MORTAL KOMBAT III EXCLUSIVE

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SATURN VS. PLAYSTATION...

WHO WILL WIN?

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Details Inside

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February, 1995

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Display until March 7, 1995

OK class, the answer is: **Dr. Mario® and Tetris® are together on one brain-frying cartridge.**

That is correct. All that pill-dropping, block-busting insanity is now on 16-bit for the first time. All you need is a Super NES® (and a brain, but hey, you've gotta supply that). Is that √Coolsville or what?

So you and your bud could go head-to-head on Tetris or Dr. Mario. Or you

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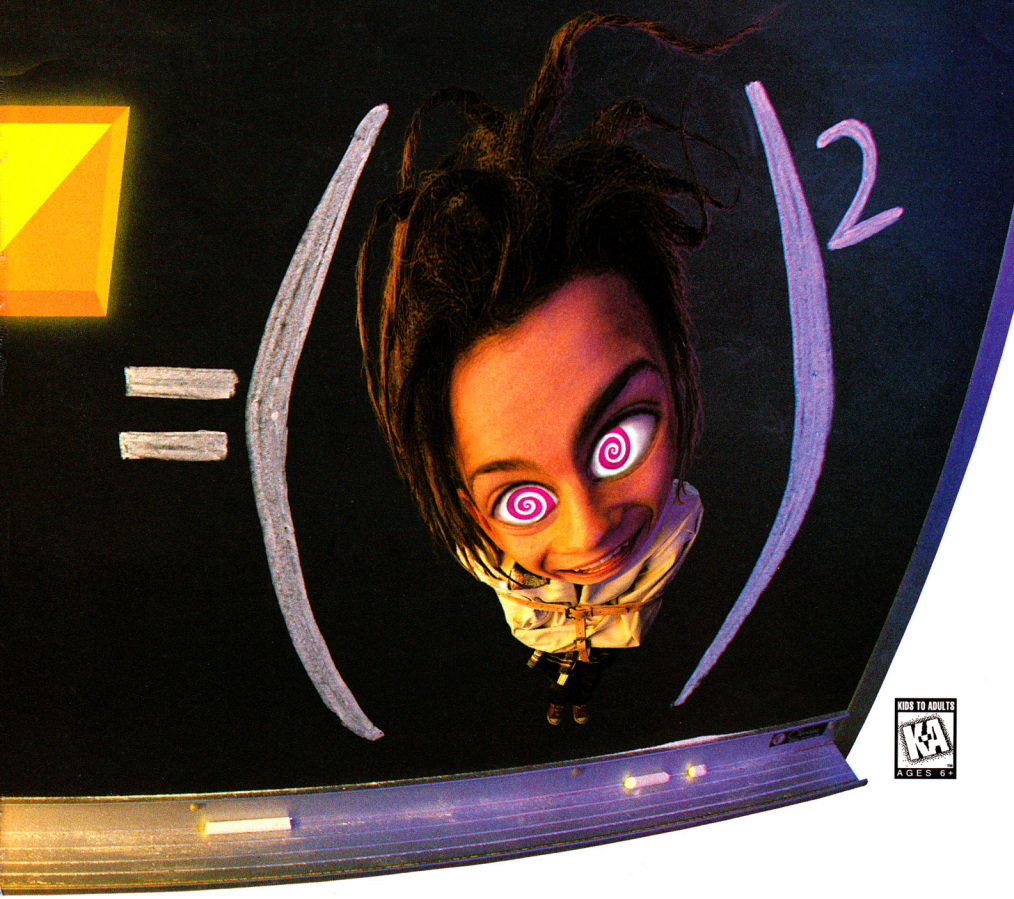

KIDS TO ADULTS
AGES 6+

could play both in **Mixed Match.** Like you could play Tetris while he plays Dr. Mario. Or you could play Dr. Mario while he plays Tetris. Or he could play Dr. Mario while you yell **"SHUT UP"** since this is getting really annoying. Anyway, to sum it up: there are six new ways to play your two favorites—that's more than you can count on one hand (unless you grew up next to a nuclear power plant).

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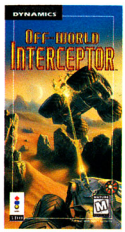

On the way up, you gotta whup a couple'a tough mo'fo's. This game's no exception. They're called Bosses. But don't bother ass-kissing 'cause you'll lose more than your face.

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

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MATURE
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CRYSTAL DYNAMICS™

INSERT COIN

1995 ... THE YEAR OF THE SYSTEM WAR!

As we wrap up this issue and another year it's time to start planning our editorial calendar for 1995. Unfortunately, that's easier said than done. Sure there will be a lot of new systems all vying for your attention and dollars, but as the past has shown, not everybody can and *will* survive. So who do we focus on? Now that the magazines are getting smaller in size we certainly don't want to waste time and pages on 'never to be' systems like the FM Towns or Marty.

Some of the choices are very obvious. As you have seen from the past issues, we are giving extensive coverage to the Japanese Saturn and PlayStation. These are going to be the systems to watch in 1995. Nintendo is going to be the wild card. Their Ultra 64 is obviously coming but because of their tight-lipped attitude all we hear are rumors ... none of them positive. Hopefully they will wise up real quick and deliver some information to start getting people interested in their system. Then there is their Virtual Boy. Last month's editorial explained my feeling about that system. Perhaps they will have something at the Winter CES that will change my opinion.

The future of the existing systems are a little easier to predict. The 3D0 is just now starting to get some really good games. If they get the system price down under $300 and preferably under $250, the system could continue to do well. Otherwise, like we have seen in Japan when the Saturn and PlayStation were launched, the 3D0 sales stalled. The Neo•Geo CD, even at its sky-high price, will do well. It has a niche audience and SNK has reasonable expectations as to how well the system will do. The CD-i is on shaky ground. While it does play movies, it really needs a hot licensed title to get sales moving. The 32X has an image problem. Either people expect too much of it or the games aren't good enough to show off its true capabilities. The same goes for the Sega CD. While it is still selling, it does suffer from poor color, resolution and bad FMV games. Perhaps if it successfully couples with the 32X, both system's problems could be solved. The Jaguar is roaring but much of the time it has laryngitis. A constant stream of good software would be the best medicine for its sore throat.

It will be interesting a year from now to see who actually survived the system glut of 1995. One thing is for sure: The pie will be finely divided and it just won't be a Sega-Nintendo war anymore.

Ed Semrad
Editor

EGM!™

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February, 1995

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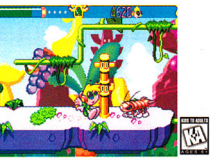
oh YES... more, MORE! faster, FA'STER,



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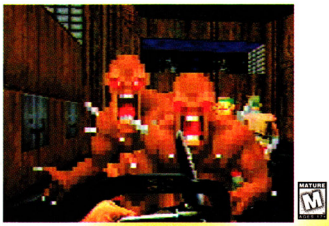

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EGM!

FEBRUARY / 1995 / VOLUME 8 / ISSUE 2 / NUMBER 67

94 SATURN VS. PLAYSTATION: THE BATTLE BEGINS FOR #1!

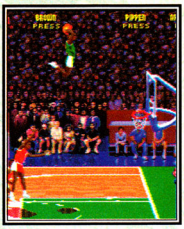
The battle of the systems has begun, and in this issue we look at the Sega Saturn and the Sony PlayStation! We have compared both systems' release of the wooden labyrinth game, TAMA. Don't forget to check out the PlayStation's cool games Ridge Racer, Paroduis and Hot Blooded Family plus Saturn's Myst and Gale Racer. Who will take the number one spot?

MORTAL KOMBAT III: COULD THIS BE THE LAST BLOODY FIGHT? 108

Just when you thought the kombat was over, plans for Mortal Kombat III have been brewing. In this exclusive story, take a look at who will be in the game and who won't be returning. Plus, secret moves, new outfits, rumors circulating about the game and when it will be released. It's time to go back to the Outworld for Round Three!

114 NBA JAM:TE COMES HOME; PIPPEN TALKS WITH EGM!

In Team EGM, NBA Jam:TE comes home to the Super NES and Genesis. Also, go into the locker room for a chat with Scottie Pippen of the Chicago Bulls on his new game, Slam City with Scottie Pippen for the Sega CD.



PETER PARKER NO MORE...WEDDING OF SCOTT & JEAN...THE PHALANX ATTACK...SAVAGE HULK IS BACK...GHOST RIDER REBORN...SPIDER-CLONE RETURNS...JEAN GREY VS. SABRETOOTH...FIGHTING CHANCE...FALL OF THE HAMMER 2099...SCARLET SPIDER VS. VENOM...SUICIDE RUN...MYSTERY OF CENTURY...STARBLAST...
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THE MOST COLORFUL EVENTS OF LAST YEAR ARE HERE!
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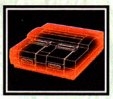
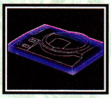


SUPER NES TIMES

This Valentine's Day, make your Valentine's heart beat wildly with the latest Super NES games! He/she will fall in love with such games as The Flintstones, Lemmings 2, Itchy & Scratchy and Rise of the Phoenix!

126-133



OUTPOST SEGA

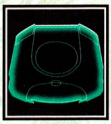
I'm in the mood to play Sega Genesis carts, simply because they're near me ... and because they're terrific games that include Thor, Metal Head and Shadow of the Beast.

134-138

PLANET 3DO

Be a kid again as you take over a TV station in Station Invasion!

140-144



JAGUAR DOMAIN

Okay, maggots! Either shoot or get shot in Cannon Fodder!

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SUPER GEAR

The famous cat-and-mouse team hack it up in Itchy & Scratchy!

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INTERFACE
LETTERS TO THE EDITOR

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

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

LETTER OF THE MONTH!

SNK RESPONDS

This letter is being written to clarify a misconception about censorship of

Neo•Geo home games in North America; one title in particular, Samurai Shodown II.

SNK Corporation of America has a commitment to excellence and to our

customers. Our policy and promise to bring exact, arcade-quality games to your living room will not be compromised. However, we are also aware and concerned about the current controversy over the censorship of video games.

As a result, we provide a "Blood Code" option in Samurai Shodown II for those players who want it. Players can obtain this code by calling our Customer Service Department at (310) 371-8555. We have also provided this code to magazines for print. Future Neo•Geo home titles will have "Blood Code" options where it is applicable. By providing these "Blood Codes" the consumer can decide which version to play.

We at SNK Corporation of America appreciate the support of our loyal fans and your publication. We welcome any comments you or your readers may have.

Heh-Kyu Lee
Product Manager, SNK Corporation of America

(Ed. Thanks Heh-Kyu for finally setting the record straight. In these days of "political correctness" it's good to see a company whose primary concern is still their customers' satisfaction. Many of the letters we have received about Samurai Shodown were from concerned Neo•Geo fans and owners wondering if the home version of Samurai Shodown II will

indeed be the same product as the game in the arcades. By giving people the option to use the "Blood Code," SNK of America has positioned themselves in a place of high regard in the video gaming industry. We hope that other game companies follow the lead!)

BURN-IN

I'm 30 years old and I love my Sega Genesis, Sega CD and 32X combo. To get the most out of my games, and movies as well, I plan to add a large-screen, projection television to my entertainment system. A concerned friend told me that video games damage projection TV screens, while another friend said that this was only a problem with older game systems like Pong and the Atari 7800. Have the newer systems become projection-TV compatible? I would really like to see a 15-inch Sonic!

John Harmon
Marshall, IN

(Ed. You should be okay, as long as you don't pause the game and walk away for hours and hours. The phenomenon that you're talking about is known as burn-in. This can occur on just about anything from computer monitors to televisions. It happens when a stagnant image is left on screen for a long time, and an afterimage is left permanently burned-in on the screen. It's like looking at the sun for a couple of seconds [not a good idea], and seeing the image of the sun even after you look away. Just to be safe, we recommend that you call the manufacturer of your projection TV to see what they have to say. It's a pretty safe bet that

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MACROSS-CRAZED!

I recently got into the video gaming craze because I spent most of my free time reading comic books and Japanese animations. I am the biggest Robotech/Macross/Anime fan possible and here's my dilemma: I

Could this be a Macross game for the Super Famicom?

recently attended an animation convention and I saw a vendor playing a Macross game for the Super Famicom. I asked him where he got it and he told me that he got it used somewhere. For the past three months, I have been searching all of the game stores in Southern California and have come up empty-handed! I was wondering if you or any of the readers can help me find this awesome game. Thanks a bunch!

Sydney Truong
Costa Mesa, CA

(Ed. There have been numerous Macross games out over the years for a few of the game systems like PC Engine and Super Famicom. The one that you're probably referring to is Macross: Scrambled Valkyrie by Zamuse. If you're a Macross or a shooter fan, this game is a must-have for your game library. Getting Macross: Scrambled Valkyrie will be tough, however. Your best bet is to try some of the mail-order game stores featured in the back pages of EGM. *You might pay a hefty price, but take it from us, it's well worth it!)*

AL'S DOUBLE

You won't believe me when I say this, but I have this friend who goes to my school, and he looks just like Al Manuel. His name is Bill (real name changed). Although I have only seen him as the illustrated Al, I find many comparisons between my friend and Al. I'm not sure if the drawing of Al Manuel really looks like him, but believe me, Bill sure looks like the drawing of Al! Well, anyway, the whole point of this letter was to ask you to do something for me. I know that you are strict about releasing any information about your editors, but could you please give me a picture of Al Manuel, so I can show my friends that I'm not crazy.

Joon Onishi
Houston, TX

Could our editor Al Manuel have a long-lost twin?

(Ed. Our condolences to your friend! Just so your friends don't think you've gone mad here's the only known photograph of our own Al "Get away from my Sony PlayStation!!" Manuel. We hope that this will help you sleep at night!)

NO MORTAL MOVIE?

I heard that the Mortal Kombat movie was being cancelled because it was too violent. Is this true?

Jim Kemp
Bechtelsville, PA

(No, as far as we know, the MK movie is still a "go.")

Liu Kang can't wait to see the upcoming Mortal Kombat flick.

HOW GOOD ARE WE?

You are the people responsible for giving reviews about games, and in doing so, you give us gamers a good idea about what a game is like. In some reviews you tell us about the challenge that a certain game is going to give us. I know that you have played tons of games, but just how good are you guys? I mean, how many games have you beaten? What kind of games are you good at? Hey, you give us reviews, so show us proof that you are worthy.

Erik Matias
Jersey City, NJ

(Ed. Each of our editors has his own area of expertise. One of our editors may be a great RPG player, while another may excel at fighting games or sports games. Believe me Erik, and we're not blowing our own horn here [I take that back—yes, we are!], we're good. Really good. *All of our editors have beaten tons of games. But a lot more goes into making* EGM *than just playing games. There are many long days filled to the brim with tight deadlines. Life at* EGM *isn't all fun and games, but most of the time it is!)*

STAR WARS CONFUSION

I bought a 32X and the Star Wars Arcade cartridge as soon as it was released. I must say that I think this is one of the coolest games I have ever played. I do have one question about this game. Which arcade game is this taken from? I haven't seen a Star Wars game in an arcade for about 12 years. Is this game based on the original Star Wars arcade game, or a newer game that I haven't seen yet?

Greg Krykewycz
GLVader@aol.com

(Ed. Yes, there was a Star Wars game in the arcades about 10-12 years ago. Your 32X Star Wars Arcade cart is based on Sega's Star Wars Arcade that made a splash in selected arcades last year.)

MORE PLAYSTATION!

My friends and I are patiently awaiting the release of Sony's awesome new PlayStation. Any chance of

Sony's PlayStation will definitely be worth the wait!

some more pictures or a Fact File on some of the Japanese PlayStation games?

Michael Stephens
New York, NY

(Ed. Boy are you in luck, Mike. Look in this issue of EGM *for Fact Files and more info on the Sony PlayStation. I think this should keep you happy for a while!)*

GAMES TOO EASY?

I just bought Super Punch Out and Donkey Kong Country for the Super NES. After beating both of them, I got to thinking. Why are the new games that are out so easy? I beat both of them right away! Sure, they both have great game play but they get boring after you beat them. Donkey Kong Country

Finally, A Great Action/RPG for the Genesis!

Atlus presents, Crusader of Centy, quite possibly the best Action/RPG game designed for play on the Sega Genesis! As the hero Corona you begin an epic adventure across the land of Soliel in search of a way to rid the realm of invading monsters. As a swordsman you have much to learn. Discover the lost technique of launching your sword like a blazing boomerang—ready to strike enemies from impossible angles and distances! Befriend many animal companions who provide new powers to your mighty blade! Battle evil from the very dawn of time in this awesome adventure.

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Crusader of Centy

ACTION RPG ADVENTURE GAME

ATLUS

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Attitude

An ATTITUDE PROBLEM? No way...not us! But, check it out. Why should we keep off the grass...what's grass for anyway?

O.K., so maybe we do have an attitude. Or...maybe we're just smarter than the people who make the rules. Try our game accessories, and you decide.

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For Sega Genesis™

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By STD

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should have fewer levels and the ones that are in the game should be harder. Super Punch Out could have another circuit. Why are games getting so easy?

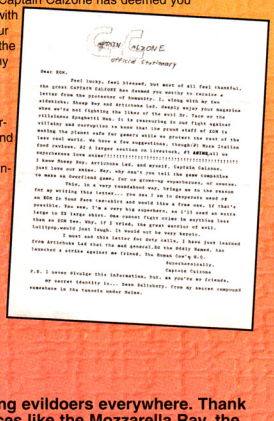
Jared Hardy
Wahoo, NE

(Ed. It's a conspiracy to make you buy more games. Just joking! Maybe the games aren't getting easier, maybe you're becoming a better game player. Give yourself some credit! Perhaps after playing games for a while, you've developed better hand-to-eye coordination along with a better understanding of fundamental game mechanics. DKC might have seemed easy to you because you've probably played a ton of games that are somewhat similar. Let's face it, running around and jumping on peoples' heads is getting to be a bit cliche [Mario Bros., Sonic, Bubsy, Awesome Possum, etc.]. Remember, practice makes perfect! From now on, however, since you seem to be going through games at a faster clip, try renting the games first. If you like the game and it is challenging enough for you, go out and buy it.)

ASCII LETTER OF THE MONTH!

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

Feel lucky, feel blessed, but most of all, feel thankful, the great Captain Calzone has deemed you worthy to receive a letter from the protector of humanity. I, along with my two sidekicks, Sheep Boy and Artichoke Lad, deeply enjoy your magazine when we're not fighting the likes of the evil Dr. Taco or the villainous Spaghetti Man. It is reassuring in our fight against villainy and corruption to know that the proud staff of *EGM* is making the planet safe for gamers while we protect the rest of the less cool world. We have a few suggestions, though: 1) More Italian food reviews. 2) A larger section on livestock. 3) ANIME. All of us superheroes love anime!!!!!!!!!! I know that Sheep Boy, Artichoke Man and myself, Captain Calzone, just love our anime. Hey, why don't you tell the game companies to make an Overfiend game, for us grown-up superheroes, of course.


CAPTAIN CALZONE
Official Stationary

Dear EGM,

Feel lucky, feel blessed, but most of all, feel thankful, the great CAPTAIN CALZONE has deemed you worthy to receive a letter from the protector of humanity. I, along with my two sidekicks, Sheep Boy and Artichoke Lad, deeply enjoy your magazine when we're not fighting the likes of the evil Dr. Taco or the villainous Spaghetti Man. It is reassuring in our fight against villainy and corruption to know that the proud staff of EGM is making the planet safe for gamers while we protect the rest of the less cool world. We have a few suggestions, though:#1 More Italian food reviews. #2 A larger section on livestock. #3 ANIME!!!!!!!!!! All of us superheroes love anime!!!!!!!!!! I know that Sheep Boy, Artichoke Lad, and myself, Captain Calzone, just love our anime. Hey, why don't you tell the game companies to make an Overfiend game, for us grown-up superheroes, of course.

This, in a very roundabout way, brings me to the reason for my writing this letter ... you see I'm in desperate need of an *EGM* In Your Face T-shirt and would like a free one, if that's possible. You see, I'm a very big superhero, so I'll need an extra large to XX-large shirt. One cannot fight crime in anything less than an *EGM* tee. Why if I tried, the great warrior of evil, Lollipop, would just laugh. It would not be very heroic.

I must end this letter, for duty calls—I have just learned from Artichoke Lad that the mad general, Ed the Oddly Named, has launched an attack against my friend, The Human Cow.

Superheroically,
Captain Calzone

It's good to know that Captain Calzone is fighting evildoers everywhere. Thank goodness for his advanced crime-fighting devices like the Mozzarella Ray, the Linguini Grappling Hook, the awesome Tomato Sauce Rocket Pack and the Spaghetti-Mobile-Alfredo! Accepting the *EGM* T-Shirt for Capt. Calzone will be Sean Salisbury from South Portland, ME.

NO SPECIAL MOVES

How about making a fighting game that has no special moves like a fireball? I think that this would make a fighting game more challenging. Are there any games like this out there?

Ryan Andrew Kwigillingok, AK

(Ed. WHAT??? A fighting game without a fireball attack? Are you MAD? Seriously though, you bring up an excellent point, Ryan. There are a few of these types of games out there. One notable fighting game without wild special moves is Sega's Virtua Fighter. There are some home games that feature no special power moves, but most of these are of a more traditional boxing-type nature. You've also got to remember that these Street Fighter-like games are all very popular right now, and many players might think that a fighting game without special moves is a little too boring. Why not a game where you build strength and experience with each win?)

OPINIONS, OPINIONS

I just wanted to know if you could drop a note to Sega and its licensees to convince those stubborn (BLEEP)s to stop making those boring full-motion video titles and to concentrate more on bringing more of the many great Mega CD RPGs from Japan and putting *them* on the Sega CD.

Antonio Rodriguez
Bayamon, PR

(Ed. Here's a counterpoint to your letter, written by another reader. I guess everyone has an opinion!)

I just wanted to write in and say "thanks" to Sega for releasing cool titles like Ground Zero, Texas and Tomcat Alley. It's games like these that breathe new life into the gaming world. Hopefully Sega will continue to release these kinds of games.

Josh Steiner
Indianapolis, IN

SPECIAL EFFECTS

I have a Sega Genesis, and I know the Super NES and my Sega CD have the capability of 360-degree rotation and 3-D scaling ala Mode 7. So how do games like Dick Vitale's College Hoops and Zero Tolerance boast scaling and rotation for the Genesis? Does the Genesis actually

Kitty Litter!

WHAT A SHOCK!

SPLIT PERSONALITY?!!

ONE SHISH KABOB, COMIN' UP!

IS THIS LOADED?

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

KIDS TO ADULTS
AGES 9+

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WHAT IF!

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

WHAT IF...

... Kintaro got "fired" from his present job and became a bouncer?
... Kitana got a job in a kissing booth?
... Reptile became a strict vegetarian?
... Shang Tung got a job at McDonald's and used his own style of dealing with picky customers (ala Soul Sucker)?
Mark Cooper, Irving, TX

... E. Honda called Jenny Craig?
... Guile lost his comb?
Adam Randle, Rochester, MN

... Ms. Pac-Man had an affair with Kirby?
... Reptile's tongue got stuck to Sub-Zero?
... Lorena Bobbitt teamed up with the Menendez brothers in a game?
Charles Presley, Durham, NC

... There was a Mario Paint for the Game Boy?
... *EGM* didn't mention Mortal Kombat once in their magazine?
... The MK characters got insurance money every time they were injured in a fight?
Andrew McLeod, Oakville, Ont.

Send your 'What Ifs to:
EGM What Ifs
1920 Highland Ave.
Suite 222
Lombard, Il 60148

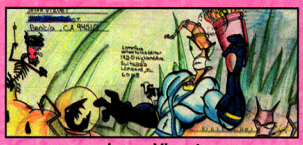
Or include your 'What Ifs as a P.S. on a letter or postcard you're sending in.

EGM ENVELOPE ART!

Robert Satori
Davenport, OK

Jeremy B. Keith
Newcastle, OK

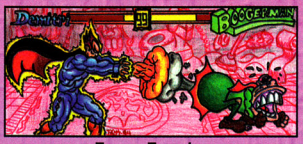
What do you get when you cross a Michaelangelo with a Mario? You get *EGM*'s envelope art! Send us your best scenes and if you get first place, you could win a FREE Fire Stick donated by G & C Joystick Mfg. Only in the Biggest and Best Video Game Mag! Intensity 101!



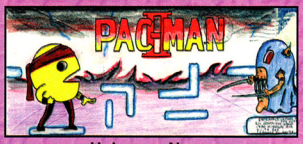
Jesse Vizuet
Benicia, CA

Jared Matsusmige
Honolulu, HI

Kyu Chul Shin
Los Angeles, CA



Fausy Ferreira
Bronx, NY



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• Electronic Arts's Shaq-Fu
Guide basketball superstar Shaquille O'Neal from modern Japan to distant, timeless dimensions as he proves he is the master of the ancient martial art of Shaq-Fu. Battle the cat-like Kaori, wild child Nezu, bull-headed Auroch, or eight other servants of the evil master of the Second World, the mummy-like Ra. One or two player action; play Shaq himself or one of his extra-dimensional opponents, either against the computer or against a friend. A score of martial arts moves and magical powers are yours to learn and command.

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See back for details

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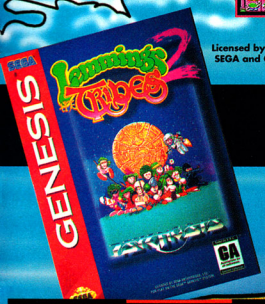

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have Mode 7 capabilities? If not, how do these games work?

Ulysses Ramos
Incerlik AFB, Turkey

(Ed. No, your Genesis does not have Mode 7 capabilities. What you're seeing is software *rotation, not* hardware *rotation as in the Super NES. Here's the difference: Software rotation is an effect that's just programmed into the game. No special chips are needed for software rotation to work. Hardware rotation is where the computer or a special chip handles the special effects such as scaling and rotation. Hardware scaling and rotation often produce a more fluid, realistic effect.)*

WHY NOT PCS?

One day I was playing with my new CD-ROM drive for my computer. It made me wonder why anyone would buy a video game system when they can play games with more colors, better sound and more power on a computer. I have had about five systems and I preferred them over my computer! I don't know why, especially when the computer has games like Doom I and II, Wolfenstein and Myst.

Andrew Mcleod
Oakville, Ont.

(Ed. There are two good reasons why I think people don't run out and start playing games on computers. First is money. A PC with a decent monitor, roomy hard drive, a good amount of RAM, a sound card, a halfway decent CPU and a CD-ROM drive will run you more than $2,000. Many people can't afford to go out and buy a computer. The second reason is really quite simple. Have you ever played Mortal Kombat II on a PC? How about Donkey Kong Country? They don't exist on the PC. That's not to say that they can't be made for the PC, however. Some games that are translated back and forth don't work too well. Remember Street Fighter II for the PC? Anyway, these two platforms are very different. On average *(I know I'm going to get tons of letters for saying this!), PC games tend to be a little more involved than games on, say, the Super NES. That's on the average. In contrast, you get a lot more "mindless fun" games for the video game systems. Games like Contra: Hard Corps. and Earthworm Jim are good examples of this.)*

STOP MAKING 32X TITLES?

Speaking for all of the people who own the 32X: Are they going to stop producing 32X games and Sega CDs once they release the Sega Saturn here in the U.S.?

Eric Whitney
Maumee, OH

(Ed. As far as we know, Sega has no intention of dropping support for the 32X even after the Saturn hits U.S. shores. It's a pretty safe bet that if sales of the 32X continue to be brisk, your investment is safe [for the time being, anyway]. Only time will tell.)

WHERE ARE THE GAMES?

About two months ago, I went out and bought the Atari Jaguar. Looking back, this was probably one of the biggest mistakes that I've made in recent years! I mean, where are all of the games? Sure Alien vs. Predator is cool, and so is Tempest 2000, but where's all this great software we've been hearing about? Am I stupid for falling for Atari's multimillion dollar ad campaign, or will things start looking up for this system? Please let me know.

Walter Harison
Los Angeles, CA

(Ed. Did you check out the pack-in Jaguar guide in the January issue of EGM*? There are all kinds of cool titles coming out like Cannon Fodder and Syndicate. Hang tight, Walter! Lots of new and exciting stuff is headed your way! Keep looking to* EGM *for more on the Jag.)*

DON'T YA HATE IT WHEN...

... Your mother says that video games will rot your brain: And they do!

... The last copy of the game that you waited six weeks for is sold out?

... You realize that you just switched off Final Fantasy III, and you didn't save your game?

... You catch your little brother stuffing peanut butter into the case of your brand-new 3DO?

... You're almost to the end of your favorite arcade game and you die, only to realize that you have no more quarters?

... Your buddy beats you at MK II and then gloats?

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-CompuServe:
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POSTCARD PARANOIA!

Thanks to Jim Healy of Billings, MT, for this postcard of winter fly-fishing. Gee, it looks pretty darn cold, huh?

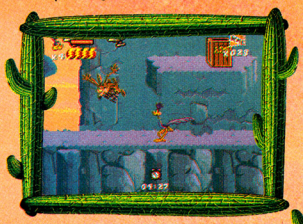
Kevin Leung from Northridge, CA, sent in this one of a large California whale. Thar she blows, matey!!

DESERT DEMOLITION

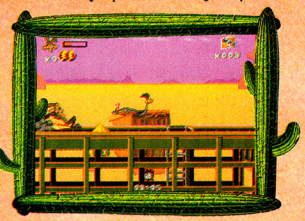
Starring Road Runner and Wile E. Coyote

Cut to the chase! Play as Wile E. Coyote to get your paws on Road Runner or turn the tables and play as Road Runner for a completely different game! It's two games in one!

Beep! Beep! Cartoon-like graphics and loads of zany sound effects put you right in the wacky Acme action!



Railroad 'em! Ride the rails in your Rocket Skates and catch-up with Road Runner to rake in a jackpot of Acme Saving Stamps!



LOONEY TUNES

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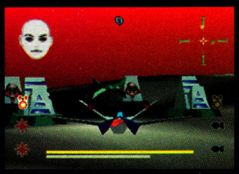

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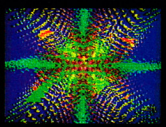

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REVIEW CREW

25 GAMES REVIEWED!!!

Return Fire, Uniracers, Mega Bomberman, Cosmic Carnage, Home Improvement, Might & Magic III, Savage Empire, Lemmings 2, Mighty Max, Radical Rex, Mighty Morphin Power Rangers, Supreme Warrior, Death & Return of Superman, Pitfall: The Mayan Adventure, Shadow of the Beast 2, Cadillacs & Dinosaurs, Ecco 2: The Tides of Time, Air Cars, Pinball Fantasies, Legend of Illusion, Off World Interceptor, ShockWave: Operation JumpGate, Zool 2, Desert Strike, Ristar

MEET THE REVIEW CREW!

ED SEMRAD

After playing Ridge Racer for hours, Ed has now shortened the time it takes to get home significantly. He's a dare devil racer with nerves of steel.

Current Favorite Games:
Ridge Racer, DKC, Toshinden

DANYON CARPENTER

With Dano's truck in the shop after an accident, he's been depressed. Luckily, there were numerous Return Fire tournaments with Cyberboy to keep him happy.

Current Favorite Games:
Return Fire; Need for Speed; Virtua Fighter (Saturn)

AL MANUEL

Al just can't get enough of the Saturn and PlayStation. With games like Virtua Fighter and Ridge Racer, we certainly can't question his current love.

Current Favorite Games:
Ridge Racer PS; NBA Jam SNES; Killer Instinct.

SUSHI-X

Ever since Sushi heard the latest word on Mortal Kombat III, our terror from the Orient has been sniffing out the Chicago arcades in search of hot info.

Current Favorite Games:
Mega Bomberman; Bubble Symphony; KI.

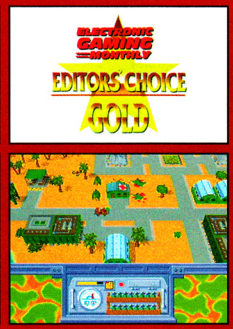
MIKE WEIGAND

With the Winter CES rapidly approaching, Mike can't wait to check out all the stuff on display! He also can't stay out of the arcades and away from Primal Rage!

Current Favorite Games:
SS II; TKOF '94; Doom (32X); Primal Rage.

GAME OF THE MONTH

3DO	Silent Software
Return Fire	
Action/War	Now
Levels: N/A	CD-ROM



ED SEMRAD

Return Fire reminds me of the weeks I spent playing Herzog Zwei. That game is the closest comparison. Return Fire sports some really good graphics, lots of strategy and great music. In an industry flooded with sports and fighting carts, this comes as a breath of fresh air. The game play is refined, and each vehicle plays differently. Two-player competitions are also a plus. It's a top-rate 3DO title.

DANYON CARPENTER

I was eagerly awaiting this one ever since I saw it at CES, and I'm glad I wasn't disappointed. Return Fire scores serious points for its originality in a market filled with copy-cat titles. I can't remember when I've had this much fun with a game, especially when you jam with two players. The classical soundtrack fits the game perfectly. If you still don't own a 3DO yet, you should.

AL MANUEL

Not being a big fan of war simulation games, I was pretty impressed with Return Fire. Although I thought the graphics were dithered, it didn't detract from its fine play mechanics. Unlike most games, its full-motion video was not the main emphasis. The music and sound effects totally get you into the game. War sim fans will love this, and casual gamers will not be disappointed. Not bad.

SUSHI-X

This is an example of what the 3DO can do. Instead of using lots of live-action video displays, it resorts to down-and-dirty game play. Normally, I don't get into all the war-torn genre, but this game has great control, very good graphics and tons of interaction plus game play to keep your attention. Whether you're into strategy or action titles, this game is challenging and fun to play. Try it, you'll like it!

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REVIEW CREW

MAJOR MIKE'S GAME ROUNDUP

Home Improvement
Absolute/Super NES

I'm not a fan of the TV show, so this never really sparked my interest. However, Home Improvement comes across as an intriguing action title, with some cool weapons and excellent graphics.

ED	DANO	AL	SUSHI	MIKE
7	7	6	6	7

Might & Magic III
FCI/Super NES

This is a decent RPG with some good features like a solid story line and excellent music, but the interface is poor. Although the scrolling is true to PC, the step-by-step frame can get to you after a while.

ED	DANO	AL	SUSHI	MIKE
7	6	5	5	7

Savage Empire
FCI/Super NES

These PC-RPG conversions never really did it for me, and Savage Empire is no exception. The action here is slow, and definitely geared more toward strategy-oriented game players.

ED	DANO	AL	SUSHI	MIKE
7	7	5	6	6

Lemmings 2
Psygnosis/Super NES

Those lovable little critters are back for more action. This title adds some nice twists (and graphics) to the standard guide-the-Lemmings-to-safety theme, making it a must for veterans of the games.

ED	DANO	AL	SUSHI	MIKE
8	8	7	8	8

Mighty Max
Ocean/Genesis

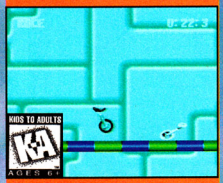
An incredibly slow and plodding game, Mighty Max has control that needs some serious help and levels that aren't very appealing. The concept is kind of cool, but the execution just isn't there.

ED	DANO	AL	SUSHI	MIKE
5	5	4	5	5

Super NES — Nintendo

Uniracers

Racing	Now
Levels: N/A	24 Meg



Uniracers is definitely a unique game. While it lacks the charm of most of the other Nintendo titles, there is bound to be a cult following. The graphics look good, if not simple, and it plays pretty well. My only gripe is that it could have used some more diversity to it. Maybe added types of obstacles ... something. It's fun, but it has a certain audience. This is a hard game to rate. I like it, though.

I don't know. I'm a fanatic for racing games, but Uniracers does nothing for me. Oh sure, the background visuals are good with vibrant colors and the sounds are decent, but the adrenaline rush you normally feel while playing a racing game just isn't there. The little twists and stunts you can perform help out a little, but I just found myself dozing off. Not intense by any means.

Uniracers is one of those games that you either love or hate. Although the key elements of graphics, sound and game play are very good, something about it didn't click for me. Yes, I enjoyed all the neat little unicycle tricks that has excellent control, but I couldn't have fun with it. I can see how some would enjoy this game. But for me, I could only get into it if I was really bored.

I've never been a big fan of driving games and this one is typical of why. Sure, the graphics are good and the control is precise, but there isn't a lot to do. You can flip about and do some neat-looking tricks, but the game play of these types doesn't excite me. Your first few tries will determine whether you're hooked or not. This is not everyone's cup of tea, but certain gamers will get into it.

Genesis — Sega

Mega Bomberman

Action	Now
Levels: N/A	8 Meg

This game surprised me, simply because how good it looked. Mega Bomberman suffers a bit from the control, but it does let you play with the latest assortment of items and power-ups. Bomberman is a fun game in itself, and its levels are larger and more complex. Bombermen will either love it or hate it. If you don't own the Super NES versions of BM, this would be worth picking up.

Not bad, but not great either. It's not different enough from the Super NES version to make it a "Mega" game. The animals Bomberman can ride upon add some flair, but it just isn't enough. Maybe I'm being hard on this one because I blew through the Super NES version. I really hoped that this one would truly improve upon the game, but it doesn't. For party games, it's still decent.

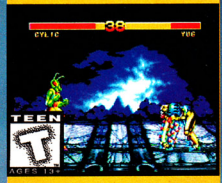
Bomberman is one of my all-time favorite video game characters. Although it's nice to finally play him on the Genesis, it's hard to get excited over this game because it's pretty much the same thing. Granted, there are lots of new levels and the ability to ride animals is cool, but it's just not original enough. That's not to say this is a bad game. I like Mega Bomberman. It's just an average game.

The whole Bomberman series has had an excellent addition of new techniques and levels. This one is no exception. Sure, it is the same game, but it is a good game with some of the best and most addicting game play yet. The addition of a few power-ups and the cute animal to ride make it fresh enough to keep you playing this sequel. Unlike some other sequels, I just can't get tired of this one.

32X — Sega

Cosmic Carnage

Fighting	Now
Levels: N/A	24 Meg



Cosmic Carnage is a first-generation 32X title, so I wasn't expecting much. The graphics aren't 32-Bit, and the game play leaves much to be desired. The story is cool, and the endings are dependent upon how fast you beat up the other aliens. The Giger Alien clone was cool, and I like how certain characters had interchangeable parts. Nice features, but the game itself is poor.

Okay, granted it's the first fighting game out for the 32X, but this just isn't very good. The control is reminiscent of Eternal Champions for Genesis, which wasn't bad but did need tweaking. The graphics are nothing special, but the color palette is quite impressive. Don't even think about playing it with a three-button controller, though. Cosmic Carnage has its ups and downs.

As the first fighting game for the 32X, I am not at all impressed with it. With an exception to a few special scaling effects, the graphics seemed as if it could have been done without the 32X adapter. To add to that, the sound is also very close to what it would sound like from the Genesis alone. About the only thing I like about CC was the ability to equip the fighters with various armor parts.

Probably the most impressive feature of this game is that it adds a new level of technique by letting you select different types of armor. Besides that, it is an average fighting game. The moves and characters are interesting, but the color and graphics sure don't break the Genesis barriers. The blood is refreshing for a fighting cart, but there is nothing special about it, especially with the 32X.

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REVIEW CREW

MAJOR MIKE'S GAME ROUNDUP

Death & Return of Superman
Sunsoft/Genesis

Basically a side-scrolling punch-up, except you control a superhero. This would be pretty standard stuff, but the very cheap hits and control that aren't always so great hamper the effect.

ED	DANO	AL	SUSHI	MIKE
6	5	5	6	6

Pitfall: The Mayan Adventure
Activision/Sega CD

Pitfall was always a favorite on the Atari 2600, and this version totally upgrades the adventure theme. Huge levels, excellent animations and nice sound effects make this one an action/adventure winner.

ED	DANO	AL	SUSHI	MIKE
8	8	7	7	8

Shadow of The Beast 2
Psygnosis/Sega CD

Shadow of the Beast 2 features some cool background effects and nice music. The only real drawback is that the game gets repetitive, and the six worlds seem to go by pretty quickly.

ED	DANO	AL	SUSHI	MIKE
8	7	6	7	7

Cadillacs & Dinosaurs
Rocket Science/Sega CD

While the graphics are quite good, but the overall theme of the game isn't very thrilling: driving a car through first-person, scrolling levels while blasting enemies and dodging dinosaur attacks.

ED	DANO	AL	SUSHI	MIKE
6	6	5	5	6

Ecco 2: The Tides of Time
Sega/Sega CD

Take the Ecco 2 game and add beautiful music and excellent sound effects and you get the Ecco 2 CD. Fans of the dolphin series (like me) will probably love this one, others will probably be converted.

ED	DANO	AL	SUSHI	MIKE
8	8	7	7	8

Sega CD — Activision
Radical Rex

Action	Release: Now
Levels: 10+	CD-ROM

Radical Rex really doesn't make full use of the CD-ROM format. The music is the only thing that shows that the game is CD. Otherwise it's an okay action game with lots of instant hits. What's with all the flies? The levels are very dark and lack color. The game play could use some tightening. Radical Rex suffers from the fact that it's hardly original. This CD will probably fade away.

Hooray, another cartridge game thrown onto a CD. I know the Sega CD library needs a boost, but this isn't the best way to help it out. Anyway, the game is exactly the same as the cart version except for the obvious music improvement. The game provides some solid fun for the younger audience, but seasoned gamers will grow tired of the overly cute, skateboardin' dinosaur theme.

My first question is why is this game on the Sega CD? Most everything is already in the cartridge version. About the only improvement that was made for the CD platform is, obviously, the music. The graphics aren't bad, but they also don't "wow" you. My biggest beef with the game is that the control needs work. It was also tough to tell how far you should be from an enemy to kick them.

This is an average action game but is one of the few good games for CD. The graphics are good and the game play is decent, but there isn't much to do except blow fire and roll on the skateboard. This game could have used some power-ups or other options to keep the game play fresh. It's a fun game to play, but the action gets repetitive after a while. Not a bad choice for CD owners.

Sega CD — Sega
Mighty Morphin Power Rangers

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

Mighty Morphin Power Rangers is the worst example of full-motion video in a game simply because of the interaction. A segment of video plays and an overlayed screen shows you which buttons to press. Even if you miss a move, the footage keeps playing. You just lose life. Essentially MMPR plays itself. Fans of the series may enjoy its choppy video, but this one needs more substance.

Every MMPR lover out there will want this one, but why? The full-motion video is actually full-screen, but the resolution is horrible and the picture is over-contrasted. The worst part is the interaction. The action icons appear so quickly that it's nearly impossible to perform any action. The game screens are from the TV series, but it would be better if they made an original show for the game.

I knew sooner or later it would come to this. MMPR has taken the full-motion video route for the worst. The main emphasis on game play is to execute the on-screen prompts. The problem with this is that you pay so much attention to them it's difficult to even view the video being shown—not that you would want to anyway. The graphics are very dithered and blocky in many areas.

After all the hype over the show, I knew it would come to CD sooner or later. Unfortunately, I don't like the show, toys or any other products based on the Power Rangers. The game is basically set up like Dragon's Lair where you do what it tells you. The control is good, but the scenes are grainy and pixilated. If you like the show, get it. If not, you won't get much out of it.

3DO — Digital Pictures
Supreme Warrior

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

I'm getting tired of full-motion video-based titles. They all lack the interaction that makes good games. Supreme Warrior is no exception. The video in Supreme Warrior looks good (a rarity), but the actual game isn't much fun. The enemy attacks are hard to block. At times, it seems like you aren't getting anywhere. If you want a fighting game that tries to be different, this is it, but it's only average.

I have never truly liked FMV video games and combining that with a ... um ... fighting game, just doesn't come off too well. The video quality is decent, something Digital Pictures seems to handle well and the theme sounds cool enough, but the game play suffers. It's hard to block enemy attacks since they throw everything. An original idea that comes off as an average game.

After playing Supreme Warrior, I think it's safe to say that I have seen everything there is to see in fighting games. The first-person fighting perspective is a great idea, but the FMV really kills the game. Although the overall graphics of the game are very good, the overlay of your hands on-screen is cheesy. Control is okay. At best, the kung fu-movie look of the video offers good humor value.

Well, this isn't Street Fighter, but it was never intended to be. Actually, I think the first-person perspective in a fighting game is rather innovative. The game as a whole reminds me of watching Samurai Sunday chop-'em-up flicks. It has a quirky appeal that strict fighting fans may not get into. It does have good graphics and controls well. The fighting scenes are difficult but refreshing.

Can't wait to get your hands on

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REVIEW CREW

MAJOR MIKE'S GAME ROUNDUP

Off-World Interceptor
Crystal Dynamics/3DO

This is a different type of racing game that is more like Crash 'N' Burn. The unusual perspective takes some time getting used to, but the graphics and sound effects really show off the 3DO capabilities.

ED	DANO	AL	SUSHI	MIKE
8	7	7	7	8

Shockwave: Operation Jump Gate
Electronic Arts/3DO

More in-the-cockpit action. Jumpgate is essentially the first Shockwave, it just has new combat areas. The control could use some fine-tuning, but awesome cinemas and intense action compensate.

ED	DANO	AL	SUSHI	MIKE
8	8	6	7	8

Zool 2
Atari/Jaguar

This is a pretty good version of the pint-sized ninja character—enhanced by the addition of the playable female character. As usual, the levels are huge, but at times, are visual overkill. Not a bad game, though.

ED	DANO	AL	SUSHI	MIKE
7	7	6	6	7

Desert Strike
T*HQ/Game Boy

A fairly faithful portable version of the 16-Bit military classic. Like the other versions, the levels are huge with plenty of enemies to destroy and submissions to complete. Good control, too.

ED	DANO	AL	SUSHI	MIKE
7	6	6	7	7

Ristar
Sega/Game Gear

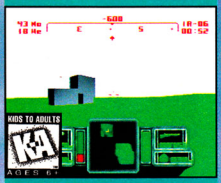
An excellent new character, Ristar requires more technique than the typical run-and-jump action titles. The stages are very colorful, with good graphics and control. The sounds could be a bit pumped up.

ED	DANO	AL	SUSHI	MIKE
8	7	8	7	8

Jaguar — Midnite Ent.

Air Cars

Simulation	Release: Now
Levels: N/A	16 Meg



Air Cars seems to have missed the mark. The multiplayer option is cool but doesn't make up for the other problems. The graphics are far from Jaguar quality, and the game play is sluggish, making your hover tank control frustrating. And the terrain that damages you ... who thought this one up? Where's the audio? There's only music at the Title Screen! No thank you.

I'm sorry guys, but this one doesn't cut it. In an age where visuals can help a bad game out, Air Cars doesn't even have this crutch. The polygons are very plain, and there isn't even much color in, well, anything. The action is not there, and it's very easy to get wasted by the computer. The Multiplayer Mode is a nice feature, but who wants to lug another Jag, TV and buy a separate adapter?

Uh ... What is this?! Somebody please tell me this isn't a Jaguar game! Tell me I'm not playing an Atari 2600. Air Cars suffers severely from very poor graphics and not-so-special sound effects. Worse yet, the control needs heavy refinement as it's difficult to direct your movement. About the only redeeming quality is the ability to play with up to four people, which doesn't save it.

I don't like flight sims to begin with unless they're full of action like X-Wing for the PC. This has very primitive graphics and limited action. However, it does have a neat link-up feature (if you can find another gamer with a Jaguar). Overall, it doesn't scratch the surface of the power the machine has. With a 64-Bit game system, you'd expect better looks. For desperate flight fans only!

Game Boy — GameTek

Pinball Fantasies

Action	Release: Now
Levels: 4	2 Meg

Normally, Game Boy games do no justice to the pinball theme, and Pinball Fantasies both hits and misses. Of the five pinball games in this cart, only the theme park one simulates the real thing well. The others, especially the game show, lacked items to hit the ball with and didn't play smoothly. The graphics are very simple, but the audio is decent. This one's only average.

Pinball games aren't my gig, especially portable pinball. Although this game could appeal to pinball lovers, it just doesn't offer much in the way of excitement for me. The graphics are really nothing spectacular, and the sounds can get on your nerves. The four fields don't offer much of a challenge, and they get tiresome after a while. Pinball is an acquired taste, just like this game.

I knew it was trouble when I found out there's a pinball game for the Game Boy. Guess what, folks! I was right! If you are going on a long trip by car and you need something to serve as a short break in between good games, this is for you. Pinball Fantasies is not graphically impressive. I've seen much better work on other games. The sound is quite annoying. No thanks.

Pinball never really translates well into a video game. There have been a few exceptions like Dragon's Fury. This portable game has several different screens to choose from, but each game is simplistic. Understandable because it is a Game Boy game, but there isn't a lot of replay once you've tried each course a few times. Pinball fanatics might dig it, but the average gamer will not.

Game Gear — Sega

Legend of Illusion

Action	Release: Now
Levels: 9	4 Meg

Sega seems to make every addition to this series even better than the last. The colors are crisp, and the screen is clear. It's very easy to see the action, too. It controls very well, and I was most impressed by all the details that filled each level. It seems that the programmers took some time on this one. Action gamers and Disney fans alike should check out this outstanding game.

Mickey just keeps getting better. Even though it seems Sega has released every Mickey game possible, they seem to be able to make each new game just as enjoyable as the previous games. Mickey sports excellent graphics, challenging levels and a fun factor that's not common in many other games. Although the sound is weak, it still doesn't detract from yet another great Mickey title.

Legend of Illusion comes out as one of the better games for the GG. Not being a portable game fan, I really enjoyed this game. Graphically, it is very good. On the audio side, it is also just as impressive with whimsical tunes that really bring out the Disney kid in you. As far as playability, Mickey is easy to control, and anyone should be able to pick this game up and get into it. I like this game.

Game Gear games seem to be getting better every time I look at them, and here is the proof. This game plays wonderfully and almost has the looks and playability of a 16-Bit game. I like all the Mickey games, from their cute graphics to the loads of technique. Even on the GG, the crisp color of the characters and tons of interaction keep you impressed. Young or old, this is great for long trips.

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. Call 1-800-340-7888

It's an infection.

Your name: Sol Cutter. Occupation: data thief. The bad news is you've just downloaded a particularly repugnant little cyber-virus called "Burn:Cycle" into your skull. You have exactly two hours to find

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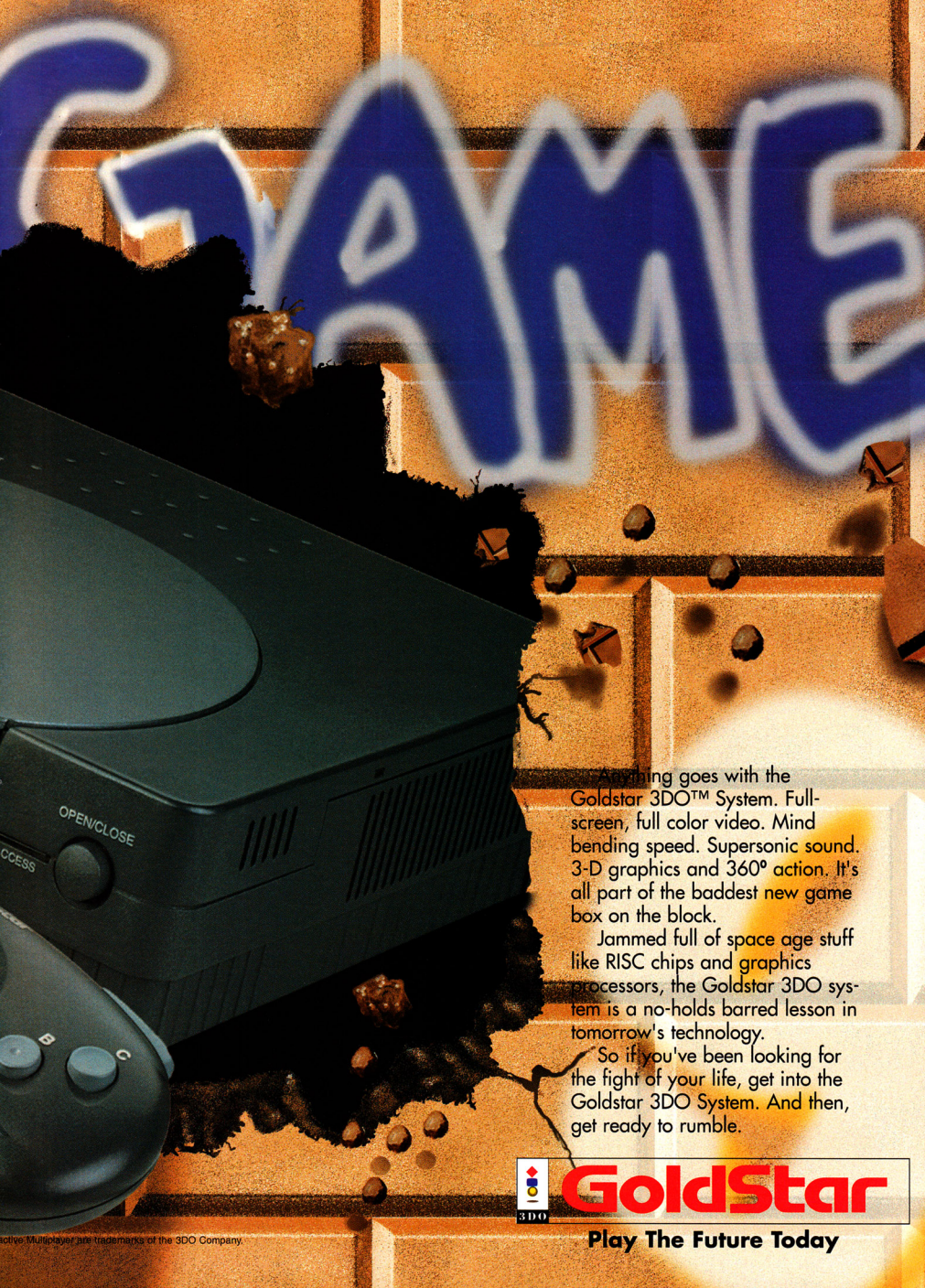
Limited first editions of Burn:Cycle contain a separate original hardcore rave soundtrack CD. Burn:Cycle ©1994 Trip Media Limited. © Philips Interactive Media International Ltd. ©1994 Simon Boswell. All rights reserved. ©1994 Philips Media. All rights reserved.

3DO, the 3DO logo and Inte



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So if you've been looking for the fight of your life, get into the Goldstar 3DO System. And then, get ready to rumble.

3DO GoldStar

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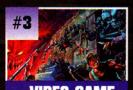
EGM's HOT TOP TENS

TOP TEN TOP TENS

Rather than dance around the fact that we're running low on "Top Ten" categories (like "Top Ten Notable Moves in Fighting Games"), we've decided to pick the categories we've run since starting this little column that are our favorites! So here they are, some of the better categories we've invented! The Top Ten...

#1 ...VIDEO GAME BABES

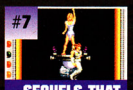
#2 ...DAMSELS IN DISTRESS


#3 ...VIDEO GAME BOX ART COVERS

#4 ...GAMES WITH THE BEST ENDINGS

#5 ...BIGGEST AND BADDEST BOSSES

#6 ...GOOFIEST BOX ART COVERS


#7 ...SEQUELS THAT DIDN'T WORK

#8 ...TWO-PLAYER SIMULTANEOUS GAMES

#9 ...GAMES WE'D LIKE TO SEE HERE

#10 ...GROUND-BREAKING VIDEO GAMES

EDITORS' TOP TEN

Once again Samurai Shodown II tops the list, but it may be losing its hold!

#1 Samurai Shodown II/SNK		
NEO	3 Months	-
#2 Ridge Racer/NAMCO		
PSX	1 Month	-
#3 Gex/CRYSTAL DYNAMICS		
3DO	3 Months	△
#4 Donkey Kong Country/NINTENDO		
SNES	4 Months	△
#5 Bubble Symphony/TAITO		
ARC	3 Months	▽
#6 Doom/SEGA		
32X	3 Months	▽
#7 Pocky & Rocky 2/NATSUME		
SNES	11 Months	△
#8 Gokujo Parodius/KONAMI		
PSX	1 Month	-
#9 Virtua Fighter/SEGA		
SAT	1 Month	-
#10 Demon's Crest/CAPCOM		
SNES	7 Months	▽

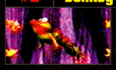
READERS' TOP TEN

Oh boy! Mortal Kombat mania is, once again, heating up! With the upcoming Mortal Kombat III set to be on test soon in the arcades the speculation and rumors are starting! Looks like another bloody one!

#1 Mortal Kombat III/ARCADE

Slated to go on test in early '95 at the arcades!

#2 Donkey Kong Country/SNES


The breakthrough Super NES cart still misses the top!

#3 Mortal Kombat II/SNES

Like we haven't seen this one enough already!

#4 Mortal Kombat II/ARCADE

Amazing! The home version scored higher!

#5 Super Street Fighter II Turbo/ARCADE

Still locked at the halfway point, it's Akuma and gang!

#6 Mortal Kombat/SNES

Strangely enough, this one climbs back up the charts!

#7 Earthworm Jim/GENESIS

The lovable worm in his first game from Playmates!

#8 Sonic & Knuckles/GENESIS

The Lock-On cart falls a notch to number eight!

#9 Super Street Fighter II/SNES

Oops! Looks like Chun Li fell victim to Cammy!

#10 Samurai Shodown II/SNK

We've got a word for what happened to Galford here!

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ENIX

EGM's HOT TOP TENS

Babbage's
America's Software Headquarters

The Top Ten information below is provided by Babbage's and is current as of December 19, 1994

3DO

#1	The Need For Speed/ELECTRONIC ARTS	
	1 Month	-
#2	Samurai Shodown/CRYSTAL DYNAMICS	
	1 Month	-
#3	FIFA International Soccer/EA SPORTS	
	2 Months	▽
#4	Super Street Fighter II Turbo/PANASONIC	
	1 Month	-
#5	Demolition Man/VIRGIN	
	1 Month	-
#6	Shock Wave, Operation Jump Gate/ELECTRONIC ARTS	
	1 Month	-
#7	Road Rash/ELECTRONIC ARTS	
	4 Months	▽
#8	Shock Wave/ELECTRONIC ARTS	
	6 Months	▽
#9	Star Wars: Rebel Assault/ELECTRONIC ARTS	
	1 Month	△
#10	Way of the Warrior/UNIVERSAL INTERACTIVE	
	4 Months	▽

SUPER NES

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

GENESIS

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

SEGA CD

#1	Mighty Morphin Power Rangers/SEGA	
	1 Month	-
#2	Star Wars 3D: Rebel Assault/JVC	
	6 Months	△
#3	Pitfall Harry: The Mayan Adventure/ACTIVISION	
	1 Month	-
#4	ESPN National Hockey Night/SONY IMAGESOFT	
	2 Months	▽
#5	NBA Jam/ACCLAIM	
	2 Months	△
#6	Space Ace/READYSOFT	
	1 Month	-
#7	Lethal Enforcers II: Gunfighters/KONAMI	
	2 Months	▽
#8	ESPN Sunday Night NFL/SONY IMAGESOFT	
	2 Months	▽
#9	Bill Walsh College Football/EA SPORTS	
	1 Month	-
#10	Links/VIRGIN	
	1 Month	-

GAME GEAR

#1	The Lion King/VIRGIN	
	2 Months	△
#2	Mighty Morphin Power Rangers/SEGA	
	2 Months	▽
#3	NFL '95/SEGA	
	2 Months	▽
#4	Sonic Triple Trouble/SEGA	
	2 Months	△
#5	Beavis & Butt-head/VIACOM	
	2 Months	▽
#6	Mortal Kombat II/ACCLAIM	
	4 Months	-
#7	Aladdin/SEGA	
	8 Months	△
#8	NBA Jam/ACCLAIM	
	9 Months	-
#9	Ecco: The Tides of Time/SEGA	
	1 Month	-
#10	Taz in Escape From Mars/SEGA	
	1 Month	-

NUMBER ONE GAME FOR EACH SYSTEM

3DO

The Need for Speed by Electronic Arts

SUPER NES

Donkey Kong Country by Nintendo

GENESIS

Madden '95 by EA Sports

SEGA CD

Mighty Morphin Power Rangers by Sega

GAME GEAR

The Lion King by Virgin

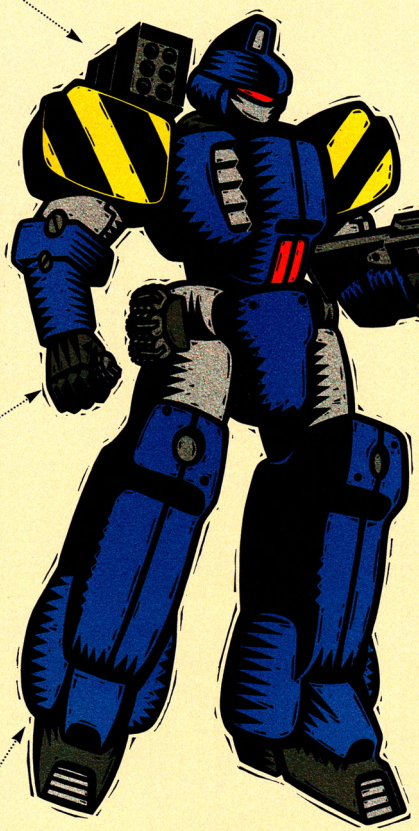
WAR IS HELL

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

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

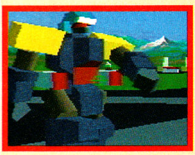
Riddle the Gauntlet helicopters with a couple hundred rounds from your 75mm assault rifle.

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



IRON SOLDIER

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



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

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

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

JAGUAR 64 - BIT

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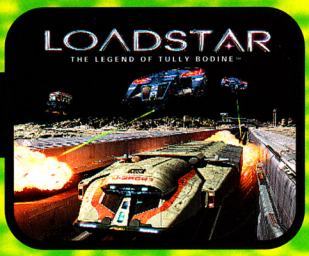

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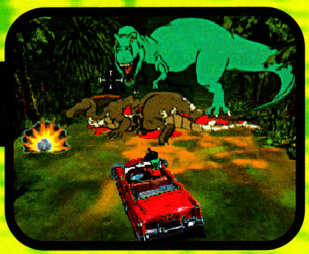

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GAMING GOSSIP

...RELEASE DATE SET FOR PLAYSTATION...
...3DO MAKES STRIDES IN '94...
...NEW INFO ON SEGA'S NEPTUNE...
...ARE PHILIPS AND 3DO TEAMING UP?...
...MARIO AND ZELDA GET RENDERED...
...NINTENDO HAS ULTRA TROUBLES...
...NEW STAR FOX HEADED TO ARCADES...
...NEW GAMES FROM EA, KONAMI...

...The cold winds of change are blowing across the Q-Mann's gaming empire. With my Quarter-maniacs firmly entrenched, it's time once again to face off against the forces of the dark side of gaming gossip where the rumors have gone bad and lay strewn across the gaming landscape ... First up on the Q-Mann's plate is the rumor that Sony is shooting for a September release date for their PlayStation mega-machine here in the States. You may have already heard, but sources close to the project are hinting that Sony may nab the ultimate 32-Bit pack-in: Mortal Kombat III and deliver the unit into your hands for under 300 bucks! Games for the new system have will reportedly clock in at under $50, with the titles produced by Sony themselves smashing into stores at the $40 plateau. With a new U.S. office now opened and a sizzling start in Japan (the Q was blown away by both Ridge Racer and Parodius—great stuff guys!), the PlayStation is shaping up to be the big gun of 1995...

...Believe it or not, but 3DO may end up being a surprise victor in the '94 video game wars. With a lower price tag, some aggressive packaging, and—dare I say—a personality (courtesy of some trippin' TV ads), the 3DO unit is getting buzz on the street and fortunately leaving customers pleased with their purchase ... Sega, meanwhile, better be careful with their plans for the 32X. A source close to the Q tells yours truly that returns for the new machine have been high in some major electronics stores and the company is keeping quiet about the Saturn in the U.S. Sega is talking about the new Genesis with the 32X chips built-in. Previously known as Neptune, the machine is now going by the name of Genesis 32X System and it will cost under 200 beans when it hits market later this year. Word has it when they incorporate the 32X chip set inside, they will also add Virtua Fighters as a pack-in. They have a team of developers in Los Angeles right now working on Virtua Fighters and a version of Daytona for the new-look 32X. Seems they learned their lesson from this past Christmas, when a pack-in was no where to be found...

...The Q-Mann has heard that Trip Hawkins has been having talks with Philips about a possible association between the two companies. Q hears the deal would involve the placement of 3DO chip architecture set within new CDi units to make the units compatible with 3DO software sometime in 1995. The talk is that Philips might even become the next company to be manufacturing their own 3DO hardware unit in the not too distant future. Is that "hardware standard" I hear? ... Yours truly hears from his buds over at *CINESCAPE* magazine that Lucas is going to re-release *Star Wars* in '97 with four minutes of new footage—including a possible CG-generated Jabba! ... Staying with *Star Wars*, Sega is working on a Saturn game Rebel Strike for the Saturn. It's like Rebel Assault except it's got good game play. They have taken the speeder bikes out of Return of the Jedi and made the game using a Road Rash-type of environment with the Speeder Bike sequences. Stay tuned for more on this one...

...In Primal Rage news, Time Warner will be releasing a ported-over version for all of the 16-Bit systems and even one for the Saturn and the PlayStation in the fourth quarter of 1995 ... The Q hears that Silicon Graphics is having a little bit of trouble delivering the Ultra 64 home architecture for the $250 retail price tag promised long ago by Nintendo. The main CPU processor is clocking in at $85 U.S. and the entire chip packages as is will mean that the lowest the Ultra 64 could be released for is nearing 350 balloons. Nintendo of America is none too pleased and a delay in the release of the Ultra 64 in favor of a couple of titles with Donkey Kong Country quality graphics featuring Mario and Zelda could ease the pain of an Ultra 64 delay ... While wrestling with the Ultra 64 pricing problem, Nintendo is still making games using the arcade architecture. They plan on bringing a Star Fox sequel to an arcade near you sometime in the fourth quarter of this year or early next. The working title for the game is Star Fox X. Fox MacLeod and a new Ultra fast FX chip design are, Nintendo hopes, going to blow gamers away ... Konami is also in the Q-Mann loop this month, working on versions of Contra, Castlevania, Mystical Ninja and those Mutant Ninja Turtles for the PlayStation. The games will be released in conjunction with the launch of Sony's big machine ... Electronic Arts is working on a 3DO snowboarding game that will feature the world's best snowboarders. The game has some awesome SGI graphics and VERY fast game play. This one comes courtesy of the team that brought the Road Rash series to life ... Catch Bloodstorm, IT's arcade lesson in bloodletting, on the PlayStation, 32-X and Sega CD later this year ... Best wishes to Joe Morici, who's on his way to Florida to make GameTek the Capcom of the late '90s...

...Till we meet again, oh loyal followers of the Q, I will remain forever...

- QUARTERMANN

Brandish

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

NOW that you've mastered games like *Breath of Fire*™ and *Brain Lord*,™ we think you're ready for a role-playing game where the sun doesn't shine and the monsters grow big, really big! In Brandish, you stand accused of murder, being pursued by a fearless bounty hunter looking to collect the reward. About to be captured, you fall into a deep underworld maze filled with dangerous traps and deadly monsters including: giant crabs, headless fist-pounding warriors and fire-spitting gargoyles. With the bounty hunter still hot on your trail, you must navigate your way out of the mazes and back to the surface ASAP. Our only advice: stay alert, well armed and always moving upwards!

- Navigate your way through five treacherous levels as you fight to return to the surface
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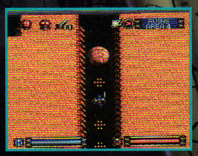
Headless warriors are out to ruin your day



Narrow corridors & rolling boulders are a deadly combo

Some underworld characters give helpful advice for a price

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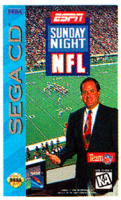

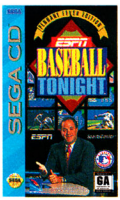

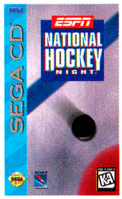

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PRESS START

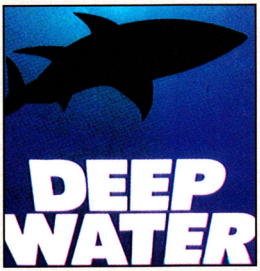
SEGA TO TREAD "DEEP WATER" WITH NEW MATURE GAMING LABEL

Eternal Champions CD will be the first Deep Water title.

Sega is heading into uncharted waters as they launch a new mature-oriented label, Deep Water.

The logo features the ominous shadow of a large shark slowly swimming through the depths of the ocean.

The label was created to communicate more effectively with gaming consumers. It's designed to say that any new game featuring this logo has mature content.



The label's purpose is to give consumers more information, so they can make a more informed decision on a Sega product with this logo.

When people see the Deep Water label they will know what they are getting. The label is in conjunction with the ratings system.

"The ratings system works well, but it's still just a letter that's constant across the entire industry. If you see an M and a T on a game from one company and an M and a T on a game from another company. You might not get the full idea of what's going on, whereas if you see the M rating with a Deep Water logo, it will automatically set a trigger off in the consumer's mind," said John Garner, Sega CD associate product manager. In consumers' minds it may say this game may be too over-the-top for them, or it will give them a better idea of what they are getting. "We believe the label will allow us to really communicate fully with our consumers.

Deep Water is an mature-oriented label."

The label is just getting off the ground, but it will be a long-term label that will spread across multiple platforms. It will be on the Sega CD, 32X and the Sega Saturn.

"The Sega brand name is associated with family entertainment and in order to expand beyond the kids-oriented Sega label, we feel Deep Water will expand the boundaries and give our producers and programmers the freedom to reach an older audience," Garner said.

"We've seen some changes in the demographics of gaming. About 42 percent of Genesis users are 18, and over. On Sega CD, 60 percent of the players are18 and over and as technology gets better, the gaming audience is also getting older.

"Kids can't go into Deep Water and that's just one of the many reasons we decided on the shadow of the swimming shark in a Deep Water scenario," commented Terry Tang, a Sega communications specialist.

CAPCOM'S HOME ARCADE SYSTEM

Have you ever wanted to play actual arcade games in your own home without carting in one of those huge, arcade cabinets into your living room?

You might like the idea, but Mom, Dad and the rest of the family might object to having an arcade game in the house. However, your dream of playing the actual arcade games at home is closer to reality. Capcom has only released the CPS changer in Japan. The device is the size of any other home gaming system, and it hooks up to an ordinary TV set. It connects to Capcom's arcade boards. The unit costs

$350 U.S. and is being sold with Street Fighter II Turbo. Other Capcom titles that will be available for the CPS will be Slam Masters and Captain Commando.

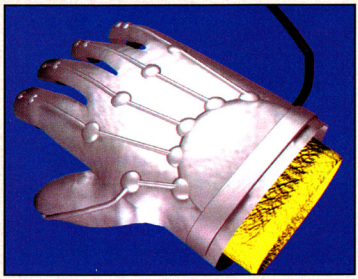
GAMERS EVERYWHERE WILL GIVE A BIG THUMBS UP TO "THE GLOVE"

A revolutionary new gaming glove is coming onto the market this year.

The Glove has been designed and engineered by Noah and Adam Ullman, owners of Anaphase Unlimited of New York.

They plan to offer a unique experience when playing.

The Glove utilizes the same technology that is found in a standard controller. Maneuvers that require the use of the A, B, C and START controls on a pad controller are accomplished by using the fingers, with activation by the touch of the thumb. With the Glove securely in the



player's hand, the gamer is required to move their hand with the thumb facing up. Moving around the screen is simply a snap (or should I say a bend of the wrist?) in the direction you want to move in.

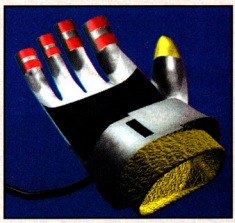
The Glove can be used with both the Sega Genesis and Super NES systems.

Playing Sonic or Mortal Kombat is a snap. The Glove is connected to your system through a controller port. Both you and a friend can put on a Glove and have at it in a real fist fight.

Instead of pushing buttons, your hand movements dictate the direction you move and how you run, jump and attack your enemies.

Mortal Kombat definitely showcases the advantages of the Glove. You can beat your friends with a flick of your wrist.

Anaphase hopes to cash in with the Glove and take hold of a piece of the projected $240 million controller pie.



SUPERMAN USES IRON WILL TO DEFEAT NFL STARS IN MODEM MATCH

It was the official launch of the Catapult X-Band modem and it was an event that was out of this world.

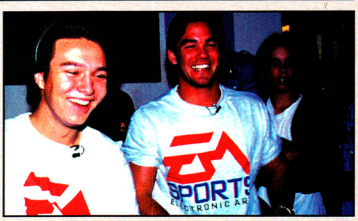
The Super Team consisting of Dean Cain (Clark Kent/Superman) and Justin Whalin (Jimmy Olsen) of *Lois & Clark: The New Adventures of Superman* fame were in Los Angeles to play the new Madden NFL '95 against New York Jets Marcus Turner and Bobby Houston in the ultimate X-Band pre-Super Bowl battle. The Super Team defeated the Jets, "Team Kryptonite" in both games, 41 to 12 and 44 to 18.

Were the Jets too tired from their long season or were Superman's superhuman passes and bullets to the wide receivers too much for the Jets?

Once the game was over, the two teams traded X-mail messages using the Catapult modem.

The X-Band modem is an interesting way to introduce budding computer users and allows them to merge onto the information super highway and learn the ins and outs of an on-line service. Up until now the Genesis X-Band network has been the only network up and running. Beginning in March, the Super NES X-Band network will be fully functional. For the price of the X-Band and an additional $7.95 per month for 32 play units, gamers can hook up with their friends across town or across the country using ordinary phone lines.

Parents can also turn long distance on or off and control the amount of time their gamer is on-line.



THE GAME WIZARD'S MAGIC POWERS CAN MAKE YOUR WISHES COME TRUE

If you enjoy your Game Genie, here's another trick-finding, code-spitting device that will allow you to have many hours of gaming fun.

We're going to dissect the Game Wizard and tell you how good it really is.

The device has some great features, including a built-in, auto-search function that lets you create and find your own special codes for Super NES and Super Famicom.

These special codes will allow you to become invincible, have unlimited power, more fuel, better weapons and a few other goodies.

Another plus about the Wizard is that it is compatible with all Pro-Action Replay codes. The codes that you find using your Pro-Action Replay will work on the same games when plugged into the Game Wizard.

With this handy little device, you can also input up to seven codes at a time for multiple enhancements. That means you can have unlimited lives, unlimited power and invincibility at the same time if you punch in the appropriate codes.

A magic cursor feature also allows you to create codes and transfer them from a "Possible Codes" Screen to the Parameters screen without having to type them.

The Game Wizard goes out of its way to let us know that it is not endorsed by Nintendo. They didn't want to find themselves in the same mess Galoob was in a few years back, when Nintendo took them to court.

The Game Wizard has a special, built-in, second slot for upgrade cartridges that will further enhance the capabilities of the Game Wizard. Two of these devices are in the works. We at *EGM* have the goods on them. One is called the Magic-Code cartridge. Just like its name implies, it has thousands of preprogrammed codes that you can access using the Magic-Cursor and go automatically to the Parameters Screen for instant gaming fun. It's that easy!

The second is called the Magic-Memory cartridge. It allows you to save thousands of codes on your own and then recall them. It is similar to the Magic-Code cartridge but now you can create the codes on your own.

The Game Wizard takes some getting used to, but it is fun to use.

If you don't have much patience, then stick with the Game Genie. Finding codes with the Game Wizard can be a long process at times. But the feeling you get when you find your own, exclusive code can be very rewarding.

The Game Wizard works with all of the new Super NES games, including the two seen on this page: Earthworm Jim and Pitfall: The Mayan Adventure.

Unlike the Game Genie, the Game Wizard is upgradable, but in my opinion the Genie is better and easier to use. At times you may feel as though you need a magic wand to get the codes and tricks, so you'd better have lots of patience.

OVERALL RATING

73

A good device but you'll need plenty of patience.

INTRODUCING VIVID3D. THE ULTIMATE IN GAME SOUND.

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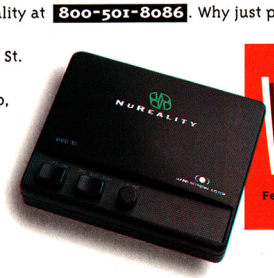

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RETAILVISION* 1994 Winner Best Product

INNOVATIONS

USE YOUR SUPER NINTENDO TO PLAY YOUR WAY TO PERFECT HEALTH

Move over Richard Simmons and Jane Fonda—there's another player moving onto the fitness block that utilizes your Super NES.

The Life Fitness Extertainment system can be your own electronic personal trainer.

It's made by Life Fitness in Franklin Park, IL. Although it doesn't come cheap, the exercise equipment being used is top of the line.

The Life Cycle 3500 exercise bike comes with everything you need to hook the bike up to interface with any ordinary Super NES system and it has its very own exercise software.

A controller is built right onto the bike and you can start and stop the game as you ride, all the while taking off those extra pounds.

The entire Life Fitness Extertainment system package costs $799. For an extra $150, you can get the heart monitor hook-up.

The Lifecycle aerobic trainer only has one game currently available, Mountain Bike Rally. This game has you travel on rough roads and up steep hills. You can race against the clock or against a computerized opponent who will try anything to slow you down.

The object of the game is to complete all four stages of the game as fast as you can.

It's the only exercise program of its kind that combines video games with fitness.

It's loaded with some unique features, including workout information, on-screen workout programming, on-screen display of calories burned and calories per hour, an on-screen display of heart rate and an additional heart rate interactive monitoring capacity can also be purchased. The package also includes a Life Fitness patented fitness test built into the game.

If you or someone you know has trouble staying with a diet and exercise program because it's boring, this is a very healthy and interesting way to stay interested.

More games are on the way with Dr. Mario, Tetris, Pac-Man and Speed Racer are already being worked on to work with the Life Fitness Extertainment system.

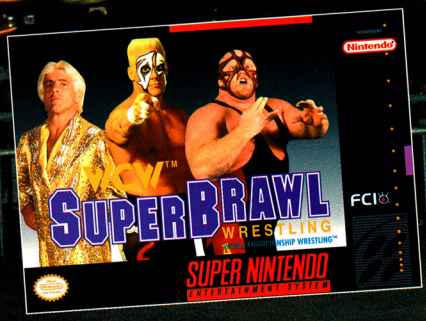
It's fun for the entire family!

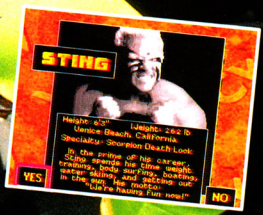
OVERALL RATING

74

Like the system and I've lost five pounds in two weeks.

SLAMMIN'





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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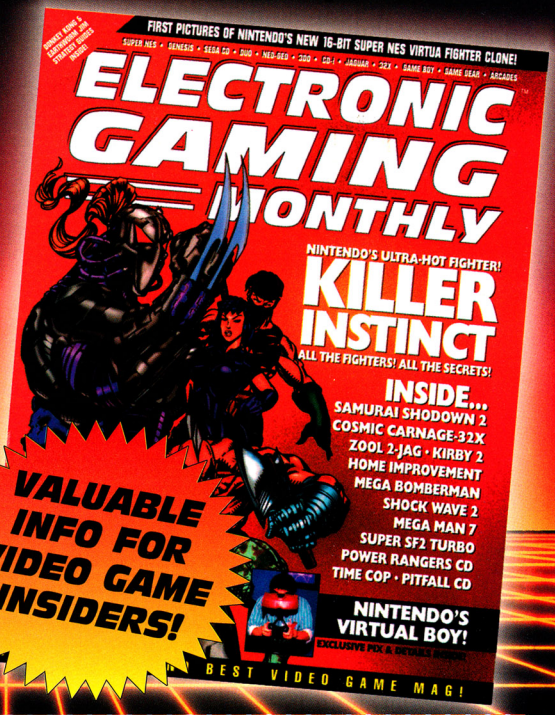

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ARCADE ACTION

SPEED KING by KONAMI

This is the futuristic hovercraft you control as Speed King.

Speed King uses the hover ability to slide sideways into a Time Extension.

Konami is currently developing a futuristic racing game called Speed King. The game essentially puts you in a racing capsule that emulates the same feeling you get in a Battletech center. However, unlike being in a slow-moving mech, this fast-paced game really puts you into the action by moving the capsule while you're in it, making it not only a racing game, but a wild ride as well. The craft you control is not a car, truck or motorcycle, but rather a futuristic hovercraft. This gives you more freedom in your turning and overall control. Your craft tends to slide right into a turn. There promises to be a lot of tunnels, underground levels and other full-screen levels where texture mapping can be used to the absolute fullest. Also, being in a hover vehicle may give you the power to climb walls, and it will definitely provide you with short spurts of flight power from time to time.

Speed King is somewhat of a change for the guys at Konami. Their earlier efforts, the most popular of which were Lethal Enforcers I & II, have dominated the arcade charts for some time, but those were shooting games. Konami is normally not known for their driving games. However, Konami seems to be diving head first into this hot, new project. From the looks of it, we won't be disappointed. Konami will also have soccer and golf games on the market soon, so the company should really be cookin' come ACME show time. Be sure to look for Speed King in arcades possibly as soon as late January or February, and a much larger review in the arcade section of *EGM²*.

This is one of several tunnels and underground levels in this game.

The backgrounds you pass by at a high velocity are really well done!

There are several different hovercrafts you can control.

AAMA
AMERICAN AMUSEMENT MACHINE ASSOCIATION

You're not worthy? Maybe not, but you'll never know unless you try SAMURAI SHODOWN II.

The long awaited sequel to SNK's chart buster SAMURAI SHODOWN offers what you've been waiting for. . .

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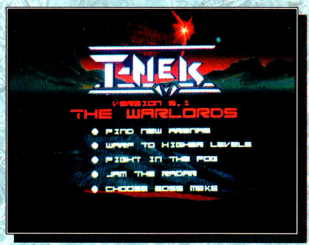
T-MEK/WARLORD UPDATE by TWI



The Title Screen clearly defines all of the new options in the update.

Choosing Beginner in version 5.1 actually makes a huge difference.

Now for those who simply can't get it, there are new instructional screens.

T-MEK is the cybersled simulator game from Time Warner Interactive that's taking the country by storm. The game is huge on action and technique plus it is a lot of fun to play. Now, right along with Primal Rage, T-MEK is getting an update. Here are some of the features of T-MEK 5.1: The Warlords.

Beginner/Advanced Modes

When a player starts a game, they choose the experience level Beginner or Advanced. If you're a Beginner, the game is quite a bit easier. Advanced MEKs (Hyper, Lurker, Suicide) may not be chosen. When an enemy hits you, the MEK will automatically turn toward the attacker. If the player has not scored any points for a while, the MEK will be transported to the location of an opponent. Players cannot avoid the POV missile. If the player's MEK has been destroyed three times in a row without the player having destroyed anyone else's MEK, the player's MEK takes damage at a greatly reduced rate. At the Battle Results Screen, beginning players will not see the number of kills they made.

Instructional Screens

Two new instructional screens have been added to version 5.1 to make the basic objectives of T-MEK combat clearer. These screens appear after the player selects a MEK.

New Codes and Tricks

There are several new joystick motions and stick combo tricks in version 5.1. These will be described in the next *EGM²*.

Warlord MEKs

A new option allows you to choose a Boss' MEK by typing his name in to the Identify Yourself Screen at the beginning of the game. This can have surprising effects. Sometimes it will feel like you have more power than you can handle!

Look for more coverage of Time Warner Interactive's updates to Primal Rage and T-MEK in *EGM²*.

In the Advanced Mode, even Klinger's MEK can't avoid the POV missile.

Phantom is just one of the cool new MEKs you can get your hands on!

Does Brk'oth know you ripped-off his MEK for a joyride?

You'll find that Venusiva has a very powerful Boss MEK.

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

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

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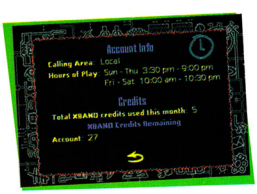
Stop Playing

With the XBAND Video Game Modem and Network, take on Real People. Real Games. Real Fun.

Plug in. The **XBAND Network** will hook you up with new opponents or old buddies to play your favorite games! Better yet, team up with a friend and take on lots of other players.

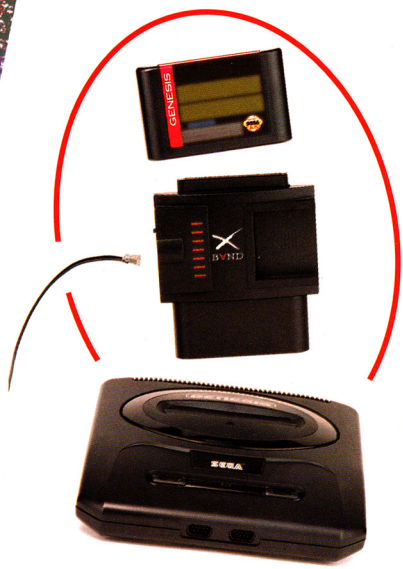
Sick of having your **slob friends** over to play? Put your bud's name in your **Player List** and waste them over the network without ever having to see them (or feed them).



Hey, **Mom** & **Dad**! You're still in control. When you set up your XBAND Network account, you specify local or long distance calling restrictions, network spending limits and hours of access.

Between games, **keep in touch** with other players using **X-Mail**, the on-line message system. This is how you'll set up game times, rehash the last battle and share secret moves and gaming tips. Then check out the two newspapers for upcoming tournaments, the **Top Ten Player** lists and the latest in gaming and entertainment news.

With Yourself.

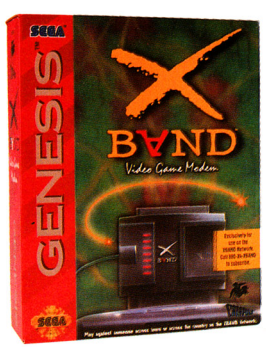


Are you looking for a **bigger challenge**?

Want to meet other gamers? Already pummeled the wimp across the street a thousand times?

For only $7.95 a month, you get 32 free connect credits to the XBAND Network. You only use one credit every time you connect. Once you are connected to an opponent, you can play the same game against 'em for as long as you want – for one credit.

Join the XBAND Network and try to destroy some of the best players at the hottest games on the XBAND Network now: NBA® Jam™, Mortal Kombat® and Mortal Kombat® II, NHL® '95 and Madden NFL® '95. Super Street Fighter II™, NBA® Live '95 and NFL® '95 are coming soon! Other games are added to the XBAND Network all the time!



Now you're playing for real.

GAME PLAYERS ULTIMATE

XBAND Video Game Modem and Network
available now for your Sega Genesis!
SUPER NES coming soon!

Call 800-X4-XBAND and get hooked.

codescan: Alpha 3

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INTERNATIONAL OUTLOOK

6 GAMES PREVIEWED!!!

CYBER SLED, MOTOR TOON GRAND PRIX, LIVE POWERFUL BASEBALL 2, LIGHT CRUSADER, DARUMA DOJO, TENGAI MAKYO KABUKI LORE.

INTERNATIONAL NEWS

Whoa! It's redesign time again for *EGM*. (A hideous time to work in!) Even though this section hasn't been totally revamped in this ish, in *EGM* #68, this bit will be totally new with killer looks and even more killer info.

Now to the news. With the 32-Bitters out, the competition is getting rough! PlayStation will receive three early 3DO titles (see below), and Sega is hard at work converting Virtua Fighter 2 for the Saturn. There's not much else to say at this time, but check us out in *EGM* and *EGM²* (as always!)

Off-World Interceptor, Total Eclipse and The Horde will be available in Japan for the PlayStation by BMG Victor!

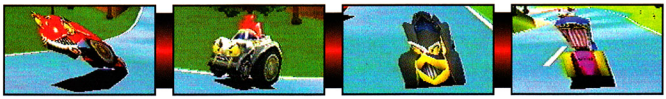
WORLD NET

Sony Computer Entertainment of Japan

Motor Toon Grand Prix

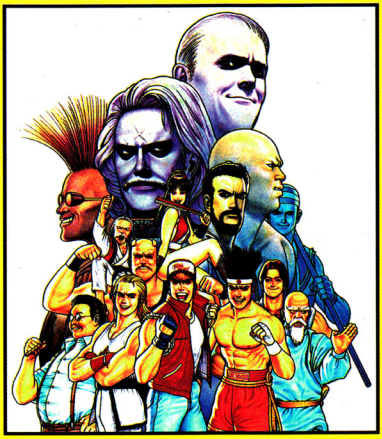
PlayStation		Now
Racing	PlayStation	Price: ¥5,900

Here it comes, hurtling down the highway after the greased lightning that was Ridge Racer, Motor Toon Grand Prix from Sony Computer Entertainment! Yep, they're both racing games with full 3-D polygon graphics, but that's where the similarities end. Where Namco's RR is a serious piece of work, MTGP plays strictly for laughs with squishy cars that jiggle and wobble as if they're made of Jell-o. Add completely bizarre race tracks, spectacular dynamics and some snazzy pop tunes and you end up with what looks like more fun than a cage full of *EGM* editors! Check out these pages for a blowout soon!



Race your wobbly, goofy cars against other equally wacky racing vehicles—how unique!

Cool perspectives from every angle are here, as well as the standard BTW view.



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

JVC MUSICAL INDUSTRIES, INC.

SEGA CD

SNK

TEEN T AGES 13+

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INTERNATIONAL OUTLOOK

Namco of Japan

Cyber Sled

PlayStation	PlayStation	January
Shooting/Sim		¥5,800

The cool arcade game is gearing up for battle. CS is set in the future where mercenary pilots hunt each other's tanks (sleds) in gladiator style for glory and profit.

Everything from the hit arcade version has been retained. In fact, Namco has been able to add texture-mapping to the various sleds and playing fields for an even more spectacular look. Besides Single-player Mode, there's also a Split-screen, Two-player Mode so you can stalk or be stalked by a friend. What will be next?!

There are plenty of different styles of sleds to use.

With a two-player split screen, you and a friend can blast each other to smithereens!

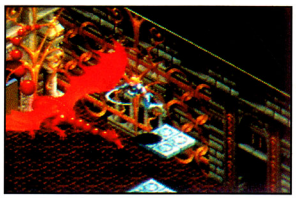
Stay tuned to *EGM* and *EGM²* each month. Namco has stated that they plan to release one game a month for the PlayStation.

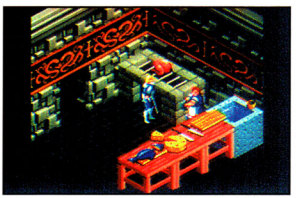
Sega of Japan

Light Crusader

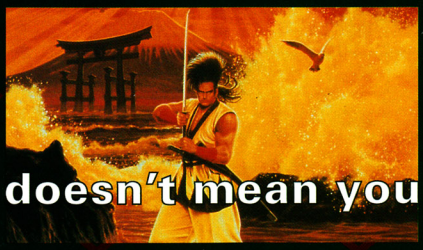
Mega Drive	MEGA DRIVE	Unknown Release
Act/Adventure		Unknown Price

Here's the latest game from Treasure, best known for Gunstar Heroes and Dynamite Headdy. This is an action RPG that shares similarities with Sega's Land Stalker. Using polygons and other advanced programming techniques, Treasure has managed to incorporate the look and feel of true 3-D. They'll be taking advantage of this feature to prepare innovative traps and secret passages that will bedevil even hardened game freaks. Of course, Treasure's trademarked, huge, multijointed monsters will also be lying in wait.





A TRUE SAMURAI FIGHTS WITH DIGNITY AND HONOR.



But that doesn't mean you have to.

SAMURAI SHODOWN™

Go back to the end of the 18th century when fighting was for dignity and honor. When style and form was of importance. Of course you don't have to play like that though. Cutting an opponent in half is half the fun. Through the intense graphics and sounds of Sega CD, you'll really think you're back in Feudal Japan!

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Hudson of Japan

Tengai Makyo Kabuki Lore

PC Engine ACD	ARCADE CD-ROM² SUPER CD CARD	1995
Fighting		Unknown Price

The heroes and villains of the sprawling Tengai Makyo (Far East of Eden) RPGs are back to slug it out with this wildly hilarious fighting game. This is made for the arcade card, so import buyers beware!

Even though it is quite a change from an RPG, fans should still love it!

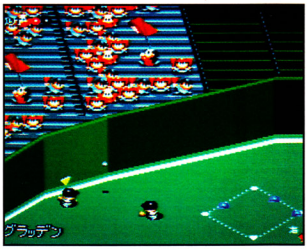
Even Kabuki (from Fuun Kabuki) is one of the fighters in this game.

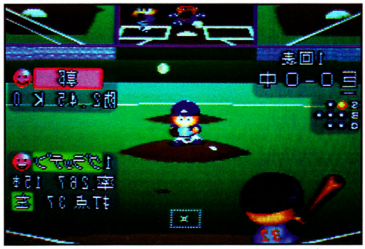
Konami of Japan

Live Powerful Baseball 2

Super Famicom	SUPER FAMICOM	February
Sports		¥9,980

Here's the sequel to the most excellent baseball sim that took Japanese sports fans by storm last year. Using a pseudo-3-D view, pitchers can hurl speedballs, change-ups, curves and other kinds of pitches. Batters can adjust their swings using a cross-hair cursor to deliver exact hits. Let's hope this gets translated for America!





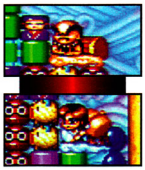
Den'z of Japan

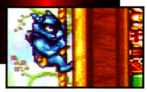
Daruma Dojo

Super Famicom	SUPER FAMICOM	March
Puzzle		¥8,800

With this strange puzzle game, the object is to whack playing pieces out of stacks and make identical pieces line up in rows to erase them. For a single player, there are several modes including a Puzzle Mode, an Endless Mode and a Pattern Matching Puzzle Mode. There is also a brain-taxing intense Two-player Mode!

An incredibly addicting game is always fun when trying to compete with a friend! A strange but fun game indeed.





Hammer away at the little pieces and be sure to line them up in order to score.

Go ahead and laugh, funny boy.

But get it all out now because we're talking "shooter" here. A blistering, mommy-help-me-I'm-scared, Sega CD shooter.

And when you've got the U.S. Navy, the Russian Army, the Seven Gods of Good Fortune and an entire raccoon militia in your face, you'll be glad you're wearing a sexy tutu with fire-engine-red pumps...

They'll help to distract Dr. Pon's bloodthirsty minions while you blast his furry buttocks into the stratosphere.

You've got a green dragon and an awesome collection of firepower to help you compile your body count.

A true CD shooter filled with all the thumb-burning, eyeball-frying adventure you deserve.

Classic Japanese animation brings to life the most unique band of bosses to invade the Sega CD.

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NYR
Not Yet Rated

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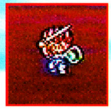

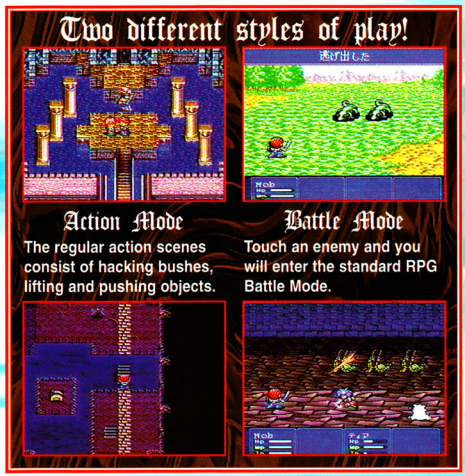

Estpolis II

エストポリス伝記 The Prequel To Lufia

Lufia, one of today's most talked-about RPGs, is about to get a prequel! Fans of the original will remember the legendary warriors from the intro of the first game. Now you can actually play as those characters in the time before Lufia! The game style of Estopolis 2 is similar to Zelda, but the fight sequences are turn-based.

Estopolis 2 combines the action-statistic battles of many RPGs into an adventure that is exciting, challenging and captivating all at once. As always, there is a large quest filled with unusual creatures and objects, including things called capsule monsters that act as normal players. Let's all hope this title makes it to the U.S.!

FACT FILE	THEME	#PLAYERS	#LEVELS	MEGABITS	CHALLENGE	BACKUP	AVAILABLE	% COMPLETE
	RPG	1	N/A	N/A	Average	Battery	2nd Qtr. '95	80%

•Manufacturer: Taito of Japan, Inc. •Developer: Taito of Japan, Inc.

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 likes of Rene Belloq, Colonel Vogel and all those booby traps.

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

JVC
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SUPER NINTENDO ENTERTAINMENT SYSTEM

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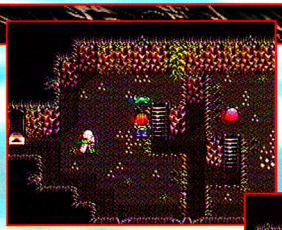
Enter the Training Cave

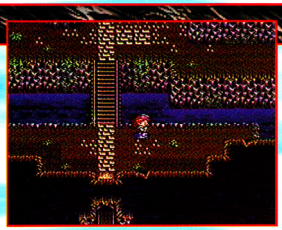
The first area you will encounter is the Southern Cave System. Here you will learn how to perform the many skills you will need to complete your journey. You will learn how to push objects, fire arrows to stun on-screen enemies, leap from high surfaces, pick up pots and stuff, activate switches and use your sword to cut through foliage.



Be sure to remember how to utilize these skills so you will be able to get yourself out of trouble later in the game!

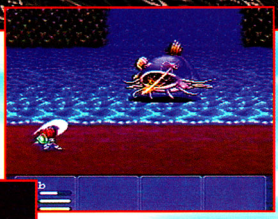
Begin your Journey

Immediately after exiting the Training Caves, you will find a small cave in the northern mountains that contains your first enemies. Small lizards, mushroom men, killer moths and a reptile Boss armed with a mace await you.



Enter Catfish Cave!

This town is plagued by a constant barrage of earthquakes that rock the whole village. Apparently there is a gigantic, catfish monster deep under the ground who is shaking the place up. You must go down into the depths and solve the many intricate puzzles you come across. Watch out for that catfish!



There are lots of creatures roaming about, so use your stun arrows to slip by most of them and solve the puzzles.

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... Your worst nightmare brought to life in a massive 16-meg galaxy far, far away. But don't panic, young Jedi. You get to play five different *Star Wars*® characters, including Wicket the Ewok and Princess Leia. Plus, you've got the Force on your side. Training is over. Prepare to face your destiny!

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SUPER STAR WARS
RETURN OF THE JEDI

LICENSED BY
Nintendo

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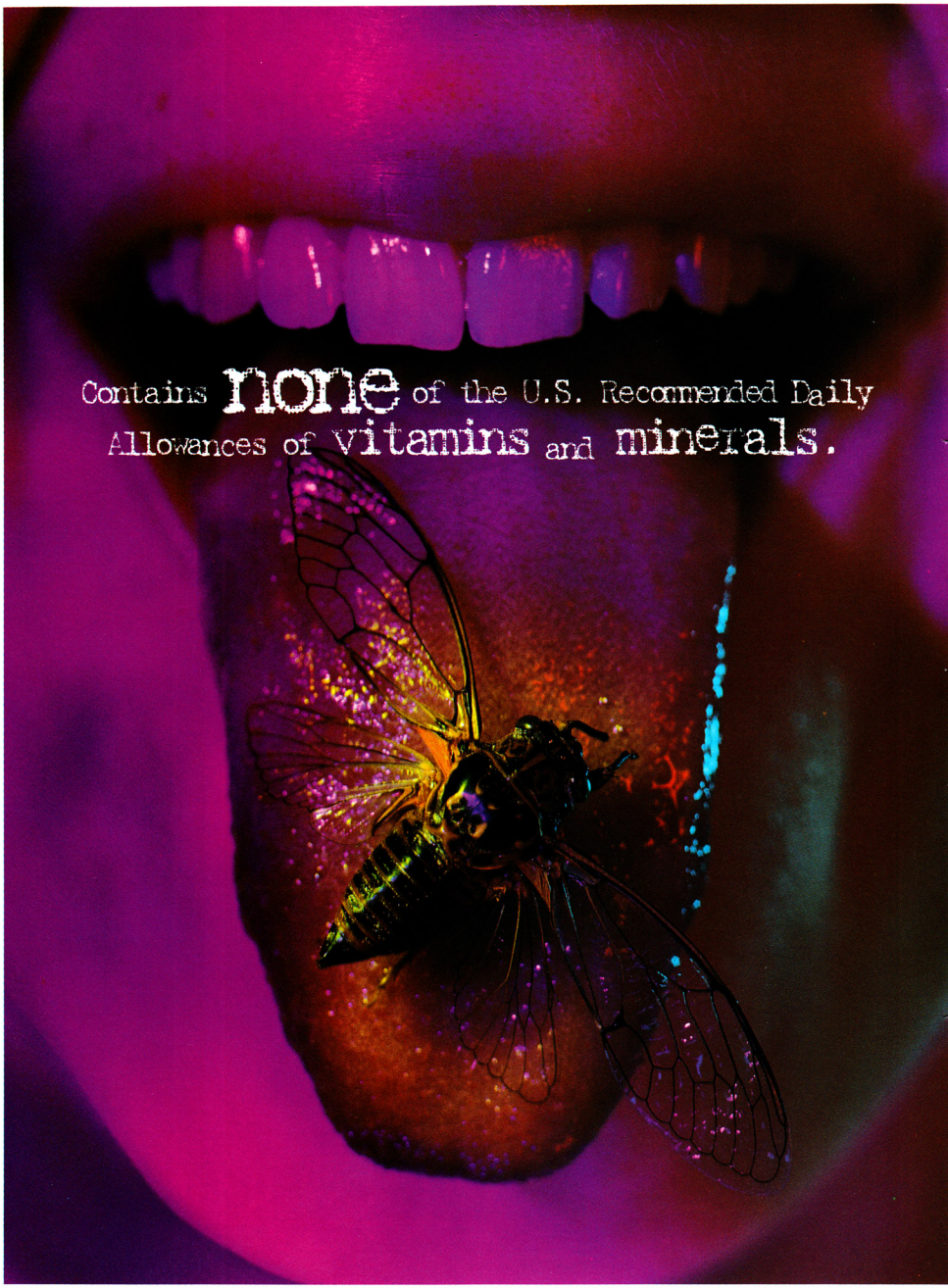
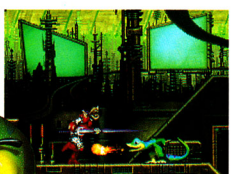
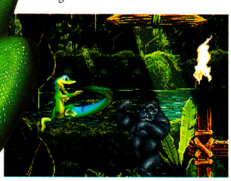

Contains none of the U.S. Recommended Daily
Allowances of vitamins and minerals.

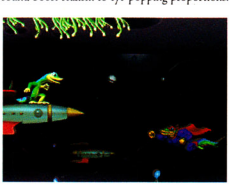
Whether the FDA approves or not, your eating habits are about to change. Meet GEX™, your tongue-snapping, smart-ass alter ego. With this gecko's gravity defying grip and thrashing tail, you'll prowl a twisted world of TV-villains and B-movie scoundrels, hurling wicked one-liners and fireballs. It's one 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 Rojer Rabbit. *(Legal weasels require we be vague.)*

3DO

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 OD'd on 70's TV can.

CRYSTAL DYNAMICS™

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TRICKS OF THE TRADE

SEND TIPS

If you've found a cool new trick, write it down and send it in to:
Tricks of the Trade
1920 Highland Ave, Suite 222,
Lombard, IL 60148
Check into the ongoing saga of Trickman Terry for details or get a Paguna Dios in the chops!

WIN GAMES!

TRICKMAN HATES THE COLD!!

BRRR! The weather around the Chicagoland area just doesn't want to let up! Trickman Terry didn't get another car yet (will he ever?) and it's still running, but who knows for how long? It seems that Terry is getting stuck once too often in the ice and snow, and his friends are tired of bailing him out. But when he gets into his nice, cozy cubby hole in the office, he likes to warm up with a load of tricks from his warm-hearted readers! Send your trick letters to:

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

Terry appreciates all the mail for new games lately! Keep them coming! If we print your great trick, you'll get your name in print and receive a *free* game for the system* of your choice! See the tiny text below for further details.

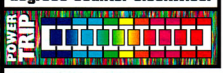
Rules that we put in tiny print to keep our lawyers happy and cause eye strain...Sendai Publishing Group, Inc is not responsible for the submission of similar or identical tricks, and is not obligated to award the game carts to those people who submit information that has already been printed or was previously located by the staff of the magazine or any affiliated publication or media source. In the case of two identical tricks being submitted, the first trick received will be chosen as the winner. Limit one game per person per issue. Tricks may be printed in both publications (EGM and/or EGM²). However, the winner will receive only one prize for the submitted trick. You must print your name and address on the actual letter for us to give you credit. Final selection of games is up to us. * The allowable game systems are: NES, Game Boy, Super NES, Genesis, Sega CD, Duo, Lynx, Game Gear, 3DO, Philips CD-I and Jaguar. Void where prohibited by law.

DEMOLITION MAN

3DO	VIRGIN

Blood Code

When you see the Title Screen, press the R button and rotate the pad 360 degrees counter-clockwise.



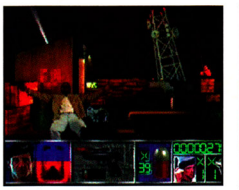
This awesome trick will let you have blood in the game! To do this trick, wait until you see the Title Screen. When it appears, take the first controller and press the top R button. Now, rotate the pad 360 degrees counter-clockwise until you see four blobs of blood appear on the screen. You have activated the blood code! Now, when you shoot someone, the blood will fly!

David Bayless; Tulsa, OK

TRICK OF THE MONTH

At the Title Screen, do the code with controller one.

Four blobs of blood will appear and drip down the screen.



Go into a shooting stage and hit a foe to test the code!

A blob of blood will appear after you shoot your enemies!

WIN AN AWESOME CONTROLLER FROM STD AND *EGM²*!

Everyone who sends in tricks to the Trickman has a chance of winning either an SNPROPAD, SGPROPAD-6, SNPROGRAMPAD or SGPROGRAMPAD-2! We're looking for the Trick of the Month to put on the first page of Tricks of the Trade. If you send us an awesome trick, code, cheat, etc., that we haven't found, you are eligible to win the Trick of the Month! If you win, you'll get your name in print, the STD controller and a free game for the (allowable) system of your choice! Contests like this come only from the Biggest and Best Video Game Mag, *EGM²*!

OFFICIAL RULES AND CONDITIONS: 1. *No Purchase Necessary:* No purchase or payment of any money is necessary to enter. To enter the contest, print your name and address (including your city, state, and zip code) in a letter containing your best codes and mail it to: Tricks of the Trade, Sendai Publishing Group, Inc., 1920 Highland Avenue, Suite 222, Lombard, Illinois, 60148. One entry per household. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Entries must be received by February 15, 1994. Sponsors assume no responsibility for lost, mutilated, late, illegible, incomplete, postage due, or misdirected entries. Sendai Publishing reserves the right to cancel this contest at any time with appropriate notice. 2. *Winners:* Winners will be judged based on their code's uniqueness, novelty, accuracy, and the fact that said code is not already known by the Judges. The Judges will be from the Sendai Publishing Group and their decision is final. Noncompliance with any entry procedure may result in disqualification. All entries and copyrights therein become the property of Sendai Publishing Group and will not be acknowledged or returned. By entering, winners agree to be bound by the rules of this contest and judges' final decisions. 3. *Prizes:* Each Winner shall be awarded one of the following prizes: (1) SNPROPAD; (2) SGPROPAD-6; (3) SNPROGRAMPAD; or (4) SGPROGRAMPAD-2. All prizes not claimed by a PrizeWinner within thirty (30) days following notification by Sponsors shall be deemed forfeited and shall not be awarded. PrizeWinners will be notified by mail. Prizes are non-transferable. No substitutions of prizes is allowed, except at the option of Sponsors should the featured prize(s) become unavailable. 4. *Eligibility:* Sweepstakes open to residents worldwide. PrizeWinners shall be notified by mail and must agree to the use of their name and likeness for publicity purposes by Sponsors and sign a release. Employees of Sponsors and their affiliates are not eligible. Neither Sendai Publishing Group, Inc. or STD Entertainment, or their respective affiliates, subsidiaries, divisions, or related companies, are responsible for any damages, taxes, or other expenses that consumers might incur as a result of this contest or receipt of prize. All local, state and federal taxes are the sole responsibility of the PrizeWinners. If PrizeWinners are under 18 years of age, the prizes will be awarded to the parent or guardian and the release shall be signed by the parent or guardian (if applicable). 5. *Restrictions:* Void where prohibited or restricted by law. All federal, state and local regulations apply. 6. *Sponsors:* Contest sponsored by Sendai Publishing Group, Inc. and STD Entertainment (USA), Inc. Copyright © 1994 Sendai Publishing Group, Inc. SNPROPAD, SGPROPAD-6, SNPROGRAMPAD, and SGPROGRAMPAD-2 are all trademarks of STD Entertainment (USA), Inc.

GET OUT OF THE PITS AND RACE IT!

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

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

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

An on screen readout shows you how to win.

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GENESIS™

GA Appropriate for all audiences.

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CHEAT SHEET

Earthworm Jim
Playmates/Genesis

Level Skip

This great trick will let you bypass any level you want in the game! To do this, simply press START to pause at any point in the game. Now, take controller one and press: A, B, B, A, A+C together, A+B together and A+C together. After you get the level completion approval from Earthworm Jim, you'll get to play the next level. Skip any levels you want, all the way to the end of the game!

More Great Codes

There are more goodies for this game, such as: **Plasma Shot for Weapon**: C, A, B, C, A, B, A, C.
Earn One Continue: A, B+Left simultaneously, A, B, A, B, C, A.
Fill Weapon to 1,000 Rounds: A, B, B, B, C, A, C, C.
One Free Guy: B, B, C, C, A, A, A, A.

Zero the Kamikaze Squirrel
Sunsoft/Genesis

Cheat Codes

You must press START to pause and then enter these codes:
Level Select—A, C, Right, A, B.
Unlimited Hit Points—B, UP, B, B, A.
Unlimited Stars—Down, A, B.
Unlimited Zeros—B, A, B, UP.
Everything—Right, UP, B, A, Down, UP, B, Down, Up, B.

Donkey Kong Country

Super NES | **Nintendo**

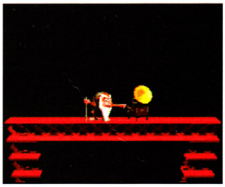
Start With Over 99 Lives

Finish the first level and then go back into it. Kill off your lives. Enter the D, Y, D, D, Y code at Cranky.

POWER TRIP

Go into the first level of the game (Jungle Hijinxs). Finish the level and then exit. Go back into the level and kill off all your lives. Go past the Game Over Screen, and when you see Cranky, take pad one and enter: Down, Y, Down, Down, Y. This will take you into a bonus cave where you can practice all the bonus levels and exit with the lives you collect! Just jump up and touch three of the same animal icons. This will take you into a bonus stage. Collect as many lives as you want. You'll always be taken back to the cave for more. When you have enough lives, press START to pause and then SELECT. You'll begin with all of your lives!

Finish the level, go back in, and then kill off all your lives.



When you start over and see Cranky Kong, do the code.

Build up lives, exit the cave and you can start with plenty!

Pitfall: The Mayan Adventure

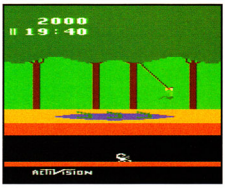
Super NES | **Activision**

Play the 2600 Version

To play the old Atari version of the game, press SELECT, A (six times), then SELECT again on pad one.

POWER TRIP

At the Title Screen, when the boomerang is flying around the START Option, press SELECT, A, A, A, A, A, SELECT. This will automatically bring you to the old Atari 2600 version of the game! You will get three lives to complete the game. But if you die, you'll go back to the Title Screen!



Now you can play the old Atari 2600 version!

Pitfall: The Mayan Adventure

Genesis | **Activision**

99 Weapons, Nine Lives, Credits, etc.

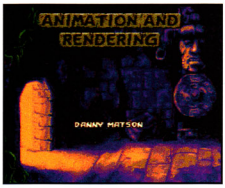
You must do every one of these codes at the Title Screen. You will get many different results.

POWER TRIP

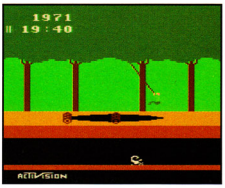
All of these codes are to be done with controller one at the Title Screen.
99 of every weapon—A, B, Up, C, A, C, A.
Nine lives to start—RIGHT, A, Down, B, RIGHT, A, B, Up, Down.
Credits—C, Right, Down, C, Right, Down, C, Right, Down.
Play 2600 version—Down, A (26 times), Down.

From the Title Screen enter any one of the codes.

Here, you've started with 99 weapons and nine lives!



Enter the code at the Title Screen to get the credits.



You can even enter a code to play the old Atari 2600 version.

CASTING SPELLS CAN BE HAIR RAISING.

Flink certainly doesn't look like your typical wizard, but at least he's got a cauldron to show for it. To be honest, our little guy is only an apprentice, but he's got a heck of a lot of magic spells up his sleeves. At least that's what the citizens of Imagica Island believe. They've entrusted him to locate the missing island leaders and to destroy the Demon Guardians that stand in his way. Spell-binding and hair-raising, **Flink** will capture you heart.

SEGA CD

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KIDS TO ADULTS
AGES 6+

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CHEAT SHEET

Vortex
Electro Brain/Super NES
Cheat Codes

Access the Password Option, then enter these codes to initiate the various results.
Infinite Lives: JTTSJ
Level Select: CTGXF
Indestructible: HVZSM
Infinite Ammo: WSVTQ

As soon as you enter these passwords, the code you accessed will flash for a brief moment on the top of the screen. The rest is self-explanatory.

Power Instinct
Atlus/Super NES
Otane Stays Young

At the Mode Selection Screen, move the cursor to Vs. Mode. Press and hold A, B and Y on controller one. Press START. At the Player Selection Screen, have player one move the cursor to Otane. Press and hold the top L and R buttons and then press any other button (A, B, X or Y) to pick her. Have player two pick his/her opponent and stage. Begin and you will see that Otone will stay young for the entire match!

(Note: The trick works on a preproduction version of the game and may or may not work on the final version).

Zool 2
Atari/Jaguar
General Hints

Here are some hints to help you through the game Zool 2:
1. Watch the clock. If you've found enough items to finish the level,

Continued on 82

Alien vs. Predator

Jaguar | **Atari**

Debug Mode

Hold PAUSE and OPTION while you do the debug code. You'll get tons of new options to choose.

POWER TRIP

Hold buttons PAUSE and OPTION while doing the trick.

You can get all the weapons, Motion Tracker and more!

Start your game with any character. Then press PAUSE and hold it. While holding PAUSE, press OPTION. These two *must* be held through the entire activation sequence. Press keys one and three simultaneously on the pad then let go. The Options Menu will disappear. Press and hold the two, five, seven and nine keys together. You'll hear the Predator laugh to confirm the code is correct! Enter other codes that'll give you different advantages.

Security Clearance—Hold OPTION and six: Raise security level as the Marine. Hold OPTION and nine to lower it.

Motion Tracker—Hold OPTION and eight to toggle.
Weapon Access—Hold OPTION and one, two, three or four (depending on weapon choice) to access.
All Weapon Recharge—Hold OPTION and press one, two, three, four all at the same time.

Rafi Guroion; Reistertown, MD

Doom

Jaguar | **Atari**

Level Switch

To switch easily to any level in the game, hold the number key for the level you want and press PAUSE.

POWER TRIP

Switching levels is easy. Hold a number key (one to nine) and press PAUSE. You'll travel to the level with the button pressed. If you hold button A and press PAUSE, you'll go to 10. B and PAUSE to go to 20. If hold B and three, and press pause, you'll be at 23! **Dan Meehan; Brentwood, MO**

Doing this trick will get you to the level you want. Awesome!

Earthworm Jim

Super NES | **Playmates**

Debug Code

Hold LEFT on the pad and press A. Release them and press B, X, A, A, B, X , A to get the Debug Screen.

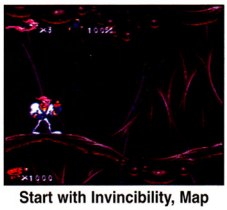
POWER TRIP

When you're in the middle of the game, press START.

Do the code and you'll see these faces and Jim, too!

This trick will give you an awesome Debug Menu for Earthworm Jim! In the game, press START to pause. Then hold Left and press A. Release Left and button A. Now, press B, X, A, A, B, X, A. The screen will fade to black-and-white pictures of the programmers and Jim. Press any button twice and you'll get the Debug Menu! From here, you can play with the Cheat

You will get this Debug Screen! Change the options!



Start with Invincibility, Map View Mode and any level!

Mode, Start Level and more!

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!

FCI
Not Just Kid Stuff

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150 East 52nd Street, New York, New York 10022

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CHEAT SHEET

Zool 2
Atari/Jaguar

General Hints (continued)

and your time is running out, don't worry about picking up more. Head for the end of the level.

2. Shoot at walls to expose hidden areas.
3. Don't waste your smart bombs on just a couple of enemies. Wait until there are many on the screen and take them out all at once.
4. Keep the fire button pressed while jumping to use the spin attack and avoid taking damage.
5. Experiment with the Inertia Option. You may find one way easier than the other.

(Look for more Zool 2 hints in the next issue of *EGM*!)

Rings of Power
Electronic Arts/ Genesis

Naughty Dogs' Naughty Picture

Before Naughty Dog software got into 32-Bit fighting games, they released a game for Genesis called Rings of Power. Little did anyone know that lurking in the depths of the Title Screen was a picture of a blonde woman revealing a little more than she should! If you can find this *old* game, you might want to give this one a try. Make sure the Genesis is off at first. To do the code, plug in the *second* controller and hold, Down-Right on the control pad, A, B, C and START. With these held, turn the Genesis on and wait for the Title Screen. Surprise!

DONKEY KONG COUNTRY

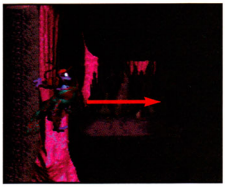
SUPER NES | **NINTENDO**

Get Rambi in Bouncy Bonanza

In Bouncy Bonanza, find the hole of the frog, Winky. Doing this trick will let you finish with Rambi.

POWER TRIP

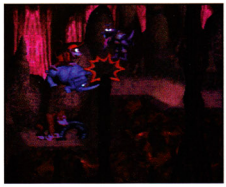
To find Rambi "Bouncy Bonanza," make your way to the hole in the wall where you find Winky. Hop on Winky and exit. Enter the hole again with the frog. This time, hop on his back, then get off and exit without him. You'll fall down the passageway with Rambi instead of Winky!



Go into the hole, get Winky, and then go back in the hole.

This time, hop on and off Winky and leave him behind.

You will fall down with Rambi the rhino instead of Winky.



Now, you can finish the level with Rambi. Is it a glitch?

DOOM

JAGUAR | **ATARI**

Start Any Mission

These codes will give you all that you need to get through the levels of the game with no trouble.

POWER TRIP

All keys, 200 Armor, All Weapons fully loaded: Press PAUSE. Hold # and press PAUSE again.

All of the above and Invincibility: Hold button * and press PAUSE. Hold # and press PAUSE again.

Ed Mazmanian
Brick, NJ

Now, you can go ballistic with these codes and beat the game!

EARTHWORM JIM

SUPER NES | **PLAYMATES**

Instant Level Skip

Pause and press A, B, X, A, A+X, B+X, B+X, A+X to level skip until you reach the end of the game!

POWER TRIP

To skip levels in Earthworm Jim, all you have to do is this great code! Pause the game at any point. Then, take controller one and enter: A, B, X, A, A+X together, B+X together, B+X together, A+X together. Do this code quickly, and you will automatically skip to the next level. You can do this all the way to the end!

When you're in any level, pause and do the code.

Afterward, you'll get the end of level approval from Jim.

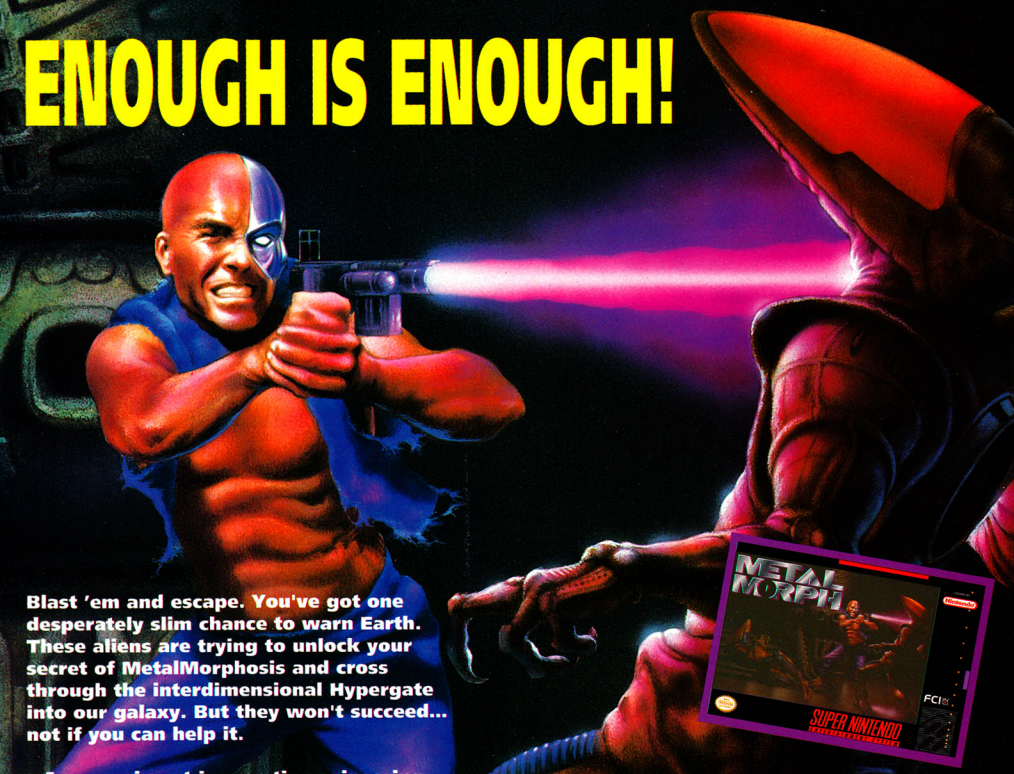
The screen will come up telling you the new level.

Do this level skip in any level—all the way to the end!

ALIENS HAVE EXPERIMENTED ON YOUR BODY.

THEY'VE DISMANTLED YOUR SHIP.

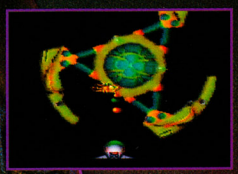
ENOUGH IS ENOUGH!

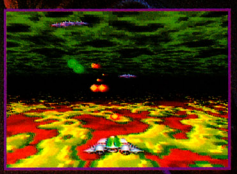


Blast 'em and escape. You've got one desperately slim chance to warn Earth. These aliens are trying to unlock your secret of MetalMorphosis and cross through the interdimensional Hypergate into our galaxy. But they won't succeed... not if you can help it.

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

METAL MORPH™





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NEXT WAVE

11 GAMES PREVIEWED!!!
RAPID DEPLOYMENT FORCE, X-MEN 2, DESERT DEMOLITION, BATTLETECH: GRAY DEATH LEGION, BUST A MOVE, TEMPO, BATTLE FRENZY, METAL WARRIORS, EARTHWORM JIM SPECIAL EDITION, SPACE HARRIER

NEW SOFT NEWS

Well, by the time you read this , we will be hip-deep in new CES titles. That's right, the Winter CES in Las Vegas is here, and all the hot projects of the upcoming year will be there.

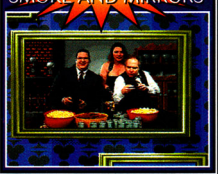
Until then, the news is that GameTek is licensing Strata's arcade game Blood Storm and will be making conversions for the PlayStation and the Sega CD. Sounds good!

Absolute is working on a Sega CD title based on the witty and humorous magicians Penn & Teller (see pictures below). Subtitled Smoke and Mirrors, we can only wonder what this one's about.

A big surprise this month is the appearance of Earthworm Jim Special Edition for the Sega CD. It's loaded with lots of new features.

Oh well, time to relax with a good Next Wave...

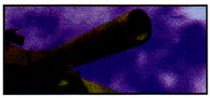
PENN & TELLER'S SMOKE AND MIRRORS



ABSOLUTE

RAPID DEPLOYMENT FORCE

SEGA CD | **ACTION**



Enter a war-torn battlefield in this interactive experience that pushes the Sega CD to the limits. Take your tank up against the enemy forces in locales such as the countryside of Eastern Europe to the desolate tundra of Alaska.

Whatever you face, you'll be armed with the deadliest arsenal your tank can carry. You've got machine guns that can carve up infantry or a 120mm cannon that will totally hollow-out a tank. When in doubt, you can always rely on your laser-guided missiles. They always hit the spot.

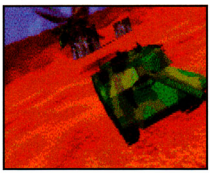
Rapid Deployment Force uses 3-D rendered cinemas to bring the global conflict alive on your TV. The cinemas will show the face of the enemy, what you will be going up against and even a mission briefing or two.

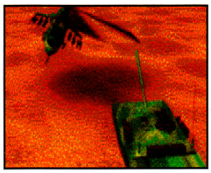
Rapid Deployment Force takes the Sega CD's powers to the limit. Think you can handle a plot to take over the world? You're going to need all of your reflexes and skills for this one. Are you tough enough?

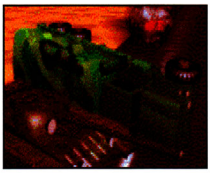
Keep your eyes open. Enemy fire will strike at you.

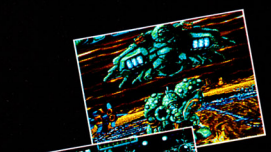
Blow up anything that stands in your way.

Face off with the enemy's tanks and hope that they have weaker armor. Keep your fingers crossed.









2 COSMIC GIANTS TO HAVE IN YOUR SIGHTS

SOULSTAR

BATTLECORPS

THE BIOSPHERE IS HEATING UP IN SOULSTAR, AND WITH OVER 40 EXCITING MISSIONS TO CONQUER ACROSS 6 PLANETS, YOU'LL NEVER COOL DOWN IN THIS AMAZING 3-D SHOOTER.

" Fans of the Galaxy Force series of games will be pleased to see the creation of this great looking CD!"
Electronic Gaming Monthly, April 94

" The use of three different vehicles, a good behind-the-spacecraft perspective, 3-D graphics and dramatic music intensify the action."
GamePro, CES Showstoppers, April 94

" If you've been waiting for another great shooter for your Sega CD, better dust it off. Soulstar is coming."
Game Fan, April 94

TAKE CONTROL IN THIS HI-TECH, TACTICAL BLASTFEST THAT KEEPS ON BLASTING. KEEP THOSE PLASMA CANNONS CHARGED OR YOU'LL NEVER MAKE IT THROUGH THE MULTITUDE OF 3D TERRAINS - TO THE CYBER-PSYCHOTIC BOSS ON THE TERRIFYING 13TH LEVEL.

" The first Core game is an incredible mech-simulation game entitled Battlecorps "
Electronic Gaming Monthly, April 94

" The control in Battlecorps is awesome ... This gives the game a very realistic feel."
Game Fan, February 94

NYR
Not Yet Rated

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NEXT WAVE

SEGA

X-MEN 2: CLONE WARS

GENESIS | **ACTION**

Sega has whipped up a brand-new X-Men game for the Genesis. Featuring better graphics and more characters than the original game, this sequel will please X-Men fans.

This time around you can choose from six Mutants, ranging from the ever-popular Wolverine to the powerful Magneto. Throughout the game, Xavier's computer, Cerebro, will guide you to your missions that span the world.

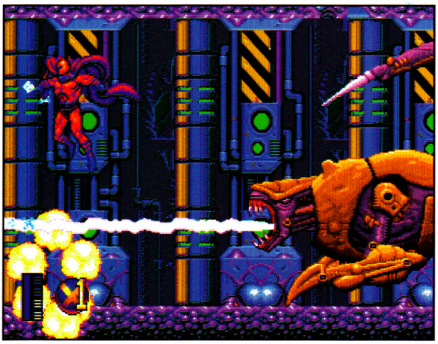
X-Men 2 has all the action and adventure of the comics, including enemies like the Brood, Apocalypse and the Acolytes. It's time to fight for your life.

Travel to Avalon—the home of Magneto's Acolytes.

Dodge falling rocks by this dangerous temple.

Magneto fights a clone of himself in space!

Battle the mutant Apocalypse in his lair.



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THIS IS THE PRICE OF FAILURE.

The stakes are high.
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Altogether, the odds stink.
Care to consider the alternatives?
There aren't any.
See you in the RED ZONE.

CAUTION
RED ZONE
Radioactive Desert of Death
Play at your own risk

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.

WIN A CHANCE TO BE IN A MUSIC VIDEO!
See Package for Details

- A chopper assault through a storm of fire and an underground blast-fest.
- Control 3 outta-control commandos: Mirage, Shades, and Rocco.
- Fully rotating 3-D world, animated at 30 frames per second. Two above and 10 underground environments.

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NEXT WAVE

Sega

Desert Demolition

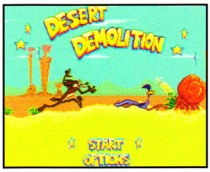
Genesis | **Action**

Dishing up some major comedy for the Genesis, Sega now has Desert Demolition on its way to the store shelves.

Choose to be the ravenously hungry Wile E. Coyote or the infamous Road Runner. Then you'll be treated to a race against time. Hunt down the Road Runner or flee for your life.

The Coyote has a wide array of Acme tools that backfire, and the RR has his lightning-fast speed.

Desert Demolition really has a lot of cool animations that make it look almost like an interactive cartoon. If you enjoyed the shows, DD is most certainly for you.

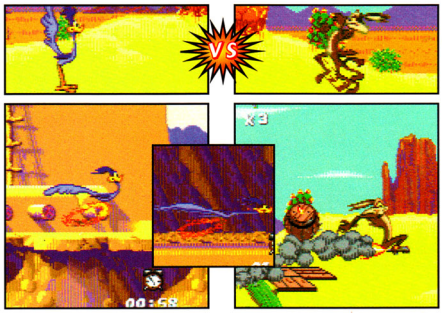


Relive all the humor of the classic cartoons.

There are lots of levels to run through.

Chase after the Road Runner atop a speeding train.

Escape the treacherous Acme traps of Wile E. Coyote!



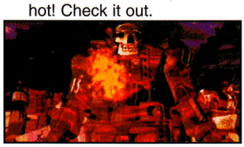
Absolute

BattleTech: Gray Death Legion

Sega CD | **Action**

Absolute is currently working on a brand-new BattleTech game for the Sega CD. Unlike their previous attempt on the Genesis (a 3/4 perspective action thriller), this one is an in-your-face mech simulator. BattleTech: Gray Death Legion puts you in the cockpit of a deadly mech. Engage in vicious fights against the clans and accomplish your missions.

Using the Sega CD's abilities to show cinemas, there are a bunch of them in here. BT: GDL really looks hot! Check it out.



PREPARE FOR THE FINAL BATTLE!

PHANTASY STAR IV™

THE HEAT IS ON! Monsters that morph and change make for intense new attacks and mind-blowing battles!

CHECK IT OUT! Comb the cities for clues to your next confrontation!

MOVE ON! Finally get inside the Land Rover and throw the battle into higher gear!

STAY ON YOUR TOES! Battle the many new forms of the Dark Force in the ultimate struggle for Motavia!

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NEXT WAVE

TAITO
BUST A MOVE
SUPER NES | **PUZZLE**

The cool critters from Bubble Bobble are now in their very own puzzle game for the Super NES. It's called Bust A Move, and I will say that the game is addictive.

The object is simple: You must match three bubbles of the same color without letting them hit the floor. Fire your cannon to launch new bubbles onto the screen.

There's a Two-player Mode and other ways to play. Bust A Move is a fun game. Try it once, and you'll be hooked.

Launch bubbles upward to match them up in groups.

Two friends can compete with one another, too!

There's also technique. Bounce bubbles off the walls.

CORE
BATTLE FRENZY
SEGA CD | **ACTION**

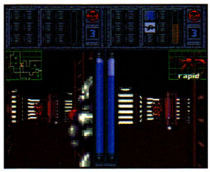
Move over Doom, Battle Frenzy is here for the Sega CD and it literally blows away anything you've seen on the system to date. Formerly known as Bloodshot, Battle Frenzy is an intense, first-person shooter.

You've got missions to accomplish and lots of enemies to wipe out. The attention to detail is great, with everything scaling smoothly.

Battle Frenzy is impressive, and it might change your views on what the Sega CD can do. Battle Frenzy is definitely a top-notch action title.

Fight mechs in tight corridors with massive firepower.

The enemies will get right in your face as you fight!



Play a Two-player Mode for hours of fun.

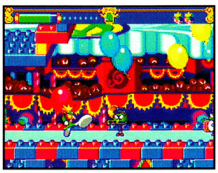
Maneuver carefully through the levels if you can.

SEGA
TEMPO
32X | **ACTION**

The first side-scrolling action title for the 32X is Tempo. Tempo's a grasshopper with a love for tunes. Along with his friend Katy Did, you must traverse a number of wide, colored levels each teaming with strange enemies, funky music and lots of power-ups.

Tempo really shows what the 32X can do. There are a lot more on-screen colors, and the parallax can actually get you sick if you stare at it! Talk about special effects.

Tempo is a unique, little action title. Check it out and see what you think.



Tempo is certainly colorful and cute. It's just what the 32X needs.

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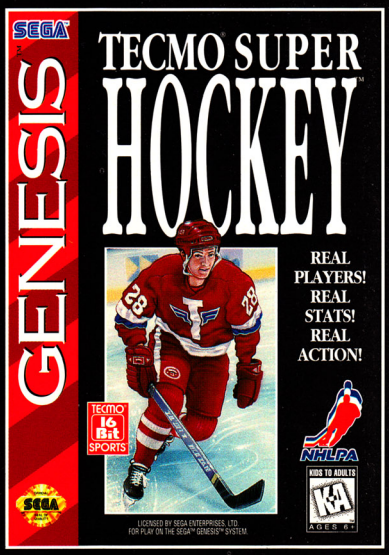
- Tournament-style play
- Instant replay
- Season-saving battery back-up



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AGES 6+

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NEXT WAVE

Konami

Metal Warriors

Super NES | **Action**

In the tradition of games like Cybernator, Konami is set to release Metal Warriors. Konami picked this one up from LucasArts, and it is one heck of an action game.

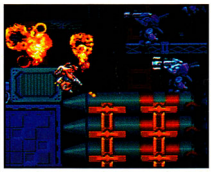
Shoot your way through nine giant levels in one of six cyberwarrior suits. Switch suits to adapt to the various missions that lie ahead.

There is even a Two-player Competitive Mode that will keep you going long after you beat this epic game.

Look for more coverage on this game soon!

The whole game has a cinematic feel.

Invade the enemy production facilities.

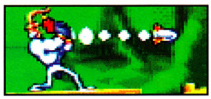


Metal Warriors is loaded with mech combat.

Playmates

Earthworm Jim Special Edition

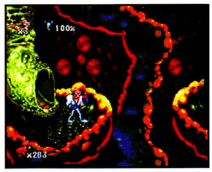
Sega CD | **Action**



When you think of CD versions of cart games, you often think the only things added are a bit of FMV and some better music. EWJ: Special Edition does have the better music, but the levels you know and love have been altered and are now even bigger!

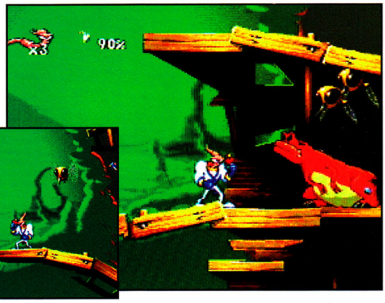
Remember the toilet warp in Level One? See where it takes you now! The snowman in Heck has a new area, too. The intestine level that was in the Genesis, but not the Super NES is here, along with Big Bruty. Big Bruty is a new level with a worm-eating dino.

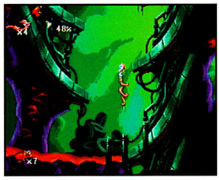
With the best intro around and lots of new voices, EWJ: Special Edition looks great.



Here's the level that wasn't in the Super NES version.

Here's Earthworm Jim loading. Loading ... Get it?





Sega

Space Harrier

32X | **Shooter**

Space Harrier should bring back memories for older players. The arcade game was fast paced and addictive. Except for the hydraulic seat, this is a perfect translation.

Battle enemies in a behind-the-person perspective in a series of quickly scrolling levels. Intense enemy attack waves and giant Bosses make this a tough game to beat.

The graphics are identical to the arcade game, and it's just as enjoyable. Space Harrier is here!

Fritz, he can't contain himself

BRAIN DEAD 13

SPECIAL FEATURE!

PlayStation vs. Saturn

Battle of the Polygon Monsters

Sega and Sony are set to wage war in the battle of the systems.

Both systems sold out in Japan, and gamers are enthusiastic about the potential of both units.

Sony has invested a reported $500 million in the PlayStation project, and they haven't even started their marketing programs yet.

Sony has already said that it plans to spend whatever it takes to make the PlayStation successful.

They have estimated that they will sell 3 million hardware units in the first 14 months in Japan alone.

Strong software support will drive system sales, but quantity *not* quality seems to be their approach so far, with only a handful of games getting much attention.

With more than 20 titles now released in Japan and close to 400 licensees already signed on to develop games for the PlayStation, Sony seems to be on the right track.

Gamers are being cautious about what system they intend to support, until more information is provided.

...only a handful of games are getting any attention from serious gamers.

Sony has just recently set up a U.S. office and hired a public relations and marketing staff.

Sega of America isn't talking about the Saturn just yet and they are hushing up any licensee who wants to show or talk about their Saturn projects.

Sega of Japan is doing all of the talking and they have released Virtua Fighter for the Saturn. That excellent,

SONY PLAYSTATION

CPU: 32-Bit RISC Chip

SPEED: 33 mHz

MEMORY: Main RAM: 16-Bits, VRAM 8 Mbits, Sound RAM: 4 Mbits, CD-ROM buffer 256K operating system ROM, 4 Mbit cards for data storage.

GRAPHICS: 1.5 million flat shaped polygons and 500,000 texture-mapped and light-sourced polygons per second

COLORS: 16.7 Million

SOUND: 16-Bit Stereo

Sony came out of the gate quickly hoping to recoup their initial $500 million investment in the PlayStation. This is their second entry into the gaming business. They tried to come up with a Super NES compatible CD drive, but that effort failed miserably.

They have more than 250 licensees with 110 of them actually making games. They're hoping the software will drive their system into the top spot.

Sega's banking on their loyal arcade and Sega CD following to upgrade to the Saturn. The only problem is Sega of America isn't talking about the Saturn at the moment and staying with the 32X. They're relying on conversions of arcade hits to push Saturn hardware sales. The Saturn, though, is currently outselling the PlayStation 5:3 in Japan.

SEGA SATURN

CPU: Two Hitachi SH2 32-Bit RISC chips

SPEED: 27 mHz/50MIPS

MEMORY: 36 Mbits

GRAPHICS: 900,000 polygons per second, Gouraud shading, texture mapping, scaling and rotation

COLORS: 16.7 million

SOUND: 16-Bit 68E COOO, PCM 32 channels, eight FM channels

FORMAT: CD 300K/second

More than 250 licensees are working on games for the PlayStation.

former arcade fighting game is driving Saturn sales in Japan. Sega raised the resolution of the Saturn version of Virtua Fighter from 320x224 to 640x224, and the game looks great.

Other titles, like Clockwork Knight and Gale Racer, are just out, and it is still too early to tell how these titles will fare with the gamers.

CORNERING ARCADE HITS

In the near future Sega plans on releasing Daytona and that is rumored to be the game that will be packed in with the Saturn when it is released here in September or October of 1995. That will depend on how the gaming battle unfolds and when Sony plans to play out their hand. It will be a high-tech poker game and the stakes will be very high.

Sega has over 200 licensees developing games for the Saturn and over half of them have Saturn programming kits already.

Sony on the other hand is planning a strategy that will mirror whatever Sega intends to do.

VIRTUA FIGHTER VS. TOSHINDEN

Sega has Virtua Fighters, a great fighting game that everyone is interested in and Sony is countering with Toshinden, a 3-D fighting game from Takara. It is set to take on Virtua Fighter.

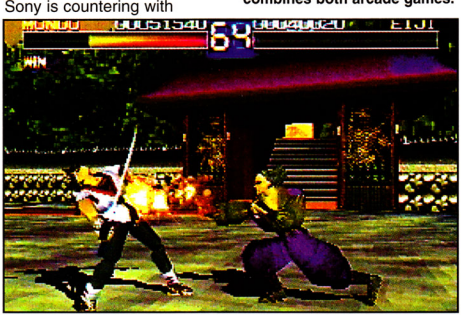
Arcade giant Namco has sided with Sony and the PlayStation, and they will bring out all of their arcade titles for the PlayStation in order to compete with Sega's extensive arcade lineup.

Sony is releasing several of Namco's top arcade titles like Cyber Sled and possibly Steel Gunner. Ridge Racer has already been released and looks excellent.

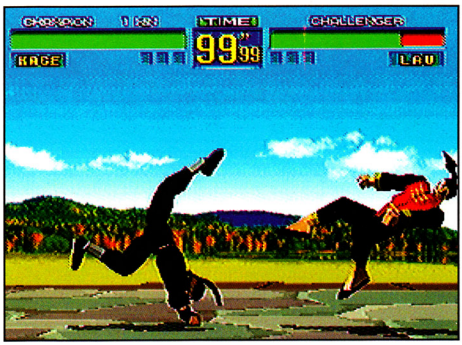
Sony thought Ridge Racer and Namco's Ace Driver would take on Daytona and win. Sega thinks otherwise, and the early version of Daytona looks hot!

Namco isn't the only big-name company that Sony has on their side. Konami and Capcom intend to side with Sony. Both companies are planning to port some of their hot titles over for the PlayStation. They are even planning arcade cabinets using PlayStation technology.

Parodius for the PlayStation combines both arcade games.



Takara's 3-D fighting game Toshinden for the PlayStation is set to take on Sega's Virtua Fighter on the Saturn.



Saturn Virtua Fighter is a great game. In Japan, this title is driving the sales of the Saturn over the top!

Sega's not too concerned about who is siding with whom, because they have plenty of licensees and their own in-house game development teams in the U.S. and Japan.

fierce competitors. Like the days of the gladiatorial combat, the gamers will be the ones to judge.

... Namco isn't the only big-name licensee backing the PlayStation ... Konami and Capcom are siding with Sony ...

PLAYSTATION GETS MK III

One piece of news that may prove to be a setback for Sega was the announcement by Williams that Sony has purchased the rights to bring out Mortal Kombat III on the PlayStation first! Insiders suggested that when the PlayStation is released here in September, it will be packed in with Mortal Kombat III and cost $300-400.

They are also suggesting that the CD-based games will cost $40-50 maximum with only a few specialty titles above the $50 mark.

Many key players in the development community are going crazy over the specs and the prospects of developing games for the PlayStation. Sony seems to have the edge at least for right now. Sega still isn't talking about the Saturn; they are sticking with the 32X at least for the next four years. Sega has some time, and they are

Sega has experience in the business, and Sony's new to the industry. The apparent attitude that the quantity of software is more important than the quality of the software should make this race very interesting.

Namco is working on a controller for Ridge Racer.

Gale Racer is a taste, but Daytona will be a gaming feast.

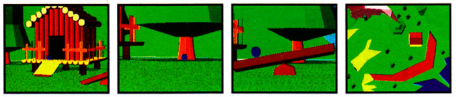
SPECIAL FEATURE!

TAMA

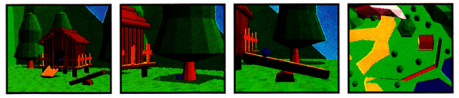
ADVENTUROUS BALL IN GIDDY LABYRINTH

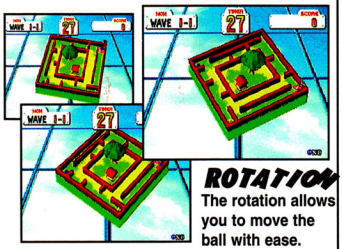
Now what would the Sony PlayStation and Sega Saturn be without software to show off their capabilities? TAMA is one game that can be played on both systems. We all know that the systems have great scaling and rotation, but these games also utilize polygon manipulation. For those who don't know, TAMA is based on the wooden labyrinth game where you tilt the board to move a ball to its goal.

SONY PLAYSTATION



SEGA SATURN

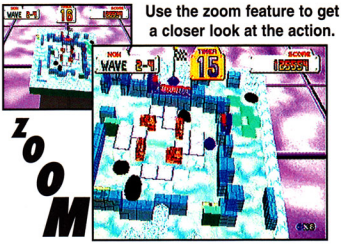




ROTATION
The rotation allows you to move the ball with ease.

GREAT CONTROL

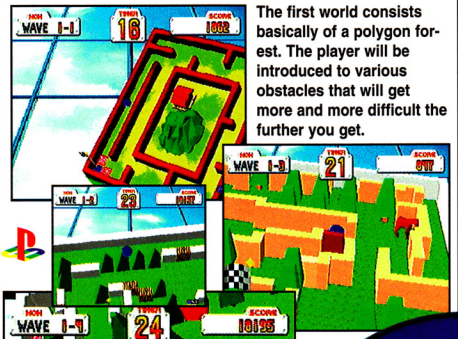
The control of the game for each system is similar— players must use the top front buttons to rotate the labyrinth. The D pad tilts it and the buttons zoom in or out.



Use the zoom feature to get a closer look at the action.

ZOOM

WORLD 1-GREEN GARDEN STAGE



The first world consists basically of a polygon forest. The player will be introduced to various obstacles that will get more and more difficult the further you get.

WORLD 2-FROZEN CAVE STAGE

The second world takes you to a glacial experience. Most of what was in the first world is here, except they're graphically modified. Watch out! Things are a little tougher.

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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.

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CONFIGURE YOUR GAME!

If you have the memory card, save and/or load the races' best times.

Choose from various sets of button configurations.

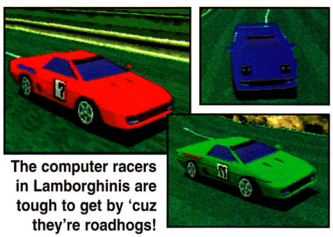
Namco will release their own controller for RR. Steering is done by way of twisting it.

There is also a mode that allows you to just play the music tracks. There are six total.

RIDGE RACER II

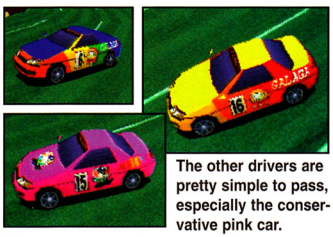
Ridge Racer has been acclaimed as one of the best driving games to ever hit the arcades. Now with the power of the Sony PlayStation, this racing smash is faithfully duplicated. Ridge Racer has everything from the beautiful lady at the starting grid, to the shameless Namco game plugs, to the annoying yellow Lamborghini. Namco left nothing out of their arcade baby, and even added a little more like a new driving perspective. You can even play a little game of Galaxian while the game loads up! Add to that secrets not found in the arcade and you got a fantastic game for a superb system.

RACING OPPONENTS



The computer racers in Lamborghinis are tough to get by 'cuz they're roadhogs!

Like in the arcade, the yellow Lamborghini is a royal pain!



The other drivers are pretty simple to pass, especially the conservative pink car.

NOTABLE NOTABLES

A cool feature is a little game of Galaxian you can play while the game loads in the beginning.

Namco pulls some shameless plugs of their current video games. See how many you can find.

VIEWS

1ST PERSON

3RD PERSON

Unlike the arcade, the PlayStation offers gamers two racing perspectives. The best one seems to be the first-person view.

SPEED DEMONS

CAR #3 F/A RACING

ACCELERATION
HANDLING GRIP
MAXIMUM SPEED

CAR #4 RT RYUKYU

ACCELERATION
HANDLING GRIP
MAXIMUM SPEED

CAR #2 RT YELLOW SOLVALOU

ACCELERATION
HANDLING GRIP
MAXIMUM SPEED

CAR #12 RT BLUE SOLVALOU

ACCELERATION
HANDLING GRIP
MAXIMUM SPEED

Ridge Racer offers a choice of four cars. Each car differs from the others in performance. The faster the vehicle, the worse the traction and handling. The behavior of the car is reversed when the top speed is slower. There is also a way to play as the other cars. The black Diablo is the ultimate racing machine. Maybe it can be driven as well?

RACING STRATEGY

This is the first tough turn in the track. Stay on the left lane and start the turn wide. Head in as you near the turn.

Slow down as you hit this hairpin. It's better than hitting the sides.

This detour sign blocks the old, short route and directs you to the new, longer route.

Stay clear of hazards. They'll get in the way in the next lap.

The giant TV on the building shows the current race leader.

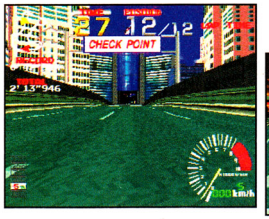
Rev your engine around 6,000 rpms at the start. Shift to second gear at the green light.

Be careful around this turn as the car will jump and may hit the wall.

This is a tough series of "S" turns, but they can be done at high speeds.

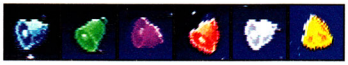
POST RACE NEWS

Finish the race in first place and you get a cool replay.



Reach the checkpoints before time runs out.

SPECIAL FEATURE!



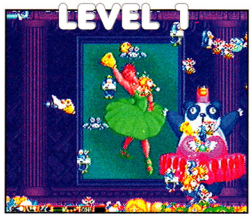
RING MY BELL!

BLUE: Super Bomb
GREEN: Invincible
PURPLE: Power-ups.
RED: Barrier
WHITE: Megaphone
YELLOW: Points

Some enemies will release magic bells that will change color the more you hit them. Each color represents a different power-up. Grab one when it changes to the color of your choice.

The old American Eagle Boss is now just a regular guy.

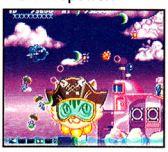
Watch out for round, flying chickens. They're dangerous!



Anything can happen in Parodius, even a shameless plug!

Be very careful not to get caught in the carnival prize crane!

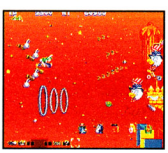
Take to the high seas in the second level. Battle undersea also!



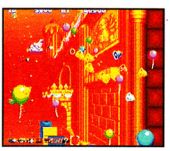
The cute, feline pirate ship is back and with more firepower!

You must also battle the pirate ship under its belly. Watch out!

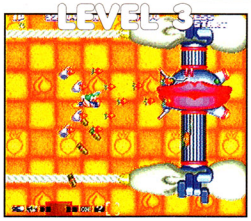
The eagle comes back from the first level to help the ship.



The eagles come back once more to double your pleasure.



Yes, those are the dangerous balloons we've all heard about.

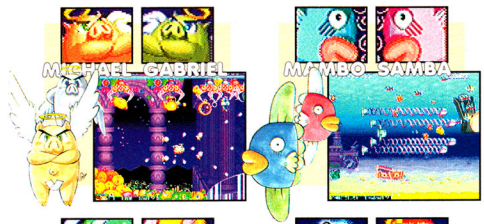


Blast through the walls made of cookies and crackers.

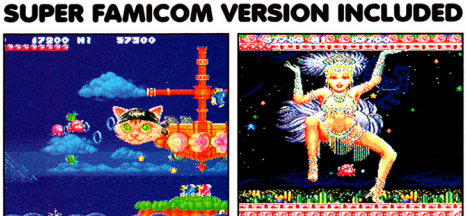
Where but in Parodius can you fight kiwis and strawberries?

Konami's Parodius Deluxe Pack combines both of the arcade versions on one CD. Parodius actually means parody of Gradius, and it's another one of Konami's classic shooters.

The first game is Parodius and the second game on the CD is called Gokujou Parodius. In the games everything is so off the wall and some of the elements, like BJ Boss and the Las Vegas show girl, add risk elements to the games. Two people can play at the same time in Gokujou and two players can get in on the action alternatively in the Super Famicom version. Huge end-Bosses, lots of power-ups and CD-quality sound make this game one to look for when the PlayStation arrives later this year. Konami has announced they will be porting over other titles for the PlayStation as well.

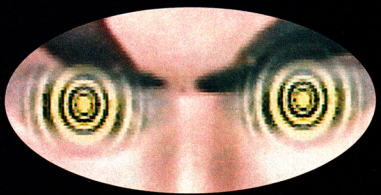


SUPER FAMICOM VERSION INCLUDED



Konami decided to include the Super Famicom version of Parodius with improved graphics and a CD-quality soundtrack.

Concentrate.



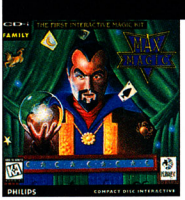
Look deep into my eyes. Now, repeat out loud,

"I've gotta have this disc."

"I've gotta have this disc."

"I've gotta have this disc."

"I've gotta have this disc."



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SPECIAL FEATURE!

TWO PLAYERS

WHEN FISTS ARE NOT ENOUGH

熱血親子

解説書

HOT BLOODED FAMILY

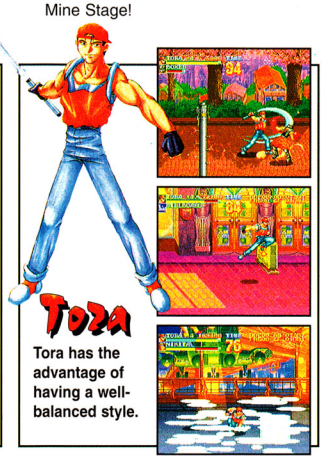
The action is nonstop for the Sony PlayStation when you have a cart like Hot Blooded Family. Following in the same vein as Final Fight, HBF is a game with great fighting moves and special attacks. If that wasn't enough for you, knock the enemies senseless and take their weapons to use against them! What would this fight be without a two-player simultaneous feature? There are also some really great special effects used for some of the attacks and levels, like the flames in the Mine Stage!

Rando

Rando is the strongest of the three fighters but is very slow.

Rio

Rio is the least powerful of the three but has the quickest attacks.



Tora

Tora has the advantage of having a well-balanced style.

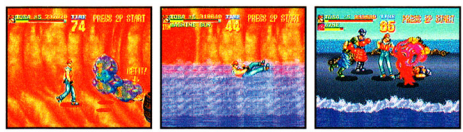
WORLD 1-MEGA TOKYO 2061

There are plenty of health icons here.

Don't get run over by these drivers.

Pin enemies against barrels and walls.

WORLD 2-THE BIG WAVE

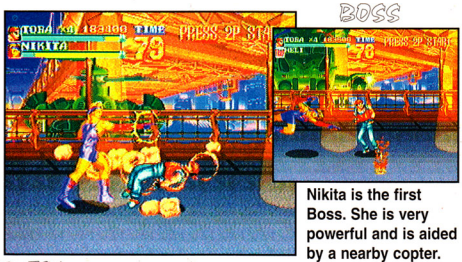


Many water foes are inside the whale.

You'll be swept away through the spout.

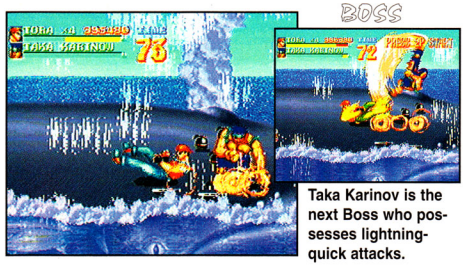
More enemies await you atop the whale.

BOSS



Nikita is the first Boss. She is very powerful and is aided by a nearby copter.

BOSS



Taka Karinov is the next Boss who possesses lightning-quick attacks.

CUTTING EDGE ACTION FIGURE.
HERE'S TO YOUR CHALICE... TO PROVE YOURS WORTHY OF HER TRUST!
HAD I FOLLOWED MY SISTER'S PATH, THESE BLADES WOULD HAVE BEEN MINE. BEST NOW, THEY GO TO YOU!
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COVERT-ACTION-TEAMS™
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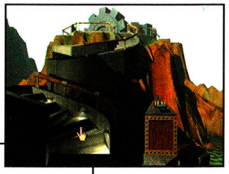
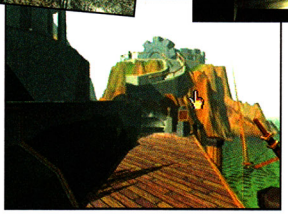
SPECIAL FEATURE!

MYST

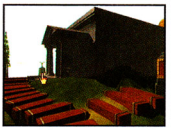




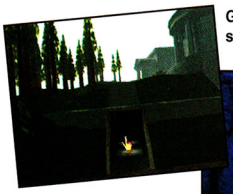
The graphics in this game show off what this machine is capable of!

Search everywhere for important clues on the island.

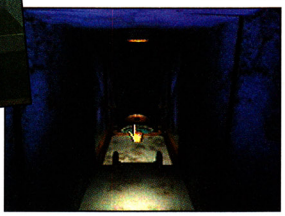
REALISTIC GAME PLAY



The Saturn version of Myst zooms in and out of areas without any trouble at all! Check out the pictures above on this spectacular translation!

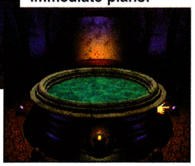


Go on in—nobody seems to be home.



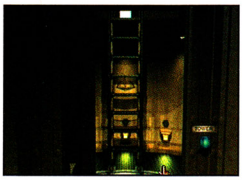
The ceiling of this hallway is lighted by the outside sun, creating a reflective look.

This game will keep you busy for hours, so don't make any immediate plans!

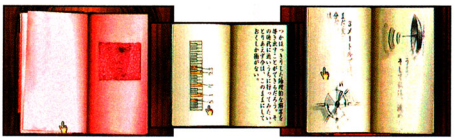


Last one in the pool is a rotten...

INSIDE THE LIBRARY



Search your local library for some valuable clues. Did someone mention a hidden staircase?



Listen carefully to the guy who speaks to you here.

Direct from the PC and Macintosh comes MYST for your Sega Saturn! Although our preliminary version of the game is in Japanese, it is otherwise a perfect translation from its computer counterpart.

For those of you who are unfamiliar with the story of MYST, basically you were transported to a deserted island by way of a magical book. The island was inhabited by a civilization at one time, and it's your job to find out what happened to them or be forever stranded on the island. This is a very involving game, so don't expect to beat it on the first try. With more titles like this, the Saturn is starting to look like a serious contender.

Fritz will steal your heart
BRAIN DEAD 13

SPECIAL FEATURE!

GALE RACER

Gale Racer (a.k.a. Rad Mobile here) offers a wide variety of customizing options including a controller configure, Vs. and Time Attack Modes.

COAST TO COAST!

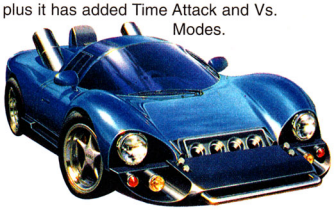
Pass with care! Remember you're in America, not Europe.

Begin your race with a full tank of fuel and tear your way through traffic in Los Angeles!

Knowing where the controls for the wipers and headlights are is of the utmost importance.

The 3-D rendered cinemas in this game are truly unbelievable! The beginning intro really shows what this machine can do.

Gale Racer is the first game released for the ultra-secretive Sega Saturn in Japan. If you can get past the title, you'll find a game that's a good, first-generation racing game, although it's no Daytona. In arcades across the country, it was released under the title of Rad Mobile and was very exciting for its day—it gave us a first real look at 32-Bit power. Gale Racer is a decent translation, plus it has added Time Attack and Vs. Modes.



RACE A BUDDY

Don't let your opponent get a big lead!

Race one-on-one against a friend on four different courses, like the Rocky Mountains!

Look out below! If you get too close to the edge of the cliff, you'll take a nasty plunge and lose valuable time.

The ONLY other way to get NONSTOP GAMING.

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II

EGM EXCLUSIVE

MORTAL KOMBAT II

At the conclusion of Mortal Kombat II, peace seemed an elusive, but promising, prospect for the forces opposing Shao Kahn. Little did we realize that as the hysteria surrounding MK2 was sweeping the country, game creators Ed Boon and John Tobias were already plotting the destruction of the Mortal Kombat world as we have known it...

Although there has been plenty of conjecture surrounding the impending release of Midway's next super hit, Mortal Kombat III, a variety of forces have conspired to keep the latest edition of the hottest fighting game series under wraps. Hoping to release part three in tandem with the big-budget film version of the Outworld conflict, Midway is using the time to continue to modify the mythos while letting their latest fighter, Killer Instinct, bask in the light of its number one arcade rating.

In preparing this special report on the next Mortal Kombat sequel, however, *EGM* has discovered a number of important developments and changes that will be included in part three. Not only will each of the characters return with a new look as well as new moves (Tobias' sketches can be found on subsequent pages), several important alterations in the way the game may be released could impact the way in which the game is played in different regions of the country. These and other changes detailed on the following pages are sure to attract the same legions of enthusiasts that transformed Mortal Kombat from a simple video game into a part of American culture.

By Howard Grossman and Steve Harris

IN THE BEGINNING...

In the previous Mortal Kombat games, we have witnessed a battle for the future of the planet, with the victor determining whether or not we live in eternal darkness.

Mortal Kombat III confirms that the worst nightmare of all has come true. After dispatching the last of the Outworld challengers, Shao Kahn has taken absolute control and plunged the planet and the Outworld into total destruction. Although it is still unclear as to how the final battle is convened, Mortal Kombat III represents the last chance humanity has to defend itself from Kahn's wrath.

After honing their skills in the first Mortal Kombat encounter and refining them even more against a more diverse selection of warriors in part two, the third and quite possibly final chapter in the Mortal Kombat saga will introduce players to a world in ruins, governed by the malevolent Shao Kahn. Smashed cityscapes with familiar icons that have been crushed by Shao Kahn's power will serve as the backdrop for battle.

Smashed cityscapes with familiar icons that have been crushed by Shao Kahn's immense power will serve as the backdrop for the final conflict between the good and evil combatants...

These desolate environments will serve as the dark backdrop for the final conflict between the good and evil combatants' gathering, as well as a constant reminder to all of just how ruthless their ultimate foe has become.

THE KOMBATANTS

While it is not known at this point how the Mortal Kombat warriors survived the Shao Kahn takeover, it has been discovered by *EGM* that there will be some major modifications made to several characters. In addition to aesthetic enhancements to characters such as Kung Lao and Sonya, several fighters such as Jax and Kano have been completely altered. At this time, it appears that Jax will return to Kombat with two new bionic arms and a series of new moves that take advantage of the high-tech power he's now equipped with.

Kano and Sonya will both return after their sabbatical from MK2 (rumors that they can be accessed in the sequel persist, but the technique has yet to be uncovered), having been freed from capture and none the worse for wear. It could be interesting to see how being incarcerated has affected their disposition.

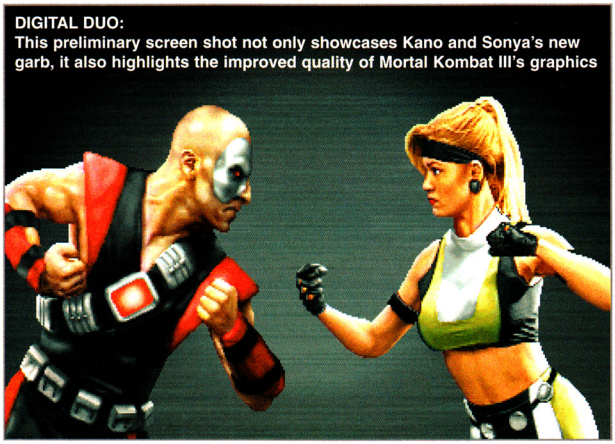
Boon and Tobias hint at the possibility of playing as one of the animated characters such as Goro or Kintaro, as well as introducing yet another such party crasher in Mortal Kombat III.

While all of these changes are very exciting, *EGM* has been told by Boon and Tobias that the basic game play elements will not change drastically from what we've grown accustomed to in previous battles. There will be some minor modifications to the execution, but the majority of the play mechanics will remain intact.

GRAPHIC VIOLENCE

While Killer Instinct has drawn raves for its high-tech presentation, Mortal Kombat III will not use Silicon Graphics workstations (with the possible excep-

LEND ME AN ARM:
In MK3, Jax appears with a pair of bionic arms, maybe to replace those lost by his own fatality, the arm tear.



DIGITAL DUO:
This preliminary screen shot not only showcases Kano and Sonya's new garb, it also highlights the improved quality of Mortal Kombat III's graphics

tion of a Killer Instinct crossover (see MK3 rumors on page 112). The highly detailed, digitized graphics found in the two previous Mortal Kombats will likely make up the majority of the graphics and animation, although the quality of both will be enhanced. Look for the fighters to show up sharper and more realistic than ever.

The sound support found in Mortal Kombat III hasn't been decided yet, but as we go to press the system being favored is the DCS sound system that was employed in Mortal Kombat II.

KOMBATING THE INTERNET

Probably the most drastic change that occurred between the release of Mortal Kombat II and Killer Instinct was Midway's decision to omit the version number, thus keeping secret (at least until the game begins) what revision is being played. With each new revision comes new moves, requiring players to master the various versions to become completely versed in all of the techniques potentially available.

Midway has hinted that this trend may continue in Mortal Kombat III, with the version number hidden. To combat the quick and easy distribution of hidden combos, special moves and finishing moves, however, Midway is considering distributing different versions of the game to different areas within each country! This means that the hidden moves that will be packaged with the game released in Chicago could be completely changed in those Mortal Kombat machines that go into arcades on the West and East Coasts.

The reasoning is that taking such actions will slow down the quick dissemination of game secrets over the Internet and in game magazines.

"Players who share game secrets over the Internet or through other means are not only hurting the long-term life of the game," says Midway's Roger Sharpe, "they're also cheating themselves out of a more fulfilling playing experience. It's always more fun to overcome challenges and discover secrets on your own."

Taking such a move would definitely make it more challenging to learn all of the secrets of Mortal Kombat III as well as keep *EGM*'s editors on their toes.

MORAL KOMBAT

One question that will certainly come to the minds of some game players is just how violent will the third installment of Mortal Kombat end up being?

With Congress continuing to review the steps taken by video game manufacturers to shield younger players from potentially disturbing or pornographic material, some in the coin-operated industry have expressed concern over the government demanding similar requirements in arcades. Although most games currently (or can be made to) come with violence-eliminating dip switches to tailor a particular game to a particular setting, there are no easy methods of policing what individual arcade operators do on a store-by-store basis. Knowing the flack (and lost sales) that Nintendo received for releasing a version that was sanitized, it's highly likely that owners would come under great pressure from gamers who

EGM's MORTAL KOMBAT 3 TOP 10 LIST

Straight from our home office in, well, Lombard, comes *EGM*'s own Top Ten list of things we'd like to see in MK3...

10. More secret characters that are playable.
9. Fatality moves that can be used during battle.
8. Comeback moves to restore lost energy.
7. Add joystick charges in addition to those performed with the buttons.
6. Suicide moves that kill yourself before the other player or that take the other player with you if they don't finish you off.
5. A way to step aside from projectiles.
4. Gain special moves as you progress or get more demanding techniques as you beat opponents.
3. More realistic combos that take place on the ground or in the air. Throw in a combo meter as well.
2. Characters that are unique and are not simply the same person with different colors and one new move.
1. Get rid of the cheap jabs and sweeps that chip away at your energy and slow down the game.

How about you? What are your ideas for MK3? Send them to us at MK3, 1920 Highland Ave., Lombard, Illinois, 60148. We'll print the best in an upcoming issue of *EGM*.

MORTAL KOMBAT 3 RUMORS

With anticipation for MK3 higher than ever, *EGM* traveled the globe in search of new information. While Midway's keeping mum, others are willing to talk...

- One of the new features that the Boon/Tobias team are rumored to be considering for MK3 is the addition of a new button that would alter the play. This button may change the way moves work, possibly increasing their effectiveness in the process.
- The Character Select Screen will have some weird options that neither designer will divulge. One of the rumors being kicked around is a Stealth Select that will allow you to choose a fighter other than the one you have highlighted.
- Some of the most rampant rumors concern the cross-pollenization of MK3 and Killer Instinct, with certain KI characters secretly hidden inside the MK3 programming.
- Other rumors deal with hidden characters who have never been seen before.
- New finishing moves are also rumored to be included with the third Mortal Kombat, including animalities, "background" fatalities and more.
- Costume customization is a rumor that, if true, will allow you to cycle through a color palette and change the hues on your favorite fighter's outfit.
- Boon and Tobias will show up as hidden characters. Imagine the moves these guys would endow themselves with if this rumor proves to be true!

NOW WITH MORE KANO: Returning to confront his captor in battle is a new and improved Kano.

demanded that they serve up nothing less than the uncensored version. Will the continuing climate in Washington to single out violent video games have a great effect on the level of blood and guts in Mortal Kombat III? It remains to be seen, but early indications point to more spine-ripping, flesh-clawing, head-exploding fun in the future.

THE FUTURE

With a mega-budget, big Hollywood film version of the Mortal Kombat video game due in theaters this May (the game is planned for a simultaneous launch), what lies beyond the third Mortal encounter remains hazy. It's still unclear whether or not Midway plans future MK video games, but there are rumors that this may be the last. While the merchandising machine surrounding Mortal remains strong (there are official clubs, magazines, books and more on the way), *EGM* is hearing that Midway may have an entirely new fighting series in development to replace (or at least try to) Mortal Kombat.

It's still unclear whether or not Midway plans future Mortal Kombats, but there are rumors that this may be the last...

Meanwhile, you can look forward to the official release of MK3 in May (players in Chicago will get a chance to sample it a month earlier on test), and see whether or not this is the final cap to one of the most successful games of all time. You can expect the home versions to follow sometime in October or November to cash in on the important holiday season. Also, with several new game systems launching in the last half of '95, don't be surprised if a bidding war opens up to secure this title as the ultimate pack-in. (*EGM* hears Sony may be close to grabbing MK3 for the PlayStation and that Acclaim is negotiating for rights to the 16-Bit platforms where Sculptured Software is rumored to be doing the port of MK3.)

Until its release, you can count on Mortal Kombat III to remain the most eagerly awaited release this year.

KING KUNG: Kung Lao returns for the final battle of honor between good and evil.

SOON YOU'LL BE

LOVINGLY REFERRED TO

AS 'SCAB BOY.'

THE RASH IS BACK

The nastiest, no-holds-barred motorcycle combat game returns to Genesis™.

Road Rash™ is a trademark of Electronic Arts. Sega™ and Genesis™ are trademarks of Sega Enterprises, Ltd.

TEAM EGM

ONE ON ONE WITH SCOTTIE PIPPEN

The day after Scottie Pippen drained one from past half court at the half-time buzzer, I got a chance to ask him a few questions about his game. It was quite a shot, and Slam City with Scottie Pippen by Digital Pictures is quite a video game.

It was a media feeding frenzy and all of the major networks were buzzing around asking questions about the game. It was hard to get a word in edgewise, but I hung in there and came away with my own three-point shot at the buzzer.

Unfortunately, I didn't get to play against Scottie because I didn't have someone with a Betacam following me around the event that was put on by Digital Pictures and held at Nike Town in Chicago. The opportunity to play Scottie at his own video game was reserved for TV journalists, none of whom came close to beating him. Three points was the most any of them scored. Despite not being able to play the Chicago Bulls superstar, I did get to ask him and his teammate Tony Kukoc a few questions about his new video game.

Kukoc accompanied Pippen to the media event to show support for the new game that bears Scottie's name and to put to rest rumors that the teammates aren't on the best of terms either on the court or in the locker room. When members of the *EGM* staff got there, we saw Scottie and Tony joking around and playing the game. When I asked Tony what he thought of the game, he answered with a big smile.

"The game is fun to play! I have a better chance of beating him out on the court than I do in the game, though.

"The other day I went out and bought a 3DO. I enjoy playing video games, although I just started [playing them.]"

The only game Tony has at the moment is Pebble Beach Golf Links, but he intends to buy Sewer Shark, Street Fighter II and possibly John Madden Football when he has a chance.

When the network media finished asking their questions about the game, I finally had my chance to go one-on-one with the Chicago Bulls superstar. I started out by asking him to describe the differences between shooting footage for a video game and shooting a commercial.

"It's a much longer process shooting footage for a commercial because you have to keep doing things over and over again. For Slam City, it was kind of like attending practice," Scottie said. "I had a lot of fun and the Digital Pictures staff was great to work with."

I also asked him if he would consider doing another game.

"Certainly. It was a lot of fun to make the game and now playing it [is fun, too.] I would like to do it again, I wouldn't hesitate."

ON WITH THE SHOW

I hope you enjoyed our chat with the Bulls. I know we did. Now it's time to get on with this month's sports lineup.

This month we take an all-star trip to the gaming hardcourt with Acclaim's NBA Jam Tournament Edition for the Genesis and the Super NES. We also look at Coach K College Basketball for the Genesis. Then we'll head to the gaming endzone with Troy Aikman Football for the Jaguar and Sterling Sharpe End 2 End for the Super NES. It's all downhill from there as we catch some major air and take a look at Val d' Isere Skiing and Snowboarding for the Jaguar. Also check out International Superstar Soccer from Konami, which looks great, plays well and could be a contender for EA Sports' FIFA '95. For all of you who want to trade in your snow shovels for a putter or driver we also take a look at Golf Magazine Presents 36 Great Holes starring Fred Couples.

In November, we made a mistake and said you could create your own players in Madden '95 and had the incorrect number of players on the roster. Each team has a 48-man roster and you can't create your own players. We appologize for the error.

CHANGE OF PACE

From now on the numbers used in the reviews will be whole numbers rather than percentages, allowing the reviews to be more consistent and enabling us to be more accurate in how we review the games. This should make Team EGM an even better source for all your sports game needs! *-Iceman & Cowboy*

SLAM CITY W/SCOTTIE PIPPEN BY DIGITAL PICTURES

Graphics ★★★★ **Playability** ★★★
Sound ★★★ **Realism** ★★★

Digital Pictures specializes in full-motion video and has created a game starring Scottie Pippen himself. At first, the control lags as you must time your movements against your opponent, but eventually you get the hang of things. Clear video that matches the great sounds from the back bring you right into the action. Cool cinemas!

7

Graphics ★★★ **Playability** ★★★
Sound ★★★ **Realism** ★★★★

This is a hard game! True-motion video mixed with basketball is a great combination. The game is addictive and it's really fun to play. Basketball fans will want to check this one out, but the level of difficulty may prevent some players from really enjoying themselves.

7
Video Cowboy

Sterling Sharpe: END 2 END

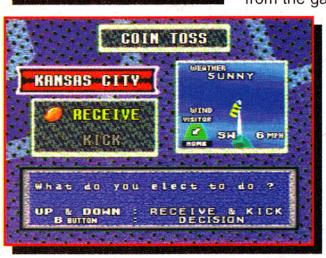
WELCOME TO MR. SHARPE'S HOUSE

When you complete a touchdown you have the option to kick an extra point or go for the two-point conversion.

MANUFACTURER	JALECO
CARTRIDGE SIZE	8 MEG
RELEASE DATE	2ND QTR '95
# OF PLAYERS	1 TO 5

The football season is almost at its end, but this Jaleco title should keep the football excitement continuing long after the Super Bowl. Sterling Sharpe has some unique features that stand out from the rest of the football competition. Follow my lead as I introduce you to Sterling Sharpe's very own game.

As you start the game, Sterling Sharpe takes you through the introduction, showing you the features of the game, such as the plays that you can pick from the playbook and the routes and assignments of the players in that particular play. The plays are taken from the game itself!

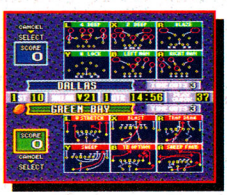


Mr. Sharpe will show you the special feature of the Passing System, where you can zoom in and out during the passing sequences, allowing players to view the field with more depth and full knowledge of where your receivers are located. As the intros continue, Sterling will comment on all of the teams, giving you info on their strengths and specialties, both on the offensive and defensive lines.

You can select from three playing modes. In End 2 End, play a single exhibition game picking from the real teams of the league. Enter the Playoffs and see if you can make it to the finals. As you get into the playoff games, you can quit whenever you want and still get back in the game where you left off by accessing a password code. Compete in the All-Star Mode and play with the very best players in the league.

After playing a game, Sterling Sharpe will show you your statistics, allowing you to see where your faults and accomplishments lie. The very detailed stats include every yard you gained or lost.

Sterling Sharpe: End 2 End can be accessed by up to five players at one time. You can team up and play together on one side against the computer or you can mix it up in a head-to-head battle with a friend.



GET IT TO GO WITH NBA JAM TE

Cut loose and go airborne with the latest and greatest installment of NBA Jam.

This year you can rock the rim with superstars Scottie Pippen, Patrick Ewing, Dominique Wilkins, Hakeem Olajuwon, Chris Mullin and Karl Malone. All of the NBA's 27 teams and the top superstars of the league have been included. In addition to the NBA teams, a rookie team made up entirely of NBA newcomers is included. As with the regular teams, both players can select rookie teams. Unfortunately, rookie team games don't count toward the season standings.

MANUFACTURER
ACCLAIM

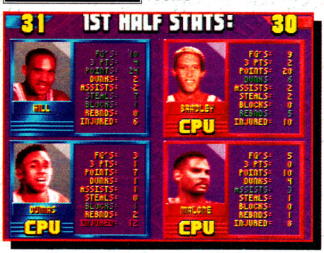
CARTRIDGE SIZE
24 MEG

RELEASE DATE
FEBRUARY

 # OF PLAYERS
1 TO 4

Each team has three to five players, and this year you can substitute players as injuries affect players. There are also a host of new, hidden characters strewn throughout the game that will be a challenge to find and play, using all of the codes you can think of.

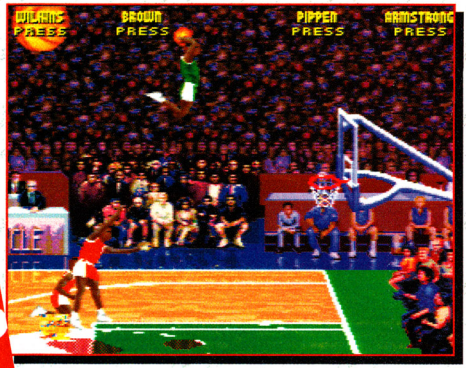
Besides all-new dunks, an increased number of voice samples have been included. From key to key, the action is intense this year, and the Super NES version will support the Super Multitap or the Super Link for multiperson gaming. You can take it to the boards in a two-on-one, one-on-one or two-on-two game play scenario.



NBA Jam Tournament Edition's record-keeping feature stores each player's record, ranking, winning percentage and more. All-new power-up icons will increase dunking ability, cause a player to remain on fire, or have an increased ability to intercept passes. There are so many new icons that they included a directory of them! A 3 increases the player's ability to make the three-point, outside shot. The D allows players to perform the Monster Jams from anywhere on the court. An S will increase a player's overall speed, a P increases a player's power, a T gives a player unlimited turbo and an F will cause a player to catch fire, increasing his ability to sink those incredible slams. Finally, the B flattens everyone on the court except the player who collects it. The Juice Mode is unforgettable, and we're not talking orange juice.

The Iceman and I have been taking to the court in a big way, and I'm so hot I'm a human flamethrower!

Super NES owners will toss their DKC carts into the nearest tree and take to the hard court with NBA JAM Tournament Edition.



All new power-ups and super dunks as well as hidden characters make NBA JAM TE slam onto the gaming scene.

TOURNAMENT
NBA JAM
★ EDITION ★

TOURNAMENT NBA JAM ★ EDITION ★

NOTHING'S SWEETER THAN NBA JAM TE

The hottest basketball game of all time is back. Get ready for NBA all-star action.

MANUFACTURER	ACCLAIM
CARTRIDGE SIZE	24 MEG
RELEASE DATE	FEBRUARY
# OF PLAYERS	1 TO 4

Are you ready for some b-ball? Acclaim and Williams are ready to get the party started, so it's time to lace up your shoes and take it to the hoop with NBA Jam Tournament Edition.

Once again all 27 NBA teams are represented. You can take it to the boards in one-on-one, two-on-two or two-on-one competitions. Prepare yourself for a game full of *Jam*-packed action. If you are using the Team Player or Multi-Player Adapter, you will be asked to select the controller number corresponding to the player you wish to control. Everyone who is playing should press START on their respective controllers to get in the game.

This year the slams are turbo-charged and if you think you know the game, think again. This year's version will see you enter a whole new world of rim-rocking excitement. A Practice Mode enables you to work on your game, perfecting your passing and jamming, before heading on to the head-to-head or Team Game Mode. The Practice Mode also allows you to set up specialty drills.

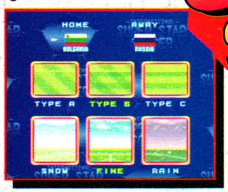
This year you can customize the game in a variety of ways, including setting the competitive intelligence of your computer-controlled opponents from one (not too bright) to five (very smart). You can even control the clock speed by setting the clock from one (slow) to five (very fast). If you're a budding jammer tired of being blown-out by the opposition, you can turn on the Computer Assistance Option. This will cause the computer to make sure that the game remains close by cooling off any team that gets ahead by too many points. There's even a Juice Mode that will allow you to undertake some high-speed, slamming action. Turning up the Juice increases all players' overall speed from one to four. Try hitting turbo when your player's Juiced up, and see what happens! This game leaves you wanting more and hanging off the edge of your seat. Give NBA JAM TE a try—it's sweeter than real jam and you can toast the opposition.

All of the NBA's big guns and big dogs are in NBA Jam Tournament Edition. Are you ready for some action?

KONAMI SCORES BIG WITH INTERNATIONAL SUPERSTAR SOCCER

Here's a game that quickly made it to U.S. shores. The Japanese version has play-by-play commentary, but when the game is released over here, it will not have that feature. It does have some great sound effects though, and the announcer calls the kickoffs, throw-ins, free kicks and the often over-emphasized and guttural moan of "GOAL." You can play this game with a friend or against the tough computerized opponent in an Easy, Normal or Hard setting. You can also set the goalie for automatic or you can control him manually. Substitute players who are tired. (You can tell how tired they are by looking at a happy face icon next to their name.) As the player tires, the icon changes to a sad face.

MANUFACTURER	KONAMI
CARTRIDGE SIZE	8 MEG
RELEASE DATE	MARCH
# OF PLAYERS	1 TO 2



Each of the players on your roster are rated in four categories: Speed, Stamina, Technique and Shooting Ability. The rating shows up as a bar with 13 bars being the maximum for any player in any one of the categories.

There are some very cool features, including a few of the big names from each of the world's top teams. Italy, Brazil and the U.S. are all there and are but three of the 26 teams. The players move fast and bicycle kicks can be performed with ease.

There are five different modes of play. You can play in an Open Game, International Cup, the World Series, Penalty Kick competition, Scenarios or you can hone your soccer skills in the Training Mode. You can practice your dribbling, passing, shooting, defense and corner kick skills in timed attacks. The object is not only to hone your skills, but the faster you finish each timed segment, the higher point total you can get. When the timed attack for each skill is completed, you'll receive a bonus chance to shoot for 30 seconds. The coolest feature of the game is the Scenario Mode. There are nine different scenarios for you to clear. A win clears each game. You can even replay some of the classic World Cup game situations. As team U.S.A. you're tied with Brazil 0-0 with two minutes to play. Can you pull off a win, or will it go to penalty kicks to decide the contest? Another scenario sees you playing as the Italian team and you're down 1-0 to Nigeria. Your squad is down to nine players and the referee is making calls in favor of Nigeria.

The game play is smooth and a small Radar Screen at the bottom tracks the ball. If you enjoy soccer, this is one game you should watch for. EA's FIFA Soccer finally has some competition.

You can see where your strikers are with a Radar View of the field.

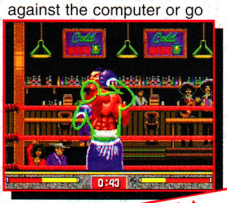
The Penalty Kick Competition is awesome and stopping the world's top shooters is tough. It's a great feature of this game.

WHO'S THE TOUGHEST MAN AROUND?

The time has come for you to prove that you are the toughest man in the world by entering the Toughman Contest. The game is based on the real contest. This will not be easy, as you must face 24 toughmen from around the world, each with his own set of unique skills. If you're good enough and you make it to the end, you may even face the two-time

MANUFACTURER ELECTRONIC ARTS
CARTRIDGE SIZE 32 MEG
RELEASE DATE MARCH
 # OF PLAYERS 1 TO 2

Toughman and oversized butterball, Butterbean. Pick from three fighting modes: Exhibition Fight, fighting through the entire Toughman Contest or compete in a tournament among your friends in the Custom Tournament. You can fight against the computer or go head-to-head against a friend. You can even travel around the world and fight in four different venues against the other Toughmen.



The Toughman Boxing Contest features great animations of boxers fighting. You can choose from 15 custom Power Punches such as the Popeye Punch, the Haymaker and the Super Hook. In connection with the punches, you can pull up a special knockout animation if you can knock your opponent out of the ring or if you knock him straight up and he lands on his head.

This hard-hitting boxing game can take up to eight players. If you're having a hard time working your way up through the tournaments, you may have to practice some more. Take some time off and practice your offenses and defenses in the gym.

This is one punch-fest that many gamers will enjoy playing. Who's the man?

TOUGHMAN BOXING contest

COACH K college basketball

EA SPORTS ELECTRONIC ARTS

COLLEGE B-BALL AT ITS BEST

One of the most prestigious coaches in college hoops has teamed up with EA to bring you Coach K College Basketball. In this college basketball bonanza, you get to pick from 32 top college teams with their official team names and logos. In addition to the 32 teams, you can choose from eight all-time championship teams like the UCLA '67, Duke '91 and UNLV '89 teams plus others. The college teams are current with the '94-'95 season strategy. You'll need to use real-time college strategy as you choose from 53 offensive plays and 10 defensive sets. You can pick these plays anytime in the game in either exhibition or season play. Customize your own tournaments by selecting four, eight, 16 or 32 team tournaments.

You view the game in the same manner as NBA Live '95. This gives you a clear view of the other team's offensive and defensive rotations. As the game plays, live, TV-style presentations keep you in touch with the action on the court. The trash talking begins as the other team jams, slams, alley-oops, mid-air passes, blocks, dunks and shoots from the three-point line. The backboard takes a bit of a beating from all of the slams, and you had better watch it—the board may shatter giving you a glass shower. A free-throw shooting perspective from behind the player brings you closer to the action. If you're a rankings watcher, there's even a weekly poll to show where your team stands. You can even save your spot and go back to where you left off and pick up your game again. This game is too awesome for any more words.

Change defenses to try and pressure your opponents into putting the ball up.

MANUFACTURER ELECTRONIC ARTS
CARTRIDGE SIZE 16 MEG
RELEASE DATE FEBRUARY
 # OF PLAYERS 1 TO 4

MANUFACTURER	SEGA
CARTRIDGE SIZE	32 MEG
RELEASE DATE	NOW
# OF PLAYERS	1 OR 2

WELCOME TO THE NEXT HOLE IN ONE

more are included in this game. There's not a golfer in the world who won't recognize the holes that are included in this game. They've even added the sand traps, the lush fairways, the rolling greens and all of the distinguishing features of each hole. You can take the challenge of Fred's Favorite 18 holes of golf, you can play alone or as part of a foursome. You can put Fred Couples or Payne Stewart in your group, or you can play as one of the world's greatest golfers.

The only thing missing from this game is something cold to drink on the ninth hole.

If you're getting sick of looking out your window and seeing too much snow, it's time to put down your shovel and pick up your putter or driver. Sega Sports and *Golf Magazine* have linked 36 of the greatest holes in professional golf into one game. Holes from the U.S. PGA National, Doral, Firestone, Bay Hill, Harbor Town and

Choose from men or women's competitors, each one having different strengths and weaknesses. You can take part in a Skins Game, Medal or Match Play, exhibition or tournament play. If you decide to shoot around with

Sink a 60 footer just like a pro, but watch the slant of the green and don't use too much muscle or your ball will double bogey.

Fred "Boom Boom" Couples, one of the best and most popular players in the world, he'll give you some advice and pointers on how to best play a shot. After you make a shot, he will comment on it and tell you how you can improve next time. If you make a deadly shot, you can even play it back, as the game has an instant replay feature.

That's not all! You can also turn on wildlife sounds to add a rustic mood to your relaxing round of 32X golf.

The Iceman and I went at it in a round, and I was a man of few words—most of them were "Whack" and "Darn!" The "Whack" was the sound of my club hitting the ball and "Darn" is what I shouted when the ball went off into the bushes. If winter is teeing you off, grab a controller and take to the golf course with Fred Couples.

NBA HANGTIME '95 WILL TEST YOUR BASKETBALL SKILLS. NOT YOUR "SIT-ON-YOUR-KEISTER-AND-WATCH-THE-COMPUTER-DO-ALL-THE-WORK" SKILLS.

B - B - ↑

Funk Dunk

This one is very missable, so just hold on tight and hope your hands aren't too sweaty.

B - A - →

Sonic Boom

If you attempt this one and miss it, the embarrassment could be too much to recover from.

B - A - ←

Sledgehammer Dunk

Show that guard where this dunk got its name from.

B - A - ↑

Hangtime

Do this move correctly and you'll be airborn long enough for Dan Patrick to go get a hot dog. And some condiments.

B - A - ↓

Reverse Jam

Time this one right and Chris Webber will fly so high he'll show up on air traffic control radar.

B - B - ↓

Stop & Pivot

You'll need all the fancy footwork you can get in the "streetball" mode. Because on the blacktop they play for keeps.

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 - ↓

Downtown

We're not giving three pointers away here, but with a little practice you'll nail 'em like Reggie Miller.

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 OLAJUWON, PATRICK EWING, SHAWN KEMP, SCOTTIE 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.™

SONY IMAGESOFT

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TEAM EGM

TROY AIKMAN SCORES ON THE JAGUAR PLATFORM

TROY AIKMAN NFL FOOTBALL BY WILLIAMS ENTERTAINMENT

Graphics	★★★	Playability	★★
Sound	★★★	Realism	★★★

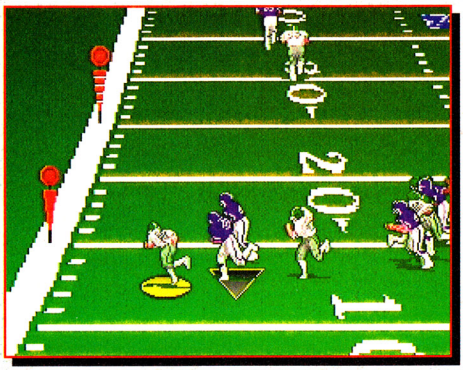
Despite seeing this on the other systems, I am really surprised at the improvements in this version. The game doesn't get better if the control is still sloppy. You still get lost in the pile, not knowing where to run to. I like the new Play Selection Accelerator and Clock Management feature which makes it more realistic. This one is still disappointing.

6 Iceman

Graphics	★★★	Playability	★★★
Sound	★★★	Realism	★★★

The play control is a little better but still isn't what it should be for a big-time football game. The characters are huge and the game looks great. It's a step up from Troy's 16-Bit games and the play options are very good. Especially the Play Selection Accelerator which adds to the realism of the game. It was a good, solid effort and the game is still fun to play—for the most part.

7 Video Cowboy



Break it to the outside, passing up the linebackers in hopes of getting some green acres resulting in a touchdown.

Aikman's team is having another awesome season, rolling over the teams of the National Football League. Troy took some time during the last off season to create a football game with Williams for the Jaguar. They're hoping that the Aikman-Williams team will have gamers clawing their way to get a copy of the game.

This very same football game has already been released on the Genesis and on the Super NES, but with the 64-Bit capability of the Jaguar, the game has enhanced graphics and unique features that will attract big-time football fans. You can choose from all the teams from the NFL with current statistics. They are ranked depending on how well they perform against the computer. As an option, you can play as the coach, pick the plays and let the computer do the heavy work for you. Pick from three difficulty settings while choosing from six different fields and adjustable weather conditions. If you like, you can turn penalties on or off.

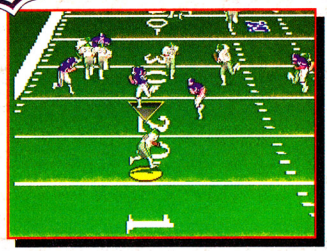
MANUFACTURER	WILLIAMS ENT.
CARTRIDGE SIZE	16 MEG
RELEASE DATE	NOW
# OF PLAYERS	1 OR 2

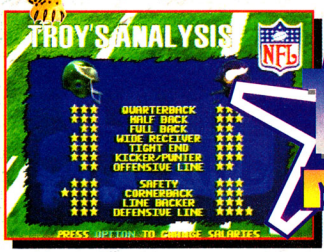
Pick from a variety of plays from the playbook, some from Troy himself.

Like the other versions, the on-field action is basically the same, although the player animations have been worked on and made huge, making you feel as if you are inside the action and on the field calling the plays. The action is more realistic, and running, passing and diving for the ball are a big part of the new look of this game.

There are a host of plays to choose from in the playbook. You can choose a play by entering the number plus hitting the # key on the numeric Jaguar controller. You can even access the hurry-up offense and defense in this version. If you decide not to pick any of these plays you may pick one of Troy's very own favorite plays that he calls when he is in a jam. When Troy's calling the plays you know anything can happen.

This game is getting better and better on each platform, and the Jaguar version is the best yet. Jaguar users will be making tracks to get this game.





TROY AIKMAN NFL FOOTBALL

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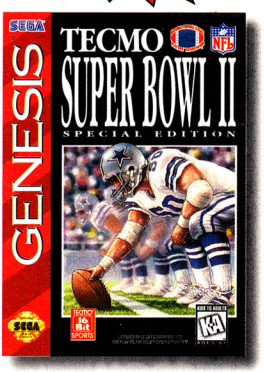

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JAGUAR

TEAM EGM

CATCH SOME AIR WITH VAL D' ISERE

There are plenty of rolling hills, and if there's one thing you need to learn how to do, it's to slow down. When you first start playing this game, you will wipe out a lot. The Iceman did so many face plants that I had to take the controller away from him and show him how it's really done. The only problem is I couldn't get it in gear either! Then we went head-to-head. The Two-player Mode is a blast and you can really have some fun competing against a friend. This is one game that Jaguar owners will cozy up to.

The Iceman is in his element in this game. He and I went head-to-head and I wiped out more than I would care to imagine.

But he also did his share of face plants to make our Val d' Isere skiing adventure a memorable gaming experience. As for the snowboarding, it is very challenging and the courses are long and winding. Give it a try if you love winter sports.

MANUFACTURER	ATARI
CARTRIDGE SIZE	16 MEG
RELEASE DATE	NOW
# OF PLAYERS	1 OR 2

If you enjoy winter sports and think you're the king of the hill, you'll enjoy this cool game. The Iceman got into this game so much that he put the air conditioner on when he played.

This game has some very interesting features. You can either ski in a downhill or giant slalom event, try the Free Ride, train or enter a competition.

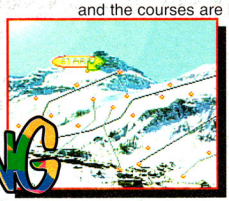
In the Free Ride, you must get down the hill to the next checkpoint before time runs out, simultaneously dodging other skiers, course obstacles, snowmobilers and hill grooming equipment.

If you own a Jaguar and love winter sports, this game is as addictive as it gets. It's loaded with fast- action fun.

If you enjoy putting a little air between yourself and a snow-covered hill, you can practice your skiing and snowboarding skills. There are four different race courses just waiting for you and a friend to take on the challenge.

If you don't want to practice, see if you can become the king of the hill by getting the fastest time. The courses are challenging and you won't become the champion in one attempt. It takes tons of skill and patience.

Val d' Isère SKIING AND SNOWBOARDING



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IT'S LIKE

TOTALLY

ALIEN

M A N.

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SUPER NES

THE FLINTSTONES

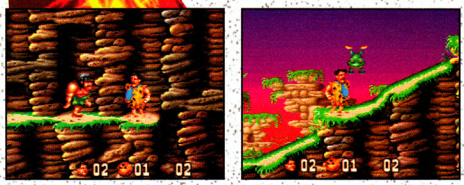
LANGUAGE

This is the first screen you will come across. You can select one of six different languages.

HELPFUL ITEMS

Bedrock is full of items that can make your life easier. Fred is a champion bowler—it only makes sense that he carries a bowling ball with him. You will also find lots of other items.

PREHISTORIC BAD GUYS



You will come across many prehistoric baddies that you must overcome. These are the three most common bad guys. You'll have to battle the stupid caveman a lot. Also, you get to deal with a poisonous frog and big, hairy gorilla.

OPTIONS

The Option Screen has all of the usual options.

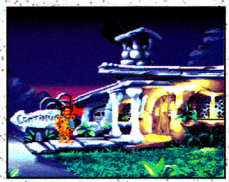
The Flintstones is an action-adventure game set back in prehistoric times. Cliff Vanderclave is trying to take over Mr. Slate's stone quarry. It is up to you to stop him, plus rescue your friend Barney, Bam-Bam, Pebbles and your wife Wilma. You have five levels where you have to jump, climb and fight your way to your friends and family. The music, except the title music, doesn't sound like it belongs with the game. The sound effects are okay. Fred is easy to control, yet I found that having to jump, hold up and hold the jump button to climb cliffs is too complicated, and I only figured out how to do this after I saw the instruction manual.

HIGH SCORE

PASSWORD

This is one very unique password system. You must turn the tumblers to make a sentence that usually is very amusing and doesn't make very much sense

CONTINUE



When you lose all of your lives, you'll end up back at your house. Here is where you will have to decide whether to continue or to run inside yelling, "Wilma!"

FACT FILE	THEME	#PLAYERS	#LEVELS	MEGABITS	CHALLENGE	BACKUP	AVAILABLE	% COMPLETE
	ACT/ADV	1 OR 2	14	16	HARD	PASSWORD	FEBRUARY	90%

MANUFACTURER: OCEAN OF AMERICA, INC.

DEVELOPER: OCEAN OF AMERICA, INC.

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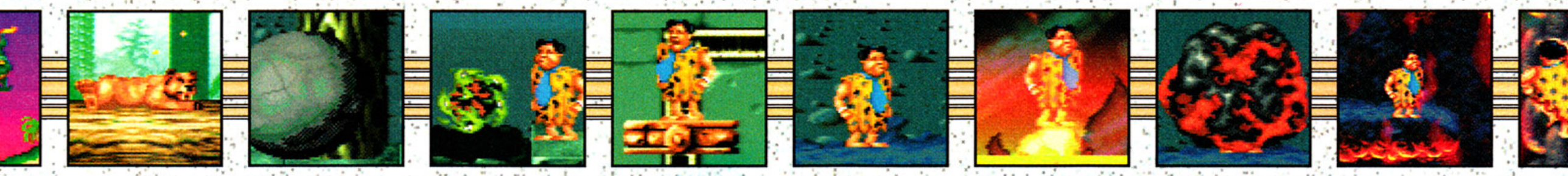
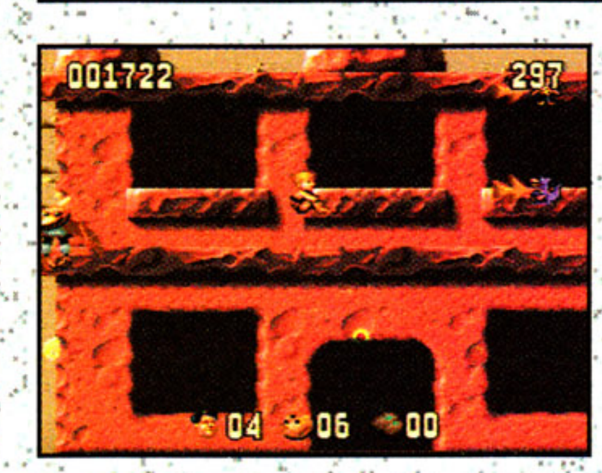


LEVEL-1 THE QUARRY

The quarry is where Fred works. Your first task is to make it to your car so you can go home. You'll have to jump over rocks that the cavemen roll at you. Then fight the Missing Link who carries a club that is larger than you!

LEVEL-2 BEDROCK



Cliff Vanderclave has kidnapped Pebbles and Bam-Bam. Drive through Bedrock making sure you don't miss Bam-Bam or Pebbles who are bouncing off the roof of your car. Watch as they collect lots of diamonds.

LEVEL-3 THE JUNGLE

Now Cliff has captured Barney! It's up to you to get him back. Fight your way through the prehistoric jungles around Bedrock. Dodge gorillas and man-eating plants, then fight a sabertooth tiger by dropping coconuts on him.

SUPER NES

I just can't get enough of these cute little guys! After awhile you can get inventive with the skills that are given and find new ways of accomplishing your path to the end. The Lemmings even make little noises along the way. If you get too frustrated with the game, just hit the nuke button to end a level and watch them pop! Anyone who enjoyed the first Lemmings will definitely enjoy this one. Not only is it more challenging, but there are better stage scenes and more skills.

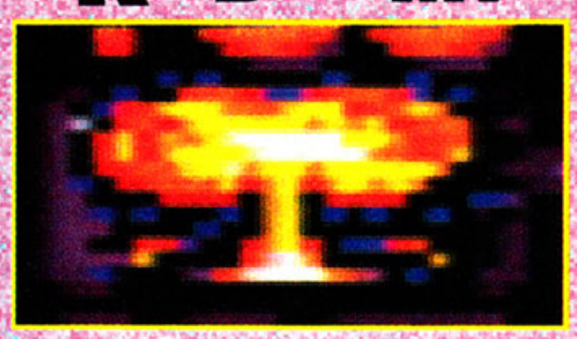
Lemmings 2 Tribes

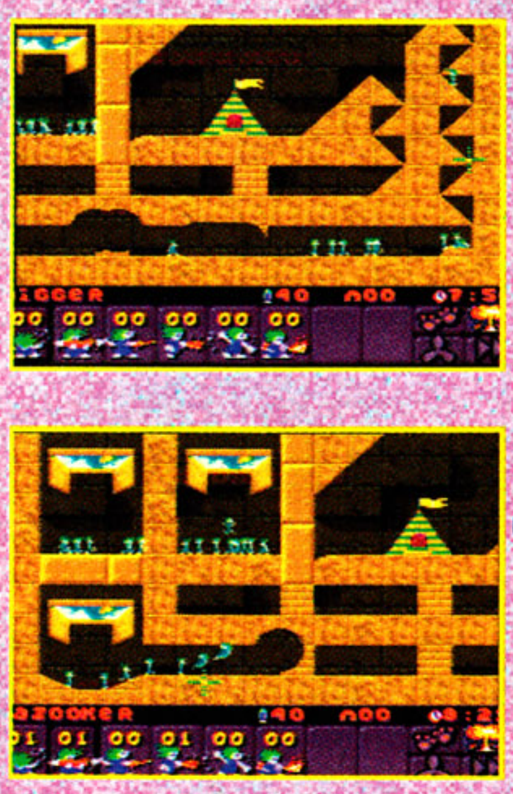
If you're not careful, you could lead the Lemmings into a trap like this one. Unexpected surprises can come up as you go on.

Use this map to start your journey wherever you wish. Upon finishing the level, you can choose the next tribe to rescue. The more Lemmings you finish with, the higher the Talisman you will receive.

Here in the shadows there are many walls to scale and holes to jump. A platformer is very useful in this stage.

KaBooM!





Tons of levels

There are 120 levels; the 12 different green-haired tribes, each with their own skills and challenging puzzles that will keep you occupied for hours. What more could you ask for? Once you have saved all 12 tribes you will join the broken Talisman as one and sail away on the ark. It's not that easy, but it sure is fun.

FACT FILE	THEME	#PLAYERS	#LEVELS	MEGABITS	CHALLENGE	BACKUP	AVAILABLE	% COMPLETE
	PUZZLE	1	120	16	MODERATE	PASSWORD	NOW	100%

•MANUFACTURER: PSYGNOSIS, LTD. •DEVELOPER: DMA DESIGN

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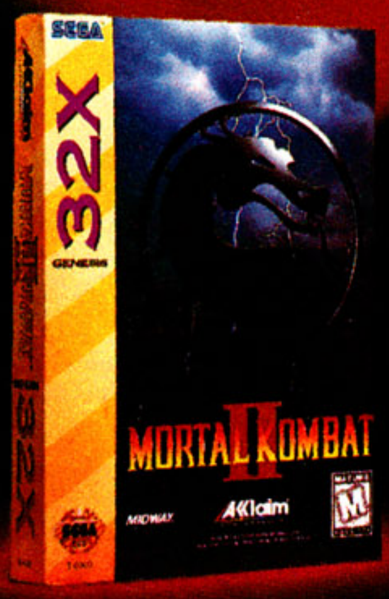

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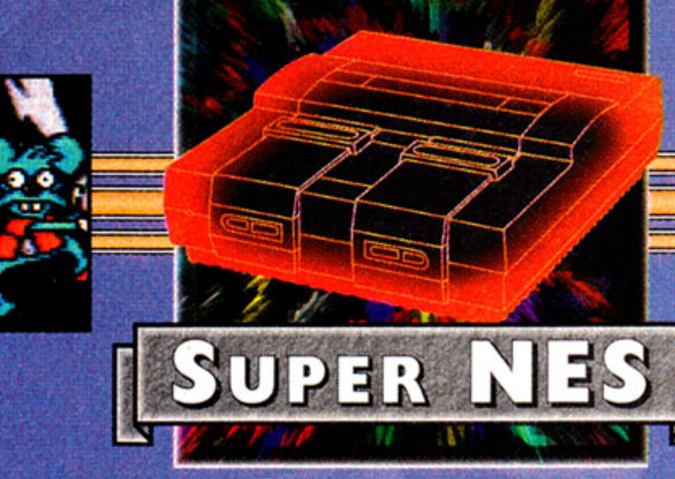


THE ITCHY & SCRATCHY GAME™

It's time for The Itchy and Scratchy Game. Join this zany cat-and-mouse team as they take you on some outrageous adventures. It seems wherever Itchy finds himself, Scratchy is right there to try and slice him in two. From the Old West to Medieval times, Itchy will have to stay on his toes or he might lose them. Hysterical antics from this beloved duo are the highlight of this long-awaited game. Itchy can use anything from bazookas to chain saws to outlast Scratchy. What a riot! If you love the cartoon, then you've got to give this a try.

Hmmm. Danger, huh? I wonder what could be in here? Oh, well. There's only one way to find out.

Scratchy has these little guys helping him. Kill them for items you need for the Boss stages.

PREHISTORIC PICK-UPS FOR YOUR POUNDING PLEASURE

Bombs are good for blowing anything you see to pieces.

These huge dinosaur fossils pack quite a punch.

Boomerangs just keep coming back for more.

You can really make a point with these flaming arrows.

Stones are used to pound people silly.

Use a variety of weapons to really stick it to Scratchy. You can hold several at a time and can choose which one will be the most fun to get Scratchy with.

Whack Scratchy upside the head with a boomerang to slow him down.

If all else fails, pounding Scratchy with an oversized mallet is always fun.

Knock Scratchy silly with a barrage of leg bones or you'll get run over.

FACT FILE	THEME	#PLAYERS	#LEVELS	MEGABITS	CHALLENGE	BACKUP	AVAILABLE	% COMPLETE
	ACTION	1	7	N/A	VARIABLE	NONE	1ST QTR '95	90%

•MANUFACTURER: ACCLAIM ENTERTAINMENT, INC. •DEVELOPER: BITS

The Simpsons ™&© 1994 20th Century FOX Film Corporation. All rights reserved.

Yes, that's a rhino in a pink tutu. Better get out of the way—and fast!

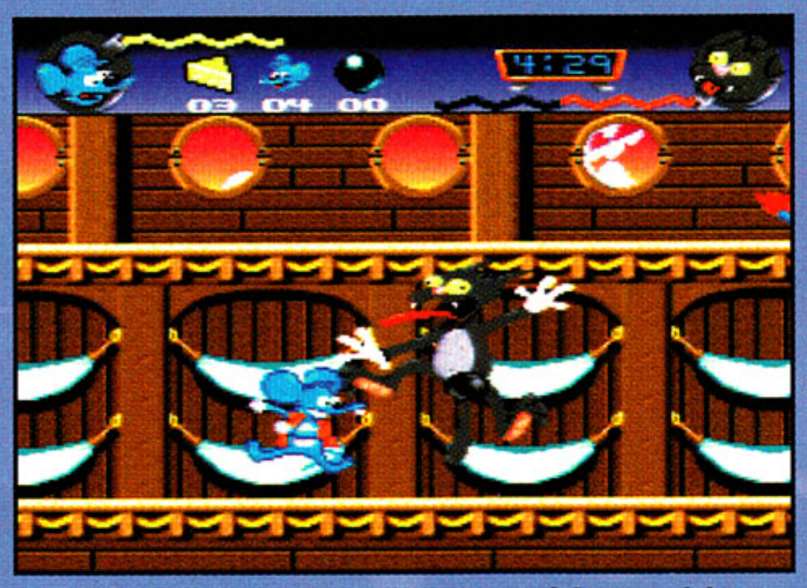
How do you skin a cat? Try using a cannon; it does a wonderful job.

He's not horsing around. Scratchy has a Trojan horse that you will have to defeat.

Always carry a little mace to protect yourself from danger.

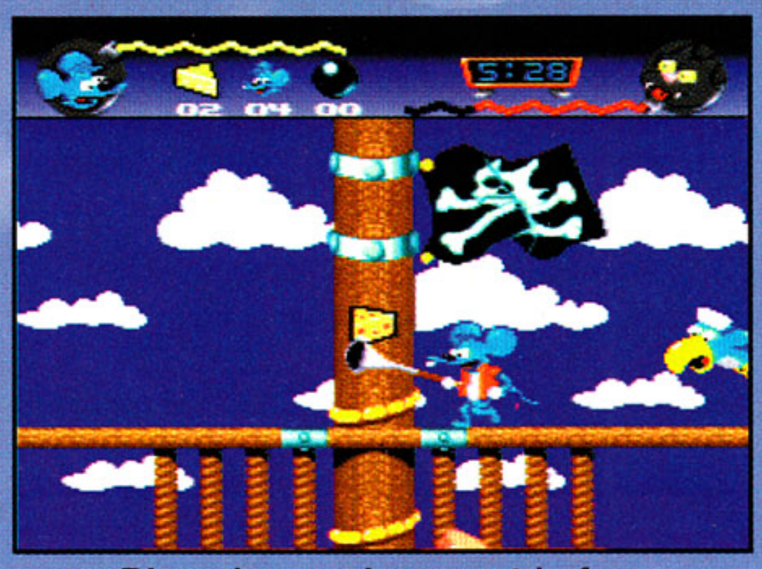
Bowling stinks if you happen to be the bowling pins!

Join Itchy and Scratchy on their hysterical high jinks on the Seven Seas. Shiver me timbers, there are four more levels following this one. Can you handle it?



Clobber that annoying cat with anything you can find, including cannonballs.

Here is some of the side-splitting humor that can be expected on this level.



Blast that pesky parrot before he knocks you off that mast.

This is tough. You have to hit him when he pops out. It's harder than it sounds.

SUPER NES

PLANNING YOUR STRATEGY...

Depending on your scenario, you'll face many kinds of opposition. Not only will you face enemy forces, you must also negotiate to acquire new allies. You can raid towns for provisions like gold and food. Be sure to listen to your advisors in order to get tips on where to move next. It's not all fighting; you must manage your forces well.

HOW THINGS CAN CHANGE...

There are several things that can either benefit or harm you. These items are literally double-edged swords. A good harvest (A) can raise the spirits of the people in the towns and supply your troops with food. A plague (B) will drain the energy of every army it touches. Foreign Invaders (C) will attack random targets.

SOME OF THE ITEMS...

Make sure to use these to your advantage, For example: Hiding behind a plague will often turn back an enemy force.

RISE OF THE PHOENIX

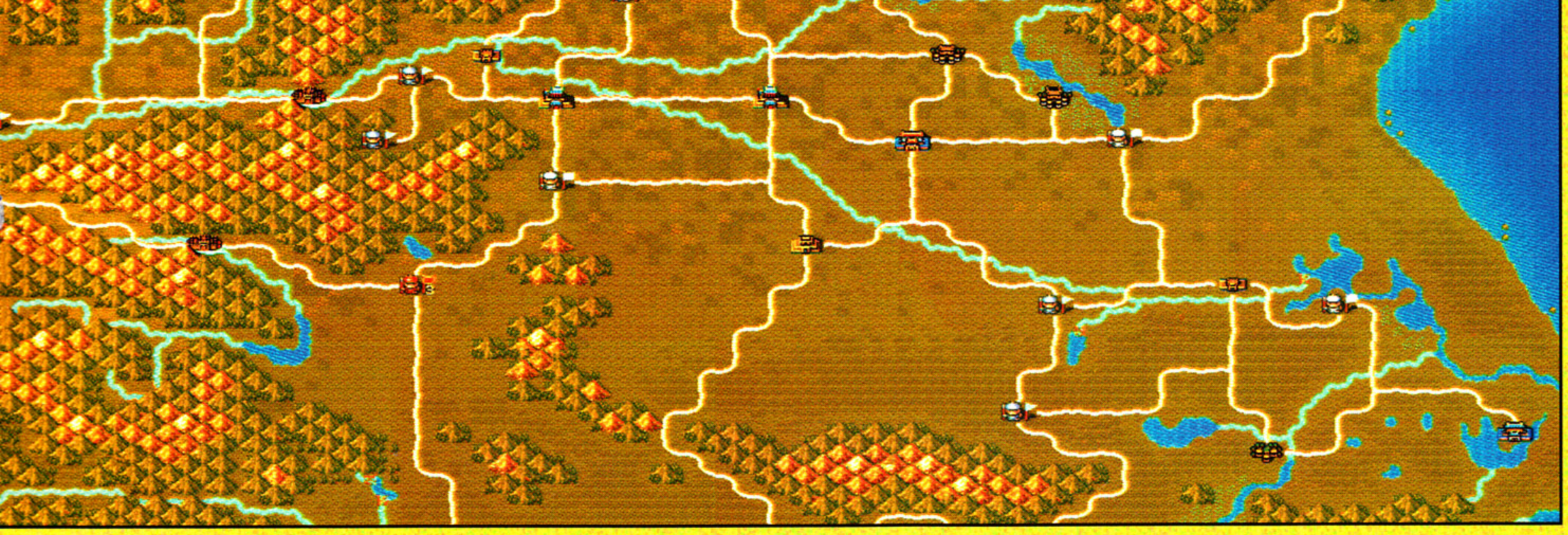
In 221 BC, Shi Huangdi unified China. He ruled oppressively and maintained control until his death in 210 BC. It marked the end of the Qin Dynasty. Two warriors stepped forth to fill the void. Xiang Yu, a young man who wished to change China, and Liu Bang, who wanted to maintain the former Emperor's legacy.

Rise of the Phoenix is a realistic simulation of the major battles between the two factions. Using a format similar to the excellent Romance of the Three Kingdoms, players are treated to a complex view of history and how certain events can alter it. Rise of the Phoenix places you in charge of one of the armies. You make all of the decisions dealing with whom to attack and who to ally yourself with. How will you feed your troops? How will you arm them? These questions will keep popping up as you face an onslaught of attacks. This game is based on events that really happened, so it's fascinating to see if you can change history. Rise of the Phoenix is truly an impressive simulation.

FACT FILE	THEME	#PLAYERS	#LEVELS	MEGABITS	CHALLENGE	BACKUP	AVAILABLE	% COMPLETE
	STRATEGY	1	N/A	12	HARD	BATTERY	MARCH	100%

•MANUFACTURER: KOEI CORPORATION

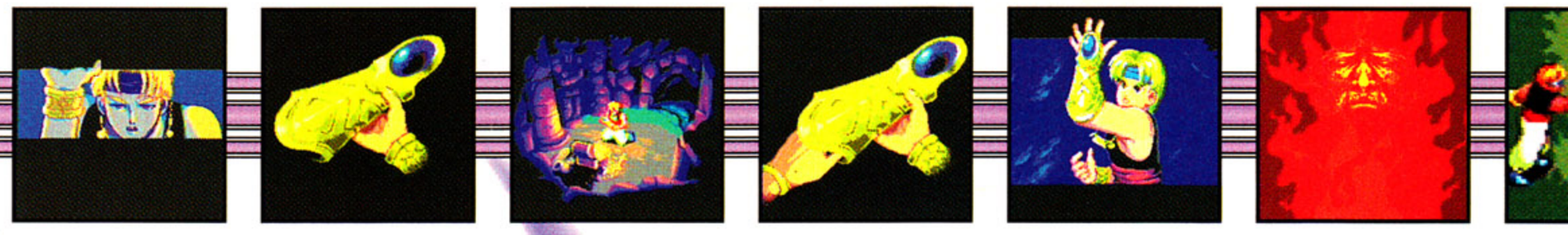
•DEVELOPER: KOEI CORPORATION



THE ART OF WAR

The winning of battles is determined by the amount of troops, supplies and what leader you have. Maintaining a high morale is also essential. Try to concentrate on everything if you can.

Many variables come into play. You might be fighting on open ground or in a town. If you're in the open, try challenging their leader to single combat. If you win, the enemy will get intimidated. You also have the option of attacking at night!



Beyond Oasis

You have done it! You have discovered the sacred armband of power and with it you may attempt to save your home island from a madman. Unfortunately, he has a similar weapon and the quest is fraught with danger. Do you have what it takes?

EXPLORE THE CASTLE

Search through the castle and you will make some startling discoveries. You will, of course, eventually find and talk to the king and queen to find out what you might do to better fulfill your quest. You will also come across a very useful treasure. Take everything that is not nailed down and continue on your travels.

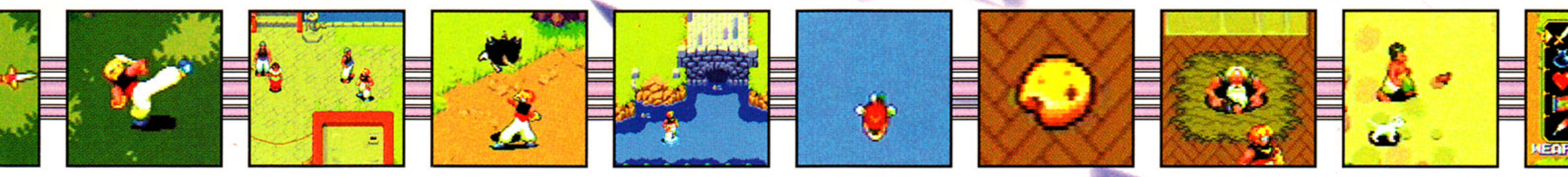
THE NASTIES

Dodge these bad guys. They will try to make your quest a lot harder than it already is. Although annoying,

they occasionally will drop some helpful items. Avoid them when possible, though.

FACT FILE	THEME	#PLAYERS	#LEVELS	MEGABITS	CHALLENGE	BACKUP	AVAILABLE	% COMPLETE
	RPG	1	N/A	24	AVERAGE	BATTERY	MARCH	90%

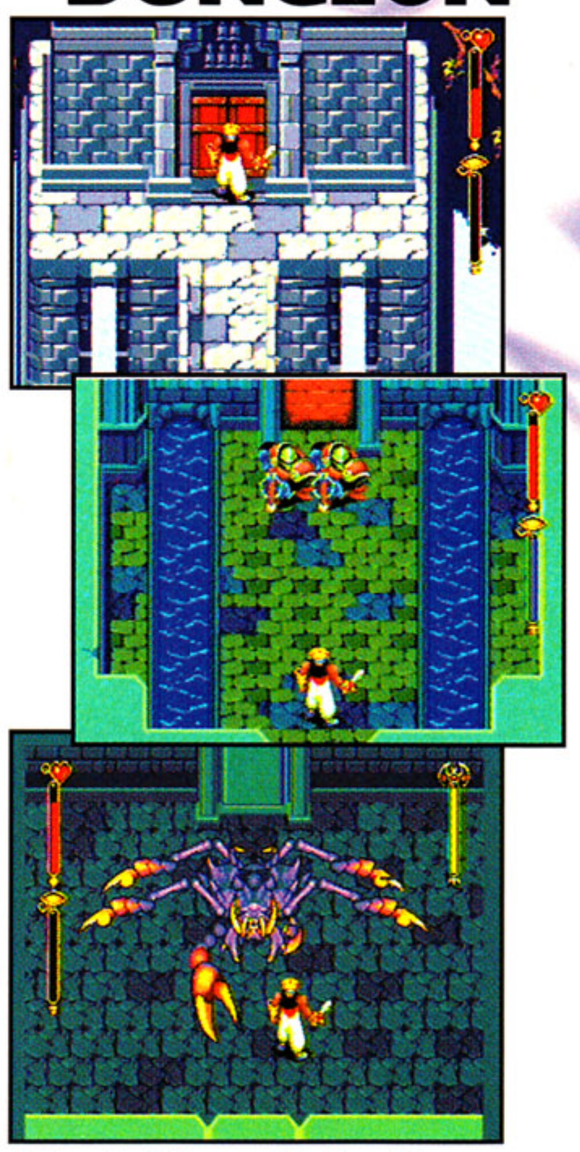
•MANUFACTURER: SEGA OF AMERICA, INC. •DEVELOPER: SEGA OF JAPAN & ANCIENT SOFTWARE



THE EASTERN FOREST

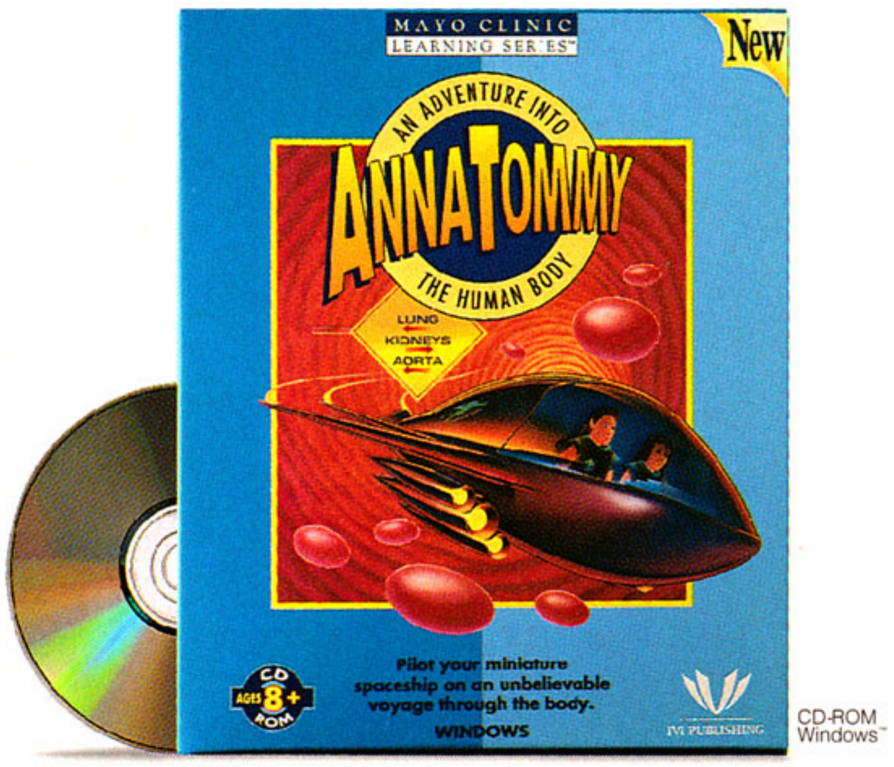
This is the forest that is directly east of your starting position. In this forest you will face some fairly common enemies including snakes, different variations of soldiers and a mole-type animal that has a definite grudge against you. Use this relatively easy area to learn some of the basic attacks and maneuvers that your character can pull off.

DUNGEON



After talking with the king you will be able to enter a dungeon that is located in the forest, where the first Boss is.

ONE WRONG TURN AND YOU COULD BE LUNCH.



CD-ROM Windows™

Introducing ANNATOMMY – an incredible CD-ROM learning adventure that teaches your kids all about the human body as they navigate through it. Part of the MAYO CLINIC LEARNING SERIES. See your favorite software retailer or call (800) 432-1332, Dept.360.

IVI PUBLISHING

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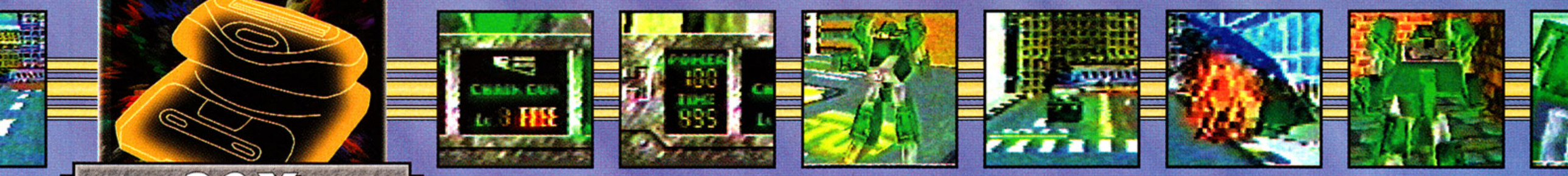


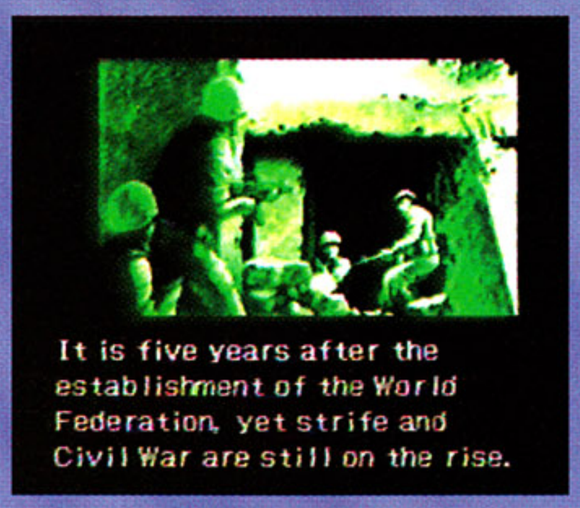
METAL HEAD

Different Views To Choose From

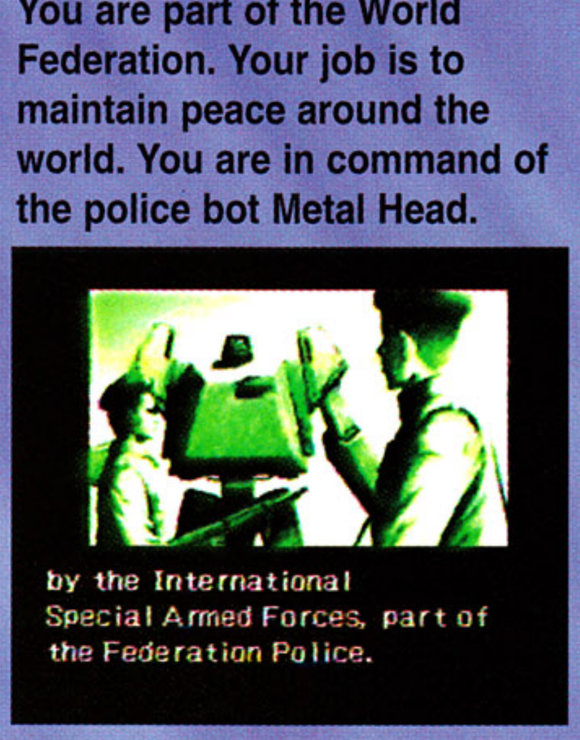
Choose to drive in one of four modes. The cockpit view lets you see all that's happening in front of you. The over-the-shoulder view allows you to see more. While the high-altitude view allows you to see everything that's happening around you. The worm's-eye view is not pictured, but it is helpful when firing at helicopters because it shows what's above you.

The Story

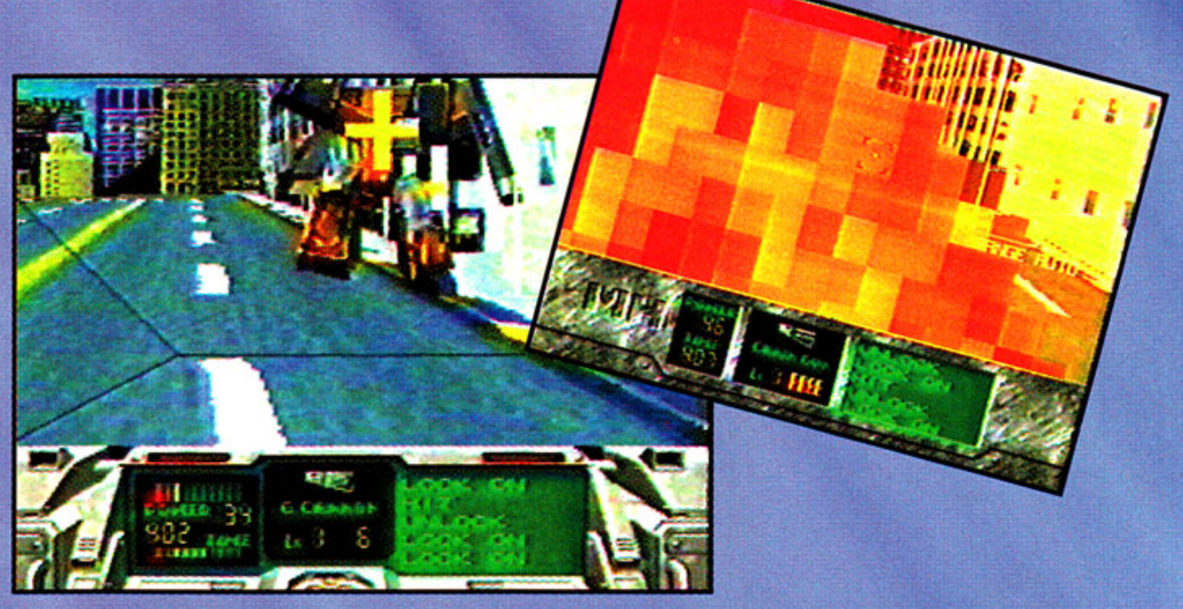
Metal Head takes on a barrage of two-legged tanks that look like people. You drive a very large, bipedal, armored fighting machine that is bristling with weapons. The sound is good and the graphics look hot. This game has everything: big opponents, multiple views and super-powerful weapons that can level a city block.



You are part of the World Federation. Your job is to maintain peace around the world. You are in command of the police bot Metal Head.

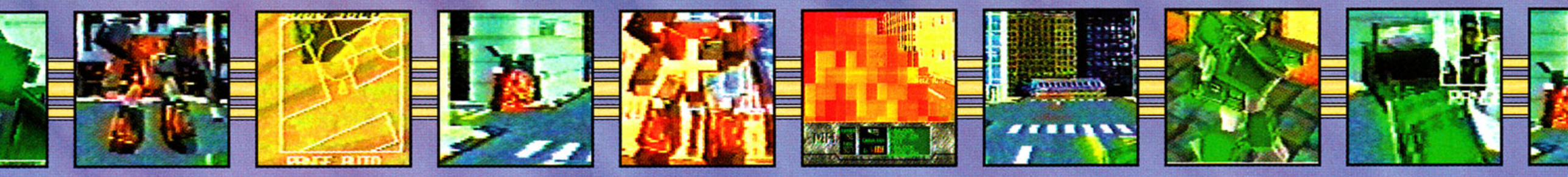


You have an abundance of weapons to choose from. Make your choice wisely because some enemies are more easily damaged by certain weapons than others.



FACT FILE	THEME	#PLAYERS	#LEVELS	MEGABITS	CHALLENGE	BACKUP	AVAILABLE	% COMPLETE
	ACT/STR	1	7	24	AVERAGE	CONTINUES	FEBRUARY	60%

•MANUFACTURER: SEGA OF AMERICA, INC. •DEVELOPER: SEGA OF JAPAN



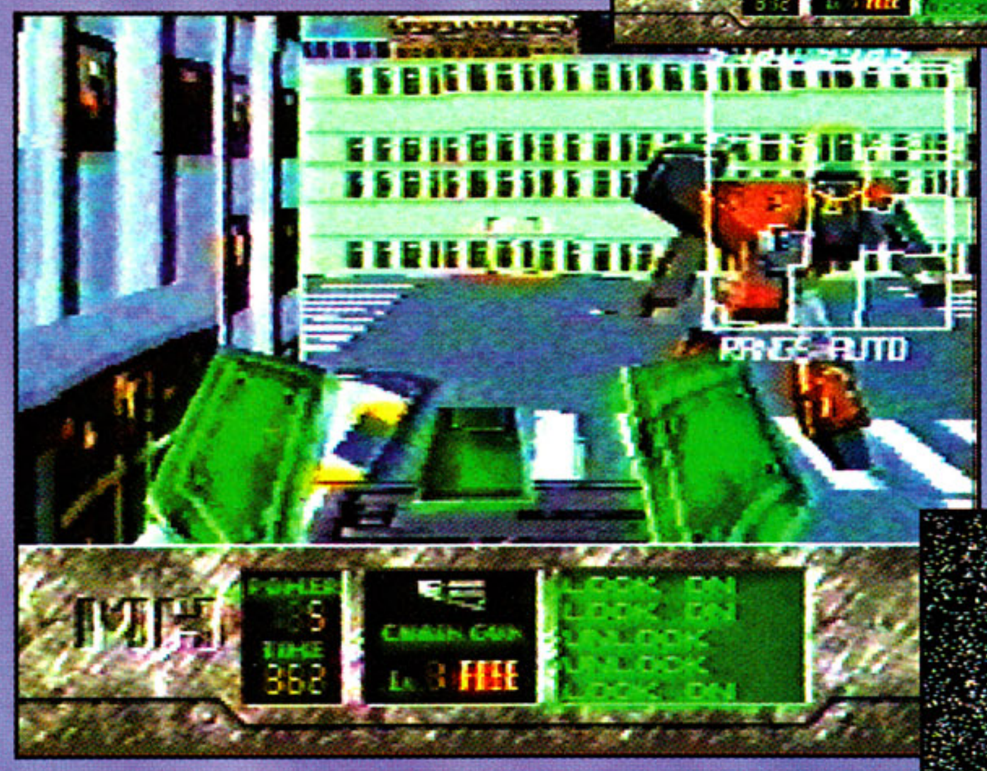
Serious Mech Action

Wait until your missile locks before firing it. If you don't you'll just be wasting shots.

Use buildings as cover. Pop out and shoot, then go back into hiding.

When fighting other mechs, try engaging them long range. It might help in avoiding hits.

Some mechs only have long-range weapons so try engaging them at close range.



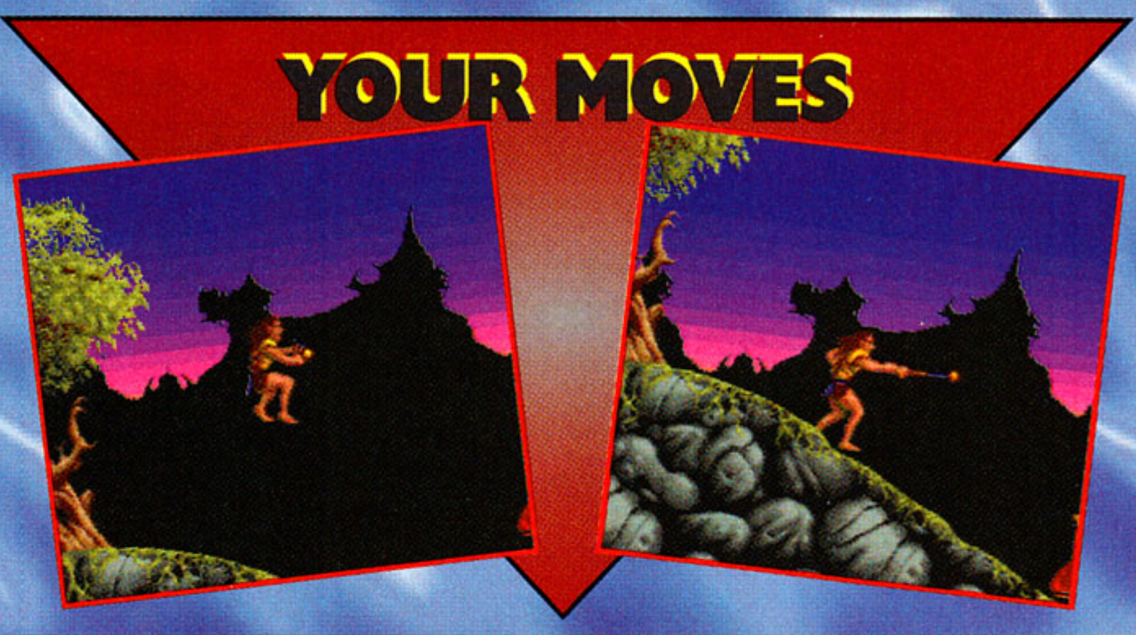
Drive your mech into the fray, using all of your cunning and a good amount of reflexes to get through your mission objectives. Fight mechs that are as big as you are.

In many ways Metal Head is similar to Battletech for the Genesis. Both have you piloting giant mechs, have objectives that you must accomplish and both are full of robotic strategy challenges. Besides having to deal with other Mechs, you must also take out other land vehicles.

SHADOW OF THE BEAST

After facing the previous challenges of having to fight your way through all of the beast lord's minions, you confronted the evil ruler himself ... and killed him. As you travel home feeling extremely proud of yourself, you think of your family, but the beast lord's evil plans are set for your family. The beast lord, far from defeat, has kidnapped your baby sister and plans to use her to complete his conquest and to exact his revenge on you through her. Can you rescue your sister and save all the village people from death at the hands of the beast lord? It is up to you—no one else can accomplish it. Good luck!

YOUR MOVES



YOUR TOOLS

The potions restore your health bottle.

Indicates the number of axes you can throw.

YOUR ENEMIES

These enemies will appear frequently throughout the game, so try to build strategies to use against them early and you will live long enough to fulfill your quest.

SPECIAL ACTION CINEMAS!

The tavern is guarded by some seriously dangerous giants. Once inside, stop in and shoot the breeze with some of the regulars to learn important information.

THE TAVERN

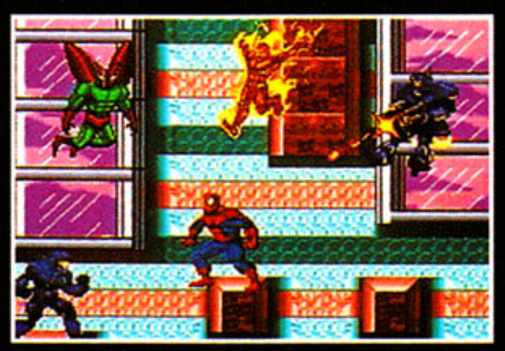
FACT FILE	THEME	#PLAYERS	#LEVELS	MEGABITS	CHALLENGE	BACKUP	AVAILABLE	% COMPLETE
	ACTION	1	N/A	CD-ROM	VARIABLE	NONE	NOW	100%

•MANUFACTURER: PSYGNOSIS

•DEVELOPER: DIGITAL DEVELOPMENT

THE ODDS ARE AGAINST YOU.

LEAPING LIZARDS! SPIDEY'S CLEANING UP THE SEWER.



FLAME ON! THE HUMAN TORCH™ HEATS UP THE BEETLE™!

SPIDEY GETS THE "JUMP KICK" ON VENOM™

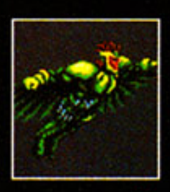
FEATURING THE FANTASTIC FOUR™

SHOCKER™

MYSTERIO™

SPIDERSLAYER™

OWL™



VULTURE™

RHINO™

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JACK O' LANTERN™

MARVEL SOFTWARE™ MARVEL COMICS®

SUPER NINTENDO ENTERTAINMENT SYSTEM

GENESIS™

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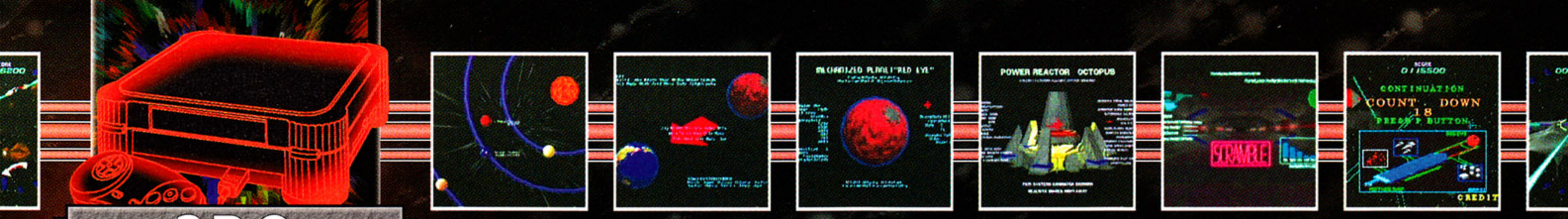
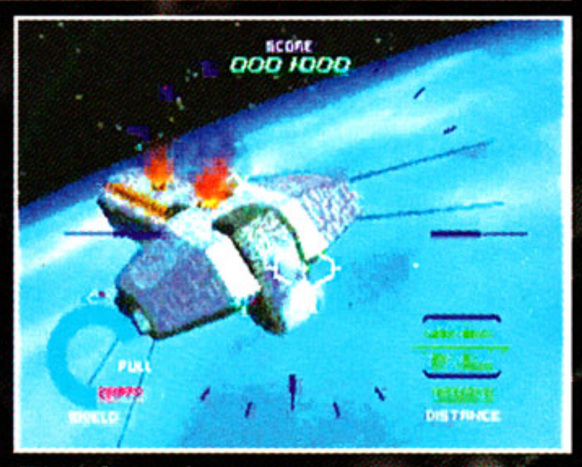
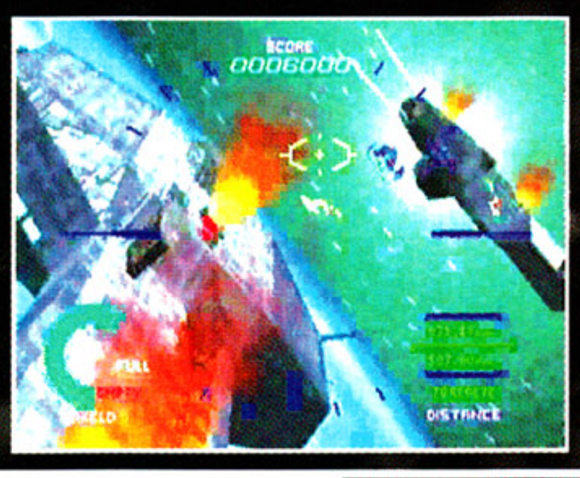


MISSION 1

The mechanical planet is coming close to Earth and it's up to you to stop the invading force and destroy the Red Planet.



The fleet is under attack. Find the enemy squad leader and force their retreat.

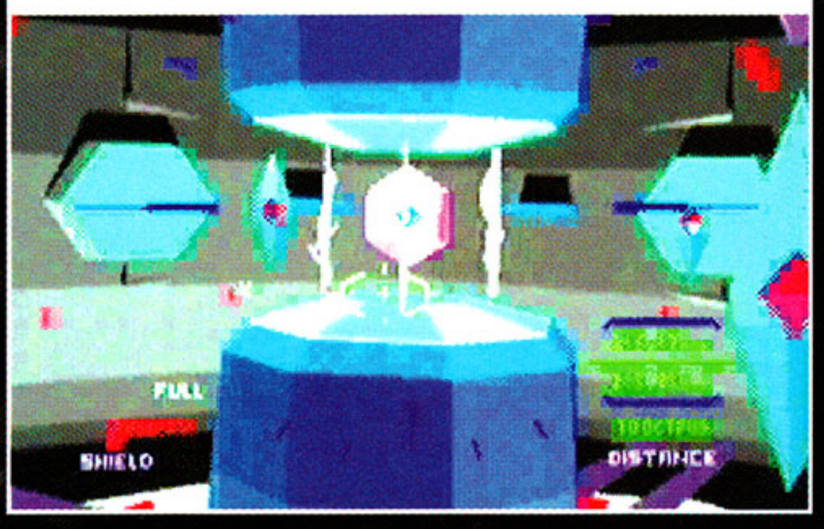


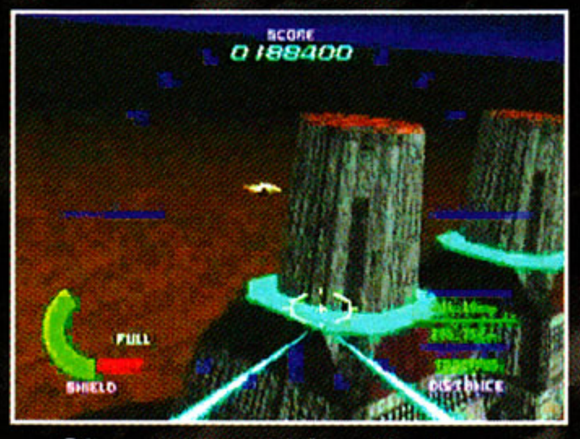
THE RED PLANET

The Red Planet is the home of the enemy.

If you survive the fleet of enemy ships, you will reach the Red Planet, and you will have to engage the enemy on the surface. Your objective on the surface is to reach the Main Power Core, where you can start a chain reaction that will destroy the whole planet. This is not as easy as it sounds. You are now on the bad guys' home planet, and they are not going to let you fly right through!

OCTOPUS





Shoot everything that you can to stay alive!

The enemy will come and attack by the busload.

Destroy these before they can shoot you.

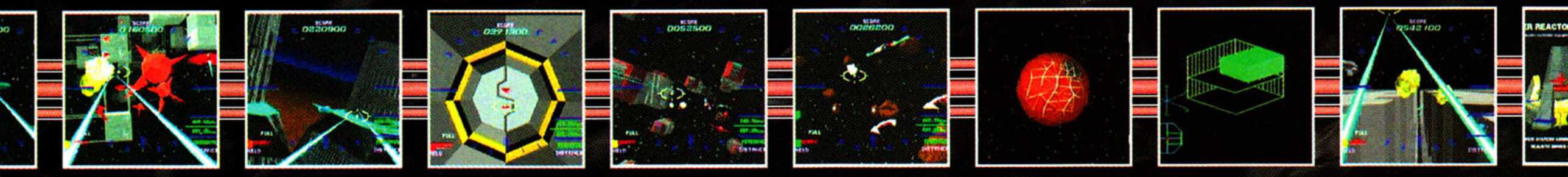
Fight these huge ships by shooting the bridge.

FACT FILE

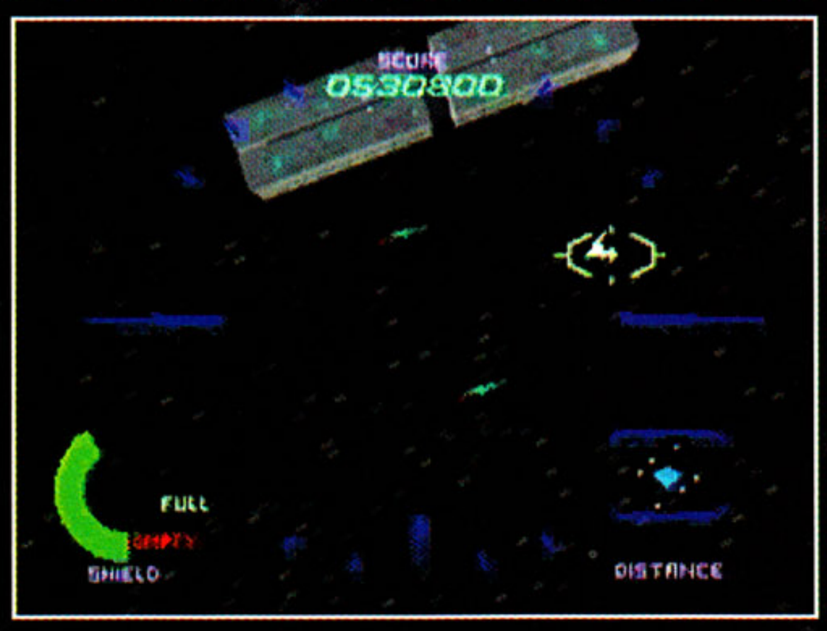
THEME	#PLAYERS	#LEVELS	MEGABITS	CHALLENGE	BACKUP	AVAILABLE	% COMPLETE
SHOOTER	1	3	CD-ROM	HARD	NONE	NOW	75%

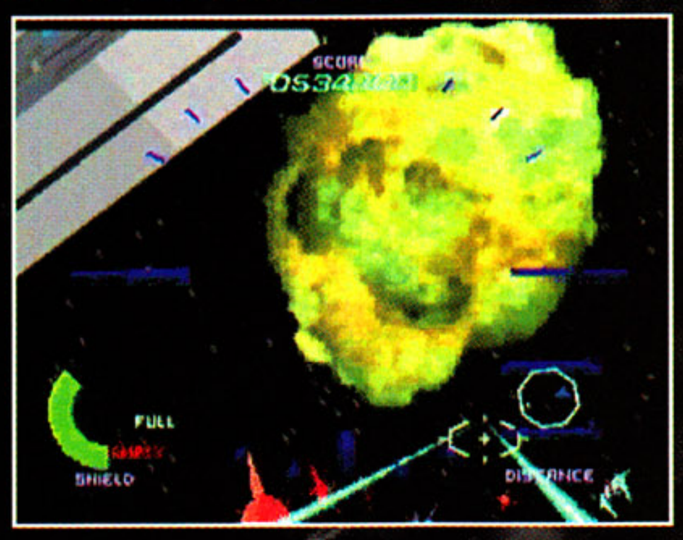
•MANUFACTURER: PANASONIC

•DEVELOPER: NAMCO, LTD.



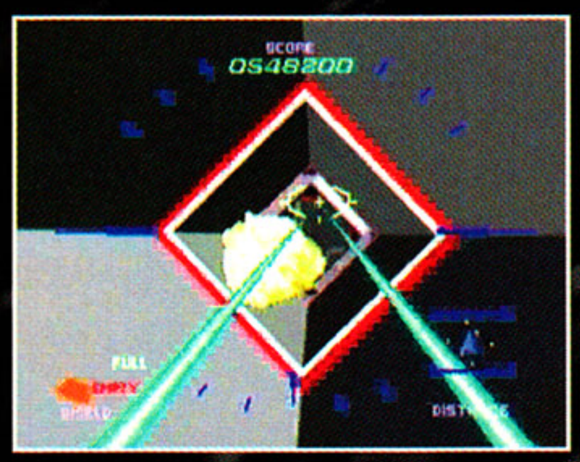
MISSION 2

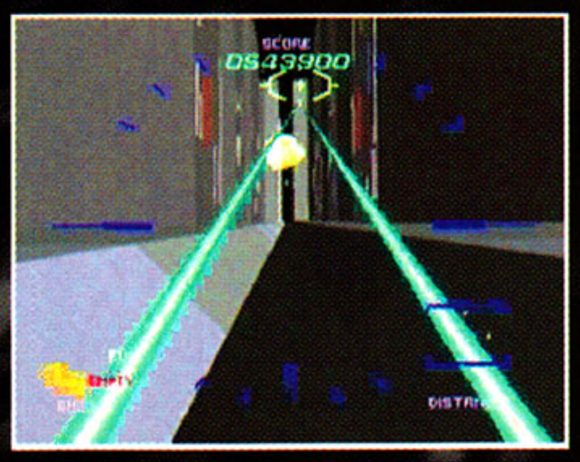


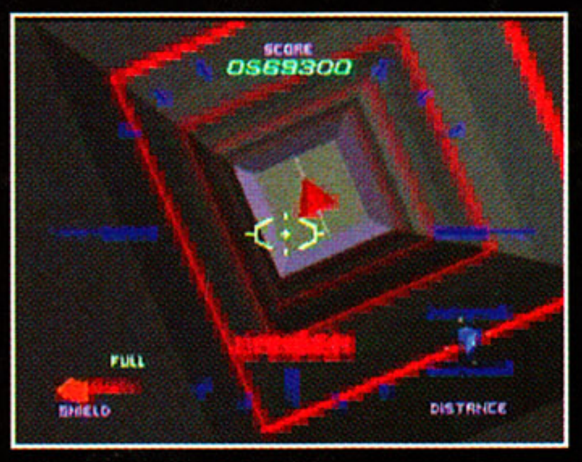


The bad guys just keep coming, so keep on shooting!

Just when you thought it was over, another emergency comes up and it's up to you to save the world again. All in a day's work!







NEW MODE

This game has two different modes you can choose from. Play the game in the Original Polygon Mode, or play in the Texture Map Mode.

Either way you choose to go, the game is awesome.

3DO

STAR WARS REBEL ASSAULT™

It seems like those poor Rebels never get a break these days. Rebel Assault offers the same game play and control found on its PC and Sega CD counterpart, but the musical score from John Williams and digitized movie scenes add an entertaining twist. Try to rent this title first to find out if you like what you see.

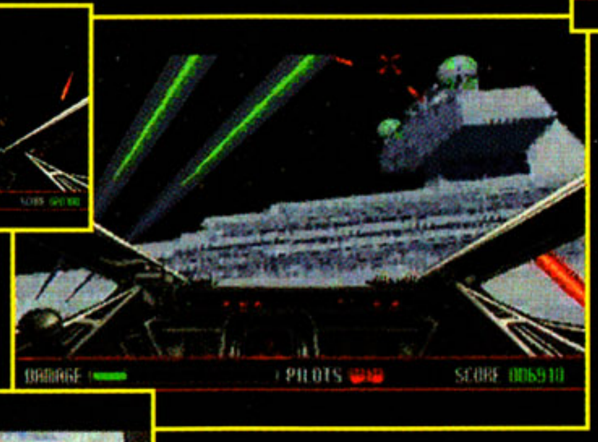
BEGIN YOUR TRAINING

Take command of your T-16 and maneuver your way through the canyon on your test mission.

The Rebels will test your firing ability. Stay clear of the rocks!

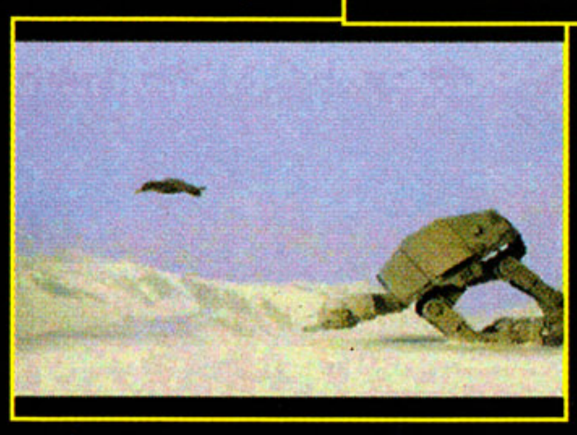
Chase down the Imperial Probe Droid!

Arrow icons point the direction when flying in the asteroid field.



These destroyers have some serious power!

Your enemies come in various shapes.



Blast every inch of this sucker to take it down.

After destroying the walker, you must make an emergency landing on the planet! Take on the Snow Troopers single-handedly!

IN THE COCKPIT

A-WING

The A-Wing is the first fighter you are assigned to.

SPEEDER

Blast the walkers in the Snow Speeder!

X-WING

The X-Wing is the Rebel fighter of choice.

FACT FILE	THEME	#PLAYERS	#LEVELS	MEGABITS	CHALLENGE	BACKUP	AVAILABLE	% COMPLETE
	SHOOTER	1	15	CD-ROM	VARIABLE	PASSWORD	NOW	100%

•MANUFACTURER: LUCASARTS, LTD.

•DEVELOPER: LUCASARTS, LTD.

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FAMILY FEUD™

Family Feud™ is based on the television program produced by The New Family Co. ©1987, 1993 The New Family Co. All rights reserved.

You've seen the show, you know the theme music by heart and you know the answers before the contestants do. Seems to me you have Family Feuditis. Don't worry, Gametek has the cure: Family Feud for the 3DO! Taken from one of TV's most popular game shows, Family Feud pits families against each other in a question/answer game to win big money. You can play by yourself or with a friend. You can even have the 3DO play itself! Every aspect of the TV show was faithfully reproduced, from the familiar "ding" when you answer a question correctly to the dreaded "BUZZZZ" when you don't. With more than 4,000 survey questions, you don't have to worry about the game getting repetitive. What you should start worrying about is your loss of sleep due to long game play!

Think Fast

Some of your questions can seem ridiculously easy, but rest assured, they do get harder. You might find yourself stumped a couple of times.

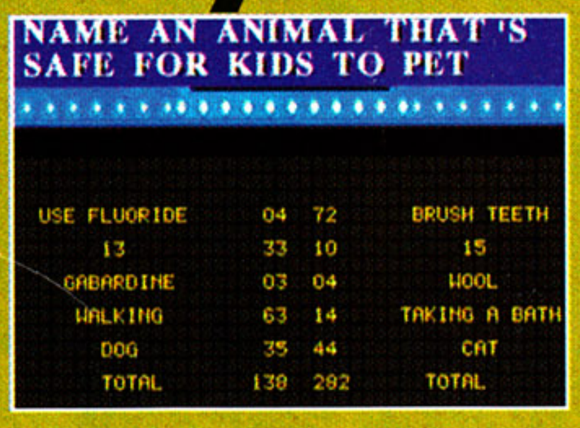
The feud begins with the ever-popular Bull's Eye Round. Try to get as many questions right as you can! What you win determines how much you can win in the Fast Money Round.

After the Bull's Eye Round, move to the Toss Up question. Whoever answers this question correctly gets to choose which family will answer the questions in the main round.

You have three chances to answer all of the questions correctly, or play is turned over to the opposing family. The winning family moves on to the Fast Money Round.

Is Fast Money Easy Money?

In the Fast Money Round, you get two minutes to answer as many questions as you can. Don't waste too much time.

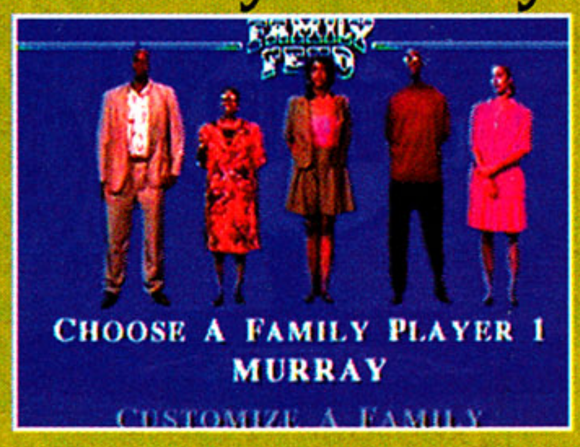


If your total score exceeds 200, you win the jackpot from the Bull's Eye Round! Think you have what it takes?

Adopt a Family!

Khera Family

Murray Family



Sanchez Family

Williams Family

FACT FILE	THEME	#PLAYERS	#LEVELS	MEGABITS	CHALLENGE	BACKUP	AVAILABLE	% COMPLETE
	GAME SHOW	1 TO 2	N/A	CD-ROM	VARIABLE	NONE	NOW	100%

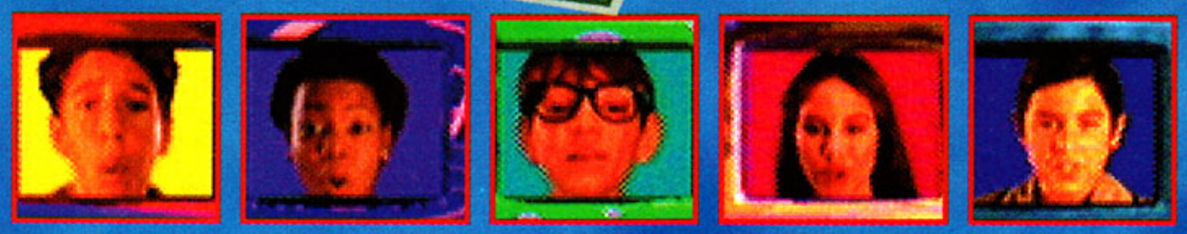
•MANUFACTURER: GAMETEK, INC.

•DEVELOPER: EUROCOM, LTD.

It's what every kid dreams of—a television station run by kids. Your job is to be the producer of one of five new shows. Solve puzzles within a certain time limit to earn your show rating points. At the end of nine weeks on the air, you will go to the Envy Awards. There you will see if you have done a good enough job to walk away with a trophy. Good luck in making your show the best on the air!

Mary Carp and John Fetch give a weekly update on *Entertain Us Tonight.* Is that dog wearing a coat and tie?

Ratings are everything. Solve the puzzles to raise them to the top.



Billy Sopha Ernie Angelica Bryce

The Umpteenth Annual Envy Awards are where you are headed. Do a better job of producing your television show than everyone else.

Pass these challenges within the time limit to raise your ratings. A clip from the latest shows follows each of the puzzles. Check it out!

Try to get the answers to burning questions on *Mysteries Shmysteries.*

What's That Smell puts contestants' sense of smell to the test. Whew!

FACT FILE	THEME	#PLAYERS	#LEVELS	MEGABITS	CHALLENGE	BACKUP	AVAILABLE	% COMPLETE
	GAME SHOW	1 TO 5	N/A	CD-ROM	VARIABLE	NONE	NOW	100%

•MANUFACTURER: ELECTRONIC ARTS

•DEVELOPER: CLUB 3DO

WAR HAS NEVER BEEN SO MUCH FUN

CANNON FODDER

Have you got what it takes to track down the abandoned helicopter in the middle of the arid desert and rescue Mr. President from the enemy base before everyone gets blown to smithereens by heat-seeking missiles? Do you have the guts to negotiate arctic wastelands to find the skud missile factory surrounded by treacherous booby traps? Have you the nerve to enter a heavily occupied underground base, locate the secret plans and blow up the enemy computer system before returning to the steamy jungle with only a few jeeps at your disposal to protect the natives from advancing tanks?

Cannon Fodder

It's not nice, but then that's war folks.

Virgin Sensible SOFTWARE

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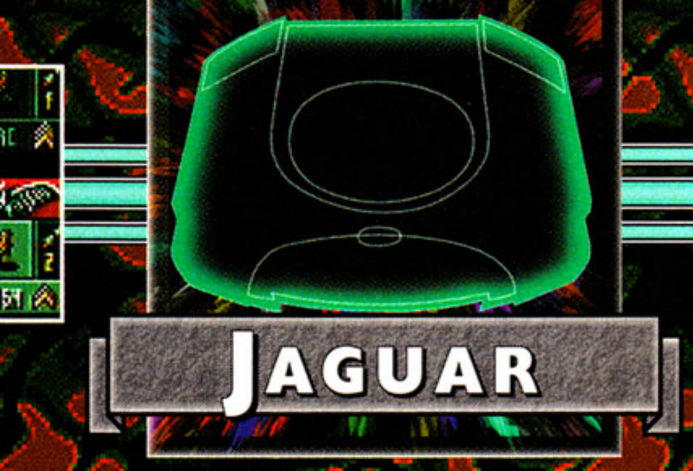
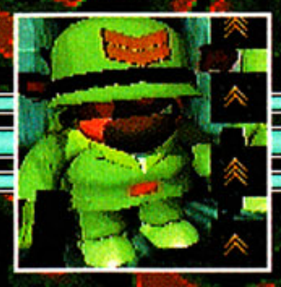
JAGUAR™ 64-BIT

DO THE MATH

INTERACTIVE MULTIMEDIA SYSTEM





JAGUAR

CANNON FODDER

Welcome to the Marines, Private Pyle! Grab your rifle and jump into that war-zone! See that building over yonder? Blow it up! If you see anything that moves, blow that up! What? Stop shouting? Not in my corps, Pyle! Drop and give me 20!

Welcome to Cannon Fodder, probably the single most addicting game since Lemmings. In fact, think of Cannon Fodder *as* Lemmings, with guns. Lots of guns. Get the picture?

There is no plot to Cannon Fodder (well, okay, there *is* a plot buried in there somewhere, something about saving Mr. President from terrorists), but you'll soon forget that in the excitement of blowing things up. It's basically shooting shooting and *more* shooting (and a couple of grenades to break up the monotony).

Your guys may look cartoonish, but don't let that fool you about the difficulty of this game. This ain't no walk in the park, buddy. Some serious strategy must be utilized if you are to be victorious. You must use everything at your disposal, whether it's your weapons, troops or your surrounding scenery, to gain the upper hand and totally annihilate your enemy.

War has never been so much fun!

Welcome to Boot Hill. Fresh young recruits are just *dying* to go to battle, hoping to get blown to tiny bits. Try not to disappoint them. You can check out your score here, as well as save and retrieve games. Every time a soldier bites a bullet, a cross appears on the Hill. Neat!

Mission 1: Easy Kill

Okay, this one's *really* simple. Kill the enemy. That's it. Nothing else. Think you maggots can handle it?

The enemy...

There are two main types of enemy soldiers; the regular, gun-toting, brainless wonders (above), or the rocket-equipped, brainless wonders (below). Needless to say, the rocket-equipped ones are a bigger threat.

Weapons Of Mass Destruction

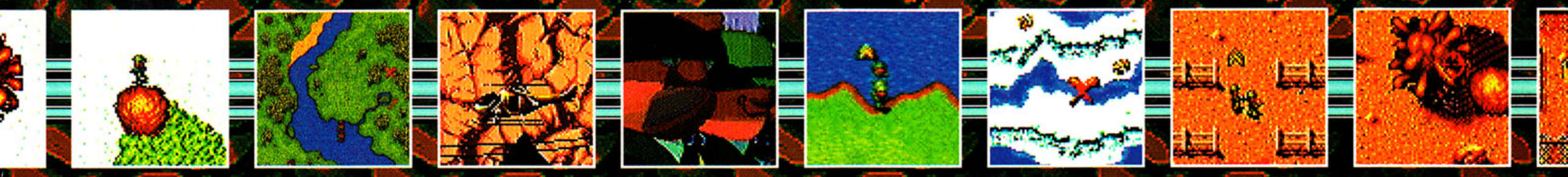
Sometimes, a target may prove to be a little troublesome. No problem! Snag some grenades (left) or rockets (right) and watch your popularity soar as you do some major redecorating! What fun!

Sometimes you must split up your group and have a lone scout explore the area, finding mission objectives and (hopefully) eliminating any threats (like the nasties equipped with rockets).

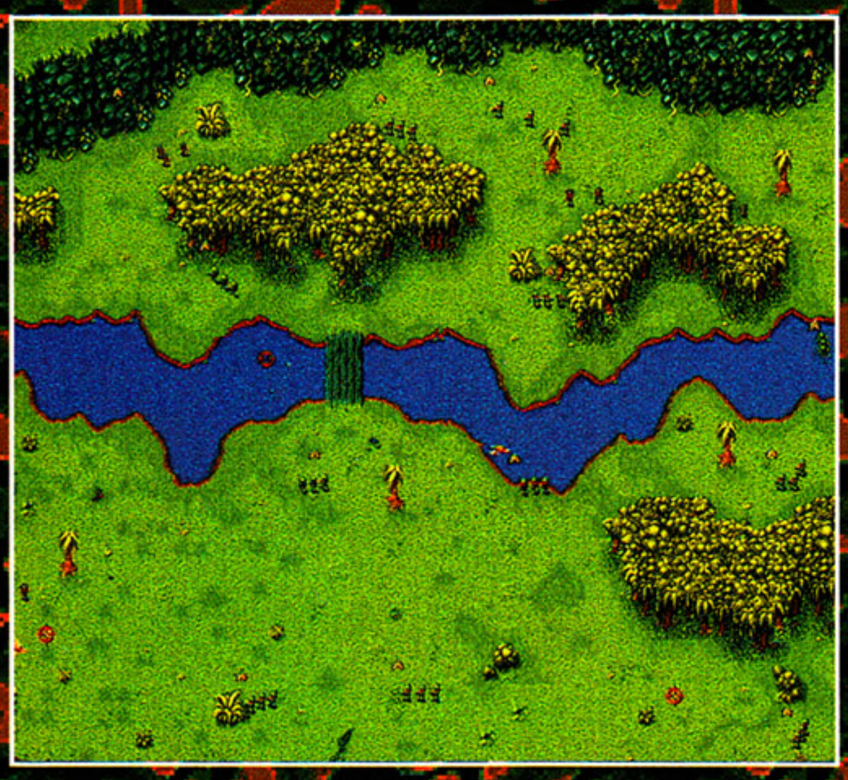
FACT FILE	THEME	#PLAYERS	#LEVELS	MEGABITS	CHALLENGE	BACKUP	AVAILABLE	% COMPLETE
	ACT/STR	1	72	16	MODERATE	STATIC RAM	JANUARY	100%

•MANUFACTURER: COMPUTER WEST

•DEVELOPER: SENSIBLE SOFTWARE

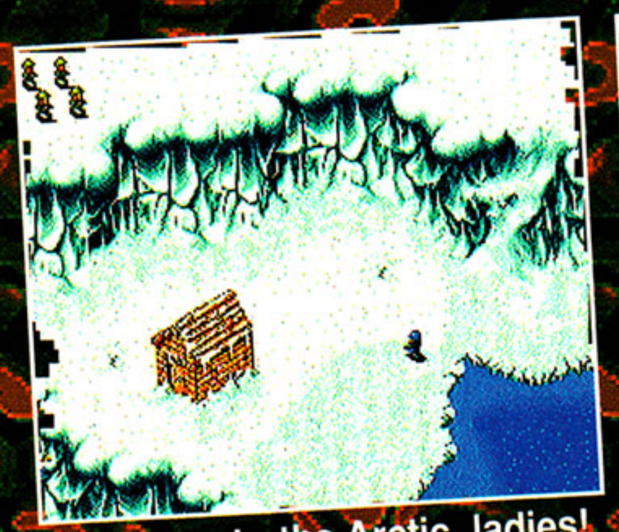


Mission 2: Search and Destroy



Find the nasties and wipe 'em out! Be wary of crossing in the water; you can't shoot while swimming! You might want to split your group up and have one guy lay down cover fire while the rest cross. Or just cross the bridge.

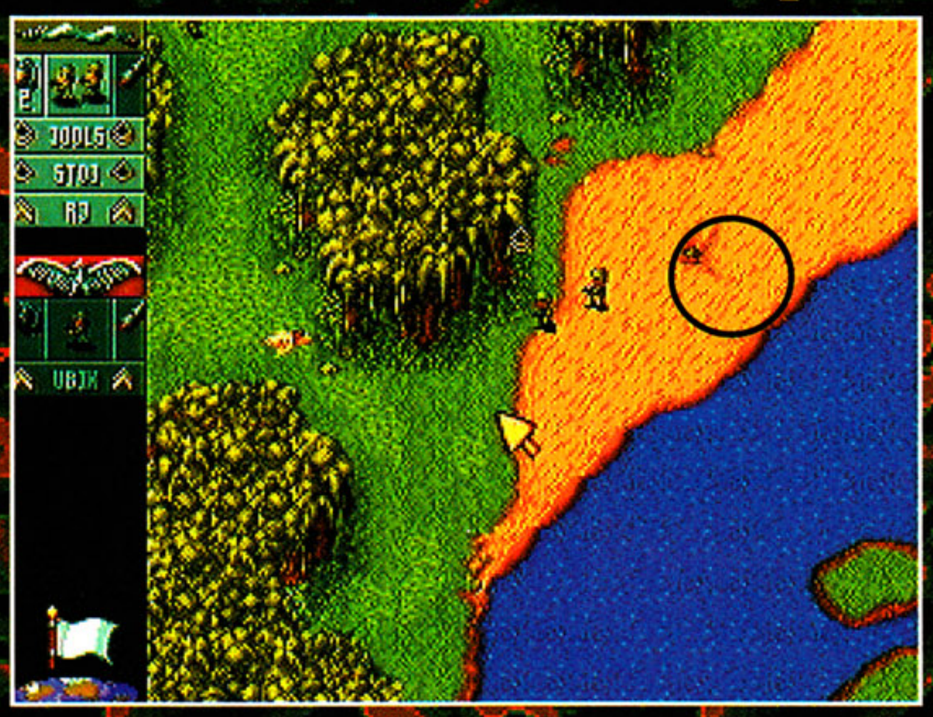
Mission 3: Cool! Polar bears!



Welcome to the Arctic, ladies! Your objective here is to destroy the four houses. You'll need grenades.

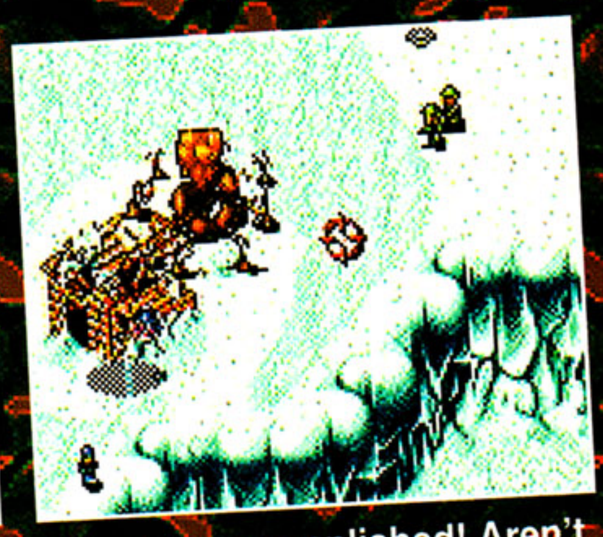
Find the grenades near the lower buildings. DON'T BLOW THEM UP! You need them to waste the other buildings.

Mission 4: Fun with quicksand!



Keep an eye out for the quicksand. Most of the time, it's a highly visible, red blob that's hard to miss, but it blends in just fine on the sandy beaches.

Use caution when climbing these stairs. They're quite slippery. Keep an eye out for the baddies, too!



Mission accomplished! Aren't high-explosives fun?(I love the smell of napalm in the morning!)

See this guy? He wants to be your friend! He's got this great little place named "Camp Death" all set up for you and your men. I hear the hospitality (or is it hostility?) is fabulous.

Need a lift? Hop in!

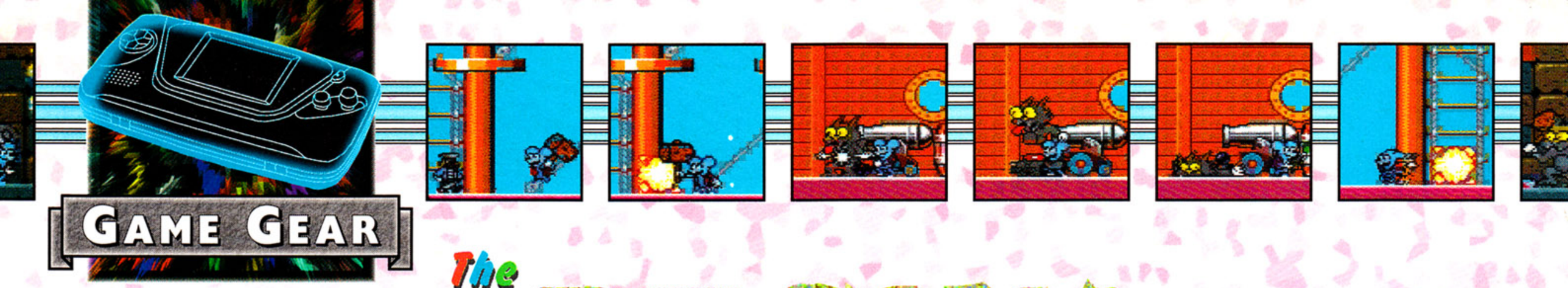
Sometimes, you'll find yourself in dire need of some transportation. Here are some of the vehicles you can use in Cannon Fodder.

The Skidoo lets you cover huge distances in the snow levels.

JEEP
It's fast and very maneuverable. Good for surprise attacks. You can use its cannon or just run over the baddies!

TANK
Not nearly as fast as the jeep, but then who cares, you have a tank! Go wild and blow up enemy bunkers!

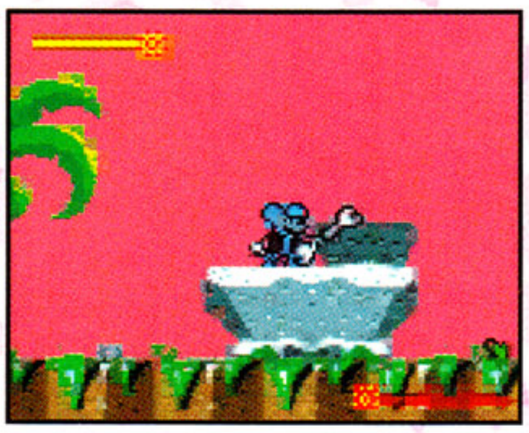
HELICOPTER
Did the nasties give you a whompin'? Get in the helicopter and fly to safety. Watch out for those heat-seekers!



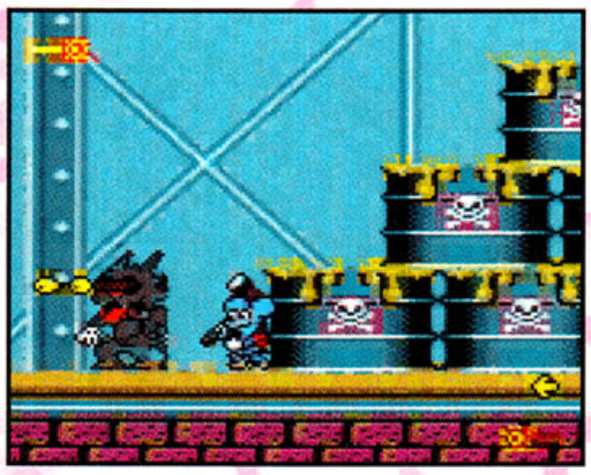
GAME GEAR

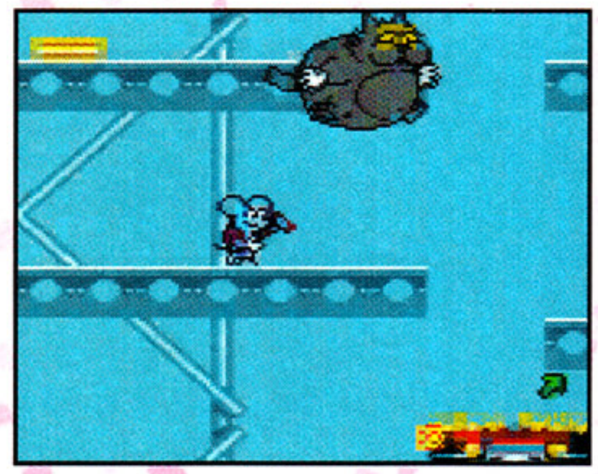
The ITCHY and SCRATCHY™ Game

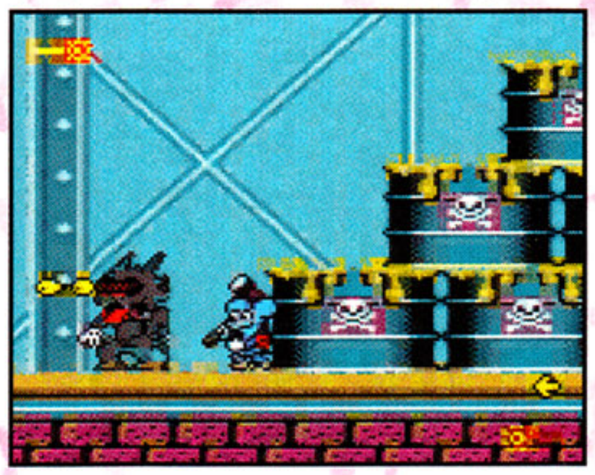
The masters of mayhem have their own game! From the hit cartoon series *The Simpsons*, Itchy and Scratchy are an ultraviolent cat-and-mouse team who find seemingly infinite ways to destroy each other. The cartoon shorts are intended to parody the violent nature of those Saturday morning cartoon shows we all know and love. When you put this cartridge in, you have the unique experience of controlling one of the sadistic furballs; namely, Itchy the mouse. You must slash, bash, pound, cut, crush, dice and incinerate your arch-enemy Scratchy before time expires.



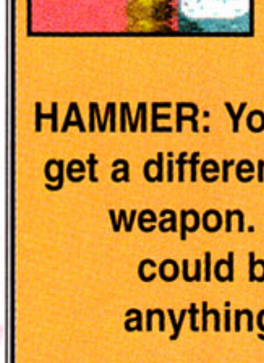
Itchy has many weapons at his disposal. Hitting Scratchy with the bone, axe, hammer, raygun, blowtorch, sword, etc., will reduce his life meter. When it's completely empty, you win the level! Watch out, though. He's not going to stand by and let you turn him into kitty litter. He likes roasted mouse as much as any cat!



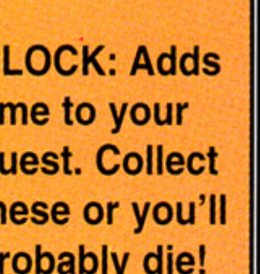




ICONS



CHEESE: Allows you to run much faster and take no damage.



HEALTH: Replenish your life meter all the way. Very useful!

SHIELD: Renders you invulnerable and poisonous to Scratchy.

HAMMER: You get a different weapon. It could be anything!

CLOCK: Adds time to your quest. Collect these or you'll probably die!

SCRATCHY GETS REVENGE

Scratchy will always get some measure of revenge. He can pick up any weapon you can, and won't hesitate to use it!

FACT FILE	THEME	#PLAYERS	#LEVELS	MEGABITS	CHALLENGE	BACKUP	AVAILABLE	% COMPLETE
	ACTION	1	6	N/A	VARIABLE	NONE	1ST QTR. '95	90%

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LIFESTYLES

THE POP

Any CD is a match for the MovieWave

Confused about what seem to be millions of various compact disc formats out there?

You no longer have to be with the new Multiwave Innovation MovieWave Station. The MovieWave plays nearly all popular formats like CD-i full-motion video movies, audio CD and Kodak Photo CD, just to name a few.

The MovieWave also has a built-in, 3-D surround sound processor to enhance anything played over it. The surround technology is the same type that is commonly used in some movie theaters to enhance motion picture sound. A remote control accompanies the unit for total control.

Will MovieWave become a standard as far as players go? If a standardized CD movie disc becomes a mainstream reality, the MovieWave may become a must-have for the home-theater enthusiast.

Strange but True

Special frosty coating?

A businessman was found guilty of having 19 million bushels of oats sprayed with an unapproved pesticide. Lucky Charms and Cheerios are among the cereals affected. Though the pesticide wasn't poisonous, General Mills, producer of the cereals, stopped shipments of 50 million boxes.

Hey ... that's not rain!!!

A weatherman for an NBC station in Las Vegas was arrested for exposing himself to a 14-year-old boy. The weatherman also made sexual overtures to the boy. There will be a small ... no, a VERY small chance of sprinkles sometime today.

Encarta knows the meaning of life?!

Look out Alex Tribec, here comes Microsoft Encarta '95!

Whether you use this PC CD-ROM for school, work or just for fun, Encarta will tell you virtually anything from the inventors of forms of music to the way the moon orbits around the Earth.

This program should run with no problem on any IBM-compatible, 486-based system with Windows and a double-speed CD-ROM drive.

Encarta '95 is filled with fun facts and oodles of multimedia samples like sounds, news clips and animations.

Also nice are the new multimedia drivers that install along with Encarta. With these drivers, movie clips will look much cleaner and play better.

After using Encarta '95, most people will be able to answer questions about the rulers in Africa between 1700 and 1800. Undoubtedly, this will impress your friends, neighbors and maybe even Grandma and Grandpa.

If you're looking for multimedia clips about science, simply click on Science and the Media Gallery button and then the type of media. All the science-related clips appear.

Easy to use, fun and powerful, Encarta '95 is a definite crowd-pleaser from beginning to end (which is in 1996, I guess!)

Encarta fun fact: A Didgeridoo is actually a long, hollowed-out piece of eucalyptus used as a musical instrument in the Australian outback. It makes a low, gravelly sound that is very impressive.

With all of the interesting facts you will receive from Encarta, now, instead of being jealous of the contestants on *Jeopardy!*, you can simply play along with them. The world will be a friendlier place now that Encarta '95 is here!

CULTURE SOURCE FOR EGM READERS

These CDs are out of this world!

Imagine *Star Wars* or *2001: A Space Odyssey* without the music. Truly an ugly thing.

Music is what sets the mood for the escape from the natives after Indy gets the idol or the flight that Superman takes Lois Lane on. Without music, these scenes may not have been as intense or memorable.

Now, we can have all of this great music at a touch of a button with a new line of compact discs from Telarc International Music Corporation.

The series is a compilation of various songs from different sci-fi and fantasy/adventure films. Some include the theme from *Jurassic Park, Clash of the Titans, Beetlejuice* and the *Star Wars* Trilogy.

Totaling five, these CDs are a must for any avid fan of these types of movies and for those who lust after incredible, hard-hitting soundtrack-type music. The music is beautifully conducted by Erich Kunzel and performed by the Cincinnati Pops Orchestra. All the CDs are recorded in high quality with information about each track and a brief rundown of the various scenes that accompany them from the movie.

The compact discs not shown are Star Tracks I and II and Time Warp.

The selections vary from CD to CD, but each one offers beautifully orchestrated sound that brings back memories of many great films.

Also included on some of the discs are digital sound effects that throw you into the next room, plus surround sound synthesizer solos that will amaze you and have you looking around the room wondering where the next sound will come from.

The Great Fantasy Adventure Album, as shown below, offers a track entitled Jurassic Lunch. What fun!

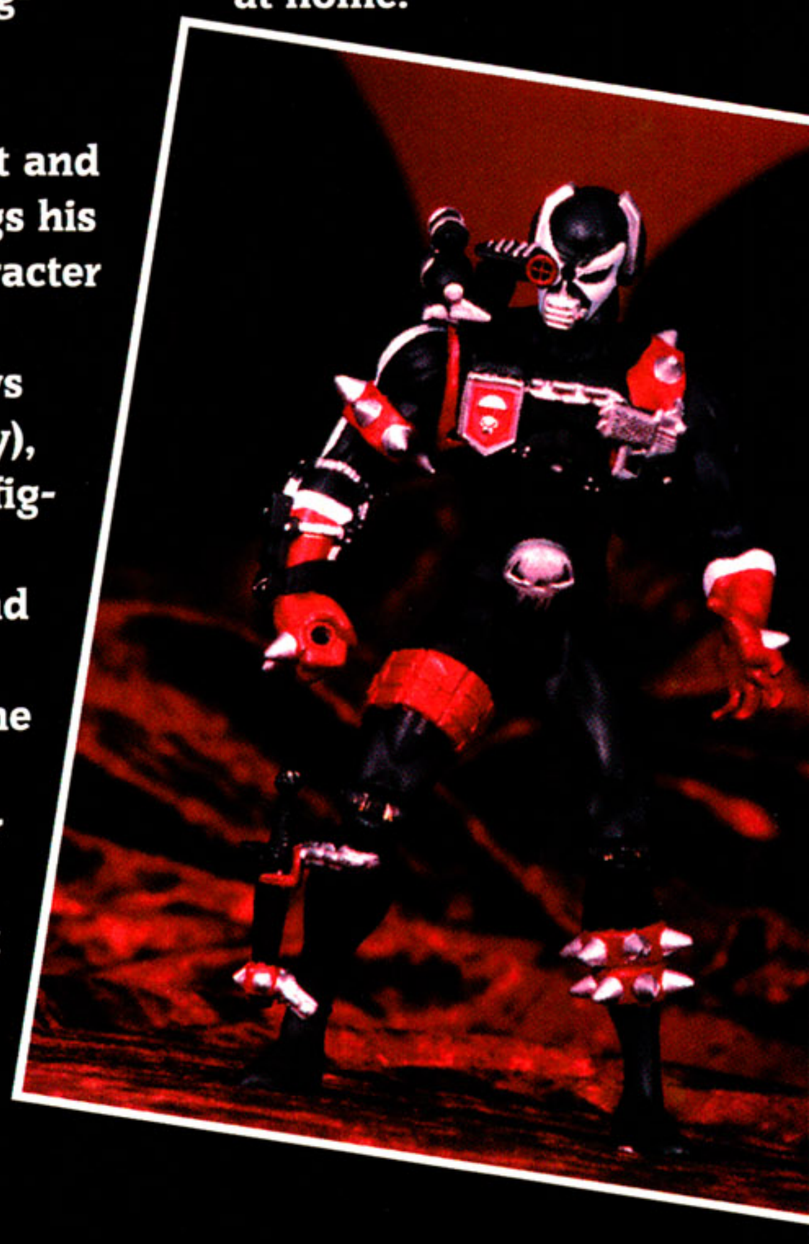
New figures are Spawning

Jumping off of the fine-looking pages of his Image Comic, Spawn is on his second series of action figures.

Todd McFarlane, renowned comic artist and now, toy-maker, brings his two-dimensional character into our 3-D world.

In this set, Todd Toys (McFarlane's company), brings us some killer figures like Pilot Spawn, Commando Spawn and the diabolical Maleboliga. Also on the way are Spawns' Air Cycle and the Violator Chopper.

Does this mean that Commando Spawn will take on the guerillas deep within the amazon? It's hard to tell, but now the red-caped one will, for sure, protect you at home.



It just ain't right...

How many times have you had to sneak past your father in order to get a morsel of food? Well, in this day and age, we're going to teach our children that it's okay to fear our fathers. A board game, called *Don't Wake Daddy*, features players that must sneak past their ever-vigilant father in order to get food. If they wake their father, they lose (they must get beaten)! No longer will Dad be a figure to look up to. Now he will be feared because of a board game. Go to your local toy store and see for yourselves the evil that is *Don't Wake Daddy*!!!

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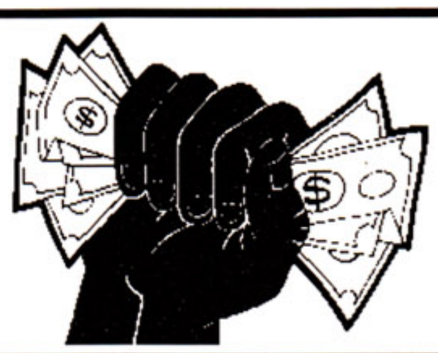

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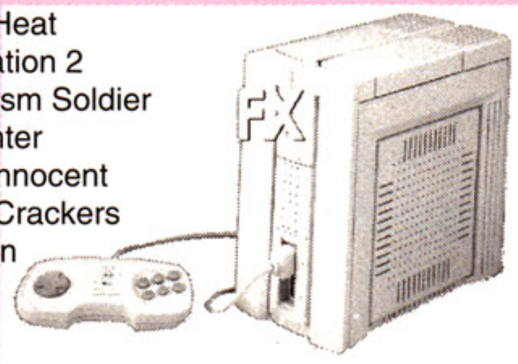

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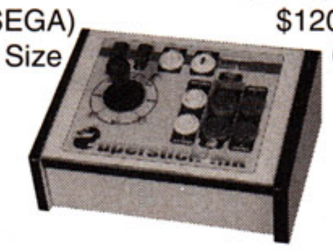

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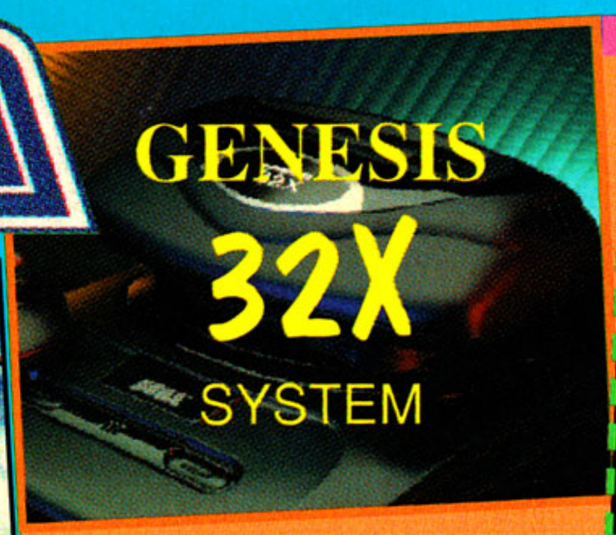

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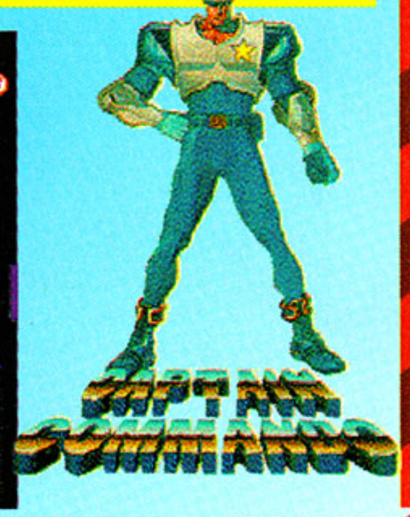

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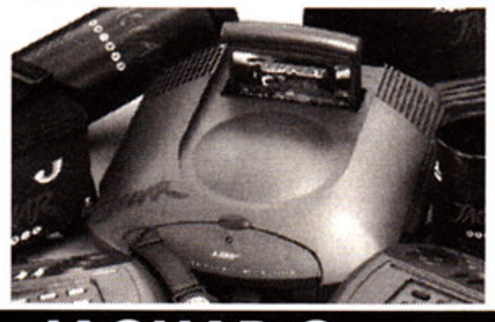

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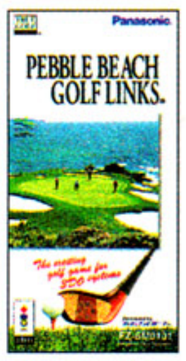

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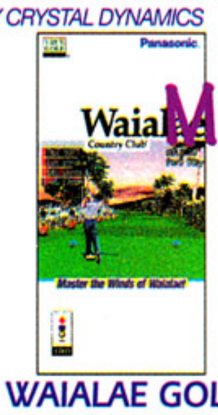

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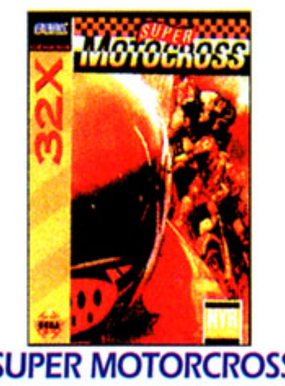

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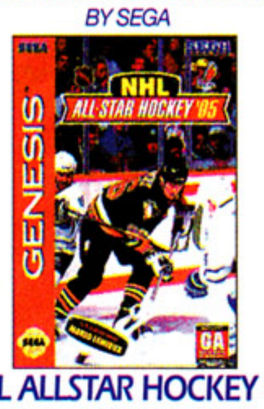

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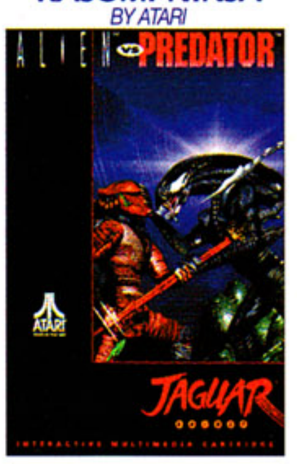

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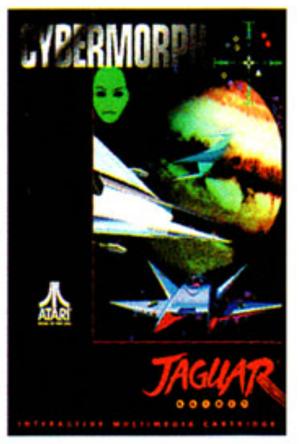

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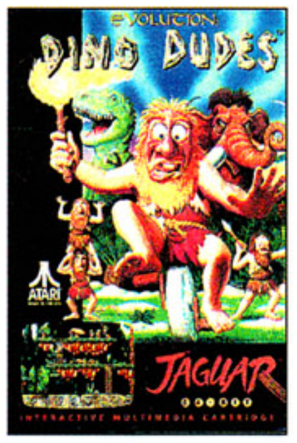

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CONTEST WINNERS

The winner of the Urban Strike Contest from our October issue is:
Grand Prize Winner: David Canzanese, Lumberton, NJ.

The winners of The Lord of the Rings Contest from our August issue are:
Grand Prize Winner: Gavin Yap, Lawrence, KS.

Three First Prize Winners: William Charboneau, Ticonderoga, NY; Jimmy Partridge, Laguna Hills, CA; Mike-Andy Bazil, Brooklyn, NY.

50 Second Prize Winners: Bryant Hill, East Cleveland, OH;Anthony D'Arienzo, St. James, NY; Billy Medlen, North Olmstead, OH; Matt Pajor, Wellington, OH; Simon Louie, San Francisco, CA; David K. Hawk, Kailua-Kona, HI; Seth Powers, Falmouth, VA; Jeremy Poe, Newark, IL; Barry Clark, Burlington, NC; Charlie Fornia, Deer Park, WI; Tony Larson, Springdale, PA; Bryan Craig, St. Louis, MO; Kimberly Washington, Pontiac, MI; Nicholas Maynard, Casper, WY; Jason Estell, Lawrenceville, GA; Kedaar Sainsbury, Brooklyn, NY; Morgan Moody, Midland, TX; Chris Diehl, Barnegat, NJ; Jeremy Buchanan, Plymouth, MI; Brian Sweeny, Atlanta, GA; Jon Crawford, San Ramon, CA; Paul Santiago, Hoffman Estates, IL; David Johnson, Omaha, NE; Rey Gonzalez, Cornelia, GA; Junior Revollo, Flushing, NY; Sean Wang, Orange, CA; Chris Brochtrup, Van Nuys, CA; Jason Almodovar, Bronx, NY; Rhasaan Wilks, Teaneck, NJ; George Teufel, Novi MI; Matt Keller, Egan, MN; Tyler Daines, Union City, CA; Paul Campbell, Mount Vernon, NY; Zack Seymour, Dexter, MI; Louis Klapis, Orlando, FL; Stephen Squirrell, Columbia, MD; Will Rittimann, Salem, OR; Robert Brown, Los Banos, CA; Jeffrey Jolliffe, Balzo, MD; Brandon Toone, Salt Lake City, UT; Loni Lupak, Frazer, PA; Nathan Keeler, Livonia, MI; Michael Vicks, Brooklyn, NY; Michael Shear, Metairie, LA; Andy Burge, Harrisonburg, VA; Iwata Shoji, Redwood City, CA; Tony Caviano, Andrews, NC; Rob DiMarcantonio, Waykesha, WI; Jeff Word, Merritt Island, FL; Todd Dana, Aptos, CA.

Congratulations to all the winners, and thanks to all who entered!

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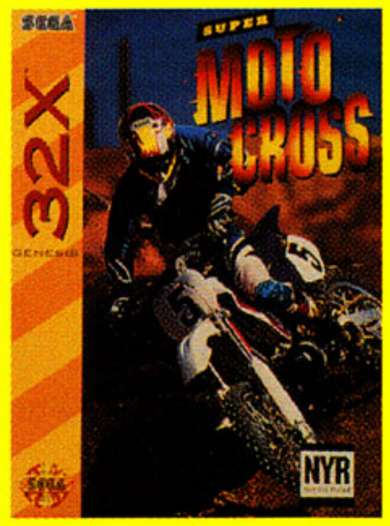

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GRRRROOOFFF HRRRRR blahray raza grroar wraowww. Rrrrrrr blorrr groatt zzzatrog floaahhh. @#*!^@#*!^*^#@ !!!! Contact Taz.

UMP

RE FOR springs, ses, rope, iable Acme ntact Wile E. Coyote.

BLE PET-SITTER. Will d care for small pets 're away. Reasonable my specialty. Trust weetin' Pet Service. or Sylvester.

NTED. Big ng to travel. life. Call

TICKETS FOR SALE, Looney Tunes B-Ball tournament. 1-800-DRIBBLE.

DESPERATELY SEEKING high-performance roadster. Will provide unlimited birdseed. Contact Wile E. Coyote.

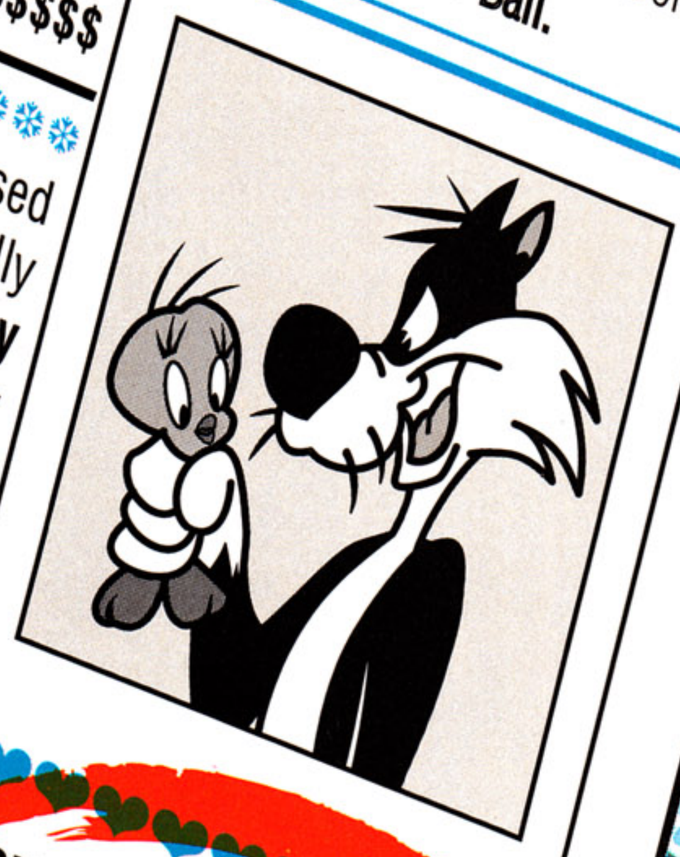
$$$$$$$$$$$$$$$$$$$$ BILL TROUBLE got you down? Get in touch with the bill expert. Contact Daffy Duck on Game Boy. **$$$$$$$$$$$$$$$$$$$$**

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

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

PORTLY SWINE looking for vacation p-p-p... vacation p-p-part... vacation p-p-part... traveling companion for **Porky Pig's Haunted Holiday.** Must bring pillow. Contact Porky Pig.

PLAYERS NEEDED for two-on-two pick-up game. Must enjoy pies in the face. Contact **Looney Tunes B-Ball.**



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

CASTING

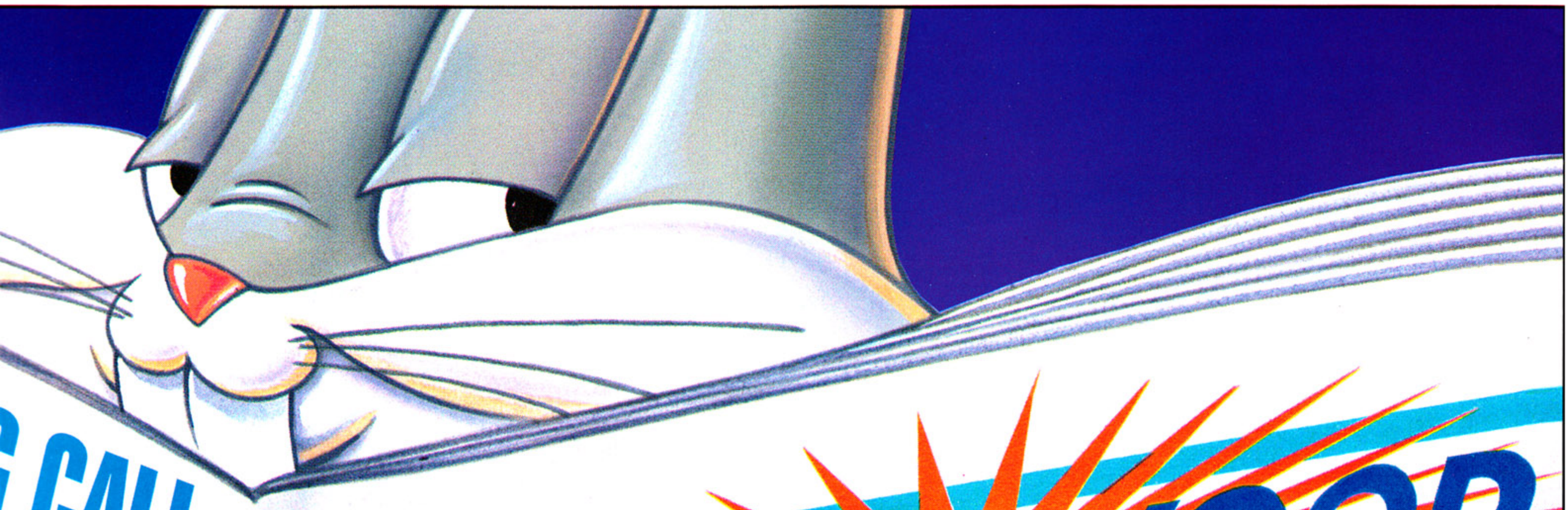
Try out

LOONEY TU

family of

Coming Soon!

hot
In



CALL
the
UNES™
fun!

COMING SOON!

HOLLYWOOD STAR

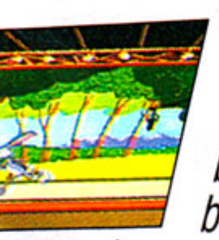
"LOONEY TUNES B-BALL" IS A SLAM-DUNK WINNER!

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 no-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 rack for two! And the clock isn't the only thing ticking when the ball becomes a bomb for hotato!



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 grroagh froww hrrrg!

TAKE THE COURT FOR THE WACKIEST GAME OF HOOPS EVER!

"#@!**##^@!" Most observers tended to agree. **Looney Tunes B-Ball** is your season ticket to fun. "Shoot, doc," said Bugs. "We're having a ball!"

The arena will rock 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!

The
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in his ow
The Loon
features all yo
Bugs Bunny, Porky
Sylvester and Tweety, E
Fudd. And Daffy Duck himself.

The Acme Animation Factory
just the carrot on the...er...Neve
mind.

SUNSOFT™

Official Nintendo Seal of Quality

SUPER NINTENDO ENTERTAINMENT SYSTEM

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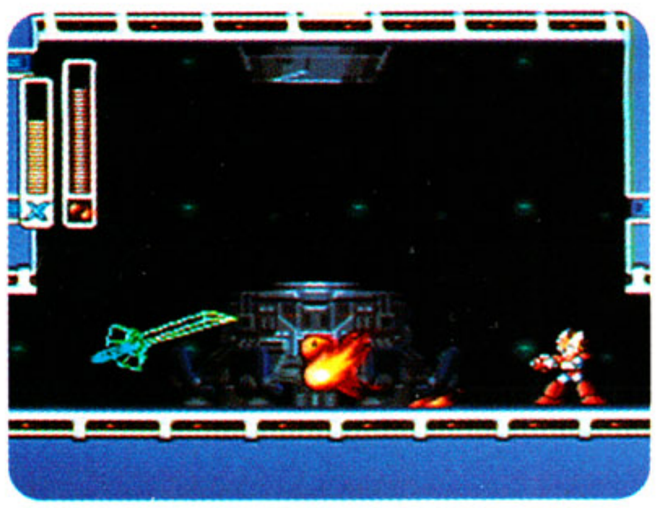
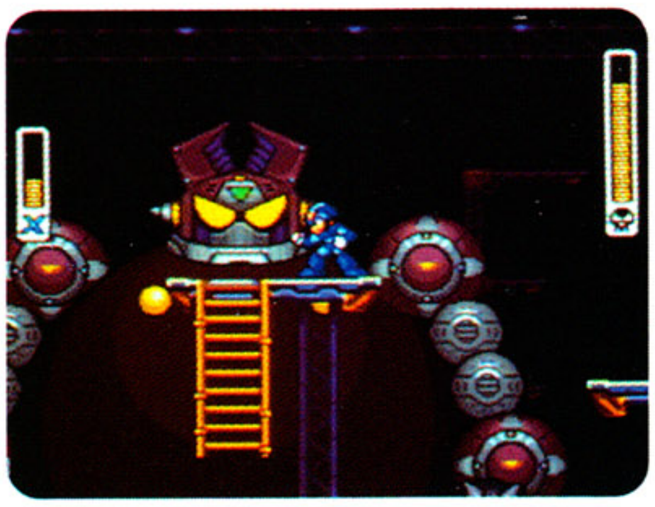
ARE YOU THE HUNTER OR THE HUNTED?



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



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

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

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

CAPCOM®

AMAZING 3-D REALISM! With the new CAPCOM C-4 graphics chip and 12 megs of memory!

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