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DIEHARD

NEXT GENERATION VIDEO GAME MAGAZINE



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EDITOR'S ANTHEM

This is an especially exciting month as the 1993 Winter CES approaches. As game players we may look at the CES differently than other publications, not as a business feast, but as a celebration of new games, the people who program them, and the companies who release them. After all, that's what all of this is about, isn't it? I know that's why I'm here writing this and you're there reading it, because in the long run you and I want the same thing: New and better video games with each passing year. This will be my fifth CES. At the first one I marveled at games like Sonic 1 and Alien Storm, Nintendo was still on 8 bit, and the Neo Geo and Lynx were still new systems. Now just two and a half years later I'm looking for CD games from Sega that tell a story or scale and rotate. SNES games with the SFX chip that scale huge polygons at will, Neo Geo games over 100 meg, 3DO games that mimic real life, and I'm still waiting for the amazing little Lynx to find its legs (games like Dracula and Pit Fighter are sure to help).

Now that I'm a magazine editor, one of my jobs this year will be to wade through the sea of games, emerging with the best ones, so that we can play them, review them, and ultimately help you make all the right moves when you re staring at that vast wall of nicely air brushed video game cartons. Let me just tell you this, I feel luckyco play that role and take this job very seriously, so when you open up this mag every month I can guarantee vovcore thing, and that's an honest review from a real game player who knows

you may make your decision based on his words.

That we deliver!



THE GAME FAN REVIEW

E. STORM SPECIALTY

TION PLATFORM AND RPG's. SIDE S ALSO LIKES: TERS, IMPORT RPG'S, DE SCROLL ACTION. DISLIKES:

S AND PUZZLE GAMES ORITE SYSTEMS: SIS. SEGA-CD

BUDID SPECIALTY:

ROLL ACTION GAME ALSO LIKES: FIVING SHOOTING AND FIGHTING GAMES DISLIKES: SPORTS AND ROLL PLAYING GAMES.

FAVORITE SYSTEM:

AUTO

PECIALTY LATFORM GAMES ALSO LIKES: ING STRATEGY AND SIMULATIONS.
DISLIKES: DISLIKES:

DRIVING GAMES **FAVORITE SYSTEM:**

BIG J & TALKO

SPECIALTY SPORTS GAMES ALSO LIKES: ACTION, DRIVING. AND LYNX GAMES DISLIKES:

OTERS AND RPG'S FAVORITE SYSTEM: FAVORITE SYSTEM: PER NINTENDO

99 SPECIALTY:

SIDE SCROLL ACTION. ALSO LIKES: FIGHTING, SHOOTERS DISLIKES: STRATEGYS AND SIMULATIONS

YOSHI

SPECIALTY: FIGHTING GAMES ALSO LIKES: TION, SHOOTERS AND RPG's DISLIKES: EVERYTHING ELSE. **FAVORITE SYS-**TEM: SUPER NINTENDO

DATE WOLFHER

to DIE HARD GAME FAN, 18612 Ventura Blvd., Tarzana, CA 91356

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Welcome to Game Fan's TOP TEN and MOST WANTED section. Here are the results based on your cards and letters.... Keep them coming, because each time you write in (see instructions below) your name will go into a monthly drawing to win one of the goodies on the bottom of the page. So make your picks and send om in!

TOP TEN

- Sonic 2 (GEN)
- Street Fighter II (SNES)
- Final Fantasy II (SNES)
- Mario Kart (SNES)
- 5 World Heroes (NEO)
- NHLPA Hockey (SNES)
- Wonderdog (SEGA CD)
- 8 Zelda (SNES)
- 9 T.M.N.T. 4 (SNES)
- 10 Cobra Command (Sega CD)

MOST WANTED

- 1 Sonic CD (SEGA CD)
- 2 Streets of Rage 2 (GEN) 3 Final Fight CD (SEGA CD)
- 4 Sunset Riders (GEN)
- Phantasy Star IV (GEO) 6 Time Gal (SEGA CD)
- Batman Returns (SEGA CD)
- 8 Dragon Warrior V (SNES)
- 9 Road Rash II (GEN)
- 10 Ziria II (SUPER CD)

First Prize: Your choice of a core SNES, GENESIS, or LYNX!!!!! (Cool ha?) Second Prize: Your choice of Skid, Brody, Tom Slick, or The Enquirer's pick of the month. Third Prize: A FREE year of Game Fan!

Congratulations to the following winners of last month's contest:

First Prize: Michael Yap of Costa Mesa, CA • Second Prize: Bill Suarez of Lothrop, CA Third Prize: Brad Thrun of Winneconne, WI

All you have to do to enter the drawing is fill out the readers survey/ TOP TEN card on page 82 and include a list of your top 10 favorite games and the 10 games you want the most then send them to:

GAME FAN TOP TEN 18653 Ventura Blvd., Suite 640, Tarzana, CA 91356. Drawing is limited to One (1) entry per person per month (Now say that 3 times really FAST?). Hope to hear from you soon. Drawings will be held on the 21st of each month. The three (3) winners will be notified by mail and listed on this page.















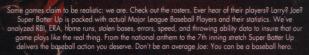








WHY BE A NOBODY? BE A PROP



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HONESTY IS OUR ONLY EXCUSE

SKID BRODY TOM SLICK

Well, here it is, our new expanded Viewpoint. We bound two more game players as wood as Skid and Brody, and signed 'em up to give you more varied outlook. Remember, these gurs play games every day, all day. So you can trust tame fan tox honest, reviews (all games are rated in comparison to other games on that system of the same type. It's about time somebody did it right!

. elemsimilk

Neu Geo

SKID'S PICK Even up against the likes of Street of Rage Sego

2 and Road Blasters Shinobi 2 just gets my adrenaline going. I'll play it all year!

BRODY'S PICK

Sega had a seriously strong showing of titles, and the choice was extremely tough. After hours of play. and careful thought, Streets of Rage 2 is it!

TOM SLICK'S PICK

With so many to choose from, one stuck in my mind as being above the rest in every way. Streets of Rage 2 is an instant classic Good job Sega!

THE ENQUIRER'S PICK

ENQUIRER

Being a fighting game fanatic Streets of Bage 2 is my pick of the month. Graphics, music and everything else make this game the uncontested winner!

- 8 MEG - 2 PLAYER - SEE REVIEW PG. 16 BY BUD D.



Sega has recaptured that Disney magic once again with World of Illusion. What more could you ask for than blickey and bonald together in one game? Everything from the graphics and bound to the playability and control are near perfect, and it's really three games, one for each character. Give me more like this one

The same team that brought you the magic of Castle of Illusion and Quackshot are back with World of Illusion. Playing the game is like being at Disneyland with authentic sights and sounds. The game holds 3 different adventures, and the two player interaction with Mickey and Donald is incredible. Near perfection!

World of Illusion is by far the best world of illustrons by lar fine best cartoon game live seen on any sys-tem so far. The control is great, mak-ing you feel like you are really in con-trol of blicky or Donald, and the two player mode is perfect. The graphics and sound are true to the Disney cartoon, you feel like your playing a car-toon instead of a game!

REETS OF RAGE 2 - SEGA - 16 MEG - 2 PLAYER - SEE REVIEW PG. 18 BY E. STORM



Only Batman Returns by Konami remains to try and knock Streets of Rage 2 off the top of the side scroll fighting game category. All others pale in comparison. Graphics, moves music, and game play, SOR2 is the best fighting game I've played so far in my illustrious career.

Sega's first 16 meg entry takes side scrolling beat on ups to a few level. This game is inlenes, SOTA ja a non-stop flurry of firing flats and special moves which picks up where the original left out Nothing was left out. There are two earse characters to choose from, plus wif the Yuzo music you could ask for. Next-OI.

SOR2 shows what the power of 16 megs can do on the Cedenis. This long awalled sequel is the past side scroll fighter I've ever played, with huge characters, hard hitting sound effects, wharp graphics, and music only vize can deliver. Two new characters join the light for the best fighting sequel of 92.

Let me just say, SOR2 is the perfect flighting pame. Everything from the original has been subject up, or graphics, sound, number of shages, and moves, and the music is just what you'd expect from Yuzo ... Excellent! The addition of one-on-one flighting is great files. This game is just to good, all I want now is SOR3 on CDI

IE BALL - E.A - 4 MEG - 1-4 PLAYERS - SEE REVIEW PG.



Uhhh ... oxcuse me, but where's the Crüe diudes? Forth, heinrd three tunes, and it wasn't exactly aumpin metal. Other than that you've got an okay pinsall game with good graphics, but not enough backgrounds and characters. The coolest part is the headbarger in the easy chair. Give me an action game with him in it. me an action game with him in it!

9 BY TALKO A pinball game has to have some-A pinball game has to have some-thing really incredible to hold my attention. When I heard E.A. was bringing out Crüe Ball. I flought cool A little headbargin ball flippin action... ques again... It's an aver-age game of pinball with not enough variety, and Crüe toons that would have been better served on CD.

Maybe it's just me, but I couldn't rec-

Maybe it's just me, but I couldn't rec-ognize the Grue music or nuch pin-ball factor in this game. With EA.'s reputation of great sports games, pinball shouldn't be too hard. The ball movement is glitchy, and the sound affects give you a headache. Maybe this is why the Crüe broke un?

AN OF STREET

Crüe ball is the most awegome, most intense planball game I have ever seen. NOT into game the gast pure boredom, especially wheel they say Mottley Crue music is in the game. Maybe they from the game with the game of the ga

REVIEW PG. 19 BY TALKO



After playing Road Rash II., it's hard to review a driving game. While not bad at all, it just doesn't come close to E.A.'s king of racers, but it's pretty smooth and has some nice fog

E.A. has done an adequate job with Turbo Espirit. The split screen two player competition is nitro, as are some of the graphic effects such as smooth scaling and the fog and snow levels. But as a whole, there isn't much to it. If you're going to pick one driving game this year, go for Road Rash.

Another E.A. game that fails to match Another E.A. game that rails to match others of its kind. Three frames of animation on a car can't give you the feel of hangin' a light corner. The split screen tests your driving skills against a friend, but if you can't make the checkpoint, you have to wait for the other player to finish. From Road Rash to this?

Turbo Espirit is an incredible racing game rivaling the best areade games like Rad Mobile and Virtual Racing ... NOT! But seriously, this is a good racing game with a very good two player mode and lons of stages. Not as good as RR2 but it's still good

Name and Address of the Owner, where

NOBI 2 - SEGA - 8 MEG - 1 PLAYER - SEE REVIEW PG. 20 BY E. STORM



The magic is back. The new Shinobi is even better than the first, if you can believe it, with great few backgrounds and bosses, and is whole new set of moves. The graphics push the limit of the system all the way. The attention to detail is amazing. and the game plays like a dream

This seems to be Sega's season for This seems to be Sega's season for sequels that out do their originals, and Shinobi 2 is no exception. This game has all of the playability of the original, plus a cool set of new moves. The graphics are sharp and detailed, and the animation is flaw-less. This game must be played, oh need it must ves it must

Tis the season for Sega sequels. Too had you're going to have to wait for this one. Revenge of Shinobi 2 has everything the original had, with new moves including a ninja splitting sword attack, crisp graphics, nice scrolls and awesome animation.

Here's a game that blows away its predecessors in every way. The real sequel to Revenge of Shinobi is acquel to Revenge of Shingob is amazing, with better graphics that will truly amaze you to music that almost rivids Yuzo's, and the control is great, if action games are your thang. Shinobi is the best of the best on Sega.

SEWER SHARK - SEGA - SEGA CD - 1 PLAYER - SEE REVIEW



Sewer Shark has great full motion video and a great on screen narrated story. It's an impressive and fun game on a great new format. As a full motion shooter if doesn't quite reach the intensity of Cobra Command, but for a well-rounded game that yells have a well-rounded game that yells

Sony is on the cutting edge once again. Sever Shark is impressive, especially with this being rose of the especially with this being rose of the first titles for the CD-ROM. The level of interaction is exceptional, as you're containtly being told where to turn while big high mutated sewer vermin, and the full motion video is smooth. Bad music, why not CD?

Although full motion video has been Although full motion video has been used before, it is never opin-mon-stop like Sewer Shirk. This game suses the potential of Gega CD with smooth, clear video, and lots of interaction. As a shooter, the game isn't that impressive because rothing shoots at you. As a movin game, it's get to be the best in fun and playability. Sewer Shark is on the leading edge of full motion sechnology. My only complaint is once I ben't He didn't want to go through it adam and again, because trying so many times to solve it. I had gotten my till o Sewer Shark As an interactive full motion game, SS te impressive, but falls short as a shooter.



As one of the few people who liked Heavy Rova on CD that is, you pret-ty much know I'm going to like Black Hole Assulf. (I really like Hobots) Although simpler in mechanics than

After Heavy Nova, I was a little skep-tical of how black Hele Assault would turn out, but 10 bleye that Bignet has fronted out the goblems and released of mitch better game. Responsive control, better options, faster game play, lung intermissions between levels, plus great music add

The sequel to the allow and uncontrollable Heavy Nov., 648, is everything the first lone wise. The C.A.M. 's are test in spopfalle, and control perfectly. The must is dramatic with hice planetary backgrounds. Take away the music and intermistions and you're left with a cartridge game.

BHA for the Sega CD is such an improvement over teavy Nova, now with more color better music, better control, and no more bering side scrolling action scenes. It's just one-on-one fighting the way it should have been in the first place. For oneon-one Robot fighting, it fits the bill!

With the new CD format comes full motion video games. Night Trap is the first, more will come: Think a lot of people will enjoy these games, but personally, I either watch TV or play a game, the combination of the two bores me. I think Mon & Dad might like this man. Mom & Dad might SEGA - 1 PLAYER - 8 MEG - SEE REVIEW PG. 25 BY E. STORM

If I want to watch a movie, J'il go to Blockbuster. Although what it does it does well, there's just not much to it it terms of game play. The plus is that it has hear ITV quality full motion video. The minus is that it's just plain boring.

Dana Plato as a leading role should already hint to you ... bomb. Movies are meant to be watched, and my idea of game play isn't moving a curser back and forth. The interaction is a neat idea, too bad it just gets boring with this game.

I thought this game would be fun, and personally think high Trap has incredible full motion video, but without a "Save" feature, this game gets really repetitive. You have to memorize the whole game as you play, each time to get anywhere. It's fun to watch but not to play

Please do not judge this game until you get to the elemental stages. If Please do not judge this game until you get to the elements! stages. If other Mag's bas on Cheken, it's because they couldn't get there. Although everage at first, Chakan gets avenues as you progress, and has the surprise ending t've been waiting for. Can't wait for the CD secure! ON - 1 PLAYER - SEGA CD - SEI

Chakan has to have one of the coolest story lines over, and is completely unique in every way. It seems that Sega is really trying to make new and interesting games that break away from the norm, and they have succeeded. Chakan is long and challenging and this the self areas. g, and I like the evil graph

Sega has another first in video game history. A came where the point is to die, and boile when, it's of hase easy as it sounds in philips built playing it is counted by the property of the property of the party of the property of the party of the property of the propert

Chakan has a very redeeming quality not found in many other \$290 games, the fact that home you think you've beaten it, you have a whole new set of even bester swis to explore. The music is not great, but the story and game play make it welly stand out. All I want now is the CD version.

I wish I could really drive like that. I haven't had so much fur in a car since I stole my Dad's back in high school, the aviid motion fide and it's legal! Even though I got through it quickly. Fill play every day ... stunning! ning! OBUNAGA - COMPILE - MEGA CD - 1 PLAYER - SEE REVIEW

roller coaster ride that keeps you on the edge of your seat, and the animation and graphics are awesome

Just like real life, you get to run rival cars off the road through downtown cities, drive up the stairs of a hotel lobby, and get chased by a field cropper with no coas for miles. This game defines action with non-stop control of the vehicle, bright colors, smooth animation, and almost full screen full motion. Masterful!

I thought Cobra Command was good, but Road Blaster blows It away. The full motion is the best I've size. What I liked about Road Blasters was the adrenating rush I got from playing. Too bad this is Renovation/ Wolfteam's last LD translati would really love a sequel.

Compile does it again. This game HAS to come out on Segu CD. The power of the CD comes through with hardware scaling, great bound effects, a kickin soundrack, and whos is it long trobungs is one of the best shooters this year, and the works. What a first effort

self in cause this shooter gives you the ride of your life. Notwangs is non-stop excitement and pee of the best shooters of the year. What a way to follow up Musha Alleste, and finally a game that makes use of the time. makes use of the /IEW PG. 28 BY E. STORM

Turn up the music and get your trig-ger finger ready. This fast action shooter doesn't let you breath for a minute, with non-stop bullet dodging. no flicker or

The graphics awesome and Also, no slow d here even with a n can be found ole screen full of

D STALKER - SEGA/

Climax brings the best action and role playing together, creating the perfect action/FPG. You romain glued to this game from the moment you turn it on. Comparing it to other action/FPG so or carriede, it have to give it a perfect 100% of don't think coulding a control of the country of the

The perfect action/RPG has been made, Landstalker is a 1ft mag masterpiece filled with hours of mind bending labyrinths and sword stashing action. The masters at Climax have out done themselves and surpassed even the mighty Zelda. I can't imagine than this! EE REVIEW PG. 32 BY TALKO

Climax gets a standing ovation for this playable masterpiece. This 16 this playable m meg heavy we brain with comp lands, and mai graphics, rugged sound effects, and attention to animation. Don't just read about it, exp

Climax really shows what the Mega Drive can do with 16 meg First off, Landstalker is the best schen/RPG game since Y s 162. The graphics are begunful, elong with the best story since Finat Fantasy 2. The music is also superc. I never thought but Climax proves it.

Someone get me a pillow, I think I'm going to steep. Besides the scaling intro, nothing here says CD, mean it's a good game of baseball, but this is CD! I want scaling man! I think I'll go rake the leaves, maybe something exciting will happen. MEG - 1 PLAYER - SEE REVIEW

True baseball fans will probably like Super League CD, it does have some redeeming features like univeable stats and an array of stadeums to choose from, but now that the Mega CD has been out for a year in Japan, how bout some scaling or voice? Could have been done on cartridge.

Finally a sports game on CD. Too bad it could have been done on carpad it could have been done on car-tridge. Little scaling, and trardly any voice. Luckily the game play is good enough to keep you interested. Sports fans will like the progressive stats, and variety of stadiums to average cart, but falls short on CD

I've played way too many baseball games fately, and being that this is on CO. It's would have be really impress me to hold my injerest. Unfortunately, the CD hardware is hardly used, Afters I year dry spell. I think Sign of Japan could've done a lot better. Maybe Sign of America. will answer with a true CD BB game.

Whirlo is a good attempt at mixing

Whirlo is about as fun as a root canal in fact, the dentist sounds better. In an attempt to be anique, Namoo's imagination went a little overboard and they made a bizzare

A year ago I probably would have liked this game, but with today's standards of video cames, this game

O'S CAPER - DATA EAS

Usually, these types of action plat-form games are just clonds of others in the same pente. Congo a Caper isn't, however, Besides togleing simi-lar to Data East's carrier entry. "Joe & Mac." Into game is totally new and unique. Your character has a wide

At first I thought, "Joe & Mac". Wrong This game has bright, crisp This game has bright, crisp cs with awasome character I. This side scrolling action



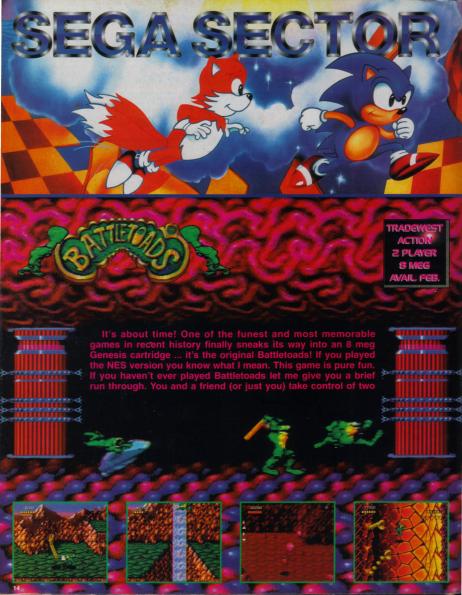






BLAZERS VS.











A small example of the incredible graphics in World of Illusion





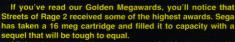


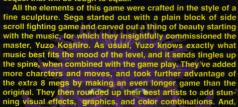












































Hot on the heels of Road Rash II, EA hits the interstate with Lotus Turbo Challenge. Get ready for speed, speed and more speed! The game was programmed by the same developers that did Top Gear for the SNES and it is almost as good as that title.

The game does a good job of depicting movement in the roadside objects and traffic, and it has rain, tog, lightning and snow to make this time trial more difficult. Combine-that with split-screen 2 player, massive hills and tunnels, and you have one intense driving experience.











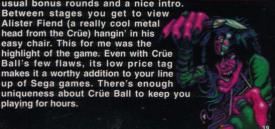
Electronic Appinball game cata 4 player mode (tal tunes courtesy that tunes courtesy that the same of the same of

CHUE BALL

Electronic Arts' first entry into the Pinball game catagory, Crüe Ball features a 4 player mode (taking turns), 3 Motley Crüe tunes courtesy the Sega sound chip, and a 3 screen (shown at left) metallic play field. The ball control in Crue Ball is only so-so, but over all the game plays pretty well. There's a lot to do and a lot to shoot at, however the play field only changes slightly between rounds. There are also the usual bonus rounds and a nice intro. Between stages you get to view Alister Fiend (a really cool metal head from the Crüe) hangin' in his easy chair. This for me was the highlight of the game. Even with Crüe Ball's few flaws, its low price tag makes it a worthy addition to your line up of Sega games. There's enough



GENESIS REVIEW







SONY IMAGESOFT INTERACTIVE I PLAYER SEGA CD VAIL NOW

Sony's Sewer Shark is the first in what will hopefully be a long line of full motion CD games which mix shooting and video interaction.

The game opens just like a movie with Falco (one of you're fellow pilots) explaining to you the hellish mission you are about to encounter as a rookie Sewer

Shark. Sewer Sharks fly through rat infested sewers in an effort to deliver supplies to post-nuclear human outposts with your ultimate goal being a passage to Solar City, where your fat, stinky boss is stationed. He harasses you throughout the game and is up to no good ... You'll see.

Your co-pilot "Ghost" is also along for the ride spewing out Top Gun metaphors like a broken record. The key char-

acter in the game is actually your droid who calls out flight instruc-

tions and keeps you on track. There are basically three key elements of game play; (1) You must listen carefully and make all the right moves, up, down, left, and right. (2) You must memorize when to turn left or right to recharge when Ghost calls it out. (3) You must shoot a sufficient amount of rats so fatboy doesn't fire (kill) you before you reach the next outpost. You start off with the call sign "Dogmeat", then you graduate to "Ratbreath",

and finally "Beachbum". Each

time you receive a new call sign, you can start from that point, otherwise it's back to the start. Sewer Shark is a lot easier if you have a friend watching the directions so you can concentrate on shooting. Otherwise, you must constantly eye the flashing arrows. This makes each mission quite difficult.

Sewer Shark is a lot of fun and graphically is revolutionary, my only complaint is the music, they don't use the CD at

all here (probably because of all the voice), which would be okay if the Genesis music was good, but it's pretty bad (we turned it off). Over all, I rate Sewer Shark highly for the first in its field and all Sega CD owners should have it (wait until you see the ending!). Sega CD is off to a great start.

































BLACKHOLE ASSAULT

BIGNET/CD, FIGHTING 2 PLAYER AVAIL NOW

Let me start off by

saying that Black Hole Assault is not a Heavy Nova sequel, it is an entirely new game. You can forget about the boring action levels and the clunky control. Black Hole is an excelent one on one fighter with all the features you could ask for. There's operation, exhibition, tournament, and league modes, complete with acted-out cinema intermissions, on-screen instructions, ten different environments (each with its own conditions), and detailed scrolling backgrounds. The fighting in Black Hole is very mechanical, and gives you a realistic robotic feel, and although the moves are simple, each character is different and requires different strategies, and the control is excellent. Black Hole has a great soundtrack, excellent voice, great metallic and sound effects. All this helps Black Hole come across exactly the way it should, as a great science fiction fighter that doesn't require memorizing complicated moves, but still requires ample strategy to keep you coming back for











more.

NIGHT TRAP



SEGA INTERACTIVE I PLAYER SEGA CD AVAIL NOW

























One of two full motion games for the Sega CD. Night Trap, though not as fast paced as Sewer Shark. still offers the player plenty of challenge and unique game play. As the game opens (movie style), you find yourself being grilled by the SCAT (Sega Control Attack Team) leader as he explains your life and death mission. You are then dropped smack in the middle of a B movie where you must save 5 beautiful (NOT!) co-ed's from a bunch of hooded nasties with murder on their minds. The way you do this is by surveying the house through hidden cameras, constantly switching rooms until you find the enemies, then at just the right moment (you get a gauge), you can trap them providing you've got the right access code. The code changes frequently, so you must watch carefully to make sure you're on top of things. Let too many bad guys go and the co-ed's are toast and so are you.

toast and so are you.

All this is done extremely well with amazing full motion video and high production quality with virtually no access delays. So the only real question is: is this your kind of game? Which is kind of tough to answer since you've probably never played one like it. Well, as an action RPG and shooting gamer, my opinion is for 59 bucks you can't go wrong. Even though this stuff is quite mild it's a great effort, and, if just from a technical standpoint, it's cool to see what the CD can do. And, if you don't like it, someone in your house probably will (or you can whip it out on holidays and show grandpa). Who knows, maybe you'll recruit one of the old guys. Ohh no, does this mean I have to say "fun for the whole family"? ... where's my Sonic!















Annette Again



As you know by now, Game Fan is the only Magazine with exclusives too. We have developed a close relationship with them because, not only are we big fans, but we feel that they are on the cutting edge of may recommission.

Wolfrein's newest affering in the action to format is Annette Again, the social to the incredible cartridge game, El Viento. After playing an early version, I can tell you that this game is something special. Not only is the action superb, but the animation sequences are masterful. Look for the exclusive







MEGA CD PREVIEW













EKHKAN)







SEGA ACTION I PLAYER SI MEG AVAIL NOW

GENESIS REVIEW



After a battle with death, Chakan is left cursed to five until all supernatural evil is destroyed, only then can he rest. When I started playing Chakan, the game scenned average, but as I got Jurther, it became graphically intense, and totally involving. Each time you cleat a level you must go back through, as the level has now

changed, and after defeating it twice, you go back a third time to defeat the guardian. Once you beat the first four levels (12 levels in all) you will go to the elemental levels where Clukan becomes at least twice as good of a game. Here is where I made my decision that Chakan is a game not to be missed.





























RENOVATION

LZR/DISK

I PLAYER

SEGA CD

AVAIL MARCH





Road Blaster is the last laser disk conversion you will see from Wolfteam. Thunderstorm and Time Gal were great, but Road Blaster is amazing! it's at least twice as fast and smooth as the other two, and that's only the start. Hoad Blaster is one of the funnest games you'll ever play, it's less like a leser disk and more like a motion ride, you are in almost constant control, steering, braking, and accelling constantly. About to hit an impount bystandar? Swing right, crash through a lobby, barrel through the front desk, chase an enemy up the staircase, jam down a hallway.





















ing to at CD





















MEGA CD REVIEW











AWESOME CINEMA DISPLAYS ...















I'm a big fan of Compile's Aleste series. So far all of their shooters have ranked among the best, and Nobunega is no exception. Alded by the CD's added memory and special effects features. Nobunega is packed full of everything you'd expect from an overhead shooter. As with its precisessors, Nobunega has a very Japanese theme. You'll fly over ancient civilizations, temples, snow covered caverns, ceves, fiery pits, casties, and other mystical terrain battling other cyber nings, huge air-ships; and excessme mechanized bosses. The attention to detail, explosions, sound effects, mime-





















ONLY THE CD CAN DELIVER















tion, and color are all of the highest quality, and the Techno sound track is awesome. There is also some nice scaling, layered scrolling, animated backgrounds, and chema intermissions. Notionage is also long and very challenging, even for the best shooters. The key is proper use of your power-ups, assembling the best weapon for each level. Overall, I rank Nobunaga & His Ninja Force in the top five of my list of best shooters, and one all Mega CD owners should have. Let's hope it comes out here in the near future, it's too bad the Sega CDs aren't compatible. Games like this should not be missed.







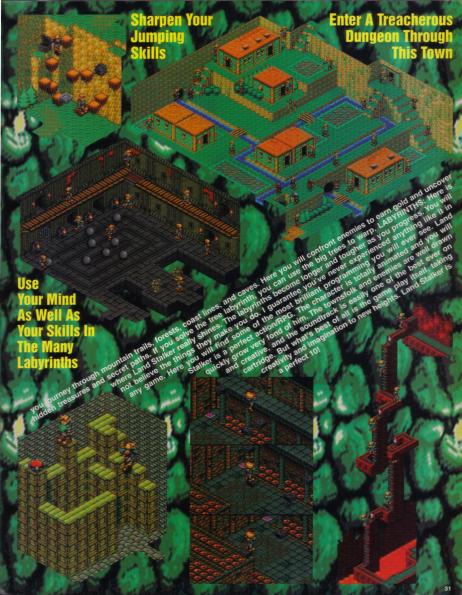












MEGA CD REVIEW







SWING 'N A MISS



SONIC KNOWS BASEBALL



THE NATURAL



Welcome sports fans to the Talko game of the week, Super League CD for the Mega CD. This game has it all: stats, a full season, major league (Japanese) teams. league leaders and 6 different stadiums.

Graphically, the game doesn't miss a thing. It has line scrolling, close-ups at every base and for great catches, and it depicts both day and night games. pitcher-batter screen is really impressive with large characters that almost look digitized. No Gamba league short, fat goo here.

The sound effects are





really well done with digitized samples of the bat meeting the ball and even the sound of the ball hitting the glove. The music is also a step ahead of the competition, with 2 decent tunes that switch at the 7th inning stretch.

What can I say? there is very little to be critical of in this game. Baseball fans rejoice! Sega has finally ended TIP YOUR HAT, TIP YOUR HAT their year long software drought on the Mega CD, and in high style. Super League CD is the new standard in sports gaming, sending Ultra and Gamba to the showers.





BIG SWISHY!





LAY IT DOWN























Game number 2 from the Bitmap Brothers, Xenon 2, features weapons shops where you can choose from a huge assortment of projectiles, and of course the incredible graphics we've come to expect from the Bitmap Brothers. If Gods is any indication, this game will be a shooter worth buying.





From the producers of Out Run comes Junker's High. What separates this game from the others are the multi-levels. You can actually go up ramps and drive on the upper level. There's also no more annoying stopping, when you hit something you'll spin out and keep going. There's also jumps in Junker's High, so catch some air with a full review next month. (8 meg plus battery backup.)



In E.A.'s new Genesis action game, Risky Woods, your mission is to release ancient monks from their stony bondage. RW features 12 levels, 8 landscapes, huge bosses, great graphics, and awesome scrolling backgrounds.





As you've read in our Fighting Special, Deadly Moves was great on the Super NES, according to Kaneko, the Sega version is identical, so get ready for a great on-on-one fighting game for your Genesis. Look for a full review on the Genesis version in the next issue of Game Fan.





We were going to do a full page review on Ecco this issue, but after playing, we were so impressed we held it over to do a spread next month. Ecco is one of the most unique and addicting games we've seen in a long time. Check it out next month!



Chuck Rock has made his way onto the Sega CD, with 9 new levels, opening animation, and a cool new CD sound-track. Even if you played the original, don't miss the CD, there's so much more! Full review next month.



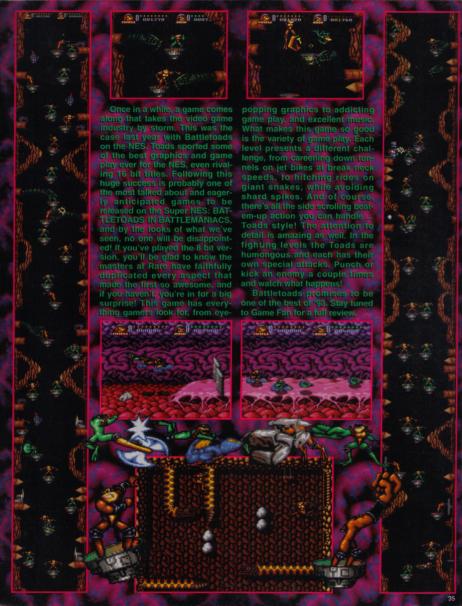
Even though we've shown you this one before, it's looking so good, we thought we'd show you the latest screen shots. Due out this February in Japan, Majin Saga looks like it could be one of the best cartridge games of '93, combining side scrolling action with one-on-one fighting. If these new shots are any indication, Sega of America will bring it out here simultaneously, we hope.





Here's another good reason to buy a Sega CD. Sonic CD is due out this March. The screen shots above cannot be found in Sonic 2, so we are hoping they will be present on the CD version, which will also feature an animated story, and a CD soundtrack. Tune in to Game Fan for the best coverage.





UPER FAMICOM REVIEW

WEEDRILO.

NAIVICO ACTION/ADV. I PLAYER 8 IVIEG AVAIL NOW JAPAN











































Whirlo is a unique game that combines elements of action, adventure, and role playing in one complete carridge. As Whirlo you must venture out into the unknown, using your many special attack techniques, van-quishing hordes of enemy aggressors who stand in your path. Whirlo's main weapon is a pitchfork, but he mas an assortment of spe-

nirio's main weapon is a pitchfork, but he has an assortment of special moves that don't rely solely on this trident of tribulation. These moves are very awkward to use at first, but if you want to see the later levels, you must learn to jump effectively.

Whirlo boasts a great soundtrack and bright and colorful graphics, plus includes a password feature vital to the game as you won't be solving this one in one sitting. This game is great fun and a tremendous challenge to even the most seasoned gamers

around. For people craving more than just action, this game provides ample brain draining puzzles to stump the quick of wit and slow of mind alike.





ter with more moves (oh ya, he turns in to a monkey too), and you've got Congo's Caper, Data East's new prehistoric action game for the SNES.

> What I liked most about this game was the cool new character. he's a brutal little cave kid who turns into a monkey when he takes a blow (take a second and you're history!), and has some creative attack techniques. If you run and press down he can roll in any direction, even vertical! knocking out everyone in his path. He can also knock you on the head with his club, fump attack, high jump, or grapple on vines.

lot of well timed jumping. the game takes place both below and above ground in a very well drawn prehistoric environment, and guess who's here? remember the big tyranosaurus in Joe & Mac? (oh ya, he's back!)

The graphics are very good as is the animation and the music, and most importantly it's fun and challenging. So, if you're into action platform games (which there are far too few good ones of these days) then Congo's caper is **DEFINITELY** worth 49 bones. Data East adds another quality game to the SNES lineup.





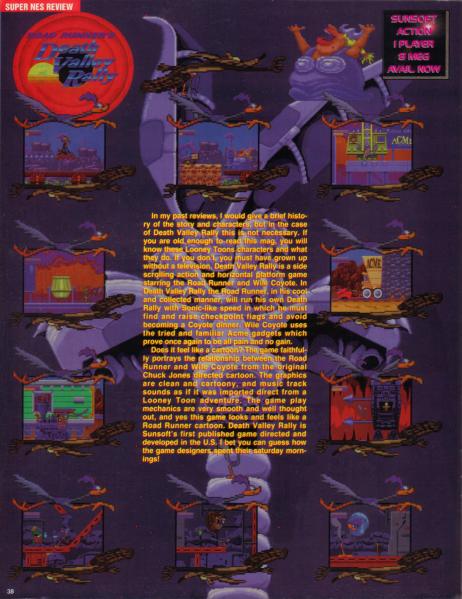












SUPER NES REVIEW

























Mysteriously, top secret military equipment is disappearing three km north of Bermuda. An underground race is

building an unstoppable army based on the prototypes. Driven by mechanized drones, they present the greatest threat mankind has ever known. This is one impressive shooter. Both the graphics and the music are high SNES quality. The attention to detail is great with highly detailed backgrounds and enemy forces. The explosions in FP2000 are all colorful with sampled sound effects, and even the largest ones cause no flicker or slow down, a teat few shooters accomplish. Another thing you're sure to like is the excellent two player interaction, one player being a jean dit he other a helicopter. In the jeep you pass under overhead objects, as the helicopter passes over ground objects, giving you both separate targets, and at one point the jeep turns into a speedboat, with incredible detail in the water. Then, just when you think you've seen it all, you both turn into jets ... good stuff! FP2000 is among the shooting elite on the SNES, offering the challenge and diver-

sity a shooter needs to succeed, and is one game you will find yourself coming back to frequently.































SUPER NES REVIEW



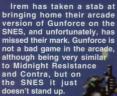












average at best, with poor animation, major slow down and flicker, and almost non-existent game play. Irem probably should have thought twice before releasing this 4 meg cart, or at least made it one player and put more emphasis on making a better game.





This game is pretty much

I think it's time to go back to the drawing board.

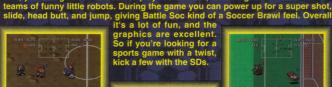










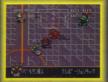






As you've probably noticed by now, our friends in Japan get all googly about SD Gundams.s You'll find them in just about every form of game, yes, even soccer. But let me tell you, these fiery little robots play one mean game! In Battle Soc, you can go head to head or play tournament, choosing one of five different













RACINE 2 FLAYER 8 MEG AIL NOW































the cast of Mario World. Each character has different strengths and weaknesses, and each course presents new and different challenges giving Super Mario Kart great lasting power and challenge. During any race you can obtain weapons and items to help you win. Especially useful are the turtle shells (use these to harl at the guy in front of you and send nim spinning). Another good one is the invincibility star. This lets you go full speed untouched for a limited time and will usually allow you to dart into first (unless vou're





OWER CUP 3























way back). But, remember, the guys behind you have these items too, so watch out! Which brings me to another feature. In a one player game you get a rear view mirror to scope out the action behind you! ... Excellent!



Either split screen two player or one, Super Mario Kart is a great racing game experience, but Nintendo didn't stop there, they also gave you an additional battle mode which is as much fun as the racing! Here it's every man for himself as you're turned loose in a maze packed with power ups. Each driver has three rotating spheres around his Kart. The first guy that pops all three is the winner. This addition to Mario Kart is great fun. Overall Mario Kart is the perfect driver and the only reason I can't give it a ten is because the FX chip is coming, and soon games like this may have scaling polygons. But for now, it's Mario Kart all the way for driving game players of all ages!





OWER CUP 8

























CAPCOM ACTION I PLAYER 8 MEG AVAIL NOW



Mickey Mouse has arrived on the SNES in a new side scrolling adventure thanks to the creative programmers at Capcom. As Mickey, you must set out on a quest to rescue your pal Pluto, who's been kidnapped by the evil Emperor Pete, Luckily, you're not entirely alone on your search. Along the way you'll be aided by a friendly magician who has placed magic blocks throughout your path. These blocks have two purposes, one is a weapon, which when grabbed can be tossed at an enemy, the other is that you'll find behind many of these blocks will be special items like coins, fruit, extra health to extend your life, and an occasional 1up. Also at your disposal are three special costumes, (Magician, Firemen, and Mountain Climber) which you obtain throughout the game. Each has its own special powers and will come in handy throughout your quest.

The graphics and backgrounds are incredibly detailed and well drawn. All the characters look like they're straight out of a Disney story book, and almost every boss has some sort of Mode 7 special effect. The music is another plus, as it sets the mood and fits in perfect with the cartoon-like

graphics. All in all, Mickey's Magical Quest is a quality game with too few short-comings to mention, and enough new features and clever game play to make it stand out above other games of













SUPER NES REVIEW

BULLS WS BLAZERS

The kings of roundball are at it again, and this time they're dribbling on the SNES. EASN has delivered a very good NBA basketball simulation in Bulls vs. Blazers.

Although lacking the graphic intensity of NCAA Basketball, BB more than makes up for it with pro style game play that depends heavi-

ly on seeing the open man and making the quick pass. Control and animation are excellent and each team has a star player with his signature move. With full statistics and NBA play offs, Bulls vs. Blazers is another winner from EASN.







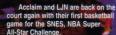






ACCLAIM/LIN SPORTS 2 PLAYER 8 MEG AVAIL NOW

ALL-STAR CHAILENGE



All-Star Challenge is a oneon-one baskelball game ala Jordan vs. Bird with a tournament mode, 3 point shootout and an option to play a game of horse. It features all 27 NBA teams with one player from each team available for one-on-one action. Each of the players in the game has been programmed to reflect the abilities and character-

istics of his real-life counterpart.
Graphically, NBA Super AllStar Challenge is a masterpiece.
The court is almost photo-real with a
high-resolution, digitized floor surfactors. The players have all been

digitized from video footage of the actual players. The computer opponents are tough and it will take you a while to figure out the timing on your shot.

TALKO TIP: Play a 2 player game to learn how to execute your offensive and defensive moves. You can change the game to a timed game 12 minutes in length with winners outs and shoot until you feel you have mastered the controls.

I really enjoyed this game. NBA Super All-Star Challenge has fast action, a lot of options and superb graphics. It is not a

dedicated basketball simulation, but it does provide hours of 2 player competitive fun. Lace up the Nikes, its time to hit the hardwood.

















Sunsoft's hot new RPG, Albert's Odyessy breaks new ground in role playing with Mode 7 fight scenes you'll have to see to believe. Look for a full review next month on the import, and pray it comes out in America. Where's all the RPG's?!





In Bandai's new action game, Kitaro's Adventure, you play a cyclops boy who features some of the most unique attack techniques we've ever seen. More next month.



Seta's first game to use their new accelerator chip will be F-1 Exhaust Heat 2. Look for a full line up of 26 competitors (Part 1 had only 6), and super fast scaling. More next month.





It's almost here! The long awaited Konami version of Batman Returns, sure to be one of the hottest action titles of '93. Check out the awesome driving scenes! Look for a full review in the next Game Fan.





Jaleco's jumping in to the fighting game wars with thier 12 meg Dead Dance. For more on this incredible new fighting game see Other Stuff in this issue!



tick for the Super Famicom, the first ontrol oad to feature six buttons is





Here comes another great Konami action platform game. From the looks of these shots, there's more to Tiny Toons than we thought. Besides incredible animation, it looks like there's some good 3D as well! See it all in Game Fan next month!





One of the most anxiously awaited titles for the Super NES, Aliens vs. Predator could be the side scrolling action game you've been waiting for. We'll give you a full review as soon as we can put our hands on one.



Hot on the heels of Fatal Fury, 2020 looks like another great translation from Takara.

These shots look extreamly close to the Neo Geo version. We'll bring you all the action in a future issue.





Culture Brain's all new addition to Super Chinese World, part 2, takes place in outer space, and features two player platform action all the way through. In this new version Jack has more power and Ryu has more technique. Looks pretty good, huh?

SEGA

GENESIS

Video Game Distribution ofessional Service ... for Today's Competitive Market

Global Gladiators Ex-Mutants Terminator 2 T.M.N.T. **Sunset Riders PGA Golf 2** Super Shinobi 2 Streets of Rage 2 Ecco

Deadly Moves

Superman

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SPORTS 2 PLAYER 4 MEG WAIL NOW



After playing Hit the Ice in 1990 for the PC Engine, I hoped it would make it's way to TG16, as it was one of the best (if not the best) sports games on the PC Engine, and here it is. Hit the Ice is not your normal game of hockey. It's a

02 4.51 06 4



bathe often ... sounds like a nice guy. On offense, you can pass, flick a wrist

02 2:00 02 2



2 on 2 fight for the puck, as you can slash spin kick, hammer punch, body check, or stick thrust to floor your opponent and go for the goal. Especially cool are some of the player profiles like Bunger. He lives in a cave







6 4 01 2:16 '01' G

during the off season,

play verses, champion, or shot mode. The control is good as are the graphics. Hit the Ice is a lot of fun (especially with 2 players), making it a must for all loyal TG16 owners, and it's out now, so go get one...





TTI's continuing support of their original system, along with the upgraded CD-ROM, looks like it's really paying off for loyal Turbo fans. There's a vast library of imports being ported over along with a strong line up of CDs to be announced for '93. Even though technically, the system is not superior, the programmers have become very familiar with the hardware, allowing them to produce quality software that holds up against today's competition. As long as games like Y's 1&2, Gate of Thunder, Air Zonk, Riot City, and Dungeon Explorer 2 keep coming out, the Duo is assured to remain strong throughout '93 and beyond.



This Psygnosis PC classic hit the Duo in '92, and roved to be the sion so far, with one of the best undtracks you'll ever hear, a much needed me setup reen, and all the colors and scrolls of the original.





system needs one, and the Duo's finally getting theirs. It's 2 player side scroll fighting action, and best of all it's Duo, That means kill

music too!

This is the best version yet, rivaling even the coinop, and it's available now (import ver-



U.S. system. If you like your RPG's with a little action, Exile (1or2) is one game you shouldn't miss. Heavy on great action scenes. Exile is a good 1st RPG, and a wo addition to the CD line up. But, for

sion), and is, of course,

100% compat-

ible with your





Practically a carbon copy of the coin-op, Buster Bros. remains 2 player on the CD-ROM, and features great music and excellent control. A must for action shooting fans who like a little strategy.

> Better known as ckman. I've been wondering when they'd finally brin out this one, 1 or 2 of this char, qui SM is a great side the CD sequel

Even though FW isn't the

perfect trans-lation, it

shows us that

supporting the system! What

SF2! 20 meg!

and maybe

does that ean to us? ...



Gate of

new capabilities of the CD

upgrade with great animagreat anima-tion, a heavy metal sound-track, hardly

any loading, and multi-lay-

If Gates is

en Lords of

Thunder shows off the





The Duo really needs some strong action platform games, nd .lim Power is just the first. Combining side scrolling action and shooting, Jim Power looks promising.







es for the Duo.

Another strong

the quest. NEC

has always been

RPG's. Part 2 is

works giving RPG

already in the

Here's what I'm talking about! Superb

programming comes through

out as one of

any system, and you just

know these

guys are work-ing on Bonk 3!

I can't wait for this one! I

still play part

added fea-

tures of the Duo, the

sequel could

tion/RPGs

If you haven't

very well be one of the

top

of '93!

the best shoot-ers of '92 on

Air Zonk stands











PC ENGINE REVIEW

SPRIGGAN.

COMPILE SHOOTER I PLAYER Super CD AVAL NOW JAPAN













The second in the Spriggan series on the Duo/PC Engine CD, Spriggan Mark 2 packs all the punch a side scroll shooter can, including multi scrolling backgrounds, an ongoing (and on screen) story line, hordes of optional attack mechanisms (that you choose), vertical and horizontal game play, and











lots of colorful, diverse levels.

Spriggan of the Soul Empire is in an all out war against the invading Brizbara Empire. You control the Spriggan Suit, aided by other allies of the Spriggan army.

One of the nicest things about SM2 is the setup mode. As you progress, you are









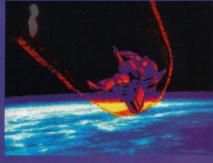
























awarded new and more powerful arms, then you must choose which ones to bring into battle. This adds nice diversity and interaction to the

game. Another stand-out is the on screen story. As you go through the game,

you are in constant contact with both your comrades and your enemies, and at crucial moments, your allies will actually join you and assist you in battle.



sometimes even sacrificing their own life so

may carry on. This feature really helps put the

Add to all this some of the best graphics you'll find on Super CD, and you've got a shooter worth owning, even for a system that's a little heavy on shooters already. And, don't

forget Super Darius and Gradius Gofer are coming to Super CD this quarter! ... So keep dodging and blasting, and I'll see you then.











COMPILE/TTI SHOOTER I PLAYER CD AVAIL DEC.





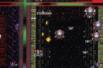
















format. Either way (or either one), riggan series are two of the finest

CD's. And, if you want more, there's the awe-some sequel which uses the same formula in a side



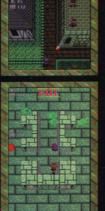
GROUND

As a big fan of the Sega version, I was happy to find out that Gain Ground was coming out on CD. This new version features larger characters, faster game play, and a great CD sound-track.

If you're not familiar with Gain Ground, let me give you some background. You control a huge cast of characters, each with specialized abilities, attempting to cross several different play fields, all with their own hidden secrets, in an action shooter that takes as much brains as skill. I found this version a bit easier than the Sega version, but it makes up for it in the great graphics and soundtrack. So, if you've never played Gain Ground, and you've got the system, this game is definitely worth a look.







FXIT





























MICRO WORLD
ACTION
I PLAYER
SUPER CD



As you know, if you own a Duo or Super CD, there are not enough platform action games around. Jim Power is the first in what will hopefully be a long line of games of this type.

Jim power combines side scrolling action and shooting, as you traverse

strange new worlds in an effort to rescue your kidnapped girlfriend. How many times have you heard this story?

Jim power is colorful, and does have some impressive graphics, but the control is a bit sloppy. Overall a good effort.

















Sand out games this moth, Colon and Bredliss Soler look like Des willings Look for an expanded the New section liest moth.







Now here's a shooter worth having. Konami's Gradius Gofer hits Japan this month. Konami on the Duo ... alright!



If you don't have enough overhead shooters already, here's your chance. Image Fight 2 is looking good.



Magicool, Hudson's new 3/4 view action/RPG for Super CD looks like a great 2 player game. Check it out next month. Yet another shooter for the Super CD, Kaiden 00 will be dissected by Game Fan next month. Seeva then!



COMING IN 1993

FOR THE AMIGA, IBM PC, AND **SUPER NES** SYSTEM

Challenge yourself to Push-Over, a game where quick strategy and cunning are of the essence. As G. I. Ant, you must place each domino carefully in a row. Get 'em ready and set up to "push over." But beware! Each domino is programmed with special powers and abilities. Don't be a Push-Over and let this backfire on you!









Ocean of America, Inc. from the IBM PC version of the Suite D-102 game. Bottom two screens shown are from the Super NES version of San Jose, CA 95131 the game.

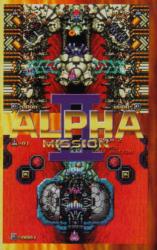
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Super Nintendo



1855 O'Toole Avenue









If you're looking for a good 2 player co-operative shooter, look no further than Alpha Mission II. This epic shooter packs just about everything you could ever want in an overhead. Great music, lots of colors, hardware scaling, and huge enemies stretching up to four screens long!

You and a friend take control of your SYD-FX attack ships and embark on a mission of galactic proportions. In the Neo Geo tradition,

you don't simply shoot the bosses, you must strategiclly tear them apart bolt by bolt and do this without making any mistakes. Your arsenal of weapons consist of The Black Hole, Fiery Pheonix, Bubble, Fire, Homing, Thunder and a Nuclear explosion. I logged a lot of hours on this one (without my memory card!) This one is Neo Geo all the way! Definitly check it out! (You wont be disappointed).



























Geo has been bombarded by quality one-on-one fighting games. In case anyone wasn't noticing, the new Neo Geo games are improving in quality (to say the least) and Sengoku 2 is no exception. Sharpen up your samurai







swords and get





ready to travel

through time in the long awaited sequel to Sengoku. Everything has been improved in this 74 meg monster! The graphics are more detailed and are much more colorful than it's predecessor. There seems to be more frames of animation in all the characters, and everything about the











the graphics and playability. All the characters that you can choose from have an awesome special attack, and each one is unique.. Overall, I came away from this game with a good impression (I like the fact that you can block, and you can see your player from many angles). The only chink in the armor is that it's a bit too easy and the experience is over much too quickly (only 4 levels). That, however, does not distract from a great game. This one is sure to be a

big winner











NEO GEO REVIEW

ACTION I PLAYER WAIL NOV



Save the planet Raguy from evil Darumas' polluting industrialization, which is choking the beautiful Stars environment in Blues Journey.

If there were more games like Blues Journey out for the Neo Geo, a lot more people would probably own one. If you

like Mario style action platform games, this one will surely dazzle you like no other. The backgrounds and music are incredible and the game play is totally unique. You can stun an enemy (or multiple enemies) and stack them spinning on your head, then hurl them at other attackers. If you don't use a memory card the game is long and challenging with two paths to choose from for extra diversity. Along the way you'll find bombs, boomerang blades, and other power up items to help you through each level, and there are also shops and huts where you'll buy information. The bosses in Blues Journey are also unique. scaling out and taunt-































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FIGHT!

Whether you like it or not Street Fighter 2, with all its success, has created a fighting game frenzy, with many companies trying to take advantage of the popularity of fighting games. For that reason we feel that is our responsibility, as the game players' game magazine, to guide you through this sea of new fighting games and make sure you don't get stuck with a dud. Here are 11 of the newest fighting games reviewed by some of the best fighting game experts in the world. We will bring you reviews on all the other new fighting games as they come out.















Here They Are! You Be The Judge.





Super Famicom



















comparison. For the SNES, Fatal Fury has to be one of the best one-on-one fighting games for the system. It has large characters and special attacks that use joystick movement, instead of just pushing buttons. For what it lacks in sound effects and music, it makes up in graphics and game play. For the Neo Geo, Fatal Fury is definitely one for your collection. The music hypes you up for a fight, and the sound effects are awesome. But, if you don't have a Neo Geo, this is the next best thing.













FIGHTING 2 PLAYER IOZ MEG AVAIL NOW



















































































You've seen 'em in the arcade, now you can bring all the excitement home, with a little help from the Pro Action Replay. Designed to work for all the Super NES games, it works especially well with Street Fighter 2, enabling you to perform all the neat tricks the Turbo version has to offer. Being able to enter four codes at once, you can customize your cartridge, and breath new life and new







form combos never possible. The Pro Action Replay makes it a new game.



CODE: 7E0E D10A & 7E0C B200



OTHER CODES **7E0C B909 FAST FIREBALLS** 7E0C 6030 **TURBO** 7E0E 3249 QUCIK D. PUNCH

CODE: 7E0E D108 & 7E0C D108

OTHER CODES 7E0C 1645 INVISIBLE 7E04 B300 **RYU RED FIREBALLS**

7E0D 9904 **AUTO FLASH KICK** 7E0D 9608 AUTO D. PUNCH 7E0C 2030 **BLANKA ELEC. ROLL**

CODE: 7E0E D109



CODE: 7E0C B200



CODE: 7E0E D108



CODE: 7E0E D10A & 7E0C 1635



CODE: 7E0E D109



CODE: 7E0E D10B

BATTLE









Battle Blaze, although not as intricate with moves as games like Street Fighter 2 and Art of Fighting, has got some of the nicest looking graphics you'll find on the SNES. And, if you can get your hands on the import (shown here), you'll find the sexiest female ever to grace a game screen. After each fight you can view the departing soul of your defeated opponent, and the last boss (whom you can be with a little trickery) is as evil and fierce as they come. Worth a look.





















[5(\$\frac{1}{2})

2



N.C.S.
FIGHTING
FIGHTING
FIGHTING
NEG
AVAIL NOW



If you played the first installment, you'll know why we think this version could be one of the best fighters this year.

Programmed by the wizards at N.C.S. (Prince of Persia, and Cybernator),

PLAYER SELECT

anma Fiance Moose, King Bakuchiou, and Panstock Taro (who transforms). Some of the new moves in part 2 will blow you away. Special moves will be execut-





Ranma 2 promises to be loaded with excellent character animation, great moves, and lasting playability.
Characters include: Ranma Saotome (Male and smultaneously, Get ready for anol Female), Hikari Gosunkugi (The Bull), Ukyo Kuongi

ed by holding back, then forward, (the longer you hold back, the stronger the move.) hitting buttons quickly, or hitting two buttons simultaneously. Get ready for another great fighting

























In this version of Ranma 1/2, the player gets to take place in an entire episode of the cartoon, alkong with the one-on-one vs. mode. The cartoon part is done extreamly well, almost perfect. The one-on-one











however, is just not there. With just two buttons and a power up guage for your one special move, as a fighting game Ranma 1/2 CD just

doesn't cut it. Buy it for the animation.





All the ingredients for a good fighter are here, line scrolls, 6 characters to choose from, each with special moves, and 5 different locations. Unfortunately though, the characters have too few frames of animation, and are hard to identify with, and the music just doesn't fit. There's also an annoyingly long wait between fights. LS would have been better served with more emphasis on the character art and game play, rather than trying to duplicate those SF2 line scrolls. A good effort but falls a little short.













AVAIL NOW



TWO times forward, THREE times

in from low to back, high

SPECIAL FATALITY MOVES:

unity, amerinating riigh and low works against a lot of the computer players. They peep walking into it. Adding a freeze or whatever after a few iterations usually it up (yes, this is on version 2).

For Goro, knock him down once, and walk up to him and as he is getting te him an uppercut (low+any punch). It will always knock him down (he doesn't

Almost every arcade you walk into nowadays is flooded with one-on-one beat 'em ups. Only one can truly capture the realism of character animation and blood and guts. Mortal Kombat definitely has both, along with full digitized backgrounds, and bone breaking sound

The game is very unique using huge digitized characters with real life move-ments, four attack buttons and, oddly enough, a block button. The cast of fighters are equipped with special attacks and a fatality move that'll

have you calling the coroner. The game is difficult to learn, being so different from the rest, but practice will definitely be rewarded when you can pull the still beating heart out of your opponent. Fortunately, the characters are easy to con-

trol and once you get used to blocking, the game is very addictive. Although not as popular as SF2, Mortal Kombat has the best graphics any fight-ing game has to offer, with punches and kicks that'll knock the blood out of your mouth, and a last boss that uses claymation effects never seen in a video game before. Can't wait to play the Sega CD

version!!!!



CULTURE ER FEHTINE HE FLAYERS IZ MEG AVAIL NOW

Ultimate Fighter takes Street Fighting action one step further in this unique one-onone fighting game. What really makes this game stand out above others is its four modes of play called the HIRYU NO KEN system. Each mode has something different to offer: In the expert mode, you can master over 120 fighting techniques, d is for die hard fighting fiends. The fighting mode is side

olling action, where ou can execute simple attacks and are not required to block (comparable to Final you can execute simple attacks and are not required to block (comparable to Flight). The animation mode is for RPG players, with an involving story line and long quest, where all the fighting is done simulation style. Lastly there's the vs. tournament mode, here up to 8 players can battle it out one-on-one.

The (fighting all litiests Eighting (as the elevation beneat users) a smallest

The fighting in Ultimate Fighting, (not the sluggish import version) is excellent, with great character art, easily executed special moves, and good sound effects, making Ultimate Fighter a great game, whether you're into action or fighting, e's something here for everybody.







Art of Fighting Street Fighter 2 **Brass Numbers** Ramna 1/2 CD **Fatal Fury Power Athlete Battle Blaze** Fist of the North Star 6 Mortal Kombat

Although the only perfect score went to SF2, to our surprise, after over 200 hours of game play the overall winner is Art of Fighting. We all became totally addicted to the fast action, awesome sound effects and smooth scaling. And an honorable mention goes to Keneko for Power Athlete (Power Moves). This is a strong game from a company not known for their fighting games. Good job.

*NOTE: Ranma 1/2 part 2 was not reviewable at press time, so we'll have to bring you the review on that one next month.



GOLDEN Game Fan's Best of 1992



Well here it is, our picks for outstanding achievement for 1992. Everyone involved in the voting process played and beat every game mentioned. We don't judge games on one level, we play and beat everything. It was a good year, a little slow at first, but in the end we ended with a lot of great games. Missing in '92 were Megaman, Metroid, and Battletoads on the SNES, a lot of no-shows on the Lynx, the mysterious Jaguar system, and any platform, action, RPG or 3D games on the Neo Geo. Hopefully '93 will bring us these and many more like them with the dawn of CD-ROM and crosslicensing. It is our opinion that the next year will determine which game systems we will really settle in with it they were to come. in with in the years to come.

EEST ACTION PLATFORM

SKID: WONDERDOG (SEGA CD) BRODY: SONIC 2 (GEN) TOM SLICK: SONIC 2 (GEN) (ENQUIRER: WORLD OF ILLUSION (GE

THE ENQUIRER: WORLD OF ILLUSION (GEN) HONORABLE MENTION: GLOBAL GLADIATORS (GEN)

EST ACTION FIGHTING

SKID: T.M.N.T.: HYPERSTONE HEIST (GEN BRODY: STREETS OF RAGE 2 (GEN) TOM SLICK: STREETS OF RAGE 2 (GEN) ENQUIRER: STREETS OF RAGE 2 (GEN)

IORABLE MENTION: SUPER DOUBLE DRAGON (SNES)

EEST SHOOTER

SKID: AIR ZONK (TG-16)
BRODY: THUNDERFORCE 4* (MD)
TOM SLICK: THUNDERFORCE 4* (MD)
THE ENQUIRER: SPACE MEGAFORCE (SN
* LIGHTMINGFORCE IS THE AMERICAN NAME
HONORABLE MENTION: VIEWPOINT (NEO)

KID: SOUL BLAZER (SNES)
DY: ZELDA 2 (SNES)
CK: ZIELDA 2 (SNES)

SKID: STEEL TALONS (GE BRODY: STEEL TALONS (GE TOM SLICK: BATTLETANK (GEN) ENQUIRER: STEEL TALONS (GE

GRABLE MENTION: WAIALAE (SNES)

BEST ONE ON ONE FIGHTING

BRODY: ART OF FIGHTING (NEO)
TOM SLICK: ART OF FIGHTING (NEO)
THE ENQUIRER: STREET FIGHTER 2 (SNE
HONORABLE MENTION: WORLD HEROES (NEO)

HONORABLE MENTION: T2 (GEN)

EST CARTOON GAM

SKID: TAZMANIA (GEN)
BRODY: WORLD OF ILLUSION (GI
TOM SLICK: TAZMANIA (GEN)
THE ENQUIRER: WORLD OF ILLUSION (GI

HONORABLE MENTION: MICKEY'S MAGICAL QUEST (SNES)

REST PUZZILE (FAME

SKID: O'BERT 3 (SNES)
BRODY: LEMMINGS (GEN)
TOM SLICK: KRUSTY'S FUN HOUSE (I
THE ENQUIRER: O'BERT'S (SNES)
HONORABLE MENTION; OK THE BALL (SNES)

D: BASEBALL STARS 2 (NEO)

Y: MADDEN '93 (GEN)

K: BASEBALL STARS 2 (NEO)

BASEBALL STARS 2 (NE

ABLE MENTION: NCAA BASKETBALL (SN

EST DRIVING

NORABLE MENTION: ROAD RASH II (GE



BEST STRATEGY

TOM SLICK: WARSONG (GEN)
THE ENQUIRER: RAMPART (SNES)
HONORABLE MENTION: ROMANCE OF 3 KNGOMS. 2 (SNES)

BEST ACTION ADVENTURE

LEGEND OF MYSTICAL NINJA (SNES)

BRODY: CYBERNATOR (SNES)
TOM SLICK: PRINCE OF PERSIA (SNES)
THE ENQUIRER: LEGEND OF MYSTICAL NINJA (SNES)
HONORABLE MENTION: ALISIA DRAGOON GEN)

BEST ARCADE TRANSLATION

ORABLE MENTION: ATOMIC RUNNER (GEN)

BEST HAND HELD GAME

SKID: SHINOBI 2 (GAME GEAR)
BRODY: DRACULA (LYNX)
TOM SLICK: DRACULA (LYNX)
THE ENQUIRER: MARIO 2 (GAME BOY)

HONORABLE MENTION: BATMAN RETURNS (GAME GEAR)

BEST CAME MUSIC

BEST BOSS

ABLE MENTION: AXELAY LEVEL 2 (GEN)

BEST SOUND EFFECTS

SKID: GLOBAL GLADIATORS
BRODY: GLOBAL GLADIATORS
TOM SLICK: SUPER STAR WARS (S
THE ENQUIRER: SUPER STAR WARS (S

HONORABLE MENTION: ALIEN 3 (GEN)

BEST INTRO

SKID: WONDERDOG (SEGA CD)
BRODY: WONDERDOG (SEGA CD)
TOM SLICK: WONDERDOG (SEGA CD)
THE ENQUIRER: OUT OF THIS WORLD (SNES)
HONORABLE MENTION: PRINCE OF PERSIA IMPORT (SF)

BEST CHARACTER

SKID: WONDERDOG (SEGA CD)
BRODY: CYBERNATOR (SNES)
TOM SLICK: DHALSIM (SNES)
THE ENQUIRER: GUILE (SNES)

HONORABLE MENTION: LINK (SNES)

BEST NEW PERIPHERAL

HONORABLE MENTION: ACTION REPLAY (GEN & SNES)

BEST GAME

SKID: WONDERDOG (SEGA CD)
BRODY: CYBERNATOR (SNES)
TOM SLICK: STREETS OF RAGE 2 (GEN
THE ENQUIRER: STREET FIGHTER II (SNES)
HONORABLEMENTION: SONIC 2 (GEN & SNES)

SKID: ALL THO GAMES
BRODY: ALL THO GAMES
TOM SLICK: ALL THO GAMES
THE ENQUIRER: ALL THO GAMES
DISHONORABLE MENTION: GUNFORGE

BEST IMPORT **GAM**E

SKID: LANDSTALKER (MD)
BRODY: PARODIQUS (SF)
TOM SLICK: LANDSTALKER (MD)
THE ENQUIRER: FINAL FANTASY V (SF)
HONORABLE MENTION LUNVAR (IMEGA CD)

BEST MUSIC IMPORT GAM

NORABLE MENTION: VILGUST (SF)

HANDS ON PORTABLES BY Hands on Harry

This month we're going to concentrate on the Game Gear. This once tired hand held has had a consecutive run of good titles lately with more on the horizon, and our ace international corespondent, Kei Kuboki, got a look at Shining Force for the Game Gear while in Japan at the Sega World Show, and tells us that it compares to even the 16 bit version. Could there be an upgrade for the Game Gear in the near future? I wouldn't be surprised. It seems Sega's got quite a few tricks up their sleeves lately. Let's hope this run of good games continues. Harry starts to wig when no good games come out, so we'll be bringling him to the CES to check out all the newest hand held games for the next month's Hands On ...



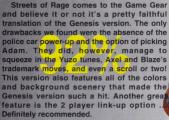




















The only thing missing in the GG version of Chuck Rock is the background. Other than That it has all the look and feel of the original, and a password feature. A definite must for Chuck Fans!









A lot of the reviewstaffat Game Fan Feel that this version of Prince of Persia is better than the Sega CD version







sion(exceptfortheSNES), soitmust beincredible. What ever you do, don't miss it!



















Are you looking for some pumpatude for your Game Gear? If you are, buy this Terminator game or I will pummel you like a girlieman into little pieces. Not even your best friend will be able to find you. Seriously, Terminator looks awesome for the Game Gear. So take Arnie's advice. It's coming soon!



The 2nd ever 4 meg GG game, Defender's of the Oasis, is sure to be the best RPG ever for a hand held system. Let's hope they bring out more 4 meg'ers in the future. We'll give you our review in next month's Hands On.



THE GRAVEYARD

Welcome to a very special Graveyard, as we bid farewell to an awesome system that, very unfortunately, never got the support it deserved at the Super Graft. I still think to this day that if this system would have been released here with the Super CP add on NEC would be right in the hunt. But, for some strange (very strange) reason, it got put on the back burner and was recently deemed extinct. During its short run, we saw six games: Battle Ace, Granzon, great versions of Capcom's Ghouts & Ghosts and 1941, Darius Plus, and Aldynas, Left on the programming table were Strider, and Galaxy Force II. The Super Graft had two 16 bit graphics chips (fretend of the PC Engline's one), giving it the power (even with the 3 bit processor) to do some remarkably.



Still the best action game ever released on an NEC system, Granzort allows your cyborg to morph into three forms. Granzort featured multi-layered scrolling, great color and detail, and a great challenge, it is still one of my favorite games.





Alldynes to this day rivels any 16 bit shoots on the manage with execute coinning power ups, lots of excelling, huge non-flickering mechanized besses, lots of long levels, and in attention to detail seldom found in side seroll shoots even now. If they re smart, they'll release it on the Dud so everyons can experience it, and while they re at it, they can



GAME CD MUSIC

PONY CANYON



for questions and inquiries call: (818) 774-2012



We have so much to tell you this month, I don't know where to start. How about some CD news? Check this out:

The new Panasonic 32 bit system known as the 3D0 or SMSG may change the shape of gaming as we know it. The system can do prefect texture mapped polygons, has unlimited sprite capability, can display 32,000 colors per sprite, and can display 16,800,000 colors simultaneously. It can also scale, rotate, distort, and flip an object, runs at 2 times the speed of normal CD systems, has 2 megabytes of video buffer RAM, and has 3D sound. This new system uses an ARM chip (a 32bit RISC processor running at 25megahertz), and also has two additional custom chips just to handle sprites. Now let me tell you what all this means. Imagine 750 Ryu's on one screen scaling in and out at will! This monster can do it! Look for this system to debut at the January CES (where we will be standing filming it to show you in the next issue). This new system should retail at around \$700 with games coming in at \$50 to \$100. So far Electronic Arts and Lucas Arts have been signed, although most every major 3rd party company has shown an interest. Games announced so far are John Madden '94 (in which you control what looks like a real football game), and Jurassic Park (Lucas Arts is on location filming for the game!). We'll bring you all the sights and sounds of this next month ...

In other news...

Sony is making SNK's CD for the NEO GEO, yes it's true and it's official. As far as the Nintendo CD is concerned, the newest news is that it will use Phillips 32bit RISC (Reduced Instruction Set Computing) processor (which is capable of doing games similar to Virtual Racing and Galaxian 3) and will have an extra SFX chip. Although, it will most likely not be available until '94 ... No worries.

Nintendo will keep us on the cutting edge with incredible games using the SFX chip like Starfox with smooth polygon scaling found only in the arcades until now. Nintendo's second SFX game will be Super Hero

Racing, a two player split screen racing game similar to F-Zero.

So what about Sega? Get this, Game arts new 3D fractal shooter Silpheed is rumored to be far superior to

Nintendo's SFX game Starfox, not only rivaling but surpassing arcade games.

Also in the news overseas, the announcement of Street Fighter II Champion Edition for the Mega CD has been made official. Other new games announced for Mega CD are: Real fighters (Sega's answer to SF2, which uses the new 6 button controller, has tons of characters and great animation sequences), Thunder Force V by Technosoft (which will feature scaling and rotation, more levels, and a CD soundtrack.), Mortal Kombat, Escape From Camp Deadly from Acclaim, Ultimate Page Warrior (working title, a one on one fighting game with DC and Marvel comic characters), and Ninja Warriors from Taito.

For the PC Engine in Japan (our Turbo Grafx), Hudson has officially announces a 20 meg Fighting Street 2

this title should be available early next year.

As if that wasn't enough, here's just some of what we'll be bringing you next month:

For Sega CD: Chakan, Sonic CD, Golden Axe 3, Sherlock Holmes, Star Trek The Next Generation, Final Fight, Sports Pack CD (5 in 1), Young Indy, Ecco, Loony Tunes, Adventures of Dark Water, Shadow of the Beast, Heindale, Eternal Champions, and the Light Harp (A device which allows your body movements to manipulate on screen characters).

For Nintendo: The 8meg Super Empire Strikes Back, 12meg Total Carnage, 16meg Mortal Kombat, and of course Starfox. Plus many more!

It looks like '93 is going to be a banner year in video games as our favorite pastime goes CD. There's one thing for sure, you can count on Game Fan to be right there when it happens. Wether in the U.S. or Japan, someone from Game Fan will always be there to bring you the latest FACTS each month in Other Stuff ...

Final Fight 2 by Capcom, for the Super Famicom will feature 2 player simultaneous play, all 3 characters, and all new levels.

Mega Man is making his way to the Super Famicom and SNES look for it around the first guarter of '93.

Sunsoft has announced that they will be bringing out the popular arcade/NEO GEO fighting game World Heroes for the SNES!

A 16meg version of Art of Fighting is in development for the Super Famicom with added levels not found in the arcade?



What you're looking at could

very well be the best Genesis game so far ... Spot! Look for more next month.





Jaleco's entry into the fighting game market
Dead Dance will be 16meg and should be out in
Japan in the first quarter of '93.





Konami's third shooter for the Super Famicom will be the popular (in Japan) Twin Bee. A two player simultaneous over head shooter that allows you to punch as well as shoot the enemy.



Contrary to what you may have heard elsewhere, our sources at Renovation have informed us that Time Gal will not be coming to America.

Our ace international corespondent Kei Kuboki is in Japan for the Sega World show. Here's what he's found out so far:

We were shown a new shooter (on cartridge) that features incredible scaling and line scrolls with an amazing 128 colors on screen! (double the amount the system is capable of) kei tells us it looks better than anything he's seen, even on CD. We'll have photos next month! And for Mega CD Power Drift is coming out incredible. The programmers are taking their time but we guarantee you it'll be worth the wait. Other new Sega games (on cartridge) include: Snow Brothers, Deep Scanners, Beat Force, and Fantasy Star IV. New games announced for Mega CD include: Illusion City, Splatter house 3, and Rolling Thunder 3.

This information came in before Kei even attended the Sega World show. We'll be bringing you all this and even more (including a big announcement from Wolfteam) in our next issue ... Don't miss it!

Here's just a few of SNK's '93 lineup. We'll bring you the rest (and a full report of course) in our up coming CES issue.

The 100+Meg action RPG Crystalis will be out by this summer. scheduled for March is Super Side kicks by SNK. Also, look for Art of Fighting 2 Champion Edition, two Football games (one by SNK and one by Alpha Denshi), a new Basketball game by Alpha Denshi, and support from 12 third party companies for '93. One of the most exciting new games is World Heroes 2 which will be the first fighting game where you can link up two NEO GEO's for 4 on 2 fighting(see diagram on right) there are three planes of playing field

and you will be able to throw fireballs into and across the screen, this game will be around 150meg and should be out by June. Stay tuned for more NEO GEO info in next month's other stuff...

SUPER SIDE KICKS





Here it is, the first SFX game for the SNES. Even though these screen shots are early, we get the message. The SNES can now scale polygons with ease. Our sources tell us this game plays like a dream. Look for more on this incredible Nintendo game in next month's issue.







Irem's R-Type Leo is out in arcades across Japan and you know what that means, it will most likely show up on the Super Famicom next year.









Check it out! One on one fighting hologram style. Brought to you by the masters at Sega. If you can get use to the delay time, this is one cool game





Coming this February to an arcade near you is Capcom's SFII' Turbo Hyper Edition. Why play the cheap copies? Save your money for the real thing. This version will feature new moves including Dhalsim's teleportation, not found in the CHEAP immitations. Wait, it's worth it!







The 100+meg Fatal Fury 2 is on it's way to the arcades and your living rooms in January '93. We got a brief look at this incredible sequel and it looks like we're in for one incredible fighting game. Have they finally done it?

















Check out these awesome new shots of the battletoads coin-op game. Look for it at your neighborhood arcade sometime around the first quarter of '93.

Simply the Best in the Business ...

0 SEGA CD

Batman Returns Montana NFL

Dungeon Master Sewer Shark



EQUINOX (SNES)





LD OF ILLUSION (GEN)





NIGHT STRIKER (SEGA CD

SD Battle Soccer Rushing Beat Ran Final Fantasy V

Chester Cheetah Super Strike Eagle Gunforce Spindizzy Firepower 2000 Wing Commander Cal Ripken Pushover GODS

Spiderman & X-Men Pro Quarterback

Out of this World Super High Impact

1011R

.

Super NES **Prince of Persia**

Radio Flyer

Tyrants PGA 2 Toxic Crusaders
Double Dragon III
Roger Clemens
T2 Judgement Day
Sorcer Kingdom
Power Monger
Chest Cheetah Bio Hazzard Battle Captain America World of Illusion

Metal Fangs Super Battletank Super WWF Shadow of the Beast Global Gladiators Ali Boxing Risky Woods
Lotus Turbo Chal.
Ind-Jones Lst. Crsd
Batman Returns
Road Rash II
EX-Mutants Hit the Ice

Shinobi 2 Metal Fang Majin Sa Power Athlete Junker's High **GAME GEAR** Double Dragon Shinobi 2

Dirty Larry Steel Talons Pit Fighter **Rolling Thunder** Ninja Gaiden 3 Eye of the Beholde **Full Court Press**

MPORT

Hit the Ice Air Zonk Dead Moon Samurai Ghost Soldier Blade

Shadow of the Beast

Gain Ground

Image Fight 2 Gradius 2 Snow Brothers wonster Maker

Super Darius 2 Dragon Slayer 2 Moto Rotor MC

Bonanza Brothers

Snatcher





Forgotten Worlds Shapeshifter









Neo Geo Dealer! Art of Fighting World Heroes Viewpoint



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MAN RETURNS (SEGA CD)



TURTLES (GEN)



ANNETTE AGAIN (MEGA CD)



ART OF FIGHTING (NEO)

THE POSTALISTER

Hey you! I'm the Postmeister here to answer all your questions, no matter what you want to ask me, ask! I've got the answer! So write me a letter or i'll come to your house and steal your mail ... cuz I'm CrAzY!!

Dear Game Fan.

Your mag is totally awesome! It's about time somebody gave some quality space to SEGA, TURBO, and NEO GEO. And your reviewing is done great! It's like having a good friend tell you what's really good and what's not. My only question is, why isn't your mag thicker? I want MORE!

Don Hammonds New Brunswick, N.J.

Postmeister:

Thank you for your complements, I'm glad that gamer's out there are noticing the hard work we put in. As for our thickness, since we are a new magazine, we don't yet have the advertising other magazines have (that's what makes them so thick), but I can assure you as we do run anore advertisements, we will go up substantially in pages and continue to bring you as much on 2 pages as most give you on 6 (or more). Since we try to only cover the best, you can look forward to more 2 and 4 page spreads on the hottest games. Thanks for the fetter Don.

Dear Game Fan.

Great mag! Love the screen shots! I feel you guye are the most progressive out there, so I have a few questions for you. (1) Is this Street Fighter 2 for Turbo Grafx a myth? And (2) I have heard of big meg cards for TG16 (8-12 meg) but have yet to see them. What's the deal? Keep it up!

Sincerely, Keith Daniels Pasadena , CA

Postmeister:

Dear Keith, as you'll read in this month's "Other Stuff", SF2 (or Fighting Street 2) has been officially announced for the PC Engine and Turbo, and will be a WHOPPING 20 meg card. As for any more high meg cards on eal ready out in Japan, Parodious (8 meg). Otherwise, none have been announced officially, although there are rumors of an 8 to 10 meg Strider. We are in constant contact with Hudson both in Japan and in America. So we'll keep you up to date on any further developments.

Dear Game Fan staff.

Game Fan is fantastic! It's about time a group of dedicated game enthusiasts put together a hard core mag that sticks to the issues concerning the general game playing public. We want pictures, release dates, honest reviews, originality, humour, and a few surprises to keep us guessing. You deliver on all counts. The best thing is that I'm sure you'll strive to improve issue after issue. I can't wait to see what is to be added to your already killer format.

Cord Smith Durham, N.C.

Postmeister:

Thanks allot for the complements. I'm glad the fact that we're all game players is apparent in our approach, allot of thought goes into every issue. As for getting better and better, you will not believe sone of the surprises we have in store for our readers! In the month's to come look for more coverage on all the hottest games, along with some truly revolutionary features only Game Fan can deliver. Slay cool, and keep playing! know! will (cux i'm CrAzY!)

Dear G.F.

I was very impressed with your first issue, it is incredible. You gave pics and info on games where the big boys have only mentioned names. You all got me so over excited when you said that Acclaim is doing Mortal Kombat for the Sega Cd. Other things I would like to complement you on is that you are the only mag that

treats the NEO GEO with respect. Also, I love the way you review games. It's better than the other mag's game review system. I now have a question. I saw in another mag a 32 bit system called the "Super Gun" from a company in Canada that uses the IC boards from the arcades. How about sone info and pics on this system? All I have to say now is "Good job on your first issue" and I'm sure in the month's to come you'll de thrown the big boys, and you will be hearing from me allot. (now a loval reader)

Kevon Manuel Brooklyn, N.Y.

Postmeister:

Dear Kevon, It's nice to have another gamer on board as a faithful reader. Now let me tell you a little bit about this so called 32 bit system. The Super Gun is nothing more than a wiring harness, power supply, and a RGB to composite converter, and since most arcade games are 15 bit anyway, there's no way this is a 32 bit system. Not only that, but the ones that 've seen are cheaply built and only work with JAMMA boards (if they work at all). So be careful, and try to sitck with the big names. With today's new systems, future games may surpass the accades!

Remember, the Postmeister loves hearing from all you gamer's out there. We've got him locked up in a room out back, so that's all he has to do! So keep them coming, we don't want him to get bored and escape! Cuz he's CrAzY!



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READERS' SURVEY **MOST WANTED/TOP TEN**

Name Address City Age

State

System(s) owned

How many games do you buy per year?

What type of game do you prefer?

Please write on a separate sheet what your most wanted/top ten games are.



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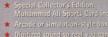
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