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FDC 50080

# VIDEO GAMES™

THE ULTIMATE GAMING MAGAZINE

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SUPERHERO?

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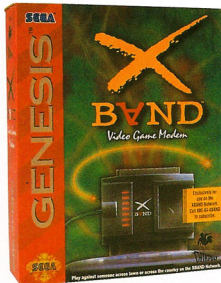
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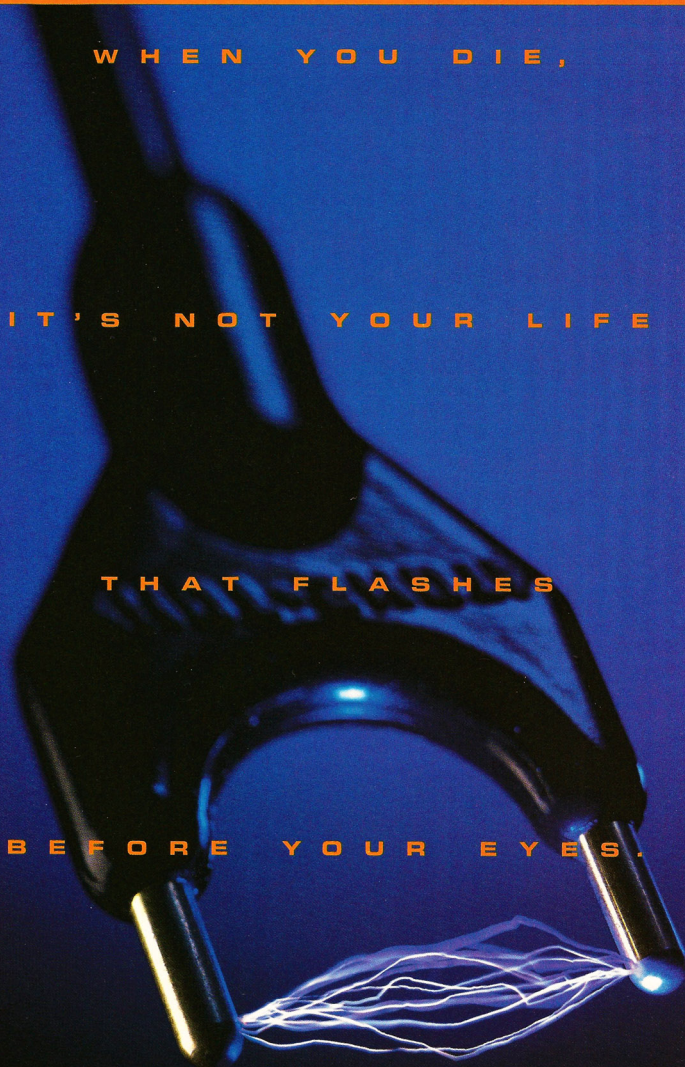
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IT'S NOT YOUR LIFE

THAT FLASHES

BEFORE YOUR EYES.

IT'S A CATTLE PROD.

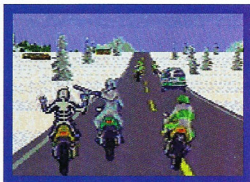
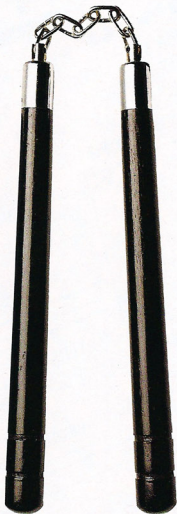
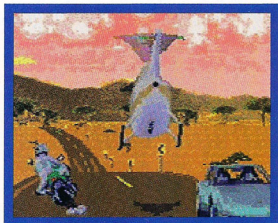




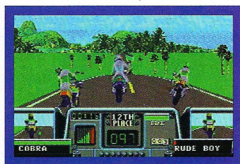


Why observe laws when you've got an all-time favorite like the club to solve your problems?

Ditch these cops and they'll take to the air in their helicopters, ready to bust your chain welding butt.



Terrorize seven international roadways and learn to say road pizza in the local tongue.



How about a little oil to send your pesky nemesis to scab hell?

If you think a couple of punches to the head blurs vision, check out the mace.



THE RASH IS BACK



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 "Genesis" system.

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family of



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ases, ro  
liable Ac  
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E. Coyote

down? Get in touch with the bill expert. Contactuffy Duck on Game Boy.

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

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\*\*\*\*\*  
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 rabbit in Bugs Bunny  
**Rabbit Rampage.** Vewy, vewy  
 et. Contact Elmer Fudd.  
 \*\*\*\*\*

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life. Call

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meal-time companionship in  
**Sylvester & Tweety**. Must have  
good taste. Contact Sylvester.



**Coming Soon!**



CALL  
the  
TUNES  
fun!



# HOLLYWOOD STAR

## "LOONEY TUNES B-BALL" IS A SLAM-DUNK WINNER!

by Howard Coleslaw

In one of the greatest games this reporter has ever had the privilege to cover, **Looney Tunes B-Ball** scored the biggest victory ever.

When this wacky, fast jammin' game of roundball begins, it's clear that anything goes! First, choose from your favorite Looney Tunes characters and go two-on-two against the computer or your friends! You set the Wacky Meter to the level of craziness you want — from 1, for nonsensical streetball, all the way to 5, where the only rule is there are no rules!

Change the ball into a cream pie and show your opponent the new meaning of "in your face"! Go invisible or teleport past your man and take it to the back for two! And the clock isn't the only thing ticking when the ball becomes a bomb for

the locker room after

the game, the Looney Tunes team was understandably exhausted, as the action was fast and furious at both ends of the court. Overall, the team was pleased with its effort, though Taz's moves did



come into question. "Taz can't dribble, but he sure does drool," said team captain Bugs Bunny.

Taz was unavailable for comment, but released the following statement through his agent: "Roarg hawraaaa grooagh froww hrrrg!"



**TAKE THE COURT FOR THE WACKIEST GAME OF HOOPS EVER!**

#@! \* \* # # ^ @ ! " Most observers tended to agree.

**Looney Tunes B-Ball** is your season ticket to fun. "Shoot, doc," said Bugs. "We're having a ball!"

The arena will rock as you play through earthquakes, eclipses and more! So go ahead and drive to the hole. But watch out, you just might fall in one!



**SUNSOFT™**



**SUPER NINTENDO ENTERTAINMENT SYSTEM**

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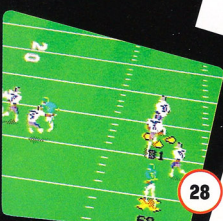
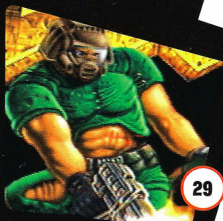
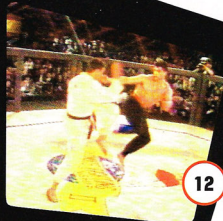
## GROUND ZERO VEGAS

A behind-the-scenes look at the Winter 1995 Consumer Electronics Show in Las Vegas. Get the scoop on new games, new hardware and the latest industry dirt in our exclusive eight-page blowout! Find out about:

- Nintendo's new three-dimensional Virtual Boy system
- Sony's red-hot PlayStation system
- SNK's Neo•Geo CD machine
- Nintendo's new *Donkey Kong* game and much, much more. Plus: Personal anecdotes from the VIDEOGAMES staff that will make you feel like you were there!

Cover: *Justice League Task Force* and all related elements © & TM 1995 D.C. Comics. All Rights Reserved.

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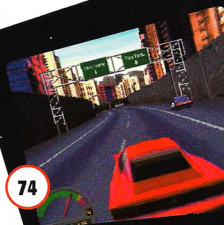
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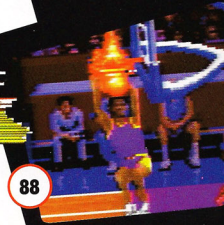
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# INPUT THIS CES MEANS WAR!

**A**s we go to press with our latest issue, the dust is just now beginning to settle from this winter's Consumer Electronics Show. Everyone seems to be talking about the coming platform wars and offering their own theories as to who the winners and losers will turn out to be.

First, consider that this will be the first year that the Sega Saturn, Sony PlayStation and Nintendo Ultra 64 will be released. Since all three have announced that they will be out anywhere from "late Summer" for Saturn to "Fall '95" for Ultra 64, they will only be on the market for three to four months in 1995. It's hard to judge the success of a system if it's only been on sale for so short a time. Besides, there's life in the 16-bit game market yet—six million copies of Nintendo's *Donkey Kong Country* prove that. (Though most experts, including myself, believe that '95 will be the last good year for 16-bit.) The real battle will be in 1997, when each of the above-mentioned systems

actually has an installed base.

It's taken 300 over a year and a half to amass an estimated worldwide installed base of 500,000. I don't think people will jump so quickly into purchasing a next-generation system without getting all of the facts. Many parents and gamers get a little annoyed at having to buy a new system every three years, thus making all the old software obsolete. Downward compatibility is something I think the public wants. I still have computer games made to play on a 286 IBM PC and I didn't have to abandon them when I upgraded to a Pentium.

While editorials from other magazines suggest 1995 will be the year of the battle between Sega and Sony, I'd like to offer a few other things to consider regarding the coming platform wars.

- History proves that the only constant is change. The company that's on top one year loses market share the next. Case in point: Sega's 1993 Christmas victories over Nintendo.

- It ain't over until it's over. Case in point: Nintendo was the last to release

a 16-bit system. Its product was the superior one and it went on to dominate the market.

At CES I had the opportunity to ask Sega of America President Tom Kalinske why the company will be supporting two 32-bit systems in 1995, he made an interesting comparison using cars. Automotive manufacturers provide consumers with a choice between low-end economy cars like a Ford Escort and high-end luxury models like the Porsche 911 for those who want to go all out. Now the 32X and Sega Saturn seem to make sense in Sega's strategy...but the issue of compatibility remains unanswered. Will I have to discard all my Sega CDs because they won't play on my Saturn? There's only so much room left on my entertainment center and I'm close to running out of A/V inputs.

—Chris Gore  
Editor-in-Chief

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PREPARE FOR THE FINAL BATTLE!

# PHANTASY STAR IV



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



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



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



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





# PRESS START

PARENTAL  
ADVISOR  
SUGGESTED

## THE REAL MORTAL KOMBAT ULTIMATE FIGHTING CHAMPIONSHIP AIN'T NO GAME



**H**ow many times have you wished you could kick butt in real life just like you do while playing as Johnny Cage in *Mortal Kombat II*? Anyone who's ever been picked on by the school bully will tell you that nothing would be cooler than to be able to pull off a Shadow Uppercut or a Torso Fatality on the big, fat jerk just before he tries to take your lunch money.

Welcome to the *Ultimate Fighting Championship*, the most brutal contest this side of *Samurai Shodown*! This quarterly, pay-per-view contest pits real-life martial artists from around the globe against each other with one goal in mind: destruction! Yes, this is real-life combat; no quarter slots, no friendship moves. It makes an afternoon of WWF look like an episode of *Mr. Rogers*!

The fourth UFC event was held in Oklahoma on December 16; once again, an assortment of ultra-skilled fighters met to engage in deadly combat, with the grand prize being \$64,000! (not to mention one *serious* reputation!)

### IF YOU WANT BLOOD

Each battle takes place in the "Octagon," a 750-square-foot arena completely surrounded by huge chain-link fencing. Unlike most sports—boxing, for example—there are no rounds and no time limits imposed on the combatants. And get this: There aren't any *rules*, either! (Well, there's no biting or eye-gouging allowed, but hey, those are wimpy moves, anyway!) This means that virtually

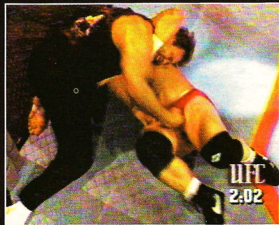
anything goes! Some of the battles waged in these UFC tournaments are so incredibly savage, it's almost uncomfortable to watch. I'm talking about face-slams, dislocated limbs, blood and even hard-core kicks to the family jewels!

### KICKING MAJOR BUTT

According to UFC lore, all fighting styles are essentially broken down into one of two categories: Punchers and Grapplers. Punchers fight best while standing, striking mainly with hands and feet. This is the style most of us are familiar with from watching Bruce Lee movies or playing games like *Virtua Fighter*. Yes, this is the style we like to associate with "kicking major butt," but don't underestimate the Grapplers; these guys wait for their opponent to extend towards them so they can rush in underneath and take them to the



"FIGHT!"



Man, that's gotta hurt!

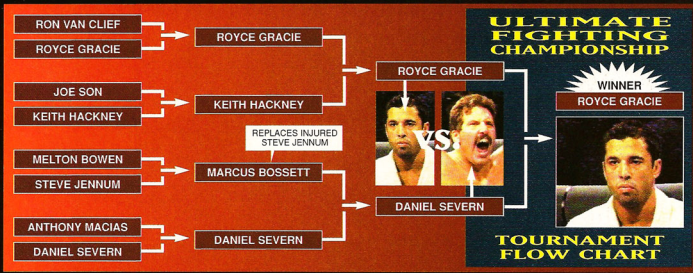
ground. So for upright fighting, Punchers do best, but for the ground war, it's the Grappler who is deadly. Since most fights end up on the ground anyway, it's actually the Grappler who is most likely to win over the Puncher. Yeah, I was bummed, too, but it seems there's a lot more to real fighting than just doing impressive-looking kicks and flips.

There are several ways to win in the *Ultimate Fighting Championship*:

- 1.) Knock out your opponent
- 2.) Choke out your opponent
- 3.) Your opponent "taps out" or gives up
- 4.) Opponent's corner throws in the towel
- 5.) The ref calls off the fight

I've seen three of the four UFC tournaments, and the fifth option rarely happens; most finishes are the "tap out" kind.





Steve Jennum does an arm-extension "fatality" on Melton Bowen!



Greco-Roman wrestler Dan Severn battles Muay Thai specialist Anthony Macias.

## MEET THE FIGHTERS



**RON (BLACK DRAGON) VAN CLIEF**  
AGE: 51  
HEIGHT: 5' 10"  
WEIGHT: 190 lbs.  
BIRTHPLACE: USA  
DISCIPLINE: Karate  
QUOTE: "I've been in the martial arts longer than all of these men have been alive."



**STEVE JENNUM**  
AGE: 30  
HEIGHT: 5' 10"  
WEIGHT: 215 lbs.  
BIRTHPLACE: USA  
DISCIPLINE: Ninjitsu  
QUOTE: "Since I'm a cop, my ground skills are necessary to take down the bad guys."



**ROYCE GRACIE**  
AGE: 28  
HEIGHT: 6' 1"  
WEIGHT: 180 lbs.  
BIRTHPLACE: Brazil  
DISCIPLINE: Jiu-Jitsu  
QUOTE: "The art of Jiu-Jitsu has been a way of life in my family for generations."



**MELTON BOWEN**  
AGE: 25  
HEIGHT: 6' 0"  
WEIGHT: 225 lbs.  
BIRTHPLACE: USA  
DISCIPLINE: Boxing  
QUOTE: "I have no respect for anyone in this competition."



**KEITH (GIANT KILLER) HACKNEY**  
AGE: 36  
HEIGHT: 5' 11"  
WEIGHT: 200 lbs.  
BIRTHPLACE: USA  
DISCIPLINE: White Tiger Kenpo Karate  
QUOTE: "I just came here to fight, that's all; I'm here to fight."



**ANTHONY MACIAS**  
AGE: 25  
HEIGHT: 5' 10"  
WEIGHT: 190 lbs.  
BIRTHPLACE: USA  
DISCIPLINE: Muay Thai  
QUOTE: "I'm the hometown favorite tonight."

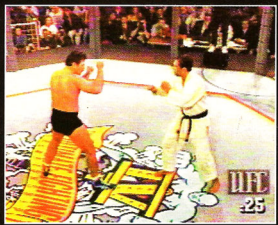


**JOE SON**  
AGE: 23  
HEIGHT: 5' 4"  
WEIGHT: 236 lbs.  
BIRTHPLACE: Korea  
DISCIPLINE: Tai Kwon Do, Judo  
QUOTE: "The martial arts are just like a video game, only you're doing it with your whole body; not just your thumbs."



**DANIEL SEVERN**  
AGE: 34  
HEIGHT: 6' 2"  
WEIGHT: 280 lbs.  
BIRTHPLACE: USA  
DISCIPLINE: Greco-Roman Wrestling  
QUOTE: "I'm not intimidated by anyone."

"The martial arts are just like a video game, only you're doing it with your whole body; not just your thumbs."



The final fight: Royce Gracie vs. Dan Severn!

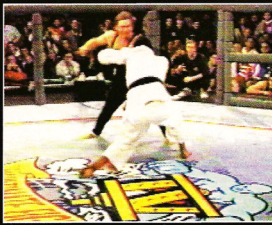
### SAVAGE AMUSEMENT

Brutal highlights of the fourth **UFC** battle included Keith Hackney crushing the windpipe of Joe Son and Steve Jennum's arm-extension maneuver on boxer Melton Bowen. Then there's Royce (pronounced "hoyce") Gracie, a two-time **UFC** champ who is nothing short of a walking lethal weapon. Believe me, this guy is not someone you want to spill a drink on. In his career as a martial artist, he has defeated men three and four times his size, from all different fighting styles. Originally from Brazil, the entire Gracie family is trained in the art of Jiu-Jitsu (Grappling), and both his father and grandfather have never lost a fight in their lives! Royce Gracie just may become the next Bruce Lee; a seemingly unstoppable force in the martial arts.

The final fight was a pulse-pounding 15-minute Gracie vs. Severn battle. Although Dan Severn showed tremendous stamina, it was Gracie who persevered and won his title back.

Wow, and I thought *Ayu* was bad!

—Jim Loftus



Keith (Giant Killer) Hackney gives Gracie a run for his money by landing some solid blows to the face.



Even though it may look like Gracie is losing this battle against Hackney, he's actually winning!





## ALL IT'S "CRACKED" UP TO BE

Yes, it's *MEAT FIGHTER* in the March issue of *Cracked*, with Van Dam on the cover. Other *Meat Fighter* characters include: Sagetti, M. Bite Me, Dullseam, Bullfrog, Ryu-Ryu-Ryu-Yourboat, Chun-ky and Catty. The best introduction: "I'm Dullseam. My favorite move is the Yoga Flame. If you ate as much curry as I do, you'd perform it too." To which E. Honda's parody replies, "Geez, Dullseam! Ever hear of Beano?!"

You'll also want to check out the tampon ad for Super Ultra Mega Maxi Freedom II featuring Sonya of *Mortal Kombat*: "That's why there's MEGA MAXI FREEDOM II with the new coagulating inner wing nut fastener with spring action! No more worries about nasty Shadow Kicks to the groin...." It's a laugh riot!

## GAMER FUNNIES

MEKED MEDIA By Jack Orman



Here's something that might make you laugh so hard you'll pee your pants...just kidding.

## MORTAL KOMBAT: THE ANIMATED VIDEO

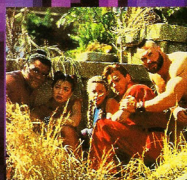
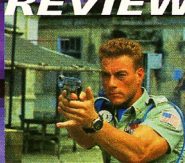
**P**repare yourself for the release of *Mortal Kombat—The Animated Video*, distributed by New Line Home Video, set for release on April 11th. This action-adventure cartoon serves as the antecedent to New Line Cinema's Spring 1995 film release of *Mortal Kombat—The Movie*.

Sonya Blade, Johnny Cage and Liu Kang journey to a mysterious island to fight Goro, the half-human dragon warrior and demon sorcerer, as well as the villains Sub Zero and Scorpion. The fight takes place during an ancient tournament. The champion will decide the fate of the human race.

The cartoon boasts cutting-edge computer technology with the use of cel integration and the most advanced motion-capture system in the world.



## STREET FIGHTER THE REVIEW



**B**y this time, *Street Fighter* is on its merry way to video at \$19.95 a pop, so a review of the thing won't mean squat. You've seen it and either loved it or hated it, so the point is moot. But we just couldn't let the film fade away without a bit of commentary and observations:

1) VG staffer Gabe Soria said that he knew he was going to really enjoy the film after the first ten minutes, citing, "The soundtrack was so loud it blew a panel off one of the speakers in the theater. Bitchin'."

2) Chris Bienieck loved the fact that so many of the characters' moves were translated to the screen and still kind of made sense, although he admits to being somewhat peeved that when flying, M. Bison didn't spin around. At least Chun Li rocked the

house in her hot red dress!

3) Nikos thought Guile's tattoo looked like it was received at four a.m. in Bangkok, Thailand.

4) Betty was moved by Blanka's painful ordeal but wondered aloud, "Couldn't they have spent ten more bucks and bought that guy a better wig?"

5) Three words: *Vega kicks butt*.

6) Chris Gore thought the film was better than expected but one thing ruined it—Van Damme's hair—couldn't he have dyed it blond? Or perhaps there could have been some reason in the story to have his hair quick-dyed yellow and chopped into a nice punk-style. Sting might have made a better Guile—he's sure got the hair.



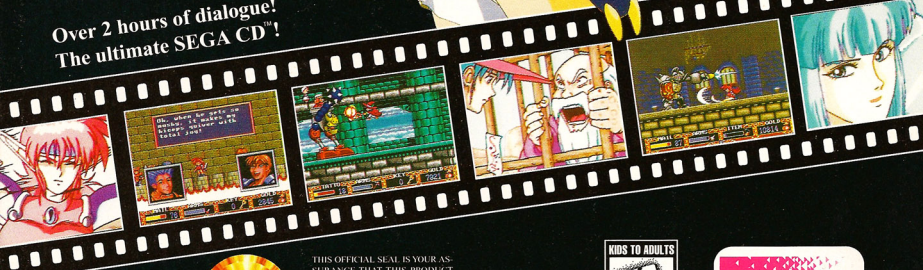
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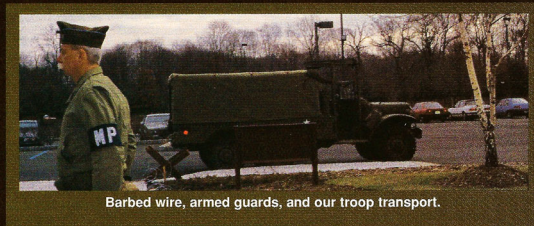
# RAPID DEPLOYMENT

Absolute Entertainment Unveils Hot New Sega CD Game

**F**lying out of Los Angeles on the red eye, I knew it was going to be a good trip when I got the whole row of seats to myself. Anticipation was running high because I didn't quite know what I was going to find in the woods of Upper Saddle River, New Jersey, the home of Absolute Entertainment's game production facilities. A limo driver picked me up at the gate and I was on my way to see Absolute's new game, *Rapid Deployment Force* for the Sega CD.

Bright and early the next day, all of the various game mag editors were met in the hotel lobby by a guy dressed up as a sergeant in the U.S. Army, circa 1944. We all piled into a World War II-era troop transport, and headed for Absolute's Iron Hammer Training Facility. Protected by barbed wire and armed guards, we were briefed by the staff, and then entered the warzone. This was a tent, set up so as to make me feel like I was trapped in one of those lost episodes of *M.A.S.H.*, complete with foxholes, radio equipment, and machine guns!

We all sat down for a speech by Absolute's president, Gary Kitchen, and then in came a guy who looked suspiciously like General George C. Patton.



Barbed wire, armed guards, and our troop transport.

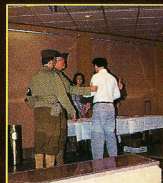
The General, who plays the main character in *Rapid Deployment Force*, then gave another rousing speech. During the game, you take orders from him as you maneuver a crack team of tank commandoes who are ready to hit any trouble spot around the globe. Basically, it's a first-person tank simulation with some hot graphics and Full Motion Video. The general guides you through various missions that save the world from destruction.

After the General's strangely uncomfortable speech, a staged murder mystery unfolded. (See photos below.) After the spy was done in, we were treated to

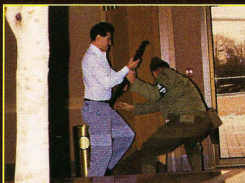
a tour of the Absolute offices where they gave us sneak peaks of their new Penn and Teller and *Battletech Grey Death Legion* games for the Sega CD.

After the tour, and a hearty lunch of cold cuts and pasta salad, we were off to the airport once again. This time, instead of intense heat, the limo's windows kept fogging up so that I thought we were going to crash. I was glad to finally reach the airport, and head back home. Look for a full review of *Rapid Deployment Force* in the next issue of *VIDEOGAMES*.

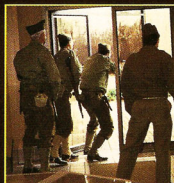
—Nikos Constant



One of the members of our assault team didn't have the proper credentials.



He grabbed a gun and made a break for it.



He was shot.



Dead.



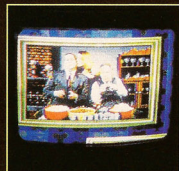
The general was a very strange guy. Could he be mad?



Scenes from the new Battletech Sega CD game *Grey Death Legion*.



The making of *Grey Death Legion*. Absolute has their own blue screen facilities so all game production is done on site, even the FMV stuff. You look good, buddy!



Penn and Teller get wicked in their new Sega CD game. You'll be able to fool your friends for a rollicking good time.



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# THE GORE SCORE

It's your old pal Chris Gore here to dish the dirt and give you the latest info. While this may have been the most boring CES ever, believe it or not, there's lots of incredible news to report. First up there's a new war brewing. I'm not talking about the war of the next generation systems, I'm talking about a battle for a little green gecko lizard named Gex.

## WANTED: MASCOT FOR 32-BIT GAME SYSTEM:

Gex is an awesome platform game from Crystal Dynamics that looks hot to more than just gamers: Both Sega and Sony would like to see the cocky green lizard associated with their 32-bit systems. Sega is so hot that they're willing to leave Sonic on 16-bit and go with the Green One as their new spokesman. The Gex bidding war between Sony and Sega will heat up as the companies prepare to make major announcements at the Electronic Entertainment Expo. Both Sony and Sega would like to see Gex available only for their respective systems but sources at Crystal Dynamics maintain the Gex will be, "The mascot for 32-bit." Gex is planned for a release on the 3DO in March or April and could be the pack-in for the Sony PlayStation, with the lizard gracing the packaging. Sega maintains that there will be 32X and Saturn versions of Gex. Let's wait and see.

**3DO GETS AGGRESSIVE:** Goldstar and Panasonic are finally starting to act like game companies and market their respective 3DO systems as such. The current pack-in titles for the Goldstar include *FIFA Soccer* and *Shock Wave*. Not bad. The Goldstar digital video module also packs-in the Arnold sci-fi movie *Total Recall*. Also in the planning stage is an all-in-one television and 3DO unit, much like the TV/VCR combos you see in stores today. The M2 accelerator, the 3DO 64-bit upgrade, will be out in FALL 1995 with some kind of pack-in and at least six titles available at launch. Things are looking up for 3DO: the hardware system outsold Sega and Nintendo three-to-one in major software chains. The Big Three may consider taking the 3DO platform a little more seriously as plans are under way for an even lower cost unit from Panasonic in late '95.

**EARTHWORM JIM HITS THE ARCADES:** *Earthworm Jim* fever is fast spreading across the nation and a coin-op by Williams is in the development stages right now. In addition, there's a 32X version of *Jim* in the works, plus the hilarious cartoon which starts airing this FALL. Expect this worm to become a household name by the end of the year.

**NEXT GENERATION IS FOR REAL:** The two words, "next generation" have now truly become part of the American consciousness. Besides being associated with a new *Star Trek* series and a popular trade magazine of the video games industry, I was surprised when I caught a surreal vacuum cleaner commercial while scanning the tube at CES. The ad described the household device as, "the next

## Industry News You Can Trust

generation of vacuum cleaners...." Kinda strange.

## NINTENDO'S ULTRA 64 WILL BE OUT FALL '95:

There was a false rumor circulated by Nintendo themselves that said the Ultra 64 chips set was too expensive and that the product had been pushed back until Spring '96. This is absolutely untrue. Ultra 64 will be released in FALL of '95 and will cost only \$250. Nintendo allegedly circulated the false rumor in order to get Sega and Sony to admit some of their respective plans for their 32-bit system launches. Expect Ultra 64 to be out this fall with six titles at launch including *Killer Instinct* and *Cruisin' USA*. Also look for a new *Star Wars* game from LucasArts that will blow you away. (Sorry, I can't tell you everything I know right now.) There may or may not be a pack-in but the pack-in game will likely be a new *Mario* title. And it will look like nothing you've ever seen, trust me. The only person on the entire CES floor to get a private showing of the Ultra 64 was the President of Toys R' Us. Heck, this guy must be more powerful than the President of the United States! Look for more Ultra 64 news in our next issue.

## ATARI JAGUAR'S KILLER RAGE:

This news is even bigger than the release of the Jag CD. It seems that a certain pre-historic fighting game is making its way onto the Jag in '95. Yes, *Primal Rage* is coming for the Jag CD! Time Warner is doing the port themselves. All we can do is hope that it's as good as the coin-op. Other exciting Jaguar news includes: *Batman Forever* is coming in third quarter, as is the new fighting game *Thea Realm Fighters*. The name might sound strange, but this one stars four of the *Mortal Kombat* martial artists: Ho Sung Pak (Liu Kang), Philip Ahn (Shang Tsung), Daniel Pesina (Johnny Cage), and Katalin Zamiar (Kitana, Mileena, and Jade). The game will employ motion-capture technology and should look very hot if everything goes as planned. In other Jag news, if you purchase a Jaguar with *Cybermorph* anytime between now and April 30, 1995 you'll get a free game (choose between *Wolfenstein 3D* and *Tempest 2000*) plus a second controller for free. Coupons for this offer are available wherever Atari Jaguars are sold.

**RETURN FIRE—GAME OF THE SHOW:** There really was no clear "Game of Show" for this winter's CES, but if I had to pick one it would be *Return Fire* for 3DO from Prolific Publishing. It's an incredibly addictive action/strategy game with arcade action that makes this the best two-player game since *Street Fighter II*. Look for a full review next issue.

## SONY PLAYSTATION WILL ROLL OUT IN TOYS R' US:

SONY: Sony Computer Entertainment of America announced the signing of licensing agreements with nearly 100 U.S. third-party publishers and developers to produce software for the company's next-generation, CD-based home video game system, the PlayStation, in the United States. "We have had an overwhelming response from the third-party community, with publishers and developers eager to showcase their creative and technical talents on what will be the superior entertainment technology available

Continued on following page...



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# THE GORE SCORE

Continued from page 18...

on the market," said Steve Race, president, Sony Computer Entertainment of America. In Japan, 290 licensees have signed agreements with Sony Computer Entertainment, with more than 200 titles currently under development. 19 titles are already available in Japan, including Namco's popular arcade game *Ridge Racer* and *Parodius* from Konami. Other popular Japanese licensees include Capcom and Bandai.

**SICK, MAN...JUST SICK:** Are you sick of hearing about the coming platform wars? Well, guess what? I'm sick and tired of writing about it. Until, next issue, I'll see you when I see you. Hey, Ed! What happened to breakfast?

—Chris Gore  
Editor-in-Chief

## SONY PLAYSTATION LICENSEES

Abalone Entertainment Software  
Acclaim Entertainment Inc.  
Activision Studios  
Alexandria  
Alliance Interactive Software  
Alysis Interactive Software Inc.  
American Laser Games  
American Sammy  
American Softworks Corp.  
American Technos  
Archimedia Interactive  
Artech  
ASG Technologies  
Atlantic Coast Digital Concepts  
Atlas Software  
Beam Software Pty. Ltd.  
Blizzard Entertainment  
Boss Game Studios  
Core Design  
Crystal Dynamics  
Cygnus Multimedia Productions Inc.  
Data East USA Inc.  
Deep Thought  
Digital Dreams Interactive Media  
Electro Brain Corp.  
Elite of America Inc.  
Factor 5  
Foley Hi-Tech System  
Fox Electronic Publishing Inc.  
GameTek Inc.  
Gray Enterprises Inc.  
High Voltage Software  
Human Soft Ltd.  
Hyper Image Productions  
Illusions Gaming Co.  
Incredible Technologies  
InterWeave Entertainment Inc.  
Jaleco USA Inc.  
JVC Musical Industries  
Kronos  
Left Field Productions  
Lifelike Productions  
Lobotomy Software  
LucasArts Entertainment Co.  
Magnet Interactive Studios  
Manley & Associates  
Maxis  
McO'River Inc.  
Monkey Business  
Naughty Dog Inc.  
Nebulous Games  
Net Game  
Northstar Studios  
Novotrade  
n-Space Inc.  
NuFx  
Papyrus  
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P.F. Magic  
Psygnosis  
Radical Entertainment  
Rage Software Ltd.  
Rainbow America  
ReadySoft Inc.  
Redline Games  
Reidel Software Productions  
Rozner Labs Software Group  
Scavenger  
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Silicon Knights  
Single Trac Entertainment Technologies Inc.  
Softgold  
Software  
Toolworks/Mindscap  
Solid Corp.  
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Spectrum  
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Taito America Corp.  
Takara USA Corp.  
TeknoCrest Inc.  
Tetragon  
THQ Software Inc.  
Tiburon Entertainment Inc.  
Trimark Interactive  
UBI Soft Inc.  
Unexpected Development  
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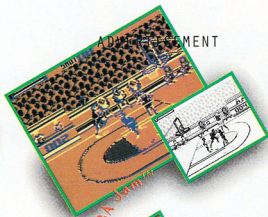


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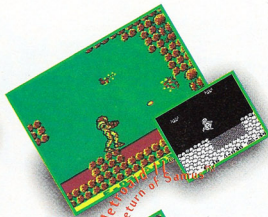
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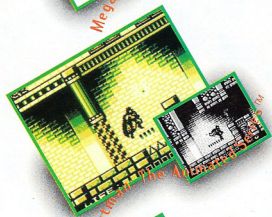
Mega Man V



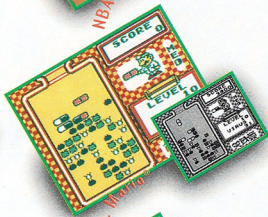
NBA Jam



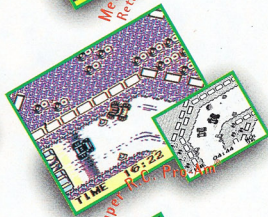
Metroid II: Return of Samus



Batman: The Animated Series



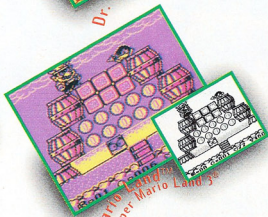
Dr. Mario



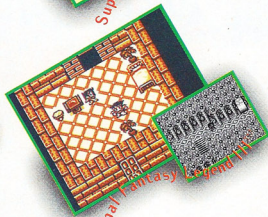
Super R.64 Pinball



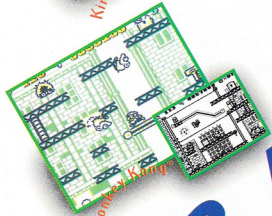
Kirby's Dream Land



Wario Land: Super Mario Land 3



Final Fantasy Legend III



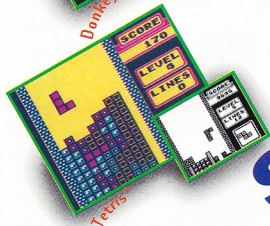
Donkey Kong

# TRADING GO

With Game Boy, you have the ability to "take it with you," but Super Game Boy lets you show off your favorite Game Boy games in an all-new way. Your Game Boy games will look better, play easier and take on a whole new level of graphic detail. In this case, bigger is definitely better. Instantly mutate Metroids to 10 times their original size! If a picture is worth a thousand words, the "before and after" shots here are saying a lot of good things about Super Game Boy!



A collage of various Game Boy game boxes. At the top left is the Tetris box, showing the classic falling block game. Below it is Donkey Kong Land, featuring the pink Donkey Kong character. To the right is Super Mario Land 2: The Great Escape, with Mario and Luigi. Further right is Metroid: Return of Samus, showing the orange Samus Aran in her power suit. At the bottom are several other titles including Game Boy Advance: The Legend of Zelda, Game Boy Advance: The Wind Waker, and Game Boy Advance: The Legend of Zelda: The Wind Waker. The boxes are arranged in a curved, overlapping path that leads from the top left towards the bottom right. The text 'FOR SHOW' is written in large blue letters at the top, and 'GAMES' is written in yellow letters along the curve of the game boxes. The word 'GAME' is written in large yellow letters at the bottom left, and 'BOY' is written in large blue letters at the bottom right, completing the phrase 'FOR SHOW GAMES GAME BOY'.



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When you plug a game into Super Game Boy—POW—instant color. Some color combinations look better than others, and some might be fitting for one game but not another. It all depends on what looks good to you. If the default color palette isn't to your liking, that's not a problem. Super Game Boy has lots of palettes to choose from, 32, to be exact.

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Choices

As you can see, games like Link's Awakening look great in almost any color palette. When customizing the game you're playing, you'll find that contrasting colors often work best.

BORDER OPTIONS

There is a secret about the border. If you pause your game and let it set long enough, the border image changes and/or sets itself in motion. It's like a Super NES screen saver. Try it!

BORDER OPTIONS

BORDER OPTI

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Make your own ADVERTISEMENT



If you really want to go crazy with your borders, we suggest hooking up the Super NES Mouse to port II on your Super NES. It will work kind of like Mario Paint.®

Just select a color from the color palette, click and hold the buttons, and paint away!

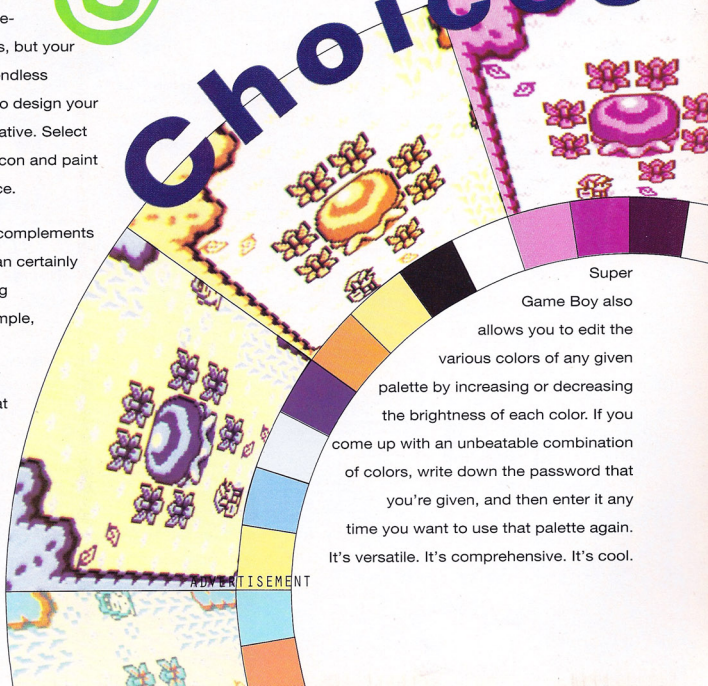
Make your own

Another custom feature that will help you create stand-out screens is Super Game Boy's border option. It has nine pre-programmed borders, but your choices are almost endless because you can also design your own borders. Be creative. Select the Custom Border Icon and paint your own masterpiece.

Using a border that complements your game screen can certainly enhance your gaming experience. For example, set the scene for Link's Awakening by painting a border that features Koholint and Egg Mountain, or build an arena around your NBA Jam™ court.



Choices



Super Game Boy also allows you to edit the various colors of any given palette by increasing or decreasing the brightness of each color. If you come up with an unbeatable combination of colors, write down the password that you're given, and then enter it any time you want to use that palette again. It's versatile. It's comprehensive. It's cool.

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Enhanced Mode outfits  
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## 101% Now, Baby!

If you've got it, there's no doubt you've been playing the heck out of *Donkey Kong Country* because it's the most incredible game ever to grace the SNES. But did you finish the whole thing with only have 60% complete? Did this frustrate the heck out of you? Well, there's not much you can do except continue looking for hidden levels. Here are some basic hints:

First, you'll know you've completed a level when an exclamation point (!) appears after the level name. This means that when you get to the end of Snow Barrel Blast and go back to the map, which will say "Snow Barrel Blast!" then you've found all the secret stuff in that level. If there's no exclamation (!), keep looking.

Secondly, when every level of the game has an exclamation point after it, you'll find that 101% of the game has been completed. So don't just aim for a mere 100%; get out there and crank it.

A final tip for all you Kongers out there, when you do a roll and jump off the side of a cliff, you'll find that if you time it correctly, you can actually roll off the cliff and jump in mid-air, as long as the roll-jump is timed perfectly. This extra distance will come in handy when exceptionally long jumps are required.



An exclamation point (!) at the completion of a level means that you've found all the secret stuff.



When every level has an exclamation point (!) you'll be done with 101% of the game.



Use the special roll-jump for extra distance when jumping off cliffs. Just roll right off the cliff...



...and jump in mid-air!



**DON'T PHONE US AT VIDEOGAMES—CALL THESE NUMBERS!**

### Nintendo of America Inc.

(206) 885-PLAY

HOURS: Monday through Saturday—4 a.m. to midnight (Pacific Standard Time)

Sunday—6 a.m. to 7 p.m. (Pacific Standard Time)

COST: Standard long-distance rates to Redmond, Washington, apply.

TIPS: Nintendo's game counselors field questions about any licensed game for the NES, Super NES or Game Boy.

### Sega of America Inc.

(415) 591-PLAY

HOURS: 6 a.m. to 6 p.m. (Pacific Standard Time) seven days a week

COST: Standard long-distance rates to Redwood City, California, apply.

TIPS: Sega's game counselors field questions about any Sega game for the Genesis, Sega CD, Game Gear or Master System. Questions about third-party games are not covered by Sega's counselors; they will, however, refer you to the appropriate phone numbers for tips on licensed titles.

### Atari Corp.

(900) 737-ATARI

HOURS: 24 hours a day, 7 days a week

COST: 95¢ per minute

TIPS: Atari's Game Line offers Touch-Tone menus with recorded messages of tips and strategies for recent Atari games for the Lynx and Jaguar.

### Turbo Technologies Inc.

(310) 337-6916

HOURS: Monday through Friday—9 a.m. to 6 p.m. (Pacific Standard Time)

COST: Standard long-distance rates to Los Angeles, California, apply.

TIPS: TTI's game counselors field questions about any NEC, TTI or Working Designs game for the TurboGrafx-16 or Duo.

### Electronic Arts

(900) 288-HINT

HOURS: 24 hours a day, seven days a week

COST: 95¢ for the first minute, 75¢ each additional minute

TIPS: Recorded messages provide tips and passwords for Electronic Arts games; game counselors may also be available during normal business hours.

### U.S. Gold (Flashback Gameline)

(900) 288-GAME

HOURS: 24 hours a day, seven days a week

COST: 85¢ per minute

TIPS: Touch-Tone menus of recorded messages offering tips and strategies for U.S. Gold's Flashback for the Genesis and Super NES.

### Data East

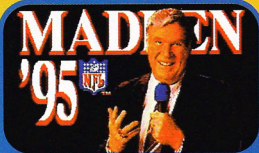
(900) 4545-HELP

HOURS: 24 hours a day, seven days a week for recorded messages, or 8 a.m. to 5 p.m. (Pacific Standard Time)

Monday through Friday for optional game counselor assistance

COST: 95¢ for the first minute, 75¢ each additional minute

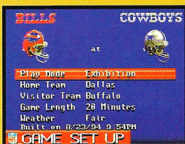
TIPS: Tips and strategies for Data East's Shadowrun for the Super NES are the primary resource, but help is available for many other Data East titles.



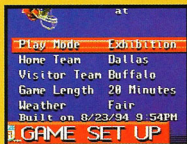
## GENESIS

### TURBO MODE

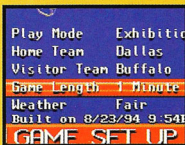
To access a fast-playing turbo mode in the Genesis version of *Madden '95*—with a turbo coin toss and one-minute quarters—enter the code **A, C, C, B, B** at the “Game Setup” screen. You’ll hear Johnny yell “Boom!” and the screen will mysteriously say “Built on 8/23/94 9:54 PM.”



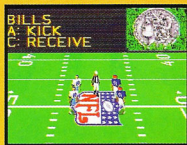
For Turbo mode, go to the “Game Setup” screen and enter the code **A, C, C, B, B**.



You will hear Johnny yell “Boom!” and the screen will mysteriously say “Built on 8/23/94 9:54 PM.”



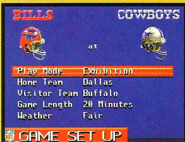
You can choose one-minute quarters.



And the coin toss is Turbo-charged.

### HIDDEN TEAMS

For hidden teams, enter the code **B, A, C, A, C** at the same screen. You’ll hear the big guy yell “Pow!” Now you can play as the new NFL franchise teams, the Panthers and the Jaguars.



To find the hidden teams, enter the code **B, A, C, A, C** at the “Game Setup” screen. You’ll hear the big guy yell “Pow!”



Now you can play as the new NFL franchise teams, the Panthers and the Jaguars.



### CHEAT PASSWORDS

If you’re a fan of the Super FX chip and just can’t get enough of that polygon-crazed shooter *Vortex*, you’ll be glad to know that help is on the way. The following passwords will give you infinite lives, a level select, indestructibility and infinite ammo. Now you can zip around the 3-D world with ease. All of the following codes should be entered on the “Password” option screen. When you’ve done the code correctly, the screen will say what the code does that you’ve entered (e.g., “Indestructible”).



Enter JTTS...



...for INFINITE LIVES.



Enter CTGX...



...for LEVEL SWITCH.



To use the Level Switch, start a regular game.



Instead of going to the first level, you can press **Up** or **Down** on the D-pad to select a level.



Now you can play anywhere.



Enter HZVS...



...to become INDESTRUCTIBLE.

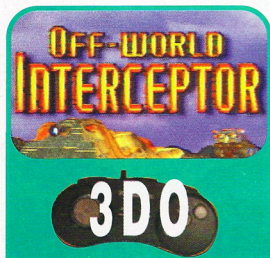


Enter WSVT...



...for INFINITE AMMO.

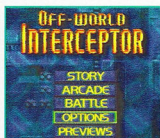




**BUY**

## OODLES OF MONEY

Want to start the game off with lots of cash? This code will let you max out your bank account to buy what you want. Go to the Options Screen where you can Re-configure the controls. Then enter the code A, B, C, A, B, C, A, B, C, A, B, C, A, B, C, A, B, C, L. (That's ABC six times and then the L button.) You'll hear a whirling sound. Reconfigure the controls, because you'll probably have messed them up, and then start the game either in Story or Arcade mode. You'll find that you have tons of money to buy stuff. Unfortunately, you can only do this once per game.



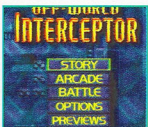
Go to the Re-configure controls screen in the Options menu.



Press A, B, C, A, B, C, A, B, C, A, B, C, A, B, C, A, B, C, L. (That's ABC six times and then the L button.) You'll hear a whirling sound.



Reconfigure the controls to your liking.



Start the game in "Story" or "Arcade" mode.



You'll find oodles of dough in your bank account to buy stuff.



Go crazy!



## COD MODE AND ALL WEAPONS

These are our first codes for the 32X! Nice! Unfortunately, you need a six-button controller. To get to God Mode, Pause the game and press **Up, Z, X**, and the **MODE** button all at the same time. When you get back into the game the marine's eyes will turn yellow and you'll be invincible. To have all the weapons and ammo you can shoot, press **Up, A, C**, and **MODE**. Unpause the game and go ballistic.



### COD MODE



Pause the game and jab **UP-Z-X-MODE** all at the same time.



Unpause the game and you are unkillable. You'll know you've done it right when the marine's eyes turn yellow.

### ALL WEAPONS & AMMO



Unpause the game and press **UP-A-C-MODE**.



Unpause the game and you are a force to be reckoned with. Choose a killing device and murder stuff.

## SUPER RETURN OF THE JEDI (JVC for the Genesis)



F682-C7B1—Start with 25 lives  
C230-CF0F—Infinite lives  
1BBD-C703 + EE8D-C763 + EE8D-C7A3—Finish the 1st level almost instantly

## CONTRA HARD CORPS (Konami for the Genesis)



RERT-C6X4—Infinite lives  
RFTT-C614—Each bomb worth 99  
RHVA-A6W6—Invincible  
H9GA-AA66—Start with all weapons  
AM4A-AA6C—You don't lose a weapon when you die



**BATTLEMORPH™** This much-anticipated 3-D sequel to Cybermorph has a killer new twist. You can seek out new worlds underwater and underground. Available 1st quarter.



**BRETT HULL HOCKEY™** With awesome digitized graphics and a real-time 3-D rink, you'll feel every slapshot, save and humiliating slam into the boards. Available 2nd quarter.



**DRAGON'S LAIR®** Dirk's back, only this time he'll be fighting dragons in your home. It'll take the Jaguar's raw 64-bit power to the max. Available 1st quarter.



**HIGHLANDER™** Based on the hit movies and TV series, Highlander will take your swordsmanship to the 64-bit level. Available 1st quarter.



**ROBINSON'S REQUIEM™** Imprisoned on an alien planet, you either escape or die. You'll cover 3 miles of 3-D terrain as you fight off starvation, predators and insanity. Available 2nd quarter.



**BLUE LIGHTNING™** You're in an F-18 battling a renegade general. Can you handle precision flying and stomach-wrenching dogfights or do you need your mother? Available 1st quarter.



**CREATURE SHOCK™** You're on a mission to find the remains of a lost ship on the near-dead Planet Earth. 3-D graphics and eerie special effects add to the chills. Available 2nd quarter.





How can we possibly make the 64-bit Jaguar more powerful? Attach an Atari double-speed CD player. It's a lot like attaching an atom bomb to an F-14. We're talking explosive power that no other CD-ROM combination can match. Just piggyback this 790-megabyte monster onto your Jaguar and watch your TV come alive with insane true color, movie-like images and CD-quality stereo sound.

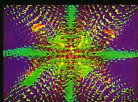


**DEMOLITION MAN™** Get ready for an interactive adventure with live action footage of Stallone and Snipes. Now your sappy dreams of movie stardom can be a reality. Available 1st quarter.

# The most powerful game system in the world just got a 790 Meg TUNE-UP.

## VIRTUAL LIGHT MACHINE™

Watch the beats of your CD's come to life in a pulsating collage of 65,000 mind-blowing colors. Or create your own cosmic light show at the touch of a button.



*If our Interactive CD games don't rearrange your brain cells, the built-in Virtual Light Machine will. Throw on your favorite CD, and watch the music morph, contort, and pulsate in a psychedelic light show your ex-hippie parents may even appreciate. So check out the new CD player for the Jaguar. It'll crank the torque up to nuclear proportions.*

# \$149

[CD player comes fully loaded with everything but a Jaguar.]

**JAGUAR™** 64-BIT  
MULTIMEDIA PLAYER **CD**  
**DO+THE MATH**

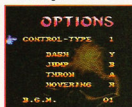
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CIRCLE #107 ON READER SERVICE CARD.

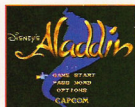


## STAGE SELECT

Has this Disney game got you down? Do kids call you a wimp because you can't finish *Aladdin*? Well, now you can show them. At the Options Screen quickly enter the code L, R, START, SELECT, X, Y, A, and B on controller 2. If you've done it correctly you'll hear a chime. When you return to the Main Menu, you'll find a stage number that appears over the "Game Start" option. Press LEFT or RIGHT on Controller 1 to change the stages.



At the Option Screen, quickly press L, R, START, SELECT, X, Y, A, and B on CONTROLLER 2. Listen for the chime.



Go back to the main menu and you'll find a level select number above the "Game Start" option.



Press L and LEFT at the same time, or R and RIGHT on CONTROLLER 1 to change the stage numbers.



Now you can skip to any level.



## COMPLETION PASSWORDS

This Jordan game is surprisingly good, considering it was meant to cash in on the popularity of the greatest basketball player alive. It will probably sell really well in Chicago, where Jordan fever still runs rampant. The following passwords will let you check out the game's levels, without having to slam-dunk your way through the whole thing.



Complete the Cells only:

3K5BGX0DR9X

Complete the Cells and Laboratory only:

JGLBPKGHWT5

Complete the Cells and Factory only:

TJQ33CDOZZD

Complete the Cells, Laboratory, and Factory:

25GQZ1ZYRH5

Complete the Cells, Laboratory, and Factory with all captives rescued:

TSMHGBW43D



## JEDI PASSWORDS

That skating and game playing fool, Jeremy Klein, gave us the lowdown on *Super Jedi* by sending us these passwords for all of the levels on all of the difficulty settings. Get *Star Wars* fever playing every level!



### EASY

Tatooine: RLQGMN  
Jabba's Hall: JZLMRJ  
Jabba's Palace: LZLKJF  
Rancor Pit: VTYMZX  
Sail Barge: QZNFPP  
Inside Barge: VKOQFD  
Speeder Bike: ZCTKFC  
Ewok Village 1: QYXVHB  
Ewok Village 2: LFWLTQ  
Endor: QDQGHK

Millennium Falcon: CPMRZY  
Power Generator: CDWLTY  
Inside Death Star: BPFFZQ  
Millennium Falcon: RHNVLG

Tower: RVKKG

Tower Entrance (Vader): VOXDQJ  
Emperor's Chamber: HLOMJV  
Millennium Falcon 1: VQJGWF  
Millennium Falcon 2: ZZSTXZ

### BRAVE

Tatooine: BGFSMH  
Jabba's Hall: JVPHP  
Jabba's Palace: VDLBGG  
Rancor Pit: MKYXVN  
Sail Barge: LBRHFR  
Inside Barge: GPTDZC  
Speeder Bike: DDDQYZ  
Ewok Village 1: TLVHFT  
Ewok Village 2: NVBJHH  
Endor: GRMJYX

Millennium Falcon 1: ZKQHQD  
Power Generator: WCBMKS  
Inside Death Star: KXVZZD  
Millennium Falcon: BWHPHZ

Tower: MKZYDP

Tower Entrance (Vader): KHWKVC  
Emperor's Chamber: WDSMNN  
Millennium Falcon 1: QWYXGN  
Millennium Falcon 2: BGSWLD

### JEDI

Tatooine: RRSBTS  
Jabba's Hall: QYHJUN  
Jabba's Palace: ZPNKKZ  
Rancor Pit: BZGBJX  
Sail Barge: MSDZZR  
Inside Barge: XXVPBG  
Speeder Bike: CQQBKP  
Ewok Village 1: XNHPSF  
Ewok Village 2: KOMLXP  
Endor: MFWHGM

Millennium Falcon: VCYNNP  
Power Generator: BPSDVS  
Inside Death Star: DSYFGD  
Millennium Falcon: NJPHPL

Tower: BZCBOB

Tower Entrance (Vader): VGKSNJ  
Emperor's Chamber: PPNINZ  
Millennium Falcon 1: CJQKMX  
Millennium Falcon 2: TXQLTM





One of the greatest games ever to come out on the Atari 2600, *Pitfall* has been revamped for the '90s and it is on fire. If you're having trouble with the Genesis or Sega CD versions, here are some codes for extra lives, a stage select, extra weapons, and to the end credits. We're also giving you codes for the two secret games: the Atari 2600 version of *Pitfall* and the hidden *Simon*-type game. Each of the following codes needs to be done at the title screen.

## STAGE SELECT



At the title screen press **B**, **Right**, **A**, **Down**, **Right**, **Up**, **B**, **Left**, **A**, **Up**, **Right**, **A**, **Up** (That's BRAD RUB LAURA U).



The stage select will appear above the words "Start," "Info," and "Options." Press **Up** or **Down** on the D-pad to switch levels.

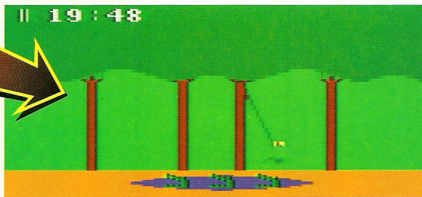


Start the game and you'll be on the level you picked!

## DIRECT TO 2600 PITFALL!



Press **Down**, then press the **A** button 26 times and press **Down** again.



You will go directly to the original 2600 version of *Pitfall*.



At the title screen press **SELECT**, **A**, **A**, **A**, **A**, **A**, **SELECT**, and **START**.



Now you're playing with power!

## TIPS & TRICKS

### 9 LIVES



At the title screen, press **Right**, **A**, **Down**, **B**, **Right**, **A**, **B**, **Up**, **Down**.



Start the game and you'll have nine lives.

### 99 WEAPONS POWER-UP



At the title screen press **A**, **B**, **Up**, **C**, **A**, **C**, **A**.



Start the game and you'll have the maximum amounts of all your weapons.

### GO TO THE ABC SIMON GAME



At the title screen press **B**, **A**, **Down**, **C**, **Right**, **A**, **B** (BAD CRAB).



You'll skip to the the ABC *Simon* game. Match the pattern to escape from the death room.

We haven't found as many codes for the SNES version of *Pitfall*, but here's our favorite, the code that gets you to the hidden 2600 version of *Pitfall*. At the title screen press **SELECT**, **A**, **A**, **A**, **A**, **A**, **SELECT** and **START**. You will be whisked off to *Pitfall* 1982.

## T2™ THE ARCADE GAME™ SUPER NES Stage Skip

If you're having trouble terminating the bad guys, here's a stage-skip cheat. First, go to the Title screen and press **Left, Up, Right, Up, Left, Left, Right, Down, Down** before the High Score screen appears. Then, on the High Score screen, press **Right, Up, Up, Left, Right, Right, Left, Right, Down, Down, Right, Up**. You'll hear a boom. Next, start the game, and whenever you feel like skipping to the end of any stage, press the **L** button.



At the Title screen, enter **LEFT, UP, RIGHT, UP, LEFT, RIGHT, LEFT, RIGHT, DOWN, DOWN** before the High Score screen pops up. You will hear a boom.



Enter the second part of the code: **RIGHT, UP, UP, LEFT, RIGHT, RIGHT, LEFT, RIGHT, DOWN, DOWN, RIGHT** and **UP** at the High Score screen. You will hear another boom.



Start a game. Every time you want to skip to the end of a stage, **PAUSE** the game and press the **L** button. While still holding **L**, **UNPAUSE** the game.



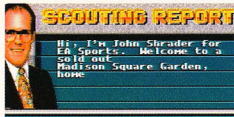
You will complete the level.

## NHL 95 GENESIS 30-Second Periods

To play games with 30-second periods—so that you don't have to play a season that takes forever—start a game. When the Controller Configuration screen comes up, hold down **A, C** and **START**, then release. The Scouting Report screen will come up, so press and hold **A, C** and **START** again. On the next screen, choose **Abort Game**. This will bring you back to the main menu. The Period Length will now say 30 seconds. Start the game and score quickly!



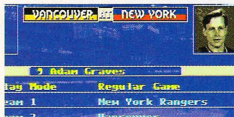
At the Controller Configuration screen, hold down **A, C** and **START**.



You will go to the Scouting Report screen where you need to press **A, C** and **START** again.



At the next screen, choose **Abort Game**.



This will bring you back to the main menu where it will say "30 Seconds" next to Period Length.

## SLAM CITY WITH SCOTTIE PIPPEN SEGA CD Hidden Scenes

If you want to see some behind-the-scenes footage of the making of *Slam City*, go to the Options screen and press **A, B** and **C** in order, holding each button down as you press it. The characters "B15" will appear in the upper left corner of the screen. Keep holding **A, B** and **C**, and press **Right** to access the hidden scene. To see a goofy blooper, press and hold **A, B** and **C**, and then press **Up** when "B15" is in the upper left corner of the screen.



Press and hold **A, B** and **C** in order until all three buttons are being held down.



Continue to hold **A+B+C**, and press **Right** on the D-pad.



The game will jump into some hidden footage that shows the making of *Slam City*.



If you follow the same directions but press **Up** instead of **Right**, you'll see a blooper shot.



# NOTHING, NOTHING CAN PREPARE YOUR 32X.



UNLEASH JOHNNY CAGE'S  
SHADOW KICK!



ALL THE ACTION OF THE  
ARCADE SMASH!



FRIENDSHIP?



FLAMING SKULLS SCREAM  
PAST YOU IN STEREO!

## MORTAL KOMBAT II

Rip into the *real* arcade action that 32 megs of high-speed, 32 bit processing can deliver! Trade-up to faster game play, realistic character animation, state-of-the-art graphics and the bone-crunching music and sound f/x of the arcade smash—from "Finish Him" to "Flawless Victory." You might have played it before but... Nothing, NOTHING can prepare you for MKII on 32X!



MIDWAY

NOW ON

GENESIS  
32X



AKKlaim<sup>®</sup>  
entertainment inc.

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CIRCLE #108 ON READER SERVICE CARD.



## Go to the ReWay of the Warrior

As promised last ish, here are the codes to play as Black Dragon, Major Trouble, Voodoo, and Gulab Jamun, along with a move list for Gulab. Have a mondo fun time!

## Hidden Character Codes!

### Black Dragon

Go to the NAMES option on the main menu. Enter the name WYVERN and the birthdate MAR 9 1927. Now go to the GAME option and select VERSUS MODE. When the character selection screen appears, move the cursor to Crimson Glory, then move the cursor to the right to select Black Dragon. (You can use this code in combination with any one of the other character codes; just move the cursor to the right again to select between the two hidden characters.)



Go to the "NAMES" option on the main menu.



Enter the name "WYVERN."



And the date "MAR 9 1927."



Select the "VERSUS" game.



At the character select screen move the cursor to Crimson Glory, then move the cursor to the right to select Black Dragon.



You'll get this neat character "Vs." screen.



You are now the Black Dragon.

### Major Trouble

Follow the steps above, entering the name BAD BOY (with a space between BAD and BOY) and the birthdate FEB 4 1908.



Enter the name "BAD BOY."



And the date "FEB 4 1908."



At the character select screen move the cursor to Crimson Glory, then move the cursor to the right to select Major Trouble.



You are now the Major Trouble

### Voodoo

Follow the steps above, entering the name EVIL and the birthdate JUNE 6 1966. (6-6-66, get it?)



Enter the name "EVIL."



And the date "JUNE 6 1966."



At the character select screen move the cursor to Crimson Glory, then move the cursor to the right to select Voodoo.



You are now the Voodoo.



# Gulab Jamun

Follow the steps above, entering the name GULAB and the birthdate FEB 29 1900.



Enter the name "GULAB."



And the date "FEB 29 1900."



At the character select screen move the cursor to Crimson Glory, then move the cursor to the right to select Gulab Jamun.



You are now the Gulab Jamun.

## Gulab Jamun's Regular Moves

### Buttons

A  
L  
C  
R  
B

### Normal

Jab  
Punch  
Kick  
Roundhouse  
Block

### Close

Eye Tap  
Swami Look  
Knee  
Head Butt  
Block

### Jump

Jump Jab  
Jump Punch  
Jump Kick  
Jump Stomp  
--

### Duck

Duck Jab  
Duck Punch  
Duck Kick  
Sweep  
Block

## Gulab Jamun's Special Moves



**Air Slide**  
Jump Back, press  $\Delta$  + C.



**Blade Slash**  
Jump, press  $\uparrow$  + L.



**Buzz Saw**  
 $\downarrow \rightarrow$  + A (for a slow Buzz Saw) or L (for a fast Buzz Saw).



**Duck Float**  
Press  $\Delta$  or  $\Delta$  while ducking.



**Duck Slide**  
Press  $\Delta$  + C.



**Duck Spin**  
Press  $\Delta$  + L while ducking.



**Rope Trick**  
 $\downarrow \rightarrow$  + B.



**Super Swami Glare**  
 $\rightarrow$  + L.



**Swami Glare**  
 $\rightarrow$  + A.



**Swami Spin**  
 $\leftarrow$  + L.

## Fatalities



**Swami Death Stare**  
Press A + B + C.

## Tug Of War Mode

To play a game with a single energy bar just like in *World Heroes*, go to the NAMES option on the main menu. Enter the name TUGAWAR and the birthdate APR 16 1964. Now go to the GAME option and select VERSUS MODE (You'll notice on the way up that the "CAVE" now appears in the stage select.). There is a new ally stage that you can fight a Tug of War game with a single energy bar to fight over.



Enter the name "TUGAWAR."



And the date "APR 16 1964."



You'll notice that the "CAVE" now appears in the stage select.



Select a "VERSUS" game.



And tug the night away!

## Kirk's Work

When we beamed aboard an alien wandering the streets of Beverly Hills, we found some codes for Interplay's new *Star Trek* game that he was trying to pass on to the Klingons. After a quick de-briefing, we're able to pass them on to you. Along with some codes to add new names and starships to the game, we're also giving you a complete breakdown on each ship's capabilities and passwords for all of the game's levels.

## Add New Ships in Training Simulator

To add new player and opponent ships to Combat Training and Two-Player Training, hold down L, R, SELECT and enter the code A, Y, B, Y at the "Training Simulator Main Menu," "Ship Selection Menu," or the "Two Player Ship Selection Menu." Once you have entered the code, it will stay there until the SNES is reset.



Hold down L, R, SELECT and enter A, Y, B, Y at any of the above screens...

...to add new ships to Combat Training and Two Player Training.

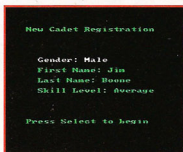
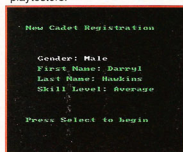
## New Ship Log

Use the following chart to see how the code activates the different ships in different Training scenarios.

Starship Name	Combat Training Player Ship No Code	Combat Training Player Ship Code AYBY	Combat Training Opponent Ship No Code	Combat Training Opponent Ship Code AYBY	Two-Player Training No Code	Two-Player Training Code AYBY
Federation Constitution - Original	Yes	Yes	No	Yes	No	Yes
Federation Constitution - Refit	Yes	Yes	Yes	Yes	Yes	Yes
Federation Miranda	Yes	Yes	Yes	Yes	Yes	Yes
Federation Oberth	Yes	Yes	Yes	Yes	Yes	Yes
Federation Excelsior	No	Yes	No	Yes	No	Yes
Klingon D7 (K'tinga)	Yes	Yes	Yes	Yes	Yes	Yes
Klingon Bird of Prey	No	Yes	Yes	Yes	Yes	Yes
Romulan Bird of Prey	Yes	Yes	Yes	Yes	Yes	Yes
Romulan D7-R	Yes	Yes	Yes	Yes	Yes	Yes
Romulan Phoenix	No	Yes	No	Yes	No	Yes
Gorn	No	No	No	Yes	No	Yes
Tholian	No	No	No	Yes	No	Yes
Venturi	No	No	No	Yes	No	Yes
Alien	No	No	No	No	No	No

## Choose Playtester Names

At the "New Cadet Registration" screen, hold down L, R, SELECT and enter the code X, Y, X, Y. Now you can select the name of one of the game's playtesters.

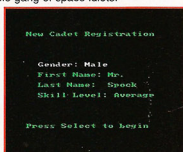
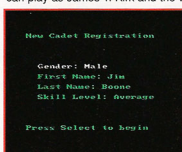


Hold down L, R, SELECT and enter the code X, Y, X, Y...

...to play as one of the game's playtesters.

## Choose Star Trek Series Names

After you have entered the X, Y, X, Y code at the "New Cadet Registration" screen, hold down L, R, SELECT again and punch in A, B, A, B. Now you can play as James T. Kirk and the whole gang of space idiots.



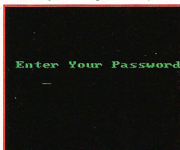
Hold down L, R, SELECT and enter X, Y, X, Y, A, B, A, B...

...to play as a character from the original series.

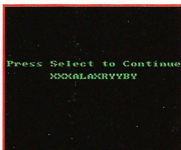


# Special Ending

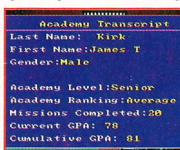
When playing the final Kobayashi Maru mission as James T. Kirk, you'll find a special ending. Unfortunately, you can't enter a passcode to get there direct because the passcode does not register the special code names. You must play the entire game in one sitting or play the game with the default name "Darryl Hawkins," then type the codes X, Y, X, Y, and A, B, A, B while in the "Password Entry" screen. Enter the passcode normally, then enter the code before pressing SELECT. Verify the name by selecting "Transcript" in the classroom. A bonus hint for this mission: Try hailing the Klingons instead of attacking.



To see the special James T. Kirk ending, enter the password TK as Darryl Hawkins...



...then type in the codes X, Y, X, Y, A, B, A, B at the "Password Entry" screen and then press SELECT.



Verify the name by selecting "Transcript" in the classroom. You should be playing as Kirk.



Now try to win.

## General Information

Use the following two charts to see the capabilities of every ship in the game.

Starship Name	Speed	Acceleration	Turn Speed	Ship Size	Hull Strength	Shield Strength
Federation Constitution - Original	Medium	Fast	Normal	Medium	Normal	Normal
Federation Constitution - Refit	Fast	Fast	Fast	Medium	Medium Strong	Medium Strong
Federation Miranda	Medium	Fast	Normal	Medium	Normal	Normal
Federation Oberth	Slow	Fast	Normal	Medium	Weak	Weak
Federation Excelsior	Very Fast	Fast	Fast	Large	Very Strong	Very Strong
Klingon D7 (K'tinga)	Fast	Normal	Fast	Medium	Medium Strong	Medium Strong
Klingon Bird of Prey	Fast	Very Fast	Very Fast	Small	Weak	Medium Strong
Romulan Bird of Prey	Very Slow	Normal	Fast	Very Small	Very Weak	Very Weak
Romulan D7-R	Fast	Normal	Fast	Medium	Normal	Normal
Romulan Phoenix	Fast	Fast	Fast	Medium	Very Strong	Very Strong
Gorn	Fast	Normal	Fast	Medium	Strong	Weak
Tholian	Fast	Normal	Fast	Medium	Very Weak	Medium Strong
Venturi	Fast	Normal	Fast	Medium	Weak	Weak
Alien	Fast	Normal	Fast	Large	Strong	Strong

Starship Name	Weapon Type	Shield Damage	Hull Damage	Charge Rate	Full Charge	Weapon Speed	Weapon Range
Federation Constitution - Original	Phaser	Medium	Low	1.5 sec	1.5	Very Fast	Long
	Photon Torpedo	Low	Medium	5 sec	2	Medium	Medium
Federation Constitution - Refit	Phaser	Medium	Low	1.5 sec	1.5	Very Fast	Long
	Photon Torpedo	Low	Medium	5 sec	4	Medium	Medium
Federation Miranda	Phaser	Medium	Low	1.5 sec	1.5	Very Fast	Long
	Photon Torpedo	Low	Medium	5 sec	2	Medium	Medium
Federation Oberth	Phaser	Medium	Low	1.5 sec	1.5	Very Fast	Long
	Photon Torpedo	Low	Medium	5 sec	1	Medium	Medium
Federation Excelsior	Phaser	Medium	Low	1 sec	2	Very Fast	Long
	Photon Torpedo	Low	Medium	2 sec	4	Medium	Medium
Klingon D7 (K'tinga)	Disrupter	Medium	Low	2 sec	1.5	Very Fast	Long
	Photon Torpedo	Low	Medium	3 sec	3	Medium	Medium
Klingon Bird of Prey	Disrupter	Medium	Low	1 sec	1.5	Very Fast	Long
	Photon Torpedo	Low	Medium	5 sec	2	Medium	Medium
Romulan Bird of Prey	Disrupter	Medium	Low	3 sec	1.5	Very Fast	Long
	Photon Torpedo	High	Medium	20 sec	1	Slow	Long
Romulan D7-R	Disrupter	Medium	Low	2 sec	1.5	Very Fast	Long
	Plasma Torpedo	High	High	10 sec	1	Slow	Long
Romulan Phoenix	Disrupter	Medium	Low	1 sec	1.5	Very Fast	Long
	Plasma Torpedo	High	High	5 sec	1	Slow	Long
Gorn	Blaster	Medium	Medium	1.5 sec	1	Very Fast	Very Long
	Blaster	Medium	Medium	1.5 sec	1	Very Fast	Very Long
Tholian	Tholian Laser	Medium	Medium	1.5 sec	1	Very Fast	Very Long
	Tholian Laser	Medium	Medium	1.5 sec	1	Very Fast	Very Long
Venturi	Venturi Laser	Medium	Medium	1 sec	1	Very Fast	Very Long
	Venturi Torpedo	Low	Medium	5 sec	1.5	Medium	Medium
Alien	Alien Beam	Medium	Low	1.5 sec	1.5	Very Fast	Long
	Alien Torpedo	Low	Medium	5 sec	4	Medium	Medium

### Freshman Year

Mission 101  
XXXRXYRYXL  
Mission 102  
XXXRAXALXY  
Mission 103  
XXXRLYAXRYX  
Mission 104  
XXXRYAXRYL  
Mission 105  
XXXRBAXLRYA

### Sophomore Year

Mission 201  
XXXRRYRYXYB  
Mission 202  
XXLLXABXYA  
Mission 203  
XXLAXYAXYX  
Mission 204  
XXLLYAXXYX  
Mission 205  
XXLYAXLXYA

## Passcodes

### Junior Year

Mission 301  
XXXLBXYRLXX  
Mission 302  
XXXLRXYRLXR  
Mission 303  
XXXGBXALYLB  
Mission 304  
XXXBAYYALXA  
Mission 305  
XXXBLAXYLLX

### Senior Year

Mission 401  
XXXBXYRYRYBL  
Mission 402  
XXXBBAABYYA  
Mission 403  
XXXBXYRYRYB  
Mission 404  
XXXAXYAYYBA  
Mission 405  
XXXAAYYBYB

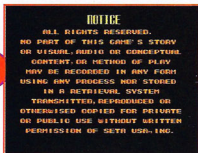
### Final Exam

Mission 000  
XXXALAXRYBY

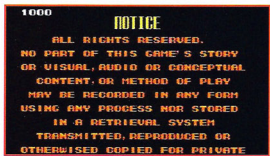


## Chunky Codes

F1 ROC II is filled with secret stuff. In addition to a Track Select, Sound Test and special Time Attack Mode, there are two hidden arcade games! Each of the codes must be done using Controller 2 at the "Notice" screen that appears when you turn the game on. The screen is only up for a few seconds so you have to do all of the codes quickly!



## Track Select



Press A, A, A, B, B, B, B, B, B, B, B, B, B, B, B, B, B (That's A four times and B 14 times) on Controller 2. The number "1000" will appear in the upper left corner of the screen.

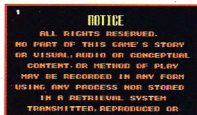


Begin a race in "Grand Prix" mode and choose one of the saved characters that has made the F1 racing class. Go to the "Course" Option.



Press UP or DOWN to change tracks.

## Time Attack Mode



Press Up, X, Right, Y, Down, B, Left, A, A on Controller 2. The number "1" will appear in the upper left corner of the screen.



The screen will fade into the Time Attack Mode.

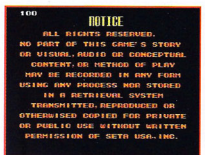


You can select a course, how many laps you want to compete, and the time you want to beat.

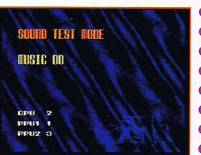


Use this to practice your skills of speed.

## Sound Test

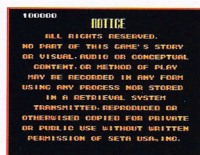


Press L, R, L, R, L, R, L, R, L, R on CONTROLLER 2. The number "100" will appear in the corner of the screen.



The "Sound Test Mode" will appear.

## Hidden Game #1



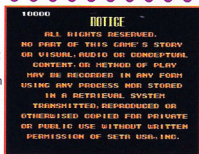
Press X, X, X, X, Y, Y on Controller 2. The number "100000" will appear in the corner of the screen.



It's a Breakout-style game that you can play with up to four players!

## Hidden Game #2

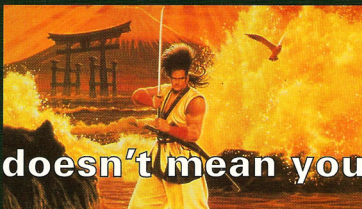
Press Y, Y, Y, Y, X, X on CONTROLLER 2. The number "100000" will appear in the upper left corner of the screen.



This time it's a two-player Pong-like fighting game!



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SEGA CD

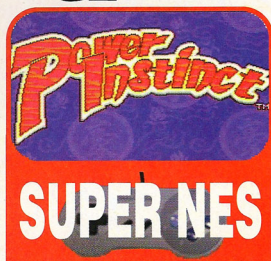
SNK



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CIRCLE #109 ON READER SERVICE CARD.



## Play As Super Otane

Instead of starting the game as old-lady Otane, you can play as the young vixen S-Otane. At the Game Start screen, put the cursor on V.S. Mode, hold down **Y, B, A** and press **START**. This will take you to the Character Select screen. Put the cursor on Otane, and hold down the **L** and **R** buttons. While you're holding the **L** and **R** buttons, punch in the code **X, Y, B, A**. Select the second player to go to the Stage Select screen where you should just press **START**. You will find that you're playing as S-Otane.



At the Game Start screen, put the cursor on V.S. Mode, hold down **Y, B, A** and press **START**.



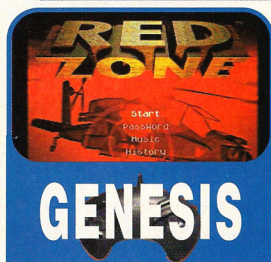
On the Character Select screen, put the cursor on Otane, hold down the **L** and **R** buttons and press **X, Y, B, A**.



Select the second player character, the handicap and the stage.



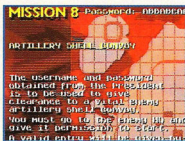
When the match starts, you'll be playing S-Otane.



## Secret Game and Cheat Codes



*Red Zone* is one of the harder helicopter games to get used to, but if you're having problems, check out this stuff. The following are passcodes for all the missions, including passcodes that give you invincibility. You can also check out the secret two-player *Asteroids*-style game.



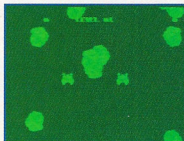
Enter the following codes to skip to any of the eight missions:

- Mission 1  
ACCCBACBBAB
- Mission 2  
ABACBCBACBA
- Mission 3  
ACCCBACBBCA
- Mission 4  
ABACBCBACCC
- Mission 5  
BAAABBBCCBB
- Mission 6  
ABABCAABCA
- Mission 7  
BAAABBCAAAA
- Mission 8  
ABABCAACAC



These codes skip you to any mission and also make you invincible:

- Mission 1  
BAABABCBACBA
- Mission 2  
ABBBABACBBC
- Mission 3  
BAABABCBACBA
- Mission 4  
ABBBABACBAC
- Mission 5  
BAACAABACAA
- Mission 6  
ABBCAACACCC
- Mission 7  
BAACAABACAA
- Mission 8  
ABBCAACACBC



Check out the secret *Asteroids* game! If both controllers are hooked up when you do the code, the game will be two-player. Enter the code:  
**ABCACBCBAC**



For Use With Data's Pro Action Replay Game Busting Cartridges

### THE LION KING

(Company for the Super NES)  
7E20-0044—Infinite energy

### MAXIMUM CARNAGE

(Acclaim for the Super NES)  
7E0B-7A30—Infinite energy  
7E09-8E03—Infinite lives

### MICKEY MANIA

(Sony Imagesoft for the Super NES)



7E06-0E03—Infinite lives

### JUNGLE BOOK

(Virgin for the Genesis)  
FFAD-40033—Infinite lives  
FF9B-E0035—Infinite time

### THE LION KING

(Virgin for the Genesis)



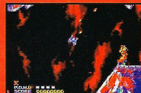
FFCE-F0003—Infinite lives  
FFCCF-70004—Infinite energy

### MICKEY MANIA

(Sony Imagesoft for the Genesis)  
FF046-70004—Infinite lives  
FF046-F0004—Invincibility

### SUB TERRANA

(Sega for the Genesis)



FF012-3000A—Infinite missiles  
FF03B-000XX—Replace XX with level number

### SYLVESTER & TWETY

(Time Warner for the Genesis)



FF956-40000—Infinite energy

### URBAN STRIKE

(Electronic Arts for the Genesis)

FF10D-70064—Infinite fuel



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CITY \_\_\_\_\_ STATE \_\_\_\_\_ ZIP \_\_\_\_\_

DAYTIME PHONE \_\_\_\_\_ DATE OF BIRTH \_\_\_\_\_

**SYSTEMS OWNED:** (Check all that apply)

☐ NES ☐ SUPER NES ☐ GAME BOY ☐ SFC ☐ GBA  
☐ GENESIS™ ☐ GAME GEAR™ ☐ SEGA™ CD™ ☐ JAGUAR ☐ PC CD-ROM

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# GENESIS GAME GEAR

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[illegible]



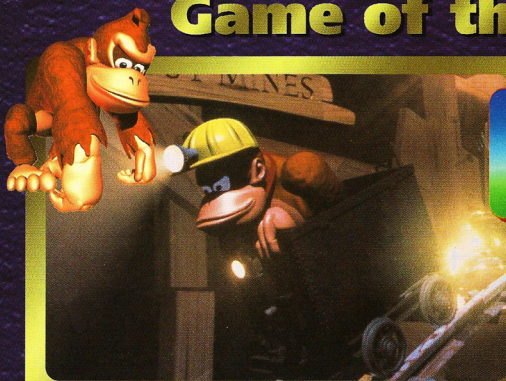
# videoGames BEST OF 1994

by the Editors of VIDEOGAMES

In case you haven't noticed, VIDEOGAMES is not like other gaming magazines. As chosen by our editorial staff, the VIDEOGAMES Best of 1994 awards are straight up, simple and as honest as they come. (We actually *wait* until the end of the year to choose the winners so all games that are released in '94 can be considered.) We also didn't make up a bunch of brown-nosing categories just to score points with the Public Relations people at our favorite game companies. We're not doing this to kiss butt; we're doing it to give credit where it's due. We're doing it because we care about the direction of gaming. These titles are leading the way to the future of video games, and we encourage all game designers, programmers and producers to set new standards for gaming excellence in 1995 and beyond. Congratulations to the winners!!!

## Game of the Year 1994

### DONKEY KONG COUNTRY



It started with a great gimmick: Use Silicon Graphics technology to render all of the art and animation in a cartridge-based video game. Somewhere along the line, somebody realized that a great gimmick doesn't necessarily make a great game, so—in addition to the eye-popping graphics—*Donkey Kong Country* was also blessed with an evocative soundtrack, great controls and totally addictive gameplay. If you're one of the few holdouts who hasn't yet played this incredible action title, you're missing out on a gaming milestone. VIDEOGAMES is proud to recognize *Donkey Kong Country* as the best game of 1994.

*Honorable Mention*

**DARK STALKERS** (Capcom/Arcade)

**FIFA INTERNATIONAL SOCCER** (Electronic Arts/3DO)

Unbelievable SGI graphics like these were just part of the reason why *Donkey Kong Country* was the #1 selling video game of 1994.



## Best Game SUPER NES



### DONKEY KONG COUNTRY

(Nintendo)

No surprise here: in fact, you'll be seeing this game turn up in several different awards categories this year. Yes, Virginia, it really is a great game—one of the best ever.

*Honorable Mention*

**MORTAL KOMBAT II** (Acclaim)

**EARTHWORM JIM** (Playmates)

## Best Game GENESIS



### EARTHWORM JIM

(Playmates)

*Earthworm Jim* combines stunning graphics with a riotous collection of sound effects and tunes, topping off the mix with challenging...nay, *unforgiving* gameplay. Count yourself among the gaming elite if you've seen the ending of this platform masterpiece, without a doubt the best Genesis game of 1994.

*Honorable Mention*

**CONTRA: HARD CORPS** (Konami)

**SONIC & KNUCKLES** (Sega)

## Best Game SEGA CD



### MICKEY MANIA

(Sony Imagesoft)

Three versions of this platform masterpiece were unleashed in November, but the best one had to be the Sega CD edition. The movie-quality, orchestral soundtrack and running commentary from more special.

*Honorable Mention*

**VAY** (Working Designs)

**SOULSTAR** (Core Design)

## Best Game 3DO



### FIFA INTERNATIONAL SOCCER

(Electronic Arts)

Lots of surprising new 3DO games were released in 1994, but *FIFA* really stands out as an example of a game that just couldn't be done on a 16-bit machine. Dynamic camera angles, superb animation, excellent play-control and a riotous six-player option make this an essential purchase for all 3DO owners.

*Honorable Mention*

**SUPER STREET FIGHTER II TURBO** (Panasonic)

**ROAD RASH** (Electronic Arts)

## Best Game JAGUAR



### ALIEN VS. PREDATOR

(Atari)

With fewer than a dozen Jaguar games released during the year, you'd think it would have been easy to pick the best of the bunch. Not so! Outstanding, highly playable runners-up like *Tempest 2000* and *Doom* were just barely eclipsed in our voting by this spine-tingling, hair-raising first-person action epic. *AVP* is scary!

*Honorable Mention*

**TEMPEST 2000** (Atari)

**DOOM** (Atari)

## Best Game CD-I



### BURN:CYCLE

(Phillips)

Judging the best CD-i game, on the other hand, was a simple task. Not because there were no good games to choose from, but because *Burn:Cycle* blindsided most of us with its innovative interface, futuristic storyline and suspense-filled plot twists.

*Honorable Mention*

**LITIL DIVIL** (Phillips)

**HOTEL MARIO** (Phillips)



## BEST GAMES BY GENRE

### Best Action Game

**DONKEY KONG COUNTRY** (Nintendo/Super NES)  
*Honorable Mention*  
**EARTHWORM JIM** (Playmates/Super NES & Genesis)  
**MIKEY MANIA** (Sony Imagesoft/Super NES, Genesis & Sega CD)

### Best Sports Game

**FIFA INTERNATIONAL SOCCER** (EA/3DO)  
*Honorable Mention*  
**WORLD SERIES BASEBALL** (Sega/Genesis)  
**NBA LIVE '95** (Electronic Arts/Super NES & Genesis)

### Best Shooter

**TEMPEST 2000** (Atari/Jaguar)  
*Honorable Mention*  
**SHOCKWAVE** (Electronic Arts/3DO)  
**REVOLUTION X** (Midway/Arcade)

## SPECIAL AWARDS

### Best Graphics

**DONKEY KONG COUNTRY** (Nintendo/Super NES)  
*Honorable Mention*  
**EARTHWORM JIM** (Playmates/Super NES)  
**PITFALL: THE MAYAN ADVENTURE** (Activision/Super NES)

### Best Sound Effects

**EARTHWORM JIM** (Playmates/Genesis)  
*Honorable Mention*  
**MORTAL KOMBAT II** (Acclaim/Super NES)  
**LITL DILV** (Philips/CD-i)

### Best Music (Cartridge)

**TEMPEST 2000** (Atari/Jaguar)  
*Honorable Mention*  
**DONKEY KONG COUNTRY** (Nintendo/Super NES)  
**EQUINOX** (Sony Imagesoft/Super NES)

### Best Music (CD)

**PITFALL: THE MAYAN ADVENTURE** (Activision/Sega CD)  
*Honorable Mention*  
**MIKEY MANIA** (Sony Imagesoft/Sega CD)  
**ESCAPE FROM MONSTER MANDALAY** (Electronic Arts/3DO)

### Best Gameplay

**DONKEY KONG COUNTRY** (Nintendo/Super NES)  
*Honorable Mention*  
**EQUINOX** (Sony Imagesoft/Super NES)  
**MIKEY MANIA** (Sony Imagesoft/Genesis)

### Best New Hardware

**XBAND GAME MODEM** (Capatpult)  
*Honorable Mention*  
**SUPER GAME BOY** (Nintendo)  
**3DO INTERACTIVE MULTIPLAYER SYSTEM** (Goldstar)

### Best Sports Game

**FIFA INTERNATIONAL SOCCER** (Electronic Arts/3DO)  
*Honorable Mention*  
**WORLD SERIES BASEBALL** (Sega/Genesis)  
**NBA LIVE '95** (Electronic Arts/Super NES & Genesis)

### Best Role-Playing Game

**FINAL FANTASY III** (Square Soft/Super NES)  
*Honorable Mention*  
**VAY** (Working Designs/Sega CD)  
**SHINING FORCE II** (Sega/Genesis)

### Best Fighting Game

**MORTAL KOMBAT II** (Acclaim/Super NES)  
*Honorable Mention*  
**DARK STALKERS** (Capcom/Arcade)  
**SUPER STREET FIGHTER II TURBO** (Panasonic/3DO)

### Best Arcade-to-Home Translation

**SUPER STREET FIGHTER II TURBO** (Panasonic/3DO)  
*Honorable Mention*  
**MORTAL KOMBAT II** (Acclaim/Super NES)  
**SATURDAY NIGHT SLAM MASTERS** (Capcom/Super NES)

### Best New Character

It's a Tie  
**BOOGERMAN** (Interplay)  
**EARTHWORM JIM** (Playmates)



A booger-eatin' superhero and a slimy wiggy outer space worm with a southern accent tied for the honor of Best New Character. Boogerman and Earthworm Jim both delighted and grossed out gamers everywhere. The VIDEOGAMES staff is anxiously anticipating Boogerman on 32X and Earthworm Jim on many next generation platforms. (We'll expect to see fully-rendered boogers, 3-D gaseous farts, Mode-7-style burping effects for Boogerman and scrolling effects that will stretch Earthworm Jim to his limit!)  
*Honorable Mention*  
**DIDDY KONG** (Nintendo/Donkey Kong Country)

### Best Adventure Game

**STAR CONTROL II** (Crystal Dynamics/3DO)  
*Honorable Mention*  
**ILLUSION OF GAIA** (Nintendo/Super NES)  
**POCKY & ROCKY 2** (Natsume/Super NES)

### Best Strategy Game

**EQUINOX** (Sony Imagesoft/Super NES)  
*Honorable Mention*  
**THE HORDE** (Crystal Dynamics/3DO)  
**AEROBIZ 2** (Koei/Super NES)

### Biggest Disappointment

**SEGA GENESIS 32X** (Sega)



The "arcade upgrade" for your Genesis disappointed many in the gaming press. 32X games like *Doom* only took up one-third of the screen, *Virtua Racing Deluxe* was not remarkably better than *Virtua Racing* and *Motocross Championship* was simply a lousy game. Period. Upon seeing *Mortal Kombat II* for the 32X (which looks essentially like the SNES version), some people in the game industry began mocking the hardware, calling it "the Super NES upgrade for your Genesis." The ads for the 32X even confused some gamers who thought that the hardware improved existing Genesis games. This would all add up to a failure for any other company—but this is SEGA! The hype resulted in 32X hardware and software lying off the shelves at Christmas. Some software chains like Electronics Boutique reported shortages on hardware and games like *Star Wars Arcade* and *Doom* sold out completely. Things look better for the 32-bitter in '95 as most companies ship their Genesis development to 32X. By summer 1995 the line-up of 32X titles will look so hot that there won't be a Genesis owner on the planet who can ignore it. By Christmas '95 gamers could be drooling over the more than 100 titles planned. The VIDEOGAMES staff was less than enthusiastic when the 32X debuted, but with so many great games on the way, the 32X is a must-have for all Genesis owners. (Lesson not learned: Launch a new platform with lots of spectacular new software. How about 10 to 20 titles at launch for Saturn instead of the paltry three for 32X?)  
*Dishonorable Mention*  
**SEGA'S NEW PAPER-THIN, CHEAP CARD-BOARD GAME BOXES** (Sega)  
**THE AURA INTERACTOR** (Aura Systems)

## THE TEN WORST

by Zach Meston

Oh, sure. Click the "Ten Worst" article with me, the freelance editor. Now, if any pissed-off companies call up, all Chris Gore has to say is, "Oh, that article was written by a freelancer and doesn't necessarily express the opinions of VIDEOGAMES." Keeping them in the clear while I burn bridges left and right. The things I do for this mag...



**BEEHIVEN'S 2ND** (Hi-tech Expressions/SNES)  
 The worst movie tie-in game since *E.T.* on the Atari 2600. No surprise when you consider the source material.

**ARRSH!!!**

**SHAQ FU** (EA/SNES/Genesis)

The biggest disappointment of the year. *Shaq Fu* seemed to have all the elements of a great fighting game, but the all-important gameplay just wasn't there.



**WHEN IN MY HOUSE... YOU PLAY BY MY RULES!**



**JAMMIT** (Virgin/Genesis; GTE Interactive/SNES/3DO)

The massive success of *NBA Jam* sparked a wave of lame one-on-one and two-on-two basketball games, this being the worst of the bunch.

**MANION OF HIDDEN SOULS** (Vic Tokai/Sega CD)

A 7th Quest-type puzzle game with the unfortunate fact that it could be played through in roughly two hours. Value for money? What's that?

**MAXIMUM CARNAGE** (Acclaim/SNES)

Maximum hype, minimum fun in this tepid side-scrolling beat-'em-up. Gotta love those snazzy limited edition red cartridges, though.

**MORTAL KOMBAT**

(Acclaim/Sega CD)

The Sega CD version of this extremely tight fighting game has the following "enhancements" over the Genesis cart: a grainy full-motion video clip of the *Mortal Kombat* TV Commercial, long loading pauses between each fight, and another loading pause when a fatality is performed, as the wimpy Sega CD strains to load in the graphic data.



**OBITUUS** (Bullet-Proof Software/SNES)

Yes, RPGs can suck too, as *Obituss* (a conversion of a psychosocial computer game) proves all too well. Lame-on action sequences and lame-on exploration sequences do not an enjoyable game make.

**SHADOW, WAR OF SUCCESSION** (Tribeca Digital Studios/3DO)

The worst fighting game since *Time Killers* (which was SO bad that the all-but-completed home version was never released). Awful graphics, bizarre sampled speech, and a complete lack of control.

**STAR WARS CHES** (Software Toolworks/Sega CD)

The *Star Wars* franchise has reached new lows this year—first, the "Darth Vader vs. the Energizer bunny" TV commercial, then this chess game with graphics badly ported from the PC. This franchise is getting milked to death. So, when are those new movies coming out?

**NOOOOOOO!!!**

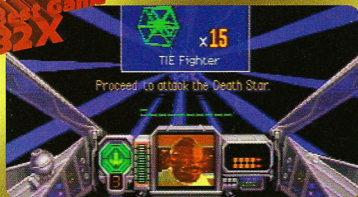


**CLUB DRIVE** (Atari/Jaguar)

This driving game isn't worth the cardboard box it comes in. After roughly a year in development, *Club Drive* was really a let down with its choppy, bland polygon graphics and abysmal gameplay.



Best Game  
32X



## STAR WARS ARCADE

(Sega)

True, there were only a handful of titles available at launch, but we felt the need to recognize the 32X. While *Star Wars Arcade* didn't exactly utilize the full potential of the add-on, it is the closest thing currently available to actually piloting an X-Wing and blazing through hyperspace. Turbo-speed ahead!

*Honorable Mention*

**VIRTUA RACING DELUXE** (Sega)

**DOOM** (Sega)

Best Game  
NEO.GEO



## KING OF FIGHTERS '94

(SNK)

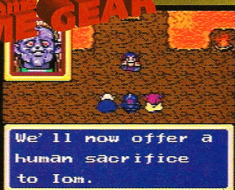
With a fantastic collection of combatants from previous SNK games like *Art of Fighting* and *Fatal Fury*, *The King of Fighters '94* pushes the Neo-Geo even closer to the perfect fighting game that SNK's been striving for. Look out for the just-released *Samurai Shodown II* on next year's ballot.

*Honorable Mention*

**SUPER SIDEKICKS 2** (SNK)

**AGGRESSORS OF DARK KOMBAT** (SNK)

Best Game  
GAME GEAR



## SHINING FORCE: SWORD OF HAJYA

(Sega)

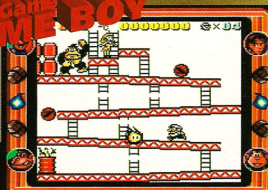
With all of the characters, weapons, spells and dialogue in the game, it's hard to believe that a role-playing epic like *The Sword of Hajya* could even fit in a Game Gear cart. An excellent adventure with a crisp, speedy interface and characters you actually care about.

*Honorable Mention*

**DISNEY'S ALADDIN** (Sega)

**SONIC THE HEDGEHOG TRIPLE TROUBLE** (Sega)

Best Game  
GAME BOY



## DONKEY KONG

(Nintendo)

No, it's not another award for *Donkey Kong Country*! Let's not forget the original *Donkey Kong*, a classic blast of nostalgia which was brought back to life in 1994 as a relentlessly addictive Game Boy cart, with dozens of new levels and options. The extra color effects and sounds helped to get the Super Game Boy off to a great start.

*Honorable Mention*

**SPACE INVADERS** (Nintendo)

**CONTRA: THE ALIEN WARS** (Konami)

Best Game  
TURBO DUAL



## GODZILLA

(TTI)

Forget about the clunky action/strategy hybrid *Super Godzilla* game released for the Super NES in '94; Duo owners knew that the best place for real Japanese monster-movie action was on Super CD-ROM with the release of TTI's long-awaited fighting game, *Godzilla*. A great soundtrack and incredible secret moves made it rock!

*Honorable Mention*

**BEYOND SHADOWGATE** (TTI)

**MIGHT & MAGIC III** (TTI)

Best Game  
ARCADE



## DARK STALKERS

(Capcom)

After little advance hype, *Dark Stalkers* caught players by surprise in '94 with its array of monstrous characters (including our favorite, Morgana). It's the first all-new one-on-one fighting game to be released by Capcom since *Street Fighter II* appeared in 1991.

*Honorable Mention*

**DAYTONA USA** (Sega)

**KILLER INSTINCT** (Midway)



# GROUND ZERO VEGAS



## GAME COMPANIES PREPARE FOR ALL-OUT WAR AT THE WINTER CES

The armies are taking position and landing on the shores of America. The platform wars of 1995 are about to begin—that was the real theme of this winter's Consumer Electronics Show. Sega, Nintendo, Atari, Sony, 3DO and Philips all want you to bank on their systems as the ones to buy. Stick with us as we lead you through the monster that is the CES show!

CHRIS G.



This was the most boring CES in recent years. There were really no major surprises to be found—no "Best of Show" this time. The coolest stuff was actually shown on the computer games side. (See the March '95 issue of *COMPUTER PLAYER* for an in-depth report.) Everyone seems to be holding all of their surprises for the next big show in May. See you there!

LAUNCH  
SYSTEMS

CHRIS B.



Feeling nostalgic, I proudly fastened my Sierra On-Line *B.C.'s Quest For Tires* button (a giveaway from my first CES) to my lapel for this show...as expected, not one person noticed. My personal highlights included the live *Samurai Shodown* show at the SNK booth, the Cap'n Crunch chicken at EA's Planet Hollywood party and watching *Fame* with Betty at three o'clock in the morning.

LAUNCH  
GAMES



JIM



Okay, so this *is* my first CES, but I've been an avid gamer since *Space War* and going to this thing was like a dream come true! Gore kept telling me I had "no idea what's in store", and that the parties would "blow me away", so how can I help but drool all over my keyboard? Man, I was so stoked!

NIKOS



Last year I was totally overwhelmed by the Las Vegas CES. Not because I thought it was gigantic, but because I thought that that my legs were going to fall off. This year I was prepared: Comfortable shoes with lots of support kept me jumping, and lots of water from the bar at the Virgin booth kept my muscles flowing. There wasn't as much stuff to see this year, which was kind of disappointing.

BETTY



This was my third CES, and everyone's booths are starting to look the same. CES should just turn into one big disco. Sega's booth came the closest to doing so—all thanks to Richard Brudvik-Lindner, I'm sure. By the way, I promised my vote for this CES' easiest boy to Tommy Tallarico because of his gold jacket with the sequined lapels. Even my sister was impressed.

GABE



Here I was, a CES virgin, about to undergo a baptism of fire in Sin City! The Winter '95 CES was definitely a mixed bag. Everybody was talking about new systems, but nobody had the balls to show new *games* for them. Nintendo and Sega focused on Virtual Boy and 32X, respectively, and most of the major games companies had little, if nothing new to show. What gives?!



# SUPER NES



**BUST A MOVE**  
It's pretty, colorful, and it's on your SNES. Bust it!



**TUROK-DINOSAUR HUNTER**  
You are an Indian who kills dinosaurs. Cool.



**WEAPONLORD**  
It's *Street Fighter* with axes at the dawn of time.



**EARTH BOUND**  
Obviously, you are on your way to Earth. Try not to get lost.



**KIRBY'S DREAM COURSE**  
Kirby stars in this trippy odyssey. It's fun.



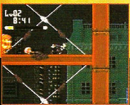
**KIRBY'S AVALANCHE**  
Kirby does *Tetris*, but with some twists. '95 is Kirby's year, buster.



**SPORTING NEWS BASEBALL**  
The famous sports paper has its own game.



**HAGANE**  
Hagane is a natural born killer in this platform game.



**S.W.A.T. K.A.T.S.**  
The animated radical squadron makes the SNES their litter box.



**PANIC BOMBER**  
Bomberman is the king, you dig?



**PAC IN TIME**  
The yellow blob that never dies in a cool time-traveling adventure.



**SECRET OF EVERMOOR**  
It's a puzzle concealed in a question wrapped in an enigma.



**WARLOCK**  
The movies were gory and this is magical. Kill Julian Sands.



**STARGATE**  
Be Kurt Russell in this movie adaptation.



**SPIDERMAN**  
Acclaim finally does Spiderman justice. Boss!



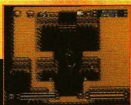
**TRUE LIES**  
Ah-nold! He's the fitness king and he blows stuff up in big movies.



**REVOLUTION X**  
Feel the sweet emotions as you walk this way.



**BRETT HULL HOCKEY '95**  
Yet another completely original hockey game.



**BRANDISH**  
Koei made this dungeon exploring adventure. Features real time combat.



**RISE OF THE PHOENIX**  
Get lost in the power and majesty of ancient China with this strategy game.



**BUBSY II**  
SNES owners finally get this sequel. Aren't you lucky?



**FIRETEAM ROGUE**  
Save the universe with your crack team of alien subversives.



**NEW HORIZONS**  
Yes, it's an RPG, and yes, you have to save the world.

## ZING! CLANK! KA-CHING!

THE CLASH OF STEEL WAS ALL I COULD HEAR AT THE NAMCO BOOTH, WHERE PROUD PAPAS JAMES AND DAVE FINALLY UNVEILED THEIR GONAN THE BARBARIAN-INFLUENCED FIGHTING GAME, **WEAPONLORD**, DEVELOPED BY VISUAL CONCEPTS FOR THE SUPER NES AND GENESIS. IT'S A HOT-LOOKING, NEXT-GENERATION **STREET FIGHTER**.



CHARACTER BALANCE IS ALSO CRUCIAL. THERE WILL BE A COUNTER MOVE FOR EVERY SINGLE ATTACK IN THE GAME," SAYS JAMES. LOOK FOR IT IN MAY.

ALL OF THE CHARACTERS ARE OUTRAGEOUSLY MUSCLEBOUND, EVEN THE LADIES, AND EACH ONE CARRIES A WEAPON. INSTEAD OF "PUNCH" AND "KICK," **WEAPONLORD'S** CONTROLS INCLUDE "FOREHAND" AND "BACKHAND" BUTTONS, ALLOWING FOR MORE INTRICATE COMBINATION ATTACKS. NEVER MIND THE DETAILED FIGHTER ANIMATION, IN THIS GAME THE COMBOS ARE THE REAL WORKS OF ART.



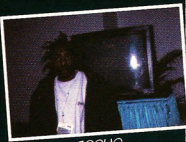
COULD THIS GAME TAKE THE THRONE AWAY FROM **STREET FIGHTER II**?

## GETTIN' BUZY WITH EAZY

A GAME THAT HAS PICKED MY INTEREST SINCE THE SUMMER CES IS **RAP JAM VOLUME 1** FROM MANDINGO ENTERTAINMENT AND MOTOWN. THIS IS ONE OF THE FIRST PAIRINGS OF MUSIC INDUSTRY STARS WITH A VIDEO GAME. SOME OF THE BIGGEST STARS OF HIP HOP APPEAR IN THIS **NEA JAM**-STYLE SLAMFEST PUBLIC ENEMY, WARREN G, COOLIO LL COOL J, QUEEN LATIFAH NAUGHTY BY NATURE, HOUSE OF PAIN, YO YO AND ONYX APPEAR IN THE SNES AND GENESIS VERSIONS, AND **EAZY-E** IS A GUEST STAR FOR THE 32X. I DIDN'T EXPECT MUCH AT THE PRESS CONFERENCE FOR **RAP JAM** UNTIL TWO OF THE GAME'S STARS, COOLIO AND **EAZY-E** SHOWED UP TO ANSWER QUESTIONS. I JUST ABOUT BUSTED A NUT WHEN THEY CAME UP TO THE PODIUM TO SPEAK; I SURE WAS SURPRISED HOW SHORT THEY WERE. BOTH ARE BIG FANS OF SPORTS GAMES, AND THEY TALKED ABOUT HAVING PARTIES AROUND THE GENESIS COMPLETE WITH GETTING ABOUT HIS OWN LOWRIDER GAME FOR THE MANDINGO, WHERE YOU ENTER THE FRESHEST CAR IN THE SUPERSHOW TO SEEK THE FAME OF THE FLAME. LOOK FOR MORE ON **RAP JAM** IN AN UPCOMING ISSUE OF **VIDEOGAMES**.



EAZY-E.



COOLIO.



# SUPER NES



**OPERATION EUROPE**  
A war strategy game that'll really get you thinking.



**AEROBIZ SUPERSONIC**  
The sequel to Aerobiz. More planes, more money.



**ARDY LIGHTFOOT**  
A platform game from Titus with a lot goin' on.



**THE BRAINIES**  
The Brainies will strain your brain.



**SINK OR SWIM**  
A Lemmings-type strategy game where you've got to save everyone.



**STAR FOX 2**

The sequel to *Star Fox*. Finally! If you liked the first game, you'll love this one. Look at that crazy FX chip go! A great shooter, of course.



**FX FIGHTER**

It's not quite *Virtua Fighter*, now is it? But it'll do. If all you've got is a Super Nintendo, you're going to want this game in your collection.

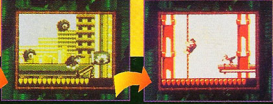


**COMANCHE**

You fly around in the desert and shoot at whatever comes near you. A realistic sim/shooter that will put a twitch in your knickers.



# GAME BOY



**DONKEY KONG LAND**

The greatest Game Boy game to come out in a long time. You'll spend hours with it, and you'll love every minute of it. Rendered art on the Game Boy? It's true!



**MARIO'S PICROSS**

Mario shakes it up with a little bit of Picross.

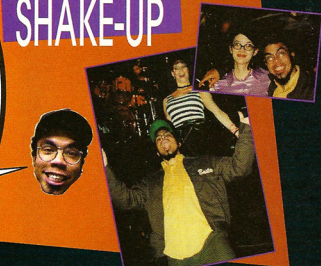


**KIRBY'S DREAM LAND 2**

Kirby goes back to Dream Land. What did you think it was about?

## DIGITAL PICTURES SHAKE-UP

DIGITAL PICTURES HAD A MAJOR PRESENCE AT CES DUE TO ITS ASSOCIATION WITH ACCLAIM. DP COMPANY FOUNDER TOM ZITO IS A SURPRISINGLY FRIENDLY, DOWN-TO-EARTH GUY WHO WAS REALLY NICE AND SPENT SOME QUALITY TIME TALKING TO JIM LOFTUS AT THE ACCLAIM PARTY. WHILE SOME MAY NOT BE IMPRESSED BY THE COMPANY'S TRADEMARK FMV GAMES, ZITO'S DANCING ABILITY IS ANOTHER MATTER ALTOGETHER. BETTY AND I HAD THE HONOR OF SEEING HIM DO THE CABBAGE PATCH IN THE DISCO ROOM OF LAS VEGAS' SHARK CLUB. GET DOWN WITH YO' BAD SELF, TOM!



## PLAYSTATION, YEAH, YEAH!

I WAS ONE OF THE LUCKY FEW INVITED TO A BEHIND-THE-SCENES LOOK AT THE SONY PLAYSTATION. THE BIG CHEESES DID NOT FORMALLY ANNOUNCE ANYTHING, BUT YOU'D BE SURPRISED HOW MUCH A SMILE CAN SAY. THE SONY PLAYSTATION WILL BE AVAILABLE AT TOYS 'R US AND RETAIL FOR, "BETWEEN \$300 AND \$400." MORE THAN 25 GAMES WILL BE AVAILABLE AT LAUNCH WITH THE INCREDIBLE 3-D FIGHTING GAME *TOSHINDEN* AND THE NAUSEA-INDUCING *RIDGE RACER*. IT'S THAT FAST!

## SEGA BOOTH THE ALMIGHTY

THE COOLEST THING ABOUT THE SEGA BOOTH WAS THAT IT WAS ON THE DL; ONLY PRESS AND CERTAIN OTHER FAMOUS PEOPLE COULD GET IN. THAT'S RIGHT, WE WERE SPECIAL AND WE KNEW IT. OUTSIDE WAS A LADY WEARING SOME FLY THREADS, NICE BIG, BLACK COLLARS, AND ON THE INSIDE WAS A GAMER'S PARADISE. SET UP FOR OUR PERUSAL WERE A COUPLE OF *VIRTUA FIGHTER 2* MACHINES, A STRUNG OF *DAYTONA USA* RACERS, AND IN THE BACK, A SEGA SATURN. THE PLACE WAS HOT, SMALL, CROWDED AND NOISY. THE PERFECT ANTITHESIS TO THE STERILE, SPRAWLING ENVIRONMENT THAT COMPRISED MOST OF CES. NIKOS CHEWED THE FAT WITH NICK JONES OF SHINY ENTERTAINMENT ABOUT THE AFRO CODES IN THE SEGA CD VERSION OF *EARTHWORM JIM*. THEN GOT A RESOUNDING BUTT-KICKING AT THE WHEELS OF *DAYTONA* FROM HIM. HE IS DEFINITELY THE MARIO ANDRETTI OF THE SHINY STAFF, COUNTER-STEERING AND CHASING THE LADIES WITH PANACHE. WE SAW MIKE DIETZ AND STEVE CROW FROM SHINY AS WELL. MIKE REPORTED THAT HE'D FINALLY EATEN AT MICKEY D'S. SEGA DIRECTOR OF COMMUNICATIONS, RICHARD B.L. WAS SUAVE AS USUAL, AND KNOWS HOW TO TREAT US RIGHT. NINTENDO OUGHT TO TAKE A COUPLE OF POINTERS. FINAL BONUS POINTS GO TO SEGA FOR HAVING WATER AND SOFT DRINKS.





# THE JAGUAR REPORT

YES, IT IS I, JIM

THE JAGUAR STALKER, WHO WILL STOP AT NOTHING TO GET YOU THE LATEST ATARI INFO, THE MOST SHOCKING NEWS WAS THE ANNOUNCEMENT OF THE **JAS CD** ADD-ON BEING RELEASED AS EARLY AS MARCH FOR GET THIS... ONLY \$199! THAT'S A FANTASTIC DEAL, GUYS, AS LONG AS YOU PROMISE US SOME GOOD NEWS WHEN IT'S RELEASED. THE CD UNIT'S BUILT-IN **VIRTUAL LIGHT MACHINE** SOFTWARE WAS ON DISPLAY AS WELL, AND IT LOOKED PRETTY COOL. WILD COLOR-SHIFTING IMAGES WERE MOVING IN SYNC TO AN AWESOME REMIXED **TEMPEST 2000** SOUNDTRACK.



THE **JAS LINK** CABLE DUE IN THE SECOND QUARTER FOR \$29.95, WILL ALLOW FOR CERTAIN GAMES TO BE PLAYED BY MULTIPLE PLAYERS ON MULTIPLE JAGTV SETUPS UNDER ONE ROOF. UP TO 100 FEET AWAY, IT'S A COOL IDEA, BUT I DON'T THINK IT'S VERY PRACTICAL. YOU'D NEED AT LEAST TWO TVS AND TWO JAGUARS IN THE SAME HOUSE.

THE **JAGUAR VOICE/DATA COMMUNICATOR** IS A STEREO HEADSET AND MODEM WHICH LETS YOU PLAY GAMES OVER THE PHONE. NOT ONLY THAT, BUT YOU CAN ALSO TALK TO YOUR OPPONENT VIA ITS BUILT-IN MICROPHONE AND HEAR HIS OR HER TAUNTS IN YOUR HEADPHONES. NOW THAT'S WHAT I CALL INTENSE! IT ALSO LETS YOU TAKE ADVANTAGE OF THE 'CALL WAITING' FEATURE SO YOU CAN PAUSE THE GAME AND ANSWER A CALL. IT SHOULD RETAIL FOR UNDER \$150 WHEN IT COMES OUT IN THE FALL.

LET'S TALK GAMES! FIRST, **RIGHT FOR LIFE**, THE NEW **VIRTUA FIGHTER** ADAPTED TO THE SET IN HELL, AND YOU BATTLE TO WIN YOUR SOUL BACK! IT LOOKS DECENT, BUT I DOUBT SEGA HAS MUCH TO WORRY ABOUT. **RAYMAN** IS SET FOR A JUNE RELEASE AND LOOKS BETTER THAN EVER! **WORMS VORTEX** IS A COOL FIGHTER AND IS ABOUT 90% COMPLETE. **BALE FIGHTING** (FOR THE JAG CD) IS PRETTY INTENSE, AND I'M HOPING IT'S THE PACK-IN EITHER THAT OR **BATTLE MORPH**! I HEARD TALK OF A FIVE PUZZLE GAME CALLED **VID GRID** BEING THE POSSIBLE PACK-IN. I HATE NOT THAT'D BE LAME! ATARI HAS A LOT OF WORK TO DO TO COME OUT ON TOP IN '95. WE'LL SEE WHAT HAPPENS!



## ACCLAIM: STILL IN THE GAME

LOTS OF SO-CALLED 'INDUSTRY ANALYSTS' SPILLED DOOM FOR ACCLAIM WHEN THE PUBLISHER LOST ITS LICENSE TO CONVERT HIT ARCADE GAMES FROM WILLIAMS/BALLY/MIDWAY. THE FACT IS, ACCLAIM STILL HAS THE RIGHTS TO RELEASE THREE OF THEM FOR THE HOME: **NBA JAM TOURNAMENT EDITION**, **REVOLUTION X** AND THE YET-TO-BE-NAMED WWF WRESTLING GAME THAT'S BEING DEVELOPED BY MARK (**NBA JAM**) TURMELL. NEW TITLES AT THE SHOW INCLUDED **JUDGE DREDD** (BASED ON THE BRITISH COMIC AND UPCOMING STALLONE FLICK), **WARLOCK** AND **FRANK THOMAS BIG HURT BASEBALL**. THE FIRST GAME TO USE ACCLAIM'S HIGH-TECH MOTION CAPTURE TECHNOLOGY. FUTURE NBA HALL-OF-FAMER LARRY BIRD WAS ON HAND TOO, SIGNING AUTOGRAPHS TO PROMOTE **NBA JAM TE** ASIDE FROM THE AWFUL **ITCHY & SCRATCHY** GAMES. THE ONLY BAD THING ABOUT ACCLAIM'S PRESENCE AT CES WERE THE MORNING LYRICS TO THE SONG IN THE BLARING SALES VIDEO (E.G. THE SCI-FI HIT OF THE YEAR WAS THE MOVIE STARGATE/THE ACCLAIM VIDEO GAME WILL BE EQUALLY GREAT!) AND THE FACT THAT THE COMPANY HAS COMPLETELY DROPPED ITS SUPPORT OF THE SEGA CD PLATFORM.



THE JUDGE DREDD GIRLS WERE TASTY!



ALIEN TRILOGY IS COMING!

## CD-I TAKES CONTROL

CD-I'S BOOTH KEPT THE EMPHASIS ON MULTI-MEDIA WITH GAMES, MOVIES AND A STRANGE **MONTY PYTHON** INTERACTIVE DISK. PHILIPS SEEMS TO BE SHIFTING MORE OF THEIR GAME DEVELOPMENT TO OTHER PLATFORMS LIKE PC, CD-ROM AND MAC. CD-ROM TITLES LIKE **INTERNATIONAL TENNIS**, **LITTL' DINK** AND **BURN CYCLE** WILL ALL BE RELEASED IN THE CD-ROM FORMAT IN '95. BUT PHILIPS HAD SOME COOL NEW CD-I TITLES LIKE **THUNDER IN PARADISE** INTERACTIVE STARRING 'HULK' HOGAN.

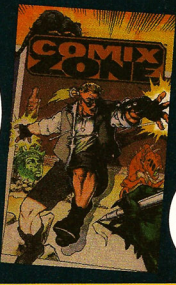


THE NEW CD-I CONTROLLER WAS DEFINITELY AN IMPROVEMENT OVER THE 'TOUCHPAD'. THE WORD 'CONTROL' CAN NOW BE ASSOCIATED WITH THIS PIECE OF HARDWARE. THE BOTTOM OF THE CONTROLLER ON THE LEFT AND RIGHT SIDES IS DEEPER THAN THE CENTER. SOMETHING LIKE HANDLES, AND IT FITS VERY COMFORTABLY IN YOUR HANDS. I LIKE IT!



## SEGA ENTERS THE COMIX ZONE

AN INCREDIBLE NEW GENESIS GAME FROM SEGA CALLED **COMIX ZONE** BOWLED THE WHOLE '95 STAFF OVER! YOU PLAY A COMIC BOOK ARTIST WHO GETS SUCKED INTO THE PAGES OF HIS CREATION, AND YOU ACTUALLY TRAVEL THROUGH THE PANELS OF A COMIC BOOK AS YOU PROGRESS THROUGH THE GAME, CLIMBING OVER THE WHITE PANEL BORDERS AND SPEAKING IN COMIC-STYLE WORD BALLEONS. THE COLORS, MONSTERS, ACTION AND DETAIL BRING TO MIND CLASSIC MARVEL COMICS. IT'S A DEFINITE HIT, ONE OF THE BEST GAMES AT THE SHOW.



## TOMMY T'S DAD

CARDS AND CUSTOM CHOCOLATE CANDY, BUT I WAS EVEN MORE IMPRESSED BY HIS FINANCIAL ADVISOR AND FATHER, TOM TALLARICO. TOM SR. CAME OUT TO HELP TOMMY SET UP HIS STUDIO IN THE LAGUNA HILLS AND MANAGE THE BUSINESS END OF HIS SON'S CAREER. HE'S VERY WARY OF THE SHARKS IN THE INDUSTRY, AND HE'S OUT FOR HIS SON 100%. TOM TALLARICO IS GOING TO BE A FORCE TO BE RECKONED WITHIN THE INDUSTRY.



TOMMY TALLARICO President  
7 South Coast  
Laguna Hills, CA  
California 92653 U.S.A.



HEY, NOT ONLY ARE THE TALLARICO'S COOL PEOPLE, BUT WHEN I CAUGHT UP WITH TOMMY AT THE TIME WARNER INTERACTIVE PARTY, HE HOOKED MY BUTT PLAYING **PRIMAL RAGE**! BY THE WAY, TOMMY WINS THE AWARD FOR BEST BUSINESS CARD HANDS-DOWN! IT'S SCREEN-PRINTED AND MADE OF METAL. I TRIED TO BEND THE THING, BUT THE SUCKER IS REALLY SOLID! WHAT, IS IT MADE FROM ALIEN TECHNOLOGY?



# CHILLS



**COMIX ZONE**  
It looks like a real comic book. You'll get the chills.



**BEYOND OASIS**  
An Arabian Knights-type RPG. Sounds cool.



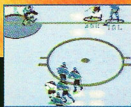
**MEGA BOMBERMAN**  
Bomberman's progeny remain steadfast.



**WARLOCK**  
The game based on the sort of stupid movie starring Julian Sands. Yick.



**NBA ACTION '95 STARRING DAVID ROBINSON**  
Hoops with Mr. Robinson.



**NHL ALL STAR HOCKEY '95**  
More hockey.



**MAGIC SCHOOL BUS**  
You're a little kid on a bus that takes you to the moon.



**ECCO JR.**  
A Sega Club title for little kids without a lot of hand-eye coordination.



**JUDGE DREDD**  
The platform game based on the hit movie.



**WORLD SERIES BASEBALL '95**  
More for those who want yet another baseball game.



**ADVENTURES OF BATMAN & ROBIN**  
You'll just love Batman Forever.



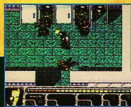
**STARGATE**  
The movie was absolutely wild and the game looks good.



**SPIDERMAN ANIMATED**  
Spiderman! Spiderman! Sing it, baby!



**REVOLUTION X**  
This is a hot game! Aerosmith and all.



**TRUE LIES**  
If it's as good as the movie, get ready to change your underwear.



**BARKLEY SHUT UP & JAM! 2**  
An okay street basketball game.



**LEGEND OF ILLUSION STARRING MICKEY MOUSE**  
Mickey gets tricky.



**TEMPO**  
Shake your booty to this game's funky tunes. It's cute too.



**DISNEY'S BONKERS**  
Bonkers is your favorite funny-looking cat that's also a pig.



**NHL ALL STAR HOCKEY '95**  
Guess what? This is a hockey game.



**SUPER COLUMNS**  
A Tetris-type puzzle game that will frustrate the heck out of you.

# GAME GEAR



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# NEO-GEO CD ROCKS!

THE MOST EXCITING NEW HARDWARE AT THE SHOW WAS THE NEO-GEO CD SYSTEM. ALL OF OUR RICH READERS KNOW THE PLEASURE OF OWNING A NEO-GEO HOME SYSTEM, BUT NOW THE SAME PLEASURE WILL REACH THE REST OF THE POPULATION. IF YOU'RE AT ALL INTO FIGHTING GAMES, THEN YOU HAVE PROBABLY BECOME FAMILIAR WITH THE NEO-GEO IN THE ARCADES. THE NEW NEO-GEO CD SYSTEM WILL RETAIL FOR AROUND 400 BUCKS, BUT NOW YOU CAN PLAY ANY NEO-GEO GAME IN YOUR HOME FOR AROUND \$70 PER GAME, INCLUDING SOME TITLES LIKE *SENDAI* 2 AND *PUZZLED* WHICH HAVE NEVER BEEN RELEASED ON CARTRIDGE IN AMERICA. YOU CAN EASILY SPEND THAT MUCH IN THE ARCADE WHEN A GAME FIRST COMES OUT, SO THIS IS GOING TO BE THE REAL DEAL.

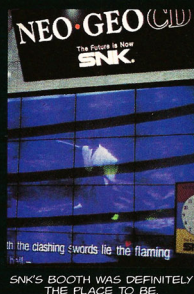
THE NEO-GEO CD WORKS BY TAKING ADVANTAGE OF THE SYSTEM'S MASSIVE AMOUNT OF INTERNAL MEMORY. INSTEAD OF PLAYING THE GAME OFF OF THE CD (WHICH WOULD LIMIT ACCESS TIME), THE NEO-GEO CD STORES ALL OF THE INFORMATION ON THE MACHINE AND JUST PLAYS MUSIC OFF THE CD. THOUGH THIS PROCESS MEANS LONG LOADING TIMES, THE WAIT IS WORTH IT FOR BEING ABLE TO PLAY AN ARCADE GAME FROM YOUR BED. THE AMERICAN VERSION OF THE SYSTEM WILL LOAD GAMES EVEN FASTER THAN THE JAPANESE, BECAUSE THEY'RE FITTING IN A DOUBLE-SPEED DRIVE.



THE NEO-GEO CD.



GREEN-HAIRED GIRLS ARE HOT!



SNK'S BOOTH WAS DEFINITELY THE PLACE TO BE.

SNK HAD ONE OF THE BEST BOOTHS AT THE SHOW WITH ITS BIG-SCREEN BATTLES FOR VARIOUS NEO-GEO PRIZES, WITH THE SUPER STEREO SOUND AND BIG HITS. THE CROWD WAS SHOUTING RIGHT ALONG WITH THE FIGHT! ACTORS DRESSED AS HACHIMARU AND CHAM CHAM FROM *SAMURAI SHODOWN II* ADDED EXTRA SPICE TO THE EVENT. LOOK FOR A LOT OF NEO-GEO CD COVERAGE IN UPCOMING ISSUES, BECAUSE THIS MACHINE REALLY DOES ROCK!



# SEGA CD



**WILD WOODY**  
Play as a high tech pencil in this crazy platform game.



**SHINING FORCE II**  
RPGer's won't be disappointed with this amped up version. Looks dope.



**MYST**  
The PC hit arrives on your Sega CD. You'll be addicted.



**LOADSTAR II: ESCAPE FROM PHOBOS**  
Maybe it'll be better than Loadstar One.



**DARKRIDE**  
Hippy/Rave stuff for all you trippy people out there.



**FLYING ACES**  
Fly into the wild blue yonder and watch FMV during WW1.



**OBSIDIAN**  
Rocket Science goes for the texture-mapped alien look.



**ROCKET BOY**  
Super cute Japanese-style stuff from Rocket Science.



**COBRA**  
Japanese anime characters shoot people and have adventures.



**SOCCER WORLD**  
Can it match FIFA Soccer? Who knows?



**FARENHEIT**  
Let me stand next to your fire! It's an FMV film fest.

# 32 X



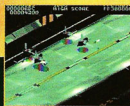
**ALONE IN THE DARK**  
A strange polygon adventure game. You'll be scared.



**BLACKTHORNE**  
This platform/adventure is bloody violent. (Just the way we like it!)



**CHAOTIX**  
Knuckles gets his own game on 32X!



**MOTHERBASE**  
A cool 3-D shooter.



**METALHEAD**  
Terra-mapped surfaces and boss mechs to blow up. Looks hot!

# NEO GEO CD



**SAMURAI SHODOWN II**  
This will be the stand out game when the NEO-Geo CD comes out.



**THE KING OF FIGHTERS '94**  
A mix of Art of Fighting and Fatal Fury in some tag team action.



**SUPER SIDEKICKS 2**  
Forget all that FIFA Soccer for 3DO hype, this is the champ.



**AGGRESSORS OF DARK KOMBAT**  
Multi-plane fighting with big sprites makes this rock.



**ART OF FIGHTING 2**  
Ryo and Robert, the tough studs of Southtown, come back for more.

## WHAT'S UP WITH SEGA?

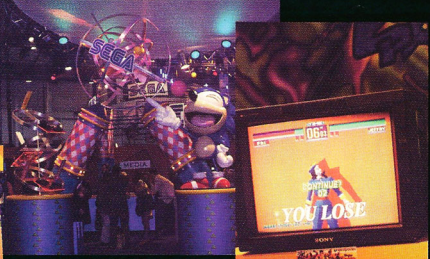
PLENTY! SEGA'S HEAD HONCHO TOM KALINSKE DECLARED VICTORY IN THE 16-BIT CHRISTMAS WARS. (THAT'S NO SURPRISE, SO DID NINTENDO. FUNNY THAT BOTH CLAIM TO HAVE 55% SHARE OF THE 16-BIT MARKET.) THE REAL NEWS IS THE ADDITION OF DEION SANDERS TO THE SEGA TEAM. SAN FRANCISCO 49ER SANDERS WILL BE THE OFFICIAL SPOKESMAN FOR SEGA SPORTS AND WILL STAR IN HIS OWN BRAND OF NFL GAME ON PLATFORMS THAT WERE NOT ANNOUNCED. EXPECT TO SEE SOMETHING REALLY SPECIAL FROM DEION SANDERS AND THE WHOLE SEGA TEAM.



**ZACH MESTON AND CHRIS BIENIEK** YUK IT UP WHILE CHECKING OUT THE LATEST GAMES AT THE SEGA BOOTH.



THE NEWEST FROM SEGA'S ARCADE DIVISION: **VIRTUA FIGHTER 2!**



SEGA HAD IT GOIN' ON AT THE 1995 WINTER CES; THEIR BOOTH LOOKED REALLY GREAT!



**VIRTUA FIGHTER** FOR THE SATURN! IT'S SO MUCH LIKE THE ORIGINAL ARCADE VERSION, IT'S SCARY!



THE SATURN, SHOWN HERE IN ALL ITS GLORY, WAS ACTUALLY TUCKED AWAY OUT OF SIGHT. SEGA OBVIOUSLY WANTED TO CONCENTRATE ALL OF THEIR EFFORTS ON OTHER THINGS; SPECIFICALLY, 32X.



# JAGUAR



## FIGHT FOR LIFE

Battle it out in hell against other polygon fighters. Looks pretty cool!



## ULTRA VORTEX

This is what *Kazumi* should've been. Digitized fighters and bitchin' sound!



## BATTEMORPH

This Jag CD title is the sequel with Cybermorph.



## BLUE LIGHTNING

The former Lynx hit comes to the Jag looking better than ever; really nice!



## SPACE WAR 2000

First-person jousting in space. This one looks a bit weak, although it's still early.



## CANNON FODDER

A conversion of the PC strategy game. It should be in stores right now.



## DOUBLE DRAGON V

The colors are really hot. Unfortunately, the action is pretty lame.



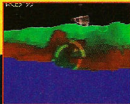
## THEME PARK

Yes! The Jag needs games like this. Very much like the PC version; recommended!



## RAYMAN

It has come a long way since the first EPROM; look for it in June!



## HOVER STRIKE

Not bad. It's a 3-D tank sim with loads of texture-mapped landscapes.



## PINBALL FANTASIES

Just try tilting your TV set and it might be like the real thing.



## BURN-OUT

Hopefully this will make 3DO's *Road Rash* look like a wash-out.



## WHITE MEN CAN'T JUMP

Innovative zoom-and-pan camera angles make this street hoops game stand out.



## TROY AIKMAN NFL

Pass your way to victory and go all the way to the Superbowl.



## 3DO



## QUARANTINE

Run over hapless victims in your cab. It's like virtual drive-by.



## HELL

Stars Dennis Hopper in this strange adventure title.



## D'S DINNER

A first-person, *Doom*-style shooter.



## PO'ED

Another first-person shooter but you get to fly around in a jetpack.



## FLYING NIGHTMARES

A flight simulation from Domark.



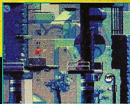
## 3-D ATLAS

Not as much fun as *Carmen Sandiego* but it has lots of info.



## DINO PARK TYCOON

*Jurassic Park* the movie meets *Theme Park* the game. Looks fun.



## FLASHBACK

The side-scrolling adventure comes to the 3DO with hot backgrounds.



## KINGDOM: THE FAR REACHES

An RPG adventure.



## SHANGHAI: TRIPLE THREAT

These titles make a fun puzzle game.



## THE PERFECT GENERAL

Strategy and war always make a winning combo.



## THEME PARK

Design the ultimate theme park and put Disney to shame.



## STAR TREK: THE NEXT GENERATION

The best 3DO game ever. (If it comes out.)



## DRUG WARS

Kill the bad guys in this American Laser Games shooter.



## DUELIN' FIREMEN

Stage your own dance numbers during the Great Chicago Fire of '95.



## CYBERIA

An incredible movie-like experience with puzzles and shooting games.



## DINO-BLAZE

Like a hockey game played with dinosaurs. Plenty of fun violence.



## POLICENAUTS

Lots of cool Japanese animation.



## PYRAMID INTRUDER

Cool backgrounds make this an interesting shooter.



## DAEDALUS ENCOUNTER

Tia Carrere gets funky in this movie-style game.



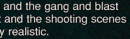
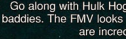
## MONTY PYTHON: INTERACTIVE

The comedy group from England is celebrating its 25th anniversary with this compilation of their best sketches.



## THUNDER IN PARADISE: INTERACTIVE

Go along with Hulk Hogan and the gang and blast baddies. The FMV looks hot and the shooting scenes are incredibly realistic.





## RING OUT!

SEGA'S COIN-OP *VIRTUAL FIGHTER 2* WAS ONE OF THE MOST EXCITING ASPECTS OF THE ENTIRE SHOW. I LOVED IT. THE POLYGONS ARE SMOOTH AND THE TEXTURE-MAPPED CHARACTERS ARE MUCH CLOSER TO REALITY THAN THE FIGHTERS FROM THE FIRST GAME. ONE OF THE NEW CHARACTERS IS BASED ON JACKIE CHAN'S CHARACTER IN *DRUNKEN MASTER* AND *DRUNKEN MASTER 2* HAPPENS TO BE ONE OF MY FAVORITE JACKIE CHAN MOVIES, THAT MEANS HE HAS TO GET DRUGS TO REPLY PUT UP A GOOD FIGHT.



## BUBBY AND BOBBY BUST A MOVE

I'M ALMOST ASHAMED TO ADMIT IT, BUT ONE OF THE MOST ADDICTIVE GAMES AT THE SHOW WAS AN ACTION/PUZZLE CART FROM TAITO FOR THE SUPER NES CALLED *BUST-A-MOVE*. BASED ON A BRAND-NEW ARCADE GAME, IT'S LIKE A CROSS BETWEEN *BUBBLE BOBBLE* AND AN UPSIDE-DOWN *TETRISS*. YOU AIM, YOU SHOOT A BUBBLE, YOU MATCH COLORS, YOU CLEAR THE SCREEN, YOU TOTALLY LOSE TRACK OF TIME, YOU RUN LATE FOR YOUR NEXT CES APPOINTMENT.



## RUNNIN' WITH RUNANDGUN!

THE CREATORS OF THE 3DO EPIC *DOELIN' FIREMEN* PRESENTED THE MOST INTERESTING GAME AT CES. EVERYBODY WAS SUPERFLY. REAL BOSS-HOSS.



WHEN I FIRST SAW *VIRTUAL BOY* IN JAPAN THE GAMES WERE ONLY 20% COMPLETE. NOW NINTENDO TELLS US THAT THE GAMES SHOWED THE MOST IMPROVEMENT IN GAMES LIKE *TELEBO BOXER*, WHICH INCLUDED AN EXTRA ROBOT AND WAS STILL THE MOST FUN VS GAME TO PLAY. THE *VIRTUAL BOY* IS NOT TRULY VIRTUAL REALITY. MORE LIKE *STEREO 3-D*. AND IT REALLY SHOULDN'T BE CALLED A "BOY" SINCE IT'S NOT EASILY PORTABLE. BUT THE JURY IS STILL OUT; NINTENDO CLAIMS TO HAVE 49 THIRD-PARTY LICENSES ON BOARD WITH GAMES LIKE *BOMBERMAN* AND A LINK-UP SO THAT MULTI-PLAYER *VIRTUAL BOY* GAMES CAN BE EXPERIENCED. WE'LL SEE...



I WAS VERY TIRED WHEN I TESTED IT OUT, SO ITS 3-D EFFECT GAVE ME A HEADACHE. OTHERWISE, I GOT A KICK OUT OF IT. THE 3-D EFFECTS WERE IMPRESSIVE, BUT I OBSERVED TWO THINGS: FIRST, GAMERS MIGHT NOT PAY FOR THIS WHEN THEY CAN GET THE SUPER POWERED SATURN OR PLAYSTATION FOR A SLIGHTLY HIGHER PRICE DOWN THE ROAD. SECOND, YOU LOOK LIKE A DORK WHEN YOU'VE GOT YOUR HEAD STUCK IN SOMETHING THAT LOOKS A LOT LIKE A VIRTUAL PEEPHOLE.

# NINTENDO'S 32-BIT VIRTUAL BOY

DUE FOR RELEASE THIS SUMMER, NINTENDO'S VIRTUAL BOY CAUSED A SPLASH AT THE WINTER CES.



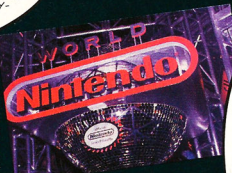
I WAS MORE THAN SKEPTICAL OF THE 32-BIT VIRTUAL BOY. BUT I KNEW I HAD TO SEE IT FOR MYSELF. A BEAUTIFUL SHOW/MAN HANDLED ME A SET OF CARDBOARD "GOGGLES" WHICH WERE NECESSARY TO SEE 3-D IMAGES OF INCOMPLETE VS GAMES ON BIG SCREENS. MY FIRST REACTION WAS: "200 BUCKS FOR THIS? I'LL PASS," BUT AFTER SEEING THE COOL NEW VERTICAL SHOOTER AND SOME NIFTY 3-D TRICKS LIKE MARIO WALKING INTO THE BACKGROUND TO GET AROUND A BRICK WALL, IT LOOKED BETTER THAN I ANTICIPATED. *TELEBO BOXER* AND *SPACE PINBALL* WERE "OKAY" AT BEST. CALL ME CRAZY, BUT I THINK IT'S SAFE TO ASSUME THAT PEOPLE WANT FULL-COLOR GAMES. THE NINTENDO NAME ALONE WILL PROBABLY SELL A HALF-MILLION VIRTUAL BOYS, EVEN IF THEY DO SUCK. MAYBE IT'LL BE LIKE THAT MOVIE, *THE JERK*, AND EVERYONE WILL GO CROSS-EYED FROM IT AND SUE THE COMPANY!



WITH THE GAME BOY, NINTENDO TURNED A NON-COLOR SYSTEM INTO A HIT BECAUSE IT WAS CUTE AND COMPACT AND LASTED FOR ALMOST A DOZEN HOURS ON A SINGLE SET OF BATTERIES. THE *VIRTUAL BOY* ON THE OTHER HAND IS AWKWARD AND CUMBERSOME, AND ITS TWIN RED SCREENS AND LESS-EFFICIENT ARCHITECTURE ARE BOUND TO DRAW THE JUICE A LOT QUICKER. IT'S ALSO 1995, AND NINTENDO IS NOT AS INTIMIDATING TO RETAILERS AND GAME DEVELOPERS AS IT USED TO BE. SURE, IT'S 3-D, BUT IT AIN'T VR, AND IT'S NOT EVEN *COLOR*... I THINK IT'S A DUD.

I WAS UNEXPECTEDLY SURPRISED BY *VIRTUAL BOY*'S STEREO 3-D EFFECT. AND I LIKED THE FACT THAT THOSE LIGHT-EMITTING DIODES WERE RED FREAKY. THE PADDING ON THE HEAD MOUNT WHERE YOU REST YOUR FACE IS REALLY VERY COMFORTABLE. I JUST HOPE THE STUFF IS DETACHABLE AND MACHINE WASHABLE BECAUSE IT PROBABLY GETS REALLY DIRTY AFTER PEOPLE HAVE PRESSED THEIR FACES INTO IT SO MANY TIMES. IT INITIALLY DISTURBED ME THAT I COULDN'T SEE MY HANDS OR THE CONTROLLER WHILE PLAYING FREAKY AGAIN. BUT I SUPPOSE ONE GETS USED TO IT. IT'S PROBABLY AMAZINGLY FUN TO WALK AROUND WITH IT STRAPPED TO YOUR HEAD. AS FOR THE GAMES THEMSELVES, I THOUGHT *TELEBO BOXER* WAS A BIT BORING. BUT *SPACE PINBALL* WAS MY FIRST-PERSON FIGHTING GAMES ANYWAY... UNLESS YOU'VE GOT A WEAPON IN YOUR HAND, LIKE THE BIG OLD JAGGED KNIFE IN THE *TELEBO BOXER* GEO GAME *SUPER SPY*.

AT THE JAPANESE PREVIEW OF THE VIRTUAL BOY, PEOPLE SAID THAT IT WASN'T TOTALLY PORTABLE. IT WASN'T COLOR AND IT WASN'T COMPLETE. MY ONLY BEEF IS THAT IT MIGHT BE TOO EXPENSIVE. OTHER THAN THAT, I THOUGHT IT WAS DONE. WE PREVIEWED FOUR GAMES, AND HAD A CHANCE TO PLAY TWO MORE. THE BEST PREVIEW GAME WAS A 3-D SHOOTER THAT ALLOWS YOUR SHIP TO GO DEEP INTO THE PLAYFIELD. THE TWO GAMES ON DISPLAY WERE *SPACE PINBALL* (A 3-D PINBALL GAME) AND *TELEBO BOXER*. A FIRST-PERSON ROBOT BOXING GAME SIMILAR TO *PUNCH-OUT!* BOTH WERE FUN, BUT I'M STILL SKETCHY ON VIDEO PINBALL. THE PROBLEM I SEE WITH VB IS THAT IT MIGHT END UP AS A REALLY EXPENSIVE TOY THAT DOESN'T QUITE CATCH ON. THE PRICE WILL CONTRIBUTE TO THIS, BECAUSE IT IS DEFINITELY GOING TO BE HITTING THE YUPPIES, LEAVING THE REST OF US OUT IN THE COLD. BUT WHO KNOWS, MAYBE WE CAN ALL JUST STEAL IT.

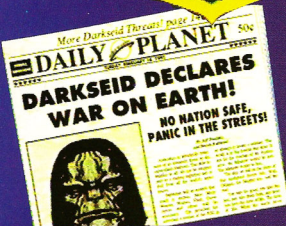




# JUSTICE LEAGUE TASK FORCE

# WHO'S THE TOUGHEST SUPERHERO?

BY CHRIS BIENIEK



JUSTICE LEAGUE TASK FORCE PRODUCER DAN MACARTHUR.

Have you ever wondered what would happen if Superman fought the Flash? Who would win? What about Wonder Woman versus Batman—who would walk away victorious from such an epic battle? The VIDEOGAMES staff had to find the answers to these burning questions, so Betty and I took a road trip to the offices of Sunsoft in Cypress, California, to play the company's new fighting game, *Justice League Task Force* for the Super NES and Genesis.

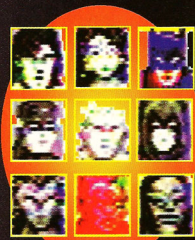
To get the inside scoop on these 20-megabit titles, we met with the games' producer/designer, the mild-mannered Dan MacArthur. The basic concept of *Justice League Task Force* springs from Dan's love of one-on-one fighting games; *Super Street Fighter II* and *Fatal Fury Special* are among his favorites. He's a quiet guy, but get him talking about the thrill of fighting games and he's liable to kick over a table or chair.

Each of the special moves in *Justice League* is triggered by a simple D-pad and button combination, like the quarter-circles and "charged" moves of the *Street Fighter* series. No complicated finishing moves or codes and no "block" button either; it's Dan's opinion that the *SFII* control configuration—three punch buttons, three kick buttons, press Away to block—is the perfect fighting-game setup.

We checked out early prototypes of *Justice League Task Force* and got the early specs on both versions. The games include a Hero mode (a one-player story mode with cinematic intermissions that explain the plot), a Tournament mode (pure fighting for one player; you can change characters and backgrounds as you progress) and a two-player option. Both games feature nine DC Comics characters—six heroes and three villains. Most of the fighters in the Super NES version will have four special attacks and two "grab" attacks; these are triggered like throws, but many of them don't involve throwing. The Genesis characters will each have four specials, one grab attack and a special big-damage move that can only be triggered after your opponent has been dizzied by a combo.

The developer of the Super NES cart is Blizzard Entertainment (*The Death & Return of Superman*, *Blackthorne*), while the Genesis version is being handled by a group of former Iguana Entertainment staffers who have formed a new development house called Condor Inc. The Genesis version will have five speeds and five difficulty levels, but the Super NES options have not yet been determined.

So who is the toughest superhero? We won't know until the games go on sale in April, but you can scout our exclusive photos of the prospects on the next few pages, and dream...





# AQUAMAN

In the prototype versions of *Justice League Task Force*, Aquaman had the ability to shoot a powerful blast of water at his opponent. This special move will be removed from the final version of the game at the request of DC Comics; since Aquaman does not have this power in the DC universe, his special skills in the game will be based around a trident weapon and possibly a "Vega-type slide," according to Dan MacArthur.



*WATER BLAST (SEE NOTE)*



SUPER NES

*TRIDENT THROW*



GENESIS

*TRIDENT SPIN*



GENESIS

*TRIDENT JUMP*



GENESIS

*ATLANTIS*



SUPER NES

*VICTORY POSE*



GENESIS



# SUPERMAN

Watch out for the Man of Steel's Flying Attack. He can use this move to hover in mid-air indefinitely; that is, until he's hit by an opponent or until he decides to swoop down and strike. His Freeze Breath has a similar effect to Sub-Zero's Freeze in *Mortal Kombat*: It temporarily turns his opponents blue and stops them in their tracks. Superman fights on a Metropolis skyscraper across from the Daily Planet building.



*HEAT VISION*



SUPER NES



GENESIS

*FREEZE BREATH*



SUPER NES



GENESIS

*FLYING ATTACK*



SUPER NES



GENESIS

*CHARGE PUNCH*



SUPER NES



# THE FLASH

The Fastest Man Alive has several high-speed dash moves as well as a Super Speed Punch that's triggered by rapidly pressing a Punch button, just like E. Honda's Hundred-Hand Slap in *Street Fighter II*. The Flash is also the only hero with a totally different background in each version of the game; he fights on a desert road in the Super NES version, but his Genesis background is set in Keystone City.



## SUPER SPEED PUNCH



SUPER NES

## DASH UPPERCUT



SUPER NES

## HURRICANE



SUPER NES



GENESIS

## DASH WARP

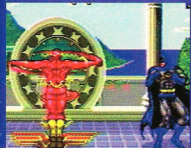


SUPER NES



GENESIS

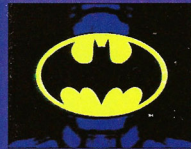
## TORNADO



GENESIS

# BATMAN

The Dark Knight may only have three special attacks in the game instead of four; MacArthur tells us that his moves take up more memory because his flowing cape makes his sprite size larger than most of the other fighters in the game. Check out his Smoke Bomb attack; he snags a smoke pellet from his utility belt and throws it to the ground, vanishing in a green cloud only to reappear with an attack from the sky.



## BATARANG



SUPER NES



GENESIS

## SMOKE BOMB



SUPER NES

## DIVING KICK



GENESIS

## GRAB MOVE



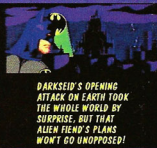
SUPER NES

## CAPE SWIPE



GENESIS

## CINEMA SCENE



DARKSEID'S OPENING  
ATTACK ON EARTH TOOK  
THE WHOLE WORLD BY  
SURPRISE, BUT THAT  
ALIEN FIEND'S PLANS  
WON'T GO UNOPPOSED!



# GREEN ARROW WONDER WOMAN

Though Green Arrow has a powerful array of punches and kicks, all of his special attacks are projectiles: arrows, of course. He can shoot three different types of flaming arrows—one straight across the screen, one in the air and one that comes down diagonally while he's in mid-jump. Each of these can set an opponent on fire. He also has an ice arrow which freezes enemies just like Superman's Freeze Breath.

Fighting on Paradise Island, Wonder Woman has several unique attacks. She can hover and attack like Superman, but she can also throw her tiara across the screen. If her opponent delivers a projectile attack, she can block it with her bracelets and send it right back at them. Though it may not make it into the final version, both Blizzard and Condor are trying to create attacks that use her magic lasso in some way.



## FIRE ARROW



SUPER NES



GENESIS

## FLYING KICK



SUPER NES



GENESIS

## ICE ARROW



SUPER NES



GENESIS

## TIARA THROW



GENESIS

## BRACELET BLOCK



SUPER NES

## JUMPING ARROW



SUPER NES

## DIAGONAL ARROW



SUPER NES

## MAGIC LASSO



GENESIS

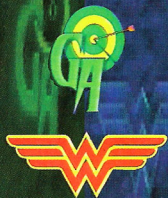
## CINEMA SCENE



## VICTORY POSE



GENESIS



## VICTORY POSE



GENESIS



# THE BAD GUYS

## CHEETAH

Cheetah's claws are among the game's most dangerous weapons, whether she's slashing across the screen in a roll or attacking at close range with a grab move. She's also hiding a dagger in her hair for long-range attacks.



ROLLING CLAW



SUPER NES

ROLLING CLAW



GENESIS



DAGGER THROW

GENESIS

GRAB & SLASH



SUPER NES

VICTORY POSE



GENESIS

Darkseid introduces the Genesis version of the game with a scary monologue, one of the longest digitized speech samples ever included in a Genesis game. His Bodyslam move is one of the special "dizzy" attacks we mentioned.

## DARKSEID



EYE BEAMS



GENESIS

TELEPORT



GENESIS



FACE KICK

SUPER NES

THROW



SUPER NES

BODYSLAM



GENESIS

Despero's eye blast speeds across the screen in a flaming ball, and his headbutt attack on the Genesis is unstoppable. His SNES space station stage originally had Lobo seated at one of the tables, but DC ordered the character removed.

## DESPERO



EYE BLAST



SUPER NES

EYE BLAST



GENESIS



HEADBUTT

GENESIS

CHARGE



SUPER NES

VICTORY POSE



GENESIS



# BRAIN DEAD 13



## Fritz... Armed and Dangerous

**BrainDead 13 starring Fritz... a bizarre comedy, horror, action-adventure**  
**IBM PC CD-ROM • 3DO • MAC CD-ROM • SEGA CD • MPEG CD-ROM**



ReadySoft Incorporated  
3375 14th Ave., Units 7 & 8  
Markham, Ontario Canada L3R 0H2  
Tel: (905) 475-4801 Fax: (905) 475-4802

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CIRCLE #111 ON READER SERVICE CARD.



It's frustrating at first; you'll wish you could see much more of the screen so you could tell what's coming up ahead, particularly in two-player mode. Fortunately,

1 OR 2

Watch out for purple glue on the track—it'll slow you down.



**"...frantic,  
funny and faster  
than a speeding  
bullet."**



## The logo for 'Great 8 Video Games' features the word 'GREAT' in a bold, black, sans-serif font at the top. Below it is a large, stylized number '8' with a thick red outline and a black fill. Underneath the '8' is the phrase 'VIDEO GAMES' in a red, italicized, sans-serif font. The entire logo is set against a background of a yellow star on a blue field.





The life of a handyman is rough and tough excitement all the way.

## BREAKDOWN

### GRAPHICS

Really cool monsters and weapons.

### SOUND/MUSIC

I hate the *Home Improvement* theme song!

### PLAYABILITY

Tim Allen moves like a gymnast.

## OVERALL RATING

COOL



Possibly the worst thing to base a video game on is an idiotic TV show. But a platform game based on *Home Improvement*, a mediocre sitcom which hordes of brain-dead people seem to adore? Yeeechhh, what a revolting development! But sometimes, as the saying goes, you get gold from dross. What am I saying? Yes, I actually had fun playing *Home Improvement*. I am now officially the shame of my family.

The basic plot of *Home Improvement* (the game) goes something like this: Tim, the host of Tool Time (a television program somewhat like *This Old House* with Bob Vila on PBS), is about to unveil a series of power tools endorsed by himself when, lo and behold, he discovers they're missing. He must then quest through all of the various soundstages on the studio lot and find the missing crates of tools.

The main strength of this game is that it's nothing whatsoever like the show. It may use the characters, but the similarity ends there. It could have been about any handyman with super-powerful tools which he uses as weapons.

The game is basically a platform game, so it gets demerits for that, but it happens to be a challenging one

because throughout each level, you must search for the missing tool crates instead of just rushing through to the end. As you travel through the soundstages, you encounter tons of enemies, including dinosaurs, itsy-bitsy worms, carnivorous plants and others, which you can dispatch with a super staple gun and other "power" tools.

One of the flaws in the game is its stingy way of measuring Tim's energy. In a system similar to the *Sonic* series, you pick up shiny nuts around the stages. Having these nuts protects you from one hit. Get hit when you don't have a nut, and you'll be dead, dead, DEAD! The game makes up for this lame feature with something that blew me away: When you begin playing a new man, you still have all the stuff you got before, so if you've spent a lot of time collecting great weapons and crates, you're in the clear!

If you've got an itch for a platform game that'll keep you occupied over the course of a lazy Saturday, then *Home Improvement* is for you. If you hate the show, it really won't make a difference. And if you are a fan, then hey, they made a *Home Improvement* video game! Whoop-dee-do!

—Gabe Soria



ABSOLUTE

### PHONE

(201) 818-4800

### DEVELOPER

ABSOLUTE

### SIZE

12 MEG

### PLAYERS

1

## EDITORS' RATINGS

**CHRIS G.** 6  
Fun, but the TV show is still lame.

**CHRIS B.** 6  
A decent platform game, but what do running, jumping and shooting have to do with the show?

**BETTY** 6  
Picking up the various tools actually grew on me.

**"Home Improvement: it's actually good."**



# SUPER NES

## LOONEY TUNES B-Ball



Bugs can dress up in drag to distract his opponents!



He may be slow, but Yosemite Sam is a deadly three-point shooter.



Sylvester's looking sharp.



Elmer slams it home!

Lots of developers have ripped off the basic ideas of Midway's *Mortal Kombat*. Why haven't there been as many attempts to rip off Midway's other big-bucks attraction, *NBA JAM*? (Okay, wise guy...sure I remember *Barkley Shut Up and Jam*. I meant successful attempts.)

Sunsoft and Sculptured Software are taking a shot at it, and the results are pretty hilarious because—unlike the digitized pros of *NBA JAM*—the stars of *Looney Tunes B-Ball* are characters like Bugs Bunny, the Tasmanian Devil and Daffy Duck. Seeing these cartoon heroes in a two-on-two street basketball simulation is a kick; with his backward baseball cap and baggy T-shirt, Sylvester the Cat looks like he just came from a screening of *White Men Can't Jump*, and fans of classic Chuck Jones cartoons will be stoked to see that Marvin the Martian has been included in the player roster.

As a basketball game, *B-Ball* is pretty darn

tures too. The most significant are the power-ups, which are special effects and cool psych tactics that can be activated by pressing various button combinations during the game. You can start an earthquake, add time to the clock or even change into different characters. This stuff's really wild and adds a new dimension to the traditional two-on-two game.

The players' moves are well-drawn and often very funny. You'll laugh out loud at the sight of Elmer Fudd sailing to the rim for a two-handed monster jam, or Wile E. Coyote's entire body diving through the net with the ball clenched in his outstretched arms. I was interested to see that there are certain bits of animation in which a character's limb, for example, will appear several times in the same "frame." This is one of the more traditional methods of "in-betweening"—i.e., smoothing the transition from one pose to the next by drawing what happens between those two key poses—which was used to great effect in Sony's *Mickey Mania*. (Try pausing the game at different spots; sometimes you'll catch Bugs Bunny in mid-spin and it looks like he's got four arms.) However, the early Warner Bros. cartoons were better known for *stretching* such limbs instead of duplicating them.

Well, never mind the lesson in animation history. The bottom line is that *Looney Tunes B-Ball* is a fun addition to Sunsoft's all-star 'toon line-up...and it plays a pretty good game of roundball, too.

—Chris Bienen

### BREAKDOWN ▼

#### GRAPHICS

Great colors and fairly fluid animation.

#### SOUND/MUSIC

Tunes and 'toon talk can get repetitive.

#### PLAYABILITY

Best with four players; the power-ups are fun.

**OVERALL RATING** ▶

**GREAT 8**  
VIDEO GAMES

good. It uses the same basic controls and rules as *NBA JAM*. Ten difficulty levels are available, as well as a "wacky meter" that allows you to control the amount of silliness in the game. You can even go "on fire" after three straight scores. The "turbo" meters are a bit difficult to read—they're pictures of the characters that look more and more exhausted as your turbo power runs out—but there are a few cool new fea-

### EDITORS' RATINGS ▼

**CHRIS G.** 9  
Like a Saturday-morning cartoon version of *NBA JAM*.

**GABE** 8  
A blast to play four-player mode.

**JIM** 8  
Great game! How 'bout a Tournament Edition with Peppy LePew and his "stink bomb"?



**JAM ON IT!**



#### BUGS

A strong shooter, but weak on "D." Use his disguise defense to get the ball back.



#### DAFFY

A strong defender; his Jackhammer Defense shakes the ground.



#### TAZ

A great three-point shooter. Use his Tornado Spin to knock your opponent down!



#### SYLVESTER

His Remote Control defense can drop a ten-ton weight on the player with the ball.



#### YOSEMITE SAM

Makes his opponents dance by shooting at their feet, which causes them to drop the ball.



#### ELMER

Dons opera garb and summons lightning from the sky to zap the ball handler.



#### WILE E. COYOTE

His Acme explosives can blow up the person with the ball, leaving it up for grabs.



#### MARVIN

A speedy three-point specialist, he can shoot his opponents with a disintegrator ray.



# SPACE HARRIER™

**S**mooth scrolling, smooth animation, and smooth and creamy controls make *Space Harrier* for the 32X the best cartridge version yet. But why re-hash a 10 year-old arcade game for the 32X, especially when *Space Harrier II* was already released for the Genesis ages and ages ago?

For those who've never familiarized themselves with the arcade game, it's a straightforward shooter in which the player controls Harri, last of the great Sentinels of Dragonland. Harri wears a jet-pack with a huge laser mounted in the front. The jet-pack and its attached laser allows Harri to shoot down all kinds of enemy Valdan fighters, part of the demon Valda's dastardly attack on Dragonland.

Seeing Harri floating in the middle of the sky facing attack after attack from enemy aircraft is really quite amusing, though as the player, you feel really exposed and vulnerable. There's nothing between you and those big ships. Very exciting, but it also means that anytime you get hit by anything, you're goin' down. Even the trees and bushes prove fatal hazards. Once Harri meets one of those trees head-on, he's dead. But at

**"Harri can really shake 'em down."**

## BREAKDOWN ▼

### GRAPHICS

Improved scrolling and animation.

### SOUND/MUSIC

Choose your mood music.

### PLAYABILITY

Smooth controls, but the game gets repetitive.

**OVERALL RATING ▶**

**GOOD 6**  
VIDEO GAMES

## PHONE

(800) USA-SEGA

## DEVELOPER

SEGA

## SIZE

24 MEG

## PLAYERS

1

## EDITORS' RATINGS ▼

**CHRIS G. 4**  
*Space Harrier* is a dog. There's only a minute difference between the 16-bit and "32-bit" versions. It's based on an arcade game that is older than the Genesis itself. If Sega continues to release bad 32X games like this, the platform may never catch on.



Eeeyikes!—watch out for that rock!

the Options menu, you can choose up to five lives.

Like I said, the animation and scrolling are very, very good...but the scenery can get quite repetitive. Stage 15 looks a lot like Stage 2 and so on. You have to fight in each of Dragonland's provinces and progress your way to the capital to fight the demon Valda himself. But the repetition in graphics, may not inspire the player to continue playing the game for more than only a short period of time. On the other hand, the bosses usually look like real boss



enemies—the big and burly, nasty-ass kind that take up a lot of the screen.

And in addition, Stage 3 includes a lot of very nice bugs and mushrooms.

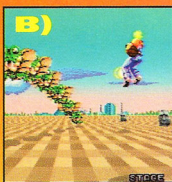
The bonus stages are awe-inspiring, because you get to ride the Uraihan Wind Worm. Direct it to flatten any obstacles you may encounter. The more obstacles you smash, the more points you get.

Despite improvements to earlier versions of *Space Harrier*, the game is still a little dated. If you've already played the arcade game and the cartridge versions that have been released since then, you may very well want to skip this one.

—Betty Hallock

## CAN YOU SPOT THE DIFFERENCE?

Picture A) shows *Space Harrier II* which was released for the old 16-bit Genesis way back in 1989. Picture B) shows the new, supposedly "improved" *Space Harrier* for Sega's 32X. Can you see any improvements?







Fans of *The Legend Of Zelda* will be pleased to make the acquaintance of *Crusader of Centy*, a remarkable *Zelda* clone that pays off big in the playability and value departments. And this is coming from a guy whose last choice in games is RPGs.

The plot of *Crusader of Centy* is reminiscent of many of its Japanese predecessors: You are a boy who, upon turning 14, is given his father's sword and charged with finding his way in the world. Unfortunately, the time of monsters is once again upon the world, and your fate calls for bigger things, like saving the entire planet. You begin the game in the Soleil town, your home digs, and go from there to the Rafflesia School to the north, where you begin training and earning medals which you will exchange for new abilities. From here on out, the plot gets really complex. Suffice it to say that this game is huge and you'll be trying to solve it for a long time.

Inevitably, as you progress in the game, you will gain the ability to talk to animals, some of which will join you on your quest to bring peace to the world. Each animal that joins you has special abilities which you will eventually need to complete your mission. This is one of *Crusader of Centy's* many strengths.

*Crusader of Centy* is full of mysteries, many of which are incredibly difficult to solve. But like the best games in its genre, every puzzle is possible to solve with a little effort and a lot of headaches. For example: Gaining the ability to jump must be earned by talking to a hare on a mountaintop, but you can only talk to the hare once you gain the ability to talk to plants and animals, but you can only gain this ability after defeating the first boss, and you can only defeat the first boss after you find him *and* have the ability to throw your sword.... Complicated, eh? Yes, it's very tricky, but it's all worthwhile in the end.

If you're an RPG fan, you've probably already gotten your hands on a copy of this game and know how cool it is; if you aren't a fan, then I would definitely recommend that you give *Crusader Of Centy* a spin. I spent many hours slack-jawed in front of my TV, trying to solve just one more puzzle, and for me, that's unusual behavior.

—Gabe Soria



## EDITORS' RATINGS

**CHRIS B.** **8**

Solid adventure with an interesting storyline. The Genesis needs more games like this.

**BETTY** **8**

The kind of RPG I really like. Cute little characters, a great story that will keep you up late at night and *Zelda*-type game play.

ATLUS

PHONE

(714) 263-0582

DEVELOPER

NEXTECH

SIZE

16 MEG

PLAYERS

1



Use your animal friends to get yourself out of tight spots

"Crusader Of Centy had me glued to the TV."

## BREAKDOWN

**GRAPHICS** **8**

Sugary-cute, Japanese-type graphics.

**SOUND / MUSIC** **7**

Your hero screams nicely when he's hit.

**PLAYABILITY** **9**

As the Beach Boys say, "It's fun, fun, fun!"

**OVERALL RATING**

GREAT

8

VIDEO GAMES





SEGA™

PHONE

(800) USA-SEGA

DEVELOPER

SEGA OF JAPAN

SIZE

16 MEG

PLAYERS

1

## "STELLAR!"

**I**f you've played a jillion platform games for your Genesis. And *Ristar* is yet another in a collection of the cutesy go-right type. But I still can appreciate it for what it is.

What is it? *Ristar* is a little star that fell from the sky to save the Earth from the bad guys. Some evil overlord has enslaved everyone on the planet. It's up to *Ristar* to overthrow the tyrant. Your basic good guy/bad guy plot.

*Ristar* fights gigantic mutant snakes, ferocious sharks and evil wizards with his stretchy, skinny arms. Those little arms sure do come in handy. They'll grab the

enemy, and as *Ristar* pulls them in toward his body, he'll head-butt them into oblivion. So he doesn't just shoot them or hit them, as most protagonists do. He really busts a move.

The same move can knock trees over whenever they're in *Ristar's* way. His head-butt can really pack a punch. His arms also allow him to climb ladders, swing from tree to tree, and pull himself up on ropes. You'll never see Sonic do these things. The way he grabs those little



purple lizards thrills me. I loved watching those lizards squirming about in *Ristar's* tiny clutches.

The game design is excellent—a platform game with some depth. Some of the best levels are those which take place underwater. *Ristar* meets up with crabs, snails, flying koi, frogs, spindly underwater plants, etc. Use his arms to plow through the water.

At various points in the game, *Ristar* will come across a bar that's sticking out from the scenery, which he can jump up on and start spinning and throw himself up into the air. At the end of each level, he'll get height bonus points, the number of which depends on how high he goes.

He'll also come across various treasure chests filled with gems, power-ups, extra lives, etc. Watch out for hazards like molten flames that rise from the bottom of the screen and engulf *Ristar* in nasty third degree burns.

The graphics include a lot of color and detail. Everything becomes darker as you swim deeper in the water levels. The backgrounds don't look as clean as they could, but are more interesting than most platform games. And the animation for *Ristar* is extremely cute. When he pushes a tree over, a look of surprise crosses his face, and it's extremely cute. I just wanted to smother him in kisses.

You'll like this cute kiddie platform game. It's got a lot going for it.

—Betty Hallock

### LEVEL-BOSS BATTLES!



Check out *Ristar* going at it with Riho on planet Flora!



*Ristar* battles Ohsat the monster shark on planet Undertow!



### EDITORS' RATINGS

**CHRIS B.** 8

Cool animation and lighting effects.

**JIM** 7

Solid platform fun.

**CHRIS G.** 5

This is way too cute for my taste. *Ristar's* stretching arms are kind of cool.



Is *Ristar* cute or what?

### BREAKDOWN

**GRAPHICS** 8

*Ristar* is really cute; great facial expressions.

**SOUND/MUSIC** 7

The happy-go-lucky type.

**PLAYABILITY** 8

It's fun to grab enemies with star arms.

**OVERALL RATING** 8

GREAT

VIDEOGAMES



# SLAM CITY

## WITH SCOTTIE PIPPEN



FINGERS



JUICE



MAD DOG



SMASH



SCOTTIE

"Scottie deserves better...and so do I."



Digital Pictures



PHONE

(800) 262-5020

DEVELOPER

DIGITAL PICTURES

SIZE

CD

PLAYERS

1

**H**ave you ever heard of those pointless analyses that add up the total amount of real playing time in a football game? You know, they say there's an hour on the game clock, but after all of the time spent sending players on and off the field, talking in the huddle, etc., the ball is actually in play for just a few minutes. That's how most of these full-motion video CD-ROM games are. *Slam City's* packaging boasts "over two and a half hours of full-motion video" on its four discs, but I'm guessing that if you could add up all of the little half-second moments during which you can actually influence the outcome of the game, the total would be under five minutes.

The trouble with *Slam City With Scottie Pippen* is that basketball is such a dynamic, '90s kind of sport that a *Dragon's Lair* interface just can't do it justice. That's why this review has not been included in our *SportsWire* section: If you're a player who has experienced the fully interactive intricacies of *NBA JAM* or *NBA Live '95*, you'll cringe at *Slam City's* one-dimensional interpretation of the sport of basketball.

You play as Ace, a Woody Harrelson type in an elastic headband who

shows up for a few friendly games of one-on-one at the local gym. Bets are taking place and there's a mysterious "G-Man" who quietly takes notes on your performance, but you're not playing for money or recognition; you need respect and the attention of buxom blonde Britany (not necessarily in that order). Seen from behind, Ace swats at the ball and puts up his hands to block shots; on offense, he can shoot from any spot on the floor, but to go up for a slam you need to break past your opponent.

Here's the disappointing part: The "break" points in the live footage are frustratingly brief. If you try to make a move to the basket and you're not at a juncture in the FMV stream where you can branch to a different scene, you'll just be "telegraphing" your move and setting yourself up for a steal. In other words, if you press the button when the computer's not ready for you to press it, then *nothing happens*.

Worse yet, 95% of the FMV clips that show you losing the ball are ludicrous giveaways in which the pathetic Ace seems to be trying to dribble through his opponent's legs. You'd think the guy would learn his



THE SPECTATORS





## BREAKDOWN ▼

**GRAPHICS** 6  
FMV quality varies from one scene to the next.

**SOUND/MUSIC** 5  
The in-game music actually slows down!

**PLAYABILITY** 4  
Sluggish controls, low replay value.

**OVERALL RATING** ▶ **5**

SLAM CITY  
JUNGLE



lesson after a few of these and try backing into the paint; unfortunately, the interface forces you to face forward and dribble right in front of your opponent's nose at all times.

Long jump shots can often win a game more easily, but you really need to drive to the rim for frequent jams if you want to earn the whopping ONE BILLION "respect" points you'll need to play against real-life NBA star Scottie Pippen of the Chicago Bulls. Scottie raps all about the importance of respect in the game's theme music, but I got a little tired of watching my point total shrink every time I got muscled out of the picture during one of the game's poorly designed rebound scenarios. I just had to play against Pippen, though, so I found myself in the uncomfortable position of having to convince myself that I really did want the "respect" of a bunch of ham actors.

Speaking of which: I thought we'd never go back to the mid-'80s cheesiness of the acting in *Night Trap*, but—with the possible exception of Pippen himself—the cast of *Slam City* makes stuff like *Tomcat Alley* look positively Shakespearean. The spectators, in particular, remind me of younger versions of the layabouts who used to pal

around with Fred in old episodes of the '70s TV sitcom *Sanford and Son*. The pimp-like Dolla' Bill has not been given one word of convincing dialogue, and most of the others have no problem fulfilling the expectations of such stereotypical roles as "hot babe" and "hip young brotha." (Don't blame me; both of those descriptions are straight from the manual.)

Naturally, *Slam City* carries on the long—though inexplicable—tradition of abusive first-person dialogue in Sega CD games. You'll be called a "fool" and told "you suck" as you struggle for revenge against each of the game's (admittedly skilled) opponents. After Juice called me "boy" and threatened to "drink me like milk" for the 20th time, I found myself wishing that she would do just that; hey, it sounds a lot more interesting than having her thrash me at basketball in front of a bunch of FMV ne'er-do-wells.

Despite its interesting subject, *Slam City* is still just another failed attempt at true full-motion video interactivity. Scottie deserves better—and come to think of it, so do I. An FMV football game, on the other hand... now there's an idea....

—Chris Bieniek



You'll be more respected when the ball gets rejected.

## EDITORS' RATINGS ▼

**CHRIS C.** 5  
A major disappointment. The game simply doesn't work.

**BETTY** 4  
I didn't like anything about it—from characters to gameplay.

**JIM** 2  
This should get "slammed"—into the nearest trash can!



"Boy, I'm gonna play you like a home entertainment system," says Juice. Huh?





**R**adical Rex—the name is so goofy it makes me cringe. Originally, I thought that I didn't want to play a game starring a dinosaur with a skateboard. But I also knew it couldn't be half as bad as *Mr. Nutz*, and I turned out to be right: *Radical Rex* is fun! If you've played either the Genesis or Super NES versions, you'll notice redesigned layouts as well as an enhanced soundtrack. And if you haven't played the game, the story goes something like this: Rex is a dinosaur (with a skateboard) who has to save his girlfriend Rexanne and the entire dinosaur world from the enemy mammal, Skriitch, who looks like a freaky squirrel (Mr. Nutz!). Not a very unique story.

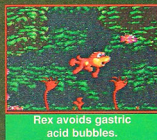
But some of the game play will definitely toot your horn. The game starts with Rex and his skateboard in your basic jungle—palm trees, vines, a variety of Mesozoic shrubbery. The skateboard whizzes you up and down a couple of hills and through some loop-de-loops. It disappears when you find your nose imbedded in the side of a cliff. Then you're on your own. You may find it in a later stage. But the skateboard isn't necessary for most of the game. Though without it, things seem to move a lot more slowly.

Each level offers a variation on the run-and-jump concept of game play. Journey through the intestinal tubes of a dinosaur (watch out for gas bubbles and harmful bacteria!). Swim through piranha-filled lagoons. Climb the bones of a giant dinosaur skeleton in outer space. Avoid enemies like the Leapsnake, the Saber-Toof, the Triceratops, the Spikosaur and the Headbuttosaur. It's not too hard, because you have the ability to breathe fire. First burn them, then kick them, and they disappear. Make sure to keep your fire-meter replenished by collecting Fire Fossils.

Other power-ups include the following: Heart Fossils that restore your health, Invincibility Fossils that make you invincible for five seconds and Air Bubble Fossils that allow you to breathe underwater. As you work your way through level after level, you'll pick up dinosaur eggs. If you've got 80 at the end of the level, you'll enter a bonus world that's a puzzle game.

Ultimately, *Radical Rex* is a thoroughly enjoyable platform game. Simple maneuvers and a variety of levels comprise a game that's good to go.

—Betty Hallock



Rex avoids gastric acid bubbles.



## BREAKDOWN ▾

## GRAPHICS

Characters are on the goofy side, but cute too.

## SOUND / MUSIC

Ignore the little song fest you throw up.

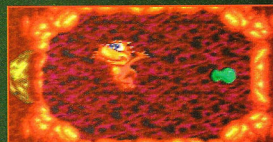
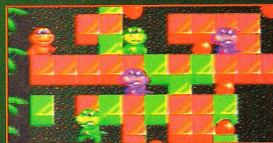
## PLAYABILITY

The skateboard actually enhances game play.

## OVERALL RATING ▸



"Dinosaur eggs aplenty."



## EDITORS' RATINGS ▾

## CHRIS B.

7  
Solid platform fun with excellent CD sound.

## CHRIS G.

6  
This cute dino gets to cause havoc in the strangest places.

## GABE

6  
I liked the gross stuff.

ACTIVISION

PHONE

(310) 473-9200

DEVELOPER

ACTIVISION

SIZE


CD

PLAYERS

1 OR 2



# THE LAWNMOWER MAN



## BREAKDOWN

<b>GRAPHICS</b>	6
Rendered in muddy-looking Sega CD-style.	
<b>SOUND/MUSIC</b>	7
The CD-quality sound that you'd expect.	
<b>PLAYABILITY</b>	5
The puzzles are kind of strange.	

**OVERALL RATING**

OKAY  
**5**  
VIDEOGAMES

The Sega CD version of *The Lawnmower Man* isn't the action game you saw in earlier cartridge versions. It's a 3D action game that is a translation of the PC version, with a larger variety of game play throughout its 12 levels.

The first level, "Cyber Boogie," is composed of a bunch of tunnels through which Dr. Angelo must maneuver without touching any walls. It's funny seeing Dr. Angelo morph into some kind of weird aircraft with legs. A suspiciously calm woman's voice instructs you with directions like "Go up," "Turn left," "Go down." So you push up on the directional pad, you push left on the directional pad, you push down on the directional pad.... It gets dull fast.

The levels that follow include *Dragon's Lair*-type game play with some puzzles thrown in, the most interesting of which is a level called "Tune In" that plays like the game Simon. There's also a maze with deadly Cyberbees that's also kind of interesting. If you open or close the wrong doors within the maze, the Cyberbees will be freed, and they will eat you.

The object of the game is to

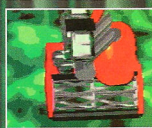
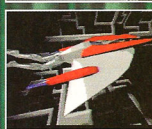
save Peter and Carla from Cyberjoke. They've been trapped by Cyberjoke in these Cyberstasis Spheres that are continually decaying and will eventually kill whatever happens to be inside them. That must be fun.

Like the PC version, the graphics are more exciting than the game play itself. According to the back of the box, graphic features include actual color footage from the film, high-quality images through a proprietary digitized process, widescreen interactive video game play, interactive ray-trace 3D graphic sequences, 360-degree cinematic panning and the incorporation of the computer-generated Cyberjoke as designed by Angel Studios. I didn't notice a lot of this stuff. The thing about the graphics that most impressed me was the death sequences. One shows Big Red, Cyberjoke's Cyber-lawnmower, looming toward Dr. Angelo and eventually chopping him up into tiny pieces. And the thing about the graphics that least impressed me was the actual film footage. It looks like mud.

Maybe you should just wait for *The Lawnmower Man 2* game.

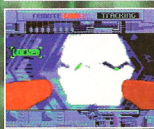
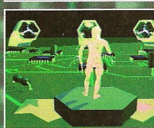
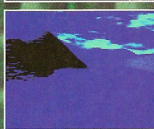
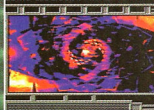
—Betty Hallock

STING CYBERJOB: MEMORY BIRKING



Big Red is looking for something to chew.

STING CYBERJOB: MEMORY BIRKING



## EDITORS' RATINGS

**CHRIS G.** 7  
This is the thinking man's platform game.

**CHRIS E.** 6  
The SGI stuff looks cool, but it's not as much fun as the cartridge versions.

**GABE** 4  
No control. Weak.



**"The Lawnmower Man will bite your Cyberbutt."**



**SCI**  
SCIENCE FICTION CLASSICS

PHONE

(310) 577-1518

DEVELOPER

SALES CURVE

SIZE

CD

PLAYERS

1



# SUPREME WARRIOR

"Great movie!  
Less game!"



**Y**es, it's absolutely true. Digital Pictures has made a fighting game, an honest to goodness, no holds barred full motion video slugfest. They've attempted this sort of thing before last year with *Prize Fighter* (a decent game) and this year's *Slam City* (which was, to be honest, a horrible basketball game). *Supreme Warrior* is Digital Pictures first attempt at the fighting games genre, and as you might be able to guess, Capcom aren't going to be shaking in their boots any time soon.

*Supreme Warrior* actually has an engaging storyline and neat full motion video sequences. You are a disciple of the White Robe temple of the Shaolin, and you have been

Digital Pictures



PHONE

(800) 262-5020

DEVELOPER

DIGITAL PICTURES

SIZE

CD

PLAYERS

1

entrusted with the care of one half of a powerful magical mask. The mad warlord Fang Tu wears the other half and wants the complete set so he can rule the world. He has returned to the village of Master Kai, the home of your mentor and the original guardian of the mask. Fang Tu was thoughtful enough to bring along his warlords and their bodyguards and has threatened to cut the hearts out of all the citizens unless his demands are met and the other half of the mask is given to him. You must do battle with all the warlords and their bodyguards and then defeat Fang Tu, or else all is lost. This is where the action begins.

Up until this point, the game is great, because the action and the plot are reminiscent of all the great Hong Kong fantasy Kung Fu flicks. There's melodrama, corny special effects (people fly through the air, etc.), great costumes, beautiful locations, cool opponents and supporting characters (Vivian Wu, who plays your ally Wu Ching, should get her own game), and an interesting plot. I was jazzed, because the whole time I felt like I was watching *Kung Fu Theatre*.

As you can see from the pictures of *Supreme Warrior*, the gameplay is in the first person (and the graphics on the 3DO version, which all these pictures are from, are much better than the grainy rainstorm of the Sega CD version). Your hands are extended, and from this position you can execute your various punches, kicks and special moves. Surprisingly, the game is smooth and there is little or no lag time be-

tween cuts in the action. This doesn't save the game, though, because the fundamental thing about fighting games, which I love, (which this game doesn't possess) is their complete open-endedness. You can't jump over your opponents or ever truly avoid them. Your attacks are based almost entirely on what they are doing instead of what you are doing. Compared to *Street Fighter*, this is not a fighting game.



*Supreme Warrior* looks like a million bucks.

Quite simply, it's a drag. Otherwise *Supreme Warrior* has a lot going for itself. A criticism that I would level at Digital Pictures is that their obsessiveness with FMV gameplay often works against them. As I said before, the exposition scenes from *Supreme Warrior* are the best they've ever done, but it just doesn't work when you're fighting somebody. I was imagining what DP could have done if the fighting sequences were done à la *Virtua Fighter*: I wouldn't have complained a bit. If the game was a balanced mix between a video game and ultra-cool live action Kung Fu, I would've kissed the CD and adopted it. Come on Digital Pictures, we wouldn't have been upset if some of the game wasn't FMV.

—Gabe Soria



So, you think your Kung Fu is stronger than mine?!

## BREAKDOWN ▼

### GRAPHICS

Looks just like classic Hong Kong fantasy.

### SOUND/MUSIC

There's a Cantonese option!

### PLAYABILITY

Plays like a wet brick.

**OVERALL RATING**



## EDITORS' RATINGS ▼

### CHRIS G. 7

It's like *Kung Fu Interactive*!

### CHRIS B. 6

The FMV is great—the best Digital Pictures footage yet—but the play leaves a lot to be desired.

### BETTY 6

The intro is amazing! The game looks good but plays crappy.





**Y**ou've seen the films, you've seen a substandard version on the Sega CD. Now, if you're lucky enough to have a 3DO, you can play the closest thing to the actual computer game. *Rebel Assault* has arrived for the 3DO home system and it's a doozy.

If you're not familiar with *Star Wars*, then you should be, and if you're not familiar with *Rebel Assault*, where've you been? It's the best-selling entertainment CD-ROM ever! And for good reason, as this 3DO release proves. In this simulation game, you play Rookie One, a newly recruited pilot for the Rebel Alliance, which struggles against the tyrannical and almost undefeatable forces of the Empire. In the course of the game you fly various missions against Imperial targets in space and on planets. At one point you can even get out of your ship and blast Stormtroopers on foot!

You start off in training missions to prove yourself. These take the form of piloting tests which put your nerves and your trigger finger under intense scrutiny. In these training missions you fly through canyons on Tatooine, bomb robot drones,



and fly an A-Wing through treacherous asteroid fields.

Once you pass the exams without killing yourself, you're rudely thrust right into the middle of the war when the Empire threatens a Rebel installation. This is where things start shooting back, so beware!

I can't really explain how cool this game is. It makes you feel like you are the star of a new *Star Wars* saga. The mis-

**BREAKDOWN** ▼

**GRAPHICS** 9  
Makes you want to be a Jedi Knight.

**SOUND/MUSIC** 10  
John Williams in his heyday; great blaster FX.

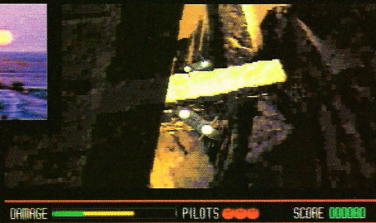
**PLAYABILITY** 6  
More freedom of movement would be cooler.

**OVERALL RATING** ▶ **9** EXCELLENT

**VIDEO GAMES**



# REBEL ASSAULT



These are some of the amazing levels in *Rebel Assault*.

sions, instead of being random attacks on the Empire, follow each other in logical progression, and a story develops. In the animated scenes (of which there are many) you learn more about your friends, as well as your enemies. It's all very melodramatic. There's even a good death scene or two thrown in for good measure. They also make the game seem much more personal.

The graphics are first-rate and blow away the shoddy Sega CD version of *Rebel Assault*. In fact, they come close to matching the superb graphics of the original PC version. The music is wonderful, absolutely top-notch. The controls are competent. Sometimes the lack of total

control over your ship in the first-person flight sequences can be depressing, but the overall feel of the game is the most important thing, and overall it feels great!

The fact that this game is so great gives me hope that Lucasarts will soon see the 3DO as a viable platform for future games. Maybe down the road we'll see 3DO versions of *X-Wing* and *Tie Fighter*, both excellent computer games. I'm crossing my fingers and so should you. It's a long way until 1998 and the premiere of the new *Star Wars* movie, and until then I'll need all the substitutes I can get.

—Gabe Soria

**"This game rocks harder than AC/DC."**



## EDITORS' RATINGS

**CHRIS G.** 5  
Great sound and graphics but you are still stuck on a track. If it weren't for *Star Wars*, this game would be as bad as *Microcosm*.

**JIM** 4  
Sorry, if I want to watch a movie, I'll rent one.

**3DO**



PHONE  
(415) 721-3333  
DEVELOPER  
LUCASARTS  
SIZE  
CD  
PLAYERS  
1



"Pilot..."



"...to Co-Pilot!"



# 3DO the Need for Speed



## PHONE

(415) 571-7171

## DEVELOPER

ELECTRONIC ARTS

## SIZE

CD

## PLAYERS

1



That Porsche is about to get dusted by this NSX!

Use the "Highlight Reel" feature to relive all the glory!



Unlike the real world, it's not too hard to outrun the law!



In *Need for Speed*, you can even drive backwards!



Plenty of options, like choosing your opponent's car!



## SHUT-UP!

"X-Man" is severely annoying! Luckily, you can tape his stupid mouth shut!



"The THINKING MAN's racing game."

## CRASHING is easy as



## EIGHT ULTRA-COOL EXOTICS TO CHOOSE FROM!

Ferrari 512 TR

Dodge Viper

Acura NSX

Mazda RX-7



Lamborghini Diablo

Toyota Supra

Porsche 911

Corvette ZR-1



## EDITORS' RATINGS

**CHRIS G.** 9  
Great racing, stunning collisions!

**BETTY** 8  
You'll like it as much as you did *Road Rash*!

**CHRIS B.** 7  
The name says it all—this game definitely needs more speed. It's actually incredibly slow!

## BREAKDOWN

**GRAPHICS** 9  
Real, man! EA—bring out an accessory disk!

**SOUND/MUSIC** 8  
Good, but the engine sound could be "meatier!"

**PLAYABILITY** 7  
Competition is weak, but you'll still have a blast.

**OVERALL RATING**

COOL



**A**fter my run-in with *Bubsy* this month, I knew it was gonna take a good game to bring my spirits back up. Ha-haaa! *Need for Speed* is not only a good game, it had me glued to my screen for hours!

*NFS* lets you drive like a lunatic in cars you can't afford: Lamborghini Diablo, Acura NSX, Ferrari 512TR (I've always wanted to drive a Ferrari!); all the big boys are in here. You get to sort of "test drive" a car before you race it via some pretty cool Full Motion Video. I usually cringe at the sight of FMV, but it really works here by showing scenes of each car in action. It's a nice touch and adds to the authenticity of the game.

You can either go against the clock or take on the computer opponent, "X-man." (Oh, *that's* original!) Next, you pick where you want to drive. The three tracks provided may not seem like much, but each one is broken down into three distinctly different areas, so you're actually getting nine tracks in all.

*Need for Speed's* graphics are hot! Electronic Arts has taken the amazing *Road Rash* engine and tuned it to near-sim-perfection. The one thing that has always irked me about driving games is the fact that what you see out on the horizon, scenery-wise, never really "comes" to you. You can throw that out the window! This game is absolutely, without hesitation, the most realistic driving sim available for the home so far—it moves like butter! You get three different camera-views: two outside the car and one inside. Switching views is fun, but nothing beats sitting directly behind the wheel. The inside-view is so cool because each car's interior is a digitized image of the real deal! The speed/tach gauges are functional, you have a rear-view mirror, and each time you shift, a little window comes up displaying the car's unique gear-shift in action. Along with all that, you get a radar detector—vital for spotting the law.

While the visual side of *NFS* rocks to the maximum, more attention should've been paid to playability. Don't get me wrong; it feels like you're really driving and it can be a blast, but the game just doesn't get *competitive* enough. Most of the time is spent maneuvering through traffic and rarely do you interact with your one and only opponent, X-man. This is more of a course in Driver's Ed than it is a hard-core, down-and-dirty competition. It's a lot like real-life; you weave around other cars on the highway and try to get where you want to go as fast as possible without someone having to pry you out with the "jaws of life."

*Need for Speed* is begging for a sequel. Hopefully, if it happens, we'll see multiple competitors who are more aggressive and maybe even some shoot-outs with the cops. It could be called something like, *Against the Law*. That would be *intense*!

If you own a 3DO and don't add this game to your collection, you're really missing out. It's not perfect, but it feels so real, you won't care! (And, man...being able to finally drive that Ferrari doesn't hurt, either!)

—Jim Loftus



## KASUMI NINJA



If you're looking for a great Jaguar fighting game, you'll have to wait a bit longer.

I can imagine what the Atari board meeting must have been like: A suit nervously pitches the first Jaguar fighting game by emphasizing its "gore factor," loads of "hot babes," and digitized "actors," and their popularity with the kids. "All we have to do," he says, "is package the whole thing in an inane storyline, and we can clean up!" Mr. Big, his mysterious boss, nods silently and waves his hand dismissively. And so begins *Kasumi Ninja*'s journey to the public!

You Jaguar owners have finally gotten your wish: Atari has gifted you with a fighting game. And is it any surprise that they released a pretty lame excuse for one? *Kasumi Ninja* takes place on Kasumi Island, where a tournament of sorts is taking place, a competition which will somehow affect the fate of the world. Stunning originality aside, the plot functions as a device to bring together champion fighters from throughout history. In addition to two ninjas from the island of

posed to be digitized, but they look bad. Even the motley crew from *Way Of The Warrior*

looks better than this bunch. And what's that you say? The 3DO is a 32-bit machine? And *Mortal Kombat II* on the SNES looks better than this, and that's a 16-bit clunker? Geez, the math Atari wants me to do must be that *now* math. I get it now! Pardon me for being so stupid!

Personally, I can't imagine anything more distasteful than playing a fighting game with the Jaguar's dreadful controller, and as you can imagine, it is not well-suited for beat-'em-ups. If you thought the 3DO controller was a pain, try to pull off a special move, much less a combo of any sort. I dare you. By no means am I a master of fighting games, but within the first five minutes of playing *Mortal Kombat*, I learned a few moves. Not so with *Kasumi Ninja*.

Most moves are "charged" with the controller's "C" button, but the physical construction of the Jaguar controller hardly allows one to charge a special move and defend oneself at the

same time. It's ridiculous! Haven't those guys at Atari learned the meaning of the word "ergonomic" yet? It's only mentioned in every car and computer commercial. Just so you know, it has something to do with designing things so that they function well in accordance with people, or something crazy like that.

But this isn't a review of the Jaguar's controller, this is about *Kasumi Ninja*. Boy, was I rotted out over this one. The Jaguar has had some really great games come out recently (*Doom*, *AVP*, *Iron Soldier*), but this one's not even in the same class as the games mentioned above. Some of the backgrounds look pretty good, and yes, there's a lot of blood and plenty of female flesh, but if I wanted gore and scenery, I could watch a National Geographic special on the jungle. I don't get my jollies from video-game characters. Innovation was what I was hoping for, and Atari has just marched out all the old conventions. Nice try but no cigar. Scratch that—it wasn't even that nice of a try.

—Gabe Soria

ATARI

PHONE

(800) GO-ATARI

DEVELOPER

HAND MADE SOFTWARE

SIZE

32 MEC

PLAYERS

1 OR 2

## EDITORS' RATINGS

JIM

4

This is blood just for the sake of blood. Coating a sorry game with bodily fluids does not save it. Check into something called "GAME PLAY."

CHRIS B.

4

The controls are bad, the secret moves are frustrating and the soundtrack sucks.

"BLOOD JUST FOR THE SAKE OF BLOOD IS LAME."



## BREAKDOWN

## GRAPHICS

Considering the Jaguar's claims, unimpressive.

## SOUND/MUSIC

Horrible music and dismal voice samples.

## PLAYABILITY

Phooey! I give up!

OVERALL RATING

WEAK

4



## KASUMI NINJA FIGHTER SELECTION



SENZO



PAKAWA



DANJA



THUNDRA



CHAGI



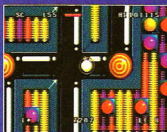
ALARIC



ANGUS



## ZOO L2



Yummy, isn't it?

**"Watch out for those eggs on legs."**

If you're not tired of cutesy platform games and happen to own a Jaguar, this game may suit you well. With an additional character, more intricate levels and candy that actually looks edible, I'll say this much: As far as cartridge versions go, *Zool 2* is the best *Zool* game yet.

Though the graphics in *Zool 2* aren't up to 64-bit par, they are a definite improvement over the Genesis version of the original *Zool*. The candy looks absolutely yummy—like some sort of Dr. Seuss jackpot. Plus lots and lots of color doesn't hurt. And even the enemies are cute. But don't let their innocent looks fool you. My favorite enemies are the eggs on legs. Shoot them once and their candy-colored shells bust open to reveal sweet surprises, as well as the little creatures that happen to be living within those shells. You'll have to shoot them too. Who would have known? An injury-inducing egg.

Game play is very similar to the original and is also rather predictable. Despite levels that lead you in more directions, it ends up feeling like you're plodding. *Zool*'s got the same "ninja" moves as before: run, jump, shoot, climb and what I call "the super spin." The only extra move I came across was the back flip. All in all, I was disappointed by the game's lack of depth. Collect some goodies, kill a few baddies, find the exit, and after a couple of levels, fight the boss character. I've done this too many times.

But the added benefit of a female character is very exciting. I mean it. You have the option of playing as *Zool*, "*Zool*'s brave and beautiful companion," according to the manual. She has a nice ponytail too.

Despite the fact that *Zool 2* can be fun to play for a while, I couldn't help but wonder why something more original wasn't released as one of the Jaguar's first platform games.

—Betty Hallock



### EDITORS' RATINGS

**CHRIS B. 6**  
Can't beat *Sonic*, but it's more involving than *Bubsy*. What are Chups?

**CHRIS G. 4**  
A decent action game, but unfortunately this is also nothing special; 64-bit action games have a lot of hype to live up to.

### BREAKDOWN

**GRAPHICS 6**  
Cute and colorful, but looks like 16-bit stuff.

**SOUND / MUSIC 8**  
A lot of little popping noises.

**PLAYABILITY 6**  
Little, tiny enemies that annoy you.

**OVERALL RATING**

**GOOD 6**  
VIDEO GAMES

### PLAYER SELECT



*Zool* lets you choose between male and female characters!







WONDERLAND



ARABIAN NIGHTS



THE DEEP



THE BEANSTALK



BUBSY &amp; GRETEL



# BUBSY™

IN  
FRACTURED  
FURRY TALES

**"Bubsy shows absolutely no signs of being 64-bit."**

like t-shirts, which make you invincible or give you extra lives.

First off, this game is a "one-hit wonder" in that you die from your very first contact with an enemy.

Granted, you start out with nine lives (I get it...tee-hee!), but this makes for frustrating game play. I mean, it can make you so mad, you'll feel like smashing your Jag controller! The levels do have markers to save your progress, though, so it's not the end of the world. Another thing I noticed about Bubsy's newest adventure is that it's pretty much devoid of any originality as far as play mechanics go. Just run and jump and bounce on heads. Wow!

Graphically, except for the cool rotating "Bubsy Balls," *Fractured* shows absolutely no signs of being a

**B**ubsy must truly have nine lives. The Sonic-wanna-be died in two previous efforts, and now he's back for more abuse; this time on the Jag. Is it just me, or does Bubsy have an identity crisis? I'm beginning to wonder if Accolade is even aware of the possibilities. The sequels sure don't show it. In all fairness, I don't think the answer lies in Bubsy the character as much as it lies in what has (and hasn't) been done with him.

As I plugged in *Fractured Furry Tales*, my hopes for ol' Bubsy were refueled. I mean, what better way to make a video-game comeback than to blow everyone away—64-bit style?



Yeah, "Let's all torch the Bubster!"

Unfortunately for Bubsy (and for any dreams Accolade had for mass-merchandising Bubsy toys, games, t-shirts, etc.), this latest installment is nothing to get pumped-up about.

As the title indicates, all of the fairy-tale worlds have been screwed up somehow, and Bubsy's job is to pounce on heads now and ask questions later. Some of the levels include: Bubsy and the Beanstalk, Bubsy and Gretel, Bubsy in WonderLand...you get the picture. Throughout your travels, you also collect "Bubsy Balls" for points and items

true 64-bit game. Or 32-bit. 16-bit is more like it. Even so, Bubsy is poorly animated. The only funny thing he did was tap on the TV tube after being left motionless. The backgrounds? Just try your best not to fall asleep, okay?

If there's one thing Bubsy is, it's consistent. This time, we're offered more of the same uninspired, run-jump-and-pretend-you're-having-a-good-time play mechanics. To add insult to injury, this is supposed to be 64-bit! I'm sorry, but enough is enough. I have nothing against action/platforms (or any other game, for that matter), as long as I'm given the impression that someone actually cared about the finished product. But if the market becomes

flooded with games like this, we are all in trouble.

This is the type of product which spelled disaster for us the first time, and I'd hate to see it happen again.

—Jim Loftus

## EDITORS' RATINGS

**CHRIS G. 4**  
64-bit my butt!!!! Been there, done that. No thanks.

**CHRIS E. 4**  
The new levels are nice, but the controls are sluggish and Bubsy can't glide as far as he used to. What happened to the cool death scenes?

## BREAKDOWN

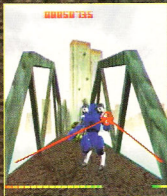
**GRAPHICS 2**  
(Knock, knock) Hello?...Atari?...anybody home?  
**SOUND/MUSIC 2**  
If I hear "The Bubster" one more time, I'll lose it.  
**PLAYABILITY 4**  
"One-hit wonders" really suck.

**OVERALL RATING**

**4**  
VIDEO GAMES







PHILIPS  
MEDIA

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DEVELOPER

INFOGRADES

SIZE

CD

PLAYERS

1

**A**n alien race, known as the Keshran, intercepts the *Voyager* probe and consequently discovers Earth's coordinates. These are not friendly people. So, once the Keshran locate the probe's origin, they've pretty much got it in their heads to attack and conquer. Obviously, Earth doesn't like this, and trouble ensues.

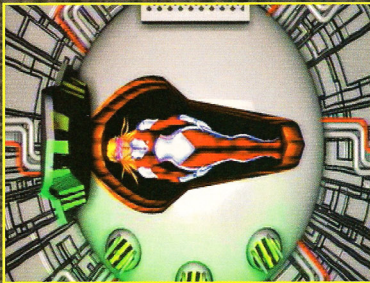
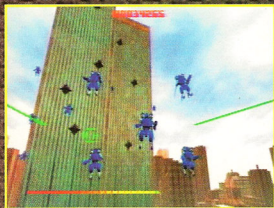
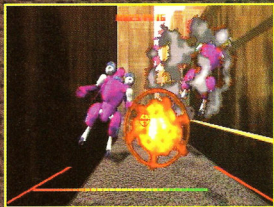
As mundane as this story may sound, it's presented well (without full-motion video, thank you), and the subplot is detailed by animated sequences that are captivating. The developers have included a little bit of everything: romance, intrigue, heartbreak and even a little bit of (somewhat innocent) nudity. Pretty racy!

You play as Lieutenant Jessica Darkhill (a name with metaphorical overtones if ever I've heard one). I was thrilled right then and there. I finally get to play a first-person perspective simulation game as a woman! As her superior, her father begrudgingly assigns her

to lead a mission against the aliens.

The game starts over Manhattan. You'll see skyscrapers, the Hudson River and the Statue of Liberty. The rendered graphics are truly astounding: Clouds are strewn across the sky, a mist clings to bridges and buildings, and waves collide as your fighter ship skims the water.

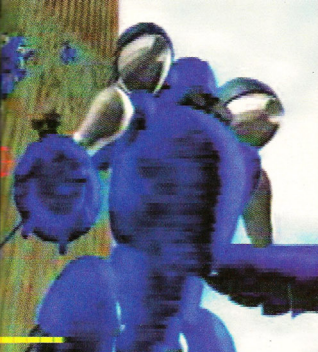
The enemies are a unique combination of humanoid robots and insect-shaped airships. You won't see anything like this in *Shock Wave*. The attention to detail is amazing. The huge, flying robots have monstrous eyes, one on top of each shoulder. It looks really freaky when they're coming straight at you. Because the airships look like ants and the tanks look like caterpillars, it



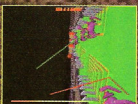
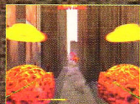
LOTS OF  
COOL  
CHARACTERS  
TO MEET!







Save the Statue of Liberty!



## BREAKDOWN ▼

## GRAPHICS

Amazingly realistic rendered backgrounds.

## SOUND/MUSIC

Music that gets you in the mood for shooting.

## PLAYABILITY

A great shooter that needs a worthy controller.

OVERALL RATING ▶

GREAT  
8  
VIDEO GAMES

would appear that bugs are taking over Earth. (My worst nightmare!)

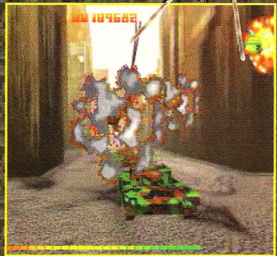
The flight path is predetermined. As the player, you have absolutely no control over the direction in which your craft is heading, but the track is exciting. You'll zoom between buildings and under bridges and through computer chips.

Yes, at one point, you're inside a computer fighting off a virus that can only be destroyed "physically." The viral enemies look like purple spiders or red and yellow beetles. The boss arises with a bulbous body and several legs from what looks like a pool of liquid.

The shooting itself is a lot of fun, but the CD-i controller needs some work. Don't even try the remote controller. It's a pain in the butt, not responsive at all. The main menu includes an "options" screen. The only options are "slow cursor" and "fast cursor." Now, why would anyone want a slow cursor?!

Regardless, *Chaos Control* is an excellent shooter. You'd be hard-pressed to find a more entertaining game on CD-i.

—Betty Hallock



## EDITORS' RATINGS ▼

## CHRIS G.

Breathtaking images from another world with music and sound effects good enough for a big-budget sci-fi movie.

## CHRIS B.

Great full-motion video scenes, but the explosions simply cover the video image until it is off-screen. Still, a fun shooter.

"The most fun I've had with the CD-i machine."





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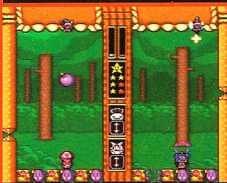
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# CAPSULE REVIEWS

March 1995

SUPER NES

## WARIO'S WOODS • NINTENDO • 1 OR 2 PLAYERS • 8 MEG



If you like *Tetris* but you wish it were about a zillion times more confusing, then *Wario Woods* is a game for you. In this puzzle strategy game, you play a little mushroom guy (or villain) who runs around the bottom of a well, throwing bombs around, hoping to blow up colored blocks and beat your opponents. Unlike *Tetris*, this game isn't easy to understand right off the bat and you might find yourself losing a lot at the easiest level for a while. While it's a lot different from *Tetris*, it's still kind of confusing and difficult. The graphics are cute and colorful though, and that's cool. Beautiful eye candy is a plus.

## BREAKDOWN

- GRAPHICS** 7  
Those mushroom guys are cute.
- SOUND/MUSIC** 6  
*Wario's Woods* is in THX.
- PLAYABILITY** 6  
Incredibly confusing, but rewarding.

OVERALL  
RATING

GOOD  
6  
VIDEOGAMES

SUPER NES

## JURASSIC PARK PART 2 • OCEAN • 1 OR 2 PLAYERS • 12 MEG



Yet another tarnished jewel on the *Jurassic Park* franchise crown has arrived—it's called *Jurassic Park Part 2: The Chaos Continues*, and we can only hope that this isn't what Steven Spielberg has in mind for the sequel. In this tremendously tedious run-and-shoot game, you travel around the island and perform boring adventures on screens that begin to look a bit too familiar level after level. The graphics are pretty cool, but that doesn't save this game from being a sustained exercise in tedium.

## BREAKDOWN

- GRAPHICS** 7  
A step down from ILM's dinosaurs.
- SOUND/MUSIC** 7  
These terrible lizards shriek nicely.
- PLAYABILITY** 5  
Gets tired almost immediately.

OVERALL  
RATING

GOOD  
6  
VIDEOGAMES

SUPER NES

## LEMMINGS 2: TRIBES • PSYGNOSIS • 1 PLAYER • 8 MEG



The *Lemmings* games are fun and addictive, but do they deserve a sequel? Psygnosis thinks so, and so they've gifted us with *Lemmings 2: Tribes*, which introduces a slew of different lemmings and their new special abilities. Guide the lemmings through various puzzles and please try not to kill all of them—that's the point of the whole exercise. The graphics are the same as they ever were, simplistic but functional. The gameplay is about the same: entertaining and different. If you're a fan of the original game, *Lemmings 2* is a worthy sequel. If you've never tried it before, and are a fan of strategy-type games, you'll dig it.

## BREAKDOWN

- GRAPHICS** 7  
The lil' lemmings are small and cute.
- SOUND/MUSIC** 6  
About the same as the first *Lemmings*.
- PLAYABILITY** 7  
Entertaining and addictive.

OVERALL  
RATING

COOL  
7  
VIDEOGAMES

SUPER NES

## 3 NINJAS KICK BACK • SONY IMAGESOFT • 1 OR 2 PLAYERS • 8 MEG



This sort of game is an insult to the intelligence of all thinking beings, but it must be reviewed. Does anybody actually care about a game adapted from a dismal movie like *3 Ninjas Kick Back*? Hopefully not. That said, the game is your standard platform action with cutesy graphics that revolve around a trio of suburban ninja-kids who say witty things like, "Let's kick butt!" Been there, done that. Ho-hum. So when is that Sony PlayStation coming out?

## BREAKDOWN

- GRAPHICS** 5  
Ugly little ninja kids cavort.
- SOUND/MUSIC** 4  
Can't say it made an impression.
- PLAYABILITY** 4  
Not really.

OVERALL  
RATING

WEAK  
4  
VIDEOGAMES



## 3 NINJAS KICK BACK • SONY IMAGESOFT • 1 OR 2 PLAYERS • 12 MEG



This is exactly the same game as its SNES counterpart, and that means that it's still fairly weak. You play one of three ninja brats from that awful movie who run around, jump around, and fool around. It's a fairly standard platform game: fight the enemies, break their backs, collect power-ups, and so on and so forth. Go save yourself some time and move on to better things unless you absolutely loved the film. Homework can be more exciting: Have you ever studied the Civil War? Or better yet, try watching gladiator movies.

## BREAKDOWN

## GRAPHICS

Petite ninjas are all the rage.

## SOUND/MUSIC

Ohmigod, the characters say "Ow!"

## PLAYABILITY

Nothing unique or engaging.

OVERALL RATING

OKAY  
5  
VIDEO GAMES

## ESPN SPEED WORLD • SONY IMAGESOFT • 1 OR 2 PLAYERS • 12 MEG



There are so many option screens for this game that you might be led to believe that you're in store for the ultimate racing experience. Wrong. Unless your idea of "ultimate" involves tooling around boring circular courses somewhere in the South, toward a poorly rendered horizon surrounded by ugly stock cars. There's no sense of a true racing simulation—the sensation of movement is completely absent. Watching stock car races on TV is fun, this is not. A good reason to buy a 32X and *Virtua Racing Deluxe*.

## BREAKDOWN

## GRAPHICS

Sadly lacking during the races.

## SOUND/MUSIC

Boring, uninspired.

## PLAYABILITY

Weak control at best.

OVERALL RATING

WEAK  
4  
VIDEO GAMES

## MARY SHELLEY'S FRANKENSTEIN • SONY • 1 PLAYER • 12 MEG



You play Frankenstein's monster, from the most recent Franky flick, *Mary Shelley's Frankenstein*. (Funny thing is that the character animation contains the same limp that De Niro's monster had in the film.) Unfortunately, this means that everybody hates you. Another in a long series of movie tie-in platform games that have little or nothing to do with the film itself. The graphics seem rushed, the game is pointless and the only redeeming things about it are the monster's cool shuffle when he walks and the fact that he looks like he's going up for a slam dunk when he jumps. Bad movie tie-in.

## BREAKDOWN

## GRAPHICS

The characters move realistically.

## SOUND/MUSIC

The music sounds very tinny.

## PLAYABILITY

Weak.

OVERALL RATING

OKAY  
5  
VIDEO GAMES

## X-MEN 2 • SEGA • 1 PLAYER • 16 MEG



It's bigger, it's better, it's bolder, it's spicier! It's the sequel to Sega's old *X-Men* game and it's awesome! Yes, it's a platform game, but it's a fun and interesting platform game. Novel concept, eh? Run around as Psylocke or the other X-Men and defeat the evil schemes of the bad guys. Thin plot aside, it's an enjoyable ride. Cool new moves for each character and some great animation for these incredible heroes. Great gameplay overall. Make sure you use those mutant powers wisely. (So, when is there gonna be an X-Men movie?)

## BREAKDOWN

## GRAPHICS

Nice and colorful, the way you like it.

## SOUND/MUSIC

Decent, but not awe-inspiring.

## PLAYABILITY

The X-Men come to life on your Genesis.

OVERALL RATING

GREAT  
8  
VIDEO GAMES

## TEMPO • SEGA • 1 PLAYER • 16 MEG



Tempo is a new character of indeterminate species, a suave little guy who runs around his platform world and bops other creatures of indeterminate origin. Apparently he likes music as if it were going out of style, so he takes any opportunity he can to get funky by grabbing "dance" icons. *Tempo* is actually quite fun to play; it has groovy backgrounds (buildings that shimmy, etc.) and cool villains, like the sleepy-eyed basketball meanies. All in all, it's an entertaining ride.

## BREAKDOWN

## GRAPHICS

Are the characters bugs or what?

## SOUND/MUSIC

Tempo has rhythm.

## PLAYABILITY

Nothing new but not bad.

OVERALL RATING

COOL  
7  
VIDEO GAMES



3DO

## CRIME PATROL • AMERICAN LASER GAMES • 1 OR 2 PLAYERS • CD



*Crime Patrol* is an excellent shooter! You may remember other American Laser Games games like *Mad Dog McCree*, *Who Shot Johnny Rock?* and *Space Pirates*. *Crime Patrol* is the best yet! The live action looks cool, and the sound effects and music underscore the suspense. Shoot gang members, armed robbers, skinned villains, drug dealers, mob bosses, and car thieves. Start at Rookie level, then work your way up through Undercover, Detective, SWAT team, and Delta Force. The situations get tougher as you go. Watch out for innocent victims—shooting them ends the game. It's like playing *COPS* Interactive!

## BREAKDOWN

## GRAPHICS

It looks just like the arcade game.

## SOUND/MUSIC

Bullets fly, glass shatters, mayhem!

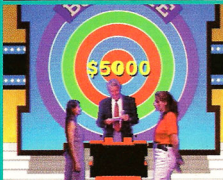
## PLAYABILITY

It plays great with the GAMEGUN.

OVERALL  
RATINGEXCELLENT  
9  
VIDEO GAMES

3DO

## FAMILY FEUD • GAMETEK • 1-A FAMILY OF PLAYERS • CD



Gametek's *Family Feud* boasts over 4,000 new survey questions and answers taken from the actual television show. And some of them are toughies. Richard Dawson isn't the host, so you won't see any gratuitous smooching—too bad. The best thing about the game is the fact that you can customize the families. There's the Williamsses (a white family), the Murrays (a black family), the Sanechezes (they look white), and the Kheras (an Indian family). Where's the Asian family? You can customize each character's name, age, sex, hobbies, occupation, and level of intelligence—from hopeless to genius. A blast to play with a group!

## BREAKDOWN

## GRAPHICS

A bit on the fuzzy side.

## SOUND/MUSIC

Accurate, not a lot of dialogue.

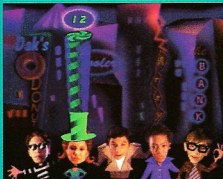
## PLAYABILITY

Play it with a family, and it's fun!

OVERALL  
RATINGCOOL  
7  
VIDEO GAMES

3DO

## STATION INVASION • 3DO • 1-5 PLAYERS • CD



The basis for the game (a bunch of kids taking over a TV station) is pretty unbelievable. And the kids themselves are really dorky, but the sets are colorful. Each player chooses a TV show to produce and obtains high ratings by solving various puzzles. The ratings are based on how well you do when you complete the puzzles, not on the quality of the show itself. It's too bad that you don't get to see more of the shows, as they're pretty entertaining—just a couple of clips here and there. The puzzles are very simplistic, good perhaps for a very young audience. The most interesting show is the soap opera, *Sundaes of Our Lives*.

## BREAKDOWN

## GRAPHICS

Characters and sets look very surreal.

## SOUND/MUSIC

From dorky rap to happy pop.

## PLAYABILITY

So-so puzzles and lots to do in between.

OVERALL  
RATINGGOOD  
6  
VIDEO GAMES

3DO

## LET'S PLAY SOCCER • INTELLIPLAY • CD



*Let's Play Soccer* is packed with information. It stars U.S. World Cup team member John Harkes, University of North Carolina team captain and two-time NCAA National Player of the Year Mia Hamm, and Zachery Ty Bryan from the TV show "Home Improvement." Despite their "star status," the repartee is pretty yawn-inspiring. But they do offer a lot of information. All the basics for defensive and offensive strategies and theory. As well as specific instructions on stance, angling, channeling, etc. This is an interactive instructional CD, but if *FIFA International Soccer* for 3DO turns you on, this title may interest you.

## BREAKDOWN

## GRAPHICS

Something "blah." Choppy cinepak.

## SOUND/MUSIC

Peppy dialogue and upbeat music.

## PLAYABILITY

Informative, but a bit on the boring side.

OVERALL  
RATINGGOOD  
6  
VIDEO GAMES

3DO

## WORLD CUP GOLF HYATT DORADO BEACH • U.S. GOLD • 1 PLAYER • CD



There are better golf games for 3DO. *World Cup Golf Hyatt Dorado Beach* is just difficult to use. The shot display, or the shot dialogue box, includes control arrows, power meter, sweet spot, swing meter, and tolerance zone. The interface is not very user-friendly. The point-and-click mechanism is a turn-off as well. It takes away from what could have been a more realistic experience. The game allows you to create, replace and delete players, adjust playing conditions and use practice facilities. There are plenty of game options, but they don't exactly make the game more fun.

## BREAKDOWN

## GRAPHICS

The backgrounds looked the best.

## SOUND/MUSIC

Adequate, though not memorable.

## PLAYABILITY

It's difficult to aim and swing.

OVERALL  
RATINGOKAY  
5  
VIDEO GAMES



## PRIME • SONY IMAGESOFT • 1 OR 2 PLAYERS • CD



Kevin Green is a 13-year-old kid who occasionally transforms into the super-bulky superhero, Prime, as the result of experiments performed on his mother prior to his birth. Now that his girlfriend has disappeared during a trip to the mall, this mutation sure comes in handy. In this side-scrolling beat-'em-up, you'll battle the likes of Malvollo, Keel, Blot, Kong, Gator, Chud, Remo, Batwing, Lizard Man, Prototype and Wrath. The enemies look worthy of the name "enemies." The gameplay's not very original, and the graphics aren't spectacular, but it's a blast to play! As a bonus, you also get *Microcosm* on the same disk.

## BREAKDOWN

<b>GRAPHICS</b>	7
<b>SOUND/MUSIC</b>	7
Colorful, cartoony, like the comic book.	
<b>PLAYABILITY</b>	7
Dark, thoughtful, suspenseful.	
Cool side-scrolling beat 'em up.	

OVERALL RATING

COOL  
7  
VIDEO GAMES

## SPACE ACE • READYSOFT • 1 PLAYER • CD



Get over *Space Ace* and move on with your lives! Geez! It's the same thing over and over again. The cartridge versions were a little bit different, but all the CD-based versions are almost identical, except that the quality of the video varies. The Sega CD version has the worst graphics yet. Undoubtedly, it was a good arcade game and the Sega CD plays pretty much like the arcade version. The graphics aren't as clean as the superior CD-I version; in fact, they look like mud. Fortunately, the sound effects are good. But it all ends up being something you've already seen and heard five hundred times before.

## BREAKDOWN

<b>GRAPHICS</b>	4
<b>SOUND/MUSIC</b>	6
Brown and muddy—yuck!	
<b>PLAYABILITY</b>	7
Nice spacey sound effects.	
Consistent with the arcade version.	

OVERALL RATING

GOOD  
6  
VIDEO GAMES

## 3 NINJAS KICK BACK • SONY IMAGESOFT • 1 OR 2 PLAYERS • CD



The character animation looks terribly crappy. The gameplay is okay and might even be considered "innovative." What looks to start out as a platform game also encompasses a couple of simulation levels, albeit sort of dumb simulation levels. One's a skateboarding simulation that takes place on the streets, in which you have to take on the bad guy with your supply of shurikens. The other is a hang gliding simulation in which you have to fly through targets while also getting rid of the ninja enemies that are trying to knock you down. As a bonus, the game also comes with *Hook*.

## BREAKDOWN

<b>GRAPHICS</b>	4
<b>SOUND/MUSIC</b>	9
Tiny, ugly characters—bad animation.	
<b>PLAYABILITY</b>	6
Incredible—sounds like a movie score.	
Plays sort of like <i>Indiana Jones</i> .	

OVERALL RATING

OKAY  
5  
VIDEO GAMES

## JEOPARDY! • SONY IMAGESOFT • 1-3 PLAYERS • CD



The game's best feature is the option to select different personalities for each contestant. And that's absolutely the most exciting thing about *Jeopardy!* Otherwise, just watch the darn thing on TV and try to answer the questions. And there's as much gameplay in the cartridge versions, so why spend the extra bucks on the CD version? Alex Trebek is truly annoying since all he ever says is, "No, that's not correct." The lack of music and sound effects makes this one dull to play—it's soooooo quiet. A trivia study booklet should be included because nobody watches the TV show without studying first.

## BREAKDOWN

<b>GRAPHICS</b>	6
<b>SOUND/MUSIC</b>	2
Very boring and uninspired.	
<b>PLAYABILITY</b>	5
What sound? What music?	
I'd rather watch it on TV.	

OVERALL RATING

OKAY  
5  
VIDEO GAMES

## NOVASTORM • PSYGNOSIS • 1 PLAYER • CD



The only thing this shooter/sim is missing is good explosions. Computer-generated backgrounds include volcanoes and canyons. There's a real dark feel to the whole game—lots of muted colors. And some cool enemies: a phoenix that rises from a volcano, a ground station with metal arms that shoots projectiles. Weapon upgrades include Internal Weapons Upgrades, External Weapons Upgrades, and AutoSynthetic Energy Packs. Internal weapons are single-shot, double-shot and triple-shot weapons. External weapons are orbiters, wingmen, drones and shield. Great shooter with strange, surreal graphics.

## BREAKDOWN

<b>GRAPHICS</b>	7
<b>SOUND/MUSIC</b>	7
Cloudy, creepy backgrounds.	
<b>PLAYABILITY</b>	8
No metal-crunching explosions.	
A smart game with responsive controls.	

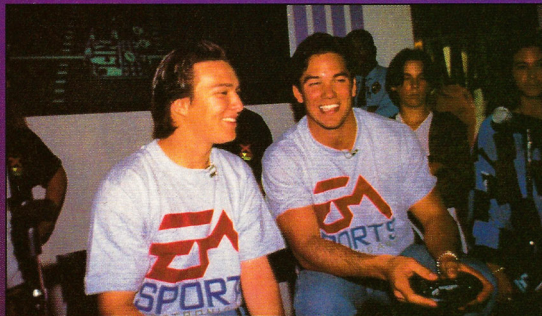
OVERALL RATING

GREAT  
8  
VIDEO GAMES



# SPORTSWIRE

## SUPERMAN BEATS NY JETS AT MADDEN '95

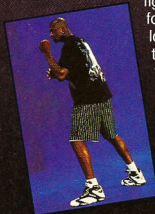


**D**ean Cain and Justin Whalin, from the TV series *Lois and Clark: The New Adventures of Superman*, challenged New York Jets Marcus Turner and Bobby Houston to a coast-to-coast game of Electronic Arts' *Madden '95* via the XBAND Video Game Modem and Network. Cain plays Clark Kent/Superman on the series, and Whalin plays Jimmy Olson. Cain and Whalin comprised "Team Kryptonite" and are pictured here at the Los Angeles Virgin Megastore during the on-line competition.

"Team Kryptonite" beat Turner and Houston's "Super Team" 41 to 12 and 44 to 18. Disappointment abounded in the New York Software Etc. store where Turner and Houston got their butts kicked. You'd think they'd never played football before. (Just kidding!) After the games, the players "talked" to each other by using the XBAND's "chat" mode. Unfortunately, we can't repeat the conversation here.

## ELECTRONIC ARTS PRESENTS SHAQ FU FOR GAME GEAR

**T**hough the Super NES and Genesis versions of *Shaq Fu* were not well received, the Game Gear version promises to be a smash. It supposedly includes the big characters and smooth controls that earlier versions lacked, as well as six "highly detailed" super fighters, including Shaquille O'Neal himself. Each fighter has his or her own special fighting techniques and up to four magic power moves. Plus there are five different fighting locations—multi-screen and scrolling. So, if you're headed toward Kalamazoo in the back of your parents' pick-up truck for the annual family vacation, you may want to take this game along with you.



For those of you who've never played the game, the story goes something like this: Shaq is touring Japan with his basketball team. They love him there because he's so big, and because he raps poorly. He comes across an ancient martial arts book and while absorbed in the pictures, actually gets sucked in and transported to another dimension. In this dimension, he must fight against five competitors with magical skills—skills that really pay the bills. These are the servants of the evil WarLord. Play as Shaq in one-player mode or choose any of the six characters in tournament mode.

It may not be *Flashback*, but it's Shaq!



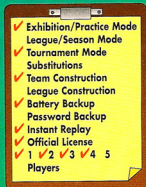


Unlike its predecessor, *ATP Tour* does not feature any female players.



**T**hanks to its ATP license, Sega's sequel to last year's *Wimbledon Championship Tennis* cart features 32 of the current top players in the world, including Michael Chang and Pete Sampras, along with eight all-time great legends like Rod Laver and Arthur Ashe. In exhibition mode you can matchup any players in either singles or doubles matches, and if you have a Team Player adapter you, and up to three of your friends, can all compete at once. There is also an exhibition tournament, which includes only the current pros, and the ATP Senior Tour Event which pits the eight legends against one another.

The heart of the game, however, is the ATP Tour option. Here you create your own custom player, selecting everything from his birthday and nationality to the length of his hair and the color of his shorts. When you initially create the player you have ten *Ability Points* that you can distribute between seven different attributes such as Serve Power and Footwork Speed. You will be awarded more ability points if you win ATP or Exhibition tournament matches. The cartridge's battery



backup saves up to four custom players along with all their statistics and the tournament standings.

After creating your player you're presented with the 1995 tour schedule, composed of ten real ATP tournament events such as the Newsweek Champions Cup and the Stockholm Open. At the end of the year the top eight ranked players compete in the IBM/ATP World Championship.

ATP uses the same basic control and graphics engine as the *Wimbledon* cart, including the scaling effect when the ball is lobbed. While the on-court graphics have been only slightly refined, the menus and scoreboard screens are greatly improved and include nice digitized pictures of the players. The digitized speech samples include all of the player names, along with some McEnroe-type exclamations such as "Aw, that was a lousy call! You must be blind!!" With its real players and host of options, *ATP Tour Championship Tennis* improves on last year's *Wimbledon* cart in nearly every category and is another star in the Sega Sports lineup.

—Jeffrey Tschitsch

**"ATP Tour improves on Wimbledon Tennis in nearly every category."**



**BREAKDOWN**

- GRAPHICS** 8  
Nice animation but still a bit cartoony at times.
- SOUND/MUSIC** 7  
Nice music but speech samples are a bit fuzzy.
- PLAYABILITY** 8  
Excellent speed, options and controls.

**OVERALL RATING** **8**

**GREAT VIDEOGAMES**

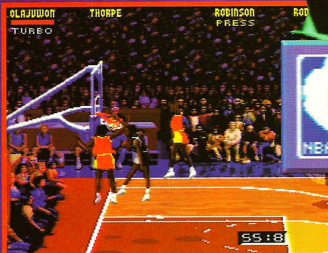
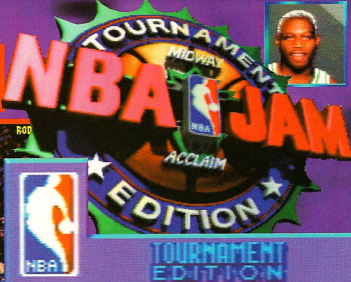
**EDITORS' RATINGS**

- BETTY** 7  
The ball flies incredibly high in the air and becomes very large in your above-the-court perspective. Where are the girls?
- CHRIS G.** 6  
The "thwack" of the ball sounds good. But the cartoony animation seems kind of hokey.

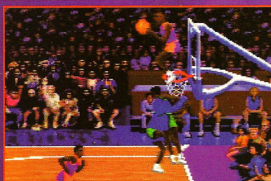


# GENESIS

# SUPER NES



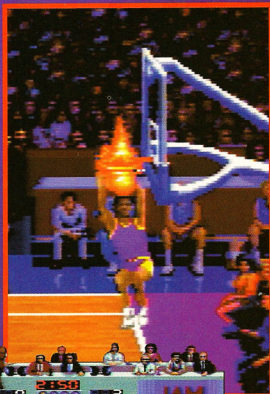
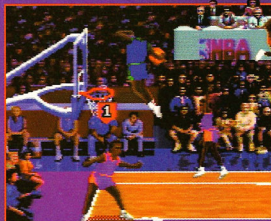
## SUPER NES JAMS!



**W**elcome, again, to NBA JAM! One year after the release of what's probably the most popular basketball cartridge of all time, Midway and Acclaim have teamed up to bring home the *Tournament Edition*. Sporting more than just a fancy new logo, *NBA JAM: TE* has more players, dunks and options than the original, while retaining the same great play mechanics that first vaulted it to stardom.

The game is still two-on-two, but now each team has an extra player and you can choose any combination for your starters. Players can be injured during the game, which affects their performance, so be sure to check the injury rating on the stat screen at the end of each quarter and see if you need to make a substitution. The new five-player rookie team allows 20 different on-court player combinations!

The Options screen still includes the



Computer Assistance, Tag mode and the difficulty settings of the original game, and now, from a new Special Features menu, you can adjust the length of the 24-second clock and overtimes, select from four different speeds of "Juice Mode," or turn the Hot Spots and Power-Up icons on. Hot spots are stars that appear on the floor with different point values; sink a basket or start a dunk from one and score

PHONE

(516) 624-8888

DEVELOPER

IGUANA

SIZE

24 MEG

PLAYERS

1-4

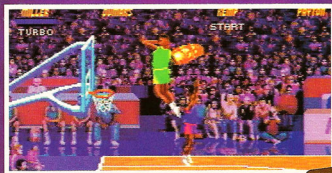
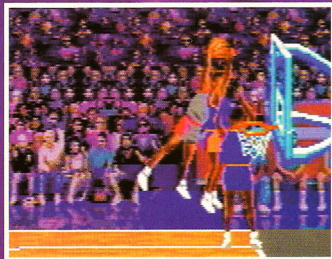




# GENESIS SUPER NES



## GENESIS JAMS!

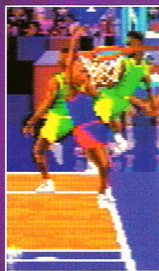
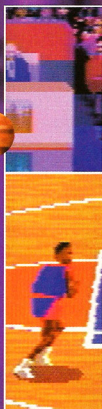
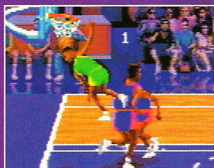


**"Tough new Special and Super Star teams enhance the excitement."**

### COACHING TIPS

#### DUNK ATTRIBUTE

THE GREATER A PLAYER'S DUNK RATING THE MORE SPECTACULAR HIS DUNKS. A PLAYER WITH A ZERO DUNK RATING WILL ONLY PERFORM LAYUPS. LAYUPS ARE LESS SUCCESSFUL THAN DUNKS.



as many as 8 points! Pick up a Power-Up icon to temporarily boost your player's performance, from increasing his three-point shooting range to unlimited turbo to being able to perform Monster Jams from anywhere on the court! If you turn Tournament Edition mode on, however, you won't be able to select Hot Spots or Power-Up icons, nor will any of the secret power-ups, cheats, or computer assistance be allowed.

The graphics are basically the same as the previous versions, with some new dunks and extra animations on defense. The SNES' additional colors allow for sharper text, better digitized pictures and give the players a slightly more three-dimensional look on the court. There are plenty of new speech samples which sound good in both games, but hearing the new announcer saying "Boomshakalaka" is almost enough to make you plug in the original game. Even so, given all of the game's new features, such as the practice mode, new player ratings for power, steals and "clutch," tough new Special and Super Star teams

to play after beating all 27 NBA teams, and a host of new hidden power-ups and players, *Tournament Edition* is an excellent sequel that no true NBA JAM fan will want to miss out on.

—Jeffrey Tschiltz

### BREAKDOWN ▼

#### GRAPHICS

Rich colors give SNES version the extra edge.

#### SOUND/MUSIC

Music is fancier, but not better, on the SNES.

#### PLAYABILITY

New Icon & Hot Spot options increase intensity.

**OVERALL RATING** **9**

- ✓ Exhibition/Practice Mode
- ✓ League/Season Mode
- ✓ Tournament Mode
- ✓ Substitutions
- ✓ Team Construction
- ✓ Battery Backup
- ✓ Password Backup
- ✓ Instant Replay
- ✓ Official License
- ✓ 1 V 2 ✓ 3 V 4 ✓ 5
- ✓ Players

### EDITORS' RATINGS ▼

**CHRIS G.** **9**

The same excellent gameplay!

**CHRIS B.** **9**

The Hot Spot is hot! Cool new dunks make this the one to get.

**BETTY** **9**

Rodman should have switched hair cuts with Van Damme for the *Street Fighter* movie.



## BASKETBALL



## GRAPHICS

Great animation is the game's highlight.

## SOUND/MUSIC

Music has a “college” theme.

## PLAYABILITY

**Complicated control layout and poor response.**

## OVERALL RATING▶

**WEAK**

## VIDEO GAMES

**G**uide one of 64 college powerhouses through the NCAA tournament in a quest for the National Championship in Mindscape's new basketball game for the SNES. Don't think "Final Four" too soon, however, as just making it to the "Sweet Sixteen" will be tough enough, with perennial favorites like Duke and Arkansas waiting to meet you in regional matchups.

The folks at Bitmasters have tried some different things to make their basketball game stand out. The first you'll notice is the detailed roto-scoped animations which allow the players to run, shoot, pass and dunk with extremely fluid moves. While it looks great, the ultra-smooth animations actually make the game feel a bit slow, especially when a player goes through the passing or jump-shot motions. The player graphics are a bit on the small side but fairly well drawn.

Where this game radically differs from other roundball simulations is in its control. In an attempt to capture the way basketball is actually played, the developers have used the **B** button in an innovative way. Pressing the **B** button will either

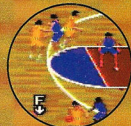
cause your player to rotate on his pivot foot or put him in a standing position, allowing you to "shuffle" on defense and closely guard a player. The **B** button also has some other uses, such as overhead passes and a "turbo" move which, when used with the shot button, allows you to perform dunks.

For all the realism intended, the controls are overly complicated and make the game quite frustrating to play. Even a simple move like raising your hands on defense requires multiple button presses, and passes are especially difficult since you must take control of the receiving player and actually have him "catch" the ball; in most cases even the computer ends up hitting the player in the back with the ball.

The game includes some practice modes in order to learn how to shoot free throws and perform dunks, but other than adjusting the length of the game the options are severely limited. Despite the animation, the poor controls and lack of any substitution or play-calling abilities turn a promising game into a pretty disappointing effort.

—Jeffrey Tschiltsch

**"Elaborate animations give this basketball cart a different look."**

**PHONE**

**(415) 883-3000**

## DEVELOPER

## BITMASTERS

## SIZE

16 MEG

## PLAYERS

1 TO 5

- ✓ Exhibition/Practice Mode
- League/Season Mode
- ✓ Tournament Mode
- Substitutions
- Team Construction
- League Construction
- ✓ Battery Backup
- Password Backup
- ✓ Instant Replay
- ✓ Official License
- ✓ 1 ✓ 2 ✓ 3 ✓ 4 ✓ 5
- Players

## EDITORS' RATINGS

**CHRIS B. 5** I don't mind complex controls if they add to a game's realism, but NCAA is tough to get used to. I'd rather see the controls simplified and leave the realism to the graphics. The coolest thing is that you can move up the court without turning your back on the ball handler.

ATTEMPTS  
2  
SHOTS MADE

A to shoot  
X for menu  
U-D adjust  
Free throw  
Percentage  
80%

The lower your player's free-throw percentage, the faster the "shot" arrow moves over the basket.





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**TNN BASS TOURNAMENT • AMERICAN SOFTWARES • 1 PLAYER • 12 MEG**



This very involved fishing simulation offers would-be anglers a host of options. Hop in your boat and pick a secluded spot on one of six different lakes for a little free-fishing practice, or prove your worth in one of three tournament modes. Visit the Pro Shop to buy new rods, reels, lures and tackle boxes, but be sure to use the right equipment for the weather and time of day. You've got to take everything into consideration or those fishes will get away. Bass fans will appreciate the detailed graphics and realistic controls which accurately simulate the sport. It's fun and there's no smell or messy fish to clean—cast away!

**BREAKDOWN**

<b>GRAPHICS</b>	8
Lake details are very realistic.	
<b>SOUND/MUSIC</b>	7
Sounds like you're really on the lake.	
<b>PLAYABILITY</b>	7
Big learning curve for the amateur.	

**OVERALL RATING**



**ELITE SOCCER • GAMETEK • 1 PLAYER • 4 MEG**



Elite Soccer has all the options a soccer fan could hope for. There are three different modes of tournament play, along with exhibition matches and a penalty-kick shootout game. Coaches can modify the starting lineup, substitute for injuries, and select from eight different formations and six strategies. The close-up top-down viewpoint doesn't reveal much of the field at one time but the smooth scrolling keeps up with the fast-paced action. The tough computer-controlled opponents make this one of the better soccer carts for the Game Boy!

**BREAKDOWN**

<b>GRAPHICS</b>	7
Simple but effective graphics.	
<b>SOUND/MUSIC</b>	7
Good sound effects during matches.	
<b>PLAYABILITY</b>	7
Quick controls keep games exciting.	

**OVERALL RATING**



**WAIALAE COUNTRY CLUB • 3DO • 1-4 PLAYERS • CD**



Waialae Country Club is one of a series of amazingly realistic golf simulation games that allow you to play great golf courses all over the world. There are several modes in which to play: Waialae Open, Tournament Play, Skins Play, Stroke Play, Match Play and Practice Play. Game features include everything from "Select Caddies" to an "Advice" option. The backswing graphic is unique as well as easy to use. The screen displays number of strokes, yards, and wind speed. Everything is realistic—sound effects, graphics, animation. That, combined with incredible gameplay, makes for a golf game you'll want to add to your collection.

**BREAKDOWN**

<b>GRAPHICS</b>	8
It looks as if you're actually in Hawaii.	
<b>SOUND/MUSIC</b>	8
A good "thwack" when club meets ball.	
<b>PLAYABILITY</b>	8
A true-to-life golfing experience.	

**OVERALL RATING**



**NFL HALL OF FAME FOOTBALL • PHILIPS INTERACTIVE • 2 PLAYERS • CD**



NFL Hall of Fame Football is more than just a game. Because not only do you get a football game, you practically get the entire history of football and its players. All that old football footage is very interesting. You'll see the career highlights of everyone from Joe Namath to Roman Gabriel. You just have to remember that this is more a reference disk than a football game because it's probably not the football game you're hoping to play. The scrolling is terrible. Really choppy. The best thing about it is the fact that the referee sequences look good. Overall, very informative but not really playable.

**BREAKDOWN**

<b>GRAPHICS</b>	8
Great footage from old football games.	
<b>SOUND/MUSIC</b>	8
Great voice-over stuff.	
<b>PLAYABILITY</b>	5
The game itself is disappointing.	

**OVERALL RATING**



**FIFA INTERNATIONAL SOCCER • ELECTRONIC ARTS • 1 PLAYER • 8 MEG**



FIFA International Soccer for the Game Gear packs a lot of action. Game modes include: Exhibition, Tournament, Playoffs, and League. You can also customize your game by determining the length of each half, the type of field on which to play, and whether or not to include fouls. Choose between simulation game-type and action game-type. It's a great translation from other versions of the game. You'll be able to perform bicycle kicks, diving headers and slide tackles. And the player animation won't disappoint you. It's a good game for those who want a soccer game they can take with them anywhere.

**BREAKDOWN**

<b>GRAPHICS</b>	8
The player animation is impressive.	
<b>SOUND/MUSIC</b>	5
Cheering crowds sound like static.	
<b>PLAYABILITY</b>	7
Fast action, tough computer opponents.	

**OVERALL RATING**





# SCOREBOARD

## GENESIS TENNIS

	TITLE	MANUFACTURER	OVERALL	GRAPHICS	ANIMATION	MUSIC	SOUND E/X	CONTROL	SPEED	CHALLENGE	COACHING	REALISM	OPTIONS	INNOVATION	TEAM SELECTION	LICENSE
1	IMG International Tour Tennis	Electronic Arts	8	8	9	6	8	8	8	8	8	8	8	7	7	7
2	ATP Tour Championship Tennis	Sega	8	8	7	7	7	8	9	8	7	8	8	7	7	7
3	Pete Sampras Tennis	Spectrum HoloByte/Codemasters	7	8	7	7	8	7	8	8	6	7	7	8	7	5
4	Wimbledon Championship Tennis	Sega	7	7	7	6	7	8	8	7	5	7	8	5	6	4
5	David Crane's Amazing Tennis	Absolute	7	7	7	6	7	7	7	7	5	7	6	8	6	n/a
6	Jennifer Capriati Tennis	Renovation	7	6	7	7	6	7	7	7	5	6	6	5	6	4
7	Andre Agassi Tennis	TecMagik	4	5	4	5	4	4	5	5	5	4	4	3	6	2

## GENESIS BASKETBALL

1	NBA Live '95	Electronic Arts	9	9	9	9	8	8	9	9	8	8	9	8	9	9
2	NBA Showdown '94	Electronic Arts	9	9	9	8	7	9	8	9	9	8	8	7	8	8
3	NBA JAM Tournament Edition	Acclaim	9	8	8	7	8	9	9	8	7	5	9	7	8	8
4	NBA JAM	Acclaim	9	8	8	7	8	9	9	8	7	5	9	7	8	9
5	NBA Action '94	Sega	7	7	7	7	6	8	7	8	8	7	7	6	9	9
6	Bulls vs. Lakers and the NBA Playoffs	Electronic Arts	7	8	7	6	6	8	6	7	8	8	7	6	7	7
7	Dick Vitale's "Awesome Baby!" College Hoops	Time Warner	7	7	6	8	8	7	7	7	6	6	7	7	7	7
8	Lakers vs. Celtics and the NBA Playoffs	Electronic Arts	7	8	7	7	6	7	6	7	7	7	6	6	7	7
9	David Robinson's Supreme Court	Sega	7	7	8	6	7	7	8	7	6	6	6	7	5	3
10	Jammit	Virgin	7	7	7	8	8	6	7	8	6	6	8	6	6	n/a
11	NBA All-Star Challenge	Flying Edge	6	7	7	7	6	7	7	5	4	6	6	6	7	6
12	Jordan vs. Bird One-on-One	Electronic Arts	6	7	7	7	7	7	6	6	5	6	6	6	n/a	7
13	Pat Riley Basketball	Sega	6	7	8	6	6	6	7	6	4	5	5	6	6	3
14	Super NBA Basketball	Tecmo	5	5	6	6	5	5	7	7	8	5	6	6	8	6
15	Double Dribble	Konami	5	6	5	7	6	6	7	5	6	4	6	5	6	n/a
16	Barkley Shut Up and Jam!	Accolade	5	6	5	4	5	5	7	5	5	4	7	3	6	3
17	Arch Rivals	Flying Edge	5	5	5	6	6	7	8	3	4	4	5	4	5	n/a

## SNES BASKETBALL

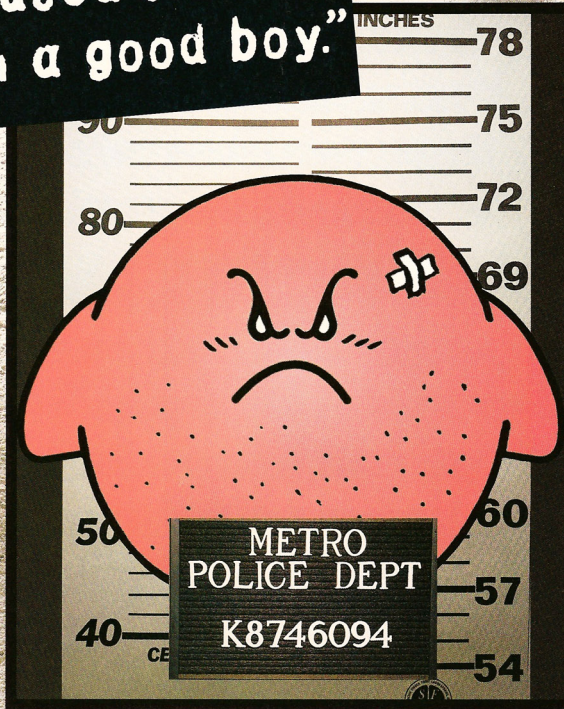
1	NBA Live '95	Electronic Arts	9	9	9	9	9	9	9	8	8	8	9	8	9	9
2	NBA Showdown '94	Electronic Arts	9	9	9	8	6	9	8	8	8	8	8	6	8	8
3	NBA JAM Tournament Edition	Acclaim	9	8	8	7	8	9	9	8	6	8	9	7	8	8
4	NBA JAM	Acclaim	9	8	8	8	7	9	9	8	4	5	7	7	8	8
5	Super NBA Basketball	Tecmo	7	7	7	7	7	7	6	7	7	7	7	6	8	6
6	Bulls vs. Blazers and the NBA Playoffs	Electronic Arts	6	7	6	7	7	7	4	6	7	6	7	6	7	7
7	Barkley Shut Up and Jam!	Accolade	5	6	6	6	6	5	7	6	5	4	7	3	6	3
8	NCAA Final Four Basketball	Mindscape	4	7	8	7	6	2	6	5	2	5	5	6	8	5



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a couple of real  
brutes for  
Super NES®.

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cuddly. The next,  
you're burying  
your opponents and  
**spitting** on your  
enemies. Who's to  
blame? Bad parent-  
ing? One too many  
sitcoms? Either  
way, the **mutant**  
**marshmallow** is



now on 16-bit in two games. So prepare to be  
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reaction puzzle game where saving your skin  
means burying your  
opponent in boulders.



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Then facing some of the nastiest  
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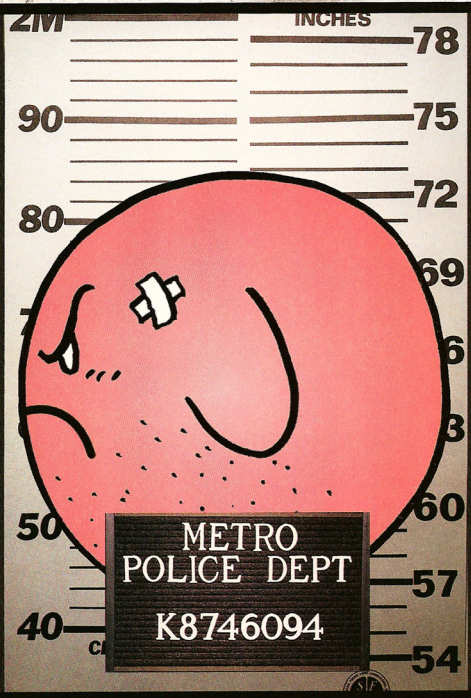
(OK, so "The Mangler" and "Scarface" they ain't.)



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X O X O X



# Kirby's Dream

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mayhem and, "Voilà!" — eight

3-D landscapes with

eight courses each to bop around in. There's even a hidden bonus level (if you're really good).

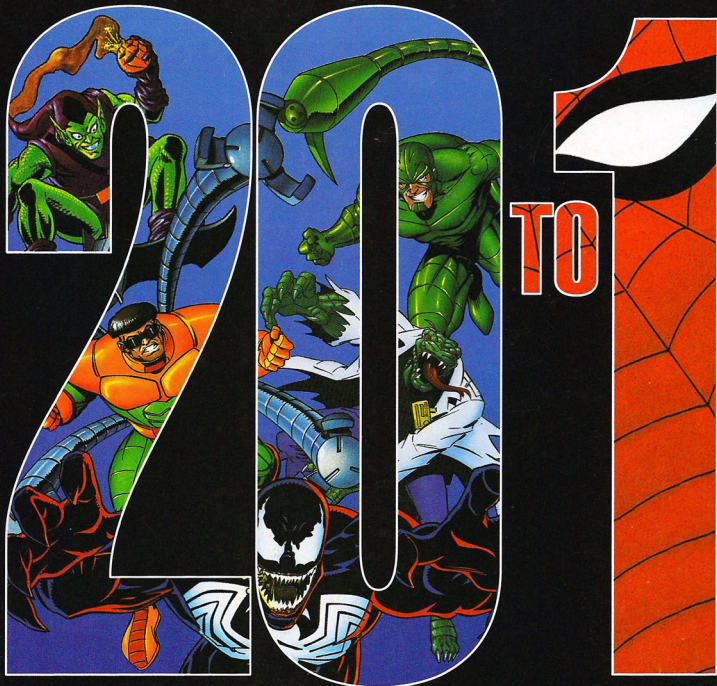
Yes, **His Flabbiness** is back in two new games for SNES. And this time he's here to separate the men from the cream puffs.

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