

# EGM<sup>2</sup>

FROM THE EDITORS OF

**ELECTRONIC GAMING MONTHLY™**

THE SMASH SUMMER  
SEQUEL HITS ARCADES!

# TEKKEN 2

EXCLUSIVE

PREVIEW OF

CHARACTERS

AND MOVES

INSIDE!

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Volume 2, Issue 2



Display until September 12, 1995

## STREET FIGHTER



Gaze your eyes on our four  
page blowout of Capcom's  
outrageous new fighter!

## CHRONO TRIGGER



Four pages of detailed  
strategy on this ultra-  
challenging RPG!

## THE GAME GLOVE



EGM<sup>2</sup> blows the veil of  
secrecy off this new  
glove controller!

## CHECK IT OUT!

KILLER INSTINCT  
BLACKTHORNE

BALLZ: THE DIRECTORS CUT

TOTAL ECLIPSE TURBO • KRAZY IVAN

RAYMAN • VIRTUAL HYDLIDE

DOOM 3 • DRAGON • DEMOLITION MAN

SYNDICATE • BOMBERMAN 3

# Next one to call them "cute" gets a fireball in the butt.



What's that smell? Oh, it's your butt.

Sizzling, **scorched** and smoking. You made the tragic mistake of thinking Kirby's new buds were harmless stuffed animals.

Man, were you burned. This is **Kirby's DreamLand 2®** for Game Boy® and Super Game Boy®, and you're in the **hot seat**. Kirby's scraped under the desk of the animal kingdom and come up with a handful of down and dirty allies. They may look adorable, but they make Kirby **deadlier** than ever. Meet the owl that slings boomerang



feathers. Shake fins with a fish that lets Kirby swallow under water. Kneel before the hamster that coughs up **white-hot** spheres of justice. "Cuddly"? Hardly. So hike up that asbestos underwear and watch your language.



**Nintendo**







GAME BOY

KIRBY'S  
DREAM LAND 2

ONLY FOR ADULTS  
K  
AGES 18 & UP

Play  
it  
Loud

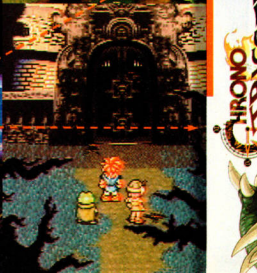
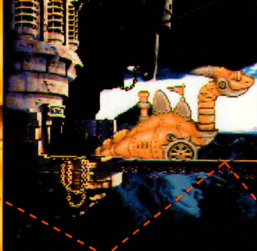
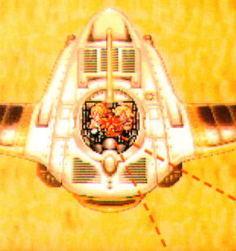


YOU'VE GOT IT ON YOUR HANDS. YOU  
DON'T HAVE ENOUGH OF IT. YOU'VE GOT  
IT ON YOUR SIDE. YOU'RE PRESSED FOR  
IT. YOU SPEND IT. YOU WASTE IT. IT'S  
IN. IT'S OUT. IT'S NOW. IT'S PAST. IT'S  
RUNNING OUT. IT'S DRAWING NEAR.  
CHRONO TRIGGER™. IT'S ABOUT TIME.



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

**SUPER NINTENDO**



# EGM<sup>2</sup>

August, 1995

Number 2.2

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~~\$399~~ = ~~\$299~~ = \$50.4?  
~~\$399~~ ~~\$299~~ ~~\$50.4~~

New math? No, we are just comparing **APPLES TO APPLES**. That is, comparing the Sony PlayStation price with the Sega Saturn price. Why the subtraction error? Well Sony has decided to do something different in order to get the base price of their system under \$300—they decided not to pack in a game with the system. Sega still considers it important to give the players a complete package, so they have gone the traditional route by including Virtua Fighter with every system purchased. So when you're comparing the two systems and looking at prices, remember that you're going to *have* to buy a game for the PlayStation.

**WHY THE CHANGE?** Sony is quite aware that their new system is very expensive. Unlike Sega and Nintendo who have other lower-priced systems that will continue to appeal to gamers who are on a budget, Sony only has their PlayStation. And to minimize the sticker shock, they have done everything possible to get the system price as low as they could. For example, Sony of Japan, since last year, has been selling their PlayStation for about ¥34000 (\$400). It wasn't until just early July that they decided to drop it to ¥29800 (\$350). For the U.S. to launch the system at an even **LOWER PRICE**, had to have been something very difficult for Japan to swallow. Credit some very shrewd and savvy marketing people over here for the great sell job on Japan. The numbers will speak for themselves in a year or two though, because Sony has taken the old Gillette approach of giving the razor away for free and making the money on the razor blades. That also means that you shouldn't expect the game discs to start off at too low a price.

But, as we all know from the systems already on the market, **PRICE ISN'T EVERYTHING**. Without strong support from a solid, well-known team of third-party licensees, players won't run out and buy a new system, no matter how cheap the price. Fortunately, Sony has both the price and the support along with the distribution network that will get the PlayStations out all across the country. How can they lose?

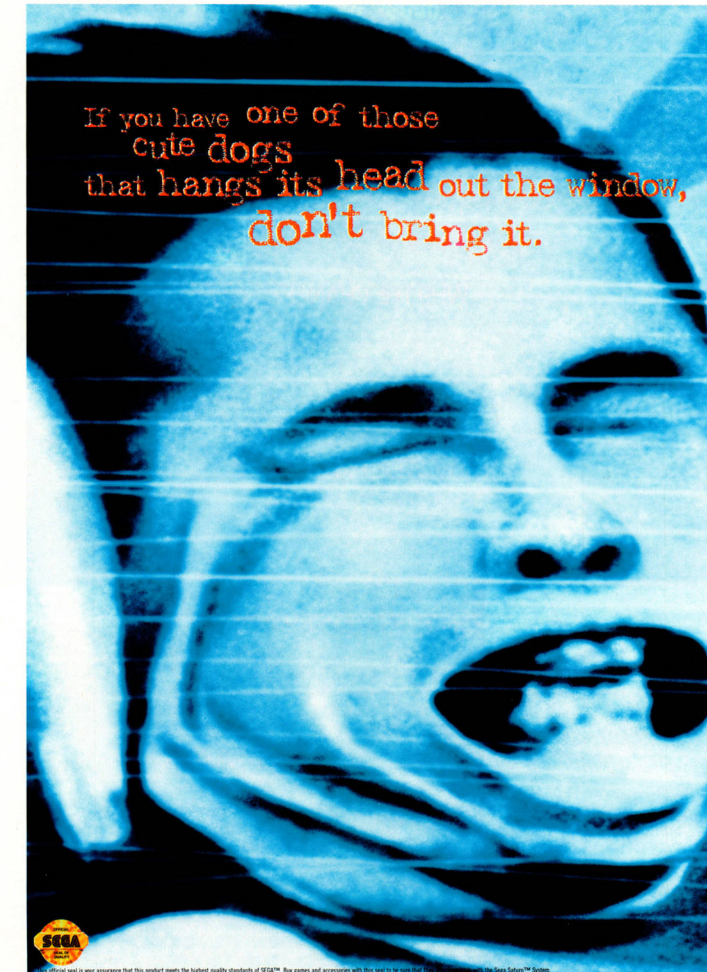
The price for one. Even though they are coming in at a rock bottom price of \$298, it still is a **LOT OF MONEY**. Anything over about \$200 puts the item beyond the "impulse buying" range of most of the gaming public. So when Junior wants a PlayStation this fall, Mom, instead of springing for it, just might put it off with a, "We'll have to think about it." Not a good thing, but Sony isn't alone in this department as all of the makers of the new high-end systems will have to overcome this parental hesitancy to buy. In addition, since the new systems are so expensive, we have heard many players say that they aren't going to buy

**ANYTHING** until they see the Ultra 64 in April. As it stacks up now, it looks like 1996 will be the year the new systems will really take off. One thing's for sure—we'll be there to give you the opinions as to which is best!



by  
**Ed Semrad**  
Editor in Chief





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



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





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

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



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



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



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



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



Call 1-800-771-3772 for game rating information.  
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**CRYSTAL  
DYNAMICS™**

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The Rave War is not over ...  
at least not in this issue.  
Check out the sneak peek of  
the sequel to Tekken. It will  
blow you away!

STORY BEGINS ON PAGE 88

## CoVeR Story

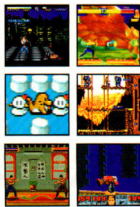


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## FACT-FILES

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You are doomed until  
you play the game  
Doom!

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Save your homeworld in  
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Control millions of  
peons' destinies in  
Syndicate!

### JaGuaR 120

Rescue your friends in  
the colorful world of  
Rayman!





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

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

**IT'S DOUBLE THE FUN IN EVERY ISSUE!**

## FEATURES

### TWO NEW FIGHTERS SMASH INTO THE ARCADE ACTION SECTION THIS ISSUE!

Okay fighting fans, be prepared for two awesome fighters coming your way via the Arcade Action section. First up, the second part of our Street Fighter Alpha feature shows moves and tips for the rest of the characters. Also, check out the "randoms" in the Character Select Screen that might let you play as Akuma and Bison! Don't forget to look at World Heroes Perfect! The fourth installment in the World Heroes series has added Crazy Death Blows to the characters' arsenal of moves, as well as Hero Gauges. The story begins on **PAGE 70**.

"Each character now has one or two 'Crazy Death Blows' that can be executed when his/her life bar flashes red." (World Heroes Perfect)



### PART ONE OF THE CHRONO TRIGGER STRATEGY GUIDE STARTS IN THIS ISSUE!

As usual, role-playing games are pretty tough. However, Chrono Trigger has to be one of the toughest out there. In this issue of *EGM*<sup>2</sup>, there is a four-page strategy guide to help RPG players through this massive, yet exciting, game. Every little helpful tip and secret has been included in the guide. But this is only the first part to the guide. You will have to wait until *EGM* #74 comes out for the second installment! Have fun reading the first part, though. The story begins on **PAGE 92**.

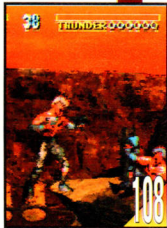
"All time zones are accessible in the time machine including 1999 A.D.—the Day of Lavos."



### REJOICE SUPER NES OWNERS—KILLER INSTINCT HAS NOW BEEN RELEASED!

Fulgore, Sabrewolf, Orchid, Cinder, Glacius, Jago and the rest of the Killer Instinct cast are now raging on the Super NES. If you loved KI at the arcade, you will love this version because it keeps up with its counterpart. Nothing major has changed, but some cool features have been added. Gamers now have the advantage of an additional color in the character color scheme. Another option is the easy combo breaker that helps beginners pull off the move. The story begins on **PAGE 108**.

"Although the conversion of Killer Instinct is stunning, there are a couple of features that are different from the arcade."





**Feel the heat of the Knight!**  
When Mr. Freeze puts Gotham City on ice, Batman and Robin answer the call. With a mix of sharp-shooting and intense action, it's like two games in one!



**Go ballistic!** Battle huge bosses including *The Joker*, *Mad Hatter*, *Two-Face* and the chilling *Mr. Freeze* before Gotham City becomes Ice Cube Central!



**Enter a new dimension!** Awesome original animation lets you run a gamut of 3-D rotating and scaling sprites... then team up and double the intensity in 2-player mode!



**Madness marches on!**  
Exploding rabbits, terrorist teacups and killer coffee pots mean *Mad Hatter's* cupboard is full—and you better watch your back before you get done in by another nifty knickknack!

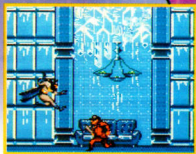


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SEGA  
GAME GEAR

# the adventures of BATMAN & ROBIN



**Start chillin'!**  
Mr. Freeze wants Batman iced, but the Dark Knight has his own plans for turning up the heat in Gotham City!



**Command the airwaves!** Take on Tweedledoe on the scaffolding of a television studio. Film at 11!



**Deal a winning hand!** Mad Hatter's goons try and stack the deck, but Batman's ready to cut the cards!



**Now on Broadway!**  
Fly high above the skyscrapers of Gotham City to battle thugs at every turn!



Visit the Sega Worldwide Web Site for more information at <http://www.segagoo.com>

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# INTERFACE

# LETTER OF THE MONTH

Ha-Hork!



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

## Get ConNeCTed!

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

# NUKE™

Get your letters in to **EGM** today or we kill another editor! You can reach **EGM** by writing to:  
Interface, Letters to the Editor  
1920 Highland Avenue, #222  
Lombard, IL 60148

Hi there!



## THE ISSUE OF INTERNET CENSORSHIP TROUBLES READERS

Dear **EGM**,

Following the vote in the United States Congress to pass the Exon Censorship Bill, restrictions of freedom in America are appearing more and more imminent. Yet no major form of media has thought to ask the opinions of the actual users of the Internet, those with the most insight into what could be lost if this bill is unleashed upon the on-line community. The effects of such a bill will by no means be limited to the Internet. Millions of people around the world read and download from the Internet's sex-related newsgroups and millions do so regularly—there are over 500,000 people in "alt.sex" alone. As our government crusades to take away our freedom to post and read all types of pornography, sexually explicit stories and whatever information they deem inappropriate, we would at least have them realize on whose freedoms they are imposing. We are a group of people that is not very agreeable to your plans of oppression. We are doctors, lawyers, rocket scientists and computer engineers—all of whom are highly computer literate. The Founding Fathers of this country did not design the Constitution to be ignored when the powers that be disagree with the concept of free speech. The concepts of "decency" and "obscenity" are in direct contradiction with its premises. We do not need to be assigned "decent" values, and we don't need you to decide for us what obscene is. We are very capable of deciding what is acceptable for ourselves and our children without your input. In the words of Supreme Court Justice Potter Stewart, "Censorship reflects society's lack of confidence in itself. It

is a hallmark of an authoritative regime." You can't regulate the Internet. It is international, and will remain free all across the Earth. ... It just won't be available in the Land of the Free.

**Adam Pedersen**  
via the Internet

Bravo!! Well said, Adam! Now, I'm going to pull a complete 180. While I definitely agree with freedom of speech, the forefathers of our country never had 6-year-old computer-literate kids who could download JPEG files of women having sex with animals! Seriously, I've gone to those "obscene" areas on the Net (I only read the articles!) and some of the stuff you can get is downright disgusting. It's really easy for you to stand up for *your* rights, but don't forget about the rights of others! Now, I'm not saying that the Internet should be censored, but there are certain things that may or may not belong there. Nudie pictures may be "harmless" enough, but we'll see what you say when you catch your 6-year-old son downloading hardcore porn from some FTP site somewhere. Obviously, there should be interaction between parents and kids so that this would not happen. Say it with me now—**S-U-P-E-R-V-I-S-I-O-N!** Parents need to know what their kids are getting into. In a perfect world, there would be no need for this. Unfortunately, this is *not* a perfect world. Censorship is an extreme step, and it is a questionable alternative to other measures that can be taken. This issue will be hotly debated in the months to come. Both sides present excellent arguments. We welcome your comments and ideas about this topic. There are a lot of experts out there. How about coming up with a solution to the problem? Hopefully, this will be resolved in a way that will benefit us all.



## ROAST A FEW WEENIES TONIGHT.

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

THE SOURCE



BEHIND THE FORCE.

## WHATEVER HAPPENED TO THE PIPPIN?

Dear **EGM**,

Do you guys know whatever happened to the Pippin? I heard that it was not going to be released after all. I was kinda looking forward to it because I own a Macintosh computer.

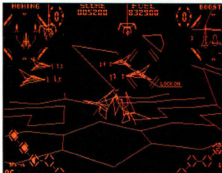
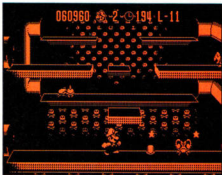
**Corey Turner**  
Detroit, MI

Apple's new multimedia computer/video game system has run into its fair share of problems. According to our sources, the Pippin is way, way behind schedule. Apparently, it will not be completed before the upcoming holiday season as originally planned. According to published reports, Apple has encountered trouble with the software and has lost a bunch of its Pippin engineers to boot! As of right now, Bandai is the only licensee for the Pippin system. Looks like you're going to have to wait quite a while before you have a Pippin in your home!

## READER SEES VIRTUAL BOY AT E<sup>3</sup>

Dear **EGM**,

Recently, I was one of the few who was able to attend the E<sup>3</sup> show in Los Angeles. Now, I am not part of any video game company or anything, I'm just an average, "Joe Shmoe" video game player. It's still a mystery to me how I got in, but it was definitely a dream come true! I wish to point out that while I was there I got to play



• Will Nintendo's savvy marketing department be able to sell the Virtual Boy to the public?

DKC 2, Killer Instinct, Toh Shin Den, Crazy Ivan, Street Fighter: The Movie, etc. ... You name it, I played it! I even got suckered into playing the Virtual Boy, which is why I'm writing. This is an awesome piece of hardware! To me, this was the hottest thing at the show! All those people sending in letters to the gaming mags saying that the Virtual Boy sucks probably haven't played it! Nintendo has a winner, and I'm buying one! The tennis game was cool, but I loved Mario Clash. Red Alarm looks incredible too!

**Jared Zacharias**  
via the Internet

Different strokes for different folks! We just wish the Virtual Boy had color. I'm sure that many people will buy it anyway.

## TO BUY OR NOT TO BUY— THAT IS THE QUESTION

Dear **EGM**,

I was wondering if the companies that are selling PlayStations for \$300-500 are selling the U.S. versions? If I buy a Japanese PlayStation, will it run the American games? In other words, is buying this system [through] mail order prior to an American release a good idea?

**Russell Kendall**  
via the Internet

No. The Japanese systems will not be able to run the American games and vice versa. However, if you absolutely can't wait, and you intend on buying all Japanese softs, go for it! The companies that are selling PlayStations in the back of gaming mags such as ours are all selling the Japanese PSX.

## MORE ON THE ELUSIVE ULTRA 64

Dear **EGM**,

I am a very concerned gamer, and I have a few, well to be exact, 2.2 billion questions for ya. First, I'm worried about the Ultra 64's release date. Good or bad? Is the U64 gonna have enough third-party licensees? I've already bought a Sega Saturn and plan on buying the PlayStation. Are there enough differences in these systems to warrant buying all three of them? Also, do you know of any video game colleges in North America? I'm into the art thing as far as games go.

**Brian Younker**  
Bartlett, TN

## WHAT IF?

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

## WHAT IF?

- ... Mario was in a Sega Saturn game?
- ... Mario shaved off his mustache?
- ... Sega made Virtua Spam?
- ... Haohmaru drank too much before battle and got drunk?
- ... Ukko ran out of apples?
- ... Carlos Anicama & Victor Chau Lima, Peru
- ... **EGM** printed "What If's" from the XBand?
- ... they were funny?
- ... Kate Mulgrew did minivan commercials for Plymouth?
- ... Patrick Stewart did Enterprise rent-a-car commercials?
- ... "Orlando Magic" via the XBand
- ... MK3 was illegal to play?
- ... your CDs melted in your 3DO?
- ... we didn't need another Virtua Fighter?
- ... NUKE really nuked your computer?
- ... Jimmy Arguello Spokane, WA
- ... Scorpion got the hiccups?
- ... Shang Tsung developed an identity crisis?
- ... Jax's arms began to rust?
- ... Cyraux was really Scorpion and Sektor was really Ermac?
- ... O.J. was really Kano? (I don't get it).
- ... *Mortal Kombat the Movie* really did come out?
- ... Joshua Chaisson Tucson, AZ
- ... Sega's Virtua Fighters met the fairy from *Pinocchio* and they became real live boys?
- ... Raiden accidentally electrocuted himself while going to the bathroom?
- ... in Ridge Racer you could play as a flaming, turbo-charged Yugo?
- ... Louis William Noll Chattanooga, TN



EVERYTHING'S OUT OF CONTROL, COMPLETELY OFF KILTER. EVIL BLACKHEAD ARMIES ERUPT WITHOUT WARNING, TAKE ME AS HOSTAGE, THEN LAUGH EVEN HARDER AND MULTIPLY. WELL, DIE, BECAUSE I HAVE A SECRET WEAPON WHICH IS MIGHTIER THAN THE NUMBER ONE PAD TO BUST YOU INTO THE NEXT GALAXY AND WHICH IN FACT IS THIS WICKED LITTLE PAD FROM CLEARASIL®. INVADERS, DIE, BECAUSE I HAVE A SECRET WEAPON WHICH IS MIGHTIER THAN THE NUMBER ONE PAD TO BUST YOU INTO THE NEXT GALAXY AND WHICH IN FACT IS THIS WICKED LITTLE PAD FROM CLEARASIL®.



(Continued)

I don't think that Nintendo will have any problems getting licensees for the Ultra 64. As to your second question, hey, if you've got the cash, buy them all! No doubt there will be some games on one platform that will not be available for the others. Finally, yes there is a video game school in North America and it is partially funded by Nintendo. It is called DigiPen and if you are a good little programmer wanna-be, I'll tell you a little secret. Check out the next issue of **EGM** for complete coverage on this first-of-its-kind programming school.

## VIRTUA HAIR ATTACKS AND KILLS GAMER

Dear **EGM**,

What the heck is up with the hair in the game *Virtua Fighter*? If there was

enough gel in one jar, I would wear my hair like that, too! NOT! Most of the characters look as though they ran into the blow dryer from hell. If they could headbutt, the game would be over real quick!

Todd Bjarsom  
via the Internet

Shut up or I'll put a steel ball through your head!

I'm the White Ranger!!

## PSYCHO LETTER OF THE MONTH

Now for that part of the show where the truly insane get a chance to shine. This month's letter comes from Eric Welch who has a strange fascination with the Power Rangers. He has a unique idea for our mag.

Dear **EGM**,

Your magazine is great and all, but it is no way the best. There is still hope for you, though. I know for a fact that many teenagers such as myself would cancel their subscriptions to all of those other video game magazines and subscribe to yours if you would just have a section entitled: **POWER RANGERS 'R' US**. Lots of teenagers like me love the Power Rangers, but have no way of having serious discussions about them. I could also send a summary every month of the coolest episodes. I already have a summary of the latest episode, "Blue Ranger Gone Bad" waiting here at home. Together we could make it happen!

Sincerely,

Eric "White Ranger" Welch

I like gum.

Okay, but I get to be the White Ranger! You can be the Pink Ranger! You are a true psycho, Eric. Your T-shirt is in the mail.



And then the deer shall rise up and take over the world! Well, okay, maybe not. But this postcard from Zachary K. of Key Largo, Fla., kinda makes you wonder, huh? I never knew deer could drive!

## XBANDS AND MAGAZINE EDITORS—WHAT A MIX!

Dear **EGM**,

How about getting XBANDS for your editors so they can fight or play with the readers. They can then demonstrate their skills and put all of the critics to rest.

Mike Carter  
Kansas City, KS

## BUNGLE IN THE JUNGLE—OR, MORE VIDEO APES

Dear **EGM**,

I love DKC. I also loved the movie *Congo*. Couldn't Nintendo use the same techniques to make a *Congo* game?

Unknown Name  
via the Internet



• *Congo* the game is going to be released by Viacom. Nintendo didn't do it.

This month's letters column was brought to you by Mike Forasiepi, **EGM** assistant editor. When Mike isn't busy reading through all of our mail or doing other assorted odd jobs (like washing Ed's car or polishing Danyon's shoes), he can often be found at the local bar, guzzling beer and preaching about the current state of the video game industry.

Our playtesters  
are happy to  
announce that DoOM is  
**now ready**  
for the Super NES



Nintendo



**DOOM**

Sept. 1, 1995

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

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

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

\* Or at least get you in the magazine and win yourself a groovy G&C paycheck for your hard work (First Prize Only)



Matt Hajde •  
Castle Rock, CO



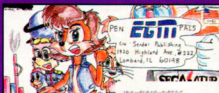
Nik Fournier •  
Manchester, NH



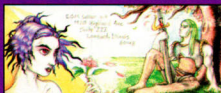
Ruo Xu Li •  
Bronx, NY



Joey Wheeler •  
Chicago, IL



Charles Kusiak • Macomb Twp., MI



Ryan Wehnau • Durham, CA

### The Good Zines Part 3

by Arnie Katz

The difference between good fanzine writing and bad isn't the quality of the information. Most fanzine articles present the author's feelings and ideas, not unique expertise. Learning to give those ideas and opinions in an entertaining way is the mark of good fanwriting.

You've got a word processor, so use it. Nothing improves fanzines more than a heavy hand with the blue pencil.

Too many writers waste several paragraphs before they actually get to the subject. Removing this throat-clearing makes the article much stronger.

Don't waste space with all-bis about the lateness of the issue or the typo on page seven. Fix the problems or forget them.

Finally, a fanzine editor can often get good outside contributors by suggesting topics

to likely authors. Give someone an idea, and they may respond with your next lead feature.

There's a lot more to say, of course, but this is one of those special, short installments. Without delay, let's look at a few fanzines!

#### Critical Mass #2

Edited by Andy Sullivan  
1537 Stephane Way  
Ceres, CA 95380  
Frequent, \$1.00 per issue,  
26 pages



The 16-year-old editor brings a lot of enthusiasm and a surprising amount of

skill to the wide-ranging video game fanzine. He's developing an artistic, high-impact visual style, even though a few of the layouts are still overkill.

MK3 gets most of the space, but there's also an

article about virtual reality, information about the Internet and reviews of other games.

This fanzine hasn't quite reached "critical mass" yet, but it's only a question of time. This lively and personable fanzine is worth trying.

#### The Dark Side #7

Edited by Al Riccitelli  
303 Monticello Dr.  
Branford, CT 06405  
Monthly, \$1.50 per issue,  
18 pages

Professional wrestling and video games share the stage in this frequent fanzine. Games get the majority of the pages, but Al also reports results on a recent pay-per-view and previews another.

The graphics are unusual, especially the type styles. Some of the headlines look like kidnaps notes. That aside, this likable zine is on the rise and is worth some reader support. Send for the next issue, and meet this not-too-scarry emissary from the dark side.

#### Digital Press #25

Edited by Joe Santulli  
44 Hunter Pl.  
Pompton Lakes, NJ 07442  
Bimonthly, \$1.75 per issue,  
24 pages



Santulli is probably the best editor in fandom these days, and the sports issue of *Digital Press* shows his skill and

intelligence on every page. Material includes a retrospective on classic sports cartridges and commentary about present and future ones.

This is my favorite zine. Try a copy, and you'll probably like it a lot, too.

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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# PRESS START

**EGM<sup>2</sup>**  
**EXCLUSIVE**

## GET YOUR HANDS ON THE "GAME GLOVE"

Throwing controllers against a hard surface and busting them into tiny pieces isn't profitable ... or is it?

Picture this: Two brothers got together on a damp, dark summer evening to play Joe Montana Football on their Genesis. At halftime, the cocky older brother had his younger brother 14 to zip. The older brother asked if the other wanted to retire. The anger really started to build up when they kicked off the second half.

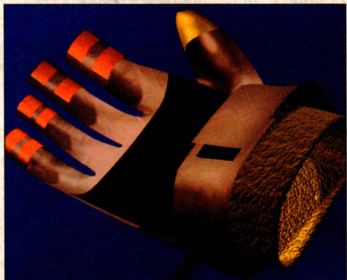
Three seconds to go in the game, the score was 24-21 and the older brother clung to the lead. Lining up to kick a field goal, the older brother was confident of his impending victory. Then the unthinkable happened—the younger brother blocked the field goal and returned the ball 80 yards for a touchdown.

Not able to control his anger, the older brother threw his joystick against the wall as hard as humanly possible, breaking it into a million pieces as his younger brother did a victory dance around the living room.

Later that evening while the older brother was plotting his revenge, it dawned on him that he shattered his favorite controller. He tried to reassemble the controller and accidentally put two of the wires together ... the game reacted.

It was at that moment that something clicked inside the older brother's head—and the Rings of Power company was officially born.

Or would be—as soon as they had a product. It was



The Game Glove will be compatible with the Sega Genesis, Super NES, Sega Saturn and Sony PlayStation using separate cords.

4 a.m. and the boy had trouble realizing his vision at the time. He tried to wake up his brother to tell him about the idea he'd stumbled upon: "The Glove," a new controller that would add new possibilities to every game.

It's been a long trip, but Noah Ullman (the older brother) and Adam Ullman (the younger brother) are the brains behind this newest gaming peripheral.

A Sega Genesis version of the "Game Glove" will be out

in late September/early October. Super NES, Sega Saturn and Sony PlayStation versions should be available soon, and an Ultra 64 version is said to be in the works.

However, the Glove itself will be produced on a generic form. Users will have to buy the cords that correspond to their specific systems. The cost of the Glove will be \$89.95.

We at **EGM** tried the Glove out on a few Genesis games, and it worked like a charm. It really adds a new dimension when you're going deep in Madden as you can control the ball being thrown to you. Wiggling your hand and fingers moves your players down the field.

It's a concept that gamers should check out. The Ullman brothers just might score a hat-trick when the Glove comes out for the Ultra 64, PlayStation and Sega Saturn. It's something all gamers should be watching for.

It also proves that turning a negative (like a smashed controller) into a positive (an idea for new peripheral) is something you should always try to achieve.

But then again, smashing your controller when you lose still isn't something that is a good idea.





# EWJ BLASTING HIS WAY ONTO WBTV

Earthworm Jim is blasting his way onto the Warner Bros. Kids network starting Sept. 9.

Dan Castellannetta, better known as the voice of Homer Simpson, will be the voice of none other than Jim himself.

In the first episode, EWJ's adventure begins on a far-away planet where the evil Queen Slug-for-a-Butt commissions a mad



suit falls to Earth and lands on a poor, defenseless worm. (Guess who.)

Instantly, Jim is transformed from a 98-gram weakling destined for the end of a fishhook, to the most muscular worm in the galaxy. Armed with the suit (complete with a number of powerful gadgets, not to mention an important self-washing mechanism), Earthworm Jim takes the job of stopping the Queen SFAB from taking over the universe.

Jim's now packing some new-found fortitude and plenty of guts (and don't forget the suit). Tune in to the cartoon series to find out what else is in store for you car-



scientist, Professor Monkey-for-a-Head, to deliver her a super powersuit. But as luck would have it (and no other way to introduce EWJ), the



Chris Stoyak, 12, plays Fooze-ball with EWJ creator David Perry. Perry and EWJ are blasting their way into the cartoon business.

toon fans. It should be very entertaining, just like the game!



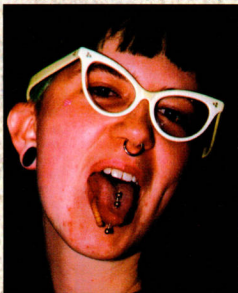
## GOING TO GREAT LENGTHS TO GOBBLE UP A COPY OF GEX

It's been quite a couple of months for Crystal Dynamics, as Gex went to the top of the 3DO charts plus they have the 3DO's number-one selling sports title, Slam N' Jam. Crystal Dynamics also appeared on *The Today Show*—a gaming first.

Crystal Dynamics celebrated by having one of the most bizarre contests in recent memory: a bug-eating contest. The rules were simple: The person who gobbled up the most bugs won a copy of Gex and a number of other cool prizes.

Since Gex the gecko lizard

enjoys eating the slimy critters in the game, Crystal officials thought it was only



fitting to have contestants devour them as well.

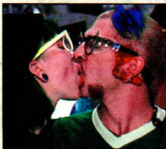
The three participants were picked at random out of the

audience by Dana Gould (the voice of Gex and HBO's comedy personality).

It was shortly before lunch (which was a good thing) when Gould gave Jessica Hazel, Chuck Foss and Suzanna Reba the green light to start munching. By the end, all three had devoured about 50 of the "yummy" critters each. Crystal Dynamics proclaimed it a tie and provided all three with diet sodas to wash their meal down as well as copies of Gex and a T-shirt.

To show that there were no hard feelings, two of the participants kissed after one beat the other in the bug-athon.

It really wasn't much of a treat to watch, but the competitors seemed to enjoy it. After all, it isn't the type of food you can get at a drive-through. It was definitely



a once-in-a-lifetime event, and everyone who was there won't soon forget it!

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DALLAS-KXTX 39  
DALLAS-KDAF 33  
DETROIT-WXON 20  
ATLANTA-WATL 36  
SEATTLE-KTZZ 22  
CLEVELAND-WUAB 43  
MINNEAPOLIS-KGLT 23



# NAKI TAKES THEIR WIRELESS SHOW TO THE 3DO

Naki has redone their wireless 3DO controller's architecture.

There is some improvement in the response times between hitting the buttons and transferring those movements to the players on screen. Unfortunately, most of the changes made were in the way the controller looks. However, the mechanisms that respond to the on-screen movements have remained the same.

If you have trouble with your dog chewing on the cords of your controllers or if



members of your family keep getting tangled up on them when you're playing your favorite 3DO games, these controllers will help you out

of these situations. If you can't make it to the couch with the regular 3DO controllers because the cords aren't long enough, these

babies work up to 40 feet.

We tested these controllers extensively from various angles and distances from the TV. When it says 40 feet in the manual, it *means* 40 feet! We tested them around several corners, and they even worked from as far away as 50 feet, although playing a game from that distance isn't recommended, unless you have a pair of binoculars.

The set comes with two controllers and an infrared receiver. The controllers have a Turbo feature that increases your number of shots or punches that you deliver to your computerized or human opponent.



The response times are slow on some of the fast-action games like Street Fighter Turbo Edition, Gex and Slam 'N' Jam. On games like Return Fire, the controller is very handy.

OVERALL RATING	
64	Slow response time brought the score down on this controller.

## GET IN COMMAND OF YOUR GAME WITH COMMANDER 2-WAY

The Fighting Commander 2-Way by Hori for the Sony PlayStation (PSX) allows you to customize the setting on your controller.

fighting games and Beta Mode for all other PlayStation games. The directional pad conforms to your hand and is very responsive. If you love fighting games and fast-action adventures, it works great on them. We tested this controller on some of the best games we have in our

PlayStation arsenal. For example, on Battle Arena Toh Shin Den lightning-quick combos and other special moves, the controller performed them with ease. The six-button feature really helped as well.

We even took it for a test drive on Ridge Racer, and it passed with flying colors. Cornering was a breeze with the responsive,

specially configured directional pad. I couldn't find



anything I *didn't* like about the controller, nor does anything really come to mind as far as a glaring flaw.

Hands down, this controller is *killer* and has a lot of cool features. Gamers should pick it up as soon as possible!

OVERALL RATING	
92	Lightning-fast responses make this controller one to watch for.



When playing Battle Arena Toh Shin Den and other favorite PlayStation games, this controller adds a new game-play dimension.

buttons that give quicker response times and ease of control that could make you a champion.

The Commander 2-Way has Alpha Mode settings for

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

WE ADMIT IT — IT'S AN UNFAIR ADVANTAGE. BUT, HEY, DO THEY ASK FOR MERCY WHEN THEY CHALLENGE YOU TO THE TOUGHEST FIGHTING GAMES IN THE UNIVERSE? WE DIDN'T THINK SO.

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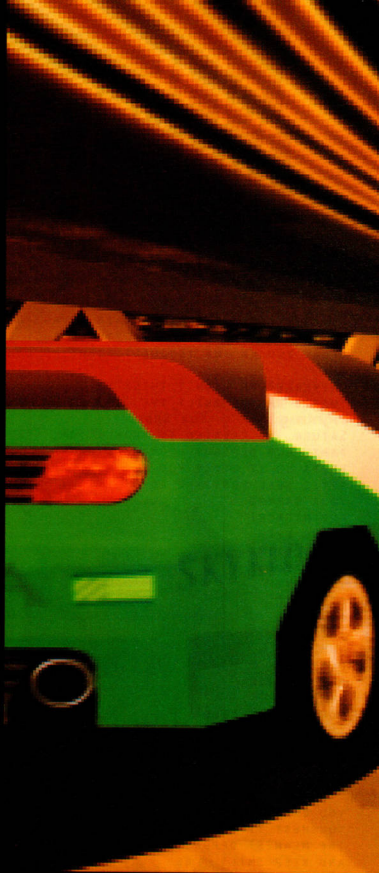
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to check your shorts for skidmarks. One final plug: Look for Ridge Racer and 50 other titles including Mortal Kombat™ 3 on the PlayStation before Christmas.



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# GAMING GOSSIP

- ... PLAY VIRTUA FIGHTER ON YOUR PC ...
- ... MK3 ARCADE UPGRADE ...
- ... SEGA SELLS SHIN SHINOBI DEN ...
- ... SONIC 3-D ON SEGA SATURN ...
- ... MEGA MAN MAY BE COMING TO THE PSX ...
- ... SEGA GAMES ON PAY-PER-VIEW ...
- ... NAMCO WORKING ON RIDGE RACER 2 ...
- ... BASS FISHING FOR THE PLAYSTATION ...

I've been rowing around the gaming waters and I've reeled a few whoppers into the big **ECM** boat. HOT-B is about to put their boat in the water once again, this time on the PlayStation. HOT-B's packing six years of fishing experience and angling expertise into the newly designed system due to be released all over the planet on Sept. 9. They aren't fooling around. HOT-B will be joining forces with professional angler Hank Parker and *Bassin Magazine*. A Two-player Option will be available for head-to-head competition. The game will also feature a private lake that allows the user to design, create and manage the lake environment. Gamers who enjoy fine fishing games will want to hook this one.

Microsoft and Soft Bank have formed a new joint-venture company called Game Bank. The company will focus on developing games for Windows95 and licensing other games to port over. Soft Bank is the biggest PC software distributor in Japan. They recently acquired The Interface Group (Comdex etc.) and Ziff Davis Expositions subsidiary.

The new Soft Bank/Microsoft company was formed directly by Microsoft chairman Bill Gates. Soft Bank decided to acquire Kinesoft, an Illinois-based company. Gates was so impressed by this technology that he called up Masayoshi Son (Soft Bank chairman) and recommended that Soft Bank make the purchase. What is the Kinesoft technology? Supposedly they can take TV video games and port them over to the PC beautifully. Virtua Fighter on your PC may be a possibility!

When Masayoshi met Kinesoft in a Tokyo hotel to discuss potential business, he saw a demo of some Sega Saturn software on the PC. Upon seeing the demo, it took him no more than an hour to decide to acquire Kinesoft for \$12 million. This technology will be used by Game Bank in its development of games for the new Windows platform. Earthworm Jim by Shiny is one of the very first games that will be ported over for Windows95.

In other gaming news, Treasure, makers of the Contra series for Konami, are out on their own. Treasure of Japan, the makers of Alien Soldier and GunStar Heroes, are working on an RPG for the Sony PlayStation. Recently it was on display at the Tokyo Toy Show and is said to be ultra hot!

Namco of Japan is working on Ridge Racer 2 for the PlayStation. It's due out toward the middle of next year. Some are speculating that Grand Prix, Indy cars and a few off-road vehicles may be added with all-new tracks as well. A segment of the game could also see you drive around in semi-trucks.

Sega's getting Eternal Champions ready for the Sega Saturn along with a 3-D Sonic title that will turn a few heads when it's complete. Some are suggesting that the rush is being put on both titles so that they are ready for this Christmas. Vic Tokai has purchased Shin Shinobi Den from Sega for the Sega Saturn and will be renaming it Shinobi Legions, which will be released in September. If you remember we talked some time ago about playing new Sega Genesis games as soon as they're released on a pay-per-view basis. Well, the day has come, and now the Sega Channel will be featuring a new service called Express Games. This new service will allow Sega Channel subscribers to play newly released video games, in their entirety, at the same time they appear in retail stores. The service became available to Sega Channel customers in late July. Two-day rentals will be available at a suggested retail price of \$2.95. Express Games are ordered the same way pay-per-view is ordered (by calling an 800-number or an automatic-ordering number). Gamers can download Express Games as many times as they want during the two-day period.

Paramount Studios is planning a new *Star Trek* movie based on the new *Voyager* series. The bidding has already started for the gaming rights before the first day of filming has begun. Spectrum Holobyte has handled the gaming duties for *Star Trek* fans. Word has it that this may or may not be the case with the *Voyager* game for the Super NES set.

Capcom is shuffling their deck and they've yet to play their trump card. They've got Mega Man VII for the Super NES set to come out later this year. Word on the street has it that the blue-helmeted dude will also be released on the PlayStation.

It's time for more inside skinny on Mortal Kombat 3 for the arcade, Super NES and the Sega Genesis. The home versions are very cool and mimic their arcade cousins. If you think that your quarter-crunching days with MK3 will be over when the home versions are released, think again. Ed Boon and John Tobias are working very hard on a new upgrade that will hit at the same time as the home versions are released. This new upgrade will see the addition of six new characters with all-new moves and fatalities. I'll have more on this next month as I continue to skim the waters of gaming to find any new information on the new upgrade.





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# MORTAL KOMBAT™

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NEW LINE CINEMA PRESENTS A LAWRENCE KASANOFF/THRESHOLD ENTERTAINMENT PRODUCTION A PAUL ANDERSON FILM "MORTAL KOMBAT" LINDEN ASHBY CARY-HIROYUKI TAGAWA  
ROBIN SHOU BRIDGETTE WILSON TALISA SOTO AND CHRISTOPHER LAMBERT CASTING BY FERN CHAMPION, C.S.A. MUSIC BY SHARON BOYLE EDITOR ALEC GILLIS AND TOM WOODRUFF, JR.  
EXECUTIVE PRODUCERS GEORGE CLINTON PRODUCED BY JONATHAN CARLSON EXECUTIVE PRODUCERS HIA NGUYEN PRODUCED BY MARTIN HUNTER DIRECTED BY JOHN R. LEONETTI EXECUTIVE PRODUCERS DANNY SIMON PRODUCED BY BOB ENGELMAN WRITTEN BY KEVIN DRONEY  
THIS FILM IS NOT YET RATED       

Preview "MORTAL KOMBAT" on the Internet at: <http://www.mortalkombat.com/kombatbegins>



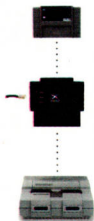
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Video Game Network

# TRICK OF THE MONTH

34 EGM<sup>2</sup>



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System

Publisher

Super NES

Sunsoft

# KILLER CODES

## X-BAND

(Catapult/Super NES)

**Legend:** U, D, L, R = Up, Down, Left, Right on the Direction pad.

A, B, X, Y = buttons A, B, X, Y on the controller. Button L and button R = the left and right buttons on the top side of the controller.

To enter chat (requires both players to do so): enter U, U, U at the "Do you want to play 'Thrasher' again?" dialogue.

To play maze while dialing server, enter U, D at the "Are you sure you want to register with XBAND?" dialog."

To play maze until button is pressed, enter D, D, L, L, R, B at the main six-button screen.

To play "Blockade" game, enter U, U, L, R, L, R, button L at the main Six-button Screen.

To see Vomition/ TripOTron, enter U, U, L, R at the Intro Splash Screen.

To access Rainbow Mode, enter L, L, U, U, R, R, D at the Choose Player Screen or main Six-button Screen.

To access Green and Yellow Mode, enter U, U, R, R, D, D, L at the main Six-button Screen or Choose Player Screen.

To access Searchlight Mode, enter D, D, L, L, U, U, R at the main Six-button Screen or Choose Player Screen.

To go to the Screen Saver, enter L, R, D, D, button R at the XMail, BANDWIDTH, XBAND News Screen.

## CHEAT SHEET:

### Various Tricks

T means Turbo or L and R keys. D, U, L, R refer to the direction pad. X, Y, A, B refers to the buttons. Some tricks cost money.



All tricks are done during play. Choose your players and begin playing. Rack up your money points and enter: For *Invisibility*: X, X, X, T. For *Earthquake*: U, U, U, T. To turn into *Sylvester*: T, T, T, X. For *Short Bomb Fuse*: D, D, X. For *X-Ray Vision*: L, L, X (Nullifies Invisibility.) For *Mayhem*: B, B, B, B, X. To turn into *Daffy*: R, R, R, D, X. For *Moon Ball*: U, U, U, D, X. For *Random Bomb Fuse*: D, D, U, X.

For *Happy Face* on Scoreboard: U, D, L, R, X. To turn into *Bugs*: X, T, X, T. To turn into *Wile*: X, T, T, X. For *Super Boost*: T, T, T, hold Y, push X. For *Test Mes*: Y, X, Y, X, Y, X, T.

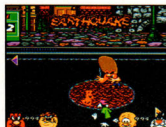
Gary Boss; Los Angeles, CA



Turn invisible to sneak up to the hoop and slam!



For a little kick of energy, try the Super Boost!



Press Up, Up, Up, Turbo to shake a little ground.



A little Mayhem will pick up the speed of the game.



Press X, Turbo, Turbo, X to turn into Wile E. Coyote.

## OGRE BATTLE\*

System

Publisher

Super NES

Enix

Choose "New Game" from the Title Screen and press Start. When Warren asks you for your name, enter one of the following passwords:

## CHEAT SHEET:

### Last Level and Music Select

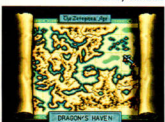
At the Name Input Screen, enter FIRESEAL for the last level, or MUSIC/ON for the background music selection.



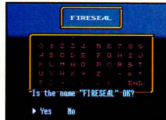
**FIRESEAL** - After Warren asks you many questions, he will bring you to the level, "Dragon Haven."

**MUSIC/ON** - This name will give you the secret background music test.

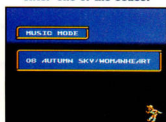
Chi Wai Lo  
Ontario, Canada



Enter the name, "FIRESEAL" and get to this stage.



At the Name Input Screen, enter one of the codes.



Enter the name, "MUSIC/ON" and you will get this mode.

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## KILLER CODES

### ETERNAL CHAMPIONS

(Sega/Sega CD)

In order to accomplish the overkills in this wicked fighting game, you need to be in the correct stage and in the Duel Mode. Change stages in options. It also matters more where your opponent lands than where you kick him.



In the *Shadow Stage*: Stand in front of the letter (in middle) with the two blinking red lights on top and kick your opponent to the left.

In the *Larven Stage*: Have your opponent stand with his back elbow lined up with the crack of the double doors. Kick him/her toward the ticket booth.

In the *Rax stage*: Have your opponent stand in front of the head in the center and kick him to the left or right.

In the *Slash Stage*: Go as far left as you can and kick your opponent off the screen.

In the *Trident Stage*: While standing in front of the left or right mermaid, have your opponent kick you toward the center.

In the *Midnight Stage*: Stand in under the module with the "05" on top and let your opponent kick you to the right. (Cont. on pg. 40)

## GEX

System

3DO

Publisher

Crystal Dynamics

### CHEAT SHEET:

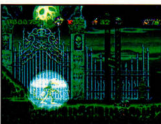
#### Electric Eel

Hit pause at any point during the game. While holding down the R button press: Left, C, Down, Right, Right, Left.



Here's an addition for the Most Wanted Gex codes from *EGM* (issue 73). The last one being LCDRUNNER that gave Gex an automatic

speed-up. This one is LCDEEL. The E refers to 'east' or right on the D-pad. During the game, hit Pause, hold the R button and press: Left, C, Down, Right, Right, Left. If done correctly, Gex will glow blue and you will be able to spit electric shocks. Look for others!



If the code is done correctly, Gex will glow blue.



At any point in the game, hit Pause and enter code.



Now you can spit electricity anytime during the game!

## PANZER DRAGON

System

Saturn

Publisher

Sega

### CHEAT SHEET:

#### Four New Weapons

At the Title screen enter: Up, X, Right, Y, Down, Z, Left, Y, Up, X. Panzer will screech if done correctly.



At the Title Screen press Start. Then enter: Up, X, Right, Y, Down, Z, Left, Y, Up, and X. There should be a screech if done correctly. Now enter any level of the game and when the screen turns black and "Episode 1" appears press and hold: C = This will give you quick purple shots and normal blue lock-on shots. B = This will give you red shots. Highly powerful! Z = This will change your shots to a green color and

normal lock-on blue shots. Y = This will give you a red machine gun, and normal lock-on blue shots. When you beat a level and the next Episode Screen appears, hold one of the buttons to choose another weapon. You must do this or you'll lose your power-up!

Mike Nusbaum; Wyandoote, MI



This weapon delivers powerful blue lock-on shots!



The Red weapon delivers a powerful atomic blast!



At the Title Screen, enter the code then start your game.



By pressing Z at the start, your shots will be green.



Against the Bosses, these weapons will be of good use.

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## KILLER CODES

### ETERNAL CHAMPIONS

(Sega/Sega CD)  
Overkills continued

In the *Xavier* Stage: Stand a few steps away from the center fire and have your opponent kick toward the fire.

In the *Blade* Stage: Stand on the side of the center fan and have an opponent kick you toward it.



In the *Jetta* Stage: Go as far left as you can and kick your opponent off the screen.

In the *Riptide* Stage: Center your head between the two bar windows and have your opponent kick you to the left.

In the *Ramses III* Stage: Stand directly under the left torch and have your opponent kick you to the right.



In the *Raven* Stage: Stand by the pole on the right side and have your opponent kick you toward the boiling pot.

In the *Dawson* Stage: Go as far right as you can go and kick your opponent off the stage.

Cory Smith; Seminole, FL

## PANIC\*

System  
Sega CD

Publisher  
Data East

### CHEAT SHEET:

#### Select scene

At the Title Screen, press: Right, Right, Down, Up, Left, Right, Up, Up, Left, Down. Screen Select should then appear.



Having trouble remembering the level or scene you were at last? Just enter this code at the Title Screen for scene select. Enter: Right,

Right, Down, Up, Left, Right, Up, Up, Left and Down at the Title Screen. If done correctly, you should be taken to the Select Scene Screen. Enter the number scene you wish to go to and then begin playing. There are numerous places to go!

Stephan Jagla; Fontana, CA



If done correctly, you will enter the Select Screen.



At the Title Screen enter the Select Screen code.



Enter the scene you want and begin playing.

## GEX

System  
3DO

Publisher  
Crystal Dynamics

### CHEAT SHEET:

#### Invincibility!

Within the game, pause and enter the code.



Anywhere in the game hit pause and enter the code LCD NUCLEAR, which is configured to be: hold the R button and press Left, C, Down, Up, Up, C, Left, Right, A, Right. There should be more, so keep on trying for others.



GEX is now INVINCIBLE!

## NBA JAM: TE

System  
Genesis

Publisher  
Acclaim

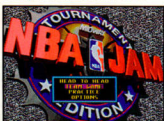
### CHEAT SHEET:

#### The All-Star Team

At the Title Screen open the menu and enter: C, Up, Down, B, Left, A, Right, Down and then press Start. Enter your initials as JAM.



Once you've typed in the code and entered your initials as JAM, it will indicate that you've defeated all 27



At this screen enter the code and then press Start.

teams. Now go to the team select and choose All-Stars!

Aaron Wong; West Valley City, UT



All-Stars should now appear on your Team Select Screen!



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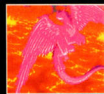
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# Heads or Tails

## MK3 Version 2.0!!!

Here are all the latest MK3 fatalities from Version 2.0. Thanks go out to the FAQ masters ("Ratman," "Cyrax" and "Robocod") on the Internet for their speedy and accurate job of relaying all the latest info. If you have any new info, write (see Tricks of the Trade) or e-mail us at [egmtriks@mcs.com](mailto:egmtriks@mcs.com). If you give a real name, you'll be given full credit!

Here are *all* of the finishing moves for MK3 Version 2. Each has been tried and works!

Remember: To do an Animality, you must lose one round and then do a Mercy (hold Run and tap Down several times) on the third round. Also, for the Babality and Friendships you can't use Block on the round you win. Have fun!

### Cyrax

Fatalities—  
Self-Destruct: (close) D-D-F-U-R  
Helicopter Chopper: (anywhere) D-D-U-D-HP  
Friendship: R-R-R-U  
Animality: (close) U-U-D-D  
Babality: F-F-B-HP  
Stage "pit": R-BLK-R

### Jax

Fatalities—  
Grow and Stomp: (far) R-BLK-R-R-LK  
72 Arm Slice: (close) Hold BLK (U-D-F-U)  
Friendship: LK-R-R-LK  
Animality: (close) Hold LP (F-F-D-F)  
Babality: D-D-D-LK  
Stage "pit": D-F-D-LP

### Kabal

Fatalities—  
Head Pop: (jump) D-D-B-F-BLK  
Face of Death: (close) R-BLK-BLK-BLK-HK  
Friendship: R-LK-R-R-U  
Animality: (close) HP (F-F-D-F)  
Babality: R-R-LK  
Stage "pit": BLK-BLK-HK

### Kano

Fatalities—  
Skeleton Pull: (close) Hold LP (F-D-D-F)  
Red Eye: (sweep) LP-BLK-BLK-HK  
Friendship: LK-R-R-HK  
Animality: HP (BLK-BLK-BLK)  
Babality: F-F-D-D-LK  
Stage "pit": U-U-B-LK

### Kung Lao

Fatalities—  
Spin: (anywhere) R-BLK-R-BLK-D  
Hat: (sweep) F-F-D-B-HP  
Animality: (close) R-R-R-R-BLK  
Babality: D-F-F-HP  
Friendship: (outside sweep) R-LP-R-LK  
Stage "pit": D-D-F-F-LK

### Liu Kang

Fatalities—  
Flame On: (anywhere) F-F-D-D-LK  
MKI Drop: (anywhere) U-D-U-U-BLK+R  
Friendship: R-R-R-D-R  
Animality: (sweep) D-D-U  
Babality: D-D-D-HK  
Stage "pit": R-BLK-BLK-LK

### Nightwolf

Fatalities—  
Lightning Strike: (far) B-B-D-HP  
Moon Beam: U-U-B-F-BLK  
Friendship: D+R D+R D+R  
Animality: (close) F-F-D-D  
Babality: F-B-F-B-LP  
Stage "pit": R-R-BLK

### Sektor

Fatalities—  
Sektor Compactor: (sweep) LP-R-R-BLK  
FlameThrower: (far) F-F-F-B-BLK  
Friendship: (over sweep) R-R-R-D  
Animality: (close) F-F-D-U  
Babality: B-D-D-D-HK  
Stage "pit": R-R-R-D

### Shang Tsung

Fatalities—  
Bed of Spikes: (close) Hold LP (D-F-F-D)  
Soul: (close) LP (R-BLK-R-BLK)  
Friendship: LK-R-R-D  
Animality: (sweep) HP (R-R-R)  
Babality: R-R-R-LK  
Stage "pit": U-U-B-LP

### Sheeva

Fatalities—  
Skin 'Em: hold (close) HK (B-F-F)  
Pound: (close) F-D-D-F-LP  
Friendship: F-F-D-F-pause-HP  
Animality: (close) R-BLK-BLK-BLK-BLK  
Babality: D-D-D-B-HK  
Stage "pit": D-F-D-F-LP

### Sindel

Fatalities—  
Death Scream: (close) R-BLK-BLK-R+BLK  
Hair Spin: (sweep) R-R-BLK-R-BLK  
Friendship: R-R-R-R-R-U  
Animality: F-F-U-HP  
Babality: R-R-R-U  
Stage "pit": D-D-D-LP

### Smoke

Fatalities—  
Earth Bomb: (far) U-U-F-D  
Bomb Swallow: Hold R+BLK (D-D-F-U)  
Friendship: (very far) R-R-R-HK  
Animality: (very far) D-F-F-BLK  
Babality: D-D-B-B-HK  
Stage "pit": F-F-D-LK



### Sonya

Fatalities—  
Kiss of Death: B-F-D-D-R  
Purple Bubble: Hold BLK+R (U-U-B-D)  
Friendship: B-F-B-D-R  
Animality: hold LP (B,F,D,F)  
Babality: D-D-F-LK  
Stage "pit": F-F-D-HP

### Stryker

Fatalities—  
Bomb 'n Chains: (close) D-F-D-F-BLK  
Taser Shocker: (far) F-F-F-LK  
Friendship: LP-R-R-LP  
Animality: (sweep) R-R-R-BLK  
Babality: D-F-F-B-HP  
Stage "pit": F-U-U-HK

### Sub-Zero

Fatalities—  
Ice Smash: (close) BLK-BLK-R-BLK-R  
Freeze Breath: (sweep) B-B-D-B-R  
Friendship: LK-R-R-U  
Animality: (close) F-U-U  
Babality: D-B-B-HK  
Stage "stage pit": B-D-F-F-HK



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- Sept 16-17  
Sawgrass Mills  
Sunrise, FL

All mails, cities and dates are subject to change without notice.

- Sept 23-24  
Crossgates Mall  
Albany, NY
- Sept 30-Oct 1  
Oxford Valley Mall  
Philadelphia, PA
- Oct. 7-8  
Mall-TBA  
Chicago, IL
- Oct. 14-15  
Mall-TBA  
Chicago, IL

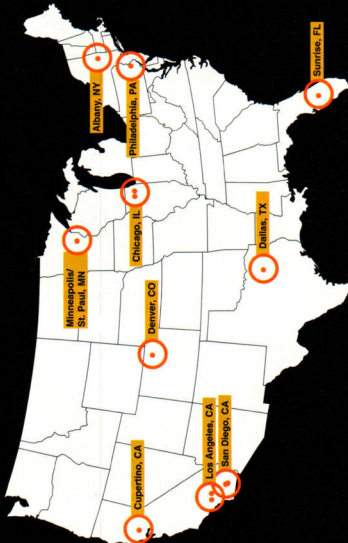


# Win Tickets To

## MORTAL KOMBAT



## THE LIVE TOUR



# Join the Hottest Video Game Tour of 1995!

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ATARI

# JAGUAR



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

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# NEXT WAVE

# MOST WANTED ACTION

## The Cybster continues ...

... to occupy himself with other projects. In the meantime, Scooter has managed to get himself into the role of bringing you the next wave of cool games.

3DO looks like the developer's system of choice, with many games lined up for release soon. Among these are Panzer General, an excellent war sim based on WWII and Ice Breaker, a rather unique approach to puzzle gaming.

Fans of Dragon's Lair-type games will be overjoyed to hear of Strahl, brought to us courtesy of Panasonic for the 3DO. FMV action linked to the proper timing of key combinations allows you to progress in this title, similar to the old DL title.

Also planned is the excellent Rayman, by UBI Soft. Take a look at it to the right, on this page.

## Children Of The Atom Come Home

Capcom will be hefting this one to the home market for those of you who plan on investing in the PlayStation. This game is just one more reason to procure the very promising PlayStation system, soon to hit the States.

All of the arcade action seems to be translated faithfully, leaving the pulse-pounding graphics and sound intact for your home enjoyment. Expect good things from this title.



Yep, that's the large-and-in-charge Sentinel on the PlayStation.

UBI Soft

## Rayman

PlayStation/Saturn

Action

Rayman presents some of the best action you can find in a mascot-type title. Planned for release on both the Sega Saturn and PlayStation formats, a wide base of gamers will be entertained. One of the most positive qualities of this game is its universal age appeal. The pastel, clean-looking style of the game, coupled with excellent game play and a not-too-kiddie-yet-nonviolent tone should promise UBI Soft wide attention by fans across the board.

Rayman and his companions must thwart the nasty doings of not-too-ugly foes in a story that won't bore the older audience and won't cause the young ones to have bad dreams.

Again, the graphics make other games pale in comparison. They don't have the flash of the latest Mario game; however, they have a clean and appealing look. I was impressed as was the Cybster himself.

The control is tight, precise and won't frustrate. The play is slow and exacting, yet not boring.

Nothing too bad can be said about this game. I suggest Sega Saturn and soon-to-be PlayStation owners pick this one up as soon as it is released. It's too colorful and too cute to miss!



Terrific-looking scenery occupies the numerous levels.



Loud mouthed yet not too violent, it's perfect for the kiddies.



Fun activities like rope climbing and jumping await you.



Excellent palletted graphics in a clean-looking atmospheric interface make this game great for audiences of all ages.





# "JUST MOWIN' DUDES DOWN



# 'TIL THAT ORANGE MEANY WAXED ME."

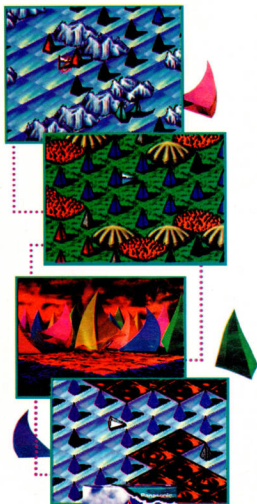
An Experience from the REAL 3DO Zone™, Lovie "The Worm", OTT

## ICEBREAKER



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

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



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Software Company

# NEXT WAVE



## From Super NES To PC CD-ROM

Well, you aren't going to see FX Fighter any time soon (or at all for that matter) on the Super NES. That whole project was canned in favor of a PC release, utilizing CD-ROM technology.

The control needs work, and the graphics remind me of Fight For Life (Jaguar).

GTE Interactive was kind enough to develop this one for us. How thankful we are all depends on the general public's review of this less-than-perfect title.



Get ready for some 3-D, texture-mapped, rendered fighting (again).

## Doomed To D&D

D&D: Tower of Doom, for the PlayStation and Sega Saturn, will be brought to us by Capcom.

At first glance, this game gives the vague impression of a Golden Axe-type game. Rest assured, Capcom will break out with some nifties to make it a game of its own. The graphics must be seen to be appreciated.

Perhaps there will be a Multiplayer Mode? It's difficult to tell at this stage. However, whatever they decide to do regarding the specifics of this game, it's sure to attract a crowd immediately.

Yes, you dice-wielding, DM-manual-toting gurus out there should have no problems appreciating the Dungeons and Dragons aspects of this game.

Perhaps you will be able to choose from a variety of different character classes and professions? It remains to be seen just how detailed a character you can develop, beyond bashing and magic power.

## Acclaim

### Dragon

**Super NES** **Fight/Action**

Like the movie, Dragon is loosely based on the life of the famous and dangerous-fighting movie actor, Bruce Lee.

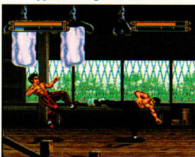
Unfortunately, this game reminds me of a renegade Fie Long title. Acclaim's faithful adaptation of the movie dissuaded me from such thoughts, however.

An interesting combination of Final Fight-style sequencing and Street Fighter-like control provides a solid challenge for the average player on a first attempt. The graphics are acceptable, and the sound mediocre.

This one could be a hit or miss.



Sailors and much more will oppose the great master.



Practice in a variety of modes and locations.



Each fight is intense and loaded with strategy and moves.

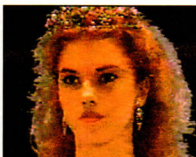
## Atlus

### Virtual Hydlide

**Sega Saturn** **RPG**

Even more Hydlide action will finally be hitting the States with this release of Virtual Hydlide for the Sega Saturn.

This time the hero is digitized, and his surroundings are first person and fully rendered. If nothing else, this feature should provide different game play than previous versions of this moderately popular RPG. Control seemed to need some tweaking. However, the graphical achievements more than made up for that deficiency. Once more, we anxiously await the release of this potentially good game.



High adventure, cute princesses ... what more could you ask for?



First-person action is a new approach for the Hydlide series.



A large, detailed landscape awaits you on your quest.

LEVEL]  
LEVEL Co



**NEXT  
WAVE**

5 6  
20 21  
35 36

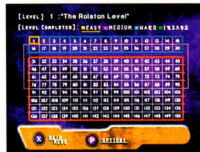
Panasonic Software

## Ice Breaker

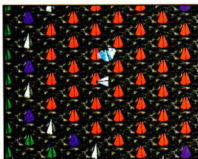
3DO

Puzzle

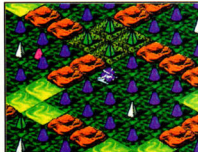
Yes indeed, this one's different. Unfortunately, this game may be one of those sleepers that never gets looked at or played, simply because of its slow, basic look. Rest assured—those puzzle freaks out there should get a big kick out of this particular title.



More than 100 stages of puzzle action should keep you busy.



Learn the intricate relationships that balance the pyramids.



A variety of backgrounds make the game a tad more interesting.

## Heads Up—XS Shields Up

Sales Curve Interactive brings us this promising title for the PlayStation and Sega Saturn called XS: Shields Up, Fight Back. Yet another game utilizing SGI-rendering techniques, this one stands apart from the rest due to its unique approach to first-person Doom-style play.

A myriad of weaponry and foes are soon to come your way with this one.



"Hi, I'm here for the large weapon-based carnage and fun."

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



HE CAN **SAVE** THE **WORLD**



# NEXT WAVE



This WWI poster to recruit men to branch of the arm services?



## Yet More Street Fighter

As if all the versions of this legendary fighter were not enough, yet one more is added to the list—Street Fighter Animated, by (who else?) Capcom.

Not much is known at this time about this incarnation of the World Warriors' conflict.

Headed home for the Sega Saturn and 3DO, this apparently FMV (or still-frame?) game promises to glorify your favorite fighters with great art and sound to match.



What's that? Blood in a Street Fighter game? This one is different.

## Kolibri's Lookin' Good

Beautifully rendered scenery and gripping fantasy/action ooze from the seams of this new cart for the 32X by Sega.

From the few shots we saw of this good-looking game, "impressed" would be an understatement in describing reactions among the editors here.

Granted, these reactions were based solely on the look of the stills, but they truly must be seen. An extensive amount of work must have gone into the color palettes, with richly detailed, wonderfully colored scenery decorating every stage.

It appears that this game has an animal-based theme. A large portion of game play involves interaction with common (and perhaps some not-so-common) animals and other pseudo-intelligent creatures.

Visually impressive and captivating, this one definitely has the punch needed to get attention. Whether or not this game keeps people playing, however, has yet to be seen.

SSI

## Panzer General

3DO

Strategy/SIM

Do you like lots of tanks, bombs and stuff that blows up? Or are you just out for a good sitting of simulated strategic action?

Any of those qualifications make you a possible player of this game. Its theme centers around actual events during World War II.

Complete with footage from the war and loads of nifty Status Screens and ambient sound effects, this one takes you to the battlefield in a way perhaps no other war-sim game can.

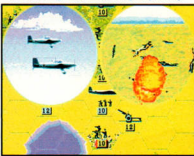
Looks promising to say the least. I suggest all you strategy buffs pick this one up as soon as possible!



Realistic and intense battles invigorate the game play.



An Overview Mode allows you to survey the landscape quickly.



Air-to-surface attacks are possible in this realistic simulation.

Panasonic

## Zhadnost

3DO

Puzzle

Can you say, "Psycho?"

If not, you may have a slight problem grasping the rudiments of this game. Similar to other titles (Twisted, for example), this game packs quite a humor wallop.

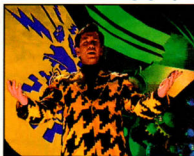
Zhadnost is the perfect party item. Yes, it's funny, entertaining and even on a shiny reflective disk.

Seriously, the FMV sequences are absolutely hilarious. The interaction among the characters will have a room full of fun-seekers on the floor in laughter.

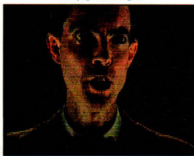
The audio clips are a laughing matter as well. This game simply must be played!



Wacky games provide excellent entertainment for large groups.



The announcer's clothing simply must go.



Funny footage from a myriad of sources abound.



# NEXT WAVE

Acclaim

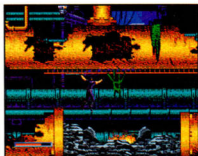
## Demolition Man

Genesis

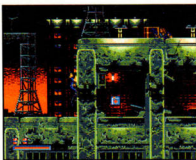
Action

Yep, it's Demolition Man, complete with large explosions every .75 seconds and large weaponry.

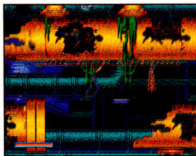
You must follow the familiar scenery (from the movie) through the plot resolving undesirable circumstances with large artillery.



Infiltrate the underground network of the Scraps.



Start by penetrating the inner sanctum of Phoenix's nation.



Carefully navigate the underground tunnels to avoid undue hardship.

## Caped Crusader And Boy Wonder

The Adventures of Batman & Robin gets an improved look. Sega brings this one out for the Sega CD.

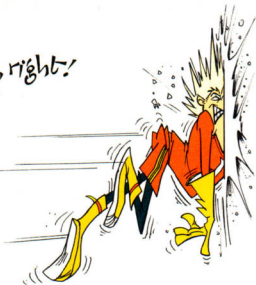
Similar to the Super NES release and based on the popular cartoon series, TAB&R gets a few new tricks including some animations.

Rumors of excellent game replay drip from this title. Let's hope all the talk adds up to pure enjoyment!



Over the bar, through the foe and into your home: Batman & Robin.

Yeah, right!



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

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

**IBM**



## More SCi With Kingdom O' Magic

Sega Saturn and PlayStation owners can expect another title from Sales Curve Interactive. Kingdom O' Magic reminds me of a Roger Wilco-type adventure from the popular Space Quest series for the PC platform.

Goofy yet impressive graphics keep the interest going. If that doesn't work, perhaps the interesting plot and game play will keep you coming ...



Wacky, wild and goofy is the best way to describe this one.

Panasonic

## Strahl

3DO

Action

It reminds me all too much of Dragon's Lair, Cliff Hanger or Space Ace. Nothing too terribly new or impressive here, other than perhaps a mindless string of animations (which, by themselves, were rather nice) activated by button pushing.



Fend off the nasties to defend what is right in this animated adventure.

Panasonic

## Ballz-Director's Cut

3DO

Fighting

It has finally translated to the 3DO. All the action of the Super NES and Genesis versions of this game is here with a little more.

Notice the "director's cut" in the title, denoting a few extra tidbits of excitement and gleeful play. It's really neat!



3-D, rotational spheres (a.k.a balls) combat once more for the 3DO.

EARTH IS URTH.

MAN IS GRUB.





# NEXT WAVE

Crystal Dynamix

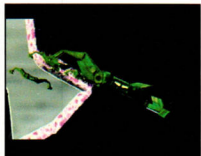
## Total Eclipse Turbo

PlayStation

Shooter

Even more shooter action comes your way in this "Turbo" version of Total Eclipse. Strap yourself into the high-speed rendered fighter and seriously dent the opposing forces.

Loads of fun and action await you on your PlayStation in this title.



Excellent SGI scenes add an overall element of realism to the game. The sound leaves little to be desired as well.



Awesome first-person action keeps you on the edge of your seat.



## Koei On The PC Platform

Koei releases this mediocre-looking war sim for the PC CD platform. The war-sim gurus in our offices were not overly impressed with this title, although in this editor's personal opinion Celtic Wars shows promise.

Act out authentic, historic battles. Just enough fantasy has been interwoven to keep things from seeming like a sneak-attack history lesson.



Get them before they get you with your historical tactics.

THE GODS ARE ANGRY.



RAGE IS HOME.



(PRIMAL RAGE. COMING TO YOUR HOUSE AUGUST 25, 1995.)

Sega™ Genesis™  
Sega™ Game Gear™  
Super NES™  
Nintendo® GameBoy®  
PC-CD ROM



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WORLD  
WIDE  
WEB**



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Document URL: http://www.nuke.com/egm/egmhome.html

**FEATURED GAMES FOR JUNE:**

**joystiks**  
THE GAME NIDER

PRESS START REVIEW CROW TRICKS OF THE TRADE  
SPECIAL FEATURE NEXT WAVE INTERNATIONAL

SELECT A BUTTON TO ACCESS THE SECTION YOU WANT

PRESENTED BY EGM - ISSUE  
Last Update April 8

Check Out Mega Evolver in the Revenge/Crew  
Best Most of Remake: 3 Five in Press Start  
Complete EGM 3 Tips, Codes, and Strategies to  
Click Here to Interface  
Main Game's Content

WINS: 06 NIGHTMARE 75 WINS: 00 SHEILA  
WINS: 00 NIGHTMARE 75 WINS: 00 SHEILA



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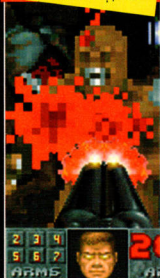
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# DETONATION BEGINS...

# JUNE 1, 1995



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## FINAL FIGHT 3 ANNOUNCED FOR THE SUPER FAMICOM!

It sure seems that Capcom has been a bunch of busy little buggers. At the Tokyo Toy Show, Final Fight 3 was shown. Like its previous version, it is 24 Megs of brutal, bone-smashing action. Many classic old characters will be returning, like Fat Jack and Andre. (Originally, he was called Andore for fear of legal trouble from the WWF giant,

Andre the Giant, since Andre is deceased.)

The team now consists of three. Good old Mayor Haggard returns, along with SF2 recent acquisition—Guy. The third character is not pictured, but she is tentatively called Marion. It is also unknown if any of the major Bosses will return (like Sodom, or our favorite, Damned) but we'll let you know more on that.

Lastly, this addition also has a "Super" meter (a.k.a. the latest Capcom fighter coin-ops). This will obviously allow death moves (like Guy's new fireball) to be executed. We'll keep ya posted later on.

### INTERNATIONAL NEWS

By Sam-Rye

Welcome back my fine video game, blood-loving American boys and girls. Now that the Tokyo Toy Show is over, it's back on the long, tedious task of finding info for your grubby little paws. This month, we are expanding our showing of Final Fight 3 (still a two-player and that kind of jazz), also an attraction at the show (and a sigh of relief for Neo-Geo owners) is the shooter Pulstar. Lastly, VF Remix is on the way—promising more realism in this technical simulator of a fighter. The question is: How different will this be from Virtua Fighter 2 for the Sega Saturn?



Rockman X3 was unveiled at the TTS, and it sure looks hot!



WORLD NET

# Final Fight 3



Check out the background for Capcom plugs.

Why can't more mayors be like Mayor Haggard?



In FF3, you get the addition of a "Super" meter for killer moves!



Expect this version to have much more flashy looks and attacks than its predecessors.

Let's hope the third character is cool. Maybe a hidden one, too! (I'm betting on Akuma.)

## HUH? A NEW SHOOTER FOR THE NEO-GEO?

Believe it or not, NeoGeo owners can once again blast multitudes of enemies from within the confines of a spaceship rather than fight

12+ baddies in hand-to-hand combat.

Seriously though, the name of the title is Pulstar. For any R-

Type fans out there, this game is probably the closest thing to an update. You can charge up your main weapon for a mega-blast. Also as seen in these

pix, expect some heavy-duty, big, bad enemies!



It appears your ship is equipped with a funky charge beam a la R-Type's R-9.

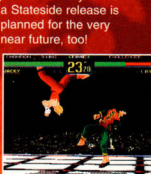
## VIRTUA FIGHTER REMIX ON THE WAY TO JAPAN!

A few issues back, we stated that VF was one of the best-selling games in Japan. Well, Sega of Japan has decided to rerelease the Sega Saturn title. This time it will

have fully texture-mapped characters! The Character Select Screen also features drawn artwork of the characters rather than the usual polygon heads. Stay tuned—a Stateside release is planned for the very near future, too!



The added mapping adds a whole lot more realism to this still-killer title.



No more Lego-block men fighting! Now, the question is: Will Shun and Lion from VF2 make an appearance?



The change for this month is our good buddy Charlie from the recently released SF2 Alpha. In Japan, his name is Nash. Also,

there is a bit of a name discrepancy with Sodom. If you do hear that he is a Boss from Final Fight, fans of the old Super NES version may give you weird looks, promptly telling you they don't remember

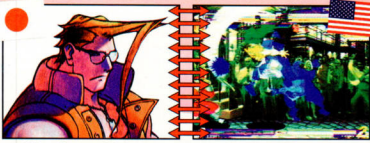


a guy called Sodom.

Well, he is in Final Fight. He's the second Boss who you'll fight in a ring surrounded by gaping people, and

he is armed with two katanna blades. However, his name was not Sodom, but

## WHO'S WHO IN SF2 & ALPHA



When Capcom USA changed Nash to Charlie in old SF2, they probably didn't bet on him being a playable character in a future SF.

Katana. He was originally Sodom in Japan. So if Capcom is so picky to change Nash, why not change Sodom?



## AFTER 30 YEARS, GAMERA FINALLY GETS HIS RECOGNITION

We reported back when we talked about the SFC game that Gamera was making a comeback movie. The movie was released in early May, and since then, Gamera can be considered the Power Rangers of Japan in terms of popularity. No figures are known as of this writing, but it is known that the Gamera flick grossed more than the recent *Godzilla Vs. Space Godzilla*. It's so huge, in fact, that Daie (now owned by Toho) is said to have announced the next three Gamera films. The first two will feature whole new monsters, not returning ones from the old series. But the last one will be a legendary battle that we've (or at least old fogeys like me) have wanted to see ... *Gamera Vs. Godzilla!*



Gamera's latest battle with Gyaos is a huge success! EGM<sup>®</sup> 57



# SUPER FAMI

## PLAYER'S NOTES:

### FIRST IMPRESSION

Alright! Super Bomberman 3! A good game! Wow!

### BEST FEATURE

Five-player capability, definitely. If you have a Super Tap or friends (preferably both), you should try this game out!

### WHAT'S MISSING

Nothing. This game rules!

### WILL YOU LIKE IT?

Probably. This is one of those few games that has it all: good music, good graphics, great control and fantastic strategy. (Did I mention this game's good?)

— Ken Badziak

## FACT-FILE

### THEME

Action

### DIFFICULTY

Variable

### TIME TO COMPLETE

Medium

### MEG SIZE

16

### BACK-UP

Password

### # OF PLAYERS

1-5

### AVAILABLE

Now - Japan

% COMPLETE

100%

DEVELOPED BY:

Hudson Soft

PUBLISHED BY:

Hudson Soft



# SUPER BOMBERMAN 3

One of the best multi-player games ever made comes out with another sequel, this time for the Famicom! All new levels, enemies and secrets await you in this fantastic game. Super Bomberman 3 is here!

## MMMMMM ... ICONS ...



Grab the Apple icon for 500 extra points.



Lay more bombs at once with this icon.



Increases the power of your bombs.



Put the timer on pause with this icon.



These eggs contain your Kangaroos.



Snag this helpful icon for an extra life.



Allows you to be hit by a bomb once.



Grab the Ice Cream Cone for 1,000 extra points.



Kick bombs out of your way with this icon.



Maxes out your bomb's power.



The skates allow you to move faster.



Avoid this icon! It will mess you up badly.



Blasts through multiple blocks.



Protects you from multiple blast hits.

## New Allies for Bomberman!



The Blue Kangaroo allows you to kick your bombs out of harms way.



The Green Kangaroo gives you a burst of speed that sends you flying!



The Grey Kangaroo will lay all the bombs you have in a straight line. Very cool!



The Pink Kangaroo can jump over blocks ... and explosions!



The Yellow Kangaroo has the ability to push blocks around. Trap an enemy!





FLEER '95 ULTRA

fox™

kids network

PREMIERE EDITION

A Power Pop-Up  
In Every Pack!

KEEN!



AVAILABLE AUGUST 1995

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## Water World

The first world is a piece of cake.

There are relatively few enemies that actually pose a threat to you. Your biggest nemesis would be the spear-throwing swamp man. His spears have distance, but they cannot penetrate your bombs. Before you can exit the level via that big building with a glass bowl on top, you must destroy all of the little "light posts" that are scattered around the level. In fact, to get out of *any* level, you will have to destroy these posts first.



## Party Action!



One of the best features of Super Bomberman 3 is its multiplayer capability. You can play with as many as four friends while playing the Battle Mode. There are 10 different levels to play in, each with its own unique hazard, except for Level One, that has no hazards. You can find yourself playing this mode all night ... I've done it myself.



## Lava World

Watch out for the active volcano in the middle of some levels. It will spew hot lava. The only way to see where it lands is to look for the flashing circles on the ground. This world is infested with fire breathers who will prematurely ignite your bombs if you're not careful!







The tournament of the millennium begins. Choose from sixteen of the world's fiercest fighters—a Game Boy® record! Connect two Game Boys for the ultimate in head-to-head combat. But be warned: this ain't no kiddie contest.

**WARNING:** It Has Been Determined  
That Due To Intense Fighting Action  
You Will Get Your Butt Kicked.




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Interactive Entertainment, Inc.

16200 Toyon Way  
La Brea, CA 90638  
(714) 562-1743





SEGA SATURN

## PLAYER'S NOTES:

### FIRST IMPRESSION

To be honest, the first thing that came to my mind was "Way of the Warrior" with the characterization leaning more toward monsters than human characters.

### BEST FEATURE

The multiple platforms you can leap from in the levels. Also, the ability to knock over specific objects to use as weapons against your opponents is a cool idea.

### WHAT'S MISSING

The frames of animation were choppy, and the scaling in and out is too fast. Mostly, it is an absence of a stage select for Vs. Mode.

### WILL YOU LIKE IT?

That's a tricky one to answer. Granted, the graphics (when moving) aren't very appealing. However, after playing this title for a while, I started having (up!) fun just hopping from platform to platform and pelting the enemies from all around. The battles actually got pretty intense!

—Mike Vallas

## FACT-FILE

### THEME

Fighting

### DIFFICULTY

Variable

### TIME TO COMPLETE

Medium

### MEG SIZE

CD-ROM

### BATTERY BACK-UP

Yes (for options)

### # OF PLAYERS

1 or 2

### AVAILABLE

Now (In Japan)

### % COMPLETE

100%

### DEVELOPED BY:

Scarab

### PUBLISHED BY

Naxat of Japan



## Multiplatform levels and objects



# BATTLE MONSTERS

Battle Monsters: That pretty well sums up this game. Even though this just looks like a shameless Mortal rip-off, it actually contains some unique ideas, like multiplatform stages. You can also use objects in stages as weapons against your opponent. Get used to the play and it's a blast!





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



[SUPER NINTENDO](#)
[SATURN](#)

HARDWARE		SOFTWARE	
Asus Role Player Center	\$29	Satum S-1 Player Controller	\$39
Asus Role Player Center	\$149	Satum Arcade Player	\$59
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<b>ADVENTURE</b>		Satum System	\$399
Batman Forever	\$59	3-0 Soccer	\$32
Branden 2	\$64	3-0 Soccer	\$32
Crash Bandicoot	\$59	3-0 Soccer	\$32
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Earthworm Jim 9	\$56	BlazeDread 13	\$54
Earthworm Jim 10	\$56	BlazeDread 13	\$54
Earthworm Jim 11	\$56	BlazeDread 13	\$54
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Earthworm Jim 13	\$56	BlazeDread 13	\$54
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Earthworm Jim 72	\$56	BlazeDread 13	\$54
Earthworm Jim 73	\$56	BlazeDread 13	\$54
Earthworm Jim 74	\$56	BlazeDread 13	\$54
Earthworm Jim 75	\$56	BlazeDread 13	\$54
Earthworm Jim 76	\$56	BlazeDread 13	\$

**FREE  
GAME  
OFFER**





This creation can actually knock your entire body into the ground!



### Chili & Peppe



These two loonies work together to make up for their small builds.



This old fogey has two little spheres that do the attacking.



### H.H. Harn



A man who carries his head in his hand is a man to be reckoned with!



This Medusa can turn into a two-headed serpent to petrify you!



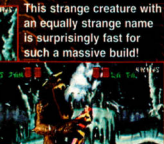
### Albiolo



This strange ghost-thing can fire deadly, spiritual energy shots.



SJ not only can form weapons with his body, but he is the only character that can heal himself!



This strange creature with an equally strange name is surprisingly fast for such a massive build!



Ki-Ba fires his ribs out in a straight, upward or downward arc for deadly accuracy!



### Ki-Ba

This bonehead can detach its limbs to use as nasty ranged weapons!



A water elemental that can stretch its body for multihits.

The "Big Four" of Earthly Elemental Power  
This flamer shoots fireballs and has a multihit jump kick.



### Salamander



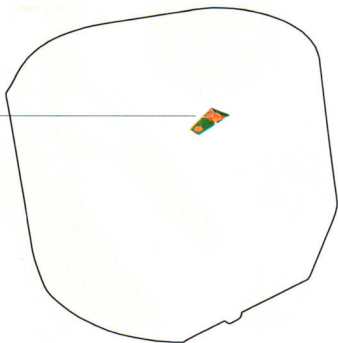
### Jinnee



This Earth elemental is fast and the strongest of the four!



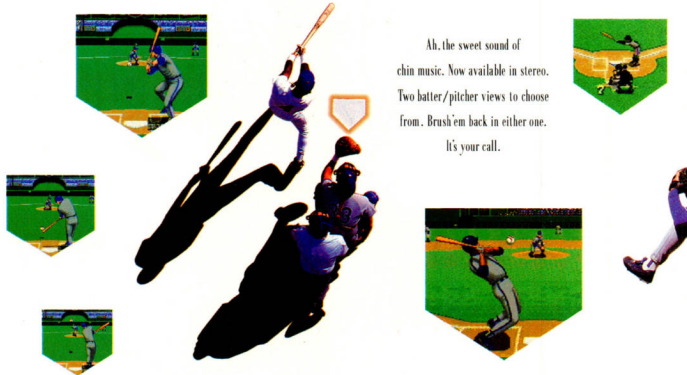
{ figure 1 }  
A detailed view of  
World Series Baseball.\*



If you're going to take the field

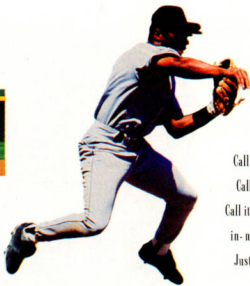
{ figure 2 }  
A detailed view of  
Triple Play '96.





Ah, the sweet sound of  
chin music. Now available in stereo.  
Two batter/pitcher views to choose  
from. Brush 'em back in either one.  
It's your call.

As close to the ballpark as  
you can get without a ticket.  
Lifelike animation puts you  
there whether you're diving  
down the third base line or  
caught in a pickle between  
second and third.



Call it a head-first slide.  
Call it a take-out slide.  
Call it a balls-out-I'm-goin'-  
in-no-matter-what-slide.  
Just don't call it an "out."



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Get all the stats in TV style presentation.

Updated 1995 rosters. Full season compilation mode. Use 'em to create players.

Trade players. Edit teams. And become the first player/manager in recent history.

Whether you're pitchin' overhand  
or submarine, you've got the runner  
in the corner of your eye. He's on.  
He's off. He's out. Picked off.



# whole field

I got it. No, I got it. I got it. No, I got it.  
Wham. You both got it. Out cold. Watch where  
you're going or suffer severe player collisions.



If it's in the game, it's in the game.™

Triple Play '96 is the first baseball game ever to deliver excitement beyond an oversized pitcher/batter interface. We took all of baseball. Edited the boring parts. And delivered an action-packed game that can only be described as "playing one continuous highlight reel." Go nuts.





## New Release News

There is a wide variety of games hitting the arcade in the near future, and **EGM** has some pictures that will get you excited!

**P-47 Aces**—a side-scrolling shooter with plenty of action—comes with all the power-ups and mega Bosses you love to see in a shooter. Jaleco created this gem, and hopefully they'll bring it to our shores soon.

**Virtua Striker** is Sega's latest addition to the Virtua series. Along with Virtua Cop and Virtua Fighter, Virtua Striker uses the latest in polygon rendering to give lifelike action to the soccer field. I'm sure we can count on Sega to give the game realistic motion similar to its other Virtua games.

**Cool Riders** is a motorcycle racing game by Sega, but a departure from its Virtua series. Choose your bike (different bikes have different attributes) and hit the road. Take heed: You won't always be driving on pavement! You'll traverse several terrains before you end up in the winner's circle.

There is no word yet as to when these games might hit, but you'll definitely want to keep an eye out for them. As the Top Ten Arcade (America) indicates, Mortal Kombat 3 and X-Men: Children of the Atom are still going strong. However, with all of the hot, new games coming out, MK3 and X-Men might not hold onto their top positions for very long.

Check next issue to see if they lived or survived!

# P-47 ACES



What shooter would be complete without the Hazardous Firestorm Area?! Hope your reflexes are up to par for this intense game!

Missile-spitting Bosses, like the one below, are what make a shooter. P-47 Aces wouldn't have you take on a monster like this without power-ups! Pick up that glowing A.



# VIRTUA STRIKER

Pass to your teammate. Looks like the guy in the red shorts has drawn a bead on you. Let's see some fancy dancin'.



Virtua Striker provides you with a map of the field (bottom of picture), so you can see where your teammates are. It really helps.

# Cool Riders

It may not be Virtua, but it's still cool. The scenery in this game has to be seen in order to be believed. Full throttle, man!



## TOP HITS OF JAPAN

GAME MACHINE MAGAZINE™ - MAY 1995

#	Game	Company
1.	Virtua Fighter 2 [deluxe]	Sega
2.	Sega Rally Championship	Sega
3.	Ridge Racer 2 [twin]	Namco
4.	Point Blank	Namco
5.	Sports Fishing	Sega
6.	Daytona USA [twin]	Sega
7.	Virtua Cop	Sega
8.	Ace Driver [deluxe]	Namco
9.	Quiz Dorfemifa Grand Prix	Konami
10.	Daytona USA [deluxe]	Sega

**DIRECT FROM JAPAN**

## TOP TEN ARCADE GAMES

REPLAY™ - JULY 1995

#	Game/Company	MTH	Rating	DIST
1.	Mortal Kombat 3 (Midway)	3	8.98	77%
2.	X-Men: Children... (Capcom)	19	8.25	57%
3.	Gal's Panic (Kaneko)	3	8.20	9%
4.	Raiden DX (Fabtek)	9	7.74	18%
5.	Bust-A-Move (Taito)	6	7.36	56%
6.	Super Sidekicks 3 (SNK)	2	7.30	9%
7.	Ducky O'Hare (Konami)	0	7.14	7%
8.	Raiden II (Fabtek)	18	6.82	47%
9.	Samurai Shodown II+ (SNK)	8	6.77	62%
10.	Aero Fighters 2 (SNK)	11	6.71	33%

MTH refers to the number of months a game has spent on the charts.

Red lettering indicates the top number/game of the month.

DIST refers to the percentage of the surveyed arcade and street location operators who have the game on location.

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# Electronic Arts Abandons Arcade

Remember Battletoads? No, not the NES game, but the arcade game. It was a product of the coin-op division of Electronic Arts. Now, can you remember any other EA arcade games? That's because there weren't any! EA used 40 engineers to

produce 1.5 games since 1993. Probably because of this, EA has announced an indefinite hiatus for its arcade division.

According to AB Europe:

"Electronic Arts has closed the door on its coin-op division, and Senior VP Monty Finebrock is on indefinite permanent leave of absence. However ... [the company] insisted it was merely re-evaluating its position."

EA has been making

landmark games for computers and console systems for more than a decade. One of these titles, John Madden Football, was supposed to cross over to the coin-op format. In fact, it was going to be their first major arcade release.



Games like Road Rash (right) and the John Madden Football series (left) are EA classics. Any plans to put them in the arcade are indefinitely postponed.

There is no word as to why EA's coin-op division was such a complete flop, but the arcade world will miss the talent and energy that went into such games as Lords of Conquest and General Chaos.

A few fortunate gamers

(very few) were able to try out an arcade game based on Electronic Arts' smash console R.C. Pro-Am. Apparently, the game was released on a very limited distribution schedule and was quickly yanked out of the arcades. It was merely a test



since relocated to Premier and Sega, respectively.

It's not expected that Electronic Arts will roll over and play dead, however. They have adapted well to the changing times, having made a name for themselves with their EA Sports division

("It's in the Game"). Madden Football, NHL Hockey, NBA Live and FIFA Soccer have all been perennial best sellers. These sports series have thrived on the PC,

Super NES and Sega Genesis. It is also likely that they will jump to the new 32-Bit systems, the Sega Saturn and Sony PlayStation. With their continuing popularity, many say that the leap to the arcades is the next logical step ... only time will tell.

# ARCADE ACTION

# STREET FIGHTER ALPHA

## FACT-FILE

### Street Fighter Alpha

By Capcom

#### CPU:

Not available at press time.

#### Sound:

Not available at press time.

#### Multiplayer Mode:

Yes

#### Save Options:

No

#### Other Notes:

New version ladies and gents.

#### Release Date:

Late August/Early September

Part two of our Street Fighter Alpha strategy guide is here! We'll cover the remaining five characters, plus an added bonus. This version is very close to being complete, and we have a Random Character Mode including chances to play as Bison and Akuma! Unfortunately, at 50 cents a try, the line will be extremely long and the SFA timer is extremely slow (which is a good thing), so your chances to play as them any time soon will be slim. However, it is not known at press time if there is an Akuma or Bison code in the game a la SSF2T and X-Men. Considering the new moves and new endings, I like this game. It may not be as original as I was hoping for, but I like the new Special Meter, the new artwork and the overall feel of the game.

—Mark Hain

## PART 2

As of press time, SFA is nearly complete. Two question

marks have been added to the Character Selection Screen that act as randoms. The randoms also include Akuma and Bison! That's right, they're playable. These are the rest of the characters, and the end of our coverage of Street Fighter Alpha—for now!



Akuma and Bison are simply playing hard to get!



The endings are included. It seems Bison kills Rose!



Akuma's ending shows a strange old man!

## BISON

"You cannot fight destiny. The world will be mine!"



Fireball  
Charge: B, F + Punch



Teleport  
F, D, B + all 3 Punches



Flying Fist  
J, Charge: D, U + Punch



Super Psycho Crusher  
Charge: B, F, B, F + Punch



Super Flip Kick  
Charge: B, F, B, F + Kick



# AKUMA

*"Weaklings! Is there no one worth fighting?"*



**Air Fireball**  
↓, air, D, DF, F + Punch



**Red Fireball**  
B, BD, D, DF, F + Punch



**Teleport**  
F, D, DF + all 3 Punches



**Super Uppercut**  
D, DF, F, D, DF, F + Punch



**Super Fireball**  
D, DB, B, D, DB, B + Punch

# RYU

*"Now I'll find a bigger challenge."*



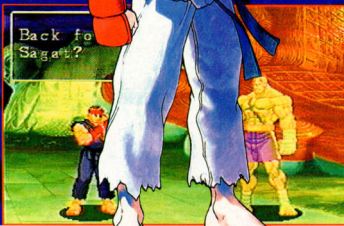
**Hadoken**  
D, DF, F + Punch



**Dragon Punch**  
F, D, DF + Punch



**Hurricane Kick**  
D, DB, B + Kick



**Super Fireball**  
D, DF, F, D, DF, F + Punch



**Super Hurricane Kick**  
D, DB, B, D, DB, B + Kick

# CHARLIE

"Be all that you can be, scumbag!"



Sonic Boom

U, Charge-B, F + Punch



Flash Kick

Charge-D, U + Kick



Suplex

U, F + Fierce or Strong



Super Sonic Boom

B, F, B, F + Punch



Super Kicks

Charge-B, F, B, F + Kick



Super Flash Kicks

DB, DF, DB, U + Kick

# BIRDIE

"It's good to be back!"



Bull Head (Dash Head)

Charge-B, F + Punch



Bull Horn (Turn Head)

P or K 2 or more buttons charged



Chain Slam

Full Circle + P



Super Bull Head

Charge-B, F + Punch



Super Chain Slam

2 Full circles + P

# EVIL CAN RUN BUT IT CAN'T HIDE.



**CAPCOM**

**MARVEL  
COMICS**

**GENESIS**

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# CHUN-LI

"I don't have  
time for  
amateurs"

Lightning Kick  
Push/Kick Rapidly

Spinning Air Kick  
Charge D, U + Kick

Kikkoken  
Charge B, F + Punch

Spinning Air Kick  
B, Df, D, DB, B + Kick



Super Lightning Kicks  
Charge B, F, B + Kick

Super Spinning Air Kick  
Charge DB, Df, DB, U + Kick

Super Kikkoken  
D, Df, F, D, Df, F + Punch

# ROSE

"I'm sorry, my  
fight is not  
with you!"

Soul Reflect

D, DB, B + Punch

Soul Spark

B, DB, D, Df, F + Punch

Soul Throw

F, D, Df + Punch



Super Fireball

D, Df, F, D, DB, F + Punch

Super Shadows

D, DB, B, D, DB, B + Kick

Super Soul Throw-Level 3  
F, D, Df, F, D, Df + 3 Punch

# SPECIAL ANNOUNCEMENT TO TECMO® SUPER BOWL FANS

This fall, Tecmo will be releasing **TECMO SUPER BOWL III: FINAL EDITION** for both Super Nintendo and Sega Genesis systems.

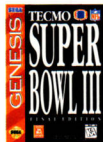
Because of the unusually high demand for Tecmo Super Bowl II last January, Tecmo would like to assist you in obtaining a copy of **TECMO SUPER BOWL III: FINAL EDITION** from your favorite retailer.

In order to avoid the shortage problems which occurred with Tecmo Super Bowl II, Tecmo is making a special priority shipment program available to retailers and distributors, who choose to participate, from **JUNE 15, 1995 TO AUGUST 1, 1995**.

Tecmo encourages you to go to your favorite participating retailer and reserve a copy of **TECMO SUPER BOWL III: FINAL EDITION** by placing a non-refundable deposit between **JUNE 15, 1995 AND AUGUST 1, 1995**.

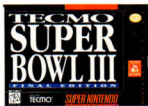
In order to assist you, Tecmo suggests that you fill out the reservation/deposit form below and drop it off at any participating retailer.

## TECMO SUPER BOWL III: FINAL EDITION



### CHECK OUT SOME OF THE NEW FEATURES:

- New, updated player rosters
- New character edit mode
- New NFL expansion teams
- New Free Agency mode
- Better graphics and sound



**TSB III: FINAL EDITION - THE PERFECTION WILL BLOW YOU AWAY!**

✂ cut here

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

### Dear Retailer:

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

Name \_\_\_\_\_ Amount of Deposit \$ \_\_\_\_\_

Address \_\_\_\_\_ Store Stamp or Receipt

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

Phone Number \_\_\_\_\_

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

**TECMO SUPER BOWL III: FINAL EDITION** should be available in October of 1995.

Watch this magazine for late breaking updates regarding game features and when Tecmo Super Bowl III: Final Edition will be in stores near you.

**HURRY UP!  
TIME IS  
RUNNING  
OUT!**



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Fax (310) 787-3131



# ARCADE ACTION

Hanzou still has plenty of moves. His Throwing Star can be done with one or two objects at a time, and his Dragon Upper is a powerful jumping deterrent. His Teleport can be useful, but it requires precise timing. Don't forget his Flying Blade Lotus!



Hanzou's Crazy Death Blow (below) is a flurry of slashes and cuts that severely damage his foes.



## FACT-FILE

### World Heroes Perfect

#### CPU:

Not available at press time.

#### Sound:

Not available at press time.

#### Multiplayer Mode:

No

#### Save Options:

No

#### Other Notes:

Eight levels of difficulty.

#### Release Date:

Not available at press time.

## PERFECT? WELL ...

World Heroes Perfect might be considered perfect if it wasn't the fourth title in the series. As it is, it's still a fun, well-balanced game with impressive graphics and easily executable moves. However, having no new playable characters and few new moves makes it fall short of perfect.

What's different about it, you ask? Well, the addition of the Crazy Death Blow is very nice. Each character has one or two of these that can be executed only when his/her life bar flashes red. All are impressive with some being comical as well.

Also, a Hero gauge has been added. When it fills up (by hitting your opponent), one of your special moves will do extra damage. Also, your Crazy Death Blow will be more devastating, unleashing the true power of your fighter. It's quite a sight to see!

— Jason Morgan

# WORLD HEROES PERFECT



Nio Dio (above) is a Boss who can be really cheap. Most of his punches and kicks are multihit combos, and he can morph parts of his body into razors! Don't get too close ... he loves to throw.



You'll get to fight your old nemesis Zeus, but only for one round. Then Nio Dio steps in and kicks butt!

# ARCADE 8 RATING





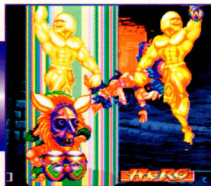
Dragon has been somewhat weakened since WH2 Jet. He still has his Dragon Kick, however. Add to that his Hundred Blows and Hundred Kicks, and he still has a nice arsenal.



Dragon's CDB (left) consists of a flurry of punches, followed by a Dragon Kick. It only works on opponents who do not block.



Don't let Mudman's comical appearance fool you—he can be very dangerous. His Mud Gyro and Mud Cutter keep his foes away from air attacks, as does his Mud Launcher.



Mudman's CDB is strange. He puts on a special mask and calls forth a beam of light from the sky. You then get escorted to the heavens for a beating!



Rasputin's CDB is downright sick. He pulls his opponent into his "Secret Garden" for a dose of lovin'. Few escape the horror unscathed.



Rasputin is still the same ... uh ... flamboyant fighter as always. His specialties are projectiles, which he has plenty of. His Iceball, Fireball and Thunderball all keep opponents on their toes.



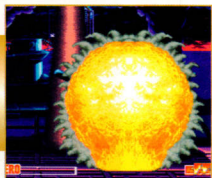


Ryofu's CDB acts like his Flame Spear (below) but with an added effect. A flaming Wildebeest jumps out and attacks Ryofu's opponent.

Ryofu is the most powerful character you can use. All of his attacks are strong and have devastating range. His Flame Jet and Spear of Destruction should be used often to ensure victory.



Ryoko doesn't have all the moves she used to, but she can still throw with the best of them. Fortunately, she still has her Spark Ball, although it's not as dangerous. Her Lariat Drop can't be blocked.



Ryoko wraps a sheet around her opponent's head for her CDB. She then jumps up and drops him/her on his/her head, causing large explosions.



Shuras' CDB is a flurry of punches and kicks, some on the ground and some in the air. He finishes with a Flying Knee Slash!



Shura, the Thai boxer, is one of the weaker characters in the game. His Tiger Claw and Tiger Fang are good against unsuspecting opponents, but his Muetai Kick leaves him open for attack.



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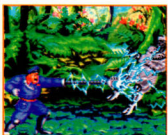
Feature	MKII	Warriors
Weapons (standard)	No	Yes
Movable perspective	No	Yes
Interacts w/background	No	Yes
Replay mode	No	Yes
3D Bio Motion	No	Yes







Brocken is (as always) the cheesy character of the game, able to keep enemies at bay with his extendable arms and legs. Throw in his rocket projectiles, and he is very hard to close in on.



For Brocken's CDB, his power source explodes, scattering his parts to the wind. They reassemble after the blast, however, and he lives to fight again.



Kidd's CDB is a punishment. He ties his foe with thick ropes, and strings him up via an anchor and pulley while a falcon pecks away at him.



Captain Kidd has been weakened for this version, so don't expect to kick butt so effortlessly anymore. He still has his projectile weapons, however, and his Spiral Kick remains a powerful attack.



Erik is another very powerful character. His Thor's Hammer is deadly, and his Water Wave stops charging foes in their tracks. Erik's Blizzard breath freezes opponents and damages them.



Erik's CDB is a whale with an appetite. After it gobbles up its target, it spits him/her out in a jet of ice. Apparently, humans don't taste very good!

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can reek. Maybe one of your friends  
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Guide loaded with info about where  
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need to avoid. Keep it



nearby though, because  
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come in quite handy. If they get too close, open a  
window fast, because some of 'em are more than



*Sell out your allowance for a burger  
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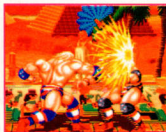
**Nintendo®**



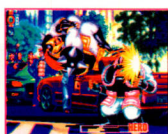
Muscle Power is a brute. He has incredible strength and all of his moves do a lot of damage. His Super Dropkick and Clothesline are good examples of his power.



Muscle Power's CDB is a series of bone-crunching throws and holds that pummel most foes. You'll need to get in close to do it, so move in quickly.



J. Carn is still a very powerful character, some might say even more so than before. His Mongolian Tiger Roll is a devastating, multihit special move that will dizzy an opponent in a hurry.



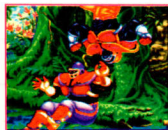
Carn's CDB is a jet of fire that shoots from the ground. If it falls on Carn's opponent, look out! It does damage one would expect from a flame column.



Johnny Max's CDB is the best one. After pummeling his opponent with glowing footballs, Max corkscrews his body into his foe's stomach!



Johnny Maximum is a tower of power. Like Muscle Power, his moves are devastating. He can hit you from all sides, and he's not afraid to take a hit to dish one out. This guy's a monster!





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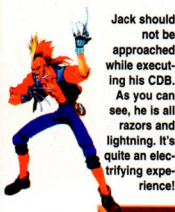
ROBOTICA: HANKIND'S LAST HOPE!



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Jack should not be approached while executing his CDB. As you can see, he is all razors and lightning. It's quite an electrifying experience!



Jack has been considerably weakened since WH2 Jet. He has most of his moves but they are generally less potent. Of course, his razor-sharp claws are always dangerous.



Janne is still a good defensive character. With her Justice Sword to stop jumping foes, and her Flash Sword to stop dashing enemies, her guard is tough to crack.



Janne has two CDBs. The first is her Fire Bird that is impressive and powerful. Her second is her Angel Arrow that pierces unprepared foes.



Fuuma is even less the Hanzou clone now. His Reppu Zan no longer consists of throwing stars, but whirlwinds. His Dragon Spinner juggles opponents in the air.



Fuuma also has two CDBs. His Atomic Crash is awesome, and his Fireball Slug annihilates everything in its path. Use them often, if you can!

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# SPECIAL FEATURE

# TEKKEN 2



It's time for fighting game fans to rejoice! The sequel to the arcade smash Tekken is coming, and it looks awesome! With a darker feel and a game speed equal to that of Virtua Fighter 2, Tekken 2 has some noticeable improvements that will keep arcade goers shoveling in the quarters.

The first stage presented to the player features a dark church with spotlights that follow the action. If you are tired of choosing the same old characters, you can now pick from three new ones. Aside from Jun and Lei, you

may now play as Heihachi. Heihachi was the Boss of the first tournament, but he wound up losing and is now playable.

As for the original Tekken characters, Jack is "upgraded" to Jack-2, and Yoshimitsu has lost his arm and had it replaced with a robotic one. Also, more multi-part holds are included, like Nina's Arm Snaps. Look for more coverage on this outstanding new game in upcoming issues of **EGM** and **EGM**.







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# THE TIME HAS COME!



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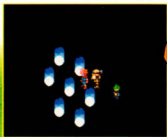
**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



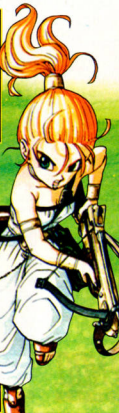
# CHRONO TRIGGER



This is your Chronometer in the time machine. It tells you what time you are currently in, as well as giving you other time zones to travel. In order to get the Ends of Time, just keep the needle going past 2300 A.D. All time zones are accessible in the time machine including 1999 A.D.—the Day of Lavos. Keep in mind that traveling to 1999 A.D. means going up against the end of the game.



There are two different ways to traverse time in this game: The first one you encounter will be the Time Gates (above). The second comes later in the game with the time machine.



## Chrono



Chrono masters lightning. When Odin and Zeus watch him cast magic, they must shudder. His lightning spells come in very handy when fighting dinosaurs because it stuns most of them. Chrono and Frog make a formidable team.

## Lightning



## Marle



Marle, or should I say Nadia, is a master of water—actually, she casts ice. Her spell power is unmatched, and when combined with other spells, they are the deadliest. Chrono and Marle work well together, and I hope they make it.

## Water



## Lucca



Lucca is a friend of Chrono and the only character who knew him before all this happened. She is a master of fire ... and what deadly magic she can produce. Her most powerful spell, Flare, is so devastating that you can almost feel the heat come from the TV.

## Fire



## Frog



Like Marle, Frog is a master of water magic, but casts water instead of ice. You will find Frog talks a lot like Cyan from FF3. It's a good thing, though, because it adds to the chivalry Frog seems to represent.

## Water



# Magic like never before



In this game, your characters can combine their magic to make spells that do hellacious amounts of damage. These are just a few.



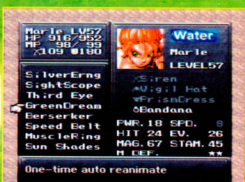
## New and Extremely Convenient



There are tons of submenus to run through, just like in Final Fantasy III. You can sit for hours just playing with the available options. There are numerous textures for your window-viewing pleasure. The Active Wait-time Option can be changed. It's a good feature because it plays differently for everyone. Either time will run while you are choosing spells and items, or it won't. If time isn't running, the enemies can't attack you while you're choosing. If you are in Active Mode,

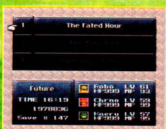
your characters will continue to charge while choosing. I find it easier in Active, but everyone will have to experiment. A new feature is that you can equip weapons while in the store. You don't have to stop talking to the shopkeeper and open up your

Equip Menu; just press down.



There's a task to be done in the Future where machinery originated.

The old man in the Ends of Time can give you some subtle help at times. So if you are stuck and don't want to use this guide, talk to him.



Go to the next pages for strategy that will you through the very beginning of the game and some of the world maps. We didn't want to give away too much before the game comes out, so hold your horses until the next issue of *EGM*. It will contain the rest of the world maps as well as a walk-through of the rest of the game. Well, almost... I don't want to ruin the game for you. It's the hottest title since Final Fantasy III and should not be ignored. I honestly can't see anyone not loving it.



# Be forewarned! Below is a walk-through

This is more or less a complete walk-through of the game. I beg and plead with you not to use this guide as you're playing the game, but only as a reference when you get stuck. Nothing beats the satisfaction of solving a puzzle on your own. If you're stuck, turn to your good friend **EGM** for a hand. Without further ado, let's get to some Chrono!

## 1000 A.D.

The first thing to do is head to the fair. Before you leave, talk to your mom again to receive 200 gold. At the fair, walk north one screen and run into the girl who's running around. Talk to her after getting up, and grab the pendant. Give it to her, then walk around the fair to check things out. Try the various games and earn silver points so you can play the games in Norstein Bekkler's lab. The quickest way to earn silver points is fighting Lucca's robot. On the first screen, talk to the man in the blue tent in the top-left part of the square. Then go north until you see Lucca and her invention. Talk to Marie and she'll try out the invention. Afterward, you get on the Telepod.

## 600 A.D.

First, go to Guardia Castle and check things

out. Find Marie—you're done at the castle when she disappears. Leave the castle then go to the cathedral. Talk to the nun by the organ, then press the A button around the shining blue dot. Defeat the monsters and then play the organ where the nun was standing. Go through the door and complete your mission. Make sure you follow the gargoyle that leaves the room. In the room he walks into, go along the right-hand side of it to find a secret room with two accessories. After beating the Boss in the cathedral, you'll go back to Guardia Castle. From here, go up the stairs to the left of the throne room to get Marie back. From there, it's back to the mountain then back through the time gate to 1000 A.D.

## 1000 A.D.

The first thing to do is to take

Marie home. Before-hand, it might be

a good idea to stop at Norstein Bekkler's lab and bet 40 silver points. Win the game and receive the prize. Once you get to the castle, you will be put on

trial.

Depending on events at the fair, you will be found guilty or not guilty. It is possible to be found not guilty, but it is not easy. After

the verdict, you will be sent to jail. From there, rattle on the jail bars three times. Beat the guards to move on. Run around and look carefully for items because some that are found can be very useful. Look for another way into the cell next to the one you start in. Work your way out

and defeat the

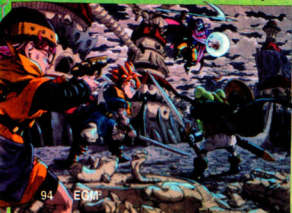
Dome. Once inside, head down the stairs that the old man tells you about and go through that level. After you locate what you were sent to find, make sure you catch the mouse. He gives you the passcode so you can get to the unreachable door. After going through that door and discovering what happened, go back to the people. Next, go to Lab 32. Once you have won, go to the Proto Dome. Now, go to the factory. In the factory, go to the elevator on the right first. Once done, it's back to the Proto Dome and through the time gate.

That's all for now. Look to the next page for world maps and make sure to get the next issue of **EGM** to help you through the rest of the game.

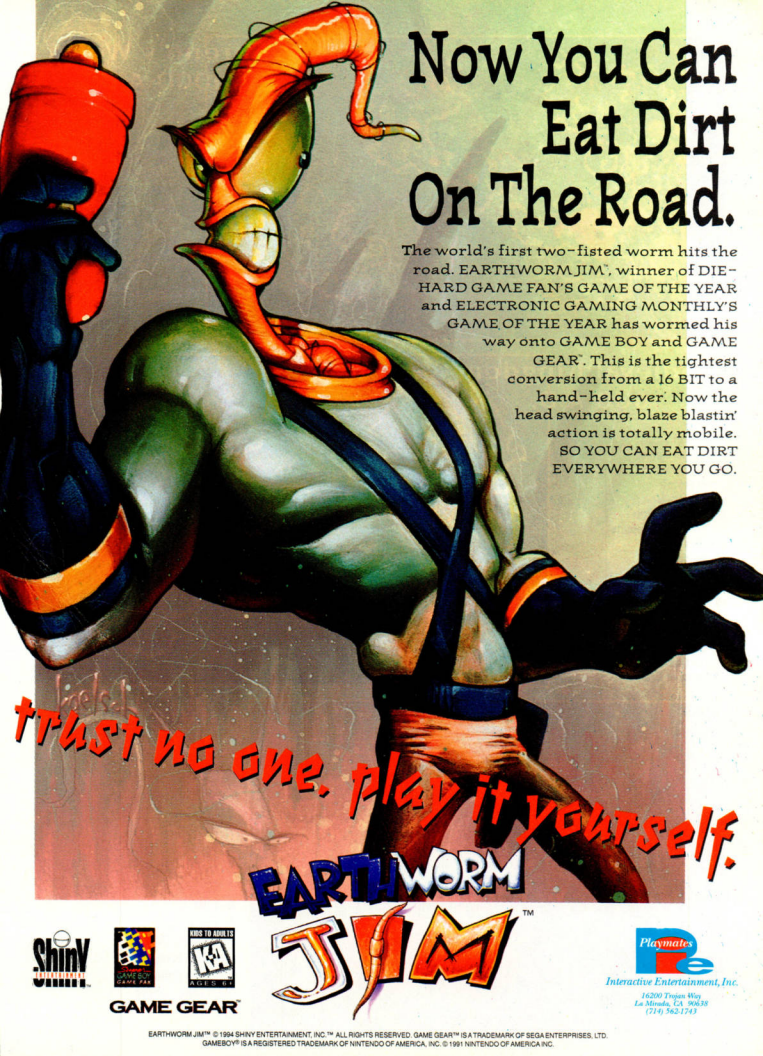
Boss. Go as far east in the forest as you can and then move over to the next screen. Then, jump in the time gate.

## 2300 A.D.

The first thing to do is to go north through Lab 16. From there, head to the Arris





A large, muscular green worm character with a long, segmented orange body and a blue and orange striped shirt. He is holding a red and black object in his right hand and has a determined expression.

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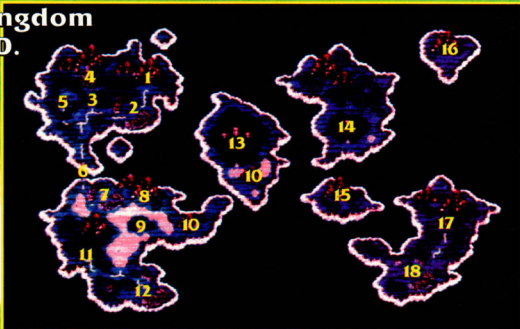


## Chrono's World 1000 A.D.

1. Leene Square
2. Chrono's House
3. Lucca's House
4. Town of Truce
5. Guardia Castle
6. Town of Porre
7. Melchior's House
8. Hekran's Cave
9. Town of Medina
10. Forest Ruins
11. Sun Keep
12. Northern Lab
13. West Cape
14. Town of Choras

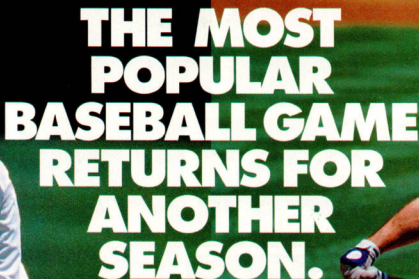
## Medieval Kingdom 600 A.D.

1. Truce Canyon
2. Town of Truce
3. Guardia Forest
4. Guardia Castle
5. Cathedral
6. Zenan Bridge
7. Town of Dorino
8. Denador Mountains
9. Fiona's Villa
10. Magic Cave
11. Cursed Woods
12. Town of Porre
13. Magus's Fortress
14. Ozzie's Fort
15. Giant's Claw
16. Sun Keep
17. Northern Lab
18. Town of Choras



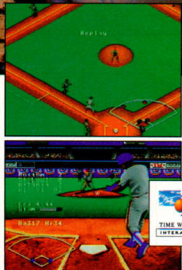
## Future World 2300 A.D.

1. Bangor Dome
2. Trann Dome
3. Lab 16
4. Arris Dome
5. Sewer Access
6. Death Peek
7. Keeper's Dome
8. Lab 32
9. Factory
10. Proto Dome
11. Sun Keep
12. Sun Palace
13. Geno Dome



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# SPECIAL FEATURE



## WipeOut

WipeOut currently features six courses, eight vehicles, an in-cockpit and external view, and PlayStation link-cable compatibility for Two-player Mode. Weapon grids on the track offer a number of power-ups.



There are two huge jumps on the first track. If you are not up to speed, you will miss. A rescue ship will put you back on line.

In the Cockpit Mode, you feel like you are on a roller-coaster ride falling off of its track! The speed of this game and the way you fly make for an exciting, if not dizzy, ride.



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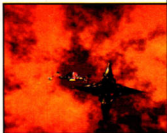
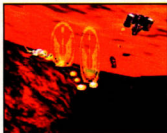
**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



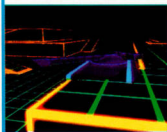
# Nova Storm



This high-octane, futuristic blastarama hits the PlayStation Sept. 1. Novastorm on the PlayStation has smarter weaponry, more outrageous Bosses and more magnificently rendered backdrops with full collision detection. It all adds up to the fastest paced in-flight fire fight ever to scorch its way onto the PlayStation!

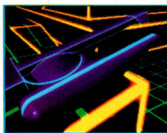


## Assault Rigs



Drive high-tech cars through cyberspace in a Formula One-type race.

Conventional sports has been taken over, and video gaming has become a spectator sport in the future.



## Krazy Ivan



The year is 2086 and the world is in the aftermath of a brutal alien invasion. Mankind's only hope comes from the one person who was able to penetrate the enemy's force field.



See the world through the eyes of Krazy Ivan, a bolts-for-brains Russian soldier on a suicide mission into the heart of alien territory. With only a 40-foot, 50-ton mech warrior power suit for company, battle the enemy toward victory!





BETWEEN  
YOU AND  
A SUCCESSFUL  
MISSION ARE  
ENEMY SHIPS,  
ATTACKING BORG,  
MALFUNCTIONING  
COMPUTERS  
AND ME.

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So, You think you're up to the challenge of the Star Trek®: Deep Space Nine™ Crossroads of Time video game. Good luck, human. This is no ordinary game. It's the ultimate in strategy. As one of your favorite Star Trek®: Deep Space Nine™ characters, you will command the fate of its station and crew. But be warned. The universe is a vast and dangerous place. And you are not alone.



Interactive Entertainment, Inc.

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Designed and Developed by  
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AGES 6+



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# SPECIAL FEATURE

Destruction Derby currently features three selectable cars, 12 tracks and three playing objectives. They are: Stock-Car Mode, Destruction Derby Mode and Smash-up Racing Mode. This game also supports the PlayStation's link-up cable for multiplayer racing.

# Destruction Derby



You can play this game to win or if you just feel like smashing into everyone!



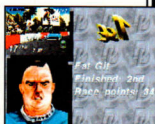
As you can see in the picture above, pileups and mass destruction are just part of the game.



This game is awesome! Lets face it—car crashes are the best part of any racing game.



You can choose different options in order to race the kind you like.



After a race, you can view the last race or move on to the next one.



# TUNE IN TO THE LOONEY TUNES!



Go crazy! Choose from regulation slam-dunkin' action or turn up the Wacky Meter for pie-in-your-face jammin' in *Looney Tunes B-Ball!* *Haunted Holiday* pits the world's most popular pig against ghosts, monsters and meanies in six shuddery worlds! Race around the globe with Speedy Gonzales, the fastest mouse in all of Mexico, in *Los Gatos Bandidos!* The Looney Tunes characters come alive!



**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



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A collection of vintage electronic equipment, including a large television displaying a game, a computer system (tower, monitor, keyboard), and various video game consoles and boxes (Jaguar, Super Nintendo, Sega Genesis, 32X, Mega CD, Panasonic).

**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**

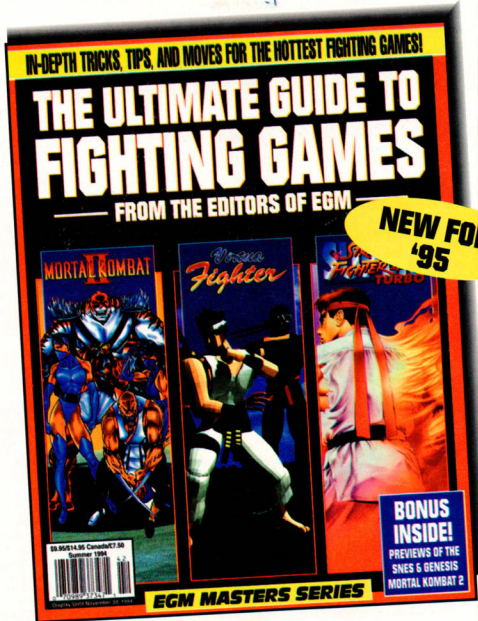
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CLIP AND MAIL

FROM THE EDITORS OF EGM

COMING IN AUGUST

# ONLY THE STRONG SURVIVE...




**ALL THE MOVES. ALL THE STRATEGY.**  
**MORTAL KOMBAT 3. VIRTUA FIGHTER 2. STREET FIGHTER LEGENDS.**  
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**SUPER NES**

# FACT-FILE

**THEME**

Fighting

**DIFFICULTY**

Variable

**TIME TO COMPLETE**

Medium

**MEG SIZE**

32

**BACK-UP**

None

**# OF PLAYERS**

1 or 2

**AVAILABLE**

August

**% COMPLETE**

80%

**DEVELOPED BY:**

Rare Ltd.

**PUBLISHED BY:**

Nintendo of America



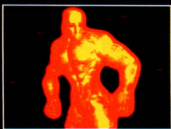
# KILLER INSTINCT

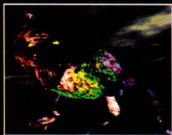
**Nintendo**



WILL THE KILLER OF THE ARCADE BE ABLE TO KEEP UP WITH THE HOME VERSION? THE HOME VERSION LOOKS GREAT! ALTHOUGH A BIT LESS

ON THE GRAPHICS SIDE, THE CONTROL SEEMS TO HAVE BEEN IMPROVED. IT TAKES A WHILE TO GET USED TO, THOUGH, SO BE READY FOR A LONG GAME LIFE.

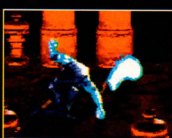




ALTHOUGH THE CONVERSION IS STUNNING, THERE ARE A COUPLE OF FEATURES THAT ARE DIFFERENT FROM THE ARCADE. ONE DIFFERENCE IS THE ADDITION OF BLACK IN THE CHARACTER COLOR SCHEME. DEFINITELY COOL!



ANOTHER THING IS THE ADDITION OF THE OPTION OF EASY COMBO BREAKERS. THIS MAKES THE COMBO BREAKERS EASIER TO PULL OFF FOR BEGINNER PLAYERS. ALSO, AND PROBABLY MOST IMPORTANTLY, THERE IS A BUTTON CONFIGURATION. THIS IS USEFUL BECAUSE THE NEW BUTTON CONFIGURATION TAKES A WHILE TO GET USED TO.



## PLAYER'S NOTES:

### FIRST IMPRESSION

My first impression of this game was one of apprehension. I was hoping that this would not be a sorry case of the unsuccessful attempt at porting over a great arcade game to a home system, but right from the Intro Screen, my worries started disappearing.

### BEST FEATURE

A close tie between the graphics and the sound. The graphics are good but the sound is quite impressive also.

### WHAT'S MISSING

Not much. This conversion was exceptional in my opinion and I believe that Rare did a tremendous job on it.

### WILL YOU LIKE IT?

KI fans are going to love this one, and all you non-KI fans are going to have to try it because it is incredible. This conversion gives a new hope to the technique of converting arcade to home systems. Hopefully more things will be released with such stunning success. Maybe KI2 will make an appearance? —Scott Augustyn





# SUPER NES

## FACT-FILE

### THEME

Kill Everything

### DIFFICULTY

Variable

### TIME TO COMPLETE

Long

### MEG SIZE

16

### BACK-UP

None

### # OF PLAYERS

1

### AVAILABLE

September

### % COMPLETE

80%

### DEVELOPED BY:

id Software

### PUBLISHED BY:

Williams

## PLAYER'S NOTES:

### FIRST IMPRESSION

After playing all of the other Doom and Doom-type games on every system conceivable, I must confess I'm a little Doomed-out. So I was not looking forward to playing the original Doom all over again. Once I started playing, though, I was thrust into the world of Doom.

### BEST FEATURE

The best features are the graphics and music. They really bring you into the game.

### WHAT'S MISSING

As with all games, there are some things missing from Doom. Some good as the graphics are, they are very choppy and sometimes are hard to control. Unlike the original game, some of the bad guys only take one hit to kill and the spread effect that you get from the shotgun is nonexistent.

### WILL YOU LIKE IT?

If you are a Doom freak or just some gamer who could afford another game, then you will definitely want to pick up Doom for the Super NES as soon as it comes out.

—David Ruchala



## MAP VIEW



The map is a very helpful utility and should be accessed repeatedly. The Map Screen is identical to Doom for the PC. It allows you to zoom in or out on your position, and you still can move around while looking at the map view.

## WEAPONS



The chain saw will sever the baddies in half.



The 9mm pistol is the standard weapon in the game.



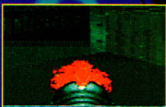
The shotgun is powerful, but it reloads slowly.



The chaingun fires the fastest of all the weapons.



The plasma rifle fires fast and has a lot of power.



The rocket launcher fires slowly; once is all it takes.



The map above shows you the zoomed-out view. This shows you where you have been. If you haven't been to a location, nothing will be shown. The map is very useful for finding secrets and areas where there might be a trap. Although you can move through a level strictly in this view, I would not suggest it. You would be better off if you took periodic looks at the map in both views.

# 24 HOURS IS THE BEST WE CAN DO.



Welcome to Sega Channel. The all day, all night video game channel. It's up to 50 games a month pumped into your humble abode. Get secret codes, insider tips and test drives of the newest games around. Play what you want, when you want, for as long as you want, for one low monthly price. Call your cable company or (402) 573-3637. About time, don't you think?

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## Level 1



This is the introductory level to the game. I would suggest that you take the first room to get used to the controls and check out the map function. In the next room, you get to encounter your first targets. There are a couple of secret areas on this level, but if I tell you where they are, they just wouldn't be secrets anymore, now would they?



## Level 2

Level Two is dark, making it hard to see the guys shooting at you. There are also lots of blind spots for the baddies to hide in and many secret areas. It isn't too difficult, but you will have your first encounter with the shotgun-totin' baddies. Watch out for them because they can do a lot of damage in a short amount of time. Here is where you will also pick up the chaingun and chain saw if you find where they are.



## Level 3

Level Three can be hard if you didn't practice enough earlier. There are a lot of targets for you to shoot at, but you better be quick on the trigger or they'll shoot you first. There are still secrets here, but they are hard to find.





# EGM2 READER SURVEY

SEND TO: EGM2 READER SURVEY, 1920 HIGHLAND AVENUE, SUITE 283, LOMBARD, IL 60148

NAME \_\_\_\_\_  
 ADDRESS \_\_\_\_\_  
 CITY, STATE \_\_\_\_\_  
 ZIP CODE \_\_\_\_\_  
 TELEPHONE NUMBER \_\_\_\_\_

1. What is your age?  
 a. under 8  
 b. 8-11  
 c. 12-17  
 d. 18-24  
 e. over 24
2. Are you? a. Male b. Female
3. Do you have a full or part-time job?  
 a. Yes b. No
4. If "Yes," what is your monthly income?  
 a. \$250-or less  
 b. \$251-\$500  
 c. \$501-\$1,000  
 d. \$1,000 or more
5. Do you use a computer at home or school?  
 a. Yes b. No
6. Do you surf the Internet?  
 a. Yes b. No
7. Which system(s) do you own? (circle all that apply)  
 a. Ultra 64  
 b. Super Nintendo  
 c. Game Boy  
 d. Sega Genesis  
 e. Sega CD system  
 f. Sega Saturn  
 g. Sony PlayStation  
 h. Neo-Geo  
 i. 3DO  
 j. Atari Lynx  
 k. Atari Jaguar  
 l. Computer
8. Which video game system do you plan to buy within the next 12 months? (circle all that apply)  
 a. Ultra 64  
 b. Super Nintendo  
 c. Game Boy  
 d. Sega Genesis  
 e. Sega CD system  
 f. Sega Saturn  
 g. Sony PlayStation  
 h. Neo-Geo  
 i. 3DO  
 j. Atari Lynx  
 k. Atari Jaguar  
 l. Computer
9. What type of games do you enjoy most? (circle all that apply)  
 a. Action  
 b. Adventure  
 c. Role-playing  
 d. Strategy  
 e. Shooter  
 f. Sports
10. How many video games do you own?  
 a. 5 and under  
 b. 6-10  
 c. 11-15  
 d. 16-24  
 e. 25-35  
 f. over 35
11. Do you rent video games?  
 a. Yes b. No
12. If "Yes," do you rent with the prospect of buying the game?  
 a. Yes b. No
13. Would you rent a CD video game system before buying one?  
 a. Yes b. No

14. Which of these helps you decide which video games to buy? (circle all that apply)  
 a. Ads on TV  
 b. Magazine articles  
 c. Ads in magazines  
 d. Word of mouth/friends  
 e. Game rentals  
 f. Arcades  
 g. Game in store  
 h. Other
15. Where do you buy your games? (circle all that apply)  
 a. Electronic store  
 b. Record store  
 c. Video store  
 d. Department/discount store  
 e. Toy store  
 f. Mail order
16. Other than video games, what hobbies do you have? (circle all that apply)  
 a. Collect comic books  
 b. Collect sports trading cards  
 c. Non-sports trading cards  
 d. Sports  
 e. Music
17. What is your favorite brand of trading cards?  
 a. Upper-deck  
 b. Topps  
 c. Pro-line  
 d. Fleer  
 e. other
18. What is your favorite TV station?  
 a. Disney  
 b. Nickelodeon  
 c. MTV  
 d. Fox  
 e. other
19. What is your favorite cartoon?  
 a. Ren & Stimpy  
 b. Batman: The Animated Series  
 c. The Simpsons  
 d. None of the above
20. How many times did you go to the movies in the last three months?  
 a. 1-4  
 b. 5-10  
 c. 7-10  
 d. over 10
21. How many movies are rented and watched at home each month?  
 a. 1-3  
 b. 4-6  
 c. 7-10  
 d. over 10
22. Of these movies, how many titles do you choose for yourself?  
 a. 1-3  
 b. 4-6  
 c. 7-10  
 d. over 10
23. What type of music do you listen to most?  
 a. Rap  
 b. Alternative  
 c. Top 40  
 d. Hard Rock
24. Where do you buy your music?  
 a. Electronic store  
 b. Music store  
 c. Department/discount store  
 d. Video store  
 e. Mail order
25. What type of musical equipment do you own? (circle all that apply)  
 a. Home CD player  
 b. Personal/portable CD player  
 c. Home cassette tape deck  
 d. Personal/portable cassette tape deck  
 e. Home stereo  
 f. Car Stereo

## WIN YOUR OWN



## PLAYSTATION!

What could be cooler than that?!!

26. How many CDs do you buy each month?  
 a. 1-4  
 b. 5-10  
 c. 11-15  
 d. over 15
27. How many tapes do you buy each month?  
 a. 1-4  
 b. 5-10  
 c. 11-15  
 d. over 15
28. Which is your favorite soft drink?  
 a. Coca-Cola  
 b. Pepsi  
 c. Dr. Pepper  
 d. Juice  
 e. Snapple  
 f. other
29. Whose chooses the brand of cereal you eat?  
 a. I do  
 b. My parents do
30. What brand of jeans do you wear? (circle all that apply)  
 a. Levi  
 b. Guess  
 c. Bugle Boy  
 d. other
31. What brand of athletic shoes do you wear?  
 a. Nike  
 b. Keds  
 c. Reebok  
 d. Adidas  
 e. Converse  
 f. Russell  
 g. L.A. Gear  
 h. other
32. Do you buy/subscribe to any of the following magazines? (circle all that apply)  
 a. EGM  
 b. Video Games  
 c. Game Players  
 d. Game Fan  
 e. Nintendo Power  
 f. E!  
 g. Game Pro  
 h. Other
33. How many people besides yourself read your copy of EGM?  
 a. 1  
 b. 2  
 c. 3  
 d. 4  
 e. 5  
 f. 6  
 g. 7  
 h. 8 or more
34. What are your top 3 sections of EGM?  
 1. \_\_\_\_\_  
 2. \_\_\_\_\_  
 3. \_\_\_\_\_

Rules: All entries must be received by September 15, 1995. EGM2 is not liable for lost or misdirected mail. One entry per person. No purchase necessary to enter. A random drawing of all eligible entries will be conducted to award the prizes, and the winners will be notified by October 15, 1995. All entries must be hand written. Prizes are not transferable. Senda Publishing Group assumes no liability for lost, mutilated, late, illegible, incomplete, postage-due, or misdirected entries. All entries become the exclusive property of Senda Publishing Group, Inc. and will not be acknowledged or returned. All local, state and federal taxes, if any, are the sole responsibility of the individual winner(s). All judges decisions are final. All prizes will be awarded. Void where prohibited or restricted by law. All Federal, State and local laws and regulations apply. Employees of Senda Publishing Group, Inc. and their affiliates are ineligible to enter. Senda Publishing Group, Inc. reserves the right to cancel this promotion at any time with appropriate notice. Winners' must agree to the use of their name and likeness for publicity reasons by Senda Publishing Group, Inc. EGM2 is a trademark of Senda Publishing Group, Inc.

# GENESIS

## FACT-FILE

### THEME

Fighting

### DIFFICULTY

Variable

### TIME TO COMPLETE

Medium

### MEG SIZE

16

### BACK-UP

None

### # OF PLAYERS

1 to 3

### AVAILABLE

Now

### % COMPLETE

100%

### DEVELOPED BY:

Virgin

### PUBLISHED BY:

Acclaim

## PLAYER'S NOTES:

### FIRST IMPRESSION

I've seen better fighters for the Sega—much, much better.

### BEST FEATURE

The option to play with three friends is nice, but if all of you are playing as Bruce Lee, what's the point? In fact, Bruce is the only character you can play as.

### WHAT'S MISSING

Control and playability. A lot of the time you end up doing backflips across the screen instead of the of the move you were attempting.

### WILL YOU LIKE IT?

There are better fighting games for the Genesis. This one could get by with some people since it has the Bruce Lee name, but there isn't enough here to make it fun. The sound is raspy and the graphics aren't much better. Using a six-button controller helps with some of the more complex moves but not by much. This is simply one game that will probably spend much of its time on the shelf.

—Ken Badziak



## What's a fighter without different levels?



## AWARDS

P1



C2





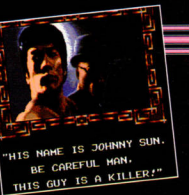
"GET AWAY FROM THAT GIRL!"



"WHY?"



"YOU MUST PRACTICE YOUR MOVES  
BRUCE, OR THE PHANTOM  
WILL DEFEAT YOU"



"HIS NAME IS JOHNNY SUN.  
BE CAREFUL MAN.  
THIS GUY IS A KILLER!"

## Story Mode

You can play the Story Mode with one or two players. After viewing the cinematic sequence, you are thrown into the fight.



The first guy you fight is not very hard. However, he does have a chain that can be quite deadly. Be wary of it. Otherwise, kick his butt and proceed to the next level.



This guy is just full of cheap hits. The most effective way of defeating him would be to push Down and Kick repeatedly.



After beating the sailor, you have to fight a muscle-bound chef armed with not one, but two cleavers! Guess what? After draining him of



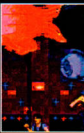
half his energy, he bails out on you and returns with a friend, also armed with two cleavers! (Hey, nobody said it has to be fair! Tag team is fair play!)



You can throw off a choke hold by pressing back and Punch.



There are a couple of different modes to this game. You can play against up to three friends in one of them!



You can perform this move, the Nut Smasher (ouch), when your opponent is down by pressing down and Kick while jumping over your enemy. That's gotta hurt!

Keep an eye on your power bar. When it reaches certain levels, you can employ some devastating attacks.

## Cool moves.



Snag this icon to increase your power bar level.



When your power bar becomes full, hit Start and Left at the same time to use your nun-



chaku. To use your nunchaku, hit A, B and C buttons in any order.



When your power bar reaches "Fighter" status (half full), hit Start and Left at the same time to become super quick. You can do this kick by jumping then pressing down and B. It's quite powerful.



32X

## PLAYER'S NOTES:

## FIRST IMPRESSION

I loved it from day one. I recall reviewing the Super NES release of this game, and I loved it then. Call me a fan to the end.

## BEST FEATURE

The animations are great! Tight control (sometimes a tad too tight) and astounding sound effects kept me playing.

## WHAT'S MISSING

Well, I hate to say it, but although the sounds were exemplary for the Sega 32X, it still seemed to pale in comparison to the Super NES sounds.

## WILL YOU LIKE IT?

If you liked similar games such as *Out of This World*, *Flashback* or *Prince of Persia*, you will absolutely adore this one. All of the editors who happened to skate by my desk while doing these pages all had one comment or another praising qualities of this game. Popular opinion in the editor's pit says, yes, you will like it.

—Jason Streetz

## FACT-FILE

## THEME

Action

## DIFFICULTY

Hard

## TIME TO COMPLETE

Medium

## MEG SIZE

24

## BACK-UP

Password

## # OF PLAYERS

1

## AVAILABLE

November

## % COMPLETE

95%

## DEVELOPED BY:

Paradox

## PUBLISHED BY:

Interplay

## SMOOTH, FAST-PACED ACTION



As in similar titles such as *Prince of Persia* or *Out of This World*, you must guide an excellently detailed character through many levels of challenge in order to succeed.



This game is much more action-oriented than you may think at first glance. After all, the main character totes a large gun to settle any differences he may have with the average encounter. A myriad of uglies inhabit your adventurer's path, each with special weaponry and techniques. *Blackthorne* comes fully equipped for excellent game play.



## BUST A MOVE, KYLE

The main character, Kyle, sports some cool animations.

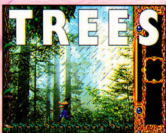
## BLACKTHORNE

## SARLAC'S KEEP

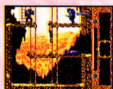
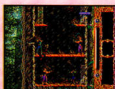
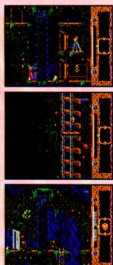
Kyle was exiled from his home, Tuul, long ago. The raging forces of Sarlac's hordes ravaged his home and forced his father to send him to Earth, for protection of the LightStone. Now, summoned once again by mysterious powers, Kyle must retake the lands of Tuul, and defeat the evil forces of Sarlac. Be forewarned: this is no easy task. Good luck!

## AWAITS YOU

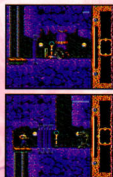




The caves are the introductory stages of BlackThorne, presenting many small tasks and enemies to deal with. Practice up here, as the skills gained by accomplishing these small feats will be needed later in the game.



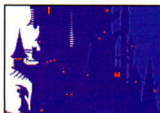
Vine-swinging, tree-climbing, pit-diving action awaits you in the tree stages. Each and every tree is a small map of its own to maneuver, complete with uglies to gawk.



At long last Sarlac and Kyle may settle their differences about the Lightstone, a precious family heirloom passed down to Kyle by his late father. The sparks of a fight will fly as you combat this most evil demon.



A wide variety of nasties will impede your path to Sarlac. Each has its own strengths and weaknesses. Once you encounter an enemy, pay special attention to its patterns and weaknesses, as this information will be useful in later levels.



A dark and evil power plots against the people of Tuul ...

... known as Sarlac, a diabolically evil monster.



In the fair castle of Stonefest preparations are made ...

## THE UGLIES



... for Kyle to become the savior of all Tuul!





**3DO**

## FACT-FILE

### THEME

**Strategy/Action**

### DIFFICULTY

**Hard**

### TIME TO COMPLETE

**Long**

### MEG SIZE

### CD-ROM

### BACK-UP

### Battery

### # OF PLAYERS

**1**

### AVAILABLE

**Now**

### % COMPLETE

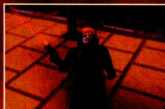
**100%**

### DEVELOPED BY:

**Bullfrog**

### PUBLISHED BY:

**Electronic Arts**



Becoming a special agent for a Syndicate is not necessarily voluntary. This guy was abducted by a high-speed vehicle while someone "higher up" in the chain of command looked on. The car moves to the Syndicate headquarters, where the subject will receive modifications to become a special agent. This includes physical modifications, like a new cybernetic leg as well as mental modifications—the implanting of a mind chip. This wonderful device can make anybody a walking zombie, open to suggestions and orders. The new special agent is then released into the general population to carry out the Syndicate's orders.

## PLAYER'S NOTES:

### FIRST IMPRESSION

When I first saw the PC version in '93, I knew that this game was different. I've always loved the dark, foreboding *Blade Runner*-type settings. I love controlling hapless peons ... er ... citizens. This game was made for me.

### BEST FEATURE

It's tough to tell. The overabundance of missions is definitely a plus—probably the best. This is a game that will keep you playing for a long, long time.

### WHAT'S MISSING

Well to be honest, I never really cared too much for platform games that originated on the PC, for one major reason: The PC uses a mouse, but the 3DO doesn't. The control is not as good as it should be.

### WILL YOU LIKE IT?

If you like the prospect of controlling millions, sure! Syndicate is a great game!

—Ken Badziak

# SYNDICATE



You can modify your company logo and name in the Configure Company Screen. Remember to save your changes!



The survival of your Syndicate rests mainly on the shoulders of your R&D Department. This is the team that—with proper funding—will develop new weapons and cyberionics. The standard research and development time is 10 days, but by throwing gobs of cash at the problem, you can cut this down to as little as one day. Upping the R&D time is usually very expensive.

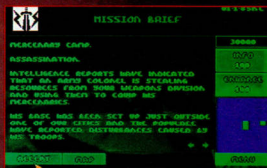
Before sending the troops into battle, you can modify them with different types of weapons and cyberbionic implants. They're expensive, but worth it!



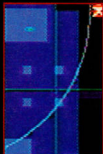
# Mission 1: Rogue Army Colonel



This mission is a cakewalk. It seems there is a rogue Army colonel who happens to be pilfering weapons from your Weapons Division and is using these weapons to equip his mercs. Your mission is to terminate this colonel with extreme prejudice. He can be found in the northern most building, near the hover car. You must get to him before he can escape. Intel reports suggest that there should be about five guards, armed with pistols or shotguns. Your squad will be deployed near the entrance to the camp.



Information is power. Money buys power. When you choose a country to conquer, you will be given a sketchy mission brief. You'll get the basics of your mission objectives, but not much more—unless you buy more information. If you have enough money, you can click on the little box marked Info. You'll get better, more detailed information, such as the location of your target as well as what kind of resistance to expect.



Your scanner is located on the bottom-left of the screen.



The eight boxes indicate what your agents are carrying—a weapon, Medkit or whatever. Select an item from here by pressing the B button.



By using the lovely device known as a

Persuadertron, you can persuade people to follow you and be totally open to suggestion.

When someone is persuaded, they turn momentarily blue. Civilians are always persuaded, but guards, cops and other Syndicate agents take more hits to work.



If your target is out of range of your selected weapon, the crosshairs will turn yellow. They turn red when you get in range. Let him have it!



Never pass up a chance to persuade people. You receive mega-points for this.



Use any tools at your disposal. For instance in the third mission, the only way to get into the city is to drive in with the car. To enter the car, hit X. (This selects all of your agents.) Put the pointer on the car and hit A. To get out of the car, point to it and hit A again.



World domination, here I come!

JAGUAR

## FACT-FILE

**THEME**

Action

**DIFFICULTY**

Moderate

**TIME TO COMPLETE**

Medium

**MEG SIZE**

24

**BACK-UP**

None

**# OF PLAYERS**

1

**AVAILABLE**

September

**% COMPLETE**

90%

**DEVELOPED BY:**

UBI Soft

**PUBLISHED BY:**

UBI Soft

## PLAYER'S NOTES:

### FIRST IMPRESSION

Holy huge color palette, Sushi! Where did they get so many colors? WOW! I mean, WOW!!

### BEST FEATURE

Check above rantings.

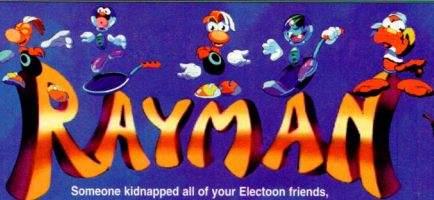
### WHAT'S MISSING

Absolutely, positively nothing at all. This is one of those few rare (and I do mean rare) games out there for the Jaguar that actually impress me, the other one being Cannon Fodder. (Check the February issue of *EGM* for that one!) I've never seen so many colors.

### WILL YOU LIKE IT?

If you have a Jaguar and you like action games, I think that you will like it. Rayman is one of the few (probably the only) games out for the Jaguar that puts its color capabilities, sound and speed to use, all at the same time. This game is great.

—Ken Badziak



Someone kidnapped all of your Electoon friends, and now it's up to you, Rayman, to get them back!



Snag this icon for a full energy refill! Gives you five energy hits.



The Golden Glove makes your attacks stronger.



Increase the speed of your punches when you pick this up.



This thing is called a Ting. You want to collect lots of these.



If you have the proper amount of Tings, you



can enter a bonus level to get even more!



Rayman uses an incredible number of colors, much more than usually seen in a video game!



After defeating Moskitos in the Anguished swamps, you can use him to shoot down baddies in a shooter level!



Rayman meets all walks of life during his adventure. Some are friendly. Others ... well ... no.



Help!!!

These cages hold the captured Electroons. To free them, simply punch the cage. You have to break six cages per level.



Press Option to show the baddies what you think of them!



After you find the six cages that are holding your fellow 'Toons captive, that area on the map becomes pink. No need to return there!







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These are the winners of the December EGM Crystal Dynamics Gex contest.

**Grand Prize Winner:** James Shinbashi, Santa Barbara, CA

**10 First Prize Winners:** Jason Ceglia, Clarence, NY; Donald Brandeburg, Windsor, CA; Jesse Whitaker, Lantana, FL; Jeremy Hunt, Riverton, UT; Dale Zak, Ft. Mm., SC, Canada; Duy Uo, Richmond, VA; Daniel Harrington, Quincy, MA; Dale Berry, Morgan Hill, CA; Robert Gibian, New York, NY; Henry Suarez, Carolina, PR

**50 Second Prize Winners:** John Richards, Franklin, TN; Lance Robertson, Sisseton, SD; Ben Lee, Juneau, AK; Jon Steinberg, Huntington Woods, MI; Sean Crawford, San Diego, CA; Henry Walker, Philadelphia, PA; Jason Barnes, Farmers Branch, TX; Nathan White, Miamisburg, OH; Chris Maier, Reynoldsburg, OH; Asa Pease, Franklin, TN; Dustin Richards, Lindsay, OK; Jordan Vancha, Maidstone, SK, Canada; Anthony Ashe, Shellville, GA; Jeremy Sanford, Elk Grove, IL; Bryan Marcie, Highland Park, IL; Jeffrey Gonzales, San Diego, CA; James Rosenberger, MOdesto, CA; Mark Drinkall, Petoskey, MI; Matt Pajor, Wellington, OH; Ariel Centeno, Chicago, IL; Jojo Salazar, Gatineau, Que., Canada; Kevin Blackwell, Bartlett, IL; Brian Laughlin, Racine, WI; Ray Zima, Trinley Park, IL; Quinn Evey, Nepean, Ont., Canada; Josh Deluchi, Sandpoint, ID; Michael Scavone, Longmead, TX; Charles Mowley, Havre, MT; Bonnie Giant, Chicago, IL; Brian Baxter, Cedar Rapids, IA; David Winter, Lakeport, CA; Ibrahim Ali, Bronx, NY; Edwin Lin, New York, NY; Chris Finkle, Mamaroneck, NY; Mustapha Muhammad, Aurora, CO; Carl Sietern, Keokuk, IA; Kevin Creech, Greenville, NC; David Bennett, Anchorage, AK; Gabe Schultz, Galloway, OH; Greg Wells, Bartlesville, OK; Patrick Dubroca, Metairie, LA; Janaki Johnson, Queenstown, MO; Jeremy Harrison, Granada Hills, CA; Alfred Menfield, Dolomite, AL; Tanner Shamrock, Titusville, FL; Todd Scott, South Boston, VA; Dorothy Mann, Harmony, Pa; Peter Hoover, Ypsilanti, MI; R.L. Talbert, Highland, CA; S. Herman, Arlington Heights, IL; Kathryn Bechtel, Trappe, PA; Fay Zergler, N. Wales, PA; Sandy Gonzales, Spring, TX; Jean L. Moseley, Alameda, CA; David Senderling, Warminster, PA; Harold Atwood, Tampa, FL; Shawn Smegal, Brooklyn Park, MN; Noreen Desalvo, Port Washington, NY; Donovan Bro, West Allis, WI; Jason Hallett, Seymour, IN; Victor Gordon, University Heights, OH; Tina Taylor, Roy, UT; Des Ames, Palm Springs, CA; Roy Scott Jr., LA, CA; Andrea Fosse, Murray, UT; Elaine Young, Plainville, MA; Rebecca Harrison, Lafayette, IN; Thomas Mast, Montclair, CA; Wolfgang Schult, Milwaukee, WI; Larry S. Reed, Seymour, IN; Pam Long, Red Oak, TX; Wendy Mewski, Ravensdale, WA; Dan Sahn, Seward, NE; Riola Robinson, Dimondale, MI; Preston Woolridge, Norman, OK; Ibukun Olaniyan, Chicago, IL; Miguel Guzman, Alhambra, PR; Carol Stretchberg, Grand Rapids, OH; R.A. Batchelor, Tampa, FL; Barbara Hayne, Cleburne, TX; Edward Kalit, Greenfield, WI; Mitch Chetty, Garland, TX; H.G. Willis, Stockton, CA; Kenneth Lazar, Brooklyn, NY; Marlene Hildebrandt, Lubbock, TX; Marilyn Mounts, Brooksville, FL; Wylene Jones, Cleveland, TX; Syed Wahaj Ah, DesPlaines, IL; David R. Brown, Mount Vernon, WA; Paul Carey, Annandale, VA; Terry Holaday, Oxc, OK; Teresa Craig, Shoreline, WA; Ruth Hayes, Gahanna, OH; Harry Bowen Jr, Jacksonville, NC; Duncan Munro, Jacksonville, AR; April Good, Eighty Four, PA; Jim Tatum, Astoria, NY

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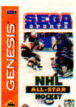
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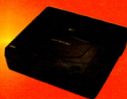
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