



DONKEY KONG &
DUNGEON MASTER
STRATEGY GUIDES
INSIDE

FIRST PICTURES OF NINTENDO'S NEW 16-BIT SUPER NES VIRTUA FIGHTER CLONE!

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ELECTRONIC GAMING MONTHLY™

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INSIDE...

SAMURAI SHODOWN 2

COSMIC CARNAGE-32X

ZOOL 2-JAG • KIRBY 2

HOME IMPROVEMENT

MEGA BOMBERMAN

SHOCK WAVE 2

MEGA MAN 7

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January, 1995



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A skeletal figure, possibly a Star Wars character, is shown in a dynamic pose against a deep blue space background filled with stars. The figure is positioned in the center-right of the frame. To the left, there is a large, jagged, yellow and orange rock formation. The overall scene has a cinematic, high-contrast quality.

EGM!

**THANK YOU,
PLEASE DRIVE THROUGH...**



EGM!

A SENDAI PUBLISHING GROUP, INC.
PERIODICAL

January, 1995

Volume 8, Issue 1

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NINTENDO STUMBLES WITH VIRTUAL BOY INTRO!

At Nintendo of Japan's annual trade extravaganza, the Shoshinkai Show, Nintendo demonstrated their new 32-Bit, 3-D portable video game system called the Virtual Boy. It sounded intriguing. But after getting to play it for a while, I have a really hard time believing that U.S. players will welcome this new system with open arms.

The details are spelled out in our Shoshinkai special section elsewhere in this issue, but the screens aren't color, the games are mediocre, it will cost about \$200 and it hardly is portable.

Not going to some kind of a color screen is the first major problem with the system. For \$200 you get a two-color screen—red and black. Why? Probably cost. This is 3-D and you need two screens. As we saw with the old TurboExpress from NEC, good quality, high-resolution LCD screens are VERY expensive. So Nintendo is going to keep costs down by giving us red LCDs on a black background. One would have thought that they learned their lesson from their no-color Game Boy. Strike one.

The games that were shown were nothing to get excited about. The fighting game—Teleroboxer, had the best 3-D imaging. Essentially it was Super Punch-Out with aliens. Their pinball game had a backward sloping playfield, kind of like their just-released Super Pinball for the Super NES. And, the best for last! It is no secret that Nintendo always launched their new game systems with a Mario game. For this system they didn't even have the courtesy to create something new. We get the ORIGINAL Mario game! Remember that one? Mario and Luigi jump up and punch the girdle which flip the enemy over (remember the crabs?), and then they kick off the 3-D potential of the screen for points. Yep, we now get it in almost 3-D. The bad guys off the screen for points. The games were unfinished and less than half done so they could improve. Still, not a great selection of carts to show off the 3-D potential of the system. Strike two.

Portable? Did anybody say portable? Perhaps. It will give you seven hours of play time on six AA batteries, but where do you put it? You need your hands free to hold the controller and with the tripod mount you need a table to set it up on. Kind of tough to play it in the car on a trip. I heard rumors going around that there will be a chest-mounted tri-pod. I heard rumors completely covering your eyes, you just can't see anything but the game. I can picture the headlines in the tabloids—"Boy walks in front of car while playing game!" Nice design Nintendo. Strike three.

Last but not least, the price—\$200. You would expect to get a lot more for that kind of money. Granted there has to be two of everything, as you literally need an independent system for each eye. But Nintendo knew this going in, and why they let it develop this far is anybody's guess. Things may change by the time the winter CES rolls around. But based on what was available at the Shoshinkai Show, this system needs work ... a lot of work.

Ed Semrad
Editor

EGM!

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nails you. You're sliding down the street and final-
ly your rash-covered body comes to a halt. You
dust yourself off, get back on your bike, and
the nightmare continues. If this game was
any more real, you'd have motorcycle tracks
on your back.

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EGM!

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SHOSHINKAI SHOW UNVEILS NEW PRODUCTS!

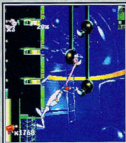
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When Nintendo of Japan uncovered upcoming products, *EGM* was there! Take a look at the debut of Virtual Boy and don't miss the world exclusive coverage on Fighting Polygon, Kirby II and Megaman VII!

158

GETTING "TRICKY" WITH THE KING OF THE SUPER NES JUNGLE!

For those of you lucky enough to get Donkey Kong Country in your stocking this year, you might have run into some trouble in the game. Never fear, *EGM* is here with a post-holiday gift for you! Six pages of tricks, secrets and much more are at your disposal!



EARTHWORM JIM STRATEGY GUIDE—MAKE 'EM EAT DIRT!

164

Having difficulties with Earthworm Jim? Well don't fret, because in this issue our experts have provided a six-page, action-intense strategy guide on everyone's favorite worm, Jim. Read over the tips and secrets and soon you'll be burying the Bosses!

178

KILLER INSTINCT JUMPS ONTO THE FIGHTING SCENE!

The latest entry into the fighting genre is the Ultra 6 Killer Instinct. From the superbly-drawn characters to the incredible techno sounds, this game has it all.

We got the scoop on the moves and more!



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

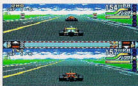
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Michael Andretti's *Indy Car Challenge* will turn you into hell on wheels, surrounded by a pack of fire-belching, supercharged Indy Car racers. You're right in the thick of things with **hot Mode-7 graphics** and **realistic play control**. It's the most awesome tire-smoking, door-blowing fun this side of slappin' on a helmet and strappin' into 2000 pounds of rolling thunder.



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Michael Andretti

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Nintendo Power, Sept. 1994

every bone-blasting thrill and chill. Win the championship and you get to pit your skill against Andretti himself.

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



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SUPER NES TIMES

With the New Year approaching, it's time to ponder over resolutions. Make sure one of them is to play Super NES

games such as Home Improvement, Ogre Battle, Ignition Battle, Pinball Fantasies, Savage Empire and TimeCop.

212-221



PLANET 3DO

Fight for victory in SSF2 Turbo!

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Rescue the world from

Krool in Zool 2.

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Defeat the evil Vortex again in Ecco 2!

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Prepare for the final Shodown.

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SUPER GEAR

Play as the shiny, new Sega star—Ristar.

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FLEER ULTRA

SKELETON WARRIORS



BAD TO THE BONE! JANUARY, 1995



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. And if you think we're going to answer every letter that comes to our mailbox, then you must be nuts!

SEND YOUR LETTERS TO...
Interface, Letters to the Editor,
c/o Sendai Publishing Group,
1920 Highland Avenue, Suite 222,
Lombard, Illinois 60148

LETTER OF THE MONTH!

BUG SPRAY?

It's like this—I bought this game called Dark Wizard and as soon as I got home I tore into the wrapper, opened the case and reverently put the CD into its place ... Okay, here we go ... press START ... wow! Would you look at that picture! Hey, I get to be one of four characters—Awesome! The story line is way too cool! The battle now begins ... Three weeks of addiction to this game have gone by and I've gotten pretty far. Then guess what happens? My husband and my son want me to go fishing with them! Fishing? What, and stop playing Dark Wizard?! You've got to be kidding! But I've gotten so far and—what? I never do anything with you guys anymore? Well I—stop crying son. Yes, I love you, but—oh, alright. Where's the bug spray? Psst. Psst. Psst. I'll meet you out in the car after I put Dark Wizard back in the case. A couple of hours passed, we didn't catch any fish and to top it off, we were eaten alive by the mosquitoes! Time to head home and play Dark Wizard some more. I put the CD in, and am waiting to continue this truly wicked game ... press START ... press START ... press START! I open the CD player and take out the disk to look at it. Oh nooo!! Dear God, not now! Honey, look at my game—there are pits all over my disk! What? Yeah, I sprayed bug



Hey Laurie, does this picture ring a bell?

Where's the bug spray? Ha, ha, ha!!
repellent on me in the house, why? Oh boy, the bug spray must have gotten on the disk. It's my fault isn't it? I'm so depressed! What do I do now? How do I function? The moral of the story is: never go fishing with your family and never, EVER spray bug repellent in the house!!

Laurie A. Dominas
Eva, TN

(Ed. I guess we've all learned a valuable lesson boys and girls. Never stop playing your games to go fishing, and remember to keep anything with petroleum-based solvents or anything else like that away from your CD titles. Don't worry Laurie, you're not alone. Plenty of us have had games accidentally wiped out. You must carry on, little trooper!)



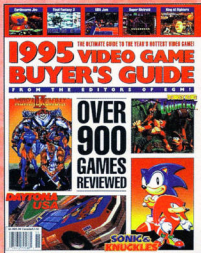
WIN A PAIR OF ACCLAIM JOYSTICKS!

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.



QUESTIONS, QUESTIONS...

I would, as many of your other readers, be greatly pleased if you could put forth the time to answer a few questions. Are you going to do a special magazine giving the specs on all of the new systems (e.g., 32X, PlayStation, etc...)? And, just to



This year's Video Game Buyer's Guide is the biggest and best yet!

prove to people how far the technology has come, you could publish the specs for the old systems like the Atari 2600. Second, will Nintendo be the only game company to work with Silicon Graphics? What popular movies have used Silicon Graphics?

Chris Thacker
Kirkville, MO

(Ed. Our 1995 Video Game Buyer's Guide has all the information you want [except for the specs on the older systems] and is in stores everywhere. At present, SG is not doing any more video games. As far as movies ... Jurassic Park used effects produced by a SG computer.)

WAR IS HELL

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



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



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



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



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



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

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SEGA CD FIGHTING GAMES

I have a Sega CD. Now, I'm not here to put it down. I enjoy the games that I have for it: the simulations, the full-motion inter-actives, etc ... My question is when is Sega going to put out more fighting titles? I know the Sega CD has Mortal Kombat, a new game called Brutal and an upcoming Eternal Champions on CD, but how about some more? To cut to the chase, will the Sega CD ever get any more fighting games? I'm beginning to think that I should have bought a 3DO because they have more fighting games for it!

Ulysses Ramos, USAF
APO, AE

(Ed. Well Ulysses, your prayers have been answered. Not only is Fatal Fury Special coming to the Sega CD, but so is Samurai Shodown! If that doesn't quench your thirst for fighting games, nothing will!)

NEW LIFE FOR AN OLD SYSTEM

Hey EGM! I've been reading your magazine since issue number one and I've finally decided to write. The TurboDuo support is extinct and I for one think that this is tragic. What a great system this was. I won't get into how NEC and TTI didn't know a thing about marketing this great hardware, but I do have a question. What I'm wondering is, would it be possible to purchase a development system for the TurboGrafx hardware from TTI or NEC? A friend of mine is a programmer and I've been learning computer art and programming. We are also big fans of both the newer and older systems. We would like to see these companies sell their development systems to the general public after they decide to no longer support the hardware. This way, the not-yet-known programmers and artists who would like to program games for this system could [have a chance at them]. I know that there are a lot of people that have held on to their old TurboGrafx and would probably enjoy support for their systems. If TTI would let us program the kind of games we like, burn our own eproms and sell them to the public, I believe that we can find some new support. I know this is popular in Europe with the old C64 and Amiga computers. Isn't this the way the programmers at Subterranea got started? If companies would open up the hardware architecture to the public after the system hardware has been retired, I feel we would have a lot more up-and-coming

software companies, just like in Japan and Europe.

Greg Deutschlander
Eau Claire, WI

(Ed. It's good to see that people aren't ready to write off the Duo just yet. Your ideas about supporting the system and giving "the little guy" a chance to resurrect a market are great. However, you'll have a very tough battle indeed, Greg. We contacted a number of people such as Don Shirley from Working Designs (a company which developed games for the TG-16). They all had the same response. We were told that you would first need a lot of technical support from Japan to help you with the development system. A thorough knowledge of Japanese would be necessary to translate the documentation of this system. You would also need a six-figure (roughly \$100,000-250,000) budget to produce and market your product. If you wanted to do a chip-based game, expect to shell out even more money. Don't forget about licensing fees! To make matters even worse, you're looking at a 9-12 month lead time! All in all, everyone we talked to seemed to think there would be very little or no chance of pulling off a new Duo game. The Japanese, at this point, are more likely to be interested in 32-Bit software for their upcoming NEC FX system. Maybe you could try that. As for the Duo, it looks like it's officially dead.)

I WANT IT!

There is an awesome game for the NeoGeo that never got to be on any 16-bit system. I would love to see this game ported over to the Super NES or Genesis system. The name of this game



If you dig NAM-1975, you'll love Natsume's Wild Guns for the Super NES.

is NAM-1975. In my opinion, it is still one of the great action/shooters to this date! Any chance of seeing this game on the Super NES or the Genesis? I think that a lot of gamers would enjoy it!

Joe Boerner
Couer D'Alene, ID

(Ed. That was a cool game, Joe! There are no plans to port it over to the Super NES or Genesis, though. There are other games like it that you might enjoy, like Natsume's Wild Guns.)

WHAT IF!

Have you ever had an original thought? No? Okay, how about a goofy idea? Yeah, we thought so. Send 'em in and if we print it, your friends will think you're really cool. Maybe.

WHAT IF...

... Spike McFang lost a tooth?
... Donkey Kong sat on Mario?
Joe Kasfeldt, Oakville, CT

... Shao Kahn was related to Shere Khan from The Jungle Book?
... Sonic tripped?
... Everybody faced the fact that Elvis is really dead?
... The Lion King ate Aladdin?
... Ken was Ryu with a wig on?
... you actually printed these in EGM?
(Guess what, we did!)

Paul Jones, Posen, IL

... Earthquake ate beans for dinner?
... What if SubZero caught a cold?
Justin Kalas, Fountain, CO

... They made a Mutant League version of Pong?
... Raiden was a surgeon? CLEAR!
ZAPPP!
... Dr. Robotnik became Hooked-on-Phonics?

Chris Rondeau and Joe Phillips,
Kelowna, Canada

... Baraka killed himself while trying to pick his nose?
Ben Rethmel, Berkeley, OH

... Mileena choked on one of the Mortal Kombat fighters?
... The Clay Fighters all went to the beach and melted?
Matt Collier, Chesterfield, NJ

... The Clay Fighters went bungee jumping?
... Ed Semrad got his own talk show?
Kurt Baker, Lanham, MD

... Lethal Enforcers for the Genesis shot at you and blood came out?
... Reptile didn't fully digest someone's head and then went to the bathroom?
Cary Golomb, Bayonne, NJ
John Hodnovich, Bricktown, NJ

... What if 3DO actually gave out the right release dates for their games?
Matt Dorn, Lutz, FL

RETURN TO

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RAW POWER

AS YOU



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Go helmet to helmet against a friend with super split-screen action.

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A Grand Prix Champion can win the hearts of fans around the world. You may have to sign a few autographs!

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Imagine clinging to the ultimate in high-performance motorcycling machinery. Envision the course before you, where the only thing between you and the slicing wind is a thin shield. Each second spent hanging in the balance of a turn seems like an eternity, and even the slightest error in judgment could become the difference between rolling down victory lane and ending your career.

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Choose from one of three teams at first. Once you've accumulated enough points, you can choose one of the three Super Teams.

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Beginning riders may start in Easy Mode, but the experts can go straight to the Hard Mode.

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SUGGESTIONS

Let me say that I love your magazine. I've been a reader for over three years, and I'm definitely hooked for life. I am writing to you to share a couple of ideas that I hope you'll consider for your mag. First, show your readers the making of a video game. Show us how a game is put together and how it starts as just a rough idea. Second, tell the readers how the people who make these games get into this kind of work. Once again, these are just ideas that I hope you will consider for this great magazine. Thank you for your time and keep up the good work!

Dominick Byron
Prescott, AZ

(Ed. Thanks for the ideas, Dominick! Any and all reader feedback [within reason] is always considered! Keep reading EGM in 1995! Who knows, maybe some of your suggestions might show up!)

SUPER NES FULL-MOTION VIDEO

I was wondering if the Super NES was capable of full-motion video? Now I realize that it would be nowhere near the quality of CD-ROM, but what about the half-time report in NBA Jam? It's a little fuzzy, but it still looks okay.

Donnie Snyder
North Port, WA

(Ed. Good observation, Donnie! Yes indeed, the good ole' Super NES is in fact capable of small amounts of full-motion video. Much of the limitation comes from the size of the game cartridge. Full-motion video takes a lot of memory. That is why CD-ROM systems can show more FMV for longer periods of time. A CD can hold a vastly larger amount of data than a Super NES cartridge can, so it is more well-suited for any kind of FMV usage.)



NBA Jam uses fairly clear full-motion video during the halftime report.

ASDFGH LETTER OF THE MONTH!

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

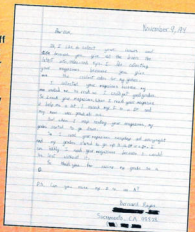
Dear EGM,

Uh, I like to collect your issues and stuff because you give all the losers the latest info, codes and tips. I like collecting your magazines because you give me the coolest codes for games.

I collected your magazines because my mom wanted me to read so I could get good grades. When I read your magazines it helped me a lot. I raised my average from an "F" to a "D+." My mom was proud of me. But when I stopped reading your magazines, my grades went down.

So thank you for raising my grade to a "D+."

P.S.: Can you raise my "D" to an "A"?
Bernard Reyes, Sacramento, CA



You see? Reading EGM is almost as good as a degree from Harvard! Keep up the good work Bernard, maybe you'll realize your lifelong dream of being an aeronautical engineer or maybe even an EGM editor! Your EGM T-shirt is on its way!

CONSUMER ELECTRONICS SHOW

I've been reading your magazine for quite some time now, and what always seems to catch my attention is the coverage on those so-called electronics shows. First of all, I'd like to know if there is any way that I could attend on of these shows. Are any of them open to the public? What I'm really looking forward to is the Winter Consumer Electronics Show, but the problem is that I don't know where it's being held. If you can be of any assistance, it would be much appreciated.

Nordy Isaac
Los Angeles, CA

(Ed. Most of these "trade shows" are just that—trade shows. You must be involved with the industry in some way, shape or form to be let in. The Winter Consumer Electronics Show is usually held in Las Vegas. It is, however, not open to the public. Year before last, the Summer Consumer Electronic Show in Chicago was open to the public. It was an absolute MADHOUSE! There has been much debate as of late whether or not to open these shows to the general public, but as of this writing, they are not.)

WHAT EVER HAPPENED TO...?

What ever happened to the arcade game Bloodstorm by Straita? I was looking forward to it coming to my local arcade. A few months later, it still wasn't there. Why was distribution so low on this game? Any chance of it coming to a home system?

Matt Norton
Raleigh, NC

(Ed. Bloodstorm enjoyed some success in the arcades, but it had very tough competition [MK II]. It should be in some of the larger arcades, so hunt around a bit! It's worth playing so give it a shot! No plans as of yet for a home release.)



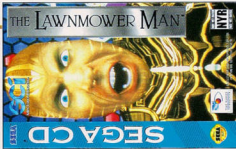
Bloodstorm, probably the goriest video game ever, enjoyed only limited success.

REALITY BYTES.



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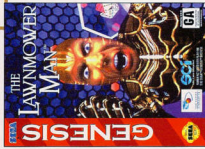
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BYTE BACK.



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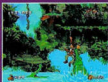
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ACTIVISION.

CHRONO TRIGGER

First off, I would like to thank the people at Squaresoft for creating what is hands-down the best RPG ever! Final Fantasy III delivers BIG TIME! Are there any new pix on Chrono Trigger? I'd love to see 'em! Any release date yet?

John Brobst Jr.
Columbus, OH



Here's a shot from the Japanese version of the upcoming mega-RPG Chrono Trigger.

(Ed. You wouldn't believe all of the letters we have received praising the work that Squaresoft has done over the past year! They've undoubtedly created a niche for themselves in the RPG Hall of Fame! As for Chrono Trigger, look to the January issue of EGM for a Fact File on this killer RPG! A release date as of this time is sketchy. Expect to see it released March 11 in Japan. It should be released in America within about a year. Guess what? In case you haven't heard, Yuji Hori for Enix Japan [storywriter for Dragon Quest VI] and Akira Tonyama [the artist responsible for Dragon Warrior and Dragon Ball Z] have teamed up with Square and pooled their resources for Chrono Trigger. Whoa! This is going to be a biggie! Just to tide you over, here's a couple of pix.)



Chrono Trigger probably won't hit the American shores for about a year.

EGM ENVELOPE ART!



Rawya A. Al Malik
Dubai, United Arab Emirates

What do you get when you cross a Michaelangelo with a Mario? You get EGM's envelope art! Send us your best scenes and if you get first place you could win a FREE Fire Stick donated by G & C Joystick Mfg. Only in the Biggest and Best Video Game Mag! Intensity 101!



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SEGA CD



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THE LONG AND SHORT OF IT

It's been a while since I've felt the need to write a letter to the editor, but recent complaints I've been reading in this column have inspired me. Bear in mind, though, I will offer no solutions, only commentary. First, let me qualify my credentials before I get to the point. Having recently reached the age of 30, I can proudly say that I was there when the home video game revolution started. I can still remember being the proud owner of the first home video game, a dedicated console that played 10 different versions of Pong. There was no option for a computer-controlled opponent. What options there were, were accessed by manually flipping toggle switches. There was no color, only black, white and grey. Believe it or not, we thought that this dinosaur was the greatest thing since the invention of the wheel! Since then I've been through an Atari 2600, 5200, 7800, Colecovision, the Crash of '84, 8-Bit NES, Sega Master System, Game Boy, Game Gear and now a Sega Genesis. I've also managed to raise a 4 1/2 year-old son who can soundly kick my butt at every Sonic game made! My point is, I've never lost interest in video games over the years, even though I've collected my fair share of lumps and bruises. I keep hearing people complain about manufacturers who drop support for a given system after they develop the next step in technological progress. I've learned to live by three hard and simple rules: 1) No matter what leading-edge system you buy, within one year, someone will come along with something better. 2) Within two to three years, support for your system will begin to wane as that something better becomes the number-one seller. 3) Within three-plus years, your system WILL BE OBSOLETE. These are pretty hard facts to face, but for nearly two decades these simple rules have held true.

Christopher R. Wells
Fort Wayne, IN

(Ed, You remember Colecovision? Boy Chris, you're really getting along in years! [just jokin']. Seriously, though, you raise some very valid points. One thing that you said needs to be clarified. If you've spent \$500, \$1,000 or more on games, and a new system comes out, it can be a pretty bitter pill to swallow. On the other hand, if a new game system costs \$400 and people complain about the price, I have a piece of advice—DON'T BUY IT! The

people who are complaining should remember the lessons that Chris has learned over the years.)

WHERE'S THE BEEF?

While reading reviews of the games in your magazine, I have noticed a disturbing trend. It seems to me that in many of the new games, the Genesis versions are bigger and better. Shaq-Fu for the Genesis has more fighters than the Super NES version. Super Street Fighter II for



The Super NES SSF2 has 32-Megs. The Genesis has 40, but what's the difference?

the Genesis has 8 more Megs than the Super NES version. What's going on here? Does Nintendo expect us to buy their games just because they have the Nintendo stamp on them?

Michael Murphy
Eau Claire, WI

(Ed, First of all, you should ask the companies that made the games why they don't have the extra Megs, levels or fighters. Sega and/or Nintendo don't make the games that you're talking about. Most of the decisions to add characters, levels and other stuff is up to the manufacturer of the game. Second of all, as far as Super SF2 goes, those extra Megs don't necessarily mean that the Genesis version is **better** than the Super NES version. Some people may argue that the Super NES version is actually better than the Genesis version. But we won't open that can of worms!)

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POSTCARD PARANOIA!

The next time your parents drag you to some lame roadside attraction, be sure to pick up some of the tackiest postcards and send 'em in.

To take the sting out of springing real money for an ugly postcard, Sega has volunteered to give the winners one of their new six-button controllers and a Game Gear Carry-All case! Keep your eyes open as ugly can now pay off!



This month's winners are some real dogs. If you think you've got what it takes to top these winners, then break a pen and send your postcards addressed to Interface: Letters to the Editor.



Matt Brook of Suffern, NY, sent us this postcard from some museum. Hey, those are my relatives! Uncle Bert...?



D. Brown from Oakland, CA, sent in this lovely picture of a large chicken and his rear end. I needed to see *this*?

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NUDITY IN GAMES?

Games in the future will definitely, most positively, have nudity in them. Other countries have nudity in their advertising, as well as some of their video games. Do you think our country will ever go that far? Please respond.

No Name
Las Vegas, NV

(Ed. It is very doubtful that you will ever see full frontal nudity in a video game in America. When you start talking about other countries, I take it for granted that you're talking about Japan. There are major differences between what we in America deem socially acceptable, and what the people of Japan see as acceptable. These differences are mostly cultural in nature. When some of the games from Japan come to America, certain things must be omitted. An example of which is any kind of nudity. Due to strong opposition by parent's groups, consumer groups and others, it is unlikely that you will see nudity in video game platforms such as the Super NES or Genesis any time soon.)

WORLD HEROES 2 JET

I am a HUGE fan of World Heroes 2 Jet for the Neo-Geo. Do you guys know of any plans to port it over to a 16-Bit platform? This game totally rocks, and I think that it would probably be a big seller!

Larry Alton
Aurora, IL

(Ed. Sorry Larry, at this time there is no word about World Heroes 2 Jet going 16-Bit. We have received tons of letters on this game, and obviously it would do well on either the Genesis or Super NES. It has quite a following in the arcades! Maybe this year the folks at Takara might ... hmmm.)

DON'T GET BURNED

I'm writing in regards to the Sega CD. Let me tell you how I think Sega ripped me off. Last Christmas, I planned on buying the Sega CD thinking that it was going to be the ultimate game system. So like a goof, I bought it. Now I admit that there are a few decent games for it, but most of the games are 48-hour productions! This year, I'm going to buy a 3DO and sell my Sega CD. My question is, will the 3DO be a fly-by-night system, or is it as good as it seems?



World Heroes 2 Jet has become a favorite at arcades. Will it come to the home systems?

Uriah Reppert
Madison, WI

(Ed. The 3DO is an excellent system. With games like Samurai Shodown, Star Control 2 and Shockwave, the 3DO is definitely making a name for itself. Many people think that the Sega CD is also an excellent system. Both have their strong points and their weak points. Selling your Sega CD was the right thing to do if you weren't happy with it. Hopefully, you'll be happier with whatever else you buy.)

3DO MPEG

I have owned a 3DO since last Christmas, and it is awesome in every way. With a ton of hot, new titles, and the release of the new Goldstar system, I think that 1995 looks to be a good year. However, what has happened to the MPEG add-on? I am aware that the CD-i has their MPEG unit on the shelves, with plenty of disk movies to go with it. Is it still going to be produced for the 3DO?

Vince Zannelli
Moreno Valley, CA

(Ed. Well Vince, good things come to those who wait! Rumor has it that the 3DO MPEG unit should be out in February or March. Now you'll be able to watch all of your movie favorites right from your 3DO! Although the quality of the video is not that of the larger, more costly laser-disc movie players, the video quality of the 3DO with the MPEG add-on is not too shabby!

DESIGN YOUR OWN SHOOTER

Having received and read your November issue, I must say that I am most impressed with the "International Outlook" section. This just may be because the grass is always greener on the other side of the fence, but most of the games highlighted in this section seem superior to many I have seen here. In my opinion, the best of these games appears to be Dezaemon, the shooter where you can design your own games. I would like to know how soon we will be seeing it on the Super NES. I would certainly love to

buy this revolutionary game as soon as possible.

Jason Rosa
Northfield, CT

(Ed. As of right now, Jason, there are no plans to bring Dezaemon to America. This could quite possibly change in the



With Dezaemon, you're only limited by the boundaries of your own imagination!

upcoming months if a company decides to buy the title. Dezaemon is truly a unique game, especially if you always wanted to design your own game!)

CROSS-LICENSING

I own a Super NES, Sega CD and a 3DO. It's old news that Samurai Shodown and Super Street Fighter II Turbo are being ported over to the 3DO. Logic suggests that these translations will be exact in every detail. But why would SNK, who owns a competing system, allow for an exact translation for Samurai Shodown to be made, knowing that people will now have a choice? Buy their system for \$400 with Samurai for an additional \$200, or buy a 3DO for \$400 and an exact port of Shodown for \$60? This is a confusing and highly debatable issue.

Rufus Williams
Brooklyn, NY

(Ed. First of all, keep in mind that Samurai Shodown is not exactly a new game. It has been around for quite some time, and SNK could probably make more money by licensing it out. Second, soon most Neo-Geo titles will cost only \$60-70, with the advent of the Neo-Geo CD-ROM.)



Samurai Shodown will be re-created exactly for its much-anticipated 3DO release.

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KING OF FIGHTERS? NOT!

I purchased The King of Fighters '94 as soon as it came out. Okay, 194 Megs, right? Then why the repeated graphics, sound and animation? Is this some kind of new generation Neo-Geo game that is built to be of \$60 quality? Samurai Shodown has 118 Megs, the animation was better and the graphics were not too far off from KOF '94. I came to some sort of idea on why this might be, actually two ideas. One is that the game has some sort of super secret that will unleash the real The King of Fighters '94 game. The other is SNK realized this game would shortly be out on the Neo-Geo CD-ROM, selling for \$60 or less, so SNK made it very cheaply. All I know is that I paid \$200 for a game that could pass as a Super NES game. The endings kinda stink, too. There are typos in the after-match trash talk, and the final Boss, Rugal, is the cheapest guy I've ever fought. The blood is missing as well as Mai's chest. I heard a rumor about a blood code but I'm so upset anyway I don't even care. Now I know that there are 24 fighters, and they take up a lot of Megs ... blah, blah, blah. Come on! Team U.S.A. should not even be there, they suck. They have no use at all, in fact, they're kind of a disgrace to America. They're big, fat morons with nothing interesting about them. They are a waste of Megs. I also looked on the back of the box and they show a couple of scenes from the game. They show the Mexico stage and everybody in the background is so wonderfully colorful. When you play the game, however, everybody in the background is a boring orange color. This is really cheap! I didn't want to write to SNK and complain about their game because they would probably never write me back. So I'm laying the guilt on you!

Dan Casarella
Bedford, NY

(Ed. So what are you saying—you didn't like the game, or what? Seriously Dan, different strokes for different folks.)

LETTER SELECTION

How is your letter section done? Are letters selected on a first come, first served basis? What letters are more likely to be published? How many letters do you receive in a month?

Mark Havlisch
Mission Viejo, CA

(Ed. The letters that get printed are chosen by our editors as being timely, raising up-to-date questions on issues concerning the video game industry and certain titles. We get anywhere from one to three hundred letters a day! Obviously, with numbers like that, we can't open every piece of mail. The letters that are most likely to be published are those that reflect concerns or issues facing gamers at the time they are received. In other words, the more current and relevant the letter, the more likely it is to go into the magazine. We have gotten some really weird stuff over the years. Everything from cans of Spam to old socks have at one time or another turned up in our mail! We've even gotten letters that have been quite disturbing in nature. [Like the one from a guy who thought that Sonic the Hedgehog was a Communist!] Most of the time it's great to hear from our readers. You wouldn't believe some of the ideas we've gotten from all of you in the past! Keep writing those letters, everybody! Remember, penmanship doesn't count!)

ZAPP!

Think you've heard all the weird stories? Here's another one! I just purchased the 32X and I own the original Sega Genesis and Sega CD. I hooked up the 32X and all of a sudden, a brown-out occurred in my house! When the electricity returned, I unhooked the 32X and inside the circuit board on my Genesis, two of the chips inside had exploded! This not only wrecked my Genesis, but also my Sega CD and my new 32X! That \$150 peripheral cost me \$450 worth of damages!

Andy Michelson
Glen Ellyn, IL

(Ed. We've heard weirder! Read on!)

Last night I went to turn on my Super NES to play my new game, Super Metroid. When I turned on the television, there must have been a power surge because my TV blew up and my copy of Super Metroid melted all over my Super NES! Not only that, but there were burn marks in the rug where the cables for my Super NES had been! Is this supposed to happen? I heard Super Metroid was a good game; how does it end? Mine is melted.

Peter J. Harrison
Atlanta, GA

(Ed. No, Peter, your Super NES is not supposed to blow up when you play Super Metroid. Our advice is have your house's electrical system inspected by a reputable electrician! Out of curiosity, was there an electrical storm outside while you were playing? If so, your house may've been struck by lightning!)

SEQUELS AND MORE...

I was looking through the section of EGM with all of the new and used games for sale and I noticed a couple of strange things. I noticed an ad for a company called Tommo Inc. which sold new Japanese games. There was a row of Japanese games including some that you guys reviewed (Beauty and the Beast, Legend of



As far as we can tell, there will be no rating for Super Street Fighter II Turbo for 3DO.

the Mystical Ninja 2). Then something caught my eye. I saw the cover art for the game Secret of Mana with some Japanese writing on it. Below the writing I saw a "2!" Does this mean that there is going to be a sequel for one of my favorite games? I also saw an ad for the 3DO version of Super Street Fighter II Turbo except it didn't have the traditional typeface and it had an MA-13 rating on it! I'm confused!

Evan Nicoll-Johnson
Modesto, CA

(Ed. As far as we know, Super Street Fighter II Turbo for the 3DO does not have an MA-13 rating. This is based on the fact that we have the box for it in the office and it has no rating on it. It would surprise us if they were to slap a rating like that on this game. As for a sequel to Secret of Mana, Square of Japan is working on releasing it sometime in '95. Hopefully it will make it to America, as the first was very popular.)



Fans of Secret of Mana may be rewarded with a sequel in 1995. Keep your fingers crossed!

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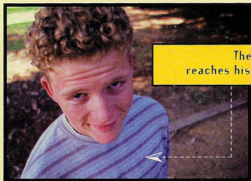


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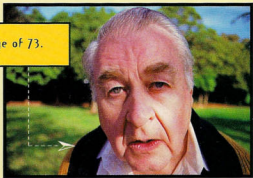
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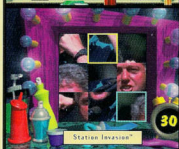
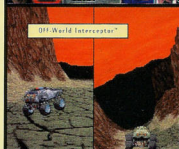
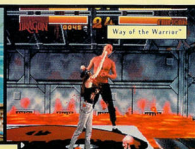
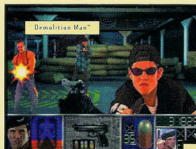


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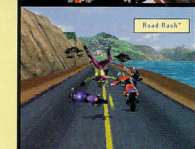
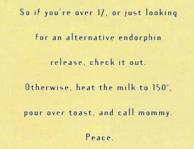
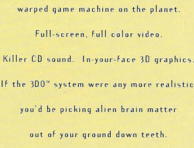
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release, check it out.

Otherwise, heat the milk to 150°.

pour over toast, and call mommy.

Peace.



For a 3DO dealer, call 1-800-REAL-3DO ext 999. If you can't find these products, call 1-800-336-3506 to order them directly from 3DO.

REVIEW CREW

33 GAMES REVIEWED!!!

Samurai Shodown II, Rise of the Robots, Wolverine (Super NES), Pieces, Power Instinct, Mega Man X2, X-Men (Super NES), Indiana Jones, Jurassic Park II, The Shadow, Great Circus Mystery, Aerobiz Supersonic, Doom (32X), Kato Flying Squadron, Wolverine (GEN), Aero the Acrobat 2, Star Wars Arcade, Loadstar, Mary Shelley's Frankenstein, Lawnmower Man, Samurai Shodown (SEGA CD), Lost Files of Sherlock Holmes, Heart of the Alien, Super SF2 Turbo (3DO), Doom (JAG), Dragon: The Bruce Lee Story, Bubsy 2, Tarzan, Prehistorik Man, X-Men II, Space Invaders, Daffy Duck, Ecco 2: Tides of Time

MEET THE REVIEW CREW!



ED SEMRAD

Eagerly awaiting the new year, Ed's deep in contemplation about where the future of video gaming is going. Either that, or he's been sitting in his chair dead for a while.

Current Favorite Games:

Earthworm Jim, DKC, Raiden Project (PSX)



DANYON CARPENTER

Dano's New Year's resolutions include attempting to get a social life, buying some new game systems and getting that hat removed from his noggin.

Current Favorite Games:

Need for Speed; DBZ3, Star Con II 3DO



AL MANUEL

Now that we're into the New Year, Al's got his eye's set on the new game systems coming out this year, especially the Ultra 64 after having played Killer Instinct!

Current Favorite Games:

NBA Jam SNES; FF3; Killer Instinct



SUSHI-X

Sushi's resolution is to give up fighting games ... NOT! If fact, he's training even harder in preparation for Mortal Kombat III and Street Fighter ... umm, whatever.

Current Favorite Games:

Bubble Symphony, Killer Instinct, Samurai II



MIKE WEIGAND

Major Mike has gone on a Neo Blitz and played several titles—now he's feeling all bruised. Lee from Art of Fighting 2 (when played by Trickman) has been a real pain.

Current Favorite Games:

Samurai Shodown II; Primal Rage; MMX2

GAME OF THE MONTH

Neo-Geo SNK

Samurai Shodown II

Fighting	Release: Now
Levels: N/A	202 Megs



ED SEMRAD

The first Shodown impressed me with its graphics and game play. The sequel improves on every aspect, adding features that surpass all the other fighting games. The visuals and audio are spectacular. There are incredible combos, new types of grappling and enough techniques to fit a camel. There are secrets galore too! Samurai Shodown II is simply the best fighting game out there. This is the fighting game to buy.

AL MANUEL

Not only have my expectations for Samurai Shodown II been met, but they have also been surpassed. SNK has taken their best game to a higher plane. SS2 is loaded with cool new features—new fighters (Chain Gram rules), stunning backgrounds for every character and best of all, the game play is superb! With the new moves, there are tons of new ways to attack. SS2 is a diamond in the rough for fighting games!

Electronic Gaming Monthly
EDITORS CHOICE
PLATINUM



DANYON CARPENTER

Samurai Shodown II has so many improvements over SS1 that this version simply rules! The four new characters are cool and each one has been packed up with all sorts of new moves and techniques. It's practically a brand-new game! The controls are still perfect and the combo possibilities are at an all-time high. Do yourself a favor and plunk a few quarters into this one. You'll be hooked.

SUSHI-X

I enjoyed the playability of the first one and this new version has several new attributes that enhance the consistent game play. With dodges, power moves and dodging projectiles, this game is not just a plus but a full revision. The four new characters are a great addition especially the added "miss" companion. Anyway you slice it SS2 is a superb fighting game with great innovations and action!

Can't wait to get your hands on

SHADOWHAWK



GET IN LINE!

image

All characters TM & [©] by
Jim Valentino
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Aaron Valentino

STUDIO
e

AN ANCIENT CLAN WITH THE **POWER** TO TRANSFORM INTO FEARFUL **MONSTERS** STANDS POISED TO DESTROY ITSELF FOR A GODDESS WHO WILL GRANT THEIR **EVERY WISH**...

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

HIS DANGEROUS QUEST IS CALLED...

BREATH OF FIRE




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

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BREATH OF FIRE,
A RED-HOT 12-MEG
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SQUARESOFT.

"WHAT RPG FAN CAN'T
GET EXCITED ABOUT
A GAME LIKE THIS?
...COULD EASILY END
UP BEING THE BEST
RPG OF THE YEAR."
GAME PLAYERS-
MAY '94

MAJOR MIKE'S GAME ROUNDUP



Rise of the Robots Acclaim/Super NES

Rise of the Robots suffers from poor control and few special moves. The graphics are very good, but the lack of variety hampers the overall effect. Cool looking fighters and a good idea, but it just doesn't work.

4 5 4 4 5
ED DANO AL SUSHI MIKE



Wolverine Acclaim/Super NES

Everyone's favorite X-Man fares pretty well on the Super NES. Wolverine has plenty of moves and lots of technique, and fans of the comic character will definitely want to check this one out. But in the end, it's routine action.

7 6 5 6 7
ED DANO AL SUSHI MIKE



Pieces Atari/Super NES

Another excellent puzzle game, this one's unique grab is putting jigsaw pieces together. The One-player Mode is challenging enough, but the Two-player Versus Mode is where the game really shines. Hours of fun!

9 8 8 8 8
ED DANO AL SUSHI MIKE



Power Instinct Atari/Super NES

An all right home version of the arcade game, with plenty of fighters, plenty of moves and a few surprises. The Practice Mode Option was a plus, as were some of the huge fight stages—both horizontally and vertically.

7 6 5 5 7
ED DANO AL SUSHI MIKE



Mega Man X2 Capcom/Super NES

Yes—finally the sequel we've been waiting for! This one has music and stages similar to the old NES series and has everything that are trademarks of the MM series: hidden items, huge Bosses, etc. A must for fans!

6 8 8 8 8
ED DANO AL SUSHI MIKE

Super NES Capcom

X-Men

Action Release: Now

Levels: N/A 16 Meg



For once, a game has done justice to one of my favorite comics. First things first, the game play is absolutely outstanding. Sure, there are Street Fighter moves, but who cares? This isn't another Final Fight. This game requires skill and timing. The graphics are good, but not great, and the music is sort of bland. However, X-Men is fun to play, and that's what really counts. X-Men is a decent side-scroller.

This is definitely the funnest video game version of X-Men that I've played. The characters are large and well detailed, plus the addition of Street Fighter-style controller movements for some of the special attacks is a great idea. The levels are huge, and there's no shortage of things to beat up. The difficulty is on the extreme side, so you probably won't beat this one for a while. It's not a basic walk-and-punch, which is good.

This is one of the more decent games to bear the name, X-Men. You get to play the five most popular X-Men, each with their respective powers. They're all cool, but I think they could have used more moves and special abilities to add a little variety. The graphics are nice, but you can tell there was room for improvement. The music and sound are also good. This would make a nice purchase for X-Men fans.

An excellent X-Men adventure and easily the best so far! This is not just another Final Fight game. Each character has a lot of moves involving some techniques like fireball or dragon punch motions. The characters and backgrounds are very colorful, and the control is just as good. There are lots of secrets and big levels to keep you hunting in this action-packed cart. Whether or not you're a fan of the X-Men, it is a great game.

Super NES JVC

Indiana Jones

Adventure Release: Now

Levels: N/A 16 Meg



Indiana Jones uses the same engine as JVC's Star Wars games. The audio is fairly weak, but the famous Indy tunes are somewhat memorable. This one is fun. I was able to get all the way to the Last Crusade part of the game. Aside from the side-scrolling levels, you can find Mode 7 rafting and flying sequences. This one is challenging. If you have the perseverance, you can make it through.

Indiana Jones came as quite a surprise. At first glance, the graphics will draw you in with incredible attention to detail, especially in the movie displays. But play it and a few problems crop up: the sheer amount of instant hits will let you see just how aerodynamic your controller is as you hurtle across the room. Other than that, playing in all three movies in the game is pretty cool.

As a fan of the movie series, I was very disappointed with Indiana Jones. It's one thing for a game to be challenging, but it's a whole other thing when a game is riddled with cheap, mandatory hits! The subpar game play didn't help matters much either. On the upside, the graphics are okay, especially the in-between digitized scenes. The Mode 7 effects of the mine cart and plane scenes are very cool!

There is a lot of technique in the game, and it is purposefully challenging. The downside is that you have to move slowly and remember patterns to get past some parts. Overall, it is fun to play and is made to give you your money's worth. The graphics are good, but it's the game play that really makes it interesting to play. It will take a bit of getting used to, as well as a bit of patience, but Indy never went running off either.

Super NES Ocean

Jurassic Park 2

Act./Sht. Release: Now

Levels: N/A 16 Meg



Jurassic Park 2 reminds me of a combination of Alien 3 and Contra. The action is nonstop and the audio and graphics are superbly done (especially the intro). The scenery gets a bit repetitive, but the missions are all pretty cool. The Two-player Mode is really nice. At first it seems like there are a lot of instant hits, but once you know the play mechanics, you'll go far. Overall, I highly recommend this one.

It's good, but certainly not what I wanted. JP2 has been relegated to the role of a basic run-and-shoot game. While this may appeal to some, it certainly won't bode well with fans of the original adventure-type games, like myself. Another major gripe is the fact after you kill an enemy and leave the screen, they're back again when you return. On the good side, the music is great and the number of weapons is a plus.

Hey! Pretty cool opening cinema! It's too bad I didn't care much for the rest of the game. Jurassic Park 2 needs a little boost in excitement because this game hardly offers any. The colors are dull and drab and the music may lull you to sleep. Although there are many missions to complete, they all lack variety and seem to be the same thing. The play control is okay, but needs a little work. Just slightly above average.

This is a decent side-scrolling game, but after failing for the adventure version, it doesn't have the same impact. As an action game, it does have tons of weapons and things to destroy. However, it doesn't really excel over other games in this category. The graphics are about average. The missions and interface are pretty cool. Fans of the movie will dig it, but overall, it's only above average.

EDITOR'S CHOICE GOLD

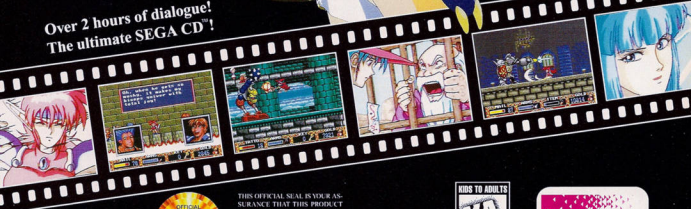
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MAJOR MIKE'S GAME ROUNDUP



The Shadow Ocean/Super NES

Final Fight Shadow! A very average, side-scrolling punch-'em up, with very few basic attack moves, but some appealing special moves. Not a bad game, there is just nothing here that stands out from others in the genre.

7 5 4 4 6
ED DANO AL SUSHI MIKE



The Great Circus Mystery Capcom/Genesis

Unparalleled joy for Disney fans—only enhanced by the two-player Option! Big levels, challenging Bosses and power-up suits make this a must. The game is a little on the easy side, but it's still a great caper.

7 8 7 7 8
ED DANO AL SUSHI MIKE



Aerobiz Supersonic Koei/Genesis

As always, Koei manages to make a unique strategy game that becomes very entertaining when you really get into it. This one updates the Aerobiz theme with more options and different aircraft. A decent strategy title.

8 7 5 6 7
ED DANO AL SUSHI MIKE



Doom Sega/32X

Oh, yeah! Hours of fun! Just the thing a person needs after a rough day! This isn't the PC version, but it still does a great job with the first-person, point-the-weapon-and-shoot idea. This has to be the ultimate stress reliever!

9 8 8 8 9
ED DANO AL SUSHI MIKE



Keio Flying Squadron JVC/Sega CD

A cutesy shooter with the standard requirements for the genre: huge Bosses and power-ups. This one adds excellent cinematics and sound effects. This must be one of the best shooters ever to appear on the Sega CD!

8 8 7 8 8
ED DANO AL SUSHI MIKE

Genesis Accolite

Wolverine

Action	Release: Now
Levels: N/A	16 Meg



Wolverine was a big disappointment. The graphics were only average, and the sheer number of instant hits made this one frustrating at best. Getting killed by the little girl without a chance of avoiding her was even worse. Wolverine controlled very poorly, and the animation was very simple. I just could not enjoy this game at all. Even if you are an X-Men fanatic, pass this cartridge up. It's not worth playing.

Wolverine comes off decent in this latest adventure. First off, this game is pretty damn tough, especially with the amount of instant hits. There's plenty of challenge here. The levels are very intricate, requiring you to go through various parts multiple times. Wolverine has plenty of moves at his disposal as well. The only real problem is that the control gets very quirky, especially when trying to move around on stairways.

First and foremost, what happened to the control? Wolverine is in serious need of a good dose of play control. The apparent lack of it can really test your skill, patience and the strength of your controller. I found out mine wasn't so durable. It may be that the graphics are finely done, as are the music tracks, but the poor play control just totally overwhelms the positive aspects of the game. A poor game for a great superhero.

For those of you looking for a challenge, here it is. This is one tough game that would give the real Wolverine a tough time. The enemies fight with superior AI, and the levels are very big and complex. Graphically, it looks really good, and Wolverine has some good moves. However, the control can be a bit of a problem at times. I would recommend this to Wolverine fans but others might get frustrated with it.

Genesis Sunsoft

Aero The Acro-Bat 2

Action	Release: Now
Levels: N/A	16 Meg



Aero 2 is a good action game for the Genesis. It looks good and plays well. It may lack the variety that Zero the Kamikaze Squirrel has, but this one is still very decent. The control has been tweaked somewhat from the original game. The audio is easy to listen to and above average. If you've been looking for an action title on the Genesis, you might want to try checking out Aero 2. I enjoyed this one.

The Aero series has always been good, and this latest endeavor kept up that tradition. The game has lots of techniques, loads of secret areas you wouldn't normally stumble into and best of all, the levels are extremely long with tons of smaller areas to explore. The Ektor bonus game is nifty but can get downright brutal as you progress. The control is great, the music is decent and the game is just plain 'ol fun to play!

Like the first game, I also like the second installment in the series. Aero The Acro-Bat 2 is one of the coolest video game characters to come along in a while, and his new techniques add to an already great game. The graphics are excellent and the sound is decent. Probably the best part is just going around the huge levels and just looking for hidden areas. This is a solid game to continue the saga.

I never really got into the first one, and I might go back and check it out a bit more. I liked Aero a bit more the second time around. The diving technique started to grow on me and the levels were fun to play. There are many secret areas with extra parts to explore. The graphics are good and the control is very responsive. Packed with fun game play and cute adversaries, this is a definite must-try.

32X Sega

Star Wars Arcade

Simulation	Release: Now
Levels: N/A	N/A Meg



When I first played this game, I was wowed by how smoothly the polygons scaled in and out. The game is sluggish to control vertically and even responsive when trying to go left and right. The difficulty is way up there. Don't even think of playing this one alone. The audio is very good except for Ackbar's voice, which doesn't sound like the character at all. It's a good game, but I'd like to see what else is on the 32X first.

As a *Star Wars* fan, I was depressed to see how this one turned out. Oh sure, the movement of the ships is smooth and pretty cool, but not as extremely limited in where you can fly, you can't perform 360 degree loops to avoid enemy fire, and the game is just plain repetitive. I'll give the game credit because it is one of the first out for the 32X, but as it stands, *Star Wars Arcade* doesn't live up to my high expectations.

Star Wars for the 32X is nearly identical to the arcade original—a big plus! There's a special 32X version not in the arcade—another big plus! So why am I giving this a six? Because more could have been done with the game. I really would have loved to see 360 degree loops and barrel rolls. It still really isn't a virtual world where you can fly anywhere. Nonetheless, it's not a bad space flight sim.

Being a big fan of the movies and action games, I was expecting a little bit more. The scrolling is really good, but the missions just got too repetitive and boring. The Two-player Simultaneous Mode is a great addition, but there wasn't enough to do—just shoot TIE Fighters over and over. The graphics are decent but could have used a bit more texture mapping. *Star Wars* fans may get into it, but I don't enjoy flight sims.

EDITORS' CHOICE GOLD



Alien.
Deadly.
No Fear.

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MA-13

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MAJOR MIKE'S GAME ROUNDUP

MA-13

Load Star Rocket Science/Sega CD

It's down the tubes again in this first-person perspective shooter that will bring back memories of *Sewer Shark*. The graphics are very well done, and seeing Ned Beatty in the full-motion scenes was a surprise. A decent shooter.

8 6 6 6 7
ED DANO AL SUSHI MIKE

MA-13

Mary Shelley's Frankenstein Song/Sega CD

The movie adaptations keep coming. This is a challenging game in the One-Player Mode; however, the one-on-one fighting sequences are awkward and don't work so well. Overall, this game yields mixed results.

7 6 5 5 6
ED DANO AL SUSHI MIKE

MA-13

Lawnmower Man Time Warner/Sega CD

The movie lives on! This one adds full-motion video sequences to the side and first-person perspective parts. The variety of games is a good option, but the overall appeal of the whole theme seems tried by now.

5 6 6 5 6
ED DANO AL SUSHI MIKE

MA-13

Samurai Shodown Crystal Dynamics/3DO

A very faithful home version of the arcade fighter, the only drawback being the voices for some of the characters aren't exactly right (like with Galford). The scaling effect is well done, with easy execution of the moves.

8 7 7 8 8
ED DANO AL SUSHI MIKE

The Last Files of Sherlock Holmes Electronic Arts/3DO

Great graphics, excellent sound effects—this game really shows off the system's capabilities while providing a challenging mystery. Granted, this game may not be for all tastes, but fans of the genre won't be disappointed.

6 7 6 6 8
ED DANO AL SUSHI MIKE

Sega CD Virgin

Heart of the Alien

Adventure	Release: Now
Levels: N/A	CD-ROM



If you thought *Out of This World* ended in a strange way, here's the rest of the story. *Heart of the Alien* contains both *Out of This World* and its sequel, *Heart of the Alien*, however, re-cut together quite as well as the original. The cinematics are the best ever, but the game's control really needs help. If you can get past that, it looks really good (although the color limitations really hurt it) and sounds nice too.

I've been waiting for this one and I'm happy to say it's fantastic! The cinematics, animation and music are all top-notch. It's cool to see that the ones are reversed and now you get to play as the alien. The control is a little sluggish in some scenes, but in this case, it doesn't hamper the game play one bit. *Heart of the Alien* isn't overly complicated, but it won't be beaten very quickly. A Sega CD must-buy.

Heart of the Alien continues the classic, sci-fi fantasy adventure with all-new realms to explore. I know that cinematics don't make the game, but the ones in this game are really cool! Even though the graphics are mostly comprised of polygons, you overlook it because the game is put together well from the story to the music to the game play and to the various puzzle-like scenes. Chalk this up for one to buy.

It's pretty much the same as the computer version, but that's not a bad thing. The graphics are indicative of the scene, and they aren't the usual noise. Where the game excels is in the game play and the puzzle-like quality of getting past each segment. There is also a lot of action involving jumping and fighting, but its overall appeal is in its ability to solve the situations and watch the story unfold. A great sequel to *OOTW*.

3DO Panasonic

Super Street Fighter II Turbo

Fighting	Release: Now
Levels: N/A	CD-ROM



Super Street Fighter II Turbo is surprisingly very good on the 3DO. The control is near perfect, with fireball motions very easily pulled off. The graphics are just like the arcade and the music is top-notch. The access time is bearable. Although the SSF2 concept isn't new, the fact that it is on the 3DO system alone makes it stand out. If you've been wanting a decent fighting game on the 3DO, here it is. Nice job.

The long-awaited SSF2 Turbo finally comes to the home market—on the 3DO, no less. Well, all the characters, special moves, sounds, stages and Akuma are here, making this the best home version of SSF2 Turbo ever. The control was what I had been worried, but I'm glad to say that the game controls just fine, and every special move is quite easy to perform. And yes, you can even play as Akuma!

Well, whadda ya know—a REAL game for the 3DO! If there's ever a game worth buying a system for, *Super Street Fighter II Turbo* definitely is. The standout aspect of the game is that it played surprisingly well, even with the regular 3DO controller. I had no problem executing all the special moves. Heck! I could even jump forward! SSF2 is a near-perfect translation that's a must-buy for 3DO owners!

Don't be skeptical. This is definitely a great rendition of the latest SF game. The current 3DO controller makes it harder to play, but if you use the Super NES adapter, it plays great. The graphics and sounds are excellent reproductions of the arcade and it even goes as far as to include Akuma! If you haven't already gotten your fill of SF or you need the newest version, this is easily just as good as any console rendition.

Jaguar Atari

Doom

Shooter	Release: Now
Levels: 24	4 Meg



Doom for the Jaguar has its ups and downs. While it may look very good, many elements that computer players enjoy were removed. The music has been done away with, along with a few of the Bosses. While I can understand the music why the enemies? Several levels are gone and the controls are a little loose. If you love *Doom* and have no other way to play it, I guess you'll like it, but I think it's lacking.

Although *Doom* is a good visual representation of the incredible PC game, there are some notable losses that diminish the fun factor. Most notably, some of the levels have been axed. Also, the music is missing, although it was never anything exciting anyway. The control is decent, but it does take some time to get used to the slippery control. Otherwise, it's a decent game and one of the better ones to come out for the Jag.

Doom for the Jaguar is an okay game. Visually, it has the best graphics for any system outside the PC realm. There are new levels added, too. However, some levels were sacrificed for the new ones. That about ends the good points. On the down side, the background music was taken out. Also, there are no on-screen enemies when you play a two-player game. It's still a good game for the Jaguar.

The computer version is an excellent game, and this one retains many of the same aspects. All the weapons and levels are faithfully reproduced. There are several drawbacks, though. First off, the sounds just aren't there, and there is no Save Game Feature to let you thoroughly explore and test situations. Overall, it is a good reproduction, but after playing the computer version so much it doesn't compare.

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



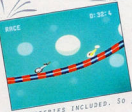
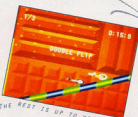
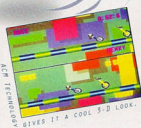
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Q: O.K., you're doing 150 out of the half-pipe when suddenly there's this patch of **sticky goo** in the road ahead...whataya do?

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Ooh... I think I'm gonna hurl again.

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MAJOR MIKE'S GAME ROUNDUP



Dragon Atari/Jaguar

More or less your run-of-the-mill action fighter game that follows the movie. There are plenty of moves to learn, and the graphics are so-so. The only problem is with the movie released a while ago, it feels like too little too late.

4 4 4 4 6
ED BANO AL SUSMI MIKE

Bubsy 2 Accolade/Game Boy

The talking bobcat takes his show to the Game Boy platform and does pretty well. It's the usual jump-on-the-enemies-and-get-through-the-levels routine. Even if you never played him before, this is a good introduction.

6 6 5 6 7
ED BANO AL SUSMI MIKE

Tarzan Gametek/Game Boy

Tarzan has gigantic levels, but the game itself is a little on the difficult side. The many icons and challenging Bosses make the trip worthwhile, but this is pretty much standard stuff with elements every action fan will recognize.

5 6 5 5 6
ED BANO AL SUSMI MIKE

Prehistorik Man Titus/Game Boy

This game is like Joe & Mac: walk around with a club and hit enemies over the head while collecting a plethora of items. The whole game becomes monotonous as it gets tired somewhat quickly.

7 6 5 6 6
ED BANO AL SUSMI MIKE



X-Men II Sega/Game Gear

There are some unique options this time around, including the ability to pick from more X-Men as the game progresses. The graphics are very good, and the moves are easy enough to execute. A good sequel.

7 6 6 6 7
ED BANO AL SUSMI MIKE

Game Boy Nintendo

Space Invaders

Shooter Release: Now

Levels: N/A N/A Meg



This is what the Game Boy was made for! Space Invaders is a great game for bringing back memories. In fact, if you have a Super Game Boy, you can play the arcade version's full screen! While the game doesn't change all that much during the course of the game, newer players can see what we were playing back in the days of yesteryear. No matter what system you play it on, Space Invaders is fun.

For those who are into nostalgic video games, you can't beat Space Invaders. It looks, sounds and plays just like the old arcade stand-up, but there are many new options thrown in to make the game more modern. But why now? This game really should have been released when the Game Boy first came out. Now it seems dated even with the upgrades. If you've always wanted Space Invaders, it's here.

You've got to be kidding me! I can't believe this even came out! But then again, it's one of the few arcade games the Game Boy can actually reproduce. Nostalgia aside, about the only other thing that's appealing about Space Invaders is playing it on the Super Game Boy. At least, you get to play in color. Other than that, there really is nothing left. There's no challenge, and it's just a plain game.

Well, let's face it, this game is just too old to compete with the current standards. Sure it's nostalgic, but as a game itself, it doesn't have the complexity to entertain you. The reproduction is, of course, flawless but there isn't enough to do in the game. This cart does have some value to the older players who actually got into it, but for most it will not have enough to stand up in the fast-paced video game market.

Game Boy Sunsoft

The Marvin Missions

Action Release: Now

Levels: N/A 2 Meg



Duck Dodgers is an okay Game Boy title. The control is surprisingly good, but the enemies are hard to see, and the jumps are difficult to do. With the Super Game Boy, these problems aren't resolved. The sound also needs help. If you have the time and patience, you can get pretty far, but I found too many areas where I would have no choice but to get hit. Overall, I think Duck Dodgers is only average. Try it before you buy.

The Marvin Missions just doesn't offer any excitement here. The game doesn't pose much of a challenge except for the many pitfalls you unexpectedly find yourself falling down. The Bosses are extremely repetitive, and the easy-to-follow patterns make them a snap to defeat. In color, the game does look better, but color is not its saving grace. Maybe it's a good one for the kids, but even then I don't think so.

Uh ... NO! Daffy Duck didn't cut it for me for the Super NES, and I'm afraid I feel the same for the Game Boy. The game play has now been limited to just shoot and jump, or in this case, temporarily fly with your jetpack. Some jumps were very difficult to do. The graphics are flat and boring, and the Super Game Boy didn't improve the colors much. The background music got to be pretty annoying. I'll pass.

The 16-Bit Daffy game was fun because of the color and wacky Daffy antics. These unfortunately are absent in the Game Boy version. The Bosses and levels are repetitive, but the jet pack does add some technique to the game. Overall, it isn't very interesting and doesn't possess enough diversity to keep you playing. As a portable it is decent, but it wouldn't be your primary choice on a long trip.

Game Gear Sega

Ecco 2: The Tides of Time

Action Release: Now

Levels: N/A 4 Meg



Ecco appears to be a decent game for the Game Gear. The graphics, animation and most certainly the colors are very impressive. However, the quest left me hanging as to exactly what I was supposed to do. The control of Ecco 2 Tides of Time doesn't match the overall quality of the game, hurting it significantly. Judging this game is a bit difficult. I didn't really care for it, but Ecco fans might.

This portable Ecco game holds somewhat true to the original 16-Bit game. All of the characters you've come to love from the first game are in here. Yet there are a few additional features to keep the sequel fresh. The colors are intense, and the animations are smooth. However, I thought the game play could have been a bit more upbeat. An overall decent play for people who loved the first Ecco game!

Although this is a portable game, Ecco 2 still holds its own as a 16-Bit translation. Obviously, this can't be a true translation because of the Game Gear's limitations, so some changes in some of the levels were made to give the adventure a fresh look. Pretty cool, I think. Like the original 16-Bit, Ecco's animations are impressively fluid. The control wasn't bad, even though it took some time to get used to.

This does a good job of retaining the appeal of the 16-Bit version by using a lot of colorful backgrounds. This new version may use a few new techniques, but overall it is the serene, smooth look that attracts its crowd. Fans of the first game will like it for all the same reasons but may not think there is a lot new to it. However, I liked the original and didn't want them to change a good thing. As a portable it is fun to carry with you.

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EGM'S HOT TOP TENS

TOP TEN VIDEO GAME BABES (AGAIN)

Oh yes! It is time to start the new year out right—and what better way than by updating our top ten most sought-after babes in video games (again)? A couple of these fighters were redrawn with obvious modifications, while others dropped off the charts! So, let's see, shall we, who made the latest cut (hee-hee) this time around!



#1 Mai Shiranui
THE KING OF FIGHTERS '94



#2 Charlotte
SAMURAI SHODOWN II



#3 Annie
WILD GUNS



#4 Julie
GHOUL PATROL



#5 Yuri Sakazaki
ART OF FIGHTING 2



#6 Ryoko
WORLD HEROES 2 JET



#7 Cham Cham
SAMURAI SHODOWN II



#8 Psylocke
X-MEN



#9 Felicia
DARKSTALKERS



#10 Kisarah
AGGRESSORS OF DARK KOMBAT

EDITORS' TOP TEN



The smash sequel again is number one with our editors! With fighters like Cham Cham why not?



#1 Samurai Shodown II/SNK
NEO 2 Months -

#2 Bubble Symphony/TAITO
ARC 2 Months Δ

#3 Mega Man X2/CAPCOM
SNES 1 Month -

#4 GEX/CRYSTAL DYNAMICS
3DO 2 Months -

#5 Doom/SEGA
32X 2 Months -

#6 Demon's Crest/CAPCOM
SNES 6 Months ▽

#7 The King of Fighters '94/SNK
NEO 2 Months ▽

#8 Zero The Kamikaze Squirrel/SUNSOFT
SNES 1 Month -

#9 Donkey Kong Country/NINTENDO
SNES 3 Months ▽


#10 Peak & Rocky 2/NATSUME
SNES 10 Months -

READERS' TOP TEN

There seems to be one thing on our readers' minds this month: Mortal Kombat III! The rumors are flying (including one where a "coming soon" message shows up in MKIII!). Will it happen? Stay tuned ...

#1 Mortal Kombat III/ARCADE
 Just wish we had a picture of it to show you!

#2 Donkey Kong Country/SNES
 Daddy and Diddy Kong take on the bad guys!

#3 Mortal Kombat II/ARCADE
 People are now asking for the sequel!

#4 Mortal Kombat II/SNES
 Gee, it's shocking how much people like this game!

#5 Super Street Fighter II Turbo/ARCADE
 The latest version of the SF saga holds tight.

#6 Mortal Kombat II/GENESIS
 Yes, no blood code needed this time around!

#7 Sonic & Knuckles/GENESIS
 The Lock-On cart locks on to the charts at #8!

#8 Super Street Fighter II/SNES
 Yes! Cammy gets more revenge! Naaaah Haaaaah!

#9 Mortal Kombat/SNES
 The classic still clings on! Will it fall off completely?

#10 Earthworm Jim/GENESIS
 Take on the Psy-Crow in this new hit game!



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"Speed and feel that make you want to play again and again" Gamesworld

"Graphically outstanding fast action beat 'em up" Edge

"More than just another brawler" Game Players

"Excellent graphics and great animation" Videogames

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Babbage's

America's Software Headquarters

The Top Ten information is provided by Babbage's and is current as of November 21, 1994



3DO

#1	FIFA International Soccer / EA SPORTS	1 Month	-
#2	Road Rash / ELECTRONIC ARTS	3 Months	Δ
#3	John Madden NFL '94 / EA SPORTS	4 Months	Δ
#4	Way of the Warrior / UNIVERSAL INTERACTIVE	3 Months	▽
#5	Shock Wave / ELECTRONIC ARTS	5 Months	Δ
#6	ADGD: Slayer / ELECTRONIC ARTS	3 Months	-
#7	Mad Dog II: Lost Gold / AMERICAN LASER GAMES	1 Month	-
#8	VN Stalker / AMERICAN LASER GAMES	2 Months	▽
#9	Star Control II / CRYSTAL DYNAMICS	2 Months	Δ
#10	Waiolee Country Club / PANASONIC	2 Months	▽



SUPER NES

#1	Donkey Kong Country / NINTENDO	1 Month	-
#2	Madden NFL '95 / EA SPORTS	1 Month	-
#3	NHL '95 / EA SPORTS	1 Month	-
#4	Super Return of the Jedi / JVC	1 Month	-
#5	Super Punch-Out / NINTENDO	1 Month	-
#6	Final Fantasy III / SQUARE SOFT	2 Months	▽
#7	NBA Live '95 / EA SPORTS	1 Month	-
#8	Mortal Kombat II / ACCLAIM	3 Months	▽
#9	The Lion King / VIRGIN	1 Month	-
#10	Beavis & Butt-Head / VIACOM	1 Month	-



GENESIS

#1	Madden '95 / EA SPORTS	1 Month	-
#2	NFL '95 / SEGA	1 Month	-
#3	NBA Live '95 / EA SPORTS	1 Month	-
#4	Mortal Kombat II / ACCLAIM	3 Months	Δ
#5	NHL '95 / EA SPORTS	2 Months	▽
#6	Sonic & Knuckles / SEGA	2 Months	▽
#7	FIFA International Soccer '95 / EA SPORTS	1 Month	-
#8	Bin Walsh College Football '95 / EA SPORTS	3 Months	▽
#9	Mighty Morphin Power Rangers / SEGA	2 Months	▽
#10	The Lion King / VIRGIN	1 Month	-



SEGA CD

#1	ESPN National Hockey Night / SONY IMAGESOFT	1 Month	-
#2	ESPN Sunday Night NFL / SONY IMAGESOFT	1 Month	-
#3	Star Wars 3D: Rebel Assault / JVC	5 Months	Δ
#4	Leadstar / SEGA	1 Month	-
#5	Ecco: The Tides of Time / SEGA	1 Month	-
#6	Lethal Enforcers II: Outfighters / KONAMI	1 Month	-
#7	Stellar Fire / SHERA	1 Month	-
#8	ADGD: Eye of the Beholder / SEGA	3 Months	▽
#9	NBA Jam / ACCLAIM	1 Month	-
#10	Reveners of Vengeance / EXTREME	1 Month	-



GAME GEAR

#1	Mighty Morphin Power Rangers / SEGA	1 Month	-
#2	NFL '95 / SEGA	1 Month	-
#3	The Lion King / VIRGIN	1 Month	-
#4	Beavis & Butt-Head / VIACOM	1 Month	-
#5	Sonic Triple Trouble / SEGA	1 Month	-
#6	Mortal Kombat II / ACCLAIM	3 Months	▽
#7	Star Trek: Beyond Nexus / ABSOLUTE	1 Month	-
#8	Shining Force / SEGA	1 Month	-
#9	Madden / SEGA	7 Months	▽
#10	The Jungle Book / SEGA	1 Month	-

NUMBER ONE GAME FOR EACH SYSTEM



3DO

FIFA International Soccer by EA Sports



SUPER NES

Donkey Kong Country by Nintendo



GENESIS

Madden '95 by EA Sports



SEGA CD

ESPN National Hockey Night by Sony Imagesoft



GAME GEAR

Mighty Morphin Power Rangers by Sega

EGM'S HOT TOP TENS

REGISTER YOUR VOTE

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- | | | |
|---------------------------------------|--|--|
| 1. SNES / Mortal Kombat II | 17. SNES / Demon's Crest | 33. SEGA CD / Silpheed |
| 2. SNES / Street Fighter II Turbo | 18. GENESIS / Mortal Kombat II | 34. SEGA CD / Mortal Kombat CD |
| 3. SNES / ActRaiser 2 | 19. GENESIS / Earthworm Jim | 35. DUO / Street Fighter II CE |
| 4. SNES / Super Empire Strikes Back | 20. GENESIS / Street Fighter II CE | 36. DUO / Dracula X |
| 5. SNES / Super Street Fighter II | 21. GENESIS / Jurassic Park | 37. 3DO / Road Rash |
| 6. SNES / Stunt Race FX | 22. GENESIS / Mortal Kombat | 38. NEO•GEO / World Heroes 2 Jet |
| 7. SNES / Donkey Kong Country | 23. GENESIS / Lethal Enforcers II: Gunfighters | 39. NEO•GEO / Samurai Shodown II |
| 8. SNES / Earthworm Jim | 24. GENESIS / Streets of Rage 3 | 40. NEO•GEO / The King of Fighters '94 |
| 9. SNES / Super Metroid | 25. GENESIS / Sonic The Hedgehog 3 | 41. NEO•GEO / Art of Fighting 2 |
| 10. SNES / Tetris 2 | 26. GENESIS / Sonic & Knuckles | 42. NES / Kirby's Adventure |
| 11. SNES / Super Return of the Jedi | 27. GENESIS / Contra: Hard Corps | 43. NES / Mega Man VI |
| 12. SNES / Super Mario All-Stars | 28. GENESIS / Castlevania Bloodlines | 44. GAME GEAR / Mortal Kombat II |
| 13. SNES / The Jungle Book | 29. SEGA CD / Snatcher | 45. GAME GEAR / The Incredible Hulk |
| 14. SNES / Mega Man X2 | 30. SEGA CD / Sonic CD | 46. ARCADE / Mortal Kombat II |
| 15. SNES / Aero The Acro•Bat | 31. SEGA CD / Ground Zero, Texas | 47. ARCADE / Super Street Fighter II Turbo |
| 16. SNES / Zero The Kamikaze Squirrel | 32. SEGA CD / Heart of the Alien | 48. ARCADE / Mortal Kombat III |

Top Ten nominations change each month with all-new favorites! **New entries in red.** These nominations are good through January 30.

IF YOU DON'T HAVE EYES IN THE BACK

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



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

BASICALLY,
YOUR CHANCES
ARE PATHETIC.



THE KEY TO SURVIVAL?

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



OF YOUR HEAD, YOU'RE DEAD MEAT.

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

IT HELPS IF YOU'RE
RUTHLESS.

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



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



"THIS ONE-PLAYER 3-D 360 DEGREE
MAZE BATTLE GIVES YOU ACTION IN
THE STYLE OF DOOM."

SEGA VISIONS,
AUGUST/SEPTEMBER 1994

"INTENSE FIRST-PERSON ACTION
AWAITS FOR THOSE WHO CAN
STOMACH VIVID GUNFIRE AND
BUCKETS OF BLOOD."

GAME PRO, NOVEMBER 1994

"IF YOU LIKED DOOM, LOOK AT THIS!"
MEGA PLAY, AUGUST 1994

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**ZERO
TOLERANCE**
ACCOLADE

GAMING GOSSIP

...MORTAL KOMBAT III EXCLUSIVE!
...NBA JAM TOURNAMENT SLAMI!
...DIDDY TO BE SEQUEL STAR!
...VIRTUA BOY BITES THE BIG ONE!
...SATURN TO MELD WITH 32X? ...
...SONIC GETS CHAOTIC ON 32XL!
...NEPTUNE TAKES SEGA PORTABLE!

...Forget about modulating the defectors and get ready to go to warp with the latest interstellar edition of the only gossip column with phasers strong enough to burn a hole through the bad guys and get at the dirt. So put on your power-ups, get rid of the Superevents and welcome to the one place you'll see Sega and Nintendo in the same sentence! We're dishing up the over-the-counter gossip here ... The Q-Mann has the right prescription to start you out, beginning with confirmation that NBA Jam Tournament Edition has been fully coded and submitted to Nintendo and Sega for approval. Acclaim is readying their big marketing machine to slam dunk the game onto store shelves with ads planned to line the airwaves and stretch under every rock around ... Out of the Nintendo camp, the Q is hearing that the Big N is resting on its Donkey Kong glory for too long, with plans already under way to upgrade Diddy Kong from sidekick to gaming superstar with another ACM Silicon Graphics gaming miracle that might even push the 40-Meg barrier. Put it on your list now kiddies, as the Q-Mann hears that Diddy will strike hard next November in a store near you...

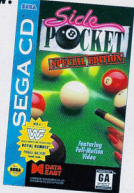
...While we're on the subject of DK, Sigeru Miyamoto, the man behind Donkey Kong Country and the Mario Brothers games, is coming to the United States to work on Pilotwings 2 with Paradime Simulations. They used to be a defense contractor, making aircraft simulators, and they're now packing some high-tech flight simulation tools that Nintendo and Sigeru intend on utilizing for the newest Pilotwings (did the Q hear someone mention aerial dogfights?) ... In other rumors dawning from the Land of the Rising Sun, Virtua Bomb, er, I mean Virtua Boy, that new techno-cheap, two-colored unit that doubles as a headrest left the Quatermann looking for his Intellivision. The unit will ring in at around \$200 next April with three titles, including the original Mario Brothers title, Space Pinball and Telero-Boxer, a boxing game. No major licensees have signed on to make games for the portable and they don't have any plans to. Yours truly hears the word on the street in Tokyo is that the Virtua Boy will blow up real good when it comes to market...

...In other news from the Godzillas of gaming, it turns out that Capcom's main man Joe Morici or Sega's main man Tom Kalinske may be trading in their Blasters for Mouse ears. The industry is buzzing over talk that one of these wonder white shirts will be taking over the reigns of the vacant president's chair at Disney ... Time to tune into the continuing Sega Saturn saga. This month's chapter has Sega spinning so fast they're almost invisible, with rumors flying that the company intends on trying to make the 32X compatible with the Saturn. We'll know for certain when the Saturn is released in April. The Q got the inside scoop from a source close to the development that the U.S. release will be decided upon based on the number of titles available for release ... Staying in Sonic's court, Sonic Chaotic, the working title for Sega's 32X Sonic game, has been in the works for over a year and now has a tentative release date of June of this year! The soft brings Sonic, Knuckles, Tails and Red Sonic together in a title that the Q hears Sega is trying to make strong on play. Sonic Chaotic will be programmed on Silicon Graphics workstations and be the premiere title to use a new technology that the big 'S' is hoping will knock out Diddy Kong next year ... Also new for the 32X, Sega programmers have told the Q that a new version of Tomcat Alley is under development that will take gamers to new heights and will utilize all of the 250,000-polygons-per-second rendering powers of the 32X in tandem with the Genesis and Sega CD...

...As I told you in an earlier edition of Q News, the Neptune, Sega's name for their 32X stand-alone configuration, will hit next Christmas for \$149.99 and will be packaged with Sonic Chaotic and/or Tomcat Alley ... Sega's new 16-Bit portable, to be called Venus, is coming into sharper focus. The unit will play Game Gear and 16-Bit Genesis cartridges and will cost \$179.99; it's basically a Mega Jet with a screen of Turbo Express quality and resolution. The system specs are in hand and if it can withstand the steep price and cluttered shelves, then the Q predicts well-deserved success for this long-overdue dream machine ... Mortal Kombat III will have a new look with 12 new characters and four old ones! Each character will come equipped with 10 moves rather than the four of their predecessors. Hitting arcades in March, only Sonia, Kano and Liu Kang are now known by the Q to be returning. We are also hearing that Liu Kang's cousin may have to appear in Liu Kang's place, because legal problems may keep Liu Kang out of the game. Johnny Cage will not be in Mortal Kombat III, his character has been taken out of the sequel completely ... The countdown continues until the next generation of EGM hits in just 30 days. Till we chow down again on the greatest gaming gossip in the business, I remain the professional guru of gaming gossip—not a used cartridge salesman—with the news that some hate, many love, but only I get to do...

- QUARTERMANN

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first 2 SEGA CD Games
so we're giving away stuff,
like OVER 200 prizes!



Look for contest stickers on CD packages
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The Grand Prize winner will also get their
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2 First Prizes:



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Any 2 DATA EAST
Game Titles
Available

200 Third Prizes:
Sports Bottle

Rules & Stuff:

OFFICIAL CONTEST RULES: No purchase necessary to enter or claim a prize. Not sponsored by Sega.
HOW TO ENTER: Fill out the entry form or a plain 3 1/2" x 5" card with your name, address and telephone number (please print), and mail it to: DATA EAST USA, INC., 1950 Little Orchard Street, San Jose, CA 95129. Not responsible for printing errors, or for misdirected, late, lost, postage due or misdirected mail. Only one entry per person. Entries must be received and postmarked no later than March 31, 1995.
HOW TO WIN: CD or about April 14, 1995, winners will be randomly drawn from all eligible entries. All prizes will be awarded. Odds of winning depend upon the number of entries received. Only one prize per person, family, organization, or household.
NOTIFICATION: Grand prize winner will be announced in EGM and SEGA Visions! All winners will be notified by mail by April 30, 1995. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of Data East without other compensation.
PRIZES: (1) Grand Prize: WWF Royal Rumble pinball game. Estimated value of the Grand Prize is \$4,500.00. (2) First Prizes: Sega 32X System. (3) Second Prizes: Your choice of 2 Data East titles available. (4) Third Prizes: Sports water bottle.
GENERAL CONDITIONS: Winners accepting prizes agree that all prizes are awarded on the condition that DATA EAST and its agents, representatives and employees will have no liability whatsoever for any injuries, losses, or damages of any kind resulting from acceptance, possession or use of the prizes. Winners further acknowledge that said prizes have neither made nor are in any manner responsible or liable for any warranty, representation, or guarantee expressed or implied, in fact or in law, relative to any prize, including but not limited to, its quality, mechanical condition or fitness. All taxes are the sole responsibility of the winners. Prizes are not transferable.
ELIGIBILITY: Sweepstakes open to all persons who are residents of the United States. Employees and their immediate family members of DATA EAST, its divisions, subsidiaries, affiliates, advertising and promotion agencies and any other persons or agencies involved with this promotion are not eligible. Void in Puerto Rico and where prohibited by law and subject to applicable federal, state and local laws and regulations.
AWARDING LIST: For the names of the winners, available April 30, 1995, send a request envelope to "Pinball Sweepstakes" c/o Data East USA, Inc., 1950 Little Orchard Street, San Jose, CA 95129.
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Entry Stuff:

Name: _____ Age: _____
Address: _____
City: _____ State: _____ Zip: _____
Phone: _____

Send entries to: Data East In Your Face CD Contest,
1850 Little Orchard Street, San Jose, CA 95125

Captain, you're wanted on the Bridge!



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

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

With over 15 intense missions to test your skills at Starfleet Academy, you'll find out just how exciting a simulator can be. Isn't it time to enroll?



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Interplay

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NINTENDO AND PARADIGM TEAM UP TO MAKE ULTRA 64 FLIGHT SIMULATION

Nintendo of America recently announced that they have reached an exclusive development contract with Dallas-based Paradigm Simulation, Inc., to create a three-dimensional game using Paradigm's real-time software technology for the Nintendo Ultra 64, the 64-Bit home gaming system being developed in conjunction with Silicon Graphics.

Under the agreement, Paradigm will work directly with a creative team headed up by Shigeru Miyamoto, creator of Nintendo's smash hits, *Donkey Kong Country* and the *Super Mario Brothers* series.

Through their combined efforts, the team plans to release the yet-untilled game in late 1995.

"We're honored to be working with Mr. Miyamoto's team, true geniuses in the world of home entertainment," said Don Toupland, president of Paradigm Simulation, Inc. "Paradigm Simulation will provide Mr. Miyamoto and his Nintendo development team with the best technical knowledge in the 3-D virtual reality industry. Together we'll develop a game that will bring technology, that was previously only available on high-end work stations, right into the



Fresh off of the *Donkey Kong Country* project, Shigeru Miyamoto, the creator of both *DKC* and the *Mario Brothers* series, is coming to the USA to pilot an Ultra 64 game with Paradigm Simulation, Inc., of Dallas.

homes of consumers."

Founded in 1990, Paradigm Simulation, Inc., is a world leader in visual and audio simulation plus virtual reality software for use on Silicon Graphics computers.

Vega, Vision Works and AudioWorks (Paradigm Simulation's flagship products) are recognized as the premier software for development of real-time simulation and virtual reality applications. Paradigm Simulation also offers custom development of databases and applications, as well as training and consulting in the real-time simulation, virtual reality and entertainment fields.

"Paradigm Simulation has a long-standing relationship with Silicon Graphics and brings many years of experience in visual and audio simulation to this relationship with Nintendo," said Howard Lincoln, chairman of Nintendo of America. "They are recognized worldwide as a leader in 3-D virtual reality software and consequently will be developing a game to maximize the capabilities of the Nintendo Ultra 64 system. They will work well as a team."

NINTENDO ACQUIRES WORLDWIDE RIGHTS TO VIRTUAL DISPLAY TECHNOLOGY TO BE USED IN NEW VIRTUAL BOY 3-D SYSTEM FOR THE HOME

In other Nintendo news, the company has acquired a minority interest in Reflection Technology, Inc., of Waltham, MA, a private company.

The agreement is a milestone for Nintendo, because it is the first time that the video game leader has taken equity in a U.S.-based company.

Nintendo has also obtained worldwide licensing rights within the video game market for Reflection's patented virtual display technology. The technol-

ogy will be used in Nintendo's 32-Bit RISC-based virtual reality system that will be introduced in Japan and to the world in April of 1995.

Reflection was founded in 1987 by a team of scientists from MIT with the aim to produce a breakthrough in LED (light emitting diode) technology. The resulting designs carry multiple worldwide patents and have been extensively tested and can be manufactured for the mass market. Reflection's virtual displays are

miniature in scale, but appear full-size when held near the eye. By combining two of these LED displays together in one processing unit, the stereoscopic Virtual Boy produces 3-D graphics previously only available in advanced simulations systems that cost thousands of dollars.

"We are very excited to be working with the worldwide video game industry leader," commented Al Becker of Reflection Technology, Inc.

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SAVE ANY GAME **Game Saver+ for Super Nintendo®**
ANY LEVEL The only instrument that lets you stop in mid-game, then
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 even if game is turned off for days. Play at half speed with no sound or
 picture distortion. Eliminates need to replay lower skill levels.



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 high-performance accessories
 blow away the competition. Packed with
 supercharged features, they turn mere
 games into monumental adventures!
 Get the most out of your gaming!
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Pro Control 6



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HOLLYWOOD STAR

"ACME ANIMATION FACTORY" TURNS CARTOON WORLD ON ITS EAR!

by Howmuchdoes A. Hemmingway

Is it the most massive mix-up in Looney Tunes history? Or have a million masters of animation suddenly surfaced? The answer can be found in new **Looney Tunes Acme Animation Factory**. It lets anyone create their own Looney Tunes cartoon adventures!

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

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

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

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

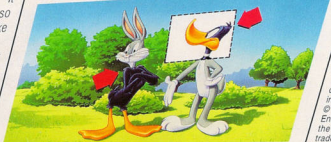
agree to issue the following statement, "Graaaaaarwww ooooga rawwww ugh blaaa froooooong!"



Then he ate my note pad. Is **Acme Animation Factory** responsible for creating a whole new generation of skilled cartoon creators? The only way to know for sure is try it and literally draw your own conclusions.



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SOMETHING FUNNY'S GOING ON AROUND HERE!



SUPER NINTENDO ENTERTAINMENT SYSTEM

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EARTHWORM JIM COMMERCIAL BECOMING A REAL MOUTHFUL

It seems as though the worm-eating grandmother who stars in the Earthworm Jim video game commercial has caused a few people to put their forks down and walk away from the dinner table in disgust.

After the numerous complaints the networks who aired the commercial received, it has been pulled in some markets, including stations in Portland, OR, Spokane, WA and Sacramento, CA.

The commercial features a grandmother telling a "bedtime story" to her grandchildren featuring Earthworm Jim.

As the story goes on, the grandmother gets more and more excited, resulting in her stuffing her mouth with live earthworms.

The commercial is intended to accentuate the off-the-wall humor that is present in the Earthworm Jim game.

The commercial is neither

However, the worms were plastic. David Perry, president of Shiny Entertainment, doesn't really under

stand what the big deal with the worms is all about.

"With all of the sex, violence and other rubbish on television, Earthworm Jim doesn't have any excessive violence or nudity," said Perry, Earthworm Jim creator.



excessively violent nor is of an adult nature. The game portrays an earthworm who suddenly finds himself a super-hero—a real annelid with an attitude.

Many viewers complained that the

worm-eating grandma commercial was just too gross.



SUPER GAME BOY TO GAME GENIE ADAPTER

Now you can include all of your favorite Game Boy effects when playing Game Boy games with Nintendo's Super Game Boy. This adapter board allows you to use Galoob's Game Boy Game Genie with the Super Game Boy.



It extends the connector on the Super Game Boy and allows

you to insert the Game Genie. The device is being manufactured by MicroSystems Development out of San Jose, CA. The unit will cost \$12.95 plus tax with a \$3 shipping charge in the U.S.

The device works and it's an innovative way to keep you playing with your Game Boy Game Genie.

The adapter is not manufactured, sold, licensed or endorsed by Galoob Toys or Nintendo of America, Inc.

FLIGHTSTICK PRO FOR 3DO

CH Products is turning your living room into a cockpit. Now you'll have some big-time control of your favorite 3DO games.

The added maneuverability will come in handy with Doom when it's released for the 3DO.

The Flightstick Pro is the first analog joystick for the 3DO.

The joystick will work great with games like Domark's Flying Nightmares and other 3DO titles from

Crystal Dynamics.

It will help improve your scores and gives you a total arcade experience in the comfort of your own home.



INTRODUCING Vivid3D. THE ULTIMATE IN GAME SOUND.

Get ready for the most realistic game adventure ever. The VIVID 3D™ sound enhancement system from NuReality transforms ordinary game sound into an amazing 3D sound experience. ★ What does "3D sound" mean? It means game sounds come alive all around you. It means you feel like you're in the front

row of a live concert.

It means you'll never listen to your games the same way again.

According to

Electronic Gaming

Monthly magazine,

the VIVID 3D "rede-

fines sound as we

know it." ★ The

VIVID 3D is easy to

hook up to any

Nintendo, Sega or

similar game system. You can also attach it to any computer equipped with a sound card. Thanks to award-winning* SRS (®) sound enhancement technology, the VIVID 3D creates dynamic 3D sound from only 2 speakers. ★ For a store near you, call NuReality at **800-501-8086**. Why just play games, when you can be there? ★ NuReality, 2907 Daimler St.

Santa Ana, CA 92705-5810. Telephone: (714) 442-1080,

Fax: (714) 852-1059.  **NUREALITY**

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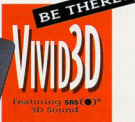
 **Babbage's**

 **COMPUTER CITY**

 **ESP**

 **COMPUSA**

 **ELEK-TEK**



* SRS (®) technology won the prestigious "Ultimate" award from Game Players magazine in July 1993. © 1994 NuReality. All rights reserved. All product names are trademarks or registered trademarks of their respective holders. G3

 **RETAIL VISION™**
1994 Winner
Best Product

 **INNOVATIONS**

GOING BANANAS OVER DONKEY KONG AS IT'S LAUNCHED WORLDWIDE

Donkey Kong Country fever has begun to take over the retail jungle and Nintendo's guttural screams of joy can be heard pulsating across North America.

More than 2 million units of the game were shipped out to their retail locations across North America and are selling fast.

Over 2,200,015 minutes of the "Making of Donkey Kong Country" videotapes were sent out, and Nintendo spent a bundle to launch their 32-Bit monster.

Nintendo and Post cereals have teamed up. It seems that Donkey Kong's favorite food, bananas and breakfast cereal, make a nice combination.

Nintendo of America and Kellogg's USA have teamed up to create a mega-brand advertising a promotional campaign featuring Donkey Kong Country.

The Nintendo and Kellogg's alliance will showcase DKC and will feature character art displayed on the front and back of 150 million Kellogg's cereal packages running until April 1995.

The Kong giveaway will include more than 10,000 prize worth \$600,000. The promotion will be featured on Kellogg's Frosted Flakes, Frosted Mini-Wheats, Apple Jacks, Corn Pops, Corn Flakes, Raisin Bran, Cocoa Krispies Treats and Cinnamon.

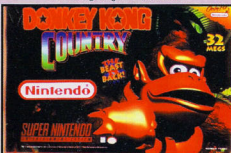
The Kellogg's DKC promotion will feature prizes like 250 27-inch Zenith color televisions, 1,000 Super NES control sets and 1,000 Donkey Kong Country game paks.

"Nintendo is excited to be working with Kellogg's again," said Mark

DKC LAUNCHED GLOBALLY

Donkey Kong Country was launched in Canada at the same time it was in the United States.

The DKC launch-party in Canada was held in Toronto at Wayne Gretzky's, the NHL superstars new bar. Folks from Silicon Graphics and Alias were on hand to help launch the big ape.



Westcott, Nintendo's marketing promotion manager. "This mega event unites the world's leading video game company with the world's leading cereal company."

'95

BIGGER THAN EVER!

PRESS START

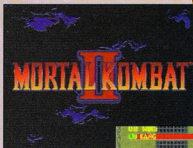
XBAND CATAPULT MODEM PUT TO THE ULTIMATE TEST

This was only a test of one of the coolest gaming peripherals to come along in a while.

This device will allow you to hook up via modem and play gamers around the country to see who really is the big dog when it comes to NBA Jam or Mortal Kombat.



I hooked up and tested the system recently and discovered that the user interface is easy to use and the features of the system are very cool.



All you do is take the modem out of the package, place the modem in the cartridge port of your Genesis or CDX and



connect a phone line into the port on the side of the modem and plug one of the six games that the system is



connect a phone line into the port on the side of the modem and plug one of the six games that the system is



currently running into the top of the modem.

You can play NBA Jam, Mortal Kombat, Mortal



game and make sure the switch is down on the side of the modem, choose your player icon and you are ready to log on and play.

Go to the Challenge Mode in the Options Screen and you're ready to challenge someone who has the same game plugged in as you do. I played NBA Jam against Mad Dog and Metallico. I

had a great time and using the system was easy. There was a little slowdown, but not too much and we played against each other in real time. My controller movements were instantaneous with my player's movements on the screen. Gamers who enjoy good competition at a reasonable price will go for the Xband modem. You must buy the modem, then for \$7.95 you get 32 units. Each game you play will cost you one unit, and extra units cost 15 cents each. It's very reasonably priced.

CATAPULT

Kombat II, John Madden '94, John Madden '95 and NHL '94. Soon you will also be able to play NHL Hockey '95. The folks at Catapult are working on getting World Series Baseball up and running on the network as well.

The Genesis version of the Catapult modem will also work on 32X games in the near future.

Once you choose your



OVERVIEW

88%

To be the man you have to beat the man. This is a cool way to find out if you have what it takes in Mortal Kombat or NBA Jam.

VIRTUAL REALITY GLASSES TO INTERFACE WITH SEGA CHANNEL

RPI Advanced technology group announced that their HMS-EYE unit will also resource 3-D stereo programming slated to be produced by the telecommunications giants including the Sega Channel.

The glasses will be delivered to retail at a price significantly lower than any competing unit that has the same features.

Sources are suggesting that the glasses will run between \$250 and \$300.

The RPI device will not only take advantage of the 10 million TCI customers, but they will



also be going after the Viacom, FOX, NBC and other network users. The virtual reality glasses will also interface with the Sega Channel. Gamers will get a true 3-D experience when wearing the four-ounce glasses to play their favorite video games on the channel.



RPI has different types of head mounted displays. They have done many market surveys and have found that the glasses approach is more acceptable to consumers than a helmet VR unit.

GET IN THE GROOVE WITH THE MUSIC SOUNDTRACK FROM DONKEY KONG AND DOOM

Over in Japan, video game soundtracks are huge with almost every major RPG game released having its own soundtrack on sale.

The soundtracks are sold along-

promotion.

For now, it is being used by Nintendo as a promotional item and is being sent out to the media and to retailers. The incredible music in the

game was performed by D. Wise, E. Fischer and R. Beanland, all music technical experts with RARE. Doom Mania is another audio compilation of a top PC game.

The game is gaining popularity and is being released on a number of formats. The CD does not only include music, but also features new levels that can also be explored and downloaded onto a PC. As game soundtracks become popular, more companies may turn to them to generate revenue.

DATA EAST AND CAPCOM SETTLE THEIR DISPUTES

The court battle is over—Capcom and Data East have left the courtroom.

Capcom signed a stipulation dismissing with prejudice its Street Fighter II copyright, trademark and trade infringement action against Data East's Fighter's History video game. This dismissal came after Data East had twice obtained partial summary judgements against Capcom and after Capcom's motion for reconsideration was denied. Each of the parties agreed to pay their own legal costs.

Data East believes that the outcome is significant, not only for Data East but for the entire video game industry. Tetsuo Fukada, the CEO of Data East said, "If Capcom's claims had been granted, it might have obtained a monopoly over an entire genre of video games, and over a popular art which is in the public domain and is the lifeblood of gaming."

Data East created the one-on-one fighting game genre in the 1980s with Karate Champ and they will continue to make fighting games that utilize new technologies.



Attitude

Push It To The Edge - Have More Fun!

KEEP
OUT



Handy Gear

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

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

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

Handy Boy



Push Your Portable To The Edge



Play with an attitude!

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MASTERS OF THE MAZE—AN INTERACTIVE GAME PLAYED ON TELEVISION

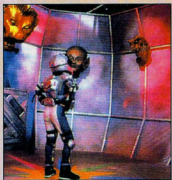
For the first time, gamers can actually be inside a video game!

A new television show called *Masters of the Maze* incorporates video game technology with a TV game show format.

The game challenges participants and gives them an experience unlike anything they've ever experienced before.

In the first round of *Masters of the Maze*, three teams of gamers are faced with a display screen and asked to identify a pixilated image as quickly as they can.

Whoever identifies the image first is asked a related educational question. One member of the top two teams is



then fitted with a helmet (and an attached powercam) and a futuristic power suit studded with high-intensity sensors. After putting on the gear, the two are sent to the maze. Their partners use a joystick and a wall-mounted interactive video screen to steer their blind teammates. The team tries to get their team member through the maze as quickly as possible to achieve the

lowest total running time. The Hologram Maze Keeper gives informa-



tion, insight and other clues to the runner, who must face the Mirror Man and meet his challenges to move to the next phase of the game.

At the Chamber of Knowledge, the runner must answer a question posed by each of the three guardians. Once through the chamber, the runner arrives at prize mountain and the final Total Running Time is monitored against the other teams and prizes are awarded.

Image Design and Marketing, creators of the Nintendo Power Glove for the 8-Bit Nintendo Entertainment System and special effects experts for movies like *RoboCop 2*, wanted to create an interactive television experience for kids and they developed the *Masters of the Maze* concept, a new innovation in television for kids.

Nowadays it doesn't take much to get

caught up in the maze of "glop" and gunk in television programming for kids.

Image Design has answered the call as they embark on this interactive television project. It now airs on The Family Channel.

"The show is designed to allow viewers at home to get inside the video game," says Richard Kline, *Masters of the Maze* co-executive producer.

"That is what it is designed to do, and we think that is exactly what it does. The kids seem to love it, and they definitely love the maze. Parents seem to like it too. They watch and enjoy getting involved in the



play during the first part of the game. We've been asked, 'Can this really truly be interactive for the kids at home?' The answer is a resounding yes!

The program is hosted by JD Roth who is the former host of *Fun House*.

Masters of the Maze airs regularly weekdays at 5:30 p.m., Saturday at 10:30 a.m. and Sunday at 11 a.m. on The Family

Channel.

The show appeals to video game enthusiasts who enjoy role-playing and strategy gamers who enjoy the challenge of solving intricate puzzles.

ANOTHER GREAT RPG FROM ENIX!



THE INVENTION MACHINE!
GIVE YOUR CREATIONS
LIFE!



CHECK OUT THE PLANET
ON YOUR "VIEW" SCREEN.
GOTTA KNOW WHERE
YOU'RE GOING!



GREAT ANIMATION!
HEY, FIGHTING DOESN'T
HAVE TO BE BORING!

"This game is definitely engineered for a younger generation, BUT veteran RPGers will enjoy it too." • EGM

"The constant construction and invention of new items adds an interesting twist to what would already be a solid RPG." • Game Players Magazine

"Even if you never tried—or liked—an RPG, you'll have a blast playing ENIX's latest title." • Nintendo Power

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INVENTION MACHINE! SO CRAZY!

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ARMY OF ROBOTS! CREATE WEAPONS,
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VISIT PLACES IN OUTER SPACE! COOL...

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GO AIRBORNE WITH MAGIC EDGE AND TAKE THE RIDE OF YOUR LIFE

Settle back into the Hornet-1 cockpit and crank down your flight harness. Verify your instruments, adjust your headset and check your throttle. Don't get too comfortable, because once the canopy closes, you'll find yourself in the middle of an interactive flight simulation experience surrounded by boogies who want to blow you to bits.

The squadron commander has cleared you for take off, so take a deep breath and put the throttle to the fire-wall. You can actually feel the thunder of fighter jets passing overhead.

In the first quarter of operations, Magic Edge has had over 30,000 missions flown and over 15,000 pilots have climbed into the interactive cockpit of their 12,000-square-foot facility located in Mountainview, CA.

The facility incorporates a combination of special effects, thrills and cutting-edge cuisine.

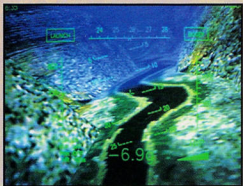
The attraction was designed from the ground up by Magic Edge and was funded by video game and arcade giant NAMCO.

The Magic Edge experience begins the moment the guests walk across the diamond plate steel floor to check in and get their flight suits. Guests are briefed on the capabilities of the X-21 Hornet, a 21st-century, super cruise, multirole strike fighter.



Guests then ascend the metal steps to their aircraft and strap themselves into the fully equipped cockpit. Networked together and under the command of their squadron leader, they embark on an interactive sortie complete with barrel rolls, and mid-air battles.

There are plenty of challengers and they dogfight it out against each other while exploring hundreds of miles of beautiful landscapes. After the flight they are debriefed by their squadron leader and then guided through their triumphs and tragedies with an instant video replay. Magic Edge has plans to open up four more sites in Australia this year.



READYSOFT INCORPORATED & EPICENTER INTERACTIVE PRESENT
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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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You Guys Finally Made It To Sega. What Do You Say?



The mayhem continues as this carnival-gone-bonkers takes their hugely successful show to your SEGA™ GENESIS™ System. They'll be kicking and screaming all the way as Bad Mister Frosty and the malleable mob smack it out in Clay Fighter™, the hilarious head-to-head action fighting game.

Let the clay fly as huge clay animated characters come to life in this major 16-Meg cart.

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Thank you
very
much!

No
crybabies
allowed!



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

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

Interplay

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ARCADE ACTION

TATTOO ASSASSINS by Data East



Tattoo Assassins is the new entry by Data East into the rather large realm of fighting games. This game has a lot of things to offer, which hopefully will raise

it into the elite at your local arcade. The game consists of nine assassins to choose from, all with an incredible number of moves and attacks. If you think that most fighting games are lacking fatalities, then this one sure won't disappoint. In the finished version, there will be at least 30 different fatalities. Besides the same old decapitation, maiming and murdering, you will be able to drop ocean liners on your opponent, put their likeness on the Mona Lisa, make them instantly naked and much, much more. There are also five hidden characters, all extremely interesting, such as: Prism, who can



Derek O'Toole is about to slash Truck Davis in the back.

focus his power and shape his limbs to form sharp objects; Deke Kay, whose body, when empowered with the magical tattoo, turns inside out. (He can throw his organs at you, too.) and Rhina, a female monster humanoid with the power and horn of a rhino, and the body of a very strong human female. The story (as you might have read in our AMOA coverage) goes like this: Mullah Abba calls you to do battle with Koldan The Conqueror to recover the ancient ink of Ghize. The magical ink, when applied as a tattoo, transforms into real objects such as spiders,

tigers and flowers (flowers?). Koldan himself is one tough cookie, at full height he is easily twice your size. He also has a number of special attacks of his own, and also has minions who will try to take you out before you reach him. Tattoo Assassins should reach arcades by December. Unfortunately, it will have some stiff competition with Midway's Killer Instinct, Namco's Rave War/Tekken and possibly Sega's Virtua Fighter 2. Get in from the cold this season—arcades should be hot this Christmas!



Luke Cord is one of the strongest characters in the game.



Truck has some excellent moves, as well as a quick uppercut!



Unfortunately, being caught in the corner is a usual occurrence.

AMOA

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MACHINE ASSOCIATION



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You're not worthy? Maybe not, but you'll never know unless you try
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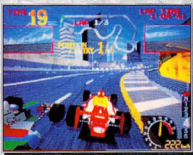
ACE DRIVER by Namco



This is the new racing game from Namco, and it is leaps and bounds better than Ridge Racer 1 & 2, which was regarding as pushing the video envelope. This game will rival even the now-legendary Daytona USA in graphic detail. Not only that, but this game is tons of fun to play! One Ace Driver machine is also capable of linking with three other machines, creating an eight-player, virtual driving experience. There are a number of different tracks to choose from as well, and as with most driving games, you can choose between an automatic transmission or a manual transmission. Ace is a good



You can take the Team Red Lightning car past speeds of 233 miles per hour!



Watch out for the other cars, they try to bump your tires constantly.



Use the Green Island Motorsport to sneak past your opponents.

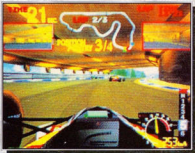
enough game to be challenging, but it is not impossible. With a manual transmission you will have a better chance, as you will be able to take corners better. However, unlike in Daytona, an automatic doesn't disqualify you from the race. (You may have to brake a little more, though.) One of the best features of the game is a dual, rearview mirror. Most driving games have one mirror at best.

either in the middle or on the right or left side. Ace has one on both the left and right so it's easier to see people coming at you. Another option not found in every driving game is that you can choose your car. There are four in all: Yellow Cyclone Racing, Team Red Lightning, Scuderia Blue Castle and



Just like in every other racing game, it's a blessing to see that banner!

Green Island Motorsport. Each car has its own attributes such as speed, agility and durability (as in exactly how many times the car can hop a wall at 120 mph). If you're a fan of the famed Ridge Racer series, then you will no doubt like this one. If you want a bit more skill involved in your game play, then this is still your game—it breaks all previous Namco attempts at driving simulations. Really the only possible gripe about the game is that it handles so well and is so fluid that the programmers seemed to think you had too much time—they shortened your time limit!

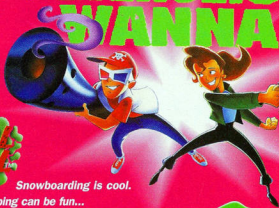


The Yellow Cyclone Racing car can exceed 253 miles per hour.



This game features several different road views, just like Ridge Race does.

EAT PLASMA YOU FREE-FLOATING, PUS-FILLED, SLIME-SPEWING, GRAVE-RISING, WORM-SUCKING, MAGGOT-RIDDEN, SORRY EXCUSE FOR A POLTERGEIST- WANNABE!



Snowboarding is cool.

Bungee jumping can be fun...

But when was the last time you experienced the primal rush of splattering a mass of grave goop into a thousand jiggling chunks?

Join the Ghoul Patrol and taste the thrill as you unload your plasma cannon on the most gelatinous band of slime spewers this side of Amityville.



But be warned... Once you dish your 50,000 watts down some festering spook's gullet, you may never have the desire to go rollerblading again.



This guy looks like he's seen a ghost! Save him, then plaster Casper all over the place.



Grab your partner and team up for a splatter-a-thon in 2 Player Cooperative mode.



The bosses in here are pretty spooky. You'll need all the plasma in your cannon to zap this creep.



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LOCKED 'N' LOADED by Data East



When you reload your weapon, you reload on the screen as well.

In the early '80s, there was a revolutionary idea for a video game. It would be a virtual shooting gallery of sorts. Two-dimensional characters would leap out and die under the power of your "light gun." This spawned many shooting games, from



Whoa! It looks as if you have taken a direct hit. Reload and try again.



Could there possibly be any more targets on the screen at once?



These guys don't just take pot-shots at you, they're packing missiles, too!


Hogan's Alley and Gangster Town, to the first in the legendary Operation Wolf series. Now it's the '90s, and shooters have excelled beyond anyone's expectations. Data East is now jumping on the bandwagon with Locked 'n' Loaded. This shooting game has all of the things you've come to love and expect from these games, including two-player simultaneous play and hidden icons to upgrade your current weaponry. But they've also added in some new twists. The player interface has some interesting changes. The L&L gun has a loose magazine at the base of the handle, and to reload you must hit the magazine. As you do this for real, it happens on the screen to simulate loading a real weapon. The meter that shows how many bullets you have is no longer the typical six-shooter-style chamber. It has been replaced by a spring-loaded magazine which tosses the fired bullet from the top. Another Locked 'N' Loaded feature is more intelligent enemies. An enemy will jump out, shoot you with incredible accuracy and dive back behind a car before you can shoot him/her. However, you can choose from three



An evil woman fires and hits you dead in between the eyes!

intense game modes to add to the head-to-head game play and also increase the difficulty. One mode is Novice, and the others are Intermediate and Advanced, any of which can be chosen according to the player's skill level and accuracy.



A large, muscular green worm-like character with a long, segmented orange and red neck and head. He is wearing a blue long-sleeved shirt with orange and yellow bands on the cuffs, and blue pants with a brown belt. He is holding a red, cylindrical object in his right hand. The background is a light green with some faint, stylized text like "Look!" and "Kick!".

“It's going to take a miracle
for another game in the 16-bit
category to even compete
with E.W.J. for game
of the year.”

—Game Players

“The best game ever to hit the
screen. This isn't Game of the Year;
this is GAME OF THE DECADE!”

—DieHard Game Fan

“... If you buy only one video game
... this year, make it Earthworm
Jim. You won't be
disappointed.”

—Associated Press

“... E.W.J. is, without
a doubt, one of the
best games of 1994.”

—GamePro

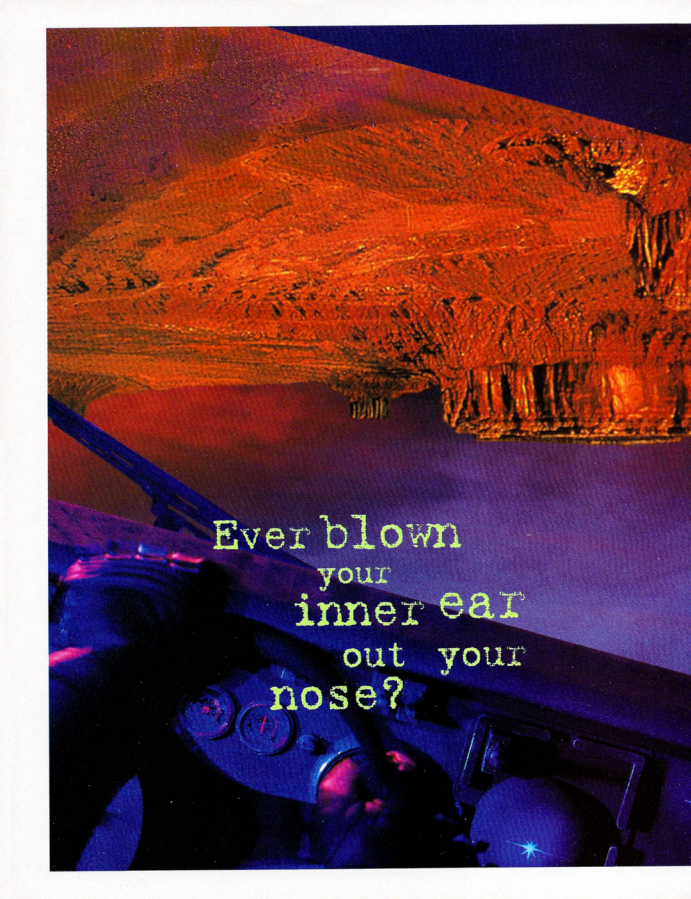
trust no one. play it yourself.

**EARTHWORM
JIM™**

ShinY
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Playmates
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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



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



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



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

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.



Excoriate all that regressed juvenile behavior with our head-to-head, "waste-yeer-buddy" 2 player mode. Fread'd be embarrassed. But Ganghis 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 painless 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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SUGGESTIVE THEMES
For information on this product's rating, please call 1-800-771-3772



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CRYSTAL DYNAMICS™

POINT BLANK by Namco



Point Blank is a very unique game by Namco that doesn't rely on dead bodies and blood as a selling point. This game is much more a shooting gallery than a "good and bad guy"

shooting game, as you shoot an apple William Tell-style off somebody's head, fire at bottles and birds flying out of barrels and more. However, this in no way makes it just a kid's game. There are 50 different levels in the game that are chosen randomly. Playing the game from beginning to end, a player will only see around 16 screens, so the game is different every time you play. The gun is very accurate, and to make it feel more realistic, the gun kicks back and the chamber opens and closes as if the player were shooting out an empty shell casing. The gun actually has new technology in it called the Advanced Algorithm Sensing PCB. This device makes the game six times more accurate than any other game currently on the market. In English, you can place a hostage right in front of a terrorist, have the terrorist move from left to right and shoot him in the arm to prevent a situation. Another use of this technology is in a scene where moving targets are heading over a mountain ridge, and by the time they reach the edge, they are almost half an inch, yet you can still blast them with surprising accuracy. Point Blank first debuted at



Besides the normal target shooting, you can also play number games.

the AMOA show in San Antonio, right alongside several other games in the exact same genre. Virtua Cop by Sega will be a huge competitor right next to L&L by Data East. Point Blank also has to worry about topping the company who has been very well known for their "shooters," American Laser Games. At the AMOA they previewed Fast Draw, which is arguably the best by them so far. But as previously stated, this game will not necessarily be competing against these others. Point Blank stands out for what it is: a shooting game that feels real but isn't violent. Another cool feature in this game are the sounds. When you fire the .45, it sounds very real. Not only that, but you can hear the empty shell casing hitting the ground. Here's a good example of how this game can go from a humorous to serious situation: There is a level in the game that simulates a police firing range with targets and red bull's-eyes lining up and down the level. A little later on, it looks like you may have to do the level again. However, this time instead of the black, human-shaped targets, you are firing at a strung-up cow, and you are awarded different points for shooting different parts of it. There are also a number of bonus levels in this game. One of these is a level where several treasure chests fall to the ground and you must shoot one. This is a random



This is your selection; pick from the above four to start with.

bonus level where you might get either coins or a heart. The coins award points, and the heart gives an extra life. The humor in this game is unparalleled in the history of this type of game. Another example is a stage consisting of a man in a lake with piranha biting his rear end, and you must shoot the fish. However, the entire game is not won on accuracy alone. In one level, there is a Camaro you must disable, and to do so you may have to pump 150 shots into it. Point Blank is being rolled out even as I write this, and by that time Virtua Cop and Fast Draw will most likely be there as well. For a true "cops and robbers" and "shoot the bad guys" fan such as myself, I can't wait to go to my local arcade and get on PB. Be sure to watch upcoming issues of EGM for expanded coverage.



This is the Camaro. You have to pump 150 shells into it to destroy it.

ARE YOU UP TO WEARING THE HAT?

INDIANA JONES' Greatest Adventures™

PLAY
THE
TRILOGY
RAIDERS
OF THE
LOST ARK
THE
TEMPLE
OF DOOM
THE
LAST
CRUSADE

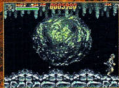
Just because you can name all the bad guys from the Indiana Jones trilogy doesn't mean you've earned the right to wear his hat.

If you're going to wear the Hat, you've got to be sharp with your wits. Quick with your whip. And crazy enough to travel to the most dangerous points on the globe in search of lost treasures. Just like Indy did on the big screen.

Only this isn't a movie. And if you're not Indy enough, you'll get crushed—hat and all!



It wouldn't be Indy without Mode 7 graphics... Whoa, Dr. Jones, look out for those Messerschmitts!!!



You'll need your Indy ingenuity to survive the fires of Rane Bollos, Colonel Vogel and all those booby traps.



Raiders Of The Lost Ark, The Temple of Doom, The Last Crusade... Three adventures. All you!



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SUPER NINTENDO
ENTERTAINMENT SYSTEM

Contains **none** of the U.S. Recommended Daily
Allowances of **vitamins** and **minerals**.



Whether the FDA approves or not, your eating habits are about to change. Meet **GEX™**, your tongue-snapping, smart-ass alter ego. With this **gecko's** gravity defying grip and thrashing tail, you'll prowl a twisted world of TV-villains and B-movie scoundrels, hurling **wicked one-liners** and fireballs. It's one brain-frying, TV-land trip, where dining out means **crunchy dragonflies**, juicy



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

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



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



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



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

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



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**CRYSTAL
DYNAMICS™**

SPECIAL FEATURE!



The Virtual Boy consists of two LCD screens set into a wrap-around visor.

NINTENDO UNVEILS NEW SYSTEM AND GAMES AT SHOSHINKAI SHOW!



On Nov. 15 and 16 Nintendo of Japan held their annual trade event called the Shoshinkai Show. At this show Nintendo normally introduces the world to some of the new products that they have been working on.

This time the hot new item was their Virtual Boy. It is a true 3-D, 32-Bit, portable game system that will be coming out in the U.S. in April and will sell for \$200. Technically it is a portable, as it will run on 6 AA batteries (for seven hours), but considering the size and weight of the unit, few people will want to use it as such. The systems at the show were running off an AC power supply, so it should be available at launch as an option. It is running on a 32-Bit RISC processor but



The VB controller has the same wing shape as the PlayStation's one. It also has the third dimensional "toward and away from you" buttons on the back of the controller!

with two screens; this CPU has to do double duty. The screens are called "mirror scanning LEDs" but they are just very

detailed red LEDs on a black background. The sound is worth talking about, as it is true stereo, and the demos sounded great! Three games were playable at the show and two more will be ready by launch—all from Nintendo.

Nintendo also had a game with a working title of Fighting Polygon. It utilizes the FX chip and is for the Super NES. When completed it should be 16-Meg. It played well and was only 40 percent done.

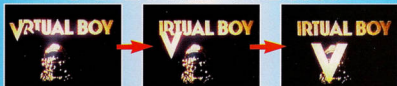
Other significant games at the show include: Mega Man 7 for the Super NES (You knew he would be back, right?); Kirby 2 for the Game Boy; Super Bomberman 3 for the Super NES and SimCity 2000 for the Super NES.

Check out the following pages for a closer look at the show's hottest games. Watch for more in the January issue of EGM!



The VB is too heavy to strap onto your head, so it sits on a minitripod.

3-D ZOOM EFFECTS!

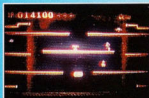


Nintendo uses the 3-D effect wherever and whenever possible. Here in the system start-up screen each of the letters in Virtual Boy zoom toward the player.

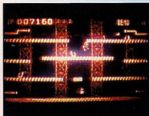
About the screen shots. Both Nintendo Japan and U.S. had nothing available at the show. At this magazine's deadline there still is nothing. They told us that they are trying to figure out how to take pictures. We did our best by recording the game through special 3-D glasses while it was being demonstrated on a large screen TV in a totally black room. Not too easy task! When better pictures are available we will run them.

THE FIRST VIRTUAL BOY GAMES!

MARIO BROS. VB

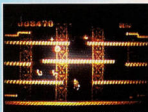
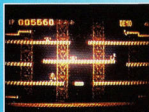


Well, Nintendo does always launch a new system with a Mario game, but come on Nintendo, the original Mario game? Couldn't you have done better? This cart is so old, though, that there probably is a whole new generation of game players who have never seen this version of the game. Hmmm. Anyway, Mario and Luigi are back (?) in an adventure that keeps them hopping and jumping from level to level trying to wipe out some mean turtles, crabs and other



nasties. The way you do this is to wait until an enemy is directly above you and then jump up and punch the bottom of the floor above you. This causes

the enemy to flip over and not move. You then jump up to that level and kick the enemy off the level for points. Coins occasionally appear and they should be picked up. Rumor has it several of the VBs can be linked together and if so, you can then play a two-player game. Not an original, but fun anyway.



PINBALL VB

We've seen similar games before on the NES and Super NES that have the playfield sloping away from you. This is more of the same with great sound effects and reasonably good playfield action. The game was a very early copy and the 3-D effects were minimal at best. We'll have to come back to this one when it is more complete.



TELEROBXER

Picture Super Punch-Out with aliens that punch out of the screen at you and you have a good idea as to what Teleroboxer is all about. It is a fun game for a portable system and like SPO there are numerous opponents who get smarter and harder to beat. As for 3-D effects, other than the alien's fists and arms that smoothly zoom out at you and your fist that zooms in for your punch, there aren't a whole lot of spectacular effects in this game. As for sound effects, there aren't a whole lot, but hey, this is a boxing game, what do you expect? It should be noted though, that this was a work-in-progress game that wasn't 100 percent complete and knowing how hard Nintendo works on a game, they could very well add a lot of additional 3-D special effects to this cart by the time it is released here in America in April.



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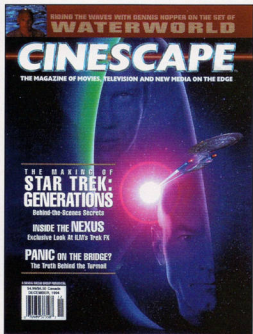
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**ELECTRONIC
GAMING
MONTHLY**



INTERNATIONAL OUTLOOK

THE NINTENDO SHOSHINKAI SHOW!

INTERNATIONAL NEWS

Hi-ya, wackies! I, the Teri-meister, have now returned from the fruitful Nintendo Shoshinkai Show (say that three times fast with one breath!) with another bushel of killer SFC and GB carts! To see the highlights, just check out the rest of the previews. But for some more juicy, fun nibblets we picked from the bowl of gaming ramen, just keep on reading!

Entering the 32-Bit land soon? Here's some news: Capcom announced the new digitized fighting game of *SF2* the live movie, will be available for the PlayStation and Sega Saturn! Also in the works from the *SF2* boys for Saturn is (drum roll please) *X-Men*, the arcade fighting game! EEEF! Out of room this ish!—but look out for more soon in *EGM*!



Previewed at the show was the long-awaited Rockman 7 for the SFC!



WORLD NET

Nintendo of Japan

Fighting Polygon (tentative)

Super Famicom

Fighting

March '95



SUPER FAMICOM

¥9,800

Debuting at the Shoshinkai Show was the fourth polygon FX chip game. With the exception of *Vortex*, this is also the third FX game from Big N. (But then again, all four have been made by Argonaut Software of U.K.)

You get about 13 fighters including some non-humanoid creatures like a huge praying mantis. Despite the rather blocky looks, the game moves quite smoothly and in a realistic fashion. (Keep in mind that the game is only about 40 percent finished.) When complete, FP will reach 16-Meg, making it the biggest FX game yet!

Jez San, Argonaut's president, claimed that FP will be a true 3-D fighting game complete with lateral movements. Will this be the last word in Super Famicom fighting games?



Argonaut has gone out of their way to make this fighting stand on its own!

21 GAMES PREVIEWED!!!

Fighting Polygon, Chrono Trigger, Front Mission, Kirby 2, Super Bomberman 3, Go For It Tonosama, Burning Heroes, Super Bomberman Panic Bomber W, Battle Crushers, Super Chinese Fighter, Super Chinese Land 3, Romance of the Three Kingdoms IV, PTO 2, Winning Post 2, Super Pachinco War, Tale Fantasia, Super Family Stadium 4, Super Bombliss, Drift King Highway Battle 2, Sim City 2000, Pokonyan

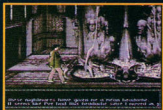


Loaded with nifty camera angles and a truly bizarre cast of characters, FP is really shaping up to be a hot contender for showing off the Super NES power without any major hardware upgrades!



Look out! We just got word that FP is about to hit the States—stay tuned!

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



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Square of Japan

Chrono Trigger

Super Famicom

RPG

March '95

Price: ¥11,400



The sure-hit RPG in the works from the masters who brought you Final Fantasy (Square) and Dragon Warrior (Enix) has just gotten bigger—expanding from 24-Meg to a colossal 32-Meg cart! The story is about a young hero who must travel through time to rescue his girlfriend who was lost in a time travel experiment gone wrong.



Stay tuned to EGM #7 for a great two-page fact file to sink your teeth into!



The details in this game are absolutely astounding! There are above-map views for going to specific places, and the on-ground views are superbly detailed, with lights shimmering through shadows cast by a set of plants and incredibly huge Bosses. This will be a masterpiece!

ゲッター	HP	500/420	124/150
アキラ	MP	561/574	45/53
アキラ	AP	403/412	63/198



Square of Japan

Front Mission

Super Famicom

War Sim/RPG

February '95

Price: ¥11,400



A military conflict breaks out between the forces of North and South America against the united countries of Asia and Australia over a new volcanic island that appeared in the South Pacific. Using Mercenary forces who pilot giant Mechs called Vantzers, the war wages on!

Coming from Square, this cart is major-league cool!



3-D battle scenes will display your mech status and the happy-fun battles!



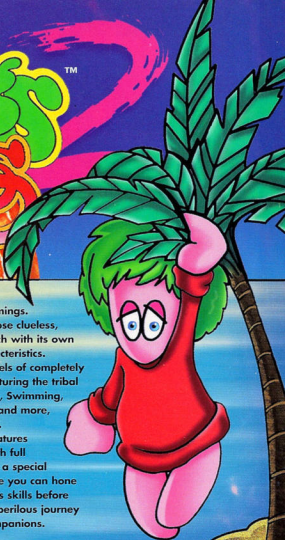
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Nintendo of Japan

Kirby 2

Game Boy

GAME BOY

Action

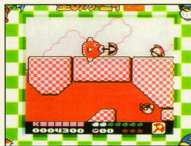
March '95

Price: ¥3,900

The roly-poly vacuum cleaner of a hero makes his return to the action arena after being bounced around as a pinball and a golf ball. Like the excellent NES version, Kirby can inhale foes and copy their abilities, such as spinning a sword, hurling boomerangs, rolling like a wheel and so on. This time he can even enlist the help of animal friends to get him past several sticky situations.



Several rooms exist in the game where you can find hidden powers and other stuff.



Hudson of Japan

Super Bomberman 3

Super Famicom



Action

April '95

Price: ¥8,900

The five evil bombers that wreaked havoc on SB2 have been resurrected by Dr. Buggler! Pack your pockets full of time bombs and get set to blast them again!

In the latest sequel, B-man can be joined by Louie, a kangaroo-like animal that lets him skip over bombs, kick bombs and even take a hit. Better yet, two players instead of just one can participate in the Story Mode!



Hudson of Japan

Super Bomberman Panic Bomber W

Super Famicom



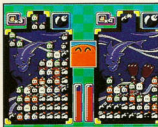
Puzzle

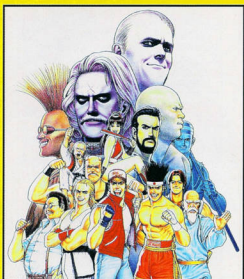
March '95

Unknown Price

Bomberman serves as the playing pieces for Hudson's first gravity-based puzzle game. The idea is simple: three

B-man heads tumble down, and you must manipulate them to line up sideways, vertically or diagonally to make them disappear. There are also bombs and other items that crank up the explosive excitement of this puzzler. Up to four can play this game. Wow!





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

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Imagineer of Japan

Sim City 2000

Super Famicom



Simulation

June '95

Price: ¥9,900

The PC city simulation that no one thought was possible for a 16-Bit game system has been successfully ported over by Imagineer and HAL Laboratory. The system interface has been significantly altered and fixed at the bottom of the screen for easier interactivity. Apart from that, every other aspect is nearly intact!



The game of endless intrigue is finally coming to the Super Famicom.



Yikes! Many disasters will happen in your city. What you see here is a misfired energy beam that was supposed to give electricity to your city. Oopsie!



Start your city with commercial, industrial and residential zones.



Make sure that you have a working sewer and subway system!

Enix of Japan

Burning Heroes

Super Famicom



RPG

Unknown Release

Unknown Price

Enix has announced yet another hot RPG in the fine tradition of Dragon Quest (Warrior). This is a sprawling journey covering three separate parts in which you can choose one of eight heroes and three or four support characters out of 12. As each of the eight heroes face challenges, the story will gradually become clear!



Many mystical sights will astound you while traveling through this game.



Like all RPGs, there are plenty of towns to visit. Also, the battles are carried out in quite a dramatic fashion. There are beautiful but deadly spells to cast as well as other attacks that you will learn through your travels in this game.



Koei of Japan

Pacific Theater of Operations 2

Super Famicom

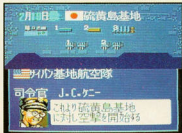


War Sim

February '95

Price: ¥14,800

Another intense strategy game from Koei. Set in World War II, you can choose to play as either the Japanese or American military, complete with incredibly detailed fighting units from the largest battleships and aircraft carriers down to destroyers and more. Unless you're a real sucker for punishment or a brilliant strategist, stick with U.S. forces, especially in the later stages of the war when America enjoyed overwhelming numerical superiority in many ways.



New options have been added to help you out in the many battles to come!

Koei of Japan

Romance of the Three Kingdoms IV

Super Famicom

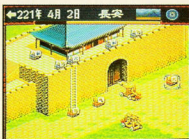


War Sim

December '94

Price: ¥14,800

The super-complex simulation game in which you play for the control of ancient China is back. Because the characters you can choose have incredibly similar names and faces, be sure to check their abilities and other skills before you commit yourself to something that you may regret later on. After that, it's off to heavy-duty strategy, diplomacy and bureaucracy! Keep the manual handy while playing this massive simulation.



Big-time military action will be needed, as will the gentle hand of negotiation.

Koei of Japan

Winning Post 2

Super Famicom



Simulation

Unknown Release

Unknown Price

Have you ever wanted to raise and train your own thoroughbreds for fun, glory and profit, but your Mom wouldn't hear of having a horse parked in the garage? Well, here's your chance to play the part of a wealthy breeder and raise some ponies to be great stallions of speed. Set up your training schedules, enter horses in races and try to groom some contenders for major derbies. And the best part is, there's no manure shovel necessary!



Banpresto of Japan

Super Pachinko War

Super Famicom



Fighting

Unknown Release

Price: ¥6,900

One of Japan's most popular gambling games has been taken over by the usual Banpresto gang (Ultraman, Kamen Rider, Gundam and Roa) as a weird fighting game. By hammering balls into certain pockets on the playing field, two fighters at the bottom of the screen will unleash punches, kicks and other attacks upon the opponent. This is one fighting game that relies on luck more than skill!



Truly an oddball concept! Watch the bottom of the screen as your mindless characters duke it out with every ball



that gives them some kind of command or another.

Namco of Japan

Super Family Stadium 4

Super Famicom



Sports

Unknown Release

Unknown Price

Namco's Family Stadium series has long been the yardstick for measuring the quality of baseball games in Japan. For the newest installment, the latest data of all 12 Japanese pro teams will be incorporated for the start of the '95 season including trades and free agent signings. New in this version is the modification of the pitching system that makes it possible to adjust the height of throws. This game still has the highest standards!



All 12 Japanese teams' stats have been placed into this cool cart.



Sunsoft of Japan

Go For It Tonosama

Super Famicom



Action

March '95

Unknown Price

Earth is in peril, and the only people who know of the danger are a foolish Japanese warlord and an equally stupid prince. Unfortunately, nobody takes them seriously, so they have to take matters into their own hands and set out on foot across Japan, Asia and into space. The fools are helped by loyal servants who blow up in dire emergencies. Nothing serious here folks, just for laughs!



This strange, quirky game can really make anyone laugh at its silliness!



Culture Brain of Japan

Super Chinese Fighter

Super Famicom



Fighting

January '95

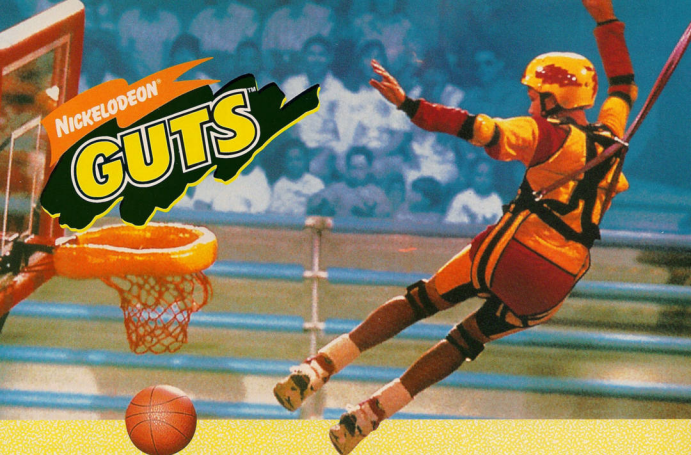
Unknown Price

Jack and Ryu are back, along with the evil, galactic warlord who they thought they had finally dispatched in the last game. The boys must fight a big posse of the warlord's henchmen (hench creatures?) one-on-one to put a stop to his sinister plans. If you're not in the mood for saving the world, you can just choose a character and scrap it out against the 13 other opponents!



There's also a Vs. Mode for taking on one of your little pals!





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BPS of Japan

Drift King Highway Battle 2

Super Famicom

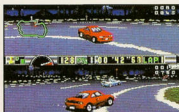
Driving

February '95

Price: ¥9,800



The smoking hot race game that competed on the highways of Japan has been upgraded. The game is always played with two screens. In Single-player Mode, the top screen shows your machine from a variety of angles that makes for cool viewing, while the lower screen shows your car from behind. In Two-player Mode, the two screens show both machines from the rear. For racing purists, tune over 50 different parts and components. Mastering four-wheel drifts is the shortcut to victory!



A split view is present to show you your car at different angles.



Many different styles of tracks are present in this game—each one is unique in its own way by all kinds of methods. Lots to do here.



Just ignore the guy, and you'll make it through the Option Screen alive!

BPS of Japan

Super Bombliss

Super Famicom

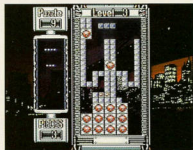
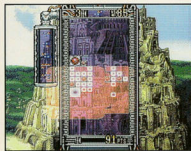
Puzzle

March '95

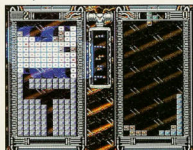
Price: ¥7,500



The game that once came bundled with Tetris has been made independent in response to popular demand. The rule is simple: in Tetris-style, line up falling blocks in complete rows. When a row is filled, all bombs in the row explode, blowing up ordinary blocks within range. The trick is to set major chain reactions to clear the screen. A Two-player Mode exists, too.



Be sure to set off as many bombs as possible to clear the screen fast!



Do you like to lose friends really fast? Then challenge them at Super Bombliss' special Two-player Mode that will become one intense headache and most likely rile up your friends!

Namco of Japan

Tale Fantasia

Super Famicom

RPG

Unknown Release

Unknown Price



This might come as a bit of a surprise, but Namco, one of Japan's biggest software names, has never released an RPG for a 16-Bit system. So what do they do for their first 16-Bit RPG? Shoot for a big 32 Megabits!

In this medieval epic, Namco flexes its programming muscle. New sound drivers were incorporated and the fighting takes place in real-time!



The fighting sequences offer a real-time battle just like Final Fantasy III!



New sound drivers were incorporated, so it enables clear playback of more than 100 shouts and spells! Expect not only a rich story, but also a great deal of audio as well!

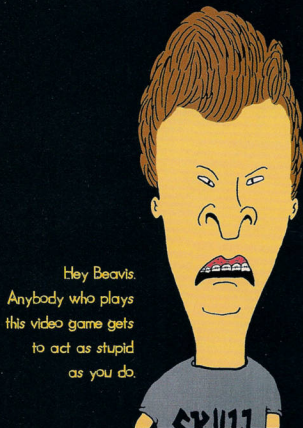




BEAVIS AND BUTT-HEAD™ the game

SUPER NINTENDO
ENTERTAINMENT SYSTEM

GENESIS™
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this video game gets
to act as stupid
as you do.



Heh-heh.
Ehm...yeh...uh...
Shut up, nimrod.

Introducing the game that actually lets you control
the destinies of America's leading morons.

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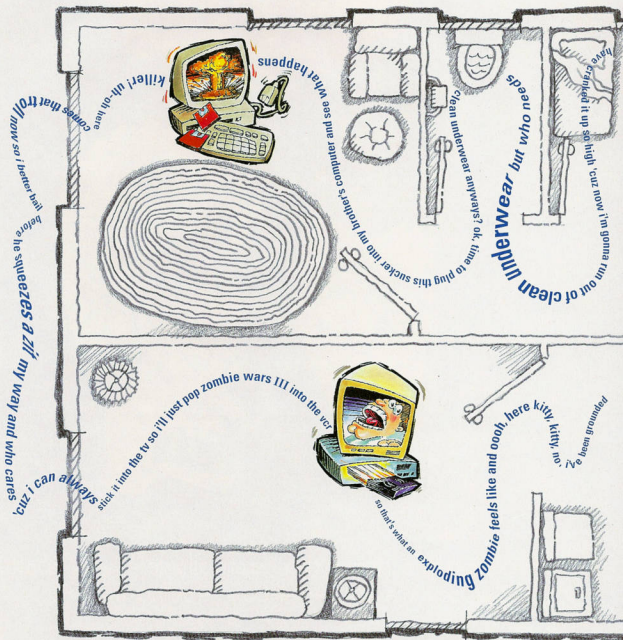


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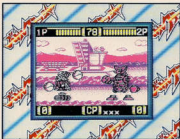
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Banpresto of Japan

Battle Crushers

Game Boy	GAME BOY
Fighting	
February '95	Price: ¥3,980

The heroes and villains of various Gundam, Ultraman and Kamen Rider animes and rubber monster shows team up to duke it out in this cute but full-featured lightning game. The fighters work in pairs with one character riding atop another character piggy-back style. By mixing and matching the top and bottom characters, it's possible to make your ideal battle unit. Link up with a pal with a cable, or use a Super Game Boy adapter for head-to-head matches!



Like all Super Game Boy games, the game has a cool border.



Goofy, really goofy! This unique style of fighting game really is different.

Culture Brain of Japan

Super Chinese Land 3

Game Boy	GAME BOY
Action	
January '95	Price: ¥4,200


Jack and Ryu are chaperoning Crown Prince Bokuchin to a town where a festival is under way. Unfortunately, the boys get too busy with the festivities and fail to stop the prince from unwittingly opening a magical seal that keeps vile monstrosities in the netherworld. Now they must stop the escaped monsters and return them to their rightful place before things get completely out of hand! Many surprises await you here!



Many goofy, classical Japanese goons will be striking from every angle!

Toho/Shogakukan of Japan

Pokonyan

Super Famicom	
Action	
December	Price: ¥8,800

Pokonyan is the furry hero of a popular anime for youngsters. Pokonyan must retrieve stolen cakes and goodies from five unfriendly foxes while scooping up colorful fruits. This is entirely safe for really young kids as Pokonyan cannot die. There is no time limit, so it's probably not suited for serious gamers—just for toddlers.



If any of you can read this caption, then this game will be too easy for you!



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

entire room with your cerebellum.

And the good news?

Gray matter doesn't stain.

Philips Media

You have exactly two hours to find

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

▲

It's not just a game.

It's an infection.



Your name: Sol Cutter. Occupation:

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

coming soon
MAC & PC CD-ROM

CD-i



PHILIPS

Limited first editions of BurnCycle contain a separate original hardware case soundtrack CD. BurnCycle ©1994 Top Media Limited. ©Philips Interactive Media International Ltd. ©1994 Simon Bussard. All rights reserved. ©1994 Philips Media. All rights reserved.

JAPAN



FACT FILE ART OF FIGHTING 2

MANUFACTURER	# OF PLAYERS
SAURUS OF JAPAN	1 OR 2
DIFFICULTY	AVAILABLE
MODERATE	DECEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
32 MEG	16+
THEME	% COMPLETE
FIGHTING	90%

Vs. Mode Options

There is an addition of a special Vs. Mode, where not only can you do the standard one-on-one battle with friends or foes, but there is also a Team Battle Mode that is in the same vein as King of the Fighters for Neo-Geo!



Enter Geese Howard!



Yes, Fatal Fury's Geese Howard is a secret character you can fight if you're good!



THE GOOD

The sheer achievement of porting this game onto the SF without losing any game play mechanics.

THE BAD

The character sizes have been reduced significantly, and many frames of animation have been lost.

THE UGLY

It's either the battles that Major Mike and Trickman have constantly, or Jack Turner.

Bonus Rounds



Three bonus stages will help you build up abilities and gain special powers!





Ryo Sakazaki

The main character can throw fireballs forward and from the air. He is also the master of the Zen-retsuen.



Robert Garcia

From a proud Italian family comes Robert—Ryo's best friend who has many of the same styles.



Yuri Sakazaki

The younger sister of Ryo (who was the maiden in distress in the first game) is now a powerful fighter.



Takuma Sakazaki

Known as Mr. Karate from the first game, Ryo and Yuri's father is incredibly strong, with fast fireballs.





King

"Good Evening, Sir." The bouncer from AOF has her Venom Strike kick and several other quick kick attacks.



John Crawley

This military man is very good in the air with special spinning and kick attacks. Watch for the mega smash!



Mickey Rodgers

Formerly a doopy boxer from AOF, Mickey has shaped-up with fast fists and several projectile attacks!



Lee Pai-Long

The old man with the ginsu claws is back. Speed is still his advantage, as well as nasty hand weapons!





Jack Turner

"Dynamite!" This oversized street thug will surprise you with speed unlike any oaf of his size has!



Kisagari

Though somewhat out of place with the other fighters, this ninja can reflect projectile attacks—and stuff.



Temjin

A rather bulky man who works at Southtown cargo bay, he can fly across the screen with rapid attacks.



Mr. Big

Geese's right hand man in controlling Southtown, Big uses two goofy sticks as dangerously formidable weapons!





MANEUVER THROUGH SKULL-FLYING SKELETONS, RAZOR-SHARP BUZZ SAWS, FALLING CLEAVERS, AND A BATALLION OF BATS IN THE MAD DOCTOR'S LABORATORY. LOOK OUT FOR RED-HOT FIRE PITS AND ADD POOLS WAITING TO SNARE YOUR SHORTS!



B
EAT PETE IN PRIMITIVE BLACK AND WHITE, SAVE STEAMBOAT WILLIE, AND BRING MICKEY BACK INTO TECHNOLOGY. AND WATCH OUT FOR PETE'S DEADLY FLYING SHIRT!



F
OLLOW YOUR TRUSTY GUIDE DOG DOO PLUTO IF YOU WANT TO SURVIVE THE HORRIBLE WOODS HUNT...



W
HAT THERE'LL BE NOTHING LEFT BUT A MOUND OF MOOSE-HANDLED MICKEY MOUSE MEAT.



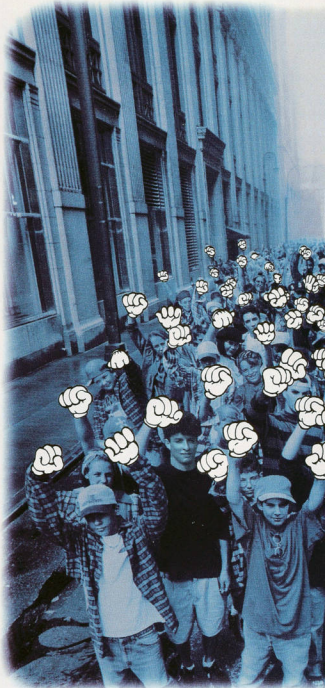
TALK ABOUT UP THE DREEK WITHOUT A PADDLE! THE HOUSE IS FLOODING, YOUR WEAPONS ARE USELESS, AND YOUR ONLY HOPE IS JUMPING BETWEEN BUOYANT BARRELS. NO SWEAT - EXCEPT YOU'RE BEING CHASED BY GHOSTS IN SPEEDBOATS!

"I don't care how old you are, if you're an action fan, you can't afford to miss Mickey Mania."

- Game Players

"The animation in this game is so incredible, it has to be seen to be believed!"

- Electronic Gaming Monthly



MICKEY MANIA...



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"This game is fantastic!"

-Game Informer

A "masterpiece...the game has no flaws...the control is perfect."

-DieHard GameFan

"Top notch animation...perfect!"

-Electronic Games



Now would be a perfect time to defeat the mad doctor - one of those rare moments when he's not beating you with boiling acid...too bad he's got you in a paralyzing trance!



The library's a safe place, right? Shows how long it's been since you've been there! Watch out - warhammering hammers await you! And that's just the beginning... there are over 33 levels in all.



This is it. The final showdown with Pete, and you're packing...marbles? You're gonna be toast unless you can get the big guy to back his fat butt onto those poisoned spikes! (Did we say final? Not on Sega CD - you "lucky" ducks get one more bonus level to fight your way through - not to mention incredible CD sound playing at your funeral!)



ANIMATED BY
Disney
ANIMATORS.



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.....IT'S BEGUN.

JAPAN



LIVE WORLD SOCCER

PERFECT ELEVEN



FACT FILE

LIVE WORLD SOCCER PERFECT ELEVEN

MANUFACTURER	# OF PLAYERS
KONAMI OF JAPAN	1 OR 2
DIFFICULTY	AVAILABLE
MODERATE	NOW
CARTRIDGE SIZE	NUMBER OF LEVELS
16-MEG	N/A
THEME	% COMPLETE
SPORTS	90%

THE GOOD

The great animation, the realistic ball movement and the play-by-play announcer kicks. Watch out, FIFA!

THE BAD

You get a limited view of the playing field. You only get to see about 15 percent of the field at any time.

THE UGLY

It's typical soccer, so action takes a while to develop. Scoring is hard because soccer is a defensive game.

This game has balls, and the player animations are absolutely perfect. Perfect Eleven can be played in a Normal and a Hard Mode, and you can choose various offensive and defensive formations for your team.

This is one heck of a good soccer simulation. One of the coolest features of the game is play-by-play. The announcer follows the play, and a small screen in the lower middle of the main screen allows you to see where your defenders are at

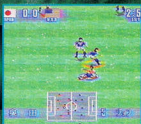
all times, so you can get the ball up to your forwards in a hurry.

Choose from any one of the world's top teams with actual player rosters. You can play in the International Cup Mode, where you play a season in a single elimination tournament, or in an exhibition game. Another option allows you to choose the colors of your team's shirts, pants and socks.

This one- or two-player game really kicks on the Super Famicom! FIFA Soccer was the top soccer game to date and should be looking over its shoulder—this game scores big.



You need many different soccer skills!





FACT FILE FATAL FURY SPECIAL

MANUFACTURER	# OF PLAYERS
HUDSON OF JAPAN	1 OR 2
DIFFICULTY	AVAILABLE
MODERATE	NOW
CARTRIDGE SIZE	NUMBER OF LEVELS
CD-ROM	N/A
THEME	% COMPLETE
FIGHTING	100%

THE GOOD

You can play as the Bosses in this game!

THE BAD

As far as I can tell, nothing! This is a great fighter!

THE UGLY

Definitely not Mai Shiranui. This chick is HOT! Be still my beating heart!

If you happen to be an owner of a PC-Engine and a fan of the ever-popular Fatal Fury game, it's time to rejoice, because Fatal Fury Special is here! For those of you who don't know the story, welcome back to civilization. It must have been tough living in those snow caves in Antarctica ... Anyway, 15 of the world's best fighters compete in South Town to earn the title "The World's Strongest Fighter." Some fighters have underlying motives for entering, however. Some want to win honor and glory, some just want to kick everyone's butt, and others want to discover the mysterious truth behind the tournament. But they all have one common desire—to win!

The entire series was nothing to sneeze at, and this upgrade is no exception. In addition to having the original 12 fighters, Fatal Fury Special now lets you play as Duck King, Tung Fu Rue and Geese Howard. In other words, you can stomp your competition as one of the Bosses! The graphics are very good for the PC-Engine, as is the sound. You can play against a friend or the computer, and there are multiple difficulty settings, from Beginner up to Arcade. This game has it all!

FATAL FURY SPECIAL

THE CHARACTERS

TERRY BOGARD



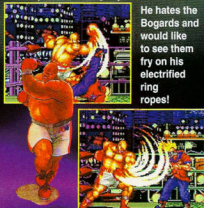
Terry's more than willing to beat anyone into a bloody pulp with his lethal combo of killer moves.

ANDY BOGARD



Terry's brother and fellow fighter in the tournament, he's out for blood, namely M. Krauser's.

AXEL HAWK



He hates the Bogards and would like to see them fry on his electrified ring ropes!

DUCK KING



Duck King has some new dance moves that he's dying to show you.

GEESE HOWARD



What can we say about this powerhouse? He's unbelievable and screams power!

TUNG FU RUE



Don't let his small size fool you. He can whip out some killer fireballs.

BIG BEAR



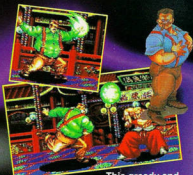
This former wrestler is even stronger than before! His flying jump kick is a killer. He's faster than he looks!

BILLY KANE



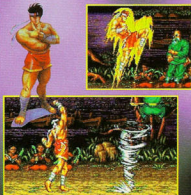
He speaks softly and carries a BIG stick. He doesn't like the Bogards that much, either. Now he's out for blood.

CHENG SIN ZAN



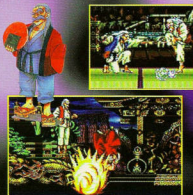
This greedy and overweight fighter is excellent with fireballs. He's slow, but still very dangerous.

JOE HIGASHI



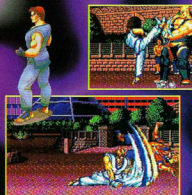
Joe joins the Bogards once again to fight Krauser's evil army. His flaming knee attack is as impressive as it is lethal.

JUBEI YAMADA



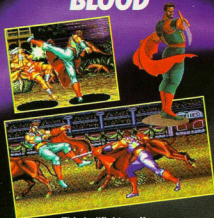
Concealed within his small frame lies unbelievable strength. Jubei's hold moves can be quite lethal; be careful!

KIM KAPHWAN



Kim likes to pummel his opponent into oblivion with a lethal kick combo. Lightning reflexes make him formidable.

LAWRENCE BLOOD



This bullfighter offers no mercy for his opponents. He uses the bulls in his stage to his advantage—use caution.

MAI SHIRANUI



Definitely one of the hottest ladies in the video land! Mai's fast and furious with her moves, and just as powerful as the guys.

WOLFGANG KRAUSER



He's baaack! Wolfgang fights with a vengeance after losing the previous Tournament. He's big and quite powerful.



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			_____ No Escape

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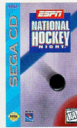
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7. Or blow off 1-6 and buy yourself some condiments.



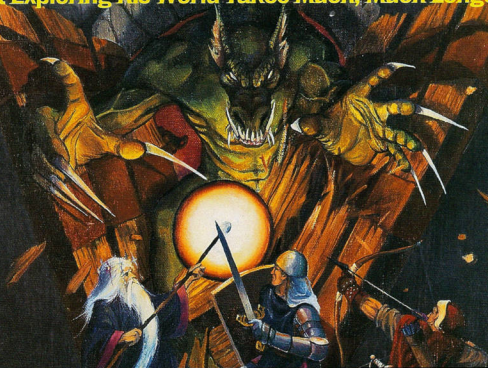
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You'll Spend Weeks Trying To Conquer Sheltem.

(But Exploring His World Takes Much, Much Longer)



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!



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CHEAT SHEET

S.H.A.D.O.W. : War of Succession Tribeca Studios/3DO

Character Moves

Here are the many moves of the characters for this game to help you out:

Anvil Stiles -

Stile's Slide: Toward + Toward + C.

Knife Throw: Down + Toward + A.

Hidden Moves:

Disappear: Away + Toward + Right Shift.

Grenade: Down + Away + C.

Erika Storm -

Katana Blast: Away + Toward + C.

Disappear: Away + Toward + Right Shift.

Hidden Moves:

Ground Fire: Down + Toward + Away + Right Shift.

Spin Stab: Right Shift + Toward + Away.

Carlos Cortez -

Flash Bomb: Away + Toward + C.

Shotgun Blast: Toward + Toward + C.

Hidden Moves:

Earthquake: Down + Toward + Away + Right Shift.

Riggs Riddick -

Hellfire: Away + Toward + A.

Riggs Roll: Toward + Down + Away.

Hidden Moves:

Disappear: Away + Toward + Right Shift.

Ghostly Touch: Toward + Toward + C.

Sasha Romanoff -

Stealth: Away + Down + C.

Dagger Draw: Down + Toward + A.

Hidden Moves:

Slide: Toward + Toward + C.

Crouch Knife: Down + Away + Right Shift.

Shock Wave

3DO

Electronic Arts

Special Password Cheats

Pause the game and then put in B, A, C, G, A, X to enter the Special Mode Access. Enter the many passwords below.



While playing, press the P button to pause, then enter the code: B, A, C, G, A, A. Now press button X (square button). You have just entered the Special Mode Access password! You already have two more maneuvers: L button + UP will spin your ship 180 degrees, and the L button + DOWN will flip you all



In the game, press button P (to pause) then B, A, C, G, A, A.

the way around. Now, you can enter more passwords. Just press the correct buttons: C, A, A, B, A, C, A, X - Gives you a powerful red laser!

A, C, A, B, A, A, C, A, A, X - Smart Bomb (one time).

C, A, A, B, A, X - Super fast reloading nukes.

A, B, A, C, A, A, B, A, X - Makes you invincible.

Try B, A, C, A, C, A, X or B, A,



You'll gain two maneuvers and you can do more!



Put in the invincibility code and you're well on your way! B, X - Funny messages in your cockpit!

Contra Hard Corps

Genesis

Konami

Rotate Graphics

When you die and go to the Continue Screen, take controller two and do the key commands to rotate the graphics.



After you die in the game and have to continue, you will see some rotating star graphics in the background. To mess with these just follow these commands for pad two: **RIGHT** - Rotates right, **LEFT** - Circular rotation, **UP** - Flips, **DOWN** - Stops, **A** - Scales away, **B** - Scales Toward, and **C** - Resumes to normal.



At the Continue Screen, do the commands with controller two.

Brutal

Sega CD

Gametek

Play as the EGM Character

Choose Enter Password from the Options. Enter the password shown below to play as the special EGM character.



This code is exclusive to EGM from Gametek! When you begin, enter the Options and then choose Enter Password. Now, put in this code as follows:

D971COMQFABCL8DM

This will give you Tai Cheetah with the name, EGM



From this screen, choose the Options and press START.



In the Options Menu, choose the Enter Password option.



Now, in the code screen enter the correct password.



You will be able to play as the EGM character, Tai Cheetah!

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



SUPER NINTENDO
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BLACKTHORNE



You are Kyle Blackthorne, mercenary and long lost Prince of the war-torn planet Taul and one mean machine. Mysteriously you are summoned back from Earth to liberate your people from Sarloc and his foul forces of evil.

Armed with brute strength, animal cunning and a lead-spewing shotgun you'll face lethal Rock Beasts, perilous Eekers and other monstrosities. All blasting at you in full-motion cinematic animation and digitized sound - so real that you'll think you've lived it.



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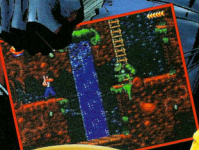
Nintendo



He's Here To Take Out The Trash.

MY ENEMIES ARE MORE EVIL AND
REPULSIVE THAN I EVER IMAGINED.
THEY ARE BRUTAL, HIDEOUS CREATURES
WHO DELIGHT IN BUTCHERING THE
INNOCENT, THE UNARMED... MY PEOPLE
I GROW IMPATIENT TO AVENGE THE
VICTIMS IN THIS HELLISH PLACE. THERE
HAD BEEN MUCH BLOODSHED, BUT THE
NIGHT IS YOUNG. AND IT'S TIME THEY
MET BLACKTHORNE.

Kyle



Win a limited Print of the
Blackthorne Art Work
signed by Jim Lee the artist!

JIM LEE

See your local retailer for details.

Interplay

Or don't play at all.



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CHEAT SHEET

S.H.A.D.O.W. :

War of Succession Tribeca Studios/3DO

Character Moves (continued)

Gabriella St. John -
Mesmerize: Toward +
Toward + Away + Away.
Cannonball: Toward +
Down + Away.
Hidden Move:
Fireball: Toward + Toward
+ C.
Viper -
Earthquake: Down +
Toward + Away + Right
Shift.
Disappear: Away + Toward
+ Right Shift
Slide: Toward + Toward + C.
Knife: Down + Toward + A.
Grenade: Down + Away + C.

Mortal Kombat II Acclaim/Super NES

Code Update

In EGM #65 page 136, there are a bunch of codes for MKII for the Super NES. At the Player Selection Screen, you are supposed to press the SELECT button after each of the codes. Ex. Super Strength: DOWN, UP, RIGHT, UP, LEFT, SELECT. The Trickman's brain has been on hold lately and he apologizes for any inconvenience this may have caused.

The Ren & Stimpy: Time Warp T-HO/Super NES

Hints and Tips

Here are some hints for the game from T-HO:
• There are different endings for the game depending on how much money Ren and Stimpy collect. There are specific walls and objects that if slapped will award you additional coins.

Super Street Fighter II Turbo

3DO

Panasonic

Play as Akuma

Do the method described below to play as the fearsome Boss, Akuma. Try the method with the second player, too.



It's true! You can play as Akuma on Super Street Fighter II Turbo for the 3DO just like the arcade! To do this, choose the Super Battle option from the Title Screen. Next, you will see the Player Select Screen with the "Select Game Speed" option in the top left-hand corner. Choose any speed you want with the Fierce Punch button (whatever you configured that to be on the controller). Now, the 1P cursor should be on Ryu. Pause on Ryu for two seconds, then move directly to T.Hawk. Pause on him for two seconds, then move to Guile. Pause for two seconds and then move to Cammy by passing through Dhalsim. Stay on Cammy for two seconds and then move directly to Ken and then up to Ryu. Pause on Ryu for two seconds again. Then press all three of your punch buttons and the X (Start/Square) button simultaneously. A shadow of Akuma



Choose "Super Battle" from the Title Screen. Press X.

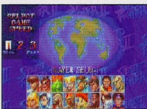


Starting at Ryu, pause for two seconds, and move to T.Hawk.



Press all Punch buttons and X (square button) simultaneously.

will replace Ryu's profile and you will now be able to play as him! Akuma's moves are:
Dragon Punch: ▶▶▶▶▶
Fireball: ▼▶▶▶▶
Red Fireball: ◀▶▶▶▶
Air Fireball: Jump + ▶▶▶▶▶
Hurricane Kick: ▼▶▶▶▶
Teleport: ▶▶▶▶▶ + 3 punches or ▶▶▶▶▶ + 3 kicks.



Pick any speed with the Fierce punch button on the controller.



From T.Hawk, follow the pattern for Guile, Cammy and Ryu.



You will face your opponents as the fearsome Akuma!



If you lose with him, you'll have to do the trick all over again.

The Lion King

Super NES

Virgin

Invincibility and Stage Select

Go to the Options from the Title Screen. In the Options, press B, A, R button, R button, Y. This will give you new options.



This awesome code will give you invincibility and a stage select! To do this, access the Options from the Title Screen. Now, in the Options, press these buttons on controller one: B, A, R button,



At the Title Screen, go to the Options and press START.

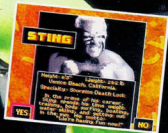
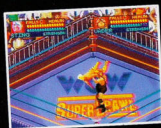
ton, R button, Y. Now you will see options for Invulnerability and Level Turn Invulnerability on and you'll have invincibility! Move to the Level, and you can access any stage in the game; even the bonus stages to get you through the game!



In the Options, press B, A, R button, R button, Y for the trick.



SLAMM'N'



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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CHEAT SHEET

Earthworm Jim Playmates/Genesis

Weapon Power-Up

This code will give you ultimate weapon power when you enter it. Just pause the game at any point in play, and enter this code with controller one: A, B, B, B, C, A, C, C. Now, your bullets are at their maximum amount!

DOOM	
32X	Sega
Invincibility and Ammo Power-Up	
Pause and press X, Z, Mode and UP simultaneously for Invincibility or A, C, Mode and UP simultaneously for Ammo.	

These are incredible codes for the 32X DOOM. You must have a six-button controller to perform them. At any point in the game, pause. Next, press X, Z, Mode button, and UP simultaneously. This gives you invincibility. Pause, press A, C, Mode button and UP simultaneously for 500 ammo any time!



First, press START to pause the game. You'll see this screen.



Take your six-button controller and do the code for health.



Also on the six-button pad you can do the ammunition code.



Change weapons to what you want and have a ball!

Samurai Shodown

Game Boy Takara

Play as Three More Characters

When you see a close-up of Haohmaru's eyes in the beginning cinema, press the SELECT button three times.



Now you can play as three more characters, previously unavailable in Samurai Shodown for the Game Boy! To do this, wait until you see a close-up of Haohmaru's eyes on the beginning cinema. Now, press the SELECT button three times. You'll hear a sound! Now you can play as Kuroko, Hikyaku or Amakusa!



Three new characters will appear below the others!

GAME GENIE

Donkey Kong Country Nintendo/Super NES

Game Genie Codes

1768-C34D - Start with 100 lives.

F6C1-3D6D + FBC1-34AD - 25 bananas needed for an extra life.

1D68-3FDD + 196A-333D - Keep animals between stages (keeping the fish on a non-water stage or others on a water stage will cause problems).

3D81-1273 - Mega Jump for Donkey Kong.

D76B-337E - Get both Kongs back on the map screen after dying (doesn't work when you fall off the screen).

DDB9-3DD4 - Pressing START and SELECT will exit any level, not just completed levels.

1DCC-CA7A - Almost invincible—Switch the Game Genie off if you get stuck in the game.

The King of Fighters '94

Neo-Geo/CD SNK

Blood Code and More

At the High Score Screen press A and D together on pad one and B and C together on pad two simultaneously.



To get the blood back in the American version of the game, just do this trick. Wait until the game's High Score Screen appears. Next, take controller one and controller two. Press buttons A and D together on controller one and press B and C together on controller two simultaneously. Now, just press START to go to the game.



At the game's High Score Screen, do the trick.



Mai's "bounciness" is back in the game with this code!



This is the game without the blood code in it.

Choose your characters. When you fight, you'll notice



This is the game with it in. It's much more realistic now!

blood (and Mai)!

Note: This trick works on the preliminary version of the game. This trick does not work on the final version.

FACE YOUR DESTINY.



THE FIRST TIME, YOU WON.

THE SECOND TIME, THEY WON.

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

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

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SUPER
STAR WARS

RETURN OF THE JEDI



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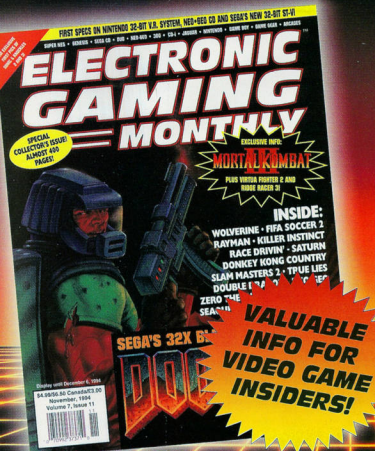
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Address

City

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Phone

General Rules: 1. No Purchase Necessary. To enter, mail in the entry form or a standard sized postcard to the address specified above. No purchase or payment of any money is necessary to enter. One entry per household. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Entries must be received by February 13, 1992. All entries become exclusive property of the Sponsor and will not be acknowledged or returned. Sponsor reserves the right to change the rules of the contest at any time without notice. 2. Prizes: 1 Grand Prize: One of Nintendo of America Inc. facilities in Belmont, Massachusetts. Air transportation for two to Seattle, Washington from the nearest gateway city and hotel accommodations selected by Sponsor in Seattle/Washington. Roundtrip for two people (one round trip for two days and two nights, ground transportation for two to and from airport and hotel, and to and from Nintendo and back). The winner is responsible for all other expenses that Winner and/or guest incur in connection with the prize including, but not limited to, meals, incidental expenses and other travel related expenses. Nintendo will disburse the available daily cash prize. Grand prize has an approximate retail value of \$10,000. 3. First Prizes: Super NES Control Set and a Donkey Kong Country game. First prize has an approximate retail value of \$200. 4. Second Prizes: Donkey Kong Country game. Second prize has an approximate retail value of \$50. 5. Winner will be determined by a random drawing from all valid entries by Sander Publishing Group, Inc. whose decisions are final. Drawing to be held on or about February 25, 1992. All prizes will be awarded. Prize winners will be notified by mail. Prizes are non-transferable. No substitution of prizes is allowed, except at the option of Sponsor, should the nearest prize become unavailable. 6. Odds of Winning: The odds of winning will be determined by number of valid entries. 7. Eligibility: Sponsorships open to residents of United States. Non-compliance with the time parameters contained herein or failure of any prerequisite notification as undergarment will result in disqualification and an alternate winner will be selected. Winner or non legal guardians and age or address of eligibility must be verified by telephone interview within 30 days of award or forfeit prize. By acceptance of prize, winning agrees to the use of their name and likeness for purposes of advertising, trade, or promotion without further compensation, unless published by law. 8. Winner with a travel prize, winner must be accompanied by a parent or legal guardian on said travel. Travel companions must sign a liability release. Employees of Sander Publishing Group, Inc. and Nintendo of America Inc., and their respective affiliates are not eligible. Neither Sander Publishing Group, Inc., Nintendo of America Inc., or their respective affiliates, subsidiaries, divisions, or related companies are responsible for any damages, tears, or expenses that contestants might incur as a result of this contest or receipt of prize. 9. Winner List: Full list of winners, grand and alternate, self-addressed envelope to: Nintendo Contest Winners, 1920 Highland Avenue, Suite 285, Lombard, IL 60148. Requests for entries into will be received by April 20, 1992. Items to be sent by delivery of winners list. 10. Restriction: Contest is open to legal residents of the United States of America. Void where prohibited or restricted by law. Allotted, grand and first prize recipients copy. 7. Contest sponsored by Sander Publishing Group, Inc. and Nintendo of America Inc. ©2011 is a trademark of Sander Publishing Group, Inc. Donkey Kong Country and Super Nintendo Control Set are trademarks of Nintendo of America Inc. ©1991 Nintendo. All rights reserved. Printed in U.S.A.

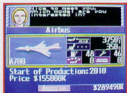
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- Diversify your airline through business ventures such as golf courses, ski resorts & shuttle services
- One to four player fun

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CHEAT SHEET

Contra: Hard Corps Konami/Genesis

Hidden Level

To enter a hidden level in this game, go through the game until you reach the Junkyard Stage. After destroying the first mini-Boss, you will enter an underground layer with wall-mounted cannons and a destroyable wall. Now, climb the wall and be prepared to make a choice that can lead to a special ending for the game!

Armando Couret
Brooklyn, NY



You must have a Pro-Action Replay cartridge for your Super NES to make these codes work.

Super Street Fighter II Capcom/Super NES

Pro Action Replay Codes

7E05370X—Two special moves at once for player one (X is 0, 2, 4 or 6).
7E07770X—As above for player two.
7E05990F—All of player one's moves do maximum damage (regardless of handicaps).
7E07D90F—All of player two's moves do maximum damage (regardless of handicaps).
7E059A01—Super turbo speed for player one only.
7E07DA01—Super turbo speed for player two only.
7E02B1XX—XX changes the color of the fireballs.

continued on page 136

FIFA International Soccer

300

Electronic Arts

Cool Codes

At the Title Screen, after the title song press C, B, C. On the D pad hold left and press B, then C. Then hit A to bring up the menu.



At any point in the game, press button P to pause and then press the corresponding buttons for various results:
Hot Potato Mode—C, R, A, B, B, R, L, A, B, A, B, B, R.
Invisible Walls—A, B, B, A, C, A, B, A, B, B, A.
Laser Ball Mode—L, A, C, R, B, A, L, L.
Giant Player Mode—B, A, B, A, R, B, A, B, B, A, R.



Press P to pause and do a code. It's confirmed by the blue box.

Big Ball Mode—B, C, B, A, L, L, A, B, A, L, L.
Metallic Men Mode—B, A, R, C, L, B, A, B, B, A.
Beefcake Mode—R, A, L, B, A, C, L, A, B, A.
After you do any one of these codes, you can confirm that it worked by the blue box that says the code was activated. Do the code again to deactivate it.



Enter the Beefcake Mode and you'll be playing a skins game.



Combine codes to make a wacked-out soccer game!

Out of This World

300

Interplay

Hidden Game

Go to the Password Option and in the Password Screen, put in the code BRGR. This will bring you to a hidden game!



Access the Password Option from the Title Screen. In the Password Screen, enter this code: BRGR. After you enter the code, move to "OK" and press the A button. You will see STALACTITES. It's a hidden game where the object is to avoid the bouncing balls and keep the stalactites from reaching the ground.



Avoid the bouncing balls and keep the stalactites at bay!

Earthworm Jim

Super Nes

Playmates

The Wrong Code

Pause the game any time and enter Y, A, B, B, A, Y, A, B, B, A with controller one. The faces tell you this is the wrong code.



During the game, press the START button at any time to pause. Now, enter this code with controller one: Y, A, B, B, A, Y, A, B, B, A. The screen will fade out to reveal a secret screen. No, it's not a Stage Select Screen or anything of the sort (dam). The preliminary versions of this game used to have this code to get through the game



Press START to pause the game. Then enter the code.



Nick Jones, the man with many haircuts, will tell you something.



After entering the code, you will get this screen.



He will tell you that this is the old cheat code! How odd.

more easily. But they weren't going to let us off that easy!

Nick Jones will tell you that this is the old cheat code!

Fuzzy Blue Rats
CAN'T
Skateboard

Overgrown Housecats
CAN'T
Hang Glide

Dirty Worms
CAN'T
Whistle

Mere Mortals
CAN'T
Become Super Heroes

Big Hairy Apes
CAN'T
Think For Themselves

PAC-MAN

There's tons of killer stuff Pac-Man can do that others can't. He can thrash on his skateboard, shred clouds with his glider, even "SHAZAMMI" himself into Super-Pac-Man.



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

Unlike one-ply characters, Pac-Man performs all his own stunts—this dude can freestyle with the best of them!



"When I'm this high up, the last thing I need is one more ghostly ghost."

But sometimes he needs a reality check. So it's your duty to hang with Pac-Man through all his adventures.



After all, you wouldn't want Pac-Man to get crushed like some sponder-sportin' street thug.



"You can even play the game that made me the world's first video game super hero! (I don't have a big head, do I?)"

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CHEAT SHEET

The Ren & Stimpy Show: Time Warp T-NO/Super NES Hints and Tips

In the fourth episode, "Monkey See, Monkey Don't," use the rubber suction cups to climb up and over the monkey cages to avoid the most hazardous dangers in the level.

Beavis & Butt-head

Genesis Vlcrom

Extra Weapons and Cash

By entering these passwords, you will be able to get some extra money and weapons to help you through the game.



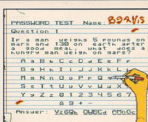
Here are some passwords for Beavis & Butt-head.

GvKlh fuhlI G7JPC
Vz6Qb OWBcd AMnGc
e7EKY iP2qe taVYF
Js2Nt 9SArV fDTRI
W2mub SRhdk GINOh
4369E vifdK QPOWk
mlvOI mp2yH Xy7LQ

Jonathon Messenger
Temple Terrace, FL



Begin at the Option Screen by entering a password.



Circle the letters/numbers that will be used for the code.



Enter (Js2Nt 9SArV fDTRI) for Two-player Mode with weapons.



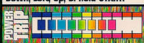
Enter (e7EKY iP2qe taVYF) for One-player Mode with weapons.

Shining Force II

Genesis Sega

Secret Configuration Mode

At the SEGA logo, very quickly enter Up, Down, Up, Down, Left, Right, Left, Right, Up, Right, Down, Left, Up, B. Hold START.



This will give you a Config. Mode for Shining Force II. When the Sega logo starts appearing on the screen, take pad one and very quickly, press these buttons: Up, Down, Up, Down, Left, Right, Left, Right, Up, Right, Down, Left, Up, B. Now, hold START until the witch says, "Configuration."



Enter the code very quickly before "SEGA" fades out.



Press and hold START. Keep holding it; press A to get through.



Keep holding START until she says, "Configuration."



Choose Turbo, Auto Battle, Control Enemies and Complete Game!

Sonic & Knuckles

Genesis Sega

Play Bonus Levels with Different Cartridges

Plug the Sonic & Knuckles cart in the Genesis and try plugging different cartridges on top for many different bonus levels.



This trick lets you play many different bonus levels in the game just by changing the cartridges in the Sonic & Knuckles port. Plug in any Genesis cartridge on top of the S & N cart and if you get a screen (with Sonic and friends) that says, "No Way," press A, B and C. You'll get to play new bonus levels! Try different cartridges!



By using different carts the screen puzzles will change.

GAME GENIE

You must have a Game Genie for your Super NES to make these codes work. Just go to the Game Genie Password Screen and enter any one of these codes for various results in your favorite video games!

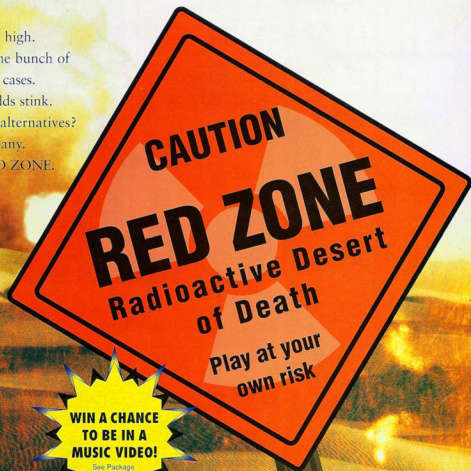
Final Fantasy III Square Soft/ Super NES

Game Genie Codes

D15C-7BE5-Start Terra with "man eater" equipped.
9258-7675-Start Terra with gold shield equipped.
5B58-7655-Start Terra with mystery veil equipped.
BC58-7685-Start Terra with Genji armor equipped.
3CB8-5DAE-Most items can be used infinitely—
SWITCH OFF TO EXIT THE MENU SCREEN.
DOESN'T WORK IN BATTLE MODE.

THIS IS THE PRICE OF FAILURE.

The stakes are high.
And your crew is one bunch of
hard-core head cases.
Altogether, the odds stink.
Care to consider the alternatives?
There aren't any.
See you in the RED ZONE.



16 megs of rugged adventure and non-stop action with smooth animation and full-screen movie sequences.



Body count: in the radicals' maze-like bunkers, it's muzzle-to-muzzle.

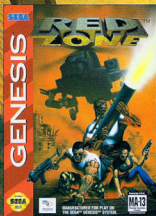


Your Apache's got it all: radar, auto night tracking and the devil's own firepower.

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CHEAT SHEET

MOST WANTED TRICK

This month's little rumor is for the incredible game, Donkey Kong Country for the Super NES. Here is what a lot of people would like to see (including us). What if there was a fully-rendered version of the original Donkey Kong game in Donkey Kong Country? Wouldn't you go ape?! We sure would! There are quite a few tricks and strategies for this game already. Just look at the Special Feature exclusively for Donkey Kong Country in this magazine! This cool code is only a rumor, but if you find out any truth to it before we do, and have some hard evidence to back it up (namely, a method), you are eligible to win a free game for the allowable system of your choice and get your name printed in our awesome magazine!



Is this trick possible? Could it be done on the Title Screen?



If you have any clue on this Most Wanted Trick, send it!

Ren & Stimpy: Time Warp

Super NES T-HQ

Passcodes for Minigames

Go to the Options from the Title Screen and enter the password to play the game for the level you are currently in.



Here is a good way to remember how to work these passcodes. The hieroglyphics translate into eight numbers: 8 being in the noon position, 7 being in the next counterclockwise position and so on, until you reach number 1 (1:00 position).

Level	Game	Code
Fish Head	Log Invaders	35147
Splinter	Space Log	17286
Lumber	Log War	11283
Toothpick	Log Man	71255



Access the Options from the Title Screen. Press START.



If done correctly, you will be able to access the minigame!



Think of it as an eight-numbered clock. Enter the password.



Each level has its own minigame. Try them all! Joy!!

Crazy Chase

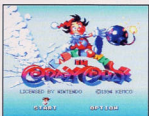
Super NES Kemco

Level Skip

To activate the Level Skip, you need to press L and R on both controllers in the correct method and then press the right buttons.



This Level Skip code is kind of tricky and takes practice, but it does work. At the Title Screen, take controller two and hold the L button. While holding it, press and hold the R button. While holding these, take controller one and hold the L button, then the R button. With all of these held on both controllers, press the corresponding buttons (to the level you want to choose) on both controllers simultaneously.



At the Title Screen, do the code with both controllers.



Now, you will be able to begin on the level you chose!



Press the button on both pads corresponding with the level.



You can even choose to start on the infamous fifth level!

Level Four-X buttons, Level Five-Y buttons.

Sonic Blastman 2

Super NES Taito

Same Character Select

On the Character Selection Screen, have one player pick while the other holds L and R on the second controller.



This cool trick will let you choose the same character for a two-player game! Just enter the Character Select Screen and have player one choose a character. Next, hold the top L and R buttons on controller two as player two picks the same character. You now have the same player with different colors!



Don't worry! Two players can now be the same character!

An RPG You Can Really Sink Your Excysmyr* Into.

In the universe of role-playing games, there are many pretenders to the throne. Most are no deeper than a castle moat. But if you thirst for a role-playing adventure that has more to offer than just a mace and a potion, seek out *Dungeon Master II: Skullkeep*. It offers more characters, creatures and puzzles that require all the cunning and wit you can conjure up... without chanting.

Dungeon Master II SKULLKEEP



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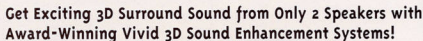
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NEXT WAVE

15 GAMES PREVIEWED!!!

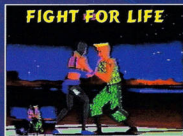
Blue Lightning, Incoming, TimeCop, Trivial Pursuit, Clue, Family Feud, Dinosaurs & Cadillacs, Air Cavalry, Rise of the Robots, Troy Aikman NFL Football, Val D'Isere Skiing and Snowboarding, Hover Strike, Dragon's Lair, Flashback, Ultra Vortex

NEW SOFT NEWS

Howdy-ho players. This month's Next Wave is very important. Why, you ask? Simply put, it's the first time that it's been confirmed Saturn and PlayStation games will be released in America. The monumental first game is called Incoming, by Data East. Check it out.

Also, Wing Commander 3 will be going to the 3DO. More news next issue.

You might notice we've managed to find a bunch of Jaguar games that will be appearing in the future. Burn Out and Fight For Life (both below) look especially good. Could this breathe new life into the Jaguar? Until the next Next Wave...



Atari

Blue Lightning

Jaguar

Shooter

Lynx owners may recall a great little shooter called Blue Lightning and how intense it was. Well, times have changed, and a brand-new version of it is on its way to the Jaguar.

Load up your plane with an arsenal of missiles and take to the skies. You have a lot of missions to accomplish, and none of them will be a cakewalk. You've got tanks, SAMs, enemy aircraft and worse gunning after you. It's going to be tough, but if you have quick reflexes and nerves of steel, you might have a chance.

If you enjoyed the original, this one is a real improvement.



When you've got a lock on the enemy, you'd better let loose a few missiles.



Bomb the enemy supply trucks to put a halt to their military actions.

BLUE LIGHTNING

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Customize your fighter before flying into the danger zone.



SAMs and other anti-aircraft weapons will fire round after round at you.



Shoot through narrow cliffs to avoid enemy gunfire that could take you down.

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NEXT WAVE

Data East

Incoming

Saturn 6 PS-X

Action

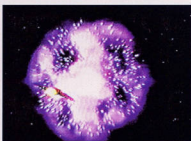
Data East has a brand-new game that will be available on the PlayStation and the Saturn when they reach the States. These shots are very preliminary; however, we'll get more on this game at the Winter CES.

You play as a Tyron Cybernetics information technician, whose job it is to install an automated defense system on a base that protects the company's assets on the Duat colony. Suddenly the base comes under attack from a hostile force.

The base is equipped with droids, weapons and other defense systems that you can use by manipulating terminals strewn throughout the base. The enemies are attacking the base from all sides, and you will have to man gun turrets and other weapons in order to survive. If you cannot stop them, you will be slaughtered.

Incoming uses lots of polygons and texture mapping to generate a realistic world. The action can get intense as you are one man trying to stop an army.

Be sure to look for more on these "next generation" games in the near future.



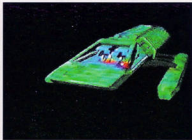
Use your turrets to blast the enemy ships into space dust.



Incoming is loaded with ultra-hot visuals of space-age ships.



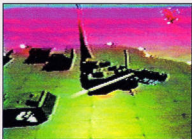
The enemy ships are fast, and they will try to break through your defenses.



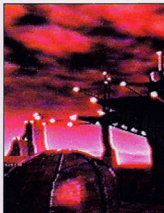
The ships can be scaled and rotated easily with the system hardware.



The animation is smooth and shows off what 32-Bit can do.



Plenty of cinema displays keep you updated as to what is happening.



These scenes show off the enemy onslaught that strikes the Tyron Cybernetics plant. They're loaded with action and are totally unlike anything you've ever seen before. You won't believe your eyes!



Be sure to remember this game. You are bound to see more of it as the Saturn and the PlayStation come closer to their release in America. Are you ready to say goodbye to 16-Bit? You might now!

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playing your favorite Genesis™ sports games. Time Warner Interactive's latest Game Gear titles make sure the action follows you wherever you go: RBI® Baseball '94 lets you play baseball with the pros. Tee up and swing into a round of pressure-cooking golf with PGA TOUR® Golf II. Or get into some serious bashing and crashing with Road Rash® II!

PGA TOUR® Golf II improves on the original hit with enhanced graphics, more realistic ball action and six courses. Take on the 3 Pros who come with the game or tee off against your buddies for prize money and prestige!

With artwork and animation adapted from the Genesis™ version, '94 has over 100 real players, the 28 big teams, complete stats. Use the baseball to complete the season, playoffs, championships!

Join the Speed and Bleed circuit with Road Rash II, the ultimate motorcycle racing game. Scream around five tracks that become increasingly more difficult. Face opponents who get nastier as the race goes on. Challenge a buddy head-to-head with the Gear-to-Gear™ link, then add a pack of Rashers to make it really vicious. Upgrade to 15 different bikes to improve your ride. The only rule on this road is survival the meanest!



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TIME WARNER
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NEXT WAVE

JVC

TimeCop

Super NES

Action

Washington, DC—1994. An obscure doctor has successfully completed the concept of time travel after 10 years of work. A young police officer named Max Walker is chosen to be an officer in the agency charged with policing this possibly dangerous technology. The same night Max tells his wife about the new job, she is mysteriously murdered.

DC—2004. Max Walker is one of the most dangerous officers in the TEC: Time Enforcement Commission. As a TEC agent, you have to travel to a number of different time periods (past only) to stop greedy criminals from cashing in on events that have already happened. With scenes from the movie and fully-digitized graphics, TimeCop looks hot.



Battle scientists and strange robots in a future Washington, DC.



Accelerate into the past at light speed in your time-traveling device.



TimeCop uses digitized characters throughout the game.



Los Angeles punks try to take out the hero with punches and kicks.



Delve deep into the ocean to prevent an evil plot that's under way.



Cinemas will bring you the story between the many levels.

SCENES RIGHT FROM THE MOVIE



TimeCop is a game like no other. The smooth movements of the main character and the attention to the backgrounds make this one stand out. This game is a must for fans of the hit movie.



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NEXT WAVE

Parker Brothers

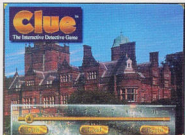
Clue

Sega CD

Board Game

Whodunnit? Someone's been killed, and you must find out who, where and with what weapon. Travel around the mansion and see the suspects. Since this game is on CD, expect to see lots of full-motion video sequences that'll let you meet the suspects. Everyone from Colonel Mustard to Professor Plum is here. Can you be the first to solve the mystery of Clue?

This is a great translation of the classic board game. It's just the thing for a night of mystery.



Within the manor, a crime of the most evil intentions will be committed.



Search each room of the mansion for the clues you need to win.



Question each person to reveal who is the killer and who is innocent.

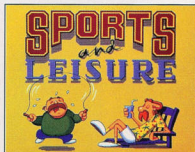
Parker Brothers

Trivial Pursuit

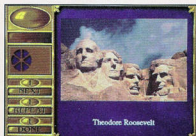
Sega CD

Board Game

The ultimate quiz game that took the public by storm several years ago is now a lighthearted video game. Using the Sega CD's abilities to churn out cute cinemas and digitized graphics, your brains are sure to be added. Win in all of the topics to beat the game!



One of the topics, People and Places, will test your knowledge of the subject.



Try to collect all of the pieces of the picture to win the game.

Gametek

Family Feud

3D0

Puzzle

The odds have it that you've watched this game show at least once. It pits two families against each other in a frothing quiz-fest. Gametek, known for their game show translations is bringing Family Feud to the 3D0.

Family Feud is loaded with real voice and digitized images to make it seem as if you are really on the set of the show. There are hundreds of questions and some of them are really tough.

The 3D0 version of Family Feud is loads of fun to play, especially if you have a bunch of people gathered together playing it.



Try to answer first, so you can take control of the board.



Each member of the family will have a chance to add an answer.



You'll have to make an educated guess in order to win the jackpot at the end.

Lufia

& The fortress of Doom

GENESIS™

Spring 1995

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NEXT WAVE

Rocket Science Games

Cadillacs & Dinosaurs

Sega CD

Action

In the year 2020 AD, the Earth was ravaged by a great cataclysm. Survivors hid under the Earth's surface to return hundreds of years later. They found a world swarming with evidence of a billion years of evolution, containing dinosaurs and the like. Two survivors of the cataclysm, Jack Tenrec and Hannah Dundee, find themselves involved in a race to prevent a second cataclysm that would leave no survivors! You must drive your Cadillac through the dinosaur-filled jungle and stop the accursed event from happening. Will you make it in time?



A Brontosaurus will wander out in front of your car. If you hit him, you'll get



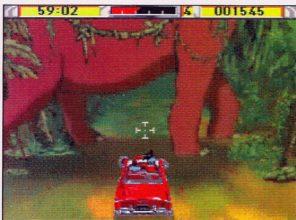
There are many jumps, turns and traps that await you as you drive.



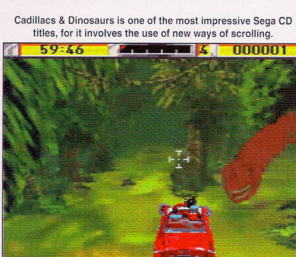
See what happens if you hit a Brontosaurus? That's gotta hurt!



The pterodactyls are very territorial. Try to avoid them at all costs.



Watch your driving skills as you try to weave between the legs of walking dinosaurs. One wrong move, and...



Cadillacs & Dinosaurs is one of the most impressive Sega CD titles, for it involves the use of new ways of scrolling.

DETAILED CINEMA DISPLAYS THROUGHOUT THE GAME!



As you can see, beautiful cinema displays bring the graphic novel of Cadillacs & Dinosaurs alive. They seem to break the color barriers of the Sega CD, and are all full-screen. They're great to watch.

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NEXT WAVE

Time Warner

Rise of the Robots

Game Gear

Fighting

Last month you might have seen the Super NES version of this same game. Well, now there's a portable version on the Game Gear.

Robots have gone haywire, and you must face them all. If you can, use your metallic fists and feet to smash them into the ground. It will take fast fingers if you are to survive the five troublesome mechanoids.

If you need a good fighting game for the Game Gear, Rise of the Robots might satisfy your desire for carnage. Rise of the Robots looks pretty good, so check it out.

RISE OF THE ROBOTS



In the Training Mode, you can select which opponent to fight.



There are even cinemas in this game! That's rare on a portable.



The first robot is slow and fairly weak. Use jump kicks to weaken it.



The second robot has a great reach. Figure out how to zone him.



This robot moves quickly, and slices with razor-sharp blades.



This humanoid mech moves quickly and has lots of nasty moves.



Here he is: the last deadly robot. Can you put down the robot revolution?

Gametek

Air Cavalry

Super NES

Action

Gametek's got a brand-new flight sim that's as action packed as the real thing. Fly into the heart of the enemy's defenses. If you've got the right stuff, you can annihilate the opposition. If not, you'll crash and burn.

Air Cavalry uses the Super NES' effects to a great degree. The Mode 7 ability is used a lot to bring choppers, planes and missiles right in front of your face. This game has great graphics and sounds, bringing the experience alive. Adjust your speed, and set your altitude. Lock onto the targets that are trying to nail you, and then blast them to dust.

If high-flying adventures are your thing, Air Cavalry will give you a thrill. This is one of the more intense flight sims around.



One look at your "friend-or-foe" gauge will show you the enemy.

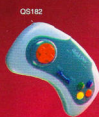


Enemy helicopters will strafe you with gunfire in terrific battles.



Travel along the enemy border. This is where you engage the opposition.

ARE YOU A SEGA MANIAC? OR AN SNES SUCCESS?



QS182



QS186



QS197



QS184



QS190



QS162



QS175



QS173



QS135



QS183



QS181



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NEXT WAVE

Williams

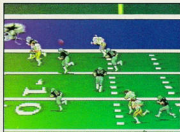
Troy Aikman NFL Football

Jaguar

Sports

The real football game for the Jaguar is here! Now armchair athletes have a reason to celebrate. Troy Aikman NFL Football for the Jaguar gives players a realistic game of football that's loaded with lots of moves and large characters.

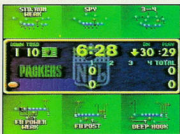
The graphics in Troy Aikman look very good. One look at the pictures below and it's easy to see that this one's going to be a game that's hard to beat. If you want lots of plays, this one's got them all. For a first football game, it's really impressive.



Scramble down to the endzone for the touchdown, if you can.



Go in for the long bomb. If you can catch it, you'll get lots of yardage.



Your playbook is filled with loads of tactics for you to try out.

Atari

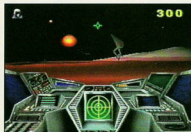
Hover Strike

Jaguar

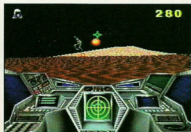
Action

If you want some major tank combat, Hover Strike is for you. Climb into the cockpit and strap yourself in. You will be going deep within enemy territory, hunting down anyone foolish enough to fight you.

Hover Strike uses a lot of the Jaguar's scaling and rotation effects throughout the game. Hover Strike should blow you away!



Tracers light up the sky as you engage the enemy face to face.



Texture-mapped polygons in Hover Strike's terrain make for a realistic look.

Atari

Val D'sere Skiing and Snowboarding

Jaguar

Sports

If you've always wanted to go skiing or snowboarding, but were afraid that you'd lose a few limbs in the process, you can finally experience it at home.

Val D'Sere Skiing and Snowboarding will bring the sheer exhilaration of zipping down a mountainside at breakneck speeds into your living room. Slalom down a course, avoiding rocks and trees, or snowboard down an obstacle course that could pulverize you if you get careless.

This is one of the most unique titles coming out for the Jaguar, and it would be worth your time to try it out. No more broken legs!



Watch out for trees that can ruin your day rather quickly if you're not careful.



Fly between markers as you try to finish the course alive.

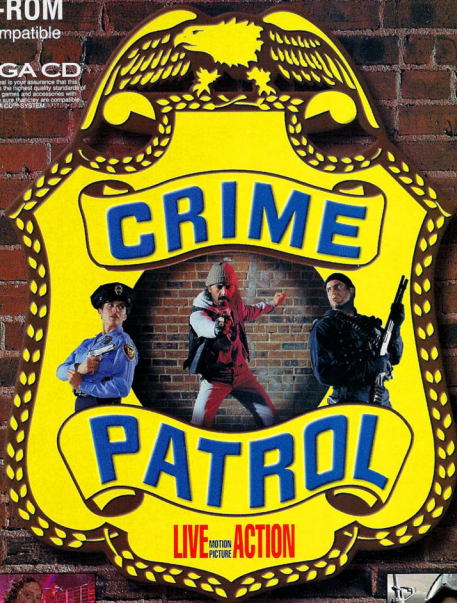


Sheets of ice make the going quite slippery. Watch your balance.

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LIVE ACTION
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This multi-level live action thriller challenges the player to progress through police ranks, battling a variety of criminal elements. As a Rookie the player takes on gang members, armed robbers and other street criminals. Promotion to Detective will mean working undercover against drug dealers and car thief rings. Be prepared to confront bank robbers and terrorists once you're selected for SWAT team assignment. Only the better player will be able to reach Delta Force and tangle with a criminal element threatening national security.

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NEXT WAVE

U.S. Gold

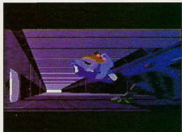
Flashback

Jaguar

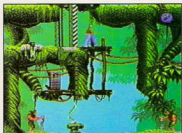
Adventure

You've lost your memory, and now a bunch of aliens are after you. Why? You must find out.

Flashback wowed everyone when it broke graphic barriers on the Genesis, and now this excellent cart is for the Jaguar. The terrific cinema displays in this version are the smoothest that you'll find anywhere. They look really good. Essentially, it's the same game, but if you don't have any of the other versions, it's something to pick up. Flashback won't disappoint you. It's a great adventure.



The cinemas are as smooth as silk, and they are fast too. Awesome!



You awaken in the jungle after being blasted out of the sky.



You've regained your memory, and are now trying to stop the aliens.

ReadySoft

Dragon's Lair

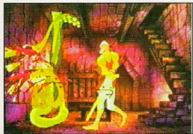
Jaguar

Action

The quarter-crunching coin-op from way back is now on its way for the Jaguar system! Join Dirk the Daring as he ventures into Singe the Dragon's home and tries to rescue Princess Daphne. Along the way he will match wits with the diabolical Lizard King and the Black Knight. Can you guide Dirk to victory?



Singe awaits our hero in the midst of a treasure-filled cavern.



Use your sword to hack any of the denizens that happen to appear.

Beyond Games

Ultra Vortex

Jaguar

Fighting

If fighting games are your thing, there's a brand-new one on the way. We first showed you pictures of this title a while back, and since then the game has been retooled a bit.

Ultra Vortex is a dark and grimy game where the players fight for their lives amidst ruins and places of evil. Warriors like the fiery Volcana and the brutal Buzzsaw use their mystical powers to conquer each other in bouts where anything goes.

There haven't been any fighting games for the Jaguar since Kasumi Ninja, so this one has been eagerly awaited. If you enjoyed Kasumi, Ultra Vortex might be right up your alley.



Grok the living rock can take a lot of damage, as well as dish it out.



Volcana readies a ball of plasma to use against the nimble Lucious.



If you want blood, Ultra Vortex has it. Prepare to see lots of red stuff flying.



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LIGHT YEARS
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IT BRING
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SPECIAL FEATURE!

DONKEY KONG COUNTRY TIPS AND SECRETS

By now I'm sure you've gotten your copy of the hottest game of the year, DKC. If you haven't,

I'm not going to even begin to tell you everything you're missing out on. And if you have gotten your copy, then check out the next five pages—you may just be a little surprised at some of the things you're missing out on too! We've been burning the midnight oil here at the homefront just to get you all of the hottest secrets and tricks there are to know about this awesome game.

The first three areas, Kongo Jungle, Monkey Mines and the Vine Valley are featured in the section along with the bonus levels. When you think you've got those mastered, check back with us in a month, we'll be more than happy to let you in on a few hidden areas for the last three areas. As much as we'd like to believe it, we're not perfect when it comes to secret searching. So if you find any hidden goodies that we haven't, make sure to drop the one and only Trickman Terry a line. I'm sure he'd love to hear from you. Until next month, See ya.



BONUS LEVELS

The bonus levels may seem like nothing at all at first glance. But if you're smart enough, you can find a bonus within a bonus. First of all, there are four bonus levels, one for each of the animals that help you throughout the game except for Squaks. In order to make it to the bonus rounds you must collect three animal icons. The main goal in the bonus stage is to collect as many small animal icons as you can before the time runs out. For every 100 icons you collect, you will earn a free life. Ready for the real secret? Check out En Guarde's bonus stage to the right.



En Guarde's bonus level starts in the middle. You are surrounded by small icons. Instead of just grabbing the icons, head to the special rooms!



The 1, 2 and 3 rooms are on the top, left and right. Head to these rooms first and you will be able to double or even triple your icons.



Each bonus level has a special golden icon that will give you twice the amount. Find it and you can get tons of free guys in these stages!

AREA 1-KONGO JUNGLE



JUNGLE HIGH JINKS

In the beginning of the level, you can scale the side of your house to make it up to the treetops. Follow the arrow, and when you hit the ground, you will get a steel keg. Bounce the keg off the left wall, and ride it until you break into the secret area with bananas and a 1-Up!



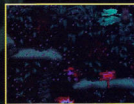
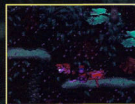
The jungle high jinks is a great place for you to get acquainted with the way everything controls. It's a fairly easy level, but that doesn't mean that there aren't any secret levels. Grab a barrel and jump down the ledge, break the wall and make your way inside where you can try your luck at getting an animal token.



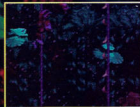
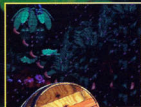
ROPEY RAMPAGE

A lot of the secret

areas can be found pretty easily if you take your time and look everywhere! Here you can see the edge of a barrel. Jump in, and you will be taken for a ride into a bonus level where you can earn a 1-Up.



This one's a little harder. At the first Kritter, if you jump, you will fall into a barrel that will shoot you right into a secret level where you must climb the vines and grab as many bananas as you can.



REPTILE RUMBLE



A lot of times, an item is placed close to a hidden area to distract you, such as in this case. When you see the "K" icon, turn around, grab the barrel, and then head into the room for a 1-Up.

Any time you see a barrel, check around. It's a good possibility that there's a wall around for you to use it on. In this bonus room, you can sharpen up your tire jumping skills and get your daily allowance of potassium also.

SPECIAL FEATURE!



CORAL CAPERS

A lot of times the secrets aren't really hidden. Sometimes the enemies are guarding the entrances. In order to grab the animal token, you have to figure out a way to get past chomps first!



When you see the first Croctopus in the level, wait until he goes around the reef and up. Then, sneak through the passageway and head straight down for a bunch of bananas!



BARREL CANNON CANYON

Toward the end of the level, you will run into an area where there are two humps. After the first hump, go back, grab a barrel and launch it into the right side of the hump. Once you're in the bonus level, your goal is to pick the right path when blasting out of the barrel. Will it be a 1-Up or an animal token?



When you get to the last barrel, aim for the lowest part of the wall. You will be taken to a bonus level where you can snag a 1-Up.



WINKY'S WALKWAY

AREA 2-MONKEY MINES

Winky's Walkway is the first level in the Monkey Mines and by far the easiest. There really aren't any hidden secrets, just figure out how to get Winky and you should be all set. Good Luck!



There is a bonus area that isn't very hard to see or get to, but if you're not riding on Winky, you won't be able to reach the bananas that are worth 10 a piece. Does this guy have some legs or what?



MINE CART CARNAGE

The Mine Cart Carnage is unlike any other level. None of the items are hidden, they're just impossible to get!

Thanks to our Dave M, we found an instant exit! Just jump over the first barrel and fall along the edge of the wall!

Instant exit!



Just when you think you've made it out of the level, the Kritters decide to play a little game of chicken with you.



BOUNCY BONANZA

To play the 1-Up game, you need to sneak right in between the two bees and smash a barrel!

In the middle, there's a barrel that's slightly out of reach. Roll the tire onto the platform from the left for the bonus!



STOP & GO STATION

In between hitting the switches, grab a barrel and smash the far right wall for a bonus room.

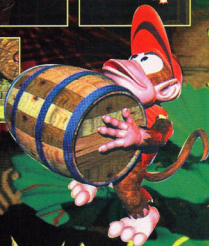


There's a hidden barrel in the ceiling near the middle of the level. To get to it, you'll need to roll the tire.



MILLSTONE MAYHEM

The Millstone area is loaded with tons of items and secrets. First find the tire by bouncing on the ground. Then you have to use it to jump to the hidden barrel.



**SPECIAL
FEATURE!**

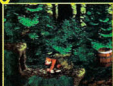


AREA 3-VINE VALLEY



VULTURE CULTURE

If you're looking for a true wooded area, then Vulture Culture is the game for you. Bust the wall and slam the Klap Trap.



First of all to get the barrel trick, you need to take out the vulture on the top of the ledge. Jump off so you can bounce the barrel out of the ground, then launch yourself into a bunch of 1-Ups!



TREE TOP TOWN

There are a lot of areas in the Tree Top Town where you must shoot from barrel to barrel. At the end of one of the barrel sequences, there is a single banana that looks impossible to get without losing a life. Go for the banana and you've got the bonus!



In the beginning of the level, a vulture will come out flying very fast. Run back to the beginning of the level as fast as you can and bounce off the vulture to get to a secret level where you need to spell K-O-N-G!



FOREST FRENZY



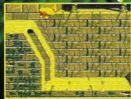
Most of the Forest Frenzy Level consists of swinging and jumping from vine to vine over large chasms. One wrong move and it's all over for the hero and his little buddy. When you get to the exit, grab a barrel and turn around—the first wall you run into will take you to a secret level where you must climb up and down a vine and grab the bananas. At the end of the level, make sure you grab the animal token on your way out.





TEMPLE TEMPEST

In the beginning of the level, if you wait, a mini Gnat will appear. Bounce off of him to the left, and you will be able to make it up on the ledge. Once on the ledge, jump up to grab the animal token.



Halfway through the level, you will be chased by Gnat. When you get to the edge there are three vines. Jump to the middle one with the bananas, and go straight down. In this bonus level, jump on all the Klap Traps.



ORANG-UTAN GANG



The Orang-utan gang is very difficult, and it will probably take you quite some time to figure out all the secrets there. There are a lot of secret areas that can be accessed by using the barrel method. The hardest secret and the most rewarding is the Espresso secret. Grab Espresso and go to the ledge where there is a Klap Trap and a DK barrel. Get a running start and flap your wings as fast as you can to the left until you reach the ledge. Happy flying!



CLAM CITY

The Clam City level isn't that tough as long as you have En Guard on your side. When you see the first clam in the level, go straight up and take a left. There's an invisible section in the wall that will take you to your pal.



SPECIAL FEATURE!

Shiny
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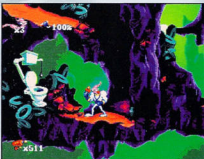
NEW JUNK CITY

A

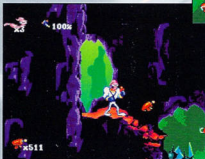
The toilet warp is a good way to skip most of Level One so that you can get on with the rest of the game. The letter A on the map is where the warp starts and B is where it takes you. You can then load up on ammo so that you can fight the mid-Boss.



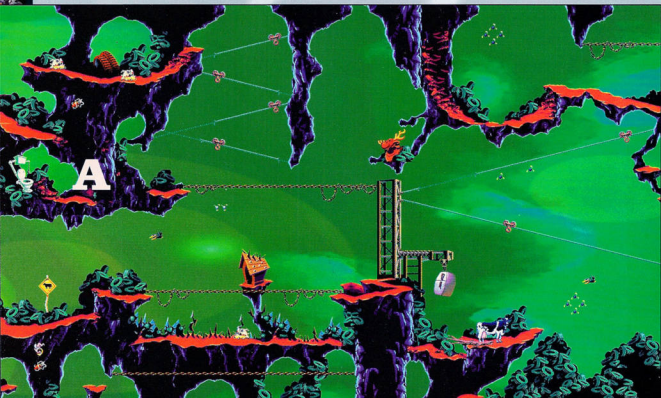
With all of the ammo you picked up, the Boss is not hard at all.



This is where you enter the warp that will take you to the mid-Boss.



When you come out of the warp, there is a lot of ammo to ready yourself for the Boss.



EARTHWORM JIM

Earthworm Jim is without a doubt one of the best games for any system of all time. The flawless game play combined with the huge world of fabulous graphics and sounds sets a new standard for action games. On the pages that follow, you will see just a few of the levels and codes that comprise this huge game. Get ready to go on the adventure of a lifetime with the most unlikely hero of all time, an earthworm with a machine gun and an attitude!



Chuck & FiFi

B Chuck is the first of the big Bosses who you will find in this game. Knock the boxes on the spring to hit him. You might even want to try out the spring for yourself!

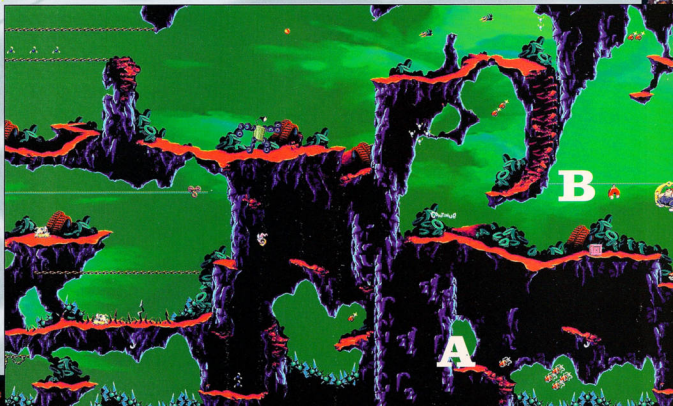
Shoot the horns he tries to drop on you while you wait for the next box.

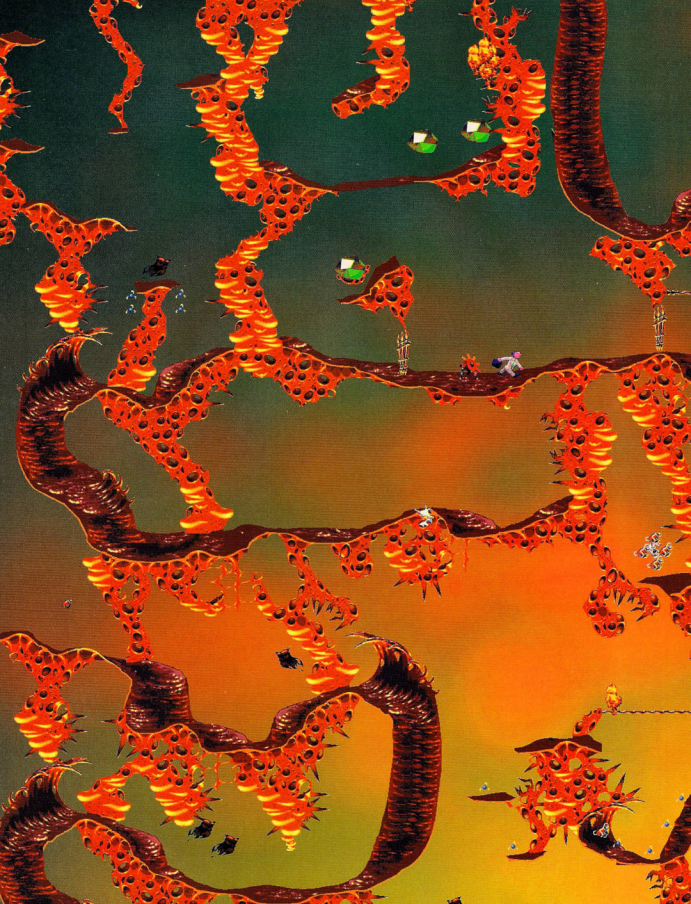


The only thing that will hurt this Boss is the boxes, so don't try to shoot him.



After you hit him, he will start to vomit. Stay under him to be safe.



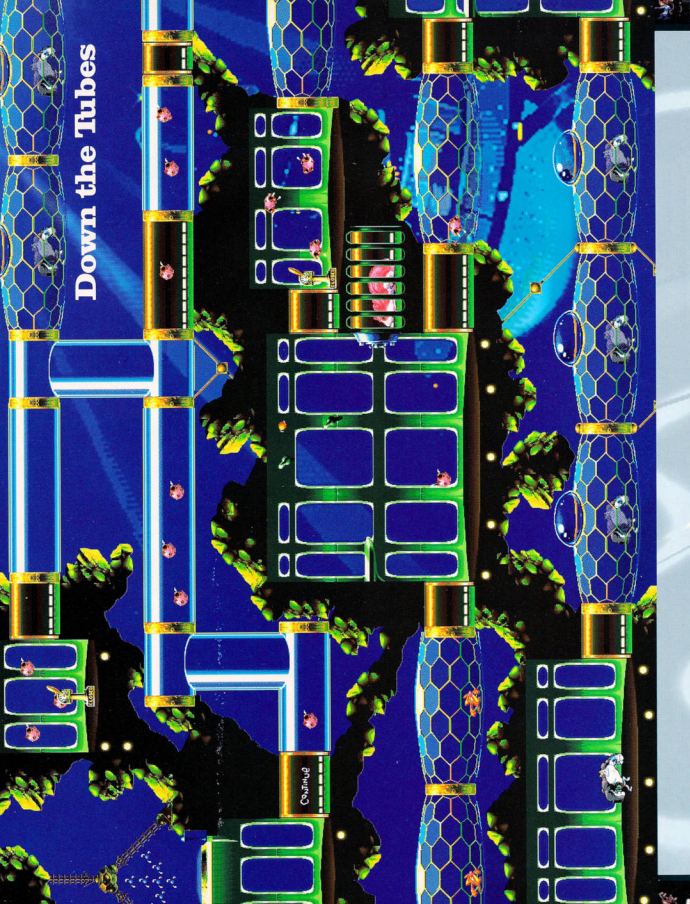




What the Heck?

In the land of Heck Evil the Cat rules. He is very cruel and has filled Heck with everything from elevator music to corporate lawyers. There are also killer snowmen who barf fireballs! If you should happen to run into one of those nasty lawyers, remember that the only way to beat them is to whip them first and then shoot them. The only way to take out a snowman is to whip him repeatedly. When you make it all the way to Evil you will see that cats really do have nine lives.

Down the Tubes





The Queen!

On the last level you will run into the Queen herself and is she ever ugly! Incidentally, she is the twin sister of the beautiful Princess What's Her Name who you are trying to reach. Before you get to the Queen, you have to fight your way through one of the toughest levels in the game. If and when you do reach her, you will have to figure out the secret to killing her. I won't tell you how but I will tell you to pay special attention to the dripping things that are all over her.



Secret Codes!

This game is packed full of codes and secrets that are sure to keep you guessing for hours. Here are just a few.

Sheep Trick



There will be spots in the game where you will hear a sheep baa and then you will see a pixie fly around Jim's body. When this happens, it means that you have just triggered a secret and now an icon or a new place has been made available. After you trigger one of these things, be sure to look all around you before you move on.

Practice Snowman Genesis

At the beginning of the first level pause the game then input the code to go directly to the snowman for some practice!



R,R,R,B,C,L,R,A



Go to Heck Super NES

At the beginning of the first level pause the game then input the code to go directly to Heck, skipping the first level!



Y,X,Y,X,A,B,A,X



SPECIAL FEATURE!

NAMCO DISCUSSES THE MAKING OF RIDGE RACER FOR THE SONY PLAYSTATION!

EGM had the privilege of going behind the scenes with Namco's top brass to learn all of the details in the making of the arcade hit—Ridge Racer for the PlayStation.

Q: How long did it take to develop the original arcade version of Ridge Racer?

KS: It took about eight months.

Q: That's all?

KS: That's for making the software itself. As for the hardware, including the basic research for developing the System 21 and 22 boards, the whole thing took about six or seven years. Once we developed the System 22 board, we decided to develop Ridge Racer. That took eight months.

Q: How about the development period of the PlayStation version?

SY: About the same length of time. Development got under way in a significant manner in April. So six months to seven months.

Q: Is the PlayStation an easy platform to translate your coin-op games?

SY: Not really. Our System 22 arcade board and PlayStation are radically different, so it's not especially



The hot arcade hit Ridge Racer will be one of the first games to be out for the Sony PlayStation!

easy to port the game over.

Q: So you had to start from scratch?

SY: Essentially, yes.

Q: Could you use existing data?

SY: Well, in a way. Because it is a translation of an existing game, it's not the same as making an entirely original title. But overall, including basic data, we had to redo the programming from scratch.

KS: Of course, the number doesn't necessarily stay constant for every frame. But we did push the performance envelope to the max with the arcade version.

Q: Okay, then for the PlayStation version, how many polygons are shown per seconds?

SY: The thing is because the architecture of our arcade board and PlayStation are different, the way polygons are used in the two versions are somewhat different. So it's not really possible to give precise numbers of polygons because the comparison won't be on the same level. In PlayStation's case, Sony claims that it can display 360,000 polygons per second.

Q: Does Ridge Racer approach the performance limits of PlayStation?

SY: That's a hard question. It's our first PlayStation soft, so we're not really sure about the performance potential of the system. Once we get more used to working with PlayStation we'll have a better understanding about how many polygons we can display. Plus, depending on the programming techniques, the number of polygons will change. But we do think that we have used much of PlayStation's performance potential.

Q: How big, in megabits, are the arcade and PlayStation versions?

SY: Well, the PlayStation version, being a CD-ROM, can hold 540 megabytes of data. But we didn't use all of that up. That's right.

Q: On the arcade Ridge Racer 2, there is a Two-player Option using two systems. Is it possible for you to develop such a sequel using PlayStation's Two-system Interface Option?

SY: That's a matter we have to consider from a technical aspect. Sony has said they will release a connection cable for hooking up two systems. But to do that, you have to also have two TV sets, so we don't really think there would be much use for it. Personally, I don't think people would be willing to haul another TV set over to play a two-player game. Generally speaking, I don't think there are too many Japanese households with two TV sets side-by-side.

Q: Well personally, I would love it

it if you could make that option available for Ace Driver or enable four-player matches on Cyber Sled.

SY: We'll take that into consideration (laugh).

Q: So you're not considering the possibility of connecting two systems?

SY: No, no, it's certainly a consideration, but for our first three PlayStation titles, we haven't made use of that feature.

Q: Is the soundtrack of Ridge Racer identical for the arcade and PlayStation versions?

SY: Because the systems are not identical, we can't use the sound data as is from the arcade version. But the soundtrack is essentially the same.

Q: Is there a sound test?

SY: Yes, there's a Music Play Mode so you can just play the soundtrack.

Q: I see the PlayStation version has four cars you can choose. Do these have identical performance specs?

SY: No. For example, there's one with excellent top speed but with weak grip. In contrast, another one has a lower top speed but with superb handling.

Q: Can you alter the performance specifications of these cars using an Edit Mode?

SY: That's not possible.

Q: So the infuriating yellow Lamborghini is tuned the same way as the arcade version?

SY: Yes, it's still darn fast (laugh).

Q: With PlayStation's ape hanger controller, it may be difficult to control the brakes and accelerator precisely since they are on or off. Will your NeGcon controller address this problem?



Some of the key people from Namco Mr. Shigeru Yokoyama, General Manager (left); Mr. Kouichiro Shigeno (center); and Ms. Tsuyumi Toyoda (right).

SY: Yes, we think our optional controller will give a more analog driving feel that will be much more subtle.

Q: Do you have any plans to develop Ridge Racer for other game systems such as Saturn?

SY: We haven't made any decisions to do so.

Q: We saw the arcade Tekkan (tentative) at the Electronics Show and were impressed by its looks. Can PlayStation match that level of graphics?

SY: The version you saw wasn't complete, and it will still be significantly improved. The PlayStation version should be able to achieve the same level of graphic excellence when it is released next spring.

Q: Will your joining Sony as a PlayStation licensee alter the composition of your business?

SY: Not really, since we don't have our own home system, we will consider all game systems for developing software. So no, we won't be only doing PlayStation software from now on. Of course, we do have to go with systems that make sense as a business. For instance, we just announced Star Blade for 3DO for a December release.

Q: We understand that PlayStation Ridge Racer is extremely inexpensive at

under ¥6,000 in comparison to the ¥8,000 to ¥10,000 price tags of 16-Bit cartridges.

SY: Well, CD-ROM is inexpensive to produce physically. Also, as a maker of software, we think the prices of cartridges are too expensive. But the price we set for Ridge Racer is pretty tough for us. That said, the ¥5,800 price we set should have a strong impact on players. We hope to achieve the same sorts of prices with Cyber Sled and Star Blade, but we'll have to see.

Q: But even if CD-ROMs are inexpensive, doesn't the larger software entail higher development costs?

SY: It certainly does, but since we want the system to become solidly established, we kept the price down. So we took the plunge in hopes of becoming a price leader.

Q: How about a message to your fans at EGM?

SY: Like the old saying, "A picture is worth a thousand words," we believe that if you see the PlayStation Ridge Racer in motion you should be able to see that it isn't just a pale imitation of the arcade version. We would be delighted if you would buy it, play it and enjoy it!

SPECIAL FEATURE!

NEC LAUNCHES NEW PC-FX GAME SYSTEM!

With all the new video game systems being launched in Japan this holiday season, *EGM* traveled to Tokyo to get the inside scoop on all of them. This month we visited NEC to learn more about their PC-FX system.

Q: Originally, we thought that this machine was supposed to be a 32-Bit next generation system up from the PC Engine, but PC-FX seems to have moved closer to the PC 9800 series personal computers rather than a game machine.

A: I believe you got that impression because of our announcement that we will be releasing an optional interface for using the PC Engine Duo as a PC CD-ROM drive, but we decided against releasing them because not many PC games are designed for use with single speed drives any more. So, no we weren't focusing on making PC-FX a personal computer-type machine. As you know, PC Engine's games often use animated cinemas. So we wanted to develop a system that could provide top-notch visual performance at high speed. So rather than evolving toward personal computers, this machine is a direct evolutionary descendant of PC Engine.

Q: Will there be more emphasis on 3-D type games with polygonal graphics?

A: PC-FX is capable of doing that. The game machines of other companies are equipped with polygon processors that handle all the calculations for rendering 3-D graphics. We haven't adopted such an approach because the concept behind our system is different. If we adopted such a chip, we would have faced certain



Mr. Tetsuya Iguchi, Manager Planning Division at NEC, explains the special features that will be in their PC-FX.

limitations in terms of overall cost. For example, the number of polygons that can be displayed in a second could be limited to so many tens of thousands or whatever. So when there are limitations, like say with *Virtua Fighter*, the figures aren't very smooth looking with a blocky appearance overall. So graphically, it's not very beautiful. Plus polygons are popular now, but we're not certain if they will remain popular in the future. Our system is designed to enable instantaneous playback of graphic data contained on CD. This graphic data can certainly be composed of polygons. The big difference is that we can put highly-detailed graphics made using a workstation on CD and call it up as a complete picture. With a machine that calls up polygon data for processing inside the system, the number of displayable polygons is limited. In contrast, with our system, we can accept beautiful, preprocessed graphics and play them back immediately. Of course with a system that has a polygon processor, it is possible to rotate graphics and so on to alter vantage points. In our case, we have to have that graphic data available and call it up from CD. So that is our system's drawback. But in

terms of visuals, we can provide high quality graphics. If you would consider for a moment, all games are composed of moving pictures. Even if a game uses polygons, it ultimately is still a two-dimensional image when you see it on TV. That's why we put the most emphasis on high speed animation playback. If a system has a large memory base and high-speed animation playback, then it would be smarter to simply play back created images rather than creating images on the fly. Of course, the system as it stands isn't fast enough physically. For instance, the CD-ROM drive isn't quadruple speed, so it does have drawbacks in creating 3-D worlds. But when the system gets faster, it would be better to simply summon forth great graphics from CD instead of creating polygonal graphics.

Q: Is PC-FX backward-compatible with PC Engine?

A: It isn't compatible with PC Engine software.

Q: What's this machine's market? Are you going to convert PC Engine users to PC-FX?

A: The targeted age segment is somewhere higher than for PC Engine. We think some people will move up from PC Engine, some will shift over from the personal computer market, and because of this machine's graphics capability, we think new users, for example fans of anime, will be attracted.

Q: What kind of games will you be offering?

A: We have mah jong, baseball, pachinko, racing games, an RPG, golf games, pro wrestling games, simulations and many others coming. We're especially proud of what our machine can do with golf games. Compared to 3DO for example, we can output far more beautiful graphics. You see with PC-FX, data read from CD-ROM doesn't have to go through the CPU bus for processing. It has a separate independent bus for visual playback so we can show high-quality, full-color graphics at a high rate of 30 frames per second. For a system using a double speed CD-ROM drive, this machine probably has the best graphic playback quality. Another thing, for compressing image data, this machine uses JPEG rather than MPEG so we can obtain better graphic quality. JPEG is for compressing still images rather than MPEG which is for compressing movies. Obviously, JPEG is a "heavier" format, so it takes longer to decompress than MPEG, but it does provide a better picture quality frame

by frame. However, our system is so fast, we can achieve decompression of JPEG still images at the rate of 30 frames a second.

Q: If you're going after an older audience, is your competitor a 3DO-type machine?

A: We believe our machine delivers better performance than 3DO.

Q: One advantage 3DO has is it has a lot of licenses that can release a lot of software.

A: Well, starting with hardware performance, without a doubt our machine provides better animation playback performance. As for software, yes certainly 3DO has more software in overall numbers. For instance, if you look at the Japanese market, there's a considerable gap between big sellers and non-sellers. The software that does sell is limited in number. It's not about the quantity of software, it's about the quality of software.

Q: Will you be able to play arcade-type games on PC-FX?

A: We're certainly considering them. However, we don't think that kind of game will become the majority.

Q: So this machine will have more PC-type games ported over?

A: We think so. For example, there are many great PC games made in America with superb graphics on CD-ROM. We think our system is one that can enable easy translation of such games. There are many PC games in America that store graphic data on hard disk or whatever and summon them for display on the monitor successively. PC-FX is capable of that kind of performance.

Q: Are you planning on making this system compatible with IBM computers?

A: We haven't considered that. However, even though the graphics data won't be entirely compatible because of different compression algorithms, the manner in which graphics are displayed is essentially the same, so it shouldn't be difficult to translate personal computer games. This machine is after all capable of full (that is 16.77 million) display at high speed.

Q: So you can do games such as Iron Helix?

A: Actually a different division in the company is working on a Windows



Here's what the PC-FX system looks like, complete with CD on top!

version for PC-9800, but we haven't done it yet for PC-FX. But it shouldn't be hard to do at all.

Q: Is this machine designed as a stand-alone computer or just an add-on to a computer?

A: We're considering this as a stand-alone system, not only for games, but also music, edutainment and other types of software. We're also considering developing a keyboard for using this machine as a terminal for doing network communications.

Q: How are pre-orders for the unit?

A: We should be receiving orders soon since the unit is coming out on Dec. 9, but we haven't determined the numbers yet. So we haven't arrived at how many units will be made available at the time of launch.

Q: So what is the incentive for somebody with a PC-9800 to buy this unit?

A: This machine has much better graphic processing performance than a PC-9800. Plus, it is a game machine that will let you play games that PC-9800 won't be able to do justice. It can let you play games, and with an optional interface, it can be used as a CD-ROM drive for PC-9800 computers.

Q: Why is this unit so big?

A: As a means of differentiating this unit from those of other companies. By making this unit vertical, there is admittedly some wasted space. This machine also has three expansion slots. The expansion units all can be tucked away inside the unit. For example, there's a slot for a

back-up memory card at the front that can fully enclose the card. There's also slots at the rear and bottom. The bottom slot is for adding more main memory and the rear is a functional slot for optional units such as a modem.

Q: Or a video CD interface?

A: We're thinking about that, but we're not certain if there really is a market for video CD. With the machines of other companies, optional items in expansion slots will always protrude.

Q: Is this only for Japan?

A: At present we're not thinking about exporting this machine to America. We are considering the possibilities, but a machine costing \$500 we don't think we'll sell if we said this is a game machine only.



The standard controller for the PC-FX will have a six-button configuration.

And we don't think we can merely sell it as a "multimedia" machine, such as Commodore CD-TV. 3DO also isn't selling at that price. So if we promoted this unit merely as a game machine, it won't be accepted in America. But it may be viable if we develop it as a system that can offer real benefits by being connected to a personal computer. We think the best use of this machine would be for playing back high-grade graphics in not only games, but also in the world of music and other kinds of software.

Q: How about the type for placement in a PC-9800 expansion slot?

A: For a PC-9800 computer with a double speed CD-ROM drive, we are preparing a double decker board version that fits into a single expansion slot.

Q: Are there a lot of PC-9800 units in Japan?

A: It's the standard computer in Japan with over 50 percent of the home market. Cumulatively, approximately 10 million units have been sold.

SPECIAL FEATURE!

I hope you've seen my Fact File on Snatcher in EGM #64. This CD is so cool that I thought you'd like to see a bit more of the twisted story line. As the resident Snatcher player, I've tried to give you an idea of what happens up to Act 2. Snatcher is a gigantic game, and even the most down-trodden cyberpunk will have a tough time making it all the way through. My opinion? Snatcher is a top-notch adventure. The graphics feature great art, and the audio fits very well. Unlike most CD games, Snatcher's actors seem to fit their roles very well.

The interface may sometimes frustrate the player when an option doesn't appear when you'd like it to. One thing that really sets Snatcher apart, aside from its more adult content, is the string of jokes hidden throughout the game. The ramblings between Gillian and Metal Gear are a blast.

Snatcher's story line is convoluted, and the culmination of elements found throughout give you a sense that there really is a Neo Kobe. There are plenty of hidden jokes and what-not to find, too! Try using the vid-phone and the J.U.N.K.E.R. computer to find these.

If I owned a Sega CD, this would be one title I would pick up. There's not enough of this type of game, especially on CD. Now I can understand the plot of my Japanese Super CD. This one is a must!

SPECIAL FEATURE

SNATCHER

BY KONAMI

THEME	RPG
MEGABITS	CD-ROM
% COMPLETE	100%
AVAILABLE	DECEMBER
# PLAYERS	1
# LEVELS	N/A
CHALLENGE	HARD



Acc J.U.N.K.E.R. Jean Jack Gibson has been killed.



You get your equipment in the Engineering section.

CONTINUED FROM EGM #64

THE STORY SO FAR...

You've been assigned to J.U.N.K.E.R., a law enforcement-type group that hunts down Snatchers. Snatchers are mechanical beings that kill and replace humans. (Not a very nice thing to do.) During your first investigation, you discovered the remains of Jean Jack Gibson. He was the best J.U.N.K.E.R. around. On



his body you found some evidence that could lead you to the Snatchers. He also had a few contacts for you to check on. Replacing Gibson, you must follow up what leads you can. Now the fate of the city lies on your shoulders. Can you stop the Snatcher menace before it's too late?

SNATCHER



THE PAPER TRAIL:

On Gibson's remains, you find a key and a note saying to watch a house. In his stomach you find some buffalo meat. Only a few places, if any, serve buffalo meat. This could be the lead that you have been looking for. While you're at it, why don't you go back to J.U.N.K.E.R. HQ, and search his office. You should then talk to Jack's daughter, Katrina, to find out what she knows.



Check out Gibson's office back at J.U.N.K.E.R. HQ for some clues.



JUNKER

Snatcher Investigation @
File. @
Why do snatchers appear @
in the winter? Why are
snatchers nocturnal? I @
believe I have found the
answer to these questions.

Use Jack's PC to find out the vital weaknesses of the Snatchers.

NAPOLEON ALTON PLAZA



Metal Gear
Look at some of the letters are
HEARS. Sign over there.



THE MAN KNOWN AS NAPOLEON...

If you were able to find out his phone number, give him a ring. This guy's an informant, and as slippery as they get. Not only will he milk you for money, but he has an attitude, too. He will only talk to you if you can answer his passwords.

Unfortunately, he's the only one who knows where buffalo meat is served. Oh well, fork over the loot. Look him up in the computer at work for help if you need it.



If there's anything illegal in town, Napoleon can get it for you, or tell you someone who can.

OUTER HEAVEN NIGHTCLUB

HELLO, SOMEONE?

If Jack's been eating buffalo, this has got to be the place. Chat with the club's clientele, and see what you can find out. It's your big day. You get to meet the infamous, lovely Isabella Velvet. She's a world-class star, and she knows a few things. Her memory's bad, so see if you can jog it. Remember, you can't enter the club without a mask. You will have to go on a search to get a decent mask just so you can walk in the door. Hop to it!



Doorman
I have to be careful with this, but our buffalo's in the world!



Isabella
Hi there, boys! I'm Isabella Velvet. Is there something I can do for you?



SEARCHING FOR SUSPECTS

STAY ON YOUR GUARD!

Use the montage and search for your two suspects. One of them has to be suspicious. Which one is the Snatcher? Is anyone a Snatcher? Things could get nasty, especially when a strange bounty hunter appears.



Metal Gear
SSE. I'm at the door to apartment 301.



Gillian
What are these for? Ideal drugs!



Gillian
Well, this is our last suspect. Will he be the one who's looking?



Gillian
What's this?



Gillian
Go with the Junker agency. Is this the home of Freddy Katsen?

JORDAN SYSTEM



The "Alpha-One" network will be searched for possible matches.

Use clues you pick up to make the face, then check it against the computer files.

E GM's Nob Ogasawara interviews Mr. Yoshinori "Moai" Sasaki, assistant manager, R & D Dept. VI, Konami Co., LTD. and the "White Shadow" about the work on ...



SNATCHER

Q: Let's start with the easy questions. How long was the development period?

YS: I can't reveal that, but much shorter than you imagine. The original PC-8801 and MSX personal computer versions that were released about seven years ago took two or three times longer than an average game. I worked as the sound designer on those two versions.

Q: Did the original PC versions become hits?

YS: No, they didn't. They were popular only among maniacal players.

Q: If the original versions were only cult favorites, how did the home PC Engine version come about?

YS: Although they didn't sell in big numbers, it was received with phenomenal reviews and made quite an impact among Japanese game players. The people who played the game couldn't forget it and they demanded a conversion to home systems. Unfortunately, the original game was on several floppies. Because of its size, we couldn't fit it on a ROM cart. It just so happened that the PC engine had a CD-ROM system available, so it was chosen as the system for the first home version of Snatcher.

Q: If the originals were on floppies, did they have recorded speech?

YS: No. We did put in sound effects to represent the speech, though. At the time, it was all we could do.

Q: So CD-ROM made it possible for you to use recorded speech?

YS: That's right. We were able to put in real speech and background music for the first time. Also, the original PC versions ended at Act 2. We were planning on doing Act 3, but we went far over the allowed development schedule so we had to give up on it. We didn't get the opportunity to put in Act 3 until the PC engine version. We were being criticized in the company for making a game that was too long, but we were lucky enough to have the PC engine become a big hit. Although I can't reveal how many were eventually sold, it was a monster hit for a PC Engine game.

WS: Yeah. As a matter of fact, it was so popular it still makes Famicon Tsushin Magazine's "Reader's Best 20" games chart even two years after it was released.

Q: How did the Sega CD version come about?

YS: I got Konami involved in the development software for the Sega CD. We first released Lethal Enforcers on CD. After that we considered doing an FMV-type game like Night Train, but we reached the conclusion that it was difficult to take that route. We thought it would be perhaps better to make a more interactive kind of game for overseas. Since Snatcher really impressed gamers in Japan, we wanted to impress game fans overseas in the same way.

Another thing, we weren't totally impressed with the PC engine version, so we wanted to make a fully realized version.

Q: How many people were used in recording the voices in the games?

YS: Seven.

Q: That's all?

YS: Surprising, isn't it? There's two hours and 29 minutes of recorded speech and 26 different characters' voices in the game. We got some super-talented voice actors and I guarantee that you can't tell that any of them are doing more than one character.

Q: We noticed several changes from the PC engine version such as the clientele of Outer Heaven Club.

YS: Obviously there's the issue of copyrights. That was the prime concern especially for Outer Heaven Club in which the PC engine version featured Kamen Rider and Gieger's alien. The characters we used in Japan cleared copyright hurdles, but we thought there might be a problem in America. So we took White Shadow's advice and decided to use Konami characters instead. It actually worked out to be hilarious. (Note: If you want to know who White Shadow really is, buy the game!)

Q: Have the sex or violent scenes in the PC engine version been cut from the Sega CD version?

YS: We haven't cut scenes, but we have made some alterations. In Act 1, when a certain girl gets killed, her bosom becomes unclad in the PC engine version. We decided the scene was too much, so we covered her up.

WS: There's another character called Katherine who was aged 14 in the Japanese version who's shown naked in the shower. We decided that's jail bait so we upped her age to 18 and covered up her nudity for Sega CD.

Q: So how is the game rated in America?

YS: For the States it's recommended for players 13 and up. But in Europe it's for players 18 and up.

Q: Really? I thought Europe was much more lax about nudity than America.

YS: But in Europe they're more worried about violence. In America, they're not as concerned about violence, but nudity is out.

Q: How difficult was it to port over the Japanese PC engine version to Sega CD?

YS: Most of the difficulty we encountered was in translating the text. We've never had to do this much translation of game text before. We were surprised at how difficult it is to do. It didn't take a long time, but it cost a lot!

Q: When you translate text, I imagine a lot of word play and puns ended up being edited out.

WS: I rewrote a lot of stuff.

Q: Did most of the scenes that had to be altered involve nudity or sex?

YS: Yes, one scene we had to cut entirely was one in which a robot watches a sex film and gets a bit rowdy. The sound effects were a bit much. As for violence, we didn't fix much except for one scene in which a dog dies.

WS: The PC engine version showed a dog with its guts hanging out. It wasn't quite dead—you can see it twitching, even its innards. We were afraid of the ASPCA. Although we retained the scene, we stopped the dog's twitching so it's just dead, not dying.

Q: This game has an adult feel to it. Will you be doing more adult-oriented games?

YS: We never made a conscious effort to develop a game for adults. We wanted to make a good game, and it turned out that this particular good game had a mature feel. We doubt we'll be deliberately developing games for mature audiences. We'll first just develop a game, and then decide to whom we should present it.

Q: In porting over the PC engine version, were there major technical hurdles?

YS: On-screen colors. The PC engine could show 256 colors simultaneously. Sega CD, despite being a CD-ROM machine, could only display 64 colors. The difference is obvious. By applying a software technique, we managed to increase the on-screen display colors to 112. We also changed the color palettes around so we're happy about the display quality.

Q: Were there software heroics involved?

YS: Yes, it pretty well killed us (laughs).

Q: Were any changes made to the story?

YS: No. The ending part has been changed somewhat. There aren't multiple endings, but you are graded for how well you solved the mysteries. Plus Act 3 has been altered significantly. We weren't totally pleased with the PC engine version since it was too movie-like—just sit and watch. We wanted to avoid that and changed Act 3 a lot so it would be a lot more interactive as a game. We added a few more forks and choices to Act 3.

Q: In closing, would you like to say a few words to American players?

YS: This is a game like you've never played before on a home system. We hope it will make you cry and laugh!



I CONQUERED MORTAL KOMBAT
IN 9 MINUTES. NO WAY!
WAY. CALL ME ADAM "KICK BUTT" MILLER
NOW MY MOVES ARE ALREADY IN MEMORY IN
RADICAL FX. AWESOME.

ADAM DID IT, YOU CAN TOO

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SPECIAL FEATURE!

**TEST
VERSION
1.4**

**MOVES
KEY**

High: (1) Quick (2) Medium (3) Fierce
Low: (4) Quick (5) Medium (6) Fierce
F= Forward B= Back D= Down U= Up
QCT= quarter circle toward QCB= quar-
ter circle back HCT= half circle toward
HCB= half circle back

Nintendo

MIDWAY

KILLER INSTINCT



This game is exactly what its name implies—a Killer! It borrows all of the best elements from the current kings, including the finishing moves from Mortal Kombat II plus the combo display and fighting style of Street Fighter. That's not to say that the game isn't original. In fact, it improves on some features in all-new ways. For example, you can now break a combo as well as a fatality move. Combos are easier to do but aren't easy kills. You can choose both stage and music and much more. With all of these features, this game is going to be a hit! Just to look at this game and hear it boom is enough to get your heart racing and reflexes tensing!

NAME JAGO
HEIGHT 5'6"
WEIGHT 190lb
AGE 21

A TIBETAN WARRIOR MONK, WHO CALLS ON THE POWER OF THE TIGER TO DISCOVER HIS DESTINY, OVERSEEN BY THE TIGER SPIRIT, JAGO MUST ENTER THE CONTEST AND DESTROY THE EVIL WITHIN.



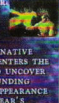
MOVES LIST SO FAR...

FIREBALL: HCT, PUNCH. FLYING HEEL KICK: HCB, KICK.
UPPERCUT: F,D,F, PUNCH. BLADE SWIPE: HCB, 3.
COMBO BREAKER: B,F,6



NAME CHIEF THUNDER
HEIGHT 6'2"
WEIGHT 280lb
AGE 42

MYSTICAL DEFENDER OF NATIVE AMERICANS, THUNDER ENTERS THE CONTEST IN ORDER TO UNCOVER THE MYSTERY SURROUNDING HIS BROTHER'S DISAPPEARANCE IN THE PREVIOUS YEAR'S TOURNAMENT.



MOVES LIST SO FAR...

HEAD ATTACK: HCB, 3. REVERSE HEAD ATTACK (IN AIR AFTER A MISS): H,7, 3. TOMAHAWK THROW (YOU CAN MOVE IN AIR): HCT, KICK, 5, 1, 1. CHOP: B,F,PUNCH. COMBO BREAKER: F,D,F,2



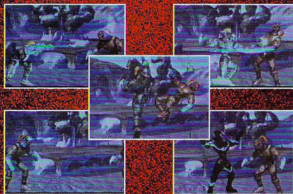
NAME TULGORE
HEIGHT 6'5"
WEIGHT 560lb
AGE 1

A PROTOTYPE CYBERNETIC SOLDIER DEVELOPED BY ULTRATECH, ENTERED INTO THE CONTEST AS A FINAL TEST OF ITS CAPABILITIES BEFORE MASS PRODUCTION CAN BEGIN.



MOVES LIST SO FAR...

ELECTRIC BOLTS: HCT, PUNCH, UPPERCUT: F.D.F, PUNCH, FIREBALLS: B.B.D.F (THROWS 2) F.B.B.D.F (3), TELEPORT NEAR: B.D.B, PUNCH, TELEPORT FAR: B.D.B, KICK.



NAME B. ORCHID
HEIGHT 5'6"
WEIGHT 135lb
AGE 23

A SECRET AGENT SENT TO INVESTIGATE THE MYSTERIOUS DISAPPEARANCES THAT SURROUND THE ULTRATECH CONTEST, HER TRUE IDENTITY AND ABILITIES ARE SHROUDED IN SECRECY.



MOVES LIST SO FAR...

BACKFLIP KICK: B.B. TIGER ANIMALITY: B.F, PUNCH, HELICOPTER KICK: B.F, 5, LASER BOOMERANG: QCT, 2, SPINNING SLASH: HCB, 8, COMBO BREAKER: B.F, 6.



FEATURES FACTS:

Among the many unique features of Killer Instinct is the ability to come back from the brink of death. When your opponent has "won" and tries to finish you, just do a comeback move that revives you and lets you keep on going until you get hit again! In addition, there is a character and music stage select never seen in any other fighting game. Along with these additions is a familiar, random character select from another famous fighting game.

It ain't over till you drop! There is still a chance to come back—even at the end.

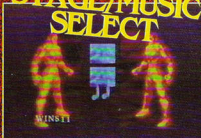


RANDOM SELECT



Just like in Mortal Kombat, there is a random character select. It is done the same way: Pull up on the joystick and press the START button to have the computer cycle through the characters. Simply pick which one you'd like to play as.

STAGE/MUSIC SELECT



The first person to select his/her character controls the stage select by pressing down on the joystick and any button. The other player can then select the music the same way. Either player can choose the corresponding soundtrack.



NAME CINDER
HEIGHT 6' 2"
WEIGHT 195lb
AGE 31



A CONVICT, EXPERIMENTED ON BY ULTRATECH. A FAILED CHEMICAL WEAPON TEST MUTATED HIS BODY, TURNING HIM INTO LIVING FLAME. PROMISED FREEDOM IF HE DEFEATS GLACIUS, HE ENTERS THE PRAY.



MOVES LIST SO FAR...

HUMAN FIREBALL: F,F, PUNCH (CAN BE DONE IN AIR). FLAME THRO' ER: F, F, KICK. FLIP KICK: F,D,F, KICK. FLAMING PALM: B,B,1.



NAME SPINAL
HEIGHT 5' 5"
WEIGHT 110lb
AGE 2650



AN UNPRECEDENTED DISCOVERY IN CELL REGENERATION, ULTRATECH HAVE RECREATED AN ANCIENT WARRIOR FROM THE PAST, HAVING NO MEMORY AND LACKING IN PURPOSE HE FIGHTS REGARDLESS.



MOVES LIST SO FAR...

ABSORPTION SHIELD: B, 1. TELEPORT FRONT: D,D,D, 3. TELEPORT BACK: D,D,D, 6. CHARGE: F,F, 2. SLIDE: HCB, 6 OR D, 6. COMBO BREAKER: D,D,D, 2.

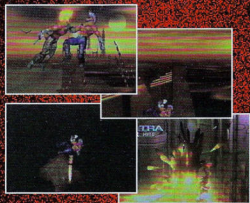


DANGER=DEATH! OR HUMILIATION?



DANGER=DEATH! OR HUMILIATION?

Borrowed from another fighting game is the concept of finishing moves. Just called danger in this version, they fill this new arcade hit with gore and humor. There are several ways to finish your opponent. You can perform a death move (fatality), a humorous humiliation (a kinder punishment) or a pits move that uses the stage itself to destroy your opponent. These pics show just a hint of what this game has to offer.



THE PITS

Just like in MK II, there are some stages where you can knock your opponents to their doom. No secret move is required, just a strong attack to knock them out.



If you are feeling kind, you can humiliate an opponent by making him/her dance.



NAME GLACIUS
HEIGHT 6'3"
WEIGHT 300lb
AGE UNKNOWN

AN ALIEN BEING FROM A DISTANT PLANET, CRASH LANDING ON EARTH, HE WAS CAPTURED BY ULTRATECH, HOPING TO PROVE THE ALIENS INFERIOR, THEY FORCE GLACIUS TO FIGHT FOR HIS LIFE.



MOVES LIST SO FAR...

PUDDLE PORT: HCT, 5. PUDDLE PUNCH: HCT, 6. BOUNCY BALL: HCF, PUNCH, SHOULDER SLAM: B.F, PUNCH. COMBO BREAKER: HCT OR HCB, 1.



NAME RIPTOR
HEIGHT 7'0"
WEIGHT 700lb
AGE 4

A PRODUCT OF ULTRATECH'S DNA MANIPULATION PROJECT, BY MIXING HUMAN AND REPTILIAN GENES, THEY HOPE TO CROSS INTELLIGENCE AND FEROCITY IN A LETHAL FIGHTING MACHINE.



MOVES LIST SO FAR...

FIREBALL: HCB, PUNCH, CHARGE: B.F, PUNCH, LEAPING CLAWS: B.F, KICK. FIREBALL AIR: JUMP UP, HALF CIRCLE, PUNCH, HCT, 4. COMBO BREAKER: B.F, 6.



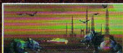
NAME SABREWOLF
HEIGHT 5' 11"
WEIGHT 400lb
AGE 45

AFFLICTED WITH THE DISEASE
LYCANTHROPY, SPENDING MOST
OF HIS LIFE AS A RECLUSE,
SABREWOLF ENTERS THE
TOURNAMENT ON THE PROMISE
OF A CURE IF VICTORIOUS.



MOVES LIST SO FAR...

SPINNING CLAW: B, F, PUNCH (KEEP PRESSING PUNCH FOR
MULTIPLE SPINS), LUNGE: HCB, KICK, THROW BAT: HCT, 2,
LUNGE & UPPER CLAW: B, F, 5, POUNCE AND CLAW: B, F, 6.



NAME T.J. COMBO
HEIGHT 6' 1"
WEIGHT 220lb
AGE 25

THE UNDISPUTED HEAVYWEIGHT
CHAMPION FOR 5 YEARS, STRIPPED
OF HIS TITLE WHEN FOUND USING
CYBERNETICALLY ENHANCED
ARMS. NOW BROKE, HE
ENTERS THE CONTEST FOR
THE LOVE OF MONEY.



MOVES LIST SO FAR...

SWINGING BACKHAND: B, F, 1, DOUBLE ROLL AND PUNCH: B, F,
2, CHARGE AND PUNCH: B, F, 3, STRAIGHT KNEE: B, F, 4, COMBO
BREAKER: B, F, 5.



K.I.—WHERE COMBOS ARE KING!

BUTTON CHAINING



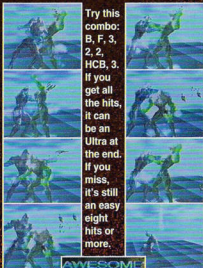
QUICK MEDIUM FIERCE

Like most fighting games, combos are the most devastating way to take out your opponent. KI takes this to a new extreme with a multitude of Killer Combos. Using a new system of chaining buttons together, certain moves flow into each other. The buttons are joined together as follows: one and four, two and six, three and five. By hitting button two, then six you will get an extra move. This new system makes for some incredible combos like the 10- and 20-hit Ultra combos. Here are just a few of the tons the game has to offer. Also, the name of each combo is screamed out at you when you pull it off. You'd think that the combos would be too deadly after a while, but there are ways to break them. Each character has his/her own combo break move that stops the chain of devastating combos.

TRIPLE 3 HITS	AWESOME 8 HITS
SUPER 5 HITS	MONSTER 18 HITS
HYPER 5 HITS	KILLER 12 HITS
BRUTAL 6 HITS	ULTRA 22 HITS

Here is a list of the names and hits:
3-Triple, 4-Super, 5-Hyper, 6-Brutal,
7-Master, 8-Awesome, 9-King, 10-
Monster, 12-Killer, 20-Ultra! You also
get to hear the name as you do it.

COMBO CORNER



Try this
combo:
B, F, 3,
2, 2,
HCB, 3.
If you
get all
the hits,
it can be
an Ultra
at the end.
If you
miss,
it's still
an easy
eight
hits or
more.



To even things out you can break those
nasty combos—if you're good enough.

When done as a fin-
ishing combo, the
Ultra hits are just
pumped up. Try
B,F,3 B,F,1 for his
Ultra!



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CRYSTAL DYNAMICS

TOP 5 TONGUE

HALL OF FAME:

1. _____
2. That Aerosmith Guy
3. Your favorite "tongil
hockey" partner
4. Gene Simmons of KISS
5. Shaq's size 22 hi-top

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will receive an interactive
sampler disc from Crystal
Dynamics, for \$5.95 (for shipping
and handling). Have credit cards
ready when you place the call.
- Next, send in your #1 Tongue Hall of Fame answer on a postcard
with your name, address, phone number, and hardware owned to:
GEX Contest (EGM), 1920 Highland Ave, Suite 285, Lombard, IL 60148.



**ELECTRONIC
GAMING
MONTHLY**

**CRYSTAL
DYNAMICS**

Panasonic®

All entries must be received by January 21, 1995.
EGM or Crystal Dynamics are not liable for lost or
misdirected mail. One entry per person. No
purchase necessary to enter. A random drawing
of all eligible entries will be conducted to select the
prizes, and the winners will be notified by
March 1, 1995. Prizes are not transferable.
Receipts or incomplete entries are ineligible. All
state federal taxes, if any, are the responsibility
of the individual winners. All judges decisions
are final. All prizes will be awarded. Void where
prohibited or restricted by law. All Federal, State
and local regulations apply. Employees of Crystal
Publishing Group, Inc. or Crystal Dynamics and
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TEAM EGM SCORES A HAT TRICK TO START 1995

Time to ring in the New Year, and we couldn't start it any better than with a Team EGM hat trick.

That's right. When most other gaming mags are hitting the post, we've turned on a red light not once but three times and put the biscuit in the basket. This month we have exclusive coverage on NBA Jam Tournament Edition, Tecmo Super Bowl '95: Special Edition and a first look at Sega Sports NHL All-Star Hockey and Road Rash III from EA for the Genesis. Sega has kept the fighting in their latest hockey entry, and although it's in the Blades of Steel-style of hockey fighting, it works very well. Just in time for the Super Bowl, this month Tecmo Super Bowl '95 will be released, and this game will be a Super Bowl-size contender.

Younger gamers will be able to execute

32X



Let the dirt fly and get ready for some fast motocross action—32X style!



the plays with ease, while experienced gamers will enjoy some of the unique features of the game.

Everybody is awaiting the awesome sequel to NBA Jam: NBA Jam Tournament Edition will rock the rim in a big way and will helicopter-slam gamers into another dimension of excitement. Of course, with this announcement and the holidays now over, the big Acclaim marketing team is getting ready to put a full-court press on the rest of the league. The game is set to be released sometime in March, and the Iceman is chomping at the bit to get his hands on this game—it's his favorite.



Sega Sports is serving up ATP Tour Championship Tennis for the Genesis.

LACE UP THE SKATES AND HIT THE ICE WITH ALL-STAR HOCKEY

This month we take a look at two on-ice entries in the world of hockey.

Sega Sports has given us a look at NHL All-Star Hockey, and they have included a fighting segment of all things. This game is hockey the way it's supposed to be played, and for all of those do-gooders, fighting is an option that can be turned on or off.

A scouting report is available on each team and the game features an NHL Player's Association and an NHL license.



All of your favorite NHL players have been included, and the All-Star Team Mode is awesome. You can choose the East or West All-Stars and have at it. Each of the players on the teams is rated in different categories.

The second entry in hockey's run for the cup is

Brett Hull '95. The game has all-new player animations. Al Michaels is up in the booth calling the play-by-play.

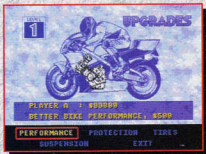


Accolade's Brett Hull '95 stresses the fundamentals of a good hockey game.

The future hall-of-fame announcer is also the voice of Monday Night Football and he can also be heard in HardBall III. He calls the game as he sees it during play. The dialogue makes the game even more exciting.

The play-by-play is crisp and clear, plus he doesn't say the same phrases over and over. The game also allows you to take part in a three-, five- or seven-game playoff format. The game stresses the fundamentals of hockey: skating, passing and shooting. This year, you can use drop passes and Brett Hull's super powerful wrist shot.

YOU'LL NEED SKIN CREAM WHEN YOU SEE ROAD RASH 3!



You're going 200 mph, and you see a cow in the middle of the road. Splat, he's burger meat, and you're falling behind the leaders. Jump back on your bike to try to regain some valuable time.

Road Rash 3 from Electronic Arts is here, and we have the whole story on the sequel to one of the greatest motorcycle, road-warrior games ever made. You won't be disappointed.

The game has all-new tracks, and some new features for you to explore this

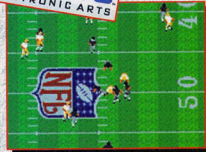


time around. EA has even included a few surprises. So be sure to check out this game as part of this month's action-packed Team EGM sports coverage.

I've already given the Iceman a mouthful of pavement a few times,

and we just got the game in.

Switching gears, EA Sports is bringing out Madden '95 for the Game Gear



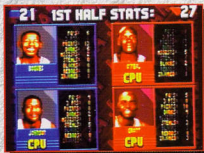
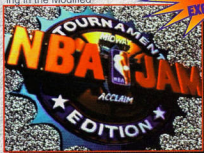
and the game features everything that made its 16-Bit Genesis console cousin a smash hit. For gamers on the go, the Game Gear version of Madden scores a touchdown with a two-point conversion.

This month, we also come off of the top rope and take a look at WCW Superbrawl for the Super NES by FCI. If you love the



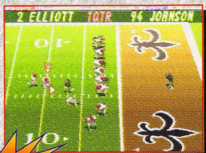
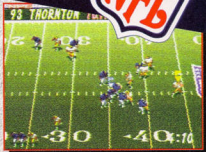
new look of the WCW, then you'll enjoy taking to the ring with some of the WCW's best wrestlers. We get a strangle hold on this game for you.

Race Days by Gametek is a two-in-one racing game for the Game Boy that features two different views: an over-head view when racing in the Modified



NBA JAM Tournament Edition slams onto the pages of Team EGM this month.

Class of cars and a first-person perspective in the Four-wheel Drive Racing Mode. It has a lot of power for a Game Boy game, and it's fun to play.



There you have it.

Team EGM's coverage of gaming's

Wide World of Sports.

Glad to have you

back for another year, and what

a year it's going to be with NBA Jam

Tournament Edition coming out on all

systems, with quite possibly a version for

the 3DO. EA Sports is definitely working

on a version of NHL Hockey for the 3DO.

EA also has a Muhammad Ali Boxing

game in the works for all of the 16-Bit and

32-Bit platforms. The game is being

programmed on Silicon Graphics work

stations and will be polygon rendered

with fully texture-mapped characters. This

means that the boxers will look real and

not like Virtua Fighter clones. Enjoy this

month's coverage, and the Iceman and I

will be back in 30 days with another look

at sports.



ESPN SUNDAY NIGHT NFL

WE'VE GOT SOMETHING YOU
WON'T SEE IN ANY OTHER GAME.
(YOUR RECEIVERS)



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E-Z CAM ZOOMS IN ON THE BALL CARRIER SO YOU'RE RIGHT THERE TO SEE EVERY BONE CRUSHING HIT AND SHOESTRING TACKLE.

Real quarterbacks don't look through passing windows when they drop back, so why should you? ESPN Sunday Night NFL gives you a full-field perspective, so you can check off all your receivers while reading a nickel zone, or burning a cornerback in man-to-man.



GIVE 'EM THE OLD SHAKE 'N BAKE WITH UNIQUE SPIN MOVES, AND SPEED BURSTS.

From the moment your QB releases the ball, you've got complete



control of your receivers. And when you complete the pass, the E-Z Cam zooms right in on the action. But don't fumble, or you'll be humiliated by Chris Berman taunting you from the booth (realism has its price).

The game has audibles, updated NFL rules (like the 2-point conversion), and play options most other games wouldn't



FULL CONTROL OF YOUR RECEIVERS AT THE RELEASE OF THE BALL LETS YOU RUN UNDER THE BOMB OR COME BACK FOR AN UNDERTHROWN PASS.

ESPN SportsCenter

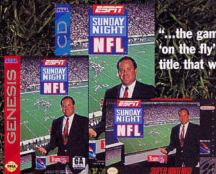


CAN YOU SAVE O-U-B-L-E-Y? CHRIS BERMAN CAN AND WILL LIVE FROM THE BOOTH ON SEGA CD. THERE'S EVEN MORE BERMAN PLUS OVER 10 MINUTES OF VIDEO HIGHLIGHTS.

even understand. You can play an entire season in the rain, sun and snow, and save all your stats with the battery back-up.

So if you love passing windows, buy another game.

If you love passing, buy ESPN Sunday Night NFL.



"...the game features the most intuitive 'on the fly' passing game of any football title that we've played to date."

-DieHard GameFan

SONY



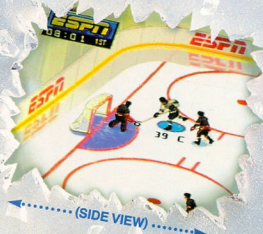
EVERYTHING ELSE IS JUST PRACTICE™

IMAGESOFT



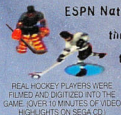
ESPN NATIONAL HOCKEY NIGHT

IF YOU THINK ALL HOCKEY
SIMULATIONS ARE ALIKE,
THIS ONE WILL GIVE YOU
A NEW PERSPECTIVE.



Look for free Topps Premier Hockey Cards inside each package of ESPN National Hockey Night on Sega CD.

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ESPN National Hockey Night takes you out of the nosebleed section and throws you right down on the ice. This is the only hockey simulation with two perspectives - vertical and side views. So when your center gets checked into the boards, you can see it from the boards. And when your right wing floats a pass through the crease from behind the net, you can watch it from behind the net.

The players aren't just big. They're huge. And so is the ice surface. So all the action is right in your face.

The slap shots, wrist shots, drop passes, and flip passes, all with the most



realistic puck physics you've ever seen. Did you say hitting?



ESPN National Hockey Night lets you dish out three different kinds of checks (on Sega CD you can dish them out to all the real players in the NHL). And if that's not enough to make you hum "Oh Canada," ESPN's Bill Clement is

there in the booth every step of the way.

So if your star goalie suddenly becomes a sieve in the Stanley Cup® Finals,

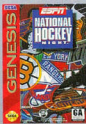
Bill won't let you forget it.

Check out ESPN National Hockey Night.

It'll give you a whole new perspective on hockey.



FULL 84 GAME SEASON, AND A BATTERY BACK-UP THAT SAVES YOUR TEAM'S RECORD.



EVERYTHING ELSE IS JUST PRACTICE.™



**MANUFACTURED
TECMO**
CARTRIDGE SIZE
N/A
RELEASE DATE
JANUARY
OF PLAYERS
1-80-2

**TEAM EGM
EXCLUSIVE!**

TECMO WINS SUPER BOWL COIN TOSS AWIN



Howdy sports fans, time to kick off with another gridiron entry. This game is a candidate for this year's super bowl of gaming. Tecmo Super Bowl II has all of the ingredi-

that an avid football fan looks for in a game.

With an official NFL and NFL Player's Association license, all of your favorite teams are in the game, complete with logos and actual player rosters.

Play against the computer or against a friend. With the NFL action heating up, you can play out the playoffs and the big game using the teams you think are going to go all the way.

The Tecmo animations have also been refined and are better than ever. When you get through to the opposing quarterback, an animated segment appears showing the defensive player's name, along with a celebration picture.

The same holds true for diving catches, close plays and after you score a touchdown; the player's name appears on the screen, and he can be seen celebrating with a teammate. This unique



With a great view of the field, you can spot your open receivers and the ones that are in double coverage down field.

LOTS OF GREAT ACTION MAKE THIS GAME A MUST-PLAY



You can audible at the line of scrimmage with all of your favorite NFL players.

feature really adds to the game play experience.

The user interface is great, field goals are a breeze. Choosing a particular play couldn't be any easier with two offensive playbooks with a total of 16 different plays and six different formations. On defense you can choose from four different formations with eight different plays in each. A goal-line stand, a normal, a nickel and a dime package have been included for

**Weather
Condition**



TECMO

**SUPER
BOWL II**
Special Edition



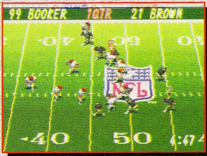
Team



you to choose. Put the pressure on Steve Young, John Elway or Warren Moon. You can choose to play a preseason, a Pro Bowl or a full regular season of play, using 1992-1994 NFL teams and rosters. You can also choose three-minute to 15-minute quarters. You can also turn on fumbles, injuries and an easy, normal or hard level of difficulty.

GO DEEP, PLAY HARD OR STAY ON THE COUCH

Statistics on all of the players and their skill levels in each of 10 categories can be checked to find out how strong the members of the opposing team are and



Watch out for the blind-side rush. Your QB can be put on ice for the season.

who you should keep the ball away from.

When playing the Buffalo Bills, it's a good idea to keep the ball away from Bruce Smith.

You can also scout out the best team in the league to use, based on their players' abilities. You can also check to see who to substitute in case of injuries.

The game has a number of excellent features including keeping stats on rushing yards, passing yards, total yards, first

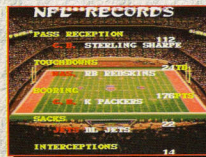


The game also keeps track of NFL leaders in sacks, passing and rushing.

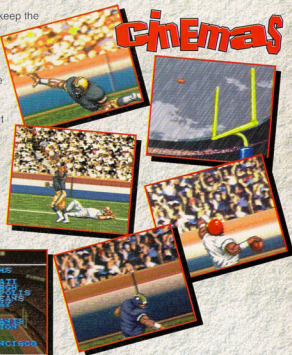
downs, sacks, interceptions and fumbles.

The harder you hit and the more people you have in on the tackle, the better chance the ball will pop loose.

The three-quarter side view of the field makes the plays you choose easy to



cinemas



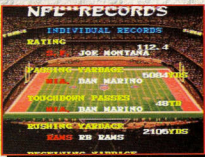
HARD-HITTING, GRIDIRON ACTION

execute or your wide receivers easier to follow.

You can even play the Cowboys vs. the Cowboys or the 49ers vs. the 49ers. So grab your controllers and head out onto the Super NES Tecmo football field. You won't be disappointed.

Both the Iceman and I are 14 wins with four losses, and we are facing each other in the Super Bowl with our respective teams. Tune in next month to see who won this year's football Team EGM crown. This game is a lot of fun to play and whether you're a budding gamer or an experienced one, this game will have you going for first downs well into the night. The plays are easy to choose and

execute. This game scores a big TD with a two-point conversion.





MANUFACTURER
FCI
CARTRIDGE SIZE
12 NEO
RELEASE DATE
DECEMBER
OF PLAYERS
1 TO 4

BONE-CRUSHIN', HIGH-FLYIN' ROYAL RUMBLE

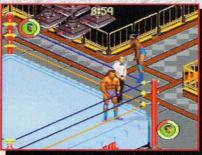
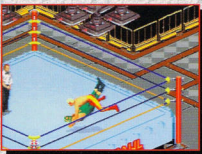
The monsters of the ring have gathered to bring you the very best ring action in World Championship Wrestling.

As a reminder, this version is not fully complete, so we can't show you the entire scenery of the ring. The empty seats will be filled with roaring fans, cheering and booing as the fight starts. Sorry for the inconvenience; Team EGM will update you in the future, and show more pictures and

The Main Event WCW

bone-crushin' moves. Grab your opponent and whirl around him in the air. Better yet, carry your half-naked foe on your back and slam him to the ground.

attempts when he's still on his feet. That's gotta hurt! Oh well, no harm, no foul. As I was saying, there are a lot of



Climb on the ropes and jump on your opponent, sending him to his defeat.

combinations of moves that the wrestlers can do.

Finishing your opponent is determined by whether you set the options to three drop counts or the number of rounds that the fight has been set at.

In the end, you can play up to four players and have a royal rumble. In this case, you can team up and play tag-team wrestling.

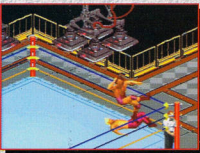
Make sure to stay tuned to later issues of EGM for more high-flying action of this FCI game.



Gain some speed by bouncing off the ropes to send yourself across the ring and land a drop-kick on your opponent. Climb on the turn-buckle and jump on your



defenseless foe. Make sure he's lying down because your opponent can avoid your high-flyin'



info on this slammin' wrestling game.

As you can see in the screen shot above, you'll be able to choose from 12 wrestlers from the wrestling world. Of course, they'll have different styles of wrestling, with different signature moves.

WCW is loaded with



Gain some speed by using the ropes. These enable you to run faster across the ring to do a special lethal move on your opponent.



YOU ARE HERE

**YOUR TEETH
ARE HERE**



You get 600 real NHLPA stars, real 1994 stats and real play-by-play from Al Michaels — everything but the dull ache in your jaw when the novocaine wears off. For PC, Sega™ Genesis™ and SNES systems.



BRETT HULL HOCKEY 95

ANY MORE REALISTIC AND YOU WOULDN'T WANT TO PLAY IT.

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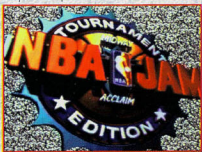


TEAM EGM
EXCLUSIVE!

THE JAM FEST CONTINUES ON THE TOURNAMENT EDITION

Okay, here's what everyone's been waiting for. The sequel to NBA JAM has finally come thanks to Acclaim. The approximate date of release should be around March 1995.

Clearly named NBA Jam The Tournament Edition and straight from the arcades, the game play is much like its Super NES predecessor.



TOURNAMENT NBA JAM EDITION

increased. You may notice that the trades among the clubs are reflected in these rosters. Now you can see the different players traded to other teams, how they are placed in that team and see the new rookies in your lineup. With the already awesome dunks in the first version, more awesome high-flyin', backboard-breaking dunks have been produced. This is NBA Jam; after all.

Unlike its predecessor, more statistics



TEAM EGM
EXCLUSIVE!

ACCLAIM ANNOUNCES MORE JAM FOR YOUR MONEY



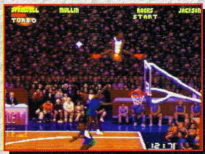
The Sega Genesis welcomes the sequel to the highly-acclaimed sports title, NBA Jam. Like the first game, it features awesome animations of players shooting and dunking. Did someone say dunking? To add to the previous dunks, more high-powered dunks have been created.



More players are here as well, so you can pick from more than two characters from your team ... swapping the roster as I recall, deciding to see who you want to be on the court. Most of the trades between teams have taken place, assuring you the updated teams and players in the league.

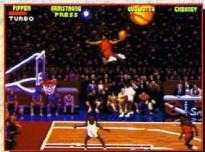
TOURNAMENT NBA JAM EDITION

But that's only the beginning, as this version features all of the greatest basketball players from every team in the league. Your roster to select from has been



are involved. In this edition, you'll get to see more stats on players like passing ability, power, clutch play and injury. These stats will be based on numbers rather than a bar in the first NBA Jam.

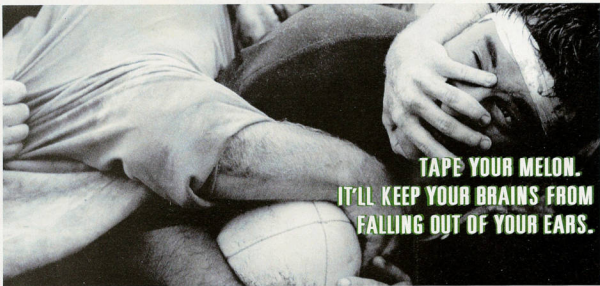
Four players are included. As for codes and other tricks popping out, look in later issues of EGM.



Like the very first game, stats are included to lend realism to the game. The stats are based on their NBA standings and skills. These skills are shown to you in numbers to give you a general idea of how they perform on the court. This newest version features new skills: power of player, passing ability, clutch and injury you have caused. During halves you'll be able to see how many injuries you have caused. Not really an important stat, but it does bring up some trash talk on the side as well as frustration to the other team.

The release of this game will be around March 1995. Of course, this is only an early copy of the game and it is still in development. We will surely bring you more screen shots and info on this exciting new sequel. Buckle up for this one!





**TAPE YOUR MELON.
IT'LL KEEP YOUR BRAINS FROM
FALLING OUT OF YOUR EARS.**



Detailed player modeling lets you see it all, whether you're scoring the match-winning try or just getting mauled on the pitch.



The planet's top 10 teams knock heads in RUGBY WORLD CUP 1995, the biggest prize of them all.



Stick your head in the scrum as part of the World Champion Aussies as the opposing eight try to drive you down into the ground.



Jump for line outs, lead crunching rucks, flatten scrum halts and discover another hundred or so moves you didn't even know you had.





MANUFACTURER
ELECTRONIC ARTS
CARTRIDGE SIZE
76 ANEO
RELEASE DATE
2000 BTL: '95
OF PLAYERS
1 OR 2

TIME TO GET NASTY IN ROAD RASH 3!



If you can't afford a brand-new bike this year, you can buy upgrade kits.



the Genesis. Road Rash for the 3DO has gotten a lot of attention in recent months.



Rash 3 out for the Genesis at a more opportune time. This is the nastiest and



and the Road Rash hype is still in the air. Electronic Arts could not have decided to bring Road

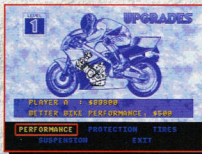
baddest Road Rash ever.

There are no rules, and the all-out motorcycle combat now takes place in seven countries, including the United Kingdom, Australia, Italy, Brazil, Kenya, Germany and Japan.

You have five new weapons that you can beg, borrow or steal to try to make your opponents kiss the pavement, including the all-new cattle prod. You can also use mace, a crow bar, an oil can and nunchukas, and the club and chain from Road Rash 2 are back.

If you don't win enough to become the big dog on the Road Rash block, you will still be able to improve the power and the ride of your bike with upgrade kits. Upgrade kits will keep you in the race when you can't afford to buy a new bike.

GET READY TO RUMBLE, ROAD RASH STYLE!



Improve the power of your bike without buying a new one in the Upgrade Mode.

You can buy upgrades, like tires, suspension, performance and protection kits. The kits will increase your engine's performance and give you quicker acceleration to keep you in the running.

There's also an all-new Snitch Mode that allows you to rat on another biker and get off light with the cops. When you do this, you have to have eyes in the back of your head

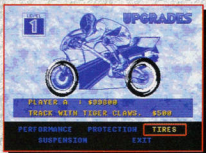


More obstacles and more weapons make it harder to stay on the road in Road Rash 3.



because thrashers are out for your blood. Watch out for a new batch of obstacles and road hazards, including new pedestrian traps and a new group of wildlife to encounter.

When you get pulled over by the cops and try to run and hide, the cops are smarter this time around. They send a member of the K-9 unit to sniff you out and haul you in for some real seat-of-the-pants, in-your-face justice. Then you have to deal with the authorities after you



deal with the German Shepherd's sharp teeth and bad attitude.

Beware of the helicopters that swoop down on you, they are quite a handful to try to outrun. Give it your best shot.

ROAD 3 RASH

**ATTENTION:
SPECIAL ANNOUNCEMENT
FROM TECMO**

You asked for it...

The Ultimate Football Game is Here!

TECMO® SUPER BOWL II:™ SPECIAL EDITION

Tecmo will be releasing TECMO SUPER BOWL II: Special Edition just in time for Super Bowl XXIX. This is a Special Release and is available for a limited time only and in very, very limited quantities. Don't miss your chance to have this limited release item. Reserve your copy now!!

CHECK OUT THESE AWESOME FEATURES!

STANDARD FEATURES

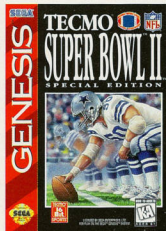
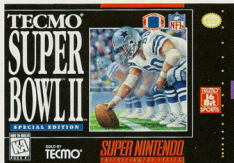
- For one or two players.
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- Real players, endorsed by NFLPA.
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- Speech and music.
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- Changeable defensive formations.
- Fake punt and fake fieldgoal plays.
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- Auto schedule (updated every year based on previous year's record).
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GENESIS



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Phone (310) 787-2900



THRASH YOUR WAY TO SUCCESS IN ROAD RASH 3



One of the coolest aspects of the new game is the music and a new sound FX chip that losses out

some big-time sound effects and stereo-quality sound. The musical segments really add to the enjoyment of the game.

Road Rash 3 has gone global, and you're invited to tour the world and race on seven international road tracks.

You brave the slick, wintry German roads, challenge pedestrians on the overcrowded streets of Japan and dodge wild animals on the African plains.

There are five tracks available per level. Each track has a long description that outlines the distance, and you get a glimpse of the terrain. Race the tracks in



You can run, but you can't hide. When the police dog gets a whiff of you, you're toast.

the order that they come up or you can choose the order you want to take on the circuit.

As you progress in the game, you must upgrade your equipment to remain competitive. The Perro 125 is the bike you'll start out with and it won't stand a chance

against the high-horsepowered cycles you'll face in the later levels. In the Bike Shop Menu, you can shop for a new bike in one of the three classes or as mentioned earlier, you can upgrade the bike you're currently using. Rat Bikes are low-end racing machines, and you'll be lucky to qualify for a joy ride if you continue on these sorry cycles.

Sport Bikes are quicker, and as you move into this class,

KEEP YOUR EYES OPEN!

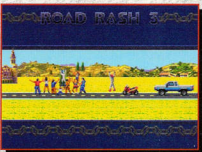


you may need to adjust your riding technique, braking sooner and learning to keep your eyes peeled for oncoming cars, cows or other obstacles that can cause you to become road pizza.

The Super Bikes are the speeding bullets of Road Rash 3 and all you have to do is learn how to harness their power without crashing and burning.

One sharp turn can spell the difference between winning, wrecking and getting scooped up off the pavement with a shovel. This is a fast-action game from start to finish, and there's a number of new features that will keep gamers happy.

This game will kick gamers into high gear and into a new level of excitement.



In the later stages, the Super Bikes really move. Keep an eye out for lingering cows and fast-moving oncoming traffic.

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MANUFACTURER
SEGA
CARTRIDGE SIZE
16 MB
RELEASE DATE
FEBRUARY
OF PLAYERS
1 TO 4

ROCK-'EM, SOCK-'EM HOCKEY RETURNS



I went to a hockey game and a fight broke out. This game has a Fighting Mode that can be turned on or off. It's about time somebody took a stand, even if it's toe to toe. Purists of the NHL will find NHL All-Star Hockey a pleasant trip down memory lane. You don't get a fine for going toe-to-toe with another player.



One good turn deserves another. If you enjoy rock-'em, sock-'em hockey, you'll enjoy throwing your weight around in this game.

NHL ALL-STAR HOCKEY '95

All of the NHL team logos, complete with up-to-date rosters, are included in the game.

A Scouting Report begins each game showing you how your team compares to the opposition. Your team's report is based on coaching, conditioning, skating, passing, shooting and under-pressure categories.

The game play is fast, and it plays much like the real game. The fundamentals of the game are intact and are there for you to master: coaching, passing, shooting and scoring is the name of the



game. The puck moves realistically, and the player animations are larger than average. Laying the body on the members of the opposing team is the name of the game. A good defense makes for a good offense.

Don't be afraid to take the man, or you'll get scored on quickly and often in this

VANCOUVER CANUCKS TEAM ROSTER	
Forwards	Status
1. <u>Johnny</u>	<u>on ice</u>
2. <u>Graven</u>	<u>on ice</u>
3. <u>McIntyre</u>	<u>on ice</u>
4. <u>Lafayette</u>	<u>on ice</u>
5. <u>Gourna</u>	<u>on ice</u>
6. <u>Adams</u>	<u>on ice</u>
7. <u>Gellings</u>	<u>on ice</u>
8. <u>Glack</u>	<u>on ice</u>
9. <u>Homes</u>	<u>on ice</u>
10. <u>Antoski</u>	<u>on ice</u>
A-Ratings Start-Exit	

NBA HANGTIME '95 WILL TEST YOUR BASKETBALL SKILLS. NOT YOUR "SIT-ON-YOUR-KEISTER-AND-WATCH-THE-COMPUTER-DO-ALL-THE-WORK" SKILLS.



B-A-1

Sledgehammer Dunk
Show that guard where this dunk got its name from.



B-A-1

Reverse Jam
Time this one right and Chris Webber will fly so high he'll show up on air traffic control radar.



B-A-A

Super Jump & Block
How many opportunities do you have to take on an NBA star in front of 20,000 fans?



A-A-1

Downtown
We're not giving three pointers away here, but with a little practice you'll nail 'em like Reggie Miller.



B-B-1

Funk Dunk
This one is very misable, so just hold on tight and hope your hands aren't too sweaty.



B-A-1

Solar Bounce
If you attempt this one and miss it, the embarrassment could be too much to recover from.



B-A-1

Hangtime
Do this move correctly and you'll be airborne long enough for Dan Patrick to go get a hot dog. And some compliments.



B-B-1

Stop & Pivot
You'll need all the fancy footwork you can get in the "streetball" mode. Because on the street they play for keeps.

NBA HANGTIME '95 IS THE MOST CHALLENGING GAME OF 2-ON-2 OUT THERE. YOU'VE GOT 39 DIFFERENT MOVES TO CHOOSE FROM, REAL PLAYERS LIKE HAKEEM OLAJUNJUN, PATRICK EWING, SHAWN KEMP, SCOTTY PIPPEN, CHRIS MULLEN AND KARL MALONE, ALL 27 NBA TEAMS, AND ESPN 2's "STREETBALL" MODE. IF YOU DON'T GIVE THIS GAME TWO THUMBS UP, IT'S PROBABLY BECAUSE YOUR THUMBS ARE TOO EXHAUSTED.

EVERYTHING ELSE IS JUST PRACTICE™





GO AROUND THE GLOBE COMPETING AGAINST THE BEST

1995 Schedule

Mar. 1	Newsweek Champions Cup
Mar. 13	The Lipton Championships
Apr. 5	Japan Open
Apr. 20	Monte Carlo Open
May 3	German Open
May 10	Italian Open
July 26	Canadian Open
Aug. 13	Wimbledon Championships
Aug. 19	Thriftyway ATP Championships
Oct. 25	Stockholm Open
Nov. 1	Paris Open
Nov. 11	IBM/ATP Tour World Championships

Put on your tennis gear and get ready to compete against the very best in the ATP Tour where you'll go around the world entering tournaments to be ranked number one in the world.

The game is comprised of an Exhibition Match, Exhibition Tournament and an ATP Senior Tour Event where you compete against the best from the past, and begin or resume an ATP Tour. As you begin the ATP Tour, you play as a no-namer. You first have to create a character by customizing his name, date of birth, country, height and weight. You'll also have to decide which hand your

player is comfortable using and skills on both forehands and backhands. You'll be given 10 ability points to customize and develop your abilities.

As you win tournaments, you'll gain more ability points, whether it's for your serve control, forehand power or footwork speed. After all of these options, you'll be taken to a list of tournaments for 1995. You'll go through each of them deciding if you want to compete in it or skip it. It's best to

compete in the early ones to gain more ability points and receive money for your winnings, sending your rankings in the top 10.



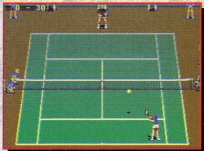
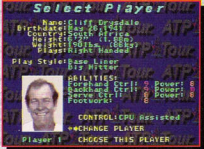
Invite some friends over to play doubles. In the Doubles Match, you get to use the real pros and play against two others.

In the first tourney you enter, you'll be seeded last in the brackets. Work your way through the bracket in hopes of entering the finals.

Playing the game takes some time, as you must time your hits, both your backhand and forehand strokes. Try practicing on a hard court to get your timing down before entering a tournament. The players in the tourney have more precision than you do in the beginning. The more ability points you gain, the better you will be in the tournaments.

This game features multiply, which allows you to play up to four players at once. In the Exhibition Match, the computer will pick your players from today's real pros. You can set your game speed, change the court surface and play one-, three- or five-set matches.

This game is still in production, but by the looks of it, tennis fans of all ages will enjoy spending time with this one.



Master your strokes, as you will need them to defeat the higher-seeded players.

ATP Tour CHAMPIONSHIP TENNIS

THERE'S NOTHING

QUITE LIKE THE

FEELING OF

NIPPLE SURFING.

ON ASPHALT.



THE RASH IS BACK

The nastiest, no-holds-barred motorcycle combat game returns to Genesis™.

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MANUFACTURER
ACCOLADE
CARTRIDGE SIZE
16 MB
RELEASE DATE
DECEMBER
OF PLAYERS
1 OR 2

HE SHOOTS! HE SCORES!

Good day, and welcome to the latest Sport Accolade entry into the hockey genre, Al Michaels is behind the microphone again this year, and Brett Hull is still one of the best players in the game.

The player animations are bigger and the NHL Player's Association license is a real plus for fans of the NHL. If you love

BRETT HULL HOCKEY '95

is incredible, and it really gets you into the game. But if you get tired of his voice or the sound effects, you can mute them by selecting mute on the Options Screen.

When you stop your player quickly, you can see a stream of fresh ice fly off of his skates. Attention to the finer aspects of the game, including the realistic bounces of the puck, add to the enjoyment of Sport Accolade's latest hockey product.

HOCKEY'S FUNDAMENTALS STRESSED IN BRET HULL 2

You can play a single exhibition game or a full season, choosing from either two-, five-, 10- or 20-minute periods.

The basics of hockey (passing, shooting and skating) are stressed. You can't just sit down with it and in 10 minutes have the score 9 to 8 like you can in some other games. Just like the real game, you have to learn how to pass, skate and shoot, and it takes some time to become good. Brett Hull even pops up between periods to give you advice on how to outwit the other team and what he thinks you can improve on either to catch up or to stay on top. Hockey purists will enjoy this fast-paced hockey game.



The voice of Al Michaels enhances the game. You feel like you're on the ice.

The different organ music in each of the arenas combined with the crowd noise adds to the realism of the game. You can lay out members of the opposing team with some big-time hip and body checks that will send them reeling and heading

for an ice bag and a trip to the jacuzzi.

The player animations have been worked on and are bigger than last year. The play control has also been improved.



BRETT HULL HOCKEY '95 BY ACCOLADE

Graphics ★★★
Sound ★★★

Playability ★★
Realism ★★★

Graphics ★★★
Sound ★★★

Playability ★★★
Realism ★★★

the game of hockey and enjoy fast-action sports games, you won't be disappointed with this game. Al Michaels, a future hall-of-fame announcer and one of the hosts of *Monday Night Football* really adds to the game and makes you feel as if you are actually on the ice participating in the play. Michaels doing the play-by-play

70%
exceptional graphics. It will take a while to get use to the controls; it could have been better.

Excellent sounds and realistic bounces will make hockey purists take to this game. The game starts out slowly, but it grows on you. The mechanics of hockey, skating and passing are stressed. You can lay hard body checks on your opponents. It's an improvement over last year's effort. It's still hard to score, but it is fun to play. Brett Hull fans will love this game.

73%
Video Content



Baseball action so realistic, you'll be tempted to cork the bat.

The new Batter Up™ electronic bat lets you swing against the toughest pitchers in the major leagues. But forget about pressing buttons on a boring controller. With Batter Up™, your biceps control the bat, not your thumbs. And there's no room for whiffers. Best of all, it's compatible with the most popular video baseball games around. Pick it up at your favorite video game retailers. And remember, don't wear your cleats in the living room.

Batter Up
IT'S A HIT!



available for
SEGA™ GENESIS™ and SUPER NES®

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MANUFACTURER
SEGA
CARTRIDGE SIZE
24 MB
RELEASE DATE
JANUARY
OF PLAYERS
1 OR 2

TIME TO TAKE A RIDE ON THE WILD SIDE

Time to go up through the gears and saddle up on one of three awesome motocross dirt bikes. The game is full of hairpin turns, and all 12 tracks are very challenging and a lot of fun. You can go it alone or compete against a friend.



The object of the game is to place first, but the other 11 racers you are tossing mud



against will see nothing wrong with elbowing you in the chops or kicking at you to try to knock



you off your bike. For shame, but it's a nasty world out there, so get ready for some rough riding.

You can take off on one of three bikes, a 125-cc motorcycle that doesn't have much speed but has decent power for those tough hills.

The second bike you can choose from



Take control of the throttle and power your way around the corners of the 12 racetracks in this motocross display.

MOTOCROSS championship



WHEELY WEATHER ALL YEAR ROUND

is a 250-cc powered bike with a good combination of speed and power. Your third choice is the Super Bike, and this bike is only for the strongest riders. You can get up some incredible speed with this bike, and you will have power to spare. This bike will allow you to leave the other racers in your dust.

You can race on each of the 12 tracks individually, or you can take your chances in the Season Mode.



In the Season Mode, compete on each track three times for a 36 race total. In a One-player Season Mode, you must place first, second or third to move on to the next track. The winner of the season will be awarded money, and everyone in the top 10 will get a cut of the overall purse. The Password Mode will allow you to start the 36-race season and then



finish it off at some other time. If you're having problems racing in these tracks, why not take some time off and practice on

them? This game has some great, fast action, and if you love motocross racing, this game has everything you'll need to keep you going for the big money.

Get a hold of the 32X throttle and leave your gaming pals behind.



Stay on the track and place in the top 10 if you want to stay in the big money.

THE BEST COMIC MAG JUST GOT BETTER!!!

HERO

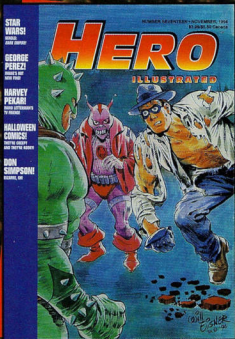
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HEMA5



JUMP-START YOUR ENGINES AND BURN SOME RUBBER

MANUFACTURER
GAMETEK
CARTRIDGE SIZE
2 MB50
RELEASE DATE
NOW
OF PLAYERS
1 OR 2

Race Days from Gametek features two classic games.

First, the Four-wheel Drive competition that takes

on those hills and sharp turns. Watch for warning arrows for sudden turns nearby. In four-wheel racing, you have the option to link-up to another buddy of yours and play head-to-head.

The second game that's included is Dirty Racin'. In the over-head driving perspective you'll have to race through 32 fast-paced courses and win to qualify to enter in the Grand Final Season. At this pace you'll have to compete in nine of the hardest races ever. Dirty Racin' is packed with more features than the four-wheel drive



Roll through the rugged outback of America as you race against other rough riders in the Four-wheel Drive racing.

shops, so you can upgrade your vehicle in respect to nitros, engine speed, tires, and repairing your car. Yes, each car is fitted with nitro boosters. If you feel like you're hanging behind, try out your nitros and speed ahead of the competition. Getting damage around the tracks can get frustrating as you can easily inflict damage on your vehicle if you bang yourself into another car. Bonus panels will occasionally pop out, enabling you to catch up with the racers or fall behind them, receive extra points and repair the damage you've received.

Having played one game is great, but two? Can't lose to that one!

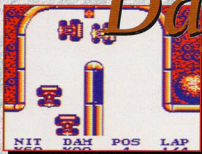
place through the rugged backyard of

America, driving a jeep in a first-person perspective. Drive through 19 different courses, and race against other racers through the 3-D winding dirt tracks. Options are there for you to use as you can pick either from right- or left-hand steering. While driving, you can hear live engine sound effects that add realism as you hit the high gear



In Dirty Racin', view the open tracks around the area and see if you can qualify.

RACE Days



competition as the races have more depth in relation to items that you can use in upgrading your vehicle.

In the Option Screen, you can pick from three levels of difficulty: Take It Easy, Risk Hazardous or Totally Dirty.

Throughout every course there are money bags scattered that you must pick up to gain more money to send to the



RACE DAYS BY GAMETEK

Graphics ***
Sound ***

Playability ****
Realism ***

Graphics *****
Sound *****

Playability *****
Realism *****

I'm not a big fan of the Game Boy, but this is a fun game to carry around if you're always on the go. With two games in one, how can you lose? The graphics and sounds are pretty much average, but the action can get addicting. Easy controls are a plus—passing other opponents is a piece of cake. Race Days will fuel this system for a while!

73%
Excellent

Gamers, start your engines and make sure you have fresh batteries in your Game Boy. Race Days gives you two games in one. This game gets the checkered flag in a number of categories. It controls very well for a Game Boy game, plus it's a lot of fun to play. For gamers on the go, this game is a time killer. The graphics and sound are the pits; this game is okay.

75%
Video Cowboy

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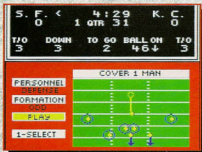
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ASG.
Follow the Rules.



MANUFACTURER
SEGA
CARTRIDGE SIZE
4 MED
RELEASE DATE
NOW
OF PLAYERS
1 OR 2

SEGA SCORES ANOTHER TOUCHDOWN WITH NFL '95



The Game Gear is still showing some light as games from Sega like this one prove that this portable system will be around for a long time.

NFL '95 has taken its name from the Genesis version. It may not have the exact 16-Bit



NFL '95

quality, but it does produce some

pretty neat features that boost the aspect of the game. The playbook is comprised of a variety of plays from the offensive and defensive point of views. The plays are laid out pretty well, showing you your players' assignments and routes.

On the field, eight players are on each side. Even though the teams are reduced in size, they are comprised of real, NFL athletes. People who are not used to playing with small characters may have to get used to the controls while maneuvering your player and running and passing downhill.

NFL '95 is full of



referee animations giving signals of first downs, delay of game, etc.

After practicing and taking down the computer for some games, why not enter the playoffs? During the season you may check your standings and see the rankings throughout the league.

Overall, NFL '95 is packed with everything you want in a football game.



ICEMAN'S SNEAK PREVIEW: MADDEN '95 BY ELECTRONIC ARTS



Always in a Madden game, choose from a variety of plays from his playbook.

If you've seen the early Madden game for the Game Gear, you should look again because this year's version has vastly improved graphics, and the perspective of the field has changed. Of course, the plays in the playbook have been revised, with newer plays added. This game will feature all of the teams from the NFL. Stats of teams and their players are updated to bring you closer to the real thing. Enter the season or playoffs and go for the Super Bowl. Stay tuned to later issues of EGM for a more in-depth look at this Madden fest.

GAME GEAR



The wide view of the field enables you to see the players surrounding you.

RUGBY WORLD CUP 1995 BY ELECTRONIC ARTS

Graphics **** Playability ***
Sound *** Realism ****

Considered one of the best European sports and with EA being one of the best sports crews, they bring you this exciting sport home. All of aspects of this game are right here with excellent animations of players. It may take a bit of time to get used to the controls, as it tends to get busy on the field with all of these players.

83%
Editor



Graphics **** Playability ****
Sound **** Realism ****

Rugby, anyone? If you enjoy getting onto the pitch and smashing heads, this is a faithful translation of one of Europe's most popular sports. It's a scaled-down version of Australian Rules Football, with less blood. EA's done it again and they've proven whether it's on the pitch or on the ice, if it's in the game. This game is full of action.

80%
Video Country

Fritz...



unplugged



FACT FILE HOME IMPROVEMENT

MANUFACTURER

ABSOLUTE

OF PLAYERS

1

DIFFICULTY

HARD

AVAILABLE

DECEMBER

CARTRIDGE SIZE

12 MEG

NUMBER OF LEVELS

20

THEME

ACTION

% COMPLETE

95%

THE GOOD

The levels are very well done. They are graphically stunning and a pleasure to look at.

THE BAD

The fact that some of the levels are extremely hard to get through.

THE UGLY

Tim, when he flexes his muscles after the player has left him waiting on the screen too long.



TOOL TIME WITH TIM "THE TOOL MAN" TAYLOR



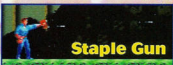
Follow Tim "The Tool Man" Taylor on his quest to find his tools. You must defeat 20 levels of pure, adrenaline-rushing action set on four different movie sets.

Look at him move!



Tim moves with the grace of a veteran action character. Use his finesse to get Tim out of the unbelievable messes that only Tim can get into.

More Power!



Staple Gun



Dynamite



Electron Gun



Flamethrower



Laser Blade

Binfond Tools presents Tim "The Tool Man" Taylor's own line of tools. But they've been stolen. Now you must help Tim get back his Turbo Tools. In Home Improvement the game, Tim becomes the action star that we all knew he could be. The graphics are good and so are the sound effects. Tim controls well, although it can be hard to deploy your grappling hook while jumping. The levels are very hard, sometimes too hard. The musical score is well done, with the theme song sounding just like the one from the TV show. Tim's weapons are cool and the more you collect, the more powerful they become. The Bosses, especially the Second Level Mummy, are on the hard side. Just when you think he is dead, his head comes back to life and floats around trying to kill you with his energy-firing eyes.

Set 1: The Jungle



Set One takes place in a prehistoric jungle. You must find five boxes in each of the first four stages. You'll have to battle flying pterodactyls, dinosaurs, big bugs and more. Just when you think it's all over, you'll have to battle a huge dragon.

Set 2: Ancient Egypt



Set Two is Ancient Egypt. You have four levels of multiple staircases where you must retrieve six boxes. Battle cobras, scorpions and a fire that follows you around. The Boss is a mummy who shoots energy from his eyes.

Set 3: The Haunted House



Set Three is a haunted house where you'll face four levels of terror. You will have to battle little spiders, bats, walking suits of armor and ghosts to retrieve your seven boxes. The final Boss is none other than Count Dracula.

Set 4: Future World



You've made it to the fourth and final level! You must battle spider robots of assorted sizes. Collect eight boxes of tools to complete the last of your stolen tool sets. The Boss is a giant machine that shoots a variety of weapons at you.

Scene 1 - Beginning

Real-time Quest



As the day moves on, the sun will set and rise to indicate the progression of time.

A plethora of characters!

Throughout the quest, your band of fighters will meet up with various friends and foes.



The idea of each map is to liberate one of the cities.



Once done, you may obtain a Tarot Card for use in battle.



Warren will join your party, but first he will test you.



In order to complete this level, liberate all the cities—but one is hidden.



BOSS

Warren will test your fighting skills before he decides to join your crusade.



Once you find it, a warrior will join you and your fighters to help you in your quest.

Warrior: My name is Lohs. I am a knight of the Royal Zenobian army. You must be the new leader.

Ogre Battle

The days of Zenobia are growing dark and cold—evil is running rampant over the entire continent. Shadows of men roam the streets, whispering the demise of their great king. The trusted sage, Rashidi, slew Gran the mighty king. Rashidi then joined forces with Empress Endora and their reign of terror spread over the entire continent. Thus, the Zetegienian Empire was born.

It's been nearly a quarter of a century since the reign of terror began. The Empire is ruled with neither justice nor compassion. Now you must lead the rebellion and topple the Empire!



FACT FILE

OGRE BATTLE

MANUFACTURER	# OF PLAYERS
ENIX	1
DIFFICULTY	AVAILABLE
MODERATE	MARCH
CARTRIDGE SIZE	NUMBER OF LEVELS
12 MEG	30
THEME	% COMPLETE
RPG	90%

There are several ways to change game play, such as editing your troops.

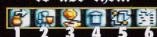


You can alter the troop formation and fighter class, or just view each and every fighter.



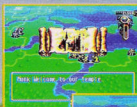
Icons and

Items and how to use them



1. Use a selected item.
2. Equip a particular item.
3. Sell an item.
4. Dispose of unwanted items.
5. Change the order of items.
6. Clean up your inventory.

Scene 2 - Rally



The Monk Temple is the place to go when you or one of your fighters has perished!

In some cities there are areas that hide treasure which may be helpful!



As you go further into the game, you and the rest of your unit will

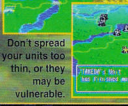


encounter plenty of powerful enemies on various terrains.

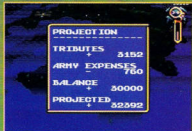
Missions and Tactics



Except for the first map, deploy your units to liberate the cities.



Don't spread your units too thin, or they may be vulnerable.



View the Income Projection Box to make sure you have enough to deploy your units.

BOSS

Usur: How dare you rebel against the Empire!

Usur will oppose those against the Empire.

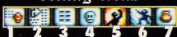
Tarot Cards



Each time a unit liberates a city, they may obtain a Tarot Card. Remember that there is a limit to how much they can carry.

Various menus

Here are more editing icons



1. View status of each fighter.
2. Remove a fighter from a unit.
3. Change the formation of a unit.
4. Erase a character.
5. Change the class of a character.
6. Change the leader of a unit.
7. Check items.



In battle, you may access a menu to influence the actions of the units or switch the animations on or off.



The Battle Menu allows you to use a Tarot Card as magic, change how you attack, or just retreat.

THE GOOD

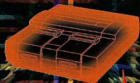
Has bright, colorful graphics (except when it gets dark) and a cool soundtrack. The story is great, too.

THE BAD

The deployment of troops is a bit slow and tedious, as is their march to their assignments.

THE UGLY

Tiny loves this game! I think he's gonna buy this game! Hey! What's that smell?



THE IGNITION FACTOR

The Ignition Factor is a new game by Jaleco that is definitely hot! You play as a rookie fire-fighter, and it's time to save some lives. At the start of the game, pick your stage and then listen to the briefing. At the briefing you will learn what happened, what your mission is and what kind of conditions to expect. Listen carefully so that when it comes time to pick the equipment that you are going to use, you won't be caught without something you need, or stuck with something that is useless. Then it's time to go in and face the fire!

FACT FILE THE IGNITION FACTOR

MANUFACTURER	# OF PLAYERS
JALECO	1
DIFFICULTY	AVAILABLE
MODERATE	MARCH
CARTRIDGE SIZE	NUMBER OF LEVELS
3 MEG	8+
THEME	% COMPLETE
ACTION	100%

THE GOOD

This game is a lot of fun to play, and it just gets better as it goes on.

THE BAD

Sometimes you get penalized, but they don't explain why.

THE UGLY

When you see someone that's on fire, but you can't get to them.

Fire stuff!

At the beginning of the mission you have to decide on the equipment that you will take into the fire. If you listen closely at the briefing, you'll know what you can use.



Plastic Explosives

Use the explosives to blow through walls.



Oxygen

This oxygen tank will let you breathe in toxic areas.



Pole

The pole can be used to check for weak spots on the floor.



Chemical

Use this fire extinguisher to put out chemical fires.



Rope

The rope can get you across holes so you don't fall in.



CO₂ Bomb

These bombs will put out a large area of fire.



Electrical

This extinguisher will put out electrical fires.



Axe

The axe can be used to break down locked doors.



The First Levels

Bradshaw Steel Mill



The first thing you have to do is find the main computer, so you can reactivate all of the doors.



Try to find and save everyone before the fire gets too bad.

At the beginning of the game, you have to decide between two different stages, either Bradshaw Steel Mill or Pygmalion Productions. Because these are the first levels they are not too difficult but they do teach you all that you will need to know to beat the later levels. After you finish one stage the other one will be waiting for you. So don't worry; you won't miss a thing!

Pygmalion Production



The rope can get you across big holes in the floor, so swing carefully.



Sometimes people have passed out. Spray them with your fire extinguisher to wake them up.

The Second Levels



McGloone Mine



Gas leaks have made the mine unsafe. Get everyone out fast!



After you finish the first two levels, you will be taken up to the next series of emergency situations. This time there are three of them, and they are more difficult than the first two. There is also a mission that is in a mine where poison gas has been released but there is no fire—it is just a rescue mission.

Dino Museum



It's important to put out all the fires in the narrow hallways.

Get to the people trapped inside before the fire does.



Whitney Appliance Factory



The power is out, and you have to find a way to turn it back on.



Fight fires along the way, but be quick. You don't have much time.



FACT FILE PINBALL FANTASIES

MANUFACTURER	# OF PLAYERS
GAMETEK	1 TO 8
DIFFICULTY	AVAILABLE
MODERATE	FEBRUARY
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MEG	4
THEME	% COMPLETE
PINBALL	95%

THE GOOD

The pinball theme makes a great game.

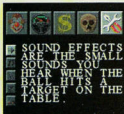
THE BAD

The sound effects are terrible and the music needs help.

THE UGLY

The clown face in Party Land makes me just want to barf.

Pinball is back for the Super NES, and it's about time. The game is fairly well done. The sound is not up to specs, with the music for Party Land being the most annoying. The flipper configuration is a nice option, as is the ability to select the number of balls. The flipper control is good, with only a slight lag time between button pushes and flipper movement. If you like pinball but can't afford a machine, this is an excellent game.



The Option Screen holds an explanation for each of the options. This is very helpful especially when you just start.



The Billion Dollar Game Show

On this show you will always come out a winner. How big you win is up to you. There aren't a lot of bumper areas that you can use to rack up some serious points. The game has plenty of ramps that will take you to those high-scoring areas.

Right below the area marked "lock," in the picture below, is one of those areas. If you are lucky enough to get in there you will be rewarded with 500,000 points. Nice place,



huh?! So it's time to make money!

PINBALL Fantasies

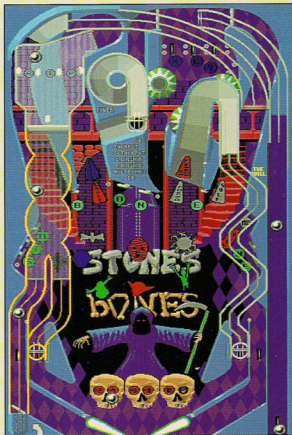


Party Land

Party Land is the first pinball game on the selection screen. The music is very annoying, and the points are hard to come by. A lot of the time when you first shoot your ball it will come straight down, right into the ball return slot. Unless you hit the ball with the upper flipper, you're going to lose the ball. In the picture below is a secret door that gives big points. The door is located under-

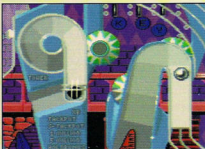


neath the food stand, but I'm not going to tell you how to get there. Go for it you party animal!



Stones Bones

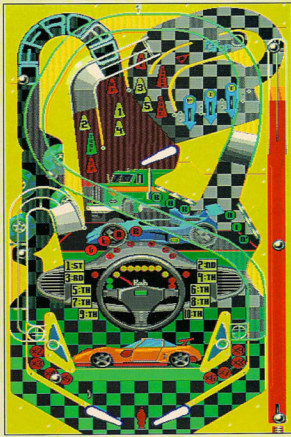
Are you ready for a ghoulishly good time? You'll find it on *Stones Bones*. This has to be the easiest pinball game to score highly on. In all of the other pinball games, I had a hard time breaking 1 million. But in *Stones Bones*, I broke 200 million. There are three places that you want to reach to earn the big points. The first, in the picture below, is the Tower. It holds many bonuses, from an extra ball to 5 million points. The second area, also in the picture below, is the Screamer. Each time you go over the ramp, you get a scream. When you lose a ball, you get 100,000 points for each scream. The really cool thing about the Screamer is that the points carry over from the last round. The third and final area is the vault. Very big points await you in the vault if you are skilled enough with the flippers to get in there.

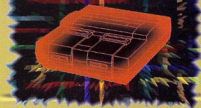


SPEED DEVILS

Welcome to *Speed Devils*, the pinball game where speed is everything! This is another high-point pinball table. There are a lot of areas where

you can rack up points. You must use the top flipper to maximize your points. Light up the pit sign as much as you can to maximize your points. Then head for the off-road sign and bounce off the bumpers for some serious points.





Low in the valley Eodon lies a small village where the Kurak people live. A while back the chief's daughter, Aiela, was taken away by Darden the Huga. It is up to you as Avatar to help the tribespeople find the Kurak princess so order will be restored. The journey is long and hard but there will be help along the way. Your job is to grab as many different items and weapons as you can find—they will come in handy as the journey continues. Use empty buckets to gather hot tar along with strips of cloth to make fuses for hand grenades. Find and grind ingredients together in the mortar to create gunpowder. The best thing about this adventure is that you can take as many items as you wish without penalty. So, do you have what it takes to enter the Savage Empire? Play the game to find out, if you're brave enough!



Make sure you grab everything you see. Even if it's the paddle for a raft!



Just before dark a cave is found. What lies inside? It's up to you to find out.

THE SAVAGE EMPIRE



Walking the bank is usually safer, but you find fewer items and occasionally run into a nasty sea dragon or pesky croc!



Search huts for emeralds, food and ingredients.



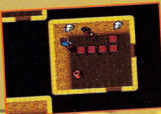
Savage beasts roam the land with every desire to attack! Among these are numerous giant ants and a huge triceratops with sharp horns.



Open crates to get powders and healing blankets.



These little guys look cute until they start ganging up. They have no qualms about bringing you down, so react fast!



Use your emeralds to buy the latest in tribal armor.



Deep in the forest lies an area full of useful items!



FACT FILE SAVAGE EMPIRE

MANUFACTURER	# OF PLAYERS
FCI	1
DIFFICULTY	AVAILABLE
MODERATE	1ST QTR. '95
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MEG	N/A
THEME	% COMPLETE
RPG	55%

THE GOOD

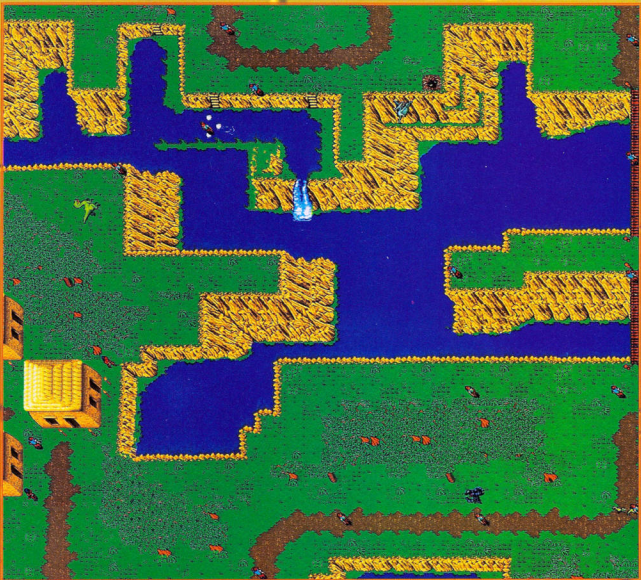
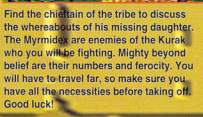
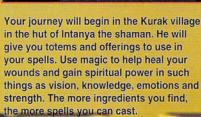
There are so many items to find, such as a fire extinguisher and a wire screen.

THE BAD

It's hard to tell where you're at in the deep forest. You don't have much time to react to enemies.

THE UGLY

There are plenty of man-eating creatures lurking around—from cute little lizards to the flesh-tearing T-Rex!



NORMAL GAME

The Normal Game involves our favorite bomber on an adventure to bring order to the divided world.



Destroy the orbs to get the broken piece.



There are some stages divided by a river.



Set a bomb to go off as soon as the other does.

BOSS

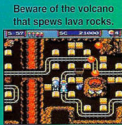
The big creature that looks like a banana is just a decoy. Concentrate on bombing the annoying, little monkey moving around.



Knock out enemies and walls with the mine cart.



Some kangaroos can kick bombs over walls.



Beware of the volcano that spews lava rocks.

BOSS

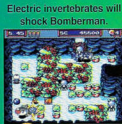
This Boss with the pyramid for a head will launch his fists. He also attacks by stomping the ground to stun Bomberman.



Stay clear of the bombs as they explode.



Many undersea creatures will make life tough.



Electric invertebrates will shock Bomberman.

BOSS

This giant crab Boss is a real pain! If he's close enough, he will cover your bomb with one of his claws, safe from its explosion.



MEGA BOMBERMAN

FACT FILE

MEGA BOMBERMAN

MANUFACTURER	# OF PLAYERS
SEGA	1 TO 4
DIFFICULTY	AVAILABLE
MODERATE	FEBRUARY
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MEG	15+
THEME	% COMPLETE
ACTION	95%

Get ready Genesis owners as video gamedom's favorite arsonist is now setting its bombs for the Sega system. Mega Bomberman explodes onto the Genesis with an all-new adventure, new stages, awesome power-ups and get this—he can now uncover eggs that hatch kangaroo-type animals! Each individual animal possesses different abilities from the rest. Some can kick bombs over walls, some can jump straight up to avoid an explosion and some can speed across the screen as well. Two modes can be played: Normal Game and Battle Game. The Normal Game is an adventure where Bomberman must go through five areas to save the world. The Battle Game is where you bomb it out with three of your buddies!



BATTLE GAME

STAGE 1

The original Bomberman battleground.



STAGE 2

Undersea much like Area 3 in the Normal Game.



STAGE 3

Many conveyor belts to set up attacks.



STAGE 4

More like a maze it's easy to get trapped.



STAGE 5

Many eggs appear for you to ride the animals.



STAGE 6

Watch the arrows to help your attack.



STAGE 7

Travel or send bombs through trap doors.



STAGE 8

Everyone has superior firepower!



STAGE 9

Everyone moves very fast here!



STAGE 10

Hide in greenery or secretly lay bombs there.



SETTING UP BEFORE BATTLE



When you choose the Battle Game, you will come across a few screens that allow you to set up the kind of game you and your opponents want to have. Select the number of players, the battleground and even the way your Bomberman (or Bomberwoman) appears!

CHOOSE SINGLES MATCH OR TAG TEAM

SINGLES



TAG TEAM



ANYONE KNOW THE SCORE?



ICONS, ICONS AND YES, MORE ICONS!



1-UP

An extra Bomberman.



BOMB

Lay one more bomb.



BRICK WALL

Move through walls.



CLOCK

More time to clear a stage.



DETONATOR

Detonate bombs at will.



FLAME

Flames are extended.



KICK

Kick bombs across stage.



SKATES

Allows you to move faster.



VEST

Allows you to take a hit.

THE GOOD

Cool new levels! Awesome power-ups! Tag team! Animals you can ride! A great party game!

THE BAD

Mega Bomberman is a superb game in many respects. The only downfall here is a severe case of slowdown!

THE UGLY

The third Boss gets real unsightly when you bomb its shell off. Feel like seafood tonight?



FACT FILE THE DEATH AND RETURN OF SUPERMAN

MANUFACTURER	# OF PLAYERS
SUNSOFT	1
DIFFICULTY	AVAILABLE
MODERATE	JANUARY
CARTRIDGE SIZE	NUMBER OF LEVELS
16 MEG	10
THEME	% COMPLETE
ACTION	100%

THE GOOD

The four Superman upstarts that you get to play as.

THE BAD

All of the repeated characters that they use over and over.

THE UGLY

Doomsday's laugh—it sends chills down my spine.

It's time to become the greatest superhero of all time. In the Death and Return of Superman play as Superman and progress through two levels to get to your final showdown with Doomsday. Throughout the rest of the game play as the Superman upstarts: the Cyborg, the Eradicator, Superboy and the Man of Steel. Unfortunately, this game lacks originality. On each level you meet only the same three bad guys over and over again. Some of the enemies you'll even see on more than one level! Their names and colors might change, but they are still the same enemy. The levels seem repetitious as well, because they are all laid out in the same fashion. The control is only adequate, and the same goes for the sound. If you like side-scrolling, beat-'em-up games like Final Fight, however, you will probably enjoy this title. There are lots of enemies which, even though they look the same, make the game a challenge.

THE DEATH AND RETURN OF SUPERMAN



They keep going and going!



These guys just don't die! At least it seems that way. Throughout the game it appears as if you keep

running into the same bad guys over and over again, which becomes very repetitious. A little advice:



When there are more than two enemies on the screen, take out the ones who fly or shoot first.

Super Icons



Throughout the game you will find these power-ups. The blue is a health regenerator, the red is a special power-up and the shield is the 1-Up.



Throw bad guys into the walls, shattering glass and cracking the stone pillars.

Level 1-1 Siege of the Underworld: Power Plant



Level 1-2 Siege of the Underworld: Inside Plant



Level 2: DoomsDay in Metropolis



Level Two is the last level where you will see Superman alive. This is the level where you meet up with Doomsday and end his reign of terror. You must maneuver through a construction site and beat up on many of Doomsday's henchmen. You first meet him at the end of the Construction Stage. Even if you beat him, he's not finished yet. He'll get up and fly into the city where you must pursue and stop him. Battle your way past tons of street thugs to get to the final confrontation with Doomsday. Brace yourself because you won't be coming back from this one.



Level 3: Attack on Cadmus



In Level Three you are the Cyborg Superman bent on ridding the galaxy of Doomsday, who has been taken by his minions to a secret base. You will begin in a flying sequence where you must shoot down the defending robots. Then enter the base perimeter and attempt to defeat the forward guards. Guards consist of ground and air units with big guns. When you penetrate the defenses and enter the base, you will face the same opposition that you faced outside. Defeat the sentinel robot and fly Doomsday to the far reaches of the galaxy.



MIGHTY MAX



FACT FILE

MIGHTY MAX

MANUFACTURER

OCEAN

OF PLAYERS

1 OR 2

DIFFICULTY

HARD

AVAILABLE

FEBRUARY

CARTRIDGE SIZE

8 MEG

NUMBER OF LEVELS

24

THEME

% COMPLETE

ACTION/PUZZLE

100%

THE GOOD

The difficulty of the levels as you progress through the game.

THE BAD

The difficulty of the levels as you progress, or even start out.

THE UGLY

The graphics are disturbingly 8-Bit fare.

You are the mighty one, or at least one of his friends. The object is to progress through a number of puzzle solving, action-packed levels equipped only with a stun gun. This game's graphics leave something to be desired, and the same goes for the sound effects. Max and his companions are easy to control, however, as you guide them through the puzzles to find the items you need. Then you must warp back and figure out a way to get the items to the warp so you can send them back as well.



You can play as Mighty Max or two of his closest friends.

You Are the Mighty One!



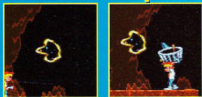
At this screen you can select the area from which you will start. In each area you must find the necessary items and warp them back to the real world.

The Icons



Here are some of the icons that you can collect as you travel through the levels. The final icon is the one that you need to send back through the warps.

The Warp



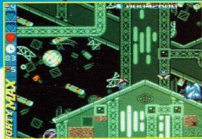
To complete a level you must find the warp back to the real world. Pick up the garbage can-looking icons and toss the other icons into it.

Volcanic Level



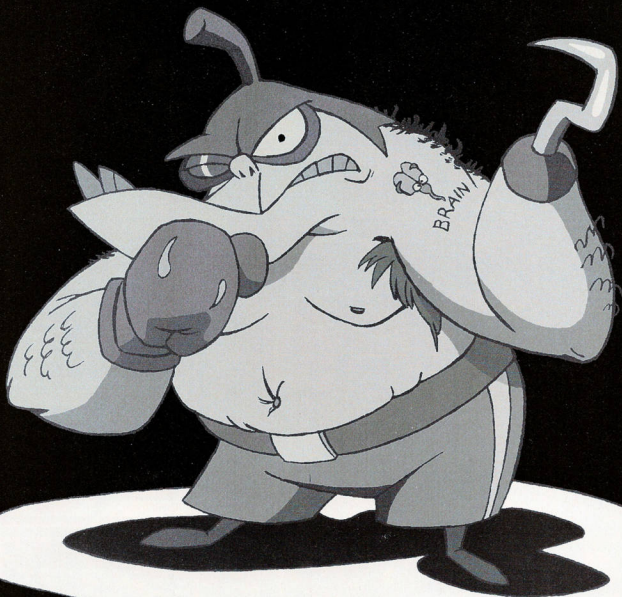
In the Volcanic Level you must fight your way past little walking fireballs, big rock monsters, flying fire bats and penguins. Yes penguins!

Space Level



In the Space Level you'll come face to face with robots, big walking monsters and space men whose heads explode.

Fritz...



he's got a mean left hook



Prepare yourself for one of the most unique fighting game experience around! Using the enhanced abilities of the 32X adapter, this title turns out some impressive effects.

DAZZLING 32X ACTIONS



The colors in this game are out of this world.



POWERED FIGHTING ARMOR



The Marines can wear protective power armor in combat. Be careful; although powerful, it can be destroyed if hit enough times.

Certain characters can be equipped with a variety of power suits.



This game has it all. Scaling effects are woven into the fights for an excellent effect.

SCALING EFFECTS AND SO MUCH MORE!

Some of the backgrounds are a little dizzying to look at for any period of time, but they're still very cool.

COSMIC CARNAGE

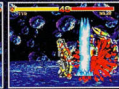
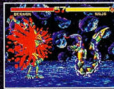
Only one escape pod is left on a doomed ship holding four renegade prison mine workers and four highly-trained, power-armored military grunts. Only one can win, and only one will survive the cosmic carnage about to take place...

BLOOD AND FINISHING MOVES...



Take too many direct hits and you will begin spurring the red stuff.

Those who are defeated may be killed with the finishing moves.



FACT FILE

COSMIC CARNAGE



MANUFACTURER	# OF PLAYERS
SEGA	1 OR 2
DIFFICULTY	AVAILABLE
MODERATE	DECEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
24 MEG	N/A
THEME	% COMPLETE
FIGHTING	100%

THE GOOD

The graphics are cool, and the animations are astounding! The graphics were really an achievement!

THE BAD

Those colors have to go! After a while, it just gets too distracting to look at the whole spectrum at once.

THE UGLY

PIXILATION! Some of the scaling effects look way overdone, producing a pixilated, distorted character.

COSMIC FIGHTERS

THE RENEGADE CREW

Crashing into the military cruiser after realizing that it may be their only hope for survival after destroying the controls of their own craft, the renegades pack a lot of power despite the absence of any power armor.

DEAMON

Kinda looks like something from a familiar three-part film franchise. Watch out for his powerful claws.

NAJA

For her size, she gets around the screen. Her large tail is her strongest asset, so keep a good distance from it in a fight.

TALMAC

Guesses are welcome as to what this guy is. He's got range because of his size, so avoid those long legs of his.

YUG

Yug is pretty big, strong and dumb. His immense power more than makes up for his lack of intelligence.

THE MILITARY CREW

Forced to defend themselves from the alien and grotesque renegades, the militia dons large power suits to deal with their competitors for the last escape pod. Be careful, all that fancy power equipment can be knocked off!

CYLIC

Cylic is the bug with the most. In or out of power armor, this insect is one fierce competitor with the moves to take on any human or alien.

NARUTO

The little dude with the big sword doesn't accept defeat very easily, and has the ability to flatten even the largest of aliens. He exemplifies speed and power.

ZENAIAN

She may be from the military, but she has enough finesse to mix with her power to present herself as a formidable foe. Excellent power armor.

TYR

This big dude doesn't like anything smaller than himself, so be sure to avoid his large-and-in-charge, devastating attacks.

SEGA CD



ALL THE ACTION IS HERE (ALMOST)

All of the blood, the attacks, the combos and the quotes are faithfully translated from the NeoGeo arcade hit. However, there is no Earthquake. That's right, you Earthquake freaks out there may be disappointed to find that the large fighter has not been translated for the Sega.

Also missing are the scaling effects. The entire game is fought in the close perspective (using the larger character sprites). Yet, it's still a very close translation.



All of the moves and presumably the blood, will be included. All of your favorite combos should work properly, although the overall speed of the game is slower than the arcade version.



SAMURAI SHODOWN

THE GOOD

I like the quality of the translation. The graphics are large and impressive.

THE BAD

Too bad the scaling didn't make it to the Sega CD. Earthquake is a big loss, too.

THE UGLY

Well, this version was a little raw, so it's not fair to rip on the game.



All of the familiar post-fight dialogue is here, and as far as we can tell, the text is not edited (as in the Super NES version). You won't be disappointed when you gawk your foe in Versus Mode, because you will be treated to the very same text you are used to from the arcades. This is definitely a plus when compared to the Super NES version.



Back for more action, Samurai Shodown hits your Sega CD in a big way with this excellent translation of the arcade hit! Battle it out in feudal Japan using your favorite samurai in your own home.

The Boss character from the arcade, Amakusa, joins the fray in place of the large Earthquake character, who didn't make it to the Sega CD (or the Genesis). This is one of the closest translations of the bunch.

Unfortunately, the big guy didn't port over for this release. Everyone else is here though, translated perfectly intact—including their moves, blood and talk.



EARTHQUAKE
DIDN'T
MAKE IT



LET THE SHODOWN BEGIN...



Will you be ready when the intense fighting action of this game comes to the Sega CD?

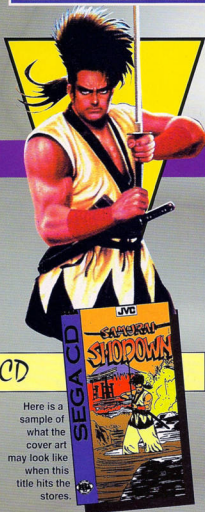
JVC BRINGS YOU SHODOWN ON SEGA CD



EGM X-TRA DARE TO COMPARE
A LOOK AT OTHER FORMATS...



The most noticeable difference between this and other versions is the perspective. For example, the Super NES uses a far perspective with smaller, less detailed character sprites. The Sega versions use full-sized graphics.



Here is a sample of what the cover art may look like when this title hits the stores.



FACT FILE FATAL FURY SPECIAL

MANUFACTURER	# OF PLAYERS
JVC	1 OR 2
DIFFICULTY	AVAILABLE
MODERATE	DECEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
CD-ROM	N/A
THEME	% COMPLETE
FIGHTING	50%

THE GOOD

The playability. If you don't already have a six-button controller, get one for this game. It really helps!

THE BAD

The limitations of the Sega CD. Colors? Eh. Sharp graphics? Not really.

THE UGLY

Beating the crud out of your opponent, only to have him (or her) pull off a fatal move. Argh!

The popular fighting game originally for the Neo-Geo, Fatal Fury Special, is now being brought over to the Sega CD! Although it is not complete, it shows the playability and good control that made the Neo version so much fun to play. All of your favorite characters should be in the finished version. Terry, Joe and Andy are back, as are the rest of the characters from Fatal Fury 2. Duck King, Tung Fu Ru and the late(?) Geese Howard make their return from the original Fatal Fury, rounding off the total to a cool 15 characters! Or maybe 16, if Ryo happens to be around...



Andy Bogard

One of the Bogard brothers, Andy is always trying to prove himself to his brother Terry. His Dragon Blast is dangerous, and



his Quicksilver Blast can easily catch an opponent off guard.



Joe Higashi



Joe is back ... and he's

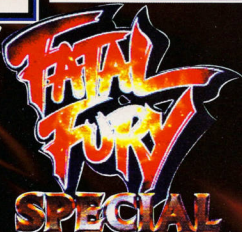
bad! This Fatal Fury veteran has plenty of moves to keep his foes guessing. His Hurricane Punch and Tiger Thrust are forces to be reckoned with!



Terry Bogard



Terry Bogard has plenty of power moves. With his trademark cap and windbreaker, many underestimate Bogard. That's a fatal mistake!



Chin Shin Zan



Chin seems to be rather ... well ... wide, but don't let that fool you. His Power Balls, Belly Blasts and Avalanche Crunches are more than a match for many!



Duck King



Duck returns from the original Fatal Fury. He has picked up a few new moves. His Spin Attack and Flying Knee are forces to be reckoned with!



Tung Fu Rue



This old man should not be taken lightly. His arsenal of moves includes Power Waves, Multifists and many other tricks. He has up his sleeve. This is no feeble old codger!



Geese Howard



Thought to be dead, Geese returns, badder than ever. His Wind Slice and Gale Slash really tear up the area!



Billy Kane



Billy has a good assortment of kicks and throws. With his staff, he's doubly dangerous.



Axel Hawk



Axel is a brawler whose punches are very powerful, and his Tornado Uppercut is a force to be feared.



Lawrence Blood



You can always count on Lawrence to have his sword by his side. He keeps it sharp for unsuspecting foes.



Mai Shiranui



This perky competitor is as deadly as always with her fan. Don't get too close! She can slam anyone to the ground.



Big Bear



Big Bear is a fearsome sight to those who would challenge him. He's got serious power!



Soon To Be Included...



Jubei Yamada, Kim Kap Hwan and Wolfgang Krauser were not in the Sega CD version yet, but don't worry; they'll be in the completed product. We can only speculate whether or not there will be a hidden character. Remember, if you go 2-0 every match in the Neo version, you fight Ryo Sakazaki!





After 10,000 years, the evil intergalactic sorceress Rita Repulsa is freed from her far-flung dungeon! From her secret, hidden base on the moon, the evil witch plans to rule the entire universe, starting with Earth! She's got a whole bunch of goons who are more than willing to trash everything they see.

Lucky for us, Zordon, the intergalactic do-gooder, has come to our rescue. Luckily, five hand-picked teenagers with attitudes are on-hand to help him in his fight. He has equipped them with magical Power Suits and powerful weapons, and combined with their extensive knowledge of martial arts, they become the Mighty Morphin Power Rangers!

But Rita has some tricks up her sleeve. Using her bag-o-nasty tricks, she fools a teenager into becoming the evil Green Ranger! Can the Power Rangers defeat the Green Ranger and convince him to join in on the fight? Pick up the controller and find out!



FACT FILE MIGHTY MORPHIN POWER RANGERS

MANUFACTURER	# OF PLAYERS
SEGA	1
DIFFICULTY	AVAILABLE
MODERATE	NOW
CARTRIDGE SIZE	NUMBER OF LEVELS
CD-ROM	N/A
THEME	% COMPLETE
ACTION	100%

THE GOOD

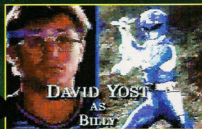
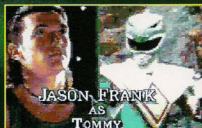
You don't see full-screen, full-motion video every day. Very nicely done.

THE BAD

It's funny how the Power Rangers can't beat anything without the Power Sword.

THE UGLY

Rita Repulsa! Ughhh! Throw her in for another 10,000 years!



CHECK OUT THESE ACTION- PACKED EPISODES!

EPISODE 1

Hone your new skills with an intense battle with the Putty Patrol! Prepare yourself for another demanding fight with Goldar in your Megazord!



EPISODE 2

Rita unleashes her Putty Patrol on Tommy and turns him into the evil Green Ranger! Now you must defend yourself against his relentless attacks. He's tough!



EPISODE 3

Tommy transports Jason to Goldar's lair. Now Jason must fight to win back his teleporter! To make a bad situation even worse, the Green Ranger appears to finish Jason off.



What happens next? Is Jason toast? Are his days numbered? Will the Green Ranger wreak havoc on the other Rangers, or will they help him see his misguided ways? I can't tell you; you'll have to play for yourself to find out!

POWER RANGERS DEFEATED?



Watch helplessly as your Dinozords sink into the ground, engulfed in flames. Then watch Rita conquer the entire universe. You must not allow this to happen! The fate of the entire universe rests on your shoulders!

ECCO

The Tides of Time



FACT FILE ECCO II: TIDES OF TIME

MANUFACTURER	# OF PLAYERS
SEGA	1
DIFFICULTY	AVAILABLE
MODERATE	NOW
CARTRIDGE SIZE	NUMBER OF LEVELS
CD-ROM	40+
THEME	% COMPLETE
FLYING/ADV/FIGHT	100%

THE GOOD

The graphics and animation are incredibly detailed. The added cinemas are really cool, too.

THE BAD

Other than the tunes and the cinema displays, the game is too identical to the cartridge.

THE UGLY

The thought of leaping 30 feet out of the water and careening head first into the side of a rocky cliff.



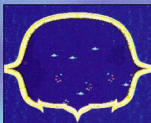
The accelerated swim will provide more maneuverable speed that can propel Ecco out of the water and into the air.



The dash will give a great burst of speed. Beware though, this speed is hard to control after it has been used.



The sonar is the only way to communicate with the other animals. You can also get a small map by using this.



The map offers a limited view of the immediate area. This map will include the locations of all dolphins and schools of fish in the area.



The fish are a good way to replace any lost life. They travel in schools and are always replaced when you travel off the screen.



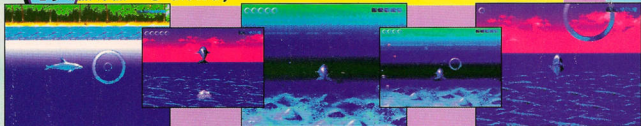
Among Ecco's other abilities, he can entertain the player by jumping out of the water and doing various tricks. To perform one of these daring maneuvers, you must be able to build up speed underwater



and have an open area above you. Then jet yourself out of the water! Use the dash to go straight up. Use the accelerated swim to jump out of the water and do a flip.

Ecco is back! After defeating the horrid Vortex, he returns to Earth as a hero. The only thing he hadn't planned on was the fact that the Vortex had not been defeated after all, and she has returned to Earth, seeking revenge for the loss of her original base with plans to destroy Earth. As the Vortex crashes toward Earth, hate fills in every open space and permeates every fiber of her being. She will conquer Earth this time, and she will destroy that unsuspecting dolphin. Or so she thinks! As Ecco you must stop her evil plans and once again save Earth from the total and utter annihilation that is inevitable if she succeeds in her plot against all that is known and free. Defeat the evil, hate-filled villain and once again be hailed as a hero. You can, and must, succeed in the end! All Earth and the human race rests in the balance!

Aatlantean Gateway



Once you enter the gateway created by the Atlantean people, you will be switched to a different view by which to travel. In this view you must avoid the attacking fish that will pass through the rings. You can also jump out of the water to see what is above the surface. Some rings will be available only above the surface, so be wary. It takes very precise timing and a high-powered jump to make it through the rings of this level. Once the fish in your way are destroyed, be sure to watch out for the bubbles that are left behind. Avoid them at all costs! These bubbles will cause damage to you and will damage your chances of finishing the level.

1. 2. 3. BREATHE!

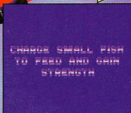
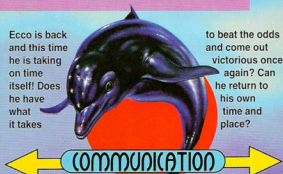


Breathing on land is not a problem for this dolphin, surprisingly enough. If you accidentally jump onto some rocks, don't worry! All you have to do is scoot yourself back into the water and back to full mobility. This is an amazing animal indeed! He can breathe on land and underwater! Wow!



Ecco is back and this time he is taking on time itself! Does he have what it takes

to beat the odds and come out victorious once again? Can he return to his own time and place?



While swimming through the water you will probably run into some other dolphins. Communicate with these dolphins by using your sonar near them. After you've communicated with them, they will give you a small piece of advice to use as you continue your quest through the ocean.

History Cube One



Ecco will eventually find this Cube. What secrets are held inside it?

Once contact is made with the Cube, a cinema sequence will commence where Ecco is traveling through the seas and oceans with his friends. He and his buddies are practicing jumping out of the water when a freak accident occurs. Ecco is teleported to a different place and time. Separated from his friends and in an alien territory, he travels on. As he is being chased by an inhabitant of this new territory, he makes friends with a killer whale.





FACT FILE PITFALL THE MAYAN ADVENTURE

MANUFACTURER	# OF PLAYERS
ACTIVISION	1
DIFFICULTY	AVAILABLE
MODERATE	DECEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
CD-ROM	13+
THEME	% COMPLETE
ACTION	100%

On our team's latest adventure in Maya, Pitfall Harry Jr. has been captured by some unseen force! You must save him!



EGM X-TRA DARE TO COMPARE

A LOOK AT OTHER FORMATS...



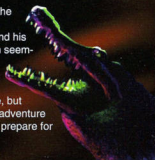
What the Sega CD version lacks in colors, it makes up for with a cool CD soundtrack complete with authentic jungle sounds! Compare for yourself. Pitfall has never sounded so good!



PITFALL

THE MAYAN ADVENTURE

Long live the classics! The year 1994 seems to be the year of the return of yesterday's heroes. So far this year we've witnessed the return of Donkey Kong and his family, Pac-Man in his official second title and now from seemingly out of nowhere comes Pitfall Harry! It is time for you to assume the role of Harry's son, Harry Jr., on a quest that will take you throughout the Mayan Jungle! Let me say that this is not your father's Pitfall adventure, but nostalgia heads out there (like me) will find the original adventure buried somewhere in the game. So grab your whip and prepare for some vine-swinging action!



SURVIVAL STUFF

Pepper	Hour Glass	1-Up
Gives you super strength.	Freezes enemies.	Adds an extra life.
Heart	Stones	Boomerang
Restores some health.	Stones that explode.	A powerful weapon.

THE GOOD

The Sega CD is starting to shape up with fabulous-looking, fun titles like this!

THE BAD

Maybe it's me, but it seems like there's too much animation.

THE UGLY

If you're not watching where you're going, you could run smack into a wall! Ouch!

THE MAYAN JUNGLE



Those pesky traps from the original are back!



This Panther Boss isn't all that mean. Just fling some stones at it.



The monkeys teach you that you're not the only one who can throw stones!

MAP OF THE FALLS



Here is a complete map of the Xibalba Falls in Stage Two. Look for the hidden cliffs.



Move this coal car over to use it as a stepping stone!

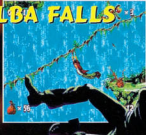
Look out below! Fortunately, you can control the brakes!



THE XIBALBA FALLS



Whoa! Take your time jumping from platform to platform!



Be sure to touch every marker you can find!



Heart icons are rare, so use them sparingly.



Pitfall Harry Jr. can do everything his father could and more! He can now climb vines as well as use a grappling hook!



The Condors from Part Two have returned to cause trouble!



WHAT ARE YOU WAITING FOR?



Harry Jr. always likes to be on the move in his adventures, but sometimes you have to study a situation before you react. If you wait too long Harry will become impatient.

THE MAYAN MINES



Use your boomerang to discover a secret passage!

Watch out for the killer bats that will swoop down upon you!



Can you find this bonus game?



NEO-Geo



SAMURAI SHODOWN III

Note: For more in-depth coverage on the new fighters and their various moves, check out *EGM*, #6!

Okay, gang, you asked for it and now you certainly got it—here comes Samurai Shodown III! Not "Super," not "Special" and certainly not "Jet," here we have an actual sequel that is better than the original because it is different in ways that will keep veteran players of the first still playing—even past the, I've-mastered-all-the-moves-and-found-the-secrets-so-what's-next stage. This time there are four new fighters to choose from (with the omission of veteran Shodown fighter Tam Tam), and this game (SNK's biggest ever—clocking in at a hefty 202-Meg) is loaded with hidden moves, hidden fighters and a final Boss that will probably make your jaw drop and make you mutter "What the..." as you limp away from the machine! The Bonus Rounds have been removed, but the most notable difference is the Fatality Moves that are performed when the Rage Gauge (the little POW meter in the lower corner) is maxed out. If an opponent is hit with one of these moves it will break his or her sword and cause him or her some damage. (However, the sword will be thrown back in after a little bit.) So pick your favorite fighter and get ready to lock swords!



THE GOOD

The usual fighters (minus Tam Tam), new moves, new fighters and hidden fighters!

THE BAD

A game this good just makes you want Shodown III to come out!

THE UGLY

Taking the nastiest of Mizuki's hits that makes you suddenly break into convulsions and gasping for air!

Amakusa: Gone But Not Forgotten...

Oh no! Not him again! Yep, Amakusa is back, but is he friend or foe? As the game progresses, Amakusa will make periodic



appearances and is involved with some of the fighters' endings! He will even save some of the characters from certain doom! Depending on who you play as, his appearances will be different as will the other cinemas.



FACT FILE SAMURAI SHODOWN III

MANUFACTURER	# OF PLAYERS
SNK	1 OR 2
DIFFICULTY	AVAILABLE
MODERATE	NOW
CARTRIDGE SIZE	NUMBER OF LEVELS
202 MEG	N/A
THEME	% COMPLETE
FIGHTING	100%

EGM X-TRA DARE TO COMPARE A LOOK AT OTHER FORMATS...



All the stages have been completely redone—like Charlotte's stage! Check out the fantastic painting (top picture) on the far wall of all the fighters getting ready to square-off against the last Boss Mizuki!

Fatality Moves:



The Rage Gauge now has a new function—when the above POW is flashing, a move will appear above it. This is the fighter's Fatality Move! If done successfully, it will damage your foe and break his or her sword!



For More On the New Fighters, Check Out EQM #6!

Although three of these four new fighters (Sieger, Cham Cham and Nicotine) aren't really Samurai warriors, they are welcome additions to the Shodown saga! Each has his/her own stage background and set of killer special moves. With regards to Sieger, the three moves marked with a † mean you do these three moves (Tiger Kopf, Falke Nagel and Elephant Greed) one right after the other. Also with Genjuro's Sanrensatsu, the speed of his three slashes depends on how quickly the three motions are performed. (A ★ means you must have your sword to do the move.)

NIENHALT SIEGER	
★ FATALITY MOVE	→ ↓ ↘ ↙ ↘ ↙ + CD
★ VULCAN WEINEN	↓ ↘ ↙ + A Repeatedly
★ BLITZ SIEGER	→ ↓ ↘ ↙ ↘ ↙ + KICK
★ DEFLECTOR	↘ + CD
★ WOLF FANGEN	→ ↓ ↘ ↙ ↘ ↙ + AB
TIGER KOPF†	↓ ↘ ↙ + C
FALKE NAGEL†	→ ↓ ↘ + B
ELEPHANT GREED†	→ ↓ ↘ ↙ ↘ ↙ + A

KIBAGAMI GENJURO	
★ FATALITY MOVE	→ ↓ ↘ ↙ ↘ ↙ + A
★ OUKAZAN	↓ ↘ ↙ + SLASH
★ TOHA KOUYOKUJIN	→ ↓ ↘ + SLASH
★ SANRENSATSU (KIBA, TSUNO, RIN)	↓ ↘ ↙ + SLASH (3X)

CHAM CHAM	
FATALITY MOVE	→ ↓ ↘ ↙ ↘ ↙ + A
★ BOOMERANG ATTACK (Horizontal)	→ ↓ ↘ ↙ ↘ ↙ + SLASH
★ BOOMERANG ATTACK (Vertical)	↓ ↘ ↙ + SLASH
JUMPING SCRATCH	↓ ↘ ↙ + KICK
PAGUNA PAKU PAKU	→ ↓ ↘ ↙ ↘ ↙ + C
MOORA PAKU PAKU	→ ↓ ↘ ↙ ↘ ↙ + D
AHOW PAKU PAKU	→ ↓ ↘ ↙ ↘ ↙ + CD

CAFFEINE NICOTINE	
★ FATALITY MOVE	→ ↓ ↘ ↙ ↘ ↙ + D
SHIKIGAMIREIFU (Thunder)	↓ ↘ ↙ + SLASH
SHIKIGAMIREIFU (Fire)	↓ ↘ ↙ + KICK
SHIKIGAMIREIFU (Reverser)	↘ ↙ + AB
★ BAKUSA JOUGEKI	→ ↓ ↘ ↙ ↘ ↙ + SLASH
★ SPIRAL KICK	Jump, ↓ ↘ ↙ ↘ ↙ + KICK



An Added Extra: A Hidden Fighter—Kuroko the Referee!



The rumors are true—there is a hidden fighter in Shodown II, Kuroko the referee! Don't be surprised if he jumps in and wants to fight with you! But get ready, he is very tough!

Although he is a little guy, he has a stance like that of Tung Fu Rue from Fatal Fury Special! A real tough fighter loaded with moves, like fireballs, and swats from his trusty flag!

Yes, It Is Absolutely True: Don't Mess With Me, I Know My Character's Doll Move!



Wait—the game glitched! What happened to the other fighter? In Shodown II, each character has a Doll Move! This move can be performed at any time during play, but it renders the fighter doing it temporarily helpless! This is more of a taunting move than anything else, so perform them wisely! Eleven of the Doll moves are listed to the right, and some are very difficult to perform!

CHAM CHAM		JUBEI	
↘ ↙ ↘ ↙ ↘ ↙ + C		→ ↓ ↘ ↙ ↘ ↙ + D	
CHARLOTTE		KYOSHIRO	
↘ ↙ ↘ ↙ ↘ ↙ + D		→ ↓ ↘ ↙ ↘ ↙ + D	
EARTHQUAKE		NICOTINE	
→ ↓ ↘ ↙ ↘ ↙ + B		↘ ↙ ↘ ↙ ↘ ↙ + D	
GEN-AN		SIEGER	
→ ↓ ↘ ↙ ↘ ↙ + C		→ ↓ ↘ ↙ ↘ ↙ + A	
GENJURO		UKYO	
→ ↓ ↘ ↙ ↘ ↙ + B		↘ ↙ ↘ ↙ ↘ ↙ + B	
		WAN-FU	
		→ ↓ ↘ ↙ ↘ ↙ + D	





GEN-AN	
★ 1. FATALITY MOVE	→ ↓ ↘ ↙ ← + AB
★ 2. GRIPPING	→ ↓ ↘ ↙ ← + SLASH
3. MANUAL SHEDDING	↓ ↘ ↙ + BCD
4. SHEDDING	While Being Damaged, BCD
Poison Cloud Puff	→ ↓ ↘ + SLASH
Slaughter House Tumble	→ ↓ ↘ + SLASH



Gen-An never needed his weapon to perform any of his special moves. However, that has now changed with his Gripping move. Gripping has the same effect as Scorpion's Spear in Mortal Kombat: Gen-An shoots out his glove, and pulls in his temporarily-dazed victim! He also has two moves similar to Galford and Hanzo's teleports: one is done when he's damaged; the other whenever he wants. The only problem with these two "surprise" moves is they leave Gen-An wide open for characters with "Uppercut" moves like Haohmaru and Genjuro.



One of Poppy's dog moves (the Diving Dog) is now the Replica Dog and will foil any foe who likes to jump around a lot or teleport (especially fighters with Triangle Jumps like Nakoruru, Cham Cham, Earthquake and Hanzo). Unlike Hanzo, Galford's Head Replica Attack

GALFORD	
Machine Gun Dog	↓ ↘ ↙ + C
1. FATALITY MOVE	Rush Dog
→ ↓ ↘ ↙ ← + D	↓ ↘ ↙ + SLASH
2. REPLICA DOG	Head Replica Attack
↓ ↘ ↙ + D	When Attacked, Press BCD
3. Ninja Teleportation	Rear Replica Attack
→ ← ↘ ↙ + A-B	→ ↓ ↘ ↙ + BCD
Head Strike	Plasma Blade
Close, → ↓ ↘ + KICK	↓ ↘ ↙ + SLASH

comes from above. The most potent of Galford's moves, however, is his Head Strike, which is easily executed if you perform the Ninja Teleportation to get close to your enemies, then give them a nasty surprise with a Powerful Head Strike! Galford is also the only fighter in the entire game who can do all his special moves (including his Fatality Move) without his weapon!



The eagle handler has all her moves from the first game with the

addition of one—Kamui Ryuse! This will send a projectile right back at an opponent. However, she must perform this when the projectile is very close. She has also been given an air throw that can be done when jumping at an opponent, pulling DOWN and pressing the B button!

NAKORURU	
★ Annu Mutsube	← ↘ + SLASH
1. FATALITY MOVE	Mamaha Flight
→ ← ↘ ↙ ↘ + A	↓ ↘ ↙ + C
2. KAMUI RYUSE	Mamaha Call
→ ← ↘ + SLASH	When Disarmed, ↓ ↘ ↙ + C
★ Lela Mutsube	Yatoto Poku
↓ ↘ ↙ + SLASH	Flying, ↘ or ↓ or ↙ + SLASH or KICK
Amube Yatoto	Kamui Mutsube
→ ↓ ↘ ↙ + SLASH	While Flying, SLASH or KICK



An incredibly able and effective ninja, Hanzo's Flying Spikeball has been

HANZO	
★ 1. FATALITY MOVE	4. Rear Replica Attack
→ ↓ ↘ ↙ ← + D	When Attacked, Press BCD
2. NEW REPPUSHURIKEN	Ninja Teleportation Jig
Jump, → ↓ ↘ + SLASH	Strike Dash
3. Dragon Fire	Ninja Shadow Replicates
→ ↓ ↘ + SLASH	→ ← ↘ ↙ + A-B

modified and can only be done when jumping up in the air. One of his better modifications is his ability to perform a dashing Strike Dash that will carry an opponent in an arc across the screen if performed correctly. Also, his Rear Replica Attack now has Hanzo attack from below and not above. The key is to watch for the telltale log—if it appears during a teleport, block low and get ready to hit him with a Powerful Slash! His Dragon Fire is no longer a charge move.

★ This Move Requires Your Weapon

EARTHQUAKE

★ 1. FATALITY MOVE
→ ← ↓ → + CD
2. FAT PRESS
↓ ↘ ← + SLASH
3. FAT DROP
→ ↘ ↓ → + BCD
4. FAT COPY
→ ← ↘ ↓ → + A-B
Fat Bound
Jump, ↓ + KICK
★ Fat Chain saw
Press SLASH Repeatedly



Veteran Shodown fighter Wan-Fu returns with a slight modification: He now has a large pillar of stone instead of his Scimitar of Slice. His two special moves are still performed the same way, with the addition of a Confucius Spin and the Benpatsu Attack. The latter is a self-damaging move that takes off Wan-Fu's Life Meter a little, but maxes out his Rage Gauge so he can perform his Fatality Move! His Fatality move itself is difficult to block, as it may come in front, behind or in some cases, directly overhead! On the drawback side, he can perform no special moves if he is disarmed, but can do massive damage with his bare hands. His stage itself has been toned down a bit in terms of the number of bombs that are dropped by the Edo Express Delivery Man during a match, and Wan-Fu is one of the few fighters who can grab Genjuro out of his Sanrensatou multi-slash combo move.



WAN-FU

★ 1. FATALITY MOVE	★ 3. BENPATSU ATTACK
→ ← ↓ → + B	↓ ↘ ← + CD
★ 2. CONFUCIUS SPIN	★ Confucius Thunder Bomb
↓ ↘ → + SLASH	→ ↘ ← + SLASH
	★ Confucius Slash
	→ ↘ ↓ + SLASH



CHARLOTTE

★ 1. FATALITY MOVE	★ Power Gradation
→ ↘ ↓ ↘ ← + B	↘ ↓ + SLASH
★ 2. TRI-SLASH	★ 3-Figure Slash
→ ↘ ↓ + SLASH	Press A & B Together
	★ Splash Fountain
	Press SLASH Repeatedly

The one thing this fighter never had to give her an edge was a projectile move. With her Tri-Slash, Charlotte joins the

ranks of the game's more formidable fighters. The distance of this triangular fireball depends on the force she puts behind it. (A Powerful Tri-Slash will go across the entire screen.) Her Power Gradation now pushes her back a little so she isn't so easy a target when she lands on the ground. Her stage has an incredible painting in the background, but the overhead chandeliers have been removed. Her 3-Figure Slash has greater range this time, especially when performed while crouching on the ground!

Although armed with only two special moves in the first game, Haohmaru was still one of the stronger fighters. This time he has one Special Move that can be performed without his weapon (the annoying Sake Attack that can score up to two hits if done at close range). Like Ukko, he can also bluff a special move (Cyclone Slash), and his Resshin Zan works best for going over an enemy projectile and giving them a nasty swipe in the process. As if that weren't enough, his Crescent Moon Slash can cut through most enemy projectiles!



HAOHMARU

★ 1. FATALITY MOVE
→ ↘ ↓ ↘ ← + A
★ 2. FAKE CYCLONE SLASH
↓ ↘ → + KICK
★ 3. RESSHIN ZAN
→ ↘ ↓ + KICK
4. SAKE ATTACK
↓ ↘ ← + A
★ Crescent Moon Slash
→ ↘ ↓ + SLASH
★ Cyclone Slash
→ ↘ ↓ + SLASH

Earthquake is loaded with teleports this time around! Additionally, his Fat Chain Saw gives the appearance of a teleport move at first. (He vanishes into a puff of smoke, then comes rolling at you with his blades spinning!) He also breathes fire for a flaming knockdown. As for his Fatality Move, this one is best done when very close to an opponent. When performed at a distance, Earthquake's swatting at you with a blue hand is a dead giveaway, and he is open for any kind of projectile. (Earthquake is stuck in this status until the move wears off.) Still a menacing opponent, his Powerful Slash will score three deadly hits if not blocked.



KYOSHIRO

★ 1. FATALITY MOVE

→ ← ↓ ↘ ↙ + C

2. Twirling Flame

↓ ↘ ↙ + SLASH

★ 3. Kabuki Crunch Dance

→ ↓ ↘ + SLASH

★ Wheel of Blood Smoke

Jump, ↓ + AB

★ Jumping Lion

↓ ↘ ↙ + KICK

Whirlwind Fan

↓ ↘ ↙ + SLASH

Kyoshiro has been given no new special moves, but two of his existing special ones have been modified by eliminating a motion on the joystick, making them easier.



UKYO

★ 1. FATALITY MOVE

→ ← ↓ ↘ ↙ + AB

★ 2. AFTERIMAGE ATTACK

↓ ↘ ↙ + KICK



Although most of the characters have been given a new move or two, here are a few moves that are different from the first Shodown! Also, there are a couple of rules every Samurai should be aware of.

3. SNOWFALL KICK

↓ ↘ ↙ + KICK

★ Swallow Swipe

Jump, ↓ ↘ ↙ + SLASH

★ Snowfall Slash

↓ ↘ ↙ + SLASH

Given two new moves, Ukyo emerges as a more powerful fighter—even though one of these new moves is a fake Snowfall Slash. His only drawbacks are his poor jumping range and overall slow movements. At close range, use a Snowfall Kick to make your opponent jump backward, then immediately perform an Afterimage Attack so they get slashed before they hit the ground. His Swallow Swipe also has a modification in that if done close to an opponent, Ukyo will bounce away if executed successfully—unlike before, where Ukyo would land right next to his opponent.

Haohmaru



His Crescent Moon Slash will dissolve most enemy projectiles.

Earthquake



This time the ninja characters can do a spinning piledriver on him!

Genjuro



Oukazan projectile dissipates depending on the force used.

Other Things To Look For: Cham Cham



TIE LOSES: Like the other animal fighters, if a special move is done using Paku Paku, it will hit even if she's hit. A great way to ensure damage to her enemies.

Her two boomerang attacks will dissolve most enemy projectiles, and still hit!



Mizuki



NO BRAINER:

A fatality move performed on Mizuki will not break her weapon (whatever that is). However, it will do her some damage and it will certainly look cool ... but Mizuki will get even!

JUBEI

★ 1. FATALITY MOVE

→ ← ↓ ↘ ↙ + C

★ 2. YAGYU SHINGANTOU

↓ ↘ ↙ + SLASH

★ Geyser Thrust

↓ ↘ ↙ + SLASH

★ Sabre Thrash

Press SLASH Repeatedly

★ Tsunami Sabre

→ ↓ ↘ + SLASH



Given only one new move, Jubei's Yagyu Shingantou is best done when an opponent is furiously attacking him.





The Final Battle: All Of Your Samurai Skills Will Be Put To The Test! Some Mizuki Moves Are Similar To Amakusa's ... While Some Are Not!

Multi-Slap:

Mizuki's Multi-Slap is easier to block than Amakusa's and doesn't do as much damage—whereas Amakusa's would drain lots of life fast!



Teleport:

Mizuki's Teleport makes her vanish and reappear anywhere on the screen, whereas Amakusa's was a fast horizontal teleport on the ground.



Full-Contact Slash:

Mizuki's most damaging move is the slash with her weapon! Like Amakusa, the damage suffered from this varies (probably depending on what kind of shape the Boss character is in). Watch out for Mizuki's tactic of teleporting behind you and using this attack. When she teleports, it is safer to jump than try to surprise her when she reappears!

Golden Opportunities: Read Mizuki's Moves & Know When To Strike (And When To Back Off!) The Ultimate: "Oh, That's Sooooo Cheap!"



Mizuki can be dizzled. This is the ultimate opportunity to nail her with a Powerful Slash or perform a Fatality Move—if you are hopefully pumped-up to do one, that is!

The most unpredictable of Mizuki's moves is the "Floating Black Hole" she throws at you. You will get sucked in and be dropped hard on the ground! If you are on the ground, jump it or block low. However, if you like to jump a lot, you may have to change tactics, for Mizuki likes to launch it so land on it.



She Jumped! She Jumped!

If Mizuki jumps, nail her with a projectile when she lands, or use an uppercut move if your fighter has one! This is one of the rare instances where she is vulnerable to attack!



The Mother Of All Fatality Moves:

The large black ball with the yellow insignia is Mizuki's Fatality Move! This can simply be blocked, but if you jump it, beware—it will come back like a boomerang and can take you from behind! Get hit by it and you become a human ping-pong ball and get painfully bounced around the screen!



Amakusa Jumps Up and Comes Down: Human Fireball:

Amakusa turned his body into a projectile, but Mizuki has no such move—she uses her animal sidekick for deadly attacks instead!



Throw:

Amakusa used a body throw; Mizuki has something nastier: Why dirty her hands when she can simply use gravity for a crash landing?!



POOF: "Don't Call Me Baby..."

One of Amakusa's stranger attacks was his vanishing act being hit. This made it virtually impossible to set him up for another hit!





FACT FILE SUPER STREET FIGHTER II TURBO

MANUFACTURER	# OF PLAYERS
PANASONIC	1 OR 2
DIFFICULTY	AVAILABLE
HARD	NOW
CARTRIDGE SIZE	NUMBER OF LEVELS
CD-ROM	N/A
THEME	% COMPLETE
FIGHTING	100%

THE GOOD

This is a great translation of a great game!

THE BAD

Get yourself a six-button controller before you even think about playing this game.

THE UGLY

The remains of your 3DO controller after you smash it to bits. Really ... a six-button controller is a must!

Many 3DO owners were hoping that they would be able to play Street Fighter on their systems, and now they can! The latest version, Super Street Fighter II Turbo makes its way to the 3DO, and it's a very good translation. The new moves, throw countering, Super Moves and Akuma code are all in this version. For those of you unfamiliar with the Street Fighter games, you control one of 17 fighters in one-on-one combat against other fighters. Play alone, facing 12 opponents (including four Boss characters), or play against one of your friends. However, there are no bonus rounds like in previous versions of the game. Another difference is the Super Moves. These are cool moves that can be done only when your power meter (at the bottom of the screen) is charged. Super Moves do massive damage, and are great for finishing combos. Watch for the burst of light when you finish off your foe with a Super Move!

STREET FIGHTER II TURBO

Ryu



The dreaded Dragon Punches of Ryu and Ken are now *not* invincible, which is unfortunate for these two. Yet, Ryu has a Ground Pound for crouching enemies, and an air uppercut that can connect for two hits. Shoryuken!



Ken



Ken has a multitude of new kicks to round out his arsenal. These new axe kicks and hook kicks often hit twice, causing massive damage. His Super Move is a triple Dragon Punch.



Chun Li



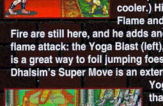
As you can see, Chun Li has all of her previous special attacks, as well as a great new one. The Tornado Kick (above) is a multi-hit kick, juggling the opponent in the air. Her Super Move is two thrust kicks and the Lightning Kick.

Zangief



Zangief keeps all of his devastating special moves, and adds a fireball-proof Glowing Hand attack.

Dhalsim



Fortunately for Dhalsim users, his Teleport is easier to do. (It also looks cooler.) His Yoga Flame and Yoga

Fire are still here, and he adds another flame attack: the Yoga Blast (left), which is a great way to foil jumping foes. Dhalsim's Super Move is an extended Yoga Flame that really packs a big wallop.

Honda



One look at these

pictures should tell you that Honda is back and badder than ever! As well as keeping his Headbutt, Sumo Smash and Hundred Hand Slap, he's added a Sumo Crush (above). His Super Move is a double Headbutt.



Blanka



Blanka has many new moves to complement his old ones, making him one of the most dangerous characters in the game. His new slides and lunges are sure to keep his opponents off balance. His Super is a multi-hit roll.



Guile



This armed forces veteran has the least new moves, but his old ones are still deadly. His Flash Kick is still a bane to jumping foes, and his Sonic Boom makes for deadly combos. Guile has a new thrust kick and overhand right, plus his Super Move consists of a double Flash Kick.



Cammy



Cammy adds a new special attack to her repertoire, one that is similar to Vega's Claw Dive. Control Cammy through the air as she leaps at her opponent. Then, you can have her do a sweep kick (above), or get in close for a spinning body slam (below). Her Super Move is a Cannon Drill plus a Front Kick.



Fei Long



Fei Long returns with blazing speed and a temper to match. His new special attack, Rekku Kyaku (pictured above), is a flying kick designed for fireball evasion. All projectile throwers need to beware of this new threat! Fei Long's Super Move is the Rekka Ken punches (below) done twice.



Dee Jay



Dee Jay's has a new kick that places him as a contender for the best fighter in the game! As you can see below, the Calypso Kick is a multi-hit kick, possibly doing three hits to jumping opponents. His Super Move is a Double Dread Kick.



T. Hawk



The only new move that T. Hawk has is his devastating Super Move.



It's a double Storm Hammer (top of page), which does massive damage to his opponent.



Balrog



Balrog has some deadly new punches, including a Dash Ground Punch (above), for crouching opponents. His Super Move is a flurry of punches.



Vega



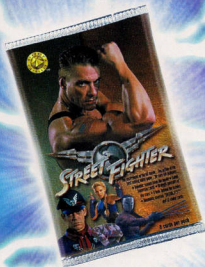
Vega is probably the most improved character for this version of the Street Fighter II series. His new backflip (below) not only avoids fireballs, but does damage to opponents as well! His Super Move is awesome: a Claw Dive coupled with a triple Air Drop!



STREET FIGHTER. UNPLUGGED.



Action shots
from the movie.



"Gamefighters"
game tip cards.



Exclusive
"Behind The
Scenes" subset.



10 "Special F/X"
insert cards.

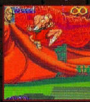
You've played the game. You've seen the movie. Now, you can get the cards. Introducing Street Fighter movie trading cards from The Upper Deck Company. This 90-card set gives you Jean-Claude Van Damme as Colonel Guile, profiles each character from the game and movie, and gives you all the great action photos. Hey, this set's got all the fire-breathing, head-butting, dragon-punching and skull-munching you can handle. Pick up a pack. And open carefully.



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CAPCOM

Sagat



The biggest improvement for Sagat is his Tiger Uppercut. It can now hit an opponent four or five times (below)! His Super move is a Tiger Knee plus a Tiger Uppercut.



Bison



The master of disaster is back! His Psycho Fist controls differently, but other than that, he hasn't changed much. His Super is a double Scissor Kick.



Akuma

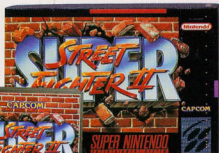


You need to win all of your matches (no rematches) in order to fight this bad boy. His Stun Fireball, Hurricane Kick and Dragon Punch all do multiple hits! He has no Super Move ... like he really needs one!!

got it?

Until now, you probably didn't know that reading EGM and buying SUPER Street Fighter II are two of the smartest things you've ever done in your still young life.

**ELECTRONIC
GAMING
MONTHLY**



get it.

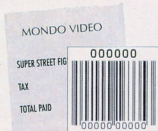
But since you got them, we'd like you to be the first on your block (apartment building, desert island, whatever) to have the official Poster and Soundtrack from the upcoming "Street Fighter" movie. The soundtrack features Deion & Hammer, Ice Cube, Craig Mack, The Pharcyde, Public Enemy, LL Cool J and more.

Now all you have to do to get it all is send us that thing with the lines (uh, UPC code) on the SUPER Street Fighter II box and your store receipt.



send it.

HERE'S HOW TO GET YOUR FREE "STREET FIGHTER" THE MOVIE SOUNDTRACK CD AND MOVIE POSTER: Send this coupon, the **UPC** label from either the Super Nintendo Entertainment System or the Sega Genesis versions of SUPER Street Fighter II, and the cash register receipt as proof of purchase to: SUPER Street Fighter II Free CD & Poster Offer, 475 Oakmead Parkway, Sunnyvale, CA 94086. (That's it—no money, no photos of your pet snake—nadal!)



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300



THE NEED FOR SPEED



When you wipe out in this game, you wipe out big! These cars aren't

indestructible—you only get a certain number of cars to destroy per level.

Amazing cinemas show off just what these machines can do!



With some of the higher-end sports cars, you'll get major air!



Watch your race from every angle!



Use the Replay Mode to witness every scene!

REPLAY MODE!



The Replay Option lets you choose multiple camera angles to watch.



FACT FILE

MANUFACTURER	# OF PLAYERS
ELECTRONIC ARTS	1
DIFFICULTY	AVAILABLE
MODERATE	DECEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
CD-ROM	9
THEME	% COMPLETE
DRIVING/SIM.	85%

CHOOSE YOUR VEHICLE



Beware! Each car controls differently.



Actual video footage!



Each Tech Screen has a complete description of the car.



A whopping \$250,000 down the tubes!





STAGE 1 THE ALPINE COURSE

The Alpine Course will test your ability to react to corners and upcoming hills!



Your opponent will stop at nothing to put your car out of commission! Take him out before he runs you off the road!



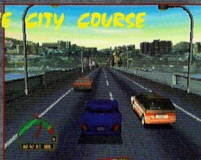
The second race of the Alpine Course will take you on a grand tour of the countryside. Keep your eyes on the road!



If you lose control and smash into a wall, shift into reverse to get back on track.



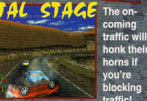
If you can drive far enough without crashing, you'll receive an extra car!



It doesn't matter if you cross the finish line facing forward or backward—as long as you do! Race against an opponent or against the clock!



Enter the tunnel at the end of the course. Be careful, you'll run out of space quickly!



The oncoming traffic will honk their horns if you're blocking traffic!

THE GOOD

Race exotic cars from all over the world—for just \$60!

THE BAD

The control on the outside needs some major tweaking before the games is released.

THE UGLY

If the crash scenes were any more detailed, you'd need a barf bag.

STAGE 3 THE COASTAL STAGE



Race along the Florida coastline in this stage! Everything from the beach to the road signs are authentic!





SHOCKWAVE OPERATION JUMPGATE

FACT FILE

SHOCKWAVE: OPERATION JUMPGATE

MANUFACTURER	# OF PLAYERS
ELECTRONIC ARTS	1
DIFFICULTY	AVAILABLE
HARD	DECEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
CD-ROM	5
THEME	% COMPLETE
SHOOTER	90%

The aliens are back again in another attempt to take over the planet. The first time was bad enough and much was lost, but Commander Stewart along with Admiral Crane and his crew are now ready to defend against the alien invasion. Your pilot name is Wildcard. Your mission is to destroy the alien invasion to reach their command post and destroy it.

Since I enjoyed the first Shockwave so much, it wasn't hard to like this one as well. The effects are realistic, and the sound is superb. If you can get used to the touchy direction panel, then you stand a better chance. On the planet Mars, use your missiles wisely, for you may need them at desperate times. Also, try to find all the fuel/weapon stations to fill up on lost items. The voice control will help guide you. The funny thing about this game is that Commander Stewart doesn't allow you to recover after being hit a couple times. You basically go back into battle as a human vegetable!



After much destruction and loss, the battle with the aliens on planet Earth came to a close. Seven years later the orbital defense system regrouped and developed a more powerful defense. To their surprise, the aliens returned quickly—but this time they landed on the planet Mars. Join the command ship Omaha in their fight against the alien invasion.

SHOCKWAVE OPERATION JUMPGATE



MEDICAL TEAMS



This game is even equipped with a full medical group. Just try not to get shot a third time or your body will be catapulted into orbit in a space capsule.



The introduction to Shockwave will captivate you like nothing else. Explosive action is plentiful!



A LOOK INSIDE YOUR SHIP

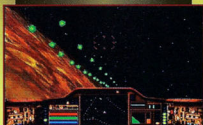
In the Options Screen you can select **HELP** to figure out the control panel.



LET THE GAMES BEGIN!



Small aircraft that resemble X-wing fighters fly by and fire when you least expect it. Watch your scanner for these guys and be careful of the mobile objects that draw your ship in close. You need about four missiles to blow this puppy up!



Smaller generators can be found throughout the planet as can alien fuel pods. Both can be fired on for extra points in the game. Lasers are useful for this job.



The feeling you'll get when flying is incredible. With the banging sounds of explosions and lasers sailing around you makes it feel as if you are right in the action. Look for fuel stations, dodge obstacles in your path and tilt to go back for more.



EGM DARE TO COMPARE A LOOK AT OTHER FORMATS...



With basically the same format but different scenery, Shockwave 2 offers much more excitement with plenty of enemies and a more competitive level of skill.

MARS SCAN OF ALIENS

Their reproduction seems to be uncontrollable, as they keep coming back.



THE GOOD

The effects are awesome in Shockwave. Get ready for some explosive firepower beyond belief!

THE BAD

It's pretty hard to maneuver around the ship. The movement is a little touchy in the area of control.

THE UGLY

Listening to the voice-over complain about your mistakes.

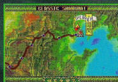
3D0

SHANGHAI

TRIPLE-THREAT

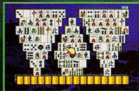
ORIGINAL AND ARCADE MODES

These are classic games of Shanghai—just remove pairs of tiles. The Arcade Mode is timed.



THE FALLING TILE MODES

As you clear away tiles, the ones above them drop down to fill their place. This adds lots of strategy.



THE SLIDING TILES...

You can pair up tiles as usual, or slide entire rows around to form matches. These are a bit tough.



TWO-PLAYER ACTION!



You can play the games in two-player style. Now things will really heat up!

FACT FILE

SHANGHAI: TRIPLE-THREAT

MANUFACTURER

ACTIVISION

OF PLAYERS

1 OR 2

DIFFICULTY

MODERATE

AVAILABLE

DECEMBER

CARTRIDGE SIZE

CD-ROM

NUMBER OF LEVELS

N/A

THEME

PUZZLE

% COMPLETE

95%

Shanghai has always been a decent mind-boggler. Now the 3D0 version takes the classic game and splices it up. There is an Arcade Mode that you can try, in which you travel across China. It's also timed, forcing you to make quick decisions. There are two new Shanghai-based games. One is like Tetris, and the other has you sliding rows of blocks along with matching them up. All three offer players a lot of challenging fun.

There are also three types of tile patterns to choose from so you don't strain your eyes staring at confusing patterns. All in all, a highly-recommended puzzler.

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IN PRIZES!**

A collection of vintage video game consoles and their packaging, including Super Nintendo, Sega Genesis, and Jaguar, displayed in front of a television screen showing a game. The TV screen displays a side-scrolling shooter game with a score of 00019601. The consoles are arranged in a row, with their respective boxes in front of them. The Super Nintendo box is on the left, followed by the Sega Genesis box, and the Jaguar box on the right. The Panasonic Real FZ-1 console is also visible. The background is a dark, textured surface.

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

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

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

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

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

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CLIP AND MAIL

JAGUAR



FACT FILE

ZOOL 2

MANUFACTURER

ATARI

OF PLAYERS

1 OR 2

DIFFICULTY

HARD

AVAILABLE

DECEMBER

CARTRIDGE SIZE

16 MEG

NUMBER OF LEVELS

16

THEME

ACTION

% COMPLETE

93%



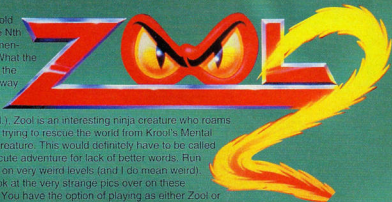
A beautifully-rendered Zool character comes out on the title screen and has a unique little animation.



The Option Screen allows you to configure your joystick, and turn inertia off so you don't slide when you stop.

Behold the Nth dimension! (What the heck is the proper way to say that?)

Oh well... Zool is an interesting ninja creature who roams around trying to rescue the world from Krool's Mental Block creature. This would definitely have to be called a very cute adventure for lack of better words. Run around on very weird levels (and I do mean weird). Just look at the very strange pics over these pages. You have the option of playing as either Zool or Zooz. Zool's lovely and daring sidekick. Zoon the amazing intergalactic wonderdog, will assist you, and believe me you'll need it. This game should wow you graphically and keep you amused for a while.



MEET ZOOL & ZOOZ?



These are the main characters in the game. Choose to play as either one. There are slight differences, but that's just it—they are very slight and unnoticeable. Zool does have a whip for hitting enemies at close range.



VERY COOL JUMPING TECHNIQUE?

THE GOOD

The characters in this game are really cute and they have some pretty funny animations.

THE BAD

This game is completely frustrating and never seems to get any easier, even with some practice.

THE UGLY

The layers of dust this game will probably create could make anybody's allergies flare.

Jumping off the wall can be very useful because it can get you a little higher. There are plenty of places in the game where you need to do this technique.

or you won't reach the ledge.

BULBERRY HILL



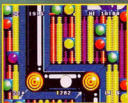
There are tons of pads to bounce off in this level. Look for them all because some will place you in secret sections.



Remember to hit the half-way marks so you can continue there if you die. There are certain platforms that can only be seen if they're shot. My point is that you should shoot everywhere.



Most are points, but some are power-ups. When you find invincibility, hurry to the end of the level.



This level takes you through some very weird sights. Reaching the end is not impossible, but it's very hard. Collect all the icons.



These machines shoot a beam of light that you can stand on. Run, for if these are around, chances are they are the only way of reaching the next part of the level.

TOOTING COMMON



You will find yourself doing quite a lot of climbing in this level. Climbing combined with jumping is very tricky.



This is one of the funnier levels to play, but it is still not easy. Lots of really nifty stuff to look at. Too. Run



through and break all the pots you see—sometimes they hold points and/or power-ups. Break them by jumping in the air and hitting your fire button to spin.



SLAKING PASS



There are tons of cool scenery in this level. Snakes and dice rule and here they are depicted everywhere.



You will find a snake in this level who has a mind of his own. Jump on his back and ride him but he doesn't care if he runs you into walls. In other words, jump over any and all obstacles. Gain points as he takes you to some hard-to-find places.



Enemies come out of nowhere in this level. You will take a ton of hits—always be on the lookout

for the heart power-ups. Watch out for the white balls that follow you around.



DESERT STRIKE

RETURN TO THE GULF

DESERT STRIKE
RETURN TO THE GULF

FACT FILE

DESERT STRIKE

MANUFACTURER	# OF PLAYERS
T'NO	1
DIFFICULTY	AVAILABLE
MODERATE	FEBRUARY
CARTRIDGE SIZE	NUMBER OF LEVELS
2 MEG	18+
THEME	% COMPLETE
SHOOTER	95%

Return to the Gulf. This is your new assignment. Your mission: to rescue all of the MIAs, including a secret agent who carries some useful information, then destroy the enemy's vital areas.

You strike with a Blackhawk attack chopper that carries an arsenal of missiles and rotary guns. Use your radar to find the enemy and search out the locations of your men as well as useful fuel tanks and missile crates. At the Fuel Screen you can switch your weapon buttons in order make the chopper more controllable. Of course, you'll also be running into surprises along the way. The enemy has employed tanks, bazookas and mobile rocket launchers in your vicinity in an attempt to stop your mission from being completed. So give it your best shot and find your men!

THE GOOD

Feeling the firepower as you blow up an entire command center and then go on for more.

THE BAD

It would be nice if you could get your armor replaced—especially after getting hit left and right.

THE UGLY

Watching your enemies spin on their heels just before dying, after being shot.



ASSIGNMENT:

Along with your co-pilot, "X-MAN" fight off enemies and rescue your men from Kilbaba in the Gulf.



YOUR MISSION:

There are four tasks you must take care of before moving on. Destroy these to weaken their system control.



In the desert you will find

several obstacles that will get in your way. Use the missiles for the bigger objects. The mobile

cannons will do greater damage to your chopper so don't get too close. Drop in and pick up your men by flying over them. Do the same with the missile cargo and extra fuel tanks.



Fly over villages and

hangers, blowing them up to locate hidden cargo. Dodge bazooka rockets and enemy fire



from lookout towers. You'll be warned about your armor level, so keep clear of fire when low. If you don't, your chopper will take a nose dive into the sand and the mission will be aborted.



The power plant will take a few more missiles than others. At the airbase, destroy everything in sight!



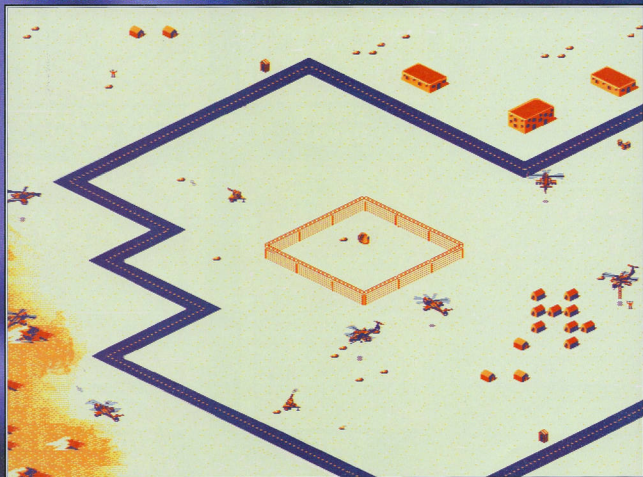
The radar systems aren't hard to find, but cannons await you. The control centers are heavily protected.

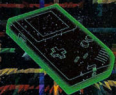


With radar at your side, enemies and destinations can be easily found. You'll really need it when fuel is low and a fill-up is a desperately needed item.



THE NORTHWEST SECTION OF THE DESERT





PINBALL FANTASIES

CHOOSE FROM FOUR DIFFERENT LEVELS



FACT FILE PINBALL FANTASIES

MANUFACTURER	# OF PLAYERS
GAMETEK	1
DIFFICULTY	AVAILABLE
EASY	FEBRUARY
CARTRIDGE SIZE	NUMBER OF LEVELS
2 MEG	4
THEME	% COMPLETE
PINBALL	95%

THE GOOD

You can choose from four incredibly mind-boggling, slow and boring levels.

THE BAD

There are only four different levels to play that don't have much of a challenge.

THE UGLY

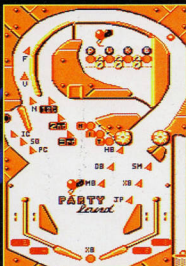
Do we really need *another* pinball game out there? At least make it somewhat interesting.



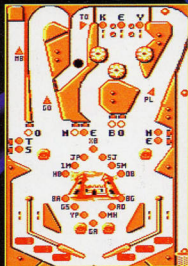
**SPEED
DEVILS**



**BILLION-DOLLAR
GAME SHOW**



**PARTY
LAND**



**STONES
BONES**

Pinball Fantasies is your run-of-the-mill pinball game. It has all of the same features as any other pinball game: trying to spell some catchy phrase by hitting the bumpers, shooting the balls into the hard-to-reach holes for big points, losing your balls in frustration as they fall down the alleyways, etc.

One of the nice features is that you can choose which level you wish to play in. However, your selection is quite limited. The control is very simple: pull back to shoot the ball, hit A for the right paddle and left on the directional for the left paddle. A good game for beginners, since it's very easy. Seasoned players won't find it too challenging, though.

In case you're wondering, yes, that is the view of the game. The rest of the field scrolls by as the ball reaches farther up the board. It's a good traveling game.

Bonk's Revenge

There are three different (dare I say) beings you can become when you eat meat. I know how he feels—when I eat red meat I can get just as vicious. He turns into a half bat-half caveman thing and is able to jump twice as



high, a prisoner in some jail-like clothes who can get past all of the locked doors in the game or a weird creature that will bite anyone's head! Be careful, wrong moves will cause you to be fined Smiley Faces.



You will fight an opponent for an extra life. Lose two out of three matches to become a slow mummy.



THE GOOD

There are three cool, different forms you can change into when you eat meat.

THE BAD

Unfortunately, this game is extremely easy. Good game otherwise.

THE UGLY

I just can't stand watching that poor little Bonk get eaten by those big pterodactyls.

Three different characters!

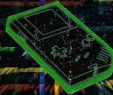


The Bosses in this game are plentiful and of varied difficulty. The first

Boss, pictured above, is extremely easy to beat. When he lowers his head and runs at you, jump up and bonk him on the head. Do this about eight times and he will no longer be a threat. The next Boss is pictured below. You fight him underwater, so simply swim beneath him and press your jump button. Do this quickly for repeated hits.



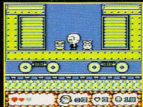
GAMEBOY



The big butt-head is back, and he isn't taking any crap. Bonk makes a gallant return to everybody's favorite Game Boy. You loved his first adventure so much that he couldn't say no to another adventure. This time, Bonk's planet has split in half and it is up to you to help him discover who is responsible and get everything back to normal. You have three different forms you will assume when you eat meat. There is a batboy who can jump high, a jail prisoner who opens locked doors and a crazy dude who can kill just about anything with his enormous teeth.



Watch out for this plant. If you get too close to him, he'll eat you up! YUMMY!



FACT FILE

BONK'S REVENGE



MANUFACTURER	# OF PLAYERS
HUDSON SOFT	1
DIFFICULTY	AVAILABLE
EASY	NOW
CARTRIDGE SIZE	NUMBER OF LEVELS
2 MEG	6
THEME	% COMPLETE
ACTION	100%



Ristar



FACT FILE

RISTAR

MANUFACTURER	# OF PLAYERS
SEGA	1
DIFFICULTY	AVAILABLE
MODERATE	FEBRUARY
CARTRIDGE SIZE	NUMBER OF LEVELS
4 MEG	7
THEME	% COMPLETE
ACTION	90%

THE GOOD

The graphic detail is impressive and the background is very rich in color.

THE BAD

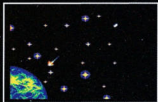
With all the detail in the graphics, there was not much time spent on the control of the game.

THE UGLY

This game gives the distant impression of another Sega series: Sonic the Hedgehog.



INTRODUCTION



HERE ARE SOME HANDY MOVES!



Use the grab to kill enemies and collect the various items.

Watch as Ristar flips through the air with ease!



Sometimes a good swing on a tree is the only way to go!

ENEMIES ARE EVERYWHERE!



Watch out for those bad guys! These guys have a serious grudge against you and they are not afraid to show it. Use Ristar's Grab Attack to make quick work out of these chumps!

POWER-UPS!

This coin is a definite plus for those players who shoot to have the highest score!



Collect the red star and Ristar will go crazy. He will temporarily be invincible.



Although not an item, this icon will allow Ristar to build up some jumping power.



The three stars will fill up Ristar's health bar and allow for more adventures.



LEVEL 1: PLANET NEER



Another coaster level. It should not be too hard to make it through the next round and eventually to the first Boss.



This level will give the player time to adjust to the abilities of Ristar and provide a nice, low-risk environment to learn in.



LEVEL 1 BOSS



This first Boss is not much to worry about. Just dodge his shots and give him a friendly grab.

LEVEL 2 BOSS



Be sure to kill the bat before taking on this pillow throwing dreamer!

LEVEL 2: PLANET FANTURN



Be sure to watch out for those rainbows that are on a steep angle. You can't climb these and have to go around them.

Watch out for those spear-throwing bad guys and try to collect as many stars as possible. Avast ye hardsy!



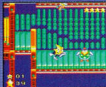
LEVEL 3: PLANET NEUOS



A whole cast of new baddies to worry about are introduced in this level. Be sure to watch out and grab them quickly!



Grab the metronomes. Be sure to give them to the birds for help later on. Watch out for the shocking blue baddies.



LEVEL 3 BOSS



Knock this guy off his perch then get him in the air before he lands again and starts singing.



LEGEND OF ILLUSION

starring MICKEY MOUSE™

Something strange is happening around the kingdom. Crops are withering and dying, and the people are becoming very worried. King Pete has been told that he must find the Water of Life to solve the problem. He is cowardly and selfish though, so he sends Mickey



the laundry boy instead. Playing as Mickey, you decide to seek out another king to ask for help. Travel from the Kingdom of Goofy to Duckingham Palace using your brains and bubbles to reach your goal, only to discover that both of these kings are missing. What can a lowly laundry boy do? It is up to you to guide Mickey through the land and find the Water of Life. If you fail, the kingdom will be doomed. Only you can save it now.



Mickey's quest begins at Castle Goofenstein. Guide Mickey through to King Goofy for help. Overcome the obstacles standing in your way.



Goofy is missing! Travel through the forest to Duckingham Palace. Maybe King Donald can help. Watch out for snakes and bees that pack quite a sting.



Once you have made it through the forest, see if you can locate King Donald. Uh oh! Mickey has stumbled upon a strange shadow monster. He disappears and then reappears in a different spot, so be ready to move. Once you defeat him, find King Goofy. He will ask you to help find King Donald.



FACT FILE

LEGEND OF ILLUSION

MANUFACTURER	# OF PLAYERS
SEGA	1
DIFFICULTY	AVAILABLE
MODERATE	JANUARY
CARTRIDGE SIZE	NUMBER OF LEVELS
4 MEG	9
THEME	% COMPLETE
ADVENTURE	80%

THE GOOD

New puzzle ideas and fun characters make Mickey a great game to play.

THE BAD

This game has choppy movement when jumping up or down a level.

THE UGLY

Have you ever seen King Pete when he's upset? Not a pretty sight.



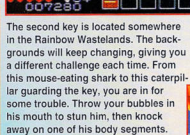
Once you have crossed the Bridge of Destiny, you will need to find two keys. One is found in the Rainbow



The Lake of Illusion is where you will find King Donald. I hope you've been practicing your back stroke. It is a strange place, filled with switches and rooms with water. Swim around to get through the level, but be sure not to run out of air. King Donald is counting on you to rescue him from this watery prison. Save him and he will give you a helpful gift.



your way, including moving platforms and the guardian of the key. His mighty roar is as bad as his bite.



The second key is located somewhere in the Rainbow Wastelands. The backgrounds will keep changing, giving you a different challenge each time. From this mouse-eating shark to this caterpillar guarding the key, you are in for some trouble. Throw your bubbles in his mouth to stun him, then knock away on one of his body segments.

Having found both keys, continue on to the Garden of Illusion. Clasp both keys and jump into the rift.



Ride this dragonfly to the Water of Life. Watch out for shooting stars.



After you defeat the wizard, you must fight this fire-breathing dragon.



Once you've set the waters free, climb down the Falls of Fortune.



The Tree of Life awaits at the center of the garden. He has the answers you seek.

The Garden of Illusion is loaded with danger. Crabs with huge pinchers and thorn patches block your way. Mickey will need to be very careful here.



This dark sorcerer has dammed the Water of Life. You must stop him.



The Tree of Life lends the help of this dragonfly to get you up to the Water of Life.

FROM THE EDITORS OF ELECTRONIC GAMING MONTHLY....

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The Ultimate Source for MK2

On the second issue of the *Mortal Kombat II* Collectors Magazine, you're invited to take a trip through the making of the game.

Behind-the-scene looks at the artwork, models and tunes that helped make it a phenomenon are included.

You'll find out how this wildly popular game came together. It's amazing!

In addition, catch a sneak peek at the latest *Mortal Kombat* comic book to hit the mean streets, *Goro: Prince of Pain*, in which the four-

armed fury takes no prisoners and doles out his trademark form of punishment.

All this plus the moves you need to put your foes down for the count.



VR, a Trip into Cyberspace

The FOX Network is blasting into cyberspace with its new virtual reality adventure series, *VR* (its title will likely be changed to avoid confusion with NBC's hot new medical drama, *ER*). A mid-season replacement tentatively set to debut in early 1995, *VR* stars Lori Singer (*Footloose*, the TV series *Fame*) as Sydney Bloom, a shy telephone company employee whose ambitious computer tinkering gives her entry into not merely a modernized dreamland, but the darkest reaches of her own mind.

While the idea of manufactured and mainframe-driven "realities" and their impact upon real life has, over the past decade, fueled feature films from *Brainstorm* to *Brainscan*, it has yet to be exploited fully by the networks.

However, the prime-time climate has become ripe for risk-taking—thanks largely to the success of *The X-Files*. "VR will try to capture that same, creepy feeling," says co-executive producer Thania St. John, whose TV writing credits include *Life Goes On*

and *Lois & Clark: The New Adventures of Superman*. "But instead of dealing with aliens, we're going *inside* to the psychological."

The catalyst and conduit for the action is Sydney Bloom, who jerry-rigs her home computer and inadvertently stumbles upon astounding virtual reality technology. "Sydney's a Generation X kind of person, not quite your baby-boomer heroine," says St. John. "She doesn't have many friends, and she can communicate better through technology than she can face-to-face." Amusing at first, her VR discovery takes a dark turn as the newly emboldened Sydney pulls a would-be boyfriend (Adam Baldwin) into a virtual date—and gradually learns that he's a murderer.



Strange but True

Green Frog Diplomacy?

Kermit the Frog recently visited Oxford University, becoming the first amphibian ever to speak to the Oxford Union debating society. Kermit was sited as saying, "I am very honored ... these are some very nicely hallowed halls." Who said you can't teach an old frog new tricks?

Sue Me Tender

Elvis Presley Enterprises is suing over a CD-ROM that recaps Elvis' ever-so-eventful life. The CD illegally uses several of Presley's hits. Now digital, the King will never die.

CULTURE SOURCE FOR EGM READERS

Touch, Feel Megaman

First, there was Megaman on 8-Bit. Then there was Megaman on 16-Bit.

Now, Megaman has broken through the video games barrier to invade your homes. Not even Dr. Willy and his band of bad-dies can stop the fun sprouting from new Megaman action figures.

Totalling six, the five-inch tall Action Feature figures come with their own weapons which are fully interchangeable with the

other five characters. The group of six includes Megaman, his robo-dog Rush, Proto Man, Cutman, Gutsman and Bombman.

Also available are Megaman collectible figures. Though not poseable, these figures have big style in stand-stills. Entailing the good, the bad (and the ugly), the 12 collectibles will decorate any bedroom, living room, bathroom or laboratory! Some include: Dr. Willy, Dr. Light, Iceman and Elekman.



Can-puzzles Are Fun

Did you ever hear of a video game that had an infinite replay value because there's many ways to solve it?

While that cool concept may be a few years off in the electronic arena, it's alive and kicking in these can/banks from Vic Tokai. These durable plastic cans can be used as banks or pen and pencil holders and the puzzles on the outside are entertaining in a maddening sort of way.

Kids will be able to collect cans featuring the hottest properties today including the Mighty Morphin Power Rangers and Sonic the Hedgehog.



Ensucklopedia Rules!?!

What better way to say I love you, than with a Beavis and Butt-head Ensucklopedia?

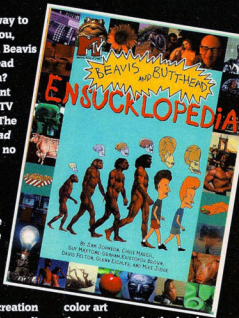
Spawned from a joint venture between MTV and Pocket Books, The Beavis and Butt-head Ensucklopedia will, no doubt, once again show us that, they "huh, huh ... really suck!"

In this must-have reference guide, the dynamic duo attempt to let us know what's cool and what sucks.

Anything from the creation of man to "chicks" to appliance repair. Need I say more?

Fully illustrated, four-

color art throughout make the book a perfect stocking stuffer for B&B fans as well as anyone looking for a good laugh.



It just ain't right...

This poor chap took the retro-look too far back. Sure, disco is back, bell bottoms are in and John Travolta is cool again, but

that's only 20 years in the past. This guy thought going 120 years would be even cooler. Sorry sir, but unless horse-drawn buggies and girdle-wearing dames come back in style, only the sideburns work.





Not Just a Scratchy Voice

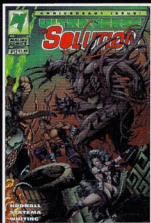
If you think you know the Simpsons so well that you can recognize each and every individual voice of the characters, think again. A few people supply the voices for the entire town of Springfield. Harry Shearer is one of those people.

In the first *Simpsons* script, Shearer recalls, "There were four or five voices I was asked to do. But with everybody, you discover more that they can do as time goes on. I mean, Hank [Azaria] was blossomed, and everybody has revealed more and more stuff that they can do."

Especially Shearer, who, even with his facility for voices, has developed an incredible range of characters, including Mr. Burns and his sniveling sidekick Smithers, the repulsively perky Ned Flanders, Principal Skinner, news anchor Kent Brockman, Otto the school bus driver, Simpsons family physician Dr. Hibbert, the Reverend Lovejoy, Scratchy the Cat, Radioactive Man, Dr. Marvin Monroe and of course, God, Hitler and the Devil. One would imagine that a lot of preparation went into making each voice specific and unique ("Mr. Burns: a mean, rich, old guy... hmmm..."). According to Shearer, he actually thought "as little as possible. It's like what jazz players say: 'You try to keep your mind out of it as much as possible.' Thinking doesn't help. Read the script and get a feeling for what the character's about, and fly with it."

"The only thing I had in mind," he adds, "was I didn't want them to sound like famous people (with a couple of exceptions) and I didn't want them to sound like each other."

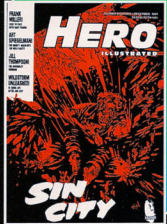
Who would ever guess Mr. Burns, Otto and Scratchy were the same guy?



This month in

HERO

ILLUSTRATED



In *HERO ILLUSTRATED* #18, Frank Miller goes one-on-one with Hart Fisher in one of the most fascinating (and twisted) interviews you'll ever read. You'll also learn what's in the future for both Jim Lee and his Wildstorm Studios. Fans are also treated to an in-depth look at Jill Thompson, of *Sandman* and *Wonder Woman* fame.

This month in

CARDS

ILLUSTRATED



This month in *CARDS ILLUSTRATED* #13, card artist supreme Joe Jusko talks about the biggest project of his career: Painting all the cards for the FPG Edgar Rice Burroughs set. There's also a *Star Trek: Generations* celebration as *CARDS ILLUSTRATED* takes a look at cards from SkyBox and X-Men II cards from Fleer.

Star Trek: Voyager Ready, Set for '95 Liftoff

Director Winrich Kolbe compares the pervasive conflict between the rebel and Federation crews

in *Star Trek: Voyager* to the premise of one of his favorite movies, the Tony Curtis-Sidney Poitier classic *The Defiant Ones*. In the Academy Award-winning 1958 film, two dissimilar and distrustful convicts escape from prison while they are shackled together, forcing them to cooperate with one another.

"It's an old plot," Kolbe concedes. "But it worked in *The Defiant Ones* and it'll work for us, as long as we don't get cavalier about it."

In "The Caretaker," the two-hour premiere episode directed by Kolbe and scheduled to air this month, the Federation starship *Voyager* chases a rebel Maquis ship into a galactic phenomenon that transports them to an unknown region of space so distant that it would take them 70 years at maximum warp to return to known territory. The Maquis ship is destroyed during this

adventure, though its crew is rescued by the *Voyager*. Facing an unenviable future in oblivion, the crews form an uneasy alliance in their search for a way home.

"On the *Voyager*, we have two groups that at any moment could have serious personality conflicts," Kolbe says. "The Maquis could suddenly say, 'Wait a minute, that's not the way we're going to do it,' and there's the conflict. I like that there are great possibilities for conflict on the ship itself, which is some-

thing that was missing in *ST: TNG*. It just wasn't there, which could be a problem dramatically. There will always be conflict between human beings; we need those conflicts to grow and survive. Gene Roddenberry said we'd come

to a point in *Star Trek's* future where there would no longer be conflict between people. But how likely is that scenario?"

Which is not to say, he emphasizes, that this series disposes of the late Roddenberry's overall philosophy.

"Rick Berman and

Michael Piller may create new series," he says, "but they never forget who started this whole thing. Ultimately, as long as it's *Star Trek*, it will be Gene Roddenberry's. It's all a matter of where you start from. The fact that the *Voyager* has a female captain is important; it's something I think Gene would have pushed for."

The first choice for the captain was Genevieve Bujold, but she quit the series three days after stepping onto the set. Replacing her was Kate Mulgrew, best known as Mrs. Columbo in the short-lived 1979 TV series of the same name. "When she came on the set, I was very impressed with her," Kolbe says.

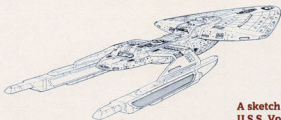
"She had a definite presence, and she was informed about what she had to do ... I suddenly felt that we were taking off. We were just taxiling up the runway until that point."

Comparing the Janeway character to previous *Trek* captains, he points out that both Sisko and Picard are inherently remote, a trait that is highlighted by their positions. Janeway, he feels, will be entirely different.

"There are moments in the pilot where you get a sense of the difference,"



Kolbe says. "There is more concern for and attention to feelings. Yet it's not something that would ever affect her conduct as captain. If she has to send someone into a life-threatening situation on an unknown planet, for example, she will do that. But, if something terrible happens to that crew member, she can agonize openly about it. That's something a woman might talk about; but a male captain probably never would bring it up. He would be staring into space and it would be implied, but he never would talk about it. I think the story approach from a character point of view has a much broader band to work on than if it was a male captain. We've had a lot of women leaders in *Star Trek*, but they've all suffered from the hidden-penis syndrome."



A sketch of the U.S.S. Voyager

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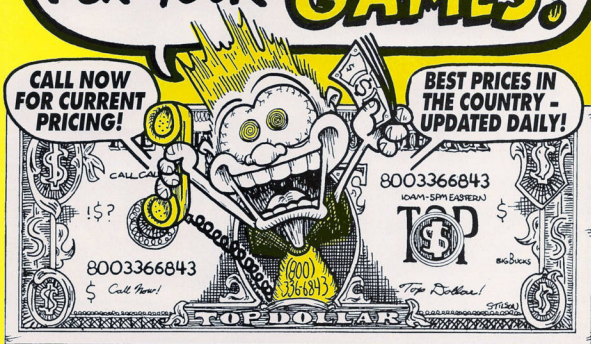


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HOLLYWOOD STAR

"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 cream pie and show your opponent the new meaning of "in your face"! Go invisible or teleport past your man and take it to the back two! And the clock isn't the only thing ticking when the ball becomes a bomb for

otato!
the 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 grooagh froww hrrrg!"

@ ! * * # # ^ @ ! " 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 as you play through earthquakes, eclipses and more! So go ahead and drive to the hole. But watch out, you just might fall in one!



TAKE THE COURT FOR THE WACKIEST GAME OF HOOPS EVER!

The you play, the you'll get. w fr Du (also great ma in his o The Loon features all y Bugs Bunny, Po Sylvester and Tweety, E Fudd. And Daffy Duck himself. The Acme Animation Factory just the carrot on the...er...New mind.



SUPER NINTENDO
ENTERTAINMENT SYSTEM

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