

6 PAGES OF
SATURN GAMES
PREVIEWED!

SUPER NINTENDO • GENESIS • SEGA CD • 3DO • CD-i • JAGUAR • IMPORT • ARCADE

EGM²

FROM THE EDITORS OF
ELECTRONIC GAMING MONTHLY



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Volume 1, Issue 7



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KRONOS

DONKEY KONG
COUNTRY

STRATEGY GUIDE
INSIDE!

Mommy, what are those two SEGA machines doing?



Doom™

???

[*They're making an
arcade system, dear.*]



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"ménage à trois"

GENESIS 32X

is next

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THE NEXT
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SATURN VS. PLAYSTATION...

We just got the new Sega Saturn and Sony PlayStation at the office. Of course, as soon as anything new comes in all work stops and everybody gathers around to watch and eventually play the new product.

The Saturn was first to appear and Virtua Fighter was the game that everybody *had* to play. It seemed, though, that VF was more of a "Let's see what the Saturn can do" type of game rather than the typical "Wow, now we can play VF at home" game. The enthusiasm just wasn't there. The original arcade game was good but not exceptional and the home disc mirrors the same attitude. Myst and Tama just barely got a quick look and Gale Racer got an "Is that all?" after our sports guys blew through it in two hours. While this first batch of games isn't all that challenging, they do show what a 32-Bit system can do. The graphics, sound and special effects are truly a level above everything else on the market. According to early reports, the Saturn is consistently selling out in Japan and finding a machine is almost an impossibility.

A week later the PlayStation arrived and again, work came to a halt as we fired up Ridge Racer. While the game was loading off disc, what did we see? "Please wait" like the Neo-Geo or Saturn says? No, Namco lets the user play a round of Galaga. Nice touch! And the game? Wow! This is racing like you never saw before on a home system. The arcade game play is there as are the ultra high resolution graphics and the unreal sensation of speed. This game is so good that two weeks later, it is the one that is still constantly played. It's easily the best of the new games. Parodius Deluxe isn't far behind, though. What's nice is that the old Super Famicom version is on the disc in addition to the new arcade game. The other games like Tama and Crime Crackers barely got a play-through. It looks as though Sony needs to get more experience as a programming house because their in-house games just don't cut it. Hopefully the U.S. office will have something better when they bring out our system. Early reports indicate that the PlayStation is also selling out as soon as it hits the store shelves in Japan.

So what's the bottom line? Presently we like the PlayStation the best, but it is still way too early to pick a winner. More importantly, nobody here is ready to put \$420 of their hard-earned cash down on either system. Perhaps in a few months, but not yet. Stay tuned.

Ed Semrad
Editor

EGM! ²

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

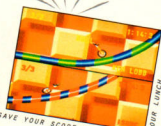
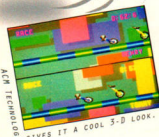


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Q: O.K., you're doing 150 out of the half-pipe when suddenly there's this patch of sticky goo in the road ahead...whataya do?

A: "Use caution?" BZZZZT-WRONG! You floor it and go for the triple Z flip...DUH!

This is **Uniracers™**! Where it's not whether you win or lose, it's how you thrash along the way. **Big stunts** mean big points. Because when this hot dog cooks, there's nothing like it.



OK, maybe if you ripped three wheels off your skateboard, twirled around about 100 times and climbed on a greasy speed ramp...yeah, I guess that's sorta like it. But with Uniracers you can **go head to head** with your homeys from the safety of a well-padded sofa. And if you try this kind of craziness on the street... **SCAB CITY.**

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

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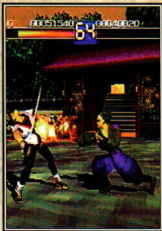
EGM! 2

JANUARY / 1995 / VOLUME 1 / ISSUE 7 / NUMBER 7

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MASTER OF FIGHTING GAMES—TAKARA OFFERS A NEW ENTRY!

Coming soon to the Sony PlayStation is a hot, new entry on the fighting game circuit, Toshinden! In this issue of *EGM*, we interview the master of fighting games, Takara of Japan, to find out what makes this game so hot—maybe even hotter than *Virtua Fighter* I and II? Also inside, we have provided backgrounds on all of the available fighters plus some excellent pictures!



EGM TESTS THE SATURN AND BLOWS OUT VIRTUA FIGHTER!

Although the Saturn has not hit U.S. shores yet, it is making a big impact in Japan. However, *EGM* had the chance to try out the Saturn. Find out what the staff had to say about the new system and its games! And do we have the game for you—the mega-hot *Virtua Fighter* and four action-packed pages on it nevertheless. See if the Saturn rendition did justice to the original!

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GO BANANAS WITH PART II TO THE DKC STRATEGY GUIDE!

Since the staff at *EGM* thought all of you readers were so good this year, we wanted to give you another Donkey Kong Country strategy guide. Players can't get enough of this game and neither can we! In this issue, check out some more hot tricks, moves and secrets of the Nintendo hit! Who cares if the snow is 12 feet high. As long as you have this guide, you're set for the winter!



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

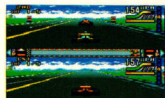
**WHO
SAYS YOU
HAVE TO SPEND
THE REST OF YOUR
LIFE DOING TIME IN THE
FAMILY SEDAN?**

MICHAEL ANDRETTI'S INDY CAR CHALLENGE

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



Hold on for the ride of your life in the one-player mode!



Challenge a friend for head-to-head racing in the split-screen two-player mode.



Custom replay option lets YOU set the camera angles.

16 tracks of hot Indy Car action, featuring actual Indy Car track shapes—high-speed ovals, demanding road courses and challenging street circuits. Pit-to-car contact with world-class driver **Michael Andretti's actual voice**. You even get a **customizable instant replay** so you can relive every bone-blasting thrill and chill. Win the championship and you get to pit your skill against Andretti himself.

"A cylinder melting Indy Car masterpiece... one of the best video driving experiences ever!"
Nintendo Power, Sept. 1994

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



"Whether you're driving solo or going head-to-head, this game has the action, speed and intensity to take you all the way to victory lane. It's white knuckle driving all the way."

Michael Andretti
Michael Andretti



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INTERNATIONAL FACT FILES

May old games be not forgotten! Ring in the New Year with some of the coolest games from the Land of the Rising Sun, such as Toshinden, Chrono Trigger, Goemon 3 and Gowcaizer.

76-100



SUPER NES TIMES

With winter in full swing, stay warm with the latest Super NES games, including Super Turrican 2, Time Cop,

Super Bases Loaded 3, Might & Magic 3, Frankenstein, End 2 End, Speedy Gonzales and Looney Tunes B-ball.

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OUTPOST SEGA

This winter break, curl up with a warm cup of cocoa, a snugly blanket and the hottest Sega Genesis games such as Tecmo Super Bowl, Radical Rex and Cadillacs and Dinosaurs!

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PLANET 3DO

The classic Neo hit comes to the 3DO.

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JAGUAR DOMAIN

Fight your way through the Ultra Vortex!

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PREMIERE EDITION

FLEER ULTRA

SKELETON WARRIORS



BAD TO THE BONE! JANUARY, 1995

INTERFACE

LETTERS TO THE EDITOR

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

SEND YOUR LETTERS TO...

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



LETTER OF THE MONTH!

MK II OFF LIMITS

Congratulations on another great book! I wasn't sure if you could equal EGM, but boy, was I wrong. I was reading through an older issue this morning (#3) and I came across your comments in Interface regarding game ratings. Well, here's a little story I would like your comments on.

Last weekend I went on a trip to Michigan to visit relatives, and while I was there we went to the Meijer store to check out games. (I had just bought my sister a Game Gear for her birthday.) As we approached the game section I noticed signs all over saying, "You must be 18 or over to purchase Mortal Kombat II." I can't understand this. The advisory on the box says MA-17, so why would the store ignore the rating and make up their own? There were at least five children begging their parents for this game while I was standing there, and the parents would not buy it because of this sign. Would this not hurt Acclaim as well as the store's sales?

This brings me back to your comments to Jay Friess' letter. You told him that young gamers would not have to worry whether or not they could buy the game. Well, it looks like a good percentage of them will be denied the game. I am in the same position Mr. Friess is in, but I am over 18 so it doesn't affect my gaming, but



There are still problems regarding the use of game rating systems.

what about the kids? They just want what is popular and a good majority of them are violent. They already play most of them in arcades, but now they are denied the right to play them at home.

Kurt Horning
West Lafayette, IN

(Ed. What you saw was a store setting up its own policy. It is my understanding that retailers don't necessarily enforce the game ratings anyway. If that store has many children walking through it, maybe the store felt it was necessary to get more of a parents' influence in buying the game. If it bothers you, check out another store and you probably will find someone selling the game to a 12-year-old.)

WHAT'S IT FOR?

I'm a proud owner of a 3DO, Genesis, Sega CD, Game Boy and Super NES. I like to know all about the new systems coming out and I thought I did until one day I was cleaning my systems and I saw something on the bottom of my Super NES. It was a panel that said 'EXT'. I looked around some more and I saw attachment holes just like the Genesis has for the Sega CD. My question is, is the Super NES going to get a cool add-on system? Do you know what's up?

Nick Annis
Burbank, CA



The extension port on the bottom of the Super NES leads to another question.

(Ed. This is a question I thought I wouldn't hear again. That tiny little port on the bottom is an extension that would have connected the Super NES to a CD-ROM system if it had ever come of age. Game machine manufacturers try to think toward the future and design these add-on extensions to work with a variety of peripherals that may pop up later on. Even the defunct NES had an extension port that was originally going to connect to the Super NES when it was in development, but obviously, that never happened. The attachment holes that you mentioned would have secured the CD system to the bottom of the Super NES.)

WIN A PAIR OF ACCLAIM JOYSTICKS!

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





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

WAR IS HELL

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



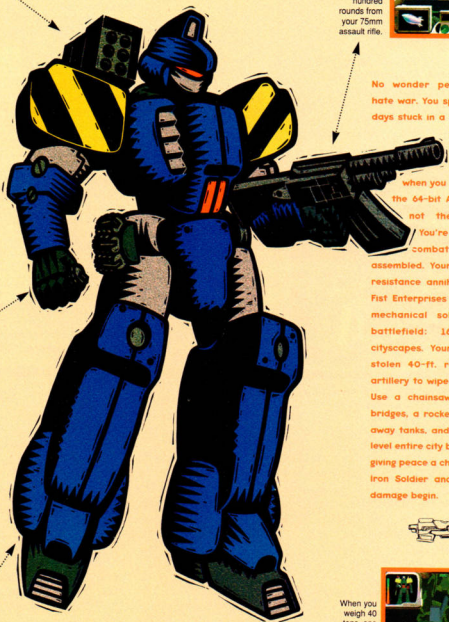
Riddle the Gauntlet helicopters with a couple hundred rounds from your 75mm assault rifle.



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



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



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



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

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



JAGUAR DO THE MATH
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NEO CD QUESTIONS GALORE...

I am thinking about purchasing a NeoGeo CD system but I have a few questions about it.

- 1) When will it be making its way to the U.S.?
- 2) Will they bring the older games like Baseball Stars, Crossed Swords, Cyber Lip, etc., to the system?
- 3) The first version of the Neo CD was \$500 and had a sliding CD door, shouldn't the cost come down a little in the U.S. due to the top-loading door?

Nick Pruitt
Overland Park, KS



The Neo CD offers gamers arcade-quality software at bargain-basement prices.

(Ed. You've got a nice list of questions so I'll just take 'em from the top. The Neo CD will arrive in the States in May of '95. All the old games will be brought to the Neo CD, alas, on separate discs. Sorry to say, but the price will still be \$500 in the States even though the unit will have a top-loading door. The sliding-door unit is out of production and can be considered a "collector's item" so it will be quite hard to get a hold of. A little side note is that the Memory Card is now an internal part of the system.)

HEAD-BANGING RENTAL BLUES

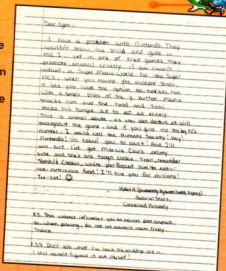
Recently, while playing Final Fantasy III, I realized a problem that not only occurs with me, but with my friends as well. You see, I rent games for my Super NES every week and Final Fantasy III was no different. After excellent reviews were printed, I decided I would rent it. I rented it for three days and almost got to the World of Ruin, but then had to return it. Since I had to go to school the next day, I could not re-rent it. A few weeks later, I rented it again and hoped that my stored game

ASAP LETTER OF THE MONTH!

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

I have a problem with Nintendo. They wouldn't show the blood and gore in MK, yet in one of their own games they promote animal cruelty. If you haven't noticed, in Super Mario World for the Super NES, when you mount the innocent Yoshi, it lets you have the option to harass him with a simple press of the Y button. Mario smacks him over the head and Yoshi sticks out his tongue to eat an enemy. This is animal abuse, and you can do this at will throughout the game. If you give me the Big N's number, I will call the humane society. Hey! Nintendo, I'm takin' you to court! And I'll win 'cuz I got Marcia Clark on my side and she's one tough cookie. Yeah, remember Yoshi's Cookie where you forced him to eat non-nutritious food? I'll sue you for millions! Tee hee!

Sorry Gabriel, but I don't believe the ASPCA will have any qualms about dinosaur abuse, but your point is well taken, for about three minutes. Anyway, thanks go out to Gabriel Stern of Fremont, CA, for bringing Nintendo to justice.



MORE AND MORE CONTESTS!

Do you know when you will have a video game contest in which you win every video game system including the Sega Genesis 32X without paying an entry fee? If you do know when, please let me know.

Scott Thomas
Oak Creek, WI

(Ed. If you're a regular reader you'll know that we frequently have contests to win prizes ranging from arcade games to game cartridges. As for a contest where you can win every system, all we can say is stay tuned and see what kind of contests we'll be having in the future.)

Sergi Isasi
Hawthorne, CA

(Ed. Renting games may seem like a great alternative to buying favorite titles, but remember, it was never designed to replace the process. Renting games is just to give you an idea of what a game is like, especially with RPGs. Although you feel that someone saved over your game, which is entirely possible, have you considered the fact that maybe you rented a different cartridge?)



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dimension. The R·E·A·L 3DO system even plays audio CDs, photo CDs and soon video CDs.* This is the one system that makes it all feel real.

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So stop playing games. Start playing for real. To connect with the dealer nearest you, call: 1-800-REAL-3DO EXT. 123.

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IN SEARCH OF ANSWERS...

I am planning on buying a 3DO game system, but I don't know which system I should get: the Panasonic, the Sanyo or the GoldStar model. So this is where I turn to you for some answers. Will the prices of all three systems be the same? If not, what will the prices be on the Sanyo and GoldStar 3DOs? Is the hardware the same in all three systems? What are the advantages and disadvantages of each system? Will all present and future REAL 3DO games be compatible with the Sanyo and GoldStar 3DOs?

Now three questions regarding Nintendo's Ultra 64. Will the Ultra 64 truly be 64-Bit or will it be 32-Bit? When the Ultra 64 is launched, will the price be \$250 as reported by Nintendo? Will a complete version of Samurai Shodown, Mortal Kombat II and Street Fighter II Turbo be available for the Ultra 64? Come on guys, answer my questions. Please, please, please!!!

Porfirio Herrera Jr.
Pacolina, CA

(Ed. Ask and you shall receive, my inquisitive buddy. All three 3DO systems will sell for \$399, which holds true for the Panasonic and GoldStar models right now since the Sanyo model isn't out yet. The hardware will be identical in all three systems. The advantages and disadvantages are all merely opinion. I personally like the looks of the GoldStar model over the Panasonic, but I find the GoldStar controller awkward feeling. All games will be compatible with each system, whether past, present or future.

Now, onto the Ultra 64 questions. As for the amount of Bits the system will have, that depends entirely on which position the stars are in on the second Tuesday of the next leap year during a blue moon. Seriously though, the specs of this system change all the time but it most likely will be 64-Bit. As for a price under 250 bucks, not likely. The cost of the main CPU Nintendo wants in the machine be a minimum of \$85. For Nintendo to make any kind of profit off the machine, they couldn't sell it for under \$300, and that's barely makin' any cash in return. No final word on games except Killer Instinct, Cruis'n USA and Doom. Mortal Kombat III may make it eventually, but it's reported that the Sony PlayStation will get the game first.)

3DO TO PC IS A REALITY

While at my local computer/video game store, I was getting information on the upcoming 3DO Blaster which allows you to play 3DO games on your PC. After hearing the salesman's explanation I have a question: Why doesn't a company make a card for your PC that will enable you to play any video game CD on the PC CD-ROM? With all the CD-based systems out there, it would be a lot cheaper. Buy one card, even if it's around \$300 to \$400. I am sure many other gamers like myself would be very interested in this idea and I know you guys can help.

Dave Moczulski
Throop, PA

(Ed. Well, that's all fine and dandy if you own a PC. Otherwise, you'd end up spending over \$1000 on a basic PC just so you could buy these game cards and play games for a 3DO, Sega CD, Neo CD, etc. I personally think it's great that the 3DO company has licensed its technology to other manufacturers and it'll be a great way to boost sales of 3DO games, but on the whole, not many consumers are willing to fork out the extra bean to play other game systems on the PCs.)

MORTAL KOMBAT II FOR 3DO?

I've heard rumors that one of my all-time favorite games, MK2, could be coming to the 3DO. I've also heard that they might make it a two-in-one disc with the original Mortal Kombat. Can you confirm any of this? I own a 3DO and haven't been able to stop drooling since I heard this.

Brian Robert
Pawtucket, RI



Mortal Kombat II will make it to the 3DO in the near future (Super NES version shown).

(Ed. Alright Brian, clean yourself up and point your peepers at this bit of news. After consulting the Q-Meister and Sushi-X, I found that the mighty grapevine suggests that Mortal Kombat II will hit the 3DO scene in the not-too-distant future. Who will release it? Unconfirmed, but look toward Acclaim or Panasonic to make this dream a reality.)

WHAT IF!

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

WHAT IF...

...EGM's editors were really in a game cult that worshipped the Mana tree?

...Yoshi had a game where he rode atop a giant Mario?

...EGM upgraded to Super EGM Hyper Turbo Edition?

...Earthworm Jim was used as fishing bait?

Mark Rogoyski, Boca Raton, FL

...One of the Virtua Fighters stole a Virtua Racing car and got pulled over by a Virtua Cop?

Vince Radzikowski, Valleyview, Alb. Can.

...Capcom is planning on making more SF2 games than the Friday the 13th movies?

Kyle Back, Delaware, OH

...A home version of Mortal Kombat actually had Raiden's name spelled correctly?

Chris Valley, Hephzibah, GA

...Fievel went east?

Steven Falls, Chino Hills, CA

...Shang Tsung morphed into the Power Rangers?

Richard S. Fedora, Manville, NJ

...Mileena won a Miss Ginsu '94 contest?

...Reptile got his tongue stuck to a metal bar in the winter while doing his tongue lash?

Sam Friesen, Barrie, Ontario, CAN

...Reptile quit the tournament and opened up a stand selling Reptile dolls?

Victor Armas, Ft. Hancock, TX

...Raiden was going to teleport to the other side of his opponent and ended up in the command center of the Power Rangers?

Izzy Armas, Ft. Hancock, TX

Send your 'What If's' to:
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FINAL FANTASY III Q&A

I was exploring on the Internet recently and I was overwhelmed at all the posts on Final Fantasy III. I am an avid RPGer so of course I got into a lot of the conversations. I've beaten FF3 a few times trying to find all of the secrets, but I can't find the most elusive secret in the game. I'm not talking about Umaro or Gogo. I'm talking about General Leo. When he died I thought that was the last of him, but not according to my friends on Prodigy. Almost all of them said there was a way to get him back into your party. They also talked about a mega-secret item called 'Resurrect' that brings him back to life. Please help!

**John Lewis
Orlando, FL**

Hi, I'll just get to the point. I've got a few questions I've been wondering about and I hope you can answer them. I've noticed that every fighting game has at least one move that does that hand position which Ken and Ryu do for the Hadoken, including some non-fighting games like Sabin's Aurabolt in Final Fantasy III. I think it comes from Japan because I've seen it in anime like *Bio Booster Guyver* and in some of our shows taken from Japan like *Mighty Morphin Power Rangers*. Does this gesture really have any meaning?

Let's see now ... you had a four-page preview of Final Fantasy III in *Super NES Buyer's Guide*, a two-page preview in the last *EGM*, a two-page preview including an interview of FFIII in *EGM*. It was Game of the Month, got a Platinum Award, four nines in Review Crew and a six-page strategy guide in *EGM* and *EGM*. I have nothing against this since I'm a FFIII psycho myself, but what I don't understand is this: You've done all of this coverage of FFIII and *still* haven't put Final Fantasy III on the cover of your mag!

Also, why did you change Terra's name to Tina? Who's Tina? In *EGM* you mentioned FFIII merchandise. Is there any way to get these things without going to Japan?

**Bryn Cushman
Georgetown, Ontario, Canada**

(Ed. This is just a small sample of the letters we receive about Final Fantasy III. This game has practically become a second life for many of you readers. You guys are truly fanatics to the extreme. John, we'll start with your letter. I'm sorry



Players just can't seem to get enough of SquareSoft's Final Fantasy III!

to burst your bubble, but it's just not possible for General Leo to join your party. Our resident RPG fanatics have been puzzled over this one as well and finally resorted to calling SquareSoft. Ted Woolsey has told us flat-out that he simply cannot join the group. Since he personally helped to translate this huge game from Japanese to English, he knows the entire plot and is certain that it just cannot happen. Another interesting rumor that has been flying around is that Kefka can join the party, but alas, this too is false. Sorry to spoil the fun.

As for you Bryn, aren't you feeling rather picky today? That familiar movement is just something that has become the standard for fireball-esque attacks. Besides, what other way could you think of launching a fireball out of your hands? I don't think it really has any heart-felt meaning, but does it need to? Okay, it's clear you're a Final Fantasy III lover, and by the way you've tracked our coverage so extensively you're obviously a frequent reader of our mags, so why didn't we ever grace our cover with SquareSoft's latest and greatest game? Insect Politics, my friend. Why was Terra's name changed to Tina? The person who wrote those strategy guides simply changed the name of the characters. No harm done, we hope. The only other way to get the Final Fantasy III merchandise is to order it through a mail-order company. I hope everybody is feeling all warm and fuzzy now. And hey, keep those FFIII letters coming.)



There are many unsolved mysteries in FF3, what do you need help to find?

Q&A QUICKIES

I liked playing Shadowrun on the Genesis and Super NES. I just wanted to know if any more RPGs like Shadowrun are around.

**Jamar Wright
Southfield, MI**



(Ed. In what way like Shadowrun, play mechanics or theme? If play mechanics, there really are none since Shadowrun was pretty unique. If you're looking for that kind of cyberpunk theme, look no further than *Snatcher* from Konami for the Sega CD. It has everything you'll want, including gratuitous violence and nasty language.)

This might not sound strange, but while playing MKII, I chose Shang Tsung and began to fight Kung Lao. But when the first round started, Jade appeared and said "Ermac Who?" It surprised me because I read the October 1993 issue of *EGM* that a guy named Tony Casey found Ermac in MK. Can somebody please find him and explain this to me?

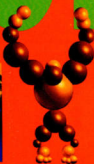
**Jake Ledbetter
Auburn, GA**



(Ed. Soytienly, Jake, Midway's explanation of Ermac meant 'ERror rRor MACHINE' and was supposed to signify an error in Mortal Kombat's hardware. Some rather crafty readers devised numerous stories of Ermac showing up in the game and giving you one heck of a thrashing. Although Midway flat out denied the existence of an Ermac character, the stories kept coming. What you saw must have been Midway's own joke to get back at the gossip hounds. It certainly caught your attention and that must have been what Midway wanted all along. Now get back to playing your game. Shao Kahn awaits you.)

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WHAT'S UP WITH 32X?

I'm thinking of buying the 32X but I'm skeptical. I have the old Genesis and old Sega CD. Will that affect the 32X? Since the 32X works with the Sega CD, will Sega come out with a lot of 32X CD games or will there only be a few, like the Sega CD has now? Are there any RPGs in development right now for the 32X? How much better is the Saturn compared to the 32X CD? Aren't they the same since they're both 32-Bit? Will Saturn games be compatible with the 32X or vice versa? Why doesn't the 32X have games like Virtua Fighter or Daytona? Does the 32X help speed up the processing speed of the Sega CD? Does Sega have any other systems besides 32X or Saturn in the works, so they won't leave the 32X in the dust? In your personal opinion, should I get the 32X or the Jaguar because it's only \$220, or should I wait and start saving for the PlayStation or the Ultra 64?

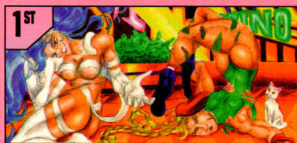
Please print this letter. I'm very confused about this whole thing and I think other people are too.

Steve Kim
Norwalk, CA

(Ed. You aren't the only one confused around here. Do you suffer from writer's cramp? Anyway, we'll start right at the beginning. The 32X works just fine with the older Genesis and Sega CD units. So far, only *Fahrenheit* and *Midnight Raiders* have been announced for the 32X CD and we haven't seen any of 'em. Sorry, there's not one RPG in sight so far. The Saturn has better polygon processing capabilities for more lifelike animation and graphic representation, but it will also cost more than the 32X does. The processing capabilities are what really separate the two. As for Saturn games being compatible with the 32X, see this issue's *Sushi-X* column for some interesting tidbits. *Virtua Fighter* and *Daytona* are coming out for the Saturn and, once again, the 32X doesn't have the polygon processing abilities to play those games like the Saturn does. The 32X does speed up CD processing time by relieving the Sega CD's processors of some of the tedious work.

Yes, there is another system in the works. It's called the Neptune and it's basically a Genesis and 32X combined into one unit. No kidding. As for what to buy, start saving some bucks and see what happens throughout the year. There could be some big surprises.)

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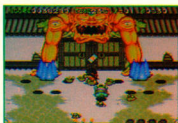
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FANNISH RESOLUTIONS FOR THE NEW YEAR

by Arnie Katz

The start of the new year is the time to make resolutions. Everybody makes these idealistic promises, even if they're often broken by Valentine's Day.

I've got a few resolutions I'd like to suggest for electronic gaming fans:

Resolved: To never publish a fanzine that doesn't contain the editor's name and address in a prominent position, so that Weak-eyes Katz can find it.

Resolved: To always send copies of your fanzine to the publishers of the games reviewed in it.

Resolved: To never root for one money-grubbing corporation against another just because they make a good cartridge console.

Resolved: To never call any cartridge "the Game of the Decade" until the decade is at least half over.

Resolved: To think at least an occasional Kind Thought about Steve Harris, who has given fandom more editorial space than all other publishers combined.

My resolutions? Well, all of the above sound good, but I'd add a personal one: **Resolved:** To end this intro and get down to this month's new fanzines.

Game Force #7

Edited by Jeff Beedham
PO Box 1610 Belen, NM
87002

Frequent, #1 per copy,
16 pages

The painstakingly compiled and authenticated NES Price Guide is this issue's star item. It's worth the price of the issue by itself.

Game Force isn't just a classic systems 'zine, either. It has a lively letter column, reviews of hot games, tips and strategies, fanzine reviews and other good stuff. Bruce Greenberg's feature on home mini-arcsades was

especially well written and informative.

Jeff's last couple of issues have kicked the quality up to the next level. Join him there by trying the next **Game Force**.

Jammin' #2

Edited by Mike Histen
PO Box 963,
Scarborough, ME 04074
Occasional, \$4 per copy,
43 pages

The remarkable editor of this general-interest gaming fanzine has made amazing strides in just two issues. This is not just an outstanding job for a 14-year-old; any faned would be proud to have produced such a well-done publication.

Jammin' is meticulously laid-out and exceptionally well organized. A condensed, smaller typeface would allow Mike to put as much material in fewer pages. Maybe that would enable him to lower the price to something like \$2.

Mike and his young staff review games, pass along the latest news and rumors and comment on

major issues in electronic gaming. A report on the coming cartridge versus disc battle should spark a lot of discussion in future letter columns.

Slap-Dash #3

Edited by Russ Perry
5970 Scott St.,
Omro, WI 54963-0413.
Occasional, \$1.50 per copy,
8 pages

Russ is blazing some exciting new trails in electronic gaming fanzines with this slender, three-times-a-year entry.

Gaming is definitely one of his main interests, but he's not afraid to devote space to other aspects of his life, such as attending a beer festival.

The well-known fanzine letterhack looks at the world with a sense of humor. His "Glitch" column, a collection of odd little bits, is particularly amusing this time. Russ can also be serious and analytical when the situation demands, as in his article about the Sega-Atari deal.

Slap-Dash may not be the best place to read reviews of new games, but it delivered a lot of entertainment. Send for a sample.

Uproar #10

Edited by Michael Pittaro
18 Old Coach Rd.,
Hudson, NH 03051
Frequent, \$1.50 per copy,
16 pages

One of the great satisfactions of doing a fanzine review column is fanzines like **Uproar**. It had mostly potential and enthusiasm when Mike started it nearly two years ago, but hard work and developing talent have put it on my "must read" list.

The spiral-bound 'zine looks good, with many spot illustrations, and it now reads pretty well, too. Besides one of the largest and most entertaining letter sections in fandom,

Uproar has plenty of game and fanzine reviews, commentaries and features. Video gaming is the main topic, but this fanzine doesn't neglect related areas of interactive entertainment.

One of the best things about **Uproar** is the editor's winning personality. Mike is friendly and likable, as is his fanzine.

Video Game Express #2

Edited by Mark Rogoyski
PO Box 811765,
Boca Raton, FL 33481-1765
Frequent, \$1.50 per copy,
22 pages

From the illustrations in this issue, it definitely looks like fandom has landed a new artist. Mark's cover and the heading illo for his piece about the TurboGrafx-16 display an intriguing use of large shaded blocks that is a pleasing alternative to the cartoon-style art that usually dominates fanzines.

Reviews, headed by **Final Fantasy III** and **Mortal Kombat**, take the editorial spotlight this time. There's also quite a bit of space given to music, mostly pop and rap. Fewer charts, in both the gaming and music sections, would leave more room for critiques and opinions.



If you'd like your fanzine reviewed in this column, send it to: Arnie Katz, 330 S. Decatur, Suite 152, Las Vegas, NV 89107.



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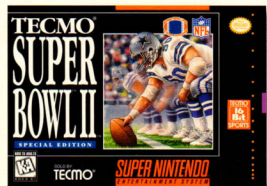
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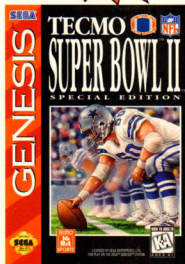
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PRESS START



CAT BOX ABOUT TO FRESHEN UP JAGUAR MARKET

Here kitty, kitty, kitty. The Cat Box from ICD, Inc. is a unique device that will allow multiple-person gaming on the Atari Jaguar.

The Cat Box won't come packaged with kitty litter, but it is a very creative device that should add a spark to the Jaguar market.

Atari's big cat is clawing its



way back, and the Cat Box is just the peripheral to entice gamers to the platform.

It's an audio, video and communications wonder that will extend the Jaguar's capabilities. It will allow the Jaguar to be hooked up to the Super VHS and RGB-computer monitors. The device can also be hooked up to a Hayes compatible modem for future modem gaming applications that are in the early stages of development.

To make the connection, each gamer must have a Jaguar, a Cat Box, a monitor and the same game.

Two or more systems can be

enjoy the many worlds of this search-and-destroy game.

In the game, the E.B.N.E.R.S. are bent on world domination. The only hope for

markind is your aircar. The E.B.N.E.R.S. have taken control of the world's nuclear facilities and you must destroy all of their installations and find the location of their secret base.

There are a host of tanks, turrets and other weapons that will try to stop you, and they also have a fleet of stolen AirCars.

Both the Cat Box and AirCars are available for the Jaguar now.



hooked up using RJ11 four-line phone cable, and up to eight systems can be networked together with an option for four more to be added in the future.

Midnite Entertainment has made AirCars, the first game that will fully utilize the capabilities of the Cat Box. Up to eight gamers can hook up and go head-to-head, flying the path of total destruction. AirCars is a polygon-based game that grows on you. Fans of the Battle-tech gaming experience will



Doom is the only other two-player Cat Box compatible game at the moment, but others are in the works. Midnite is working on Dungeon Depths for the Jaguar, an action RPG that will utilize ICD's Cat Box.



PLENTY OF FIGHT LEFT IN ATARI AFTER WALL STREET RATTLES JAGUAR CAGE

All eyes are on Atari, and investors are more than a little concerned over recent reports of Atari losses due to poor sales and bad management practices.

Atari was recently mauled in a newspaper story that quoted a report by Martin Sass of M.D. Sass Investors.

He said in the article that "Atari lacks software products to make its Jaguar system profitable."

Atari responded immediately by stating that the piece put undue focus on the Jaguar and that Sass has caused waves for Atari stock on the markets before, causing their stock to fall in value.

The firm stated that delays in Jaguar software releases and expenses had caused it to forecast a \$3.9 million loss, but this figure is much better than when Atari lost \$17.6 for the same period in 1993.

Atari was also quick to point

out that with Doom and Checkered Flag highlighting their recent releases, this will bring their software total to

The agreement brings Atari a \$50 million patent payment, the promise of a cross-licensing software agreement and a \$40



over 20 titles for the 64-Bit console.

Feeling angry over the unfair slant and coverage they received in the article, Atari pointed out that the author of the piece conveniently failed to mention their recent agreement with Sega.



million purchase of Atari stock. According to stock market officials, the story was complete

and the organization stated that they talked with various analysts and money managers to obtain the information

on the sad state of Atari and its 64-Bit Jaguar platform.

LAST MINUTE UPDATE

LEMMINGS CARTOON LOOMING

The new Lemmings games are out from Psygnosis and have done very well over the crucial holiday shopping season.

To start the new year off right, Psygnosis, the U.K.-based Sony-owned software publisher, has signed a deal with CBS Entertainment to bring Lemmings to Saturday morning television.

The deal has been worked out and the series is scheduled to air starting in September.

The furry and colorful Lemmings Tribes will be setting the pace for CBS's Saturday morning cartoon lineup.

The TV series will set up even more Lemmings games on all of the new 32-Bit platforms including the Sony PlayStation, the Sega Saturn and quite possibly Nintendo's Ultra 64, although no definite direction on the new platform has been decided upon yet.

BULLFROG SET TO LEAP INTO THE U.S.

Bullfrog Entertainment, makers of Syndicate and Theme Park for the PC and 3DO markets, has always been based in the U.K.

This year they are planning to set up shop in the U.S. and will be aggressive in their approach to attract new projects for all of the top systems.

They're looking to match the U.S. developers and intend to make substantial inroads in the North American game development market.

U.K. GAMERS ROLL THE DICE AND PLACE THEIR BETS ON GAME OF THE YEAR

If you think you've heard of everything, get ready for this next bit of news.

Las Vegas-style wagering has reached new heights. This past Christmas, European gamers had the chance to bet on their choice for the best-selling game of the year.

For the first time ever, William Hill, the bookies of the United Kingdom, quoted odds for the best-selling game of the 1994

Earthworm Jim, released by Virgin in the U.K., was set at 2 to 1 and FIFA Soccer for the



Sega Genesis (Mega Drive) was given 5 to 1 odds.

In the early going, FIFA Soccer sold more in its first week than Mortal Kombat II and unseeded the fighting classic as the fastest-selling game of 1994 in the U.K. Mortal Kombat II was available on all four formats when it was released and FIFA was only available on the Mega Drive (Genesis).

Super Street Fighter II Turbo was given 5 to 1 odds, The

Lion King was given 6 to 1 odds & Mortal Kombat II was in at 10 to 1. Sonic and Knuckles was 12 to 1 and Micro Machines 2 was given 16 to 1 odds.

For all of you who aren't sure what the ratios mean, if you put down a \$5 bet on Mortal Kombat II and it sold the most, you would receive \$50 for your \$5 investment. When EGM contacted the Sahara Resort Hotel

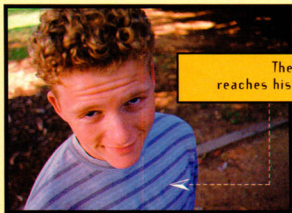


in Las Vegas, there were no plans at this time to place odds on video games on our side of the pond.



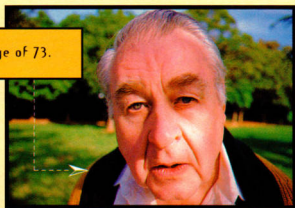
Christmas season.

Donkey Kong Country was installed as the early favorite, with the odds set at 6 to 4.



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So if you're over 17, or just looking for an alternative endorphin release, check it out.

Otherwise, heat the milk to 150°, pour over toast, and call mommy.

Peace.

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

CRYSTAL DYNAMICS MAKES GAMING HISTORY BY OFFERING THE FIRST 3D0 SAMPLER DISK

In a move more familiar to PC gaming, Crystal Dynamics became the first video game company to take the giant leap and provide a 3D0 GD sampler disk to show off some of their upcoming products and those on their affiliated label program.

Crystal's "SAMPLE THIS!" interactive sampler campaign is wowing the 3D0 marketplace until the end of this month.

The disk features eight previews of their hottest 3D0 titles, and gamers can play interactive levels on six of their titles.

It's the first 3D0 sampler disk, and it will be given away at participating retailers with any purchase of 3D0 software, while supplies last.

Gamers can also call Crystal Dynamics directly at 415-473-3434 to receive the sampler disc for \$5.95 plus shipping.



In addition, all consumers currently in Crystal Dynamics' registration card database will be receiving a copy of the sampler disk free of charge through the mail.

The disk offers gamers the chance to

experience

through some pretty nasty interstellar terrain in Off-World Interceptor.

You can also try your hand at

Star Control II and navigate through a section of Total Eclipse, a 3D0 worldwide best

seller.

Or you

can battle

through the Shinto

Plains in

the Horde.

Gamers

won't be

able to

play levels

of GEX,

but they will be able to preview the 3-D gecko lizard's domain, get an idea of his twisted sense of humor and see an introduction to what might be one of the best games ever released for the 3D0 platform. Dana Gould, HBO comedian, takes on the lizard's personality and does the voice of GEX.

CyberClash is another of Crystal Dynamics' hot, new properties that is previewed on the disk.

Crystal Dynamics' "SAMPLE THIS!" campaign gives gamers a chance to preview previously released titles and upcoming games in the comfort of their own home.

The chance to test some of the titles is an excellent idea that is sure to catch on in gaming circles as the CD-based platforms gain momentum.



NAMCO SETS UP NEW R&D DIVISION

Many companies are getting set up to move onto the new systems heading to the market later this year.

Namco has recently announced that they have set up a new research and development branch in their San Jose, CA, head office.

They will be porting over some of their top arcade titles for use on the Sony PlayStation and the Sega Saturn.

The first title being ported over will be CyberSled for the PlayStation and other high-end systems. Other titles include Ridge Racer, Air Combat Star Blade Alpha and Tekken.



Craig Erickson, right, is the director of Namco's new Research and Development branch. His team will be porting over some of Namco's top arcade games to the new high-end systems including Saturn and PSX.



CyberSled will be one of Namco's first PlayStation titles.



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GAME WIZARD CASTS A WICKED SPELL ON EVERY GAME THAT IT TOUCHES

First there was the Game Genie from Galoob in partnership with Codemasters of England.

Now there seems to be another magical device that allows players to get their favorite codes and help them find secrets to successfully complete some of their favorite games.

The Game Wizard by Innovation allows you to find codes on your own or use the many codes that are in the manual.

As shown above, the Game Wizard fits into the cartridge port on your Super Nintendo.

The Wizard also has another port that will allow you to play Super Famicom games along with games from any other

country using the Game Wizard.

You can enter your own parameters into the device or you can access the Auto Code

Scanner and the unit will find codes for you. It isn't quite that easy, but if you enjoy tinkering with

your Game Genie to find codes, you'll like it. The Game Wizard will bring you many hours of excitement.

The simplest way to get the most out of this unit is to read the enclosed instruction booklet.

The Wizard has many interesting features and accessing some of them can be tedious.

There are six different techniques you can use to find codes or punch in codes you have already found.

The Wizard is also upgradeable; the second slot in the rear allows for future expansion of the Game

Wizard Magic Code system.

You may want to try this during any game you are planning

on playing. You can move the

switch to the right of the action position and press L and SELECT at the same time.

Doing this will

allow you to play every game you plug into the Wizard in true-to-life slow-motion.



COURTSIDE WITH CRYSTAL



TRI-STAR SUPER NES TO NES ADAPTER: TOO LITTLE TOO LATE

A year or two ago, the Tri-Star Innovation 8-Bit Nintendo Entertainment System cartridge to Super Nintendo adapter would have done very well.

But timing is everything in any business and with all of the new gaming systems on the horizon, the Tri-Star adapter is too little too late, although the unit has been available for the last six months. The device plugs into your Super NES and will allow you to play your old or any of the new 8-Bit NES games using your Super NES.

It does, however, provide a few timely uses. Among them, you can play 8-Bit European or Japanese games without any trouble using the Tri-Star. It uses the power supply of your Super NES. There's also an AV output, an RF output and an RGB output that allows you to hook up the unit to any monitor or stereo television.

It's a good investment if you still enjoy playing your old 8-Bit games and don't want to purchase a new NES unit.



Crystal Dynamics won't be exhibiting on the floor of the Winter Consumer Electronics Show in Las Vegas.

Instead, they hosted the gaming media on their own and introduced them to their new line entitled "Championship Sports."

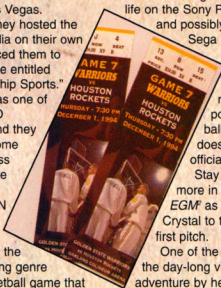
Crystal was one of the first 3DO licensees and they have had some great success with titles like The Horde and Crash 'N Burn.

Now they are entering the sports gaming genre with a basketball game that has incredible graphics and an awesome stereo soundtrack. They aren't only making these sports games for the 3DO, but

they will also be utilizing their programming and marketing talents to bring their games to life on the Sony PlayStation and possibly even the Sega Saturn.

They also showed off a 3-D, fully-rendered polygon baseball game that doesn't have an official license yet. Stay tuned for more in EGM and EGM as we watch for Crystal to throw out the first pitch.

One of the highlights of the day-long visit was an adventure by helicopter where we went court-side to watch the Golden State Warriors take on the Houston Rockets. A classy event, indeed.



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the VIVID 3D "redefines sound as we know it." ★ The

VIVID 3D is easy to hook up to any Nintendo, Sega or

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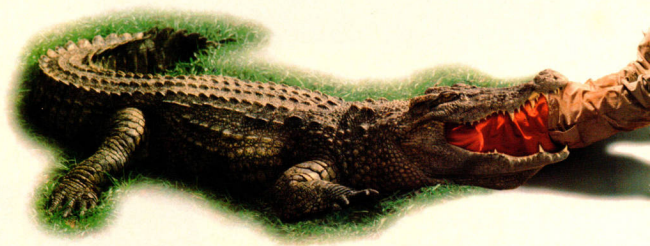
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* SRS (S) technology won the prestigious "Ultimate" award from *Game Players* magazine in July 1993. © 1994 NuReality. All rights reserved. All product names are trademarks or registered trademarks of their respective holders. C3

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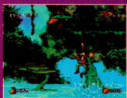
Snakes. Rats. Hawks. Quicksand. Evil Mayan spirits. What's your arsenal? A slingshot. A boomerang.

Exploding stones. And, the head on your shoulders. • It's the legendary Pitfall, back with eye-popping graphics and a pulse-pounding, jungle soundtrack. Run, swing, skate and bungee through



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incredible, nerve-racking worlds in the jungle adventure that started it all. Pitfall: The Mayan Adventure. No, winning isn't everything. But losing bites!



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ACTIVISION

GAMING GOSSIP

...ULTRA 64 MAY BE HISTORY...
...32X-TO-SATURN ADAPTER...
...32X SONIC CHAOTIC NAME CHANGE...
...DONKEY KONG ON SNES X-BAND...
...MAGIC JOHNSON B-BALL?...
... USE GENESIS TO SEND NET MESSAGES...
... EA SPORTS 3DO SNOWBOARDING...
...VAN EARL WRIGHT VOICES GAMES...

It's the year of the pig on the Chinese calendar, and it's time to squeal about the goings-on in the gaming world.

The big news of the month comes out of the Nintendo camp. It looks as though the price may not be right, and Silicon Graphics is having a hard time getting the chip configuration for the Ultra 64 cheap enough. The best they can do is get the system down around the \$350 plateau, nowhere near Nintendo's magic number of \$250. That's just too high for Nintendo. The problem lies with the main processing chip costing \$85, and that's as low as the company will go. Word has it that Nintendo may scrap the Ultra 64 project as we know it, and they may explore a CD-based system. Their only other option is that they may stall the release of the unit until they can find the chip elsewhere for a lower price. Stay tuned to find out where the chips will fall.

Time to "get it to go," "rock the rim" and "GO DEEEEEP" as Crystal Dynamics and Van Earl Wright are teaming up to bring some of the most popular sports to life on the 3DO, Saturn and Sony PlayStation systems. With Van Earl's sporting personality and the gift for gab, the games will feature colorful Van Earl Wright commentary and will be chock-full of action.

Crystal recently announced their sports lineup and their basketball game is the most complete. It sports some huge player animation, stunning graphics and slow-motion dunking sequences. The only thing the game is missing is an official NBA license and that is said to be in the works. Rumor also has it that they are chasing Magic Johnson and some other big-name NBA stars to see if they will lend their name to the new basketball title.

Crystal also has a baseball game that is being fully rendered on SGI workstations. The player animations will be fully-rendered polygons and again they are in negotiations to get a Major League Players Association license. Word has it that they already have the logo on the corner of the game, but the details haven't been hammered out yet. The game should be ready when the PlayStation is launched here in the United States.

Those wizards at X-Band are on-line and on fire as they have brought multiple-person gaming to the next level. You probably already know that you can play against someone else on the other end of the street or across North America. But soon you will be able to play four-player games with people in four different locations using the same game.

The X-Band is a great way for gamers to merge onto the information super highway. Soon you will be able to send a message to someone on the Internet using your Genesis or Super Nintendo controller in conjunction with the X-Band's Internet Gateway menu item. Data can be sent from your Genesis or Super NES to the net—all you'll need is an Internet address. They are also working on a system that will allow you to send a message to a friend on his or her beeper using the X-Band Catapult modem.

The keepers of the X are also working on a keyboard that will make it easier for you to send messages to people on the Internet. The keyboard will be available for \$29 to \$39 and they also plan on making X-Band modems for the Sony PlayStation and Sega Saturn. The current X-Band will allow you to use your 32X two-player games, but they are still working out some of the bugs. When and if the Ultra 64 comes out, they will also make a modem for that system. The Super NES Catapult X-Band modem will be up and running in March, and you will be able to play Donkey Kong Country on the system along with other top Super NES titles.

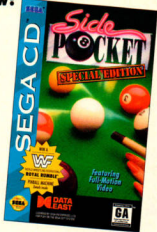
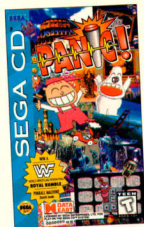
The gang at EA Sports is working on an ultra-realistic snowboarding game using Silicon Graphics workstations to do the animation. EA is enlisting the help of a lot of top snowboarding experts in order to make the game as realistic as possible. The game will feature top snowboarders taking part in a competition and EA is using judges and snowboarding professionals to get the game right. It is due out on the 3DO next winter.

Sega won't be launching the Saturn in the United States until they have the adapter that allows Genesis and 32X users to use their hardware and software on the Saturn. Even if they get the adapter to work, inside sources suggest that the unit will cost big bucks, somewhere in the neighborhood of \$140. Sega of Japan is none too pleased and are pushing hard to get Sega of America to release the Saturn A.S.A.P. Despite the pressure, Sega of America is touting the 32X as the second coming and are standing firm behind the unit. From the reports we are getting, though, the 32X is not flying off the shelves. Sales are brisk but there isn't a shortage of systems.

Sticking with the 32X, Sonic Chaotic, the new Sonic game is only going to be released in Japan. If it comes over here at all it will have a new name and will star a different character. Knuckle Sandwich is the working title and is expected to be released in April or May of this year. Till we let the cat out of the bag on the information that nobody wants you to know just yet, I remain the black belt of gaming gossip and the venerable...



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Rules & Stuff:

OFFICIAL CONTEST RULES. No purchase necessary to enter or claim a prize. Not sponsored by Sega.
HOW TO ENTER: Fill out the entry form on a plain 3 1/2" x 5" card with your name, address and telephone number (please print) and mail it to DATA EAST USA, INC., 1850 Little Orchard Street, San Jose, CA 95125. Not responsible for printing errors, or for mutilated, late, lost, postage due or misdirected mail. Only one entry per person. Entries must be received and postmarked no later than March 31, 1995.
HOW TO WIN: On or about April 14, 1995, winners will be randomly drawn from all eligible entries. All prizes will be awarded. Odds of winning depend upon the number of entries received. Only one prize per person, family, organization, or household.
NOTIFICATION: Grand prize winner will be announced in EGM and SEGA Visions! All winners will be notified by mail by April 30, 1995. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of Data East without other compensation.
PRIZES: (1) Grand Prize: WWF Royal Rumble® arcade style pinball game. Estimated value of the Grand Prize is \$4,500.00. (2) First Prizes: Sega 32X System. (3) Second Prizes: Your choice of 2 Data East titles available. (200) Third Prizes: Sports water bottle.
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Check into the new saga of D-Coder for a neat little bedtime story and for more details on those free goodies!

WIN GREAT GAMES!

**IN ROLLS THE
NEW YEAR!**


Now that the holiday season is over, everybody at *EGM* is happy that we made it through another year. Worse yet, we're trying to stick to our New Year's resolutions. D-Coder vows to cut down his hours of playing Donkey Kong Country to only four hours a day, and Trickman can only spend \$20 a week on Killer Instinct. One of the best things that came out of the holiday season (other than all the lovely fruitcake everybody received) is all the great games that were released. However, now we need some codes for them! If anyone has any great codes, send them to:

**Tricks of the Trade, Sendai,
1920 Highland Ave, Suite
222, Lombard, Illinois 60148.**
Don't send in any bogus
tricks. If your trick is good
enough, you will get your
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Tricks of the Trade section
of *EGM** and a free game
for your favorite system* of
choice! Take a look at the
small print below for details
on the allowable systems.

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Earthworm Jim

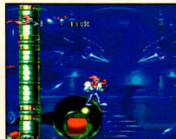
Super NES	Shiny
Debug Code	
<p>Pause the game at any point. Press Left on the D pad and A simultaneously. Release them and press B, X, A, A, B, X, A.</p>	



On the first controller press Left on the D pad and A simultaneously. Release the buttons and press B, X, A, A, B, X, A. If done correctly, you will access a screen with the programmers' faces on it, then the Debug Menu will appear. You can turn on invincibility, choose the level you want to play on, turn on Map Mode and freezability. Press START when done, the game will restart and you will play with your settings!

Bobby Ritter; Chicago, IL

TRICK OF THE MONTH



When paused, hold Left+A
release. B.X. A. A. B. X. A.



If done correctly, you will see a picture of the programmers!



The Debug Menu offers many options, including invincibility!



You can even choose to go to any level you wish!

WIN A COOL CONTROLLER FROM STD AND EGM²!!

Everyone who sends in tricks to D-Code has a chance of winning either an SNPROPAD, SGPROPAD-6, SNPROGRAM-PAD or SGPROGRAMPAD-2! We're looking for the Trick of the Month to put on the first page of Tricks of the Trade. If you send us an awesome trick, code, cheat, etc. that we haven't found, you are eligible to win the Trick of the Month! If you win, you'll get your name in print, the STD controller and a free game for the (allowable) system of your choice! This contest is from the greatest new video game magazine, *EGM*!

[illegible]

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CHEAT SHEET

Final Fantasy III Square/Super NES

Game Genie codes

Check out these great codes for the awesome RPG Final Fantasy III. These codes can only be used with a Game Genie. Mix and match these codes to your heart's content.

D15C-78E5—Start Terra with Man-eater equipped

F65C-78E5—Start Terra with Excalibur equipped

FC5C-78E5—Start Terra with Illumina equipped

FA5C-78E5—Start Terra with Atrna equipped

435C-78E5—Start Terra with Tempest equipped

D35C-78E5—Start Terra with Blizzard equipped

F75C-78E5—Start Terra with Enhancer equipped

9A58-7675—Start Terra with Mithril Shield equipped

9258-7675—Start Terra with Gold Shield equipped

1F58-7675—Start Terra with Ice Shield equipped

1D58-7675—Start Terra with Fire Shield equipped

1C58-7655—Start Terra with Hairband equipped

1B58-7655—Start Terra with Leather Hat equipped

5C58-7655—Start Terra with Circlet equipped

5B58-7655—Start Terra with Mystery Veil equipped

5658-7655—Start Terra with Red Cap equipped

6658-7685—Start Terra with Silk Robe equipped

6B58-7685—Start Terra with Mithril Vest equipped

6858-7685—Start Terra with White Dress equipped

BC58-7685—Start Terra with Genji Armor equipped

B058-7685—Start Terra with Force Armor equipped

(continued on 46)

Donkey Kong Country

Super NES Nintendo

Game Genie Codes

These tricks will only work with the Game Genie. Enter the corresponding codes at the Game Genie screen.

POWER
TRIP



These codes will allow Donkey and/or Diddy Kong to be almost invincible (unless you fall off the edge of the screen), give infinite lives and more!

C2C9-4E2C Infinite Lives

1DCC-CA7A Invincible (unless you fall off the edge of the screen). Turn off the Game Genie if you get stuck.

1D6B-3FDD/196A-333D

Allows you to keep animals (i.e., Rambi and Winky) from stage to stage until you get killed!

3D81-1273 Allows Donkey Kong to Mega-Jump (approximately the height of the screen).

2D81-1E73 Allows Diddy Kong to Mega-Jump (approximately the height of the screen).

C2C9-4E2C



Mix and match the codes at the main Game Genie screen!

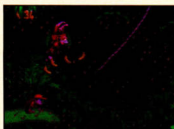


With the animal code you can acquire an animal on one level...



The Infinite Lives Code allows the balloon to pop.

These codes can definitely be helpful to find many of the tricks hidden in this



Use the Mega-Jump to search the high treetops for 1-Ups!



...and keep him in the later levels until you get killed.



Once you reappear, a balloon will be added to your life!

game. Mix and match these codes to help you beat the game.

Final Fantasy III

Super NES Square

Gain Experience Eggs

To receive the Experience Eggs you must be in the World of Ruin. Fight the T-Rex and receive the Imp Halberds. Be in the coliseum and beat the Halberds until you receive the Eggs.

POWER
TRIP



This trick will help you obtain the ever-elusive Experience Eggs in Final Fantasy III. To do so, you must be in the world of Ruin. Defeat the Tyrannosaurus between Duncan's House and Triangle Island. After defeating the Tyrannosaurus, you will receive a few Imp Halberds. Go to the coliseum and beat the Halberds. The items you obtain are in this order:

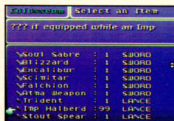


Fight the T-Rex between the house and Triangle Island.



Go to the coliseum and beat the Imp Halberds continuously.

Imp Halberd, Cat Hood, Merit Award, Rename Card, Marvel Shoes, Tintinabar and finally, Experience Egg. To be



You will eventually receive a few Imp Halberds.



Eventually, and finally, you will receive the Experience Eggs!

safe, you should save your game in between bets to make sure there is no threat of loss.

Brian Van Ness;



*Awesome Role-Playing!
CD Sound!
Animation!*

**Alien.
Deadly.
No Fear.
No Remorse.
...and it's coming
to your SEGA-CD.™**



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.



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CHEAT SHEET

Super Return of the Jedi

JVC/Super NES

Level Passwords, etc.

(continued from 46)

Power Generator

WCBMKS

Inside Death Star

KXVZZD

Falcon Outside Death Star

BWHPHZ

Emperor's Chamber

WDSMNN

Falcon Leaving Death Star

BGSWLD

Enter these codes at the Title Screen.

Sound Test: Down, X, Y, A, B, Start at same time (side scrolling levels)

Title Screen Codes:

YYYY

Can rotate Logo and intro using the L and R buttons. ABAYAX Seven continues ABABABAB View Credits.

John Madden '95

Secret Teams

At the first Option Screen on the first controller, press B, A, C, A, C. If done correctly you will hear Madden say something and if you move your team selection before ALL MADDEN you will see the Carolina Panthers and the Jacksonville Jaguars.

John Madden '95

Turbo Coin Toss

At the first Option Screen on the first controller press the buttons A, C, C, B, B. If done correctly you will hear Madden say, "BOOM!" The coin toss is sped up heavily.

Doom	
32X	Sega
Invincibility, All Weapons & Ammo	
<p>You must have a six-button control pad to do these tricks. You can either do the invincibility code or the weapons code or both for the same game.</p>	
	

Here are some great codes for Doom! You must have a six-button pad to do these! **Invincibility:** Pause, then press UP, A, C, and the Mode button simultaneously.

All Weapons and Ammo: Pause, then press UP, Z, X and Mode simultaneously.



Just start any game and right away, press START to pause.



You can either do the Ammo and Weapon code, or ...



When you pause, this screen will appear in front of you.



... the Invincibility! Take them on with the ultimate power!

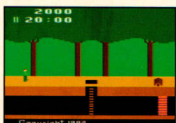
Pitfall: The Mayan Adventure	
Super NES	Activision
Original Pitfall Warp	
<p>On the first controller press the SELECT, A button six times, SELECT, START.</p>	
	

This great trick will allow you to warp straight to the classic 4K Atari 2600 game Pitfall. To do this trick you



You must do this code at the Main Title Screen.

must enter it on the first controller. Press SELECT, A button six times, SELECT and START. If done correctly it will



If done correctly you will warp to the original Pitfall!

take straight to the original Pitfall game instead of trying to find it within the game.

Earthworm Jim	
Sega	Shiny
Snowman Warp, Fill Weapon, etc.	
<p>Pause the game at any time and enter the corresponding codes. If done correctly you will hear a voice say, "Cheater!"</p>	
	

There are plenty of codes here for all of you Earthworm Jim players (all done on the first controller).

Plasma shot for weapon: C, A, B, C, A, B, A, C. Earns one continue: A, B+Left, A, B, A, B, C, A. Fill weapon to 1000 rounds (once a level): A, B, B, B, C, A, C, C.



Pause the game and press B, B, C, C, A, A, A, A.



Pause the game and press A, B, B, B, C, C, A, C.

One free guy: B, B, C, C, A, A, A, A.

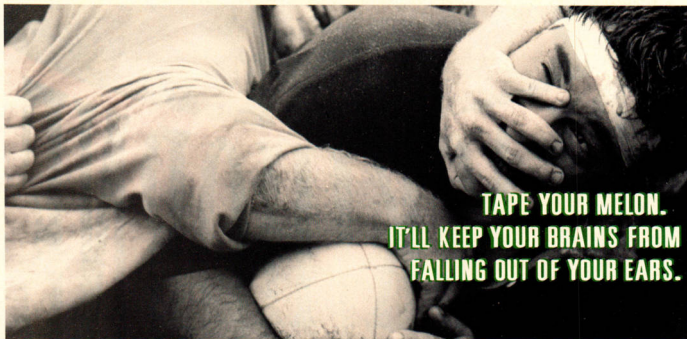


If done correctly you will hear "Cheater!" and earn a 1-Up!



You should hear "Cheater!" and have 1,000 bullets!

Snowman Warp: R, R, R, B, C, L, R, A.



**TAPE YOUR MELON.
IT'LL KEEP YOUR BRAINS FROM
FALLING OUT OF YOUR EARS.**



Detailed player modeling lets you see it all, whether you're scoring the match-winning try or just getting mauled on the pitch.



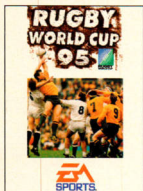
The planet's top 30 teams knock heads in RUGBY WORLD CUP 1995, the biggest prize of them all.



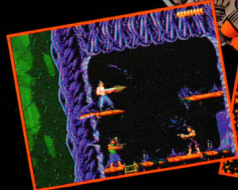
Stick your head in the scrum as part of the World Champion Aussies as the opposing eight try to drive you down into the ground.



Jump for line outs, lead crunching rucks, flatten scrum halves and discover another hundred or so moves you didn't even know you had.



BLACK THORNE



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

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



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He's Here To Take Out The Trash.

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

Kyle-

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

J'MLEE

See your local retailer for details.



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Interplay

Or don't play at all.

Interplay Productions, Inc.
17922 Fitch Avenue
Irvine, CA 92714

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

entire room with your cerebellum.

And the good news?

Gray matter doesn't stain.

Philips Media



You have exactly two hours to find loaded a particularly repugnant little cyber-virus called "Burn:Cycle" into your skull.

It's an infection.



Your name: Sol Cutter. Occupation:

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

coming soon
MAC & PC CD-ROM

CD-i



PHILIPS

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

Heads or Tails SAMURAI SHODOWN

Partial Character Moves List

Kibagami Genjuro

DOLL MOVE: ▴ ▴ ▴ ▴ ▴ ▴ + B
FATALITY MOVE: ▴ ▴ ▴ ▴ ▴ ▴ + A
TOHA KOUYOKUJIN: ▴ ▴ ▴ + SLASH
OUKAZAN: ▴ ▴ ▴ + SLASH

Cham Cham

DOLL MOVE: ▴ ▴ ▴ ▴ ▴ ▴ + C
FATALITY MOVE: ▴ ▴ ▴ ▴ ▴ ▴ + A
PAGUNA PAKU PAKU: ▴ ▴ ▴ ▴ ▴ ▴ + C
AHOW PAKU PAKU: ▴ ▴ ▴ ▴ ▴ ▴ + CD

Caffeine Nicotine

DOLL MOVE: ▴ ▴ ▴ ▴ ▴ ▴ + D
FATALITY MOVE: ▴ ▴ ▴ ▴ ▴ ▴ + D
SHIKIGAMIREIFU (Reverse): ▴ ▴ ▴ ▴ + AB
SHIKIGAMIREIFU (Fire): ▴ ▴ ▴ + KICK

Neinhalt Sieger

DOLL MOVE: ▴ ▴ ▴ ▴ ▴ ▴ + A
FATALITY MOVE: ▴ ▴ ▴ ▴ ▴ ▴ + CD
FALKE NAGEL: ▴ ▴ ▴ ▴ + B
ELEPHANT GREED: ▴ ▴ ▴ ▴ + A

Wan-Fu

DOLL MOVE: ▴ ▴ ▴ ▴ ▴ ▴ + D
FATALITY MOVE: ▴ ▴ ▴ ▴ ▴ ▴ + B
BENPATSU ATTACK: ▴ ▴ ▴ ▴ + CD
CONFUCIUS SPIN: ▴ ▴ ▴ ▴ + SLASH

Jubei

DOLL MOVE: ▴ ▴ ▴ ▴ ▴ ▴ + D
FATALITY MOVE: ▴ ▴ ▴ ▴ ▴ ▴ + C
YAGYU SHINGANTOU: ▴ ▴ ▴ ▴ + SLASH
TSUNAMI SABRE: ▴ ▴ ▴ ▴ + SLASH

Ukyo

DOLL MOVE: ▴ ▴ ▴ ▴ ▴ ▴ + B
FATALITY MOVE: ▴ ▴ ▴ ▴ ▴ ▴ + AB
AFTERIMAGE ATTACK: ▴ ▴ ▴ ▴ + KICK
SNOWFALL KICK: ▴ ▴ ▴ ▴ + KICK

Charlotte

DOLL MOVE: ▴ ▴ ▴ ▴ ▴ ▴ + D
FATALITY MOVE: ▴ ▴ ▴ ▴ ▴ ▴ + B
3-FIGURE SLASH: Press A & B
TRI-SLASH: ▴ ▴ ▴ + SLASH

Tricks in this Issue:

This month we present a comprehensive cheat sheet for Samurai Shodown II fans, and we delve deeper into Daytona USA.

Welcome to the second edition of 'Heads or Tails', the first section in any mag specifically devoted to arcade games. We've got some real humdingers coming up in the next few months as we debug Killer Instinct, Tattoo Assassins (the upcoming hit from Data East) and we'll have even more Daytona USA codes!

You wanted more tips for Samurai Shodown II and we've got 'em. Be the envy of all your friends with these awesome new moves. Try out these characters' Doll Moves to transform into a miniature doll version of yourself. Then terrify your opponents by using your characters' Fatality Move. These moves will temporarily break your opponent's sword in two and can only be performed when your Rage Gauge is maxed out. Strike quickly before it returns to normal. Be the first to use these against others in the arcades.

Note: These moves are with each character facing right. The moves are opposite for the character facing left.



Make Jeffry Breakdance

To see the breakin' Jeffry (Expert Track), you have to come to a complete stop in front of the Jeffry statue. When you're stopped, hit the START button several times. Jeffry will jump through several frames of animation.



Come to a complete stop in front of the statue.



Hit START several times to make him breakdance.



Extra Time/Jeffry Upside Down

Play the slots (Beginner) by hitting the START button to stop the wheel. Three 7s=seven seconds, Three BARs=five seconds, Three Cherries=three seconds. To see Jeffry upside down (Expert), drive around the track backward!



Hit START to stop the slots and get more time!



Try driving around the track backward!

Just because you're on the move doesn't mean you've got to stop

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

With
artwork
and
animation
adapted from
the Genesis™
version,
31 '94 has over
real players
the 28 big
teams, complete
stats. Use the
4 baseball
complete the
season, play-
Championships!

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

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Milpitas, CA 95035
408.473.9400

TIME WARNER
INTERACTIVE

Captain, you're wanted on the Bridge!



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

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

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



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Interplay

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STAR TREK®
STARFLEET ACADEMY™
Starship Bridge Simulator

NEXT WAVE

LAST MINUTE UPDATE

It's amazing how fast time flies. The Winter CES is almost upon us once again, and the game companies are scrambling to get all of their hottest games ready for the show. Most of the companies have been pretty tight-lipped about what they'll have, so there's not a heck of a lot to say.

Sega is busy with some super hush-hush projects. Be on the lookout for some spin-off games from *Eternal Champions*. It seems that some of the heroes are going to be getting their own titles. A new game with *Sonic* may or may not be at the show, so keep your fingers crossed. Do any of you remember a first-generation Genesis game called *Herzog Zwei*? It was an action/war sim that most of us at *EGM* remember with tears in our eyes. Well, a 32X title that has a very similar concept is under development. Inside sources say that it goes way beyond what *Herzog Zwei* was able to do, and takes place in space and on some planets. Sounds hot, don't you think?

This upcoming show looks good. Stay tuned to *EGM* and *EGM** for the latest info possible!



A game similar to *Herzog Zwei* will be on its way to the 32X.

9 GAMES PREVIEWED!!!

**Wing Commander 3,
Weaponlord, Boogerman,
Sensible Soccer, Cannon
Fodder, Fight For Life, Burn Out,
Star Blade Alpha, Road Rash CD**



WING COMMANDER 3: HEART OF THE TIGER

SHOOTER

Wing Commander 3 hits the 3DO with enough force to create a supernova. This third installment pits you against the Kilrathi in cinematic glory. Real stars have taken part in the making of *Wing Commander 3*, including Mark Hamill, Malcolm McDowell and John Rhys-Davies. With Dolby Surround and cool SGI graphics, this game is sure to give you the feeling of really being there.

As a talented fighter pilot, you've survived countless battles and prevented the human race from being wiped out. This will serve as the final chapter of the *Wing Commander* saga, giving you the chance to take on the Kilrathi armada on their homeworld. Will you be able to save humanity one final time in the ultimate battle in space?



Lock on and fire away. The Kilrathi are merciless warriors who hunt you down.



SGI-enhanced cinemas put you right in the middle of the action.



Search for the enemy carriers and try to blast them into space dust.

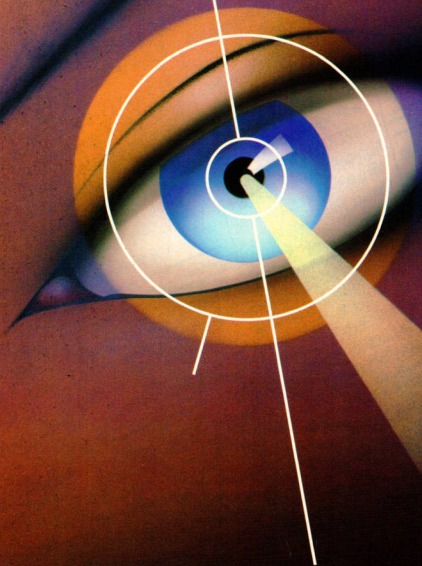


Use your dog-fighting tactics to outmaneuver the other fighters.



Wing Commander 3 uses all-new graphics for the ultimate in realism.

16 Megs of Awesome Power...
3 Dimensional Polygon Graphics...
Powerful Sound Track...



**Bring it home to
your Sega
Genesis™**



U L T I M A T E A R C A D E A C T I O N
VIEWPOINT™

An Arcade hit on the Neo Geo System!

GENESIS™

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CLASSIFIED

GRARROOFFFF
HRRRRR

blahray raza grooar
Rrrrrrrr blorrrr
groatt zzzatrog flooahhh.
@*!^@#*!^@*!^@!!!!

Contact Taz.

UMP

TICKETS FOR SALE, Looney
Tunes B-Ball tournament.
1-800-DRIBBLE.

DESPERATELY SEEKING
high-performance roadster.
Will provide unlimited birdseed.
Contact Wile E. Coyote.

RE FOR

springs,
uses, rope,
reliable Acme
Contact Wile
E. Coyote.

BILL TROUBLE got you
down? Get in touch with
the bill expert. Contact
Daffy Duck on Game Boy.

MUSKET FOR SALE. Used
only for twacking wascally
wabbit in Bugs Bunny
Rabbit Rampage. Vewy, vewy
quiet. Contact Elmer Fudd.

FOR SALE, P38 Space
Modulator. Ideal for global
destruction or livening up
parties. Goes over great
with the chicks or in Daffy
Duck The Marvin Missions.
Contact Marvin the Martian.

PLAYERS NEEDED for two-
on-two pick-up game. Must
enjoy pies in the face. Contact
Looney Tunes B-Ball.



SINGLE BLACK CAT
seeks small yellow bird for
meal-time companionship in
Sylvester & Tweety. Must have
good taste. Contact Sylvester.

CASTING
Try out
LOONEY family of



Coming Soon!



Coming Soon!



Coming Soon!

anim

CALL
the
NES
fun!

HOLLYWOOD STAR

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

by **Howmuchdoes A. Hemmingway**

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

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

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

So you can create Looney Tunes cartoon adventures on your Super NES — and save them to watch at any time. You'll choose from a full menu of scenes and characters, or even draw your own. Plus, you can



color your creation any way you want, then add titles and create music! It even gives you the choice of using a controller or the Nintendo mouse.

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

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



Then he ate my note pad.

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



SOMETHING FUNNY'S GOING ON AROUND HERE!

The long you play, the too you...
"Graaaaaarwww ooooga rawwww ugh blaaa froooooong!"
Then he ate my note pad.
Is **Acme Animation Factory** responsible for creating a whole new generation of skilled cartoon creators? The only way to know for sure is try it and literally draw your own conclusions.
The Looney Tunes features all your favorite characters: Bugs Bunny, Porky Pig, Sylvester and Tweety, Elmer Fudd. And Daffy Duck himself. The **Acme Animation Factory** just the carrot on the...er...New mind.



**SUPER NINTENDO
ENTERTAINMENT SYSTEM**

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NEXT WAVE

BOOGERMAN
ACTION

BOOGERMAN
INTERPLAY

The phlegm-flinging adventures of Boogerman will soon be available for the Super NES. Boogerman must work his way through a series of disgusting stages armed only with his bodily secretions. Use a variety of belches, farts and sticky boogers to battle the forces of evil.

Boogerman for the Super NES offers players more colorful graphics as these pictures show.

If you always wanted to play this



Forget handguns and knives, a good belch is all it takes to kill a bad guy.

game, but didn't have a Genesis, here's your chance to play one of the most unusual games around. While some parents might object to the sort of behavior depicted in the game, I think you'll love it.



Boogerman prepares to launch a most powerful fart. Must be the burritos he ate.



Sometimes Boogerman's day will go down the drain, and sometimes so will he!

WEAPONLORD
FIGHTING

WEAPONLORD
NAMCO

Namco has a brand-new fighting cart on the way. It's called Weaponlord, and it looks pretty impressive.

Set in a fantasy-type setting, choose your fighter and begin battling the opposition. Use weapons like morning stars and swords to draw blood from your enemies.

Weaponlord will be coming to both the Super NES and Genesis. As you can tell from the pictures, Weaponlord sports some very detailed graphics. Hopefully, when completed, it will play as well as it looks. We'll have more on this later.



Engage in combat with the greatest warriors of this fantasy world.



Use your weapons for both attacking and blocking the other's attacks.

SPORTS

SENSIBLE SOCCER

ATARI

For some of the most intense soccer action on the Jaguar, try Telegame's Sensible Soccer. While the characters might look tiny, that doesn't mean the game doesn't have the fun of bigger games. In fact, the speed is as fast as a real game. Play a passing game to confuse the opposing teams, or perhaps try to overwhelm them with powerful kicks. Soccer is the world's most popular sport, and it's easy to get into. This game has all the features of the real thing, plus the teams from different countries.

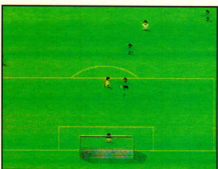
If you are a Jaguar owner and have been looking for some sports titles, Sensible Soccer might be just the thing for you. This is just one of the many exciting games for the Jaguar system!



Try to use the tactics that you'd attempt to do during a real game.



If you can pass the ball around, you can upset the other team's defense.



Whoever gets the most goals wins. Sounds simple enough.

Lemmings™ The Tribes



Meet the next generation of Lemmings. Twelve tribes of those clueless, lovable critters, each with its own set of unique characteristics. Experience 120 levels of completely new gameplay featuring the tribal Lemmings: Surfing, Swimming, Running, Jumping and more, 55 new skills in all.

Lemmings 2™ features 8-way scrolling with full sound support and a special practice area where you can hone your new lemmings skills before embarking on the perilous journey with your new companions.



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FRONT



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NEXT WAVE

BURN OUT

SPORTS ATARI

Burn Out is the first motorcycle racing game for the Jaguar. Featuring arcade-quality graphics, Burn Out is sure to thrill players with its high-speed action.

Blast down the tracks on your two wheels of terror, weaving in and out of the other bikers. One wrong move and you're road pizza. If you've got the right stuff, you'll win the race. Lean into those hairpin curves, and go full-throttle down the straight-aways.



Use the turns to your advantage by sliding past anyone in your way.

Burn Out looks to be one of the hottest titles for the Jaguar. This is one that Jag owners shouldn't miss. Racing fans will love how arcade-like this cart is. Are you ready for the race of your life? You better be, because it's here!



Try to gain ground past the other racers as early as possible.



The graphics of Burn Out are really good for the Jaguar. What do you think?

CANNON FODDER

SIM. VIRGIN

Cannon Fodder is a mix between an action game and a war sim. Send your troops into the battlefield, and see if you can guide them to victory.

Use tactics to surround your foes, and reduce their number with your firepower. Your troops are disposable (cannon fodder), but a real master can get his troops through without a scratch. There are plenty of missions to keep you glued to your TV. Cannon Fodder comes off as an original title. It can be a lot of fun, so give it a chance. There aren't enough of these types of games.



Use the ground cover to your advantage. Get the jump on the other army.

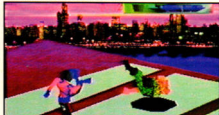


The frigid wasteland offers little protection from the spray of bullets.

FIGHT FOR LIFE

FIGHTING ATARI

If you enjoy Virtua Fighter-type fighting games, here's a new one for you. Not to be outdone by the latest fad in fighting titles, Fight For Life gives you a selection of fighters in which to do battle. The traditional army soldier and the typical female martial artist are present. The characters are made of polygons, and each is animated to give a realistic look. Expect to see lots of special powers for the combatants to maul each other with.



Here's the first polygon fighting game for the Atari Jaguar.



Warriors fight each other on rooftops and other strange places.



This game can even scale in for a closer look at the fighters.

ALIENS HAVE EXPERIMENTED ON YOUR BODY.

THEY'VE DISMANTLED YOUR SHIP.

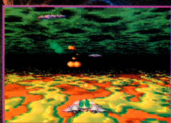
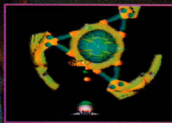
ENOUGH IS ENOUGH!

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

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



METAL MORPH



SUPER NINTENDO
ENTERTAINMENT SYSTEM

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FCI
Not Just Kid Stuff

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NEXT WAVE



STAR BLADE ALPHA

PANASONIC

Star Blade was an awesome coin-op game many years ago, and it has been faithfully translated here on the 3D0. There is a special version that takes the original game and adds texture-mapped polygons. Needless to say, the effect is really cool to see.

Star Blade Alpha is your typical full-motion video shoot-'em-up. The graphics are outstanding, and really put you in the middle of intense space combat.



The asteroid belts pose a dangerous threat with lots of cover for enemies.

The plot surrounds your lone ship going against an empire in an attempt to destroy the ultimate weapon before it's used against the peace-loving forces.

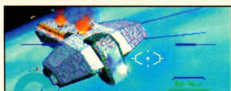
Star Blade Alpha really looks hot. Just check out these pictures!



Weave in and out of the enemy fleet, destroying ships and gun platforms.



You will get briefed on what you need to win the almost never-ending war.



Star Blade Alpha really blows you away with its great graphics.



The Octopus Reactor powers up the enemy's weapon systems.

THE ORIGINAL VERSUS TEXTURE-MAPPED...

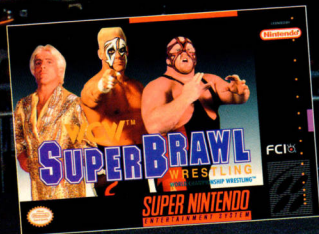
You can play the original arcade version or an enhanced one.



With the added texture-mapping, Star Blade Alpha looks a lot more realistic than before. If you dumped a whole lot of quarters into the arcade, you'll be in for a surprise when you see how much better this is. It's a testament to how good games can be made better.



SLAMM'N'



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



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NEXT WAVE

ROAD RASH CD*

RACING

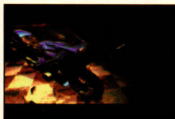
ELECTRONIC ARTS

All of the racing action of Road Rash is appearing soon on the Sega CD. More or less the same game as the 3DO version, Road Rash CD is sure to excite racing fans for a number of reasons. For example, all the songs (by real groups) from the 3DO are here, and the music plays during your races. There are even FMV graphics of the bikes in the shop.

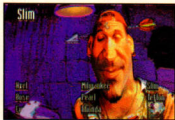
If you've been looking for a CD game that really goes places, here it is.



Visit the Der Panzer Klub to get the latest scoop on what's going on.



Full-motion video graphics will show you the new bikes.



There are two modes of play to test your racing skills. Can you handle it all?



You can choose which biker you are, thus giving certain advantages.

PREPARING FOR THE ROAD...

Before you start the race, talk with the other bikers. Some will give you helpful advice, while others try to pick a fight.

When you go to the bike shop, you will be treated to some digitized video of the bikes that are available there.



Here's where you can buy the bikes. Save up for the awesome Diablo 2000!



All sorts of bikes are at your disposal. Remember to learn how each handles.

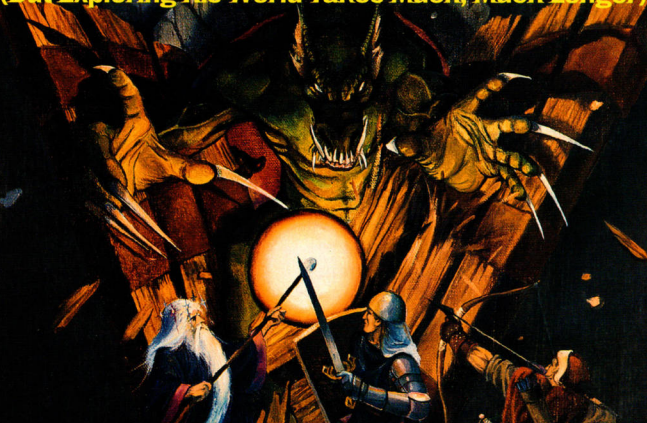


If you're good, you'll be able to win. This means big money!



You'll Spend Weeks Trying To Conquer Sheltem.

(But Exploring His World Takes Much, Much Longer)



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

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

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

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

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



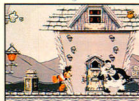
FCI®
Hot Shot Role-Playing

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



BEAT PETE IN PRIMITIVE BLACK AND WHITE, SAVE STEAMBOAT WILLIE, AND BRING MICKEY BACK INTO TECHNICOLOR. AND WATCH OUT FOR PETE'S DEADLY FLYING BRIT!



FOLLOW YOUR TRUSTY GUIDE DOG PLUTO IF YOU WANT TO SURVIVE THE MORTAL MOOSE HUNT...



OR THERE'LL BE NOTHING LEFT BUT A MOUND OF MOOSE-MANGLED MICKEY MOUSE MEAT.



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

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

-Game Players

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

-Electronic Gaming Monthly



MICKEY MANIA



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"This game is fantastic!"

-Game Informer

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

-DieHard GameFan

"Top notch animation...perfect!"

-Electronic Games



NOW WOULD BE A PERFECT TIME TO DEFEAT THE MAD DOCTOR - ONE OF THOSE RARE MOMENTS WHEN HE'S NOT BEATING YOU WITH BOLING ADD... TOO BAD HE'S GOT YOU IN A PARALYZING TRANCE!



THE LIBRARY'S A SAFE PLACE, RIGHT? SHOWS HOW LONG IT'S BEEN SINCE YOU'VE BEEN THERE. WATCH OUT - HARKONENING HEARLS AWAIT YOU! AND THAT'S JUST THE BEGINNING... THERE ARE OVER 23 LEVELS IN ALL.



THIS IS IT. THE FINAL SHOWDOWN WITH PETE, AND YOU'RE PACKING... MARBLE? YOU'RE GONNA BE TOAST UNLESS YOU CAN GET THE BIG GUY TO BACK HIS FAT BUTT ONT THOSE ROYSHOD SPINES! (OOH WE SAY FINAL! NOT ON SEDA CD - YOU "LUCKY" DUCKS GET ONE MORE BONUS LEVEL TO FIGHT YOUR WAY THROUGH - NOT TO MENTION INCREDIBLE CD SOUND PLAYING AT YOUR FUNERAL!!)

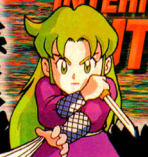


ANIMATED BY
Disney
ANIMATORS.



.....IT'S BEGUN.

INTERNATIONAL OUTLOOK



INTERNATIONAL NEWS

By Nob

They're off! The 32-Bit machines from Sega, Sony and NEC have joined the front-running 3DO to rocket into the next generation... Maybe. Saturn shipped on Nov. 22, and sold out the first lot on the first day. (The numbers range from a high of 170,000 units down to about half that figure.) The PlayStation followed a mere dozen days later, and blew through the first lot of 100,000 units in a day. These two powerhouses appear certain to overtake 3DO by the end of '94 when more than 300,000 units of each system should be rolled out by their respective makers.

Sega's 32X was also released on the same day as PS, but did not appear to come anywhere close to echoing the success of the upmarket Saturn. On Dec. 8, the Jag was launched with minimum fanfare and software support. NEC's PC-FX came out the following day with just three games, and no more are planned until spring.

Nobody can predict who will win the race, so stick with us for the latest odds.



LAST-MINUTE UPDATE! THE PLAYSTATION IS HERE!

Just received in the offices of EGM is the Sony PlayStation! Released simultaneously with the PlayStation was the incredible racing sim Ridge Racer, the irresistible Parodius Deluxe Pack that contains not only the arcade Parodius, but also the original game from way back.

Out of the blue comes Techno Soft, with a game similar to Final Fight. Sony released a game that combines doom with an intense futuristic RPG, and Time-Warner Interactive let loose their puzzle game Tama. Check out the February issue of EGM for an incredible blowout!

RIDGE RACER



With sleek looks and incredible speed, Ridge Racer is now out for the PlayStation! Check out EGM for new tricks.

GOKUJYO PARODIUS DELUXE PACK



Both the incredible arcade version and the trend-setting first game are both on the PlayStation with new tunes and skills!

HOT-BLOODED FAMILY



TechnoSoft (the makers of the incredible Thunder Force series for the Genesis) has contributed to the PlayStation.

CRIME CRACKERS



From Sony comes a unique combination of the first-person perspective Doom games with an RPG element!



THE LATEST NEO-GEO FIGHTING GAME!

Awesome! Check these shots out! Straight from Saurus, here's the latest monster fighting game for the Neo-Geo! The huge stars from Samurai Shodown, Fatal Fury Special, Art of Fighting 2 and more are all represented in this brawler to end all brawlers! Oh alright, so we lied. This is actually Quiz King of Fighters. As the name suggests, this is a quiz game for

arcades but with a twist. You choose your fighter and have him or her set out on a mission to rescue the kidnapped Yuri Sakazaki. (What, again?!) The object is to defeat your opponents by answering multiple-choice questions correctly and scoring the opportunity to pummel your opponent a good one. (It's helpful if you know your power moves!) Don't expect to see this at your local arcade for some time yet.



6 VS. SPACE G IN REVIEW

Like I said last month, I caught a sneak preview of Godzilla flick number 21. The mighty G had to scrap it out this time against Space Godzilla, a huge horned monster that evolved from G's own cells that ended up in a black hole. The Japanese military also joins in the fray with MOGERA, another tinpot mech in the same mold as Mecha Godzilla but with the added abilities of flying, burrowing and transforming.

The story, well that's not really important is it? Let's just say there's the usual 'human drama' element with a wildman soldier looking for revenge on G, a psychokinetic girl who can control the boss beast, a shady criminal syndicate that wants her powers and the two tiny space girls riding a tiny Mothera warning of Space G's impending arrival and so on. But fortunately, these plot devices are dealt with quickly and generally painlessly. What you do get is a lot of monster chopchoppy. In fact, the last 30 minutes is a flat-out stomp-pama that makes short order of a major Japanese city. The direction was also superb with the battles, actually creating a noteworthy feeling of the giant size of the monsters. It's worth checking out on video.

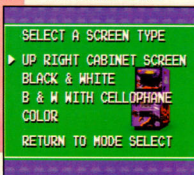


Major monster carnage ensues in the 21st Godzilla film!

Now get ready for a definite quirk in the norm of translation from country to country. It seems that Nintendo has brought out Taito's Super Space Invaders,

the original game that was released on the Super Famicom. However, they did something original, and quite shocking! The 2-Meg

GB AND SF SPACE INVADERS



Now this is definitely a twist on Japanese-to-American conversions! A Super Famicom game translated, and added to a Game Boy game!

Super Fami cart was translated, and ADDED into the Game Boy version, and is only accessible with the Super Game Boy attachment! Two games in one

with a definite twist indeed! However, since the SGB does not support two-player abilities, the special two-player mode in the SF version was lost.



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_____ Wheel of Fortune	_____ Championship Soccer	_____ Jeopardy!	_____ ESPN National Hockey Night
_____ Frankenstein	_____ 3 Ninjas Kick Back	_____ Prime	_____ ESPN Baseball Tonight
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Mail this coupon, your receipt and the UPC bar codes for your two new games plus a check or money order for \$3.75 for shipping and handling to Sony Imagesoft, PO Box 4000, Dept. 1215, Carrollton, GA 30117. All requests must be postmarked by March 15, 1995.

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Finally, a coupon you can get excited about.



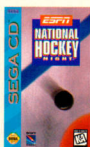
BUY 2 GET 1 FREE

(Sega CD's, not mayonnaise.)

Just buy any two of these Sega CD titles, and you'll get one free from Sony Imagesoft. Here's all you have to do: **1.** Purchase two of the Sony Imagesoft Sega CD games on this page between 11/15/94 and 2/28/95, or while supplies last (no substitutions permitted).

2. Submit the original dated cash register receipt(s) for your two new games. Receipts must be dated between 11/15/94 and 2/28/95 (no photocopies). **3.** Cut out and submit the UPC codes (bar code symbols) from your two new games

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FACT FILE

HYPER SOLID TOSHINDEN
BY TAKARA OF JAPAN

THEME	FIGHTING
MEGABITS	CD-ROM
% COMPLETE	90%
AVAILABLE	JANUARY
# PLAYERS	1 OR 2
# LEVELS	8+
CHALLENGE	UNKNOWN

OPTIONS CHECKLIST

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

Notes: The options are not known, but there will be some!

The next generation in polygon fighting!

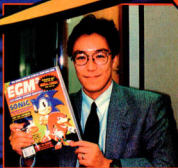
The very first thing that needs to be said about this game is that you have to see the game in motion to believe it! Toshinden makes vast improvements where Virtua Fighter lacks. One example being special moves. There are several for each character, and they are extremely useful for not just direct-straightforward hits, but multi-directional attacks that can cover your blind spots! I also believe this is the first polygon game to even use actual projectiles! Moves exist for side-stepping attacks, and even in many cases, for quickly hopping to the side of your opponent for a sneak-around attack! The shifting camera views are a plus, and they don't seem to hinder any of the viewed action at all!

Toshinden will be one game that will set trends on the PlayStation and really show off what this fantastic new system can do!

- Mike Vallas

Hyper Solid Toshinden

Our Nob Ogasawara interviewed Mr. Toshihiro Morloka, the assistant manager of the video game division of Takara of Japan about Toshinden!



Q: Hyper Solid Toshinden, being a fighting game that employs polygons, is likely to draw comparisons with Virtua Fighter. What sets Toshinden apart from this game?

A: We think Toshinden has progressed to a point that it can be favorably compared to Virtua Fighter 2. As for Virtua Fighter, even though it does use polygons, the way the game is presented the fighting seems to take place on the same line in the same way as conventional 2-D fighting games. I think Toshinden differs significantly in that aspect. Certainly the basics of the game are similar, in that the fighters will always try to face each other dead on, but we added the element of freely using space around the fighters. For example, you can circle around your opponent to attack from the side or behind. This is an extremely important point especially since we gave each fighter a weapon and some kind of fireball-type move. You can circle around to avoid such attacks, or just keep moving laterally to throw your opponent off. Such moves are extremely important in Toshinden's overall strategy.

Q: In essence, Virtua Fighter is an extension of conventional side-view fighting games?

A: That's right. It's along the lines of Street Fighter II and similar games. It does use polygons so it does appear 3-D. However, when you're dealing with real 3-D, you have to wonder if it is actually using the element of depth. Of course, I have to admit Virtua Fighter has established an extremely high set of standards as a fighting game. Or you might consider it an extremely well-made fighting simulator. In our case, we focused on more of a showy and extravagant game. Something that would be exciting to watch. That's why we added fireballs, explosions and other effects that give the game a more visual impact. It's not a pure fighting simulator, but it's a more cinematic, cartoonish game. We think it offers much more in terms of excitement. For example, when your opponent makes a power move, and you sidestep the blow, the camera angle will scroll around to follow the movement, but with a split-second delay. This will make the action much more dramatic and in your face. When two fighters are separated, the camera scrolls up slightly to view the fight from a sharper angle to give you a better idea of the fighting arena. Our overall concept was to make a game that lets you experience 3-D fighting, but is also fun to watch and play.

Q: Can you freely alter the viewpoints?

A: I'll just say no for the time being: When you're fighting, if the game is shown from directly above or behind a fighter, it becomes impossible to play the game properly. But we have put in a few tricks that will let you view the fighting from different angles.

Q: Such as a Playback Mode?

A: That's correct. There's also a Watch Mode where you can let the computer operate both fighters. The player essentially acts as a cameraman for viewing the fight from different angles.

Q: How many characters are there?

A: There are eight characters you can choose and play.

Q: What about Bosses?

A: Mmmm, at least one.

Q: Like all other Takara fighting games in the past, will there be a Cheat Mode to let you play as a Boss?

A: That seems to be a given with all our games.

Q: Can you tell me the cheat code (laugh)?

Attitude

Push It To The Edge - Have More Fun!

KEEP
OUT

Handy Gear



Now you can bring your Game Gear™ to new heights and new places. Handy Gear™ features a shock and water resistant play-in case that protects your system from all kinds of bumps and spills, and a powerful screen magnifier and adjustable glare reducer to enhance your game play. There's even storage space for an extra game cart!

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

Handy Boy



Push Your Portable To The Edge



Play with an attitude!

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A: We haven't programmed it in yet. In the same way we also haven't done the key sequences for doing power moves. We still have to adjust the strengths and weaknesses of characters to make sure their abilities balance out.

Q: How many moves does each character have?

A: You have the usual ones like standing slash, squatting dash, standing kick, squat kick and so on. There are also four to five power moves, and then there is the super power move that can be triggered only under certain conditions which can snatch victory from the jaws of defeat. If you're familiar with fighting games, the moves should be easy to do.

Q: Seeing as how the PlayStation's controller has so many buttons, will you do an Easy Mode that will let you do power moves just by pressing a button?

A: I'd rather not say (laugh). We're "thinking" about it.

Q: How many polygons are shown per second?

A: Per second, Toshinden displays 90,000 polygons. At 30 frames a second, there are 3,000 polygons per frame.

Q: How many polygons are used per character?

A: About 800. But we've applied so much texture mapping and shading, you'll be amazed at the graphic quality,

especially when you see how quickly the characters move.

Q: It's obvious that you've applied smooth shading, texture mapping and other

special processes to polygons. Does that mean Toshinden is pushing the limits of PlayStation's performance potential?

A: Well, I understand PlayStation can display 360,000 polygons per second, but that's when you're talking about just polygons without any shading or texture mapping. So when you apply as much special processing on polygons as we've done with Toshinden, we think we've achieved a pretty sophisticated level of programming. However, we don't really know the performance envelope of PlayStation yet, so we may be able to do even better. As it stands, we think we've undoubtedly achieved top level use of polygons among home system games.

Q: How big is the game itself?

A: That's a difficult question. We're not certain how much of the 540 megabytes on CD we're going to use, but we're sure to use a fair amount. For instance, we have to do all the music for all the characters so that's at least nine songs. We also will be sampling speech for the names of moves, screams and so on.

Q: Who is doing the voices? You perhaps?

A: Not me (laugh). But there could be some anime actor voices, though I can't reveal the details.

Q: The price of ¥6,800 (\$68) appears very low compared to the prices of cartridges for 16-Bit systems.

A: Well, even Sony's software prices are about ¥6,000 each. So compared to those, our price is somewhat higher. But against ROM carts, yes the game is very cheap. After all, CD-ROM is much lower priced than the ROM chips used in carts. That said, a CD-ROM game is far larger in size than a cartridge game, so by all accounts, software development costs will be much higher. We have to weigh the development costs against the physical production costs and arrive at a price that will enable us to turn a profit. But yes, we have been able to set a lower price than we would have had to charge for a ROM cart game.

Q: Is it easy to develop software for PlayStation?

A: Saturn is designed more like a traditional game system, so techniques we developed in the past can be easily applied for software development. On the other hand, people who have developed software for personal computers all rave about how great a system PlayStation is. It ultimately depends on what you're used to in terms of software development.

Q: Will you be porting Toshinden over to Saturn?

A: We don't intend to. Saturn does have a Virtua Fighter, although it is a different game. We would rather make a game that is suited for Saturn. For example, we're working on Steamgear Mash.

Q: Will you be shifting the bulk of your software development over to PlayStation?

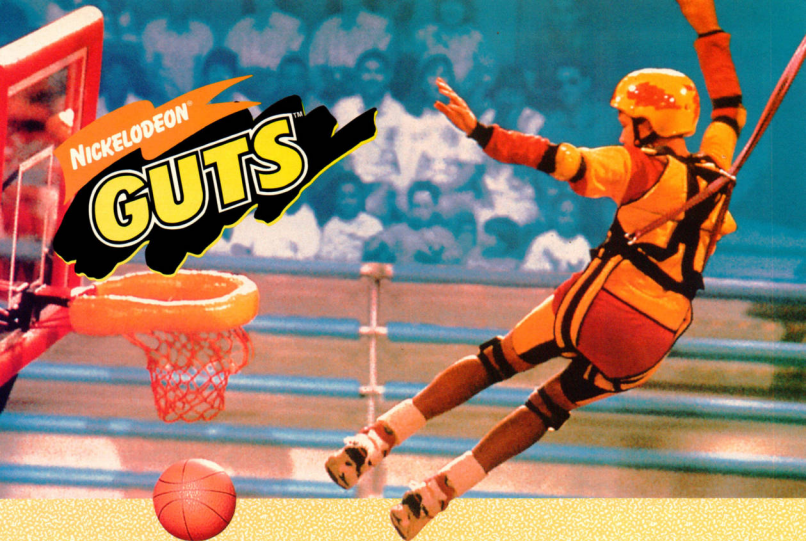
A: No. We haven't shifted over software development entirely to PlayStation. Like I said, we are also working on a game for Saturn. It just so happened that we had the opportunity to release Toshinden earlier. Of course, we're still working on Game Boy and Super Famicom titles as well.

Q: How about a message to your fans at EGM?

A: This is the real 3-D. The so-called fighting games up to now have all been basically extensions of 2-D games. They may have polygons to give the illusion of 3-D depth, but I don't think it was the real thing yet. For this game we've plowed in top level polygon programming techniques. We're sure players will be overwhelmed by Hyper Solid Toshinden.



Utilizing a 3-D polygon environment, and mixed in with the dynamic visuals and playability of other common fighters, Toshinden rocks!



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Leap ceiling-high in
ELASTIC SPORTS.



Race against time in
ACTION SPORTS.



Climb to the top of the Extreme
Arena in **BASIC TRAINING.**



Face the ultimate challenge—
the awesome **AGGRO CRAC.**

Tighten your helmet. Because realistic animation, based on actual rotoscoped competitors, lets you feel every twist, splash and tumble of Nickelodeon's ultimate sports show. With seven extreme events, Nickelodeon GUTS will leave you breathless.

**Nickelodeon GUTS—
DO YOU HAVE IT?™**



SUPER NINTENDO
ENTERTAINMENT SYSTEM

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Nintendo



For 1 or 2 players

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VIACOM
newmedia™



Height: 5'9"
Weight: 140 lbs.
Age: 21
Nationality: Japanese
Armed with a Samurai Sword, Eiji is an avid adventurer who learned swordplay from his older brother and his good buddy Kayin. Fireball and Dragon punch-like moves are his specialty!



Quick with his sword, Eiji has a decent range and Ryu/Ken moves.



Height: 5'10"
Weight: 142 lbs.
Age: 22
Nationality: British
The long-time friend of Eiji is a Scotsman who was born with Japanese blood (huh?). He's a bounty hunter seeking the killer of his father, and trained under the same roof as Eiji Shinjo.



Kayin has similar moves to Eiji's, but they are somewhat variable.



Height: 5'
Weight: 101 lbs.
Age: 16
Nationality: Turkish
Ellis is a dancer in a troupe of minstrels. She was told that her parents had passed away when she was a baby, but she hears rumors that her father is still alive.



Despite her childish quirkiness, size and speed are her advantages!



Height: 5'8"
Weight: 110 lbs.
Age: 24
Nationality: Russian
A private eye who was once a top KGB agent. Having had her memory erased, Sophia is on a mission with her mean whip to discover her own past. Can you trust this woman and her whip?



Quick with the lash and plenty of range is what Sophia is best at!



BEAVIS AND BUTT-HEAD™ the game

SUPER NINTENDO
ENTERTAINMENT SYSTEM

GENESIS™
GAME GEAR™

Hey Beavis.
Anybody who plays
this video game gets
to act as stupid
as you do.



Hleh-hleh.
Htm...yeh...uh...
Shut up, nimrod.

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

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Mondo

Height: 5'11"
Weight: 146 lbs.
Age: 42
Nationality: Japanese

A descendant of a clan of ninja who have conducted assassinations and other various misdeeds in their past, this killer is fighting under the orders of a certain mysterious client...



Range is no problem with this guy's massive spear combos!



Fo Fai

Height: 5'1"
Weight: 106 lbs.
Age: 106
Nationality: Chinese

Ostensibly a magician, Fo Fai is actually an assassin who has pulled off thousands of hits. Otherwise, his story is completely shrouded in mystery. Just be careful of his quick claw moves!



Similar to our friend Vega, Fo Fai uses wonderful claws as weapons!



Run-Go Tron

Height: 6'5"
Weight: 204 lbs.
Age: 30
Nationality: American

Upon discovering a Uranium deposit, Run-Go has been forced to fight to obtain the release of his kidnapped wife and kids. He uses a wicked granite club that can be swung surprisingly fast!



What else is there to say about a strong man with a granite club?



Duke B. Rambert

Height: 6'3"
Weight: 166 lbs.
Age: 29
Nationality: French

A descendant of a nobleman in France, the Duke has lost to Eiji in a past tournament. Being a proud man, he is seeking to regain his honor by defeating the man that dishonored him, Eiji.



Possessing an obscenely long claymore, this Duke sure has it all!

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



CYBERDREAMS PRESENTS

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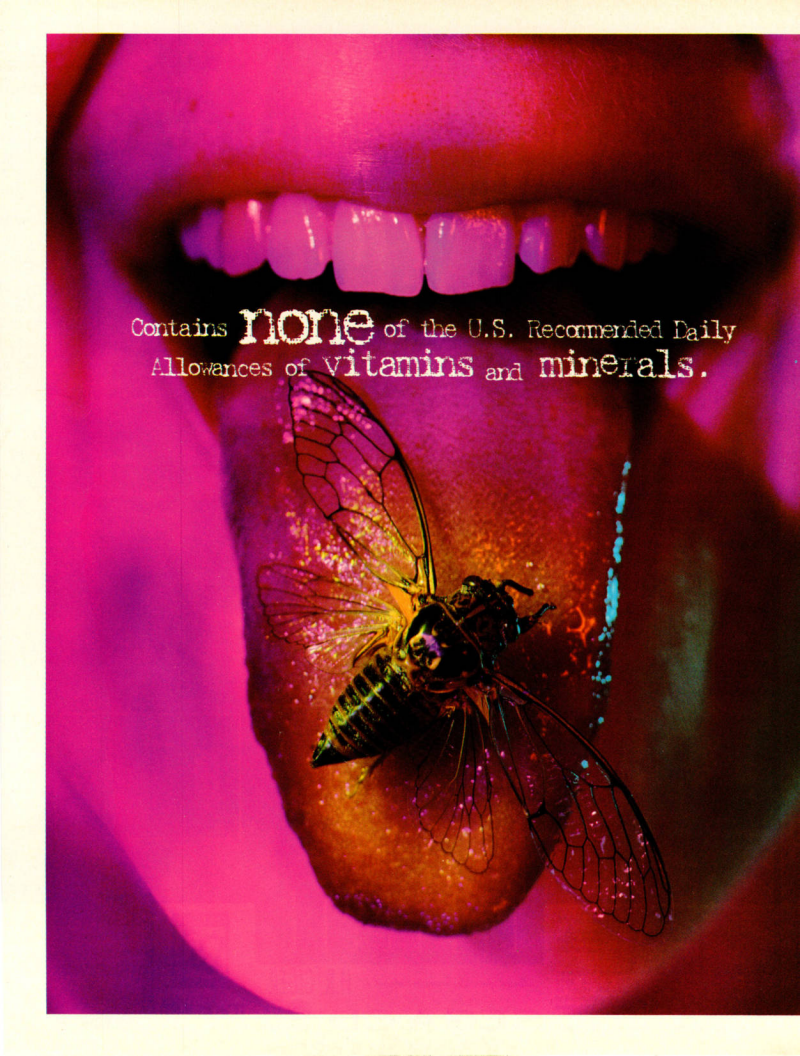
Based upon the fantastic artwork of **H.R. GIGER**

SEGA CD™

VIC TOKAI INC.

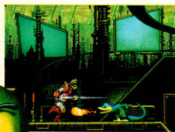
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A close-up photograph of a person's open mouth. The tongue is visible and has a small, translucent cicada (a type of insect) resting on it. The cicada has a dark body and transparent wings with visible veins. The background is a soft, out-of-focus pinkish-red color.

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

Whether the FDA approves or not, your eating habits are about to change. Meet **GEX™**, your tongue-snapping, smart-ass alter ego. With this **gecko's** gravity defying grip and thrashing tail, you'll prowl a twisted world of TV-villains and B-movie scoundrels, hurling **wicked one-liners** and fireballs. It's one brain-frying, TV-land trip, where dining out means **crunchy dragonflies**, juicy grasshoppers, tasty fleas and caterpillars. Not exactly the colonel's snack'n pak, but lip-smackin' good, just the same. Without these skanky nuggets o'bug **guts** to munch for power, you're roadkill, baby. Oh, you'll bust a few of Miss Manners' rules in this 32-bit battle. But hey, only **wussies** worry about good taste, right?



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



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



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



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

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**CRYSTAL
DYNAMICS**



FACT FILE

CHRONO TRIGGER
BY SQUARE OF JAPAN

THEME	RPG
MEGABITS	32
% COMPLETE	60%
AVAILABLE	MARCH
# PLAYERS	1
# LEVELS	N/A
CHALLENGE	N/A

OPTIONS CHECKLIST

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

Notes: The options are unknown at this time.

TIME AND TIDE...

Now this is what RPGs are all about! There really isn't much to say about CT that pix alone don't already tell you. The graphics are spectacular, with the attention to detail so intense that nearly every pic is suitable for framing! Just take a look at these pages—the incredible effort that Square is making to have this title stand alone as an RPG work of art is clearly evident!

Unfortunately, not much is known in terms of plot, but from what we've seen from Yuji Horii in the past, such as the DQ series, it's bound to be a treat! The element of time travel is also a welcome addition, offering you multiple worlds to travel through. When this title hits in March, it is going to be an event to remember!

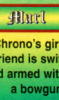
- Mike Vallas

The cast of Chrono Trigger



Chrono

Chrono is the main character of the story. That's you!



Chrono's girlfriend is swift and armed with a bowgun.



Lucca

An inventor who possesses many technical skills.

Robo

This walking garbage can thing is Chrono's robot.



Eria

From the prehistoric era comes this strong woman!

Kaeru

Kaeru is a warrior frog from the medieval era.



Battle Mechanics

Despite the fact that it looks similar to Secret of Mana, CT plays like FF3—with real-time battles rather than the turn-based system that many RPGs currently use as the battle standard.



World renowned for their killer RPGs, Square of Japan has really let loose on their latest creation, Chrono Trigger. The plot, so far, goes something like this: Chrono is a young man living in the town of Stoat in the country of Guardia. Lucca, also a resident of the town, is unveiling a teleportation system at a festival. At the festival, Chrono meets up with Marle. The reunion is short-lived however, for when the teleport system is fired up, a weird dimensional hole is opened and Marle is sucked into it. Chrono and Lucca leap in after her and end up in medieval times. In this time Chrono is asked to rescue a captive princess, and is joined by Kaeru during the fight with the abductor. More time-hopping takes place, with Chrono teleporting to the future and the distant past.



FACE YOUR DESTINY.



THE FIRST TIME, YOU WON.

THE SECOND TIME, THEY WON.

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

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

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

Training is over. Prepare to face your destiny!



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SUPER
STAR WARS

RETURN OF THE JEDI



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Nintendo

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Cast magic spells alone or as a group!



Big, bad Bosses!



Like most RPGs, you are able to cast magic spells that have varying effects. In Chrono Trigger, however, you also have the option to have several characters cast one strong spell!

Cool Bosses are always a plus to any RPG. Check out the detail in this scene.

An entire world to explore that changes with each time period!



Chrono Trigger has a whole world to interact with that is made up of multiple continents. The gem of this title, though, is that there is also an element of time travel. This

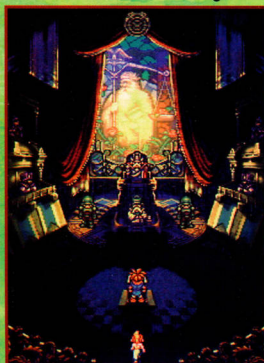


means that should you travel backward or forward through time, the entire world will change, adding new mysteries and cultures to interact with! It is unknown if you will be able to alter the future, but just think about it. The possibilities are endless!

Terrific detail in nearly every scene!



An incredible adventure awaits you!



This magnificent tower scene pans all the way from the bottom to the top! Life is good...

Along your journey you will not only face enemies, but a number of different cultures!

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



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



SET UP BOTH DOMESTIC AND INTERNATIONAL ROUTES



PURCHASE STATE-OF-ART SUPERSONIC AIRCRAFT



REVIEW AIRLINES SERVICES AT DESTINATION CITIES

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

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

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



- Offer air service to over 80 major & minor cities around the globe
- Select from 4 eras in aviation history including two futuristic scenarios
- Purchase from an extensive list of aircraft, including historical, fictitious & supersonic airplanes
- Diversify your airline through business ventures such as golf courses, ski resorts & shuttle services
- One to four player fun

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IF YOU DON'T HAVE EYES IN THE BACK

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



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

BASICALLY,
YOUR CHANCES
ARE PATHETIC.



THE KEY TO SURVIVAL?

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



OF YOUR HEAD, YOU'RE DEAD MEAT.

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

IT HELPS IF YOU'RE
RUTHLESS.

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



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



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

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"INTENSE FIRST-PERSON ACTION
AWAITS FOR THOSE WHO CAN
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GAME PRO, NOVEMBER 1994

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

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FACT FILE

Goemon 3

BY KONAMI OF JAPAN

THEME	ACTION/RPG
MEGABITS	16
% COMPLETE	90%
AVAILABLE	NOW
# PLAYERS	1 or 2
# LEVELS	N/A
CHALLENGE	MODERATE

OPTIONS CHECKLIST

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

Notes: You can change between characters during game play.

The wacky oddball group is back!

Being an old fan of both the original Legend of the Mystical Ninja and Goemon 2, I can say that the third in the series is quite different. In Goemon 3 there is more of a serious plot element than in the previous versions, and it's all wrapped up in a bizarre RPG-style game that comes off well. The side-scrolling levels are long and complex, making perfect use of the nifty autopmap feature that is included. The giant Goemon Impact battle scenes have been retained, and tweaking of the looks and music make it a giant mech combat situation rather than a crazy one-on-one battle with equally crazy mechs.

- Mike Vallas

The oddball team that hit it big in Japan when the Super Famicom hit store shelves is back! This time, Goemon and his fruity sidekick Ebsumaru (Kid Ying and Dr. Yang from Legend of the Mystical Ninja) are joined once again by the clockwork Sasuke from Goemon 2, and now by a new character, Yae, who

made several cameos in Goemon 2. This time, their threat is from a future gang that is attacking Neo Edo, and it's up to our heroic goofs to save the day!

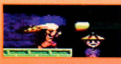
Also included are horizontal and overhead action scenes,

along with the classic Goemon Impact Turbo. Now do battles with the huge mechs of the Bosses!

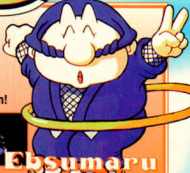
Goemon 3



Wooden pipes and coins for Goemon!



Hoola hoops and ninja stars for him!



This clockwork ninja is complete with bombs and twin, slashing daggers for hacking the enemy!

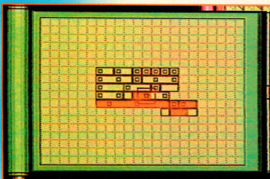


This newcomer has a sword and a large bazooka, and he can swim underwater.



Auto-Map

The side-scrolling levels are now multi-leveled, so you should view an autopmap to help you on your way!



Run-away!

Camber into these mech units and it's off to dash away from attacking ships! Jump over lasers and stuff.



An RPG You Can Really Sink Your Excsymyr* Into.

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

Dungeon Master II SKULLKEEP



***An elven sword that is exceptionally light and quick. But you already knew that. Now...you'd better know how to use it!**



SEGA CD

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Act One: The Beginning...

The quest starts out with a friend of yours being kidnapped by the vicious gang from the future! You must trudge around a simple village where civilians mind their own business. In the villages are all kinds of crazy games and other little knick-knacks that are both entertain-

ing and profitable. Head through the mountains, and you will come across old Edo, where the first village of Goemon took place! Here, you will find lots of kooky stuff to do, including swatting at innocent chickens and traversing the riverbanks.



Enter Horo Horo and swat chickens around. Hey, fans of the original will know that ghost!



Be sure to go into every building. Also, use the river to get to obscure places.



Act Two: Dojo Attack!

After you reach Goemon Impact Turbo, you will be warped into this side-scrolling stage. Here, you will be attacked by a little clockwork ninja that first appeared in Legend of the Mystical Ninja. There are rotating platforms that you need to hit in order to get them level so

you can jump on them. Also included are plenty of secret areas that contain cat statues, gold coins and other items that will prove extremely useful. Other areas include bombing kite-flyers and Sasuke riding atop a giant, robotic, fire-breathing frog!



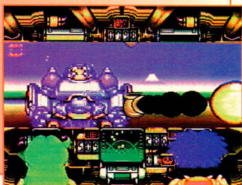
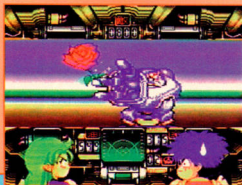
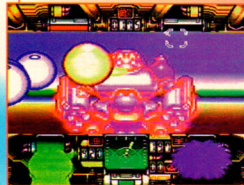
Frog Boss!

Sasuke will first appear as an enemy, he will then attack with a frog!



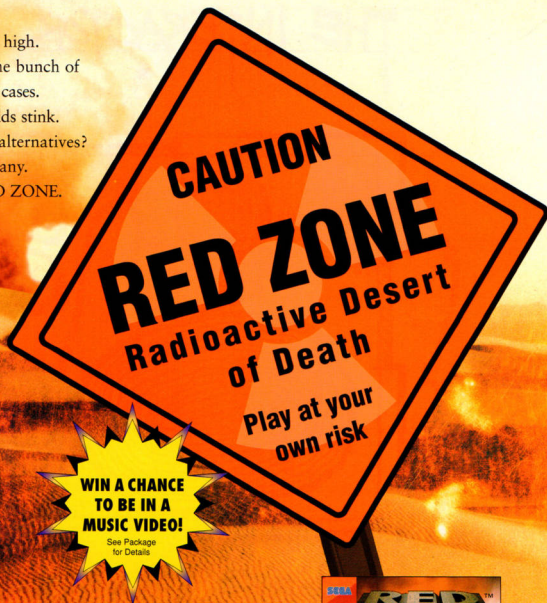
It's Goemon Impact Turbo!

Just like in the sequel to Goemon, the gigantic powerhouse robot Goemon Impact is now back after being toasted in the second game. This time, the controls are have really been tweaked. There is even a new side-scrolling sequence where you must trudge through forests, cities and other places swatting enemies as they appear. The Boss battles are in a first-person perspective.



THIS IS THE PRICE OF FAILURE.

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



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



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

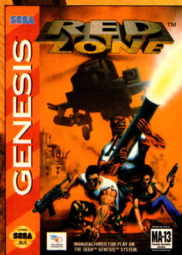


Your Apache's got it all: radar, auto night tracking and the devil's own firepower.

**WIN A CHANCE
TO BE IN A
MUSIC VIDEO!**

See Package
for Details

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



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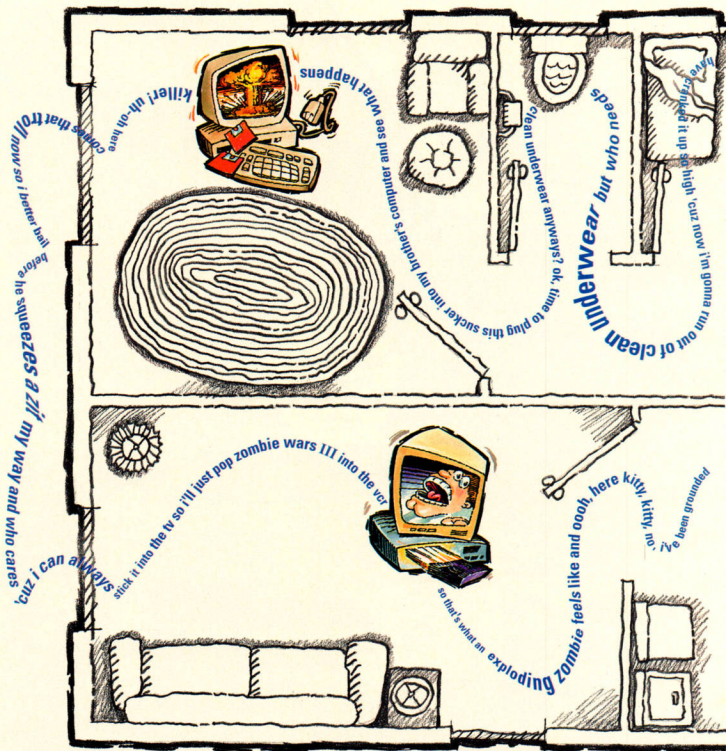
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This official seal is your assurance that this product meets the highest quality standards of SEGA™. But games and accessories with this seal to be sure that they are compatible with the Sega™ Genesis™ system.



THE INTERACTOR PLUGS INTO

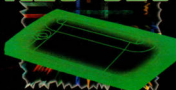


ANYTHING. ALMOST.



AURA
INTERACTOR

Aura and Interactor are logos and trademarks of Aura Systems, Inc.



FACT FILE

GOWCAIZER

BY TECHNIS OF JAPAN

THEME	FIGHTING
MEGABITS	162
% COMPLETE	70%
AVAILABLE	2ND QTR. '95
# PLAYERS	1 OR 2
# LEVELS	10+
CHALLENGE	N/A

OPTIONS CHECKLIST

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

Notes: Our version is so darn early, anything could be possible.

PREPARE TO FIGHT!

Gowcaizer joins the flurry of fighting games to hit the Neo-Geo. So far the graphics look about average, plus the music and most of the sounds weren't built in. However, this title shows some promise. The complement of characters is a far cry from the usual humdrum warriors. In Gowcaizer, you'll face a mechanoid warrior, a Japanimation-style girl and a superhero, plus many other weird beings. There are plenty of moves to keep even the most fanatic fighter happy.

Each of the levels scale in and out like Double Dragon or Samurai Shodown. However, a lot of detail and animations have been lost because of this. Hopefully more will be added in the final release.

Gowcaizer is a good fighting game, but in my opinion it's average on the Neo-Geo, since I've seen this system do so much more. However, you might want to consider picking this one up when it's released.

-Andrew Baran



GOWCAIZER

The main fighter of the game, he's also one of the most powerful.



CAPTAIN ATLANTIS

A superstar and hero, Captain Atlantis possesses inhuman abilities.



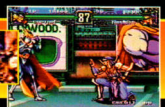
THE WARRIORS



Gowcaizer's not finished. There are some characters who haven't made it in yet.



GOWCAIZER



SCALING LARGER THAN LIFE !

Fuzzy Blue Rats
CAN'T
Skateboard

Overgrown Housecats
CAN'T
Hang Glide

Dirty Worms
CAN'T
Whistle

Mere Mortals
CAN'T
Become Super Heroes

Big Hairy Apes
CAN'T
Think For Themselves

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



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

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



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

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



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



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

Get Pac-Man 2: Where every game is an adventure.



GENESIS

namco

The Game Creator

SUPER NINTENDO

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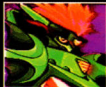
FUDOMARU

Fudomaru is a swordmaster with a passion for offensive attacks.



SVENRON

Svenron uses strings of combos to whittle away opponents.



MARION

Marion is a mechanoid fighter who is slow but strong.



SYAIR

Armed with her little drone (it does all the work), she is unstoppable.



KARIN

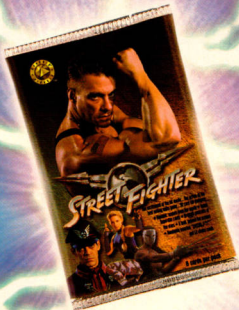
Don't laugh—this little girl enjoys pummeling gawking bystanders.



STREET FIGHTER. UNPLUGGED.



Action shots
from the movie.



"Gamefighters"
game tip cards.



Exclusive
"Behind The
Scenes" subset.

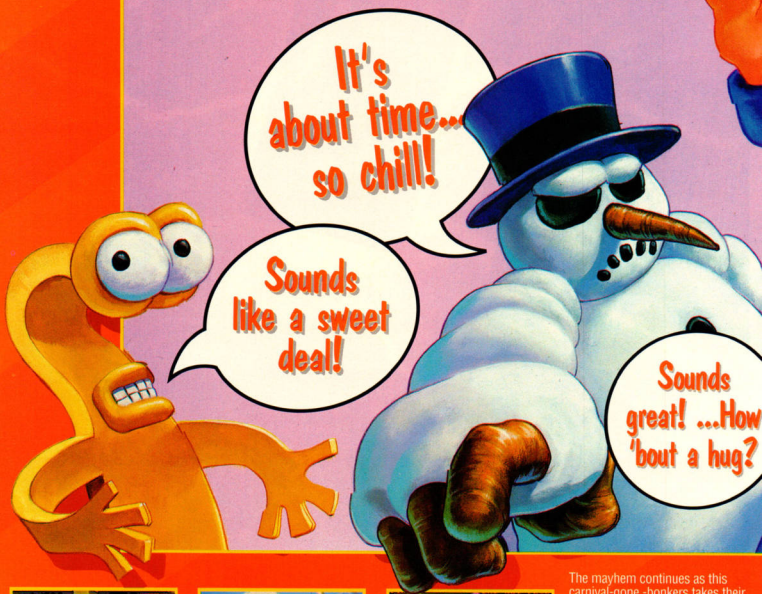


10 "Special F/X"
insert cards.

You've played the game. You've seen the movie. Now, you can get the cards. Introducing Street Fighter movie trading cards from The Upper Deck Company. This 90-card set gives you Jean-Claude Van Damme as Colonel Guile, profiles each character from the game and movie, and gives you all the great action photos. Hey, this set's got all the fire-breathing, head-butting, dragon-punching and skull-munching you can handle. Pick up a pack. And open carefully.



You Guys Finally Made It To Sega. What Do You Say?



It's
about time...
so chill!

Sounds
like a sweet
deal!

Sounds
great! ...How
'bout a hug?



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

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

ClayFighter™

Thank you
very
much!

No
crybabies
allowed!



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

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

Interplay

Interplay Productions, Inc.
17527 18th Avenue
Irvine, CA 92714
(714) 553-9678



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Visual Concepts. All rights reserved.
ClayFighter is a trademark of
Interplay Productions, Inc.





Get set for a new racing challenge. The guys at Sega bring you an all-new, all-out racing game with graphics that rival any of the other contenders in the genre such as their own **Daytona** or Namco's **Ridge Racer** or **Ace Driver**. The look of this game has the same high-res that has made driving games the latest rage in arcades. Due to some superior rendering, the background scenes look more realistic and give the driver a better sense of being on the road, not to mention some great eye candy to distract you. With the great digitized cars and backgrounds, you can expect the sounds and the seat to help



Helpful arrows guide your way
as you speed along the tracks.



Awesome-looking cars are digitized with super realism.

feel that earlier games lacked. Look for features like an invaluable rearview mirror and guiding arrows as just the basics

of the next level of racing from the folks at Sega. You can be sure that *EGM* will be there to show you the pix and info as this game comes closer to driving into arcades.

FAST DRAW

FAST DRAW SHOWDOWN TOURNAMENT

American Laser Games sponsored an eight-week tournament of their **Fast Draw Showdown** game last October and November. This live-action game featuring 60 s



game and real-life cowboy Wes



From left to right: Stan Jarocki (VP of ALG), Wes Flowers and Mark Ramsey.

ios was put to the test in Albuquerque, NM, on Dec. 1, for the finals at Midnight Rodeo. On hand was the star of the

Flowers. Because he holds three world records in fast draw, he was a great consultant for the game and made the perfect person to preside over the festivities. The action heated up as the six top winners were brought together to strut their stuff. When the smoke cleared, only one man came out victorious.

This quick-shot was Mark Ramsey with a time of a quarter of a second. He'll be using the prize money for tuition next semester at University of New Mexico.

Heads or Tails

ARCADE TRICKS
NOW IN EGM!

From the mag that introduced full-blown coverage of arcade games in its own unique section comes a new tricks and tips section based on arcade games. Let's face it, everyone needs a little edge or a new gimmick to give themselves the upper hand or a touch of class. *EGM* delivers some of the tips and tricks that will help you play better and impress your friends. Each month at the end of the

Tricks section, we'll show you what tips people are asking for and a few new tricks as well. Check out this issue for **Daytona USA** and **Samurai Shodown II**.



AMERICAN AMUSEMENT
MACHINE ASSOCIATION

TOP TEN ARCADE GAMES

GAME MACHINE MAGAZINE™ - DEC. 1994

#	Game	Company
1.	Sports Fishing	Sega
2.	Virtua Cop	Sega
3.	Daytona USA [twin]	Sega
4.	Point Blank	Namco
5.	Virtua Fighter	Sega
6.	Ridge Racer [deluxe]	Namco
7.	Daytona USA [deluxe]	Sega
8.	Wing War [twin]	Sega
9.	Ridge Racer 2 [std./del.]	Namco
10.	Desert Tank	Sega

DIRECT FROM JAPAN

SEGA PINBALL, INC.

FRANKENSTEIN PINBALL IS GIVEN LIFE BY SEGA

This is the first pinball title to show the new logo of Sega Pinball (shown above) after



they bought the pinball division of Data East. This new flipper will be in arcades by the time

you read this article. It features several digitized voices and scenes from *Mary Shelley's Frankenstein*. Incidentally, this game is being dedicated to the late Louis Boasberg of New Orleans by Joe Kaminkow of Sega Pinball, Inc. Apparently, Louis was a staunch supporter and great critic of the classic and eerier-type of pinball games, but unfortunately he won't be able to play the first new pinball games released under Sega. Peace and good reading are bid to you by your friends.

CAPCOM AND DATA EAST KISS AND MAKE UP

The Japanese parent companies of Data East and Capcom seem to have come to some kind of agreement and are settling their suit and countersuit. To refresh your memories, shortly after the 1993 AMOA Expo, Capcom sued Data East (in the U.S. as well as Japan) claiming that DE's *Fighter's History* illegally plagiarized protected elements of their smash hit *Street Fighter II*. On Oct. 31, the Japanese cases were settled. According to Capcom, it "settled the Japanese case recognizing the difficulties of enforcing copyright protection under the current Japanese copyright law." On Nov. 7, Capcom also dismissed their suit in the U.S. as well.

TOP TEN ARCADE GAMES

REPLAY™ - DECEMBER 1994

#	Game/Company	MTH	Rating	DIST
1.	Revolution X (Midway)	6	8.10	29%
2.	Mortal Kombat II (Midway)	12	8.06	89%
3.	Primal Rage (Atari)	4	7.98	42%
4.	Virtua Fighter (Sega)	11	7.82	41%
5.	Lethal II: Gun Fighters (Konami)	8	7.53	25%
6.	Samurai Shodown II (SNK)	1	7.52	17%
7.	Under Fire (Taito) NBA JAM:	6	7.38	6%
8.	Lethal Enforcers (Konami)	26	7.16	67%
9.	NBA JAM: Tourn. ED. (Midway)	8	7.01	65%
10.	Solitaire Challenge (Dynamo)	5	6.94	12%

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



A NEW BREED OF FIGHTING GAMES ROLLS OUT FOR XMAS

It remains a Data East product. This game's development team was contracted to work for DE Pinball and is now part of Sega Pinball. No matter how you slice and serve it, this game is sure to cut up the market and bring some big reactions as it hits arcades. The game will be hard to miss in your local game room. A lot of the things other companies couldn't or wouldn't dare to do, they did and then some. Sure, they have hidden characters, fatalities, combos, etc ... but

what it also has is some of the most outrageous moves and finishing techniques. Ever hear of the rumors of Nudalities in *Mortal Kombat II*? This game has got them! Just as a teaser I'll give it to you: Try defense twice and tattoo. We can afford to give this one out because believe me, there are tons more! We were set to blow you away with the blood and boldness, but due to technical problems we'll bring it to you next issue.



FACT FILE

GALAXY FIGHT
by SUNSOFT

THEME	FIGHTING
VERSION	FINAL
% COMPLETE	100%
AVAILABLE	NOW
# BUTTONS	4
# PLAYERS	1 OR 2
CHALLENGE	DIFFICULT

OPTIONS CHECKLIST

- ☐ QSound.....
☒ Dolby Stereo.....
☒ Voice Channels.....
☒ Jamma Board.....
☐ System 32.....
☐ Cartridge.....
☐ Translation Pending.....

Notes: Has no walls to the left or right and several secrets.

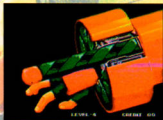
IN A FUTURE TIME...

Galaxy Fight is a brand-new Neo-Geo game to add to the plethora of fighting games available today. However, this game offers several options that make it different. First, there are no walls in this game. (You can move as far to the left or right as necessary, and you can't be blocked up against walls.) Second, there are several Bosses in this game who also act as secret characters. There is a punching bag that actually punches back, and a cute little bunny rabbit that makes the Energizer bunny look like a total wimp. Options include a huge amount of special moves for every character, and every character has a different fighting style to try to master. The Neo-Geo is known for its huge reserve of fighting games, but a lot of them seem to overlap the same theme and options. Sunsoft breaks that barrier with this great new game.

- Paul Ojeda

GALAXY FIGHT

UNIVERSAL WARRIORS



ROLF



PLANET BREAKER

➔ ↓ ➔ + ANY BUTTON

ROCK SHOT

↓ ➔ ➔ + ANY BUTTON



KAZUMA



POWER SWORD

➔ ↓ ➔ + ANY BUTTON

KILLER WIND

↓ ➔ ➔ + ANY BUTTON



WE'RE NOT WORTHY.

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

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

CONTROLAbility. . . Totally awesome! **VERSAT**ility. . . Available in many different formats. **AFFORD**ability. . . It's a
NEO • GEO isn't it? **POW**ability. . . More awesome "POWER" moves than before. **YO DUDE**ability. . . Everyone will be
talking about it! Enough said! Prove your worthiness. . . **FIND IT. . . PLAY IT. . . ACCEPT NO IMITATIONS. . .**

SUPER HIGH TECH GAME

NEO • GEO

SNK CORPORATION
OF AMERICA

20603 EARL STREET, TORRANCE, CA 90503, U.S.A. TELEPHONE (1) 310-371-7100 FAX: (1) 310-371-0969

G.DONE

DIVING HEAD BUTT

➡ ↘ ↙ + ANY BUTTON

ROLL

↘ ↙ ➡ + ANY BUTTON



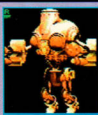
MUSAFAR

MISSILE

← ➡ + ANY BUTTON

PUNCH

➡ ↘ ↙ ↙ ↘ + ANY BUTTON



ROOMI

RABBIT BLOW

↘ ↙ ➡ + ANY BUTTON

ROLLING CRUSH

← ➡ + ANY BUTTON



JURI

RAZOR STREAK

➡ ↘ ↙ + ANY BUTTON

ROLLING SLICER

↘ ↙ ➡ + ANY BUTTON



GUNTER

BOMBER

➡ ↘ ↙ + ANY BUTTON

BREATH

➡ ↘ ↙ ↙ ↘ + ANY BUTTON



ALVAN

ALIEN BLAST

↘ ↙ ➡ + ANY BUTTON

AL FIRE

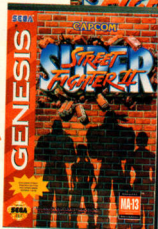
← ➡ ↘ ↙ + ANY BUTTON



got it?

Until now, you probably didn't know that reading EGM and buying SUPER Street Fighter II are two of the smartest things you've ever done in your still young life.

**ELECTRONIC
GAMING
MONTHLY**



get it.

But since you got them, we'd like you to be the first on your block (apartment building, desert island, whatever) to have the official Poster and Soundtrack from the upcoming "Street Fighter" movie. The soundtrack features Deion & Hammer, Ice Cube, Craig Mack, The Pharcyde, Public Enemy, LL Cool J and more.

Now all you have to do to get it all is send us that thing with the lines (uh, UPC code) on the SUPER Street Fighter II box and your store receipt.



send it.

HERE'S HOW TO GET YOUR FREE "STREET FIGHTER" THE MOVIE SOUNDTRACK CD AND MOVIE POSTER: Send this coupon, the **UPC label** from either the Super Nintendo Entertainment System or the Sega Genesis versions of SUPER Street Fighter II, and the **cash register receipt** as proof of purchase to: SUPER Street Fighter II Free CD & Poster Offer, 475 Oakmead Parkway, Sunnyvale, CA 94086. (That's it--no money, no photos of your pet snake--nada!)

NAME (Please Print) _____

ADDRESS _____

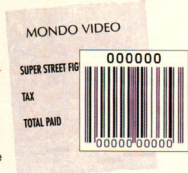
APT./SUITE NO. _____

CITY _____

STATE _____

ZIP _____

Offer begins 11/1/94 and expires 3/31/95. Offer good only while supplies last. Void where restricted or prohibited by law. Capcom U.S.A. and/or their agencies are not responsible for lost or misdirected mail. Offer good in the U.S.A. and Canada. Allow 6 to 8 weeks for delivery. If your product or merchandise is defective, you may return it for a replacement, via insured U.S. Postal Service or United Parcel Service.



**SUPER NINTENDO
ENTERTAINMENT SYSTEM**
**GENESIS™
CAPCOM®**

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FACT FILE

COPS

by TIME WARNER INTERACTIVE

THEME	SIMULATION
VERSION	N/A
% COMPLETE	80%
AVAILABLE	DECEMBER
# BUTTONS	N/A
# PLAYERS	1
CHALLENGE	MODERATE

OPTIONS CHECKLIST

- QSound..... ☐
- Dolby Stereo..... ☒
- Voice Channels..... ☒
- Jamma Board..... ☒
- System 32..... ☒
- Cartridge..... ☐
- Translation Pending..... ☐

Notes: Has both a driving and shooting simulator.

Freeze! Hands Up!

All of you police officer wanna-bes now have your chance to show how you handle pressure. Play as a Los Angeles police officer bent on making the streets a safe place to walk. Hear the actors as they taunt the police. You not only get to shoot the bad guys, but also run them down in your squad car. The gun-toting bad guys don't act like armed criminals should. When they shoot at you, it is always in a single burst with about one second in between each shot. The bad guys also die very lamely. I've seen B-movie actors die with more grace than these guys do. It only takes one hit and they're finished, and it seems there is always a box around for them to fall on after you shoot them. How convenient! Another flaw is that you only get six shots and then you have to reload. Because most police officers carry semi-automatic weapons with 10 to 15 shots, the feature is very outdated.

- David Ruchala

COPS

The Chase

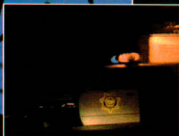


In COPS not only do you get to shoot the bad guys, but you also get to chase them down. Catch them both during the day



and at night. Become involved in a high-speed pursuit in downtown L.A.

What you gonna do
When they come for you?



THERE'S NOTHING

QUITE LIKE THE

FEELING OF

NIPPLE SURFING.

ON ASPHALT.



THE RASH IS BACK

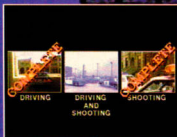
The nastiest, no-holds-barred motorcycle combat game returns to Genesis™.

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

Game Selection



This is the screen where you select the game you want to play. You can choose Driving, Shooting, or a combination of the two. Then select the scenario you want to take part in. After you select a scenario, a police officer will give you some helpful advice, like don't shoot innocent victims.



Pink Cadillac

In this scenario you have to chase down a Pink Cadillac and the two thugs driving it. There is, of course, a catch. These wouldn't happen to be your standard, run-of-the-mill city crooks without some heavy-duty weaponry to demonstrate on you. Take 'em out with a pistol of your own.



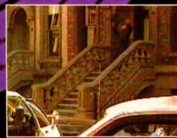
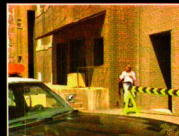
Loading Dock

Loading docks have been the scene of negotiations for nasties in the movies for a long time. This time, it's real-life cops-and-robbers as a few nasties toting weapons come at you, while protecting a corrupt deal taking place inside or around the premises. Shoot to kill!



Buildings Front

How often do domestic disputes result in an all-out firefight? Well, apparently it does today, because you are going to find yourself packing your pistol against some civilians who will settle their dispute between themselves and you with a few firearms of their own.



REALITY BYTES.

The evil **Cyber-Jobe** is attempting to break out of virtual reality and take over the global computer network. You must enter his virtual realm, overcome his puzzles and obstacles, and prevent Cyber-Jobe from destroying **your** reality. Try a byte of both — two completely different games for the Sega CD and Genesis.

BYTE DOWN HARD.

SEGA CD™

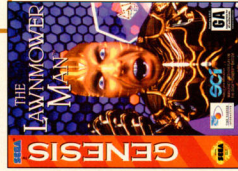


You'll realize that this is unlike any other game you've ever seen as you become part of this **interactive virtual reality** Guide Dr. Angelo through original puzzles, "cinematic" style platforms, and fly-through sequences that capture the look, feel and quality of the blockbuster film. A unique, dedicated CD adventure from which you may not escape.

- Stunning interactive 3D graphics
- Full-color footage from the movie
- 10 totally different game styles
- 360 degree cinematic panning
- All-new gameplay only on the Sega CD

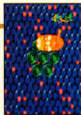
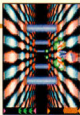
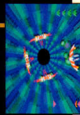
TAKE A BYTE OUT OF CRIME.

GENESIS™



Take the role of Dr. Angelo or his friend Carla and stop Cyber-Jobe and his cohorts before they gain control of the worldwide computer network! Test your intellect and skill through a variety of 3D, driving, flying, puzzle and platform levels, in the ultimate cyberspace battle!

- Graphics never before seen on the Genesis
- Based on the hit science fiction movie
- Side scrolling gameplay and 3D simulation
- Pilot futuristic cyber craft through virtual reality




BYTE BACK.

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TIME WARNER INTERACTIVE, 675 STICKHOUSE DRIVE, MILPITAS, CA 95035
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DISTRIBUTION. ALL RIGHTS RESERVED. SEGA, SEGA CD AND GENESIS ARE TRADEMARKS OF SEGA ENTERPRISES, LTD.



Ever blown
your
inner ear
out your
nose?

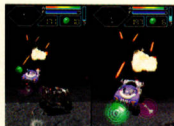
Nothing's worse than a mean dose of **Vertigo**—except maybe a crushed kidney. 'Cause in **Off-world Interceptor™**, Crystal Dynamic's™ vicious 4x4 off-road kill-fest, **grabbing air** is just another perk. (Check out the extreme, 32-bit texture mapped, **butt-bone** smashing terrain!) As a bounty hunter, your job's to scrape up the **scabs** that society's picked off and flicked your way. **Crush'em** beneath ten tons of screaming steel, **cremate'em** with blazing napalm cannons. Whatever it takes—cause given half a chance, they'll be thrilled to **deep-fry** your customized Monster Stomper into a **crispy** mess you wouldn't serve in **Hell's Kitchen**. One last thing—buckle up. Because coming down's a **bitch**.



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



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



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

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



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For information on this product's rating, please call 1-800-771-3772



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CRYSTAL DYNAMICS™



FACT FILE

TEKKEN
by NAMCO

THEME	FIGHTING
VERSION	1.03
% COMPLETE	90%
AVAILABLE	NOW
# BUTTONS	4
# PLAYERS	1 OR 2
CHALLENGE	HIGH

OPTIONS CHECKLIST

- QSound..... ☐
- Dolby Stereo..... ☒
- Voice Channels..... ☐
- Jamma Board..... ☒
- System 32..... ☒
- Cartridge..... ☒
- Translation Pending..... ☐

Notes: Has multiple views and end Boss henchmen.

LOOKS LIKE VIRTUA?

Fortunately it doesn't play like it. Tekken (translated as Iron Fist and formally called Rave War) is a refreshing fighting game for fans of VF 1&2. Namco has used some of their previous Ridge Racer technology to create a game that may look like Sega's fighting monster, but is a lot more fun to play. By the time the final version rolls out, each character will have more than 100 moves. Right now it's on test here in Chicago and receiving the same amount of publicity as Killer Instinct. However, they are not taking money from each other. Clearly there are at least two different kinds of game players in arcades today. December is the roll-out, so check it out! Right now the moves are super secret, but we've managed to get some pictures to show you what the game has to offer. Stay tuned to the hottest arcade mag for all the moves and combos.

- The Arcade Addicts

TEKKEN



A special option in this game that separates it from Virtua and others is the View Option, where you can choose the traditional at side or high-above views. Another is a different pre-Boss for every character (right).



KAZUYA



AXE KICK



SPIN PUNCH

ROUNDHOUSE



KNEE THRUST



JUMP KICK

MICHELLE



HIGH KICK

I CONQUERED MORTAL KOMBAT
IN 9 MINUTES. *NO WAY!*

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- P Samurai Shodown®
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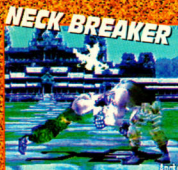
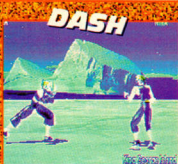
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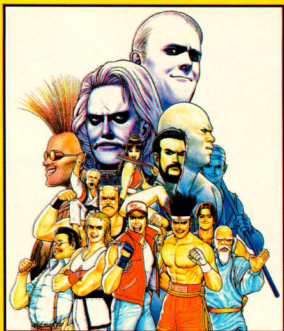


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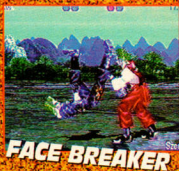
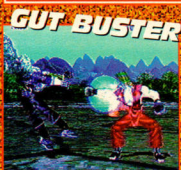
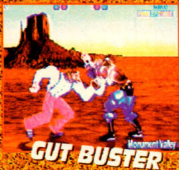
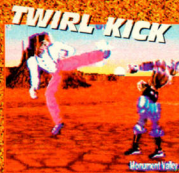
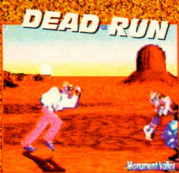


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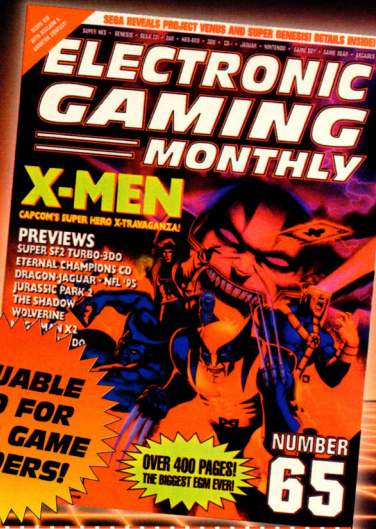
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There isn't any doubt that when they do launch the unit, Sega will be ready with top coin-op titles already being ported over for the Saturn. Their software library will be in good shape even before the third-party titles become available.

The reason that Sega's coin-op arcade titles can be ported over so easily from the Titan (Sega's arcade system) to the Saturn is easy to explain. Both the Titan and the Saturn rely on 2-D bases rather than a fully Z-buffered, 3-D environment. Saturn's *Virtua Fighter*, *Tama* and *Myst* were available when the Saturn was launched in Japan. Some other titles including *Daytona*, *Virtua Cop*, *Virtua Fighters 2*, *Virtua Racing*, *Wing Wars*, *Desert Tank*, *Panzer Dragoon*, *Clockwork Knight*, *Shinobi*, *Race Drivin'* from Tengen and *Gale Racer* are all going to be ready when the system is launched over here.

More than 185 companies have signed licensing agreements with Sega. Capcom, Konami and Namco have all announced plans to make games for the Saturn.

As this year's gaming battles unfold and you're caught in the crosshairs of the platform wars, count on reliable info from *EGM* and *EGM*. We'll come out of the trenches and into the line of fire to get you the latest info.



Sega's sixth planet has come into orbit, landing in Japan. The aftershock is being felt throughout the world. Gaming as we know it will change forever in 1995.

The Saturn has been out in Japan for two months now and Sega of America still isn't talking about the Saturn.

Their focus remains on the 32X and according to Sega, even when the Saturn is released in the United States



with the PlayStation, Sega has upgraded the specs from their original Saturn plan and they have added more dedicated processors and have taken work away from the two main CPUs. Rumors are still circulating that the Saturn will not only be overhauled to compete with the Sony PlayStation and the Ultra

of Sega of America said in a recent interview, "we want to assure consumers that they can upgrade their Genesis affordably with the 32X. Software support from the licensees is growing and there will be plenty of excellent 32X software becoming available through-



SEGA SATURN

sometime next year, they will still support the 32X and their other platforms.

"Since the Saturn will be at a price point that will not make it a mass-market item (over \$475)," Tom Kalinske, president

out 1995 and beyond."

When the Saturn was released in Japan on Nov. 22, it was released for 44,800 yen (\$475 in the U.S.). There has been a lot of speculation in recent months about the Saturn and what type of horsepower it would have. Insiders are suggesting that Sega has spent the last eight months improving the Saturn after a licensee tipped them off to the details of the specs of the Sony PlayStation.

The original Saturn technology was ancient, and to compete



64, but these new modifications will make it the best new system on the market. Sega of Japan has already said that the polygon-rendering capabilities of the Saturn will be tweaked and improved upon before the Saturn is released in the U.S. sometime in 1995.

Sega of Japan is pushing to

INSIDE AND OUT

MAIN CPU: Two Hitachi SH2 32-Bit RISC chips.

CPU SPEED: 27mHz/50 MIPS.

CO-PROCESSOR: Hitachi SH1, 24-Bit DSP, Motorola 68000, video processor.

CD SPEED: Double-speed CD-ROM (300k/sec).

ON-BOARD MEMORY: 36 Mbits.

COLOR CAPABILITY: True 16.7 million color palette.

GRAPHICS CAPABILITY: 900,000 polygons/sec; Gouraud shading, texture mapping, programmable sprites and scrolling; rotation and scaling.

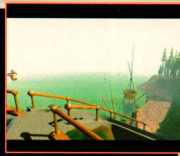
SOUND: 16-Bit 68EC000, PCM 32 channels, FM eight channels.

FUTURE PERIPHERALS: Six-button stick, mouse, six-player adapter, flight-simulator controller.

AVAILABILITY: Now in Japan; '95 U.S. release.

PRICE: \$400-450.





release the Saturn in the U.S. this spring, while Sega of America officials want to wait, because the spring is when they expect their third-party licensees to have some of the top 32X software titles ready.

There will be more than one hardware version of the Saturn.



Hitachi announced that they will be manufacturing a Saturn-compatible machine and JVC will make their own version called the V-Saturn. The only changes in the units are cosmetic and they will all have similar prices although the games that the companies pack in with the systems may be different.



Accessories for the Saturn were recently shown off at a show in Japan. Sega intends on releasing an adapter for up to seven-player games, connectors for two machines that will enable up to 12 to play, as well as a mouse a steering column and a Ram cart that will boost the system's SRAM and back-up capacity up to 16 times.

The only unknown now is when the Saturn will be released in the U.S. and at



what price. One thing is for certain, Sega and Sony will fight it out for the first few months alone. The Death Star of the gaming galaxy, the Ultra 64, will unleash its horsepower onto the gaming market, or will it?

This year it will be fun to watch the great battles unfold. Because you are caught in the crossfire of the platform wars, you need reliable information so come to EGM and EGM² as we go into the trenches to get you the top information on

the Saturn or any of the new systems.



GAMES IN DEVELOPMENT

Virtua Fighter 2
Daytona USA
SimCity 2000
Van Battle
Doom 2
Pebble Beach: Greatest Nine
Masters
Rampo
Panzer Dragoon
Race Drivin'
11th Hour
Blue Seed
The Rayman
Tomcat Alley Saturn
Metalfighter Miku
Victory Goal
Dream Mansion
Ecco the Dolphin Saturn
VR Saturn
Star Cade

Derby Stallion Saturn
Pretty Fighter X
Fire Pro Wrestling Saturn
Sinsinobiden
Shinobi
Hard Core
Street Fighter: The Movie
Digitized arcade game.
X-Men: The arcade game
Over Drive
Mushashi
Housing
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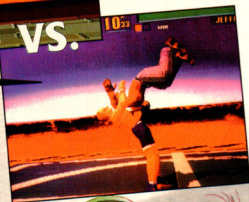
Stay tuned to the pages of EGM² and EGM for a whole lot more info on upcoming incredible titles for the Sega Saturn.





*Virtua
Fighter™*
PRESS START BUTTON
© SEGA ENTERPRISES, LTD. 1993, 1994

SEGA ARCADE



The logo for 'Virtua Fighter' is displayed in a stylized, colorful font. The word 'Virtua' is in purple with a blue outline, and 'Fighter' is in orange with a yellow outline. In the background, the head of a character with a mustache and a blue visor is visible on the right side.

Just in case you've been living in a cave, Virtua Fighter is the first fighting game that utilizes real-world martial arts moves. There are a total of eight playable characters, each skilled with a different fighting style. Although the arcade only used three buttons, you can configure the game to use the other three buttons on the Saturn's new six-button layout. Some of the special attacks can now be done easily with this new feature. In all, there are more than 200 moves for some serious martial arts fighting! Once you master a character and beat all the others, your fighting skills are put to the test as you go up against Dural, one of the strongest end Bosses ever. Other features include an instant replay that shows the last three seconds of the round. Sometimes you don't want to see it and just want to get to the fight, so it's a plus that you can skip it, unlike in the arcade.



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Madden NFL '95	Electronic Arts	Super NES & Genesis	November 18	\$59.99
Mickey Mania	Sony Imagesoft	Super NES/Genesis/Sega CD	November 24	CALL
Pagmaster	Fox Interactive	Super NES & Genesis	November 18	CALL
X-Men	Capcom	Super NES	November 14	CALL
Shaq-Fu	Electronic Arts	Super NES & Genesis	October 28	\$59.99
Power Rangers	Sega America	Genesis	November 1	\$59.99
NFL '95	Sega America	Genesis & Game Gear	November 15	CALL
Genesis 32X Adaptor	Sega America	Genesis Accessory	November 7	\$149.99
Doom	Sega America	32X	November 7	CALL
Star Wars Arcade	Sega America	32X	November 7	CALL
Virtua Racing Deluxe	Sega America	32X	November 7	CALL
Super Return of the Jedi	JVC	Super NES	November 15	CALL
Samurai Shodown	Takara	Super NES & Genesis	November 16/December 7	CALL
Samurai Shodown	Crystal Dynamics	300	December	\$49.99
GEK	Crystal Dynamics	300	December	\$49.99
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ATTACK WHEN YOUR OPPONENT IS DOWN!

When a fighter attacks with a flurry of punches, throws and kicks, the opponent will most likely take a fall. The fighter can take this opportunity to attack in various ways dependent on the choice of fighter.



Unlike Jeffry and Kage, Lau is able to attack his fallen opponent more than once. He double attacks by stomping twice!



MORE THAN ONE WAY TO WIN!



This wouldn't be a fighting game if you couldn't knock out your opponent.



If you have no skills and just want to be cheap, knock or push someone out of the ring.



If you're winning the match, wait for the match to end and win by TIME.



If the match ends in a DRAW, the opponents will fight in SUDDEN DEATH in a small ring.

Dural

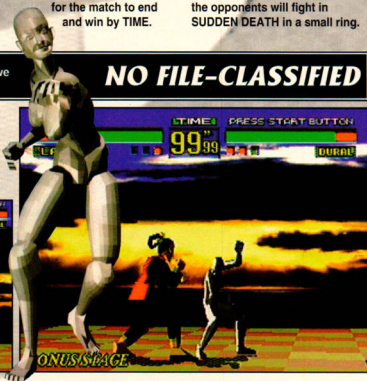
There is no information available on Dural. It is so classified that if we told you, we would have to kill you ... twice ... and maybe more!

NO FILE-CLASSIFIED

Tough it out with the other eight fighters and prepare for the most intense match-up with the final Boss. Dural is a virtual fighting machine who uses quickness and cunning. Look out for deadly combos and power hits that will drain you faster than a blood bank. If you let her get the upperhand early, you're a dead man! On top of it all, she also possesses some of the eight other characters' fighting abilities!



The large picture shows Dural attacking Lau with a charging shoulder attack, Akira's move.




THOSE FIGHTIN' PROGRAMMERS! ARE THEY TOUGH OR WHAT?!

Unlike many other fighting games that utilize superpowerful, paranormal abilities such as fireball projectiles and gut-wrenching throws, Virtua Fighter incorporates many real-world martial arts moves. The programmers of the game went through great pains to get the actual fighting motions of various martial arts moves.



SEGA SATURN



A detailed illustration of the character Earthworm Jim. He is a green, muscular worm-like creature with a large, segmented orange nose that curls upwards. He has a wide, toothy grin showing his tongue. He is wearing a blue long-sleeved shirt with orange and yellow bands on the cuffs, and a blue belt. He is holding a large red cup with a yellow band around its base in his right hand. The background is a light, textured grey.

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for another game in the 16-bit
category to even compete
with E.W.J. for game
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—Game Players

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this is GAME OF THE DECADE!”

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—Associated Press

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

—GamePro

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Akira

COUNTRY Japan **JOB** Kung Fu Teacher
AGE 25 **BLOOD TYPE** O
SEX Male **HOBBY** Kung Fu


Akira uses a fighting style called Hakkyokuken. Widely practiced in northern China, this is one of the oldest fighting techniques to have evolved in Asia. Heavy and bullish, the style emphasizes close-range fighting.

SPECIAL ATTACKS

MOKO KOTAIZAN
 ▽ ▸ B




DASHING ELBOW
 ▸ ▸ B





POWER THROWS

TOSHINSOTAI
 ◀ B



SHIN'HA
 ▸ ▸ B




Lau

COUNTRY Lau Chan **JOB** Cook
AGE 53 **BLOOD TYPE** B
SEX Male **HOBBY** Chinese Poem


Lau uses a style of fighting called Koenken that takes its name from Dokyoku, a style derived from the motion of a praying mantis. The roots can be traced back to Enseiken, a style favored by Pai.

SPECIAL ATTACKS

ROUNDHOUSE
 ▽ B




UPPERCUT
 ◀ B





POWER THROWS

BODY LIFT
 A+B



FACE SMASHER
 ◀ ◀ B



Jeffrey

COUNTRY Australia **JOB** Fisherman
AGE 36 **BLOOD TYPE** AB
SEX Male **HOBBY** Reggae Music

Jeffrey uses a style of fighting called Panracchion, an unarmed fighting style developed in ancient Greece in Olympic competition. Favoring punches, throws and choke holds, the sport is primitive but artistic.

SPECIAL ATTACKS

FLYING KNEE
 ▸ C



FACELIFT
 ◀ B





POWER THROWS

MOVE
 ◀ ◀ +B



IRON CLAW
 ▽ B



Sarah

COUNTRY U.S. **JOB** College Student
AGE 20 **BLOOD TYPE** AB
SEX Female **HOBBY** Skydiving

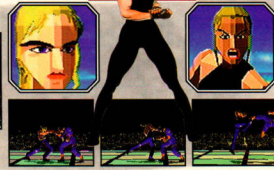
Sarah uses a style of fighting called Saikendo, exactly like her brother Jacky uses. This unique style was created by the infamous Bruce Lee. Unlike her brother, Sarah favors kicks over punches.

SPECIAL ATTACKS

HIGH KICK
 ◀ C

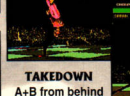


RISEING KNEE
 ▸ ▸ C





POWER THROWS

SUPLEX
 A+B



TAKEDOWN
 A+B from behind



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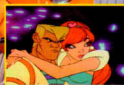
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Pai



COUNTRY Hong Kong **JOB** Action Star
AGE 18 **BLOOD TYPE** O
SEX Female **HOBBY** Dance

Pai uses a legendary style of fighting called Enseiken, which means sparrow blue fist. Belonging to the Shaolin Temple school of martial arts, the school's history is ancient and its roots are unknown.

SPECIAL ATTACKS

CRESCENT KICK
 A+C



FLIP KICK
 C



POWER THROWS



DDT
 B



WRIST TWIST
 A+B

Wolf

COUNTRY Canada **JOB** Wrestler
AGE 27 **BLOOD TYPE** O
SEX Male **HOBBY** Karaoke

Wolf Hawkfield fights in the American Pro Wrestling style with a heavy emphasis on power and speed. Although simple and orthodox, the moves are widely varied and designed to get results.

SPECIAL ATTACKS

SHOULDER DASH
 B



CLOTHESLINE
 B



POWER THROWS



PILEDRIVER
 B+C



GIANT SWING
 B

Kage

COUNTRY Japan **JOB** Ninja
AGE 21 **BLOOD TYPE** B
SEX Male **HOBBY** Mah-jongg

Kage uses a style of fighting called Yoinryujitsu, a technique for assassinations that was developed by a sect of ninjas from a traditional Japanese martial art style called Tegoi.

SPECIAL ATTACKS

FORWARD ROLL
 A+B+C



SWEEP
 C



POWER THROWS



LEG TOSS
 B



PULL OUT
 A+B+C

Jacky

COUNTRY U.S. **JOB** Indy Car Racer
AGE 22 **BLOOD TYPE** A
SEX Male **HOBBY** Training

Jacky also uses the martial arts style of Saikendo. Unlike other Chinese martial arts, this style has no set form at all. The moves are typified by high-speed feints and a huge array of kicks.

SPECIAL ATTACKS

FLIP KICK
 C



KICK UP
 C



POWER THROWS



BRAINBUSTER
 A+B



NECK BREAKER
 B

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



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



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



SUPER NINTENDO
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SPECIAL FEATURE!

DONKEY KONG COUNTRY

TIPS AND SECRETS PART 2

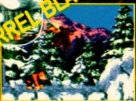
Last month we featured all the tips and secrets for the first three areas of the hottest game on the shelves, DKC. Well, we're back again this month, so grab your controller, fire up your Super NES, and get ready, because we're going on a banana hunt! If you've been doing your homework, you have found 100 percent on the first three areas of the game and now you're ready to move on to the last three: Gorilla Glacier, Kremkroo Industries and Chimp Caverns. Not so quick, first I'll let you in on a little secret! There are a lot of items in each level such as bananas and animal tokens that can be found but still do not make up for any of the secret percentage. Now you're wondering, how am I going to know if I've gotten everything? That's the secret! After completing each level, take a look at the name of the level on the map screen. If there's an exclamation point after the name, you've successfully found everything! Also in last month's issue, we showed you a shortcut to the exit on the Mine Cart Carnage level. There are more shortcuts like this throughout the levels, but because they don't make up any percentage of the secret, you're on your own. Okay, I'll give you a hint, check out the Stop & Go station and also Trick Track Trek. They're tough to find, but not impossible. Good luck!



SNOW BARREL BLAST

In the beginning of the level, there's a vulture that flies slowly above your head. Jump on the edge of the igloo, then bounce off

the vulture to reach the hidden barrel. Once inside the bonus level, you must play a guessing game in order to get the animal token.



AREA 4-GORILLA GLACIER

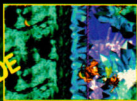
In the middle of the level is a continue barrel that will allow you to start over at that exact place if you lose a life. When you get to the barrel, go back to the left. Jump over the Kritter and take a leap of faith into the cavern below. Instead of losing a life, you will be caught by a barrel that will shoot you into a bonus level. Once inside the bonus, you will need to blast straight up in the middle in order to grab the "O" to spell Kong!



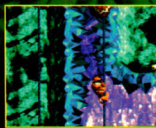
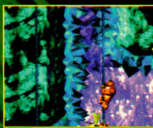


SLIPSLIDE RIDE

When you slide down the first vine, jump between the two bees, grab the barrel, fall back down to the left and use the barrel to break the wall open. Once inside, there is a special bonus for you. Can you figure out what you need to spell yet?



Toward the middle of the level, there is an area where you are required to jump across many vines to reach a platform. Instead of going for the platform, jump back to the left when the bee is all the way down, then climb up to the barrel. Jump across the many vines, grab the bananas and head for the token.



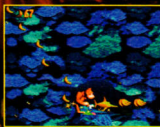
ICE AGE ALLEY

When you make it to the end of a cliff where the vulture is, take a long jump, bounce off the vultures and onto the platform with the secret barrel. Inside the bonus room, collect all the bananas, the animal token in the middle and most important of all, Expresso at the end. You will need to ride on him if you plan on finding the second secret!

Use Expresso and fly to the area right above the steel keg. Jump and fly all the way to the right and you will reach another secret platform and barrel. Match up the balloons in the bonus level. Red is 1-Up, green is 2-Up and blue is 3-Up!



CROCTOPUS CHASE



There is an area where two Chomps swim at you, one on top and one on the bottom. After you are past them, turn around and follow them into a secret room.

Right after you get the N, keep going up and take a left through the small passageway. Inside this special room you will be able to find a 1-Up and also your little buddy Enguarde all the way at the bottom. Watch out for the shark!

There you will find bananas and a token!

SPECIAL FEATURE!



TORCHLIGHT TROUBLE

Right after the first DK barrel, there is a normal barrel. Grab it, jump the Krushas and break the wall to the right. Inside you can gain a 1-Up by matching all three of the red balloons. Good luck!

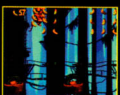


Toward the end of this dark and spooky level, there is a barrel right in between a set of mincers. Grab the barrel and make sure not to run into anything or the barrel will explode. Take the barrel and jump over the large cliff. Turn around to your left, break the wall and jump on the Klap Trap for a bunch of bananas!

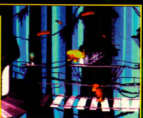
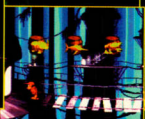
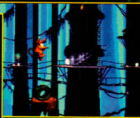


ROPE BRIDGE RUMBLE

Right at the beginning of the level, there is an area where you have to jump from tree to tree. Instead of jumping to the next tree, use the tire and fall right between both of them. The barrel will shoot you to a bonus round where you can get tons of bananas and most importantly, your wonderful pal Winky!



Right after the arrow sign, use the tires to jump across the huge pit. When you see the single banana, jump for it to find the bonus!



OIL DRUM ALLEY



AREA 5-KREMKROO IND.

In the middle of the level, jump off the platform to get the TNT barrel. Use the barrel to break into the left wall, and match up the balloons. For a real bonus, try matching up the single bananas instead!



After defeating Manky, grab his barrel, run all the way to the right, dodge the Kritters and break the wall that is directly underneath the flaming can. In the bonus level, blast yourself through many barrels. Don't fall!





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TRICKY TRACK TREK

At the end of the level, take out Manky and jump down to the platform for a token and a balloon bonus!

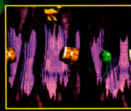
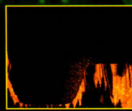


When you jump off the trek, flip underneath the platform and into the barrel for a super banana bonus!

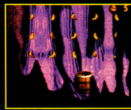


ELEVATOR ANTICS

At the exit, ride the elevator to the bottom, jump in the room and go for the bananas!

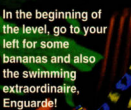


Jump off the third rope to the right and you can walk on top of the cliff. Jump in the barrel and navigate your way to the 2-Up!



POISON POND

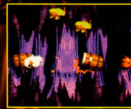
Each of the Tri-rooms has a secret area to it. Here, go to the left and you can snag some bananas and a token!



In the beginning of the level, go to your left for some bananas and also the swimming extraordinaire, Enguarde!



MINE CART MADNESS



Jump out of the cart, grab the rope, and ride the top rail. To get to the bonus, jump up when there's a break in the bananas!



Jump out of the cart, bounce off the tires to the left, blast into the barrel, you know the rest, grab the bananas!

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SPECIAL FEATURE!



BLACKOUT BASEMENT

When you hop across the three platforms, you'll notice a single banana down below. Take another leap of faith and catch the hidden barrel. Good luck in the dark banana room!



When you leave the first secret room, you will be shot out of a barrel that will slam you into the ground, thus releas-



ing a steel keg. Grab the keg, and ride it all the way to the end of the level, where you will bust into the secret room. In the secret room you'll need to guess where the balloon is. Good luck!



TANKED-UP TROUBLE



MANIC MINCERS

To find this bonus, you have to jump into the cave. Grab the TNT barrel on top and jump to the right. Break the wall and you're set!

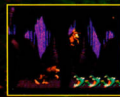


AREA 6-CHIMP CAVERNS

This trick is done in the beginning of the level. Right before the track goes up, leap off to the right. There you will find a barrel that will blast you to a secret level. Where's the balloon?

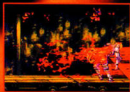


The secret to this trick is figuring out how to get the fuel can. If you jump off to the right, you will be launched into the fuel can. Then you will have enough fuel to ride all the way to the Enguarde token.



When you get to the ledge right above Krusha, hop down, jump on the big man himself, go back up, grab the barrel and use it to break into the wall where Krusha was. The Klap Trap bonus is cool, but can also be very difficult. Each time you jump on one you get a bunch of bananas, but they also speed up a lot!

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MISTY MINE

What makes this secret difficult is the fact that once you get a hold of the TNT barrel, it's tough to make it to the place where you need to throw the barrel, due to the amount of enemies that are jumping everywhere. Timing is crucial, but it can be done!

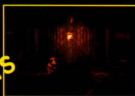


Right after the DK barrel, you will ride a vine all the way across a large pit. Instead of jumping off the vine, scale down and you will find a hidden platform. Inside the bonus, you will find all the K-O-N-G letters and an Espresso box!

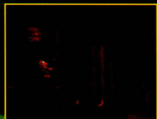


LOOPY LIGHTS

First of all, Loopy Lights is one of the dimmest levels in the game, which makes it hard to see where you're going and even harder to show you. When you reach the pit on an angle, jump in and get ready for some fast barrel action. Take your time and don't fall!



This bonus is difficult only for the fact that when you grab the barrel and head for the area where you break the wall, there's a vulture waiting for you. Set the barrel down, take out the bird, then head for the bonus. It's the only way!



PLATFORM PERILS

In the beginning,

you can see where the secret barrel is, but the problem is getting to it! Use the barrel to take out the Krusha then jump on the first elevator. When you jump on the elevator, jump straight up. You will land on a lower elevator which will take you to the left, directly into the secret barrel. In the bonus, spell K-O-N-G and you'll earn a 1-Up!

When you see the exit sign, jump back to the left, ride the elevator down and then perform a roll jump to the right to land on the platform. Jump again and you'll find the secret barrel.

I found 101 percent of the secrets—can you?



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SPECIAL FEATURE!

BRAIN LORD

MANUFACTURER: ENIX

Here we have a different kind of RPG from the makers of The 7th Saga. Instead of just running around hacking and slashing enemies you must use your brain (no pun intended) to solve some pretty mind-boggling puzzles. The next six pages are chock-full of info to help you through the first two dungeons in the game. We've included maps and information for you to use. These maps can really help since it is extremely easy to get lost. You still are going to have to figure out the puzzles, but with a little thinking and some good-old-fashioned luck you'll make it through. There is

SYSTEM: SUPER NES

useful magic to buy and find throughout the game. There is always a new supply of weapons and armor being offered to you, as well. The enemies are not too tough, but they come in droves and will take you out quicker than you think if you are not careful. I've had some of the weakest enemies take me out because I would get too cocky and run at them. Attack from a distance if possible and then reap the rewards. Remember, you lose half of your gold if you die! Take your time on jumps because falling is something you should definitely avoid. Also, constantly watch the floor, for there are a ton of traps just waiting for you to walk over them and set them off.



Always be on the lookout for weapon shops, because the more powerful the weapon you have, the more damage you're going to do. There is sometimes armor at these shops and OOOOOHHHH do I like that armor.



When going to the Abell Ruins make sure to walk around the cave because there are all sorts of treasures here. This is also an excellent place to earn gold to spend on weapons and magic. I also suggest you come in with a lot of healing fruits because the Abell Ruins are no picnic. Make sure to buy some antidote herbs because the resident scorpions have a nasty habit of stinging you. I hate when that happens! Keep the Power Jade out to increase your damage.



The Nine Jades to Help You in Your Quest!

Crimson



She throws fireballs at the enemies.

Foundation



She increases your defensive power.

Deceased



Brings you back to life when you die.

Power



This one increases your offensive power.

Lightning



She electrocutes enemies by putting in the big hurt.

Water



Her water balls are flung at enemies to kill.

Anger



She will attack any enemies on the screen.

Light



She provides a little light in dark situations.

Life

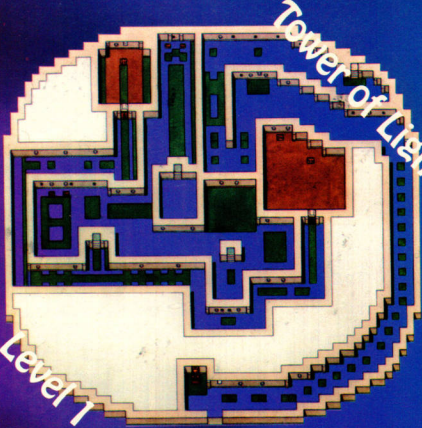


She replenishes your life bar little by little.

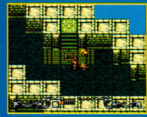
These fairies just might save your life one day. I recommend that you find and buy them all. Use the Foundation and Power Jades when fighting Bosses. If you are about to die, have the Deceased Jade so if and when you pass on, you can be brought back to life. Buy the Anger Jade first.

Tower of Light

Level 1



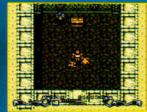
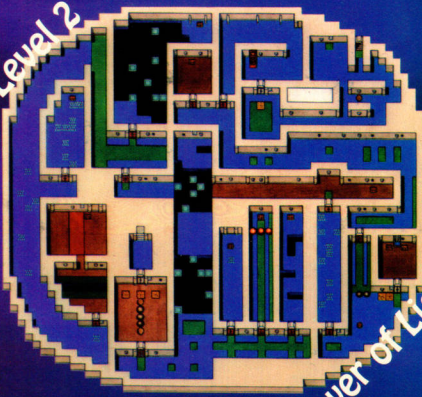
There are two different sections to this first level. In order to get to the other section of Level One, you must go upstairs. Find the statue that moves around when hit. Push a wall next to the treasure chest and the way down will be revealed.



This is the first level of the Tower of Light. It marks the beginning of your long journey to find those dragon scales. You'll notice that the first level is awfully short. There is a secret section to roam around. You will find a heart and the Foundation Jade. The Foundation Jade is great because as the fairy goes up in level, the defensive power she adds to your character is immense. Make sure you don't miss her. The skeletons will get back up after you hit them, so wait around. If you hit them enough times, they will die and you'll get gold. I recommend running around the tower and getting a lot of gold so you can buy all the Jades from the salesman.

The room that leads to the hidden section in the first level is in the lower left-hand corner of this map. Push the wall next to the treasure chest and the way shall be opened. Also jump the platforms carefully, because if you don't you will fall and lose a HP. That may not seem like a lot, but if you constantly fall you will die. Watch out for the balls that follow you. They will bowl you over and then come back for seconds and thirds. Make sure you pick up the chain armor in one of the rooms with a moving platform because that will greatly increase your chances of survival.

Level 2



Some rooms in this level don't necessarily have to be entered but they all contain some nifty items. Don't ever pass up rooms, for they all hold something that you can use at some point in the game. Look for the Fountain Jades for they will replenish your HP.



Tower of Light



There are even more puzzles on this level for you to solve. They get pretty tough and usually very frustrating. A little time and a lot of patience will pay off with a solution. Remember to memorize the color of the balls and what they do for reference.

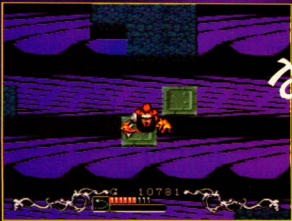


Level Three is full of puzzles to solve. Most are easy but some are extremely frustrating. In the center of the map is a room with a seemingly unreachable treasure chest. Just use the magic (which you should have picked up on Level 20) and shoot chest. The way will then be revealed. Once you find the detour key, life will be a lot easier if you die. You'll need to find an extra person to help Barnes open the door. Once you find that person, bring him back to the room and he will stand on the pads. You will get a key behind that door. Oh yeah! Try not to set the orange balls off at the same time—you can royally mess up your plans.

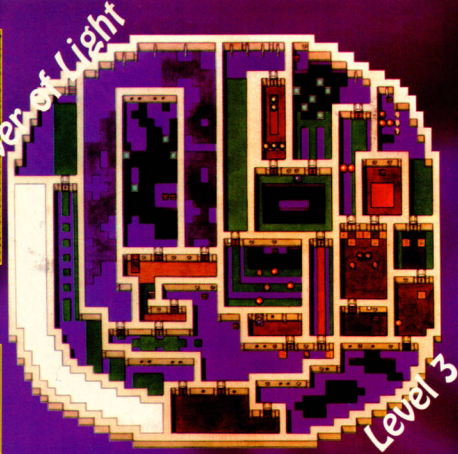
The treasure chest in the lower left-hand corner holds a heart. You're going to need all the energy you can muster for the Boss. Make your way around to the little room that is next to the Boss' room. In there you will find a Fountain Jade and you can get back some much-needed health. Also, take your time. I promise that the Boss will be in that room no matter how long it takes you to get there. The quicker you try to go, the more times you will fail. After you beat the Boss you will go into the room behind him and discover that there is only one dragon scale left. I'll bet it was all of your "friends" who took them and they were lying to you.



This level is almost like one big hole. There are tons of moving platforms you must move around on to get places. Make sure you run for the key in the lower right-hand corner, for that lets you into the Boss' room. There you will squash that little roach.



Tower of Light



Level 4

Tower of Light



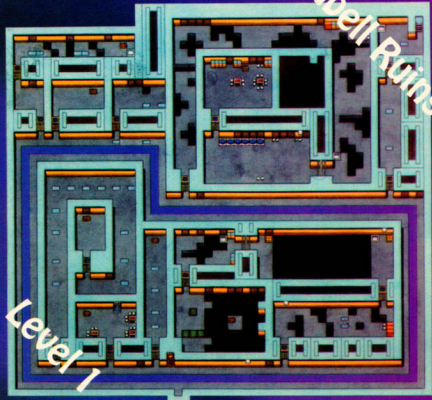
Fritz...



unplugged

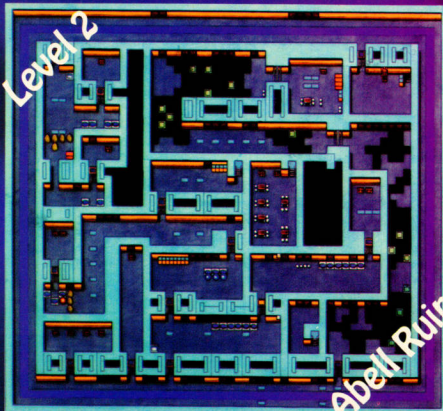
Abell Ruins

Level 1



This level is fairly big, but not very complicated. The hardest part is collecting the keys to open all the doors. You must run across the four corners of this level looking for one key to go here and one key to go there. Watch out for the robots because they shoot a nice straight stream into your chest. The little, moving platforms that shoot lasers at you should be avoided rather than killed. Go up against one and I guarantee you'll get hit. Use the conveyor belt to run around the levels, it makes everything go so much faster. The boomerang will help you out a lot on this level, allowing you a greater range to hit the enemies in.

This level also gets very confusing because you need a ton of keys. Once you find a key and a door to put it in, it is obvious that this is where you want to go. There are plenty of holes to fall in, so do your darndest to stay out of them. Remember that if the room is dark, there is a pretty good chance that there is a switch to turn the lights on. So make that your priority when you walk into a dark room. Every room contains something, whether it is enemies or treasure, so don't pass anything up. Even if there is no treasure, there are probably monsters, and killing more monsters means more gold for you!



Level 2

Abell Ruins



A lot of your time in the ruins will be spent shrouded in darkness. Make sure you get the Light Fairy immediately because sometimes she will provide you your only light. Use her to find the switches that turn the lights on.



Here is where the puzzles start getting harder, requiring you to answer riddles in order to proceed. Beware though, some of the answers are so obvious that you might easily pass them by. One hint: Christmas only comes but once a "...."



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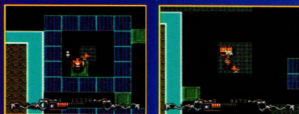
Taito

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Abell Ruins



You will find yourself in some very weird predicaments on this level. One section is going to take a leap of faith. Do you trust whomever created these ancient ruins to really have put some hidden floors in the way so that you won't tumble to your death?



The whole level is practically a disappearing floor trick. This makes it one of the hardest levels yet. You must jump all the time, and each jump must have such precision that even a mechanic would look at it in awe. These floors will disappear without a warning and no sooner are they gone than they are right back where they started from. There aren't too many rooms to explore because you have so much open space to fall through. This makes me wonder what kind of architect would build such an obviously dangerous building. The people who built these ruins must have known what they were doing!

You will fly around on a platform you can control. It will take you anywhere except into a room. Fly this puppy everywhere, for you will need to find all the keys. The Boss is found in the big chambers in the middle, but you need two keys to get to him. The first one is the office key and the other one is the laboratory key. You can find some pretty powerful stuff on this level and the third level, including a sword and some healing items. Once again, make sure you are fully healed before fighting this Boss because if you thought the first one was hard, just wait until you meet this Boss with a "magnetic" personality.



That steel ball wants your butt something fierce. If you haven't got the cape that makes you run fast, I wouldn't even bother coming into this room. Those balls will go bowling with your small (in comparison) body and then sit at the bar and have a drink.



Abell Ruins

Level 3

Level 4



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The new Batter Up™ electronic bat lets you swing against the toughest pitchers in the major leagues. But forget about pressing buttons on a boring controller. With Batter Up™, your biceps control the bat, not your thumbs. And there's no room for whiffers. Best of all, it's compatible with the most popular video baseball games around.

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This big cockroach will run around the room trying to keep as far away from you as possible. Meanwhile, he'll launch little roaches at you to try to kill you. Just make sure you stab him as he runs by you. Don't worry too much about the little roaches because they usually get caught while you're beating the Boss. He dies fairly quickly and easily.



This Boss will draw you toward him with his magnetic power. When he turns it on, just jump and push away from him. When he gives chase, turn around and hit him when he opens his eye. He is pretty hard to beat but with a little patience it can be done. He also rolls the steel balls around the room, so be very careful of them. They'll hit you very unexpectedly.



After you defeat the roach, go behind this room. You will find a single dragon scale. Pick it up and take it to the blacksmith. He'll allow you to get to the Abell Ruins. You must first buy an axe to get through the cave to the ruins. You can get an axe from the weapons shop in town.



Getting poisoned is not a good thing to do. There is an antidote herb that you can find somewhere in the cave, or you can buy some in an item shop. Keep yourself stocked with a lot of these beautiful and useful plants.

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I THINK I'M
GOING TO
VOMIT

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ETERNAL CHAMPIONS

CHALLENGE FROM THE DARK SIDE

ACTION—FROM THE DARK SIDE!

All of the action and strategy that lured you into playing and enjoying the original *Eternal Champions* will bring you back for another dose of action from the Dark Side in this truly worthy sequel. New fighters, redone graphics and improved control make this excellent! It's all from Sega, for the Sega CD.



WELL-DONE GRAPHICS

The backgrounds are superb, and the characters stand out with enough detail to keep almost any gamer a happy camper. Check out some of the lighting effects on a few of the stages, and you will be convinced of the high quality of this title.





ETERNAL CHAMPIONS

CHALLENGE FROM THE DARK SIDE

A NEW LEVEL OF STRATEGY

Eternal Champions: Challengers from the Dark Side features the excellent fighting engine from the original EC and more. You will discover better control, and for the new characters (and some secret characters) you will have to discover a whole new method of approach to avoid hitting the floor in defeat!



POWER/OF THE ETERNAL CHAMPIONS

No character comes without a few tricks up his/her/its sleeve. All of the characters have some form of special attack, which must be executed using their current amount of inner strength, indicated at the top of the screen.



The strategy, control and play style have been retained from the original EC. Once again, the moves are charged or button combinations—discouraging instant moves like fireballs or dragon punches from games like SF2. Moves require a certain amount of inner strength, which is proportional to the measure of damage done. This is a unique approach to a fighting engine.

THE NEW CHALLENGER/



There are obviously more fighters to choose from in this latest edition. It looks like more than 20 fighters will be available in the final version, each with his/her own powers and abilities.

Some of the newer fighters resemble furry little forest creatures. Make no mistake—these are valid challengers in this most gruesome and challenging of tournaments. Enter the new Eternal Champions!



REMEMBER THESE OTHER TURRICAN ENTRIES?

SUPER TURRICAN



NES, 1993

TURRICAN



GENESIS, 1991

SUPER TURRICAN



SUPER NES, 1993

MEGA TURRICAN



GENESIS, 1994

FACT FILE

SUPER TURRICAN 2 BY OCEAN

THEME	ACTION
MEGABITS	8
% COMPLETE	75%
AVAILABLE	1st QTR '95
# PLAYERS	1
# LEVELS	15+
CHALLENGE	MODERATE

OPTIONS CHECKLIST

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

Notes: There is no Options Menu or selection as of yet.

He's Back!

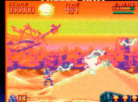
Finally, someone had the good sense to pick this awesome sequel up from the Seika archives! Remember the first one? Well, Super Turrican 2 improves on the original with even bigger levels and nastier Bosses! The version we obtained was far from finished, but what there was has all the markings of a winner (even if the Super NES system looks as if it may be on its last legs). This one adds a Grappling Hook (much like the one in Mega Turrican for the Genesis) and brand-new weapons systems. There are also a few driving scenes—one behind the wheel, the other a side-scrolling shooter. In terms of graphics, some of the Bosses are a knockout, and the Turrican character has been given a modified look. There is also a great deal of attention to detail. (The pedantic programmers even went so far as to have spent shells pop out of the gun and recoil.) So far, there are no new sound effects or new music tracks.

- The Major

SUPER TURRICAN 2

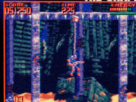
SOME NEW (AND OLD) STANDARD ABILITIES:

FREEZE RAY:



The Freeze Ray can temporarily paralyze enemies and reveal Icon Containers. You can do a 360-degree sweep with this weapon.

THE GRAPPLING HOOK:



The Grappling Hook is the newest addition to the Turrican arsenal. You can grab on to solid objects with this utility and scale tall buildings and other objects too tall to jump. You can also grab stray icons and other power-ups. Build up momentum and you can do a jump-swing.

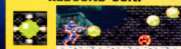
ROLL & BOMB:



Hold the JUMP Button and then press DOWN. You will roll up into a ball and if you press FIRE you will drop land mines on the ground.

NEW TURRICAN WEAPONS:

REBOUND GUN:



Bounce shots off walls and even around corners!

LASER GUN:



You get a concentrated blast with this laser gun.

FLAME THROWER:



A concentrated blast of fire, but it needs to charge up.

SPREAD GUN:



A wide spray of shots. Also the standard-issue weapon.

OTHER HELPFUL ICONS:

BOMB:



The bomb basically destroys everything on-screen.

DIAMONDS:



Grab all these in the levels for a big bonus at the end.

ROCKETS:



Grab the trusty R Icon and get homing missiles!

SHIELD:



Grab this icon for a temporary invincibility shield.

EXTRA LIFE:



Grab the little Turrican for an extra life.

HEART:



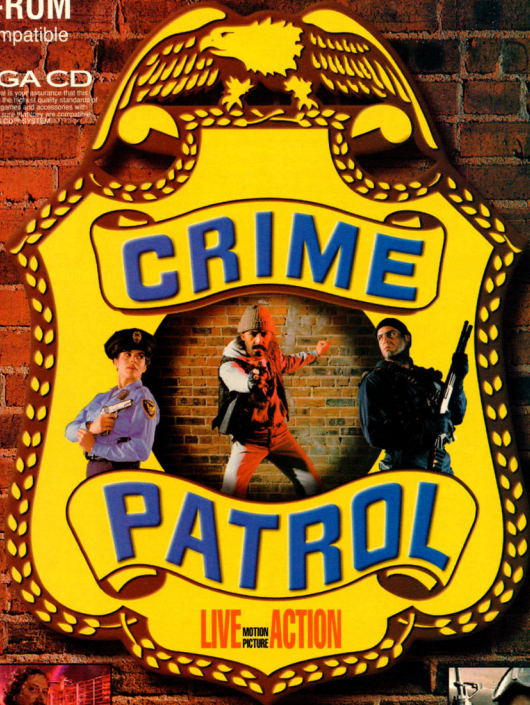
This gives more energy to your precious life meter.

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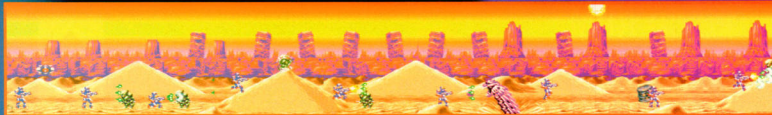
This multi-level live action thriller challenges the player to progress through police ranks, battling a variety of criminal elements. As a Rookie the player takes on gang members, armed robbers and other street criminals. Promotion to Detective will mean working undercover against drug dealers and car thief rings. Be prepared to confront bank robbers and terrorists once you're selected for SWAT team assignment. Only the better player will be able to reach Delta Force and tangle with a criminal element threatening national security.

AMERICAN
LASER GAMES

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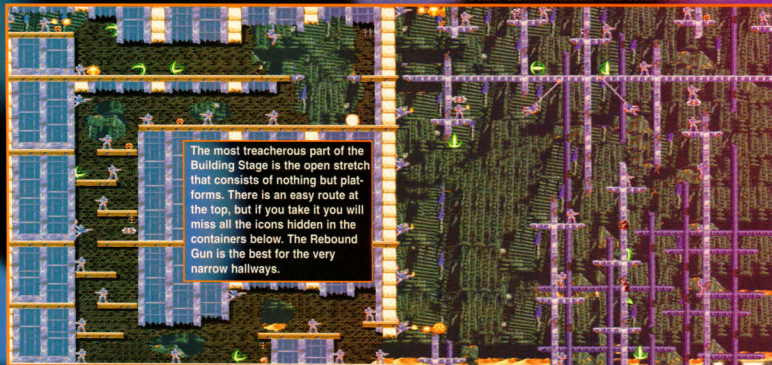


STAGE 1-1: ON THE DEMOLISHED SURFACE/WILD RIDE!

The first stage is the typical horizontal run loaded with enemies. Do not fall down the holes that the giant sand worms pop out of—that is instant death. At the end of the first stretch is a driving stage. Use the dunes as a ramp to jump over the toxic barrels. The second part of the stage is a firefight with several flying pests—don't waste time shooting at them, it is far easier to simply use the ramps and land on their heads! This method will destroy them with one hit. After this quick run, you'll fight the big Boss.



STAGE 1-2: BLAST YOUR WAY THROUGH THE WRECKED BUILDING



The most treacherous part of the Building Stage is the open stretch that consists of nothing but platforms. There is an easy route at the top, but if you take it you will miss all the icons hidden in the containers below. The Rebound Gun is the best for the very narrow hallways.

STAGE 1-3: THE GAS PIPES



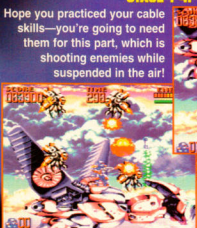
This stage is nothing but a quick run where you are being chased by poison gas along a pipe that disintegrates at certain points!



The last section is nothing but a long, vertical climb. Move quickly upward, but wait for the gas jets to stop firing, then proceed upward.

STAGE 1-4: THE FLY

Hope you practiced your cable skills—you're going to need them for this part, which is shooting enemies while suspended in the air!



Move the cable close to the edge of the aircraft and swing upward onto the open top.

It'll be easier to shoot enemies from there.



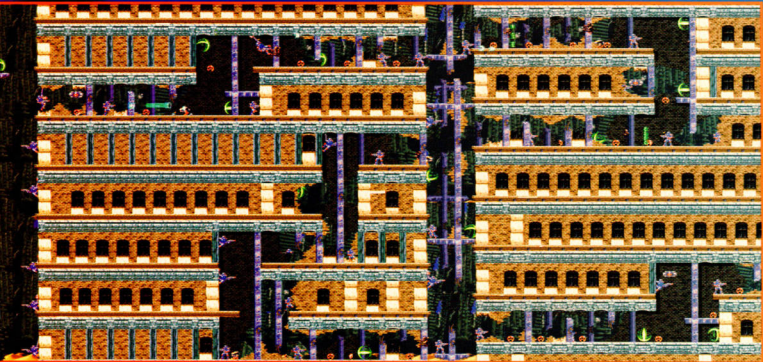
STAGE 1-1 BOSS: THE BUILDING



This building is actually the stage Boss! Get the Spread Gun from the Icon container right before you fight him—you'll need it because he appears in one of three positions: high, medium and low levels. Use a rolling attack and drop mines on him when he appears low. You should destroy him in no time.

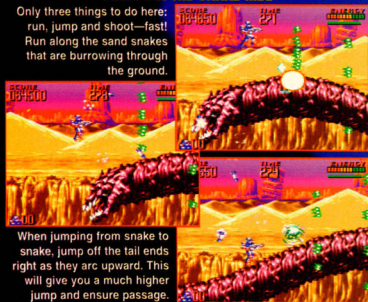


LOOK BEFORE YOU LEAP: SEVERAL OPEN AREAS COULD LEAD TO CERTAIN DEATH!



STAGE 1-5: THE SNAKE RIDE

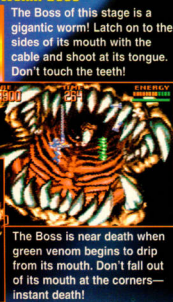
Only three things to do here: run, jump and shoot—fast! Run along the sand snakes that are burrowing through the ground.



When jumping from snake to snake, jump off the tail ends right as they arc upward. This will give you a much higher jump and ensure passage.

STAGE 1-5: THE WORM BOSS

The Boss of this stage is a gigantic worm! Latch on to the sides of its mouth with the cable and shoot at its tongue. Don't touch the teeth!



The Boss is near death when green venom begins to drip from its mouth. Latch on to the sides of its mouth at the corners— instant death!

YES! MODE 7!

A QUICK LOOK AT SOME OF THE LATER STAGES:

Here is a glimpse of some of the later stages in the game, ending with the Spider Boss. Stay tuned for more on this game as more complete versions emerge!

THE ENEMY BATTLESHIP: SCALE THE PERIMETER!

Scale the perimeter of the battleship, then swing down below to destroy the rockets. When on top, you must destroy the horizontal thrusters that push you back.

The only way to destroy the thrusters below is by using the Grappling Hook. Also keep an eye on the monsters that will attack from inside the jetwash.

INSIDE THE ENEMY BATTLESHIP: THE VR STAGE!

This is your standard-perspective shooter stage! The first part involves dodging objects and other menaces, then you must shoot enemies that head right for you.

Even further into this level are the drill robots that you can defeat by smashing into the walls. Avoid their deadly drills that will smash your craft!

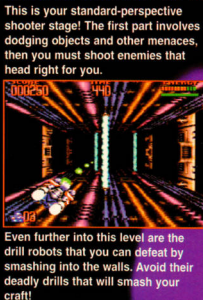
MORE OF THE ENEMY SHIP?

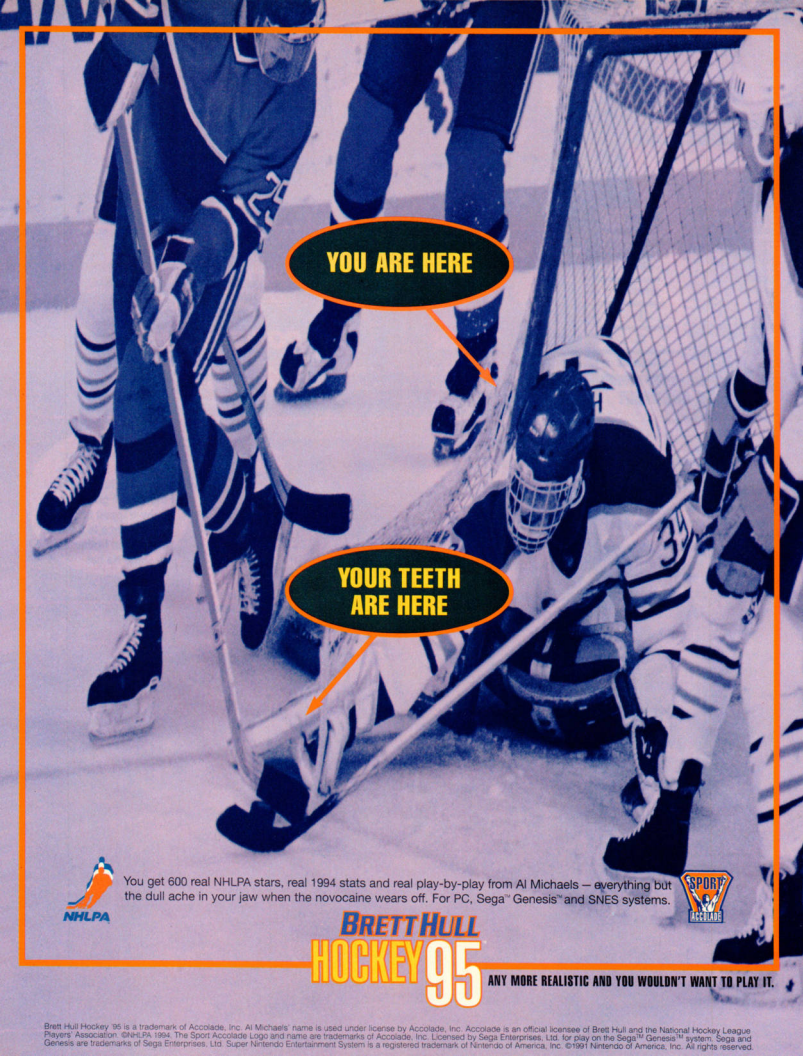
This one looks interesting. Although it really isn't finished, it looks like a firefight inside the narrow corridors of the enemy vessel. One of the new weapons, the Rebound Shot, no longer hugs the top and bottom of walls as it did in Mega Turrican, nor does it have the speedy bounce it had in Super Turrican. This one simply hugs the ground in a concentrated shot!

INCREDIBLE MODE 7 EFFECTS—LIKE THE MENACING SPIDER BOSS!

This is the "final" Boss in this version of the game. You must attack its head and then switch and shoot its tail from the opposite direction. Of course, it will counterattack by shooting venom and baby spiders at you!

Make sure to always use the Grappling Hook to grasp the web—falling off is (as usual) certain death in the abyss below.





YOU ARE HERE

**YOUR TEETH
ARE HERE**



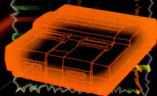
You get 600 real NHLPA stars, real 1994 stats and real play-by-play from Al Michaels — everything but the dull ache in your jaw when the novocaine wears off. For PC, Sega™ Genesis™ and SNES systems.



BRETT HULL HOCKEY 95

ANY MORE REALISTIC AND YOU WOULDN'T WANT TO PLAY IT.

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FACT FILE

TIME COP
BY JVC

THEME	ACTION
MEGABITS	16
% COMPLETE	70%
AVAILABLE	MARCH
# PLAYERS	1
# LEVELS	18
CHALLENGE	MODERATE

OPTIONS CHECKLIST

Difficulty Settings.....	<input type="checkbox"/>
# of Lives.....	<input type="checkbox"/>
# of Continues.....	<input type="checkbox"/>
Button Configuration.....	<input checked="" type="checkbox"/>
Sound/BGM Test.....	<input type="checkbox"/>
Password.....	<input type="checkbox"/>
Battery Back-Up.....	<input type="checkbox"/>
Notes: More options may become available later.	

YOU HAVE THE RIGHT TO REMAIN SILENT...

If you're a Van Damme fan or simply like action games, you might want to try this game.

The graphics in Time Cop are crisp and clear. The digitized character actually looks like Van Damme!

The music in the first level gets to be annoying, but that changes when you move on. The music in Level 2 is wonderful.

However, the playability is difficult. While I do commend the programmers on an excellent job with the digitized moves, I think they overdid them. For instance, your full-motion kicks look great, but they take twice as long as the three frames the bad-dies get. Their kicks look goofy, but they move fast. Your best move is to simply jump over them. There are lots of unnecessary things, too. The doors open and close for no purpose, and sections of the wall explode for no apparent reason.

Experienced players won't have difficulty with the game play, but beginners might.

- Ken Badziak

TIME COP

LIFE REFILL



Gak a baddie and snag these to revitalize yourself. Large hearts replenish more than small ones.

AMMO



Too many bad guys, not enough ammo! Find these helpful icons to get more bullets.

TIMER



Almost out of time? Find one of these and set your clock back a few minutes.

POWER BOMB

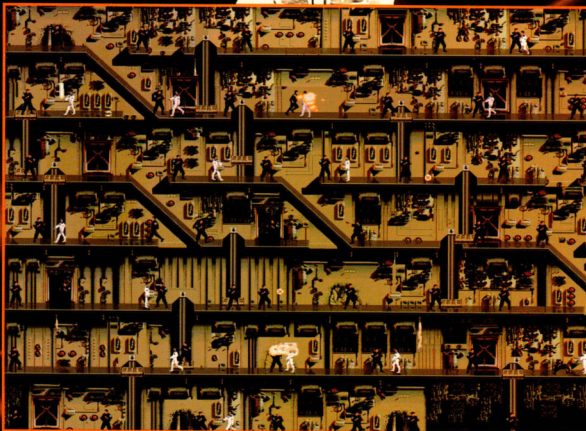


Gee, I wonder what this does? Snag these to increase your destructive potential.

AREA ONE: WASHINGTON TEC 2005



You'll never get past my first stage. My henchmen are out for your hide! If they won't get you, my booby-trapped floors will. Resistance is futile. Don't even bother trying. Ha ha!





TEC TROUBLE!

Area One was practice; you have three more to go! With the addition of new goons to gank and their increased length, Areas Two and Three are the same as Area One. Watch out in Area Four for falling rocks; the Surgeon General has warned that they may be hazardous to your health.



The machine guns are deadly, but easy to kill.



These floor-bots are hard to see and move fast. Use caution.



Stand on these and you might be able to reach new heights!

Knock out these crates with an uppercut. You might find something useful inside.



You finally made it to the time machine. Hop in and GO!

TRIGGER HAPPY IN NEW YORK

Try not to get yourself into the cross-fire.

There's nothing nastier than getting wasted from two or more sides at once.



Keep an eye out for these window gunners. Their aim is bad, but their rate of fire isn't.

NEW YORK:1925

Hans plans to take over the financial world! Of course, he's got every gangster in New York out trying to kill you.



These drivers have no respect for pedestrians.

UNDERWATER FUN!



Explore the depths of the San Andreas in your nifty scuba suit. Keen!



Make mincemeat of the octopus with your one man sub!



Cheap hits galore! Luckily, almost every time you waste one of these, you get a heart.

Where does Hans get all these goons?



Goons 'R' Us? Sheesh! Pay them no mind. Just blow them away.

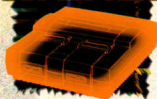
SAN ANDREAS FAULT: 1945

The abundance of minerals in the regions of the San Andreas Fault have gotten Hans' attention. Destroy his underwater mining operation. And while walking the path of life, remember to stop and smell the seaweed and blow away the occasional octopus or scuba-baddie.

BOSS



As Bosses go, this one's a piece of cake! Just shoot him a couple of times and drop a power bomb. Fried calamari, anyone?



FACT FILE

Super Bases Loaded 3
BY JALECO

THEME	SPORTS
MEGABITS	16
% COMPLETE	100%
AVAILABLE	FEBRUARY
# PLAYERS	1 on 2
# LEVELS	N/A
CHALLENGE	VARIABLE

OPTIONS CHECKLIST

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

Notes: Only allows you to save one season's games.

Baseball?

Aren't they on strike? Not in the wonderful world of video games. Super Bases Loaded 3 License to Steal (SBL3) allows you to finish out the 1994 baseball season. With SBL3 you don't have to worry about striking players or indifferent owners. SBL3 has all of the teams, plus all of the 1993 player stats are included. As you play a new season your players' stats change, just like in real life. The most noticeable option this game is lacking are the team names. However, SBL3 features a Game Option Screen that allows you to select Auto, Manual and Semi-Auto Mode in fielding. In Auto, the computer controls almost everything. In Manual, you control everything and in Semi-Auto, the computer catches the ball but you control where it goes. The biggest problem is that sometimes the computer selects the wrong player for you to control, such as the pitcher instead of the second baseman.

- David Ruchala

MAJOR LEAGUE BASEBALL
PLAYERS

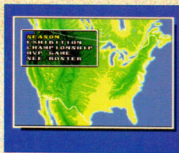


© 1994 JALECO

Super Bases Loaded 3

LICENSE TO STEAL 3

Game Selection Screen



In these screens you will be able to select numerous menus. There is a screen for an exhibition game, one for season play and one for Championship Mode where you battle it out with a friend for the World Series, a team roster, player info menu and an MVP game.

Batting Order and Stats

CHICAGO N.'s Batting order

POSITION	NAME	AVG	R	H	RBI	SLUG	OPS
1	ROBINSON	.285	10	25	12	.450	.735
2	SMITH	.275	9	22	10	.420	.695
3	JONES	.265	8	20	9	.400	.665
4	WILLIAMS	.255	7	18	8	.380	.635
5	BROWN	.245	6	16	7	.360	.605
6	DAVIS	.235	5	14	6	.340	.575
7	MILLER	.225	4	12	5	.320	.545
8	WILSON	.215	3	10	4	.300	.515
9	MOORE	.205	2	8	3	.280	.485
10	WALKER	.195	1	6	2	.260	.455

CHICAGO N.'s Batting order

POSITION	NAME	AVG	R	H	RBI	SLUG	OPS
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2	SMITH	.275	9	22	10	.420	.695
3	JONES	.265	8	20	9	.400	.665
4	WILLIAMS	.255	7	18	8	.380	.635
5	BROWN	.245	6	16	7	.360	.605
6	DAVIS	.235	5	14	6	.340	.575
7	MILLER	.225	4	12	5	.320	.545
8	WILSON	.215	3	10	4	.300	.515
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9	MOORE	.205	2	8	3	.280	.485
10	WALKER	.195	1	6	2	.260	.455

In this screen you can look at your lineup, change the batting order, look at the players' 1993 season stats or substitute players. The red and blue arrows and the yellow box tell you how a particular player is feeling today. A red arrow means that he is not feeling well, a blue arrow means he is feeling good and a yellow box means he is just average.

Options



From this screen you can turn your fielding, batting and running from manual to auto. Fielding also can be switched to semi-auto.

End of Game

APRIL 4, 1994

Jaleco Baseball News

Cook registers save.

CHICAGO N. vs CHICAGO S.

ENHINATION

TEAM	1	2	3	4	5	6	7	8	9	R	H	E
CNN	0	0	0	0	0	0	0	0	0	0	0	0
CNS	0	0	0	0	0	0	0	0	0	0	0	0

NP A. FRIEDLAND
LP A. VILLI
SV D. COLE
HR D. JACKSON

Check out the game and season stats at the end of every game.

APRIL 5, 1994

N. LEAGUE RESULTS

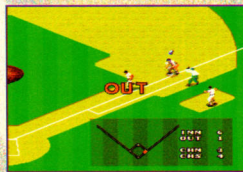
STL 1 - 7 CIN

TEAM	1	2	3	4	5	6	7	8	9	R	H	E
STL	0	0	0	0	0	0	0	0	0	0	0	0
CIN	0	0	0	0	0	0	0	0	0	0	0	0

EASTERN

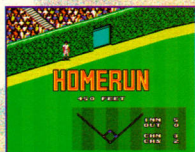
TEAM	1	2	3	4	5	6	7	8	9	R	H	E
STL	0	0	0	0	0	0	0	0	0	0	0	0
CIN	0	0	0	0	0	0	0	0	0	0	0	0

Check Out the Awesome, Fast-Paced Action



It's Chicago N. versus Chicago S. The pitch, the hit and it's a short hopper to third! The third baseman picks it up and fires it over to first for the out! This game makes you feel like you're at the park. You can almost hear the announcer yell out the plays. Some of the more popular players have their styles emulated in the game. For the beginner, the game has X's where the balls are going to land. Still, if you are just starting out, I would suggest using the Auto or Semi-auto setting.

HOMERUN!



If your batter has high numbers in the hitting and power columns, like Frank Thomas of Chicago S., then you have a good chance of hitting a home run. When you hit, the computer will tell you how far you smacked the ball. If you hit it out of the park, there's an unwelcome surprise for some poor car owner.

Defense Switch



If you find that your players can't get to the ball fast enough, you might want to consider shifting your defense. You can shift to either deep, normal or shallow. They can also move left or right.

Batter Stance



The batter's position is very important. It helps determine where the ball goes. The Batter Stance Screen allows you to place your batter in the batter's box exactly where you want him. You can choose to place him inside, outside or normal. You can also set the depth at which he sits: deep, shallow or normal.

Fabulous Moves!



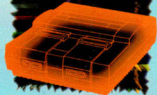
While fielding, you may find that some of the balls are out of your reach. Try diving or jumping for the ball; it works!



Beautifully-reproduced Fields Add to the Realism



Jaleco has done an excellent job with the fields, which adds to the illusion that you are in the game. Even the organ music is in here.



FACT FILE

NIGHT & MAGIC III

BY FCI

THEME **RPG**

MEGABITS **12**

% COMPLETE **100%**

AVAILABLE **JANUARY**

PLAYERS **1**

LEVELS **N/A**

CHALLENGE **MODERATE**

OPTIONS CHECKLIST

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

Notes: You can create your own characters.

Might and Magic III



You will run into all kinds of very different and weird items.

Sometimes you will be asked questions that seem a little stupid, like if you want to throw a coin into a fountain. Chances

are, though, you'll want to say yes. More times than



not they lead to something you could really use. Just to be on the safe side, save your game before you do questionable feats. It could be your demise!

Every town has relatively the same stores. Every time you reach a new one go to the weapon and spell shops.



You won't be able to get into the spell shops unless you are a member of that particular guild.



Challenging Dungeons!

Might and Magic III has all the makings of a great RPG. I don't much care for RPGs that are in the first-person perspective, but this one is actually pretty good. Run around towns doing favors for people and getting rewarded for it. Just like Might and Magic II, you have the ability to learn a variety of skills that will make life a lot easier. There are weapons and armor of all sorts to be bought or found. There are also 10 different types of characters to choose from such as Knights, Paladins, Ninjas and Clerics. The higher the level, the better the spells your characters can learn to get! There is a huge overworld with tons of different towns and caves to explore. There is, of course, a main objective, but that is only realized while playing the game. This is a near carbon-copy of the classic PC game. My only beef with the game is the choppy movement, but you do get used to it after a while. A good game for anyone to enjoy!

- John Gurka

MONSTERS FROM THE PITS OF HELL!



You will find a ton of monsters around the Isles of Terra. These monsters are not all easy to defeat. I suggest taking out the enemies around the castle for a while to gain experience before you run around the world. You'll also need weapons and armor to survive.



CAVERN BELOW FOUNTAIN HEAD



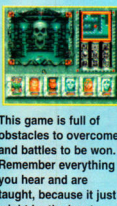
This should be the first dungeon you go through. There are lots of things for you to find and tons of traps—so keep on your toes. Watch out for the pendulums! You enter the cave just behind the red arrow. Search through everything you see. You will come upon a statue that will not let you pass unless you know the password. After you find five skulls, take them back to



Kranion and he will let you know the password. Past the statue you will reach your objective. Also, be on the lookout for secret doors. This map is of everything on this level, so use it to your advantage.



You will find many caves and doors which lead to underground caverns. If you see a door, chances are there is something behind it you're going to want. Explore them all thoroughly and don't be surprised if you must go back and do it again.



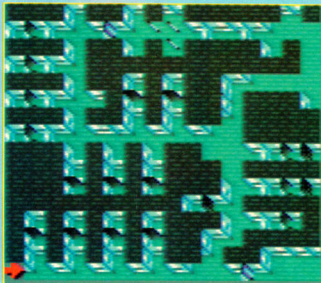
CAVERN BELOW BAYWATCH

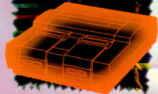


Just as in the other caves, there are many traps for you to spring. Think your way

through the puzzles and if you're good enough, there are some cool weapons and armor to be found. Watch out for the big green puddles—they are acid and if you step in them, you won't be stepping anywhere else. Get the jump spell before entering this cave so you can leap the acid and holes in the ground.

You will encounter many things to search through. You never know what you'll find. For example, the pile of bones you see here could have a scroll among its tattered rags.





FACT FILE

MARY SHELLEY'S FRANKENSTEIN
BY SONY IMAGESOFT

THEME	ACTION
MEGABITS	16
% COMPLETE	100%
AVAILABLE	NOW
# PLAYERS	1
# LEVELS	6
CHALLENGE	MODERATE

OPTIONS CHECKLIST

Difficulty Settings.....	<input checked="" type="checkbox"/>
# of Lives.....	<input checked="" type="checkbox"/>
# of Continues.....	<input checked="" type="checkbox"/>
Button Configuration.....	<input checked="" type="checkbox"/>
Sound/BGM Test.....	<input checked="" type="checkbox"/>
Password.....	<input checked="" type="checkbox"/>
Battery Back-Up.....	<input checked="" type="checkbox"/>

Notes: Has multiple speeds and modes for tournament matches.

MONSTER BASH!

I can honestly say that when I first picked up the controller to play this game, I was not expecting much.

Well, I was wrong. MSF is a pretty good game. The graphics and music combine to create a realistic 18th century feeling. The control is a little rough, but good players should have no problems with it.

There is one aspect of the game that I really liked. As you progress through the level, you come across some chests. You can take what you find, and with the knowledge of the books, create gadgets and other helpful items to aid you in your quest. The game is filled with little puzzles you need to figure out before continuing. I like this puzzle-solving aspect a lot.

Overall, I found MSF to be challenging and fun. This would be a welcome addition to any Frankenstein fan's collection.

-Ken Badziak

MARY SHELLEY'S FRANKENSTEIN™



The crazed scientist Victor Frankenstein creates a horrific creature who is feared and despised by all. This lost soul wanders a solitary path. He searches for one thing: the reason for his creation.

HELPFUL ICONS



Say "hi" to your typical health icon.



Snag this for a powerful blue flame.



Open the chests to get helpful items.



Read these to reveal secrets.



Grab these for an extra life.

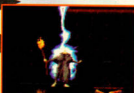


Light your stick on fire with these.

LEVEL ONE: INGOLSTADT



The peasants are terrified of you. They will attack you without mercy.



Find the highest point in the town to get a shocking experience! This refills your life meter.



Find the blue flame icon to enhance your fire-power.



You must find this chest and use its contents to get to the secret exit.



You can launch a ball of lightning, but this drains your life.



Stand on the hay cart to reach new heights.



The townspeople have called in the local militia to try to stop you. You can fight them all, but there is a quicker way out.

LEVEL TWO: THE CRYPT



When you first enter the crypt, it's unbearably dark. You can throw a lightning ball to shed some light on the subject.



The Book on Heraldry will provide a clue to help you find a secret passageway.



When you come across an unlit torch, **LIGHT IT!** This is very important. If your flame dies, go back and relight it.



Make sure you find the lit torches, as they will greatly aid you. Light your cane and go exploring.



Push the blocks around to open hidden doors.

Things that go "thud" in the night



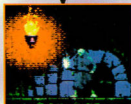
Bats swoop down from dark places to attack.



The crypt keepers will attack with shovels.



The fuzzy little rats fall down from the ceiling and can jump far.

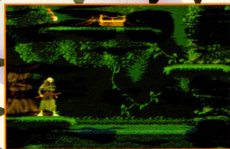


The blue flame lights the torches, too.



The Boss of the crypt is a giant spider! He'll drop little spiders. Dispatch them with your cane. He'll come down and attack. Keep hitting him for a sure victory. Try to have the blue flame ... it helps immensely.

LEVEL THREE: MARSHES AND WOODS



Welcome to the marshes. Marvel at the magnificent trees! Stare in awe at the many creatures out to kill you! Ain't nature great? Try not to breathe too deeply.



The flowers may be pretty, but don't smell them; they're quite poisonous.



Can you believe it? Someone littered the woods with bear traps! The nerve!

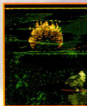
Lions and tigers and boars, oh my!



The woods are just filled with lit-



tle animals. Just don't pet them or feed them. In fact, just kill them. It's a real jungle out there!



Where's Smokey when you need him? Light your stick with these bushes.

Okay, boys and girls. Repeat after me: "Monsters and quicksand don't mix."



I love the smell of methane in the morn-

ing! You can light these and really annoy the woodsmen.



Lots of little slimettes come out of the ground to attack you. Avoid them if you can and concentrate your attacks on the main guy, pictured above. He's only vulnerable when he rises. Timing is the key to victory!

LOONEY TUNES B-Ball

FACT FILE

LOONEY TUNES B-BALL
BY SUNSOFT

THEME	SPORTS
MEGABITS	16
% COMPLETE	100%
AVAILABLE	FEBRUARY
# PLAYERS	1 TO 4
# LEVELS	N/A
CHALLENGE	ADJUSTABLE

OPTIONS CHECKLIST

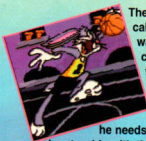
- Difficulty Settings.....☒
 - # of Lives.....☒
 - # of Continues.....☒
 - Button Configuration.....☒
 - Sound/BSM Test.....☒
 - Password.....☒
 - Battery Back-Up.....☒
- Notes:** Has multiple speeds and modes for tournament matches.

JAMMIN' 'TOONS

Welcome to the craziest, silliest, most Looney basketball game you'll ever play! Your opponents will zap you with rayguns, pelt you with cream pies and generally do anything and everything they can in order to stop you from driving the lane. On top of that, the ball is really a dog, and will run from you at any given opportunity. What I'm talking about is Looney Tunes B-Ball, a new two-on-two basketball game with enough hilarious antics and high-flyin' slamdunks to put the Harlem Globetrotters to shame. You can pass, shoot, kick in the turbo for extra speed, use a special attack/defense (if you've picked up enough gems) or go in for a slam. Hey, who's the babe with the long ears? - Jason Morgan



**BUGS
BUNNY**



The was-
cally
wabbit
can hit
the
jump-
ers
when

he needs to, but has trouble with the three pointers. His speed is good, but he could use some work on D.



Bugs has some great high-flyin' dunks. His reverse jam is a thing of beauty!



For long
shots,
Bugs
boots the
ball!

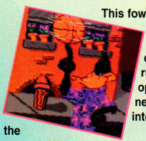


Bugs' special
defense turns
him into this
lady to dis-
tract foes.



One of the cooler features of this game is the secret codes. When you enter a code (during a game), you can make your player invisible, cause earthquakes, get x-ray vision or pull some other crazy stunts. Where's Bugs?

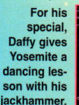
**DAFFY
DUCK**



This fowl

fel-
low
can run his
opponents
into

the ground. His defense is excellent, and his jumpers are good. However, his threes are bricks!



For his special, Daffy gives Yosemite a dancing lesson with his jackhammer.



Daffy's jams (above) and around-the-back long shot (below) make him a force to be reckoned with.



**ELMER
FUDD**



Ol' Baldy
has
deadly
accu-
racy
for

jumpers and threes, but has poor defense and lead feet. He has good stamina, though.



Elmer dons his opera garb for his special defense.

Fudd goes ball hunting in order to sink his long shot.



Gotta love those somersault slams!

Fudd ... oh my!



COOL SPECIAL MOVES



Wile E. Coyote prepares to paste Yosemite Sam with a cream pie. Sam'll need to duck, or else Wile E. will dribble past, undefended!



The Eclipse and Bomb Ball add an interesting twist to the game.



Getting tired of being bombed, pied, crushed or otherwise annoyed? Use a Forcefield!

MARVIN THE MARTIAN

Good: speed, threes.

Bad: jumpers, defense.



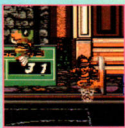
The Disintegrator Defense destroys Daffy!

With a little help from a magnet, Marvin shoots the long ball.



Hey, isn't there a rule against this or something?!!

No problem with gravity for the Martian!



SYLVESTER

TASMANIAN DEVIL

WILE E. COYOTE

YOSEMITE SAM

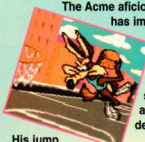
Sylvester can run faster and longer than most other players. His jumpers are pretty accurate,

but his defense and three-pointers are pretty bad.



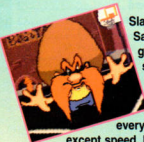
Taz has the speed and defensive skill to make

him a valuable member. His jumpers and stamina are average. Poor threes.



The Acme aficionado has impressive stats for speed, stamina and defense.

His jump shots are average, and his threes really stink!



Slammin' Sam has good stats for

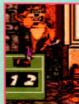
everything except speed. His three-pointers are rivaled only by Marvin the Martian.



Yipe! Bugs is about to get crushed by Sylvester's special defense.



The dog ball feels the wrath of a sharp-clawed cat!



Check out the dunkin' Devil! He's cool!

Mmmm ... tasty ball! I hope he wipes it off afterward.



Wile's affection for Acme products is apparent with his Detonator Defense and his Rocket Ball. Aim that rocket carefully...



Yosemite likes to use his six-shooters on a slam. You'd best stay back, varmint!

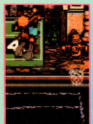


The double 360 slam is always a crowd pleaser.

The no-look slam! Awesome, baby!



Taz's Tornado Spin is rough on the ball handlers. His Saliva Shot is even worse!



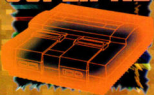
Wile E. not only takes the ball to the hoop, but he takes it through the hoop!



This bounce shot might work?



Dance, Rabbit, dance!



FACT FILE

SPEEDY GONZALES

BY SUNSOFT

THEME	ACTION
MEGABITS	8
% COMPLETE	85%
AVAILABLE	FEBRUARY
# PLAYERS	1
# LEVELS	7+
CHALLENGE	MODERATE

OPTIONS CHECKLIST

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

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

Arriba! Arriba!

Here comes Speedy Gonzales for your Super NES. Although this title doesn't exactly scream originality, it does have some great qualities such as colorful graphics, good sound effects and game play that make it worth a look. This time around your amigos have been captured by "Los Gatos Bandidos" and you have been summoned to save them. The style of the game itself is very reminiscent of Sonic the Hedgehog where you run around collecting icons and other items to help you on your adventure, but here, you also have to locate your friends and rescue them. So grab your sombrero and prepare to kick some bandido butt!

-Tim Davis



The natural landscapes pose more of a threat than your enemies do.



Collect all the cheese icons you can to score mega points!



If you run out of continues, Speedy gets a farewell la bullfighting!

Poor Speedy gets into some very hairy situations!



SPEEDY LOVES ITEMS

CHEESE



Collect as many of these as possible.

CLOCK



Each icon adds one minute to your time.

H. CONTAINER



Allows you to expand your health.

HEART



Adds one unit to your meter.

TRAPS



Propel you up to higher floors.

SHOES



Gives you a temporary boost of speed!



OPTIONS

Control	Type A
	Jump
	Run
	1st Met. Speed
	2nd Met. Speed
Music Test	On
Exit	

Customize your controls in the Options Mode!

Speedy Gonzales

Los Gatos Bandidos





SLEEPY ROCK

The enemies in this first stage are few in number and not very strong. It only takes two hits to do poor Speedy in, however.

Many of the 'walls' in this stage are really not walls at all. Check everywhere!

Look around to find the way out of a situation.

The lighter colored platforms will likely fall, so plan ahead while jumping.

Speedy gets the boot!

SURELY WOOD

Watch out for the mouse traps!

Warning signs are posted just before a major jump, so keep an eye out for them!

This is not your ordinary mouse! Speedy can swing, ride, lift—among other things.

Going for a ride!

This weird-looking thing is the Boss of Level One. He'll jump from branch to branch knocking acorns down at you! Use your kick to stop him in his tracks.

FIESTA CITY

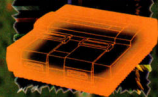
In the Fiesta Level, things start to get dangerous! When riding down on the hand bike, time your jumps so that you don't end up riding down to your doom.

Don't stand on the blue beams for long! They are too weak to support a mouse!

That's one big wrecking ball!

Save your amigos and run! You only have a couple of minutes per level.

Take out those jack-hammering cats!



FACT FILE

STERLING SHARPE'S END 2 END
by Jaleco

THEME SPORTS

MEGABITS 8

% COMPLETE 95%

AVAILABLE FEBRUARY

PLAYERS 1 to 5

LEVELS N/A

CHALLENGE MEDIUM

OPTIONS CHECKLIST

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

Notes: Various types of football games to choose from.

HUT, HUT, HIKE!

This game will make you feel like you're in a real football game. Every detail is in here from the angle that the quarterback is facing, to the zoom-in sensation when a player makes a successful pass, catch or sack.

Try out plays that even the pros use to tackle the opposing team and use defenses to protect against the other team scoring any points.

Use the available plays right and you will walk off the field to be declared a winner while at the same time being able to beat the next team. If the plays are used wrong, then you will be declared a loser and will have a harder time continuing.

All in all, this game is a good choice for all those sports fans and especially for those hardcore football fans.

- Scott Augustyn

LOOK AT SOME OF THE KILLER COMPETITION!



Weak defense but a determined offense to keep them going.



An average team with a strong quarterback.



A strong running-back and dead-aim passing is their key.



This team boasts strong rushers and defensemen.



With some strong backfield players and some heavy-hitting, meat-eating rushers, this team will be a challenge!

Sterling Sharpe's

END 2 END

OFFENSE AND DEFENSE



Try out some plays that even the pros use. If you don't score, use some defenses to prevent the other team from scoring.



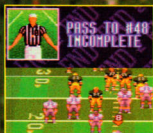
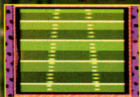
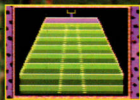
Sterling Sharpe will be a guide of sorts for you throughout the game. He will give words of encouragement also.



With the password feature available, you can stop playing momentarily and continue your quest for victory later.

3-D ZOOM EFFECT

While playing the game notice how the screen will follow the player with the ball. The game will also provide the added bonus of zooming in and out when trying to aim for a player when a pass attempt is made. This can be a useful tool so don't be afraid to make full use of it.



The referee is here to make all the decisions. Whether he's right or wrong, he holds the power to call a foul or a touchdown.

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

B-B-I

Funk Dunk

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



B-A-—

Sonic Boom

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



B-A-—

Sledgehammer Dunk
Show that guard where this dunk got its name from.



B-B-I

Hangtime

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



B-A-I

Reverse Jam

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



B-B-I

Stop & Pivot

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



B-A-A

Super Jump & Block
How many opportunities do you have to take on an NBA star in front of 20,000 fans?



A-A-I

Downtown

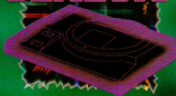
We're not giving three pointers away here, but with a little practice you'll nail 'em like Reggie Miller.

NBA HANGTIME '95 is the most challenging game of 2-ON-2 OUT THERE. YOU'VE GOT 39 DIFFERENT MOVES TO CHOOSE FROM, REAL PLAYERS LIKE HAKEEM OLAJUWON, PATRICK EWING, SHAWN KEMP, SCOTTIE PIPPEN, CHRIS MULLEN AND KARL MALONE, ALL 27 NBA TEAMS, AND ESPN 2's "STREETBALL" MODE. IF YOU DON'T GIVE THIS GAME TWO THUMBS UP, IT'S PROBABLY BECAUSE YOUR THUMBS ARE TOO EXHAUSTED. EVERYTHING ELSE IS JUST PRACTICE.



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SONY
IMAGESOFT



FACT FILE

TECMO SUPER BOWL II

BY TECMO

THEME	SPORTS
MEGABITS	N/A
% COMPLETE	95%
AVAILABLE	JANUARY
# PLAYERS	1 on 2
# LEVELS	N/A
CHALLENGE	MODERATE

OPTIONS CHECKLIST

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

Notes: It's sometimes difficult to control players during plays.

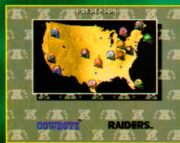
FOOTBALL FRENZY!

They're back! Team NFL is back for another exciting session of the Super Bowl games. If you enjoyed the last Tecmo Super Bowl, then you'll enjoy this one for sure. This game has all the dives, spins and fakes that make football exciting. Pick from all the teams of the AFC and NFC divisions. Play a friend or compete against the computer. Better yet, kick back and watch an entire game, computer vs. computer. Listing all the player statistics and team rosters you will find it easy to choose the very best. You can even pick your substitutions at any position. If a player is injured send in another one of your choice. The game includes live-action photos which are dispersed throughout the various plays to make the excitement even more intense! Take on a two-point conversion or go for the field goal. Super Bowl II has plenty of plays, action and excitement that a sports fan could possibly want.

- Carey Wise

CHOOSE YOUR FAVORITE TEAM!

Whether your team is in the AFC or the NFC, you can pick from either division. Does your team have what it takes to make it all the way to the Super Bowl?



TECMO SUPER BOWL II



One of the cool effects Tecmo used for their game was actually taking photographs of exciting game footage and displaying it at certain points throughout the game. It adds drama to the thrilling finishing plays.

All the players are up to date on the roster and are listed according to their skill levels. Use who you wish to make substitutions at any position.



With the various plays shown on the Option Screen, you can choose the play that will get you to the end zone. Be aware of your opponent's stats, though. You could be up against the best of the bunch!



IT'S GOOD!



You can't get any more real than this. The calls are made, interceptions are thrown and the crowd is wild.

... and the kickoff!



--TECMO SPORTS NEWS--

TEAM	W	L	T	P	INT	YDS	PTS
SEA	2	2	0	0	0	0	0
DET	0	0	0	0	0	0	0

Game Score: 28 - 17 BROWNS

TEAM STATS:

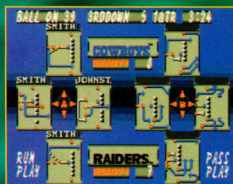
SEA	BUSHING	44%
DET	BUCKING	44%
SEA	ATTACK	44%
DET	ATTACK	44%
SEA	INT	44%
DET	INT	44%
SEA	TIME POSSESSION	0:00

Divide for a catch, or tackle your opponent. Go for the bomb or attempt a punt return. The action is all around you.

GAME OVER!



Open your playbook and make a move. Line up your defense pattern by choosing from the options listed. Choose timeouts, runs and other options at your control. If the plan doesn't work the first time, select another.



It's third down with five yards to go. The Raiders are in the lead. It's up to you to make a good play! In this screen you are able to pick whether to run or make a passing play. The offensive patterns are all listed. Choose a good one!

Start off with a coin toss. Choose whether you want to return or kickoff.



Raiders score a touchdown! Stay on your opponent's tail to avoid much yardage.

Inch your way up the field, scoring first downs or go for distance and throw a bomb.



The Cowboys start the game with a kickoff! Wait until your power is high when punting.



ERIK KRAMER

10
QUARTERBACK
PERSONAL
AVERAGE

ABILITY	
RUNNING SPEED	60
POCKET PROOF	65
ARM STRENGTH	60
THROWING SPEED	13
THROWING POWER	13
POCKET BALANCE	13
PASSING SPEED	30
PASS CONTROL	44
PASSING ACCURACY	50
ARM BUSH	50
POCKETNESS	50

ROSTER

DEFENSE	OFFENSE
15 JIMMY JOHNSON	10 JIMMY JOHNSON
27 JIMMY JOHNSON	27 JIMMY JOHNSON
33 JIMMY JOHNSON	33 JIMMY JOHNSON
44 JIMMY JOHNSON	44 JIMMY JOHNSON
55 JIMMY JOHNSON	55 JIMMY JOHNSON
66 JIMMY JOHNSON	66 JIMMY JOHNSON
77 JIMMY JOHNSON	77 JIMMY JOHNSON
88 JIMMY JOHNSON	88 JIMMY JOHNSON
99 JIMMY JOHNSON	99 JIMMY JOHNSON
SPECIAL TEAM	SPECIAL TEAM
17 CHRIS KRAMER	17 CHRIS KRAMER

STATISTICS ARE GIVEN FOR ALL THE PLAYERS

If you aren't sure which team is good and which isn't, all you have to do is look under the Team Data Section. You can pick your favorite teams and substitutions.



Computerized photos are shown when you make a great catch or when your quarterback gets sacked!

Team stats are listed at halftime and also time for getting extra snacks!

--HALF TIME--

TEAM	1Q	2Q	3Q	4Q	OT	TOTAL
CHI	10	7	0	0	0	17
MIN	7	0	0	0	0	13

MINNESOTA VIKINGS

TEAM STATS

YARDS	17	13
RUSHING YARDS	10	7
PASSING YARDS	7	0
TOTAL YARDS	17	7
INTERCEPTIONS	0	0
TIME OF POSSESSION	5:42	0:00

Could the Bears make it to the Super Bowl this season? The stadium is full. Let's play ball!



CHOOSE FROM DRAMATIC WEATHER CONDITIONS



Just when you thought the options for this game were just in the game plays, there comes the option of what kind of weather you wish to play in. Your chance to play as Mother Nature!



ESPN SUNDAY NIGHT NFL

WE'VE GOT SOMETHING YOU
WON'T SEE IN ANY OTHER GAME.
(YOUR RECEIVERS)



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E-Z CAM ZOOMS IN ON THE BALL CARRIER SO YOU'RE RIGHT THERE TO SEE EVERY BONE-CRUSHING HIT AND SHOESTRING TACKLE.

Real quarterbacks don't look through passing windows when they drop back, so why should you? ESPN Sunday Night NFL gives you a full-field perspective, so you can check off all your receivers while reading a nickel zone, or burning a cornerback in man-to-man.



GIVE 'EM THE OLD SHAKE 'N BAKE WITH UNIQUE SPIN MOVES, AND SPEED BURSTS.

From the moment your QB releases the ball, you've got complete



control of your receivers. And when you complete the pass, the E-Z Cam zooms right in on the action. But don't fumble, or you'll be humiliated by Chris Berman taunting you from the booth (realism has its price).

The game has audibles, updated NFL rules (like the 2-point conversion), and play options most other games wouldn't



FULL CONTROL OF YOUR RECEIVERS AT THE RELEASE OF THE BALL LETS YOU RUN UNDER THE BOMB OR COME BACK FOR AN UNDERTHROWN PASS.

ESPN SportsCenter

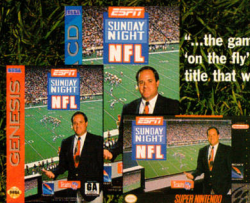


CAN YOU SAY F-U-M-B-L-E? CHRIS BERMAN CAN, AND WILL LIVE FROM THE BOOTH ON SEGA CD. THERE'S EVEN MORE BERMAN, PLUS OVER 10 MINUTES OF VIDEO HIGHLIGHTS.

even understand. You can play an entire season in the rain, sun and snow, and save all your stats with the battery back-up.

So if you love passing windows, buy another game.

If you love passing, buy ESPN Sunday Night NFL.



"...the game features the most intuitive 'on the fly' passing game of any football title that we've played to date."

-DieHard GameFan

EVERYTHING ELSE IS JUST PRACTICE.™





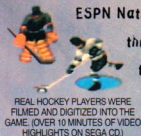
ESPN NATIONAL HOCKEY NIGHT

IF YOU THINK ALL HOCKEY
SIMULATIONS ARE ALIKE,
THIS ONE WILL GIVE YOU
A NEW PERSPECTIVE.



Look for free Topps Premier Hockey Cards inside each package of ESPN National Hockey Night on Sega CD.

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ESPN National Hockey Night takes you out of the nosebleed section and throws you right down on the ice. This is the only hockey simulation with two perspectives - vertical and side views. So when

your center gets checked into the boards, you can see it from the boards. And when your

right wing floats a pass through the crease from behind the net, you can watch it from behind the net.

The players aren't just big. They're huge. And so is the ice surface. So all the action is right in your face.

The slap shots, wrist shots, drop passes, and flip passes, all with the most

REALISTIC PUCK PHYSICS. THE PUCK FLIPS AND BOUNCES AROUND THE ICE LIKE THE REAL THING.

realistic puck physics you've ever seen. Did you say hitting?



A BIGGER ICE SURFACE THAT ALLOWS BEHIND-THE-NET ACTION.

ESPN National Hockey Night lets you dish out three different kinds of checks (on Sega CD you can dish them out to all the real players in the NHL). And if that's not enough to make you hum "Oh Canada," ESPN's Bill Clement is there in the booth every step of the way.

So if your star goalie suddenly becomes a sieve in the Stanley Cup® Finals,

Bill won't let you forget it.

Check out ESPN National Hockey Night.

It'll give you a whole new perspective on hockey.



TEST YOUR SHARP SHOOTING AND SKATING ABILITY IN THE ALL-STAR SKILLS CHALLENGE.



FULL 84 GAME SEASON, AND A BATTERY BACK-UP THAT SAVES YOUR TEAM'S RECORD.



EVERYTHING ELSE IS JUST PRACTICE.™

RADICAL REX

LEVEL 1

FACT FILE

Radical Rex
by ACTIVISION

THEME	ACTION
MEGABITS	CD-ROM
% COMPLETE	100%
AVAILABLE	NOW
# PLAYERS	1
# LEVELS	10+
CHALLENGE	VARIABLE

OPTIONS CHECKLIST

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

Notes: Shows a lot of the characters' animations.

RADICAL DUDE!

Join the coolest skateboarding dinosaur around on an adventure to stop the evil Skritch. Skritch has brainwashed all of the other dinosaurs in order to destroy them. It's up to you to stop him! Fortunately, you are the baddest dino around. Kick and skateboard your way through five intense levels to find Skritch. The game's not over yet! Skritch will escape and you will need to repeat the first five levels. This time, though, they are twice as dangerous and he has kidnapped your sweetie, REXANNE. Go get him Rex!

- Scott Augustyn



These Headbuttosaurs are always trying to butt into your adventure.



This jungle level is jam-packed with dinosaurs out to get Rex. Watch out for the fireball-spitting Bossasaur and the Spikosaur, who enjoys trying to get you with his spikes.



Yeeouch! Keep your distance from the lava pits or you might get burned.



LEVEL 2

ICONS



Increase Rex's firepower.



Collect 80 eggs for a bonus.



Restore Rex's health bar.



Gives Rex a breath of air.



Increase Rex's roar power.



Invincible five seconds.

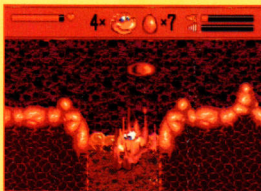
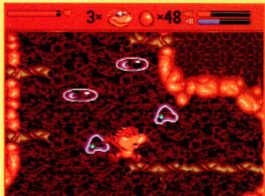
Swamp City is next. It's full of your usual swamp inhabitants: from turtles that explode to tongue-whipping bullfrogs. You'll have your hands full getting out alive.



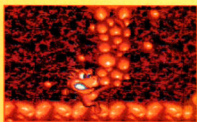
Tarzan doesn't have a thing on Radical Rex. He swings from vines as well as the next guy. Use them to get to locations that you can't jump to.



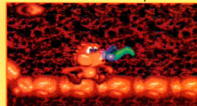
LEVEL 3



During one of your skateboarding escapades, you manage to get swallowed by a dinosaur. Work your way through his insides before you give him indigestion.



These never-ending walls and Nose Leeches are a pain.



Every now and then a wind storm will come out of nowhere.



LEVEL 4



This little guy will help you get around on this bone-chilling level. Boy, do those spikes look sharp.

LEVEL 5



As his name implies, Speeder is quick, likes to knock you silly and then head for the hills.



If you collect more than 80 eggs, you can attempt a bonus level.

Swimming around in Skritch's forest can be quite dangerous. Tangling with one of these fellas is trouble.



This Stiffceratops is out to rattle your bones. Flame him before he pummels you.



Don't be such a crab. I don't know what it is, but these guys are always in a bad mood.



After you defeat Skritch the first time, he kidnaps Rexanne. You must now backtrack to find her.



Each level contains an end Boss on the second time through. Here are just a couple of these big baddies. And you thought this would be easy.



Your final battle is with Skritch himself. He is more powerful than the first time you fight him, so watch out. Defeat him to save Rexanne.



FACT FILE

CADILLAC AND DINOSAURS
BY ROCKET SCIENCE

THEME	ACTION
MEGABITS	CD-ROM
% COMPLETE	88%
AVAILABLE	DECEMBER
# PLAYERS	1 on 2
# LEVELS	9
CHALLENGE	MODERATE

OPTIONS CHECKLIST

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

Notes: Has a unique Preview Option to see other games by the company.

JURASSIC WHAT?

In the year 2020 AD, the Earth experiences a great cataclysm. Billions die and entire species are destroyed. The survivors huddled beneath the sur-

face, and in time, mechanics became the



leaders of society. Hundreds of years later,

humans return to the surface to find a radi-

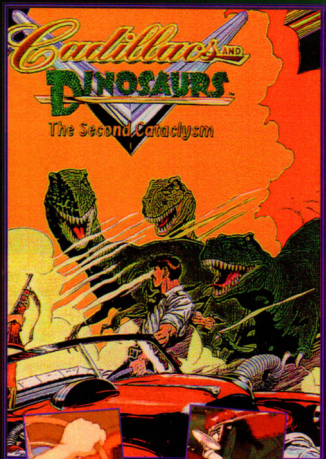


cally-altered world. Can mankind learn to live with all of the new life forms, or will they revert to their destructive ways?

- Jason Morgan



Drive your car through the jungle, shoot small obstacles and avoid big ones. In a two-player game, one can drive while the other player shoots. You have a damage meter at the top of the screen. When it fills, your car breaks down and you lose a life. Beware of various obstacles in the road that may appear from any side.



In Episode One, Hannah Dundee has a nightmare about the coming of a second cataclysm. Her concern causes her to go visit Jack Tenrec who has the very same dream. They then set forth to find the Grith, a mysterious subterranean race who might have answers for the duo. The cinemas below are just a sample of the many in the game.



COOL CINEMA DISPLAYS



The crash cinemas are exciting and fun to watch. Just hope that you only have to see them a few times, because you can crash into trees, dinosaurs, large crevices, huge boulders or just take too much damage. There are plenty of cinemas to see.



The jungle floor is by no means a smooth ride. Rocks, fallen trees and crevasses like the one below need to be avoided. Hit too many, and you'll be checking under the hood while the dinosaurs check you out.



Hey, that's no rock! It's a little snail critter crawling across the road ahead (pictured left). You may think it's fun to squash him, but if you do, you'll shorten the time to the second cataclysm! Any time you harm a creature, you pay for it!



Fritz...



he's got a mean left hook

3DO



FACT FILE

SAMURAI SHODOWN
BY CRISTAL DYNAMICS

THEME FIGHTING

MEGABITS CD-ROM

% COMPLETE 100%

AVAILABLE NOW

PLAYERS 1 or 2

LEVELS N/A

CHALLENGE VARIABLE

OPTIONS CHECKLIST

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

Notes: Weapons and blood may be toggled off.

CARBON COPY

Suffering from a blistering array of small disappointments after playing the conversions of this title on other formats (Super NES and Genesis among them), I was skeptical that any of the versions (aside from the original on Neo-Geo) could appropriately capture the action and power that Samurai Shodown has become so popular for.

Well, I was wrong. The 3DO chalks up a massive victory over other systems as the only one to translate the game nearly perfectly—as well as adding some nifty options.

The ability to toggle weapons and blood adds some nice little tid-bits to a game that was already excellent!

- Jason Streetz

everything the ARCADE WAS AND MORE...

WHENEVER YOU FIGHT, MY SPEAR WILL FIND YOU!



You will be able to recognize all of the fighters by their well-known pre- and post-fight dialogue. Yes—all the characters, and even the talk!



Check out these victory screens! All the warriors show their stuff with a little post-fight bragging on the 3DO. It's a carbon-copy of the arcade!



I HAVE LONG DESIRED TO FIGHT WITH YOU. COME NOW!!!



SAMURAI SHODOWN

SCALING EFFECT?



Yes! The popular scaling effect is intact in the 3DO version!



Yep, the bonus rounds are also here. Sharpen your skills on scores of hapless straw dummies. Do you have what it takes to successfully impress the judges?



NEW OPTIONS

It is possible for you to toggle several fighting options, including blood and death matches. For an extra thrill, select fights with no weapons! These are truly excellent features.

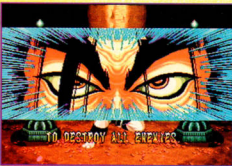


GALFORD**ENERGY TOSS****WAN FU****POTTER BLADE****NAKORURU****POTTER ARC****CHARLOTTE****RISEING LANCE****DARE TO COMPARE
FORMAT CHALLENGE**

You won't believe how accurate this version is to the original Neo-Geo hit. Unlike other versions, like the Super NES (above), there was no loss in the scaling effects or blood. Everything is here, even the death matches!

KYOSHIRO**FLYING ROUNDHOUSE****HADHMARU****POTTER CRESCENT****THE SAMURAI
ASSEMBLE**

They gather across the medieval globe, in search of the final showdown. In a tournament of blood and glory, they assemble in search of the powerful Amakusa... Do you have what it takes to reach this most difficult opponent?

JUBEI**CHARGING BLADE****TAM TAM****SKULL TOSS****EARTHQUAKE****ROLLING LARD****UKYO****APPLE CHOP****GENAN****ROLLING CLAW****HANZO****NINJA STAR**

3DO



FACT FILE

SUPREME WARRIOR
BY DIGITAL PICTURES

THEME	FIGHTING
MEGABITS	CD-ROM
% COMPLETE	90%
AVAILABLE	NOW
# PLAYERS	1
# LEVELS	N/A
CHALLENGE	VARIABLE

OPTIONS CHECKLIST

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

Notes: Final version may have more options.

PREPARE FOR DEATH!

When approached with the notion of a first-person perspective fighting game, many people are hesitant to say the least. I believe this first attempt of a fighting game for the 3DO is a success.

The various features of the game, such as the special attacks and the various cinematic videos, give the game a sense of need or desire to win. The story is rich and detailed and lets the player fight other warlords and bodyguards with the knowledge of their previous opponents.

The characters are an added plus. Each one possesses his/her own personality and style of attacking. This, I believe, adds to the challenge of the game.

All in all, this game has jumped some of the serious obstacles in creating a first-person fighting game and has come out a jewel.

- Scott Augustyn

As the young warrior you play as makes his way back to his home province, he finds that it is under siege and that a new danger has befallen the battered village. A strange and powerful new threat has taken shape as a man and his warlords. These people are dangerous, and it is up to you to defeat them and their bodyguards to get to the root of the problem and free your village from a certain ruin. You will learn certain new abilities to help you on your way, so there is hope! You must remember that you are a warrior!

MOVIE-LIKE INTRODUCTION



SUPREME WARRIOR

TOOLS OF THE TRADE



The gift will give the player extra chi or energy for moves as he battles.



With this gift, one will not have to worry about losing any chi in a battle.



This is indeed helpful, as you can recover all health and chi while in battle.



This gift will increase the natural speed at which you recover health.



No need to worry about damage when this is active. You will be invulnerable.



This jade turtle will increase the natural amount of endurance a fighter has.



With this gift, the most effective strike will be directed toward you.



Slow motion is the benefit received from this gift. Get those combos ready!



The tiger's eye reveals the best time for the fighter to attack his opponent.

SPECIAL KILLER ATTACKS!



The Buddha Palm: This attack is received from the Earth Warlord. It is a powerful fist strike.

These attacks are received after defeating a warlord.

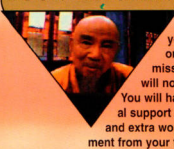


Get the Leopard Strike from the Fire Warlord. It is a dangerous roundhouse kick.



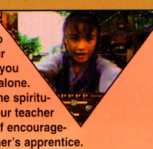
The Phoenix Eye: This attack is gained from defeating the Wind Warlord. It is strong a frontal kick.

YOUR TEACHER



As you go on your mission, you will not be alone. You will have the spiritual support of your teacher and extra words of encouragement from your teacher's apprentice.

YOUR FRIEND



A REVIEW CLASS OF FIGHTING



THE COMPETITION



Earth is one of the hardest fighters to beat. The bodyguards will put up quite a fight and the warlord is no picnic either.



This guy's name is Stone and he is tough. When fighting him, wait for a weak defense then strike!



This lady is Ambrosia. The key to beating her is timing. With good timing she will fall.



This is one strong guy. If you can score a hit, watch for an opening and do a quick combo.



Fire is the easiest area. The bodyguards aren't too fast, but the warlord can cause some serious damage.



This first fighter, Juk-San, is a very precise fighter, but he will tend to leave his face unguarded a lot.



The next guard is Chung. He concentrates too much on the moves he is going to make. Strike then.



The easiest of the warlords. Although he still presents quite a fight, he is overconfident. Strike with many combos.



In this area you will find the fastest warriors. You have to be quick and direct. The warlord is quite a challenge.



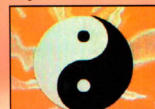
The key to beating Swel-Jin is to attack after she spins like a top in the air. She is open then and easy to hit.



The secret of Chao Yen's defeat is his stomach. Land many blows to his chest and he will fall.



Watch out for the quickness of this airhead. He makes quick decisions, so watch for a foul-up to hit him.



The final battle! Prepare to amass all of your talents and secrets, for the toughest warlord awaits. He doesn't like you!



Hing Xiong is your first challenge. Use the Palm heel in the face to beat him.



Hing Tien is a challenge, too. He is a little slower and can be hit in the head just like the first bodyguard.



The final bad guy, Gang Tu, is the toughest. You'll need a lot of talent and a little luck to come out victorious.

MASTER THE SPECIAL ATTACKS

FACT FILE

ULTRA VORTEX
BY BEYOND GAMES

THEME	FIGHTING
MEGABITS	32
% COMPLETE	80%
AVAILABLE	FEBRUARY
# PLAYERS	1 or 2
# LEVELS	N/A
CHALLENGE	MODERATE

OPTIONS CHECKLIST

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

Notes: Options will be available in the final version of the game.

POTENTIAL

I was very impressed with the graphics of this title. There are many areas of the game that will undoubtedly cause you to step back and say "whoa" in reaction to some of the effects.

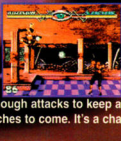
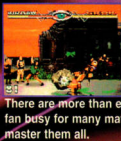
Unfortunately, there is a certain chopiness apparent in some of the actions during intense moments of the fights. This could be due to the use of digitized character graphics. This implementation of scanned actors came across very well in this early version of the game.

The sound and music are fair, and the overseer's voice gives me nasty flashbacks of the 3DO title, *Way of the Warrior*.

The control is acceptable, but as it is seemingly inconsistent with some of the newer, high-bit fighting games, the diagonal control is difficult.

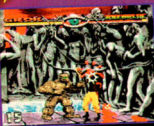
Once again, this is an early and incomplete version of the game. From what I saw, *Ultra Vortex* has the beginnings of a worthy contribution to the library of fighting games.

- Jason Streetz



There are more than enough attacks to keep an avid fighting game fan busy for many matches to come. It's a challenge to discover and master them all.

THE BLOOD, THE GORE, THE WORKS!



One popular feature of fighting games is blood ... and this game has all kinds of it.

ULTRA VORTEX

WARRIORS OF THE VORTEX

Which warrior will you choose to fight your way through the *Ultra Vortex*? There are a number of skilled fighters representing a variety of races and fighting styles. Each has his/her own unique powers, moves and special attacks. It's all pretty basic fighting game stuff—lots of fighters and moves.



DIGITAL MASTERPIECE?

There are a lot of games out there using digitized or scanned images of live actors and actresses. *Mortal Kombat*, from Midway, is one example of how such graphics have been used very successfully.

Does this title have such a high-tech glare? Although the version we had for review was not complete, there are some very impressive uses of digitized graphics. There is a trade-off, however. In its early stages, this game suffers from a lack of control and smoothness of play. Let's hope this is resolved for the final release.

JAGUAR POWER

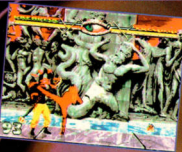
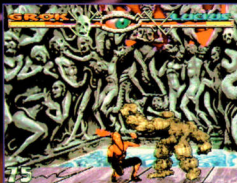
One thing is for sure, you can smell all 64-Bits of graphics dripping off the bottom of your display as you engage foes in the Ultra Vortex. Impressive colors, sprites and effects are headed your way. For instance, the reflective floor of the stage pictured top right. Another is the lighting and sand-cloud effects of the background on the stage pictured bottom right. This is a graphic masterpiece, as well as a crowning jewel for the Jaguar's 64-Bit reputation of video superiority.



ACTION IN THE VORTEX

Ultra Vortex comes complete with all the wonderful things present in popular fighting titles—excellent graphics, blood, big uppercuts and its own form of the ever popular fatality known as the annihilation time.

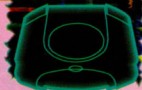
Many of the moves are fast and have long range, plus you have to master blocking against the computer or you are going to end up as just one more slab of meat adrift in the Vortex. This game is very challenging.



ARENAS OF COMBAT

There is no shortage of cool places to beat an opponent into oblivion. Some of the stages in this game are outright awesome. For instance, take a look at the stages pictured to the left. One depicts an almost coliseum-like structure, with a pond in the center. There are even fish jumping about in its icy depths. Another great example is the Volcano Stage. The color scene is perfect, and the characters stand out against the depths of a volcanic inferno. Once again, an excellent graphic achievement.





FACT FILE

FLASHBACK
by U.S. GOLD

THEME	ACTION/ADV
MEGABITS	16
% COMPLETE	60%
AVAILABLE	FEBRUARY
# PLAYERS	1
# LEVELS	14
CHALLENGE	MODERATE

OPTIONS CHECKLIST

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

Notes: Has multiple speeds and modes for tournament matches.

IDENTITY CRISIS

Who are you? You are Conrad. Beyond that, you know little more about yourself other than you have a splitting headache, a gun and you have to find your way out of a dense jungle.

Welcome to the ultimate action/adventure game, Flashback, which spawned such similar titles as the popular Blackthorne. Along the lines of an earlier title by the name of Out of This World, this title delivers all the challenge and control you need to make a great game, backed up with superb graphics and excellent sound.

I was a little disappointed that there were no real improvements or changes from the smaller formats to the powerful 64-Bit Jaguar.

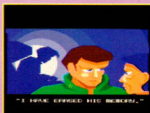
Just like all the other translations, this one is a very challenging game, with a great plot and all the other famous Flashback elements.

This game should convince some players into giving the Jaguar a second look.

- Jason Streetz



WHO ARE YOU?



Your overgrown science project seems to have gotten you into a bit of trouble with the local aliens. Using a special visor, detect the molecular density of objects. After discovering aliens in the government, you are abducted and your memory is erased!

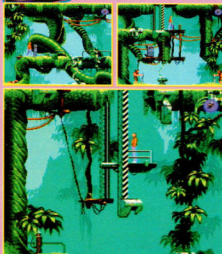
64-BIT FLASHBACK



All of the cinemas, items and plot you have come to expect from other translations of this popular title are accurately represented in this blowout 64-bit version. Although nothing has been dramatically improved (why not?), the translation was nearly perfect. Totally enjoyable.



THE ULTIMATE ACTION ADVENTURE GAME



It's not over after you get out of the jungle. In fact, it's only the beginning. You will later find yourself a part of a sick game show trying to fight for a ticket back to Earth in order to stop the aliens who erased your memory.

Your adventure starts in the jungle, where the aliens have found fit to leave you. From here, begin to piece together clues in an attempt to re-create your previous life, and perform feats to save your current one. As Conrad, you are given one very large task and only a gun to start.



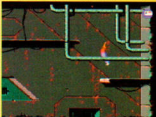
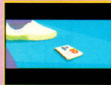
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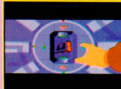


OTHER ITEMS



A screenshot from the video game Super Mario Bros. 3. The scene is set in a desert-like environment with a yellow sky and brown ground. In the foreground, there is a green pipe on the left. To its right, a Goomba enemy is standing on a small green platform. Further right, a Piranha Plant is visible on a higher platform. The background features a large, brown, rocky structure and a distant mountain range.

The energy recharger will charge items you place into it. This comes in handy, because certain trinkets along the way are empty of power.



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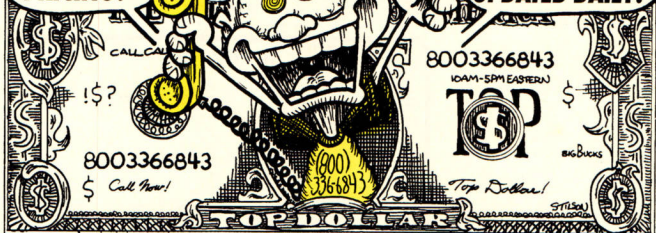


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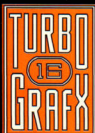
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and many more	and many more	and many more		and many more	and many more	and many more
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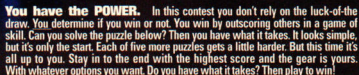
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PANDEMONIUM



Video Game Contest. Play on the hi-tech cutting edge with this line-up: Super NES with Super Scope; Sega Genesis with CD-ROM and Menacer; Panasonic 3DO; and Atari Jaguar. Get all four or trade the ones you don't want for CASH! Bonus options include: Sega Virtual Reality Helmet, 33" monitor, \$1,000 in games, cash, accessories and more!

Media Rig Contest. The Ultimate Gaming Environment. 40 inch monitor.

130 watt receiver w/ Dolby Pro Logic Surround Sound, Infinity speakers, subwoofer, CD player, graphic EQ, dual cassette and laser disc. Win DBS Satellite Receiver as a BONUS OPTION! This rig will blow you away (literally)!!

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. There will be four more puzzles at \$2.00 each and one tie-breaker at \$1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 61% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will each receive the grand prize they are playing for.

Mystery Word Grid

	H				M Y S T E R Y	
		E				
P	O	W	E	R		N
	R					W O R D
S						

WORD LIST and LETTER CODE chart

POWERN PRESS.....K BLASTA WRECKP
BREAKZ PUNCHS SPRAY.....E TURBOV
STOMPT STANDH PRESS.....C DREAML
CRUSHO SCORER SLANTL CHASE.....P

MYSTERY WORD CLUE:

TO GRAB SOMEONE'S SKIN BETWEEN TWO FINGERS AND PRESS.

Yes!

ENTER ME TODAY. HERE'S MY ENTRY FEE:

- ☐ (\$3.00) Video Game Contest
☐ (\$3.00) Media Rig Contest
☐ (\$5.00) SPECIAL! Enter Both (SAVE \$1.00)

Name _____

Address

City

State

Zip

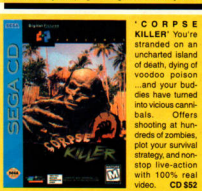
SEND CASH, M.O., OR CHECK TO:
PANDEMONIUM, P.O. BOX 26247
MINNEAPOLIS, MN 55426-0247

VOID WHERE PROHIBITED • ENTRY DEADLINE: POSTMARKED BY FEBRUARY 11, 1995 • ENTRY FEE MUST BE INCLUDED
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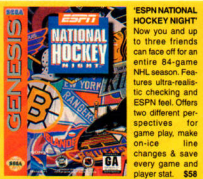
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'GENESIS 32X SYSTEM' Genesis 32X will turn your existing Genesis and Sega CD into state-of-the-art machine! Features crisp & smoother video footage that have never been seen at home. **\$159**



'CORPSE KILLER' You're stranded on an uncharted island of death, dying of voodoo poison... and your buddies have turned into vicious cannibals. Offers shooting at hundreds of zombies, plot your survival strategy, and non-stop live-action with 100% real video. **\$52**



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Genesis System Sonic 10	\$159
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Golden Axe	\$59
Golden Axe II	\$59
Golden Axe III	\$59
Golden Axe IV	\$59
Golden Axe V	\$59
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CLASSIFIED

GRARRROOOFF
HRRRRR blahray raza groar
wraowww Rrrrrr blorrr
groatt zzzatrog floahhh
@*!^@#*!^*^@!!!!

UMP

Contact Taz.

RE FOR

springs,
ses, rope,
table Acme
Contact Wile
E. Coyote.

DESPERATELY SEEKING

high-performance roadster.
Will provide unlimited birdseed.
Contact Wile E. Coyote.

BILL TROUBLE got you
down? Get in touch with
the bill expert. Contact
Daffy Duck on Game Boy.

MUSKET FOR SALE. Used

only for tracking wascally
wabbit in Bugs Bunny
Rabbit Rampage. Vewy, vewy
quiet. Contact Elmer Fudd.

FOR SALE, P38 Space

Modulator. Ideal for global
destruction or living up
parties. Goes over great
with the chicks or in Daffy
Duck The Marvin Missions.
Contact Marvin the Martian.

SINGLE BLACK CAT

seeks small yellow bird for
meal-time companionship in
Sylvester & Tweety. Must have
good taste. Contact Sylvester.



**TICKETS FOR SALE. Looney
Tunes B-Ball tournament.**
1-800-DRIBBLE.

PORTLY SWINE

looking for vacation p-p-p...
vacation p-p-part... vacation p-
p-part... traveling companion for
Porky Pig's Haunted Holiday.
Must bring pillow. Contact
Porky Pig.

PLAYERS NEEDED for two-

on-two pick-up game. Must
enjoy pies in the face. Contact
Looney Tunes B-Ball.

CASTING

Try out
LOONEY
family of



Coming Soon!

CALL
the
NES
in!

COMING
SOON!

HOLLYWOOD
STAR

"LOONEY TUNES B-BALL" IS A SLAM-DUNK WINNER!

by Howard Coleslaw

In one of the greatest games this reporter has ever had the privilege to cover, **Looney Tunes B-Ball** scored the biggest victory ever.

When this wacky, fast jammin' game of roundball begins, it's clear that anything goes! First, choose from your favorite Looney Tunes characters and go two-on-two against the computer or your friends! You set the Wacky Meter to the level of craziness you want — from 1, for nonsense streetball, all the way to 5, where the only rule is: there are no rules!

Change the ball into a team pie and show your opponent the new meaning "in your face"! Go invisible or teleport past your man and take it to the court two! And the clock isn't the only thing ticking when the ball becomes a bomb for

locker room after

the game, the Looney Tunes team was understandably exhausted, as the action was fast and furious at both ends of the court. Overall, the team was pleased with its effort, though Taz's moves did



come into question. "Taz can't dribble, but he sure does drool," said team captain Bugs Bunny.

Taz was unavailable for comment, but released the following statement through his agent: "Roarg hawraaaa grooarg froww hrrrg!"



TAKE THE COURT FOR THE WACKIEST GAME OF HOOPS EVER!

#@!* *# #^@!" Most observers tended to agree. **Looney Tunes B-Ball** is your season ticket to fun.



"Shoot, doc," said Bugs. "We're having a ball!" The arena will rock as you play through earthquakes, eclipses and more! So go ahead and drive to the hole. But watch out, you just might fall in one!



The... you play, the... you'll get. w... fr... Du... (also... great ma... in his ow... The Loon... features all yo... Bugs Bunny, Porky... Sylvester and Tweety, El... Fudd. And Daffy Duck himself. The Acme Animation Factory just the carrot on the...er... New mind.



SUPER NINTENDO
ENTERTAINMENT SYSTEM

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OFFICIAL LICENSED PRODUCT



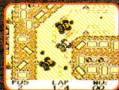
Get behind the wheel and crush the competition! Six thunderous Monster Trucks pulverize everything in their path on the toughest circuits in America! Driving turboforce, explosive nitro bursts and 1500 horsepower fire up your mean monster machine!



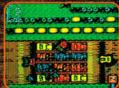
**CHOOSE YOUR
FAVORITE USHRA®
MONSTER TRUCK**



**BEEF UP
YOUR 4 X 4 AT
THE SHOP**



**CAR-CRUNCHING,
METAL-MASHING
ACTION**



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