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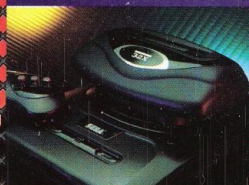
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EGM²

FROM THE EDITORS OF

ELECTRONIC GAMING MONTHLY

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July, 1994

Volume 1, Issue 1



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**SPECIAL
COLLECTOR'S
ISSUE**

PREMIERE ISSUE

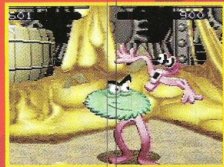


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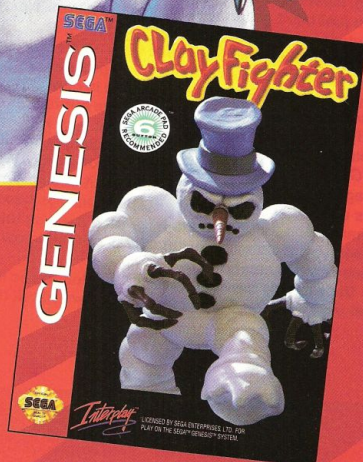
So, invite Bad Mister Frosty, lckybod Clay, Helga and the rest of the gang over for a thrashin', bashin', non-stop brawl on your SEGA™ GENESIS™ system.

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TWICE THE PAGES, TWICE THE FUN!

Welcome to the premier issue of *EGM*! By now you've probably paged through the issue and said "It's more of *EGM*!" You're right. Our main goal was to get as much video game information to you as fast as possible and with news on the new systems, peripherals, and games rolling into our offices on a daily basis, it was becoming much more difficult to get everything into *EGM*. And of course you know what always happens, just as you close an issue, a new hot story comes in and it has to wait four weeks until the next issue of *EGM*. These were some of the problems we were wrestling with and the one answer that seemed to solve all the problems was to get the information out to the game players biweekly instead of just monthly.

From that idea we made it happen. We doubled our staff, bought more computers, scanners, and electronic imaging devices and worked out a schedule where *EGM* would hit the newsstands the first of each month (subscribers get the issue two weeks earlier) and *EGM* about the 15th of the month.

The style and content of *EGM* is very much like *EGM*. We have been reading your letters and you have been telling us that you want more arcade and international coverage. You got it. Each issue will have at least two huge six-page arcade strategy blowouts and up to a dozen pages of International Fact Files. Our tricks section will also contain helpful tips and tricks on the newest foreign games. We have added a news section and brought over Arnie Katz's fanzine section from one of our sister publications. And there is more. We are still working on a couple of new sections which just couldn't get finished by this deadline. Most importantly there are the sections from *EGM* that you tell us you just can't get enough of, like the letters, Next Wave, Special Features, and Fact Files. They're all here!

The one thing we didn't take from *EGM* is the same information. As you can see, the news, stories and pictures are all new. You're not buying rehearsed *EGM* info. When there is duplication of coverage of the Class A games (Mortal Combat II) we approach the Fact File in a whole different way. And then we will spice it up with interviews and other related materials. The whole goal, again, is that if you're only getting *EGM*, you're only getting half the information. We finally have enough pages to cover the industry the way it should be ... with no compromises due to page limitations. *EGM* has always been the largest mag out there (even though others have tried to be as thick as us by going to heavier but cheaper, low quality paper) and now with *EGM* nothing even comes close.

Did we miss anything that you wanted to see in this issue? If we did, let me know and if it's at all possible we will fit it in next month.

Ed Semrad
Editor

EGM!²

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CAN PREPARE YOU

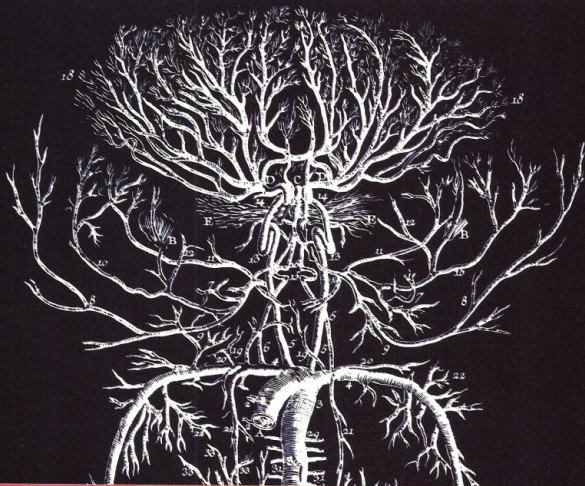
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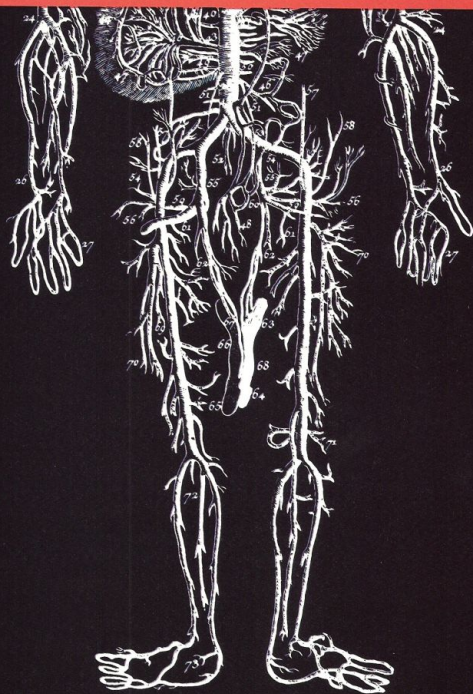
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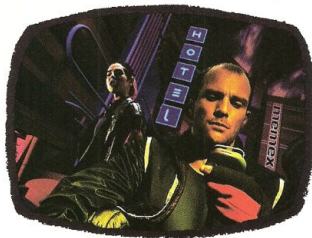


THERE ARE 9,462 NERVE ENDINGS IN THE HUMAN BODY.

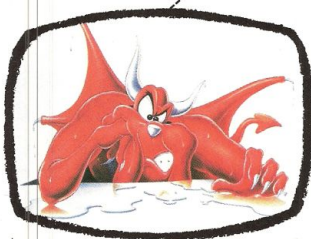


Burn Cycle

In this live action video/computer hybrid, you play Sol Cutter, data thief, whose brain's been downloaded with a 24-hours-til-you-re-dust computer virus. Coming this fall on CD-i and CD-ROM.



WHY WASTE THEM ON "LOVE CONNECTION."



You are Mutt, a grumpy little hornhead, wending your way through the treacherous Labyrinth of Chaos in search of the mystic pizza. Coming this summer on CD-i, CD-ROM and PC Floppy. (Optional Digital Video cartridge required for CD-i)

Lilit Divil



Your job is to waste the mutants and hybrids who inhabit 10 post-apocalyptic landscapes. Expect to be taunted and teased by in-your-face animated foes. Coming this fall on CD-i. (Optional Digital Video cartridge required)

Mutant Rampage: Body Slam

Most of what's on TV can be summed up in one word: lobotomy. Which is why Philips has come up with three new exclusive games. All with retina-searing graphics and ear-bending sounds. Now that you know this, why just sit there when you have 9,462 anxious nerve endings just begging for the controls.

For more input on Philips CD-i, transmit a signal from skull to fingers and dial 800.824.2567



PHILIPS MEDIA

CD-i

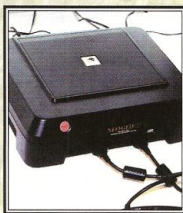
EGM!²

JULY / 1994 / VOLUME 1 / NUMBER 1 / ISSUE 1

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EGM² BRINGS YOU AN ALL-NEW BLOODFEST WITH BLOODSTORM!

EGM² will be bringing you all the latest and greatest in the arcade scene with our in-depth arcade Fact Files. The first of these is Bloodstorm from Strata. This game features eight powerful combatants who yield the power of gauntlets. In this feature, you'll learn all about the Password option, over 100 taunts, interactive backgrounds, and learn the secrets to the hidden characters, the fatalities, decaps, and the limbless victories. Plus, don't forget to enter our contest to win this exciting game!



SEE THE HOTTEST SYSTEMS OF THE YEAR WITH OUR SPECIAL FEATURES

106

It's going to be a busy year with many companies putting the finishing touches on their video game systems. Check out our special feature on the hottest new systems like the Sony PlayStation, Sega 32X, Sega Saturn, and the Neo•Geo CD-ROM.

128

TWO HEAVYWEIGHTS BATTLE IT OUT ON THE HOMEFRONT: MORTAL KOMBAT II VS. SUPER STREET FIGHTER II

It was destined to happen again. Capcom's popular Super Street Fighter II and Acclaim's outrageous Mortal Kombat II are poised for battle in our 12-page special feature on these two fighting heavyweights. You'll discover just how these two home conversions compare to their arcade counterparts. Also, you can see the making of the Mortal Kombat II commercial!

MORTAL KOMBAT II

VS.

STREET FIGHTER II
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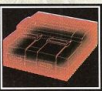
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FACT FILES



SUPER NES TIMES

Get ready for loads of summer fun with a whole slew of new Super NES games like The Death and

Return of Superman from Sunsoft, Breath of Fire from Squaresoft and Blackthorne from Interplay.

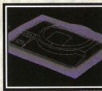
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INTERNATIONAL FACT FILES

EGM® brings you all the latest and greatest games from the Far East. Check out our Fact Files on Ultraman Powered, Yu Yu Hakusho, Jelly Boy 2. Also, you'll see special previews on the Bandai BA-X and NEC FX.

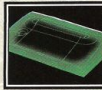
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OUTPOST SEGA

Big news for Genesis owners this year! Check out Ecco 2, Shining Force 2, Contra: Hard Corps and Dynamite Headdy. For the Sega CD player out there, be sure to check out Vay.

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NEO-GEO CHALLENGE

Two-player action awaits you in Top Hunter.

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SUPER GEAR

Sonic spins for his life in Sonic Spinball.

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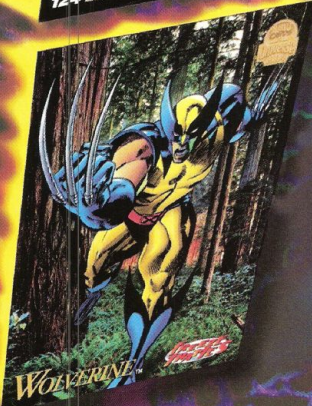
After the diabolical Green Goblin murdered his girlfriend, Gwen Stacy, Spider-Man savagely attacked the villain. But, despite what the Goblin had done, the jittery refused to kill his beaten foe.

—SPIDER-MAN #122, July 1973

SPIDER-MAN

When Peter Parker was bitten by a radioactive spider, he gained the proportionate strength and agility of the arachnid. But his refusal to use his newfound abilities to help others resulted in the death of his beloved Uncle Ben. Realizing that with great power there must also come great responsibility, Peter vowed to atone for his mistake by using his spiderlike abilities to battle evil.

Art by: **WILLER/MILGROM**



The logo features the words "MARVEL" and "CARDS" in a bold, blocky font. "MARVEL" is in red with a yellow outline, and "CARDS" is in blue with a yellow outline. They are set against a large, stylized, three-dimensional letter "W" that is colored with a gradient from yellow to orange to red. The background of the entire logo is a blue and white marbled pattern. A small "TM" trademark symbol is visible in the bottom right corner.

Universe 1994

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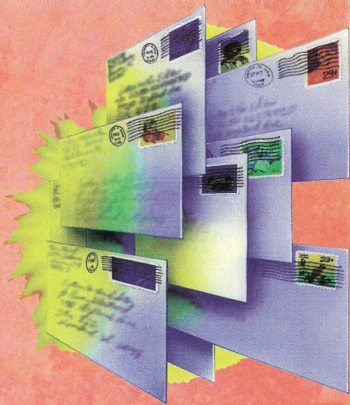
INTERFACE

LETTERS TO THE EDITOR

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

SEND YOUR LETTERS TO...

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Lombard, Illinois 60148



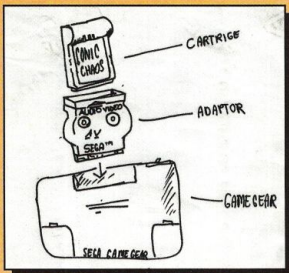
LETTER OF THE MONTH!

A SUPER GAME GEAR?

I own a Sega Game Gear and am pleased overall with its graphics and sound capabilities. But in my opinion, it falls short in display. The Game Gear screen does blur, although thankfully to a lesser degree than the Game Boy. But worst of all, it offers a kind of 'cheap' version of a color back-lit LCD screen and has to be tilted toward a certain angle to be visibly pleasant. It also requires a special setting on the contrast to get a somewhat 'fuller' picture, instead of the hazy, white screen. Now don't get me wrong. I applaud Sega for their efforts. The screen isn't horrible and it's great to take along during long trips. But at home, where you aren't 'on-the-go,' I feel you should have an alternative to looking at the tiny Game Gear screen, such as playing on a regular television. Henceforth, my idea for a Game Gear to TV adapter. Having built-in audio and video jacks installed would make this a terrific idea for all Game Gear owners out there.

Adam Frischertz
New Orleans, LA

(Ed. Heck, why not? If Nintendo can produce a Super Game Boy, why not encourage Sega to produce a comparable unit for all the Game Gear owners. Although it



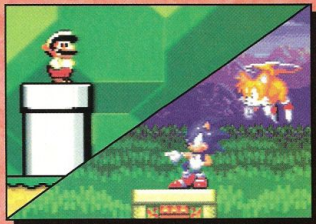
Here is Adam's rendering of what a 'Super Game Gear' should look like.

took a grey-market company to produce an adapter that would let you play Master System games on the Game Gear, Sega finally picked up the item themselves. We would certainly like to see Sega produce this item before anyone else does; but if it takes another company to produce it, then so be it. Although the drawing may look a little crude, it doesn't look too out of the ordinary to produce the adapter to look just like it. So what do you say Sega? Are you going to leave Nintendo to take the accolades for producing a Super Game Boy without developing a similar unit for yourself?)

MISSING MASCOTS

Whatever happened to America's favorite mascots, Sonic and Mario? Sega and Nintendo have been talking about their new Saturn and Project Reality systems for what seems like an eternity; but once you cut through all the babbling and take a look at the line-up of games, they haven't once mentioned a 32-Bit Sonic for the Saturn or a 64-Bit Mario for the Project Reality. What's wrong with these companies? Sonic and Mario helped boost these systems to where they are today, yet they refuse to put these characters in their new systems? Can you say, "Bad product management"? Someone needs to slap these people around.

Larry Torkel
Olympia, WA



Will we ever see these famous mascots on the Saturn on Project Reality?

(Ed. Does it really bother you that much? Seriously though, It's true that these two powerhouses have put a lot of time and effort into developing these systems, but your point is valid in saying that they should, at least, hint at one of these two starring in a new game. Who knows, maybe Nintendo and Sega are conjuring something up as you read this. Rest assured, if these companies want to keep their reputation, it's almost certain that there will be some project for those two.)



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



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SUPER STREET FIGHTER II

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THE STREETS
THIS SUMMER.

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GIVE ME SOME TUNES!

Do you know of any mail-order companies that can help me get a hold of some video game soundtracks? I haven't found one yet and I've sent letters all over the U.S. I've asked record companies, other mail-order companies, and have even asked anime distributors. None of them know of one or didn't write back. I'm desperate! I'd like to get a hold of the Secret of Mana, both Romancing Sa•Ga discs and a few others. I also want to get a hold of those compact discs Terry Aki saw at that SquareSoft convention [EGM #57]. And lastly, do you know anything about the CD called Super Mario Compact Disco? Any help would be grateful.

Zack Blacklock
Rio Rancho, NM

Although I can't speak for everybody, my favorite part about video gaming has got to be the music. If a game just doesn't have the right music, I'll bring it back to the store immediately. Which brings up my major point: how can someone like me get a hold of these video game soundtracks that you and other magazines just love to talk about? I've tried mail-order joints and even visited some off-the-wall music stores in hopes of uncovering these discs, but no luck.

William Bedford
Albany, NY



There are many popular video games that have CDs with all the tunes and sounds.

(Ed. We don't understand the problem you're having. Most big mail-order companies should be able to find the CDs you're looking for, just need to be very specific. Finding record stores that carry these discs is close to impossible. As always, your best bet is mail-order.)

LETTER OF THE MONTH!

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

My name is Dude With No Spleen. I'm fat, I never use a phone booth, I've never seen my toes, I go into the movies and take up 15 rows. You know... I'm fat ... I'm fat. Ham on. Don't want no Captain Crunch or no Raisin Bran. Don't care if kids starve off in Japan. Have some yogurt, have some SPAM. Don't matter if it's fresh or canned. Just eat it, git yourself an egg and beat it. Blah Blah Blah. I can morph into Kano on Mortal Kombat II. Potato skins and cakes. Tatter tots and instant flakes. I'm addicted to spam. You're addicted to spuds. I can play as Barney on NBA Jam for the Super NES. The code is *** and then **** and press ****. Ha, thought I'd tell you, you insignificant worm. Ha ha. Hernias are painful. Living with a hernia. Can't play tennis, can't even bowl. Ow. Some types of hernias are strangulated inguilepsae, bladder, obstructed. Living with a hernia. I feel bad. Let the bug bugs bite, find an itch to scratch, stick your head in the microwave to get a tan. Dare to be stupid. Give up the ship. Don't leave a tip. Dare to be stupid. Break a leaver, watch *Leave it to Beaver*. Dare to be stupid. I am the ultimate. La la la Lasagna. What's a matter with you? Have some marinara, I know you like it. Ha ha ha. Maniacal laughter time. Luigi gets a squeeze. Yes, ha ha ha. I lost on *Jeopardy* and I need a CD. Hoy, let's sum me up. I'm fat. I lost on *Jeopardy*. I didn't even get a cheap version of the home game. I can morph into Kano and play as Barney, I'm going to The Price is Right. I'm mental. Hah hah hah, I am the highest form on Earth.

Ladies and Gentleman, here we witness exactly what happens when your spleen is removed: **Weird Al Yankovic** tunes get lodged in your head. Oh, the horror! Thanks go to Travis Rajewski of Versailles, KY.

TOO MANY MEG?

I have a question that came up not too long ago. How can Super Metroid for the Super NES be a 24-Megabit game when the Super NES is only a 16-Megabit system? Is it possible to play a 24-Bit game on a 16-Bit system, and if so, why aren't all games like this? I have a computer and I know you can't play a game that is too big for the system—it just doesn't work. Maybe this is a ploy to get us to think that this game is special. Another question I have is: when the Saturn chip comes out, how will you put it in the system? I think it would be a big seller with the right publicity. Please enlighten me on these mind-boggling questions.

Jason Sootkoss
Trenton, NJ

(Ed. Sorry Jason, it's not a ploy. The fact that the Super Nintendo is a 16-Bit system doesn't limit the cartridges to 16-Meg. What it does mean is the Super NES can only read 16-Megabits of information at one time. This is also true with the Genesis. Even though Super Street Fighter II will be 40-Meg, the Genesis can only read 16-Meg of the cartridge at one

Dear EGM,
My name Dude With No Spleen. I'm fat, I never use the phone booth. I've never seen my toes, go to the movies I take up 15 different rows. You know I'm fat. I'm fat. Ham on. Don't want no Captain Crunch or no Raisin Bran. Don't care if kids want to starve off Japan. Have some yogurt have some SPAM. Don't matter if it's fresh or canned. Just eat it, git yourself an egg and beat it. Blah Blah Blah. I can morph into Kano on Mortal Kombat II. Potato skins and cakes. Tatter tots and instant flakes. I'm addicted to spam. You're addicted to spuds. I can play as Barney on NBA Jam for the NES. The code is *** and then **** and press ****. Ha, thought I'd tell you, you insignificant worm. Ha ha. Hernias are painful. Living with a hernia. Can't play tennis can't even bowl. Ow. Some types of hernias are strangulated inguilepsae, bladder, obstructed. Living with a hernia. I feel bad. Let the bug bugs bite, find an itch to scratch with your head in the microwave to get a tan. Dare to be stupid. Give up the ship. Don't leave a tip. Dare to be stupid. Break a leaver, watch *Leave it to Beaver*. Dare to be stupid. I am the ultimate. La la la Lasagna. What's a matter with you? Have some marinara, I know you like it. Ha ha ha. Maniacal laughter time. Luigi gets a squeeze. Yes, ha ha ha. I lost on *Jeopardy* and I need a CD. Hoy let's sum me up. I'm fat. I lost on *Jeopardy*. I didn't even get a cheap version of the home game. I can morph into Kano and play as Barney, I'm going to the Price is Right. I'm mental. Hah hah hah, I am the highest form on Earth.
Ha Ha Ha Ha
Dude With No Spleen

time. You may be a bit confused on the whole Saturn thing. The Saturn isn't going to be a chip that you install into the Genesis, it will be its own stand-alone system. The 32X system will be similar to what you were talking about. The 32X is a downscaled Saturn with a few less features, contained within its own case. Similar to the Master System Converter for the Genesis, the 32X will connect to the cartridge port of the Genesis. The price for the 32X is around \$150 and will be ready late this summer! Get set for another big step in gaming. And by the way, the first set of carts for the 32X will be around 24-Meg each.)



Although the Super NES is 16-Bit, games like Super Metroid are 24-Bit. Confused?

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HUH?

Just pullin' yer yank, man. The Video JukeBox™ (nick-named the "VJ") really uses a crankin' computer-driven, silicon-based ASIC that allows you to switch between 1 and 6 carts on the fly. But wait, there's more! You can attach more than one VJ together to hold 12, 18—up to 36 carts! The more VJs you snag, the more of your games are networked! Killer!

Once the carts are jacked-in, you'll never have to rip 'em out. A black steel outer shell to match your stereo makes it durable with a kick-butt look! A quality product at an excellent price, would not you agree? No

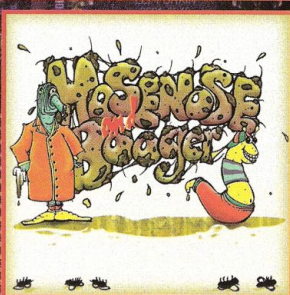
doubt... at \$49.99, even your mom will bark for one! Convincing her or the old man should be easy... just tell 'em it'll keep your carts off the floor, so any paralysis resulting from slipping on your carts and doin' a half-galnor into the TV would be indubitably impossible!

Grab a VJ, or two or three... at Babbages, Electronic Boutique, Software, Etc. and other popular hang-outs near you. For other store locations, pick up the portable and call!

P.S. Don't forget to start buying your snit rags now, so you'll be set to get sprayed with the *grossest* game in history, *Hosenose & Booger*. They'll be slobbering your way soon!

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WHERE'S THE VARIETY?

Mortal Kombat, Street Fighter II, etc. are all I see anymore. MK this and SF that. I'm sick of it! Sure, when Mortal Kombat came out I went out and purchased it. But now every time I look, all I see are ads for Mortal Kombat CD and Mortal Kombat II. It's not your fault, though. It's Acclaim's. Instead of making so many repeats of fighting games, I think they should concentrate on making more RPGs. Role-playing games are the best. First of all, you need to use your imagination much more than you do in fighting games. Secondly, you can spend tons of time on a good RPG. Hopefully, I'm not the only Super NES player with this view.

Joseph Weishar
Stamford, NY

Does anyone else out there remember the good old days of 16-Bit gaming on the Genesis? If so, do you remember what kind of games flooded that system when it came out? That's right—shooters. What happened to all the shooters? It seems as if we've gone through one heck of a dry spell, but I guess every company out there would rather try to get a fighting game on the market instead. Yeesh.

Brad Reeves
Mississauga, Ont., Can.



Are shooters becoming a dying breed? Not with games like Aero Fighters around!

(Ed. Point well taken. Although there isn't a flood of shooters like in the early days, new shooters do trickle into our offices every now and then. All those older shooters had a lone spaceship out to battle the evil forces in the galaxy. But now the genre is beginning to change, noticeable in games like Pocky & Rocky 2 and Shockwave. There will always be shooters in the typical sense, but that market seems to have changed its mind to, like you said, fighting games.)

GIVE ME MORE STRATEGY!

I am a huge fan of the arcade hit Samurai Shodown and don't know any of the moves. It's not your fault, it's just that I'm Samurai crazy. I know sorrier games that get more coverage in the magazine. Will you guys be doing any reviews or strategy guides on Samurai Shodown like the Mortal Kombat insert that was done in EGM? I'd really love to know.

Ian Hurd
Hampton, VA



Samurai Shodown is making its home debut on both the Super NES and Genesis.

(Ed. In case you haven't heard, both of our sister magazines, Super NES Buyer's Guide and Mega Play, focuses more on strategy and techniques for home games, while EGM offers a lot more in-depth coverage of arcade games such as Bloodstorm and World Heroes 2 Jet, which are featured in this issue. We've received many thanks from readers for the big blowouts that were showcased in EGM, SNBG, and MP. Those traits will be carried over to this mag, with less emphasis on strategy in EGM. As for Samurai Shodown, the game is quite old in the arcades so there won't be a strategy guide for it, but Takara is close to finishing the home translations of Shodown. It's a strong possibility that there will be a complete strategy guide for the game in one of our issues. Stay tuned for the latest word.)

THE NIGHT TRAP QUANDARY

Since Sega doesn't sell Night Trap for their Sega CD anymore, I noticed that the Panasonic 3DO has Night Trap. So I was wondering, before I fork out \$500 bucks for the 3DO, does the 3DO version of Night Trap fit in the Sega CD since they're both compact disc players?

Melvin Spence III
Elizabeth, NJ

(Ed. Sure, the 3DO version of Night Trap will fit in the Sega CD, however, you won't be able to play it. They both use different languages to read the disc, so they aren't compatible. It looks as if you'll need to find the game at a swap fair or something.)

WHAT IF!

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

WHAT IF...

...The Little Mermaid was Ecco's mother?

...They stopped making so many stupid fighting games and started making more RPGs?

Ted L. Crosier, Lincoln, NE

...People who sucked at fighting games stopped using throws?

James Tucker, Chicago, IL

...There were little MK II action figures that squirted out blood?

Hugo Martinez, Houston, TX

...Sub-Zero was a character in NBA Jam and he was 'on fire'?

Jaime Bennion, N. Highlands, CA

...Shang Tsung hung out in a woman's locker room as Kitana all day?

Dan Farnow, Danville, CA

...The cast of Gilligans Island was stranded in Jurassic Park?

Peter Milota, Cathedral City, CA

...Barney committed suicide because he was tired of being nice?

Vinnie Scaglione, Wallkill, NY

...In the year 3060, there still isn't a Street Fighter III?

Peter Turowski, Clearwater, FL

...Nostradamus predicted that arcades would ultimately cause Armageddon?

Stephen Okazawa, Calgary, Alb., Can.

...EGM² becomes the best-selling video game mag around?

...Edward Scissorhands and Baraka owned a barber shop?

Nate E. Witten, Redmond, WA

Send your 'What If's' to:
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1920 Highland Ave. Suite 222
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Or include your 'What Ifs' as a P.S. on a letter or postcard you're sending in.

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NICKELODEON

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FATHER'S MURDER,
MY ULTIMATE DESTINY—
AND THIS STONE
AROUND MY NECK
IS A LINK TO
MY PAST.

... A FRIGID WIND
SWIRLS AROUND ME,
I'M SMOOTHERED
BY DARKNESS.
TIME HAS COME TO
DEPART THIS WORLD.
I SMELL DEATH
AND DESTRUCTION
IN THE AIR...

— Kyle



Interface

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INTERFACE LETTERS TO THE EDITOR

OH NO ... NOT AGAIN!

I am outraged at Capcom because they're going to be bringing out Super Street Fighter II for the Super NES! After shelling out \$80 for Street Fighter II and \$70 for Street Fighter II Turbo, Capcom expects players to spend \$72 for Super SF2 and \$70 apiece for Fighter Sticks. Evidently, to get the real arcade experience at home, you have to spend about \$360. I suppose in about two months Super SF2 Turbo will be out for another \$80. Give us a break, Capcom.

Chris Mellen
Haverhill, MA

Why is it that Capcom still hasn't developed, you guessed it, Street Fighter III? I'm a big fan of Street Fighter II and the fighting genre overall, but this makes no sense to me. I mean, they have SF2, SF2:CE, SF2 Turbo, Super SF2, and are now making a Super SF2 Turbo. What are they trying to do, SF2 us to death? And what's the deal with Sega? Why are they always so late? They've been promising us Phantasy Star IV for what seems like forever. Yet another thing: why are Japanese games so much better than ours? A friend of mine ordered Macross



Don't think Super SF2 is worth the cash?
Neither do we a lot of our readers.

2036 and a Famicom adapter. He kept telling me how great it was but I didn't believe him until he loaned it to me. I was blown away! The colors, the graphics, the sounds—this game had it all!

Brett Johnson
Birmingham, AL

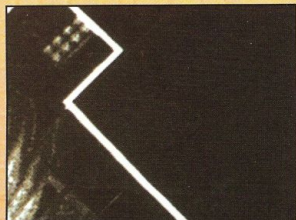
Aargh, here we go again! Capcom pulls another rabbit out of its bag of tricks, but this time it's a dirty trick. When in the world is Capcom going to get it through its skull; no matter how many times you revise it, it is still Street Fighter III! When the first version came out for the Super NES, I was more than happy to buy it. When SF2 Turbo came out, I was reluctant to buy it at first, but the price dropped to \$20, so I picked it up. Now, here we go again with round three. I'm ready to call it quits. With all the money I've been spending on these updates, I could have bought the arcade machine!

Joel British
Cleveland, OH

(Ed. The response seems clear on this one. You readers just aren't happy about Capcom and their constant barrage of updates, and there's no reason why you should be. Video games are a pricey hobby and spending at least 70 bucks on every new version of a game can really take its toll on the ol' wallet. If it really bothers you—then hey, don't buy it! It's the strongest message you can send to a game company. As for your questions, Brett, Sega has once again announced a release date for Phantasy Star IV. The latest word is that it has been put in the very general fall 1994 category. It's still 24-Meg and will be just like the Japanese version. As for Japanese games being better than ours, that's strictly a matter of opinion. You might be confused about which game you've got there. Macross 2036 is for the PC Engine Super CD-ROM, while Macross Scrambled Valkyrie is for the Super Famicom. Anyway, both games are very good, but that's just our personal opinion.

BAD PHOTOCOPY CONTEST!

A great feature of EGM® is the official Bad Photocopy Contest. You'll find this contest in every Interface issue. What we did was photocopy a part of the magazine, blew it up, oh, 800% and it's up to you to find it somewhere in the magazine. You don't win anything, but you can congratulate yourself if you find it!



Here it is! Attempt to find this picture in the magazine, if you can!

STREETS OF RAGE 3

Go electro! Mr. X's minions meet their match in Dr. Zan's electrifying Robotic Reach!



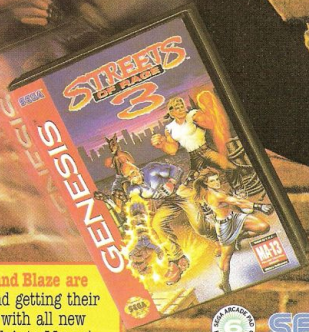
Lift-off! Use Skate's shreddin' airborne rollerblade spin-attack to Battle the 'Bots!



Axel and Blaze are back and getting their kicks with all new Martial Arts Moves!



It's an all-out turf war featuring MORE weapons, MORE moves and MORE outrageous action than ever before. Mr. X has hatched the ultimate evil plot-but what he didn't count on was a bone-crunching counterattack from Blaze, Axel and Skate, together with an all-new character, Dr. Zan...and a surprise helper! It's 24-megabits full of jump kicks, power-slams and spin punches set to thrashing digital sound and plasma-pumping music!



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they're Game Boy games, you're playing them through your Super NES®.

You're thinking, whoa, these Metroid hatchlings just quadrupled in size and they're purple! Is this really happening?

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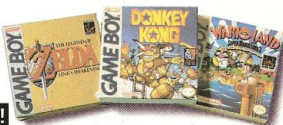
Uhhh... nothing. Super Game Boy is pretty much the **coolest thing ever**.

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advantage of the amazing and mystical powers of Super

Game Boy.

But don't make Mario yellow. We heard he hates that.



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Q&A QUICKIES

Whose idea was it to put the switch on Sagat's eye patch from left to right or right to left on the Character Select Screen in Street Fighter II: Special Champion Edition for the Genesis? Enquiring readers would like to know.

Marc Cheney
Anaheim, CA



(Ed. Good catch Marc. Who knows, maybe Sagat has an evil twin brother who needs an eye patch on the opposite eye?)

If future Game Boy games will have extra information so that color can be displayed when hooked up to a Super Game Boy, could GB games like Fatal Fury 2 and Samurai Shodown be made to use all the buttons on the Super NES controller?

Shawn Bowman
Lawton, OK

(Ed. Unknown at this point, but it sure would be a great feature, eh?)

Do you know of a way to hook up a Super NES and a Genesis to one TV?

Ian T. Presser
N. Lauderdale, FL

(Ed. That depends. If you're connecting the systems to the TV with the standard RF switch that came with the systems, then it's a cinch. Simply connect both RF switches together and then attach it to the TV. However, if both systems are turned on, you'll get a nicely scrambled picture. If you're using the AV cables, you'll need to purchase a multi-switch box to connect the whole setup together.)

I have a question about Sega CD games that have a battery back-up. How can they store information if you can't write to a CD without special drives that cost about a grand?

Jason Dantzman
Ojibwa, WI

(Ed. You just answered your own question. The Sega CD uses battery back-up as it cannot write to the disc.)

EGM ENVELOPE ART!



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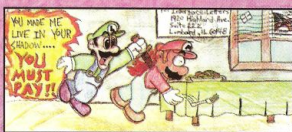
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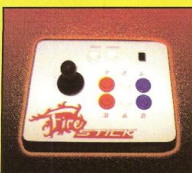
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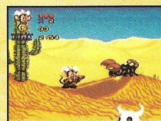
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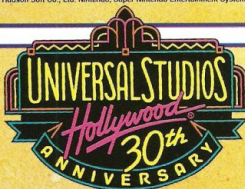
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AN INTRODUCTION TO A PAPER PARTY

by Arnie Katz

What can you do when playing the games is not enough? I mean, when you wake up needing the next hot Super NES cartridge and hit the pillow at night dreaming of zillion-meg 32X games? One thing you can do is go beyond being a gamer to participating in electronic gaming fandom. That's the subject of this column, which will showcase the best of the current fanzines and tell you about various aspects of the hobby itself.

Some of you may know this column from its previous two lives, but we've got a lot of first-timers seeing it in EGM*, so let's start with some of the basics—and then scan some of this month's best fanzines.

Electronic gaming fandom, which started about five years ago, is an informal network of enthusiastic gamers who write, edit, draw, and publish small circulation amateur magazines (fanzines). Fanzines are like pirate broadcasts compared to the official, approved networks (the professional gaming magazines). Fandom is the underground that keeps people all over the country in communication and on the inside.

Fanzines are a hobby. Most editors don't know the meaning of the word "schedule," and the subscription fee pays the postage and not much more. So you won't get rich, but you might meet some interesting people and have some good times.

It's hard to generalize about fanzine content, because it varies so much from 'zine to 'zine. They often print reviews, editorials, letters from readers, tips and hints, interviews, and other stuff that interests savvy gamers. Carts get most of the editorial space, but some

fanzines also have a lot of reviews and articles about multimedia and computer games. Some faneds (fanzine editors) specialize in a system, and there are even a few fanzines that spotlight antique video game hardware and software.

You won't like every fanzine, or agree with all the opinions in them. Fanzines let everybody say what they think. It's the discussion and the chance to share ideas with other gamers that gives fandom its heat.

Tired of this philosophizing? Me, too. Let's end the lecture and get to the fanzines!

Monty's Kitten #1

Edited by Brooks King
1357 Jackson Ferry Rd.,
Greenback, TN 37742
Frequent, \$1 per issue,
16 pages

Fanzine editors have to start somewhere, so expect at least one first-issue review in each "Fandom Central." New titles always have a lot of problems, but it's fun to get in at the start and help one grow into a first class 'zine.

Brooks gets extreme in a few places, like where he runs amok about cruelty to animals, but he shows promise as a future fanwriter. He mixes seri-

ous opinions with in-your-face humor, and that's not a bad recipe for a lively letters column in #2. It

takes a few tries to learn how to write funny stuff, and Brooks shows a lot of flair.

The editor presents about a

dozen brief video game reviews, but he's also tuned into pop culture, especially TV and music. Brooks tries to do a satiric character study of his history teacher that doesn't quite work. It needed more incidents and less name-calling.

Monty's Kitten is neatly presented with large bold headlines for story sections. It's a good first issue, and a good 'zine for those who like to try their hand at reviewing games.

SNES Gaming #8

Edited by Rich Wigstone
770 Concord Lane; Hoffman
Estates, IL 60195-1835
Bimonthly, \$1.50 per issue,
8 pages



This is one of the best fanzines which specialize in a single system. As you might guess

from the title, it targets Nintendo's 16-Bit console. News, tips, reviews, previews, a critique of the fanzine Paradox, an interview with BNF (big name fan) Chris Johnston, a look at "Phoenix (The Fall and Rise of Video games)," and the Leonard Herma game history.

The newsletter-style layout is well-implemented and packs plenty of data into eight pages while remaining legible and attractive. Any Super NES gamer would enjoy this excellent fanzine.

Video Universe #9

Edited by Chad Laubach &
George Wilson
7640 Woodbine Rd.,

Macungie, PA 18062
Frequent, \$1.50 per copy,
56 pages

George Wilson's inside cover editorial hypes a new look for this popular video game 'zine, and he and his co-editor have reason to be proud of the facelift. A list of the art credits would be a good addition. The pictures could be bigger in some cases, but all the artwork makes this hefty publication more fun to read. Cheers, also, for Dave Blanks' excellent cover illustration.

Both editors are heavy-duty video gamers, so that's the main topic in Video Universe. Still, there's a lot of variety. Besides many short and one-page reviews of cartridges, this issue has tips, a comic strip, columns, fanzine reviews, and articles. Chad's "Speaking My Mind" mixes humor and confrontation about the Senate video game censorship flap and all the sequels to

Street Fighter II. Some of the other columnists, like Matt Lotli,



haven't learned how to be nasty and entertaining.

Video Universe continues to evolve and improve every issue. If you're looking for a first fanzine to try, sending for this big friendly one is not a bad place to start.

Tune in next month for more on your favorite fanzines! Send fanzines for review to: Arnie Katz, 330 S. Decatur, Suite 152, Las Vegas, NV 89107



YOUR WITS BETTER BE AS
SHARP AS YOUR DAGGER.

THE LORD OF THE RINGS™

J.R.R. Tolkien's epic saga, The Lord of The Rings™, comes to life on your Super Nintendo Entertainment System. As Bilbo Baggins, you'll join The Fellowship in their quest to find the one ring that has the power to destroy Middle-earth. You'll match your wits, your strength and your cunning against the evil Lord

Sauron and his sinister servants.

If you are one of the millions who have read the classic trilogy, or if you're new to The Shire, you'll be captivated by this ultimate fantasy adventure role-playing game. There is nothing like it on earth.

- The largest use of rotoscoping in any SNES game ever produced—thousands of frames of rotoscoped animation.
- Each character has his own unique personality and decision-making skills.

- First action adventure RPG with multi-player real-time combat.
- Friends can join the play or leave the game any time, without interrupting or restarting.



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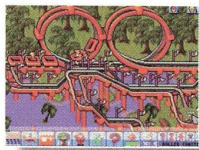
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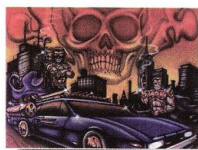
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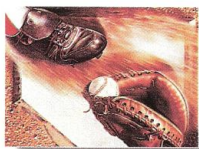
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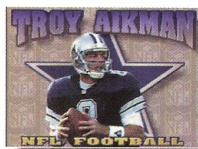
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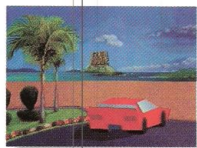
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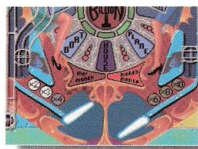
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LET GAMES

This is just the beginning for the Atari Jaguar 64-bit system. There are a ton of new games on the way for '94 designed to harness Jaguar's insane power. A power that's rapidly making other video game systems history.

Experience sports games so intense you'll feel the turf burn, combat games that'll drain pints of your blood, and dizzying virtual reality games like Doom and Alien vs Predator. Can you stomach a few thousand body blows? You'd better because in Ultra

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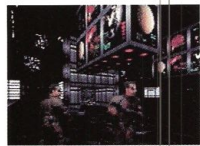
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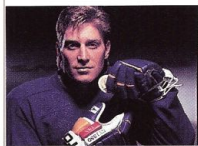
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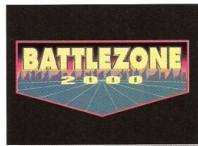
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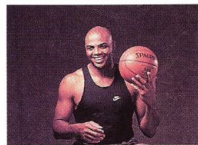


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Vortex, Kasumi Ninja and Double Dragon V, we've taken brawling to the 64th level.

What makes Jaguar games so awesome? The raw power of 64-bit technology that adds CD-quality stereo sound, 16 million colors, and incredible 3D animation. No wonder it was voted the best hardware system in Europe and America. And it's the only system made in America.

This is just a preview of what's to come. The Atari Jaguar. 64 bits. Do the Math.

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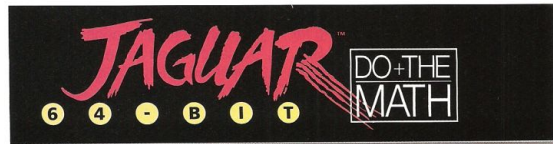
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PRESS START

SEGA STRIKES AT PIRATES; NEW GAME RENTAL SYSTEM

Would-be video game pirates may end up walking the plank as Sega recently won an important court victory concerning video game duplication.

Judge Claudia Wilken of the U.S. District Court for the Northern District of California granted an injunction for Sega against the operator of computer bulletin boards for violations of state and federal law. The injunction prohibits electronic distribution of copyrighted Sega video games as well as

objective in this action is not only to obtain redress against those who have done wrong, but deter those who may think about doing so in the future."

White also added that the next step was to get a permanent injunction against MAPHIA and collect statutory damages. Such damages could amount to \$50,000 per infringement. Worldwide, software piracy is estimated to cost the industry \$6 million each year.

On a similar but different

"We will not allow pirates to sap the vitality of the interactive digital entertainment industry."

-Bill White, Sega

unauthorized copying of such games.

The case concerned the selling of \$350 video game copies which allowed users to run and create counterfeit Sega games. Users could then upload and download such games through the MAPHIA bulletin board. Such a practice was ruled damaging to Sega's revenues and reputation.

"This is a welcome ruling for the video game industry," Bill White of Sega said. "As this industry continues to grow, video piracy becomes an increasingly serious problem.

"It produces a flood of cheap, inferior products that robs the other gamers, White said. "Our

note, Sega and Blockbuster Video may soon eradicate the problem of never finding your favorite Genesis or Game Gear title in the rental section.

In August, 10 to 15 Blockbuster Video stores in the southeastern U.S. will test market a new innovation in video game rental. This system will assure the availability of any game title for the two systems to meet increasing consumer demand. Video game rental is estimated at \$1.5 billion each year.

The system involves electronically transferring the game to a blank, rewritable cartridge that is then rented to the customer. This will always insure



"With nearly 1,000 software titles available, it's tough keeping an inventory ... this system ensures every customer will be satisfied."

-Tom Kalinske, Sega of America

availability of any title.

The system was developed by NewLeaf and its sister company, Fairway Technologies. NewLeaf is a joint venture of IBM and Blockbuster.

According to David Lundeen, president of NewLeaf, "We believe the system offers retailers and game publishers the ultimate in just-in-time inventory. With the ability to program game cartridges at retail locations, retailers and game publishers can maximize their

opportunity to put products into customers' hands and increase overall transactions."

The new system will apply to games made by Sega only, as games by licensees have their own copyrights. However, licensees will soon begin signing agreements to have their games reproduced by the electronic system.

Originally, the NewLeaf system was intended to produce music on compact disc.

STREET FIGHTER ANIMATED MOVIE ALSO DUE

In keeping with the line of animated movies based on video games from Japan (like Fatal Fury, Final Fantasy, and other titles), comes a full-length Street Fighter animated movie. The movie will feature the Street Fighter characters, and, judging from the early character animation, looks to be a winner. Hopefully the Street Fighter feature film will hit these shores soon.



CAPCOM CASTING STREET FIGHTER II MOVIE

Moving from video games to the silver screen,

Capcom Co. Ltd. will completely finance the upcoming *Street Fighter II* movie. Steven de Souza, writer and director who was involved with such mega hits as *Die Hard*, *Die Hard II: Die Harder*, *The Running Man*, and *Commando* to name a few will direct the feature film, which

involves a hostage situation where 12 martial arts experts gathered (each with his or her reasons for being there).

There is also a new charac-

ter, Captain Kenya Sawada, who may also be added to the *Street Fighter* video game series. He will be second in command to Guile of the U.N. Forces.

The best-selling game has almost been completely cast. The only roles remaining to be filled are Zangief, Blanka, and Fei Long. The cast as of June, 1994 is as follows:

Colonel Guile.....	Jean Claude Van Damme
Bison.....	Raul Julia
Chun Li.....	Ming Na Wen
Sagat.....	Wes Studi
Ryu.....	Byron Mann
Balrog.....	Grand Bush
E. Honda.....	Peter Tuasosopo
Vega.....	Richard Jay
Dee Jay.....	Miguel Nunez
Ken.....	Damien Chappa
Dhalsim.....	Roshan Seth
Cammy.....	Kylie Minogue
T. Hawk.....	Gregg Rainwater

MORTAL MEDIA MANIA

Just when you thought you'd seen enough of it at the arcades and at home, *Mortal Kombat* may soon be dominating the radiowaves with *Mortal Kombat—The Album!* The Virgin Records music compilation (released on its subsidiary label Vernon Yard Recordings) features music performed by The Immortals, a Belgium pop band. There are 10 tracks on the disc, each featuring a *Mortal Kombat* character. It will also contain two versions of the popular *Mortal Kombat* single.

Also included is *Mortal Kombat* artwork taken from the upcoming comic book due for release this summer. All this will lead up to the release of the MK II home game versions.



LAST MINUTE UPDATE

Flying Edge, Arena and other titles all to change to Acclaim: The makers of such mega hits as *Smash TV*, *NBA Jam*, *Mortal Kombat* and *Alien²* will stop using the names *Arena*, *Flying Edge* and *LJN*, and will release all further products under the name Acclaim.



Hi Tech Expressions now has a new name and logo.

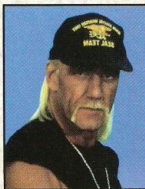
Hi Tech Expressions to change name to Hi Tech Entertainment: Hi Tech Expressions will be changing its name to Hi Tech Entertainment. The company will also be expanding into the software marketplace by releasing titles for the CD-ROM and PC marketplace. Earlier, the company signed agreements with such heavy-hitters as Capcom U.S.A., Inc. and Acclaim Entertainment, Inc. to provide CD-ROM versions of their titles such as *NBA Jam*, *Super Street Fighter II*, *Mega Man X*, and *Mortal Kombat*. Hi Tech plans to introduce at least 10 new PC titles—including its first four CD-ROMs. Additionally, there will be 18 new video games for the Sega Genesis, Game Gear, Super NES, and Game Boy systems. One immediate title will be *Baby's Day Out*, based on the upcoming movie from 20th Century Fox.

INTERACTIVE TV PRODUCTION FEATURES HULK HOGAN

Philips Media Games and Philips POV have recently made a deal with RYSHER Entertainment and the producers of the television show *Thunder in Paradise* to create an interactive show based on the series. It will be shot at Disney-MGM studios at the same time as the series.

"Interactive television is what

everyone has been talking about for the past two years," Bob Allen, vice president in charge of production



operations at the Disney-MGM Studios said. "BSB (Berk/Schwartz/Bonann Prods., Inc.) and the Philips team, on the other hand, are here doing it now."

In the game, the player will

assume the identity of featured show player Brandon Call (from TV's *Step By Step* and *Baywatch*) to battle the evil forces of the antagonist, M.A.J.O.R., who is played by Arnold Schwarzenegger's stunt double Peter Kent. The television show stars wrestling superstar "Hulk" Hogan, Chris Lemmon (who starred with his father Jack in *That's Life* and other movies), and Carol Alt. The show also features Patrick Macnee (of the television classic *The Avengers* series).

"Disney-MGM Studios offers a unique opportunity for the interactive director," Robert Weaver, director at Philips said. "It provides one-stop shopping for production services, including animation, graphics, post-production facilities, and locations for film, video, audio, and multimedia."

The game has a planned 1994 Christmas release on the CD-I format.

VIACOM GETS BIGGER

Following its acquisition of Paramount, Viacom has grasped two other media facets, thus broadening its range in the entertainment industry.

Two divisions dedicated to interactive CD-ROM software and electronic publishing (Simon & Schuster Interactive and Paramount Interactive) have been acquired by Viacom. Simon & Schuster Interactive will introduce a series of children's titles (including *The Magic Labyrinth* of I.M. Meen and *My Favorite Monster*), *Macbeth: The Game*, and *Star Trek: The Next Generation Interactive Manual*.

Paramount Interactive will introduce *Star Trek: Deep Space Nine: The Hunt and Viper*, computer games based on the television series. They will also introduce a 1994 entertainment line with such titles as *Lenny's MusicToons* and *How Things Work in Busytown*.

AN ANCIENT CLAN WITH THE **POWER** TO TRANSFORM INTO FEARFUL **MONSTERS** STANDS POISED TO DESTROY ITSELF FOR A GODDESS WHO WILL GRANT THEIR **EVERY WISH...**

ONE HERO MUST FIND THE **SIX KEYS** TO BANISH HER FOREVER....

HIS DANGEROUS QUEST IS CALLED...

BREATH OF FIRE™



ARRRGHH!! ONE FALSE MOVE AND WE'RE HISTORY, TOAST. END OF STORY. **GAME OVER!!!**

SQUARESOFT

SUPER NINTENDO
ENTERTAINMENT SYSTEM



SHOULD HE ATTACK WITH A BAND OF **EIGHT** VALIANT WARRIORS OR SHOULD HE PULL UP HIS ASBESTOS UNDERWEAR AND SET FORTH ALONE KNOWING HIS NEXT STEP MAY BE THE LAST??

WILL OUR HERO SURVIVE?
ONLY YOU HOLD THE ANSWER...

YOU THINK THIS IS
JUST A GAME?!

**3/4-BATTLE PERSPECTIVE!
ANIMATED MONSTERS!
NOW YOU'RE PLAYING
WITH FIRE!!!**



BREATH OF FIRE.
A RED-HOT 12-MEG
EXTRAVAGANZA FROM
SQUARESOFT.
"WHAT RPG FAN CAN'T
GET EXCITED ABOUT
A GAME LIKE THIS?
...COULD EASILY END
UP BEING THE BEST
RPG OF THE YEAR."
**GAME PLAYERS-
MAY '94**

STAR TREK: GENERATIONS VIDEO GAME TO BE MADE BY SPECTRUM HOLOBYTE

...Spectrum HoloByte is set to make the home video game

versions of the

upcoming

Star Trek:

Generations

movie. The

movie, produced



by Paramount Pictures, is scheduled for theatrical release on November 18 of this year.

Spectrum HoloByte will develop the game for all 16-, 32-, and 64-Bit platforms, including the 3DO, Macintosh, and IBM CD-ROM systems.

This announcement comes in addition to the deal signed in 1991 which Spectrum entered into with Paramount, allowing the software company to produce versions of the popular *Star Trek: The Next Generation* television series.



Spectrum will be bringing out more *Star Trek* games.

VIDEO GAMES IN HOTELS

People staying at hotels may be able to do more than watch television to pass the time—like play video games!

COMSAT Video Enterprises will soon be offering the Nintendo Gateway System, an interactive Multimedia platform that will allow guests at hotels to play the Super NES video games on their rooms' televisions.

Currently, COMSAT serves 170,000 rooms across the nation with On Command Video. By the end of 1995, an additional 150,000 will be equipped with the service.

Initially, the Nintendo Gateway system was introduced in August 1993 and was employed on two airliners (800 seats). Today, the system is used on three carriers (China Air, Virgin Atlantic, and Northwest Airlines)—roughly 5,000 seats. In the U.S. and Canada, approximately 10,000 hotel rooms have the system. By the end of this year, the number is expected to jump to 150,000 seats for airlines, and 100,000 hotel rooms.

PENN & TELLER VIDEO GAME

Penn & Teller will fully participate in production of their upcoming video game *Penn & Teller's Smoke & Mirrors* from Absolute Entertainment, Inc. The game will be released this winter and will be available for the Sega Genesis and Sega CD platforms.

3DO CORRECTS WALL STREET JOURNAL INFORMATION

The Wall Street Journal was taken to task by 3DO recently, when the CD-ROM company corrected errors concerning their product.

"We are very encouraged by the support we've received from hardware and software companies, retailers and consumers."
-Trip Hawkins, 3DO

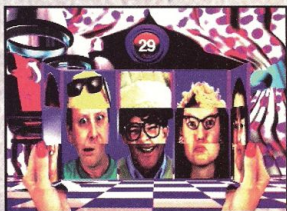
"The Journal article made several unfortunate errors in its reporting of 3DO," Trip Hawkins, president and CEO of 3DO said, "which didn't accurately reflect the company's progress."

"With more than 120,000 3DO systems sold to consumers worldwide, we are encouraged by the success of the launch in Japan in March, and by the effect of the price reduction in the United States. We believe that the 120,000 3DO systems purchased by consumers in just seven months of availability represents a significant milestone for the

company."

The article understated the game systems' sales to consumers and overstated the Sega Genesis' sales in its first

years of availability. It also reported 3DO had 550 outside developers recruited, when the



Twisted is one of the strong titles for 3DO that makes the system popular.

company has roughly 700.

Evidence of 3DO's success also rests in PAL versions already prepared for a European launch later this year. Electronic Arts, a 3DO licensee, will release future titles in Japanese and English, anticipating further strong sales.

"3DO is the fastest growing segment of Software Etc.'s video game business," Dan DeMatteo, president and CEO of the national software specialty chain. "In the last quarter, we have noticed a significant increase in consumer interest and sales in 3DO products."

FOX TO MAKE VIDEO GAMES

Long-time entertainment company Twentieth Century Fox will launch a new interactive media division to provide home video games. Called Fox Interactive, the new entertainment division will draw resources from all facets of its industry, from theatrical to television divisions, and will have its first releases ready in November.

The first game title is called *The Pagemaster*, and will be based on the upcoming live action/animated feature movie release starring Macaulay Culkin. However, for the first time, the game will be released



simultaneously with the movie instead of the typical one-year lag time (as was the case with *Demolition Man* and other titles). It will be available for the Sega Genesis, Super NES, and Game Boy systems.

The other Fox Interactive release will be *The Tick*, and is based on the upcoming series to premiere on Fox's Children Network this fall. *The Tick* is based on the comic books by Ben Elund. *The Tick* is a 400-pound, 7-foot-tall "avenger of evil," who (what else) fights crime. This game will be available for the Genesis and Super NES only.

In the next year, Fox Interactive plans to expand its resources to the growing CD-ROM market and have releases for other home game systems as well.



Penn & Teller's *Smoke & Mirrors* is coming to Sega systems.

You Know Deep Down You May Not Survive.

Eye Of The Beholder.
The First
ADVANCED DUNGEONS
& DRAGONS®
Game For The SNES.

There is a criminal conspiracy hiding in the Waterdeep sewers. Well, at least that's what legend says. As evidence of its truth: some rather imposing locks and traps, slashing skeletons, flashing swords and sizzling spells.

Based on this limited knowledge, it would seem the only thing to do is find these

criminals and destroy them. As you aspire to the roles of High Priest, Lord, Paladin, Ranger Lord, Wizard or Master Thief, you and your party will experience face-to-face combat and encounters

with an intensity only AD&D® role playing affords.

A 3-D graphical point of view makes the fantasy seem real.

The graphics are hotter than you know what. And the plots and subplots are complex enough to challenge even the most avid AD&D fanatic.

But even when you think you see the light at the end of the sewers, the Eye Of The Beholder awaits.



While finding the key to unlock the spider's double door, you learn the status of "Airia."



One of the Drow guards who has found your party snags his whip to paralyze "Airia".



When four Kenku soldiers block your path, you have a fantastic battle on your hands.



CAPCOM®



INTERACTIVE

GET JURASSIC PARK INTERACTIVE FREE!

Now get Jurassic Park Interactive and
Crash 'N Burn™ FREE when you buy the
Panasonic REAL™ 3DO™ System.

Offer good July 1 thru August 31, 1994.
See participating dealer for details.

Panasonic
REAL
3DO™ INTERACTIVE MULTIPAYER



ACTUAL SCREAM SHOT!



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T*HQ INTRODUCES CATAPULT MODERN GAME SYSTEM

A new video game modem that enables Nintendo and Sega video game owners to play against each other will be available this Christmas for roughly the same price of a game cartridge. With an estimated 30 million Super NES and Genesis systems to be in use by the end of this year, the modem should prove interesting to gamers looking to play a variety of characters in certain games. There are modems compatible with 32- and 64-Bit systems. Each hardware system requires a different modem.

The peripheral, called the Catapult, is named after its creator company, Catapult Entertainment, Inc. The company is comprised of former senior executives of General Magic, T*HQ Software and Atari Pictures.

The modem plugs in to the cartridge port on either game system, and is pre-programmed with Catapult's 800 number. The modem needs no external power source—it draws power directly from the game system. The game cartridge plugs into the top of the modem.

But what about speed? Through memory re-vectoring, video refresh cycles, a system of real-time address interception and synchronization of game play loops, gamers can have high-speed moves and counter moves in real time. There is no modification need-



Games like *Fighter's History* will be popular for the modem.

ed for games to be played on the modem system, only that it be a multi-player game (*Street Fighter II*, *Firepower 2000*, etc.) and that both players each have a copy of the game.

One of the key features of the modem is the player network. This will enable the user to pick his or her opponent. The network will show players'

skills, scores, and rankings. Players are never given names for identification, but "handles" to ensure privacy. Players can also send pre-recorded messages to each other—

like taunts or brags. All records will be managed through each player's log-on to ensure appropriate game matches each play time.

In terms of payment for using the system, all phone calls are handled in the local area by default. If the user wants to specifically play an opponent outside the local area, that can be arranged. Depending on the consumer's use of the system, access charges are estimated to be \$5 to \$10 a month. There are also tournaments planned with prizes for players.

Payment can be made one of two ways: one is by Catapult SmartCard, a debit card that's inserted in the modem and is billed for each transaction. The other method is to set up an account using a check or credit card. SmartCard or account limits can be set by parents for their children.



The Catapult modem for the Sega Genesis system.



Play *Samurai Shodown* with opponents miles away.

TOP TEN ARCADE GAMES RePLAY™ - MAY 1994

#	Game/Company	MTH	Rating	DIST
1.	Mortal Kombat II (Midway)	6	9.31	89%
2.	NBA Jam Tourn. Ed. (Midway)	2	9.05	61%
3.	Virtua Fighter (Sega)	5	8.79	43%
4.	Lethal Enforcers II: Gun Fighters (Konami)	2	8.67	15%
5.	Under Fire (Taito)	1	8.63	7%
6.	NBA Jam (Midway)	15	7.93	74%
7.	Lethal Enforcers (Konami)	20	7.91	66%
8.	Run & Gun (Konami)	7	7.81	39%
9.	Aliens 3 (Sega)	3	7.60	8%
10.	Mortal Kombat (Midway)	22	7.38	82%

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

Rating indicates the top number/game of the month.

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

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JAPAN INVADES THE U.S. WITH MANGA COMICS

After successfully invading the U.S. with video games, Japan is also a big hit with fans of animation—especially in one of the simplest forms of storytelling, the comics.

Recently, Dark Horse and

Marvel Comics have been publishing titles under the classification of manga comics (in Japan, the character *man* means not serious,

and *ga* means picture). Marvel has released several issues under its subsidiary, Epic Comics, of *Akira*, a title based



A scene from the 1988 Japanese animated feature film "*Akira*."

Marvel started publishing the animated periodical which have topped 2 million in sales. Other animated features have also made the U.S. crossover, including *Bubblegum Crisis* and *Appleseed*. Both those titles

are published here by Dark Horse. In Japan, manga makes up one fourth of all publishing—about \$15 billion each year with 256 periodicals (with over a

quarter of its readers being adults) and more starting up every year.

The U.S. isn't the only coun-

try where manga is gaining popularity: South Korea, Great Britain, Taiwan, Thailand, and Italy also have strong Manga circulations.

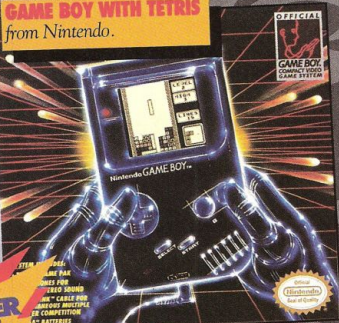


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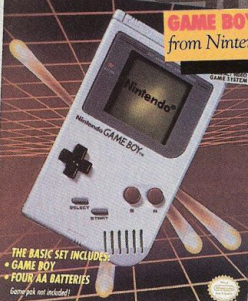
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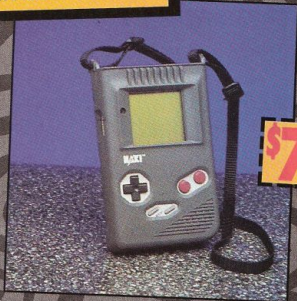
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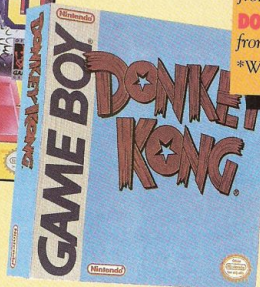
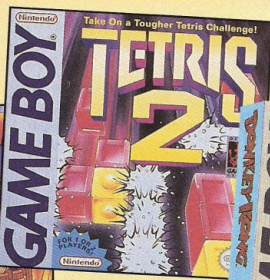
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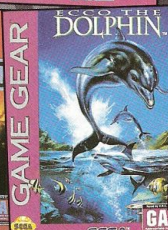
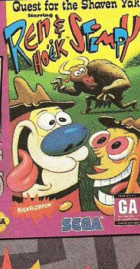
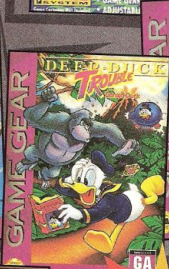
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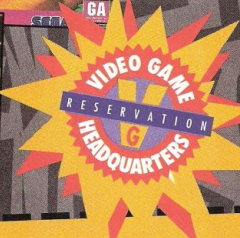
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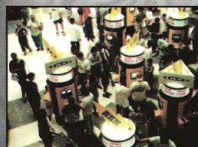


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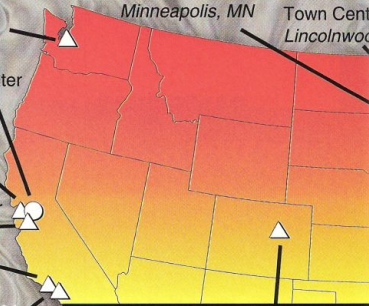
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GAMING GOSSIP

...NOTHING READY FOR 32X...
...SNK CD-ROM ANNOUNCED...
...MARIO KART TURNED TO BIKER GANG ...
...BANDAI ANNOUNCES NEW SYSTEM...
...NEC'S SYSTEM NOT 'TIL '95...
...3DO GROWS COLDER IN JAPAN...
...BLOOD AND GORE ON SNES FINALLY...
...SEGA BRINGS BACK 3-D SHUTTERS...

...Welcome again to the wonderful, magical world of game gossip ... Here I am, Q-Mann, to lead all you Barney-haters down the road to a place where there are no purple dinos ... History may be repeating itself again. Remember the dismal launch of the Sega CD just a few short seasons ago? Here we go again kiddies as Sega has, at this late date, NOTHING to show for this hot add-on. I was at their Special Gamer's Day held just for the mags and all Sega could do was show pictures of the boxes of games that are coming out. NO game screens, and not even a 'theoretical' to get our adrenaline flowing. Japan was a little better as at least they showed a couple screens of some of the work in progress, but it was a long way from completion ... The good thing about Gamer's Day was the loose lips that were really hyping up the U.S. Saturn system. While officials had a solid 'NO COMMENT' on the U.S. Saturn (they want to sell tons of 32X systems over the holidays) their people were going on and on about how it will be out in April and that the 32X is only a holiday sales item. What? 32X for X-mas and you're not doing any more SVP? I smell hedgehog guts ... Saturn, on the other hand, was the system that everybody was putting their bucks on ... Things aren't looking very well on the other side of the ocean either. Sega of Japan didn't have a lot to show for their Saturn launch. Virtua Fighter was beginning to look good, but it was only 30 percent done. The SOJ staff said that VF just might not be ready for the launch of the system this Christmas. They hinted that only their Clockwork Knight side-scroller would definitely be ready when the system hits the stores. Speaking of Toy Show, there wasn't anything closely resembling a PS-X there. Namco wasn't showing Ridge Racer, no SF2 Collection from Capcom ... NOTHING ... NADA. What's up Sony? At least Sega was there with some work in progress ... SNK made a surprise announcement with a working version of their stand-alone CD system. There's good news and bad news though. The good news is that they have dropped the price from \$1000 to \$500. The bad news is to achieve this, SNK has presently opted for a single speed CD drive (that may change though). Talk about lag time!!! I wanted to change a character in Fatal Fury and a little meter popped up on the screen and asked me to please wait. And I did ... a whole 29 seconds. They should pack-in a thumb-wrestling machine to play while you wait...

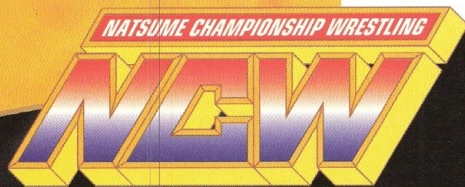
...Ridge Racer on the PS-X may have some competition, because Daytona, Sega's Saturn version of their hot new driver, looked good with texture-mapped polygons of the sky reflected off the car's windshield. Programmers told the Q-Mann that getting the game to play is really going to be a chore as the Saturn's slow CD-ROM drive and small internal memory will have a hard time keeping up with this ultra-fast coin-op ... Remember the Capcom-Data East lawsuit for DE infringing on the look and feel of SF II? Here's a new one: Picture Mario Kart. Take away the cute Mario related characters and replace them with obscure monsters. Also take away the go-karts and bring in motorcycles. Keep the same great Mode 7 scaling, split screen two-player action, and everything else that we loved in Mario Kart and you have Rider's Spirits by Masaya. All done with the blessings of Nintendo. Kind of makes Capcom really look like a stick in the mud ... With Game Boy sales lagging, and some stores cutting their stock, Nintendo's Super GB might not get the popularity it needs. If you ask me, Nintendo should have released this peripheral a year and a half ago, when it might have had an impact...

...The Q Meister had quite a chuckle (giggle, giggle, SNORT!) at all the new systems coming out in Japan. Hold on to your seats folks, as Bandai is going to try to launch another new game system for the Japanese market. I don't give this one much of a chance of happening as Bandai likes to talk about things and never follow up on a production unit. Remember the portable Super Famicom of a couple years back which never saw the light of day? ... NEC's system wasn't much better. It looks like a tower PC and there was no playable software anywhere. Scratch them from the '94 list of new systems. I'd be real surprised if they even could do a '95 launch ... Don't expect it to come over to these shores, even though it makes a good boat ... The magic of the 3DO has also worn thin in Japan. After the techno-dweebs bought the first batch of systems, everything got cold real quick. The mass market evidently had a different idea as to what they wanted to spend their money on...

...What would happen if Super SF2 hit the stores and nobody cared? Can't say we didn't warn them ... Nintendo learns from their mistakes ... I recently got to talk to the big man at Nintendo, Mr. Howard Lincoln, and he confirmed that the new Super NES games this fall will be judged by a new set of guidelines. He stated that Mortal Kombat II will be the same as the arcade and that means unmodified fatalities with blood and gore! Sega to bring back master system 3-D shutter glasses???? We have found out that Ecco 2 will be a 3-D game. But how will Sega pull off the 3-D effect? ... Until next time, Quarter-fiends...

- QUARTERMANN

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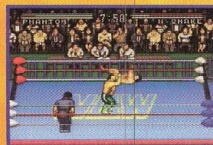
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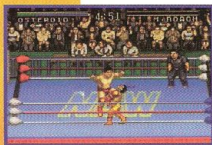
- ★ Sleeper Hold
- ★ Pyle Driver
- ★ DDT
- ★ Avalanche Hold
- ★ Shoulder Through
- ★ Powerbomb

- ★ Backdrop
- ★ Kitchen Sink
- ★ Guillotine Drop
- ★ Kneedrop

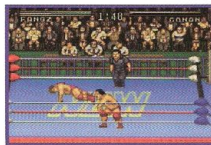


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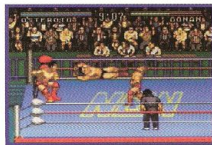
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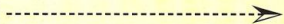
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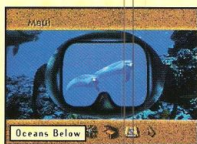
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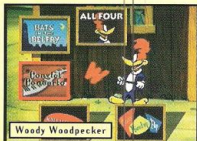
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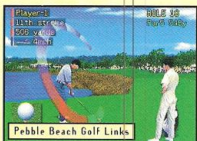
MORE IMPORTANTLY,

though nasty obstacles. And when you screw up, you'll leave the cutest little black stain where your vessel was obliterated. Then there's



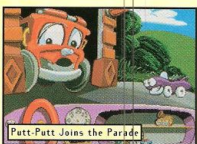
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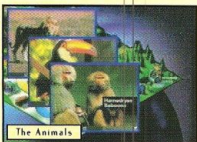
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you're the one who must save the Park's guests from prehistoric dino-clones. CD sound and 3D graphics make T-Rex so real, you can



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practically smell the lawyer on his breath. These titles are only a few of the many. You get the idea. Even if your parents don't.)



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INTRODUCING TRICKMAN, JR.!

No, he's not Trickman Terry's son (thank goodness)! In fact, we really don't know who he is! Some guy just volunteered to do this section and we're giving him the chance. In any case, he's told us that he wants to make this section the best it can be! The only way he can do this, however, is to get a large group of loyal readers to send in their awesome codes, cheats, and strategies! The poor guy is new at this, and can't do it all on his own! Send your newest tricks and codes to: **Tricks of the Trade, Sendai, 1920 Highland Ave, Suite 222, Lombard, Illinois 60148.** Trickman Jr. wants to be just like his mentor, Trickman Terry! To accomplish his goal and gain some popularity, he's going to give anyone who gets his/her name published in the Tricks of the Trade section of **EGM**® a free game for their favorite system* of choice! Take a look at the small print (that may cause eye strain) below for details on the allowable systems.

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Mortal Kombat

Sega CD Acclaim

D.U.L.L.A.R.D. Code and Meanings of Flags

At the Game Start/Options Screen, take controller 1 and press DOWN, UP, LEFT, LEFT, button A, RIGHT, DOWN. The "Cheat Enabled" Option will appear.



The D.U.L.L.A.R.D. code that worked on the Genesis version, also works on the Sega CD version! On the Game Start/Options Screen, take pad 1 and press DOWN, UP, LEFT, LEFT, button A, RIGHT, DOWN. The "Cheat Enabled" Screen will appear in which you can set these new flags: **P1Win** - One hit kills the second player; **P2Win** - One hit kills the first player; **Moon** - Puts silhouettes in front of the moon on the Pit stage; **Dads** - Gives strange names to each of the

TRICK OF THE MONTH



Do the D.U.L.L.A.R.D. code at the Game Start/Options Screen.



The "Cheat Enabled" Option will appear underneath it all.

fighters; **Green** - Reptile comes down to give you a message before each match; **Lives** - This gives you unlimited credits; **Flag 6** - The computer does fatalities; **Turbo** - This gives the game turbo speed. You can also pick stages, practice bonus stages, and do other cheats.

Andy Gedin; Brooklyn, NY



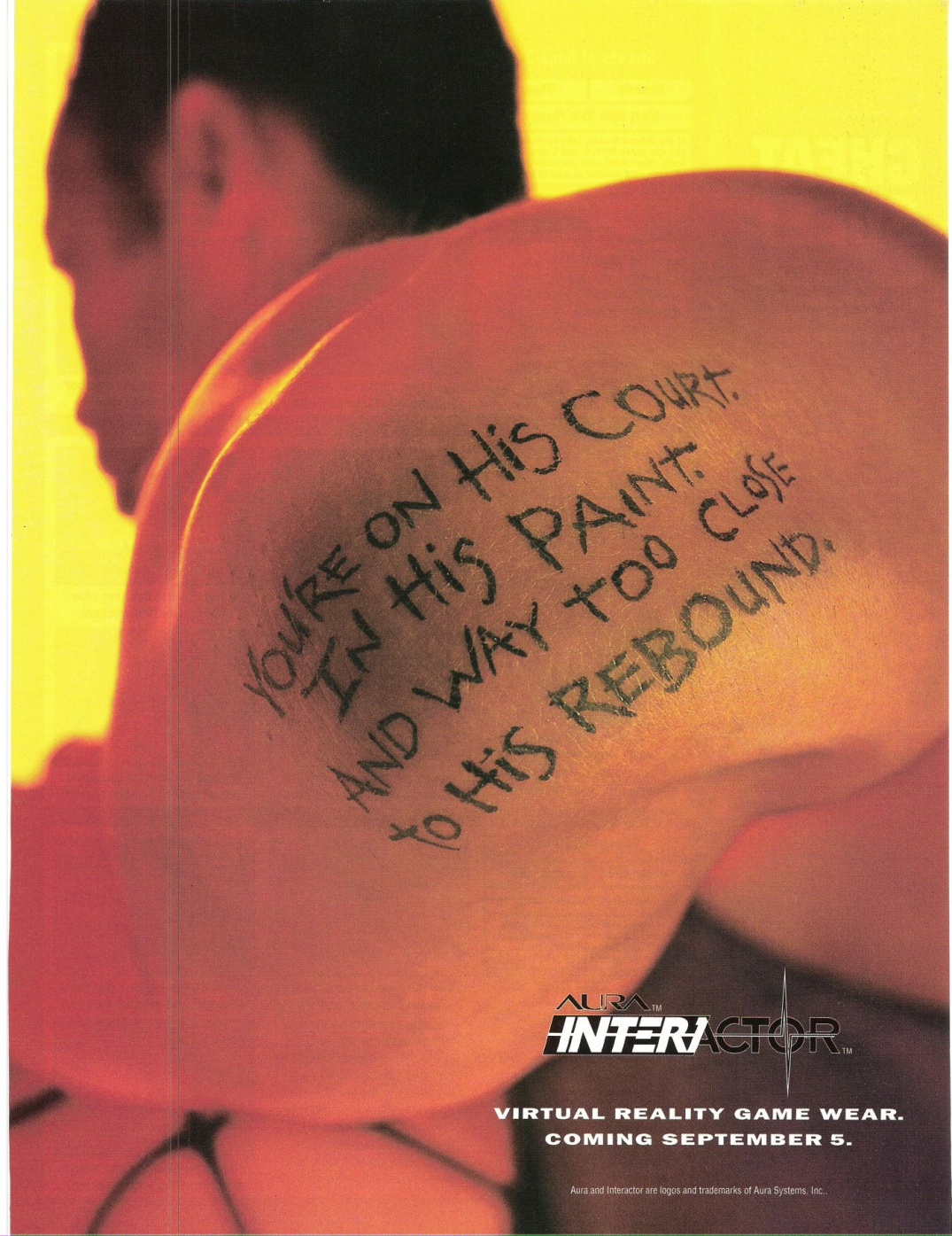
You may choose all kinds of these cheats to help you out!

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Blanka: Press ►►►► and then the Jab button.
E. Honda: Press ▲▲▲▲ and then the Jab button.
Guile: Press ▼▼▼▼ and then the Jab button.
Chun Li: Press ▼▼▼▼ and then the Jab button.
T. Hawk: Press ◄◄◄◄ and then the Jab button.
Fei Long: Press ◄◄◄◄ and then the Jab button.
Dee Jay: Press ▼▼▲▲ and then the Jab button.
Cammy: Press ▲▼▼▼ and then the Jab button.
Zangief: Press ◄◄◄◄ and then the Jab button.
Dhalsim: Press ▼▼▲▲ and then the Jab button.
Balrog: Press ◄◄◄◄ and then the Jab button.
Vega: Press ◄◄◄◄ and then the Jab button.
Sagat: Press ▲▼▼▼ and then the Jab button.
M. Bison: Press ▼▼▲▲ and then the Jab button.

Do these joystick and button combos before the plane flies! Your player will be the original SFI color!

Streets of Rage 3

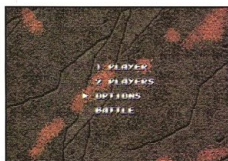
Genesis Sega

Start With Nine Players

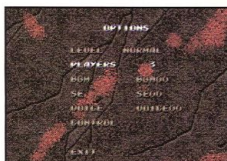
At the Options Screen, take controller two and press UP, A, B, and C simultaneously. Move RIGHT with controller one to increase your number of men to nine.



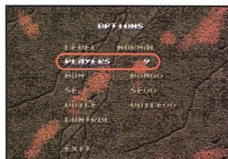
Go to "Options" on the Selection Menu and press START. In the Options Menu, go to the number of players and highlight it. Take pad two and press UP, A, B, and C simultaneously. Then take pad one and press RIGHT. Set your players to nine!



At this screen, move down to the options and press START.



In the Options Screen, highlight number of players.



On pad two, press UP, A, B, and C. Move RIGHT on pad one.



This will increase the number of players up to nine!

King of Dragons

Super NES Capcom

Same Character Trick

At the Capcom logo, enter DOWN, R button, UP, L button, Y, B, X, A. Go to the Player Select Screen and both players 1 and 2 can choose the same character.



As the Capcom logo fades, take pad one and enter this code: DOWN, R button, UP, L button, Y, B, X, A. Do this before the logo fades. The Title Screen will flash blue instead of red. At the Player Select Screen, you can both choose the same character!



Enter the code before the Capcom logo fades out.



If you see the flashing blue title (not red), it worked!



Have both players highlight the same character and start.



Both of you will be the same character. Don't get confused!

Super Metroid

Super NES Nintendo

Special Super Weapons

At the Status Screen highlight the word "Charge" and one other weapon. Now, in the level, highlight your super bomb. Now, press and hold the fire button.

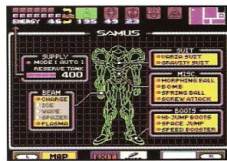


If you have Super Bombs and your weapons powered-up, press START to go to the Map Screen and then press the top R button to access your Status Screen. On the "Beam" Menu, highlight the word, "Charge" and one other weapon (Ex. Charge and



Go to the Map Screen and then press the top R button.

Plasma highlighted in the yellow and the others in grey). Now, press START to exit this screen. When you are back in the level, highlight your Super Bomb icon. Now, press and hold your fire button. Depending on what weapon you use, a super blast will appear!



At the Status Screen, highlight "Charge" and another weapon.



Press and hold the fire button to unleash the super weapon.

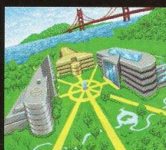
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CHEAT SHEET



Ranma 1/2: Super Battle Shokagugan of Japan/ Super Famicom

Choose the Last Boss

When you are at the Title Screen, press and hold the top L and R buttons on controller 1. Choose either the option to go to Story Mode or VS. Battle. If you go to Story, you will be able to play as the last Boss, Herb, throughout all of this mode. If you go to VS. Battle, both players 1 and 2 can play as the last Boss if they choose to do so.

Dragon Ball Z 2 Bandai of Japan/ Super Famicom

Secret Characters

At the opening demo, enter this sequence on controller 1: UP, X, DOWN, B, L button, Y, R button, A. If you hear a voice, you did the code correctly. Now you're able to play as Son Goku and Brawley.

Play as Map Man

On the talking scene right before a fight, press DOWN on the pad five times to play as the man icon in the radar. Now, try to play without getting confused!

Turbo Mode

Hold the top L and R button on controller 2 while turning the game on. This will give you turbo speed. It's 11/2 times faster!

Random Character Select

Enter the Budokai Mode and on the Character Select Screen, hold X and press SELECT for random men.

Aladdin

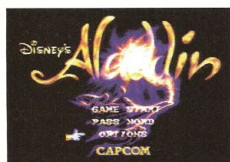
Super NES | Capcom

Stage Select

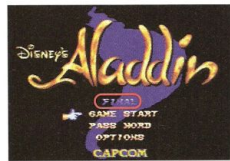
At the Title Screen, move down to the options and press START. Take controller 2 and press L, R, START, SELECT, X, Y, A, B. You will hear a chime if you did it right.



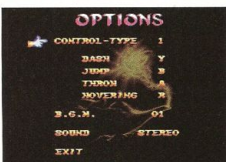
Access "Options" from the Title Screen. At the Options Screen, take controller 2 and press L button, R button, START, SELECT, X, Y, A, B. You'll hear a chime if it's done correctly. Back on the Title Screen, you'll see stage numbers above Game Start.



Access "Options" from the Title Screen and press START.



Back on Title Screen, there will be the stage select option.



In the Options Screen, take controller 2 and do the code.



You can skip to any level you want—even the final battle!

Castlevania Bloodlines

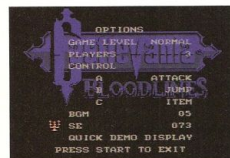
Genesis | Konami

Nine Lives and Expert Difficulty

Go to Options and press START. Put the BGM on 05 and the SE on 073. Exit the screen, wait for the first, then second Title Screen, and enter the Konami code...



At the Title Screen, take controller 1, go to the "Options" and press START. At the Options Screen, set the BGM on 05 and the SE on 073. Now, exit the screen and wait for the Title Screen with the flashing "Press Start Button" message to appear.

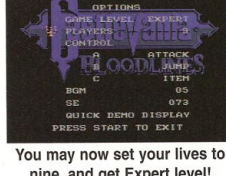


In the Options Mode, set the BGM to 05 and the SE to 073.



Press START at the first title screen; do the code at this one.

Press START. When the second Title Screen appears, push UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A. Go back to the Options Screen and you can now set your Game Level to Expert and your Lives up to Nine!



You may now set your lives to nine, and get Expert level!

Revenge of the Ninja

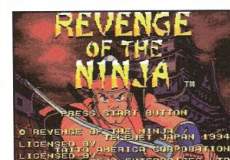
Sega CD | Renovation

Test Mode

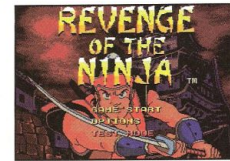
On the Game Start/Options Screen, take controller 1 and press RIGHT, LEFT, UP, DOWN, RIGHT, LEFT, UP. A new option will appear called "Test Mode."



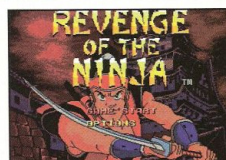
When you're on the Game Start/Options Screen, press RIGHT, LEFT, UP, DOWN, RIGHT, LEFT, UP with controller 1. A Test Mode option will appear underneath the other two. This lets you view all of the scenes in the game! James Kirkpatrick; Stanton, KY



When the title appears, press START for the next screen.



After you enter the code, a new Test Mode option appears.



At this Game Start/Options Screen, put in the code.



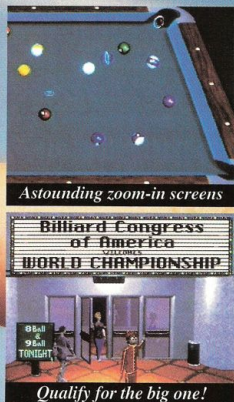
You can see all of the scenes, death sequences, and ending.

Chalk Up, Dude!


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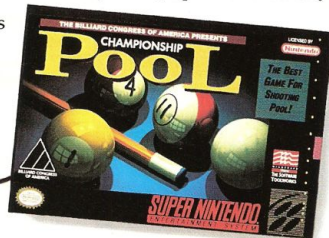
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CHEAT SHEET



Macross: Scrambled Valkyrie Super Famicom Level Select

At the Zamuse logo, do the following on controller 1: two 360-degree circles on the joypad counter clockwise, then press L, R, L, R on the top two buttons. Then at the Title Screen, go to the options and there will be a Level Select!

R-Type III Irem of Japan/ Super Famicom Stage Select

At the Game Over (continue) Screen, press the top R button 10 times. Then press the top L button the same number of times as the desired stage (for example, if you want stage five, press the L button five times). Don't press the L button more than seven times as there are only seven stages in the game. Now, press START and you're on your way!

Sengoku Data East of Japan/ Super Famicom Stage Select

When the Title Screen is shrinking, press these buttons in this order: A, B, X, Y, and START. The Stage Select Screen will appear. Choose your stage and then press the START button.

King of Dragons

Super NES | Capcom

99 Credits

When you have one credit left, press START on pad 2, then press START on pad 1. Choose your character with the B button and your credits will increase to 99.



Start a one-player game and play until you get defeated. Now you're on the Continue Screen and you



Choose your second character with the B button.

only have one credit left. Press START on pad 2. Then press START on pad 1 before time runs out. Choose your second



Your credits will jump up to 99 once you do the trick!

character with button B on controller 2. After you do this, your credits jump up to 99! Now, easily finish the game!

Inspector Gadget

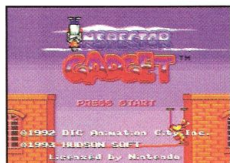
Super NES | Hudson Soft

Secret Cheat Menu

When the Title Screen appears, hold the L, R, and B buttons and press DOWN, DOWN, UP, LEFT, RIGHT, DOWN, RIGHT, LEFT. You will be able to get a Cheat Menu.

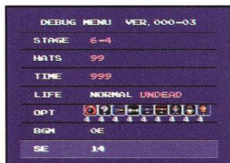


At the Title Screen, press and hold the top L, R, and B buttons. With these held, press DOWN, DOWN, UP,



On the title screen, do the trick and the screen will go purple!

LEFT, RIGHT, DOWN, RIGHT, LEFT. The Title Screen will change from blue to purple! Press START and a debug



A secret debug menu with cheats is now at your disposal.

menu with many great cheats will appear! You can set your stage number, increase your time, be invincible, and more!

Super Metroid

Super NES | Nintendo

Five Bomb Trick

Have any weapon fully charged. Hold the fire button and press DOWN two times to roll into a ball. This way, five bombs will emerge instead of the regular one.



Here is an easy trick that you can do with the game Super Metroid. Once you have the ability to charge-up



Hold the button to charge. Then press DOWN twice.

any weapon, you can do this trick. Simply hold the fire button. When you are fully charged, press DOWN two



You will roll into a ball and five bombs will come out!

times to roll into a ball. You will now release five bombs at once instead of the regular one bomb.

Art of Fighting

Super NES | Takara

See the Ending

Choose the Story Mode. While in the Story Mode, press SELECT to pause. Now, press UP, X, LEFT, Y, DOWN, B, RIGHT, A, L button, Y.

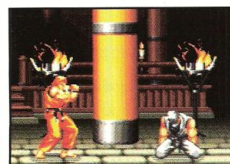


At the Title Screen, choose Story Mode and press START. Now, when the Player Select Screen comes



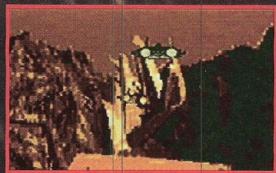
In Story Mode, pause the game and then do the trick.

up, you may choose any character. Now, begin the game and immediately press SELECT to pause. Now, with controller 1



You will have access to see a long ending of the game.

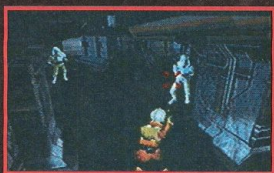
press UP, X, LEFT, Y, DOWN, B, RIGHT, A, L button, Y. The screen will fade to the ending scenes!



STRAP



YOURSELF



IN



FOR



THE



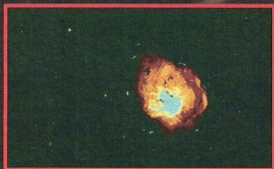
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OF



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CHEAT SHEET



Fighter's History Data East of Japan/ Super Famicom Play as the Bosses

To play as the Bosses in this great fighting game, just do this trick. After you turn on the game, wait for the Fighter's History logo to fade out. Then do the following code on controller 1: RIGHT, RIGHT, UP, UP, L button, R button. You will hear a chime if the code worked. Now, you can play as the Boss characters Clown and Karnov!

Bare Knuckle 3 Sega of Japan/ Megadrive Round Select

At the Select Menu Screen, press and hold button B. Now, press UP and hold it. With both of them held and the word, "Option" highlighted, press START. Now, choose "Round Select" from the Option Menu. You will now be able to choose your starting stage!

Start with Nine Players

Go to "Options" on the Selection Menu and press START. In the Options Menu, go to the number of players and highlight it. Now, take controller 2 and press UP, A, B, and C simultaneously. Take pad 1 and press RIGHT. You can now set your players up to nine!

Mega Turrican

Genesis Data East

Stage Skip and Invincibility

Press START during any stage. Then press RIGHT, LEFT, DOWN, RIGHT, B, and START to skip stages. For invincibility, press A three times, B three times, A three times.



To skip stages in Mega Turrican, press START to pause the game during any stage. Then press RIGHT, LEFT, DOWN, RIGHT, B, and then START. You will be taken to the "Stage Clear" Screen. When the game resumes, you will start on the



Pause the game and do the trick with controller 1.

next stage. To give your player invincibility, press START to pause in any level and then press A, A, A, B, B, A, A, A. When you press START to unpause the game, you will be invincible!

Craig Campbell
Toledo, Ohio



You will automatically go to the "Stage Clear Screen!"



With invincibility on, you will be invulnerable to all hits!

Sonic the Hedgehog 3

Genesis Sega

Method for 99 Lives

Set off the alarm in the beginning of Act 1 of the Launch Base Zone. On the spin-dash attack on the Flybots. Killing them will eventually give you 99 lives.



First, you must be on Act 1 of the Launch Base Zone.

Set off the alarm and do the spin-dash attack (keep holding DOWN). The flybots will keep attacking. As you kill them, they'll eventually turn into 1-Ups! Collect up to 99! Claudio Gonzalez; Bronx, NY



Set off the alarm and do the spin-dash attack.



Eventually, the kills will be worth 10,000 points!



The attack will kill the constant attacks from the Flybots.



The points will then give you 1-Ups. You can get up to 99!

Shien's Revenge

Super NES Vic Tokai

30 Continues, 9 Specials, New Difficulty Levels

On the Title Screen, take pad 2: Press SELECT seven times for 30 continues, START Seven times for nine specials, L button for Dynamic, and R button for Almanic.



All of these tricks must be done on the Title Screen when the menu is showing. At the Title Screen, take controller 2, and press SELECT seven times. This gives you 30 continues. Or, take controller 2 and press START seven times. This gives you



When the Title Screen and menu appears, do the codes. nine special weapons. Also at the Title Screen, you can press the top L button seven times. This will give you the Dynamic (easiest) setting, or take controller 2 and press the top R button seven times. This will give you the Almanic (hardest) setting.



Press the SELECT button seven times for 30 credits.



Press the START button seven times to get nine specials!

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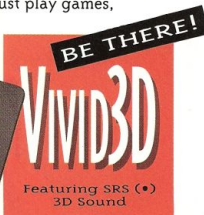
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and give opposing third basemen headaches.

SUPER NES

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
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Thanks to full roster manipulation, you're the manager. Pencil Molitor in at third and put Olerud in the DH slot. Have Dibble come in to close. It's all up to you, skipper.

SEGA GENESIS



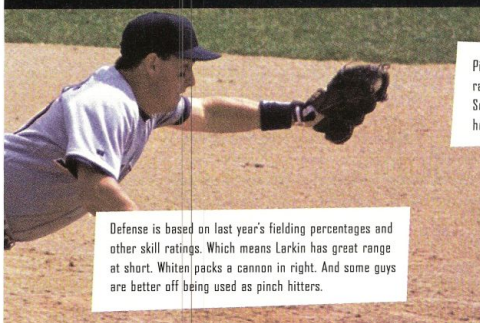
Hey—you'd sweat too if you
had to throw to this guy.

DON'T JUST BOX SCORES.

SEGA GENESIS

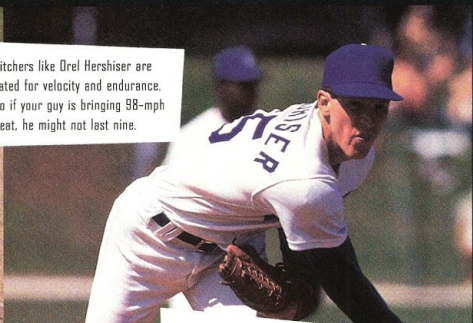


Blauser anchors the infield. Carter delivers the clutch hit. And Rickey wreaks havoc on the basepaths. It's like your baseball card collection has suddenly come to life.

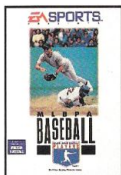


Pitchers like Orel Hershiser are rated for velocity and endurance. So if your guy is bringing 98-mph heat, he might not last nine.

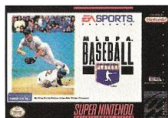
Defense is based on last year's fielding percentages and other skill ratings. Which means Larkin has great range at short. Whiten packs a cannon in right. And some guys are better off being used as pinch hitters.



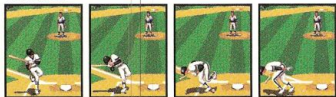
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You rob Tony Gwynn of a triple. Ring up Rafael Palmeiro with a wicked curve. Even take Randy Johnson deep. (No, you're not dreaming.) Welcome to MLBPA™ Baseball. It's from the makers of John Madden Football.™ And it's the most playable baseball game ever for Super NES® and Sega™ Genesis™.



SEGA GENESIS



Sooner or later you're going to get beamed. While you're walking it off, go to instant replay and have another look at what hit you.

Pick-off plays. Atlanta fans doing the Chop. Even the occasional pickle. If it's at the ballpark, it's here.

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SEGA SUPER NINTENDO

NEXT WAVE

21 GAMES PREVIEWED!!!

Samurai Shodown, Generations Lost, Flashback, Road Rash 2, Syndicate, Bonkers, Demon's Crest, Doom, Wolfenstein 3-D, Super Godzilla, Redline Racer, Ultra Vortex, The Great Circus Mystery Starring Mickey & Minnie, Eternal Champions CD, Dick Vitale's "Awesome Baby" College Hoops, Shag Fu, Boogerman, The Ren & Stimpy Show: Time Warp, Theme Park, Kingdom: The Far Reaches, Tecmo Super Baseball

LAST MINUTE UPDATE

Welcome to the first section of Next Wave in EGM. As you can see, it looks a lot like EGM, with a few nice touches. This way we can get you the information as fast as possible. I hope you like it ... thanks for reading.

As you can see by Sega Force, there are a lot of new Sega games on the way. There was the much-anticipated Sega Summit, and although the press was not admitted, we got a sneak peek at the hottest games.

Some of the neat things we found out included: Jurassic Park Rampage Edition, with new levels including a dangerous cargo ship and exciting "roller coaster" levels; Sonic & Knuckles, the next Sonic title; and Ratchet & Bolt, an action game. You will also be able to enjoy the Adventures of Batman & Robin. This seems like it's the last great year for 16-Bit, because the 32X is just around the corner. I can hardly wait!

The Jaguar has a whole slew of new titles as well. Expect the fighting fury of Ultra Vortex and Kasumi Ninja to heat up your screens. Well, that's it for now, see you in EGM.



Sonic & Knuckles is the latest game starring Sega's famed hedgehog.

FIGHTING TAKARA

Believe it or not, Samurai Shodown is coming out for the Sega Genesis! These pictures are real. Takara has done an unbelievable job of translating this near-perfect fighting game for the home system. All the characters and features you enjoyed in the arcade are recreated here almost exactly.

In the version we have, the scaling of the Neo game isn't present, so it probably won't be included. But the overall presentation is totally impressive. The first thing you will notice is that there are so many colors. It looks as if the Genesis color barrier has been broken. And the sounds are from the arcade too!

For great fighting action, you can play as all the fighters you know and love. Play as the mischievous Genan or the talented Kabuki warrior Kyoshiro. If stealth is more your thing, you can be Hanzo or Galford—both ninjas. You can even be the Master Kensai Ukyo Tachibana.

This game has all the features of the arcade game that made it so special. Two of the fighters, Galford and Nakoruru have pets that help them fight! Each warrior has a large number of moves at their disposal, making for unpredictable matches each time.

This game has awesome graphics, great game play, and lots of things that

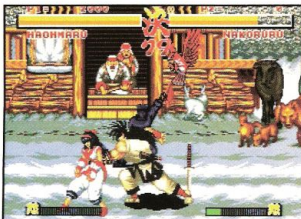


Nakoruru slashes the nimble ninja Hanzo with a deft blow of her dagger.



The two ninjas collide in a battle of dexterity and skill. Who will win?

make it special. If you are into fighting games, this is one of the best ones around, especially for the Genesis. Samurai Shodown was great in the arcade, and it's just as good on the Genesis. This is one fighting game that no fan will want to be without.



All the levels and the moves are here on the 16-Bit format. Oh joy!



Travel to the Orient, and take on King Wan Fu in a battle to the death.



**If you've played
one NBA full team,
full court, all star,
stat packed,
foul calling,
regulation
basketball
game,**

NEXT WAVE

GENERATIONS LOST

ACTION

TENGEN

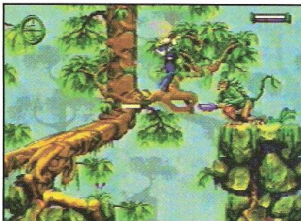
Tengen is serving up an intense action game for the Sega Genesis. *Generations Lost* features a heroic warrior who must battle his way through a harsh-looking futuristic world teeming with mutated monsters and deadly traps.

To get through this dangerous world, you must fight the lethal denizens with your own fists, and a special laser-like grappling hook. With this hook, you can swing like Tarzan or scurry up walls.

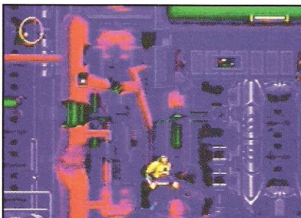


With the grappling laser, you can escape from harm's way.

Generations Lost is visually awesome. The graphics are cool, and the main character has a lot of different moves he can do. The grappling hook adds new levels of technique. Tengen has put a lot of work into this one and it shows.



Beware the bizarre reptilian jungle dwellers. They appear without warning.



This futuristic complex is a virtual maze of conduits and ventilation shafts.

FLASHBACK

ADVEN.

U.S. GOLD

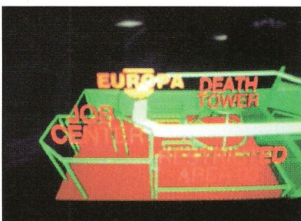
U.S. Gold is remaking the best adventure game around. *Flashback* is now going to be on the Sega CD.

The graphics and cinemas have been revamped with all new graphics. They are highly stylized, and they blow away the previous cart games.

The plot is simple, yet intense. You developed special glasses allowing you to see special things. Unfortunately, you have discovered that aliens are planning to take over the Earth. They know about you, so they brainwashed you. It's not a pretty sight.

So here you are, stranded in a jungle. You have no idea what you're doing here. You must get your identity back and stop an alien invasion at the same time.

Flashback was a great game on cartridge, and it looks like the Sega CD version is going to blow the others away. If you want a good action game, *Flashback* is sure to give you the adventure of a lifetime. This is one of the hotter CDs.



Travel around the city, running your errands. Check out the new graphics.



The cinema displays are redone with really terrific computer animations.

ROAD RASH 2

SPORTS

TENGEN

The action of *Road Rash 2* hits the portable scene with this accurate translation of the Genesis title.

All the features that you liked before—the shops and the tracks—are all here. Gradually build up your money by winning races, and you can buy the baddest bike around. But you have to be tough...

These aren't your average wimp tracks. These are fast-paced, to-the-wire slug-fests. Gather up bats and chains to smash the opposition into the pavement. And if you don't have those, you can use your fists.

The graphics are surprisingly good for being on the small screen. *Road Rash 2* will challenge you every mile of the way to the road to victory.



There are many different types of tracks to test your mettle.



If you have enough cash, you can buy a variety of really cool bikes.



Use the straightaways to pass the riders in front of you.

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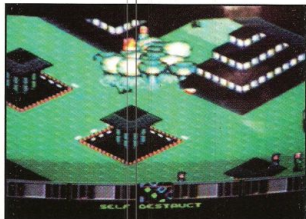
NEXT WAVE

SYNDICATE

ACTION

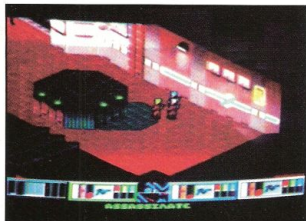
ELECTRONIC ARTS

The world is at your disposal. As the leader of a crime syndicate, your mission is to take over the world using whatever means necessary. Take on up to four enemy agents and walk through the city streets eliminating them. Make sure to complete important tasks. Power-up your agents with cybernetic enhancements to make them more formidable warriors. Pump money into researching better weapons and accessories to take on the



When all else fails, activate the Destruct Mode to clear out some of the garbage.

higher levels of difficulty. Develop weapons like flame throwers, uzis, energy shields, and the oh-so-fun gauss gun. Syndicate is a game you don't want to miss. If you loved the computer version, you'll love this one too!



Each level gives you a new objective to complete in order to take over the territory.



The map shows the territories you've claimed and the ones you need to get.

BONKERS

ACTION

CAPCOM

You may have seen the Bonkers cartoon by Disney, and now you can see the game as well.

You are Bonkers D. Bobcat, a key-stone cop who must bust up the bad guys who are storming into town. Bonkers uses a number of different games to put Mr. Bobcat in the wackiest situations.

Most of Bonkers is a side-scrolling action game where you nab the bad guys using a variety of extremely creative weapons.

The graphics and music are standard Disney fare direct from the popular cartoon. Many of the show's bad guys make guest appearances. If you look closely, you can even see other Disney iconography! Take a look at the two pictures over to the side. Don't they look fantastic? Of course they do!

Bonkers looks like it's another winner from the folks at Capcom. After seeing their Mickey Mouse games, it's easy to tell that this game will be hot, too.



Look for items in the question mark boxes. They'll help you out.



Travel onto the grand estates of some really devious bad guys.

DEMON'S CREST

ACTION

CAPCOM

Many of you have probably played the Game Boy versions of Gargoyle's Quest, or at least the NES game. They had great graphics for their systems, and the Super NES version is no different. Despite the title change, play as a Gargoyle in this action-RPG game.

As you progress through the many haunting locations, you come across all sorts of creatures out for your blood.

Like the 8-Bit games, you have special powers to help you navigate the dangerous corridors of the dungeons. If something is blocking your way on the ground, you can hover over it. Or if you want, climb up walls to avoid contact.

If you like adventure, Demon's Crest should prove to be a challenge for even the biggest couch potato.



Giant Bosses like this dragon make Demon's Crest a real challenge.



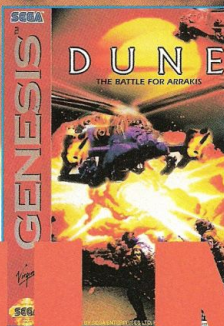
Climb up walls to get farther ahead, and to find secret areas and items.



Battle the beasts that relentlessly try to end your meager existence.

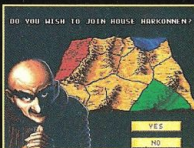
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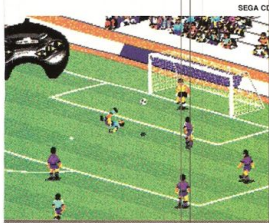
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It took the
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by Germany.
A header just
past the
goalie's reach and into the
net by England.

SEGA CD



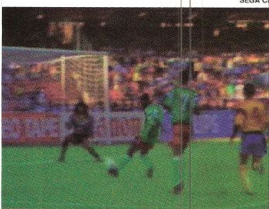
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match-up.

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SEGA CD



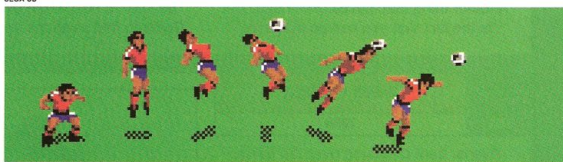
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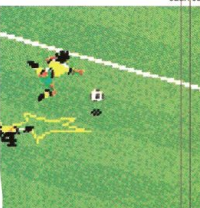
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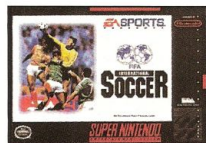
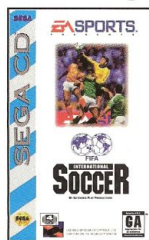
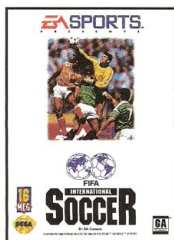
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NEXT WAVE



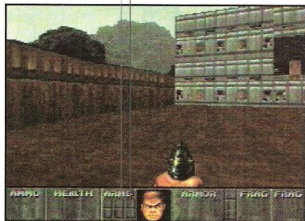
ACTION

DOOM

ATARI

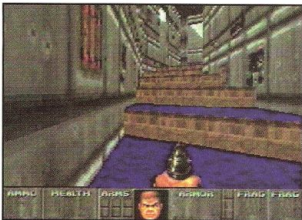
One of the hottest games circulating around the computer market today is Doom. This game brings the sense of Virtual Reality like no other game can. The graphics are smooth scrolling, and you'll find more enemies than you'll know what to do with.

You are a lone warrior in a hostile first-person perspective world. Find items that will help you, like chainsaws and shotguns. There also many secrets to find.

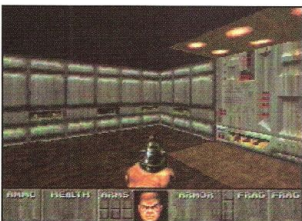


Another thing that makes Doom stick out is the fact that you can go outdoors.

Doom makes gamers feel as if they are a part of the game. If you have a Jaguar, this is one title that you will not want to miss. Doom, as its title implies, is an awesome adventure, but a deadly one. Beware, this game is addicting!



Unlike other first-person games, you can climb stairs or fall down holes.



Be sure to search out every corner of Doom to find weapons and other items.



SIM.

SUPER GODZILLA

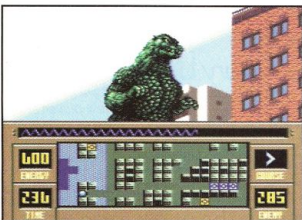
TOHO

Aliens, bent on taking over the Earth, are sending down monsters to wipe out mankind. Earth has only one hope—the King of the monsters—Godzilla.

Super Godzilla is a combination of a simulation and a bit of action. Your objectives are to guide Godzilla through famous parts of Japan to the giant monsters that are there. Along the way, pesky tanks and UFOs blast energy from you. If you need a recharge, you can always drain some radioactivity from a nuclear power plant.

The fighting sequences use monsters like Biolante and King Ghidra. As Godzilla, punch, breath blue fire, or swing your lumbering tail. Also use items that you find in parts of the city. Every part of the battle is shown in the form of cinema displays.

Super Godzilla gives players a chance to control their favorite monster. Everything, including the roars and music, is from the films. Watch out folks, because Super Godzilla is almost here.



Stomp Godzilla through the cities to get to your many objectives.



The battle scenes are a combination of cinema displays and fighting.



ACTION

WOLFENSTEIN 3-D

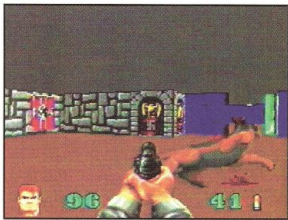
ATARI

For its time (before Doom...), Wolfenstein 3-D was the most exciting action game around on computers.

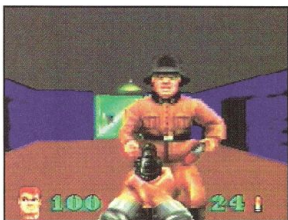
In Wolfenstein 3-D, you are a soldier who must put an end to Hitler's Third Reich. Go in deep behind enemy lines, into their most secure bases. At first you have but a mere pistol and a few rounds of ammo; but in time, you'll be heavily armed with gatling guns and shotguns.

As you progress from floor to floor, you face Nazi soldiers, blood-thirsty guard dogs, and a few of Hitler's most secret projects.

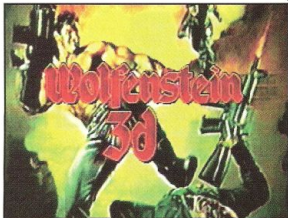
If you don't have a computer, but you want some really intense action, this is one title that's sure to catch your attention!



Blast the vicious guard dogs, or you'll end up as their doggie lunch.



There are Nazi soldiers all over the place. It is either kill or be killed.



The Jaguar version of Wolfenstein 3-D is one of the most faithful to the originals.

THE REN & STIMPY SHOW: TIME WARP

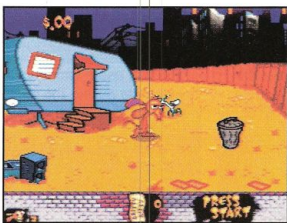
ACTION **T*HQ**

T*HQ has a brand new Ren & Stimpy game that reflects the show perfectly, from the Happy, Happy! Joy, Joy! song to the individual remarks from the two heroes.

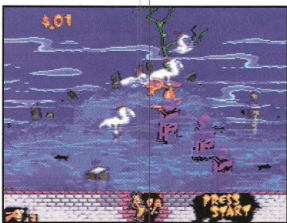
In Time Warp, you get to play a two-player simultaneous game, where each of you is one of the maniacal duo. Time Warp blows away its first attempt easily. The music is wonderfully done, and the graphics are directly from the show.

Ren & Stimpy continue their quest for money by going from level to level. From dangerous jungles, to the eeriness of a haunted house, Ren & Stimpy must fight off wacky foes.

This game is a must for Ren & Stimpy fans. Much better than the first.



Start off your quest determined to get the money that you need to win.



Battle ghosts and bats as you make your way to the haunted house.



Fly your ship through some wild and wacky planets. Watch out for bugs.

THEME PARK

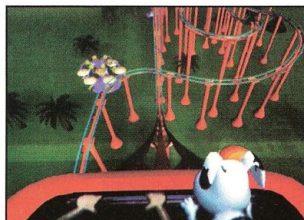
SIM. **ELECTRONIC ARTS**

If you've ever wanted to build and enjoy your own amusement park, you're not alone. Electronic Arts is working on a game called Theme Park for the Super Nintendo, 3DO, and Jaguar.

Theme Park lets you build all the elements of your park, like the concession stands and, of course, the coasters and tilt-a-whirls. And, you will be able to go on your thrill rides.

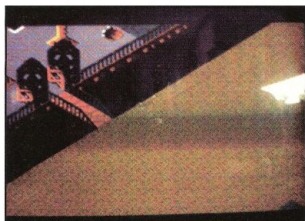
The object of the game is to make money. Will you be able to draw people into your park, or will they stay at home and play video games? You decide.

This is sort of like Sim City, except it's a lot more fun, and a tad more interactive. This is a game to get.

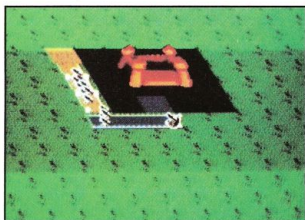


On the 3DO version, you can ride your roller coasters at breakneck speeds.

NEXT WAVE



The Jaguar title boasts terrific graphics, and addicting game play.



The Super Nintendo game doesn't look too nice here, but it's still early to judge.

KINGDOM: THE FAR REACHES

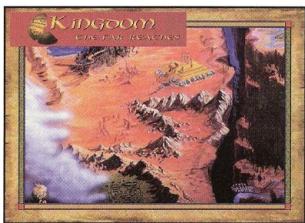
RPG **CAPDISC**

An ancient order of Argent Kings has fallen due to the forces of black magic and tyranny, and a powerful wizard has scattered the ancient magical relics throughout the five kingdoms.

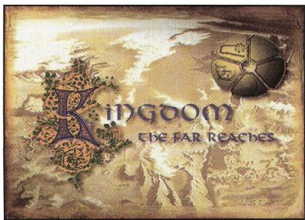
Lathan, the hero of this game, must find the magical items and use them to destroy the black magician, Torlock, depose the sitting king, Drakesblood, and restore the rightful ruler, Princess Delight, to the throne.

Kingdom: The Far Reaches is an animated fantasy role-playing game, much along the lines of Space Ace and Dragon's Lair. This Sega CD game will allow players to embark on a colorful animated journey that is flexible enough to allow you the choice of where you want to go. And, to ensure that the game won't be boring, random things will spontaneously occur.

Kingdom: The Far Reaches is splendidly drawn, and should be a hot title. Since there aren't all that many RPGs, you'll want to consider this one.



This is the map of the Kingdom. Will you be able to solve its mysteries?

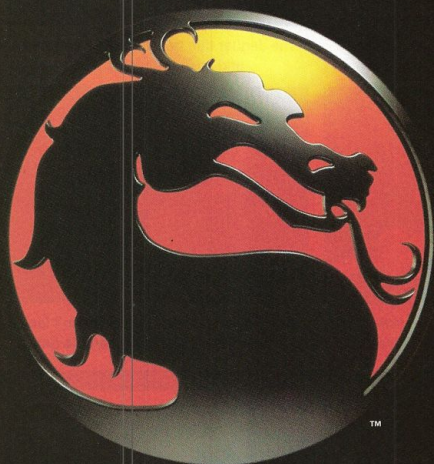


If you like RPGs and games like Dragon's Lair, you'll like this CD. It's different.

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NEXT WAVE



SPORTS

CHECKERED FLAG

ATARI

Move over Virtua Racing, Checkered Flag is here. This driving extravaganza for the Jaguar is a visual tour-de-force, with smooth scaling and rotation predominant throughout. What makes Checkered Flag special is, compared to other polygon racing games, this one has far more options. Each time you race you can change a few things to make it different.

If you want hot racing action for your Jaguar, look no further. Checkered Flag looks like a winner!



Checkered Flag uses the capabilities of the Jaguar.



You can use a variety of viewpoints during the race.

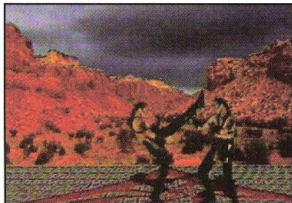


FIGHTING

ULTRA VORTEX

BEYOND GAMES

Though still very early, we were able to catch a glimpse at Ultra Vortex. It's a brand new fighting game for the Atari Jaguar. The visuals are done in a fashion similar to

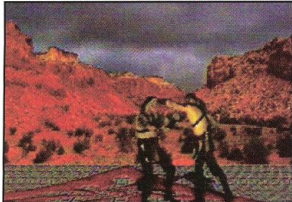


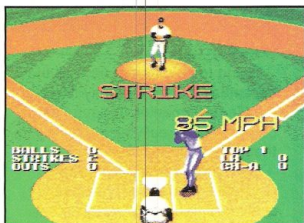
that of Mortal Kombat and MK II. The characters are digitized recreations of real people, and the effect is HOT!

Since this title is in early development, I've got

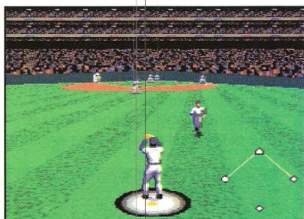
no idea of how it plays, or exactly who all the characters are. If it's like any of the other fighting games out there, expect to see plenty of special moves.

Watch these pages, or those of EGM for the latest news.

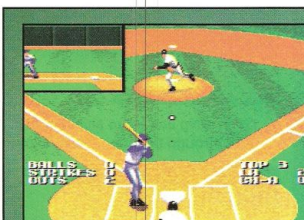




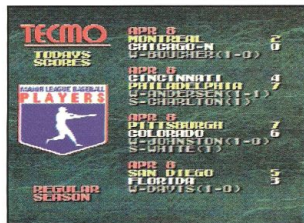
A large array of pitches help to fool the batters. Now is your chance to show off!



If you can get into the circle that is highlighted, you'll catch the ball.



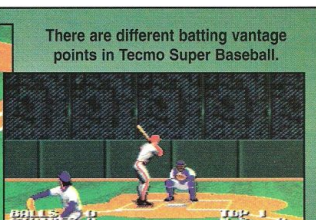
View the game from behind the pitcher or in front. It is your choice.



Check out the game schedules to find the results of the games.

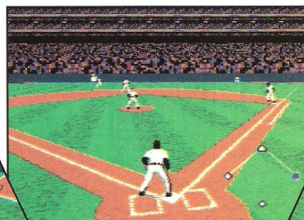


Make sure you analyze the statistics of the pitchers before substituting.



There are different batting vantage points in Tecmo Super Baseball.

AWESOME EFFECTS



What makes this game fresh is the way the screen scales and rotates to provide the best vantage point possible. It takes a while to get used to, but it really helps make you feel like you are in the game. You have to see this game in action!

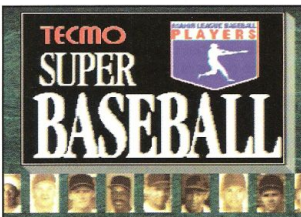


Tecmo Super Baseball may very well be the best baseball game on the Super NES. The graphics are crisp and clear, the sounds are great, and best of all it displays the game in an all-new fashion.

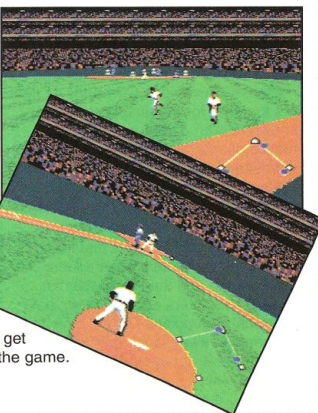
Tecmo Super Baseball uses Mode 7 to the best of the Super NES's capabilities. You can see the field from every angle, and at every position. The graphics are smooth, and not blocky at all.

For sports fanatics, real players and their stats can be found here, and each player has subtle differences that make for a much more realistic game. Tecmo has added options galore to make this the best baseball game around.

Tecmo Super Baseball plays extremely well, looks great, and totally feels like you are on the field. This is the next best thing to actually grabbing a mitt, and playing the game.



Tecmo has made one of the best baseball games on the market.



NEXT WAVE



THE GREAT CIRCUS MYSTERY

ACTION

CAPCOM

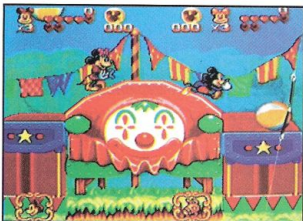
The Great Circus Mystery Starring Mickey & Minnie is the latest Disney title to hit the Super NES. Play as the main mouse alone or with a friend in a two-player simultaneous adventure that takes them to a circus that just cries fun.

Like all the other Mickey games, this one has bright graphics giving it a cartoon look. Mickey and Minnie must work together if they are to unravel the many mysteries pervading the circus.



Use special costumes to conquer the dangers in each of the levels.

If you want a game with lots of technique and strategy, along with good graphics, look no further. The Great Circus Mystery will give you all the action and adventure you can handle.



One of the great features is the two-player simultaneous game play.



The Great Circus Mystery is loaded to the brim with cartoony action.



ETERNAL CHAMPIONS

FIGHTING

SEGA

Sega is bringing their fighting game, Eternal Champions, over to the CD format. And whoa boy, there are going to be some changes. All the old characters are going to be redone, with smoother animation and more moves. The graphics are going to be tremendously revamped, and each background will have its own death moves (ala the pit.)

Eternal Champions CD brings 11 fighters together for the deadliest combat known to man. There are three kill moves per stage, ranging from vendettas to "circlekills."

Also in this version is the Instant Replay feature, and the ability to select from three speed settings.

Maybe the best news is that some more characters have been added, like the Pharaoh and the Pirate Woman. Hidden characters are available, too!

Eternal Champions CD will blow the cart version away. Look out Sega owners, you have yet another great fighting game to play!



Kay F. Chicken is one of the hidden characters. Play as the chicken!



The Pharaoh has all the powers of the ancients. He transforms into a snake!



DICK VITALE'S "AWESOME BABY" COLLEGE HOOPS

TENGEN

Trying to be different from all the basketball games currently flooding the Genesis market, Tengen has created some really nice effects with their latest sports title.

Dick Vitale's "Awesome Baby" College Hoops uses a perspective similar to that of NCAA Basketball. Scaling and rotation are seen throughout this awesome game. Dick himself adds to the fun when he comments on particularly dramatic situations like slam dunks.

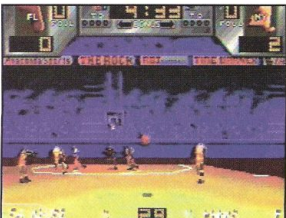
This is looking to be the best basketball game around for the Genesis. The graphic effects are really well done, and it plays well, too. Dick Vitale's "Awesome Baby" College Hoops is one of the best b-ball games around.



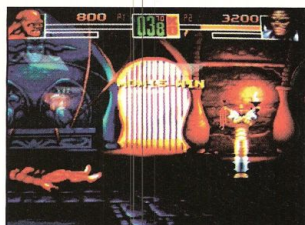
Go in deep and try to slam the ball right through the hoop. Yeah, baby!



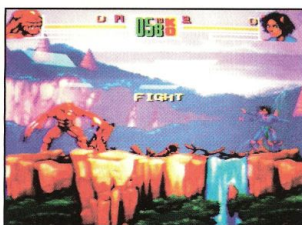
When throwing in the ball, search for a team member who is open.



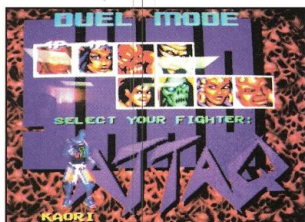
One good strategy is to pass the ball around to confuse your opponents.



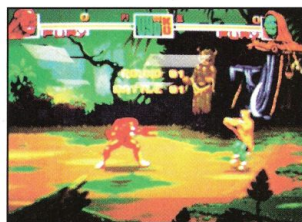
The mummy has a series of moves involving his wrappings.



Shaq Fu is probably the strangest game involving a b-ball player.



Select from eight of the wackiest enemies you'll ever have the privilege to meet!



Out of all the places you'll fight, the jungle is perhaps the most colorful.



NEXT WAVE



SHAQ FU

ELECTRONIC ARTS

In what may be the strangest use of a famous licensed name ever, Electronic Arts has created Shaq Fu.

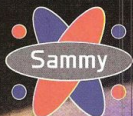
Sorry folks, this is not a basketball game. Nope, this is a fighting game instead. Who knows why Shaquille O'Neil is in it? Maybe EA didn't know what to do with him!

Anyway, Shaq Fu is a colorful fighting game that lets you choose from eight fighters, including Shaq himself. You can also be a mummy, a monster, or a female warrior.

You will fight in a variety of locales from the darkest depths of a pharaoh's tomb to the top of a narrow cliff.

What would a fighting game be without moves? Well, Shaq Fu gives each fighter his own array of lethal techniques, dependent upon his style.

Shaq Fu isn't exactly a new type of game, but its creative use of the license is quite original.



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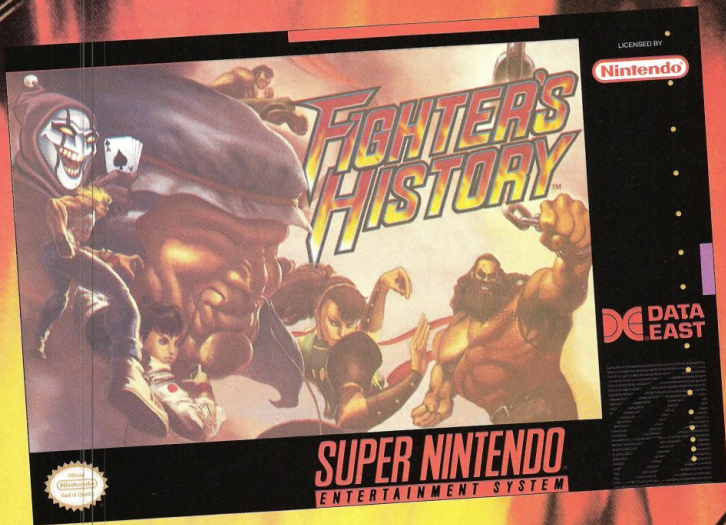
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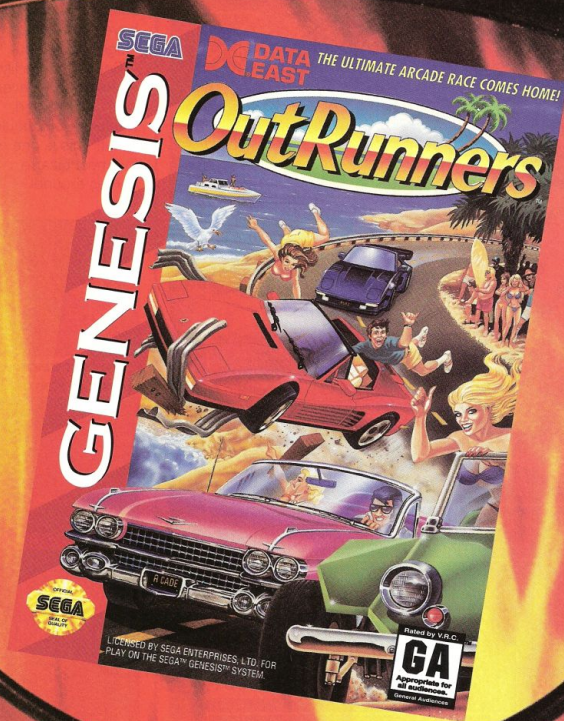
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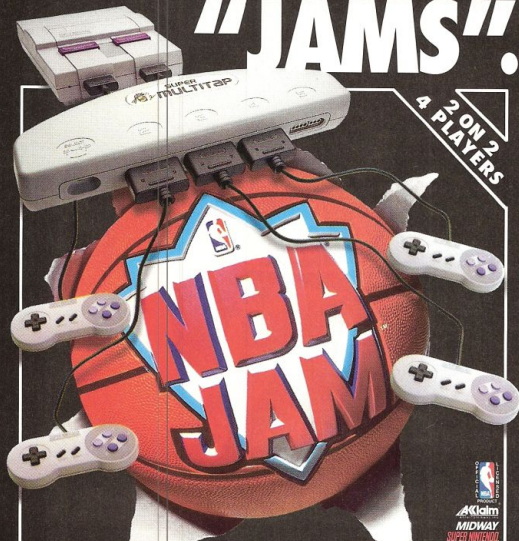
one HOT

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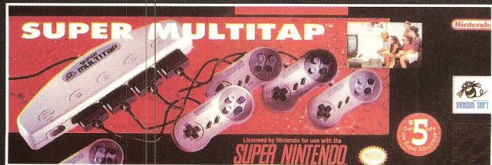
summer.



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NEXT WAVE

BOODGERMAN

ACTION

INTERPLAY

It's "snot" a pretty picture. You're Boogerman, the one force in the galaxy that can stop the spread of evil. As Boogerman, you have the unique ability to use your gastro-intestinal organs to your advantage. Belch, fart, and flick boogers at the bad guys to stop them. If worse comes to worse, you have your mega-loogies to spit out.

Boogerman is like nothing you've ever seen. It's warped, twisted—you should like it! This is one of the most bizarre games around!



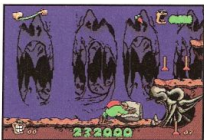
Use your tremendous fart power to stop the baddies.



**When in doubt, belch it out.
It's totally disgusting!**

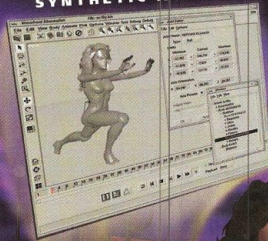


START CONT

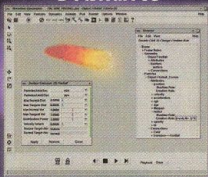


Great Balls Of Fire!

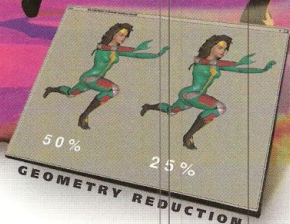
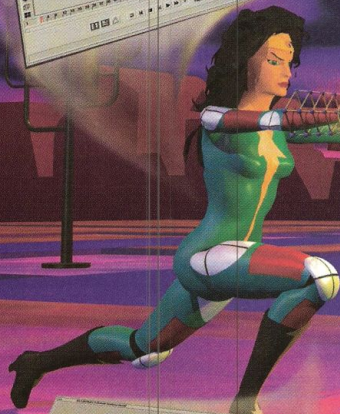
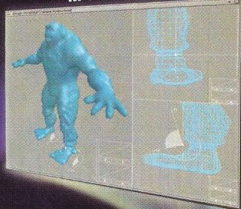
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INTERNATIONAL OUTLOOK



INTERNATIONAL NEWS

By Nob

Howdy do gamers? Please allow me to introduce myself, I'm neither a man of wealth nor taste, but even then I'm driving! I'll be helping out Terry Aki (my main man!) to bring you what's hot and what's not over in Tokyo, my stomping grounds. The name, by the way, is Nob. Don't worry about the last name—it sounds kind of like a long extinct dinosaur.

For my debut, I checked out the Tokyo Toy Show in early June with Big Ed, and boy howdy, it was something spectacular. We got our first look at—count 'em—five new systems: Sega Saturn, Sega Super 32X, NEC's FX, Neo-Geo CD-ROM, and Bandai's BA-X. We scooped up hot new info on these new generation systems that you'll find covered everywhere this issue, but let me tell you, things are looking mighty exciting and intriguing. We also scoped out how 3DO is faring over here—I guess things are promising enough as Sanyo had their system on exhibit and Toshiba has announced a car-mounted



WORLD NET

NINTENDO INKS DEAL WITH SQUARE

Nintendo just inked an agreement with Square, the RPG powerhouse famous for the ultra great Final Fantasy series and Secret of Mana, to jointly work on RPGs. An RPG starring Mario and crew? We can only dream of what may happen!

Super Mario RPG			
Box 3.5 copies	32	8.99/10.99	1.99/2.99
Box 3.5 copies	32	12.99/14.99	2.99/3.99
Box 3.5 copies	32	14.99/16.99	3.99/4.99
Box 3.5 copies	32	16.99/18.99	4.99/5.99
Box 3.5 copies	32	18.99/20.99	5.99/6.99

Who knows what may come of the big N and S's partnership!

KONAMI DEALS OUT THE HITS!

Starting with SFC Super Parodius, Konami had a whole roster of great looking new games. Super Parodius is the sequel to Parodius, the hilarious spoof on the classic Gradius series side-scrolling shooters. Since the arcade version had only recently been released, it's great that Super Parodius is already headed over to home systems. In fact, this wickedly



Live Real Soccer is very realistic with superb sound effects.

SEGA ANNOUNCES NEW TITLES

Although Sega did dedicate a lot of space to hyping the Sega Saturn and Super 32X, they showed their commitment to supporting the Mega Drive, Game Gear, and Mega CD.

Several of the more exciting MD games included Yuyu Hakusho, a four-player fighting game from Treasure

based on the hyper popular anime series, Ristar, a cute looking action game and Story of Thor, a superb looking action RPG in the vein of the Zelda adventures with music by Yuzo Koshiro. Pulseman, the game we report-



Yuyu Hakusho by Treasure is a four-player fighting game.

ed as Spark several months back, was also getting a lot of attention. Of course, many of the big games announced by Sega of America like Sonic, Knuckles, and Ecco 2 were also on hand with a lot of buzzing about how good they will be.

Sega also had over a dozen Game Gear units in different colors on show, and conducted a survey

on the favorite colors. (Big Ed and I both thought the see-through model was just the coolest). No word on when, or if, these will ever be available, or if they will make it to the U.S.



Story of Thor brings the Zelda format to the MD with BGM by Yuzo Koshiro.



Shown back in earlier issues, Pulseman is ready for release!



funny and tough shooter is being prepared for PlayStation with release very close to the launch of the Sony machine. Other Konami games on show included: Contra Hard Corps, MD & SFC Sparkster, SFC Live Real Soccer, and the excellent SFC Powerful Pro Baseball which is also being readied for launch on the PS-X. We also got wind that Konami is hard at work on a Snatcher-type adventure game for 3DO. This could be the kind of big league support the 3DO system needs!



Even though it is still unfinished, Super Parodius looks absolutely incredible!

MASAYA SLAMS IN THE DIRT!

We Love Biking is the latest game by Masaya that can be best described as Super Mario Kart. In One-player Mode, you get the action viewed from either a course map or a rear view in split mirrors. A Battle Mode like SMK does not exist, instead there is the Chicken Race, where you must get as close to the edge of a ramp without falling off the edge.

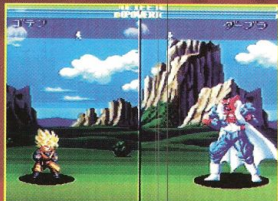
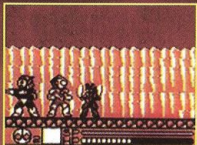
BANDAI GETS THE BIG NAMES!

Bandai, being one of the biggest toy makers in Japan, had a huge booth showing games and toys. Their biggest announcement was of the BA-X CD-ROM system (page 83), but next to that was the creation of SFC Dragon Ball Z 3, the sequel to the wicked fighting game that pulled in 1.5 million unit sales, and the PC Engine SCD version, which is a "playing



The game is so similar to SMK, it even uses the same DSP chip!

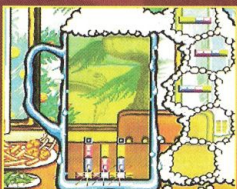
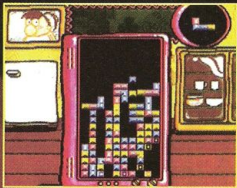
adventure" game with regular fighting stages and excellent between-stage animations. Bandai also had colorized GB Ultraman Action Club (from Angel), SFC Tarchan King of the Jungle, MD Sailor Moon and other games based on hit TV shows and anime movies.



The super smash Dragon Ball Z 3 is already way into production stages!

TETRIS FLASH!

Nintendo's highly engrossing NES, Tetris 2 is heading over to the Super Famicom courtesy of Bullet-Proof. Although called 'Tetris', this is somewhat different than the classic puzzler. The object is to line up falling blocks of the same color in rows or columns of three or more to make them disappear. The final objective is to make flashing blocks at the bottom of the pile disappear to clear the screen. Simple, and quite addictive. There is also a brain-teasing Puzzle Mode made by Alexey Pajitnov, the creator of Tetris.



The sequel to Tetris will soon be available for the Super Fami!

version. Several software maker booths also had Sony's PlayStation units on exhibit. However, software for Sony's CD-ROM system wasn't on display anywhere, except for Konami showing a couple of demo videos of games in development.

Naturally, besides all the new generation systems, all kinds of great new games for Super Famicom, Mega Drive, PC Engine, and so on were on show. The big ones included Capcom's Super SF2 (SFC and MD), Takara's SFC, and GB Samurai Spirits (the MD version was on show by Sega, but it'll come from Takara in U.S.), Konami SFC Super Parodius, and too many others to mention in a single breath.

But hey, it was the Toy Show we went to and there was lots of that, too.

Nintendo wasn't at the show, but their presence was obvious with tons of Mario and Yoshi toys. Lots of other neat trinkets were there, but keep reading—I'm sure you Mighty Morphin' Power Ranger fans will get a kick out of what's below. 'Til next ish' keep reading—don't forget to check out EGM #61 for the complete lowdown on the Tokyo Toy Show!

Known overseas as Bare Knuckle 3, this 24-Meg brawler went through quite a few changes before it made it to the U.S. shores. First of all, the

Mid-Boss, Ash, was removed from the game for being, well, quite femininely different. On the same note, the Japanese



version had a code that would let you play as this character. The colors of Blaze and Axel were changed based on being more "gender neutral" colors. Some of the character voices were also modified. Lastly, Roo's name was originally Victory.

STREETS OF RAGE 3

Ash arrived in a boat and then would attack you.

Now, Shura comes by in the boat.



MIGHTY MORPHIN' KAKURANGERS?!

Taking up a lot of space at Bandai's booth were toys based on *Kakurangers*, the series that has replaced *Dairangers* (which is being shown in U.S. as the new Power Rangers), which in turn has replaced *Jyurangers* (the original MMPR).





FACT FILE

ULTRAMAN POWERED
BY BANDAI

THEME	FIGHTING
MEGABITS	CD-ROM
% COMPLETE	100%
AVAILABLE	NOW
# PLAYERS	1 or 2
# LEVELS	8
CHALLENGE	VARIABLE

OPTIONS CHECKLIST

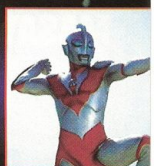
- Difficulty Settings.....☒
- # of Lives.....☐
- # of Continues.....☐
- Button Configuration.....☒
- Sound/BGM Test.....☒
- Password.....☐
- Battery Back-Up.....☐

Notes: There is an option that lets you view still shots of the TV series.

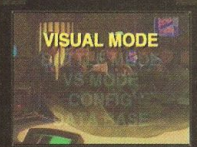
TOWARD THE FUTURE

Speaking both as a fan of the show and of fighting games, I feel that this game should have been a lot better. The first thing that you will come across is that there are only eight characters in this whole CD game. Second, the control was absolutely horrendous. It was a royal pain in the butt to just get the characters to jump forward! The Versus Mode (if you can call it that) wasn't that great either, allowing player one to play only as Ultraman and player two can have his run of any monster! Even the database wasn't much—just a bunch of high res still frames of the TV show that cycle through by themselves! The items that were done very well were the cockpit view of the bombardment of the monster and the sound. All the grunts and groans were mimicked perfectly from the TV series, and added a lot of dimension to the game. The animation made the well-digitized monsters move like a slow Monty Python cartoon. Overall, this game had potential, but lost it somewhere.

—Mike Vallas



Game Choices



Visual Mode

TV footage for cinemas and flat out monster fighting. Nine lives.

Battle Mode

Damage monsters in air combat and kill them with Ultraman.

Versus Mode

Player one is Ultraman. Player two can be any other monster.

Database

Cycle through high-resolution still frames of the TV series.

Shooting Style



The crux of the game is done in a fighting game format. The screen scales in and out of the action and there is a time limit as well.



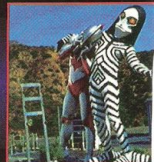
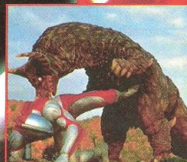
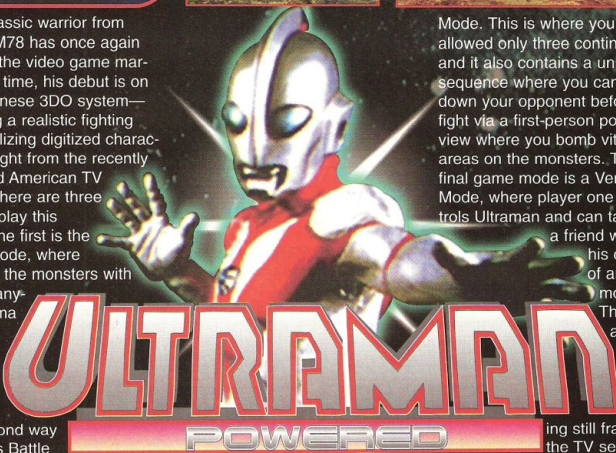
This style is only present in the Battle Mode. Shoot the monster to knock off some life for an advantage for the fighting scene.

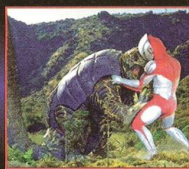
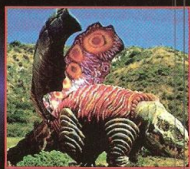


Fighting Style



Mode. This is where you are allowed only three continues, and it also contains a unique sequence where you can wear down your opponent before the fight via a first-person point of view where you bomb vital areas on the monsters. The final game mode is a Versus Mode, where player one controls Ultraman and can take on a friend who has his choice of any monster! There is also a special mode for watching still frames of the TV series.





Ultraman Powered

The warrior from Nebula M78 is armed with plenty of energy weapons and physical attacks.

This classic archenemy of the Ultras possesses quick sneak attacks. Its second form is deadlier.

Baltan

Ray Shot



Short blast of pure energy.

E-Saw



Fires up to hit leaping creeps.

E-Ball



A transparent ball of energy.

Dive slice



Dives straight down on you!



Dada

This, shall we say, unique alien-being possesses plenty of range attacks and is very fast.

A strange amphibious creature that sprays out a poisonous yellow slime that really stinks!

Kemular

E-Shield



Protects from jump attacks.

E-Bubble



Distorts your entire body!

Slime Gas



A constant noxious spray.

Slime shot



An arcing shot of goo.



Gomora

This enormous lizard has a number of attacks—mostly using his bodily bulk and nasty horns.

This powerhouse can grab boulders to hurl at you and ram you across the screen.

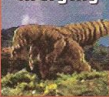
Red King

Horn stab



Thrusts horns into your gut!

Charging



Runs like a mad bull!

Rock Toss



Throws a boulder.

Mad Dash



Performs a shoulderbutt.



Telesdon

Telesdon is a burrowing fire breather that can pop up under your feet and fry you to bits!

Another strange creature that resembles a cyborg quasimodo, Jamyra is fast and quite deadly!

Jamyra

Fire Ball



Fits of hot flaming breath.

Tunneling



Attacks from underground!

E-Dash



A dash that really hurts!

Flip Slash



Spinning cyborg claws.





FACT FILE

Jelly Boy 2

BY SONY ENTERTAINMENT OF JAPAN

THEME	ACTION
MEGABITS	12
% COMPLETE	75%
AVAILABLE	SEPTEMBER 1994
# PLAYERS	1
# LEVELS	N/A
CHALLENGE	EASY

OPTIONS CHECKLIST

Difficulty Settings...	<input type="checkbox"/>
# of Lives	<input type="checkbox"/>
# of Continues	<input type="checkbox"/>
Button Configuration	<input checked="" type="checkbox"/>
Sound/BGM Test	<input checked="" type="checkbox"/>
Password	<input type="checkbox"/>
Battery Back-Up	<input checked="" type="checkbox"/>

Notes: You can choose any previous level you have already beaten.

KILLER MARMALADE!

This looks a whole lot better than the first one, utilizing the Mario World level concept. The differently skilled blobs are also a plus. This game, however, is geared for a much younger audience. The levels aren't complex, but I do hope the final version is! - M. Vallias

Jelly Boy 2

For all of you who have played the Sony game SmartBall, you may recognize this as being the sequel to that game. This time, though, the plot is much different. You and your friends are transformed into little blobs of jelly that can cling to practically any surface.

The game is set up in the vein of Super Mario World, where you can search all over Jelly Land for lost friends, or go back into previous levels to find hidden items.



Similar to Mario World, you can visit lands you have already beaten.



Marin



This is the lead character of the game. Marin has the ability to shoot out smaller blobs as a useful weapon.



Mint



Marin's girlfriend has a seriously nasty hair piece that acts as a Shuriken-like boomerang star! "Bad" hair!

Carm



Marin's long-time companion and Mint's best friend is capable of oozing down certain blocks by melting.

Sienna



York's dog is a cute little guy who can use his fluffy tail as a kind of propeller for slower descending drops.

Ed



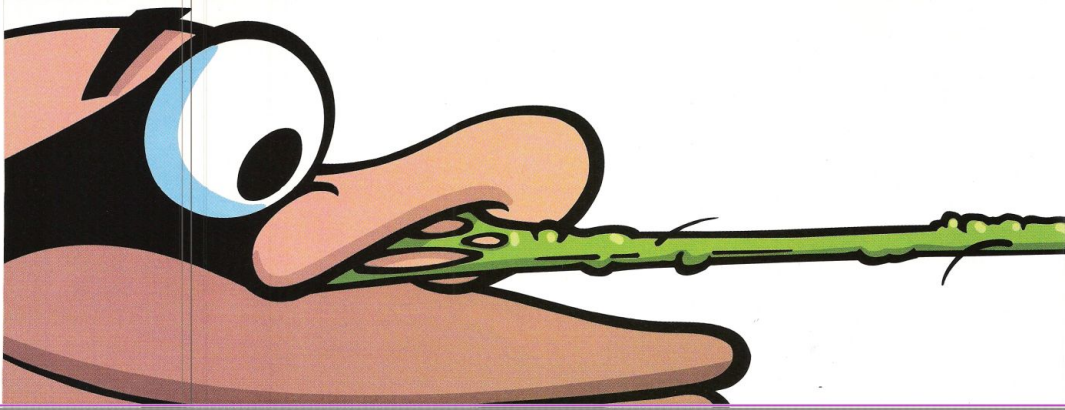
Marin's younger brother looks like a geek, but he can lay down mines that can kill enemies or break certain walls.



York



Marin's friend can do an incredibly fast dash move that can get him through walls and to distant places.



STAR PARK



Having a carnival atmosphere doesn't mean that it's friendly!



Go skipping across water fountains and giant swings. Also look for secret tubes.



The rides turn into traps, and the Mid-Boss plays his flute so the mice will attack!



A giant balloon creep is the first Boss. Avoid its hands and hit it in the face.

LOST WORLD



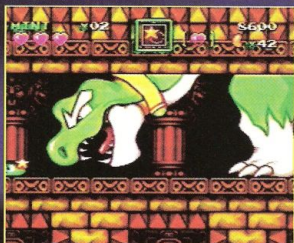
This land features ancient buildings and huge dinosaurs.



Be careful around eggs, they'll hatch and baby hatches will try to attack you.



Inside the giant pyramid is a winding trail filled with secrets and hidden traps.



This huge Boss will chase you down the corridor and occasionally try to bite you.

NINJA WESTERN



An unusual level, containing Western and Japanese scenes.



The Western part contains cowboys, saloons, and large mesas to cross.



The Ninja part is in a training dojo, where martial arts maniacs will attack you.



This strange Boss will fight you first by himself, then he leaps into a robot frog!



YU YU HAKUSHO 2
BY NAMICO

THEME	FIGHTING
MEGABITS	16
% COMPLETE	90%
AVAILABLE	NOW
# PLAYERS	1 OR 2
# LEVELS	10+
CHALLENGE	MODERATE

Even though I haven't seen Togashi's animated series, this game does look very good! There are 10 characters to choose from—all of which have a variety of moves that definitely set them apart. The super special attacks are really killer in the way that they tear up the ground! The meters that tell you when you are going to be dizzy are a definite plus, giving you advanced warning—and they even make the action that much more intense. The training room is also a great addition, so few games have these little extras that help you out. The room sets up variations for how the game is played. Variety is the fun factor here.

-Mike Vallas

Here, you take the role of Yusuke, where you must investigate troubles that are brewing in the Spirit Worlds.



Encounter many characters and find the way to the final Boss!



それでは
試合



In Versus Mode, you can use all 10 characters—even the incredibly powerful Boss characters!

There is also the option to play as the same character.



Being one of the most popular animated series in Japan (next to Dragon Ball and Ranma 1/2), it was about time that this series got its own fighting game. This particular game is taken from the end of the second season. The plot deals with people who were summoned to the realm that lies

between

Need to practice your moves? Go to this room, where you can work on moves and effective combos without the hindrance of Life or Power Meters.

靈撃コマンド入力方法

＜歲馬＞

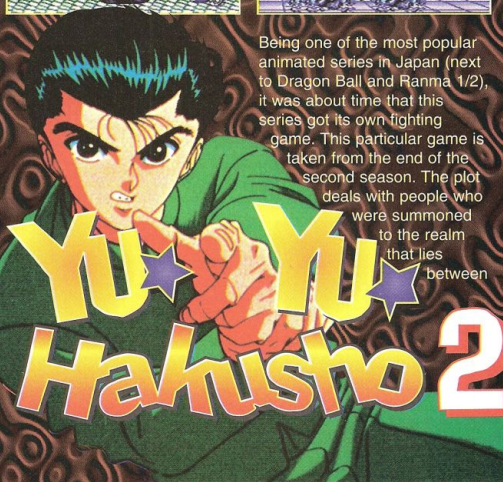
- ・ 善慈林鞍刃
↓ ↘ ⇒ ・ パンチ
・ 風華円舞陣
↓ ため ↑ ・ パンチ
・ 妖狐変化
← ↙ ↓ ↘ ⇒ ↓ ・ (A + R)

You can switch to a screen that displays all of your moves!



the dead and the undead. They must fight a contest in order to return to their own realm. There are a total of 10 characters, all obviously having their own unique abilities and special attacks. There are also three types of meters during the battles. One (the top bar) is Life, the meter below it is your Spirit Energy meter, which is used for special attacks. The final meter is the yellow bar, which shows how soon you will feel dizzy.

Another unique options are a Training Mode that helps you practice moves. You can tear up the ground by using super special attacks! A new breath in an old category.



Being one of the most popular animated series in Japan (next to Dragon Ball and Ranma 1/2), it was about time that this series got its own fighting game. This particular game is taken from the end of the second season. The plot deals with people who were summoned to the realm that lies between





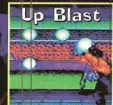
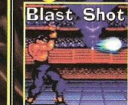
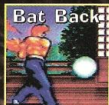
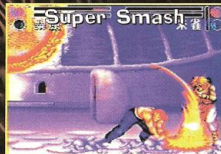
Yusuke

Yusuke is the main character who was taught by Genkai how to use his spirit as a powerful weapon!

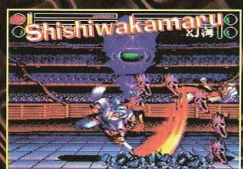


Kuwabara

The archenemy of Yusuke uses his energy in the form of a bat—which he can smash his opponents with or knock special attacks back!



Genkai is Yusuke's mentor. Deadly.



A violent man who excels in using his swords and Nagata.



An underground figure who uses alcoholic spirits and PSI attacks!

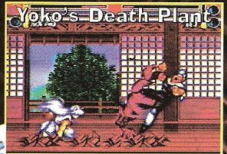


Suzaku uses powers of deadly lightning spells.



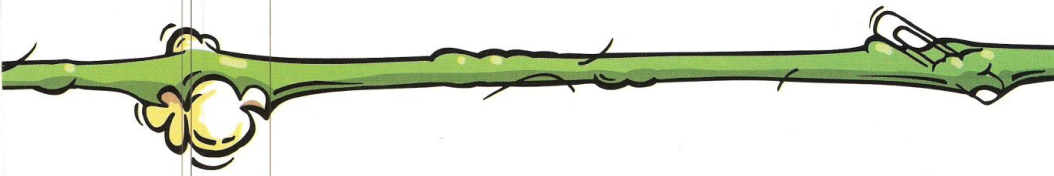
Kurama

A shape shifter by nature, Kurama possesses a whip with incredible reach. His most deadly move is the transformation into Yoko.



Hiei

Small and quick is Hiei, he is a thief spirit that can handle a short sword for protection or use a spirit of a dragon.



THE NEC-FX 32-BIT UNVEILED!

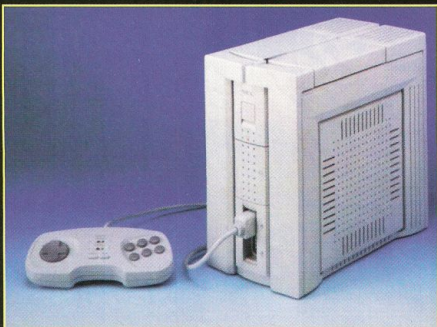
At the Tokyo Toy Show, we finally got a hands-on tryout of NEC Home Electronics' 32-Bit FX, the upmarket model to the PC Engine, and we came away impressed. Like its next generation competitors, 3DO and Saturn, this 32-Bit machine is priced in the neighborhood of ¥50,000. Its release date is November this year in Japan, when Sony's PlayStation and Sega Saturn are set to be released.

FX is capable of displaying over 16 million colors using the entire TV screen for astounding full-motion video at a smooth 30 frames per second. The games currently in development take full advantage of these graphic display abilities. One such game is *Battle Heat*, a wild FMV fighting game using cool animations in the *Fist of the North Star* mold. Although only two fighters have been programmed in so far, NEC HE claimed the game will feature six

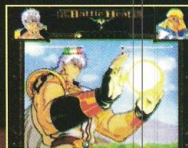
to eight characters when it is completed. Also under development is *Team Innocent*, a 3-D adventure game mixing polygon graphics with animated sprites. These games will be ready for the machine's launch. Two to three other games should also be available for launching the system. NEC HE stated that the software prices will also probably be somewhat higher than those for PC Engine software, so it seems likely that the games will cost approximately ¥8,000 - ¥10,000 retail.

Besides these games in development, NEC HE also demonstrated *FX Fighter*, an experimental fighting game featuring extremely life-like polygon figures. Although FX does not have special processors for handling polygons like PlayStation or Sega Saturn, NEC HE claimed that the system's superb graphics processing capabilities makes such hardware unnecessary, especially given the present level of polygon technologies. NEC HE claimed that it would be possible to provide optional expansion kits in the future for adding polygon processing and other performance enhancements.

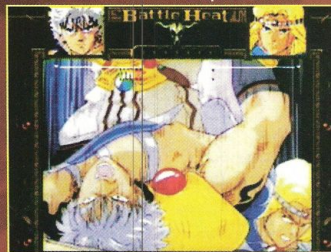
Although the system is designed primarily as a game machine, NEC HE intends to launch optional devices such as an interface to enable FX's use as a CD-ROM drive for NEC PC-9800 series computers. A modem is also being planned that will enable FX to receive and display faxes on TV. An add-on board version of the FX for installation in PC-9800 computers is also in the midst of preparation.



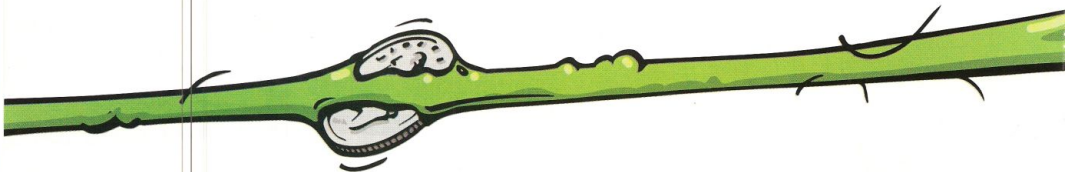
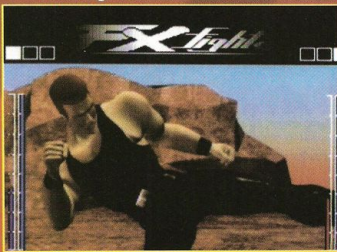
It is extremely unfortunate but NEC HE has no plans of releasing FX outside Japan at present, claiming that the high price tag could make it a hard sell. In Japan, NEC HE hopes to sell 500,000 units in the first year of its launch.



Battle Heat combines FMV anime with an intense fighting game theme. There's virtually no access time and the speed is fast!



FX Fighter uses smooth rendered characters and will also contain panning camera angles of the action similar to the technique in *Virtua Fighters*.



BANDAI ANNOUNCES BA-X SYSTEM!

Bandai, the Japanese toy giant who is currently enjoying unprecedented success with the Mighty Morphin' Power Rangers, got in on the parade of CD-ROM systems with their BA-X. The system, unveiled at the Tokyo Toy Show, is tentatively priced at ¥29,800 and penciled in for a rollout in autumn in Japan.

The design of the system is a broad rectangle approximately the size and shape of the

Super Famicom. It is colored a rich purple on top and a darker aqua/green below. It comes with a single cordless infrared controller that tucks away at the front of the main unit. The single controller has an effective range of about 16 feet. It appears unlikely the machine will be able to accommodate two controllers.

BA-X is not really a pure game machine like the other new generation systems. BA-X

occupies a position between that of a pure game system and a video player. Bandai claims that the software for the machine will emphasize interactive full-motion video rather than focusing on traditional game formats. Planned entertainment software include adventure games, quiz games, puzzles, karaoke, fortune telling, concerts, electronic galleries, instructional software, (cooking, sports, etc.) and interactive comic CDs. The last batch is where Bandai will probably shine, as Bandai has licensing rights to many of Japan's top animes including Dragon Ball.

BA-X should see many interactive comics with multiple story lines and endings. (Dragon Ball is in fact under development for such an application.)

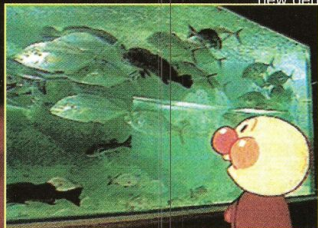
Of course, because of the machine's design, educational software such as interactive encyclopedias, language instructions, and so on can be expected.

Bandai stated that three to five titles will be available at the time of the launch. Afterward, one or two titles will be introduced monthly. The prices of software will be between ¥3,000 and



¥4,800 each. Each title should feature between 60 and 70 minutes of FMV displayed at five to 10 frames per second.

In the first year, Bandai hopes to sell 200,000 systems and 300,000 CDs.



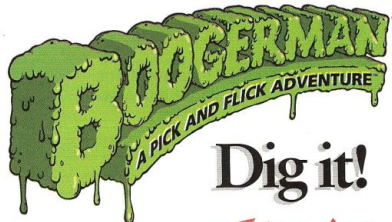
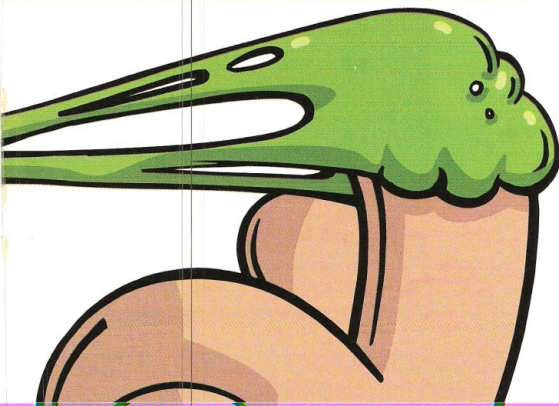
Educational games will also be available, providing more than just entertainment.



Many Karaoke disks will be available upon the release of the Bandai system.



Many popular animes (Dragon Ball Z shown above) will be created as FMV interactive adventures.



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Along the way, assassinate enemy commanders using Special Forces, have engineers destroy bridges and lay mines, sabotage supply lines and drop paratroop units into occupied cities.

OPERATION EUROPE FROM KOEI! With this gang, the world will never be the same again!

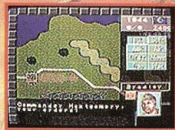
- Relive historical WWII battles in six separate scenarios
- Select your commanding officers from a list of historical figures that include Patton, Rommel and Montgomery
- Sabotage supply lines to enemy cities by bombing bridges
- Eliminate enemy commanders using Special Forces units
- One or two player excitement



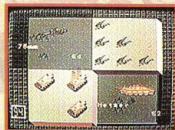
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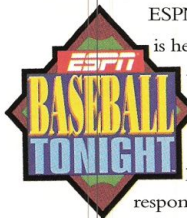
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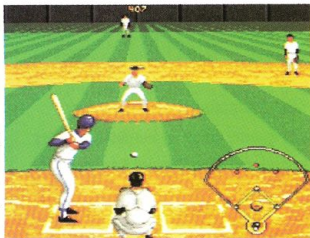
THEIRS.



ESPN Baseball Tonight is here, and it blows the competition right off the field.

With unprecedented player control, super-responsive "touch," and Chris Berman and Dan Patrick in the booth, this is the ultimate baseball simulation.

We started by filming real baseball players against a blue screen. Then we digitized the footage. The result is an arcade-style experience



INCREDIBLE BAT CONTROL WITH NORMAL, HIGH AND LOW SWING POSITIONS.

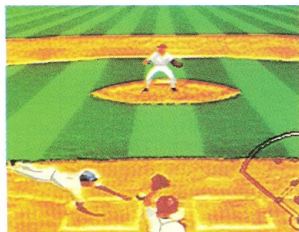
with the smoothest, most realistic player movement you've ever seen.

The bat control is

unbelievable. High-inside fastball? Swing high and take 'em deep. Curve ball low and away? Swing low and go to the opposite field.

The pitching is just as intense. A radar gun clocks each pitch to let you know how fast you can bring it. But if you throw heat all game long, your arm will die early.

You've got all 28 Major League teams,



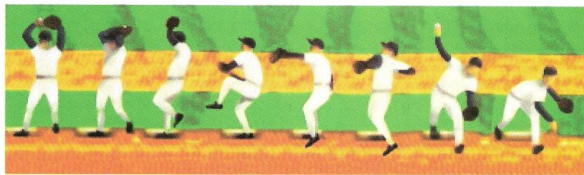
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OURS.

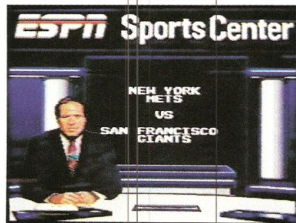
including the new divisions and the expanded League Championship Series. Use your password to track your favorite team through both rounds of the LCS and the World Series.

You'll hear digitized sound effects with crowds that actually respond to the action on the field. Sound realistic? Of course



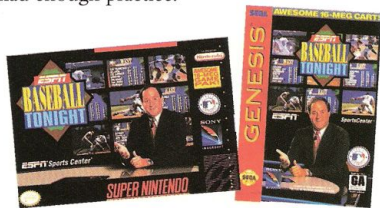
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baseball games, put them away. You've had enough practice.



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DAN PATRICK CALLS THE PLAY-BY-PLAY.

it is--it's got ESPN's name on it. So if you've been playing those other



EVERYTHING ELSE IS JUST PRACTICE.™



ARCADE ACTION

TWIN EAGLE II by Seta/Visco

Welcome to the last word in new arcade games! This month, we'll look at a new shooter from Seta called Twin Eagle II. The first thing you'll notice

can be destroyed! That includes all buildings and ground structures. You can get mega-points by shooting at them. Also, if you set off an explosion at the right moment, you will spark a huge chain reaction, demolishing huge areas.

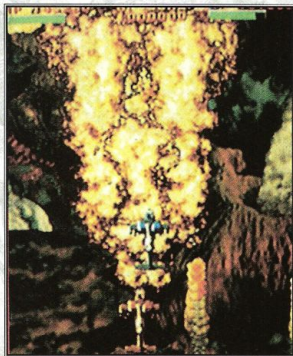
There are three stages with nine levels in all. Each stage gets progressively more difficult. You can choose your own plan of attack from a map at the beginning of the stage.

The controls are relatively easy to master. There are three buttons (fire, bomb, and missile) and a joystick to control your direction. This vertical-scrolling shooter has it all! Get your mitts on Seta's Twin Eagle II at your local arcade and donate a couple of tokens to save the world!

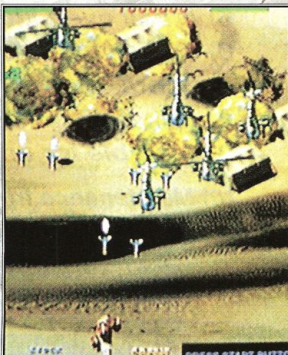
about this game is the outstanding graphics. The fully digitized computer-rendered graphics are really awesome! Two players can play simultaneously, and the second player can buy-in at any time during the course of play.

Bonus items are delivered via parachute, and the great thing is that special weapons are always available to you! That's right everyone, you don't need power-ups to use your special weapons!

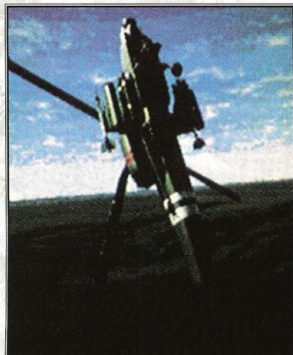
Everything that appears on screen



The special weapons are always available to you; no need for power-ups!



Tons of different enemies will come screaming at you! Keep your cool.

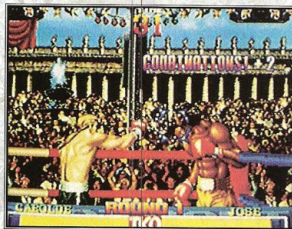


The computer-rendered graphics will definitely give you the willies!

AAA

AMERICAN AMUSEMENT
MACHINE ASSOCIATION

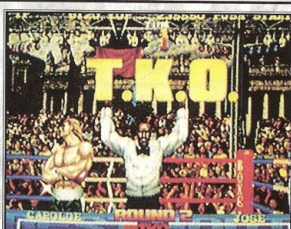
BEST BOUT BOXING by Jaleco



Use various jab and body blow combinations to finish your opponent.



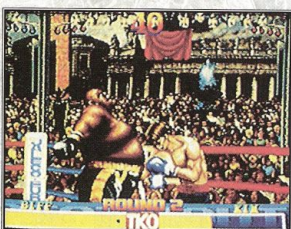
You can select your fighter from seven unique boxers from all over the world.



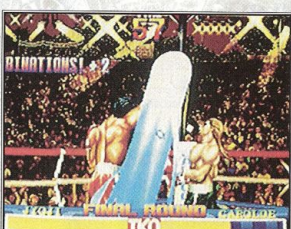
Try to score a knockout by inflicting mega-damage on your opponent.



If you get knocked to the canvas, you can revitalize by using the joystick.



The boxers all have their own special brand of fighting styles for you to learn.



Each of the boxers have the ability to use special and unique power moves.

Jaleco has released a new kind of fighting game called Best Bout Boxing. The story behind the action is simple: seven of the planet's best boxers have been assembled for the most important fight ever! You can choose any one of these seven boxers and enter the tournament. The format is a three round "free knockdown match," which means you must win two out of three fights against each opponent to progress. The last fight is against the deadliest boxer ever, world champion Draef Varona.

Control is via a joystick and three buttons. The button functions are jab, body blow, and power punch. Each boxer can use various combinations which do different amounts of damage.

The graphics are generated by a highly advanced 32-Bit hardware system. Also, you can play against either



Some of your opponents have, um, let's just say "special" abilities. Nice reach!

a computer opponent or another player, who can hop into the game at any time.

Your opponents range from not-too-difficult to almost unbeatable! Believe me, you won't get bored with this game anytime soon. Jaleco has



Body blows are an especially effective way of weakening your opponents!

outdone themselves with this one! Best Bout Boxing is a great fighting game, especially if you're looking for a new challenge in a coin-op fighter. It offers superior graphics as well as a difficulty level that will keep arcade-goers happy. Give it a try!



FACT FILE

BLOODSTORM

by STRATA

THEME	FIGHTING
VERSION	2.10
% COMPLETE	100%
AVAILABLE	NOW
# BUTTONS	5
# PLAYERS	1 or 2
CHALLENGE	VERY HIGH

OPTIONS CHECKLIST

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

Notes: Variable violence and blood levels.

THE EYE OF THE STORM!

BloodStorm may just look like another fighting game to the average player, but like the old saying goes, "You can't judge a book by its cover." It seems as though many players out there aren't satisfied with a normal fighting game, so Strata decided to make a game that has everything the players have been screaming for and then some! Tons of hidden characters, fatalities, total dismemberment moves, and a pass-word system that blows everything else right out of the water! One really excellent feature is that the level backgrounds are interactive, which means that you will be able to use the background to perform special fatalities and also maybe even find a hidden character or two. If there's going to be any fighting game that's going to rip apart the arcades this year, you better check out BloodStorm. Move over Mortal Kombat II, watch out Super Street Fighter, the storm is on its way!

- Mark LeFebvre

BLOODSTORM



The Mega war fought centuries ago left the Earth in global ruins. The destructive nuclear horrors unleashed on the planet and its population created uncountable deaths and devastation. In the wake of this sweeping havoc the planet rose to retaliate against the violence forged on it. Polar shifts and massive earthquakes swallowed entire continents. From seething seas and walls of water, violent volcanoes erupted spewing flames and lava into the sky. Hungry fires, searing blizzards, and brutal storms raged across the planet's surface for years, in an attempt to wash away the man-made horrors that it was forced to endure. The Earth's land masses, altered by man-made weaponry and ended through elemental means, had evolved into 10 isolated provinces. As the years progress, eight of the provinces began to communicate and trade with each other. An alliance was formed and a global quasi-government was established. The social structure evolved into a mixture of medieval practices, hybrid technology, barbarism, and barter. With tensions running high, the Planet Alliance is beginning to falter and the provinces are no longer considered allies. Now the high emperor, the one guiding force that all provinces had agreed to abide by, has been mysteriously and horribly murdered. The ancient Provincial Agreement declares that a new ruler must be chosen through combat between the rulers of each province. Each province will come prepared for battle with their own gauntlet of Ascension, a gloved weapon that only those in power may don. These ancient gauntlets are treasured and revered by their people, for they are the foremost symbol of power and honor each province can have.



The controls of BloodStorm are very unique in comparison to other games such as Mortal Kombat II and Super Street Fighter II Turbo. MK II uses the low and high attacks while SSF2 uses three sets of punches and kicks, light, medium, and hard. BloodStorm has a block button in the middle like MK II but instead of using the punch and kick config, you have total control of each limb, either front or back, that is until the other player gets a hold of you. In one arm, you wield a gauntlet of Ascension which can be a very powerful weapon if mastered correctly.





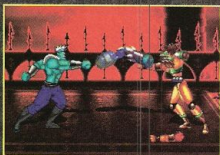
BLOOD



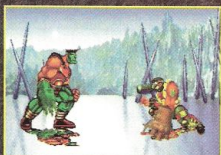
If you're looking for blood and gore, look no further—BloodStorm has it all. Besides the fatalities you can perform there are also decapitation moves which will leave your opponent in a world of hurt! And you thought Mortal Kombat was bloody? Think again.

GAUNTLETS

Each combatant has his/her own gauntlet to defend themselves with. The gauntlet can be used as a weapon either in close-up combat or by launching it at your opponent. Be warned, your enemy can pick up your gauntlet.



If quick enough, you can block with your gauntlet.



It is possible to switch gauntlets in the middle of a round.



Check out the gauntlet on this bad dude!



Tossing the gauntlet works great in a combination.

POWERS

Each player is equipped with a special ability that is unique from the rest of the fighters. If you defeat your opponent, you can gain their special power. You will be able to keep your powers until you are defeated. You can even store numerous powers under the password system until later on so you will always have a maxed-out fighter.

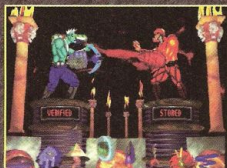


PASSABLE POWERS

RAZOR	EYELAZER	FREON	MORPH
TALON	MISSILE	HELLHOUND	HELLFIRE
FALLOUT	E.R. CANNON	TREMOR	EARTHQUAKE
MIRAGE	GRENADES	TEMPEST	WINDSHIELD

PASSWORDS

BloodStorm has a very cool feature which allows you to store any of your weapons or powers that you have gained by using a password. When you start a game, after you choose your fighter, you are given a short amount of time to input any combination of joystick and button sequences as long as they're from three to eight moves, and you will be given your own personal password for later use. The password system works very well, and also saves your stats, and how many games you have won. The password can also be input as either a hold sequence or a charge sequence as well.



You can save multiple passwords for different fighters at the Selection Screen.



Save more than just weapons and powers with the password system!

GET OFF ME!

TAUNTS

EAT IT RAW

YOU DONT KNOW ABOUT THIS GAME...GO BUY EGM

NEXT TIME TRY OPENING YOUR EYES

I'LL BUY YOU EVERY TIME

YOU ARE TOAST

OH BY THE WAY YOU JUST LOST

PUCKER UP YOUR CHEEKS AND CRY

SUSHI-K RULES THIS GAME!

PRESS YOUR LIPS HERE

Right after you win a match, you can input joystick and button combinations just like the password system and have complete access to over 100 taunts. Multiple taunts can be done after each match. Here are a couple of them to get you excited. Taunts rule!

SUNDERS

Each character has the ability to perform a sunder move, or in trainer terms, you get to dismember the other player. Even though you may only have a torso left, believe it or not, you can still win the round—that is if you're good enough. If the other player or the computer does manage to rip you in half, it would be a good idea to head toward the corner and lay low for a while, unless you have your gauntlet, then take your best shot, it may be your only hope. Good luck!



ARMLESS VICTORY



LEGLESS VICTORY



LIMBLESS VICTORY

TEMPEST

The daughter of the dead Emperor feels she is the rightful heir to the throne of power. To her, the contest is an insult to her genetic perfection and masterful fighting skills.

Current Location: Nimbus
Height: 5'9"
Weight: 114 lbs.
Gauntlet: The Windigo
Passable Power: Storm Shield
Death Move: Exorcism

STORMSHIELD



TORNADO



FLYING SHADOW



WIND SHIFT



STORMSHIELD—HOLD BLOCK, FORWARD, BACK, FORWARD, BACK

TORNADO—DOWN, DOWN FORWARD, FORWARD, BACK ARM

FLYING SHADOW—IN AIR, DOWN, FRONT LEG

WIND SHIFT—DOWN, DOWN FORWARD, FORWARD, FRONT ARM

MISTRAL SUNDER—DOWN, DOWN BACK, BACK, FRONT LEG/FRONT ARM

HEADWINDS—DOWN, DOWN BACK, BACK, FRONT ARM

EXORCISM FATALITY—CLOSE, DOWN, DOWN FORWARD



RAZOR

The Enigmatic leader of the Ebony Coast has had shady dealings with every leader of the planet. A troubled romance with Tempest ended in a lost limb later replaced, against his will, with cyberian technology.

Current Location: Ebony Harbor
Height: 6'4"
Weight: 240 lbs.
Gauntlet: The Razor
Passable Power: Eye Laser
Death Move: Meat Grinder

EYE LASER



GRAPPLE ARM



MAXIMILLION



VORPAL DISC



EYE LASER—HOLD BLOCK, FORWARD, FORWARD

GRAPPLE ARM—DOWN, DOWN FORWARD, BACK ARM

MAXIMILLION—BACK ARM REPEATEDLY

VORPAL DISC—DOWN, DOWN FORWARD, FORWARD, FRONT ARM

SERIOUS SUNDER—DOWN, DOWN BACK, BACK, FRONT ARM

OVER-KEEL—DOWN, DOWN FORWARD, FORWARD, BACK, FRONT ARM

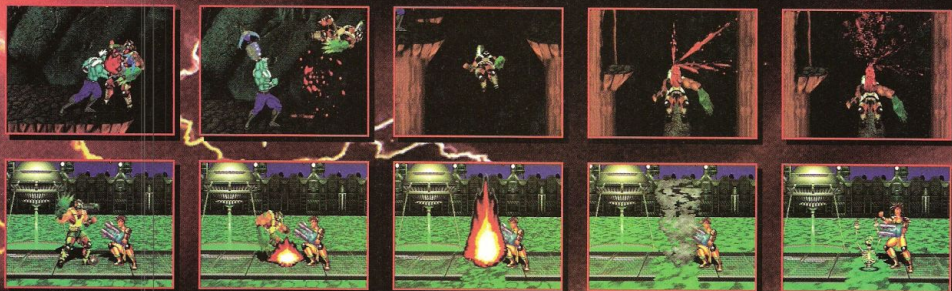
MEAT GRINDER FATALITY—CLOSE, FORWARD, BACK, FORWARD,

BACK, FORWARD, BACK ARM



THE ZONES!

Each of the levels in BloodStorm has its own hidden secrets. Some of them are noticeable while others can be very deceiving. A lot of the secrets have to do with what zone you are in. Besides all the bloodshed from the fatalities and sunder moves, you can also perform special death moves depending on which level you're at. Check it out!



MORPH



FLYING FREEZE



SHADOW KICK



ICE-A-RANG



MORPH DOWN, DOWN, DOWN

FLYING FREEZE UP, DOWN, DOWN FORWARD, FORWARD, BACK ARM

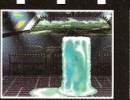
SHADOW KICK DOWN, DOWN BACK, BACK, FRONT LEG

ICE-A-RANG DOWN, DOWN FORWARD, FORWARD, FRONT ARM

BRUMAL SUNDER DOWN, DOWN BACK, BACK, FRONT ARM

ICE PICK DOWN, DOWN FORWARD, FORWARD, DOWN FORWARD, DOWN, DOWN BACK, BACK, FRONT ARM

BLOODY SLUSHY FATALITY = FREEZE, MORPH, UP WHEN UNDER OPPONENT

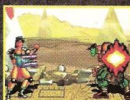


Freon is the noble ruler of the cold blooded people of the Northern Province who feel they are the chosen race on the planet. Freon is cool and in control at all times except when he deals with Hellhound the base leader of the Southern Province.



Current Location: Polaria
Height: 6'2"
Weight: 215 lbs.
Gauntlet: The Icled
Passable Power: Water Morph
Death Move: Mandy Slushy

GRENADES



JUMP KICK



LANDMINE



LAUNCHER



GRENADES DOWN, DOWN BACK, BACK, BACK ARM

JUMP KICK CHARGE BACK, FORWARD, BACK LEG

LAND MINE DOWN, BACKLEG/FRONT LEG

GRENADE LAUNCHER DOWN, DOWN FORWARD, FORWARD, FRONT ARM

PHAGTIC SUNDER CHARGE BACK, FORWARD, FRONT ARM

POWER STRAFE DOWN, DOWN BACK, BACK, BACK UP, FRONT ARM

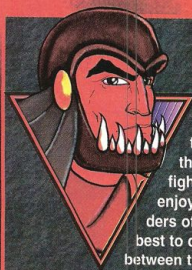
OBICULARIS BOMB FATALITY CLOSE, DOWN, DOWN BACK, BACK, FORWARD, BACK ARM



Mirage the militant ruler of the harsh desert region of Obsel is the direct descendant of the leader of the great uprising. The fierce civil war left the province dominated by its female population and men are treated as cattle, kept alive solely for pleasure and food.



Current Location: Obsel
Height: 5'0"
Weight: 120 lbs.
Gauntlet: The Reigup
Passable Power: Explosives
Death Move: Obicularis Bomb



HELLHOUND

Hellhound has an explosive temper and a lack of patience that has made him the fiercest fighter in the scorch army. He enjoys making war along the borders of the ice province and does his best to disrupt any attempts at peace between the ice and fire people.

Current Location: Scorch
Height: 6'0"
Weight: 224 lbs.
Gauntlet: The Phlogiston
Passable Power: Hell Fire
Death Move: Char Dog

HELLFIRE



S. METEOR



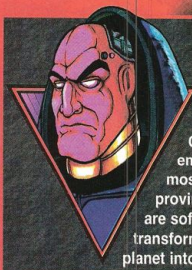
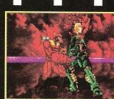
F. METEOR



FLAMER



HELLFIRE UP, UP FORWARD, FORWARD
STANDING METEOR CHARGE BACK, FORWARD, FRONT ARM
FLYING METEOR UP, CHARGE BACK, FORWARD, FRONT ARM
FLAMETHROWER DOWN, DOWN FORWARD, FORWARD, FRONT ARM
SCARLET SUNDER DOWN, DOWN BACK, BACK, FRONT ARM
BOILING POINT DOWN, DOWN FORWARD, FORWARD, DOWN FORWARD,
DOWN BACK, BACK, FRONT ARM
CHAR DOG FATALITY CLOSE, FORWARD, FORWARD, DOWN, DOWN
BACK, BACK, FRONT ARM/FRONT LEG



TALON

The cyborg Talon rules Cyberia with a cold and emotionless fist. He is the most hated leader of all the provinces. Feeling mere humans are soft and weak, Talon wishes to transform all of the bios on the planet into cyborg slaves.

Current Location: Cyberia
Height: 6'3"
Weight: 350 lbs.
Gauntlet: The Cyber Claw
Passable Power: Shoulder Missile
Death Move: The Ventilator

MISSILE



HOVER HELI



POWER SURGE



TASER

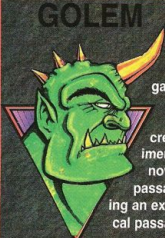


MISSILE HOLD BLOCK, BACK, BACK, FORWARD
HOVER HELI DOWN, DOWN, FORWARD, FORWARD, BACK ARM
POWER SURGE DOWN, DOWN FORWARD, FORWARD, FRONT LEG
TASER DOWN, DOWN FORWARD, FORWARD, FRONT ARM
CYBER SUNDER DOWN, DOWN BACK, BACK, FRONT LEG
CYBER-SCRATCH DOWN, DOWN BACK, BACK, FRONT ARM
THE VENTILATOR FATALITY DOWN, DOWN BACK, BACK,
FORWARD, BACK ARM/BACK LEG



When Nekron first entered the pocket dimension created by the Mega Bomb, he was confronted by the demonic residents native to the land. Nekron used his new-found power to slaughter half of the population and enslave the rest. Over time, Nekron has assembled and trained an elite group of assassins dedicated to his cause. Nekron's mysterious agents have helped him to orchestrate events across the planet for centuries, causing tension and suspicion to build between the varied races.

SECRET AGENTS OF NEKRON



Golem was created by the rotting carcasses of the local demons slaughtered by Nekron. Through the techno-magical powers Nekron gained through exposure to the mega bomb, he re-constructed and re-animated a terrible and menacing creature from the victims of his experiments. This single-minded monstrosity now stalks the limitless underground passageways within Nekron's Lair, seeking an exit that will allow Nekron safe physical passage back to his home dimension.

Location: SubTerra. Shoot the large stalactite over the pit at the edge of the screen two times with a projectile or a gauntlet. Jump to the lower cave entrance to the lost cavern to fight Golem.

Wraith is clever and devious, and even Nekron cannot completely trust this unreadable assassin. Wraith was recruited from the small group of elite demonic rulers that governed the pocket dimension. When it became painfully obvious that Nekron would soon take control of their world, Wraith turned his back on his people and offered his survivors to Nekron. Although Wraith has followed orders to the letter and has always been a loyal agent, his cold silence and stealth-like demeanor give the impression that he has ulterior motives of his own. Wraith monitors the ongoing tensions between the fire and the ice people, and in countless subtle ways, has helped to escalate the bad blood between these races.



EARTHQUAKE



SHOCKWAVE



AVALANCHE

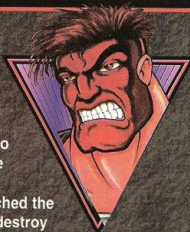


E. BLASTER



TREMOR

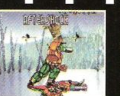
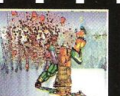
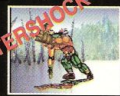
Tremor has lived for eons due to his ability to tap into the elemental forces of the Earth. From his mountain province, Tremor has watched the other leaders ravage and destroy the planet and is anxious to usher in an ecological era with him as ruler.



EARTHQUAKE CHARGE BACK, FORWARD, FRONT LEG
SHOCKWAVE DOWN, DOWN FORWARD, FORWARD, BACK LEG
AVALANCHE CHARGE DOWN, UP, BACK LEG
EARTH BLASTER DOWN, DOWN FORWARD, FORWARD, FRONT ARM
GEO SUNDER CHARGE BACK, FORWARD, FRONT ARM
CRAG SMASHER DOWN, DOWN BACK, BACK, FRONT ARM
AFTERSHOCK FATALITY CLOSE, FORWARD, FORWARD, FORWARD/BACK LEG



AFTERSHOCK



Current Location: Subterra
 Height: 7'1"
 Weight: 425 lbs.
 Gauntlet: The Galan Mantle
 Passable Power: Shock Wave
 Death Move: After Shock

E.R. CANNON



SLIME GUN



AIR SLICE

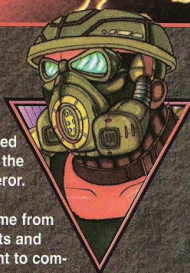


TOXIC QUILLS



FALLOUT

The Death Zone remained silent for decades until the death of the High Emperor. The day before the Bloodstorm, Fallout came from the mysterious red mists and claimed his ancient right to compete for the throne.



E.R. CANNON HOLD BLOCK, UP, UP RIGHT, RIGHT
SLIME GUN CHARGE BACK, FORWARD, BACK ARM, FORWARD, FORWARD, DOWN
AIR SLICE CHARGE BACK, FORWARD, FRONT ARM
TOXIC QUILLS DOWN, DOWN FORWARD, FORWARD, FRONT ARM
TOXIC SUNDER DOWN, DOWN BACK, BACK, FRONT ARM
MELT-DOWN CHARGE DOWN, UP, FRONT ARM
CRITICAL MASS FATALITY CLOSE, BACK, BACKARM/FRONT ARM



CRITICAL MASS



Current Location: Death Zone
 Height: 5'11"
 Weight: 285 lbs.
 Gauntlet: The Mephitic Fist
 Passable Power: E.R. Cannon
 Death Move: Critical Mass

Throughout the various levels, there are certain portals which will take you to another zone, one of evil and hatred. There you will encounter the many Agents of Nekron. Each Agent has a special Gauntlet that can be acquired if you think you've got what it takes. To find any of the secret agents will be difficult enough; to defeat them will be near impossible! Best of luck! If anybody can find any of the hidden Agents not listed, or any other Storm secrets, I'm sure Trickman would love to hear from you so keep those letters coming in, we'll be waiting to hear from you. By the way, there's been some rumors floating around the office that there might be special passwords to change your gauntlet, and also what stage you want to go to. If there's any truth to it, drop us a line. See Ya.

LOCATION: CATWALKS
 HEIGHT 6'10"
 WEIGHT 359 LBS

LOCATION: TRIAX
 HEIGHT 5'10"
 WEIGHT 117 LBS

LOCATION: THE SHADOWS
 HEIGHT ????"
 WEIGHT ????"



THE MAN!



STRATATM

WIN A BLOODSTORMTM

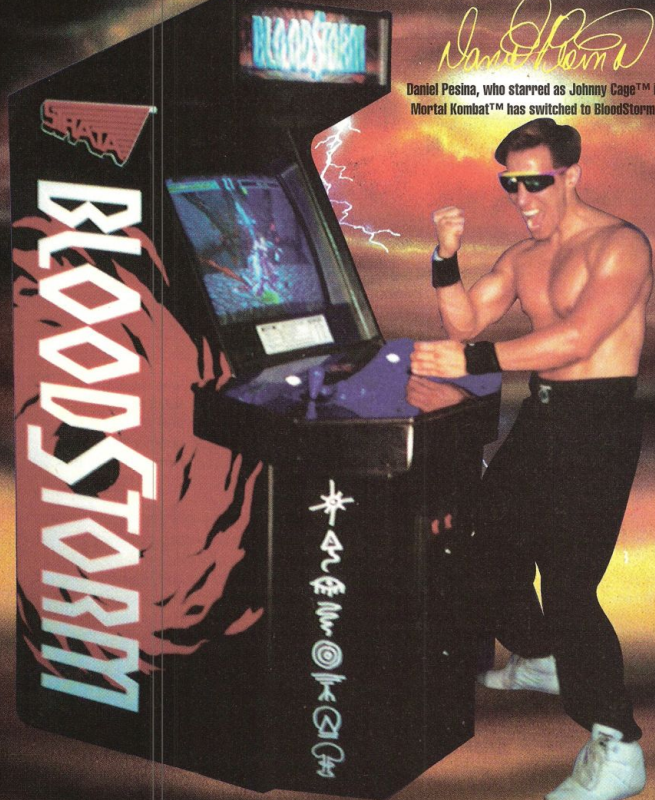
EGM²

ARCADE GAME!

The Fighting Game For Real Fighters

Johnny Cage

Daniel Pesina, who starred as Johnny CageTM in Mortal KombatTM has switched to BloodStorm.



**YOU'VE PLAYED THE REST,
NOW OWN THE BEST!**

Strata and EGM² are giving you a chance to win big with BloodStorm!

- 1 GRAND PRIZE:**
Your very own BloodStorm Arcade Game!
- 5 SECOND PRIZES:**
Your very own BloodStorm Marquee!
- 10 THIRD PRIZES:**
An official BloodStorm T-Shirt!

Follow these simple instructions:

1. Play BloodStorm.
2. When you win a match, your fighter will pose in victory. During the victory, press Back Leg, Back Leg, Block to find the secret message.
3. Fill out the entry form completely and mail it today to:

BloodStorm Contest (EGM²)
1820 Highland Avenue, Suite 285
Lombard, IL 60148

**Be the coolest on your block and
own the hottest fighting game ever!**

BLOODSTORMTM
ARCADE GAME CONTEST

Name _____

Address _____

City _____

State _____

Zip Code _____

Phone _____

I played Bloodstorm at: _____

My favorite thing about Bloodstorm is: _____

The correct Secret Message is: _____

Contest Rules: 1. No Purchase Necessary. No purchase or payment of any money is necessary to enter. One entry per household. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Entries must be received by September 1, 1994. All entries become exclusive property of the Sponsors and will not be acknowledged or returned. Sponsors assume no responsibility for lost, misplaced, late, illegible, incomplete, postage-due, or undelivered entries. 2. Prizes: 1 Grand Prize: Your very own BloodStorm Arcade Game! Grand prize is valued at \$2500. 5 Second Prizes: Your very own BloodStorm Marquee! Second prize is valued at \$25. 10 Third Prizes: An official BloodStorm T-Shirt. Third prize is valued at \$10. Winners will be determined at a drawing to be held on or about September 15, 1994. All prizes will be awarded. Prize winners will be notified by mail. Prizes are non-transferable. No substitutions of prizes is allowed, except at the option of Sponsors should the featured prize(s) become unavailable. 3. Odds of Winning: The odds of winning will be determined by number of valid entries. 4. Eligibility: Sweepstakes open to residents of United States and Canada. (Upon request by Sponsors, winners shall sign a Liability Waiver Policy release within 30 days of total prize. Employees of Senda Publishing Group, Inc. and Strata and their respective affiliates are not eligible. Neither Senda Publishing Group, Inc., Strata or their respective affiliates, subsidiaries, divisions, or related companies are responsible for any damages, taxes, or expenses that consumers might incur as a result of this contest or receipt of prize. 5. Winner's List: For a list of winners, send a stamped, self-addressed envelope to BloodStorm Contest Winners, 1820 Highland Avenue, Suite 285, Lombard, IL 60148. Requests for winners lists must be received by November 1, 1994. Allow 4 weeks for delivery of winners list. 6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply. 7. Contest sponsored by Senda Publishing Group, Inc. and Strata, Inc. Senda Publishing Group is a trademark of Senda Publishing Group, Inc. Johnny Cage and Mortal Kombat are trademarks of MIDWAY Manufacturing Company.

BRUTAL

Paws of Fury



SEGA CD

Unleashed!

Primal power. Ancient wisdom. GameTek unleashes tournament beasts of the martial arts in cinema-style, full-screen animation. Focus strength. Transcend weakness. Jam with the wild things.

Get your paws on this cool new Sega CD. It's so wild, it's Brutal.

GAMETEK

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Game tips and hints: **1-900-737-ATARI**. 95¢ per minute. If you are under 18, be sure to get a parent's permission before calling. A touch-tone telephone is required. USA only.

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 **ATARI**
MADE IN THE USA



FACT FILE

WORLD HEROES 2 JET

by SNK

THEME	FIGHTING
VERSION	2-JET
% COMPLETE	100%
AVAILABLE	JULY
# BUTTONS	3
# PLAYERS	1 OR 2
CHALLENGE	VERY HIGH

OPTIONS CHECKLIST

QSound	<input checked="" type="checkbox"/>
Dolby Stereo	<input checked="" type="checkbox"/>
Voice Channels	<input checked="" type="checkbox"/>
Jamma Board	<input checked="" type="checkbox"/>
System 32	<input checked="" type="checkbox"/>
Cartridge	<input checked="" type="checkbox"/>
Translation Pending	<input checked="" type="checkbox"/>

Notes: Has multiple speeds and modes for Tournament Matches.

JET TO THE NEXT LEVEL

Some of the main differences between Jet and World Heroes 2 are that the death matches have been taken out, there are new Tournament Modes, and special character taunts. The game play has improved dramatically in this sequel. With over 100 different moves, Jet has no problem holding its own in the arcades. If you're looking for Gigus and Dio, they're not here. Don't worry, Zeus makes up for their removal. Many of the characters have some really decent moves in this version. Check out Janne's Aura Bird, and Fuuma's Human Fireball. It may take a while to figure out some of the more complex moves, but they will definitely pay off in the long run. Another new feature in Jet is the bonus rounds when you're in the Tournament Mode. They're pretty cool at first, but SNK could have made it a bit more challenging.

- Mark LeFebvre

WORLD HEROES 2 THE BEST

JUST GOT BETTER

MORE MOVES! With all the new fighting games making their debut in the arcades

MORE ACTION!

across the country this summer, it will be very interesting to see which of them will take out the competition and become the best of the best! One of those games that has already gained that recognition in the past is World Heroes. Now prepare yourself for World Heroes 2 Jet. Jet will take you to a whole new level of fighting with two new characters, separate tournaments to choose from, and four different fighting modes. One of the new features in Jet is that you can now challenge the other player by taunting them with a Challenge Button. Each player has three different taunts, also by holding down on the controller and the Taunt Button you can trick the other player into thinking you are stunned by playing dead. Very strategic and effective if done at the right time! If you want the latest info on all the moves for Jet then check out the next four pages. See ya at the arcades!



TOURNAMENT SELECTION



You have the option of choosing between two modes—the Entry to the Tournament or the Forging of Warriors. The Entry to the Tournament is where you battle against three fighters each day and the winner progresses to the next day of the Tournament. The Forging of Warriors is a Training Mode where you fight four computer opponents and try to discover each of their weaknesses.



The graphics and the animations in Jet are top-notch! Check out the awesome cinema sequence!

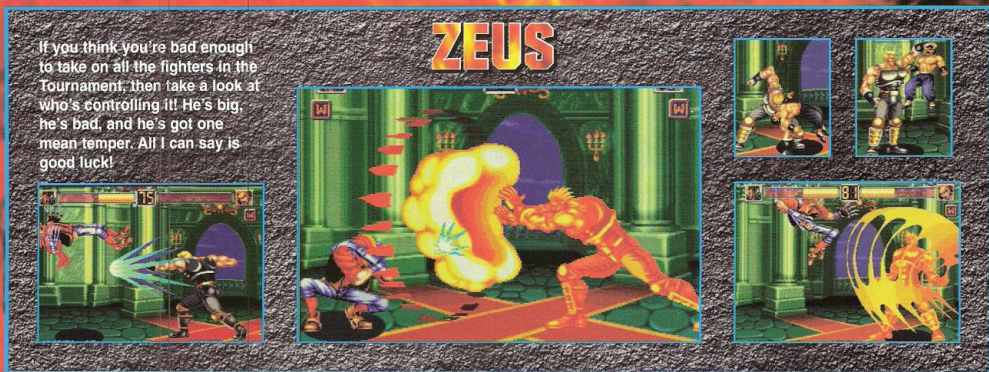
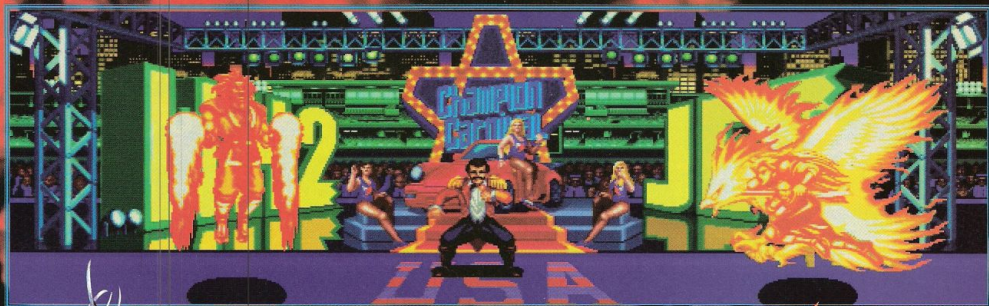
At the end of every day, you can view special stats, such as which moves were used to defeat your opponent.

PRESENTATION OF RESULTS			
Tournament	Day 1	Day 2	Day 3
Match 1	WIN	WIN	WIN
Match 2	WIN	WIN	WIN
Match 3	WIN	WIN	WIN
CREDIT 12	LEVEL 1	CREDIT 12	CREDIT 12

BONUS ROUND!



Check out the awesome bonus round! Timing is the key if you're going to knock this bad-boy down!



FUUMA

STYLE: FUUMA NINJA

LOCATION: JAPAN



1 REPPU ZAN X2



2 MID-AIR FLIP



3 MID-AIR EN RYU HA



4 HUMAN FIREBALL

REPPU ZAN

DOUBLE JUMP

EN RYU HA

NINPO FURIN KAZAN

RYOKO

STYLE: JUDO QUEEN

LOCATION: JAPAN



1 DRAW KICK



2 SHOULDER THROW



BOSATSUSHO



PALMS OF DESTRUCTION



AERIAL KICK



3 GUILLOTINE THROW



4 PIGGY BACK

TRIANGLE JUMP

SPARROW PUNCH

MID-AIR THROW

BROCKEN

STYLE: MILITARY OFFICER

LOCATION: GERMANY



1 ROLLING HEEL KICK



2 JET ATTACK



3 ARM PUNCH



4 GERMAN MISSILE

HURRICANE ARM

ROCKET PUNCH

SPARK THUNDER

LONG SPARK THUNDER





CAPTAIN KIDD

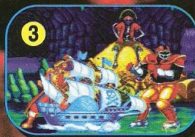
STYLE: PIRATE
LOCATION: THE SEVEN SEAS



1 SHARK UPPER CUT



2 HYPER KICK



3 PIRATE SHIP BLAST



4 SHARK KICK

SHARK KNUCKLE

SPIRAL KICK

KIM DRAGON

STYLE: MARTIAL ARTIST
LOCATION: KOREA



1 KICKS OF FURY



2 MID-AIR FLIP



3 VERTICAL KICK



4 DRAGON KICK

HUNDRED BROWS

FLYING DRAGON KICK

LEAPING FOOT SLICE

TRIANGLE JUMP



HANZOU

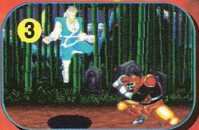
STYLE: IGA NINJA
LOCATION: JAPAN



1 REKKO ZAN X2



2 NINJA LEG LARIET



3 CAMOUFLAGE



4 IZNA SLASH

REKKO ZAN

NINPO KOH
RIN KAZAN

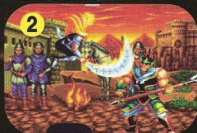
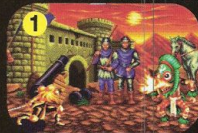
KOH RIYU HA

DOUBLE JUMP



STYLE: SWORDS PERSON
LOCATION: FRANCE

JANNE



1 AURA BIRD ↔ A

2 JUSTICE SWORD ↔ B

AERIAL STAB ↑ ↓ A

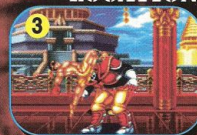
3 FLASH SWORD ↓ ↑ B

4 FIRE BIRD → ↓ ↘ ↙ A

SLIDING KICK ↘ ↙ B

SHURA

STYLE: MUAY THAI
LOCATION: THAILAND



TIGER FANG ↔ A

TIGER CLAW ↔ B

3 MUETEL KICK ↓ ↑ B

4 DOUBLE KNEE KICK ↓ ↑ B

STYLE: QUARTERBACK
LOCATION: U.S.A

J. MAXIMUM



1 SHOULDER CRASH ↓ ↘ ↙ ↗ B

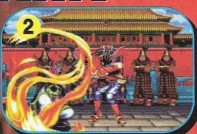
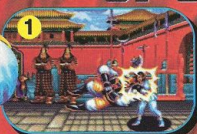
2 HEAD CRUSH ↓ ↑ A

3 LIGHTNING TACKLE → ↓ ↘ ↙ A

4 JOHNNY SPECIAL ← ↘ ↙ ↗ A

J. GARN

STYLE: MARAUDER
LOCATION: MONGOLIA



1 MONGOLIAN TIGER FLASH ↔ A

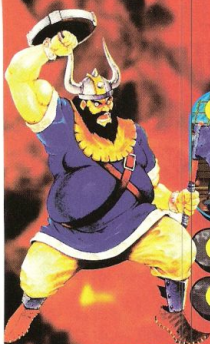
2 MONGOLIAN DYNAMITE ↓ ↑ A

HEAD SLIDER ↓ B

3 MONGOLIAN PRESS ↓ ↘ ↙ ↗ B

4 WRECKING BALL ← ↘ ↙ ↗ B

TRIANGLE JUMP ↘ ↙



ERIK

STYLE: VIKING
LOCATION: NORWAY



1 THOR'S HAMMER



2 BLIZZARD BREATH



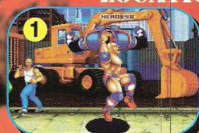
3 LONG HORN



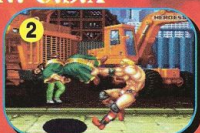
4 YGIRI'S HALBERD

STYLE: WRESTLER
LOCATION: U.S.A

MUSCLE POWER



1 TORNADO BREAKER



2 ANTI-AIRCRAFT GIANT SWING



3 GUILLOTINE DROP



4 BODY SLAM



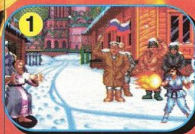
MUSCLE BOMBER

SUPER DROP KICK



RASPUTIN

STYLE: SORCERER
LOCATION: RUSSIA



1 FIREBALL



2 THUNDER BALL



3 AXLE SPIN



4 KOSSACK DANCE

AERIAL FIREBALL

AERIAL SPIN

STYLE: SPIRIT WARRIOR
LOCATION: PAPUA NEW GUINEA

MUDMAN



1 MUD MAN ATTACK



2 MUD CUTTER



3 MUD GYRO



4 MUD LAUNCHER



SPECIAL FEATURE!

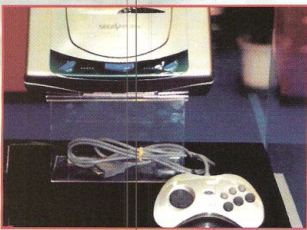
SEGA INTRODUCES SATURN AT TOKYO TOY SHOW

Sega rolled out its long-awaited 32-Bit Saturn game system at the Tokyo Toy Show on June 2, 1994 and, of course, the EGM editors were there to test it out.

First, the nice silver system was not playable. All the controller cords went off into the wall. Officials stated that they were connected to Saturn systems but the electronics haven't been shrunk down to their finished state yet.

OK, off to Virtua Fighter we went. We grabbed the controller and started playing. Oops, the collision detection wasn't in yet. We asked more questions and found out that the game was only 30 percent finished. Not too good if the system is going to be in stores in four months. Officials later stated that Virtua Fighter might not make the system launch.

Hmmm, let's look at Daytona. This is the game which will really sell systems.



Double oops. You know all the great pictures of this game that you have been



seeing all over the place? All arcade shots. This game is a LONG way off. No actual race shots but Sega did have the car driving on a flat plane which rotated, scaled, and zoomed in and out. Not a bad demonstration of the potential of the system, especially with the changing cloud reflections in the car windows, but this isn't even a game yet. Sega states that it won't come out until sometime in '95.

What was farther along? The Sega original creation—Clockwork Knight. Uh, OK, a nicely animated and textured side-scroller. What, nothing else? Sure sounds like the rollout of the Mega CD with only the Funky Horror Band game out at launch.



SATURN TO HIT U.S. IN APRIL!

While the U.S. execs at Sega are remaining very quiet about the U.S. launch of the Saturn, our editors have been able to get confirmation from the Sega staff that they plan to roll out the 32-Bit wonder in April 1995.

The white shirts are tight-lipped because they are trying to launch their Super 32X for the Genesis this holiday season and if it were generally known that the hot Saturn was going to launch only four months later, many players might opt to wait in order to see what the Saturn will be like before they commit to any particular hardware configuration.

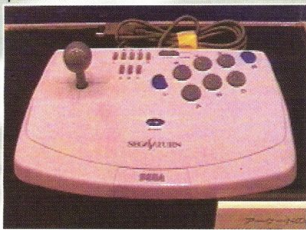
Also by waiting, Sega can get an additional four months they will sell in both Japan and the States. The extra four months will allow the production facilities in Japan to create enough systems to prevent any shortages. With a \$400 price tag, it is probable that Sega won't have to worry too much about this.

Finally, Sega is very optimistic about the number of systems they will sell in both Japan and the States. The extra four months will allow the production facilities in Japan to create enough systems to prevent any shortages. With a \$400 price tag, it is probable that Sega won't have to worry too much about this.



The Saturn Joystick:

What good is a new system without a new controller? At the Tokyo Toy Show, Sega had a mock-up of their Saturn arcade power stick.



There's Only ONE!

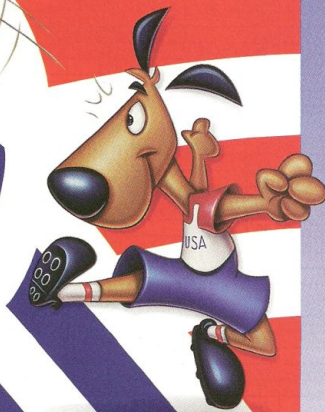
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ONLY ONE OFFICIALLY LICENSED
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**THE ONE WITH ALL 24 WORLD CUP USA '94 TEAMS!
THE ONE WITH THE OFFICIAL MASCOT!**

World Cup USA '94 brings the world's largest single sport event to the United States. Now you can kick-off against all of 24 finalist teams for the 1994 World Cup. Battery back-up* allows you to save customized options and continue tournament play where you left off. With all the options, this game is easy enough for the beginner or challenging for the expert.



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details inside product manual.



Instant Replay with VCR-like control shows you the great goal you just scored!



Choose from your roster of players to substitute when one of your team members is injured.



This game has lots of options! Customize your team and formations so you can take on the world's best.



Available for Sega® Genesis™ Game Gear™, Sega CD™, Super Nintendo Entertainment System™, Game Boy™, PC CD-ROM.
Sega Game Gear uses powerwatch instead of battery back-up.
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SPECIAL FEATURE!

Over 170 Saturn Licensees!

Sega has been working very hard trying to round up as many third-party licensees as they possibly can. And they have done quite well with almost 180 companies now on the Saturn bandwagon.

This contrasts with the three licensees for Nintendo's Project Reality (they haven't started to solicit for help yet).

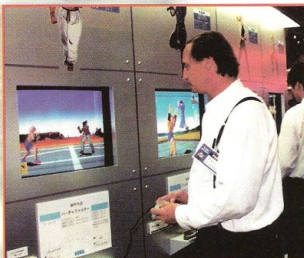
On the other hand there are over 700 companies which have signed up to get a



Sega has opted to retain the Genesis controller shape for the Saturn stick.

3DO license. However, numbers aren't everything, and in this case, of the 700+ licensees who paid their fee, the number of companies actually programming software for the 3DO is much smaller.

Still, Sega is on the right track and their licensee list compares quite favorably with that of Sony's PlayStation. They have heavy hitters like Capcom, Konami, and Sunsoft. And when Sega of America rounds up U.S. giants like Electronic Arts and Acclaim, then they will be on the way to having another winning game system!



EGM's editor Ed Semrad tested out Virtua Fighter on the Saturn at the Tokyo Toy Show last month.

Sega Saturn Specifications

Sega's Saturn is a high-end game machine with 64-Bit class performance. A machine that will attain the next level of entertainment that goes far beyond the limitations of existing 16-Bit machines. It is the machine favored to become the standard platform in the next generation game markets. Capable of high-grade effects including polygon and finely detailed full-motion video. High-speed parallel data processing enabling advanced graphic effects to be used together with conventional effects for use with sprites and scrolling for creating highly sophisticated software.

Release Date	November '94 (tentative)
Price	49,800 or less (about \$460)
CPU	Main SH2 (32-Bit RISC CPU) X 2 Sound Motorola 68000
Graphics	Colors 16.77 Million CG Performance Dedicated Hardware Built-in
	Effects Flat Shading Gouraud Shading Texture Mapping
Sprites	Scaling, Warping, Rotation
Scrolling	Layers Max. 5 Layers (with scaling & rotation)
Sound	Audio Channels PCM 32-Channel Sound (FM 8-Channel Sound Also Available)
CD-ROM Drive	Intelligent CD Drive

SEGA SATURN THIRD PARTIES (123 Out of 178 Licensees)

1	A WAVE	42	INFINI ENTERTAINMENT TECHNOLOGY	83	SAMMY
2	ACCLAIM JAPAN	43	INFOCOM	84	SAURUS
3	AGENDA	44	INTEC	85	SHIN NIPPON SEITETSU
4	ALSYS SOFTWARE	45	INTERNATIONAL SOFTWARE	86	SHOGAKUKAN
5	ANGEL	46	ISC	87	SHOGAKUKAN PRODUCTION
6	ARK SYSTEM WORKS	47	JYOKA ENGINEERING	88	SIMS
7	AROMA	48	KADOKAWA SHOTEN	89	SOFTVISION
8	ART DINK	49	KAZE	90	SONY MUSIC ENTERTAINMENT
9	ASCII	50	KEMCO	91	STUDIO PIERROT
10	ASK	51	KING RECORD	92	SUCCESS
11	ASK KOUDANSHA	52	KOEI	93	SUNSOFT
12	ASMIC	53	KOGADO STUDIO	94	SUPER SOFTWARE
13	ATHENA	54	KONAMI	95	SYSTEM SACOM
14	ATLUS	55	KSS	96	SYSTEMSOFT
15	BANDAI	56	KYUGO BOEKI	97	T & E SOFT
16	BELL	57	LINGUAPHONE JAPAN	98	TAITO
17	BL	58	MA-SA	99	TAKARA
18	BING	59	MEDIA ENTERTAINMENT	100	TAM SOFT
19	CAPCOM	60	MEDIA LINKS	101	TECHNO SOFT
20	CHAT NOIR	61	MICROCABIN	102	TECHNO JAPAN
21	COMPILE	62	MICRONET	103	TECMO
22	COSMOS COMPUTER	63	MICRONICS	104	TENGEN
23	CSK	64	MITSUBISHI SHOJI	105	TOMY
24	DAI NIPPON PRINTER	65	NAMCO	106	TOPPAN COSMO
25	DATA EAST	66	CSK	107	TOPPAN PRINTING
26	DATA WEST	67	NCS	108	TOSHIBA EMI
27	DB SOFT	68	NIHON BUSSAN	109	TRANS ARTS
28	DI MERRE	69	NIHON MEDIA PROGRAMMING	110	UBI SOFT
29	ELECTRONIC ARTS VICTOR	70	NIPPON ART MEDIA	111	UNIVERSAL MACHINE DESIGN CENTER
30	GAME ARTS	71	NIPPON COLUMBIA	112	VIC TOKAI
31	GUYNAX	72	NIPPON CREATE	113	VICTOR ENTERTAINMENT
32	GENKI	73	NIPPON SYSCON	114	VINGT-ET-UN SYSTEMS
33	GLODIA	74	NIPPON TELENET	115	VIRGIN GAMES
34	GRAMS	75	OSCAR	116	VISCO
35	GRAPH	76	PACK-IN VIDEO	117	WAKAYAMA BUSINESS COMPUTER
36	GUY BRAIN	77	POLYGRAM	118	WIRARD
37	HARMONY CREATES	78	PONY CANYON	119	YANOMAN
38	HENSHU KOGAKU LAB	79	RANDOM HOUSE	120	YONEZAWA
39	HUDSON	80	RISING	121	ZEEK
40	HUMAN	81	RIVERHILL SOFT	122	ZOOM
41	IMAGINEER	82	SAI ART KYOTO	123	ZOOM REPUBLIC NETWORK

VIDEO GAMES ARE

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YOU GET ATTACHED

TO THE GOOD ONES,

BUT EVENTUALLY

YOU HAVE TO

CHANGE THEM.



If it's not a challenge, it's not a game. You need the hottest, toughest games and you need them now. You need to go to Blockbuster. Where there's always a massive amount of the latest games for you to rent or buy. And when you've got those beat, there'll be even harder games to take their place.

WHERE THE CHALLENGE NEVER ENDS.

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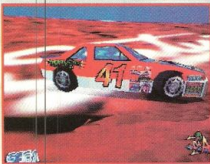
**SPECIAL
FEATURE!**

LET THE GAMES BEGIN!

Leave it to Sega to take it to the next level. Not only are they launching a new system, but they also have four new game themes to go with it. The new game platform includes virtual, dramatic, fantasy, and new standards are sure to make the Saturn system really take off. Here is just a sneak peak at some of the games to go along with the standards.

DAYTONA USA

Get ready all you racing fans—Daytona U.S.A. is sure to be one of the hottest titles for the Saturn. If you like Virtua Racing, Daytona will blow you away.



This is a very early version of the game, but notice the great detail.



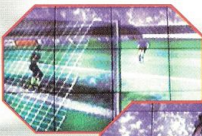
Virtua Fighter

Go against the computer or take on a friend in the most realistic fighting game out! Expect this version to be identical to the arcade with perfect control to go along with it!



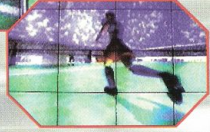
VICTORY GOAL

Grab your cleats and hit the soccer field with Victory Goal. This soccer game scores big!



Here is a view of the game from behind the goal.

Show off some fancy moves as you take on the goalie.



WORK WAGON

Even in a land of toys there can be trouble. You play the role of a knight who has to save the princess. Jump over objects and fight off toys that stand in your way.

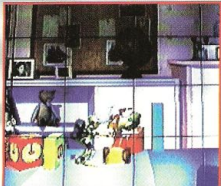


COOL CINEMAS!



In this side-scrolling table, use your sword to fight the toys coming at you.

As you jump off the blocks, a toy enemy charges at you trying to gack you.



**PAINT THE
TOWN RED!!**

**MARVEL
COMICS**

SPIDER-MAN VENOM

MAXIMUM CARNAGE™

COMING THIS SUMMER

SUPER NES® GENESIS™

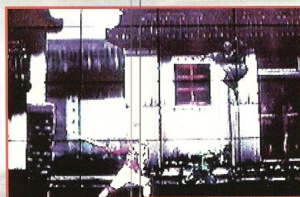
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**SPECIAL
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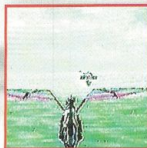
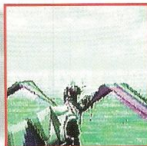
X SHINOBI

You resume the mystical wars of the ninja master. Joe Musashi, the Shinobi expert of stealth and lethal ninja arts, is back and more powerful than ever.



PANZER DRAGOON

You and your dragon are a two-man team who have to fly through several different levels shooting down enemies as they come.



BLUE SEED

Blue Seed is based on the popular Japanese animation comic book series. This long-awaited game translation is sure to live up to the comic book story line and make Blue Seed fans quite happy.



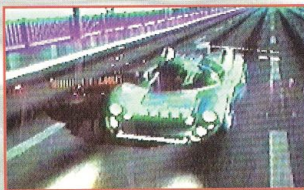
ECCO

Just when you thought Ecco could swim in peace, there is trouble under the sea again. This starts an undersea adventure you'll never forget.

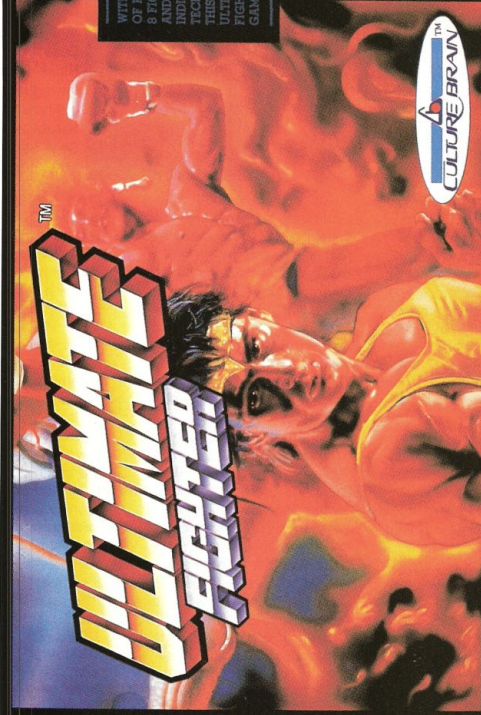
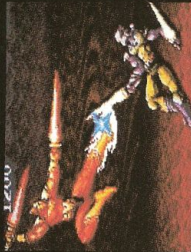
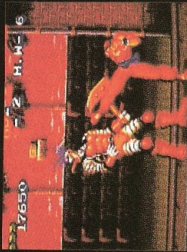
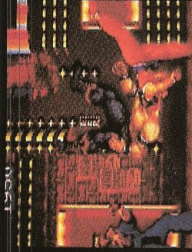


GAIL RACER

Step into the driver's seat of this pure sports machine, as you race across tracks that only the best drivers can handle. Gail Racer is very similar to Daytona U.S.A. with the track layout and driving views.



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ULTIMATE FIGHTER

WITH 12 MEG
OF POWER,
8 FIGHTING STYLES
AND OVER 180
INDIVIDUAL
TECHNIQUES,
THIS IS THE
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SPECIAL FEATURE!

Latest News on Sega Saturn!



Hideki Okamura
Product Manager
Domestic Consumer Dept.,
Product Management Div.

EGM's Japan correspondent, Nob Ogasawara, had some time to talk with Sega's Saturn Product Manager, Hideki Okamura. In the following interview, we will find out how the production of the Saturn is doing, and how the Sega company is reacting to other companies' systems.

EGM: Written on Sega Saturn's CD cover is 'High Performance CD-ROM and Cartridge Entertainment System.' What software formats will be available for it?

Okamura: The software currently under development is all CD-ROM. There is the possibility of developing application software that use a CD-ROM and cartridge together.

EGM: So the cartridge port can be used for accepting game software?

Okamura: Of course.

EGM: Can Super 32X carts be used on the Sega Saturn?

Okamura: That's not possible. There is no compatibility between the two systems.

EGM: So that naturally means Mega Drive/Genesis software cannot be used with Sega Saturn?

Okamura: Yes.

EGM: Does that mean the Jupiter is dead?

Okamura: You mean a cartridge-only version of Saturn? No, there's no such thing.

EGM: Even in the future?

Okamura: No.

EGM: The price?

Okamura: ¥49,800 (\$500) or under.

EGM: When is the release date?

Okamura: The planned rollout is November 1994.

EGM: When will the Super 32X be released?

Okamura: We haven't reached a format decision on it, but we'll decide very shortly. The releases of the two systems will be close.

EGM: Will Sega Saturn be released after Super 32X?

Okamura: We're not sure yet.

EGM: If Sony's PlayStation is released at the rumored price of ¥40,000 (\$400) or under, will that affect Sega Saturn?

Okamura: If that were to happen,

we will be affected. Of course, that rumor about PlayStation being priced below ¥40,000 is strictly a rumor. We've heard it could be lower, but we're not at all certain if that is a fact.

EGM: If Sony does manage to release PlayStation at that price, how will Sega react?

Okamura: We really can't make a comment on that. But whatever happens we feel we have the software resources to face any competition.

EGM: What software will be released simultaneously with the Sega Saturn system?

Okamura: Virtua Fighters, a 3-D soccer game, Clockwork Knight, among others. Perhaps not precisely on the date of release but we will have about 20 titles ready for the launching period.

EGM: Daytona U.S.A. as well?

Okamura: It won't be ready on time. There is no firm release date on it.

EGM: We've heard that the name Saturn was proposed by Tom Kalinske.

Okamura: The name was just a development code name for hardware that was adopted by the Japanese development staff. The name has become common knowledge and it has a nice ring to it.

EGM: Was the development of the system undertaken in Japan?

Okamura: Yes, of course we obtained the cooperation of our overseas staff.

EGM: When did development of the system begin?

Okamura: Including concept planning, over two years ago.

EGM: Is the system ready to go into mass production?

Okamura: Yes.

EGM: Are the demonstration systems (at the Tokyo Toy Show) complete? Or are they merely exposed circuit boards and CD

drives behind the booth walls?

Okamura: No. They are in special boxes, but they aren't the production units yet.

EGM: Will production start soon?

Okamura: Yes.

EGM: Have development systems gone out to third parties?

Okamura: We're supplying them successively. Not all third parties have them yet, but only because they are increasing in numbers so rapidly.

EGM: Are you going to do a Sonic arcade game?

Okamura: That's undecided.

EGM: Will there be a Sonic game for the Sega Saturn?

Okamura: That is under consideration.

EGM: Sonic was the mascot that led Mega Drive to success. Are you considering a mascot like him for Sega Saturn?

Okamura: Well Sonic isn't merely a mascot for MD, but for the entire Sega brand. So it wouldn't be inappropriate for him to serve as a mascot for SS. Of course, there is the possibility of developing mascots specifically for SS.

EGM: Any official mascot game titles you can tell us?

Okamura: No. (Laughs)

EGM: We saw an MD game called Ristar that looked good. Is there any possibility it will be translated for SS?

Okamura: Well it would be possible to translate games over from MD, but we won't just make an easy conversion, it would have to be something that properly uses SS's vastly superior capabilities.

EGM: Will MD's pad be usable with SS?

Okamura: That's not possible. It's an entirely new controller.

EGM: Daytona U.S.A. is a complex arcade game, do you envision it looking different,

or will there be data loading problems?

Okamura: Well, it's in development, so we can't really comment on it. But we, of course, are aiming for a 100 percent complete translation of the arcade version.

EGM: Will the immense amount of graphics data pose a problem for the system's RAM?

Okamura: That's something up to the programmers. It's not just an issue concerning RAM, but overall processing power. You have to remember, Daytona is still under development.

EGM: How far along in development is Daytona in percents?

Okamura: It's not anything we can express in percentage, really.

As you can see from the demos, it's not even a playable game yet. There's only one car and you can move it around but that's about it.

EGM: How about Virtua Fighters?

Okamura: That's about 30 percent done. The number of polygons used for characters is still low, and more need to be added for details. The speed and movements of the characters are on par with the arcade version, but none of the characters have hit checks yet.

EGM: Will games be exclusive to systems? For instance, will Virtua Fighters be released for Super 32X?

Okamura: No.

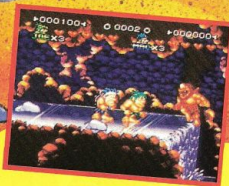


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**SPECIAL
FEATURE!**

THE SONY PS-X 32-BIT VIDEO GAME SYSTEM

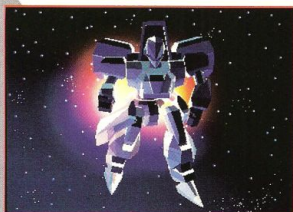
On May 10, Sony Computer Entertainment held a press conference on their 32-Bit PS-X system exclusively for the Japanese media and, of course, our number one foreign correspondent was there! The new Sony system will be called the PlayStation.

At the conference, SCE revealed few additional technical specs: Sony had previously announced that the system would be built around their original R3000A 32-Bit RISC CPU. The CPU will be supported by a number of DSP chips and coprocessors to achieve computer graphic processing capabilities matching, or even exceeding, high performance graphic work stations costing tens of thousands of dollars. Sony claimed the CD-ROM machine will be capable of displaying images in real time at the flicker-free TV speed of 60 frames a second in full color (16.77 million colors). Our sources reported that over and above that, Sony gave very little technical information away, even going so far as not disclosing the price or the official release date (from what we gather, the price should be below ¥50,000 [about \$480] and the release will be sometime this fall in Japan).

More exciting, the Japanese press



Getting into the game, Konami's Powerful Pro Baseball '94 will join the lineup.



Red Plasm is another title from Sony for the 32-Bit system.

were treated to their first look at the mock-up of the hyper game system. Our sources describe it as a basic rectangle approximately the size of a notebook computer with the screen down.

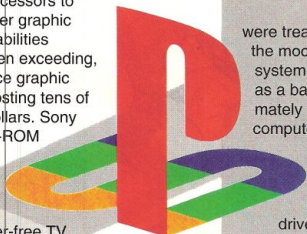
Up top, there is a large circular cover serving as the lid for the CD-ROM

drive. In front, are two controller ports. Immediately above each port is a small slot

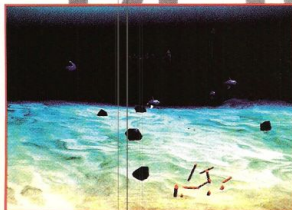
that accepts a RAM card for data storage. (The main unit does not have back-up RAM for storing game data). At the rear are ports for TV and audio hook-up, power, a serial port, and parallel I/O port. Using the serial port, Sony claimed that it would be possible to hook up another game system

and TV for playing special multi-player games in arcade-style with a monitor for each player rather than using a split screen for two-player competition like in Mario Kart or Sonic 3. The parallel I/O port will enable connection to external devices such as a modem for playing games over the phone. The color of the system is a warm, gentle gray, brighter than other systems.

The controller is a curious piece of engineering, shaped like a letter 'H', with the 'feet' curling outward bapana-like to rest comfortably in the palms. It reportedly bristles with buttons, 72 in all. On its face, four buttons are arranged at each side in a similar fashion to the Super NES controller, with four direction buttons replacing the control pad. On top, kind of like the L and R keys on the Super NES pad, are four buttons, two on each side.



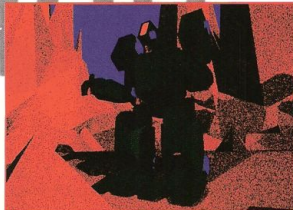
PlayStation™



Art Dink will have a simulator for the system that is untitled as of yet.



Sony Computer Entertainment will release V-Zone, a video pachinko game.



The 3-D shooter/action title Metal Jacket will be released from Pony Canyon.



SLAY THE DRAGON OR YOU'RE FIRED.

How much havoc can one red dragon cause? Well, in the Land of Malus, Gildress has totaled entire villages with just a few sweeps of his iron tail. When five townsmen decide enough is enough, they set



The wizard treats the ogre to some fire of his own from a magical cane.

out to save their country from this wretched King of Dragons. Join in on the



This evil dragon shows no mercy when attacking the elf and cleric.

adventure, arming your party with weapons, armor and magic. Slash your way through the seemingly

endless creatures and hideous monsters that await throughout your journey. Reap the gold,



Ice and slime—just two of the weapons used by the three-headed dragon.

hidden treasures and other riches — your reward for restoring peace. This exact translation of the arcade hit is fiery fun. But don't blow it, or you'll really get burned.

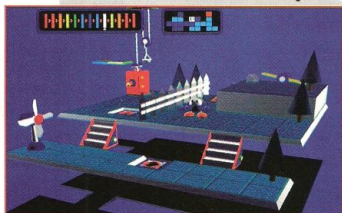


**SPECIAL
FEATURE!**

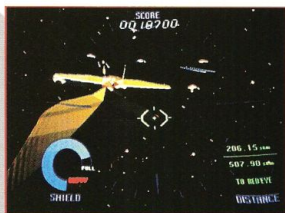
SEVERAL LICENSEES FOR THE PS-X; U.S. STATUS



Another licensee, Tengen will offer the intense driver, *Race Driver*.



The puzzle game *Go for it* Morikawa #2 will challenge players with 3-D graphics.



Another Namco offering, *Star Blade*, is a shooter with intense game play.

Although Sony did not show the system in operation, they did construct a dazzling demonstration using the Target Box development system.

The first demo was an awesome T-Rex that was fully rendered using texture-mapped polygons. The beast was made to smoothly chomp away and run while being rotated 360 degrees over and under, shrunk, expanded, etc. Very impressive. There was also, reportedly, a showing of a very basic prototype of a fighting game using rendered polygons. As a final demo, Sony reportedly showed a 2-D action game that didn't look all that interesting—until the operator began spinning the game picture any which way, even while the game was playing.

On the soft side, Sony is apparently quickly shoring up licensee support. Sony announced they have 164 contracted licensees, of whom 108

could be named at that point. They also reported that 82 games are in development and that 27 will either be released simultaneously with PlayStation or by the end of this year.

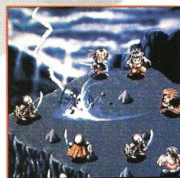
Out of the announced licensees, there are a lot of companies that aren't household names. On the other hand, a surprisingly high number of major companies have announced involvement, including ASCII,

Virgin, Capcom, Namco, Konami, Jaleco, Taito, Takara, Bandai, Banpresto, and Human. Capcom announced they are working on a fighting game (I wonder what that could be?), a Mega Man-type action game, and an RPG, but without firm release dates.

Namco announced they are at work on Ridge Racer, Cyber Sled, and Star Blade, but again no release dates. Konami was a bit more definite—promising their latest arcade Gokujō Parodius and SFC Powerful Pro Baseball by the end of the year. PlayStation has strong potential to go up against the big gaming guns!



Right Stuff will have the RPG *Blue Forest Story*.



AND ON THE U.S. FRONT...

Sony also made changes in anticipation of the new game system making a successful launch.

In the States, Sony Computer Entertainment of America was recently established and will market software and hardware for the 32-Bit PS-X system, and will also be in charge of third-party video game software here in the U.S. SCE of America will provide infor-

mation about U.S. licensees later this year.

As the system is scheduled for tentative release in Japan by the end of this year, the system will hit in the U.S. in 1995.

Additionally, former consultant to Sega of America, Stephen Race, was appointed executive vice president and general manager and will be responsible for the daily operation of the new company.





NEVER LOAN OUT YOUR 'STICK'

"Hey, Billy, since you're gonna be away, can I borrow your Fighter Stick for a few days? I promise—I'll take *real* good care of it..." That's how it starts. Then days turn into weeks, and the next thing you know, you and your former best friend are duking it out on the People's Court. One look at the Fighter Stick, and you'll know why. There's enough power here to change a person, to make 'em

untrustworthy, even. There's Turbo-Fire and Auto-Turbo, with up to 36 shots per second. And super slow-mo lets you digest those really tough moves.

So, quit wrestling with those

boring, wimpy control pads — reach for the Fighter Stick SN for the Super NES or the Fighter Stick SG-6, for Sega-Genesis and Sega-CD.

IT'S HOW TO WIN!



**SPECIAL
FEATURE!**

32X BRINGS THE ARCADE HOME!



32X



In a bold move, Sega of America has finally shown their 32X convertor for the Genesis system. As you've probably heard by now, this wonderful device will upgrade your Genesis and Sega CD to 32-Bit. The 32X allows players to experience new levels of realism in their games.

No matter what technology you have, it is worthless unless you have the games and licensees to back it up. Sega already has a large number of leading software groups licensed for their existing platforms, and the future looks good for the 32X.

Licensees that currently plan to publish games for the 32X include: Absolute Entertainment, Accolade, Activision, American Softworks, American Technos, Atlas, Capcom, Capitol Multimedia, Core Design, Crystal Dynamics, Domark, GameTek, HI Tech Entertainment, Interplay, JVC Musical Industries, Konami, Playmates Interactive Entertainment, Rocket Science Games, The Software Toolworks, Sunsoft, Takara USA, Time Warner Interactive, Twentieth Century Fox Interactive, Vic Tokai, Virgin Interactive Entertainment, and Acclaim Entertainment. Look in the following pages for a list of the games in development. I think you'll be surprised at how many there actually are already.

The current list is already quite large, and it's growing every day. Unlike some of the newer systems, the 32X has the backing of some of the biggest names in the industry. Companies are excited about the possibilities the 32X opens up. Here's what they've said:

"We have seen the specs on 32X, and are thoroughly impressed by how powerful it is. We can make amazing games for this platform," said Kenji Hiraoka, president of Konami of America.

"The lush sounds and visuals we can pack into the 32X are what we've all dreamed of in a 32-Bit system. We can't wait to get our first 32X title on the market," said David Siller, vice president of product development for Sunsoft.

All in all, the 32X has the games, and the licensees. Now let's see what it's all about.

The 32X uses two 32-Bit SH2 RISC chips working in parallel to produce ultra-fast processing speed, over 32,000 colors, texture mapping, improved computer polygon graphics technology, an ever-changing 3-D perspective, realistic software motion video for the Sega CD, and enhanced scaling and rotation.

With all these features, the 32X boosts both the Sega Genesis and Sega CD to arcade quality. Over to the right, you can see the system specs for the 32X. Continue reading, and I'll see what I can do to put it in layman's terms.

The graphic abilities are very powerful, because the two Hitachi processors working in parallel are able to compute things so rapidly. To help with all the data, the standard Genesis processor can be used, so the amount of slowdown will be almost nothing if any. The processors also have the ability to do the computations needed for polygon effects very rapidly, in fact it can change over 50,000 polygons per second! This lets you play games like Virtua Fighter on the 32X! It also has a brand new VDP (Video Digital Processor), which adds to the processing power.

Everyone who plays Sega games, or criticizes them often remarks about the lack of colors in the Genesis hardware.

With the 32X there will be no dimly dark screens. With the 32X the Genesis, which only had 256 colors before, now can attain 32,768 colors on the screen at one time! The graphics will look even more realistic because of it.

And since sound is a big part of the playing experience, the 32X boosts the current sound capabilities by allowing stereo, digital audio, and all new effects. With the addition of the Sega CD, things are going to sound even better.

The Sega 32X is shaping up to be the ultimate peripheral. It uses the base unit of the Genesis, and adds more abilities than ever believed possible. Most would expect this add-on to cost mega-bucks, like the other 32- and 64-Bit systems, but the 32X only runs about \$150.00.

So there you have it, the latest word in Sega's new technologies. You can be sure that we'll have the news as it hits.

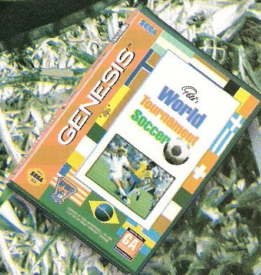
GENESIS 32X TECHNICAL SPECIFICATIONS:

CPU:	Two Hitachi 32-Bit RISC processors running at 23 MHz/40 MIPS
Co-Processing:	Genesis 68000 and a new VDP
Graphics:	High-speed RISC processors and dual frame buffers allow rendering of 50,000 polygons per second; texture mapping; hardware scaling and rotation
Colors:	32,768 simultaneous colors
Memory:	4-Mbit RAM in addition to the Genesis and Sega CD
Video:	Able to overlay a plane of graphics over Genesis video
Audio:	Stereo, digital audio with programmable sample rates; audio mixing with Genesis sound

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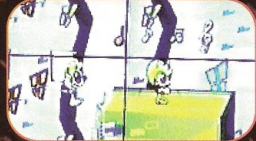
SPECIAL FEATURE!

Tempo, the hip-hop grasshopper with an attitude, grooves his way onto the Sega Genesis 32X! Tempo's peaceful life on Planet Rhythm is suddenly shaken when the vile space octopus, King Axolos, brainwashes his insect friends. Now Tempo must battle the evil King and his horrible hordes.

Tempo is the coolest hopper on the planet. His hot moves and music are a sure recipe for success. The music in the game is on a different level, from jazz and lullabies to electric, brass, and tropical island. All of which are in CD-quality sound.

Tempo gobbles down cassettes and CDs as a source of energy. Music is Tempo's life. Tempo also morphs—touch a floppy disk and he turns into whatever data's on the disk, like a mole, snake, submarine, rocket, and much more. And if the hopper touches his girlfriend Katie's hand, he will break out into a dance. Be sure to catch the latest craze surrounding the grasshopper in this awesome 24-Meg bombshell game that has all the right moves for you to play.

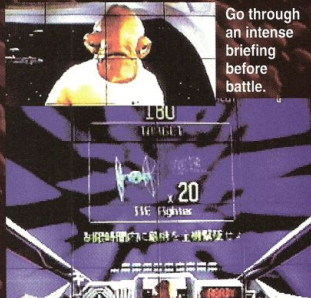
Tempo



Here is a sneak peak of just one of the many huge and colorful levels of the game you must work your way through to get to the evil King Axolos who opposes you.

STAR WARS ARCADE

Will Luke, Han, and the rest of the Rebel Alliance defeat the evil Empire and the dark side? The answer lies in your capable hands as the Star Wars Arcade experience arrives on Sega Genesis 32X! Pilot the helm of an X-wing fighter. Defeat the notorious enemies of the Star Wars trilogy—including the sinister Darth Vader. A fast-paced flying adventure that culminates in a battle with the ominous Death Star. Star Wars Arcade is a 24-Meg game that builds on the classic Star Wars heritage, so it's sure to be a home arcade hit. Awesome texture, polygon-based graphics explode across the screen as you tear through space in your X-wing fighter! Travel on a near certain suicide mission to destroy the Death Star and escape before you're swallowed by flames. Only if you believe in the true way of the Force can you overcome the evil Dark side.



Go through an intense briefing before battle.

Prepare For Warp Speed!

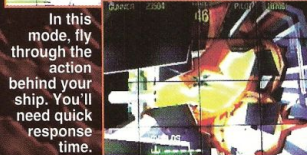


You come out of warp speed to find several Star Destroyers just waiting for an enemy to appear.

Different Flying Views!



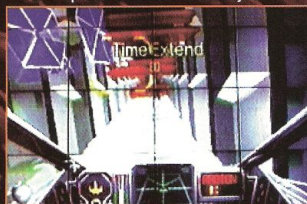
When inside the cockpit move the cross-hairs toward an enemy fighter.



In this mode, fly through the action behind your ship. You'll need quick response time.

Attack the Death Star!

It's all up to you to bring peace back to the Galaxy.



SOON: MORPHINOMENAL VIDEO GAMES

Morph into action when the number one Fox television show and the number one toy line in America become all new video games for your Game Boy, coming in July, and Super Nintendo Entertainment System, coming in September.

The Game Boy™ cart features all five Power Rangers™ and Super Game Boy™ compatibility.



The Super NES® cart features five teenagers who morph into Power Rangers™ in this 16 meg side scrolling action adventure game. Then a secret code magically transforms your game into a one-on-one fighting game. Two Player Simultaneous!

Video games this exciting can only be called "Morphinomenal!"



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SPECIAL FEATURE!

Start your engines, Virtua Racing Deluxe is zooming onto the Genesis 32X! This game is nothing short of remarkable. With dazzling polygon-based graphics, the sensation of screaming around in a Formula One car is so real, you'll be reaching for the seat belt. Now choose from three different cars and six awesome courses!

Average together the success of the arcade version and the Genesis Virtua Racing for a driving game that leaves others smelling nothing but fumes. This version looks and races just like the arcade, with graphics moving twice as fast as the first Virtua Racing game on the Genesis.

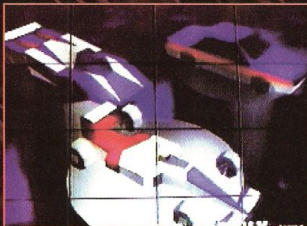
The incredible polygon-based graphics give Virtua Racing Deluxe an uncanny sense of reality. Choose from three different awesome Formula One cars, and six tracks that are based on the actual world-wide Formula One racing circuit.

Once you pick a car and a track to race on, you then can choose four different points of view that you can change on the fly. So drop the car into gear and get ready for the ride of your life.

VIRTUA RACING DELUXE

Choose From Three Types Of Cars:

Each car is different in acceleration, handling, and top speed. You can even choose the original Formula One car from the arcade and the Genesis versions.



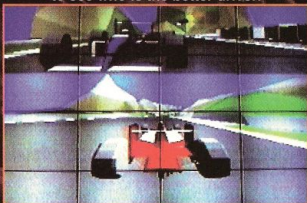
New Tracks To Race On:

These twisting courses are sure to give you a real thrill!



Head-To-Head

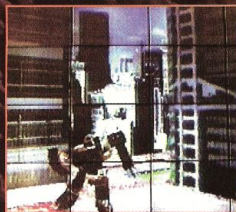
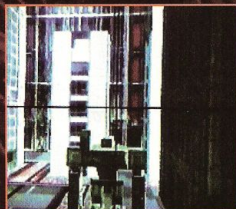
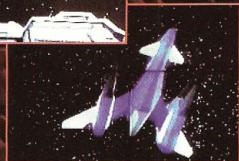
For a real challenge go against a friend to see who is the better driver.



BULLET FIGHTERS

METAL HEAD

If you were a fan of Silpheed, Bullet Fighters will blow you away. It makes all other shooters look like Space Invaders. The polygon-based graphics look and feel so real, you're sure to feel air sick. This is one shooter you won't want to pass up.



Arm your Mech and prepare for the explosive battle ahead. Metal Head will give you the feel and look of Battle Tech, with all of the strategy and weapons that go along with the simulation!

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DRAGON'S LAIR®



This Knight's having a bad day...

Daphne's missing, the Mud Men trashed your armor, the Shape Shifter's in your face, the Lizard King's a jerk and the dragon's all over you!

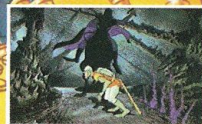
Now you're in control of Dirk the Daring, armed with a sword and an attitude. Slash your way through the castle of the dark wizard and rescue Princess Daphne from the clutches of Singe the Evil Dragon!

Awesome animation, explosive sound... it's all here directly from laser disc to Sega CD!

Lead on brave adventurer... your quest awaits.



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SEGA CD

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Programming ©1993 by ReadySoft Incorporated

**SPECIAL
FEATURE!**

SNK TO INTRODUCE NEW CD-BASED GAME SYSTEM IN SEPTEMBER!

SNK of Japan held a press conference on the first day of the Tokyo Toy Show to announce their long-awaited CD machine.

Rather than just adding a CD-ROM drive to their existing home system like Sega did with their Sega CD, SNK opted to create a whole new game system that was CD-based.

As it stands now, SNK has three virtually identical game systems—the cartridge-based arcade machine, the cartridge-based home NeoGeo system, and now the CD-based home NeoGeo machine.

The new CD-based home system will be available in September in Japan and sell for under \$500. All of the old, present, and new games will be released on CD. The games will sell between \$45 (older titles) and \$80 (new releases).

At the press conference, the SNK officials stated that the system will be packed with 56-Megabits of memory and come with a single speed CD drive (see sidebar for the U.S. specs). In testing the prototype, the games took from 12 to 29 seconds to load. Not a lot? When you are in the middle of a game, it is an eternity because every time a new character is loaded into a fighting game you have to wait.

SNK also announced the software release schedule. In order to keep all three systems going, all new games will first come out in the arcades. About 1 to 1 1/2 months later the game will come out in the home cartridge format. After another 1 to 1 1/2 months the game will come out on CD. In most instances the audio will be rerecorded and enhanced to bring it up to CD standards. Art of Fighting 2, Fatal Fury 2, Fatal Fury Special Baseball, Golf, and Samurai Spirits are examples of games that will have rerecorded soundtracks.

Now that the games are more reasonably priced, SNK further stated that they have



SNK's new stand-alone NeoGeo CD game system will be out in Japan in September. It will sell for under \$450 and all of the current and future games will be converted to CD!

24 licensees who want to make games. This is about the best news yet!

On the down side, there will not be an arcade card slot on the new system but SNK officials stated that there will be back-up RAM built inside the machine.

On the flip side, SNK announced that the CD system will not be modified for arcade play as the arcade CD drive would be exposed to much more abuse, heat, dust etc. and they thought that type of system wouldn't work very effectively.

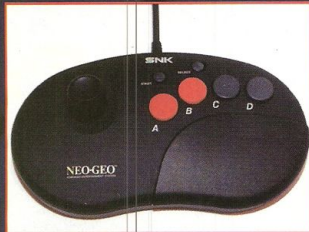
There will be a new controller and it will come packed with the system. SNK is considering making a small 'Sega-type' hand controller but they didn't think it would be out this fiscal year.

One reporter asked if the home cartridge NeoGeo would survive now that the lower priced CD system will be coming out. The officials from SNK emphasized that they are completely behind the home cartridge version and they will be watching that market very carefully after the CD system comes out. They further stated that because of the arcade roots (the home cart is virtually a carbon copy of the arcade cart) the home cart will always be there. At worst they may have to adjust the price of the home cart downward to accommodate the demands of their players. They maintain that players who have their system will want to play the game (at any cost) as soon as it becomes available. We have to agree as that is just what happens here when a new game comes out!

NEO-GEO CD COMING TO THE U.S.
We contacted Chad Okata at SNK of America to check on what the U.S. will be doing. He stated that the system will be out over here in September '95 and cost about \$400. There was one conflicting point, though. He stated that the system will come with a double speed drive instead of a single speed. If this is true, perhaps the loading problem will be minimized.



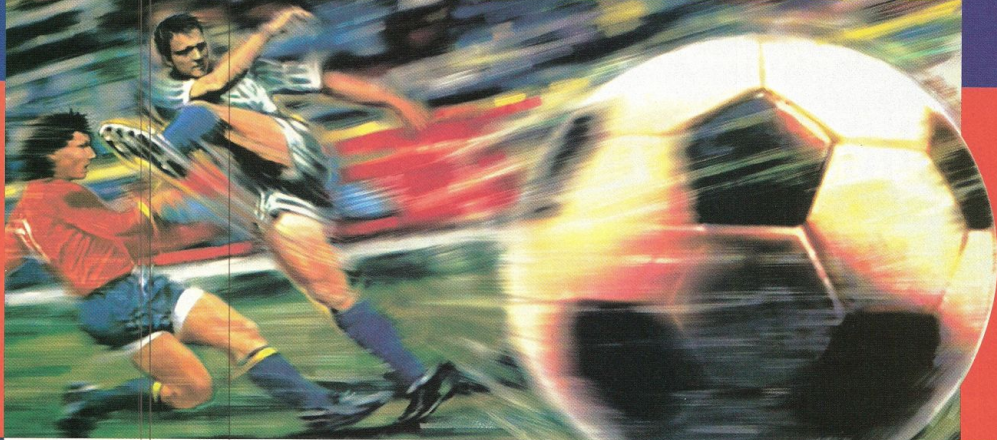
When we tested out the system in Japan, we really saw a lot of this screen!



A new four-button controller will be available for the NeoGeo CD machine.

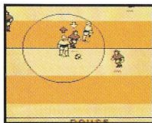


KICK GRASS



ELITE Soccer

Grab your cleats and hit the fast track of soccer with Elite Soccer from GameTek. It has more options than a goalie has expletives. Extra-long kicks, back heels, jumps, headers, dives. Real places. International competition. Outguess the goalie eyeball-to-eyeball. Even up the odds on Brazil and Bolivia. Whether it's a one-minute match or a 90-minute marathon, Elite Soccer is the way to go when you're looking for kicks.



GAMETEK

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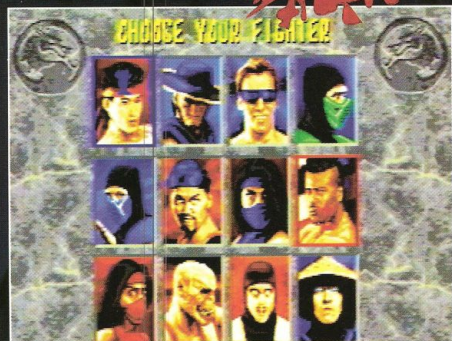


GAME BOY
SUPER NINTENDO
ENTERTAINMENT SYSTEM

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SPECIAL FEATURE!

MORTAL KOMBAT II

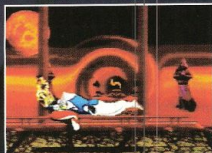


Mortal has seven new characters: Kung Lao, Reptile, Jax, Kitana, Mileena, Baraka, and Shang Tsung. Two of them you'll remember from the original game (as an evil Boss or lurking in the pits). However, the rest are new and have their own story line that ties them together.

Each character has one to three new special moves, such as Liu Kang's low fireball, bicycle kick, and his mid-air fireball. They also have new animations for throws and close attacks. The game play is slower and less counterable, though.



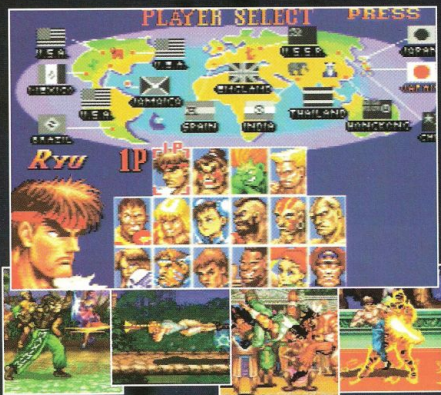
MK boasts all new digitized backgrounds along with a new look for the characters. The infamous fatalities and other special moves pack the home versions. Sources say they will be as close to the arcade as the system hardware allows! With all the secrets, tricks, and bloody fatalities, MK II is sure to catch the public's eye. One major advantage is that MK II will be out on all formats! More fighting fun!



WHO WILL BE CROWNED THE KING OF HOME FIGHT- ING GAMES? COMPARE FOR YOURSELF AS THE WARS START TO HEAT UP!!!

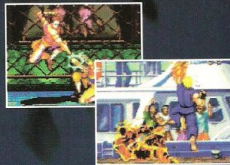
STREET FIGHTER II

The New Challengers



Although Super has 16 characters, only four are new. They are quite interesting with all new types of moves.

For several characters, such as Vega, Sagat, and Balrog, there are new animations to look forward to. Each character is also given one new special move or additional animations. Full of special extras, it was hard to add to.



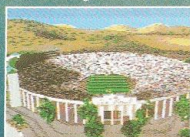
Four new backgrounds to feast your eyes on and several touch-ups to the existing ones. There are also several new play techniques like the mid-air dizzy, point scoring feature, and combo tally meter. Packed full of moves and major Megage, this is sure to be their best version yet. Is there enough left in the old champ or is it losing its crow?



THE MOST POPULAR SOCCER
SIMULATION IN EUROPE.
NOW AVAILABLE IN THE STATES

A diagram of a soccer field with green grass and white boundary lines. A red arrow points from the back half towards the front half, indicating a long pass. Several players are positioned on the field, and a goal is visible at the top.


AIM YOUR PASSES WITH PINPOINT ACCURACY
TO ACTUALLY LEAD OTHER PLAYERS.



51 TEAMS FROM AROUND THE GLOBE, WITH DIFFERENT
LANGUAGES AND EVEN DIFFERENT WEATHER.

This is soccer the way it was meant to be played. If you don't believe us, take it from the hundreds of thousands of Europeans who have made it the most popular game in Europe.

Available on Sega CD, Sega Genesis, and SNES.

 (sure, it's just a game.)

**"The only choice
for die-hard soccer fans."**
-Frank O'Connor, Editor of Total!

**SPECIAL
FEATURE!**

HERE COME THE NEW CHALLENGERS!

Fei Long, Cammy, Dee Jay, and T. Hawk have joined the Street Fighter Tournament with the release of the Super Street Fighter II coin-op, and will soon appear on the Super NES.

We got a sneak peek at this new cart, and in the next few pages you'll see what we gathered on this awesome new release.

With the new challengers come four new stages of combat for the World Warriors to do battle in. In total, there are now 16 stages to play in for Super Street Fighter II.

Faithful to the arcade, this cart should bust charts over the summer with vast improvements over previous Super NES releases.

Complete with new characters, mid-fight illustration graphics, and killer new moves as well as the new Tournament and Match Modes of play, in which groups of players may compete, Capcom has brought the competition home to your Super NES.

STREET FIGHTER II

The New Challengers

NEW FIGHTER ART

Equally as impressive as the new characters is the face art. Like the coin-op, the Super NES version includes a whole new set of mid-fight character pictures, more lively and dramatic than in previous versions. Check out the world warriors as they come forth with a brand new look.



FEI LONG



T. HAWK



CAMMY



DEE JAY



RYU



E. HONDA



BLANKA



GUILE



KEN



CHUN LI



DHALSIM



BALROG



VEGA



ZANGIEF



SAGAT



M. BISON



GAME START

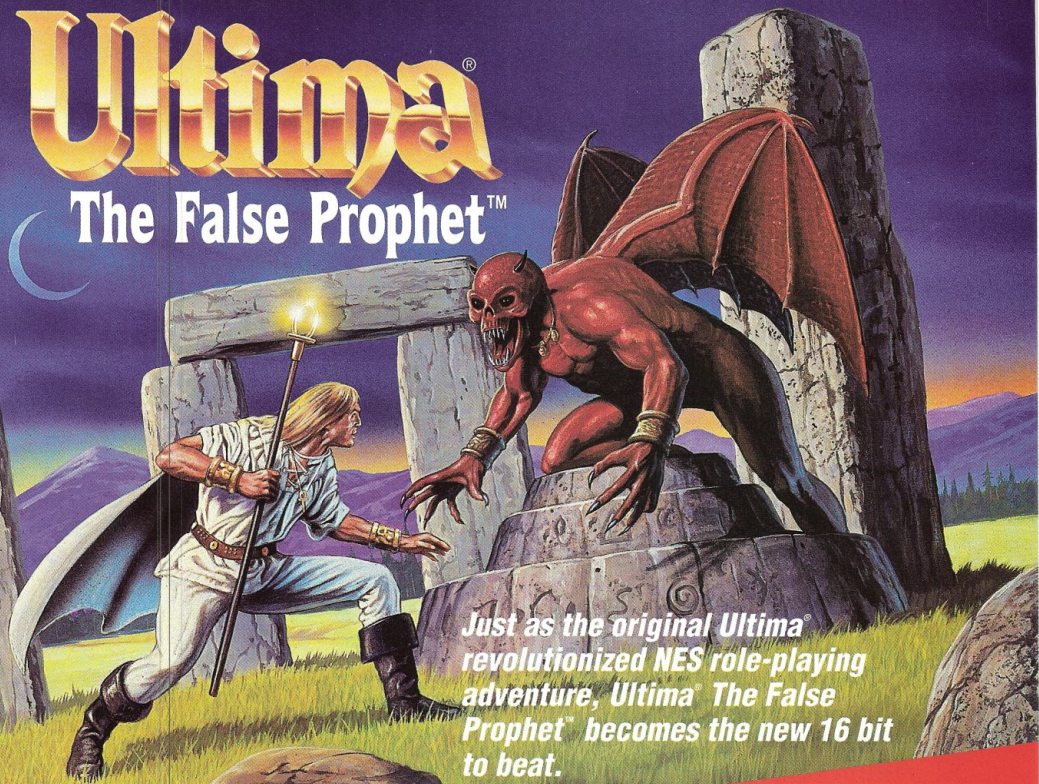
FACT FILE

SUPER STREET FIGHTER II
BY CAPCOM

THEME	FIGHTING
MEGABITS	32
% COMPLETE	100%
AVAILABLE	JULY
# PLAYERS	1 or 2
# LEVELS	16
CHALLENGE	VARIABLE

Ultima[®]

The False Prophet[™]



Just as the original Ultima[®] revolutionized NES role-playing adventure, Ultima[®] The False Prophet[™] becomes the new 16 bit to beat.

Ultima[®] The False Prophet[™], adapted from the hit PC game, uses a powerful 8 meg memory chip to provide over 100 hours of real time gargoyle hunting, searching for hidden runes, solving puzzles, and deciphering moonstone magic in order to save Britannia.

It's What Role-Playing Adventure Was Always Destined To Be!

Using 8 levels of magic and 48 spells, you'll need to master completely different activities for day and night. And just in

case you don't have 100 hours in a row to spare, Ultima[®] The False Prophet[™] has a long-life battery to save your position between playing sessions.

When you're ready for the ultimate challenge, you're ready for Ultima[®] The False Prophet[™]



SUPER NINTENDO
ENTERTAINMENT SYSTEM

FCI 
Not Just Kid Stuff

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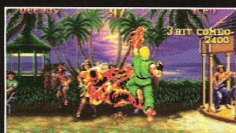
RYU

Ryu returns with some very intense one-hit power moves, like a red fireball. No glitch here!



KEN

Ken gained some improvements to his original attacks. This makes him devastating with combos.



BLANKA

Blanka spins into action with variations on his rolling ball attacks. Watch out!



GUILE

Guile has some cool add-ons to his attack power, using an improved set of original attacks.



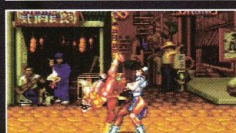
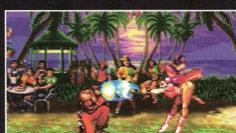
E. HONDA

E. Honda has more ways to use his huge size with even more crushing super attacks.



CHUN LI

Chun Li has a Power Bubble Attack in lieu of her fireball. Be sure to look for a new kick, too.



NEW POINT SYSTEM



Included in the Super NES version, and true to the arcade release, is the enhanced point system. Under this system, players are awarded additional points according to first attack, the use of combos, reversals, recovery from dizzies, and so on.

Quit *crying*
about getting **hacked,**

or how your
shoes **hurt,**

or how you
can't **shoot**
outdoors.

Just **shut up**
and **jam.**



SHUT UP AND JAM! The only basketball game endorsed by Charles Barkley.
Coming soon for the Sega[™] Genesis[™] and Super Nintendo[®] Entertainment Systems.

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DHALSIM



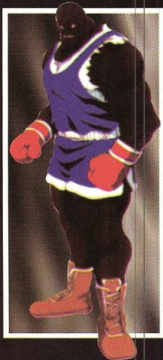
Dhalsim has a new Stun Projectile attack. Watch out for other improvements like his speed.



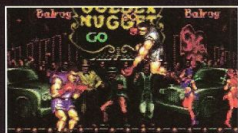
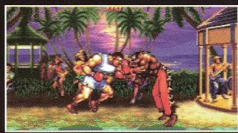
ZANGIEF



Zangief changes some of his old attacks plus he picks up a few more. Watch for new back breakers.



BALROG



Balrog gets a chance to use his head for more than storing rocks with a new head-butt move.



VEGA



Vega gains some new air-borne attacks that are totally quick. Watch out for this whirlwind!



SAGAT



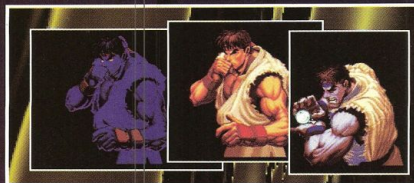
Sagat cracks heads with a new Dragon Knee plus he has different kicks and punches.



BISON



Bison breaks it down with a new slew of land-on-you type assaults. Pretty sneaky moves.



Even the impressive arcade introduction was accurately reproduced for the Super NES version. Check out Ryu's awesome intro.



Check out the gripping new Character Selection Screen. All the characters and their new art are displayed exactly like the arcade!

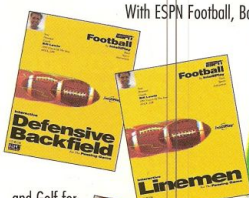
New From **ESPN®**

Head Games Who Want

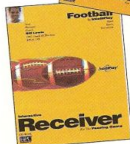
For Players To Get Real.

If you just wanna play video games,
go twiddle your thumbs. But if
you want to be a *real* player, with
real skills, ESPN delivers the *real* thing.

With ESPN Football, Baseball



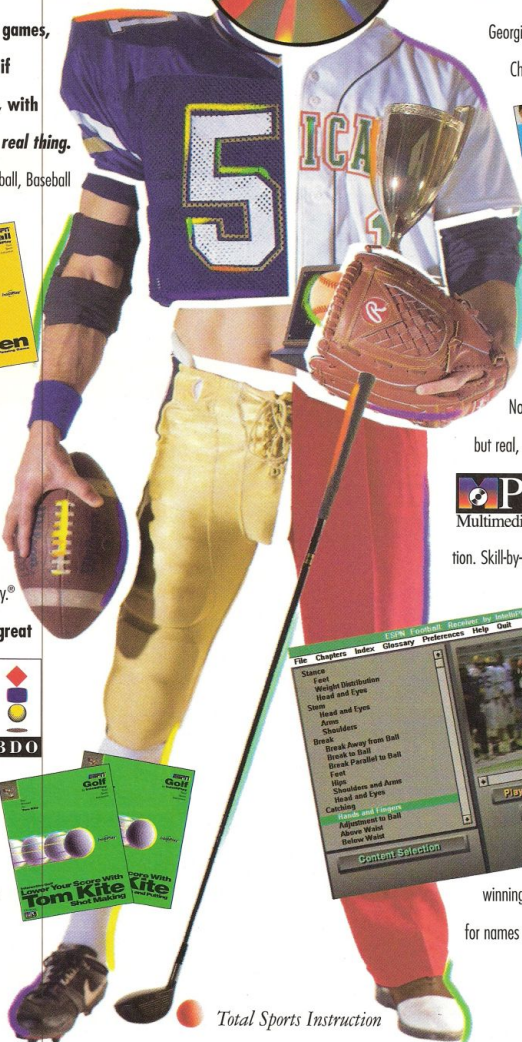
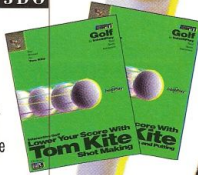
and Golf for
your Multi-
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or 3DO



system, all
by IntelliPlay®.
You get great

personalized coaching from
real champions. Like Coach

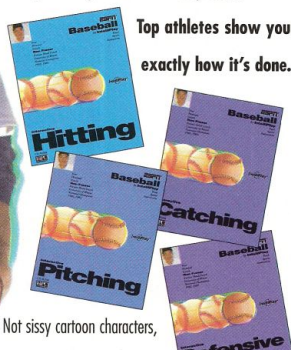
Ron Fraser, two-time national
baseball champ at the University
of Miami, and U.S. Baseball
Coach in the 1992 Olympic Games.
Coach Bill Lewis, UPI's 1991 college
football Coach Of The Year and his



Georgia Tech staff. And Tom Kite, 1992 U.S. Open

Champion and golf's all-time money winner.

**Top athletes show you
exactly how it's done.**



Not silly cartoon characters,
but real, major-college football and

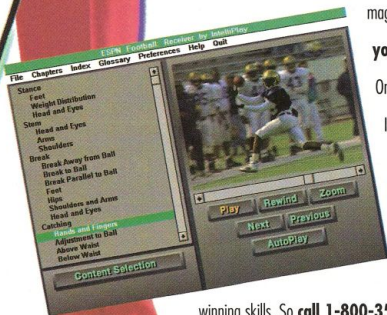


baseball players. In live-action games,
scrimmages and drills. Position-by-posi-
tion. Skill-by-skill. Not to mention Tom Kite and his shot-making

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winning skills. So **call 1-800-357-5238 now**
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Fei Long



From a lifelong dedication to kung fu, Fei Long has a powerful combination of speed and strength. Although he doesn't look threatening, his attacks can be quite devastating if executed correctly.



Stance



Dizzy



ROUNDHOUSE HOP



Knockdown



Victory A



Victory B



REKKA KEN



RISEING DRAGON KICK



CANNON DRILL



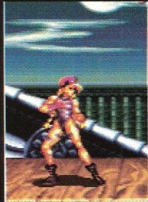
SPINNING KNUCKLE



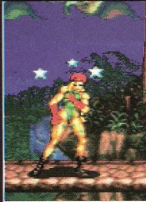
THRUST KICK



Stance



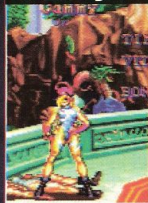
Dizzy



Knockdown



Victory A



Victory B



A British special agent who was found unconscious in front of the Special Agency Academy. Her home stage overlooks an ancient castle. Cammy is small, fast, and deadly. Her moves do some serious devastation in sequence. Another big jumper, she could easily prove a challenge for characters like Chun Li or Vega.



WIN! The Ultimate Gaming Rig!!

PANDEMONIUM
INCORPORATED

OVER \$18,000⁰⁰ IN PRIZES!



You have the POWER. In this contest you don't rely on the luck-of-the-draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? Then you have what it takes. It looks simple, but it's only the start. Each of five more puzzles gets a little harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Then play to win!

Video Game Contest. Play on the high-tech cutting edge with this line-up: Super NES with Super Scope, Sega Genesis with CD-ROM and Menacer, Panasonic 3D0 and Atari Jaguar (not shown). Get all four or trade the ones you don't want for CASH! Bonus options include: Sega Virtual Reality Helmet, 33" monitor, \$1,000 in games, cash, accessories and more!

Media Rig Contest. The Ultimate Gaming Environment, 40 inch monitor,

130 watt receiver w/ Dolby Pro Logic Surround Sound, Infinity speakers, subwoofer, CD player, graphic EQ, dual cassette and laser disc. This rig will blow you away (literally)!! You'll not only see but feel it too!

We're talkin' GAMING HEAVEN!

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. There will be four more puzzles at \$2.00 each and one tie-breaker at \$1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 61% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will each receive the grand prize they are playing for.

Mystery Word Grid

					S		M Y S T E R Y W O R D
			E				
E	N	T	R	Y			
		T					
					M		

WORD LIST and LETTER CODE chart

ENTRY.....W CHASE.....G WINGS.....P STORM.....E
MAJOR.....H MICRO.....M DREAM.....R NINJA.....B
METER.....F QUEST.....O TURBO.....T RULER.....S
RANGE.....A TOWER.....J FLINT.....U HEAVY.....Z

MYSTERY WORD CLUE: WORLD RULERS HAVE IT, IT COMES OUT OF AN OUTLET AND IN THIS CONTEST YOU HAVE IT!

Yes!

ENTER ME TODAY, HERE'S MY ENTRY FEE:

- ☐ (\$3.00) Video Game Contest
- ☐ (\$3.00) Media Rig Contest
- ☐ (\$5.00) SPECIAL! Enter Both (SAVE \$1.00)

Name _____

Address _____

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State _____

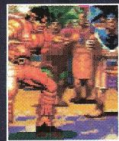
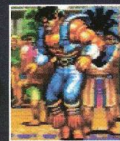
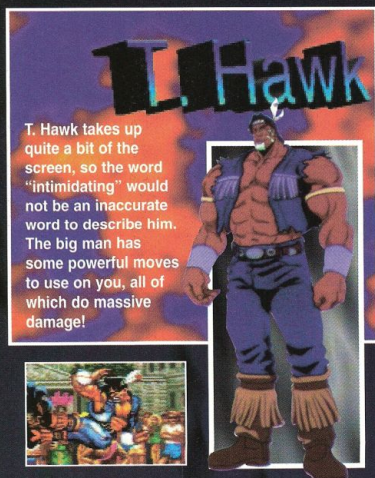
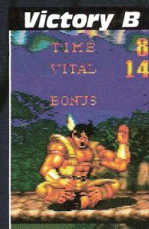
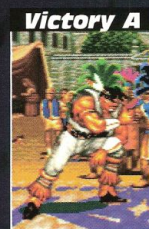
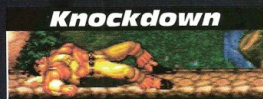
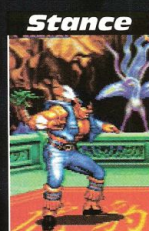
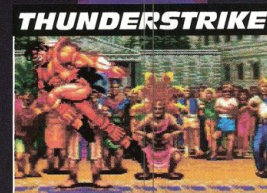
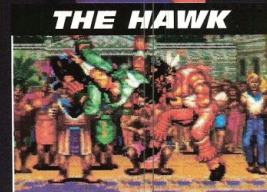
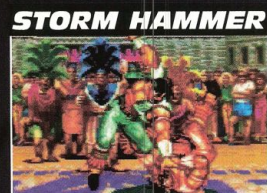
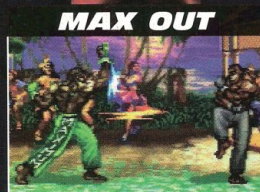
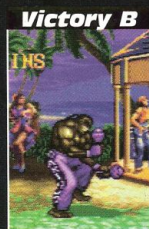
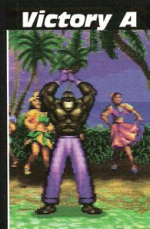
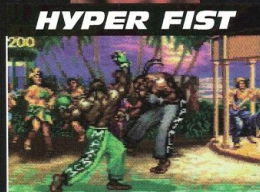
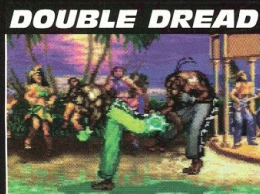
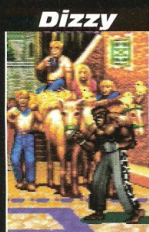
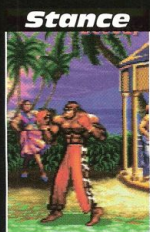
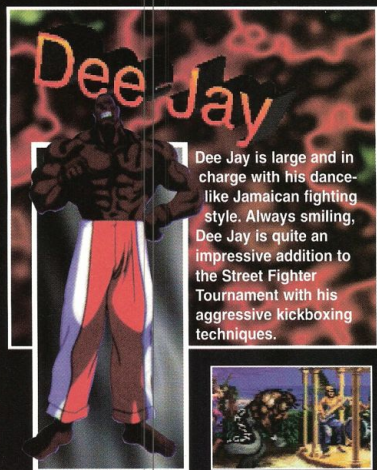
Zip _____



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*Battle on island chains,
coastlines and seaports!*

How real is this game? We've not only added true-to-life soundtracks and explosive new graphics, we've even added varying sea and weather conditions that will rock your living room.

Super Battleship™ is the all-new video version of the classic naval warfare strategy game. But now, your battle comes screaming to life on your video screen. You'll command entire fleets, hunt down enemy ships on the

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Clear all decks! Super Battleship is here now. Get on board!



All new weapons and ships!



*Watch out or you'll end
up on the bottom!*

This Classic Naval Warfare Game Screams on Sega Genesis™ and Super NES®!

MB
Milton Bradley

SUPER BATTLESHIP™

MINDSCAPE
FROM
THE SOFTWARE
TOOLWORKS

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STREET FIGHTER II

The New Challengers



Fei Long Stage
Hong Kong

Tranquil training grounds, soon to be the sight of battle.

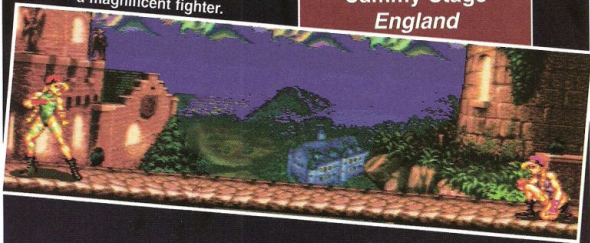


All in all, the Super NES release of Super Street Fighter II is an excellent improvement over previous



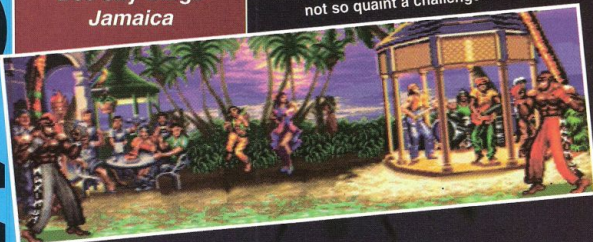
A marvelous castle scape, home to a magnificent fighter.

Cammy Stage
England



Dee Jay Stage
Jamaica

Quaint Jamaican gathering area but not so quaint a challenger.

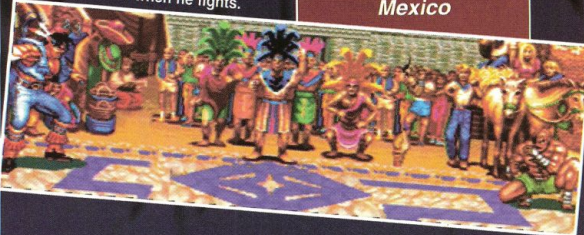


home versions.

With the arcade's addition of the Q-Sound system, apparently Capcom felt it necessary to change the audio effects of the Super NES version. More muffled speech segments replace the traditional set of effects. New sounds abound for the

It would appear that the big man draws a big crowd when he fights.

T. Hawk Stage
Mexico



characters' special moves.

SSF2 has two new fighting modes. Tournament and Match Modes were added, in which groups of players may participate in different types of contests—for those who enjoy mass SF2 competition.

Now you can set up several characters at a time or go in a round robin fashion.

Whatever attracted you to the original will bring you back to Super Street Fighter II on Super NES - Check it out!

The best-selling baseball title of all time;
NEED WE SAY MORE?!!!

QUICK! Guess what
system this game's for??
DUH!

These guys deliver with a
BATTERY BACK-UP!
Save important **STATS** even
after the game's turned off!

The only big
league park we
didn't include was
Yellowstone.

Get the new
'94 division
realignment
& playoff
format - play
like the big boys or
don't play at all!

You get **TWO** different
views - pitcher or batter.
Even a veteran computer
opponent that'll turn your
mistakes into **SOUVENIRS!**
(see ya!)

Spit seeds with
Bonds, Henderson, Belle,
Justice, Mattingly, Gonzalez,
Van Slyke, and Krav...
700 **MLBPA** stars!

Appropriate for **ANYBODY** - except
GEEKS! (NGA - No Geeks Allowed)

ANY BASEBALL FAN CAN TELL WE'RE AHEAD JUST BY READING THE BOX SCORE.



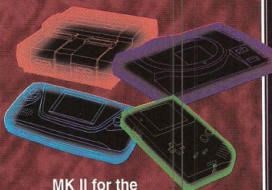
GET IN THE GAME.™



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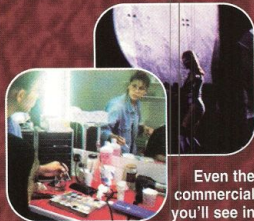
**SPECIAL
FEATURE!**

MEGA MORTAL COVERAGE FOR ALL SYSTEMS



MK II for the home systems is here, and it doesn't just pass for the popular quarter muncher. This game exceeds all expectations. The big war will obviously be between the Super NES and the Genesis. Both are incredible, but don't count out the Game Gear and Game Boy. They push the envelope of each system's capabilities!

PLUS MORE MORTAL MANIA!



Even the commercial you'll see in August is rockin'! In this article you'll get exclusive behind-the-scenes coverage including this incredible shot that took place in London, England!

NEW LINE CINEMA

Last but absolutely not least, we have the first info on the all new *Mortal Kombat: The Movie* due out in 1995!

It doesn't seem too long ago that crowds lined the streets on Mortal Monday to pick up the home conversions of their favorite quarter muncher: *Mortal Kombat*. Here we are again, waiting for the ever-so-popular sequel in the arcades today. The biggest news to date is that the Super NES and the Genesis versions are going to be identical. That's right, every fatality, pit, and secret will be included in both

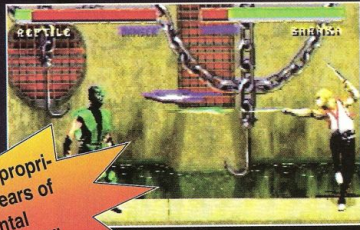
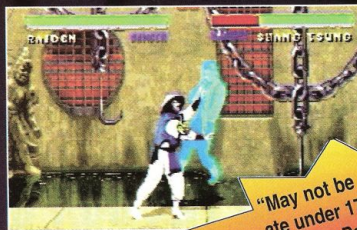


MORTAL KOMBAT II

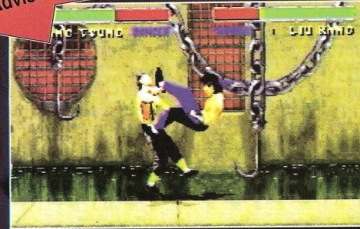
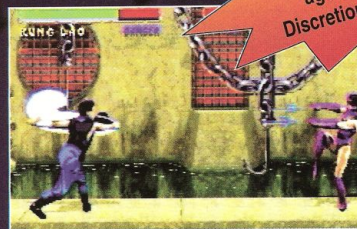
versions of the game. As for the Game Gear and Game Boy, we're looking at the same eight fighters included in each game. That's right! In the first version there were only six. This version, however, will have two more plus all the different levels. Shang Tsung can even transform! This is shaping up to be one of the best conversions of the year! Just wait and you'll see for yourself!

Super Nintendo

Obviously, the most surprising thing in the Super NES version is the blood and fatalities. On the front of the game will be a sticker with a "May not be appropriate under 17 years of age: Parental Discretion Advised" logo, but inside all the gore we've grown to love will be included! There will be no code included in the game, all the arcade action will automatically be packed in. Even the combos you're used to will be in this 24-Meg wonder.



"May not be appropriate
under 17 years of
age: Parental
Discretion Advised"



MASTER YOUR SKILLS.



Sometimes life can be complicated...

With STD's mega-enhancing accessories for Game Boy® and Game Gear™, you'll be equipped to master the action in any situation...

Master your Game Boy!

When you add-on the Handy Boy™ to your Game Boy®, you'll get full-blown stereo sound, a powerful light, 150% screen magnification, a joystick for ultimate control, enlarged fire buttons, and true on-the-go portability from this Boy's carrying strap and fold-up design.



Handy Boy

We can help you master Game Gear too!

When you slide your Game Gear™ into the Handy Gear, you'll get massive 150% screen magnification, a screen shield to kill the glare, a powerful water resistant and shock absorbent case for protection from all sorts of shocks and spills, a convenient storage shed for an extra game cart, and a carrying strap so you can really get around!



Handy Gear

Score Big With INTERACT™ Game Products.

INTERACT
GAME PRODUCTS

STD Entertainment (USA), Inc. 110 Lakefront Drive • Hunt Valley, MD 21030
410-785-5661 • © 1994 STD Entertainment (USA), Inc. ALL RIGHTS RESERVED.

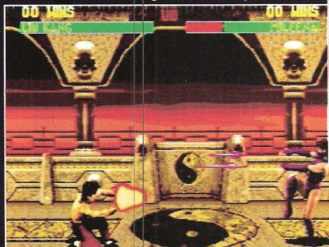
Game Boy and Handy Boy are trademarks of Nintendo of America • Game Gear is a trademark of Sega Enterprises, Ltd.
• INTERACT and its logo are trademarks of STD Entertainment (USA), Inc. • Game Boy and Game Gear are not included.

STD
E

Genesis

The Genesis version of this game will be an awesome improvement over the almost archaic first Mortal Kombat. To put it bluntly, the first MK was a disappointment to many. There were quite a few colors missing. We saw Johnny Cage's Lightning Kick turn a drab grey, and Liu Kang's fireballs turn a horrid grey as well. The combos were taken out too—the hardware just wouldn't allow for the quick reflex actions. Acclaim has certainly pounded out the rough edges in

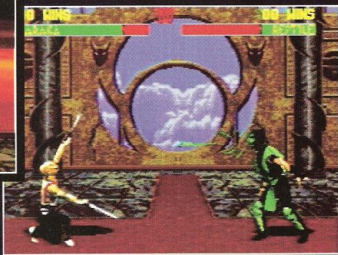
As you can see, the color palettes are fully intact! Kang's fireballs are red-orange, Mileena's sais are purple, and the second pit background is fully rendered.



The portal looks great—from the monks in the background to the ominous sunset! Even the lightning in the far background made it to the Genesis!

this, possibly the number one game of '94! The Super NES and Genesis versions will be identical. Similar to the Super NES version, there will neither be a blood code, nor any other code included because all the action from the arcade is automatically included. Packing all this arcade action in a 24-Meg cart is an incredible feat by Acclaim. As you may or may not know, Super Street Fighter is a 40-Meg game on the Super NES, and it will get a run for its money from this 24-Meg wonder. The only disappointment about MK II is deciding which home versions to buy...

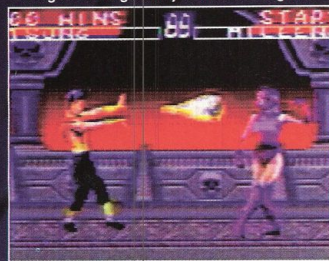
What's missing from this picture? Yes, the monk has been thrown out assumably to make the cloud animations more fluid. It's a more than decent trade.



Even the most basic animations were preserved on the GG.



The mighty morphing Shang Tsung throws a Single Flaming Skull just like the original.



Reptile stops Jax in his tracks with a venomous dose of acid spit.

Game Gear

The Game Gear version of this game will have eight fighters to choose from such as Liu Kang, Mileena, Kitana, Sub-Zero, Scorpion, Reptile, Jax, and last of all Shang Tsung (who will be able to morph into the other seven players). These pictures show a glimpse of the must-have for all Game Gear owners. All the characters included have all their moves, and the combos should work here. Acclaim has really worked on the playability side of this game and they promise a dazzling show.

Mileena had better watch out as Liu Kang charges with his patented Flying kick.



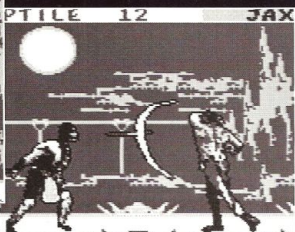
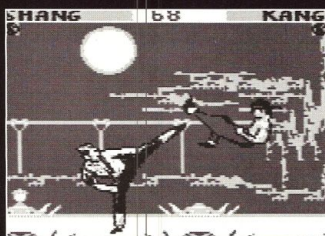
EVIL
EXISTS
IN
MANY
FORMS.

NONE
DARKER
THAN
THE
SHADOW
MASTER.

© TAKEWENT 1994



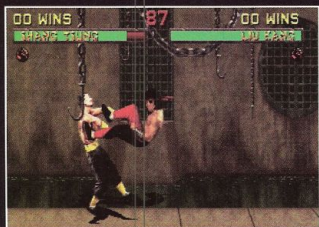
THE SHADOW FALLS. AUGUST 5, 1994.



GAME BOY

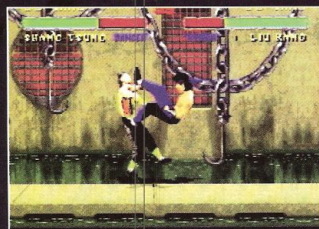
The Game Boy version will have the same eight players as the Game Gear version. You can see the detail given to the characters. Liu Kang's arms are directly at his sides as he executes the Bicycle Kick against Shang Tsung. Jax is in exactly the same position as in the arcade, as he hurls a fireball at Reptile. You can almost pick out Shang's mustache! The backgrounds are not incredible, but they do give you the feeling of being on the bridge.

Comparisons of the systems: FIGHT!



MK2 ARCADE

MK2 SUPER NES



The main difference in these shots are that the characters are smaller in the home versions, however the animations are fully

MK2 ARCADE

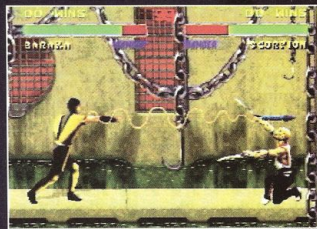


MK2 GENESIS



MK2 ARCADE

MK2 SUPER NES



intact. The backgrounds are beautiful, and the detail given to the characters is incredible!

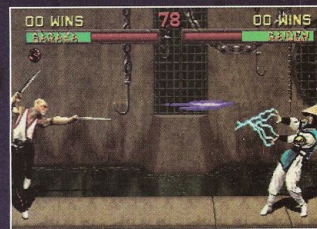
SUPER NES to:



GENESIS to:



ARCADE





PLAYED FIRST
GAME OF
EQUINOX.



AFTER YEARS
OF PRACTICE,
STILL TRYING
TO CONQUER
THE THIRD
DUNGEON.



HAD TO SKIP
GRADUATION
CEREMONY,
BUT FINALLY
CONQUERED
THE THIRD
DUNGEON.



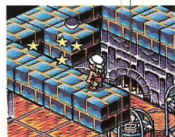
STILL LIVING
AT HOME,
NO JOB,
NO FRIENDS,
NEVER KISSED
A GIRL, BUT
FINALLY
DEFEATED THE
GREEN BLOBS
IN THE FIFTH
DUNGEON.



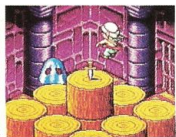
HAVING
TROUBLE
SEEING THE
SCREEN,
AND NEED
TO TAKE
NAPS
BETWEEN
DUNGEONS,
BUT YOU
CAN NOW
GET TO
THE SIXTH
DUNGEON
WITH EASE.



CAN'T SEE
THE SCREEN,
CAN'T HEAR
THE SOUND
EFFECTS,
CAN'T WORK
THE JOYSTICK
AND HAVING
CHEST PAINS
AT THE
THOUGHT
OF THE EVIL
EMPRESS.
FEELING THE
END IS NEAR,
YOU VOW TO
SOMEDAY
COMPLETE
YOUR QUEST
AS YOU
BEQUEATH
YOUR JOYSTICK
TO YOUR
GRANDSON.



WELCOME TO THE 7 DUNGEONS OF
GALENDONIA, AN UNDERGROUND WORLD
FULL OF GHOSTS, BATS, BLOBS AND EVIL
WOMEN. THEY ALL WANT TO KILL YOU,
BUT DON'T TAKE IT PERSONALLY.



YOUR JOURNEY TO RESCUE SHADAX
WILL SPAN OVER 450 SECRET
CHAMBERS. WITHOUT YOUR MAGIC
DAGGER, IT WILL SPAN ABOUT
TWO SECRET CHAMBERS.



AFTER A LONG, BLOODY BATTLE WITH
BOSS CHARACTER SLUG SLUG, YOU'VE
EARNED A STRING FOR GLENDAL'S
HARP. IT'S A SMALL REWARD, BUT AT
LEAST YOU'RE NOT DEAD.



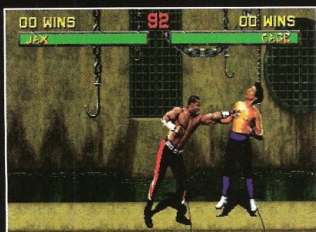
YOU'VE SURVIVED TO DO BATTLE WITH
SONIA, THE EVIL EMPRESS. NOTHING CAN
STOP YOU NOW, EXCEPT THE GIANT BLOOD-
SUCKING BAT THAT WANTS TO SNOW ON
YOUR NECK. GOOD LUCK.



(sure, it's just a game.) SONY



MK2 ARCADE

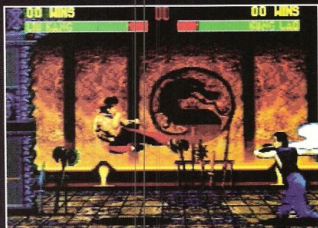


MK2 ARCADE

MK2 ARCADE

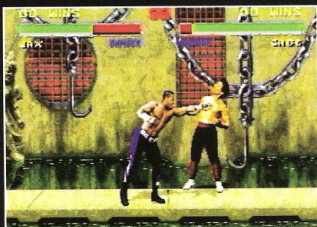


MK2 GENESIS



The animation is awesome! All of the colors are present unlike the first one.

MK2 SUPER NES

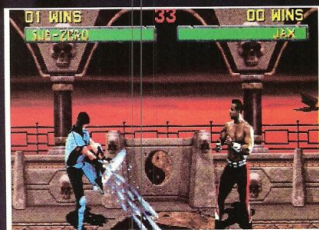


MK2 GENESIS



Look at Shao Kahn and the crowd in the background! Very close to the arcade!

MK2 ARCADE



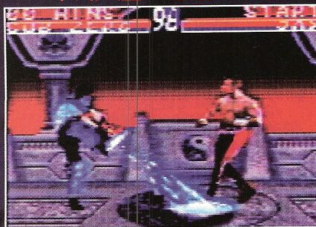
MK2 ARCADE

It's really not fair to compare the portables, but just to give you a sense of how great a job they did ... check it out for yourself.

MK2 ARCADE



MK2 GEAR



Look at Sub-Zero as he executes his Ice Blast. His stance is perfectly translated.

MK2 GAME BOY



MK2 GEAR

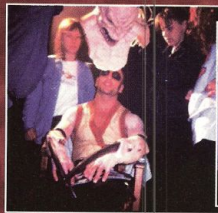


Here we see Kitana getting a boot to the head from Jax. His stance is identical!

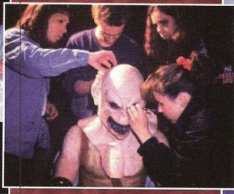
MORTAL KOMBAT II

Behind the Scenes of the Commercial

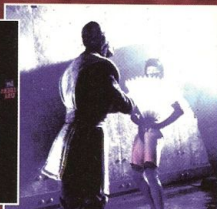
This August, first appearing on television and then in September at movie theaters, you'll be seeing one of the coolest commercial spots ever! Shao Kahn, Baraka, Sub-Zero, Scorpion, Kitana, and Reptile will be the six combatants represented in the MK II commercial. There will be four levels as well: The Living Forest, Dead Pool, Armory, and Wasteland, directly taken from the arcade smash hit *Mortal Kombat*. The commercial was shot in London, England under the direction of David Anderson. Mr. Anderson is one of the leading commercial directors, specializing in animation, computer graphics, special effects, and live-action photography. He also did a killer job with the spot for Acclaim's *Maximum Carnage* not too long ago. Bob Keen, the SFX/makeup artist (creator of the character designs for the *Hellraiser* movies) will be responsible for the transformation of the actors. Below are some exclusive behind-the-scenes shots of the spot that will be jump starting Acclaim's *Mortal Kombat II* for the home systems! This commercial is going to make some movie clips look weak! Acclaim is ready to launch an all format *Mortal Mania* that is as close to the arcades as possible.



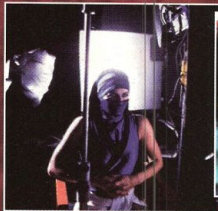
Baraka's getting a facelift.
(And loving it!)



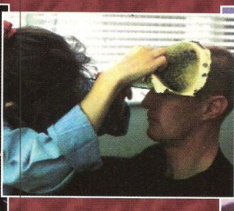
Getting Baraka's latex
mask on has to be a pain.



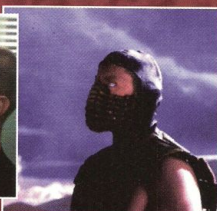
Scorpion's about to kick
Kitana's fanny!



Waiting in the shadows:
Kitana looks for her cue.



Reptile gets a prosthetic
mask job.



A kick-butt shot of that
lovable Scorpion.

And coming in early 1995 to
a theater near you:



NEW LINE CINEMA

New Line Cinema and Threshold Entertainment are going to bring you the movie event of a lifetime which is to be released sometime in the near future. Directed by Paul Anderson, who has been involved in such hits as *Terminator 2*, *Blue Steel*, and *Platoon*, *Mortal Kombat: The Movie* will send people into an epic world of myths and legends. "We're reaching for the

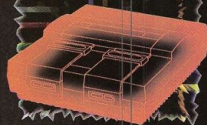
essence of *Mortal Kombat*," says Larry Casanov, producer of the film and a fellow *Kombat* vet. "There are a lot of people who don't know about *Mortal Kombat*. If you're a fan of the game, you're going to learn a lot more about your favorite characters. If you've never played the game, you're gonna see one heck of a movie!" Also involved in the film is Alison Savitch, an associate producer, who has been involved in *T2*, *Dracula*, and more recently *The Shadow*. The film is being shot in Thailand and will be released next year.



HAD TO
MISS YOUR
GRANDFATHER'S
FUNERAL,
BUT YOU
FINALLY
CONQUERED
THE EVIL
EMPIRE.

HE WOULD
HAVE WANTED
IT THAT WAY.





FACT FILE

THE DEATH AND RETURN OF SUPERMAN
BY SUNSOFT

THEME	ACTION
MEGABITS	16
% COMPLETE	85%
AVAILABLE	AUGUST
# PLAYERS	1
# LEVELS	10
CHALLENGE	MODERATE

OPTIONS CHECKLIST

Difficulty Settings.....	<input type="checkbox"/>
# of Lives.....	<input type="checkbox"/>
# of Continues.....	<input type="checkbox"/>
Button Configuration.....	<input checked="" type="checkbox"/>
Sound/BGM Test.....	<input checked="" type="checkbox"/>
Password.....	<input type="checkbox"/>
Battery Back-Up.....	<input type="checkbox"/>
Notes: Has unlimited continues.	

IT'S A BIRD ... IT'S A PLANE

Superman has the makings of a good cart. It has five different Supermen—from Cyborg to Eradicator. The different special moves for each character are nice, but I wish there was an actual variance between each characters' strengths and weaknesses. The way you can interact with the background by throwing the enemies through windows is a nice touch, but the levels are very repetitive.

DEJA VU

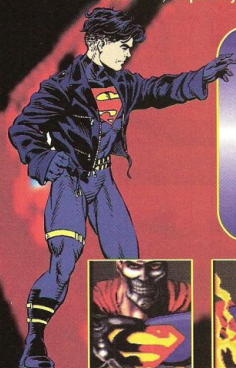
Is it my imagination, or do I constantly run into the same guys on every level throughout the whole game? How about some variety?



JUST LIKE THE COMIC BOOKS!



The story line for this game follows the popular DC Comics series *Superman*. The game includes Eradicator, Superboy, Man of Steel, Cyborg, Clawster, and Doomsday.



SUPER ICONS



Gives you one extra life.



Rejuvenates health by 50 percent.



Gives you a special attack.

WHO'S THE REAL SUPER-MAN?

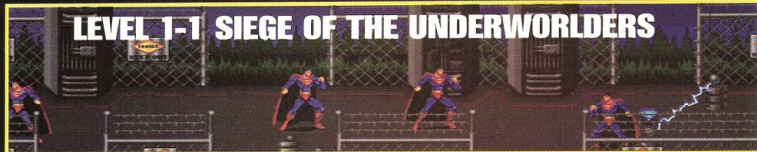
FIRING

SPECIAL

THROWING



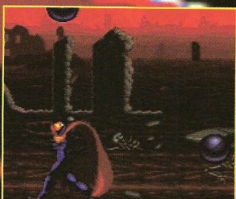
LEVEL 1-1 SIEGE OF THE UNDERWORLDERS



STRATEGY AND HINTS



To avoid falling debris and bombs, walk in a large circle and the falling object will land in a path behind you.



To kill the Boss on Cadmus, stay away from him until his shield is down, then go after him with an array of punches.



LEVEL 2-DOOMSDAY IN METROPOLIS



Watch out for that pesky wrecking ball; it'll smack you!



Give the enemies a headache by throwing a Harley at 'em.



Save up your special attacks for the battle with Doomsday.

Faster than a speeding bullet ... Able to leap tall buildings in a single bound ... It's a bird... It's a plane ... It's Superman on the Super NES!

The Underworlders have taken over Metropolis' power plant in an effort to dominate the whole world. But guess who comes to the rescue?! You're right! Superman! Little does he know that Doomsday is behind this plot and is planning to kill Superman. It's up to you to control and fight using Eradicator, Cyborg, Superboy, Steel, and Superman himself. Can you handle it?



LEVEL 3-ASSAULT ON CADMUS



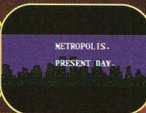
Shoot four enemies in a row to receive a health icon.



Shoot at the Elite to stun them, then pummel 'em.



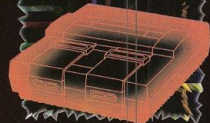
Dash at the low flying Elite to take them out of the sky.



THE DEATH AND RETURN OF

SUPERMAN





FACT FILE BREATH OF FIRE BY SQUARESOFT

THEME	RPG
MEGABITS	12
% COMPLETE	100%
AVAILABLE	AUGUST
# PLAYERS	1
# LEVELS	N/A
CHALLENGE	MODERATE

OPTIONS CHECKLIST

Difficulty Settings.....	<input type="checkbox"/>
# of Lives.....	<input type="checkbox"/>
# of Continues.....	<input type="checkbox"/>
Button Configuration.....	<input type="checkbox"/>
Sound/BGM Test.....	<input type="checkbox"/>
Password.....	<input type="checkbox"/>
Battery Back-Up.....	<input checked="" type="checkbox"/>

Notes: Has variable speed settings for text.

EPIC ADVENTURE!

I can't remember the last time a good role-playing game was released for the Super NES. It's about time for a new one, and this one is L-O-N-G! Breath of Fire is a seemingly endless RPG which tests your patience as well as your RPG skills to the limit. Those worrying about a good story, worry no more, because this epic adventure will not let you down. The various characters you meet throughout the quest are adorable and each serve a purpose, especially those that join your battle party. You will find that some, although seemingly weak, may prove to be a greater asset to the team in combat. While in the Battle Mode, you will get a three-quarter perspective view of the game screen, giving a pseudo 3-D look and feel—a bonus to the already impressive graphics. The soundtrack is a mesmerizing masterpiece. And when coupled with the awesome story line, it almost brings the player inside the game, allowing them to totally experience this RPG!

- Al Manuel



THE HERO

Start the game as this character. In addition to being a swordsman, he also likes fishing.



BLEU

Known as the Snake Lady, Bleu has several powerful spells. Her basic attacks and defenses are weak.



NINA

Nina has excellent White Magic abilities, but her attacks are a bit weak.



OX

Ox smashes or moves rocks and other large obstructions with his awesome strength.



GOBI

A hustler, he has excellent underwater magic abilities, but they are useless while on land.



KARN

He opens locked doors and has the magical ability to merge characters into a powerful new one.



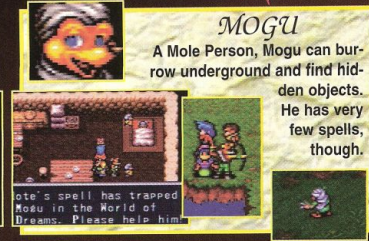
BO

Bo is a skilled bowman. He is the only character who can hunt animals for meat and antlers.



MOGU

A Mole Person, Mogu can burrow underground and find hidden objects. He has very few spells, though.





MAIN AREA MAP:

By pressing START while traveling across the land, you can access the Main Area Map to see where you are. The object is to get all six Goddess Keys so you can confront the ultimate evil. You must also collect your comrades along the way—some are hard to find.

Some Important Areas:

A. Arad	I. Camlon
B. Bleak	J. Romero
C. Auria	K. Drogen
D. Prima	L. Nabal
E. Tuntar	M. Gant
F. Tantar	N. Gust
G. Winlan	O. Spring
H. Nanai	P. Carmen
	Q. Scande

POWERFUL ALLIES



As you progress through the adventure, you will meet with many people and unusual creatures. Some may even become your allies and join your battle party.

PLACES TO GO:

The Inn:

For a price, you can stay the night at an inn which is located in every village. After your rest, all the health and magic in your party will be restored.



Save the Game:

Go to these little huts which are also located in villages and a man inside will ask you to tell him a story. He actually asks if you want to save your game.



Get the six Goddess Keys scattered throughout:



There are six keys scattered throughout the game that you must find in order to finish.

PREPARE FOR COMBAT:

There are several enemies varying in power.

Whenever you defeat an enemy, they will leave Experience Points and gold that you can use to buy items, powerful weapons, and armor.



FIGHT ICONS

You can go into combat any time while wandering. When you do have to fight, you will have specific options. Below are a few:



SWORD:
Do standard attacks.



SHIELD:
Enables defenses.



MAGIC:
Pick a spell to use.



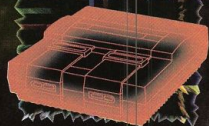
BAG:
Lets you use items.

WILDLIFE IN THE OPEN FIELD

As you wander about the countryside, you will encounter several forms of wildlife. Bo is the only one who can kill wildlife with his bow and arrow.

When Bo has successfully made a kill, the entire party will be rewarded with something left behind from the fallen animal. The deer will leave an antler, which is used as an antidote. The boar leaves meat, which is used to replenish the party's health. There are also other prey that can leave other needed items behind.





FACT FILE BLACKTHORNE BY INTERPLAY

THEME	ADVENTURE
MEGABITS	8
% COMPLETE	90%
AVAILABLE	SEPTEMBER
# PLAYERS	1
# LEVELS	16
CHALLENGE	DIFFICULT

OPTIONS CHECKLIST

Difficulty Settings.....	<input type="checkbox"/>
# of Lives.....	<input type="checkbox"/>
# of Continues.....	<input type="checkbox"/>
Button Configuration.....	<input type="checkbox"/>
Sound/BGM Test.....	<input checked="" type="checkbox"/>
Password.....	<input checked="" type="checkbox"/>
Battery Back-Up.....	<input checked="" type="checkbox"/>

Notes: Passwords are granted at the completion of levels.

A MAN AND HIS SHOTGUN

You are Kyle, who must return to his world after being sent to Earth by his father to avoid the raging forces of the evil Sarlac. Avenging the trampled rights of his people (who now work in slave mines), he totes a big gun to deal with those who cross his path.

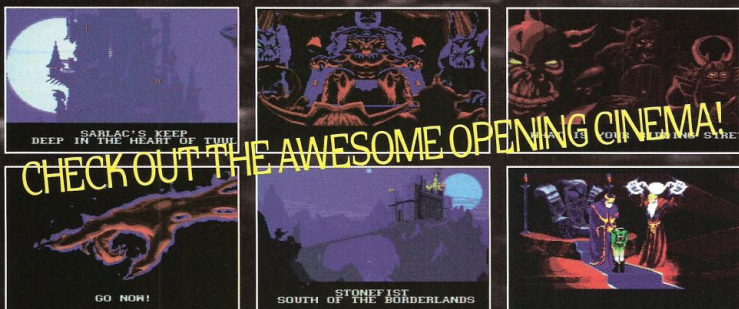
At first, this cart will resemble games such as Prince of Persia or Flashback. After playing for a while however, you will discard all thoughts of similarity, and get lost in the dark uniqueness this game features.

Blackthorne is definitely one of the best games involving the typical story of a guy with a gun who is out to save the world.

Brought to us by Interplay, you can expect very smooth animation sequences, with rich sound and color to set the mood of the game.

This game is very well put together, and the gun fights are really intense. Hide, duck, and shoot your way to the end—enjoying every minute of animation, sound, and adventure along the way.

—Jason Streetz



CHECK OUT THE AWESOME OPENING CINEMA!

As Kyle, heir to King Vlaros of Tuul, you have been sent to Earth to escape Sarlac and his henchmen. Sarlac plans to kill you and steal the lightstone, a precious necklace given to you by your father.

BLACKTHORNE



YOU ARE KYLE, HERO OF TUUL

A great amount of time and patience is required to master the moves. Practice may not make perfect in this case, but it does help solve the complicated backgrounds.



Standing



Running



Jumping



Climbing



Rolling

USE YOUR WEAPON!

It's the only hope you have against the evil forces of Sarlac. Use the A button to draw your gun!



Ready ...



... Aim ...



... Fire!



You rebel you!



Ducking



Hanging

GET FUNKY!

Kyle boasts some pretty cool moves, like shooting behind him without looking (awesome) and ducking into the shadows! Try hiding while your gun is drawn and sneak an attack on the enemy! Other tactics come in handy, like hanging from ledges and ducking to avoid attacks.



Watch out!



Sneaky!

TALK TO YOUR PEOPLE!



Speak to me, brother.

At many places in your adventure, you will run into other members of your people who go by the name of Androthi.



Your people are now slaves.



BEWARE THE ENEMY!



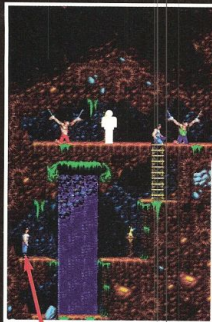
Watch out for creatures lurking about in your travels! They hide and attack with

firearms! There are bomb throwers, too!



Escape from the mines!

To begin your search for Sarlac, you must first escape from the slave mines. Check out the maps!



These maps should help guide you to the first password level. Pay attention to the location of the enemies and treasures. This first level is fairly linear and is a walk-through. Still, it provides essential practice for later.

You Start Here

Your adventure begins here, gun ready to go. Good Luck!



Use A Strategy

You're going to need to think when you fight the enemies. Hide while they fire, then pop out and shoot back. With timing, you will have no problem.



Use bombs against doors like these. Enemies will drop bombs as you kill them, so there won't be a shortage. Do not waste them, or you will find yourself starting over because of an impenetrable door!

Enemies



Here are the bad guys.

Androthil



Talk to your people.

Items to pick up



Get them! See below.

Items to get



Talk or kill your way to these.

A Doors



Take you from map to map.

MAP KEY

Hover Bombs



Use Hover bombs to topple some of the larger nasties you will no doubt encounter.

Potions



Potions patch the holes shot into you by the gun-toting uglies during your adventure.

Bridge Keys



Special keys activate the laser bridges. You'll need these, because you can't leap across.

You MUST get the Items!



Acquiring the various items along your adventure is paramount! Items can be



collected in a couple different ways. Talking to your people can reward

Fire Bombs



Fire bombs cause a chain reaction explosion that could prove useful in certain situations.

Door Keys



What's on the other side of that laser-field door? You won't find out without the key.

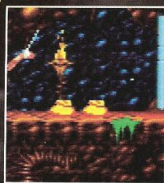
Levitor



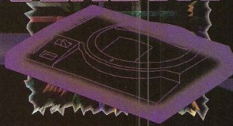
Can't jump that high? No problem ... procure yourself a levitator and you're in business.

you with items. Search the ter-

rain carefully for yellow bags. Both of these suggestions are crucial to your



GENESIS



FACT FILE

ECCO THE TIDES OF TIME BY SEGA

THEME	ADVENTURE
MEGABITS	16
% COMPLETE	95%
AVAILABLE	NOVEMBER
# PLAYERS	1
# LEVELS	25
CHALLENGE	DIFFICULT

OPTIONS CHECKLIST

- Difficulty Settings..... ☐
 - # of Lives..... ☐
 - # of Continues..... ☐
 - Button Configuration..... ☐
 - Sound/BGM Test..... ☐
 - Password..... ☒
 - Battery Back-Up..... ☐
- Notes: Uses unique passwords for each level completed.

DEEP SEA DISASTER

Ecco returns to Earth, victorious after saving the pod (a group of dolphins much like a family) and the planet. In the first installment of Ecco, the evil Vortex assaulted the world and stole the pod. Traveling through space and time to restore the pod, Ecco succeeded.

In the sequel, the Vortex, angered by this action against it, and the destruction of the Hive by the hand (well, fin) of Ecco in the first version, sets out to re-establish a Hive on planet Earth.

Wonderfully animated, the sequel to Ecco, The Tides of Time, is a tribute to the original's excellence as well as an awesome game on its own. This Ecco has the game play of the first game. A few new features like morphing into a school of fish or a seagull adds to this title. The 3-D scenes are neat, too.

If you loved the first game, I recommend this sequel.

- Jason Streetz

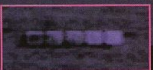
ACCELERATE TO CONSUME FOOD/ATTACK!

By arching, and then shooting through the water, Ecco gains speed.



Eat lots of fish for much-needed energy.

Attack hostile sea creatures.



Keep an eye on your energy bars! Your need for air and the damage sustained will be displayed.

PERFORM ABOVE-WATER MANEUVERS!

Impressive to look at, these maneuvers will prove invaluable in obtaining certain goals in the game. They are definitely difficult to master.

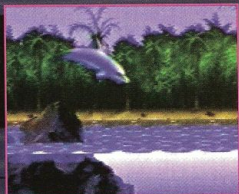


Ecco has an effective means of defense which doubles as a method of communication. When used with other dolphins, this starts conversation; otherwise, it is an attack.

CAST OUT SONIC ATTACKS TO DEFEND YOURSELF!

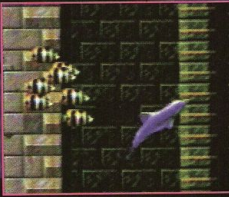


Encounter friendly sea creatures on your deep sea adventure.

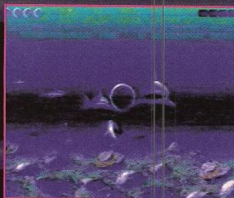


Sea, water, and air. Nothing stops this super dolphin.

Explore the depths of the ocean in search of the Vortex.



ECCO the Tides of Time



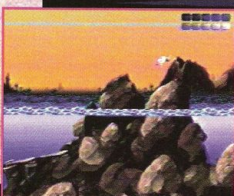
3-D SHARK STAGE

Ecco must navigate the waters in 3-D style, avoiding sharks and maneuvering through rings. In times of particular peril, Ecco can jump above the water to avoid danger. Be careful doing this; you could end up landing down the throat of a shark! Although this stage is a nice change of pace from the normal play of Ecco, its quality is not consistent.



BIRDWALK STAGE

Ecco morphs into a gull in order to cross the sea faster. Unfortunately, there are several large boulders coming your way. Try your best to avoid the boulders, and stay clear of the water, and Ecco should have no problem. If Ecco contacts the water while in bird form, you must swim to the start of the level to re-obtain an orb and become the gull to complete the stage.



FISHMORPH STAGE

Once again Ecco obtains an orb to further the search for the Vortex. You must become a school of fish and swim about in stealth. Other dolphins have learned that there is something special about Ecco, so conforming to the patterns of the fish is paramount to successfully convincing the suspicious dolphins.



USE THE ORBS!

Ecco must transform into another creature in order to complete the search for the Vortex. In order for you to do this, you must obtain the objects known as the orbs. These orbs are positioned near the start of the level, so that you can start tackling the special obstacles right away. These orbs are used on the Fishmorph and Bird Walk stages which allow you to become a gull.



STAGE BOSSSES!

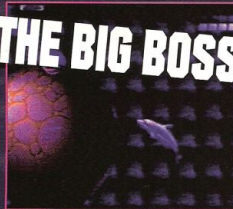


After traveling across a few stages of airborne action, Ecco must confront the Boss of the air stages. This Boss is known as Medusa for its spinning arms. Watch out—get caught and be whipped to the ground!



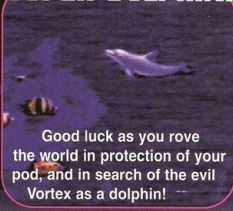
Lurking at the bottom of a deep sea ravine, the Boss known as Gigaboss attacks from inside a shell-like formation. If you can survive the downward trek into its lair, avoiding all the sea dragons, you'll confront Gigaboss.

THE BIG BOSS!



This is the BIG Boss, Globeholder. It twirls around the screen, batting poor Ecco around. Beat him and you win the game! Good Luck!

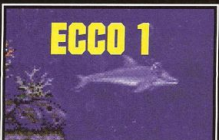
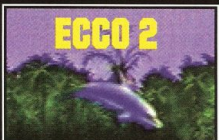
SUPER DOLPHIN!



Good luck as you rove the world in protection of your pod, and in search of the evil Vortex as a dolphin!

AWESOME UPGRADES

As you will notice between these two screen shots, the quality of the graphics between the original version of Ecco and the new release shows a dramatic improvement. It would appear that the programmers for the second version utilized a larger color palette and were more liberal with the use of graphics memory. Aside from the enhanced richness of color, the animations are smoother and more articulate.





FACT FILE

SHINING FORCE 2

BY SEGA

THEME	RPG/STRATEGY
MEGABITS	16
% COMPLETE	100%
AVAILABLE	AUGUST
# PLAYERS	1
# LEVELS	N/A
CHALLENGE	MODERATE

OPTIONS CHECKLIST

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

Notes: With all the long battles scenes a save feature is a must!

War

People say that sequels are worse than the original. In this case, that's definitely not true. This game is a good combination of strategy and RPG. I liked how you could resurrect and promote the players at the chapel. The only drawback is that the length of the battles take way too long. Once you start playing, don't plan on moving for a long time.

- Mike Desmond

I HATE IT WHEN...

the battles take at least 45 minutes, you're the only one left alive, and surrounded by Gizmos. Can you say, "Custer's last stand?"



MEET THE CHARACTERS

HUEY: Knight **P.C.:** Swordsman **SARA:** Priestess



A centaur who has great potential for promotion and is a well rounded character.



You control this character who's one of the toughest people in your party.

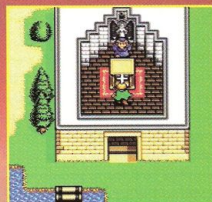


Using her magic, Sara is the key-stone of the party with her detox and healing spells.

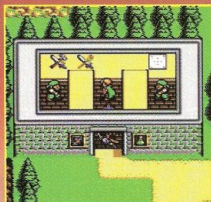
REMEMBER THESE PLACES



Search all the rooms in the castle to find hidden items.

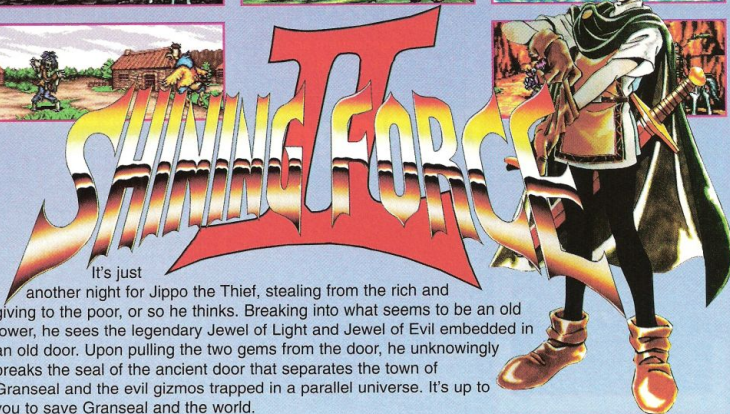


Talk to the priest to raise, promote, and save the game.



Remember to visit the shops to stock up on supplies.

COOL BATTLE SCENES



It's just

another night for Jippo the Thief, stealing from the rich and giving to the poor, or so he thinks. Breaking into what seems to be an old tower, he sees the legendary Jewel of Light and Jewel of Evil embedded in an old door. Upon pulling the two gems from the door, he unknowingly breaks the seal of the ancient door that separates the town of Granseal and the evil gizmos trapped in a parallel universe. It's up to you to save Granseal and the world.

GRANSEAL

SIR ASTRAL TOMMY: Tortoise



Sir Astral is a wise man who is also a faithful follower and helper of King Granseal.

The groundseal has been broken by Jippo in the Ancient Tower. It's up to Sara, Huey, and you to save Granseal. Once you follow Sir Astral from the school to the castle, you must topple the Evil Gizmos in the tower. Use strategy when attacking the Gizmos because they're tricky little devils.



Using his shell for defense, he can take a beating, but his attacks are weak.

JAJA: Warrior



Jaja is a very strong character and, unlike others, can dish it out as well as he takes it.



Granseal Castle

VEEL

KAZIN: Mage



Kazin is an average character with low HPs, but he has the potential to be a strong Mage.

The King of Granseal orders you to Veel in order to find a wise man named Sir Hawel. When you arrive you must find Kazin, who is a student of Sir Hawel. He will show you the way to the house, but be prepared for battle on your journey to Sir Hawels.

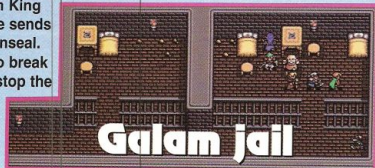
GALAM

JIPPO: Thief

Galam is a very small city nestled between the mountains. The king was upset when Groundseal was broken by Jippo the thief. King Galam blames this disaster on King Granseal, so he sends an army to Granseal. It's up to you to break out of jail and stop the army before it destroys your home.



He is a cunning, yet caring thief that steals from the filthy rich and gives to the poor.



Galam jail

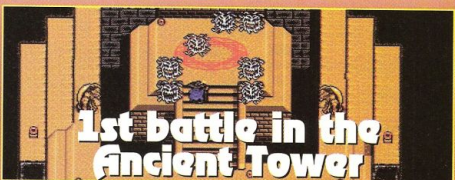
PLAN YOUR BATTLES WISELY



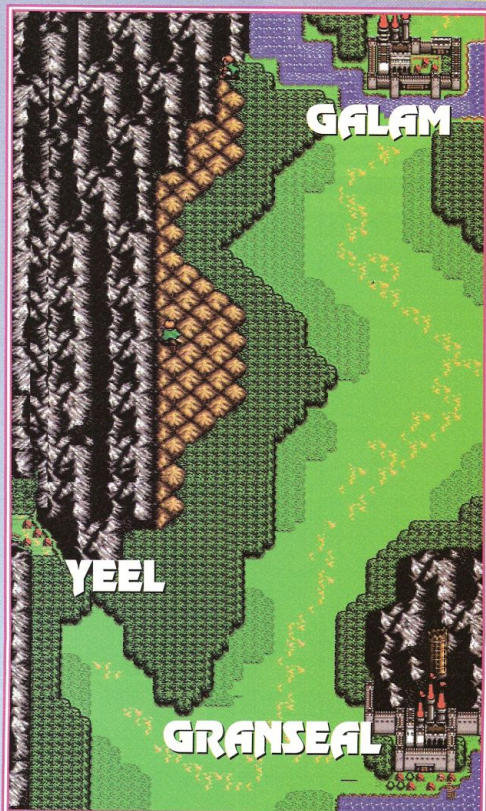
Plan ahead and make sure you don't get surrounded.



Place the more experienced characters on the battle front.



1st battle in the Ancient Tower





FACT FILE CONTRA HARD CORPS BY KONAMI

THEME	ACTION
MEGABITS	16
% COMPLETE	40%
AVAILABLE	OCTOBER
# PLAYERS	1 OR 2
# LEVELS	11
CHALLENGE	MODERATE

OPTIONS CHECKLIST

Difficulty Settings.....	<input type="checkbox"/>
# of Lives.....	<input type="checkbox"/>
# of Continues.....	<input checked="" type="checkbox"/>
Button Configuration.....	<input type="checkbox"/>
Sound/BGM Test.....	<input checked="" type="checkbox"/>
Password.....	<input type="checkbox"/>
Battery Back-Up.....	<input type="checkbox"/>

Notes: The completed version of this game may have a difficulty setting.

SUPER BLAST-'EM-UP

They're back! The gun-blasting mega fighters of Contra have returned for one more round of good old fashioned gut-bustin', eye-poppin', shoot-'em-up action.

Four new grunts have stepped out of the Mega Corps of Contra to challenge the scores of nasties inhabiting the planet. They are Brownie the high-powered robot, Fang the wolfoid cyborg, Sheena the combat trained woman, and Ray, who bears amazing resemblance to the original two Contra fighters.

I've always been a big fan of the Contra series, and I own almost every version. My only complaint up on playing this game is its lack of "Contra" feel. Only the first level, out of the four had the Contra look to it. However the rest was comical, much like Gunstar Heroes, and still looks exceptional. Game play wise, it's very good and fun to play. The visual effects are really nice, especially on the running stage.

- Jason Streetz

HARD CORPS

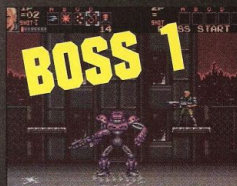
LEVEL 1-BIG CITY LIGHTS



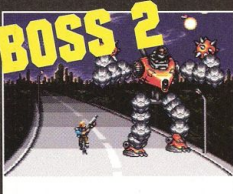
Watch for overhead fire at these spots. Keep your eyes open!



Step to either side and use a diagonal to get him in the eye.



He's big, and it takes quite a few hits to kill him. Most of his attacks are long range. Stay low and use homing missiles.



Intense 3-D scrolling will keep you moving as you shoot this guy. When in front, avoid his long arms and slide from side to side.

LEVEL 2-BIKER'S BRAWL



Use homing missiles to take them out from below.



Take out the mech-spider that pursues you in these tunnels.

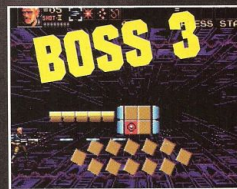
LEVEL 3 - DESOLATE JUNKYARD



The action heats up from every side. Stay alert at all times.

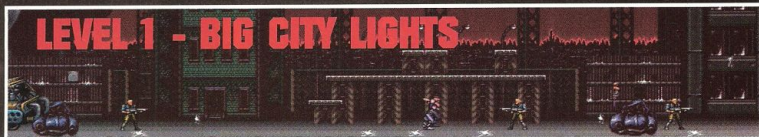


Keep jumping to avoid the long appendages of the Mid-Boss.



This Boss can change form at will. The tiles can reassemble to make things rough. The tank form is especially tough to beat.

LEVEL 1 - BIG CITY LIGHTS



LEVEL 4 - BUNGLE IN THE JUNGLE



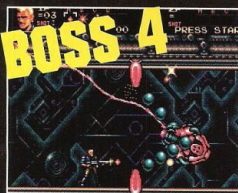
Crazy monkeys and pesky dragonflies will drive you crazy!



Dodge the Mid-Boss soaring overhead before he nails you.



This second Mid-Boss will try to topple the bridge you're on.



The only way to take out this Boss is to shoot at its center relentlessly so it won't have a chance to attack.

LEARN THE VALUE OF WEAPONS AND BOMBS



It's very important to collect the power-ups as they come along! In some cases you will find them sitting in the background, in others you will find them floating overhead in capsules. Obtain the bigger gun at all costs! Shoot down the floating red/orange power-up capsule, then grab the letter and say hello to your new weapon!



Every character can have these, so be sure to use your bombs whenever you get into a tight jam. They light up a good portion of the screen, are sure to wipe out most enemies, and severely harm the Bosses.



BROWNY FANG SHEENA RAY



A mean little robot with big weapon upgrades.



Half wolf, half cyborg. Check out his weapons!

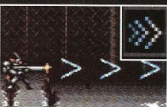


Ray's equal, with cool weapon adaptation.



Classic killing machine, with the feel of the original.

WAVE BLASTER



ANNIHILATOR



PULSE GUN



LASER BLASTER



TRACER GUN



FLAME FIST



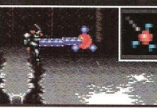
GRENADE CANNON



SHELL LAUNCHER



LASER CHAIN



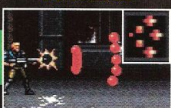
FLAMETHROWER



BEAM LASER



SPREAD



ORBIT GUN



POWER BLASTER



MULTI-LASER



HOMING MISSILE



LEVEL 1 - BIG CITY LIGHTS



GENESIS



FACT FILE DYNAMITE HEADDY BY SEGA

THEME	ACTION
MEGABITS	16
% COMPLETE	75%
AVAILABLE	SEPTEMBER
# PLAYERS	1
# LEVELS	30
CHALLENGE	MODERATE

OPTIONS CHECKLIST

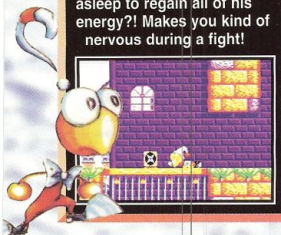
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# of Lives.....	<input type="checkbox"/>
# of Continues.....	<input type="checkbox"/>
Button Configuration.....	<input checked="" type="checkbox"/>
Sound/BGM Test.....	<input type="checkbox"/>
Password.....	<input type="checkbox"/>
Battery Back-Up.....	<input type="checkbox"/>
Notes: What you see is what you get here—there aren't many options.	

HEADDY RULES!

When I first saw this game I thought it looked too cute to be any fun, but as I played on the game proved to be a real blast! This game has some all new concepts along with some old favorites, and use of the different heads keeps this game fresh all the way through. The graphics and the game play are both top-notch. - Paul Ojeda

HEY WAKE UP!

This little guy is full of surprises, I mean where else will your character fall asleep to regain all of his energy?! Makes you kind of nervous during a fight!

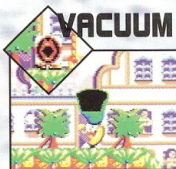
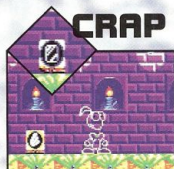
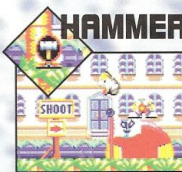


DYNAMITE HEADDY

Dynamite Headdy is the newest member of the Sega family. He is a unique little dude who always uses his head. By picking up different icons he can change his head to help him work his way through different obstacles. If you use your head and don't lose your cool, you and Headdy might stand a chance to defeat the dastardly Dark Demon.

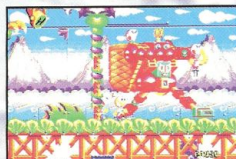
HEADS!

The name of the game is heads! They make up the whole premise of this game, and there sure are plenty of them with all different uses.



LEVEL 1

The place is under attack but Headdy and a couple of his buddies have escaped and it's up to you to save them. A huge robot stomps on the screen wearing a big basket on his back, but he isn't picking apples! Try to kill the robot so that it won't take your friends away.



The big robot has your buddies! Destroy him to save them.



This plane tries to shoot you down. Dodge the onslaught!



It finally looks like you're in the clear. Now it's off to town!



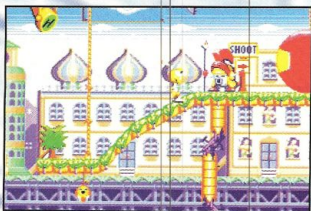
THE TOWN

After the great escape you will come into a town where three of your friends live. Each friend will take you in and teach you how to be a better player by giving you a series of challenges.



LEVEL 3

Every level comes complete with secret points and bonus levels. Read the signs and pay close attention to find them.



Bonus Game

Sub games are around the different levels. The objective is simple: make baskets. If you get the correct number of baskets you will be given a secret number, that is for ... well you'll see ... maybe. Hee Hee!



All of these challenges have to do with the control of your head. You are asked to use it as a weapon and sometimes as a tool.



After you win a challenge you will get a little celebration and then move to the next one. After you have done them all, go to Level Three.



Use your head to knock this jail into the hole. After it's there, kill the jailer robot to set the people free.

Use the handy vacuum head to suck up enemies and bonuses that are out of your reach.



At this part of the level you can take the Spike head or the Small head. The heads take you to different parts of the level. I suggest the Small head because the miniature enemies are totally hilarious!



FACT FILE

VAY

BY WORKING DESIGNS

THEME	RPG
MEGABITS	CD-ROM
% COMPLETE	95%
AVAILABLE	NOW
# PLAYERS	1
# LEVELS	N/A
CHALLENGE	MODERATE

OPTIONS CHECKLIST

Difficulty Settings.....	<input type="checkbox"/>
# of Lives.....	<input type="checkbox"/>
# of Continues.....	<input type="checkbox"/>
Button Configuration.....	<input type="checkbox"/>
Sound/BGM Test.....	<input checked="" type="checkbox"/>
Password.....	<input type="checkbox"/>
Battery Back-Up.....	<input type="checkbox"/>

Notes: A CD game, so have fun with limited RAM game-saving capacity.

BEQUEST THE ARMOR

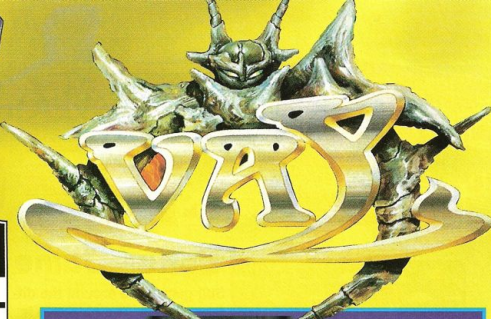
I love role-playing games, and I love Japanese animation. I've been into both for a long time, so I enjoy some elements of this game.

The graphics for the main game are decent. The story, at first glance, seems like the typical quest game, but there are a few things to warrant playing it. One thing Working Designs is known for is their humorous elements. Vay is no exception.

What makes this game fun to play are the little jokes that pop up here and there.

The enemies could have a little bit more diversity, and the interface could have been a bit better. Since RPGs are pitifully few and far between, this is a good one to check out.

- Andrew S. Baran



MEET THE ADVENTURERS!



Sandor, Prince of the Lorath Kingdom

As the main character, guide the young prince through the perils of the land, in search of the armor of Vay.



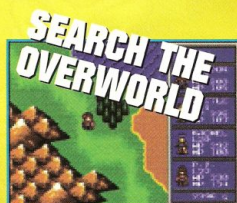
Pottle, Student of Otto the Sage
Your first sidekick, and one heck of a helper, Pottle proves invaluable as a magic-user and comic relief during your journey.



Rachel, Mercenary
Rachel joins your party seeking adventure and glory. Accept her help—you're going to need it. She is an excellent fighter.



P.J., Court Magician of the Kerzalt Kingdom
Appointed to you by an allied Kingdom, her magic can't be ignored as her power and girlish tendencies help your quest.



Navigate the overworld in search of caves, forts, castles, and villages bequesting the power armor of Vay!

BEHOLD THE NASTIES!

OVERWORLD



UNDERWORLD



DANEK'S FORCES



VISIT TOWNS FOR GOODS/SERVICES

LOOK FOR THESE ICONS



Tool Shops:
Procure useful items here.



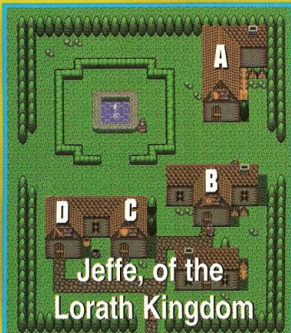
Inns:
Rest after a long day.



Armor Shops:
Get the protective gear here.



Weapon Shops:
Acquire cutting edge offense.



Jeffe, of the Lorath Kingdom

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FACT FILE

TOP HUNTER
BY SNK

THEME	ADVENTURE
MEGABITS	110
% COMPLETE	100%
AVAILABLE	JULY
# PLAYERS	1 or 2
# LEVELS	5
CHALLENGE	MODERATE

OPTIONS CHECKLIST

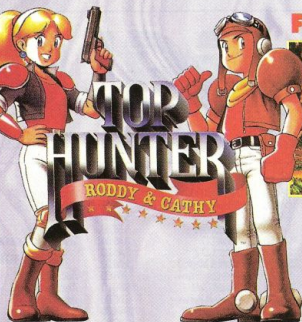
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# of Lives.....	<input checked="" type="checkbox"/>
# of Continues.....	<input checked="" type="checkbox"/>
Button Configuration.....	<input type="checkbox"/>
Sound/BGM Test.....	<input type="checkbox"/>
Password.....	<input type="checkbox"/>
Battery Back-Up.....	<input type="checkbox"/>
Notes: Home and arcade versions may differ in option setups.	

HEROES AND HEROIN

Even though SNK doesn't bring out an abundance of games like the other systems on the market, the games on the Neo•Geo are very impressive. SNK's machine has surely shown its colors, coming up with great games like this one. Top Hunter has many different features that you will appreciate. Graphics are top-notch, and the sounds are excellent, especially the Bosses. Plug your system to your Surround Sound stereo and really feel the intense action. The only thing that gives me an itch is that there are hardly any multi-backgrounds.

The awesome moves of Roddy and Cathy take time to master, too! First things first: you have to find the hidden moves to increase your offensive performance. Overall, a great game!

- Dindo Perez



Foreground and Background Action!



Robo Beagle

Jump on these babies, and really give the pirates a scare. Grab and throw your enemies to their grave in one swift move.



Deadly Hunter Assaults ... Find Hidden Moves



Pick up the power icon to give you a better advantage.



ICE PLANET



Walk slowly, for slipping on the floor will activate hidden traps.



FOREST PLANET



Don't hesitate to check the trees for hidden icons and levers.



Roddy and Cathy, the well-trained bounty hunters of this universe, have a great task ahead of them. It is their job to get rid of the toughest space pirates plaguing planets across the star system. Fear not—these two hunters are loaded with powerful attacks, some of which you have to find out. Throughout the adventure you'll encounter many enemies with their own set of attacks. Pick up items on the way to increase your progress and your attack performance. Good luck succeeding in your hunt. The universe is counting on you!



FIRE PLANET



Watch out for the fire lava that launches from below.



WIND PLANET



Watch the skies—enemies drop and swoop down to attack you.



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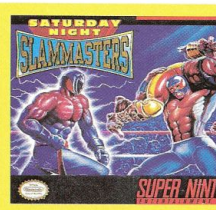
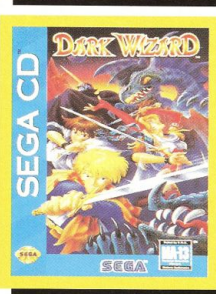
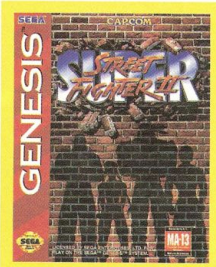
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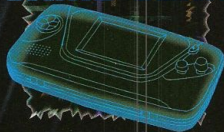
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SNES SPORTS



FACT FILE SONIC SPINBALL BY SEGA

THEME	PINBALL
MEGABITS	4
% COMPLETE	60%
AVAILABLE	SEPTEMBER
# PLAYERS	1
# LEVELS	12
CHALLENGE	MODERATE

OPTIONS CHECKLIST

Difficulty Settings.....	<input type="checkbox"/>
# of Lives.....	<input type="checkbox"/>
# of Continues.....	<input type="checkbox"/>
Button Configuration.....	<input checked="" type="checkbox"/>
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Password.....	<input type="checkbox"/>
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Notes:	

SPIN THIS!

Sonic on Game Gear is just as good as the Genesis version. One thing I like about this game is that it has great replay value. The sound effects and music have that familiar Sonic tone to it. The only drawbacks I found were that some parts tend to be a little pixelated and the screen is a little too small for a game with Sonic in it!

- Mike Desmond

DARE TO COMPARE

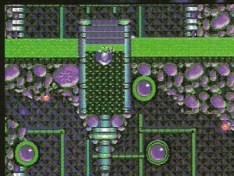
This may be a new role for Sonic, but his spinning days started on the Genesis platform. Check out the similarities in this fast-paced action cart.



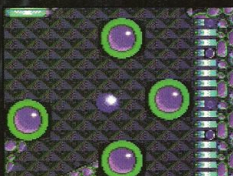
Soaring Cinemas to blow you away



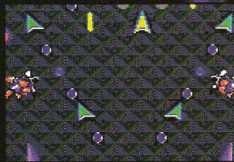
Level 1 TOXIC POOLS



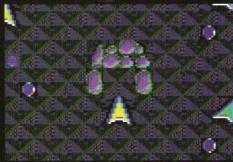
Hit both targets to drain the slime and get the emerald.



Use the bumpers to bounce Sonic into different areas.



These buggers can't kill you, but they can really annoy you.



Aim for this to send Sonic up to a different area.

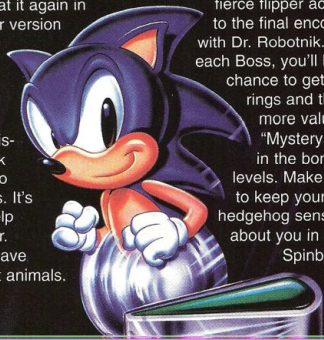


After bouncing your way through the first level and grabbing all three of the Chaos Emeralds, you must face the first evil Dr. Robotnik. If you fall through the bottom of the screen, you'll have to work all the way back up to him.

SONIC THE HEDGEHOG SPINBALL

Sega's spinning blue mascot, Sonic, is back at it again in the Game Gear version of Sonic Spinball. The game sends Sonic into another battle against the sinister Dr. Robotnik and his Volcano Veg-O-Fortress. It's up to you to help Sonic defeat Dr. Robotnik and save all the innocent animals.

Travel through five stages of fierce flipper action, to the final encounter with Dr. Robotnik. After each Boss, you'll have a chance to get extra rings and the more valuable "Mystery Eggs" in the bonus levels. Make sure to keep your good hedgehog sense about you in Sonic Spinball!

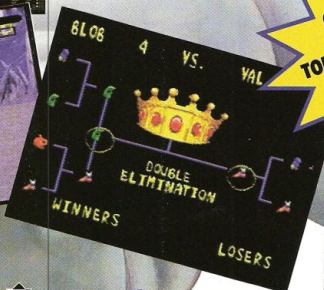
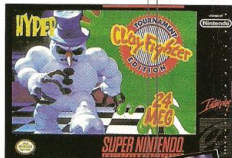


Beat these Bosses and go for a cool bonus round.

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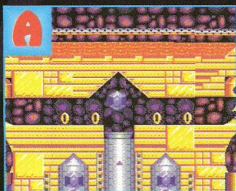
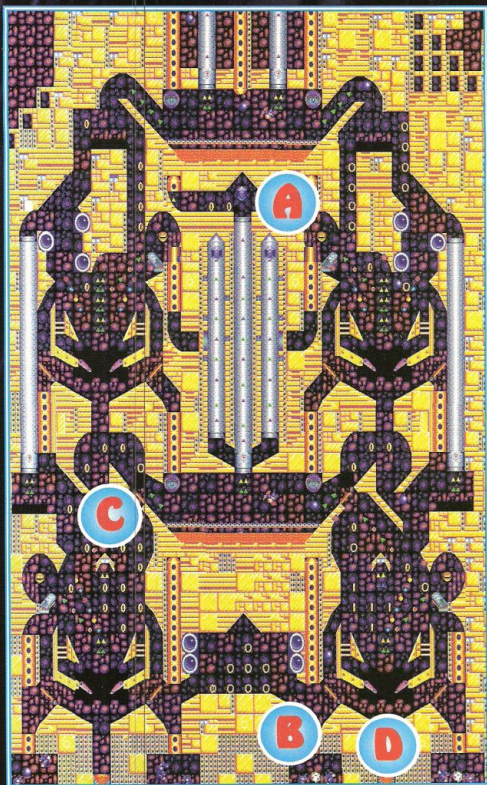
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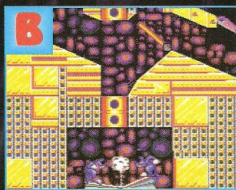
Level 2-LAVA POWERHOUSE



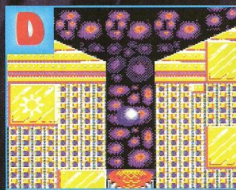
Use the steam pipes under the tube to get the emerald.



Hit the door to open it and gain access to other areas.



Use the rats to your advantage in order to reach another area.



Keep Sonic away from here, or he'll die an untimely death.



The evil Dr. Robotnik Boss at the end of Level 2 can't actually kill you, but he can easily knock you through the bottom of the screen, causing you to fall to the previous level. This means you have to work your way up again!

Level 3 - THE MACHINE



Hitting this guy causes you to repel in various directions.



Knock the targets down to gain entrance into the Boss's domain.



Electrodes can propel you to break the vacuum tubes.



After taking out the tubes and targets, go into this pyramid.

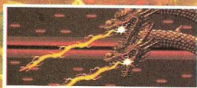
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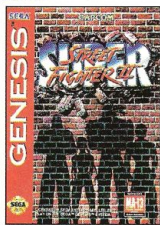
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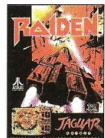
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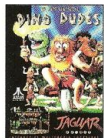
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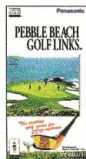
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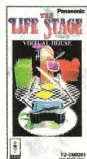
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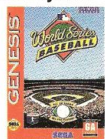
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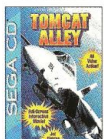
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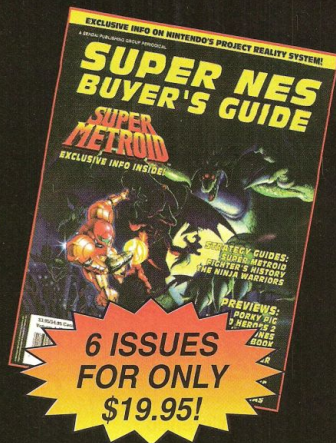
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