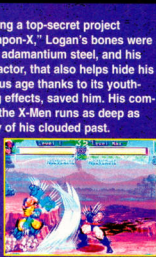


L3-Mega Optic Blast
D, DT, T + PPP

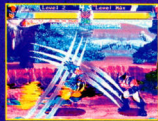
Scott and his brother Alex narrowly escaped a deadly airplane crash as kids. Scott later realized that the brain damage he suffered in the accident would prevent him from shutting off the constant laser blast streaming from his eyes. He was also the first X-Man.



L1-Drill Claw
Corresponding P and K



L1-Tornado Claw
T, D, DT + P



L2-Super Speed
D, DB, B + PPP



L3-Berserker Barrage
D, DT, T + PPP

WOLVERINE

THE VILLAINS

Spiral was introduced to the X-Men as a lackey to Mojo, the leader of a planet dominated by media entertainment. When Mojo fell, she remained here to fight alongside Freedom Force and on her own.



L1-Long Arm
D, U + P



L1-Dancing Sword
T, D, DT + PPP



L2-Power Dance
D, DB, B + K*



L3-Morph Attack
D, DB, B + PPP

SPIRAL

You'll Spend Weeks Trying To Conquer Sheltem.

(But Exploring His World Takes Much, Much Longer)

fox 93

Might and Magic III is a Role-Playing Game in which you'll head up a team of six fighters consisting of thieves, wizards, clerics, barbarians and others in varying races including human, gnome, elf, dwarf, half-orc, and others. The huge size of the world with all its towns, dungeons, and powerful spells makes M&M III the ultimate quest for survival and domination.

It's Mythical, Magical and Massive...And it's your last chance to defeat the sinister and mysterious adversary: Sheltem.

But it won't be easy. You'll have to:

- map your surroundings
- talk to hundreds of people to learn clues
- strengthen your team through battle and training
- learn dozens of new, powerful spells to cast
- complete many mini-quests

So start preparing yourself now for those mythological monsters who want to keep you from your mission, and remember...they don't like to lose!

FCI
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SILVER SAMURAI



L1-Shuniken
D, DT, T + P



L1-Blade Storm
Press P Rapidly



L2-Power Sword
D, DB, B + P*



L3-Lightning Strike
D, DB, B + PPP

Not much is known about the samurai. He was hired by rich businessmen as a bodyguard. He has gone up against the X-Men a number of times, most recently as a bodyguard for Kwannon's former lover, Nyoirin.

OMEGA RED



L1-Omega Strike
D, DT, T + K*



L1-Tentacle
D,DT,T + P* P or K to drain



L2-Omega Throw
D, DT, T + P



L3-Omega Destroyer
D, DT, T + PPP



Once known as Arkady Rossovich, Omega Red is armed with unbreakable carbonadium tentacles and horrifying "death pheromones" which can be released into the air, draining the life of anyone in the area!



L1-Rocket Punch
D, DT, T + P*



L1-Sentinel Force
D, DT, T + K*

Walking monuments of humanity's hatred of mutants, Sentinels are flying robots whose sole purpose is to capture or destroy all mutants.

SENTINEL



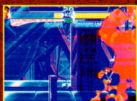
L2-Flight
D, DB, B + PPP



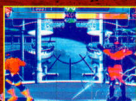
L3-Plasma Storm
D, DT, T + PPP

Magneto was a peace-loving scientist who worked alongside Charles Xavier. However, having his family slaughtered before his eyes changed his world view. He believes the only road to peace is a mutant-controlled Earth.

JUGGERNAUT



Cain Marko is the step-brother of Charles Xavier, and as such, was always in his shadow. That is until he found a magic ruby that transformed him into an unstoppable juggernaut!



MAGNETO

9 REASONS WHY BASKETBALL WILL NEVER BE THE SAME

CAUTION: If you are completely satisfied with other basketball games and are unable to upgrade to RAPJAM, you will **not** need to know that now you can.

1. Out-shove & out-shoot real rap stars

Maybe they're bigger than you, but you'll get your shot...

3. Make choices you've never had before

Go 2 on 2, 3 on 3, 1 on 3, 1 on 2 • Pick how long to play -- 5 minutes? 10 minutes? -- or how many points • Play in a different language • Full court or half court • Mix and match players • Solo or spirit mode, you always know which player you are

5. Move faster

Reaction time seems faster than other basketball games...smoother moves!

6. Watch non-stop animation

See the first-ever Nintendo Morph as a basketball turns into a CD turns into the Rapjam logo...Cheerleaders do the bump...Lo-Riders cruise by the New York playground...Baskets bounce & shiver with each slam dunk

9. Rules? Rules R 4 fools!

No refs to keep Yo Yo from shoving you out of play or Chuck D from stealing the ball by any means necessary

2...if you know their special moves

Treach's Helicopter jam...LL Cool J's Drop-The-Ball-&-Back-Dunk...Sticky Fingaz' Twirling Jam...Queen Latifah's Butterfly Jam...Everlast's Flip Flop Dunk... & wait'll you see your teammates jump up through the hoop!

4. Pick the coolest playgrounds

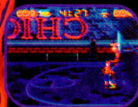
Unbelievable graphics! Play in the dark on Chicago's glowing rooftop court above the city lights...Or in the sun at LA's Venice Beach as surfers & bodybuilders watch

7. Hear real music...

Rap beats 2 keep U loose...

8...& the best sound f/x

Everyone's got something to say...the LA cheerleaders & your own teammates...the wind whistles in Chicago...the ocean roars in LA...Get a real playground bounce & a chain-metal basket swoosh



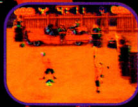
CHICAGO



L.A.



HOUSTON



ATLANTA



NEW YORK



LL COOL J



HOUSE OF PAIN



QUEEN LATIFAH



WARREN G



PUBLIC ENEMY



COOLIO



YOYO



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NAUGHTY BY NATURE



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VOLUME ONE

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SUPER NINTENDO ENTERTAINMENT SYSTEM



FACT FILE

Virtua Fighter 2
BY SEGA

THEME	FIGHTING
VERSION	N/A
% COMPLETE	100%
AVAILABLE	NOW
# BUTTONS	3
# PLAYERS	1 OR 2
CHALLENGE	VERY HIGH

OPTIONS CHECKLIST

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

Notes: You can select to turn the wine drinking on or off!

It's so real...

I must admit I wasn't a fan of the first game. It was too sluggish and I couldn't grasp the timing. However, the sequel is much more playable and the graphics are simply astounding. The two new characters, Shun and Lion, are really powerful, almost as strong as Pai. The audio is heart-pounding, too.

One thing I liked in this game is the little details that add to the realism: from the blowing hair to the flinches. Also, there are secrets to find. Really special moves, Kage's mask removal and a whole bunch of replay tricks add to the experience.

The controls are close to the first game with the buttons and the stick tapped together to generate the moves. It's tweaked to near perfection, but I still get the feeling that some moves are truly random.

Virtua Fighter 2 is worth trying out, if only for its great looks.

- Andrew Baran



One look at Virtua Fighter 2, and you can never go back to the original. The first looks flat and outdated. With the tweaking of the controls, the sequel draws the player in.

Virtua Fighter 2



10 FIGHTERS IN ALL!

LION

LION'S MOVES:

Zensotai	D K
Jyuchosensho	U P
Sentenku-kyaku	Diag. (D/U) K
Kosotai	D K + G
Tohososhu	P + G
Sojisenspu	F P + G
Senkyutai	D D K



Lion is a master of the Crane Style. His attacks are primarily fast, and his defense is good. He is best used to block, then counter whatever his opponent does. Watch out for his double leg sweep. It can be fairly damaging. You'll notice that the better players out there are using him at a distance. They'll block the many attacks, then go in for a massive combo. If he ducks, most moves go right

over him. Lion uses his long legs to his advantage, making him a very powerful individual.



SHUN

SHUN'S MOVES:

Osogeki	B P
Rensai-gakushu	F P
Senpusotai	Ch(D) K+G
Senshi	(UD) K
Zabantetsu	D D
Tenshinchuso	P + K



Shun is a master of the Drunk and Monkey styles of kung fu. While he appears clumsy, he'll maul you with an attack you'd never expect. Shun is a fast fighter who's hard to predict in a fight.

Here's a bit of interesting trivia: Arcades have the ability to turn off the scene where the old man drinks. Most will do this.



AKIRA

AKIRA'S MOVES:

Yoho	(DDF)(DDF) P
Daidenhosui	F B F P+K
Gai monchochu	G B+P
Kai Ko	F P+G



Akira is the best all-around fighter. He's balanced out perfectly, and



He's the indomitable hero—Akira Yuki is a cunning warrior.



can dish out some really deadly combos. He's the easiest fighter to use.

JACKY

JACKY'S MOVES:

Smash Hook	(DDF) P
Side Hook	B K
Beat Knuckle	P+K
Lightning Kick	D P+K KX4



Jacky Bryant is an urban fighter with a tad less power than Akira. He uses



...I'M FASTER THAN LIGHTNING!

A casual street fighter, Jacky is a foe to reckon with.



a lot of leg attacks, and can sustain quite a bit of damage before losing.

Virtua Fighter 2

SECRETS...

D id you know that it's possible to see Kage's face? Yes, it's possible, but pretty hard to do. Here's how you can accomplish it: Choose Kage and win over 20 rounds against a challenger, then his mask can be knocked off during the game.



KAGE

KAGE'S MOVES:

Risenzin	B F P+K
Zibashiri	B (DDB) D K
Genyo	B K+G
Hagaryu	F F K+G



Kage (the shadow) uses acrobatics and lots of tiny hits to win.



Kage-maru is a stealthy ninja whose attacks are fast and unpredictable,



however his blows do little damage, and he turns his back too often.

WOLF

WOLF'S MOVES:

Body Blow	F P
Scissor Kick	K+G
Drop Kick	(DUF) K
Flying Knee	F F K+G

**...COME BACK AGAIN
IN ABOUT A YEAR!**

This unbalanced wild man attacks like a rabid animal.



Wolf Hawkfield may be powerful, but he's slow (not as much as



Jeffry). He uses a lot of flying attacks to whittle down opponents.

LAU

LAU'S MOVES:

Tokukosen-kyaku	(DUF) K
Kukoyaku	(DUF) K+G
Chi Sotai	F D K
Jyunhochu-sho	(DDF)(DDF) P

Skilled and cautious, Lau fights with inner fury.



Lau seems to be everybody's favorite fighter since he's well-rounded.



Lau is an easy fighter to get into a good range of attacks.



ARE YOU THE HUNTER OR THE HUNTED?



The amazing new CAPCOM C-4 graphics chip makes Mega Man Xs duel with the renegade sword an all too real slash-fest.



In the abandoned Replod factory, "X" better go for the head of the Maverick Hunter or get crushed into scrap metal.



Take the ultimate ride on the Mobile Attack Cycle and eliminate the Mavericks from behind, where they least expect it.

Just when Dr. Cain and Mega Man X thought the rebellion was over, a new uprising is in the works in an abandoned factory. While the X-Hunters keep "X" occupied fighting Mavericks, they're devoting every second to collecting pieces of someone or something he thought was long gone. "X" must use the powers he gains from the X-Hunters, and vehicles like his Mobile Attack Cycle, in his all-out battle to end their threat forever. Or face total "X"-tinction.

CAPCOM

AMAZING 3-D REALISM!

With the new CAPCOM C-4 graphics chip and 12 megs of memory!



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SARAH

SARAH'S MOVES:

Double Kick	B K
Tornado Kick	(DUF) K+G
Roundhouse	U K
Spinning Kick	K+G

...EVEN GOOD GUYS BLOW IT!

Jacky's sister is a brutal fighter with lots of skill.



Sarah Bryant is fast and powerful—a deadly combination. Her standard



punches can be combined with her flash kick with lethal results.

JEFFRY

JEFFRY'S MOVES:

Head-butt	F P+K
Hell Stab	D P+K
Stomp Kick	F F K
Flying Hip	P+K+G

...I WIN!

If you want power, choose Jeffrey. He'll go the distance to smash the opponents.



Forget finesse with Jeffrey McWild. You can pummel foes into submission. He



uses lots of body slams and knee attacks in combat. He's a nasty fellow.

PAI

PAI'S MOVES:

Senchuken	(DDF) P
Enzensenpu-kyaku	B K+G
Kotankyaku	F F K
Hi-enrekkyaku	(DUF) K K

Pai is powerful—enough said. Don't mess with Pai.



The term "cheap" comes to mind when I think of Pai. She is fast,



very powerful and loaded with combos—possibly the best fighter.



Sometimes your character will do a super-deadly move that totally mauls your opponent. What is the secret to doing the moves to them?



Verona
Fighter 2

HOW THE HECK...?

Kitty Litter!



WHAT A SHOCK!



SPLIT PERSONALITY!!



ONE SHISH KABOB,
COMIN' UP!



IS THIS LOADED?



They fight, and bite, they fight and bite and fight!
Get ready as Itchy & Scratchy slice, dice, crash and bash their way into your home. This cat's gonna need more than nine lives to survive bazookas, grenades, chain saws and flame throwers. There's more than one way to skin a cat...
So, are you mouse enough!!!!???



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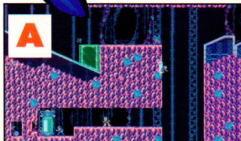
SPECIAL MEGAMAN X 2

STRATEGY GUIDE

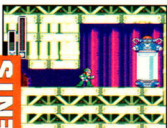


Welcome to EGM's Mega Man X² strategy guide. On these pages, you will find the locations of special enhancements and learn how to find the energy sub tanks and which weapons best kill each Boss. With the help of the following pages, you should have no problem stomping your way to the final Boss—Sigma!

This is the easiest power-up to acquire. Just slide down this area of the Crystal Snail Stage to get the Radar Optics!



You need the wheel weapon to get this enhancement. Drill through this area on the Morph Moth Stage, and there it is!



To find the Air Dash, use the wheel weapon and drill through these bricks on the Ostrich Stage. This is one of the most useful items in the game.

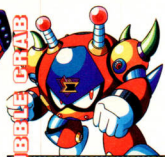
You need the Air Dash to get this piece of equipment. Coordination is required to jump some walls, but after a few you're home free.



Using the Silk Shot, you can destroy his tail weapon for the duration of the fight. If you don't, I wish you the best of luck in defeating him. With his height, it's nearly impossible to beat his special attacks. Keep hitting him with Silk!



The weapon you get from the Flame Stag makes this guy a piece of cake. There should be no problem if you wait until he hangs from the ceiling, then pelt him with fire. This will slow him down and do substantial damage.



His shield gives most players a bad day, because it absorbs some of their shots. Although you can beat him with the X-Buster, it's a good idea to try using the Spin Wheel. This will cut down his shield, and do plenty of damage!

MEGA ENHANCEMENTS

Follow these two maps, and you will find the (A) Radar Optics and the (B) Body Armor/Mega Buster. Read on to discover the Dual Blaster and the Air Dash Boots.



MEGA ENHANCEMENTS



The Strike Chain works well against him, although the X-Buster seems to work just as well. Hit him with the chain as he comes out of the red water (?) for maximum damage. Still, the X-Buster works just fine.

Mega Man's default weapon is the tool of choice to defeat this high-speed enemy. Avoid his run-and-get-you attacks, and blast him as he runs/jumps past you. Keep a sharp eye out for his Boomerang Rain Attack!

MAXIMUM POWER

Subtanks store energy for use later. Keep on reading for the location of two tanks, while others can be located on the Centipede and Crab Stages. You will need the Dual Blaster and Bubble Weapons. The Flame Burner really helps.



The Mega Buster is your best bet in attempts to defeat this guy. He's not too difficult. Remember to time your shots wisely, or he will simply jump out of the way or deflect them. Watch out for his Strike Chain. It's got quite a reach!



Put out the fire in his attacks with some water (well, bubbles). Use the Crab's attack against the Stag, and it will be a really short fight. If timed correctly, you can corner him for the quick, sure win!



Use the wind to jump onto this upper section of the Weather Stage and find a subtank waiting for you!

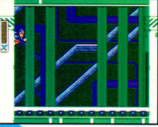
There are a grand total of four energy subtanks in Mega Man X. There are also many energy bars that add to your total damage capacity. Try looking in the Weather Stage for a freebie. In the meantime, follow the maps C and D to find two of the subtanks.

ENERGY SUBTANKS



Magnet Mines are your ticket to victory against this foe. Although it will knock him out of his shell, the Crystal Snail will return to it. Take advantage of his weakness while it lasts and be sure to have plenty of Magnet power.

The Life Bars are hidden elusively throughout the game. Only the most patient gamers will find all of them. For a freebie, check the Weather Stage.



This is in the Flame Stage. Time a jump to land on the hovering machine. Ride it to the top and jump onto the ledge for one of the four energy subtanks. Can you reach the 1-Up?



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an exclusive
interview
with

MORTAL KOMBAT III

Anthony Marquez





Tony speaks out on his experiences in *Mortal Kombat*, his lifelong commitment to martial arts and the man behind *Kung Lao*



EGM: Is kung fu the same as karate? What degree or level are you?

AM: I'm the equivalent of a fourth degree black belt. The belt system comes from the Japanese/ Okanawan system and it has become very Americanized. People in America have adapted to the belt system, and they use it to measure how far they've advanced. With the belt system, [students] started out with a white belt—the longer they trained, the dirtier the belt became until it was black. That's where the system came from.

How much of your martial arts training did you use when playing the part of Kung Lao in *Mortal Kombat III*?

Not that much. I think to be a *Mortal Kombat* character, you don't have to be a national [karate] champion, like some of us are. I won Rookie of the Year in 1989, and I have won many different tournaments between 1989 and the present. The old Liu Kang, the old Johnny Cage and I used to compete on the NASKA circuit (the North American Sport Karate Association). There are three events in that: form, weapons and point fighting. When we competed, we all had a certain amount of success.

What do you attribute your success to? What motivated you to become a champion?

I started martial arts when I was 10 years old. When the

Bruce Lee wave first came about in 1976, we all wanted to be Bruce Lee and wanted to do martial arts. My dad did some Kali. That's a type of Filipino martial arts. He never really pushed me into martial arts at all. But when it came to Bruce Lee, I wanted to be just like him. As I advanced, it went from wanting to beat up 20 guys at a time to wanting to become the best martial artist I could be. You always want to see how good you are compared to other martial artists, and that's why I started competing.

In the making of *Mortal Kombat III*, describe a typical day.

It was just like a typical movie shoot. I'd go to Williams and sit around and wait for them to get everything ready, set up the lighting and the cameras. I'd eventually get into costume, stand in front of the blue-screen and talk to John and Ed to see what they wanted to shoot that day, how they wanted me to move. Then from the script, I'd do several hundred punches, several

hundred kicks and whatever speciality moves they wanted. We'd rehearse a little bit then I'd ask them, "How does this look? How does that look? Is this what you want? Do you want something else?" Then we would shoot it. Ed and John from Williams are great to work with because they like to joke around.

How long did a typical day last?

They were usually eight-hour days. We would break a lot for lunch or dinner. When you're always standing in front of the screen, you want to look your best. You're always pumping up a lot before each shot. I'd do pushups, sit-ups and dips to get ready, then they'd squirt me with the water bottle so my muscles became more defined and enhanced. Then we'd do hundreds of kicks and punches in slow motion, different types of punches and reactions.

How much of what you see on the screen is you and how much is digitally enhanced or altered? Are

you actually doing the moves or are they enhancing them, like raising your leg for example?

From the side kicks to the teleporting and the round house kicks, that's all me. The most important feature, in being an MK III character, is to be physically fit, sort of flexible and athletic. A lot of the more sophisticated martial arts moves Ed or John can enhance in post-production for some of the characters on computer. For some of the higher kicks, a few of the guys would lean on something and someone would raise their legs. To the trained eye, some of the kicks aren't exactly the way they should have been. I don't think it takes away from the game at all. Jax, for example, is primarily a body builder, and his character doesn't have to play like Kung Lao, who has been training in the Shao Lin monastery. So when you look at Jax's movements, he kicks like a big body-builder guy. For some of the kicks, they had to help him raise his legs a bit. Whereas the Kung Lao



Anthony Marquez works out to improve his strength every day. He attends the Championship Martial Arts Academy in Chicago and trains in Chinese kung fu under Master Jian Hua Guo. Master Guo shares his knowledge of kung fu and has dedicated himself to quality teaching. He has a unique training style and an ability to create a relaxed environment in which to learn. His most recent task, while teaching in Chicago, was perfecting the skills of several cast members of the *Ninja Turtles* movies.

character is supposed to be a Shao Lin monk and have the movements like a Chinese martial arts movie guy.

How much of your style went into this? Did Boon or Tobias tell you what they wanted? How much input did you have in developing the character?

John is in charge of the story, and he came up with

Kung Lao has a new, more buff look to him for MK III. Ever wonder what that symbol on his uniform is? It's actually the Oriental character for war.

the character of

Kung Lao.

He told me

what he

wanted. He

wanted a

Shao Lin

monk, and a

lot of my

martial arts

training is in

Shao Lin kung fu.

So it was

easy for me to adapt

what I

knew and use that when I

was performing as the

character. After I do my

finishing move, I bow.

That's very much a

Chinese bow and

type of Chinese

movement. It's a

very specific type of

bow that comes

from training and

being around the

martial arts atmos-

phere for a while. The bow

and the mannerisms are

something that comes

through training.

Are any of the strikes, the head-butt with his hat or close-in knee move, actual movements?

A lot of the moves are very basic. The side kick—you'll find that everywhere. I train at all of those type of movements, like the jumping side-

kick, everyday. Maybe to the trained eye, that's how a kung fu expert would do it. But these movements can be found in a variety of martial arts, including Tae Kwon Do. They do side kicks and jumping roundhouse kicks as well. I think John and Ed had a good idea of what they wanted, then we talked some and I suggest things, so we worked together on most of the moves.

In terms of the plot, what can you tell us?



It takes place on Earth. Somehow Shao Kahn turned the Earth into the Outworld and a lot of the settings are on Earth.

Did you watch the other characters do their movements or did you shoot yours alone?

There were a couple of full days. After all of the characters were shot, Ed and John would have an idea to add something or do a fatality differently. Then all of the characters had to come back in to reshoot the reaction. So it was an ongoing process for a week's worth of training.

How did you ever get into the Mortal Kombat phenomenon and the gaming business?

We all grew up together: Dan, Ho and myself. We all work out at the Lakeshore Athletic Club. We either work there, work out there or hang out there with each other. It was Danny and Ho Sung Pak who were characters in the first Mortal Kombat game. Then when the second Mortal Kombat was coming around, there was the hat guy character, he wasn't Kung Lao yet. He was a Shao Lin monk with a hat, and they introduced me to

John. I knew him before as a casual acquaintance. They told him that I'd make the perfect Kung Lao. I met with John and we talked. He saw some of the stuff I could do and said, "This guy's our Kung Lao."

In terms of the bloody fatalities and the violence in the games, what are your feelings on the reactions that Mortal Kombat II got from the public?

I always thought kids of all ages would be playing Mortal Kombat, ever since I began working on the project. There's a lot of excessive violence on television and in the movies. Look at *Dirty Harry*. Even though he's a good guy, his stuff is excessively bloody and violent. But when you learn about martial arts, you learn that it's not just about beating people up. If you are learning martial arts just to learn how to beat people up, you'll probably drop out within two weeks. None of this stuff happens overnight. It takes years and years of training. I know if someone physically attacks me, I can probably protect myself. But if someone bumps into me or calls me a name, I'll turn the other cheek and walk away. I know that from my years of training

"How much time do I put into making Kung Lao the best he can be? I'd have to say a lot, because I train everyday."





It's not all fighting for Tony. He believes strongly in family as the real center of society. (Shown above with Amy Choi and Taylor Choi Marquez.)

in martial arts, I have become a better person. What got me involved in martial arts, is what I term as violent kung fu

as I teach him what's acceptable—what's right, what's wrong—I don't think things like that will affect him. I don't

What do you do for a living?

I'm an athletic supervisor at Lakeshore Athletic Club. I make sure it runs well. I teach martial arts, Wushu (kung fu). Wushu is a Chinese term that means "War Art" that encompasses a number of things. My specialty is Northern Shao Lin styles such as Long Fist. We also use staffs, spears, straight swords and broad swords. I've been training in kung fu with Master Guo for the last five years and involved in martial arts for 16 years. I studied Praying Mantis style kung fu, then I

We would fly there or he would fly here to train me. In 1989, I met Master Guo and he's been training me.

Is it fun to be in *Mortal Kombat II*? Do you get recognized by people?

I've gotten a lot of press for being Kung Lao. The kids at the tournaments know me. A lot of them practice martial arts, but a lot of them are just fans. They go to the tournaments and enjoy watching the participants.

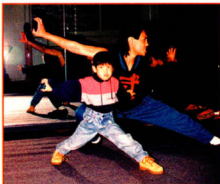
Did your peers respect you the same after you were in *Mortal Kombat II*, or did

"I don't want to be judgmental, but if you're not taking care of your kids, something's going to happen."

movies. If *Mortal Kombat* has the same effect on kids today in getting involved in martial arts, maybe they'll be better people when they grow up.

As far as the moves the kids see in the game, do you think this is contributing to the excessive violence and gang-related activities we hear about today?

want to be judgmental, but if you're not taking care of your kids, something's going to happen. Parents have to take responsibility and not blame bad parenting on movies or video games. If they teach their kids the right way then their kids will grow up right.



Anthony's son shows some of his moves alongside his dad, Kung Lao.

they think you were selling out?

No, they respect me for the most part. There are a few [who are put off by it], but more than 90 percent love it. It's another way martial arts is put out in the culture. The more people signing up for martial arts classes the more everyone benefits. There are some who come away from playing the game with the feeling of just wanting to be like Kung Lao. The same way I felt when I saw Bruce Lee.



Personally, no, as long as you have a good relationship with your parents. I have a 3-year-old son. He lives in the whole *Mortal Kombat* world. He knows his dad's Kung Lao. He's a big *Mortal* and *Ninja Turtles* fan. We're always watching kung fu and fighting movies together. I know as long as we have a good relationship and as long

When your son gets older, will you let him play *Mortal Kombat II* and *III*?

Yeah. We play it now. We have a Nintendo system and play it together. I'm not very good at it, but I used to be. We're not big video game freaks anyway. My son comes with me to watch me train everyday, so he's exposed to kung fu and sees martial arts everyday.

You have been in movies before. Rumor has it you were in the *Teenage Mutant Ninja Turtles* movies.

Yes, I was in *Teenage Mutant Ninja Turtles III*. I did some work as Leonardo, and was a stuntman.

studied Wushu in China in the summer of 1986. I had an equivalent of a black belt, and I've been doing this type of kung fu since then. At that point, I had been studying Wushu for three years. I had the basics down and went over there to clean everything up. I had another coach, Eric Chen from L.A.



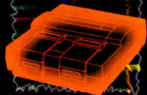
Do you plan on making martial arts more of a career?

I'm working on that. I have a couple of projects I'm working on, but it's a slow process. I'm working on another fighting game with Williams, but I can't get too much into that.

See you in *MK III*

Anthony Marquez





FACT FILE

METAL WARRIORS
BY KONAMI

THEME	ACTION
MEGABITS	16
% COMPLETE	95%
AVAILABLE	APRIL
# PLAYERS	1 or 2
# LEVELS	9
CHALLENGE	MODERATE

OPTIONS CHECKLIST

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

Notes: You can test drive the various battledroids in the Options.

HEAVY METAL

Remember Cybernator? That is the first game you'll think of when playing Metal Warriors; however, this game is somewhat different. You have several robots (battledroids) you can pilot in the game. You can bail out when one is damaged and you are about to be destroyed! The levels are huge and get more complicated as you progress in the game.

- The Major

NITRO

One of the few battledroids with the ability to fly, Nitro's most powerful attack is its Beam Sabre that cuts through foes. It also has an energy shield it can put up.

HAVOC

Havoc's primary weapon can fire several rounds quickly with a good spread range. It can't fly but can jump great distances and dash across the ground at high speeds.

PROMETHEUS

The heaviest (and slowest) battledroid, Prometheus can build bridges across gaps but cannot fly or even jump. However, it is armed with a pair of incredibly powerful guns.



METAL WARRIORS

BALLISTIC

Ballistic has the most powerful mounted weaponry of any of the battledroids, but it cannot fire while moving. It is also equipped with a powerful charge ram attack.

SPIDER

An excellent battledroid, Spider is difficult to master but is nonetheless a formidable weapon. It can climb up walls and even temporarily stun enemies with webs.

DRACHE

Drache is the most mobile of all the battledroids—it can fire in eight directions from its center. It is also armed with a dive bomb attack to smash enemies from above.

MISSION 2: "BOARDING PARTY"

The second battle takes place on the enemy's own turf! Don't destroy the bazooka-armed enemies—let them use their missiles and destroy their own stockpiles so you can reach some hidden items.

Start on the outside of the enemy ship and work your way in. You can shoot large boxes to bits, and be sure to check the area outside—who knows what you'll find.

ICONS AND WEAPON SYSTEMS:

Find these icons and other items hidden within the various levels.



BOUNCING BULLETS:
Bullets bounce off walls when you pick this up.



REPAIR UNIT:
Repairs all the damage done to the battledroid.



SEEKING BULLETS:
Bullets track the nearest target and smash home!



REVERSE GRAVITY:
Battledroid can walk on ceilings when collected.

DEADLIER BULLETS:



The higher the number collected, the more powerful your weapon becomes!

ROCKETS:

These can blow down some walls!



GRENADE PACK:

Sends bouncing explosives on the screen!



BE CAREFUL OUT THERE:



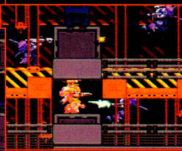
You can leave your 'droid at any time during the game. However, other enemies on foot can also get into your empty battledroid and use it to attack you! If you must leave it, be sure to park it in an out-of-reach area! You can take a maximum of nine hits from other foot soldiers while outside your battledroid. You can fly and fire in eight directions, but your shots do very little damage—so don't even think about taking on another battledroid while in this extremely precarious situation!



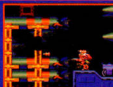
MISSION 1: "RESCUE AT AXIS 5"



The first mission is a simple rescue with only a few other battledroids you can switch to. One thing to be aware of is the elevators—don't get pinched in between the levels; it will result in certain death.



Use your shield to block enemy attacks, and if they have big weapons, knock them off ledges to the area below.



TWO-PLAYER HEAD-TO-HEAD ACTION



A VERSUS MODE!

Fight against a friend in the two-player Head-to-Head Mode! Fight to the death in several settings!



FIGHT TO THE END!

There are several suits in some of the stages, but you can destroy the empty ones sitting around!

KNOWING WHEN TO BAIL OUT:

There is no life meter, but if you take too many hits, your battledroid will turn a dark color and begin to smoke. Take even more hits, and all defensive and offensive capabilities will be lost. If the battledroid is destroyed with you inside, you will lose a life.

However, there is a chance to survive if you can find a repair unit and get your battledroid to it in time.



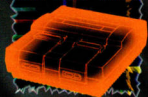
MISSION 3: "WAR ON THE ROCK"

Protect the main core from attackers and pilot a ship back to the hangar. Defense of the core is essential, but watch out where you shoot—you could inadvertently destroy the core yourself! Use the Prometheus 'droid at the end.



When you get the Rockets, quickly start blasting the stockpiles in the gigantic hangar. This will create passageways that lead to icons and other items. The last part of the mission requires you to exit the safety of your battledroid and engage in gunfights. Beware of how many hits you take.





FACT FILE

TRUE LIES
BY ACCLAIM

THEME	ACTION
MEGABITS	N/A
% COMPLETE	100%
AVAILABLE	APRIL
# PLAYERS	1
# LEVELS	12
CHALLENGE	VARIABLE

OPTIONS CHECKLIST

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

Notes: More options may become available at date of release.

TRULY CHALLENGING

When I first picked up this game, I honestly didn't know what to think about it. I mean, let's be honest, video games translated from famous Arnold movies haven't exactly had the greatest success in the past. But after playing True Lies, I realized what all those titles were: the past.

The story line closely follows the movie itself, from the beginning at the chateau to the rescuing of your daughter, Dana, at the end. The playing field perspective itself is very much like that of Jurassic Park for the Super NES. The challenge is nothing to laugh at either, as you're not just going to be able to do a kamikaze dash through the mission and expect to finish in one piece!

By the way, did I mention all the blood in this game? There are gallons of everybody's favorite red stuff. My congratulations to Acclaim and Beam Software for a job well done!

- Tim Davis.



True Lies

Try to take one enemy at a time or a time or they'll surround you.



Save your health icons until you need them.

If you shoot more than three civilians per level, you'll have to restart the mission!



M. GUN SHOT GUN KEYS



Lets you spray an almost unlimited barrage of bullets!

Use this weapon at close range for the most effectiveness.

In later levels, you'll need these to advance forward.

HEALTH GRENADES I-UP



Be careful! These health icons are few and far between.

Grenades allow you to attack an enemy over certain walls.

These life icons are also rare. Try not to depend on them.

THE CHATEAU



Your partner will debrief you at the start of the mission.



All right Harry, start mowing them down!

You've found the main computer! Hook up and get out of there!



Early on in the mission, you'll find some weapons and ammo!

These thugs will try to get you into a cross-fire!



You must find this security card to access the locked door on the upper level.

Try to maintain a low profile early on to avoid enemy gunfire.



THE SLOPES



I'VE GOT ALL THE INFO YOU WANT TO KNOW. BEAT UP THE BOSS!

From the beginning of the mission, make a run for it!



The Crimson Jihad have snow mobiles and helicopters to track you down!

Your enemies will stop at nothing to make sure you don't reach your rendezvous point alive!



Don't waste time battling with this helicopter, just try to outmaneuver it.



Whoa! Blood! I think I'm starting to like this new Nintendo policy!



You made it, Harry! While I'm sure your partner, AI, is glad to see you alive, he expresses it in the best way he can.



IN THE MALL

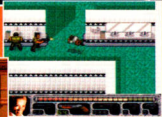


Use this escalator for cover as you fight for the shotgun.

Explore every inch of the mall for carefully hidden or guarded items!



Yeouch! In this level, the Jihad have learned some new tricks, like how to throw grenades!



As soon as you step into the restrooms, you'll be flooded with Jihad goons. Try to make your way past them and destroy the stall doors, otherwise the Boss will never appear!



This mission will take you all over the mall, even into the restrooms for the final confrontation with the boss!

THE LOCAL PARK



You'll begin your mission at the gates of the park. Try to take on one enemy at a time because they are many and you, well, you're just one person. I'd say the odds are about equal.

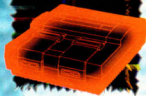


Look for hidden keys and 1-Ups!



Watch out! The guys wearing the red shirts are powerful!





FACT FILE

WeaponLord
by Namco

THEME	FIGHTING
MEGABITS	24
% COMPLETE	70%
AVAILABLE	JUNE
# PLAYERS	1 or 2
# LEVELS	N/A
CHALLENGE	MODERATE

OPTIONS CHECKLIST

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

Notes: Options unknown at this time.

A CUT ABOVE THE REST

One thing is for sure—this is not your typical fighting game. I wouldn't call it totally unique—there have been attempts at a weapon fighting game before, but none have measured up to the calibre of this title.

WeaponLord plays a lot like a Street Fighter game, and borrows just enough from this familiar engine to give it what a fighting game needs, while maintaining its individuality with a unique style and scenario.

The graphics are great, and the sound is in no way disappointing. Some of the animations need work (slowdown-like effects plagued the Beta copy), but overall this title looks and sounds excellent: a top-notch fighting game for your Super NES!

If you're a Street Fighter freak, a fighting game guru or just looking for a good challenge, pick up a copy of WeaponLord.

Jason Streetz

A NEED BREED OF FIGHTERS...



No ninja, no martial arts—just weapons masters with their large, sharp objects of impalement. Can you take it?



Step back, Street Fighters! Grab your broadsword and join the fray.



To the victor go the spoils. Don't be too sure of yourself. Although this game controls like Street Fighter, it has its own unique features.

WeaponLord



BAD



KORR JEN-TAI ZARAK



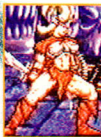
ZORD TALAZIA DIVADIA



There will be a total of seven characters to choose from—only a few of which were complete for this preview. Here are some preliminary mug shots of the WeaponLords themselves.



TOOLS OF DESTRUCTION



Each of the fighters has his or her own unique weapon and style of fighting. The weapon system adds a new level of play by allowing power moves and deflections that act as aggressive defensive moves and counters.



THE BLOOD, THE GORE ... BUT NOT TOO MUCH



Like *Mortal* and other popular titles, this one's got the cool red stuff kids like.



Yep. Globes of blood flow freely from those fighters unlucky enough to be hit.



This game makes realistic use of the blood feature, now almost standard in fighting games. Unlike other titles, there isn't blood in every single hit, only on hits that would cause a wound.



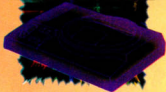
SPECIAL MOVES



Although this game is still a tad raw, there are a few special moves/power attacks to show.

As you can see, the special moves in this game generally involve the weapon the character is wielding and exemplifies his/her expertise with that tool of destruction.





FACT FILE

WARLOCK
BY ACCLAIM

THEME	ACTION/ADV
MEGABITS	N/A
% COMPLETE	100%
AVAILABLE	MARCH
# PLAYERS	1
# LEVELS	7
CHALLENGE	DIFFICULT

OPTIONS CHECKLIST

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

Notes: This game has minimal options.

THIS AIN'T NO CHURCHBOY

If you've seen the movies, you have heard of the Warlock. Although the story of the game does not use the characters from the first two movies, (save the Warlock himself) the idea is the same: Get the stones, kill the nasty and save the day.

This is definitely one of the most challenging games to come across my system in a while. Aside from some of the cheap hits and the control needing to be tweaked, this is a top-notch cart from the adventure/challenge standpoint. Unfortunately, the graphics are in serious need of revamping (like adding a few hundred more colors).

However, I was very impressed with the well-done sound effects. They set the mood of the game—dark and foreboding.

Fans of the movie will enjoy this game. You must do many of the things the characters from the movies did—collect spells, drink potions, etc.

- Jason Streetz



Dive, jump and use spells in your attempt to collect the stones and kill the Warlock.

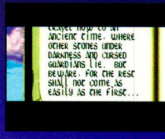


You start with a very useful object: an orb. You can summon it in order to control and direct it. Gather out-of-reach items or gah nasties; the orb is perfect!



YOUR QUEST

You have a long, grueling quest ahead of you. Collect six sacred stones to prevent the Warlock from getting them. In addition you must, in the end, kill this demon and send him back into hell. Easy, right? Nope!



WARLOCK™

THE WARLOCK



He's trying to get the orbs and kill you, too!



THE SPELLS OF A DRUID

REVIVAL



Snag this when you see it, and it will grant you another life.

SMART BOMB



Kills most of the lesser nasties currently on the screen.

HEALING



Restores small portions of your life gauge.

PROTECTION



When activated, this creates a wall of protection around you.

TIME REVERSAL



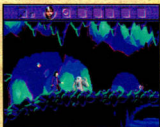
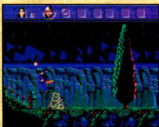
In effect, a continue spot. Also can be used for teleportation.

TREMOR



Summons forth a great tremor, uncovering loose rocks, etc.

MORE THAN THE WARLOCK TO WORRY ABOUT



On your quest to thwart the plans of the Warlock, you will encounter many creatures and obstacles that you must overcome. Use your collected spells, the orb and patience to conquer each challenge. This game is full of problems to solve and enemies to kill. This ain't for no churchboy!

NEW ENGLAND: AN ECLIPSE AND EVIL UNLEASHED



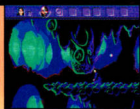
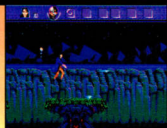
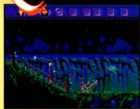
This level begins with an eclipse, followed by the release of the Warlock. You must avoid his traps and follow him to the stones.



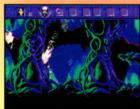
Once the Warlock is free, it's not going to be an easy task for you to catch him. Keep his pace and chase him into the old library to get the stone. Watch for traps, though.



THE CAVERN: SEEKING THE HOME OF THE WIZARD

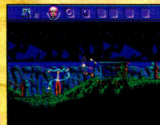


Things get a little darker, as you must enter an underground cavern system just below a lake in your search for the stones. The Warlock is quiet through this.

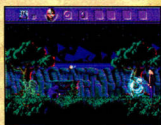


Have no fear—the Warlock doesn't come around to pester you, but there are plenty of enemies to deal with instead.

ONWARD TO THE GARDEN, AND THEN THE CASTLE



More adventure awaits you. Once through the cavern, you must overcome the challenges of the castle. First the garden must be traversed. The Warlock will try repeatedly to knock you off with animated statues, spells and traps. Once through the forest, you will enter the Castle of the Wizard where more stones are to be found. Beware, the further you progress, the more enraged and desperate to kill you the Warlock will become.



COMIX ZONE



FACT FILE

COMIX ZONE
BY SEGA

THEME	ACTION
MEGABITS	24
% COMPLETE	20%
AVAILABLE	JUNE
# PLAYERS	1
# LEVELS	N/A
CHALLENGE	N/A

OPTIONS CHECKLIST

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

Notes: Options are unavailable at this time.

GET INTO YOUR WORK

Late one stormy night, Sketch Turner is working on his newest comic book. Suddenly, there is an explosion of light and he finds himself sucked into his comic. Here he finds himself in a post-holocaust civilization of his creation with danger lurking everywhere. In the meantime, the evil Mortus has been warped into the real world. In order to escape, Sketch must survive every episode of the story. Each one is jam-packed with vicious mutants who just don't seem to like you very much. Just when you think you are doing well and all the monsters are gone, the unimaginable happens—Mortus is drawing in new creatures as you journey through this hectic world. Quick reflexes and fists of fury are your only hopes for surviving. Once you are back in the real world, you will have to defeat Mortus. If you don't succeed, you'll be spending the rest of your life in the Comix Zone.

- Dave Malec



The storm outside was beginning to worsen as Sketch finished up his latest comic. All of a sudden, a flash of light engulfed the room.



How did I get inside this comic book?



The evil Mortus begins to sketch in more creatures to try to stop you.



Having defeated the first wave of mutants, venture into the lower levels of the city to face even greater dangers. Who knows what hideous surprises await you in the bowels of this post-holocaust nightmare?



Use levers to open trap doors leading to other areas.



Don't be surprised to find scum in the sewer, you drew them here.



This group of sewer scum really should be taught a lesson. Class is in session.



Fail to pass an area and you will spend the rest of your days in a comic book.

When an opponent goes up for a shot, jump to try and block it. This drives the offense nuts!



BARKLEY SHUT UP AND JAM 2!

Use passing to keep your opponents guessing. Watch out, though, bad passes are easily picked off by quick defensive players.



Hustle down court. Don't allow your opponent a chance for an easy basket. Get in his face!



Hanging from the rim after an awesome slam rubs it in.



Break free from the pack to drive another basket home.



Better make a strong move to the basket or you'll get blocked.

CHECK OUT THESE HIGH-FLYING, BACKBOARD-BREAKING, POWER JAMS!!



Are those tiny dots people? It will be tough to block this shot.

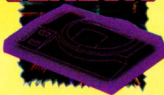


This guy is going to be in for a heck of a nose bleed.



If all else fails, just power the ball straight up the middle.

GENESIS



FACT FILE

BARKLEY SHUT UP AND JAM 2
BY ACCOLADE

THEME	SPORTS
MEGABITS	16
% COMPLETE	80%
AVAILABLE	APRIL
# PLAYERS	1 on 2
# LEVELS	N/A
CHALLENGE	MODERATE

OPTIONS CHECKLIST

Difficulty Settings.....	<input checked="" type="checkbox"/>
# of Lives.....	<input type="checkbox"/>
# of Continues.....	<input type="checkbox"/>
Button Configuration.....	<input checked="" type="checkbox"/>
Sound/BGM Test.....	<input checked="" type="checkbox"/>
Password.....	<input type="checkbox"/>
Battery Back-Up.....	<input type="checkbox"/>
Notes: This version allows you to save stats and has improved sound.	

GET OUT OF MY FACE!

Sir Charles is back and he's ready to get in somebody's face. Choose from eight different courts across the U.S. to take on Charles and his teammates. Featuring more than twice as many animations, this game is sure to rock the basketball scene. What does it have to offer? There are additional defensive moves and better player control to give the game a more authentic feel. In addition to 25 different jams and no referees, the game also features the voice of Barkley talking it up on the court. So put on your shoes, shut up and jam!

-Dave Malec





FACT FILE

DUNGEON EXPLORER

BY SEGA

THEME	ACT/RPG
MEGABITS	CD-ROM
% COMPLETE	100%
AVAILABLE	MARCH
# PLAYERS	1 TO 4
# LEVELS	N/A
CHALLENGE	MODERATE

OPTIONS CHECKLIST

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

Notes: Can play multiple characters at once by using the multitap.

GAUNTLET ?

Imagine Gauntlet with a story. That's this title. The play and style of Dungeon Explorer is very similar to that arcade classic.

The magic and special abilities of the characters are really cool, and the ability to play multiple characters at once (if you have a multitap) is also a big plus. The immense amount of enemies on the screen sometimes make this option a necessity.

The graphics are nowhere near as clear or colorful as the original Turbo Graphix 16 release of this game, and the sound is only a tad bit better (as a result of the CD).

The Bosses are huge and tremendously challenging to defeat, but they do nothing really unrealistically difficult or frustrating.

If you are a fan of Gauntlet kill-everything-that-moves-and-then-some games, you will love this title. Gather a few friends, slap on the multitap and go at it!

- Jason Streetz

Can you rescue the Princess? Ambition?



You (and your band of adventurers) must traverse the land, discovering and defeating a blistering array of dungeons in order to rescue the princess and return to your home.

Simultaneous multiplayer action



This game allows you to play more than one character at the same time for maximum multiplayer fun! This is really a great option for parties.

Dungeon Explorer



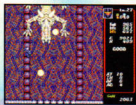
Help these warriors complete their quest.

Magical Powers



Each character has his or her own kind of magic.

When the nasties cover the screen, magic comes in handy.



Each kind of magic is as unique as the character who uses it.

The Explorers

On your quest, you may choose your explorer from a variety of different character types.

KNIGHT



One of the strongest of all the fighters.

MONK



He's not as fast as the Ninja or Elf, but deadly.

ELF



The fastest (and weakest) of all.

BEAST



He's big, slow and walking destruction.

MAGE



Uses magic to defend against foes.

NINJA



Fast and deadly, a good middle character.

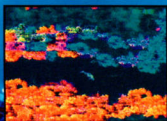
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SEGA 32X



FACT FILE

GOLF 36 GREAT HOLES
by Sega

THEME	SPORTS
MEGABITS	24
% COMPLETE	100%
AVAILABLE	NOW
# PLAYERS	1
# LEVELS	N/A
CHALLENGE	VARIABLE

OPTIONS CHECKLIST

- Difficulty Settings.....
 - # of Lives.....
 - # of Continues.....
 - Button Configuration.....
 - Sound/BGM Test.....
 - Password.....
 - Battery Back-Up.....
- Notes: More options may be available when released.

FORE!

Golf Magazine's 36 Great Holes (GM36GH) is a pretty good golf game. I really like the fact that you can play on real courses.

However, the graphics were a bit too pixilated, even though it's on a 32X system. It seems that they could have been a lot sharper. The sound was pretty good—the birds chirping away in the background was a nice touch.

The game play is very easy to get the hang of. The ball almost always goes in a straight line... more or less. (This, of course, is impossible in real life. Thank God for video games!)

Overall, GMP36GHSFC is a fairly decent game; but to be honest, I think they could have used the 32X's power more effectively. But golfers should try this game out!

—Ken Badziak

Fully digitized moves!



36 Holes uses the 32X's power to show some incredibly smooth, full-motion digitized shots of the player. Neat!



The red bar determines the power of your swing. The blue bar determines the curve of your ball (straight line, hook or slice). Try to get close to the white line.



Play God and make up some new characters. Choose gender, faces and even clubs.



When putting, you can access a grid that shows the contour of the terrain. It takes the guesswork out of putting!



your host



Meet Fred Couples, winner of the 1992 Masters Tournament. He's your personal trainer who will teach you the ropes.



popular games: Skins Game, Shoot-Out, Match Play or Practice.



Golf Magazine Presents 36 Great Holes Starring Fred Couples



Play on real courses!

These courses actually exist. Some are easy and straight-forward, while others are difficult. All of them have some sort of hazard, whether it be water, sand or an occasional (ouch) cactus!



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Playmates



QUARANTINE

FACT FILE

QUARANTINE
BY GAMETEK

THEME	ACTION
MEGABITS	CD-ROM
% COMPLETE	40%
AVAILABLE	NOW
# PLAYERS	1
# LEVELS	N/A
CHALLENGE	MODERATE

OPTIONS CHECKLIST

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

Notes: Game may be saved at any point.

VIOLENT FARE

For those of you who like the bone-crunching brutality of Doom, you ought to feel right at home with this game. Quarantine is a first-person driving and shooting game set in the future city of Kermo, a dark and seedy place from which you are trying to escape. To do that, however, you'll need to guide your "hovercab" around the dangerous city streets, picking up fares and earning money for weapons and repairs. Oh, did I mention weapons? Yes, there are quite a few. You'll be able to slice, dice, grate, puncture, electrify, roast, toast and otherwise really annoy anyone or anything that gets in your way. You'll need to earn enough money to blow town, but to do that you'll need to drive a lot of passengers. It's not as easy as it sounds. Not only are 99 percent of the people you pick up total weirdos, but they all expect you to get them to their destination pronto. Or else!

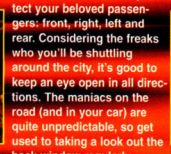
- Jason Morgan

Road Kill

Warm up your machine guns and get your trigger finger ready! Your passenger has the cash you need, and the more destruction you cause, the better! The map (left) shows you where you are and where you need to go.



Weapons and repair bays are indicated, as is the exit to the city (in your dreams!). If a car (or other vehicle) gets in your way, turn it into a flaming wreck. But be warned, blow away everything in sight and you'll soon run out of ammo! It looks like this guy (right) ejected just-in-time. Don't worry, you'll get him next time!



You have four views to protect your beloved passengers: front, right, left and rear. Considering the freaks who you'll be shuttling around the city, it's good to keep an eye open in all directions. The maniacs on the road (and in your car) are quite unpredictable, so get used to taking a look out the back window regularly.

Tools of the Trade



This is where things get interesting! You have six slots for your various weaponry... Let's hope you can afford it! Because you can't afford not to.



The Banshee will have your victims screaming for mercy! Its rapid-firing rate ensures excellent line-of-fire accuracy. This baby comes with plenty of ammo, too.

Are those pesky pedestrians messing up your windshield every time you flatten one? With the Charbroiler, you have that problem no longer! Mmmm ... nice and tasty!



The Cannon is truly a masterpiece of destruction. When fired, it offers a large explosion, as well as many smaller ones. Anything within the radius of these blasts is toast.

Pop Quiz

SCENARIO: A pedestrian is behind a stalled car, shooting at you while safely hidden. Do you:

- A: Honk politely, hoping he'll stop shooting.
- B: Turn and drive away.
- C: Start crying uncontrollably.



Answer: NONE OF THE ABOVE! If you chose A, B or C, then you are unfit to play this game. Turn the page and go on. What you should have done was frag the car and plow over the shooter. Have a nice day!

The Shocker is a unique weapon. Instead of firing a projectile at the target, it acts as a repulsive magnet: it pushes away objects with great force, sending them into nearby walls.



Game Over

Too many games of chicken with the armor-plated Corvettes? Too many Spider mines up your exhaust pipe? Couldn't make it to the repair shop in time? Game over for you, pal. Better luck next time ... if you can handle it.





FACT FILE

THUNDER IN PARADISE
BY PHILIPS

THEME	ACTION/SHOOTING
MEGABITS	CD-ROM
% COMPLETE	75%
AVAILABLE	MAY
# PLAYERS	1
# LEVELS	3
CHALLENGE	MODERATE

OPTIONS CHECKLIST

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

Notes: It's too early to tell what options will be in the final version.

INTERACTIVE ADVENTURE!

The Philips CD-i is taking the gaming experience to a new level with an interactive CD-ROM that features not only stars straight from the TV show but also places you right in the middle of the action. If you're familiar with the popular series, then you know that the basis for this game is fast vehicles, criminals and most of all, DANGER. All of the show's elements are featured in the CD-ROM with one major difference: When it comes to making split-second decisions, it's all up to you! The game has three different modes: Interactive TV, The Game and The Show. I really thought that The Show was a good idea because people who are interested in the game may not have seen the TV series. This is a great option that allows the player to become familiar with the show. If you're into interactive games, check this one out.

- Mark LeFebvre

THUNDER

in PARADISE

GET INTERACTIVE WITH THE STARS FROM THE POPULAR TELEVISION SERIES!



Hulk Hogan, Chris Lemmon and Carol Alt are just a few of the stars from the TV show you'll see in this interactive CD-ROM.



Whether you pick the Thunder encounter, the Chemical Lab encounter or both, you will see tons of full-motion video.



The Heads Up display will allow you to choose your weapons and target them as well.

When controlling the boat, you can scan 360 degrees to check for attacks from any side.



Inside the chemical lab, you will be attacked by dangerous criminals.



When taking on the aircraft, keep an eye on the radar in the bottom right-hand corner.



Watch for enemies that jump out from the crates! They can be very tricky to hit. Be careful.

When being attacked by the larger enemies, keep an eye on the damage meter to the left.



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Game Pro Magazine
December 1994

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Electronic Gaming Monthly
January 1995

*"Pitfall Harry Jr. executes his derring-do
amid lush jungle backgrounds, stirring
music, and pumped-up sound effects."*

Entertainment Weekly
December 9, 1994

*"The sound mix is nothing short
of startling."*

Game Players Magazine
December 1994

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created a spectacular Super NES sequel
that is a feast for the eyes, ears, and most
importantly, the fingers."*

Nintendo Power, Bonus Issue
January 1995

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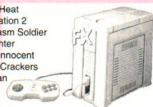
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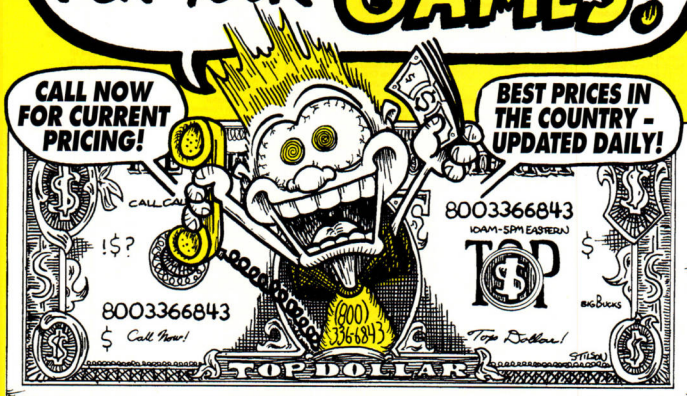
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PSX Games

SATURN Games

NEC FX Games

Ridge Racer
A IV
Moto Toon GP
Philosoma

Victory Zone
Ultima Parodice
Power Baseball 95
Tale of the Gods Combat
and more ...

Virtual Fighter
Daytona USA
Shinobi
Clockwork Knight

Gale Racer
Paner Dragon
Tama
and more ...

Phantom Soldier
FX Fighter
Street Fight
Battle Heat

SEGA 32X

NEO GEO CD

PANASONIC 3DO

GOLDSTAR 3DO



NEW



NEW



NEW

32X Games

NEO GEO CD Games

3DO Games

3DO Accessories

Mortal Kombat II
NBA Jam
Street Fighter
The Movie

Super Afterburner
Super Motocross
and more ...

Fatal fury special
Art of fighting 2
Sidekicks 2
Top player's golf
Samurai shodown
Aerofighter

Ninja combat
Robo army
Top Hunter
King of master 2
Last resort
and more ...

Rise of the Robots
Flashback
Flying Nightmares
Virtuoso

Gex
Cyberclash
Starblade
Clayfighter II
Rock-Roll Racing
and more ...

6 buttons joystick for
Street Fighter 2X
Gun
Full Motion Video
Joypad

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3DO FULLMOTION VIDEO

SNES - GENESIS



JAGUAR Games

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Creature Shock
Air Cars
Flashback

Battlezone
Syndicate
Space Wars
and more ...



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ENTER THE WINNERS CIRCLE

Alright quarter crunchers, here are the winners for the BloodStorm contest from the first issue of EGM².

Grand Prize Winner: Brian Urban, St. Claire Shores, MI.

First Place Winners: Don Gottschalk III, Alta Loma, CA; Kevin Meier, New Orleans, LA; thomas Maxwell, Pittsburgh, PA; Jay Mifflin, Pittsburgh, PA; David Dietschweiler, Downers Grove, IL.

Second Place Winners: Angel Betuncourt, Edinburg, TX; Jeremy Brayton, Norcross, GA; Kiyoshi Mino, Chicago, IL; Douyglas Gunter, Austin, TX; Aaron Brian, Portland, OR; Jonathan Kunde, Tampa, FL; Devin Swanson, ST. Paul, MN; Kyle Wease, Aurora, IL; Richard Cook, Fort Worth, TX; Ian Castillo, Salinas, CA



Here are the winners for the King of Fighters Contest!

First Prize winner: Ross Maupin, Ft. Collins, CO.

Second Place Winners: Marlon Maragh, Roslyn, NY; David Shuff, Purchase, NY,

Third Place Winners: Noel Youngblood, Farmington, NM; Michael Youn, Midlothian, VA; Michael Zoran, Marine City, MI; Chris Burnett, New Brighton, PA; Jose Bareng, Fresno, CA; Khamali Simpson, Brooklyn, NY; Mike Woodard, Waterloo, NY;

Jason Mangiaracina, Port Washington, NY; Willman Ham, Charlottee, NC, Calvin Moore, PGH, PA.

And finally, the winners of the Samurai Shodown II contest.

First Prize Winner: Mikel Harvey, LK. Havasu, AZ.

Second Prize Winners: Lester Villanueva, Vallejo, CA; Hector Cordero Jr., New York, NY.

Third Prize Winners: Thomas martines, West Bloofield, MI; Geordie Sinclair, Fiske Saskatchewan, CAN; Matt E. Smith, ASheville, NC; Edward Cochran, College Park, GA; Cory Dan, Dallas, TX; Hyung Rok Lee, Davis, CA; Collin J. Hill, Chesapeake, VA; Jermaine Ellis, Kissimee, FL; Greg Wittel, Gold River, CA; Chris Ozimac, Mississauga, ONT.



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Contact Taz.~~

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down? Get in touch with
the bill expert. Contact
Daffy Duck on Game Boy.

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or Sylvester.

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Rabbit Rampage. Vewy, vewy
quiet. Contact Elmer Fudd.



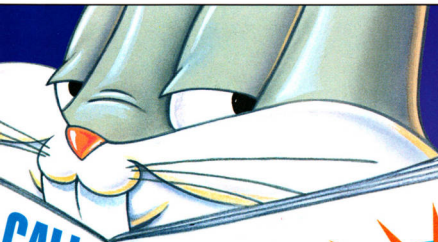
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HOLLYWOOD STAR

"LOONEY TUNES B-BALL" IS A SLAM-DUNK WINNER!

by Howard Coleslaw

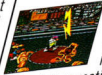
In one of the greatest games this reporter has ever had the privilege to cover, **Looney Tunes B-Ball** scored the biggest victory ever.

When this wacky, fast jammin' game of roundball begins, it's clear that anything goes! First, choose from your favorite Looney Tunes characters and go two-on-two against the computer or your friends! You set the Wacky Meter to the level of craziness you want — from 1, for nonsense streetball, all the way to 5, where the only rule is: there are no rules!

Change the ball into a team pie and show your opponent the new meaning "in your face"! Go visible or teleport past man and take it to the court! And the clock isn't the only thing ticking when the ball becomes a bomb for

?!
locker room after

the game, the Looney Tunes team was understandably exhausted, as the action was fast and furious at both ends of the court. Overall, the team was pleased with its effort, though Taz's moves did



come into question.

"Taz can't dribble, but he sure does drool," said team captain Bugs Bunny.

Taz was unavailable for comment, but released the following statement through his agent: "Roarg hawraaaa groogh froww hrrrg!"



TAKE THE COURT FOR THE WACKIEST GAME OF HOOPS EVER!

"#@! **# # ^ @!" Most observers tended to agree.

Looney Tunes B-Ball is your season ticket to fun. "Shoot, doc," said Bugs. "We're having a ball!"

The arena will rock you up play through earthquakes, eclipses and more! So go ahead and drive to the hole. But watch out, you just might fall in one!



The... you play, the... you'll get. w... fr... Du... (also... great ma... in his ow... The Loon... features all yo... Bugs Bunny, Porky... Sylvester and Tweety, El... Fudd. And Daffy Duck himself... just the carrot on the... Nevada mind.



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