

SUPER NINTENDO • GENESIS • SEGA CD • 3DO • SEGA SATURN • PLAYSTATION • JAGUAR • IMPORT • ARCADE

# EGM<sup>2</sup>

FROM THE EDITORS OF

**ELECTRONIC GAMING MONTHLY™**

**STREET FIGHTER**  
**ALPHA**  
WARRIORS DREAMS

## New Characters & Codes Revealed!

Play as the Hidden Fighter Dan and Ken & Ryu  
in a tag-team match against Bison!

Plus!

\$4.99/\$6.50 Canada  
Volume 2, Issue 3



Display until October 17, 1995

**INSIDE:**  
First Photos and All  
the Moves of This  
Killer Hidden  
Character—

Dan

## SUPER STRATEGIES!

### Mega Man 7



### Battle Arena Toshinden



All-New Strategy  
Sections Give You  
Mega Tips & Insider  
Techniques to Help You  
Win Like a Pro at These  
Two Killer Titles!

## MK3

### Arcade Update!

EGM<sup>2</sup> Shows the Very  
First Picks of the Mortal  
Kombat 3 Upgrade.



## Games Inside!

TEKKEN 2 • CYBER SPEEDWAY • 11TH HOUR

SPOT GOES TO HOLLYWOOD • WAR HAWK

RAIDEN PROJECT • AGILE WARRIOR

ROCK 'N ROLL RACING 2 • CIVILIZATION

Street Fighter Alpha™ ©1995 Capcom

IT'S ACTUALLY A ROLE-PLAYING GAME.

TODAY YOU'LL BE PLAYING THE







## PART OF THE PIÑATA. |

Across the room a gorgeous blonde in skin-tight leather beckons for you. Is it the start of a wet dream? No, it's a beating by Sofia, *Battle Arena Toshinden's*™ Queen of Pain. The Sony® PlayStation™ is the only place where multiple camera angles, 360-degree movement and epic 3-D graphics add up to some of the most memorable massacres ever. Save your quarters and look for *Battle Arena Toshinden* and 50 other titles including *Mortal Kombat™ 3* on the PlayStation before Christmas.



U  
R  
N  
O  
T  
E

PlayStation™



To find out more about PlayStation call 1-800-238-SONY (7669) or <http://www.sony.com>. Sony is a registered trademark of Sony Corporation. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc. Toshinden and its characters are trademarks of Takara, Co. Ltd. ©1996 Takara. Mortal Kombat™ 3 is a trademark of Midway Manufacturing Company. All rights reserved. Used under license. Mortal Kombat is a trademark of Midway Manufacturing Company. Developed by Williams® Entertainment Inc. Williams is a registered trademark. WMS Games Inc. ©1996 Sony Electronic Publishing Company. All rights reserved. Call 1-800-773-3772 for information on Game Ratings.

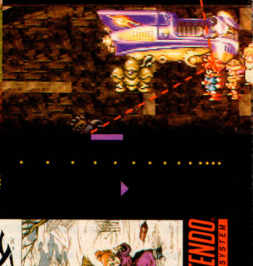
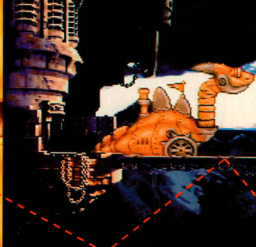
ENOS LIVES

YOU'VE GOT IT ON YOUR HANDS. YOU  
DON'T HAVE ENOUGH OF IT. YOU'VE GOT  
IT ON YOUR SIDE. YOU'RE PRESSED FOR  
IT. YOU SPEND IT. YOU WASTE IT. IT'S  
IN. IT'S OUT. IT'S NOW. IT'S PAST. IT'S  
RUNNING OUT. IT'S DRAWING NEAR.  
CHRONO TRIGGER™. IT'S ABOUT TIME.



**Chrono Trigger. From the creators of the acclaimed Final Fantasy series. Character designs by Akira Toriyama. 32 Megs, 10 endings, 70 plus hours of game play. Sept. '95.**

© Square Co., Ltd. All Rights Reserved. Chrono Trigger™ is a trademark, and Final Fantasy and SquareSoft™ are registered trademarks of Square Co., Ltd. Characters: ©1995 Square Co., Ltd. ©1995 Bird Studio/Shueisha. Nintendo, Super Nintendo Entertainment System and the Official Seal are registered trademarks of Nintendo of America Inc. ©1995 Nintendo of America. All rights reserved.



CHRONO  
TRIGGER

DESIGNED BY  
SQUARESOFT





# EGM<sup>2</sup>

September, 1995

Number 2.3

**publisher:** Steve Harris  
**editor in chief:** Ed Semrad  
**senior editor:** Howard Grossman  
**managing editor:** Danyon Carpenter  
**third-party liaison:** John Stockhausen  
**news editor:** Todd Mowatt  
**assistant editors:** Sushi-X • Mike Forassiepi  
Mike Vallas • Terry Minnich  
Andrew Baran • Al Manuel  
Paul Ojeda • Mark LeFebvre  
Dindo Perez • Tim Davis  
John Gurka • Mike Desmond  
Jason Streetz • Mark Hain  
Dave Malec • Carey Wise •  
Dave Ruchala • Scott Augustyn  
• Ken Badziak

**managing copy editor:** Jennifer Whitesides  
**copy editors:** Jo-Ei M. Damen  
Gayle Schneider  
Jennifer McGeary

**lifestyles editor:** Shawn Smith  
**foreign correspondent:** Stewart Levy  
David Rider  
**art director:** Juli McMeekin

**president:** Steve Harris  
**executive vice president:** Mike Riley  
**vp/general counsel:** Mark Kaminky  
**editorial director:** Joe Funk  
**director of operations:** Marc Camron  
**promotions coordinator:** Kim Schmidt  
**publicity manager:** Kate Rogers  
**circulation director:** Dave Marshall  
**contract publishing manager:** Ken Williams  
**production manager:** Colleen Bastien  
**production assistant:** Dave McCracken  
**advertising coordinator:** John Born

**customer service (NO TIPS!):** 708-268-2498  
**advertising:** ECG, Inc.

**inquiries:** 10920 Wilshire Blvd., 6th Floor  
**contact:** Los Angeles, CA 90024  
310-824-5297

**national ad director:** Jeffrey Eisenberg  
**national ad manager:** Jon Yoffie  
**account executive:** Karen Landon  
**ad coordinator:** Suzanne Farrell  
**new york office:** (212) 864-0730  
**account executive:** Michele Citrin

EGM (ISSN # 1074-6471) is published monthly by the Sendal Publishing Group, Inc., 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148. Application to mail at Second Class Postage rates pending at Lombard, IL, and additional mailing offices. Subscription rates for U.S.: \$28.95; Canada and Mexico: \$45.95; and all others: \$100.00. Single issue rates: \$4.99. POSTMASTER: For subscription changes, change of address, write to: EGM, P.O. Box 1448, Lombard, IL 60148. The editors and the publisher are not responsible for unsolicited materials. Without limiting the rights under copyright reserved herein, no part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form, or by any means (electronic, mechanical, photocopying, recording, or otherwise), without the prior written notice of Sendal Publishing Group, Inc. Copyright © 1995, Sendal Publishing Group, Inc. All rights reserved. TM and ® for all products and the characters contained therein are owned by the respective trademark and copyright holders. All materials listed in this magazine are subject to manufacturers change and the publisher assumes no responsibility for such changes. Printed in the USA.

# THE ONLY CONSTANT IS CHANGE

One guarantee you can definitely count on is that things are going to change. No matter what industry you look at, "progress" isn't patient, and it will keep propelling us to the next level. This is especially true in the gaming realm where home systems, arcade games and computer software are in a race to continually outdo themselves as well as each other. After every mascot, combo, and secret level idea has been exhausted, it seems the only way to improve the games are to improve their potential by expanding on **NEW HARDWARE**. We've already seen 8-Bit fade into almost extinction, and with the



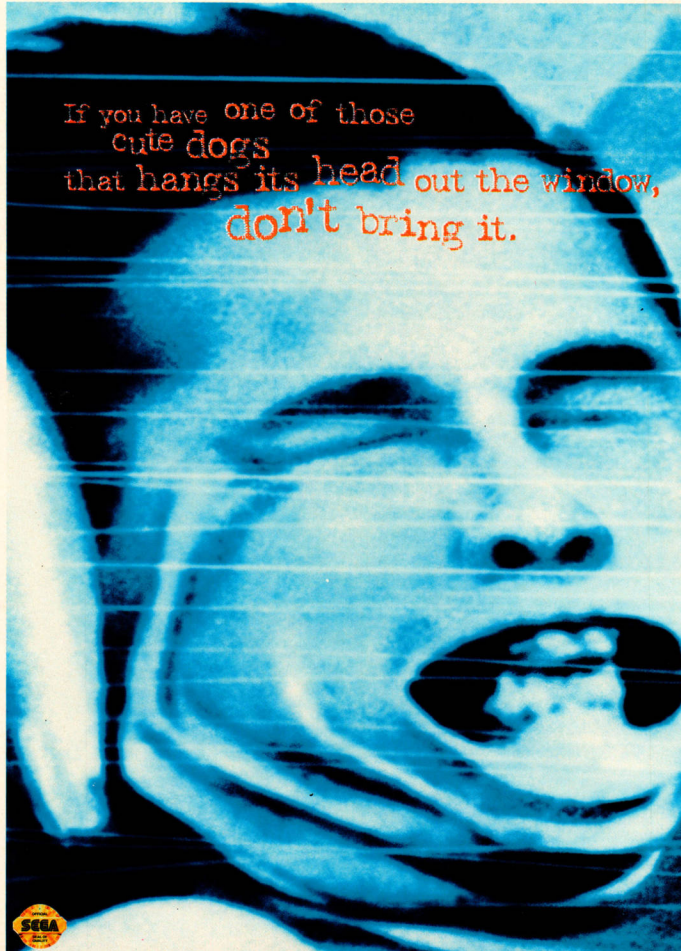
by  
**Howard Grossman**  
Senior Editor

release of PlayStation this month, you only have to wonder how soon before the current 16-Bit kings are dethroned. Gamers and companies alike are ready to jump on the **CD BANDWAGON**—whether it's Sega Saturn, PlayStation, 3DO, Sega CD, Jaguar CD—to fully explore their capabilities.

The future of gaming will hit one of its milestones as the Sega Saturn and PlayStation go head to head, scrabbling for a share of the newest CD systems. The initial reaction to these two new systems and their games may quickly move them to the head of the class. We've already seen the systems potential with several **EXCELLENT TITLES** like Bug!, Toshinden, Ridge Racer and Daytona showing off the technological advancements. Only time will tell which (or both, maybe?) of these systems will become the next king of the hill. As the gaming world continues to evolve, they will surely be a major force in continuing to shape its future.

Replicating the current trend of change, **EGM** will also move ahead with a **NEW LOOK**. There will still be plenty of news, tricks, arcade and international to keep you posted on a bi-monthly basis with **EGM**, but the focus of **EGM** will shift slightly. The major difference will be that the issues will concentrate more heavily on strategies and will serve as a forum for larger and more expanded **DETAILED BLOWOUTS**. The reasoning behind this is to use the bi-monthly format as a guide to give you the latest info and also have a place to do more extensive coverage on some of the **HOTTEST GAMES** that are out.

As the winds of changes shape our future, you can count on the veterans at **EGM** to keep you ahead of the race. With **EGM** just passing its one year mark and **EGM** already approaching its 75th anniversary, you know that we will be around to keep you up to the minute and up to your neck with info. One other fact you can count on (besides change) is that **EGM** and **EGM** will continue to evolve and adapt to meet the needs of our readers and provide the latest in info on the **GAMING SCENE**.



If you have one of those  
cute dogs  
that hangs its head out the window,  
don't bring it.



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the Sega Saturn™ System.





Saddle up. 'Cause at dawn you ride  
the death pony. And it's gonna be  
pure neck-snapping, retina-tearing  
speed! You see, Solar Eclipse™  
boasts third generation 3D technology

for the highest frame rate ever. That means  
tent-pitching Velocity for our latest space  
combat n' carnage convention. But hey, it's more  
than some cosmic speed trip. Your mission's  
to battle a computer gone HAL—with all the  
high-tech weaponry your top gun wet dream  
can handle. And where are you dancin'  
this metallic lambada? On the new  
Sega Saturn™, of course. Oh yeah, you'll be  
smokin' mister. But don't bother cracking a  
window. It's 32-bits of solar  
windburn out there.



Pick from a shiny collection of do-it-yourself death tools. E-Z High Explosive Plasma Guns, convenient Thermal Tracking Missiles, handy Pulse Laser Cannons. (Tool belt not included.)



Choose cockpit or chase plane view while screaming thru 3D texture-mapped worlds. Jagged asteroid fields, fiery planet surfaces, lava filled caverns, and other sunny destinations.



Working around the clock, scientists in our sweat lab achieved hyper-realistic Full Motion Graphics. Our secret? Ass-kicking proprietary engine parallel processing with Ed's '72 Pinto.



Meet Claudia Christian as the tough Major Kelt—She's nursing an intergalactic grudge against you the size of Uranus. 40 minutes of Full Motion Video let her hone her ball-busting ways.



Call 1-800-771-3772 for game rating information.  
Crystal Dynamics and Solar Eclipse are trademarks of Crystal Dynamics. Sega and Sega Saturn are trademarks of SEGA ENTERPRISES, LTD. ©1995 Crystal Dynamics. All rights reserved.

CRYSTAL  
DYNAMICS™

# CONTENTS

A Street Fighter Alpha update smashes into this issue of **EGM**®. All of the hot new Super moves and awesome tricks are featured inside! STORY BEGINS ON PAGE 80

## COVER STORY

NUMBER  
**15**







## DEPARTMENTS

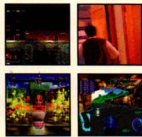
### Game DiReCTory

Agile Warrior	46
Arc the Lad	62,64
BA Toshinden	38,84-90
Boogerman	36
Civilization	51
Club Drive	40
Cyber Speedway	114
Demolition Man	110
Descent	38
Don Pachi	76-77
11th Hour	48
G. Police	51
Garfield	52
Gex	36
Ground Stroke	49
Heavy Machinery	48
HELL: ACT	40
Hyper 3-D Pinball	48
Judge Dredd	34,38,40
Kileak	52
Kirby's Dreamland	36
K. Petty's No Fear Racing	40
Magball	50
Mega Man VII	94-102
Mortal Kombat 3	82
Parasite	52
PO'ed	36
PowerSports Soccer	50
Puyo Puyo	58,60
Raiden Project	52
Robotica	48
Rock 'N' Roll Racing	53
Sentient	48
Shadow Squadron	38
Spawn	46
Spot Goes To Hollywood	50
Strahl	118,120
Street Fighter Alpha	80
Street Fighter The Movie	50
Super Bomberman 3	40
Tekken 2	70-74
Urban Strike	36
War Hawk	116
WeaponLord	106,108
WireHead	112

<b>INSERT COIN</b>	<b>7</b>
<b>INTERFACE: LETTERS TO THE EDITOR</b>	<b>14-20</b>
<b>FANDOM CENTRAL</b>	<b>20</b>
<b>PRESS START</b>	<b>24-26</b>
<b>GAMING GOSSIP</b>	<b>30</b>
<b>TRICKS OF THE TRADE</b>	<b>34-40</b>
<b>NEXT WAVE</b>	<b>48-53</b>
<b>INTERNATIONAL NEWS</b>	<b>56-57</b>
<b>INTERNATIONAL FACT FILES</b>	<b>58-64</b>
<b>ARCADE NEWS</b>	<b>68-69</b>
<b>ARCADE STRATEGY</b>	<b>70-77</b>
<b>SPECIAL FEATURES</b>	<b>80-102</b>
<b>ADVERTISING INDEX</b>	<b>124</b>

## FACT-FILES

	<b>SuPer NeS</b>	<b>108</b>		<b>3Do</b>	<b>118</b>
Battle it out against tough opponents in WeaponLord!			Capture all of the crystals to become king in Strahl!		
	<b>SeGa CD</b>	<b>112</b>			
Help Ned through his bad day in the weird game WireHead!			4 HITS		
	<b>SeGa SaTuRN</b>	<b>114</b>			
Race the dangerous tracks in the game Cyber Speedway!					
	<b>PLAYSTation</b>	<b>116</b>			
Take to the blue skies in order to defeat the bad guys in War Hawk!					



## FUN ... EXCITEMENT ... ROMANCE ... TERROR ... ADVENTURE ... THRILLS ...

... all this and so much more in every issue of *EGM* and *EGM*<sup>2</sup>. Check out Press Start, Next Wave, Tricks of the Trade, Arcade Action and the other cool sections! Tell your friends, tell your folks, tell your friends' folks what the **BEST** and **BIGGEST** video game magazines are all about!  
**IT'S DOUBLE THE FUN IN EVERY ISSUE!**

## FEATURES

### MORTAL KOMBAT 3 MANIA HAS BEEN REVITALIZED WITH "NEW" CHARACTERS!

Just when you thought you had mastered Mortal Kombat, a revision to the arcade game will be made when MK3 comes out on the home systems. Check out the first pix on the Mortal Kombat 3 update inside this issue! Currently, Kitana and Scorpion are the two new characters expected to join the Mortal team. Although their old moves will be included, expect new moves for each as well. Four (or maybe more) new stages will also grace the quarter-muncher that are all extremely colorful and original. The story begins on **PAGE 82**.

"It looks like all of Kitana's old moves like the Fan Raise and the Fan Toss are back, but expect to see a new move for her, as well."



### BATTLE ARENA TOSHINDEN'S STRATEGY FEATURES THE GOOD, THE BAD AND THE UGLY!

PlayStation owners will get a kick out of Battle Arena Toshinden when it is released. Because it is somewhat complicated and immense, gamers will want to get their hands on this issue's four-page strategy guide. It details advantages, disadvantages, sidestep arcs and move ratings on each character. As well, it has tips on the playing-view perspectives and a complete move list. Each character's profile lists his/her backgrounds. Plus, the guide features how to fight the mega Bosses Gaia and Sho. The story begins on **PAGE 84**.

"Kayin's Hell Inferno attack is in every way identical to Eiji's. Therefore, it suffers from the same disadvantages that encumbers Eiji."



### THE SEVENTH INSTALLMENT OF THE MEGA MAN SERIES BLASTS INTO THIS ISSUE!

Wily is back at it again, and this time he has a whole museum of robots at his disposal. Don't worry! *EGM*<sup>2</sup> gives Mega Man fans what they are screaming for: ultra in-depth coverage on the seventh installment of the series. Six information-packed pages highlight everything this game has to offer. In this issue, check out the strategy on such Bosses as Burstman, Cloudman, Freezeman, Clawman, Junkman and many more. Detailed maps show where the hot items like power suits and power-ups are! The story begins on **PAGE 94**.

"Once Mega Man has defeated the first four Boss characters, another four stages become available with another four new Bosses."





I  
was  
passing through a wasteland when suddenly my mind drifted . . .



AOL keyword: NOA [www.nintendo.com](http://www.nintendo.com)

© 1995 Nintendo of America Inc.™ and ® are trademarks of Nintendo of America Inc. Batteries not included.

my spirit lifted, my location shifted into  
a  
new  
dimension

a  
third  
dimension

a  
good  
dimension.

Was this their intention?  
To crash my dimension?

I stepped into the invention  
and heard a voice say,

Turn it on Virtual Boy.™

A 3-D game for a 3-D world.

**Nintendo®**

Virtual Boy is a portable 32-bit 3-D game system, featuring phase linear array technology,  
digital stereo sound, two high-resolution visual displays, and 3-D graphics that  
immerse you in the game. Coming soon—stereo headphones and Game Link®  
cable for head-to-head action.

Turn it on and experience the  
difference a dimension can make.

# INTERFACE

Has anyone  
seen my piggy?



# LETTER OF THE MONTH

And now we get to the part of the magazine where it's *your* turn to impress not only us, but millions of readers as well. (If you're lucky you can even show your reviews that you got your name in a magazine—and they said you'd never amount to anything ... HAI!) So get off your duff and write us a letter! If you don't write us now, we'll send someone over to your house to eat all of your food.

## Get ConNeCTed!

You can reach the editors of *EGM* via e-mail at [egm@mcs.com](mailto:egm@mcs.com). You can also get access to *EGM*'s articles, reviews and more on the World Wide Web via the red-hot NUKE home page at [www.nuke.com](http://www.nuke.com).

# NUKE™

Get your letters into *EGM* today or we will another dorky editor! You can reach *EGM* by writing to:  
Interface, Letters to the Editor  
1820 Highland Avenue, #222  
Lombard, IL 60148



No thanks, sauerkraut  
gives me horrible gas.

## OLDER GAMERS NEED LOVE TOO (NOT TO MENTION KILLER GAMES!)

### Dear *EGM*,

I am an "older" gamer. I am not that old (30), but I've been around the video game block a few times. This letter is not a complaint or a gripe, but more of just some general comments about an industry and a topic we all know and love: video games. First, I must say that the recent advances in video gaming technology are just mind-blowing! Some of the younger folks out there might not remember when the idea of cutting-edge video gaming technology was two white paddles and a square little ball. When Pong came out, we couldn't get enough. Boy, how times have changed! While talking to a friend of mine the other day (he's an old man of 32!), we were both thinking back to the first time we saw the game Battle Zone in the arcades! Wow, was it really that long ago? Anyway, it blew us away to think that we had actually thought that Battle Zone was the pinnacle of technology. Obviously we were dead wrong! The games being sold for the home systems today are many times more realistic than those past games. We are all so lucky, as gamers, to live in this day and age. Another thing that we were talking about is the fate of the once-great company known as Atari. These folks seem to be in a spot of trouble. How could a company who was the king for so long end up the way they are? I realize they are coming out with the Jaguar CD and all—and that they should be releasing some new games for it—but come on! What happened? I remember 15 or so years ago when you could have gotten rich off of Atari stock! I guess nothing is for certain! My friend and I also talked at great

lengths on the importance of quality product. In other words, bitchin' games. You know the ones I'm talking about. These are the titles you wait for ... and wait for ... and as soon as they hit the store shelves, you get a copy. When you take them home, you are just blown away. Of course, after two or three months, you play the bejeezuz out of them and it's on to the next. The really good games, however, you can pick up after months and still have a great time. Hopefully, we can look forward to a bright future of excellent games and powerful systems. Maybe all of the 15-year-olds out there will look back in 10 or so years and say, "Remember that game Killer Instinct? Boy, I remember when we thought that that was an awesome game." Maybe by then we'll even see the elusive Street Fighter 3!

**Paolo Freshetti**  
Chicago, IL

Battle Zone?! I remember that one! What a great game! Yeah, we do live in exciting times. There are lots of things to be excited about. First, we are all going to be playing on new systems whose capabilities are mind numbing. Second, there are new technologies on the horizon that will eventually cross over into video gaming. One of these, of course, is virtual reality. Maybe within the next few years or so, we will be playing games in a virtual universe where the action is so realistic that you hardly notice the difference. There is not a lot that is for certain though. The one thing that I do know is that the industry is moving so fast that if you blink you could miss something big!

.....  
Great letter Paolo! Your prize is in the mail!





# ROAST A FEW WEENIES TONIGHT.

SO, HOW DO YOU LIKE YOUR OPPONENT?  
WELL-DONE? LIGHTLY CHARRED? EXTRA-CRISPY?  
WELL, BEFORE YOU ROAST 'EM, YOU GOTTA GET TO BLOCKBUSTER.  
WE'VE GOT MORE COPIES OF THE BEST GAMES AROUND.  
COME ON IN, GET THE GAMES AND START COOKIN'.

THE SOURCE



BEHIND THE FORCE.

## ARTIFICIAL INTELLIGENCE AND "CHEATING" OPPONENTS

Dear EGM,

I know that we are not in the age of "real" artificial intelligence yet, but I have a major gripe with some of today's games. When a game has the option of increased difficulty, it usually doesn't actually have *real* increased difficulty. For example, in fighting games like *Street Fighter* or *Mortal Kombat* series, when the "difficulty" level increases, so do the number of times that I get thrown in a match. In most cases, there is really no need for better strategy. The opponents aren't really any more intelligent ... they are just cheaper. Either that or their hits just do more damage—whoopie. Just so you don't think that it's only fighting games that I have trouble with, I have a real complaint about *NBA Jam*: TE. When I increase the drone difficulty, I want a more cunning, better-thinking opponent. I don't want a game where Luke Longley and Patrick Ewing are making more three pointers than Dan Majerle, and from farther out! I've gotten really tired of every quarter ending in a full court three-pointer by the other team's center with both my men in his face! I just wish game companies would make their games a little smarter somehow instead of the usual out-of-this-world abilities which come along with increased difficulty levels.

**Glen Banegura**  
Baltimore, MD

I hear ya! Until artificial intelligence gets a little more intelligent, and a

Hey! There's no party for me here!



lot less artificial, I guess we're going to have to put up with this pseudo-difficulty-level stuff for quite a while. Maybe in the near future we'll be able to play games against a computer opponent that actually *is* intelligent.

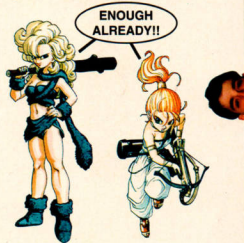


• Cheap throws in a fighting game? Sure, just increase the difficulty level!

## OKAY, REALLY—ONE LAST THING ON SEXISM IN GAMES

Dear EGM,

Girls often complain that there are not enough women in video games. When they do put women in fighting games, they complain that the women's breasts are too large or that these female characters are just too sexy. They may be right on some counts, but there's one



genre that they have forgotten to look at—RPGs. RPGs have had women in them from the very beginning. True, maybe the very first ones didn't have the women fighting, but they're in there! A good example of a great female character is Terra from *Final Fantasy III*. Maybe the game companies who make those large-breasted women in fighting games should pick up an RPG every once in a while!!

**Joshua Davis**  
via the Internet

So what are you saying? Just because there's a female character in an RPG, that doesn't mean her breasts are any smaller than a fighting game woman's! You're an RPG sexist! Shame on you. Seriously, though, your point about RPGs is a valid one. There have been excellent female characters in RPGs for a long time, and look, they're not at all scantily clad.



• Square's *Chrono Trigger* features some female characters.

## WHAT IF?

Okay, here's another chance to let your creativity really shine! Send your "What If's" in and maybe they'll get published in our mag! All you have to do is think of the weirdest possible thing that you can imagine and write it down! Easy enough!

## WHAT IF ...

...the **EGM** and **EGM\*** staff went on strike? (Editor's Note: At this time, the **EGM** and **EGM\*** staff have decided to go on strike. Pending talks with union officials, we will no longer be doing any more magazines. I mean, c'mon, what kind of job is this anyway? Playing video games all day? No one would ever WANT to work here! I can't stand it anymore! I would much rather be out there carrying heavy stuff on my back in the hot afternoon sun! So if anyone out there wants my job, just come right over here and take it! If anyone needs me, I'll be out back building stuff—like a real man! So there!)

...Doom was actually worth buying on any system other than a computer? **Dark Avenger**  
via the Internet

...the Turbo Duo got an upgrade?  
...Spinal from *Killer Instinct* was attacked and eaten by a dog?  
...the lady from the movie *Misery* was a secret character in *Mortal 3*? **Rashad Hamilton**  
Cedar Hill, TX

...Nosferatu actually came out?  
...Sega came out with their 64-Bit "Uranus" system and it was packed with *Black Hole Assault*? (Editor's Note: We take no responsibility for that last "What If." If anyone was hurt, offended or otherwise bothered by it ... too bad! It was funny, so we used it!)

...Sega made "A Tribute to Kurt Cobain—Make Your Own Video," and of course, it was compatible with the Justifier for more realism? (Editors Note: Okay, okay! We couldn't resist offending you just one more time. We're sorry, but it had to be done.)

...NEC's FX system didn't look like a computer? **Steve Krawczyk**  
via the Internet

The power of  
advanced  
technology...

combines with  
the ultimate  
power hitter.

TAKE THE FIELD OCTOBER '95

DONRUSS

STATS

SUPER NINTENDO  
ENTERTAINMENT SYSTEM

GENESIS

GAME GEAR

GAME BOY



Big Hurt™ is a registered trademark of Frank Thomas and licensed for use to Fuji Film Enterprises, Inc. Unauthorized use is strictly prohibited. Big Hurt Enterprises, Inc. granted a limited license to Acclaim Entertainment, Inc. Officially licensed by the Major League Baseball Players Association. MLB Logo, MLBPA Logo, MLBPA/MLA, Nintendo, Super Nintendo Entertainment System, Game Boy and the Official Seal are registered trademarks of Nintendo of America Inc. ©1995 Nintendo of America Inc. Sega, Genesis, and Game Gear are trademarks of Sega Enterprises Ltd. All rights reserved. Acclaim is a division of Acclaim Entertainment, Inc. © 1995 Acclaim Entertainment, Inc. All Rights Reserved.



Acclaim  
entertainment inc.



**Dear EGM,**

I heard a rumor recently (from someone at Acclaim) that there is a plug-in card being developed for both the IBM and PowerMacs that will enable them to run PlayStation CDs. Can you either confirm or deny this rumor?

### Edward Cowden via the Internet

According to our top secret Asian operative (a guy named Joe whose grandfather's uncle knows someone who used to live in Japan), there is a card being developed in Japan that will allow users of these two computer platforms to play PlayStation games. Whether or

Hey!! I'm not a psycho!  
Get me out of here—  
*guys!*

Now for that part of the show where the truly insane get a chance to shine. This month's letter comes from Pete Fisher from New York who is obviously a textbook example of a psychotic. This guy just can't get enough of his favorite word.

Dear **EGM<sup>2</sup>**,

And now, the word "sputum" written fifty times:

[illegible]

Oh, was that 51? Okay, scratch that last "sputum" and insert another word. Sorry about that.

**Pete Fisher**

**Whoa! You are a genuine psycho indeed, Pete! Rest assured your sputum-encrusted EGM<sup>2</sup> T-shirt is now in the mail! Congratulations, I think.**

## Postcard Paranoia



Oh, that's pleasant! With the recent heat wave in the Midwest, I thought this would be an appropriate winner for this month's Paranoia section. Special thanks to Kevin Aboudaoud from Odessa, TX.

not this product will be marketed in America is another thing entirely. The big question in my mind is: Would Sony allow such a thing? Why would Sony market a product that would enable the consumer to blow off buying a PlayStation? Perhaps if the card cost as much, or more than the PSX, would it be feasible for them to do this? Otherwise, from a marketing standpoint, this would not be a smart move on Sony's part.

This is pretty interesting stuff, and we'll let you know of any future developments concerning this peripheral.

**Dear EGM,**

I recently discovered a possible U.S. release of Parodius Deluxe Pack for the Sega Saturn. I want to know if there is also going to be a U.S. version of Parodius for the PlayStation. If not, is there a possibility of a Japanese-to-American PSX adapter? I recently played this game in the arcades (it was called Fantastic Journey) and I absolutely loved it!

### Nick Panos via the Internet

**Parodius is out for the American PlayStation relatively "unbutchered." Sega also has plans for the same game on the Sega Saturn.**



• It's coming! It's coming! *Finally*, Parodius makes its American debut. It's about time.

*This month's letter column was brought to you by Mike Forrester, EGM's Assistant Editor. Mike is overjoyed at being named Employee of the Month here at EGM®. Among the many perks that go along with this honor, Mike receives a free pass to exciting Euro-Disney (airfare not included), tickets to the 1992 Super Bowl, a one-month supply of nicotine gum and a free meal at Joe's World of Weenies. Congratulations, Mike!*

**WHAT ARE THEY**

**LOOKING AT?**

**ME OR THIS BIG FAT**

**ZIT?** THIS BULLSEYE IN

**THE MIDDLE OF MY  
FOREHEAD?** ISN'T THERE

**SOMETHING THAT CAN BLAST  
IT OUT OF MY LIFE?** THAT DIGS

**DOWN AND DEEP CLEANS WITH  
MORE KILLER STUFF  
THAN THE NUMBER ONE**

**PAD TO ZAP ZITS?** IN

**FACT, ISN'T THAT**

**SOMETHING THIS**

**WICKED LITTLE**

**PAD FROM**

**CLEARASIL®?**



## EGM<sup>2</sup> LETTER ART

Where Creativity, Your Favorite Video Game and A Stamp Can Make You Immortal\*

Put your creative skills to the test by decking out a plain #10 envelope (you know, the long, business type) with your own unique touch. Send your letter art submission to: **EGM<sup>2</sup> Letter Art, 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148.**

\* Or at least get you in the magazine and win yourself a groovy GAC joystick for your hard work (First Prize Only!)



Camille • Manson, NC



Israel Castellon • Yorba Linda, CA



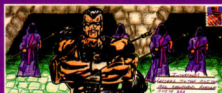
Paul Kim • Clearwater, FL



Young Kim • Cupertino, CA



Manuel Tapia • Sylmar, CA



Jason De La Cruz • Lubbock, TX

### The Good, the Bad and the Neofannish

by Arnie Katz

I've taken up a lot of the diminished space for this column with essays in recent months. This time, let's forget the appetizer and get right to the main course. It's time to dig into the file of zines on my desk and see what claws its way to the surface.



#### Overkill #5

Edited by Rick Florey  
PO Box 2671  
Bangor, ME 04402  
Frequent, \$2 per issue, 30 pages

This could become one of

the better fanzines, if its otherwise likable editor would stop being so pretentious. Rick works so hard to project a pseudo-prozine image, ridiculous though that is for a fanzine, that he forgets to have fun. He also forgot to put his name in the issue up for review.

Content is a blend of pop culture, heavy on games and comics. The article, "Pantheon," shows a susceptibility to hype in its eulogizing of David Perry, but the writing is pretty good overall. **Overkill** is definitely a fanzine on the rise; the editor's ability to refine his publication will determine how far it goes.

#### The Magik #1

Edited by Willy Kaye  
1 S. Stuyvesant Dr.  
Wilmington, DE 19809  
Frequent, \$1 per issue, 23 pages

The best way to prepare to do a fanzine is to read a lot of others, figure out what they're doing and adapt the

good features to your own zine's personality. Willy Kaye, though bright and enthusiastic, needs to take this advice for his second issue. The huge type spreads the material mighty thin, and the reviews need to be longer and more analytical.

**The Magik** shows welcome enthusiasm, but it has a long way to go. Because the editor seems like a really nice guy, fanwriters looking for a home could do a lot worse than contact him.

#### SNES Gazette #4

Edited by Mike Hutton  
4516 7 St., Apt. 4302  
East Moline, IL 61244  
Frequent, free, 8 pages

This pleasant reviewzine covers 19 games for Nintendo's 16-Bit console—and the price is certainly right. Mike might get better results by covering fewer titles at greater length, but **SNES Gazette** is already good reading.

#### Sega Express #2

Edited by Matt Harper  
415 Wildwood Circle,  
Tecumseh, MI 49286  
Occasional, \$2.50, 18 pages

Here's one for fans of Sega's 16-Bit machine. Its format is unusual, with multiple colors and a very neat layout, but it's printed on only one side of the page.

Reviews dominate the editorial pages. Some codes, a page about forthcoming games and a page of ratings fill out the package. A letter column and a lengthy, personal editorial section would be desirable enhancements.

#### Attention fanzine editors:

If you'd like your fanzine reviewed in this column, send it to: **Arnie Katz, 330 S. Decatur, Suite 152, Las Vegas, NV 89107.** I read and save every zine sent, and I'll try to describe as many of them as possible each month.



THERE ARE MANY WAYS TO DIE.  
ONLY ONE CAN MAKE YOU IMMORTAL.



MK3. BE CAREFUL. IT'S COMING HOME. FRIDAY 13. OCTOBER 1995.

SUPER NES® • GENESIS™ • GAME GEAR™ • GAME BOY®



Williams, Super Nintendo Entertainment System, Game Boy and the official seal are registered trademarks of Nintendo of America Inc. © 1991 Nintendo of America Inc. Sega, Genesis and Game Gear are trademarks of Sega Enterprises, Ltd. Mortal Kombat 3, © 1995 Midway Manufacturing Company. All Rights Reserved. MORTAL KOMBAT, the DRAGON LOGO, MK3 and all character names are trademarks of Midway Manufacturing Company. Developed by Williams' Entertainment Inc. Williams' is a registered trademark of WMS Games Inc.

**BLADEFORCE.** The year—2110 AD. The city—Megagrid. A gritty metropolis reeking with the stench of organized crime. You enter this cesspool wearing only a helicopter flight suit and a big grin that says "Hello Mr. Criminal. My gun is bigger than yours." You fly in real time. You fire in real time. They die in real time. Have a real good time. **Features:** 360° 3D flying. 3D worlds. 3D everything. You spin. You soar. You shoot. You spew. Pack the Dramamine. 16,000 true 3D objects. 28 missions and 7 crime infested levels. Buy the game, get the motion sickness free.



# All Those In Favor Of Gun C



Who's responsible for these two NRA favorites? The warped minds at Studio 3DO, of course. These innovative renegades have turned the most advanced gaming technology on the planet into their own sensory amusement park—and every ride's an "E" ticket. See your favorite retailer or to order direct, call 1-800-336-3506 or look us up on the Web: [www.3do.com](http://www.3do.com)



©1995, 1996 Studio 3DO. Blade Force and Blade Force are trademarks and/or registered trademarks of Studio 3DO Company. All other trademarks and/or registered trademarks are property of their owners. In 1995 The 3DO Company. All rights reserved.

ONLY  
ON  
3DO

BLADE  
FORCE

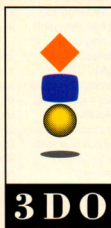




# KILLING TIME

Control, Please Skip This Ad.

ONLY  
**ON**  
3DO



**WE  
GOT  
IT.  
THEY  
DON'T.**



**KILLING TIME.** What a politically correct title, eh? You're trapped in a horrifying 3D world of the undead. But lucky you. You've brought along some serious firepower. You've got to shoot first and catch your breath later. To solve the mystery, listen to the ghosts for clues. You'll have to call on your wits, call on your weapons or call for an organ donor if things go south. **Features:** 16 horrific enemies (only 3DO could get 7 genuine ghosts on videotape). 45 supernatural areas to discover and over 200 rooms to explore. Requires use of the head, if it hasn't been blown off already.



# PRESS START



## BIG N SWINGS DEAL WITH KEN GRIFFEY, JR.

Nintendo of America, Inc. is hoping to swing for the fence and cash in with some new baseball products featuring Ken Griffey, Jr., one of baseball's brightest stars.

He has signed an exclusive multiyear agreement to act as a spokesperson and game development advisor for Nintendo. The first products of this new partnership will be two technically advanced baseball games, one for the Super NES and one for the soon-to-be-released Ultra 64.

Griffey is deeply involved in the game creation process to ensure that this new baseball game duplicates the thrills of the real game.

He's met with the Nintendo game designers, taken the Rare development teams to Seattle Mariners games at the Kingdome and will travel to England this fall to replicate his hitting stroke, running stride and throwing motion using Rare's proprietary motion-capture animation technology.

"It's going to be realistic ... but not just in the way it looks. I want it to feel like it actually does to play in the 'big show.'" Griffey said. "If you can get an infielder to dive a couple of rows into the stands to make a great catch and then pop out with the ball, gamers will get pumped up too, just like we do. Realistic and fun—that's what we want in this game. Something that you won't be able to put down."

With ideas like that going into the games, baseball fans will be shouting for joy!



## SNK LETS GAMERS DECIDE THE "BLOOD ISSUE" WITH A BUILT-IN CODE

**S**NK has announced that it's throwing its hat into the gaming ring come October.

SNK USA is entering the hotly contested CD set-top gaming market with its North American introduction of the Neo•Geo CD, which is scheduled for release in October but could be delayed.

The system will retail for \$399 and include a controller. Samurai Shodown 2 or King of Fighters '95 are two titles being talked about as possible pack-ins for the system. As an added feature, many of the combat titles available for the Neo•Geo can be ordered with a blood code, giving

gamers a choice of having the blood turned on or off while playing their favorite fighting games.

"At SNK, we are very aware and concerned about the current controversy over censorship in video games. As a result, we felt it necessary to provide the blood code," said Bruce M. Tomiyama, vice president of SNK. "Players can obtain this code by calling SNK's Customer Service Department at (310) 371-8555."

The Neo•Geo CD is based on the world's most powerful and highly priced cartridge-based system, the Neo•Geo. A big hit in Japan, the CD-based system has sold more than 300,000 units in less than six months. The system

will be the only set-top box on the market that takes its CD titles almost entirely from current, best-selling arcade games rather than translations or adaptations.

"Neo•Geo CD will be the only system that will allow you to play the hottest games in the arcades first, then two months later take them home. What you see in the arcade is what you get at home," Tomiyama said.

SNK is a leader in software development of multigame arcade systems, with annual revenues of more than \$500 million. The Neo•Geo devotes the largest amount of buffer memory currently available in the industry. Another crucial factor in Neo•Geo's game speed

## NEO-GEO CD LAUNCH TITLES

TITLE	GENRE
Aerofighters 3	Shooting
Dark Combat	Fighting
Alpha Mission 2	Shooting
Art of Fighting	Fighting
Art of Fighting 2	Fighting
Baseball Stars 2	Baseball
Burning Fight	Action/Fighting
Bust-A-Move	Puzzle
Double Dragon	Fighting
Fatal Fury Special	Fighting
Fatal Fury 3	Fighting
Football Frenzy	Sports
Galaxy Fight	Fighting
Ghost Pilots	Shooting
King of Fighters '95	Fighting
King of the Monsters 2	Fighting
League Bowling	Sports
Magician Lord	Adventure
NAM 1975	Shooting
Samurai Shodown	Fighting
Samurai Shodown 2	Fighting
World Heroes 2 Jet	Fighting
World Heroes Perfect	Fighting

comes from the advantage it has using SNK's proprietary sprite technology, which treats characters and other moveable items as discreet objects that do not require the redrawing of the entire screen to change the character or object. Many new CD-based game systems including the Sega Saturn and Sony PlayStation are based on polygon mapping, a technology that essentially redraws the entire screen pixel by pixel.

Because it simplifies the redrawing of the background, dramatically freeing up system resources, Neo-Geo's sprite technology effectively expands the number of total screens that can be simultaneously accessed in the game, depending on the particular background. Up to nine screens can be scrolled into a Neo-Geo game vs. five for the Sega Saturn or Sony PlayStation.

The Neo-Geo is another option hardcore gamers must take a look at before they choose which new hot system to invest in.

"This system has a dedicat-

ed processor devoted to game play, and it will ship with an immediate library of more than 50 titles," added Heh-Kyu Lee, product manager for the Neo-Geo CD.

### THE REAL DEAL

The Neo-Geo CD is powered by three chips in tandem: a Motorola 68000 microprocessor (the same chip used to run Macintosh computers), a Zilog A-80 microprocessor and a Yamaha 2610 sound chip.

The unit has the capability to handle six channels of PCM audio, four channels of FM synthesis and one channel of SSG, resulting in the ability to play the largest array of audio soundtracks and sound effects. The top-loading Neo-Geo CD unit is equipped with 8 MB of total RAM, including 7 MB DRAM (56 megabits—more than twice the memory of its closest set-top competition), 512KB of VRAM and 64K SRAM.

The unit features a double-speed CD-ROM drive with 300 kbps throughput. The CD system will play with any NTSC-compatible television set, using RGB, AV, RF or S-terminal hookups.

It delivers a clean, full-screen picture with a maximum color palette of 65,536 colors and stereophonic PCM digitally sampled sound to provide a realistic arcade experience.

You may remember that at one point not too long ago these games retailed for as much as \$250 each. The cost of these new CD titles will be anywhere from \$49-79.

Initially, the system and its compatible titles will only be available through Electronics Boutique and Babbages stores.

Deciding on a system isn't easy. One way to make sure you know what you are getting and to get the features that are important to you is to read up on all of the new systems before you make your final selection. **EGM** will be there with the info to help!



## MORTAL KOMBAT 3 COMES HOME IN A BIG WAY

Shang Tsung has taken over the Internet as New Line Cinema and Threshold Entertainment have set up a web site on the Net.

*Mortal Kombat: the Movie* opened nationwide on Aug. 18 and stars Christopher Lambert, Bridgette Wilson, Robin Shou and Talisa Soto.

The movie has posted some impressive numbers and now gamers can learn all about the legend of the Mortal Kombat warriors on the World Wide Web.

If you want to look at some of the action on the web site, type in <http://www.mortalkombat.com/kombatbe-gins> on your on-line PC.

There's even a message from Shang Tsung himself and it reads as follows:

"For now New Line Cinemas and Threshold Entertainments' Mortal Kombat web site is mine!

"I intend to halt the release of the Mortal Kombat movie and take over the Earth realm in the process. Don't think about escape, and don't think about the tournament. Your soul belongs to me."

Mortal Kombat 3 will be released for the Sony PlayStation on Oct. 1. Acclaim has already announced that it has licensed MK3 from Sony Computer entertainment for the PlayStation in Europe and the rest of the world.

The Super NES, Sega Genesis, Game Boy and Game Gear versions of Mortal Kombat 3 will be released on Friday, Oct. 13, by Williams Entertainment, a division of WMS Industries.

Acclaim has recently acquired the licensed MK3 for the Super NES, Genesis, Game Boy and Game Gear versions for Europe and the rest of the world from Sony Electronic Publishing.

Sony had the rights until Acclaim acquired them, now Acclaim is set to put a finishing move on the gaming industry and is poised to post some big MK3 numbers along with Williams.





# PRESS START

## SEGA CHANNEL SENDING A POSITIVE MESSAGE

The Sega Channel has produced an exclusive series of public service announcements featuring the mega-hit group TLC.



The national cable TV campaign is called "Believe In Yourself" and addresses youth-oriented social issues such as self-esteem. Cable systems will air the "Believe In Yourself" public service spots to coincide with TLC's 25-market concert tour in conjunction with the Sega Channel. Before the shows, the group also plays Daytona and Virtua Fighter.

The Sega Channel offers gamers an opportunity to play the hottest Genesis games via their television sets through their local cable affiliate. Soon gamers will be able to challenge each other via the Sega Channel.

## SEGA SATURN REACHING FOR THE STARS

Sega recently announced that it will expand the number of markets that the Sega Saturn will be available in, widening its distribution in major markets in the U.S.

"Since we launched in May, the Sega Saturn has achieved virtual sell-out situations across the country, and consumer demand is well ahead of our capacity to produce hardware," said Mike Ribero of Sega of America.

Sega expects a total of 85 Sega Saturn titles to hit store shelves by Christmas. Of these titles, 25 will come from Sega itself, while third-party software makers will account for the remaining 60.



As of press time Virtua Fighter was still the Sega Saturn pack-in.

## YOUR FAVORITE GAMES BROUGHT TO LIFE IN 3-D

How would you like to read about your favorite video games in 3-D, including popular games such as Virtua Fighter, Battle Arena Toshinden, Mortal Kombat 3 and Mega Man ??

The editors at **EGM** are releasing the first-ever 3-D games book as a special project. **EGM 3-D** will have special glasses packed in with the issue.

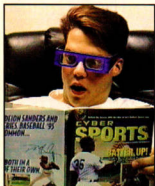
The glasses can be used to view past, present and future issues of **EGM** and **EGM\*** in ChromaDepth™ 3-D.

We see in 3-D because each of our eyes see slightly different views of the world. Our brains interpret the subtle differences between these views and construct a three-dimensional image. Old 3-D methods presented two images, a left image and a right image, at the same time on a screen or a printed image. The ChromaDepth™ 3-D process doesn't begin with two images; it only requires one. Depth information is encoded into the image by the choice of color.

Not only will you be able to wear the glasses and enjoy the pages of the 3-D book in true 3-D, but you'll also be able to use the glasses when reading **EGM** and **EGM\***.

The ChromaDepth™ 3-D process is the first new 3-D display technique to be developed in the last 30 years. The process was invented by American researcher Richard Steenblik after he noticed that the bright colors on the screen of a Tempest video game seemed to lie in different planes. This triggered his quest to reproduce the effect, known as chromostereoscopy, into a practical method for producing 3-D images. Steenblik and his business partner Dr. Frederick Lauter just about gave up their venture when a new development came to their attention, and as a result the ChromaDepth™ 3-D process was born.

The glasses were first used commercially in June 1992 at a laser show in New York City. The process is being used at laser shows throughout the U.S. and Canada and will enjoy worldwide use through **EGM** and **EGM\***.



## THE HOT NUMBER

# 2.5 Million

The number of Sega Saturn units that Sega projects it will sell worldwide by the end of this year. Sega sold 100,000 units in the United States in the first week.

## A NEW AGE OF CONTROLLERS

The advent of the two new gaming platforms has started a ripple effect across the industry.

A new wave of controllers and peripherals are beginning to make their way onto the scene. Mad Catz is catching the wave by adding new controllers to their lineup for the Sony PlayStation and the Sega Saturn. The PS Advanced Pad (bottom right) and the Basic controller for the

Sega Saturn (upper right) will both be available in September.

The Sega Saturn controller features six buttons and is a basic controller.

The PlayStation Pad has several features like slow-motion and turbo.

Both feature seven-foot cords for extended play.

The Sega Saturn controller will cost \$19 and the PlayStation Pad will be \$24.95.



Press Start by Todd Mowatt



# Let them see the scores, but don't let them see how you got 'em.

WE ADMIT IT — IT'S AN UNFAIR ADVANTAGE. BUT, HEY, DO THEY ASK FOR MERCY WHEN THEY CHALLENGE YOU TO THE TOUGHEST FIGHTING GAMES IN THE UNIVERSE? WE DIDN'T THINK SO. THAT'S WHY WE BUILT THE **Fighting Stick SS** FOR SEGA SATURN. WE CREATED IT FROM ACTUAL PARTS AND DESIGNS FROM REAL ARCADE UNITS SO IT GIVES YOU THE MOST REALISTIC FEEL POSSIBLE FOR YOUR GAMING EXPERIENCE! WE'VE EVEN ADDED EXTRA ROOM AROUND THE JOYSTICK TO GIVE YOU THE MAXIMUM IN PLAYING MANEUVERABILITY! NOW YOU CAN FEEL THE EXPLOSIVE POWER OF EVERY FIGHTING GAME! WITH THE **Fighting Stick SS**, YOU CAN TAKE ON THE TOUGHEST TITLES AND THE MEANEST OPPONENTS AND KEEP SMILIN' AS YOU BLOW THEM AWAY!



## Features

- USES GENUINE ARCADE BUTTONS AND PARTS!
- ACTUAL ARCADE CONFIGURATION AND LAYOUT!
- METAL FRONT PANEL WITH MOLDED PLASTIC EDGES FOR STABILITY AND SAFETY!
- HIGH QUALITY MICROSWITCHES IDENTICAL TO THOSE USED IN THE ARCADES FOR THE MOST RESPONSIVE AND ACCURATE JOYSTICK AVAILABLE!
- EXTRA WIDE SPACING AROUND THE JOYSTICK FOR MAXIMUM MANEUVERABILITY AND EASE OF PLAY!
- EIGHT INDEPENDENT BUTTONS OPERATING WITH 24 SHOTS PER SECOND RAPID FIRE ACTION!

HORI  
**HORI**

Sega and Sega Saturn are trademarks of Sega Enterprises, Ltd.  
Fighting Stick SS is a trademark of Horiden U.S.A., Inc. ©1995  
Horiden U.S.A., Inc. All rights reserved.

# Nonstop Video Game Play!

3<sup>RD</sup>  
ANNUAL!

# FGM<sup>TM</sup> SUPER TOUR

Play All-New, Mind-blowing Video & Computer Games - See 'em before your friends do • Test Out the **Cooltest Game Systems** Around : 3DO<sup>TM</sup>, Jaguar<sup>TM</sup>, Sony PlayStation<sup>TM</sup>, Sega Saturn<sup>TM</sup> and more • Meet Your favorite **Comic Artists** and Creators • Win Incredible prizes • Battle in



video game competitions • Get a **FREE** Official Super Tour Magazine jam packed with **video game news, tips** and more!

**Coming Soon to  
a Mall Near You!**

• August 26-27  
Aurora Mall  
Denver, CO

• Sept 1-3  
Mall of America  
Minneapolis/St. Paul, MN

• Sept 9-10  
Vista Ridge Mall  
Dallas, TX

• Sept 16-17  
Sawgrass Mills  
Sunrise, FL

• Sept 23-24  
Crossgates Mall  
Albany, NY

• Sept 30-Oct 1  
Oxford Valley Mall  
Philadelphia, PA

• Oct. 7-8  
Mall-TBA  
Cincinnati, OH

• Oct. 14-15  
Mall-TBA  
Indianapolis, IN

• Oct. 21-22  
San Jose  
Vallejo Fashion Park

\* All malls, cities and dates are subject to change without notice.

- Oct. 28-29  
Tantor Park  
San Bruno, CA
- November 3-5  
Del Amo Fashion Center  
Los Angeles, CA
- November 11-12  
Media City Center  
Burbank, CA



SONY



COMPUTER  
ENTERTAINMENT-

VIACOM  
new media



ESQ Super Hero is a trademark of Sega Entertainment, Inc. All Rights Reserved. EGM is a registered trademark of Sega Publishing Group, Inc. Electronic Gaming Monthly is a trademark of Sega Publishing Group, Inc. All Rights Reserved. New Illustrated is a trademark of Atari Publications, Inc. © 1995 Atari Publications, Inc. © 1995 Gamecube Group, Inc. All Rights Reserved.

SPONSORED BY:

ELECTRONIC  
GAMING  
MONTHLY

Williams  
Williams Entertainment Inc.



electronics  
boutique

CINESCAPE

THE MAGAZINE OF MOVIES, TELEVISION AND NEW MEDIA ON THE EDGE

X  
BYND

ATARI

JAGUAR

Panasonic  
R.E.A.L.  
3DO INTERACTIVE MULTIMEDIA

HERO  
ILLUSTRATED

Win  
Tickets To  
MORTAL KOMBAT



THE LIVE TOUR  
Presented by: Sega Entertainment, Inc. & Sega Publishing Group, Inc.

Join the Hottest Video Game Tour of 1995!





# GAMING GOSSIP

... MORTAL KOMBAT IV NEWS ...

... FIVE NEW CHARACTERS ADDED TO MK3 ...

... VIRGIN TO RELEASE STACKER FOR ULTRA 64 ...

... FEEL THE POWER OF 3DO'S M2 TECHNOLOGY ...

... AERO THE ACRO-BAT MAKING A COMEBACK ...

... MATTEL BURNING GAMES FOR PLAYSTATION ...

... HASBRO PULLS THE PLUG ON THE TOASTER ...

... ULTRA 64 DREAM TEAM UPDATE ...

It's time to belly up to the Sushi bar once again and chow down on some tender but tasty goodies that I have collected with the help of my humble spies scattered around the many continents of the gaming world.

As I promised last month, I have all of the information on the new Mortal Kombat 3 character upgrade. Many of you may have already put a few quarters in at select locations across the U.S. But for those of you who are looking for more MK3 arcade information, here it is. Mileena will possibly be a hidden character along with Reptile, Scorpion, Jade and Kitana. You will have 20 selectable characters: up to six new ones, the 14 old ones and maybe even Smoke. Each character will have the same moves and fatalities as before, and you won't have to relearn the patterns. However, one new move has been added to each character you will have to learn. Ermac may finally be in the game as a hidden character, and this time look for three Ultimate Kombat codes instead of only one. The good news is that there will definitely be a Mortal Kombat IV, and as usual, we will be on top of it and have all of the information as it becomes available.

The Ultra 64 is plodding right along and the dream team developers are working away on the first generation of Ultra titles. Virgin is working on a title called Stacker, a 3-D game that will set a new standard in video games, according to our sources. The second game is under wraps, but it may even push back the new Ultra 64 Spot game in favor of a game called Propaganda. A version of Propaganda is also scheduled to be released for the PlayStation in late 1996.

Virgin has pulled the plug on their Larry Johnson Grandmama-based title called Converse Hard-Core Oops, I mean Hoops. Virgin had to eat a large chunk of change on the game after it became apparent that gamers weren't too interested in playing a half-court, two-on-two style of game. Some focus groups rejected it in a big way, as well. The game was close to being completed and slated to be released for the PlayStation, Sega Saturn, Genesis and Super NES, but all versions were put on ice. Virgin will be entering the realm of sports games with both a hockey and a baseball game for PlayStation and the Sega Saturn, and they are working on a brand name for their sports product line. The hockey game doesn't have a name yet, but the baseball game is being referred to as The Show Baseball. Virgin has apparently decided not to produce anymore cartridge-based games. I have learned that Virgin will sell the Super NES, Genesis and 32X rights of Spot goes to Hollywood to Acclaim.

Hasbro has pulled the plug on its headmounted VR display technology codenamed the Toaster after spending close to \$60 million. The system used Argonaut Technologies' BRender real-time 3-D graphics software. There were more than a dozen developers developing games for the Toaster including Angel Studios and Spectrum Holobyte. The VR focus may be shifting as Hasbro officials have confirmed that although the project is dead, they are looking into other ways to exploit the technology. Insiders are suggesting that Hasbro may be setting up an arcade-located entertainment module that would be able to access and play a variety of programs provided by different software developers to utilize the entertainment module.

In other news 3DO's new M2 technology upgrade is making waves in the game development community. Insiders are suggesting that the M2 technology is better than all other platforms including the PlayStation, Sega Saturn and Ultra 64. If the M2 can be priced competitively with the PSX, many companies are saying they will definitely make games utilizing the M2 technology. Some are suggesting the price of the M2 could be anywhere from \$149-199 with a CD sampler showing off the technology as a pack-in. It could be on store shelves as soon as November.

Also, it seems as though Sculptured Software, the makers of the Star Wars trilogy on the Super NES and the gang who ported the Mortal Kombat series for the Genesis and the Sony PlayStation, are on the auction block. Acclaim and Viacom are said to be in the bidding war and are throwing around some big numbers. Several of Sculptured's programmers and artists are among the best in the business and would make a prize catch for either of these two companies. Some of the producers and programmers from Sunsoft have gone over to Universal Interactive.

Don't be too surprised if we see Aero the Acro-Bat or Zero the Kamikaze Squirrel swinging on to one of the new platforms.

Mattel has hired Orbital Studios to work on some PC CD-based children's games featuring their Hot Wheels and Barbie licenses. They also have someone working on a Cabbage Patch Kids product also for the PC. Word on the street is that whatever new system takes off between the Sega Saturn, PlayStation and Ultra 64, Mattel definitely wants to get into the video game arena. No, they won't be bringing out a next-generation version of the power glove—at least we hope not.

Until we return to the Sushi bar again next month, remember this little tip: Always smell the sushi before you eat it. ...



## Comes With More Rude Smells Than The Ol' Pull My Finger Joke.



You've never  
seen or smelled a  
Role-Playing Game  
like this! • Shortly after

Guide loaded with info about where  
the best grub is, who to  
hang with, and what you  
need to avoid. Keep it



the government tries to cover up a sudden  
outbreak of criminal  
behavior all over the  
world, a "horrific meteor  
shower" and hordes of  
reeking, belching mon-  
sters turn up. • You'll travel to different towns,  
across new worlds, and through time to face  
Giygas, the evil, time-traveling alien who is to  
blame for all the mess. Each EarthBound Game  
Pak comes with a free 128-page Player's



*The monsters aren't the only ones who  
can reek. Maybe one of your friends  
boiled off some bad air.*

nearby though, because  
the lowdown on all those heinous monsters will  
come in quite handy. If they get too close, open a  
window fast, because some of 'em are more than  
ripe. • But the adventure  
doesn't start until you do.  
Grab some air freshener  
and start sniffing around for  
an EarthBound Game Pak.  
Sell out your allowance for a burger  
or slice of pepperoni pizza when  
you need a boost of energy.



*Sell out your allowance for a burger  
or slice of pepperoni pizza when  
you need a boost of energy.*

It's the first Role-Playing Game that stinks.



**Nintendo®**

Fold

# KILLER INSTINCT™ DELI YOU GET IN THE ARCADE NES®. A STATE-OF- BUTCHER SHOP, SERVED GOO & UNCENSORED MAY BYPASS THE QUARTER

Fold



Plenty of killer moves  
in every box of K.I.  
Losers need not apply.



AOL @keyword: NOA  
www.nintendo.com

© 1994, 1995 Nintendo/Pare. Killer Instinct is a trademark of Nintendo of America Inc.



ACM technology is  
what makes the  
fighters look so  
life-like...



All the bodily fluids  
are intact...so clean up  
after yourself will ya?



More killer combos  
than you can shake  
a stump at.



Fold

VERS ALL THE EXCESS  
ON YOUR OWN SUPER  
THE-ART 16-BIT  
WITH ALL THE SPLAT  
HEM. SO GO AHEAD-  
SLOT-- K.I. IS HERE!!

Fold

Fold

For Hidden Game Tip,  
Fold So "X" Meets "Y"

Fold



...uh we mean  
unlife-like...  
er...reptile-like.



For one or two players.  
So find a friend and  
proceed to humiliate.



For a limited  
time you get a CD  
of the game music  
—free cuts to go with  
your cheap shots.



What else can we say  
'cept it's all on 16-bit  
so bag the new system, bud.

only for  
**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

# TRICK OF THE MONTH

## 34 EGI

YOU GET UP TO

50

GAMES A MONTH

AND PLAY THEM

24

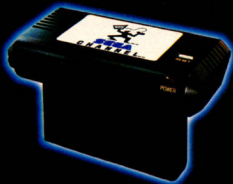
HOURS A DAY AND

KICK EVERYONE'S BUTT

7

DAYS A WEEK WHEN YOU

HOOK IN THIS



FOR PENNIES A DAY

The world's first 24-hour-a-day Video Game Channel is here. It's Sega Channel. Hook in, download and play up to 50 games every month, test drive new and unreleased games, and get secret game cheats, news updates and contest info. Call your cable company or 1-800-896-SEGA. It's the coolest way to get your games.

**GET HOOKED IN.**



Sega GENESIS required. Sega and Genesis are trademarks and Sega Channel is a service mark and trademark of SEGA. ©1995 SEGA CHANNEL. All rights reserved.



# TRICKS OF THE TRADE

## KILLER CODES

### BOOGERMAN

(Interplay/Genesis)



This clever little trick will help the superhero, Boogerman cross enemy territory at no risk at all! Anytime during the game, just press A, B, C and Start on controller two, which will make Boogerman immobile. Using controller one's direction pad, make Boogerman fly around the screen picking up icons and avoiding enemies. Note: To make him mobile again, press the same buttons on controller two. (Just make sure he isn't over any enemies!)

Alex Nichols;  
Vancleave, MS

### KIRBY'S DREAMLAND

(Nintendo/Game Boy)

In case you haven't figured out the configuration or bonus hard game with KD yet, here they are: Both of these codes are done at the Title Screen. For Configuration Mode press: B+Down+Select simultaneously. For Bonus Hard Game press: Up+A+Select simultaneously. Now you can mess with the sounds, give yourself more lives or play a more challenging game!

Carl Ellis Jr.; Detroit, MI

## GEX

### System

3DO

### Publisher

Crystal Dynamics

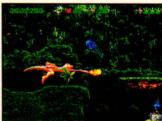
#### CHEAT SHEET:

##### Fire and Ice

Just like the other Gex codes, you need to pause the game and hold the R shift button during the entering of the code.



To shoot ice (BLUE BALLS) enter: Left, C, Down, B, Left, Up, Right, B, A, Left, Left, Down. To shoot fire



Want to turn those bad guys into toast? Try this one.

(RED BALLS) enter: Left, C, Down, Right, Right, Down, B, A, Left, Left, Down.

Rob Burleson; East Fairfield, VT



Use ice balls to freeze whatever is in your way!

## URBAN STRIKE\*

### System

Super NES

### Publisher

Electronic Arts

#### CHEAT SHEET:

##### Level Passwords

Enter these codes to get to many different levels.



Type in these level passwords at the Password Screen to skip ahead.

Level 2: C9NLMXYWVXH.

Level 4: 9GRTK9LGJ4Z.

Level 5: NWD4XLWDTFG.

Level 7: L6VYB74SHWB.

Level 8: GPT4YD3XLDD.

Long Ly; Sparks, NV



Clean house in the big apple!

## PO'ed (on Sampler Disk #3)

### System

3DO

### Publisher

Any Channel

On Sampler Disk #3 for the game PO'ed, you can actually do a few tricks! During the game just press A, B and C at the same time

#### CHEAT SHEET:

##### Full Energy and Overhead View

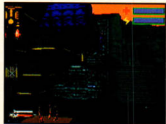
Within the game press C to pull down the Main Menu, then press pause to enter the corresponding codes.



for full health, missiles and lasers. You can also see the level from an Overhead View by pressing the Pause button and A at the same time. (Use the Left shift and Right shift to zoom in and out. Now you can take on those ugly aliens with no problem!



Press A, B, C simultaneously for full health, lasers and missiles.



Anytime during the game enter the following codes.



For an Overhead View press pause and A at same time.



## COMPUTER CODES

### DESCENT

(Interplay/PC)

The following codes work in the *shareware* version. Type them at any time while flying. Beware of the proximity bombs dropping!

GABBAGABBAHEY:

Cheats are enabled.

SCOURGE: Wowie Zowie weapons.

MITZI: All keys.

RACERX: Invulnerability On/Off.

GUILE: Cloak On/Off.

TWILIGHT: Shields Recharged.

FARMERJOE: Warp to Which Level?

The following work in all *registered* versions. (Note: You must type GABBAGABBAHEY to enable these, as well.)

BIGRED: Super Wowie Zowie weapons.

AHIMSA: Robots don't fire.

FLASH: Illuminate path to exit with energy balls.

BRUIN: Extra life.

BUGGIN: Turbo Mode.

The following work in *registered* 1.4+. (Note: You must type GABBAGABBAHEY to enable these).

POBOYS: This will detonate the reactor.

PORGYS: Superfast weapon firing.

LUNACY: Robots move faster, fire seldom.

PLETCHnnn: "nnn" is any three-digit number. Enter the code, then hit a robot with a laser to retexture it.

## TOSHINDEN

System

Publisher

PlayStation

Sony Computer Entertainment

### CHEAT SHEET:

Play as the Boss Gaia

While the words on the Menu/Title screen are moving together, enter the following code to play as the boss Gaia.



To play as Gaia press quickly: Down, Down/Back, Back then Square button before the words finish coming together at the Main

Menu/Title Screen. If done correctly there will be a "Fight" sound and the words will turn pink. Then at the Player Select Screen while Eiji is highlighted, hold Up and press the Square button once more. You should now be able to play the slow, but strong Gaia!



While the words are moving together, enter the Boss code.



While Eiji is highlighted, hold Up and press Square button.



You will now be able to have a mega Boss battle!

## SHADOW SQUADRON

System

Publisher

32X

Sega

### CHEAT SHEET:

Ship View

This trick will only work on a six-button controller.



Using a six-button controller, simply begin a game and press the Mode button. You will switch to a behind-the-ship view with the radar, life and energy bars at the top of the screen.

Steve Schneiderhan;  
Sheboygan, WI



You can now see your ship!

## JUDGE DREDD

System

Publisher

Genesis

Acclaim

### CHEAT SHEET:

Level Passwords

At the Password Screen enter the following level passwords, then press Start to proceed to the next level of play.



Level passwords are as follows: Level 2—KZDVT.  
Level 3—JRQWNO.  
Level 4—PSTRVJZ.

Level 5—HQWVLT.  
Level 6—WDRCNPU.

Kenneth McKnight;  
Baton Rouge, LA



At the Password Screen, enter the corresponding passwords.



Just a little added help in case you are stuck.



# Finally, a REAL flight sim for your 3DO™ System!



12

GUIDANCE FOR  
12 & UNDER

**T**he wait for a truly great flight sim is over. Based on the elite "Flying Nightmares" Marine Harrier squadron, this state-of-the-art flight and combat simulator will have your heart pounding and palms sweating. This romp through unfriendly skies delivers the very best in gaming:

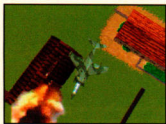
- ◆ Lightning-fast 3D graphics.
- ◆ Accurate representation of the Harrier's weapons systems.
- ◆ Fly simultaneous missions with up to three wingmen.
- ◆ Multiple cockpit views, plus external and missile camera angles.

◆ Incredible, pulse-pounding rock music soundtrack featuring Mike Edwards of Jesus Jones.

**FLYING NIGHTMARES.**  
A REAL flight sim for your 3DO System.



Published by Domark Software Inc. Flying Nightmares: ©1994 Domark Software Inc. All rights reserved. 3DO and the 3DO logo are trademarks of The 3DO Company.



# TRICKS OF THE TRADE

## KILLER CODES

### JUDGE DREDD

(Acclaim/Super NES)

Here are some level passwords for the new action game, Judge Dredd. At the Password Screen, enter the following level passwords then press Start after the last letter is entered:

For the Aspen Penal Colony enter—QBGB.

For the Council enter—FCWZ.

For the RC4 Processing Plant enter—DXHG.

For the Aboard Justice 1 enter—YGRZ.

Mike Natale; Middlesex, NJ



### CLUB DRIVE

(Atari/Jaguar)

To access a hidden world named Todd, just go to the World Select Screen. While highlighting the world line, press B. Now instead of picking a world, hold button four and press the two button. Press B again and Planet Todd should appear on screen.

James Bolton;  
Danville, IL



## SUPER BOMBERMAN 3

System

Super Famicom

Publisher

Hudson Soft

### CHEAT SHEET:

#### Stage Passwords

Enter the Password Screen and put in the following passwords to jump ahead to the later stages of the game.



Stage 1: 0704; Stage 2: 3200; Stage 3: 2711; Stage 4: 3870; Stage 5: 4501; Stage 6: 0606.



Enter the stage code here in the Password Screen.

These stage passwords will also give you speed, multiple bombs and detonators!

Shuk Lee; Philadelphia, PA



Now you can jump to the crazier stages ahead!

## KYLE PETTY'S NO FEAR RACING

System

Super NES

Publisher

Williams Entertainment

### CHEAT SHEET:

#### Last Race and a whole lot of cash!

Here is a password that will get you into the last race with enough cash to help you buy the best of everything!



To skip ahead to the last race in Dover and gain a lot of dough instantly, just enter: N60NQJWDQ at the



Enter the password here for the last level and mucho cash!

Password Screen and then start squealing those tires!

Greg Campbell;  
West Allis, WI



Now you have enough cash to get nothing but the best!

## HELL: A Cyberpunk Thriller

System

3DO

Publisher

Take 2 Interactive

### CHEAT SHEET:

#### Fast Mode and Night Vision

Within the game, press C to pull down the Main Menu, then press Pause to enter the correspond codes.



Pull down the Main Menu by pressing C and then press pause to enter the following codes. For Fast



Within the game, pull down the menu and enter code.

Mode: Up, Left Shift, Left Shift, C, Right Shift, Up and Down. For Night Vision: Up, B, C, Up, and B.



Enter Up, B, C, Up, B to play the game in night vision.

THEIR CRIME IS CURIOSITY

# HACKERS

BOOT UP OR SHUT UP!

UNITED ARTISTS PICTURES

IAN SOFTLEY

"HACKERS"

JONNY LEE MILLER

ANGELINA JOUE

FISHER STEVENS

LORRAINE BRACCO

SIMON BOSWELL

IAN SOFTLEY

JANET GRAHAM

RAFAEL MOREU

MICHAEL PEYSER

RALPH WINTER

IAN SOFTLEY

UNITED ARTISTS

PG-13 PARENTS STRONGLY CAUTIONED  
Some Material May Be Inappropriate for Children Under 13

ONLY SECRET

ON LINE - THIS FALL

MPAA

TV

PG

PG-13



**YOU'VE PLAYED IT...  
YOU'VE SEEN IT...  
NOW LIVE IT!**



A DAVID FISHOF PRODUCTION

**FEATURING WARRIORS FROM MK, MKII AND MK3!**  
SONYA BLADE • LIU KANG • KANO • RAYDEN • SHANG TSUNG AND MORE!

"The most spectacular Live Touring Show ever for adults and children of all ages!  
Fully interactive with Big Screens, Lasers and Illusions!"

"The most extravagant stunts ever seen on stage  
with the world's greatest martial artists!"

Executive Producers: Larry Katanoff, Danny Simon

Tour Info on the World Wide Web [www.mortalkombat.com/kombatbegins](http://www.mortalkombat.com/kombatbegins)

© 1992 MORTAL KOMBAT™ and it's characters are trademarks of Midway® Manufacturing Company. All rights reserved. Used under License.



It's a  
digital jungle  
out  
there.



#### Primal Rage™

A ravaged Earth. Seven gods on the loose. A battle for supremacy. The Arcade Game of the Year comes to Jaguar CD. (Coming in November)

#### Max Force™

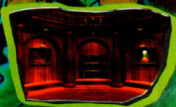
First-person action. Nerf-spewing weapons. At the Max Force Virtual Training Facility, you may not get killed...just humiliated. (Coming in October)

#### Brett Hull Hockey™

High-sticking, hip-checking, hockey mayhem. With all the power, color, and speed of Jaguar. Zoom in on the action from multiple camera views. (Coming in October)

#### Myst™

The surrealistic PC adventure of the decade comes to life on Jaguar...faster and more colorful than on any other planet. (Coming in September)



100%  
RA

TR

BH

M

Get a JAGUAR CD now!



### Creature Shock™

Planet earth is dying and its inhabitants need a new home. Exterminate the deadly alien creatures which have taken over the SS Amazon, your space ship to the future. (Coming in October)

### Battlemorph™

This cybermorph sequel takes you through new missions, worlds, and new underwater action, as you morph from tank to amphibian to fighter. (Coming in October)



Create the most powerful game system ever! Jaguar CD is now available in stores for only \$149. Experience the digital jungle unleashed with your Jaguar CD.

#### Killer titles coming soon for Jaguar CD:

- Thea Realm Fighters
- Robinson's Requiem
- Mover Strike
- Rise Of The Robots
- Black ICE/White Noise
- Wayne Gretzky Hockey
- Demolition Man
- Highlander
- Baldies
- Varuna's Forces
- Soul Star
- Magic Carpet



OVER  
**\$100**  
IN SOFTWARE INCLUDED  
**FREE!**



only  
**\$149**



**JAGUAR CD**

Rule the jungle

© 1994 Electronic Arts Inc. All rights reserved. Jaguar, the Jaguar logo, and the Jaguar CD logo are trademarks of Electronic Arts Inc. in the USA and other countries. Thea Realm Fighters, Robinson's Requiem, Mover Strike, Rise Of The Robots, Black ICE/White Noise, Wayne Gretzky Hockey, Demolition Man, Highlander, Baldies, Varuna's Forces, Soul Star, Magic Carpet, and the Jaguar CD logo are trademarks of Electronic Arts Inc. in the USA and other countries. Thea Realm Fighters, Robinson's Requiem, Mover Strike, Rise Of The Robots, Black ICE/White Noise, Wayne Gretzky Hockey, Demolition Man, Highlander, Baldies, Varuna's Forces, Soul Star, Magic Carpet, and the Jaguar CD logo are trademarks of Electronic Arts Inc. in the USA and other countries. Thea Realm Fighters, Robinson's Requiem, Mover Strike, Rise Of The Robots, Black ICE/White Noise, Wayne Gretzky Hockey, Demolition Man, Highlander, Baldies, Varuna's Forces, Soul Star, Magic Carpet, and the Jaguar CD logo are trademarks of Electronic Arts Inc. in the USA and other countries.

# NEXT WAVE

# MOST WANTED SIMULATOR

## Scooter guides you

through the vast storm of games riding in on the Next Wave of video game entertainment. After chopping up Cyberboy into little bite-sized cyberchunks, I finally convinced him to let me do Next Wave, for **EGM**!

In my first official opener, I would like to mention the formation of a new game developer, Black Ops. (See the section to the right for more.) Also, Virgin virtually explodes into this section with several new and interesting titles including the sequel to 7th Guest, 11th Hour.

Making the leap from PC CD-ROM to Super NES is Civilization by Koel. Good things can be expected from this conversion.

Sony breaks out with a not-too-surprising Doom-I-wish game, Kileak for the PSX.

Much more is headed for the PlayStation as well, so read on.

## IMAGINE That, It's Spawn

Dark and foreboding like its comic progenitor, the Spawn video game title is headed home soon for the Super NES, thanks to Acclaim.

Comic-book lovers from all corners of the Image fan base should flock to the long-awaited debut of Spawn on your screen.

Todd McFarlane himself should be proud of Acclaim's accurate representation of his darkly born character with a morbid nature.



Unfortunately, Spawn is not the only dark and ugly thing.

## Black Ops

### Agile Warrior

PlayStation

Flight Sim

Agile Warrior is brought to us by a newcomer in the game industry, Black Ops. Located in Santa Monica, CA, they were kind enough to give us this morsel to chew on for the PlayStation. In addition, we can expect a PC version sometime in 1996.

Much can be said in favor of this game from this aspiring software group. According to the developers of this incredible title, both the sound and graphics push the envelope for this system's capabilities. Game play should be fierce yet intelligent, as well.

Also, there are supposedly aircraft represented in this game that are loosely based on secret U.S. designs.

Unlike some other flight sim games, Agile Warrior involves a complicated and interesting plot. Internal government conspiracies and intense dogfights traditionally wouldn't mix—until now.

From the brief glimpses I managed to glean from our sources, I was impressed. This game looks very promising indeed. With just the right mixture of fantasy and reality, this game should score some rather large points with the eager PSX crowd. I'm looking forward to seeing an actual copy of this game.



Rolls, dives and even dogfights: This game's got it all.



Engage the enemy using realistic combat tactics and weaponry.



Don't fly too low to the ground, or it's lights out.



Manage the expert controls of a realistic flight-sim aircraft, all the while fending off the other hostile crafts attacking you ... Sound intense?



# PREPARE TO BE ROMANCED!

Available Now on  
**SUPER NINTENDO**  
ROMANCE OF THE THREE KINGDOMS

It's the Second Han Dynasty and China is on the verge of collapse. Infighting among the court families and the emergence of powerful warlords dominates the landscape. The struggle for power has brought an era known as the Three Kingdoms, complete with constant warfare among China's most courageous and skillful heroes.

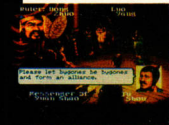
- ◆ Discuss war strategy with up to 558 different officers, including 108 inspired by the player's imagination
- ◆ Defeat enemies using powerful new weapons including automatic firing crossbows, battering rams & catapults
- ◆ Play one of 38 exciting rulers, eight of whom you can create yourself
- ◆ Set enemy units, ships or cities ablaze using a variety of FIRE commands
- ◆ Full motion video enhances special events & commands (not available for Super NES & IBM CD)
- ◆ New HELP feature gives you valuable command information without having to turn to the manual
- ◆ One to eight player excitement

SUPER NES SCREEN SHOTS



AS GOVERNOR, YOU  
MUST RULE WITH A  
STRONG HAND.

SUPER NES SCREEN SHOTS



SECRET CONSULTATIONS  
BRING VALUED  
INFORMATION.

SEGA SATURN SCREEN SHOTS



ORDER YOUR CAVALRY  
INTO BATTLE.



## Romance IV of The Three Kingdoms Wall of Fire™

Coming Soon for:



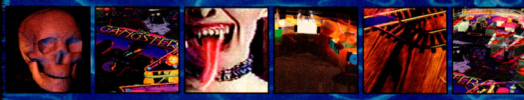
Available at your favorite retailers nationwide.  
Phone 415/348-0500 for additional information  
or to order direct.

### KOEI

KOEI Corporation  
1350 Bayshore Hwy, Suite 540  
Burlingame, CA 94010

Romance of the Three Kingdoms IV is a trademark of KOEI Corporation.  
Other product or company names mentioned are trademarks or registered  
trademarks of their respective companies.





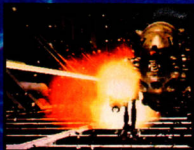
## Robotica Yourself Out

Acclaim was more than kind in its decision to bring us Robotica for the Sega Saturn.

Ever need a good excuse to just up and detonate something? Me too. In this game, you are in for some pretty intense, first-person, blast-'em-up action that's not overdone.

I have no respect higher than for a game that tastefully wreaks havoc on the known universe through the use of loosely controlled, really large explosions.

Seriously, this game is visually astounding, and the game play promises to be just as good if not better. Cross your fingers and hope it's up to its hype.



Weapons of mass destruction and large explosions.

## Test Your Gaming Metal

Take the route to absolute hell through different obstacles. Both man, machine and nature will impede your path in this pulse-pounding title by Scavenger for the 32X, Heavy Machinery.

You must survive a three-day run through some of the most bleak and unforgiving landscapes imaginable, all the while being trailed by all manner of chopper and tank.

Can you successfully defeat the pursuing and attack efforts by your competitors? If so, can you overcome the environmental challenges awaiting you? If you can, are you ready for the traps set up along the way to slow you down a tad?

That's what I thought. Gear up and get out there in this really action-packed adventure from Scavenger.

## Virgin Hyper 3-D Pinball

Sega Saturn

Action

One of the most infrequently touched game genres comes into a whole new light thanks to Virgin and Hyper 3-D Pinball.

Once thought of only as stand-up quarter munchers, pinball games have come a long way. It is the perfect example of one excellent interpretation on an otherwise done idea.

Some of the most impossible yet impressive stages can be found in this game. Avid pinball fanatics will surely lose momentary bladder control at the mere sight of this game.



Have a sneak peek at some of the backdrops ahead.



Here is an example of the impressive graphics this game will have.



Although visually impressive, lets hope the sound and game play are, too.

## Virgin 11th Hour

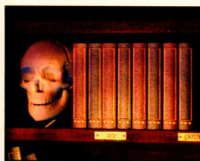
3DO/Saturn/PlayStation

Puzzle

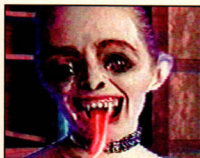
The sequel to 7th Guest, this new title should have no problem drawing in fans who enjoyed the aforementioned game.

With the modern benefit of advanced computer rendering and image manipulation, 11th Hour has an even more eerie and foreboding tone.

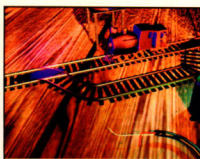
Lets hope the music and sound effects set the tone in this sequel. If this game shapes up anything like its predecessor, fans of morbid puzzle action will flock from miles around to get a hand on this one.



Foreboding backgrounds and odd puzzles are back.



Some of the content in this game is very eerie.



Model train sets? Perhaps it's part of some convoluted puzzle.

# NEXT WAVE

Ocean

## Ground Stroke

PlayStation

Sports

Tennis fans, you have had a "stroke" of luck. (Ha ha! Sorry.) This game should really please all tennis fans. I found this video game representation gripping and entertaining. With large characters and realistic graphics, lets hope this game is up to the challenge.



A variety of views are available for maximum play comfort.



Real-time rendered, split-screen tennis action. Impressive.



Lots of actual tennis maneuvers are represented faithfully here.

## So You're Sentient, Huh?

Ah, yes, leave it to Psynosis to give us yet another gripping game, this time for the PlayStation.

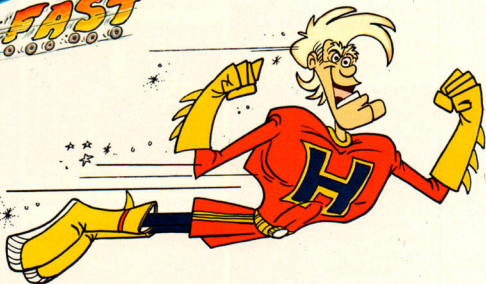
You must evacuate large volumes of people from a dramatically crippled space station. Oh, you have to do it in less than 72 hours.

If futuristic thrillers are your thing or an almost Lemming-like challenge gets you going, this game will be right up your alley.



You must operate on a tight schedule in order to win.

He's **STRONG**  
He's **FAST**



HE CAN **SAVE** THE WORLD





## This Ain't Like The Rest ...

Imagine a world where the population engages in a futuristic expression of sport and challenge. Imagine ultra-fast hovercars racing about in seemingly impossible arenas, playing an almost soccer-like game of get-the-ball-in-the-goal.

One thing is for sure, it's a nice relief from the myriad of other dead, look-at-me-I'm-different sports games out there.

Trimark Interactive will bring up this innovative title, Magball, for the PlayStation very soon.

This one just may be worth scooping up, despite inner warnings of another I'm-a-sports-game-that's-cool-too.



**Futuristic sports in a hovercar ... right.**

## Psygnosis PowerSports

Psygnosis is revving up for one of the first PlayStation sports games (be that good or bad, who knows).

PowerSports Soccer uses the latest in computer rendering to bring forth a game that should please soccer enthusiasts of all types.

Compete for the European Cup in one of the finest soccer games for any system, and on one of the first sports titles of an untested system—the PlayStation.

Using the advantages of a 32-Bit system, this game pulls no punches in its promise to provide excellent graphics, sounds and game play. Cyberboy seemed impressed, and after a quick glance, so was I. Needless to say, we all expect good things PowerSports Soccer for the PlayStation.

## Acclaim Street Fighter: The Movie

PlayStation

Fighting

From the arcades to your home ... once again, Street Fighter graces a home system, with all the familiar options and maneuvers that have made Street Fighter popular. However, this version will have two characters that the arcade did not: Blanka and Dee Jay (in place of the deleted Blade character).

Expect all of the moves and combos to translate faithfully.

From these shots, the characters didn't change much in size or detail. Of course, only the actual game ... and time ... will tell.



**Expect a great translation, including some new additions.**



**All the special moves we have come to love will be in this version.**



**Zangief executes his well-known Neck Grab here.**

## Virgin Spot Goes to Hollywood

PlayStation/Saturn/31X

Action

From 7-Up bottles to the video game screen, again—Spot is back.

With a new three-quarter view, this game has a lot of promise and potential. I loved the myriad settings and adventures you can undertake and indulge in. It's a game of the adventurous-of-heart.

The game play is nothing new; however, it is well implemented here. Well done three-dimensional graphics and the aforementioned three-quarter view should add some interesting twists to one of our favorite mascot characters.



**Some pretty interesting places litter the path of the infamous Spot.**



**What's that? You can't hear me? Need me to turn it UP a notch?**



**He's sure made it a long way from 7-Up bottles, huh?**





# NEXT WAVE

## KOEI Civilization Super NES Strategy/Sim

The moderately popular PC game is heading home for the Super NES.

Start as the leader of an ancient population. Work your people through the various stages of technological advancement in an attempt to out do the other megalomaniacs.



**Scramble to be the first to develop and master technologies.**



**Negotiate with leaders from other lands. Either trade or go to war!**



**Survey the world as a whole or just parts of it.**

## The Trouble With The Law

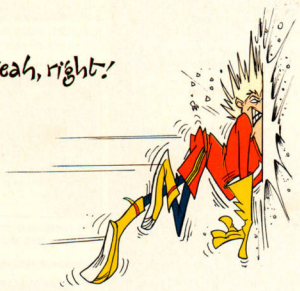
Assume the role of a G Police officer. As an underground agent of the government, you are highly trained killer. Despite your nature, you refuse to sink to the level of the scum surrounding you.

However, they kidnapped your sister, and that's when things got ugly. Don the gear, get the guns and kill some baddies. Sounds like fun to me.



**Nothing like a little nasty bashing to round out a day's work.**

*Yeah, right!*



another hilarious  
character from our  
**fun & games**  
dept.

There's only one Hyperman™ (Thank heaven!) on CD-ROM, and only you can help him save the world. You'll solve puzzles, outwit an evil alien, and maybe even learn some science along the way. Cool. ☸ Check out Hyperman on the Internet at <http://www.cdrom.ibm.com> To order, visit your local retailer or call 1 800 426-7235 (source code 5201).



# NEXT WAVE



## GARFIELD! ODIE!

Well, maybe not Odie, but the orange instigator of humor is at it once again.

This is no new book, movie or show. It's Garfield in his own game.

Sega got wise to the idea of Garfield's popularity and produced a Genesis cart in his honor. It was actually a rather interesting development.

Despite the limitations of the Genesis, Garfield's wit and charm shine through the lack of colors and sound. I'm not entirely sure of the plot, but it has something to do with the on-high Holy Plate of Lasagna.

Stop laughing, you know I'm right.



Join Garfield in his never-ending quest for the bigger snack.

## That's Gotta Stink

What do you do when an alien takes over your body and declares a genocidal war against all manner of criminal and seum? Hey, that's not too bad—an alien who wants to keep the streets clean. However, it quickly turns into a bad pig, as you slowly realize your body is changing into a hideous form. Suddenly you start having second thoughts.

The adventure quickly develops from there. Of course, being a video game, the situation will escalate at a geometric rate.

It's gotta stink to be a video game character—particularly if you're in a *Psygnosis* game.

Realistic graphics and sounds make *Parasite* another excellent title from the nice people over at *Psygnosis* for the PlayStation.

## Sony Computer Entertainment

### Kileak: The DNA Imperative

PlayStation

Action

It's Doom—almost.

Imagine *Doom* meets *Aliens* meets *Rendered-Creature-Thing*. Now you're close.

This game provides the level of challenge we have all come to expect from the run-through-the-corridors-and-blast-things-that-move games.

Other team members, as well as a large variety of available weapons assist you in your attempts to clear the stages and beat the game. The animated polygon enemies are a nice new touch.



Doom-like action on the PlayStation. We all saw it coming.



The explosions are about the only thing that aren't polygons.



Gee, how original. You and your buddy gasking the uglies.

## Sony Computer Entertainment

### Raiden Project

PlayStation

Shooter

This is one of the most faithfully translated arcade games of all time. Both the first and second installments of the coin-eating hit are included, each perfect in every detail.

Even the abnormally tall screen height (not represented in the pictures below) and the special weapon effects made it.

There is a wide variety of weapon power-ups available. You'll need them, due to the non-stop wave of highly detailed enemies constantly in your path.



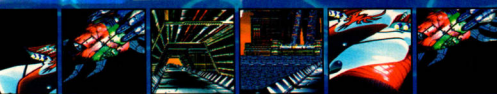
Gee, I kinda feel like taking out a small country today. Whadya say?



Could you possibly get more intense shooter action?



Everyone stand back ... he's coming through with the big gun.



# NEXT WAVE



Interplay

## Rock N' Roll Racing 2

Playstation

Racing

Details are very sketchy at press time, but speculation runs high about the specifics of this game.

According to the sneak peak shots we have here, Interplay is gearing up for some pretty powerful stuff.

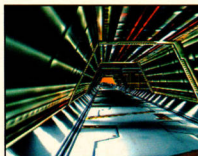
Unlike the first version, this game promises to provide large amounts of challenging futuristic tracks, high powered racing vehicles, and great alien race car drivers.

Take a look at the awesome pictures below and right for just a small sample of the wonderful computer-rendered graphics you can expect from this upcoming game.

I look forward to playing this one.



Amazing scenery—just one ingredient of an excellent game.



High-speed action is a must for all racing games.



Here are some of the concept shots for the vehicles to be used in the final version of the game. Impressive, huh?



## I, WireHead

Well, Sega seems to find it appropriate to show us with yet another wonderful little gem of FMV excitement.

WireHead has some very entertaining qualities to it ... not all of them entirely intentional, I'm sure. I am referring to the acting, but in the end everything adds up to one nice little package of laughs.

You must guide WireHead through a variety of challenges, because he can be controlled by a simple remote control. That can get to be pretty uncool, so the game begins.

Guide him through interesting environments and puzzles, but make no mistake—one false move and WireHead quickly becomes DeadHead.

If FMV lights your fire, get this one from Sega for the Sega CD home system.



Strange woman in an airplane? Doesn't sound too bad to me ...

ALL Turbo  
-games  
-accessories

TURBO  
15  
GRAPHX

ONLY Turbo  
-parts  
-imports

# TURBO DUO

Questions:

310-574-3300

Game Tips:

310-574-3304

1-800-DUO-THIS

orders only

3 8 6 8 4 4 7

Business Hours: Mon.-Fri. 8am-5pm PST

Canada Call: 1-800-477-9583

TZD  
TURBO ZONE DIRECT

P.O. Box 66-1358  
Los Angeles, CA 90066





# ALL 108 DIVISION AND 107 TO CLEAN

AIR FORCE FALCONS AKRON ZIPS ALABAMA CRIMSON TIDE ARIZONA  
ARKANSAS STATE INDIANS ARMY BLACK KNIGHTS AUBURN TIGERS BALL  
GREEN FALCONS BYU COUGARS CALIFORNIA GOLDEN BEARS CENTRAL  
BUFFALOES COLORADO STATE RAMS DUKE BLUE DEVILS EAST CAROLINA  
SEMINOLES FRESNO STATE BULLDOGS GEORGIA BULLDOGS GEORGIA  
FIGHTING ILLINI INDIANA HOOSIERS IOWA HAWKEYES IOWA STATE  
FLASHES KENTUCKY WILDCATS LSU TIGERS LOUISIANA TECH  
MIAMI HURRICANES MIAMI REDSKINS MICHIGAN WOLVERINES MICHIGAN  
BULLDOGS MISSOURI TIGERS NAVY MIDSHIPMEN NEBRASKA CORNHUSKERS  
AGGIES NLU INDIANS NORTH CAROLINA TAR HEELS NC STATE WOLFPACK  
WILDCATS NOTRE DAME FIGHTING IRISH OHIO BOBCATS OHIO STATE  
REBELS OREGON DUCKS OREGON STATE BEAVERS PENN STATE NITTANY  
SCARLET KNIGHTS SAN DIEGO STATE AZTECS SAN JOSE STATE SPARTANS  
EAGLES STANFORD CARDINAL SYRACUSE ORANGEMEN TCU HORNED  
TEXAS LONGHORNS TEXAS A&M AGGIES TEXAS TECH RED RAIDERS  
GOLDEN HURRICANE UCLA BRUINS UNIVERSITY OF THE PACIFIC TIGERS  
CAJUNS UNLV RUNNIN' REBELS USC TROJANS UTAH UTES UTAH STATE AGGIES  
VIRGINIA CAVALIERS VIRGINIA TECH HOKIES WAKE FOREST DEMON DEACONS  
COUGARS WEST VIRGINIA MOUNTAINEERS WESTERN MICHIGAN BRONCOS



Good news. Eight seniors  
are starting. Bad news.  
They're having a bad day.  
So substitute. Any position.  
Any formation. If a player  
is choking, yank him.



College Football USA® 96. It's the successor to Bill Walsh College Football® game. Stuffed with all the moves, all the plays and everything else you



The official seal is your assurance that this product meets the highest quality standards of Sega. Buy games and accessories with this seal to be sure that they are compatible with the Sega® Genesis® system.

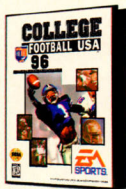


No time left. A 45 yard  
field goal attempt to win.  
You're going for the block.  
But if you're too aggressive,  
you could get called for  
roughing the kicker and hand  
them a chip shot.



# I-A TEAMS. YOURS. YOUR CLEATS WITH.

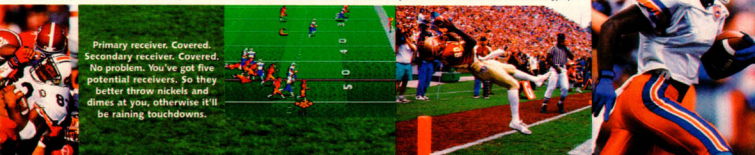
WILDCATS ARIZONA STATE SUN DEVILS ARKANSAS RAZORBACKS  
STATE CARDINALS BAYLOR BEARS BOSTON COLLEGE EAGLES BOWLING  
MICHIGAN CHIPPWEAS CINCINNATI BEARCATS CLEMSON TIGERS COLORADO  
PIRATES EASTERN MICHIGAN EAGLES FLORIDA GATORS FLORIDA STATE  
TECH YELLOW JACKETS HAWAII RAINBOWS HOUSTON COUGARS ILLINOIS  
CYCLONES KANSAS JAYHAWKS KANSAS STATE WILDCATS KENT GOLDEN  
LOUISVILLE CARDINALS MARYLAND TERRAPINS MEMPHIS TIGERS  
STATE SPARTANS MINNESOTA GOLDEN GOPHERS MISSISSIPPI STATE  
NEVADA WOLFPACK NEW MEXICO LOBOS NEW MEXICO STATE  
NORTH TEXAS EAGLES NORTHERN ILLINOIS HUSKIES NORTHWESTERN  
BUCKEYES OKLAHOMA SOONERS OKLAHOMA STATE COWBOYS OLE MISS  
LIONS PITT PANTHERS PURDUE BOILERMAKERS RICE OWLS RUTGERS  
SOUTH CAROLINA GAMECOCKS SMU MUSTANGS SOUTHERN MISS GOLDEN  
FROGS TEMPLE OWLS TENNESSEE VOLUNTEERS  
TOLEDO ROCKETS TULANE GREEN WAVE TULSA  
UNIVERSITY OF SOUTHWESTERN LOUISIANA RAGIN'  
UTEP MINERS VANDERBILT COMMODORES  
WASHINGTON HUSKIES WASHINGTON STATE  
WISCONSIN BADGERS WYOMING COWBOYS



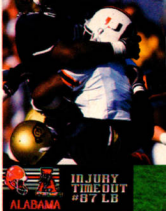
**EA  
SPORTS**  
"IT'S IN THE GAME."

108 Division 1-A teams. Seven conferences. Four bowl games. One video  
expect from College Football. Including 107 of your favorite cleat brushes.

Software © 1995 Electronic Arts. All rights reserved. EA SPORTS, the EA SPORTS logo, 4 Way Play, the 4 Way Play logo, and "It's in the game." are trademarks of Electronic Arts. The "Officially Licensed Collegiate Products" Label is the exclusive property of the Collegiate Licensing Company. The Collegiate Licensed Product label is the property of the Independent Labeling Group. All names, logos, and mascots associated with universities are the exclusive property of the respective institution. College Football USA and College Football USA logo are trademarks of American Football Coaches Association/National Association of Collegiate Directors of Athletics. Leave those other 107 teams holding their jocks.



Primary receiver. Covered.  
Secondary receiver. Covered.  
No problem. You've got five  
potential receivers. So they  
better throw nickels and  
dimes at you, otherwise it'll  
be raining touchdowns.



You've got a star running  
back cutting up the  
opposition. But beware of  
injuries. Play him too  
hard and you'll have the  
waterboy starting in  
your backfield.



Welcome to Bowl-O-Rama.  
We've got the Rose.  
The Orange. The Sugar.  
The Fiesta. But you  
need the right moves or  
you'll be home early  
for the holidays.



## INTERNATIONAL NEWS

By Ninjitsu Tim

Welcome, gamers, to another installment of International Outlook—a place where all the cool and bizarre software from around the globe get a chance to shine! This month we'll take a first glance at some killer softs for the PSX and Sega Saturn, as well as a shooter for the long forgotten (but still cool) PC CD-ROM! Konami is sure to make Parodius and Twinbee fans happy with their latest installment collection for the PlayStation. Taito is set to debut a new four-player strategy/RPG for the SFC! Anyone remember Warlords for the 2600?



Hudson injects new life into the PC CD with this intense new shooter!



WORLD NET

## THE PC ENGINE CD- ROM LIVES!

In an attempt to revive the shooter game market, Hudson is currently developing a two-player, Raiden-type blast-'em-up for the PC CD! The tentative title is called Shooting, but the name will change. With a choice of four different machines, blast away enemies in past, present and future settings throughout the mission!



Scheduled for a summer

release in Japan is the latest Twinbee shooter from



## TAITO GOES RPG FOR THE SUPER FAMICOM?

Soon to be released in Japan from the folks at Taito comes Chaos Seed for the SFC! CS strays off the traditional RPG path by adding strategy into the adventure.



Up to four people can play various scenarios against each other. It is definitely a game to look out for!



Imprison opponents in your dungeons!



Down, but not out. The PC Engine's one tough system!

## KONAMI UNVEILS A DELUXE PACK!

Konami!

Dubbed the Deluxe Pack, it features the latest adventures of Parodius for the PSX! Join our heroes Twinbee and Winbee as they battle with some of the cutest levels ever seen in a shooter! It remains to be seen if Konami will be the first to release it here, since it never appeared on the Super NES.



Check out your local arcade for the latest Twinbee shooter!







Fans of the famous anime will recognize this one! Based on the series of the same name, Tenchi Muyo will arrive sometime this fall! Developed by Vanpress, TM sets out to be a RPG/sim with all of your favorite characters taken directly from the show and the actual voices in the battle scenes as well!

## ANIME ACTION THAT HITS HOME

Play with characters from the actual show!



The story of the game is identical. Tenchi Muyo is available in the States on laserdisc distributed by Pioneer and can be usually



found at any retail mall. Whether any company here is willing to pick up this one will decide the outcome of this great RPG. So it looks like we'll just have to sit and wait. (Or learn how to read Japanese!)

## VICTOR DELIVERS KING OF BOXING FOR SEGA SATURN!

Not to be outdone by those virtual polygon-like fighters, Victor Entertainment



is currently developing the first boxing simulation for the

Sega Saturn. Slated for a September release, it can be best compared to the old (?) PC 4-D boxing game. A nifty feature included is the ability to change the angles during a bout in a style very much like Battle Arena Toshinden for the PlayStation! A U.S. release is not known at the present time.



This month's East-meets-West column illustrates one of the more tame examples of the across-the-Pacific change, but also one of the more curious as well. When Battle Arena Toshinden (Hyper Solid To Shin Den here later this fall, it will have undergone some physical and audio changes. The most noticeable is Run-Go's name is



now just one word,

Rungo—without the hyphen. But what is even stranger are most if not all—of the character voices

have been changed from the Japanese original. It's not that they're completely different (some are translated) but others have the same dialogue but with different voices accompanying the character! Bizarre.

Run-Go keeps the hyphen in his name as well as his voice.



The look is the same, but the audio has changed dramatically.



## VIRTUAL BOY

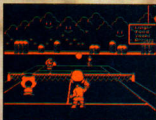
### VIRTUAL BOY EXPLODES IN JAPAN

Nintendo's most bizarre-looking system yet, the Virtual Boy, went on sale in Japan on July 21 with a retail price ranging anywhere from ¥12,900-15,000 depending where you shopped. (¥15,000 is the suggested retail price.) It seems from the look of it that Nintendo has once again done a good job of limit-

ing the initial shipments in order to raise consumer demand and coincidentally create all kinds of media hype.

According to Nintendo of Japan, 500,000 VB units should be shipped to retail stores around the U.S. by the end of September.

It looks like the Virtual Boy is off to a good start... now how about the U64 guys?



Watch for 3-D action coming to the States soon!



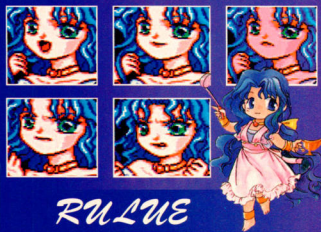
SUPER FAMICOM

# なぞパよ

## ルルーのル



Arie is a character designed for beginner players. Familiarize yourself with her first.



Rulue is for more advanced players. Her puzzles and combos are progressively more difficult than Arle's.

## THE STORY MODE



Unlike most puzzle games, Puyo has an actual story line in it! Challenge different enemies from across the land.

Each area has a Boss with usually four or five puzzles to solve before you can continue. Try to skip some but it will cost you a life.



THE VILLAGE MAP

# "I GO FROM WAY COOL

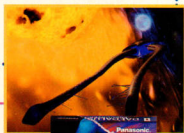
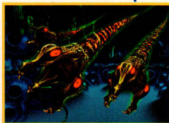


# S P A C E DUDE TO A B R A I N I N A B O X."

A REAL Experience from the 3DO Zone, Frankie "One-Speed," NY  
THE DAEDALUS ENCOUNTER



"The good news - I'm on a ship with Tia Carerre.  
The bad news - I'm only a brain on life support and  
we're bein' pulled toward an alien sun. If we don't  
take out the Krim and change course we're  
toast. Literally. This is a job for brain man.  
Great game. Super graphics. Funny lines.  
4 CDs. And Tia is not painful on the  
eyeballs. Later." ■

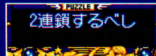


**Panasonic**  
Software Company





When you see this symbol, clear the screen of all the same colored puyos.



The only way to pass this screen is to match the number of combos in a row.



Clear different colors of puyos at once when this appears. In this case, it's five.



This one simply means that you have to clear all the puyo blocks on the entire screen.

## SYMBOLS AND WHAT THEY MEAN



Select a level of play that suits your skill. As the action gets faster, you can wipe out blocks as they fall or let them build up for combos and mega points!



The action may speed up or slow down every level to really mess up your strategy!



## PLAYER'S NOTES:

### FIRST IMPRESSION

I have never been a fan of Kirby's Avalanche, which this title is often compared to. But all it took was a couple of hours at playing the game and I was hooked.

### BEST FEATURE

Talk about challenge! This cart has it oozing from every direction. (Of course, having the puzzle descriptions in Japanese didn't help either.)

### WHAT'S MISSING

This game has taken a popular hit Puyo (a.k.a. Kirby's Avalanche) and really beefed it up! My only complaint is that the Two-player Option seems to be missing.

### WILL YOU LIKE IT?

Avalanche fans (or should I say addicts, Paul?) will really be able to get into this one. The music is upbeat and really helps you to get into the game. Kirby fans check this one out!

—Tim Davis



## FACT-FILE

THEME

Puzzle

DIFFICULTY

Hard

TIME TO COMPLETE

Variable

MEG SIZE

8 Meg

BATTERY BACK-UP

Yes

# OF PLAYERS

1

AVAILABLE

Now (Japan)

% COMPLETE

100%

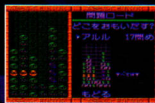
DEVELOPED BY:

Compile

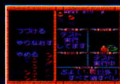
PUBLISHED BY

Banpresto

## THE SKY'S THE LIMIT



Another mode of play available is the option to customize your own puzzles to challenge your friends or save them for yourself later! If you really want to be nasty to an "expert" friend, this is the place!



Build 'em and then save 'em to play later!



## BUILD YOUR OWN PUZZLE!



# "JUST MOWIN' DUDES DOWN



# 'TIL THAT ORANGE MEANY WAXED ME."

An Experience from the REAL 3DO Zone™, Lovie "The Worm", Ott

## ICEBREAKER



"Orange Meany? I don't think so. These bad boys are downright nasty! The dude took two to the chest, split in half and kept on rockin'. What's a guy to do? I mean we're talkin' thumbs on fire. My heart's pounding and I'm drippin' sweat. But I'm addicted. I'm clearin' this board.

150 levels, monster tunes and screamin' pyramids. I'm goin' full-tilt, baby! See ya on the grid." ■



HOOK UP  
WITH YOUR  
NEAREST  
3DO DEALER  
OR CALL:  
1-800  
332-5368



**Panasonic**  
Software Company

**PLAYSTATION**

## PLAYER'S NOTES:

### FIRST IMPRESSION

Excellent! I am extremely impressed. The graphics are top-notch and the story (from what I can gather) seems to be good. I also love the fact that there are many characters to use.

### BEST FEATURE

The graphics. Every new screen is a visual treat. If this is what the new wave of PlayStation RPGs is going to look like, I'm going to be an extremely happy man.

### WHAT'S MISSING

A really good fighting system. The system in the game isn't bad, but it makes the game more strategy oriented than role playing. Again, it's not bad ... it could have been different.

### WILL YOU LIKE IT?

I really don't see why not. This game has got just about everything you really want from a game. Plus, it will take an extremely long time to beat. That is awesome because this is a game you really just don't want to end.  
—John Gurka

## FACT-FILE

**THEME**

**RPG**

**DIFFICULTY**

**Hard**

**TIME TO COMPLETE**

**200+ hours**

**MEG SIZE**

**CD-ROM**

**BATTERY BACK-UP**

**N/A**

**# OF PLAYERS**

**1**

**AVAILABLE**

**Now**

**% COMPLETE**

**100%**

**DEVELOPED BY:**

**G-Craft**

**PUBLISHED BY**

**Sony**



The cinemas are probably the game's biggest advantage. The graphics are truly some of the best I have ever seen. G-Craft has truly outdone itself in this one. Every time you see a new graphic, it wows you. If the RPGs for the PSX are all going to look this good, I'm all for it.



### Arc



Arc is your main character. He has some pretty strong magic, but his strength lies in his sword. His heal spell really helps when everyone is poisoned.



### Poco



Poco uses his musical instruments to do battle. He attacks the enemies with cymbals and most of his spells are Heal, Attack up, Defense up, etc.



### Kukuru



Kukuru is a very good fighter and an excellent magic user. She'll kick a lot of backside with her fists, then cast deadly magic on all. Her Cure spell is probably the best in the game.



# "ONE BALLZY MOVE AND



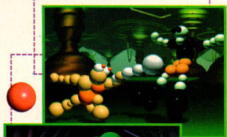
# SUDDENLY I'M SUCKING SIDEWALK."

An Experience from the REAL 3DO Zone, Tony "Two-House", IL

## ballz The Director's Cut



"OK, I was desperate. On my knees. Beggin' and pleadin' for mercy. Hey, I'm no wuss, but that neardeathal Kronk is tee-ing off on my skull. But now I gear it up and bust into my aerial attack and super-cool morph moves. Next up, Boomer. But now this clown is doin' the grovelin'. This is arena combat. Rude, nasty and in-your-face. And this director's cut left nothin' out. You get it all. I'm outta here. Peace." ■



ESRB RATING  
12 (MILD)

HOOK UP  
WITH YOUR  
NEAREST  
3DO DEALER  
OR CALL:  
1-800  
332-5368



**Panasonic**  
Software Company

# Need some help?

Start the game by pretty much getting your butt kicked. Thankfully, you get another chance.



When fighting for the first time, don't forget to grab the treasure chests along the way.



After your first mission, go to the king and speak with him. You will see Poco run out then continue in. Once done, enter the area that is now accessible.



どうか命だけは助けて下さい。  
おねがいします。



兵士：報告いたします。モンスターがバレンシア城に向かって来ております。今にも城に達するかと。

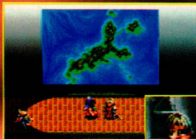


Poco will now surprise you by joining your adventure party.



After returning Poco, you'll find that Kukuru is in trouble on the bridge. Help her in the fight and she'll join you.

There's so much to do in this game that I don't think we could cover it in 100 pages.



Non-RPGers might find themselves liking this one!

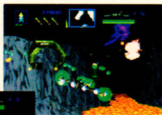
Arc the Lad will definitely keep you busy!



# SCREW the Prime Directive. If it's on radar, it's toast.



Intense, 3D texture-mapped terrains of reflex-assaulting canyons and tunnels. Dramamine™ cocktails, anyone?



Scream through 20 different rounds of nonstop destruction. Remember, the more you kill, the better you feel.

Featuring new Save Game option, cookie-tossing 360° barrel roll capabilities, and life-saving power-ups.



Forget about that intergalactic brotherhood CRAP. 'Cause with **Total Eclipse Turbo™**, the space-combat simulation for the Sony® PlayStation™, there ain't a heapin' helpin' of hospitality for light years. And with all those squid-faced aliens stopping in to party, you're gonna have to fire up your wicked welcome wagon and get this 32-bit block party blazing.



Call 1-800-771-3772 for game rating information. Crystal Dynamics and Total Eclipse Turbo are trademarks of Crystal Dynamics.



Sony is a registered trademark of Sony Corporation. PlayStation, the PlayStation logo, and the PS logo are trademarks of Sony Computer Entertainment Inc. ©1995 Crystal Dynamics. All rights reserved.

**CRYSTAL  
DYNAMICS**





# STUDIO

Studio e is looking for experienced programmers and artists for possible PlayStation, Saturn, or PC CD-ROM game development. Please send resume and applicable work samples to:

Studio e  
Department AD  
1920 Highland Avenue, Suite 105  
Lombard, IL 60148

Studio e and the Studio e logo are trademarks of Studio e

Studio e  
Game Design  
Game Development  
SGI Computer Imaging  
Advanced Pixel & CGI Artwork  
Full Sound FX & Musical Orchestration



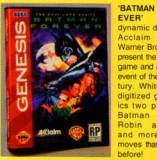
**'KILLER INSTINCT'** All your favorite warriors contend in the KI tournament, each combatant engaged in connected moves and finishing tactics to destroy their opponents. **\$69**



**'MORTAL KOMBAT 3'** has 6 new Kombat Kodes, 8 new characters, 32 megs, and secret portals that allow fighters to smash up and down into different backgrounds. **SNES or GEN \$69**



**'SONY PLAYSTATION'** Sony's breakthrough 32-bit processor, CD ROM architecture delivers real time experience with ever changing 3D perspectives and stereo CD quality sound. **\$299**



**'BATMAN FOREVER'** The dynamic duo of the Academy and Warner Brothers present the video game and movie event of the century. White hot digitized graphics, two player Batman and Robin action and more bat moves than **\$64**

**GENESIS**

**3DO**

**3DO System Gold** \$399

**3DO System Panasonic** \$339

**7th Guest 2: 11th Hour** \$54

**Blade in the Dark 2** \$52

**Blades** \$52

**Blade Sport** \$52

**Black Force** \$52

**Brain Dead 13** \$52

**Carrier: Fortress at Sea** \$54

**CyberWar** \$54

**Cyberdome** \$54

**Dandelion Encounter** \$52

**Doom** \$52

**Dragon: Bruce Lee Story** \$49

**Dueler: Freeman** \$54

**ESPN Baseball** \$54

**FIFA International Soccer** \$54

**Flight Stick Pro** \$69

**Flying Nightmares!** \$52

**GEX** \$52

**Hell's Finest Fleet** \$52

**Icebreaker** \$52

**Killing Time** \$52

**Kingdom: Far Reaches** \$54

**Lemmings Chronicles** \$52

**Lost Eden** \$52

**Mad Dog McCree** \$54

**Madden Football** \$49

**Maximum Surge** \$54

**Microcosm** \$39

**Myst** \$52

**NHL Hockey '96** \$52

**Need for Speed** \$52

**NovusStorm** \$52

**Off World Interceptor** \$52

**Rise of the World** \$52

**Panzer General** \$52

**Patsank** \$52

**Perfect General** \$52

**Phantom** \$52

**Psychic Detective** \$52

**Quadrant** \$52

**Real Pinball** \$49

**Return Fire** \$52

**Rise of the Robots** \$52

**Road Rash** \$52

**Seal of the Pharaoh** \$52

**Shanghai: Triple Threat** \$52

**Shred & Jam Basketball** \$52

**Strahl** \$52

**Syndicate** \$54

**Theme Park** \$54

**Top Gun** \$54

**Wing Commander 2** \$54

**World Cup Golf D Beach** \$34

**Zhados w/Control Pad** \$54

**GAME GEAR**

**Batman Forever** \$38

**Brain & B's** \$38

**Chicago Syndicate** \$38

**FIFA International Soccer** \$38

**Garfield** \$38

**George Foreman** \$38

**Judge Dredd** \$38

**Madden Football '96** \$38

**Brain & B's** \$38

**NFL Quarterback Club** \$38

**Primal Rage** \$38

**Zoop** \$38

**3DO System Gold** \$399

**3DO System Panasonic** \$339

**7th Guest 2: 11th Hour** \$54

**Blade in the Dark 2** \$52

**Blades** \$52

**Blade Sport** \$52

**Black Force** \$52

**Brain Dead 13** \$52

**Carrier: Fortress at Sea** \$54

**CyberWar** \$54

**Cyberdome** \$54

**Dandelion Encounter** \$52

**Doom** \$52

**Dragon: Bruce Lee Story** \$49

**Dueler: Freeman** \$54

**ESPN Baseball** \$54

**FIFA International Soccer** \$54

**Flight Stick Pro** \$69

**Flying Nightmares!** \$52

**GEX** \$52

**Hell's Finest Fleet** \$52

**Icebreaker** \$52

**Killing Time** \$52

**Kingdom: Far Reaches** \$54

**Lemmings Chronicles** \$52

**Lost Eden** \$52

**Mad Dog McCree** \$54

**Madden Football** \$49

**Maximum Surge** \$54

**Microcosm** \$39

**Myst** \$52

**NHL Hockey '96** \$52

**Need for Speed** \$52

**NovusStorm** \$52

**Off World Interceptor** \$52

**Rise of the World** \$52

**Panzer General** \$52

**Patsank** \$52

**Perfect General** \$52

**Phantom** \$52

**Psychic Detective** \$52

**Quadrant** \$52

**Real Pinball** \$49

**Return Fire** \$52

**Rise of the Robots** \$52

**Road Rash** \$52

**Seal of the Pharaoh** \$52

**Shanghai: Triple Threat** \$52

**Shred & Jam Basketball** \$52

**Strahl** \$52

**Syndicate** \$54

**Theme Park** \$54

**Top Gun** \$54

**Wing Commander 2** \$54

**World Cup Golf D Beach** \$34

**Zhados w/Control Pad** \$54

**GAME GEAR**

**Batman Forever** \$38

**Brain & B's** \$38

**Chicago Syndicate** \$38

**FIFA International Soccer** \$38

**Garfield** \$38

**George Foreman** \$38

**Judge Dredd** \$38

**Madden Football '96** \$38

**Brain & B's** \$38

**NFL Quarterback Club** \$38

**Primal Rage** \$38

**Zoop** \$38

**3DO System Gold** \$399

**3DO System Panasonic** \$339

**7th Guest 2: 11th Hour** \$54

**Blade in the Dark 2** \$52

**Blades** \$52

**Blade Sport** \$52

**Black Force** \$52

**Brain Dead 13** \$52

**Carrier: Fortress at Sea** \$54

**CyberWar** \$54

**Cyberdome** \$54

**Dandelion Encounter** \$52

**Doom** \$52

**Dragon: Bruce Lee Story** \$49

**Dueler: Freeman** \$54

**ESPN Baseball** \$54

**FIFA International Soccer** \$54

**Flight Stick Pro** \$69

**Flying Nightmares!** \$52

**GEX** \$52

**Hell's Finest Fleet** \$52

**Icebreaker** \$52

**Killing Time** \$52

**Kingdom: Far Reaches** \$54

**Lemmings Chronicles** \$52

**Lost Eden** \$52

**Mad Dog McCree** \$54

**Madden Football** \$49

**Maximum Surge** \$54

**Microcosm** \$39

**Myst** \$52

**NHL Hockey '96** \$52

**Need for Speed** \$52

**NovusStorm** \$52

**Off World Interceptor** \$52

**Rise of the World** \$52

**Panzer General** \$52

**Patsank** \$52

**Perfect General** \$52

**Phantom** \$52

**Psychic Detective** \$52

**Quadrant** \$52

**Real Pinball** \$49

**Return Fire** \$52

**Rise of the Robots** \$52

**Road Rash** \$52

**Seal of the Pharaoh** \$52

**Shanghai: Triple Threat** \$52

**Shred & Jam Basketball** \$52

**Strahl** \$52

**Syndicate** \$54

**Theme Park** \$54

**Top Gun** \$54

**Wing Commander 2** \$54

**World Cup Golf D Beach** \$34

**Zhados w/Control Pad** \$54

**GAME GEAR**

**Batman Forever** \$38

**Brain & B's** \$38

**Chicago Syndicate** \$38

**FIFA International Soccer** \$38

**Garfield** \$38

**George Foreman** \$38

**Judge Dredd** \$38

**Madden Football '96** \$38

**Brain & B's** \$38

**NFL Quarterback Club** \$38

**Primal Rage** \$38

**Zoop** \$38

**3DO System Gold** \$399

**3DO System Panasonic** \$339

**7th Guest 2: 11th Hour** \$54

**Blade in the Dark 2** \$52

**Blades** \$52

**Blade Sport** \$52

**Black Force** \$52

**Brain Dead 13** \$52

**Carrier: Fortress at Sea** \$54

**CyberWar** \$54

**Cyberdome** \$54

**Dandelion Encounter** \$52

**Doom** \$52

**Dragon: Bruce Lee Story** \$49

**Dueler: Freeman** \$54

**ESPN Baseball** \$54

**FIFA International Soccer** \$54

**Flight Stick Pro** \$69

**Flying Nightmares!** \$52

**GEX** \$52

**Hell's Finest Fleet** \$52

**Icebreaker** \$52

**Killing Time** \$52

**Kingdom: Far Reaches** \$54

**Lemmings Chronicles** \$52

**Lost Eden** \$52

**Mad Dog McCree** \$54

**Madden Football** \$49

**Maximum Surge** \$54

**Microcosm** \$39

**Myst** \$52

**NHL Hockey '96** \$52

**Need for Speed** \$52

## Driving Game Releases!

There is a lot of activity in the driving game arena. It seems the "race" for the biggest and best driving game has not yet been won.

It would also seem that Daytona USA is the current champion, still ranking in the top 10 in some charts. Hoping to finally "curb" Daytona's success, Namco is preparing to launch the third installment of what has become Daytona's biggest competitor—Ridge Racer. I originally butchered Ridge Racer 2 as a sequel because it was the exact same track! (Not to mention there was only one, again.) Rave Racer, however, looks like a very worthy sequel. First off, there are four tracks to choose from: Ridge Racer Short and Long (which is that same track again), Mountain and City. As well, there are a lot of cars to pick from.

Not to take this lying down, Sega is about to release a sequel to their number one hit. Indy 500 will feature several tracks and a number of different Indy-style cars all equipped with six-speed manual transmissions. (Although, for the complete wimp, you can select an automatic. Yes, an automatic Indy car.) There are four views and the game looks at least as impressive as Daytona.

Look for Sega and Namco to be on a releasing rampage with hot titles like Tekken 2, Speed Racer, Virtua Cop 2 and more! Also look for the latest info in the pages of **EGM** and **EGM**!

—Mark Hain



There are at least eight cars to choose from in the game. However, it's not your place as a consumer to choose. The operator makes the ultimate choice which seat controls which car. The game also has four different tracks as opposed to one.



# INDY 500



ent tracks, including the standard oval-shaped Indy track. The beginner track hasn't changed much ... they still give you a rolling start to help you on your way. This game looks like a cross between



Not much is known about the sequel to one of the hottest arcade games. At this point, we know the car is a six-speed manual or automatic, there are four different views and at least four differ-



Daytona and Super Monaco GP, since the tracks and cars are very similar to just about any Indy game. With Daytona as the competition, Indy 500 graphics will be more than stunning ... hopefully!





## TOP HITS OF JAPAN

GAME MACHINE MAGAZINE™ - MAY 1995

#	Game	Company
1.	Virtua Striker [deluxe]	Sega
2.	Virtua Fighter 2 [deluxe]	Sega
3.	Air Combat 22	Namco
4.	Sega Rally Champ. [deluxe]	Sega
5.	Sega Rally Championship	Sega
6.	Sports Fishing	Sega
7.	Cool Riders [deluxe]	Sega
8.	Ace Driver [deluxe]	Namco
9.	Virtua Cop	Sega
10.	Point Blank	Namco

## DIRECT FROM JAPAN



# Huge arcade chain comes to Chicago—and beyond!



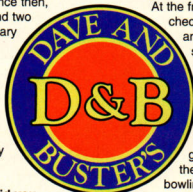
Nearly 16 years ago, two men from Little Rock, AR, had a dream about a new kind of entertainment establishment. For two years, they sketched, surveyed and planned a site for the first Dave and Buster's. In 1982, the dream became reality in Dallas, TX, when D&B 1 opened its doors. Since then, they've opened D&Bs throughout the U.S., and two are about to open in Chicago. We spoke to Gary Duffey, director of amusements at D&B.

**EGM:** What does your job at D&B encompass?

**Gary:** I've been with D&B for eight years. I keep in contact with the managers, Dave and I decide which new games to order, I'm technically involved with repairs of games and I try and keep the manufacturers involved.

**That's sure a lot of responsibilities! Why did you open two Chicago locations?**

There are certain demographics we look for in cities. Plus, we had some good offers of locations in both the suburbs and downtown. Chicago will be one of the few cities to have two



locations. Very few cities have the activity to handle two.

**Could you give our readers who may not be familiar with D&B a picture of what the inside of a D&B is like?**

At the front door, you are greeted by a "captain," who checks to make sure minors are accompanied by an adult or you're over 21. As you go on, you see the pocket billiard tables, the Viewpoint Bar and from the runway is Midway—the arcade. There are around 140-150 coin-ops available and games that you'd see in a carnival, like horse racing and basketball. In some of our locations, there is a Virtual World center that houses Battletech and Red Planet games, as well as Virtuality. These won't be in the Chicago locations; however, there will be a bowling alley in the downtown location.

**What is the future of D&B?**

We plan to open three locations a year for an infinite number of years at present. It costs approximately \$10 million to open a location! But we recently went public on the stock exchange, and the outside money really helps!

*(Special thanks to Dennis Paine, director of communications, for the help. Look for the grand opening of D&B in Chicago: suburbs—Nov. 9, downtown—Dec. 7.)*

We're sorry! In the July issue of **EGM**™, information and content from coin-op trade bible *Replay* Magazine was used without attribution. We regret the mistake.

## TOP TEN ARCADE GAMES

RePLAY™ - JULY 1995



#	Game/Company	MTH	Rating	DIST
1.	Street Fighter: Alpha (Capcom)	1	9.60	5%
2.	Mortal Kombat 3 (Midway)	4	9.01	86%
3.	X-Men: Children... (Capcom)	6	7.97	9%
4.	Raiden DX (Fabtek)	10	7.76	18%
5.	Super Sidekicks 3 (SNK)	3	7.75	9%
6.	Violent Storm (Konami)	5	7.67	7%
7.	Gal's Panic 2 (Kaneko)	20	7.44	10%
8.	Bust-A-Move (Taito)	7	7.38	51%
9.	Super Sidekicks 2 (SNK)	14	7.25	17%
10.	Blood Storm (Strata)	9	7.18	12%

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

# ARCADE ACTION

# 鉄拳 TEKKEN 2

## FACT-FILE

### Tekken 2

By Namco

#### CPU:

Standard Jamma Output

#### Sound:

Dolby Stereo

#### Multiplayer Mode:

Yes

#### Save Options:

No

#### Other Notes:

Four weeks after initial release, a Character Time Bomb will allow you to play as a new sub-Boss each week depending on which character is most popular at that location.

#### Release Date:

Available now

## HEIHACHI'S REVENGE!

This game is awesome! I don't like virtua games on the whole. (The action's too slow.) However, Tekken was a great game because the action was fast-paced, and the characters were very diverse. In Tekken 2, the story continues. Kazuya won the tournament, and is the end Boss. Heihachi is selectable—he has to move up the ladder right along with you. The game looks great, and there are many new options, throws and all-around cool features to be fine tune. (The characters automatically guard up if you let go of the controls, and you can now roll up or down as you get up!) One of the best features is that four weeks after the release, a Character Bomb will go off, allowing you to play as a new sub-Boss each week depending on which character is the most popular at that arcade location!

—Mark Hain



The arm, neck, leg and various other bone crackin' fun from Tekken has returned in Tekken 2!



Mid-Bosses are back. Everyone has one. For example, Wang is Lei's Boss.



Michelle Chang

Michelle has not changed much since the first tournament. Like many of the other characters, she has learned to utilize her power better. (She has better, longer combos and a longer reach on her kicks.)

There are two brand new guys and additions to the old ones as well



Notice how Heihachi's head is looking up because Law is jumping? This is another great feature in Tekken 2.



Twin Arrow

F,F

Spin & Kick



Another new option is Auto Blocking. If you release the joystick, your character blocks up automatically.



In the last tournament, Kazuya was victorious. He is now one of the many Bosses you face in Tekken 2.



G-Clef Cannon

Razor's Edge



All moves for Tekken 2 were performed on a prototype machine. Some moves may have been changed in the final release.



## Jack 2

Jack has been upgraded to Jack 2. What does this mean? He's not quite as oafish looking and he's a bit stronger (as if he wasn't strong enough already). Jack is especially more agile and able to roll-around better.



**Cross Cut Saw** F



**Megaton Blast** B, DB, D, DF



**Debugger** B, DB, D, DF



**Russian Kicks** B, DB, D, DF



**Jump on & Pummel** F, F



**Jump the Bones** F, F



**Spin Punch** F



**Flip Kick** F, F



**Dodge Throw** B, B



**Arm Crack** F, F



**Wrist Toss** F, F



**Aerial Kick** F, F



## King

King is back, and he's learned a few new tricks. His moves are quicker and more precise. King also has some new wrestling-type moves to slam his opponent into the ground.



**Stomach Smash** D, DF, F



**Hi-Jack Backbreaker After Stomach Smash**



**Drop Kick** F, F



**K's Flicker** F, F



**Leg Takedown** F, F



**Jaguar Hold Forward**



## Jun Kazama

Jun is a very powerful new addition to the Tekken crowd. She is very quick, and has several evasion moves that make it difficult to hit her. She is so powerful, that she was almost made a sub-Boss!





## Marshall Law

Law is back and quicker than ever! He has a few new combos, and he has a new throw besides the Noogie and Run Up and Slam. He's a well-balanced player when using his kicks and punches.



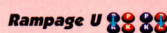
**Rave War Combo** F



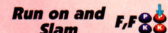
**Dragon's Tail** DB



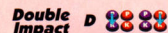
**Back Flipper**



**Rampage U**



**Run on and Slam** F,F



**Double Impact** D



**Electric Noogie** F,F



**Axe Kick** F,F



**Flash Punch Combo**



## Heihachi Mishima

Heihachi is a very powerful player. He moves like a big slug, but if he connects with his "Twin Pistons" two or three times, it's over. He also has some really good punching combos.

**Jumping Back Slam** F,F

**Twin Pistons** DF

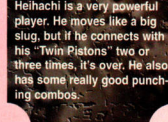
**Stone Head (stand close)** F,F



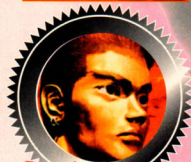
**Punch Dodge** B,B



**Arm Twist (after Punch Dodge)** B



**Phoenix Smasher** D,DF,F



## Paul Phoenix

Paul is easily the most powerful character in this game. Besides his horrific Phoenix Smasher that does almost half damage, he also has several evasion moves to use against his opponent.



**Flash Elbow** F,F



**Neutron Bomb** F,F



**Triple Kick Combo** F,F



# LUNAR

## ETERNAL BLUE

In the Darkest Hour,  
Hope Springs Eternal.

The incredible sequel to the best-selling SEGA-CD™ RPG of all time is coming to your SEGA-CD™ this Summer!



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT THIS PRODUCT MEETS THE HIGHEST QUALITY STANDARDS OF SEGA™. BUY GAMES AND ACCESSORIES WITH THIS SEAL TO BE SURE THAT THEY ARE COMPATIBLE WITH THE SEGA CD™ SYSTEM.

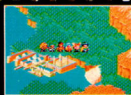
50 Minutes of Animation!  
Over an Hour of Spoken Dialogue!  
Hours of Incredible Music!  
60 Hours of Gameplay!

NOT YET  
RATED

NOT RATED

WORKING DESIGNS®

Our games go to 11!



SEGA AND SEGA CD ARE TRADEMARKS OF SEGA ENTERPRISES, LTD. ALL RIGHTS RESERVED. Original Game © 1994 Game Arts/Studio Alex. "LUNAR" is a registered trademark of Game Arts/Working Designs. English Translation © 1995 Working Designs. Another production in glorious 3B! Licensed from Game Arts/Studio Alex by Working Designs. For a dealer near you, call (916) 243-3417.



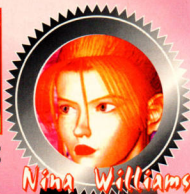
**Dodge Kick B,B**



**Leg Twist (After Dodge Kick) B**



**Can Opener FU**

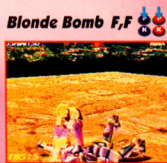


**Nina Williams**

Nina relies a lot on her legs in Tekken 2. She still has many boxing-style combos and punches; however, she has a new array of kicks that are equally as deadly as her punches.



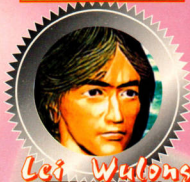
**Leg Slicer DF**



**Blonde Bomb F,F**



**Opponent Flip F,F**



**Lei Wulong**

Lei has a very impressive array of kicks, not to mention a couple sneak attacks, like using a play-dead-and-turn-around technique. This new guy is sure to be a favorite at many arcade locations.



**Play Dead: D**



**Turn Around: B**



**Clean Sweep**



**Spring Kick (from Play Dead)**



**Tornado Kick**



**Flit-Flip-Flop (Turning your back)**



**Neck Crack F,F**



**Energy Gain D**



**Drill Kick D,DF,F**



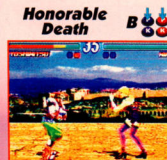
**Death Copter FU**



**Slap-U-Silly DB**



**ZigZag**



**Honorable Death B**



**Yoshimitsu**

Yoshimitsu has changed a bit, such as losing his arm. He has replaced it with a cybernetic that allows him to hover off the ground for a few seconds and do some incredible sword handling.



# YOU vs.

# FX FIGHTER

## THE ULTIMATE PC FIGHTING GAME



It's YOU vs. the best known fighters in the universe...in a brawl to the death.  
In this galactic event, there are no prizes for second place...only body bags.

### TECHNO ADVANTAGES...

Arcade action at incredible speed, Real-time 3D, Real motion capture, Flying camera, Infinite hand-to-hand moves.

Fifty times the speed, four times the color, twice the resolution. Get it, or die trying. For previews, information, or to order,  
call 1-800-GTE-TODAY. Or web page access <http://www.im.gte.com>.

©1995 GTE Vantage Incorporated. All rights reserved. The GTE logo is a trademark of the GTE Corporation. GTE Entertainment, FX Fighter and the FX Fighter logo are trademarks of GTE Vantage Incorporated. Argonaut, the Argonaut logo and Elborder are trademarks of Argonaut Software Ltd. (Elborder@argonaut.com). GTE Interactive Media is a part of GTE Vantage Incorporated. P.O. Box 4150, Campbell, CA 95008-4358.

GTE Entertainment



# DonPachi

## FACT-FILE

### Don Pachi By Atlus

#### CPU:

Not available at press time

#### Sound:

Dolby Stereo

#### Multiplayer Mode:

Yes

#### Save Options:

No

#### Other Notes:

Looks quite a bit like Raiden, Raiden DX, etc. ... Has two different kinds of weapon modes and possible auto fire if operator so chooses.

#### Release Date:

Available Now

## KEEP YOUR FINGER ON THE TRIGGER!

This game has the look and feel of Raiden and Raiden DX but with an addition of a new type of power-up and a less debris floating around. In the series, there was so much on the screen that it was hard to tell what the heck was shooting at you! There's plenty on the screen, but you're able to tell enemy debris from enemy weapons. Depending on what the operator picks, you can have up to three buttons—A: Fire, B: Bomb and C: Auto Fire. If you hold down A, the rapid fire turns in a single, more powerful stream of energy, and power-ups increase the size of your firepower and this stream. C is up to the operator to turn on. It won't turn into a single stream if held down.

I like Don Pachi, but it suffers the same fate as most shooters. The Bosses are patterns and the levels are hard without a lot of bombs.

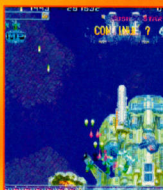
—Mark Hain



In Don Pachi, you have your choice of three different ships. Red is very fast but only fires straight ahead. Green is moderately fast but also has directional firing depending on where you



move. Last of all, Blue is the slowest; however, this weapon automatically fires in three directions at once, making it the most powerful of the three.



You start out very wimpy (left and above), but with every two Ps, you gain more and more power (right).



There are two bombs in Don Pachi. The first is activated by hitting the bomb button (center) and the other while holding A. It increases the power of your single stream of energy.

## Level 1

Level 1 has few items that will kill you. You have three bombs on this level. The two pictures show the heat-seeking capabilities of the enemy. The Boss is a tank that takes three stream bombs to kill it.



By the end of this level, you'll have the full seven bombs. There are mostly airborne enemies in this level. (The three shown in the second picture are the hardest.) The Boss is an airborne heavy assault vehicle. Watch out for the heat-seeking green discs.

## Level 2



Whoa! Look at the size of that battleship! Level 3 is mostly a sea assault. There are many different boat and island targets firing in your direction. The Boss is a huge battleship. Take out its cannons then destroy the main bridge.

## Level 3



Level 4 is nuts! There's so much going on in this level at the same time. There are a couple of mid-Bosses that are a little less than easy. To take out the Boss, kill his shield and follow his pattern firing all the way!

## Level 4








THE RADIO IS YOUR  
CONCERT HALL.

THE TELEVISION IS  
YOUR MOVIE THEATER.



THE NEO•GEO CD  
IS YOUR ARCADE.



Don't Cross the Line Unless You're Serious.



# NEO·GEO<sup>®</sup>CD

The Future Is Now  
**SNK**

SNK CORPORATION OF AMERICA  
20603 Earl Street, Torrance, CA 90503  
(310) 371-7100 Fax: (310) 371-0909

# STREET FIGHTER ALPHA WARRIORS' DREAMS



To play Ken and Ryu vs. Bison, you must have two players. With Ryu as the first player and Ken as the second, the players must both hold Start, press Up on the joystick twice, release Start, press Up twice. Lastly, the first player must press Jab and the second player must press Fierce.

## KEN & RYU TAG TEAM



## PLAY DAN, THE HIDDEN CHARACTER!!!



At the Character Select Screen



hold the Start button and move the cursor down to the Random Select Box. While holding Start, press the following buttons in this order: Fierce, Roundhouse, Forward, Short, Jab, Strong. If done correctly, the random will stop and Dan will appear.

### DAN'S MOVES

**Fireball:** D,DF,F+P  
**Dragon Punch:** F,D,DF+P  
**Hurricane Kick:** D,BD,B+K  
**Alpha Counter:** B,B,D+P  
**Super Move #1:** (F,D,DF) x2+P  
**Super Move #2:** (D,DF,F) x2+P  
**Super Move #3:** (D,BD,B) x2+K

### Alpha Counters and Super Moves

#### RYU

**Alpha Counter:** B,BD,D+P  
**Super Move #1:** (D,DF,F) x2+P  
**Super Move #2:** (D,BD,B) x2+K

#### KEN

**Alpha Counter:** B,BD,D+P  
**Super Move #1:** (F,D,DF) x2+P  
**Super Move #2:** (D,DF,F) x2+K

#### SAGAT

**Alpha Counter:** B,BD,D+K  
**Super Move #1:** (D,DF,F) x2+K  
**Super Move #2:** (D,DF,F) x2+P

**Super Move #3:** (D,BD,B) x2+K

#### CHUN LI

**Alpha Counter:** B,BD,D+K  
**Super Move #1:** Charge B, F,B,F+K  
**Super Move #2:** BD,D,DF,D, BD,U+K  
**Super Move #3:** (half circle B-F) x2+P

#### CHARLIE

**Alpha Counter:** B,BD,D+K  
**Super Move #1:** Charge B,F,B,F+P  
**Super Move #2:** BD,D,DF, D,BD,U+K  
**Super Move #3:** Charge B,F,B,F+K

#### BIRDIE

**Alpha Counter:** B,BD,D+P  
**Super Move #1:** (D,DF,F) x2+Button (Jab weakest;



## PLAY AS AKUMA

At the Character Select Screen, hold Start and move down to the Random Box. On the joystick press Down, Down, Down, Away, Away, Away, then press Jab and Fierce together.



## PLAY AS BISON

At the Character Select Screen, hold Start and move down to the Random Box. On the joystick press Down, Down, Away, Away, Down, Away, Away—then press Jab and Fierce together.



Although Dan has a Dragon Punch similar to Ken and Ryu, Dan's moves are different, too. For example his Fireball is not a projectile—it's actually an extension of his arm.

**Fierce Kick (strongest)**  
**Super Move #2:** Charge B, F, B,F+P

#### ADON

**Alpha Counter:** B,BD,D+K  
**Super Move #1:** (D,DF,F) x2+P  
**Super Move #2:** (D,BD,B) x2+K

#### GUY

**Alpha Counter:** B,BD,D+K  
**Super Move #1:** (D,DF,F) x2+K  
**Super Move #2:** (D,DF,F) x2+P

#### SODOM

**Alpha Counter:** B,BD,D+P  
**Super Move #1:** (D,DF,F) x2+P  
**Super Move #2:** two 360-degree circles clockwise+P

#### ROSE

**Alpha Counter:** B,BD,D+P  
**Super Move #1:** (D,BD,B) x2+P  
**Super Move #2:** (D,DF,F) x2+P  
**Super Move #3:** (D,DF,F) x2+K

#### AKUMA

**Alpha Counter:** B,BD,D+K  
**Super Move #1:** (D,BD,B) x2+P  
**Super Move #2:** (F,D,DF) x2+P  
**Super Move #3:** (D,DF,F) x2+P in the air

#### M. BISON

**Alpha Counter:** B,BD,D+P  
**Super Move #1:** Charge B, F,B,F+K  
**Super Move #2:** Charge B, F,B,F+P



## The image shows the box art for the Game Boy Advance game 'Mighty Morphin Power Rangers: The Movie'. The central figure is the Gold Ranger, wearing his iconic helmet and armor, holding a Power Coin. He is positioned in front of a large, glowing red Zord. The background is dark with a blue and white striped banner at the top that reads 'MIGHTY MORPHIN POWER-RANGERS THE MOVIE'. To the right of the Gold Ranger is the 'GAME ADVANCE' logo. On the left, the 'GAME BOY' logo is written vertically in large, bold letters. At the bottom left is the 'BANDAI' logo, and at the bottom right is the 'GALAXY' logo. The bottom of the box features the text 'MIGHTY MORPHIN POWER-RANGERS THE MOVIE' in a stylized font.

**Featuring the White Ranger™ and all the new Power Rangers.**



**GAME BOY® VERSION**



**A 6 stage no-holds-barred brawl!**

**Super Game Boy® compatibility!**

**Play as any of the  
6 Power Rangers!**



**Two-player simultaneous action!**

**Special weapons  
and devastating  
martial arts moves!**



**Morph into action  
at the touch of  
a button!**

**Seven levels of non-stop combat.**





# EGM<sup>2</sup> previews the first pix of the Mortal Kombat 3 upgrade!

Here is the very first look at some of the new backgrounds and characters from the MK3 makeover coming in mid-September. As you can tell from the pictures, the new backgrounds, which are two of four (or maybe more), are extremely colorful and original. There is even a new stage fatality that may be connected to one of these. Currently, Kitana and Scorpion are the only new working characters. It looks like all of Kitana's old moves like the Fan Raise and the Fan Toss are back, but expect to see a new move for her as well as Scorpion. These two old-time favorites are bound to make a big impact.



we've dug up trouble.

## capcom's first pc cd-rom game.

Buried in a capsule by his creator, Dr. Light, MEGA MAN X reemerges to face SIGMA and his force of maverick replitoid robots before the human race is wiped from the planet.

Now the TITANIUM TITAN appears on PC CD-ROM, and comes with a free 6-Button Controller!

CATCH MEGA MAN EVERY WEEK IN  
THE 2ND SEASON OF HIS TOP-RATED  
CARTOON SERIES! AND WATCH FOR  
EXCITING NEW MEGA MAN  
TOYS FROM BANDAI!



# CAPCOM

©1995 CAPCOM ENTERTAINMENT, INC. MEGA MAN X, CAPCOM AND CAPCOM ENTERTAINMENT ARE REGISTERED TRADEMARKS OF CAPCOM CO., LTD.  
MEGA MAN TOYS ARE DISTRIBUTED BY BANDAI AMERICA INCORPORATED. BANDAI IS A REGISTERED TRADEMARK OF BANDAI AMERICA INCORPORATED.

KIDS TO ADULT



AGES 6



# SPECIAL FEATURE

**Creed of the key:** All moves are done facing toward the right. The amount of damage is based on the health point scale, which is selectable from 50 to 200.



In Overhead Mode, you get a nice tight view—very good for close viewing of where to land jumping attacks and such.

## Coping with "The Look"



Watch for camera movement to realign your controller.



When viewing from long range, be extra careful.



Why are you playing in this mode? Don't rely on jumps—distance is hard to tell here. Projectiles are best.

## Try to Control Yourself

OPTIONS	
LEVEL	NORMAL
BOY TIME	50
SET POINT	5
STRENGTH	17 100 27 100
AUTO DEFENSE	OFF
CONTROL TYPE	A1 A2
CAMERA ACTION	NORMAL
SOUND TYPE	STEREO
EXIT	

A1		A2	
F	ROTATE	NOT USE	
D	ROTATE	NOT USE	
L	ROTATE	NOT USE	
R	ROTATE	NOT USE	
H	KICK	NOT USE	

Unfortunately, you can't set special moves to the top L/R keys (a trick, maybe?). If they are set as rotate, you'll flip to either direction you want. Without any assignment, you have to press down twice to rotate around.

## STRATEGY TALK

You should find that BA Toshinden contains well-balanced characters. The fireballs are easily dodged by the now-present Sidestep motion that also elevates the Ring Outs. Some of the Desperations are a wee bit cheap and too easy to pull off, but there is still a great game engine behind this title. Happy slashing!

— Mike Vallas

## NUMBER OF LEVELS

10

## AVAILABILITY

September

## TIME TO COMPLETE

Medium

## COMPANY

SCEoA

# BATTLE ARENA TOSHINDEN

Virtua Fighter, watch out! BA Toshinden is just about out, and it's going to wow the crowds! Since most of you out there who will buy a PlayStation will probably get BAT, here's an appetizing four-page strategy guide that details the advantages, disadvantages, sidesteping arcs and move ratings of the eight playable characters. Above, you'll find info about playing with different view perspectives. At the very end of this tutorial, you'll find tips to fight Gaia and Sho and a complete moves list! Bonus! Check out tricks for a code to play as Gaia!



# THE TIME HAS COME!



Cartoon and Adventure fans wait no longer. The time has come to once again arm yourself for battle. The fabled Camelot Castle is under siege and the real King Arthur has been captured. You must help Merlin free King Arthur and save Camelot Castle before all is lost! The evil Sorceress Morgana has other plans and will stop at nothing to see them through. Oh, and by the way...you've got to find a way to get back to the 20th Century!



Incredible detail and glorious color bring each cinematic scene to life!



Role Playing and Adventure fans alike will find many of their favorite game play features!



Larger than life bosses, threaten to challenge even the best adventurer!

© 1994 Golden, BEI, C&D/TA 1



ENIX AMERICA  
CORPORATION  
2679 - 151st Place Northeast  
Redmond, WA. 98052-5522



**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM





Eiji

Eiji has all of the standards: a fireball and a rising sword that goes only vertically. His slide is useful for catching opponents off guard, and his flying kick is great for many hits!

## Sidestep Arc

Pretty standard. It only allows a near-perfect 90-degree rotation on an even diameter. Remember that slide—here is where it works best.



Kayin

Kayin, a la Ken, is in many ways the same as Eiji. However, his rising sword goes on a 45-degree angle. Instead of a slide, he has a splits kick that covers his head and forehead very nicely.

## Sidestep Arc

Kayin has nearly the same arc as Eiji. Kayin is in excellent range for launching his splits kick or a rushing rising sword attack, too.



Sofia

Sofia's strong point is her long reach. The weaker the attack, the farther it hits. Her Revolution is powerful, but leaves her too open. Rely more on her whip to attack from afar.

## Sidestep Arc

Sofia has one of the best arcs in the game. She can get in right on the side of the opponent, which leaves them open for her Rattle Snake attack.



Rungo

Rungo is far too fast for the power he packs. Use his weak attacks for controllable grapples, and use his standing fierce punch when their back is turned. He excels in his fireballs, too!

## Sidestep Arc

His arc is super slow, but he gets in right where it counts! When positioned correctly, his arc will place him right in range for a man to club chat.



## Desperation Secret Move

Amt. Damage—45



This move will strike anyone a mortal blow. Unfortunately, you will see the sparks flying up, forewarning you of his impending rush and kill.

Amt. Damage—20



For an overly difficult move to master, this sure does not have much use. Perform the attack when jumping away or if you're down at a distance.

## Desperation Secret Move

Amt. Damage—45



The Hell's Inferno attack is in every way identical to Eiji's. Therefore, it suffers from the same disadvantages that plague Eiji.

Amt. Damage—30



A triple splits kick ending with a super upward flash kick. It is fast—so surprise is on your side. But if you miss, you're one nasty sitting target!

## Desperation Secret Move

Amt. Damage—20



Though it does not do a whole lot of damage, you are nearly guaranteed a hit. Sofia whips around and around her opponent until she connects!

Amt. Damage—40



This attack causes multi-flame-whip attacks in a forward direction. Time it carefully, or you'll head straight through and be severely open!

## Desperation Secret Move

Amt. Damage—45



A powerful blast of fire that soars straight into the air and covers your entire front. Very effective and can only be avoided by a sidestep.

Amt. Damage—20



In many ways, this is only a glorified version of his Batter-Up attack. Looks neat and wows the crowd, but not worth the pad motions at all.



**Sofia Says** spend your money to reserve  
a Sony®PlayStation™.

**Sofia Says** give the money to your  
local video game store and do it now.

**Sofia Says** get on your  
knees and bark like a dog.

**Now give  
Sofia a kiss.**



**ah- ah,**

She didn't say **Sofia Says**. Now she has to hurt you.



Fo Fai

Crouching Fierce Kick and his Stretch-Claws are best when close. His ground spheres are easy to see and avoid, so it's better to use them in the air where they can be produced faster.

## Sidestep Arc



Fo has a very advantageous sidestep. He zips right in where a Stretch-Claw will work. He is slow, so sidestep when being attacked.



Fo Fai



Mondo

Mondo has the best reach with his spear. His stretching spear is very useful, and even though it can block projectiles, the rotary spear and air version are hard to land a hit with.

## Sidestep Arc



Mondo is a bit slow in his sidestep, but nonetheless he can get in enough to set off a throw or a rotary-spear attack.



Mondo



Duke

Duke is very clumsy to use, but his excellent range and swiftness makes up for it. His charging Southern Cross is very damaging (follows you around) but tends to miss the final blow.

## Sidestep Arc



Kind of a useless arc for this guy. Duke does move in a bit, which if you can be placed correctly, will put you in range for your sword.



Duke



Ellis

Ellis' hits do practically nothing, but you can link most of her regular moves—especially the sweeps—to do devastating combos! Also, her backdash can cause damage if backed into her opponent.

## Sidestep Arc



This sidestep is even more useless than Duke's. The only good portion of this is that you have enough angle to get clear away from edges.



Ellis

## Desperation

Amt. Damage—45



Fo fires three spheres that are guaranteed to hit a ground target. His finale of leaping into the air setting off a sphere must be placed correctly.

## Secret Move

Amt. Damage—10



This (ahem) move is not very hard to activate, and is fast with incredible range, though its total damage is not very high. Great move for taunting!

## Desperation

Amt. Damage—50



Mondo leaps into the air and showers the opponent with fire balls that can't be blocked. They must sidestep around them. Use often to kill quickly!

## Secret Move

Amt. Damage—25



This move is just a flame-rotary spear with a finishing jumping rotary spear. However, the damage is nil, and the pad motion is too hard.

## Desperation

Amt. Damage—35



This Desperation covers all angles swiftly, and his finishing slice is automatically guided to wherever his opponent is currently located. Ouch!

## Secret Move

Amt. Damage—30



Just like his overhead chop, he comes down swiftly and powerfully, and ends with his only projectile. Useful if you can actually pull it off!

## Desperation

Amt. Damage—50



She leaps into the air in a spinning ball that does damage. If she lands next to you, she will finish with several powerful blows. VERY useful!

## Secret Move

Amt. Damage—50



This is also very powerful if all the blows are landed. However, if you miss, you will mindlessly head straight, leaving you open as a hole!

## GAME GEAR

# 2040

And if you let the evil  
forces of Maximum, Inc.  
have their way,

**it's lights out for Metropia!**

- **BLAST AWAY YOUR ENEMIES** WITH 14 WEAPONS AND 5 ITEMS.
- **CONTROL TWO WEAPONS AT A TIME** FOR OVER 100 WEAPON COMBINATIONS.
- **DISCOVER TWENTY DIFFERENT ENDINGS.**
- **EXPLORE 60 FAST-PACED ACTION LEVELS.**



Sega Genesis



Sega Genesis



SuperNES



SuperNES

For more information on Phantom 2040 Video Games  
call 1-800-469-2539

ALSO AVAILABLE ON VIDEOCASSETTE  
WHEREVER VIDEOS ARE SOLD



**KIDS TO ADULTS**  
**MILD ANIMATED VIOLENCE**  
For information on this product's rating, please call 1-800-771-ESR.



**VIACOM**  
newmedia™



© 1995 Viacom International Inc. All Rights Reserved. © 1994 Home Entertainment Inc./King Features Syndicate, Inc. TM/Hearts Corporation. Nintendo, Super Nintendo Entertainment System and the official seal are registered trademarks of Nintendo of America Inc. © 1991 Nintendo of America Inc. Sega, Sega Saturn and Sega Enterprises are trademarks of Sega Enterprises Ltd. All Rights Reserved. This official seal is your assurance that this product meets the highest quality standards of Sega\*. Buy games indiscriminately with this seal to be sure that they are compatible with the Sega\* Saturn\* System.



## The Mighty Gaia! \*



**And then  
there's Sho ...**



A screenshot from the video game Super Smash Bros. Melee. Luigi, in his signature red and green outfit, is in the air, swinging his sword at a Koopa. The Koopa is on the ground, holding a sword. The background is a dark, cloudy sky. The top of the screen shows a health bar for Luigi, a timer at 00, and a score of 0.

E I J I	Fire Ball		→	↓	→	↓	→	07	△	
	Rising Sword		→	↓	→	↓	→	07	△	
	Slide							07	△	
	Air Dive Kick							07	△	
	Desperation	→	↓	→	↓	→	↓	→	07	
K A I N	Secret Move	↑	↓	↑	↓	→	←	→	△	+
	Sonic Flash							07	△	
	Deadly Rays		→	↓	→	↓	→	07	△	
	Split Kick		→	↓	→	↓	→	07	△	
	Jumping Flash Kick							07	△	
S O F I A	Desperation	→	↓	→	↓	→	↓	→	07	
	Secret Move	→	↓	→	↓	→	←	→	△	+
	Rattle Snake							07	△	
	Revolution		→	↓	→	↓	→	07	△	
	Thunder Ring							07	△	
F O F A I	Annoying Laugh	→	↓	→	↓	→	↓	→	△	+
	Desperation		→	↓	→	↓	→	07	△	
	Secret Move	→	↓	→	↓	→	←	→	△	+
	Mythic Sphere		→	↓	→	↓	→	07	△	
	Air Sphere							07	△	
F O F A I	Leaping Kick							07	△	
	RollerSphere		←	→	←	→	←	07	△	
	Theo's Revenge		→	↓	→	↓	→	△	+	
	Mad Laughter	→	↓	→	↓	→	↓	→	△	+
	Desperation		→	↓	→	↓	→	07	△	
F O F A I	Super Move	△	+	△	+	△	+	△	+	

# RUNGO

ELLIS

DUKE

Stretch Spear High	↓ ↓ ↓ ↓	□	○
Stretch Spear Low	↓ ↓ ↓ ↓	□	○
Radial Spear	← ↓ ↓ ↓ ↓	□	○
Rising Spear	↓ ↓ ↓ ↓	□	○
Air Fireball	Jump + ↓ ↓ ↓ ↓	□	○
Desperation	↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓	△	÷
Secret Move	→ ↓ ↓ ↓ ↓ ↓ ↓ ↓	△	÷
Fireflash	↓ ↓ ↓ ↓ ↓ ↓ ↓	□	○
Fire Wave	↓ ↓ ↓ ↓ ↓ ↓	□	○
Batter Up	→ ↓ ↓ ↓ ↓ ↓ ↓	□	○
Cat's Bound	→ ↓ ↓ ↓	×	○
Desperation	← ↓ ↓ ↓ ↓ ↓ ↓ ↓	□	○
Secret Move	→ ↑ ↓ ↓ ↓ ↓ ↓ ↓	△	÷
Knife Upper	→ ↓ ↓ ↓ ↓	□	○
Spin Teleport	↓ ↓ ↓ ↓	×	○
Air Flash Kick	Jump + ↓ ↓ ↓ ↓	×	○
Air Thrust Dive	Jump + ↓ ↓ ↓ ↓	□	○
Ribbon Smack	→ ↓ ↓ ↑ ↓ ↓ ↓	□	÷
Desperation	→ ↓ ↓ ↓ ↓ ↓	△	÷
Secret Move	→ ↓ ↓ ↓ ↓ ↓ ↓ ↓	△	÷
Cyclone	↓ ↓ ↓ ↓ ↓	□	○
Spinabout Slash	→ ↓ ↓ ↓ ↓	□	○
Dive Cross	Jump + ↓ ↓ ↓ ↓	□	○
Southern Cross	← ↓ ↓ ↓ ↓ ↓ ↓	□	○
Desperation	↓ ↓ ↓ ↓ ↓ ↓ ↓	△	÷
Secret Move	→ ↓ ↓ ↓ ↓ ↓ ↓ ↓	□	÷

THE ULTIMATE MARVEL FANTASY CARD GAME!

The image is a promotional collage for the Marvel OverPower Card Game. It features several cards from the game, each with a different Marvel character and associated powers. The cards are arranged in a dynamic, overlapping fashion. In the top left, a card for 'THING' shows the character's rocky, orange-brown skin and blue pants, with a yellow banner at the top that reads 'CLOBBERIN' TIME'. To its right is a card for 'WOLVERINE' showing the character in his blue and yellow suit, with a red banner at the top. Below these, a central red banner displays the word 'MARVEL' in a stylized font. The main title 'OVERPOWER' is written in large, bold, yellow letters with a blue outline, and 'CARD GAME' is written below it in smaller, orange letters. To the left of the title is a card for 'AMBITION' showing a character with a sword and a yellow banner that reads 'ENERGY'. To the right is a card for 'SPIDER-MAN' showing the character in his red and blue suit, with a yellow banner that reads 'WEB SPRAY'. Below the title, there are two speech bubbles: one on the left that says 'DIS CARD' and one on the right that says 'STICK'. At the bottom left is a card for 'CABLE' showing the character holding a large purple gun, with a yellow banner that reads 'ENERGY'. At the bottom right is a card for 'DRAW!' showing a character in a blue and orange suit holding a gun, with a yellow banner that reads 'ENERGY'. The background is a dark, textured surface with various Marvel-related elements.

**THING**  
CLOBBERIN' TIME

**WOLVERINE**  
ENERGY  
FIGHTING  
STRENGTH

**MARVEL**

**OVERPOWER**  
CARD GAME

**DIS CARD**

**STICK**

**AMBITION**  
ENERGY

**SPIDER-MAN**  
WEB SPRAY

**CABLE**  
ENERGY  
FIGHTING  
STRENGTH

**DRAW!**

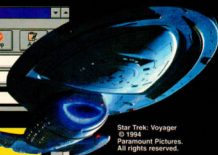
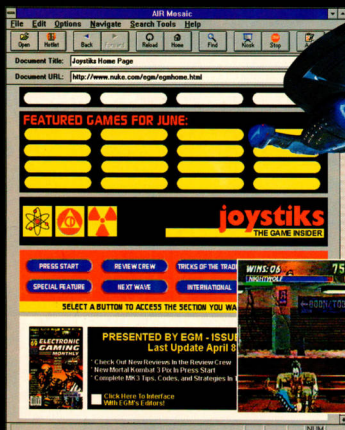
This summer, Marvel's greatest heroes and villains come to life in the Marvel OverPower Card Game! This collectable card game from Fleer features stunning new artwork by the greatest artists in the industry. Get ready...It's Clobberin' Time!

from **fleer**  
entertainment group, inc.

the only place to go on the Web to find the hottest info on video games, computers, movies and more

# i n t e r n e t . **NUKE** i n t e r f a c e

**THE  
SENDAI  
MEDIA  
GROUP  
FORUM  
ON THE  
WORLD  
WIDE  
WEB**



Star Trek: Voyager  
© 1994  
Paramount Pictures.  
All rights reserved.



Mortal Kombat 3 TM & © 1995 Midway Mfg. Co.  
All rights reserved.

100's PAGES OF TEXT,  
100's OF PHOTOS,  
VIDEO/AUDIO, GAME DEMOS  
MARKETPLACE .PLUS MORE!!!

**COORDINATES:**  
**<http://www.nuke.com>**

**EXCLUSIVE!!!**

**NEWS - ReVIEWS - PreVIEWS!**  
**GAME TIPS, STRATEGY, INTERVIEWS AND**  
**REVIEWS YOU WON'T FIND IN THE PAGES OF EGM!!!**



# THE MOST SPACETACULAR CARD SET EVER FROM FLEER!

LAUNCHING:  
SEPTEMBER 1995

*Like The Babylon 5  
Project Itself,  
These Cards Are a  
Dream Given Form!*

## COLLECT:

- \* Commanders and their multi-planetary crew.
- \* Alien Ambassadors
- \* Pilot and featured episode images
- \* Intriguing little known facts

*This is BABYLON 5 The card set.*

*Have a safe trip...*

## 120 CARD SET

- \* Mesmerizing Special Effects Photography of Actual Ships, Aliens and Fighter Power from the Top-Rated TV Show
- \* Foil-Stamping on Every Card
- \* UV Coating
- \* Superior Quality Stock



# BABYLON

# 5

TM & ©1995, Warner Bros.  
Distributed by Fleer Corp.

# SPECIAL FEATURE

# MEGA MAN 7



Wily has wrought even more trouble. Once again, Mega Man and his companion Rush (plus help from a few other Dr. Light loyals) must try to thwart Wily's diabolical efforts and save humanity.



## EIGHT NEW ROBOT BOSSES AND WILY

One of the most interesting aspects of this game is it is divided into two groups of stages. Once Mega Man has defeated the first four Boss characters, another four stages become available with four new Bosses. Of course, all eight Boss robots are dangerous, and have strengths and weakness to explore. It wouldn't be a Mega Man game without old friend Wily. This time he has taken over a robot museum and plans to invoke the powers of thousands of sleeping robots. With these robots he hopes to win the final war against Dr. Light and his champion, Mega Man. Also appearing is ProtoMan as well as two new personalities, Bass and Treble.



## STRATEGY TALK

Mega Man 7 has enough items and weapons to keep any Mega gamer happy for hours on end. Most of the Bosses are severely crippled by a particular special weapon, as detailed in this guide. In my opinion, this is one of the easier Mega Man games, perhaps lacking a few of those "special ingredients" of the mystique of Mega Man. Still, it's great fun and lots of action.

—Jason Streetz

## NUMBER OF LEVELS

8+

## AVAILABILITY

NOW

## TIME TO COMPLETE

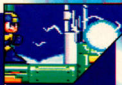
MEDIUM

## COMPANY

CAPCOM

## CLOUDMAN STAGE

Much of this stage is affected by a weather condition, normally rain. Until you reach Cloudman, don't worry about it—it's merely effect. However, strong winds summoned by the Boss of this stage could spell disaster.



USE DANGER WRAP

GET THUNDERBOLT

## MEGATIP

BEFORE



You know that pesky little robot you shoot, and then it rains? Shoot the second one you encounter with the freeze weapon, and you will be treated to a new weather condition—a blizzard. It's useful for identifying those invisible platforms later on in the stage.



Be sure to take advantage of the Freeze weapon before attempting to acquire this icon.

# DRAGON

THE BRUCE LEE STORY



## JEET KUNE DO AERIAL ASSAULT!



**REALISTIC  
NUNCHAKU ACTION!**



**MIRROR MATCH: BRUCE LEE  
VS. BRUCE LEE!!!**



Virgin

**SUPER NES® GENESIS™ GAME GEAR™**

**A LEGEND FROM THE PAST...**  
**A FUTURE OF DESTRUCTION!**



**SEND A MANIAC  
TO CATCH A MANIAC!**

# STALLONE SNIPE DEMOLITION MAN



**YOU ARE NOW ENTERING  
THE HALL OF VIOLENCE!**



## WHERE ARE THE HOSTAGES?

**SUPER NES® GENESIS™ SEGA CD™**

[illegible]

DEMOLITION MAN, characters, names and all related indicia are trademarks of Warner Bros. © 1995. Dragon the Bruce Lee Story™ & © 1993 Universal City Studios, Inc. All Rights Reserved. Licensed by MCA/Universal Merchandising, Inc. Artwork & Design by Mick Love Design. Nintendo, Super Nintendo Entertainment System and the Official Seal are registered trademarks of Nintendo of America Inc. © 1991 Nintendo of America Inc. Sega and Genesis are trademarks of Sega Enterprises, Ltd. All rights reserved. Acclaim is a division of Acclaim Entertainment, Inc. © & © 1995 Acclaim Entertainment, Inc. All Rights Reserved. Screen shots shown are taken from the Super NES® version of the video game.

**AKkaim**  
entertainment inc.





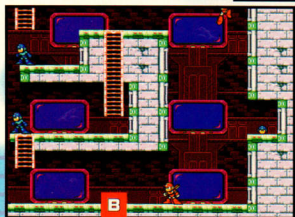


## PROTOSHIELD ▶

Destroy the Pumpkin by shooting at its inner head, then fall down the chute. In the immediately following chamber, walk through the right wall. March on and find the lair of the Protoman!



Here you must combat Protoman! Remember him? He now guards the Proto-Shield!



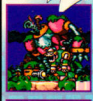
## ▲ THE SECRET AREA

By killing the Pumpkin Robot while in its closed form (shoot the eyes only). It will crash to reveal an alternate route to the Boss. Here is a sneak peek.



## ▲ USE THE S. WHEEL

Try lighting the candles on the lower level with the S.Wheel, otherwise you can temporarily light the way using the Thunder Bolt.



## WILD COIL

## NOISE CRUSHER

## SHADEMAN STAGE

By far one of the most interesting stages, almost like a cross between Mega Man and Castlevania. Anyway, Shademan is a real pain in the kiester, unless you use the Wild Coil weapon. This keeps him from using his petrification attacks.



## FREEZE CRACKER

## SLASH CLAW

## CLAWMAN STAGE

Clawman can be put in his place very quickly using the Freeze Cracker weapon. To your advantage, the Freeze weapon spreads out when colliding with a wall. Using this effect, you can more easily hit the Clawster, even while he is retreating.



## BEAT ▶

Use the Singe Wheel to burn the farthest tree to reveal a ladder. Climb it, and set Beat free!



## JUNKMAN STAGE

Although his size is impressive, his offense is not—if you have the Thunder Bolt. With Cloudman's weapon, you will have very little problem surpassing this stage Boss. Without it, you will have to be wary of large, flying chunks of electrified trash. Not nice at all.



### LETTER S

Shoot the lava with the Freeze Cracker weapon to freeze it. Shoot the upward stream and it will freeze and crack, revealing a special passage. Climb down, then shoot a similar arc of lava ...



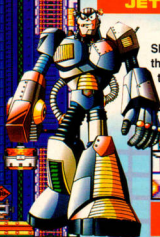
RUSH  
JET



LETTER  
S

### RUSH JET

Shoot the 100 Volts sign to activate the sliding machinery. Ride these to the top, for the Jet!

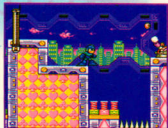


SUPER  
BOLT



## SPRINGMAN STAGE

The Slash Claw makes short work of this bouncing foe. Bait him, then wait him out. Once he attacks, use the Claw for a quick hit. Be light on your feet (and quick on the controller) during some of his more agile attack maneuvers. With the proper timing, this guy's a cake walk.





PATIENCE IS A

VIRTUA





### ▲ QUICK KILL

Use the Sonic Cone to destroy the Bulldozer enemy at the beginning of the Turbo Stage.



### TURBO STAGE

I must admit this is one of the most aggravating stages to come across my game screen yet. Be sure to have the Noise Crush weapon from the Shademan stage, or it's going to be a very short fight with Turbo Man, in his favor. Otherwise, it's all Mega Man!



## PROTOMAN, MEGA MAN'S BROTHER ...



### THE SEARCH ▶

You must locate the evasive Proto in a certain order. First go to Cloudman's stage and then to Turbo's. From there, go to Shademan's stage. Check out the third page of this guide for more info ...



### ▲ THE FIGHT IS ON

Protoman, as helpful as he is, provides very solid opposition for Mega Man. Who did Dr. Light create stronger? There's only one way to find out ...



## BASS AND TREBLE, MEGA MAN'S ENEMIES?



Exactly how Mega Man, Bass and Treble all get along is not entirely clear. Throughout the game, you may encounter the duo. When you do, pay close attention to the dialogue exchanged—it is relevant. There may be a time later in the game when you must fight these two mighty robots. When that time comes, you will be drained all your resources, as they are a formidable team-up.



# BUT WHY WAIT...

## GET YOUR SPECIAL

# 32X™ VIRTUA FIGHTER™

# TRAINING PACK RIGHT NOW!



GAME CARTRIDGE  
NOT INCLUDED.

Virtua Fighter is coming to Genesis 32X this Fall, but you can start your training today! Get the limited edition Special 32X Virtua Fighter Training Pack and you get all this: **1** A coupon good for a \$20 rebate for either a Virtua Fighter 32X game cartridge or a 32X hardware system. **2** An exclusive Virtua Fighter video with key game tips and upcoming highlights. **3** An entry form into the VF 32X Sweepstakes, where you can win a Virtua Fighter arcade unit. **4** A one-of-a-kind Virtua Fighter T-shirt.

Your choice. You can wait until Virtua Fighter for 32X is out in the stores like the rest of your friends, or you can get the Special 32X Virtua Fighter Training Pack, get a leg up on the competition and get the game for less! After that, it's every fighter for him or herself!



SO WHAT ARE YOU WAITING FOR?



\*No Purchase Necessary. To enter, see Virtua Fighter Special Training Pack (SKU #84704) or hand print your name, complete address, birth date and telephone number on a 3 x 5 card and mail to: Virtua Fighter Sweepstakes, P.O. Box 4714 Haywards, CA 94540-4714 by Dec. 31, 1992. To receive official rules, send a self-addressed stamped envelope to Virtua Fighter, c/o Little & King Co., Inc., 140 Broadway, Amityville, NY 11701, by Nov. 15, 1992. Void where prohibited. Estimated retail value of prize structure \$12,000. Sweepstakes ends 12/31/92.

SEGA, GENESIS 32X AND VIRTUA FIGHTER ARE TRADEMARKS OF SEGA. © 1995 SEGA. P.O. BOX 8097, REDWOOD CITY, CA 94063. ALL RIGHTS RESERVED.



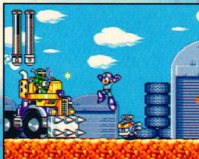
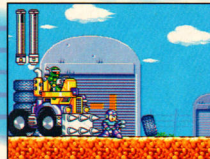
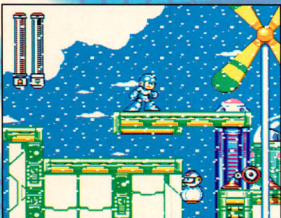
# KNOW THE WEAPONS OF MEGA MAN



A large variety of weaponry is available once you have defeated all the Bosses. As you progress, however, it would be wise to learn the special uses of each weapon as you acquire it from the Bosses. This will make your game easier. Weapons such as the Danger Wrap, from Burstman, may seem useless at first. However, careful application of this weapon reveals it's invaluable in certain areas of the game, such as when the X-Buster and other equipment will not help. Pictured to the left are some of the enemies that can be encapsulated by the Danger Wrap. In many cases, these are foes who would otherwise be aggravatingly difficult without the use of the Danger Wrap weapon. But with the weapon, destroying them is made easier!



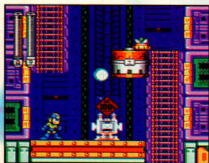
The freeze weapon can be useful in a variety of ways. Using it on the Cloudman stage against the second weather-control robot will cause a snow effect and will prove to be helpful in locating otherwise hidden platforms. (See the Cloudman stage section of this guide.) Similarly, this weapon can freeze the lava on the Junk Stage.



The Noise weapon can come in very handy on the Turboman stage. Use it to kill off the opening construction robot quickly. Four direct hits to the head, and its all over for the first large baddie of the Turbo stage! Also, for those extra-special occasions when you may need a little boost of power, fire the Noise weapons at the wall, and it will bounce back at you, super-charging Mega Man's firepower! This is, of course, very useful against certain Bosses (Turboman).

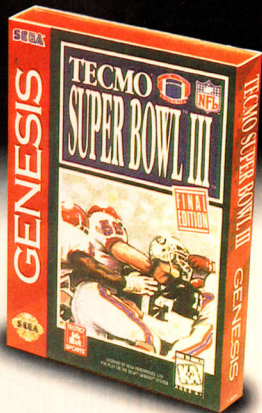
## THE RUSH ADAPT ARMOR SUIT

Collect the four letters that spell "RUSH" to acquire the most powerful adaptation Mega Man could hope for—the Rush Adapt Armor. Using this power suit, you can double-jump using jets and launch Mega Man's fist to hit enemies across the screen at odd angles. Heed Protoman, however—in this suit you cannot slide.



Use the ThunderBolt weapon to turn on large amounts of electrical equipment, such as on the Junkman stage. It also lights the way through dark passages, like the lower levels of the Shademan stage. Of course, it is also a most formidable weapon, beyond its other peripheral uses. When connecting with an enemy, it will fork toward the top and bottom of the screen. This effect can become useful when properly applied.

# DON'T MISS THE CUT



## BETTER FEATURES. BETTER PLAY. BETTER HURRY!

Tecmo Super Bowl III: Final Edition continues the rich tradition of Tecmo football games. **Better Features** like our new Free Agency System, unique Create A Player Mode, Real NFL Players' Photos, New NFL Expansion Teams - Charlotte and Jacksonville, and new power up Cinema Screens give you, the refined sports game player, better play action than you've ever seen before. **Better Play** is what separates Tecmo from the rest. New player rosters and game schedules for the 1995 NFL Season combined with new plays, new player moves, new field patterns, and new sound effects make Tecmo Super Bowl III: Final Edition the best game yet! But you **Better Hurry!** The Official NFL 1995 Season starts on September 3, 1995. Don't miss the cut. Reserve your own copy today. Check with your favorite video game store for details on how to reserve Tecmo Super Bowl III: Final Edition. It doesn't say Final Edition for nothing!

## THE OFFICIAL 1995 NFL SEASON BEGINS SEPTEMBER 3rd

### TECMO SUPER BOWL III: FINAL EDITION RESERVATION/DEPOSIT FORM:

#### Dear Retailer:

The customer whose name and address is listed below wishes to place a non-refundable deposit on Tecmo Super Bowl III. Please contact your local game distributor and/or your central buying office for specific instructions.

Name \_\_\_\_\_ Amount of Deposit \$ \_\_\_\_\_  
Address \_\_\_\_\_ Store Stamp or Receipt \_\_\_\_\_  
City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_  
Phone Number \_\_\_\_\_

Reserve me \_\_\_\_\_ copy(s) of Super Nintendo ☐ or Sega Genesis ☐

This reservation form valid until 9/3/95



This official seal is your assurance that Nintendo has approved the quality of this product. Nintendo looks for the best when licensing games and accessories to ensure complete compatibility. All Nintendo products are made with the highest quality materials and other authorized products bearing the official Nintendo seal of quality.



This official seal is your assurance that the product meets the highest quality standard of Sega. Buy games and accessories with this seal to be sure that they are compatible with the Sega Genesis System.



© Tecmo, Ltd. 1994. TECMO is a registered trademark of Tecmo, Inc. Licensed by Sega Enterprises, Ltd. for play on the Sega "Genesis" System. Sega and Genesis are trademarks of Sega Enterprises, Ltd. All rights reserved. Licensed by Nintendo for play on the Super Nintendo Entertainment System. Nintendo, Super NES and official seals are registered trademarks of Nintendo of America Inc. This product has not yet been rated by the Entertainment Rating Software Board. For information about the ESRB ratings, please contact the ESRB at 1-800-771-ESRB.

Tecmo, Inc. • 19260 South Van Ness Avenue, Torrance, CA 90501

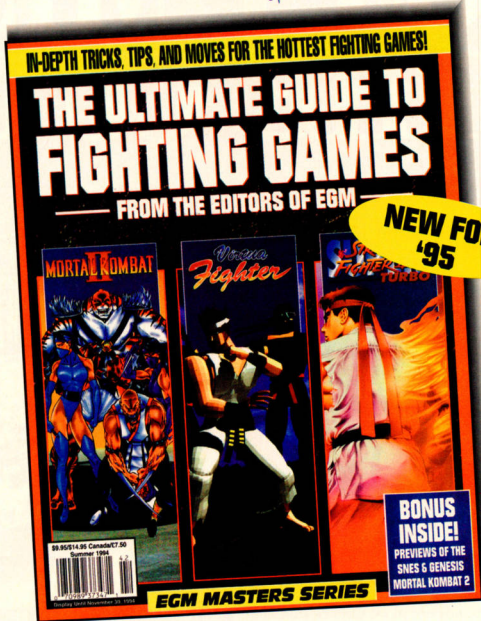
Phone (310) 787-2900 Fax (310) 787-3131



FROM THE EDITORS OF EGM

COMING IN AUGUST

# ONLY THE STRONG SURVIVE...



**ALL THE MOVES. ALL THE STRATEGY.**  
**MORTAL KOMBAT 3. VIRTUA FIGHTER 2. STREET FIGHTER LEGENDS.**  
**PLUS 25 MORE...PREVIEWS OF '96...THE STRONGEST FIGHTER OF ALL TIME**

**THE ULTIMATE GUIDE TO  
FIGHTING GAMES:**  
**1995 EDITION**



# BRUTAL!

## You're Dead Meat!

Standing naked on a glacier, you sense that something really *bad* is coming. Suddenly, a claw-happy raptor comes screamin' out of nowhere to slice and dice you into gorilla cold cuts. Before he can rip your face off, you nail the lizard breath with a crushing brain bash. Just another day.

It's Primal Rage.




With all the flesh-ripping fighting moves, action and fatalities that made the arcade hit #1. It's new. It's different. It has Flying Butt Slams and Farts of Fury. Deadly multiple combos to pound your opponents into submission. Unbelievably realistic character animations. And of course, Power Pukes, Gut Gougers, and Face Rippers.

Primal Rage. For Sega<sup>™</sup> Genesis<sup>™</sup>, Super NES<sup>™</sup>, Game Gear<sup>™</sup>, GameBoy<sup>™</sup>, and PC CD-ROM.



Urth Shaking Carnage!





**SUPER NES**

# WEAPONLORD



A prophecy states that one night under the warrior's moon a child shall be born. This child shall face the many challenges in adolescence and come out victorious. After defeating his/her adolescent enemies, he/she will rise up to become a great fighter and shall meet the demon lord in tournament. It is foretold that there will be one winner. This winner will be the true WeaponLord ... the greatest fighter in the world.

## THE GUARD DROP ATTACK



The Guard Drop is one of the most dangerous attacks. This attack is specifically designed for the fighter who blocks all day. This attack will go through a block and knock down the opponent and leave him/her open for an attack.



## FACT-FILE

**THEME**

**Fighting**

**DIFFICULTY**

**Variable**

**TIME TO COMPLETE**

**Variable**

**MEG SIZE**

**24**

**BACK-UP**

**Passwords**

**# OF PLAYERS**

**1 or 2**

**AVAILABLE**

**September**

**% COMPLETE**

**100%**

**DEVELOPED BY:**

**Namco**

**PUBLISHED BY:**

**Visual Concepts/Namco**

## DOWNWARD STAB



The Downward Stab is a great way to end a knockdown combo. After the opponent has fallen, there is a special button combination you can do that will send your fighter high in the air, coming down in a stabbing motion.



## THROWS!



Each character has a unique throw from a different combination of movements.



Throws are more of a challenge now but does less damage.

# Reserve Yours Now

## Sony® PlayStation™



**299<sup>99</sup>**  
M.S.R.P.

**-100<sup>00</sup>**  
Trade-in of 10 games\*

**199<sup>99</sup>**



Namco  
**Ridge Racer™**



**59<sup>99</sup>**  
M.S.R.P.

**-40<sup>00</sup>**  
Trade-in of 4 games\*

**19<sup>99</sup>**

**Call Now**  
**1-800-800-5166**  
(9 a.m. to 8 p.m. E.S.T.)



**electronics  
boutique®**

\*When you trade-in working Sega Genesis (excluding Sega CD), Super NES, 3DO, Saturn or Jaguar games. Games must include boxes and instructions. Participating stores only. Offer may be withdrawn without prior notice. No dealers please. See sales associate for complete details. Sony is a registered trademark of Sony Corporation. PlayStation is a trademark of Sony Computer Entertainment Inc. Ridge Racer is a trademark of Namco HomeTek Inc.

Sony® PlayStation™ Promotion  
931 South Matlack Street  
West Chester, PA 19382



# FRENZY ATTACK!



The Frenzy Attack is a strong move that should inflict a pretty decent amount of damage to your opponent ... if you connect with him/her that is.



## POWER DEFLECT

Power Deflect is an offensive type of blocking that not only blocks the player's attacks, but also leaves



### PLAYER'S NOTES:

#### FIRST IMPRESSION

My first impression of this game was of another fighting game straight out of the mold. This game looked like it would offer no new features or fantastic options. It was a big obstacle to overcome, but they did and the result is pretty good.

#### BEST FEATURE

Definitely the fight the game puts up against you. The fighting AI is pretty good and you really have to give it all you have.

#### WHAT'S MISSING

One big thing that is missing is control. The characters are pretty hard to control, which makes it a little frustrating when your character isn't doing what you told him/her to do in a fierce battle.

#### WILL YOU LIKE IT?

Those who enjoy fighting games and get a rush from playing them will definitely enjoy this game, because it does offer a new challenge to the player. Those who aren't to excited about fighting games might not like this game because of its difficulty.

—Scott Augustyn

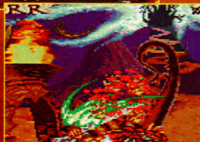
him/her open for attack.

## SPECIALS AND SECRETS!



There is supposedly some pretty nasty stuff hidden in this game; decapitations and disembowelments might be performed when an enemy is low on

energy. The combos are the key. Different combos perform different endings. Each character is said to have at least five or six different finishing moves. You can also cut off the hair on certain characters in mid-battle depending on the combo. Can you discover all the secrets? How about an easy one? Can you do this zero-hit combo to finish off your opponent? Give it a try!



C H R O M I U M<sup>®</sup>  
**POWER SURGE!**

**Coming This Fall.**



**ALL X-MEN  
ALL KUBERT  
ALL CHROMIUM**





**SUPER NES**

## FACT-FILE

### THEME

Action

### DIFFICULTY

Variable

### TIME TO COMPLETE

Variable

### MEG SIZE

16

### BACK-UP

None

### # OF PLAYERS

1

### AVAILABLE

September

### % COMPLETE

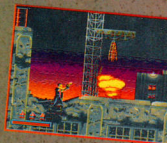
100%

### DEVELOPED BY:

Alexandria

### PUBLISHED BY:

Acclaim

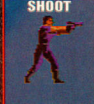


# DEMOLITION MAN

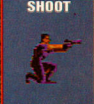
The future is in trouble. The most ruthless criminal from the past has been released and is causing a panic among the peaceful citizens of San Angeles. They need a tough cop! There just so happens to be one—Demolition Man!

## EXPLOSIVE MOVES!

### STAND & SHOOT



### DUCK & SHOOT



### BRAKE & SHOOT



### ROLL



### GRENADE THROW



All these moves are necessary to bring Phoenix to justice. Each of them will be used at some time or another. They will be vital to your survival and completion of the level. Try continuously firing to protect you from those random enemies. Don't worry about that ammo.



Level 1 is still in the past. It starts right where the movie does: You are chasing after Phoenix through some warehouses. Be sure to keep your finger on the fire button because enemies appear at random. This will give you a chance to learn the wall-hang and climb: a useful skill that should be picked up quickly to survive.

Don't stop to shoot any of the C4 containers when in the final stretch—just get out of there as quickly as possible. A few seconds after you land, the containers will start to explode and it's an instant kill. Watch out!



## MISSION 1: LOS ANGELES 1996

### PLAYER'S NOTES:

#### FIRST IMPRESSION

My first impression of this game was not too good. Right from the start the game looked grainy and the control was a little bit messy. However, the sound is a plus.

#### BEST FEATURE

The best feature of this game has to be the sound. The voices and music of the game are awesome and give an extra feeling to the game, which is nice.

#### WHAT'S MISSING

The control has to be the biggest crutch the game has. It's frustrating to be running along, then suddenly see a jump coming up and not being able to jump for it. Instead, you just run off the edge.

#### WILL YOU LIKE IT?

If you are a fan of the movie, this game will give you a little bit more enjoyment to your memories of the movie. If you aren't, then my advice would be to rent and not buy this game. It seems like most games that are ported over from movies have a tough time. It's true for this one also.

—Scott Augustyn

## MISSION 2: THE MUSEUM

In the museum, rescue the hostages and capture Phoenix. Easier said than done, because he has all his goons there to stop you. Ready, aim...







ARCADE GRAPHICS AND BIGGER PLAYERS!



INCREDIBLE MONSTER JAMS!



ALL-NEW MODES OF PLAY!

# WE PUMPED UP THE JAM



**T.E.**  
TOURNAMENT EDITION

It's the greatest NBA® JAM TE™ yet! This Jam takes it to a higher court with stunning graphics, player scaling, full motion video and the actual big heads and baby mode arcade feature! Plus, you get updated player rosters, all-new secret characters, and mind-blowing stereo music and sound F/X! NBA Jam TE...Get Pumped!



SEGA  
SATURN™



PC CD-ROM

**Acclaim**  
ENTERTAINMENT INC.  
MIDWAY

The NBA and individual NBA Team identifications used on or in this product are trademarks, copyrighted designs and other forms of intellectual property of NBA Properties, Inc. and the respective Teams and may not be used, in whole or in part, without the prior written consent of NBA Properties, Inc. © 1995 NBA Properties, Inc. All rights reserved. Sub-Licensed from Midway® Manufacturing Company. All rights reserved. PlayStation, PlayStation logo and the PS logo are trademarks of Sony Computer Entertainment Inc. Sega and Sega Saturn are trademarks of Sega Enterprises Ltd. All rights reserved. Acclaim is a division of Acclaim Entertainment, Inc. © & © 1995 Acclaim Entertainment, Inc. All rights reserved. Screen shots shown are taken from the Sony PlayStation version of the videogame.



# WIREDHEAD

## PLAYER'S NOTES:

### FIRST IMPRESSION

Excellent, another full-motion game. Watch me as I fall over with joy. I played the game and sure enough, it's just like every other full-motion game out there. There are the typical bad jokes, awful-looking footage and even worse acting.

### BEST FEATURE

One of the main bad guys is not really a guy. She is a woman. That's probably the only thing that kept me even remotely interested.

### WHAT'S MISSING

Really good actors, a believable story line, a sharp picture and some really good music.

### WILL YOU LIKE IT?

If you value your money, no. If you just have to have every title that comes out or if you're a fan of full-motion video games, maybe. This game is not for the weak of heart. If you bought this game and played it for more than 10 minutes, you did better than I did.

—John Gurka

## FACT-FILE

### THEME

Action

### DIFFICULTY

Variable

### TIME TO COMPLETE

2 Days

### MEG SIZE

CD-ROM

### BACK-UP

None

### # OF PLAYERS

1

### AVAILABLE

September

### % COMPLETE

80%

### DEVELOPED BY:

Touch TV/Code Monkeys

### PUBLISHED BY:

Sega

## Level 1-Escape



The very beginning of this game is a long cinema introducing you to some of the characters. You learn a little about Ned and what exactly is happening. Watch as his kids torture him to sate their diabolical senses of humor. The "F.B.I." comes to his door looking for him and Ned decides to run. You must guide him out of the house and get him safely away from the bad guys.

### Follow these steps:

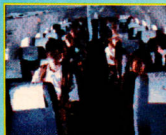
Left, Right, Right, Left, Left, Up, Right, Up, Right, Left, Up, Down

## Level 2-Airport

After his narrow getaway in the neighborhood, Ned must get away from them at the airport. He dives into a baggage carrier and ends up on a flight. The flight attendants find him in the baggage hold, then let him on the plane. Why didn't they check for his ticket? A woman sits next to him. Follow her into the bathroom for a little comedy. Duck right to get out of the plane and watch as Ned literally flies out of the plane into more trouble.

### Follow these steps:

Right, Right, Up, Right, Down



## Things to keep in mind



You will always have at least a couple of choices. The arrow shows a darker green if you've already chosen that direction.



Text appears in the bottom of the screen from time to time that keeps you aware of Ned's physical condition at all times.

# GET TOUGH. GET REAL. FOREMAN. FOR REAL.



**REALISTIC ATTRIBUTE  
LEVELS FOR ALL  
20 BOXERS!**



**EXPLOSIVE  
2-PLAYER ACTION!**



**ACCLAIM'S MOTION CAPTURE TECHNOLOGY...  
TRUE BOXING REALISM!**



**SOUTHPAW? BULL?  
TECHNIQUE? FIGURE OUT  
YOUR OPPONENT'S STYLE  
—OR PAY THE PRICE!**



**"I'M GONNA EAT YOU  
FOR LUNCH!"**

**FREE  
2 WEEK  
MEMBERSHIP\***



with  
purchases  
also available  
(while  
supplies  
last)



**SUPER NES**

**GENESIS**

**GAME BOY**

**GAME GEAR**

**Acclaim**  
ENTERTAINMENT, INC.

FOREMAN FOR REAL is a trademark of Acclaim Entertainment, Inc. Developed by Software Creations of America, Proprietary Motion Capture System (MCS) is the sole property of Acclaim Entertainment, Inc. © 1995 Acclaim Entertainment, Inc. All rights reserved. Promotion valid on Super NES and Genesis versions of Foreman For Real video game. Promotion not valid on Game Boy and Game Gear versions. Each Gold's Gym is independently owned and operated. Use of facilities subject to rules and regulations established by owners and operators of facility.



SEGA SATURN

## INTRO



## CYBER SPEEDWAY

## TERRA



The Terra track is the easiest without too many tight turns and not much of an overall challenge.

## GLACIES



The Glacies track has many obstacles and falling ice spikes. Try some tight steering and the power engine.

## VASTITIS



Vastitis is tough. With tight turns and multilevel roads, either stay on the last track or fall and lose speed.



## PLAYER'S NOTES:

## FIRST IMPRESSION

As I started to play this game, I was pretty impressed with the game's graphics and sound. The control was an immediate problem, and it was interesting to see how long it would take to get used to the new control.

## BEST FEATURE

The best feature of the game would have to be the graphics. They are intense and the different tracks rule!

## WHAT'S MISSING

The one major problem that I noticed with the game is the tricky control. It is really tough to get used to and your car seems to spasm every time you try to take a turn too fast.

## WILL YOU LIKE IT?

For all you Sega Saturn owners, this is a pretty awesome game—possibly even better than Daytona. It has a futuristic look to it that should attract a lot of people. The sound is definitely worth hearing and the character interaction is a wild addition.

— Scott Augustyn

## THREE DIFFERENT DRIVING VIEWS!

Three different views are available to drive in: the cockpit view, a view right behind the car and a view farther back from the car. Pick your favorite and win!

## FACT-FILE

THEME

Racing

DIFFICULTY

Variable

TIME TO COMPLETE

Variable

MEG SIZE

CD-ROM

BACK-UP

Internal

# OF PLAYERS

1 or 2

AVAILABLE

September

% COMPLETE

80%

DEVELOPED BY:

Sega of Japan

PUBLISHED BY:

Sega



COCKPIT VIEW

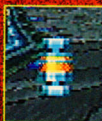


RIGHT-BEHIND VIEW



UP AND BACK VIEW

## WATCH FOR WEAPONS!



When traveling through all the levels, you will see a whole bunch of these canisters lying around the track. These canisters are the ammunition for the car's weapon. Once loaded, you will have one shot per canister of a straight-fire missile. These missiles will cause a lot of damage to your enemies and slow them down.



# What do you get when you mix...



*A Mad Woman with  
a Rolling Pin*



*A Stone-Age  
Maniac*



*A Deranged Sax  
Blowing Killer Notes*



*A Pirate with a  
Flying Saucepan*

## ...more than you can handle!



# RAYMAN™

For more information call: Ubi Soft (415) 332-5011



© 1995 UBI SOFT ENTERTAINMENT, INC. ALL RIGHTS RESERVED. THE PLAYSTATION LOGO AND PLAYSTATION ARE TRADEMARKS OF SONY COMPUTER ENTERTAINMENT INC. SEGA SATURN IS A TRADEMARK OF SEGA ENTERPRISE LTD. ATARI, THE ATARI LOGO AND JAGUAR ARE TRADEMARKS OR REGISTERED TRADEMARKS OF ATARI CORPORATION. ALL RIGHTS RESERVED.





PLAYSTATION

## PLAYER'S NOTES:

### FIRST IMPRESSION

Well, at least it's not another fighting game.

### BEST FEATURE

The best feature that comes to mind would be the amount of realism this title provides the gamer. You can literally fly your ship just about anywhere.

### WHAT'S MISSING

When this title is more complete, you'll see Cinematic Intermission Screens to accompany the action. Other than that, I can't think of a darn thing.

### WILL YOU LIKE IT?

There really aren't too many games of this type for home console systems executed as well as this one. I can honestly say that looking at still pictures of this game doesn't do it justice, however seeing it in action is another matter entirely! The animation and visuals are very well done. Ditto for the SFX. If you're into this type of genre, go for it!

—Tim Davis

## FACT-FILE

### THEME

Flying/Simulation

### DIFFICULTY

Adjustable

### TIME TO COMPLETE

Long

### MEG SIZE

CD-ROM

### BACK-UP

TBA

### # OF PLAYERS

1 or 2

### AVAILABLE

November

### % COMPLETE

40%

### DEVELOPED BY:

Single Trac Entertainment

### PUBLISHED BY:

Image Soft

# WARHAWK

## Missions



Fluid animation helps add to the realism of this sim.



Warhawk illustrates the numerous ways you can meet your maker in flight sims.



## A NEW AREA?

Flying simulations seem to be making a comeback now that console systems have the amount of power needed to execute them.



## THE DESERT FLOOR



When your crosshairs glow red, you have a missile lock on your opponent. Blast away, bub!



Watch your shields! If you're getting pelted, break off for a while until they recharge.







Don't daydream while admiring the sunset along the horizon—waves of enemies are close behind with you in their sights!



Above the cloud line you'll find the peak of an enormous volcano.



Always remember to stick and move! If you sit in a position long enough, the enemy will get a lock on you!

## THE VOLCANO

## THE

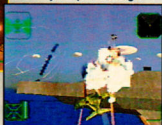
## AIRSHIP

Six air-to-air missiles to one enemy fighter—I like those odds!



Once you enter the bay, blow the red door hatch to continue moving down the main hallway.

Attack the storage bay of the carrier to make your way through the ship to the main command center! However, many obstacles block your path though.



When the hallway clears in the gauntlet, it's time to worry, because sharp spikes will shoot out of the floor!



An important clue to this level is found in this area.



When descending the corridor, pan down to see what's coming.

## THE GAUNTLET

## CHOOSE YOUR PERSPECTIVE



1



2

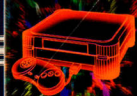
In Warhawk, there are two different playing perspectives: the traditional cockpit view (1) and the behind-the-ship afterburner (2).



- behind view allows you to better maneuver through your surroundings.

The cockpit is good for keeping up with your stats, and the





**3DO**

## ***Simplistic FMV Controls 1.0.1***



The quality of FMV really shows! These scenes are nearly flawless with little or no pixelization!



### **Directionals**

Press in the direction of the arrow to move to that point.



### **Power Bar**

Press B rapidly on this bar to give Alex enough strength.



### **Attack Time!**

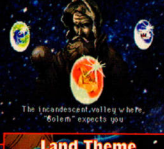
When the crossed swords appear, hit A to attack!

## ***Three themes to choose from!***



### **Air theme**

In Strahl, there is a neat nonlinear ability to go through three different routes to complete the game (choose at the beginning of the game). These will lead your peo-



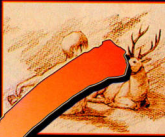
The Incandescent valley where "Solom" expects you

### **Land Theme**



### **Sea Theme**

ple to develop in whatever realm you are fighting for. As you progress through the levels, your people are rewarded with new knowledge and abilities to use the new resources.



# STRAHL

Welcome  
to Strahl, a Japanese anime  
FMV game in all its glory. You are cast  
as Alex who meets up with a mysterious man  
wounded in the streets. After helping him, Alex finds  
out the man is the creator of the world, and sends  
Alex to help his people prosper! Unlike many of its  
FMV brethren, you actually have three different  
distinct paths to choose from, each leading  
your people to a unique lifestyle.



*You're the ultimate killing machine, part man and part robot. So what comes out when you tinkle? Never mind that. Get to the lab and exact your revenge on that twisted scientist.*

*He may look like a waste of good aluminum, but this android will come in handy when things get hairy. He'll send you useful bits of information through your communications circuit that will help you in your mission. (In other words, don't pump him full of lead.)*

*Enjoy the smell of burnt metal? Good. You'll need to blast hoards of evil motoids like this one in order to survive.*



**If a mad scientist brings you  
back to life as a part-human,  
part-robotic killing  
machine, do you blow him  
away or call him Daddy?**



Here's a relationship that's even too screwed up for one of those cheesy talk shows. Introducing *Iron Angel of the Apocalypse*.™ A mad scientist has created you, the Iron Angel, from flesh, bone and metal. But he didn't program you to mow his lawn and serve drinks at his parties. He wants you to rid the world of the human race. Luckily, you still have enough brain tissue to realize that the world could do without this lunatic. With the help

*He may have created you, but there will be no father-of-the-year awards for this wacko.*



of a lovely assortment of big-ass guns, your mission is to blast your way to the scientist's lab on the top floor. If you make it, you can give Pops a Father's Day gift he'll never forget.

**SYNERGY**



©1994 SYNERGY, Inc. All rights reserved. 3DO and the 3DO logo are trademarks of The 3DO Company. For tips, call 1-800-734-9466. For money, call Mom and Dad.



## So, you wanna be king ...

There are seven missions total. (You can choose a Land, Water or Air theme.) Your objective is to get the crystal at the end of each of the seven missions, where a short cinema will pop up to show you how your people are faring. Get all seven crystals to become king!

### The Land Theme ...



Your people learn to harvest the land and tame animals to help make life just a bit easier on the farm dwellers.



### The Sea Theme ...



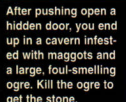
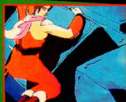
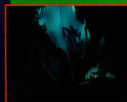
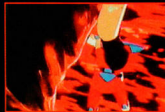
People learn how to use the power of water to make their lives easier by providing alternatives for power and other tasks.



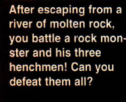
### The Air Theme ...



Windmills and airships help improve the quality of life for your people by simplifying transportation power supplies.



After pushing open a hidden door, you end up in a cavern infested with maggots and a large, foul-smelling ogre. Kill the ogre to get the stone.



After escaping from a river of molten rock, you battle a rock monster and his three henchmen! Can you defeat them all?

## PLAYER'S NOTES:

### FIRST IMPRESSION

Okay—a Dragon's Lair wanna-be.

### BEST FEATURE

Strahl is not one of your typical video games. The graphics are all animated and the sound is all pre-recorded. This is basically a game that continues on its intended course as planned unless the player fails to press the right button at the needed time.

### WHAT'S MISSING

A pause button. I hate games that don't include an option to pause (all three of them). The only other gripe I have with this game is the fact that it's incredibly simple. With the exception of a few moments where you have approximately a billionth of a second to respond, most of your moves can be done at a leisurely pace.

### WILL YOU LIKE IT?

If you enjoy the Dragon's Lair-type of video games, you might want to try it out. The animation isn't too shabby, but it could be better. It's a piece of cake to beat, though. You might be better off renting it only. Save some money.

—Ken Badziak

## FACT-FILE

### THEME

Action/Adv.

### DIFFICULTY

EASY

### TIME TO COMPLETE

SHORT

### MEG SIZE

CD-ROM

### BACK-UP

Internal

### # OF PLAYERS

1

### AVAILABLE

Now

### % COMPLETE

100%

DEVELOPED BY:  
MEDIA ENTERTAINMENT

PUBLISHED BY:  
PANASONIC

# "SO MANY WAYS TO KILL OR DIE...WHO CAN CHOOSE?"



Download a FREE exciting  
Demo from the World Wide Web  
<http://www.mindscape.com/mid/download/savagewarrior>

For the dealer nearest you  
or to buy, call

**1-800-234-3088**

## Introducing Savage Warriors - More Realistic, More Interactive and More Deadly Than Any Other PC Fighting Game

- The 1st Fighting Game Specifically  
Designed For The PC CD-ROM
- 3D Bio Motion Gives Characters Arcade Fluidity
- 11 Warriors In Full 3-D With Weapons
- CD Quality Music Tracks
- Realtime Shadows, Interactive Backgrounds

Compare With Mortal Kombat II™ and You'll Buy Savage Warriors

Features	Mortal Kombat II	Savage Warriors
Weapons (standard)	No	Yes
Movable perspective	No	Yes
Interacts w/background	No	Yes
Replay mode	No	Yes
3D Bio Motion	No	Yes





# CYBERSPORTS

*CyberSports* is everything you have come to expect from the biggest and best video game magazine, **ELECTRONIC GAMING MONTHLY**, but with a difference—it's 100 percent sports, cover to cover. We feature the hottest tips and best reviews for the newest sports games. *CyberSports* also dishes out the inside word on the sports stars themselves.

Get *CyberSports* delivered to your door four times a year, by ordering your subscription now. Four issues for \$14.95 (U.S.).

## SEND ME CYBERSPORTS—THE BIGGEST AND BEST VIDEO GAME MAGAZINE

Get CYBERSPORTS delivered to you 4 times a year for \$14.95, by ordering your subscription NOW!!!!

NAME \_\_\_\_\_  
ADDRESS \_\_\_\_\_  
CITY \_\_\_\_\_ STATE \_\_\_\_\_ ZIP \_\_\_\_\_  
E-MAIL ADDRESS \_\_\_\_\_  
PAYMENT ENCLOSED \_\_\_\_\_  
CREDIT CARD ORDERS: \_\_\_\_\_ VISA \_\_\_\_\_ MC \_\_\_\_\_  
CARD NO. \_\_\_\_\_ EXP. DATE \_\_\_\_\_  
SIGNATURE \_\_\_\_\_

Customer Service or Credit Card Orders call:

**708.268.2498**

Or send check or money order to:

**CyberSports P.O. Box 1733 Lombard, IL 60148**

Make check or money order payable to Sendai Publishing Group, Inc. Canadian and Mexican rate \$19.95 per year all others \$49.95. Any/all checks or money orders must be payable in U.S. funds and must be drawn on an American bank. (American Express money order, Citibank money order, or any other type of check or money order that would go through a U.S. branch bank) Please allow 6-8 weeks for delivery.

HE2J7

© ALLESPORT USA Tim Grunthel, 1998

© ALLESPORT USA Tim Grunthel, 1998



# CINESCAPE

THE MAGAZINE OF MOVIES, TELEVISION AND NEW MEDIA ON THE EDGE

GET 12 ALL-COLOR, ACTION-PACKED ISSUES FOR

# ONLY \$19.95

Save \$10 Off the Regular Subscription Price!



The coupon below is your VIP pass to special savings on a charter subscription to the only full-color monthly magazine of science fiction, action, and adventure movies! Save big bucks and get the first word on the hottest new movies and TV every month!

## SAVE BIG BUCKS! WARP INTO CINESCAPE TODAY!

Get 12 full-color issues of CINESCAPE for only \$19.95! You'll get the hottest previews of upcoming movies and TV shows, plus special interviews and behind-the-scenes reports that can't be found anywhere else!

Send payment to: CINESCAPE, P.O. Box 1733 Lombard, IL 60148

Name \_\_\_\_\_  
Address \_\_\_\_\_  
City \_\_\_\_\_  
State \_\_\_\_\_ ZIP \_\_\_\_\_  
E-Mail Address \_\_\_\_\_  
Payment Enclosed ☐ Bill Me ☐

For Credit Card Orders, Call:  
**708-268-2498**

ACT NOW! Get your subscription to CINESCAPE today! Secure these rates by sending payment today, or check bill me and an invoice will be sent. Make check or money order payable to Sender Publishing Group, Inc. Canada and Mexico \$39.95. All others only \$100.00. Any/all checks or money orders must be payable in U.S. funds, and must be drawn on an American bank. (American Express money order, Citibank money order, or any other type of check or money order that would go through a U.S. bank branch.) All foreign orders must be prepaid. Please allow 6-8 weeks for your first issue.

HEMG2

## ACT NOW!

To receive this  
**SPECIAL OFFER!**

12 Issues  
For Only  
~~\$29.95!~~  
**\$19.95**

# EGM<sup>2</sup> MARKETPLACE

## Game Stuff

SEND FOR A FREE  
UPDATE SHEET  
ON ALL THE  
HOTTEST GAMES!

2327 S. GARFIELD AVE., MONTEREY PARK, CA 91754

(213) 724-5733

SEND OR  
CALL FOR OUR  
NEW CATALOG!

ANY GAME OR SYSTEM YOU NEED.

ADAM'S FAMILY VALUES  
CHAVEZ II  
COMIX ZONE  
DAZE BEFORE XMAS  
EXOSQUAD  
FIGHTER PAD  
FIRE TEAM ROGUE  
FLINK  
FLINSTONES  
GENERATIONS LOST  
HOME IMPROVEMENT  
ITONY & SCRATCHY  
JACK NICKLAUS 95  
JUSTICE LEAGUE  
LOST VIKINGS II  
MONSTER TRUCK WARS  
MORTAL KOMBAT III  
NO ESCAPE  
POWER INSTINCT  
RAINBOW ISLANDS  
RISE OF THE ROBOTS  
SCAVENGER 4  
SCOOPY DOO  
SKELETON KREW  
THE SHADOW  
THEME PARK  
THUNDER IN PARADISE  
TIME TRAX

**GENESIS**  
**SUPER NINTENDO**  
**ENTERTAINMENT SYSTEM**

AERO THE ACROBAT 2  
AEROBIZ SUPERPERSON  
BATMAN & ROBIN  
EXOSQUAD  
FIRE TEAM ROGUE  
FLINSTONES  
HOME IMPROVEMENT  
ITONY & SCRATCHY  
JUSTICE LEAGUE  
LOST VIKINGS II  
MIGHT & MAGIC III  
MIGHTY MAX  
MONSTER TRUCK WARS  
ATP TENNIS  
BEYOND OASIS  
COLLEGE BASKETBALL  
CRUSADERS OF CENTRY  
DESERT DEMOLITION  
UNNECESSARY  
ROUGHNESS  
X-MEN 2 CLONE WARS  
NCAA FINAL FOUR  
JACK NICKLAUS 95

MADDEN '95  
EARTHWORM JIM  
PITFALL  
VIEW POINT  
SAMURAI SHODOWN  
SLAM MASTER  
LUFIA  
PHANTASY STAR IV  
ROAD RASH III  
SCAVENGER 4  
SYNDICATE  
PUNISHER  
ADAM'S FAMILY VALUES  
STONE PROTECTORS  
MONSTER HUNTER FOR  
MENACES  
STEVEN SEGAL  
TIME TRAX  
SUPER OFFROAD BAJA 2000  
BABY BOOM  
HURRICANES  
THUNDER IN PARADISE  
NO ESCAPE



FIFA SOCCER  
SUPER STREET FIGHTER II  
SAMURAI SHODOWN  
DEMOLITION MAN  
NEED FOR SPEED  
SYNDICATE  
SHOWWAVE II  
CRIME PATROL  
CLAYFIGHTER II  
KINGDOM FAR REACHES  
11TH HOUR  
NOVA STORM  
QUARANTINE  
THEME PARK  
SPACE ACE

CREATURE SHOCK  
WING COMMANDER III  
DRAGON'S LAIR II  
FLASHBACK  
RETURN FIRE  
ROCK N ROLL RACING  
RISE OF THE ROBOTS  
SUPREME WARRIOR  
DRAGON LORE  
LOST VIKINGS  
COVEN  
LEMMING CHRONICLES  
POWERSLIDE

32 X

METAL HEAD  
STELLAR ASSAULT  
SURGICAL STRIKE CD  
TEMPO  
WIREHEAD CD  
SUPER SPACE HARRIER  
COLLEGE BASKETBALL  
FAHRENHEIT CD

STAR WARS ARCADE  
VIRTUA RACING DLX  
COSMO CARTRIDGE  
GREATEST 36 HOLES  
MIDNIGHT RAIDERS CD  
SUPER MOTORCROSS  
CORPSE KILLER  
SUPER AFTERBURNER



FATAL FURY 3  
DOUBLE DRAGON  
ZED BLADE

PHONE ORDERS CALL (213) 724-5733

CALL FOR USED GAME PRICES  
COD / CREDIT CARD  
ORDERS

FREE UPS SHIPPING  
GAMES ONLY / 2 GAME LIMIT UPS GROUND

CALL FOR THE LATEST  
RELEASES!  
CALL FOR USED GAME  
PRICES!

- LOWEST PRICES
- GREAT SERVICE
- LATEST RELEASES
- HUGE SELECTION
- SAME DAY SHIPPING
- WE WILL BEAT ANY  
ADVERTISED PRICE  
(ITEMS MUST BE IN  
STOCK)

JAGUAR



BUY / SELL / NEW / USED / JAPANESE & AMERICAN GAMES & SYSTEMS

## ADVERTISER INDEX

Acclaim	17, 95, 111, 113, 132	Game Express, Inc.	128	Square Soft, Inc.	4-5
Atari Corp.	43-45	Gamestuff	124	STD Entertainment	130-131
Bandai America, Inc.	81	GTE Interactive Media	75	Studio 3DO	22-23
Blockbuster	15	Horiden	27	Synergy Interactive	119
BRE Software	125	IBM Corporation	49, 51	Co.	
Capcom	83	Koei	47	Tecmo	103
Chips & Bits	67	MGD MGM/UA	41	Time Warner	105
Clearasil	19	Distributing Co.		Interactive	
Crystal Dynamics	8-9, 65	Mindscape, Inc.	121	Tommo Video	127
Domark	39	Nintendo of America	12-13, 31-	Turbo Zone	53
Electronic Arts	54-55	Panasonic	33	Ubi Soft	115
Electronic Boutique	107	Sega Channel	59, 61, 63	Viacom New Media	89
Enix America Corp.	85	Sega of America	35	Williams Entertainment	21
Fleer Corp.	91, 93, 109	SNK Corporation	99, 101	Working Designs	73
		Sony Computer	78-79	World Intl. Trading	129
		Entertainment	2-3, 87	World of Games	126







**FOR THE SEGA SATURN**

**UNIVERSAL ADAPTOR**

**NEW**

**\$59**

**DATEL**

**NOW YOU CAN  
PLAY ANY  
SATURN  
SOFTWARES ON  
ANY SATURN  
SYSTEMS WITH  
THE**



**Coming in August:**

Super Street Fighter Real Battle  
Clockwork Knight 2  
Virtua Volleyball  
TV Anime Slum Dunk  
Race Driving  
Shining Wisdom (Sega RPG)  
Graduation Neo Generation (RPG)  
Ridgoad (RPG)  
Blazing Tornado (Wrestling)  
Tandem DX (Shooting)  
Kiyotenka (Pinball)  
Bugs (Action)  
CALL FOR MORE TITLES ...

**SEGA SATURN**

**\$399**

**U.S. SYSTEM**

**AND BE THE FIRST ONE TO PLAY THE LATEST  
SATURN GAMES FROM JAPAN!**



**BATTLE MASTER**  
**\$89.99**

**SUKUNIBU**  
**\$89.99**

**SUPER STREET FIGHTER MOVIE**  
**\$89.99**

**NEKKETSU OYAKO**  
**\$79.99**

**JVC BOXING**  
**\$79.99**

**PARADOXUS**  
**\$89.99**



**ASTAL**  
**\$89.99**

**SHIN SHINOBIDEN**  
**\$89.99**

**GYAN CHASER**  
**\$75.99**

**PRIZER DRAGONOON**  
**\$89.99**

**DEADALUS**  
**\$89.99**

**PRETTY FIGHTER X**  
**\$79.99**

**CLOCKWORK KNIGHT 2**  
**\$89.99**

**VIRTUA FIGHTER REMIX**  
**\$89.99**

**FOR THE SONY PLAYSTATION**

**ACTION REPLAY**

**THE ULTIMATE GAME BUSTER**

**VOLUME 1**

**DATEL**



**CALL FOR MORE TITLES!  
SONY PLAYSTATION**

PS DRAGON BALL Z BATTLE  
PS ACE COMBAT  
PS TEKKEN  
PS JUMPING FLASH  
PS GUNDOG  
PS PERFECT ELEVEN  
PS PARADOXUS  
PS GUNNEN HEAVEN  
PS NEKKETSU OYAKO  
PS M. BEAST WARRIORS

PS COSMIC RACE  
PS ARC THE LAD (RPG)  
PS PHILOSOMA  
PS ZERO DIVIDE  
PS H. FORMATION SOCCER  
PS GROUND STROKE  
PS KING FIELD 2  
PS POWERFUL BASEBALL  
PS A. IV EVOLUTION  
PS FANTMAN



**JAPAN  
VERSION - \$399  
U.S.  
VERSION - \$499**

PLAY SUPER CHEAT WITH THE ACTION REPLAY.  
"KING FIELD"  
ALL WEAPONS ARE ACTIVE AND YOU HAVE  
EXTRA ENERGY.  
"FINGER RACER"  
PLAY EXTRA CARDS.  
"ULTIMATE PARADOXUS"  
USE LEVELS FOR BOTH PLAYERS 1 AND 2.



**RIIDGE RACER**  
**\$89.99**

**TOM SHIN DEN**  
**\$89.99**

**MAZIN**  
**\$89.99**

**KILEAK**  
**\$89.99**

**RAIDEN PROJECT**  
**\$89.99**

**MOTORTOON**  
**\$89.99**



**TO ORDER CALL 818-839-8755**

**ORDER FORM**

Name: \_\_\_\_\_

Address: \_\_\_\_\_

City: \_\_\_\_\_ State: \_\_\_\_\_ Zip: \_\_\_\_\_

Home Phone(\_\_\_\_\_) \_\_\_\_\_ Daytime Phone(\_\_\_\_\_) \_\_\_\_\_

Shipping Charges  
UPS Ground \$6.00  
UPS Express Air \$12.00

Item Description	Qty	Price	Totals
TOMMO CATALOG		\$10	
UNIVERSAL ADAPTOR FOR SEGA SATURN		\$59	
Subtotal			
CA Residents Sales Tax 8.25%			
Postage & Handling			
Total Enclosed			

Payment Method: ☐ VISA ☐ MASTERCARD

**C.O.D. & MONEY ORDER ACCEPT.**  
**Important! Send all orders to: SIGNATURE**  
Tommo Inc. 18521 E Gale Ave. City of Industry CA. 91748

Phone orders 2 to 4 weeks delivery. All orders subject to availability. Prices are subject to change without notice. No returns.

Credit card# \_\_\_\_\_ Exp. Date \_\_\_\_\_

ALL NAMES AND LOGOS ARE THE REGISTERED TRADEMARKS OF THEIR RESPECTIVE COMPANIES.



# GAME EXPRESS INC.

OVER 3000 TITLES IN STOCK, LOWEST PRICES, WE CARRY THE HOTTEST TITLES

## SONY PLAYSTATION

Boxer Road • Toh Shin Den  
Tekken • Ridge Racer • Dragon Ball Z  
Dark Stalker • Gunner Heaven  
Metal Jacket • St. Fighter "The Movie"  
Gundam • Southern Eyes • Rayman  
King's Field II • J. League Winning 11  
Ace Combat • Philo'soma • Arc: The Lad  
Powerful Baseball • Night Striker  
Plus Accessories.....



## SEGA SATURN

Shinobi Ex • Street Fighter  
Virtual Hyllide • BlueSeed  
Pretty Fighter • DarkSeed  
Movie Card • D's Diner  
Clockwork Knight II  
Virtual Fighter Remix • Virtual Volleyball



## NEOGEO/CD

Galaxy Fight • World Hero Perfect  
Super Sidekick III • Savage Reign  
Fatal Fury III • Super Side Kick Part II  
Samurai Showdown II • Double Dragon  
King of Fighter 94 • Sonic Wing III  
Cross Swords II • Aero Fighter II  
Top Hunter • View Point • Sengoku II



## 3DO

Slam & Jam • D's Diner  
Gex • Tetsujin Return  
Wing Commander III  
Killing Time • Po'ed  
Yu Yu Hakusho (Japan)  
Sailor Moon (Japan)  
Flying Nightmares • Doom  
Space Hulk • Daedulus Encounter



## JAPANIMATION VIDEO

More than 100 titles  
available on video,  
laser disc, and related items.  
Write in for free catalogue.



## JAGUAR/CD

Fight for Life • Burn Out  
Ultra Vortex • Dragon's Lair  
Battle Morph • Raymen  
Power Drive Rally  
Blue Lightning • Pinball  
Highlander • Jaguar CD-Call  
Future Shock • Virtual Light



CALL FOR ANY GAMES AND ACCESORIES NOT LISTED

OVER 1500 TITLES UNDER \$20.00 ON SUPER NINTENDO, GENESIS, NINTENDO, GAMEBOY, GAMEGEAR,

TURBO DUO, ATARI LYNX, and SUPER FAMICOM

JUST CALL for INFORMATION!!! (212) 290-0031

FORGET ABOUT USED GAMES, GET ALL BRAND NEW GAMES UNDER USED GAME PRICES

All titles listed below in this disclaimer are \$19.99 also many other titles included see retailer for information.

### SUPER NINTENDO

AERO ACROBAT  
BASES LOADED  
CASTEVANIA IV  
ZELDA  
FINAL FIGHT II  
PRINCE OF PERSIA  
MORTAL KOMBAT V.1  
CHASE H.Q.  
KING OF DRAGONS  
WOLFENSTEIN 3D  
TOURN. TURTLE FIGHTER  
CHAVEZ II BOXING  
ROCK 'N' ROLL RACING  
BOMBERMAN V.1  
FLASH BACK  
KNIGHTS OF THE ROUND  
BUGS BUNNY  
NATSUME WRESTLING  
F-ZERO  
RAMMA 1/2  
SUPER TURRICAN  
ROBO COP III  
SUPER BOWL TECMO  
TUFF E NUFF  
SHAQ FU  
MEGA MAN X  
BATMAN RETURNS  
TINY TOON  
PAGE MASTER  
CYBERNATOR  
DAFFY DUCK

### SEGA GENESIS

TOURN. TURTLE FIGHTER  
FLASH BACK  
STREET OF RAGE II  
SPATTERHOUSE II  
COLUMNS III  
CASTLEVANIA BLOODLINE  
RED ZONE  
CONTRA HARD CORPS  
ECCO DOLPHIN I  
SUNSET RIDER  
JOE & MAC  
SPIDER X-MEN  
CHAVEZ II BOXING  
DR. ROBOTNIK MACH.  
E. HOLLYFIELD BOXING  
KLAX  
BATMAN RETURNS  
VIRTUAL BARTS  
FIFA INTERNATIONAL SOCCER  
TECMO SUPER BOWL  
LAWNMOWER MAN  
LAND STALKER  
G-LOC  
REN & STIMPY  
BEAUTY AND THE BEAST  
GUNSTAR HEROES  
DOUBLE DRIBBLE  
TINY TOONS ALL STARS

### GAME BOY

BATMAN ANIMATION  
NFL QUARTERBACK  
CLUB  
NASCAR  
R/C PROAM  
STOP THAT ROACH  
TOM & JERRY  
TURTLE V.3  
BLADES OF STEEL  
COOL ADVENTURE  
STAR TREK  
BARBIE  
CHAMPIONSHIP POOL  
CHESS MASTER  
KID DRACULA  
PAPER BOY I  
GAME GEAR  
X-MEN I  
STEEL CAGE  
DOUBLE DRAGON  
OUT RUN  
BATMAN RETURNS  
STREETS OF RAGE II  
T-2 ARCADE  
TOM & JERRY  
NBA ACTION  
DONALD DUCK  
GP RIDER  
LAND OF ILLUSION

### SEGA CD

FORMULA ONE  
LOADSTAR  
FLASHBACK  
DRACULA - \$14.99  
ROBO ALESTE - \$9.99  
3 NINJAS / HOOK  
BATMAN RETURNS  
REVENGE OF THE NINJA  
MORTAL KOMBAT I  
PRINCE OF PERSIA  
3RD WORLD WAR  
LETHAL ENFORCER I  
LETHAL ENFORCER II  
WING COMMANDER  
SPIDERMAN  
COLLEGE FOOTBALL  
SONIC  
TIME GAL  
ROAD AVENGER  
WHO SHOT JOHNNY ROCK  
CHUCKROCK II  
RACING ACES - \$14.99  
DRACULA UNLEASHED

### 3DO

WHO SHOT JOHNNY ROCK  
STELLAR 7 • GRIDERS  
20th CENTURY ALMANAC  
TINY TOON TIME

FOR ORDERING  
(212) 290-0031  
FOR FAX ORDER  
(212) 290-0432

VISIT OUR  
MEGA  
SHOW ROOM  
126-128 w 32nd St.  
NEW YORK, NY 10001  
(Bet. 6th - 7th Ave.)  
1 BLOCK FROM  
MADISON SQUARE  
GARDEN  
Business Hours 8am-7:30pm est  
Monday through Saturday



Price and availability are subject to change without notice. We accept VISA, MASTERCARD, AMERICAN EXPRESS, DISCOVER, MONEYORDER, and C.O.D. Allow 10 business days for shipping when paying by personal check. All sales are final, we will only replace defective items with the same title. All trademarks/trademarks are the properties of their respective owners. NY residents add 8.25% sales tax.



# Your N°1 Source for your US and Imported Japanese Products

Export worldwide  
Tel : (305) 668.01.41  
Fax : (305) 668.01.42

COD: Check, Money Order,  
Visa/MC Accepted  
Most items shipped same day.  
Shipping times may vary.  
All sales final.  
Low shipping/handling cost.  
**Please call us !!!**

## World International Trading

# W.I.T

**Lowest Prices - Best Service**

Dealers and  
Wholesalers  
Welcome

Export worldwide  
We speak Spanish  
We speak French

## Call To Order : (305) 668.0141

### IMPORTER - DISTRIBUTOR

## SATURN - 3DO - JAGUAR - 32 X - PLAYSTATION - SNES - VIRTUAL BOY

### SONY PLAYSTATION



#### Playstation Games

E.S.P.N EXTREME  
ARC THE LAD (J)  
WIPE OUT  
DESTRUCTION DERBY  
TWISTED METAL  
DARKSTALKERS (J)  
PHILOSOMA (J)  
BOXER'S ROAD (J)  
NBA JAM : TE  
KING'S FIELD 2 (J)

### SEGA SATURN



#### SATURN Games

VIRTUA RACING  
VIRTUA FIGHTER REMIX  
BUG  
NHL HOCKEY  
NBA JAM : TE  
RIGLORD SAGA  
GHEN WAR  
SPOT

### NEO GEO CD



#### NEO GEO CD Games

VIEWPOINT  
AGRESSORS OF  
DARK KOMBAT  
KARNOLU'S  
REVENGE  
SAMOURAI II  
DUNK DREAMS  
WINDJAMMERS  
TOP HUNTER  
ART OF  
FIGHTING II  
KING OF  
FIGHTERS'94  
GALAXY FIGHT  
WORLD HERO

### JAGUAR CD



### PANASONIC 3DO



### GOLDSTAR 3DO



### VIRTUAL BOY



#### JAGUAR CD Games

BLUE LIGHTNING  
BATTLEMORPH  
DRAGON'S LAIR  
HIGHLANDER  
DEMOLITION MAN  
CREATURE SHOCK

#### 3DO Games

NHL'96  
PO ed  
CASPER  
BLADEFORCE  
BALL Z  
KINGDOM  
DAEDELUS  
ENCOUNTER

STRAHL  
KILLING TIME  
11 TH HOUR  
...

#### VIRTUAL BOY Games

TENNIS  
MARIO  
RACING  
PINBALL

### SATURN CONVERTER



**Play Japanese Games on American System and vice versa**

The SEGA SATURN™ Logo is a trademark of SEGA ENTERPRISES LTD

### JOYSTIC ADAPTER



#### 2 Players

The Adapter accepts any SUPER NINTENDO® compatible joystick or joypad

### 32 X



BRUTAL  
BC RACER  
VIRTUA FIGHTER  
BLACKTHORNE  
WORLD SERIES BASEBALL  
ALONE IN THE DARK  
PITFALL

### ANIMATED MOVIES

**FATAL FURY III**  
(English)



**SAMURAI SHODOWN**  
(English)



Phone : (305) 668-0141  
Fax : (305) 668-0142

**WORLD INTERNATIONAL TRADING**  
4601 Ponce de Leon Blvd, Suite 230  
Coral Gables, FL 33146

INSIDE MIAMI  
10 minutes from Miami  
Int'l Airport



# The Future Starts Here!

**N**ow that you have the latest in hardware technology, you're going to need an upgrade controller that can really harness the power of this new machine.

STD makes it happen with these hot game controllers for **Sega Saturn**, **Sony PlayStation** and **3DO...**

### EclipsePad for Sega Saturn™

This ergonomically designed control pad sets the standard for comfort and features with eight large fire buttons, independent auto-fire, **programmable** synchro-fire, an LED panel, slow motion, and an extra long cord.



EclipsePad for  
Sega Saturn™



EclipseStick for  
Sega Saturn™

### EclipseStick for Sega Saturn™

This powerful stick — with a sturdy metal base, eight full-size fire buttons, semi and hands-free auto-fire, **programmable** synchro-fire, slow motion, an LED panel, and an extra long cord — brings home all the action of your favorite arcade hits.



PS ProPad for  
Sony PlayStation™



ProPad for  
3DO™

### PS ProPad for Sony PlayStation™

Contoured hand grips, eight fire buttons, semi and hands-free auto-fire, four speeds of auto-fire, three speeds of slow motion, LED indicators, and an extra long cord provide total control over the tough competition.

### ProPad for 3DO™

Six fire buttons, independent control for semi and hands-free auto-fire, three speeds of auto-fire, and an extra long cord make this pad a vital threat to any opponent.

In Total Control!

STD Entertainment (USA), Inc.

10945 McCormick Rd. • Hunt Valley, MD 21031 • 410-785-5661


© 1995 STD Entertainment (USA), Inc. ALL RIGHTS RESERVED.

**INTERACT**  
GAME PRODUCTS

By

**STD**  
ENTERTAINMENT





# THE REAL GAME BEGINS THURSDAY, SEPTEMBER 7<sup>TH</sup>



TEAM-UP AS BATMAN™  
AND ROBIN™



OVER 125 AWESOME MOVES,  
GADGETS AND ATTACKS!



REAL DIGITIZED CHARACTERS  
AND BACKGROUNDS!



OVER 80 UNBELIEVABLE  
STAGES!

**BATMAN**  
**FOREVER**  
THE VIDEO GAME

**SUPER NES™**

**GENESIS™**

**GAME BOY™**

**GAME GEAR™**

FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772. "BATMAN" and all related elements are the property of DC Comics TM. & © 1995. All rights reserved. Acclaim is a division and registered trademark of Acclaim Entertainment, Inc. © 1995 Acclaim Entertainment, Inc. All rights reserved. Nintendo, Super Nintendo Entertainment System, Game Boy and the Official Seals are registered trademarks of Nintendo of America, Inc. © 1991 Nintendo of America, Inc. Sega, Genesis and Game Gear are trademarks of Sega Enterprises, Ltd. All Rights Reserved.

