

SUPER NES • GENESIS • SEGA CD • PC ENGINE • JAGUAR • 3DO • GAME GEAR

**DIETARD**

# GAME FAN

**NEXT GENERATION VIDEO GAME MAGAZINE**

VOLUME 2 • ISSUE 3

NEW FOR '94

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VERSION 2 FATALITIES  
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## CES '94

COMPLETE SHOW  
COVERAGE INSIDE

### GAME FAN REVIEWS

- SEGA:
- CASTLEVANIA BLOODLINES
- NBA JAM
- SNES:
- MEGA MAN X
- NBA JAM
- JAGUAR:
- DINO DUDES
- 3DO:
- TOTAL ECLIPSE
- MONSTER MANOR
- NIGHT TRAP



- TONS OF PREVIEWS!
- REVENGE OF THE NINJA
- MEGA-TURRICAN
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'94 and beyond... Well, another CES has come and gone...but this one was different than any other, at least for me. For the first time, I attended a CES that wasn't dictated by Nintendo. Instead, Sega was the leader this time out...and they knew it. They had Virtua Racing and Sonic 3 in their booth and the unbelievable Saturn blasting back your eye- lids on the TV wall...SEGA! Nintendo had some strong titles; like Super Metroid (which many thought to be game of the show), Ken Griffey, Jr. and Stunt Trax FX, but Sega had Sonic 3 to battle Metroid, Virtua to blow away FX and World Series Baseball to conquer Griffey. Of course, the nail in the coffin was the Saturn demo which showed actual games in development and the finished hardware, along with a whisper of a fall release in Japan. Meanwhile, Project Reality (which is incredible and is a reality) was still running demo on a \$100,000 SGI work station. Elsewhere at the CES, the uttering of Sony's PS-X was on the lips of almost every developer. Judging from what I heard (or overheard), the PS-X is the ultimate of all the new hardware. Could Sony pull off a major upset in '95? They have the 3rd party support, that's for sure. Meanwhile, outside the main building, something very interesting was taking place in pavilion A...the Atari booth was packed! It was standing room only to get a glimpse at an early rev. of the amazing Alien Vs Predator, Tompost 2000, a very early Kasumi Ninja, Checked Red Flag Two and, if you were lucky enough, Double Dragon (which had the most blazing color I could have imagined...this game is also very early). Atari handled the show beautifully, patiently answering countless questions and reaffirming their position in the industry. The Jag is a solid machine and it is here to stay. Once again, the 3DO was tucked away with the home electronics. I made the 10 minute trip once and was less than impressed. Along with a scattering of works in progress, only Road Rash and the two new Crystal Dynamics titles really impressed me. As soon as they saw my Jaguar button, all the pocket protector set wanted to do was argue. I explained that AVP was better than anything there and had to run for the nearest exit. After talking with some reps from Panasonic, however, I wouldn't be surprised if we see a cheaper 3DO with a booth in the video game pavilion very soon.

Here is what all of this means to me and what I think it should mean to you. For the past two years, I have seen 16-bit gaming slowly get better and better, and now it is almost at its peak. I feel that Sega's DSP and Nintendo's SNFX chip will be the last big innovations in 16-bit gaming, and I will be more than happy with my Genesis and SNES, while the Jag, Saturn, PS-X and Project Reality find their legs. Remember, it takes at least two years for a new system to really show its potential. Programmers must first familiarize themselves with the new development tools, get out a usually rushed first effort and then start on a second, which usually starts to show what the system is all about. Of course, certain large developers will get the development system first and jump out with an impressive title. Remember though, all the other companies are just getting started at that point, so a steady flow of software can still be a year off. I can't tell you how many times I overheard people at the Atari booth asking: "Why doesn't it do this or why aren't you doing that, or this game doesn't look that great", as they are staring at a game that is barely 10% complete. Just because a new system is powerful doesn't mean it is going to hatch games overnight. So, we need to be patient, enjoy the best that 16-bit has to offer and, if you have the expendable cash, go ahead and buy a next generation system. If you are not relying on it for 100% of your gaming, then I'm sure you will be more than happy growing with it. But, don't sell off your system and 16-bit library in order to buy a new system. If you do, you will inevitably find yourself sniveling and impatient, waiting for good new games while you apply unwarranted pressure on the company whose new hardware you bought. Make sense? The fact is, our industry is now huge. It represents big dollars so there are bound to be sharks in the water. Realize, many new systems are likely to pop up. Just remember, as I have stated before, there are only so many good developers out there. It might be in your best interest to go with what you know until a company really proves itself. Remember the TurboGrafX? Or, how about the Neo Geo?

Finally, a message to the CES; that circus I just returned from is not my idea of a comfortable place to conduct business. The next time you decide to cram a ten billion dollar a year industry into a cheap tent, you better think twice or you may find tumbleweeds in your convention center instead of Sega, Nintendo...and GameFan.

To the bonehead censors.....

P.S. To our would-be censors, Whiles you idiots continued to rag on two games; Mortal Kombat, with carnage so fantastic that it's comical (ya, little Jimmy's gonna grab his buddy's throat and rip his spine out) and Night Trap (a full motion game that no kid would ever like in the first place and has way less carnage than one episode of Married with Children or one MTV video). I switched on HBO the other night and watched John Stamos brutally and graphically murder two women. Isn't he the guy that cuddled with toddlers on Full House? It scares me that people as stupid as you are trying to make decisions for rational, educated people. Sit down and think, bonehead. What twelve year old kid, capable of a heinous crime has 70 dollars and a nice color TV? Idiot, he has a quarter...he's playing it at the arcade and it's probably the most fun he gets to have. Obviously, the majority of young kids who have a Genesis or SNES and own expensive games have somewhat of a normal life, and most likely won't turn into a dragon and try to bite somebody in half. Why don't you fools use all this energy to hire more police, fight drugs, or protect the thousands of kids that get abducted every year. You make me sick. If need be, we are many and could organize to ram your opinions of your right back where the sun don't shine. I believe that I am paying through the nose for your services...you're fired!! That felt good, enjoy the issue!

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**DIEHARD**

# GAME FAN

**NEXT GENERATION VIDEO GAME MAGAZINE**



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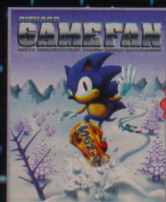
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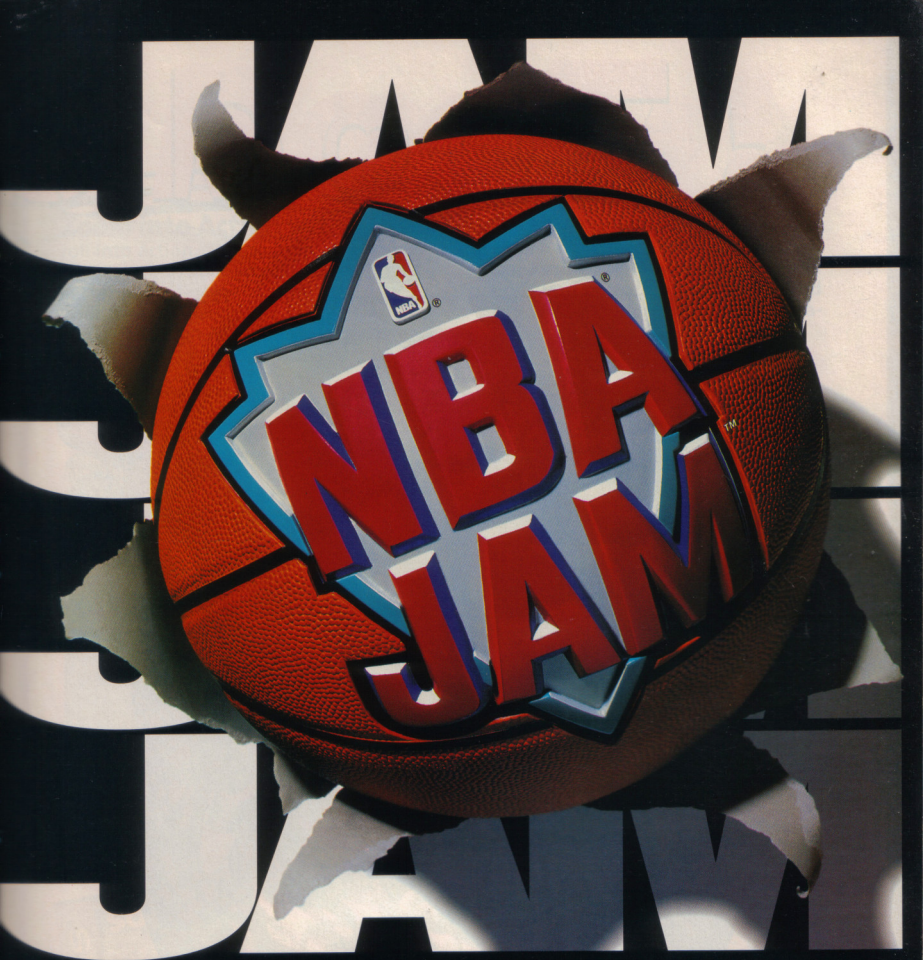
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All Art By:  
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JAM IT HOME MARCH 4TH!



**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

**GENESIS GAME GEAR**

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THE  
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# R DOOM!

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## Snowboard

through the IceCap Zone—and check for chilled-out passageways and arctic power-ups!



## Warp Your Way

through the Special Stage to collect the Chaos Emeralds!



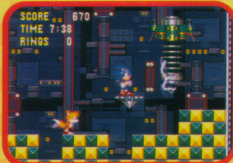
## Take-off with Tails

in the Marble Garden Zone—and vanquish spike-wielding enemies with a point to prove!



## Battle Badniks

at every turn—and prepare for some electrifying close encounters!



## Outsmart

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# SONIC THE HEDGEHOG

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Presented By: **CAPCOM**

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## HOCUS POCUS SPECIAL EDITION:

# CYBERMORPH

## Hints & Tips

### DIRECTIONS ON HOW TO COMPLETE ARTIZIC:

Turn right and then make a sharp right so you are flying down the canyon with the yellow pillars in it. Pass the red teleporter and take the blue teleporter. Grab all the pods and use mines to take out the guards. Take the blue teleporter back out - it's near the water. Take the red teleporter but be careful of buildings on the other end. Make a left to get to the exit.

### DIRECTIONS ON HOW TO COMPLETE GRUNGE:

Head straight towards the Vortex towers by following the white triangular arrow on your scanner. Shoot the Vortexers but watch for pods brought by pod carriers. Fly along the row of five Vortexers and grab any pods you see. Pods also accumulate just to the left or right of the two end Vortexers, so check there too. One incinerator hit from a distance will knock down a Vortexer, otherwise use single shot to save ammo. Hang out and get as many pods as possible, and shoot Vortexers and pod carriers for extra points.

### DIRECTIONS ON HOW TO COMPLETE ZAHAV:

Kill enemies from a distance and watch for Thunderquakers. There are power rings at the end of most of the waterways. There are two pods that are out in the open. You may need to collect one of the loose pods from within the craters. Watch for a dark, low area with four yellow pillars- the red teleporter in this area will take you inside the first of three craters. Shoot the pod prison there and go through the green teleporter. Check for loose pods. If there aren't any, go back and go through the blue teleporter but be ready to use a Thunderquaker. If there are no loose pods in any of the craters, go back out and follow the yellow arrow on your scanner. The yellow arrow will no longer appear when all the loose pods are collected. Check along the base of the mountains and along the shorelines for gray pod prisons. One pod prison is actually halfway up the side of a mountain. Be sure not to miss any, you'll need every pod to finish the level. The exit is in one of the craters. Use the red and green teleporters to get there.

### DIRECTIONS ON HOW TO COMPLETE GIRDRELL:

Turn right and grab the first pod. Turn right again and go over two of the low ridges. When you see the thin brown building, make a right. Fly fast to avoid the pirates, and watch for a low ridge on the right. Go over the ridge, turn right, and grab the pod at the end of the canyon. Turn around and go left, back over the low ridge and the low ridge after that. Turn left, and go through the red teleporter. Go through the blue teleporter and be ready for lots of enemies. Two pods in prisons and one in the open are in this area. Grab them and go back through the blue teleporter. Take the green teleporter and use the power ring if you need it, and find the three pods in this area. Ignore the force field. Go back through the green teleporter. Now take the yellow teleporter. There are two pods in front and one behind. Return to the red teleporter, go through, and go right. Watch for the low ridge and turn right. Turn right at the brown building. At the end of the canyon, grab the last pod and turn right. The exit is at the end of this area.



# This couldn't wait 'til the 21<sup>st</sup> century.

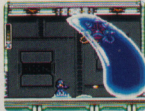


The "X" generation of Mega Man adventures is here.  
For the first time on the Super NES.

As his last great creation, Dr. Light developed "X"—the first thinking, decision-making robot. Years later, Dr. Cain modifies his design to make thousands of supposedly "harmless" Reploids. That is until Sigma, the most intelligent Reploid of all, decides to lead the others in eliminating all humans from the planet. Now "X" must hunt down Sigma using his all-new arsenal, including the X-Buster and the awesome Emergency Acceleration System. It's the Mega battle of the next century, found only on the Super NES.



*"X" uses his X-Buster to save Zero, the leader of the Maverick Hunters from the evil Vile.*



*When the robotic amoeba glues "X" to the ground, either he shoots or he's stuck.*



*"X" destroys an enemy submarine fuel tank and things get extremely explosive.*

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# HOCUS POCUS

Travel With Thy Controller In Hand To A Land Where Cheaters Prosper.

## DIRECTIONS ON HOW TO COMPLETE SQUIB:

Fly high over all the pods to set off all the spikes. Grab any pods that are not protected by spikes. Watch your scanner for pod carriers. Wait for them to grab a pod from out of the spikes, then shoot the pod carrier and recover the pod safely. Shoot the Vortexer nearby while waiting for pod carriers. When no more pod carriers come, you can extract the pods yourself. Line up with the pod while in cockpit view, with the pod in front of you. Switch to side view by pressing nine on the controller, and make sure you are higher than the spikes. Fly forward slowly until directly over the pod, then drop straight down slowly to grab the pod. Go straight up to get out of the spikes, and return to cockpit view by pressing six on the controller. If you still don't have enough pods, follow the yellow arrow on the scanner to get to the rest. The exit is close to the Vortexer.

## DIRECTIONS ON HOW TO COMPLETE OLYOTRIS:

Turn to the left and follow the yellow arrow on your scanner to find the first pod. Use Mines at close range or incinerators at long range to eliminate the guards, then grab the pod. Fly on and along the gray canyon wall and watch for two pod prisons. These are heavily guarded by enemies, so use incinerators and speed to rescue the pod. Follow the yellow arrow on your scanner to find more open pods, but be careful of enemies. Shoot them at long range with incinerators or use Mines to kill them while picking up the pods. Keep going along the gray canyon wall to find a power ring and the red teleporter. By flying directly away from the gray canyon wall with the power ring, you should find another brown canyon wall with a bonus ring hidden in it. Use the red teleporter and fly along the gray canyon wall. Watch for turquoise pod prisons. Use bombs at long range to break these open since they are well guarded. The exit is just past the three gun turrets near the lake.

## DIRECTIONS ON HOW TO COMPLETE LEKSEY:

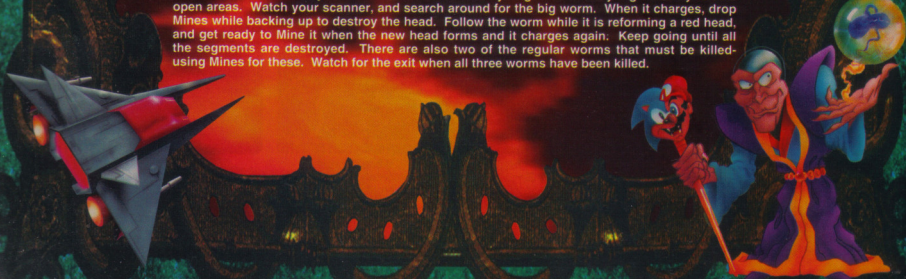
Fly straight along the river and watch for a power ring. Just past it is an opening in the mountains to the right. Go through it and go to the left. Fly fast or use Mines to avoid the Bioblobs. Pass the bunker, grab the pod in the open, and go back and shoot the bunker. Go through the teleporter and be prepared for enemies. Follow the mountain walls that have the force fields and watch for enemy radar. Shoot it, and collect all the pods. Be careful of the turrets. The exit is near the red teleporter. Stick around and shoot frozen enemies for powerups before leaving.

## DIRECTIONS ON HOW TO COMPLETE GRAND PITON:

Fly along the low areas and keep moving to avoid the crabs. Grab the first three pods. Grab the four pods in the big lake and take the narrow branch so you don't backtrack. Grab the next pod and when you get to the big canyon, turn right. Avoid the pirates and pick up the pod. Take your next right and grab the pod. When you see the three crabs, stop and shoot them from a distance, then move in and destroy the Power Station. Now turn left and follow the right passage, grabbing the pod as you head back towards the big canyon. Cross the big canyon and follow the narrow passage on the other side. Move fast and watch for the last pod. The passage winds around but stick with it and eventually it will lead you to the exit. If the worms catch up with you, use Mines.

## DIRECTIONS ON HOW TO COMPLETE THE ENDBOSS WORLD:

Make sure you have lots of Mines when you get here. Stay high and try to find open areas. Watch your scanner, and search around for the big worm. When it charges, drop Mines while backing up to destroy the head. Follow the worm while it is reforming a red head, and get ready to Mine it when the new head forms and it charges again. Keep going until all the segments are destroyed. There are also two of the regular worms that must be killed—using Mines for these. Watch for the exit when all three worms have been killed.



# SUPER CHASE H.Q.

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6 4 • B I T

INTERACTIVE MULTIMEDIA SYSTEM

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# COMPETITION BIT BY BIT.



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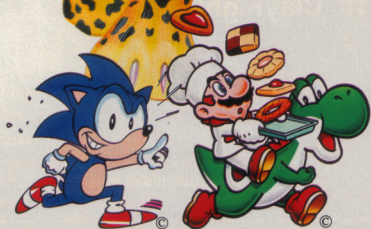
multimedia system has a mind blowing 64 bits of power, compared to a wimpy 16 bits

for the competition. 64 bits means 16 million colors in a 3D world. Breakneck speeds. Cat-like control. And special effects like you see in the movies.

How does it sound? Well, if this ad had a volume button your mother would be yelling at you to turn it down. Car crashes, alien screeches, jet engines and other bone rattling stereo CD quality sounds will make you jump out of your seat.

When you do, make sure to run to the nearest store. Everyone else will be there chomping at the bit to buy one.

What we're really saying is Jaguar's 64 bits eats the competition alive. Sink your teeth into it and you'll see what we mean. **Get Bit by Jaguar.™**





Here's your chance to let all the game companies know what you're playing and what you would like to see in the future, so drop us a postcard. If your name is picked from our monthly drawing, you will be the lucky recipient of one of the fabulous prizes listed below. So, what are you waiting for? Start writing!

## TOP TEN

- 1 **Gunstar Heroes** (GEN)
- 2 **Mortal Kombat** (GEN)
- 3 **Lunar** (SEGA CD)
- 4 **Aladdin** (GEN)
- 5 **Sonic CD** (SEGA CD)
- 6 **Secret of Mana** (SNES)
- 7 **SF 2' SCE** (GEN)
- 8 **Tournament Fighters** (SNES)
- 9 **Stimp's Invention** (GEN)
- 10 **ClayFighter** (SNES)

## MOST WANTED

- 1 **Virtua Racing** (GEN)
- 2 **Super SF 2'** (GEN or SNES)
- 3 **Mortal Kombat 2** (GEN or SNES)
- 4 **Samurai Shodown** (SEGA CD)
- 5 **NBA Jam**
- 6 **Castlevania Bloodlines** (GEN)
- 7 **Mega Man X** (SNES)
- 8 **Super Metroid** (SNES)
- 9 **Phantasy Star IV** (GEN)
- 10 **Alien vs. Predator** (JAG)

**First Prize:** Your choice of a core **SNES, GENESIS, or GAME GEAR.**

**Second Prize:** Your choice of one of the Picks of the Month in Viewpoint.

**Third Prize:** A **FREE** year of Game Fan!

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

**First Prize:** Don Golenia of Park Ridge, IL • **Second Prize:** Nathan Smith of Wichita, KS

**Third Prize:** Scott Hankins of LaFayette, IN

All you have to do to enter the drawing is write down a list of your top 10 favorite games and the 10 games you want the most that aren't out yet, on a piece of paper or a postcard then send them to:

**GAME FAN TOP TEN 6400 Independence Ave., Woodland Hills, CA 91367**

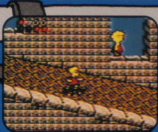
Drawing is limited to One (1) entry per person per month. Hope to hear from you soon.

Drawings will be held on the 21st of each month. The three (3) winners will be notified by mail and listed on this page.



# BART SIMPSON™ UNPLUGGED

ON GAME BOY® AND GAME GEAR™



BART VS. THE WORLD



BART AND THE BEANSTALK



BARTMAN MEETS RADIOACTIVE MAN



Check it out, man! Bart's takin' it on the road with his hot new portable hits! He's "on lead," live, dangerous and touring the world in three chart-topping Simpson™ smashes! So grab your GEAR and get ready to jam with the BOYS! Nobody plays like the legendary Bart Simpson™...uncut, uncanny and TOTALLY UNPLUGGED!

WALT DISNEY

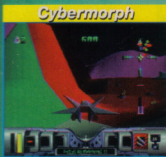
**Acclaim**  
entertainment, inc.

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We want to hear your Viewpoint! Just write a review 70 words or less on a new release for the SNES, Genesis, Sega CD, Neo Geo or 3DO, and send it in! We'll print one winner per month and send you the Viewpoint game of your choice! .. Be honest!

## Honesty is our only excuse!

### GAME OF THE MONTH: CASTLEVANIA



#### This month's winner!

**94%** I have just played the ultimate game, Cybermorph! It has 50 levels to complete in full 3D and 360 degree gameplay. You fly to rescue people from the planets' torus which includes hills, trees, valleys, and mountains. Of course you have a vast array of weapons to blast worms, flying heads, and hammers as you rush for the portal. For the first game its unobtainable, Alan is back and should get award from us all.  
- Alan Poppen, N.Y., N.Y.



#### SKID'S PICK

Even though there are some impressive next generation games this month, I'll go with Castlevania. The best of it is still more fun than the new 32-bit. Graphics are important, but it's all about fun and adventure and Bloodlines delivers on both counts! I've slain Dracula about ten times and I'm still going back for more!



#### SGT. GAMER'S PICK

This is a tough call...NBA Jam or Total Eclipse? I have to go with what I feel...Total Eclipse is one of those games that I will be reminiscing about years from now when I'm playing some virtual hologram game...absolutely brilliant!



#### K. LEE'S PICK

Where there's a Konami game there is K-Lee. Although I am a Nintendo faithful, I must give credit where credit is due. Bloodlines brings the best of the gaming legend home to the Genesis. From the graphics to the gameplay, to the great sound, it's all here...Draculas can rise as often as he likes as far as I'm concerned.



#### BRODY'S PICK

This month was a no brainer. Although there were plenty of quality games to play and choose from, Castlevania Bloodlines is the obvious choice. Multi-jointed bosses, rad music, amazing sound effects, cracking whips and well...Castlevania I love it!

#### RATED BY:

SKID

SGT. GAMER

K. LEE

BRODY

#### NBA JAM - ACCLAIM - 16 MEG - 1-4 PLAYER - SEE REVIEW PG. 35



#### 97%

Finally! another two (actually up to four) player game that I can really sink my teeth in to. NBA Jam is the best sports game that I have ever played on the Genesis. The dunks are amazing, the control is perfect and the game is beyond fun. I guarantee, if you sit down with a friend you'll be rolling on the floor. Great music, great graphics, great examples, great game! Boom-Shaka-laka!

#### 96%

Finally! another two (actually up to four) player game that I can really sink my teeth in to. NBA Jam is the best sports game that I have ever played on the Genesis. The dunks are amazing, the control is perfect and the game is beyond fun. I guarantee, if you sit down with a friend you'll be rolling on the floor. Great music, great graphics, great examples, great game! Boom-Shaka-laka!

#### 96%

Arcade basketball does not get any better than NBA Jam. Acclaim and Iguana have delivered one of the most addictive sports titles/arcade conversions ever seen on a home system. I have been playing both the Genesis and SNES versions of this game for the last 6 weeks and I am still totally into both versions. Head to head, the Genesis game gets the nod for its superior voice samples.

#### 93%

Wow!!! If I had to name only one game that I truly brought the arcade experience home, NBA Jam for the Genesis would be my only choice. The programmers at Iguana deserve to be congratulated. From the perfect line scrolling and sharp graphics to the outstanding(almost sublime) play control and first class game presentation, NBA Jam is a demonstration of how arcade translations should be done. Easily the best basketball game I've ever seen. It's the bomb.

#### 94%

NBA Jam is pure arcade excellence, converted almost perfectly from its coin-op counterpart. This addicting game really shines when played head to head with a friend, (there's just nothing more satisfying than jamming one down Talko's face). Perfect play mechanics, great graphics and animation, plus over15 voice samples will keep you coming back for more. Acclaim & Iguana has done a great job and should be commended for an excellent translation.

#### CASTLEVANIA BLOODLINES - KONAMI - 8 MEG - 1PLAYER - SEE REVIEW PG. 37



#### 98%

The magic is back! Castlevania has finally arrived on the Sega Genesis and, contrary to what you masterpieces. From the opening animation to the last lash of the whip, this is action platform gaming at its finest. The game design is among the best in the series, as are the bosses, music and play mechanics. And until you hear the sound effects, stunning! I am now dying for a sequel. Next up, be a double Drabble... is an all new Contra for the Genesis... 94 is going to be a great year!

#### 95%

Castlevania Bloodlines is, no contest, Konami's best title on the Genesis. Combining the graphics and playability that have made the game one of the all time greats on the NES and SNES, CB takes Genesis gamers into Dracula's lair for one of the most exciting, fun experiences you will have in 16-bit gaming. No debate is necessary, call up your retailer and order this one...you have nothing to fear but the horror that is Dracula!

#### 94%

I'm known to be overly pleased with most Konami software but, if you play any of their Castlevania games, you will see that my accolades toward them are justified. I could go on and on (and I will) about the fabulous music, the long quest, the creative use of special FX and the unique bosses but it goes deeper than that. When you play CB, you get the feeling that your playing something that was made by people who didn't cut corners. Don't pass it up.

#### 96%

Konami has just produced its best title yet for the Genesis! Castlevania Bloodlines captures the same feeling that made the Castlevania line of games so successful on the NES and SNES. The graphics are, as expected, amazing-comparing only to Gunstar Heroes and the trademark music and sound are all here. All of this combined could shape up to be one of the best games of '94. Konami has done it again!

#### TERMINATOR - VIRGIN - CD - 1 PLAYER - SEE REVIEW PG. 42-43



#### 89%

It took awhile, but Terminator CD has finally hit the shelves. Don't let anyone tell you, 'nothing here says CD' because the music really helps bring the package home, this is a kickin' soundtrack by Tony Tallarico. I'll admit that more special effects would have been nice, but this is still an excellent action platform, with perfect animation and excellent game design. Good solid action is what the CD needs, you can have the True-Video, I've had enough.

#### 82%

On cartridge, Terminator CD would score big time with excellent color and animation and a good, challenging action game. But, on CD, it doesn't deliver anything that makes it stand out as a more advanced product (other than the music). However, if you liked the cartridge game, you will really like the CD. It mimics the action with double the animation and rock, rock, rock, rock and roll!

#### 84%

The wait was long, but it was worth it. Terminator CD has strength a rapidly improving Sega CD lineup. The animation on the main character is very smooth and the graphics are well drawn. My favorite part, though, is the awesome music, which does a perfect job of establishing the right mood. The levels are long and there's some cool FMV in between the levels (where it belongs). Solid game.

#### 88%

It's been worth the wait. Virgin didn't just take the original Terminator card and throw in some CD sound and full motion video (although that's in here). They scrapped the first and started from scratch and the end result is an excellent game. The graphics are drawn perfectly and add a futuristic, dark and desperate mood to the action and the music kicks, thanks to Tommy Tallarico. Terminator is a good choice for Sega CD. Pure and improved, the somewhat mediocre CD action category.

#### MICROCOSM - PSYGNOSIS - CD - 1 PLAYER - SEE REVIEW PG. 44-45



#### 69%

Microcosm was a good game on the PC and Marty, largely due to their huge color palettes. This is a game that relies heavily on its graphics and 16 colors just doesn't cut it. If Psychosis is going to develop Sega games, I think they should think about original efforts. We had enough full motion for a lifetime. As a game format, it just doesn't work. If you want a real shooter, check out Sliphed or the upcoming Soutair. I would recommend Microcosm to say the least. I fans only. Great intro, not enough game.

#### 68%

Microcosm has been done to death and I doubt that there are many Sega CD owners that are holding their collective breath waiting for this one. If you bought the Sega CD when Sewer Shark was packed in with it, then you essentially have Microcosm. These full motion video products are getting a little stale and I would have preferred a much more interactive version of this game, say with the Batman Returns 3D engine.

#### 66%

MICROCOSM-Although I'll give the programmers at Psychosis plenty of respect for producing great games such as Awesome(hey, I don't name the games, I play em)!Scavenger 4 and of course Microcosm, I do question the wisdom of bringing any of them to the Sega CD. Microcosm is a decent game for the FM Towns-MARTY or the PC's but this one is a mere shell of its CD brethren. This game is pure bore from the first time you pick up your controller.

#### 64%

Microcosm is a game that should have been left alone, not converted from its PC format to the Sega CD. Looking and playing like a lot like Sewer Shark, there's not much here to offer (gamewise) besides hokey acting and fuzzy full motion. The intro, is amazing and you can see the awesome technology that made it so big on PC, but 16 colors kills the game.

**MEGA JAM - ACCLAIM - 8 MEG - 1-4 PLAYER - SEE REVIEW PG. 98-99**

**90%** NBA Jam for the SNES is another great version of the arcade game that I think like the Sega version much better (it has cleaner graphics, more voice samples and is easier to control), I still think this is a great game. In fact, this is probably the SNES sports title we have really gotten into since *Hot in One Golf* and *Super Tennis*. This is also, far and away, the best two player gaming to be had on the SNES. Excellent!

**MEGA MAN X - CAPCOM - 10 MEG - 1 PLAYER - SEE REVIEW PG. 70-71**

**88%** Although I was expecting a carbon copy of the original Mega Man, which is more complex than games, I am extremely happy with what I got. The new Mega Man is awesome. He animates incredibly and is drawn to perfection! I also enjoy the nice assortment of bosses, they required the complex patterns and strategies that I became so used to learning in the original series. The game also has that great trademark Capcom feeling, the play mechanics and controls are perfect. Great game, now give me a Sega version... please.

**TIME TRAX - THQ - 8 MEG - 1 PLAYER - SEE REVIEW PG. 77-78**

**76%** Although I rarely watch TV, except for *Men & Women*, *Rocko* and the occasional *Larry Chan* (I'm always playing games), I thought this was a well balanced, solid game for the SNES. The lead character animates extremely well and the game scores high for originality. It can get a bit repetitive but it is very well done. The soundtrack has been a little better but, overall, I think that SNES action fans will appreciate this title. Maybe one of these days I'll check out the TV show.

**DINO DUDES - ATARI - 8 MEG - 1 PLAYER - SEE REVIEW PG. 102-103**

**85%** Color, color, color! I'm starting to get spoiled. Although I'm not big on puzzle games, I am big on Dino Dudes for the Jag. I played this game for 20+ hours, and I'm only half way through! With the user friendly controls, you can set-up the game just the way you like it and the sound effects and controls are perfect. OK, so it's not some stunning 3D game. Hey, the Jag is a brand new system, at least it's not Putt-Putt. The wild dicer and riding the wheel is great for some laughs and the background are simply maaaavious!

**TOTAL ECLIPSE - CRYSTAL DYNAMICS - CD - 1 PLAYER - SEE REVIEW PG. 106-107**

**91%** Total Eclipse is a beautiful game. The intro, blow me away and the texture mapping is nothing short of stunning. The game itself is extremely well put together and is very challenging. This is something I thought would be extremely difficult given the make-up of the game, i.e. many rendered objects arranged on a rendered background. My only complaint is that the control could have been a little bit tighter and some of the bosses take way too many hits to get other than that, this game sets new standards. Crystal Dynamics is a great new developer, they certainly are saving the 3D.

**MONSTER MANOR - EA - CD - 1 PLAYER - SEE REVIEW PG. 108-109**

**80%** At first, *Monster Manor* blew me away. The beautiful ghosts and ghouls, combined with the bone chilling screams and whines, was totally gripping. However, once I realized that these same sprites (except for some spiders) repeated throughout the entire game, I got a little depressed. Later, I learned that no floor or ceiling exists in the game and the randomly placed traps, is really a surprise. *Alien vs Predator* on 16 meg cart is a better game on a much cheaper system. So, in the long run, although I do like this game, I feel a couple more months in R&D would have made the difference.

**NIGHT TRAP - VIRGIN - CD - 1 PLAYER - SEE REVIEW PG. 110**

**60%** So what's the big deal with these congressional boneheads? Not only is this game as mild as they get (*Beach Bandido* has more skin) but you have to switch around camera angles so you know you never get to watch it anyway. This is just a lame VCR game or a really bad movie. Either way, there's no business on any game system. I don't care how good it looks (if you're into this stuff though, this one does look great). Personally, I'd rather watch paint dry. Conclusion...Congress needs a life. Get a hobby.

**94%** As with its Genesis cousin, NBA Jam on the SNES is pure arcade/ports poetry in motion. Lacking the programming of Aero) seems to have an uncanny ability to focus in on the "feel" of a game and to draw you into its world. NBA Jam does this in spades as the game play and that SF2 type AI combine to give you one of the best sports/arcade games ever made. We'll be playing this one all year.

**82%** Mega Man X is good, but not great. It's good because it has all the play mechanics of a high quality design of its 8-bit predecessor and an over all sense of quality that puts it in the "got to have it" category. Unfortunately, if you've played the 8-bit title (as most of you probably have), you've played the 16-bit title. The game is a little too short and a bit repetitive but, if you want a trip down memory lane, it can't be beat.

**76%** Time Trax is a strong action title that has sort of a *Bolt* Thunder feel to it and an action quest that will have fans of that genre of gaming playing for hours on end. With excellent graphics, animation and sound, and very solid game play, it exceeds a genre that has been light on quality. It's here on the SNES. TT is not the first game that I'm going to pull off of my shelf, but it ain't too bad.

**84%** Dino Dudes is Humans gone 64-bit. Although this game was not high on my "please, oh please, make it for the Jaguar" list, I have found myself enjoying DD on Jaguar more than on any other platform. This is, in part, due to the increased color and resolution of the Jag version as well as some excellent music (the best demo of the Jag's sound capabilities to date). Every system needs a few puzzlers and Dino Dudes is among the best.

**97%** WOW!!! Total Eclipse is one serious ride! I am completely hooked on 3D-bit and Total Eclipse is primarily responsible for my addiction. As good as *Crash & Burn* is, TE is better, with a 3D world (running at 24 frames per second) beyond belief and incredibly tough enemies that will challenge you to the peak of your shooting skills. Words and pictures can't tell you how good this game is...it's tough, but the thrill of playing a game this good is worth the challenge.

**80%** Let me start by saying that, if *Monster Manor* had a ceiling and floor, I would have given it a rating up in the nineties. As it is, this first person, 3D hunt and be hunted game is so addictive and fun to play that I find it hard to play anything else (with the exception of Madden 3D and *Crash*) at these levels are long and complex and the AI of the ghosts and zombies is enough to send chills down your spine. If you own 3D0, you'll want to own this game.

**74%** Night Trap benefits from the increased color and resolution that the 3D0 offers. But, once you scrape below the surface, you're left with the same game that spawned so many yawns on the Sega CD. NT is all about memorization and mapping, nothing more is required from you. Keep playing Total Eclipse and *Monster Manor*...you don't need this.

**83%** This is definitely a very good game, but I must admit that it's nowhere near as good as the Sega version. Here is a short list of features in the Genesis version but deleted in the SNES one: 1) all the digitized voices from the arcade plus some new ones; 2) instinctive play control; the SNES version is not that bad; it's just not as good; 3) Surprisingly (and inexcusably) superior music and sound; I still consider this a great arcade to home translation, but NBA Jam could be its own worst enemy.

**89%** Ever since the announcement of a new 16-bit Nintendo home console, I've had many more aspirations of a 16-bit Mega Man dand in the heads of gamers worldwide. With the speed of a pregnant snail on *Yokai*, Mega Man X has finally arrived. Filled with cool animation, great graphics, excellent sound and music, demanding play techniques and plenty of personality, MMX is a must buy. Good game, but little anti-climatic, but good nonetheless.

**80%** There are some games that are right on track, with multi-scrolling backgrounds, scaling and rotation but are low on substance, and then there are the solid games with plenty of play, but no real replay value. Time Trax falls into the second category. Don't let the lack of spectacular graphics fool you. Time Trax is one of those unexpected sleeper hits that sometimes falls through the cracks. TT is strong enough to stand on its own merit. Cool music!

**85%** Although I am not the biggest fan of these types of games, I know a good game when I see one and Dino Dudes is one of those games. The first thing that blows you away is the color; the foreground has more than enough hues but the backgrounds are virtually photo-realistic. DD is fun and easy to play at first but the game has almost too many levels (which is a bad thing on almost any Jag game). Using the first wave of releases for any new system leave much to be desired. DD is the exception.

**91%** Outstanding! Crystal Dynamics once again proves themselves to be the innovators on the 3D0. In the department of graphics, TE has no peers. The texture mapped visuals can blow away even arcade games and that's incredible! TE features cool music, decent play control, lengthy and challenging levels and some of the coolest cinemas you'll ever see. The 3D0 has finally found the game that may sell systems.

**80%** When I first saw the 3-D scaling in *Monster Manor*, I freaked. This is truly a three dimensional environment that you can step to explore. Although there is no floor or ceiling in the game, the graphics that do exist are phenomenal, with realistic textured walls and objects plus highly animated ghosts and ghouls. This game is fantastic at creating a devilishly eerie mood at first but things become repetitive quickly. For the graphics alone, MM is a must buy and is quickly established as one of the better 3D0 games.

**70%** Direct from your Sega CD, its Night Trap for the 3D0. The 3D0 version of Night Trap is a real improvement. The CD should have been, but unfortunately, it's just as boring now as it was then. 3D0 Night Trap has much better color (naturally) and better quality full motion video (of course) but I don't consider these real improvements matter how interactive they claim to be. As expected, Night Trap on the 3D0 is nearly perfect. So, if you like FMV games, you will love this one. For me, no reason belongs in between the levels of an action game.

**90%** NBA Jam for the SNES is a great arcade translation. It's obvious the guys over at Iguana have programmed the SNES dialed in! Full sprites and no slow down. Like the Genesis version, this game has perfect play mechanics, colorful, and lively new backgrounds, sampled voice, and some serious turbo-sized slam dunks! NBA Jam brings new meaning to the word competition, combining the best of sports and arcade action.

**87%** Mega Man has always been on top of my SNES wish list and I've always fondly remembered his all new and quite a departure from its 8-bit predecessors with a completely re-designed character and new animation that adds a new edge to the game. Play mechanics! MMX has got 'em and I like 'em. The addition of different suits and weapons and pinpoint jumping adds up to a great new game.

**86%** Time Trax is a surprisingly good game. What I thought would be just another licensed driven, hum drum title turned out to have perfect play mechanics, strong graphics, detailed animation and great sound. What's more, it offers a high degree of difficulty and the only way to beat it is by uncovering all the hidden 1-ups... A solid, if not particularly exciting, effort from THQ.

**82%** The Dino Dudes have found a new home on the 64-bit Jaguar. This action/puzzler has 24-bit color backgrounds and cool little cave cades that animate perfectly. The game itself is frustratingly fun to play and the sound effects and music are mostly on the good side. To sound cheap. Being a new system with so much to choose from, I can safely say that Dino Dudes is a safe bet. This is about as good as puzzle games get.

**92%** Total Eclipse is the one game that all 3D0 owners have been waiting for. This 3D shooter takes realism to a new level with texture mapped landscapes and rendered enemies. The control has a little time to master and barrel rolls are strictly for show but, overall, the game is a gas to play. The tunnels are fast and furious and the bosses are tough as nails. Crystal Dynamics has reached a definite achievement in gaming, a true degree of realism that until now was unheard of on a home console.

**83%** *Monster Manor* has arrived and it's awesome! This outstanding game is like taking a virtual ride through the Haunted Mansion at Disneyland. The graphics are highly detailed and the series music and sound effects are downright frightening, with blood curdling screams and bone crunching thumps. *Monster Manor* would have rated even higher if not for the fact that there is no ceiling or floor graphics and only four enemy sprites. *Monster Manor* should keep you happy and very busy until the 3D0's next release.

**69%** Night Trap probably should have stayed where it didn't belong. It was a good game, but it wasn't for upright parents, it would have been long forgotten by now. Any game the stars Dana Plato should carry a warning label that says "danger, bad game inside". Although the full motion is good, the game itself is downright boring with little to do but follow, map and memorize. If I want to watch a movie, I'll rent one. Try another.

# LYNX

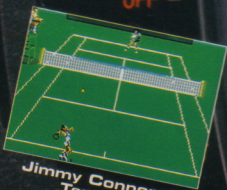


**Checkered Flag™**  
1-6 players



**Lemmings™**  
1-2 players

OFF

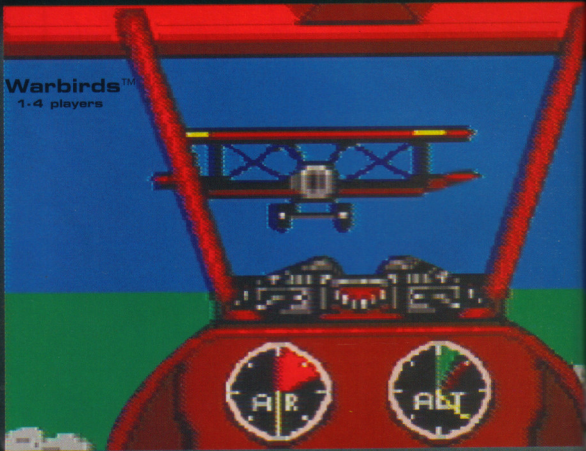


**Jimmy Connors' Tennis™**  
1-2 players



**Dracula™**

**Warbirds™**  
1-4 players



ATARI

# LYNX KICKS

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As Seen in GamePro

5.0 GAMEPRO RATING

Gameplay FunFactor Challenge

ON 1

RESTART

FLIP

OPTION 2

Lynx has a 3.5" screen.

**BUT**

Game Gear has a 3.2" screen.

Lynx has over 4000 colors.

**BUT**

Game Boy has two.

Lynx has a 16 bit graphics engine.

**BUT**

Game Gear has an 8.

Lynx has molded rubber hand grips.

**BUT**

Game Boy has plastic.

Lynx allows up to eight players.

**BUT**

Game Boy allows up to four.

Lynx has right or left hand play.

**BUT**

Game Boy and Game Gear do not.

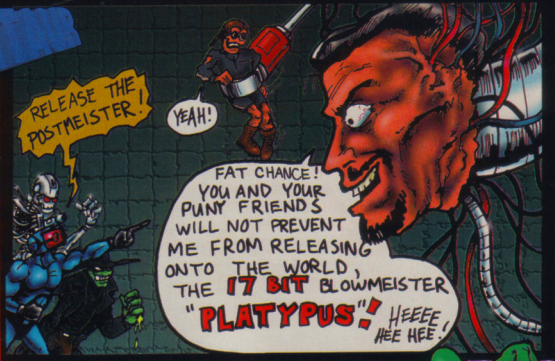


**THEIR BUTS.**

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OUR STORY THUS FAR: A SLIGHTLY MODIFIED MONITAUR, NOW JOINED BY MR. GOO AND CYBER-SKELLY, IS ABOUT TO FACE OFF WITH THE LATEST INCARNATION OF THE EVIL BLOWMEISTER, (THE VIDEO-GAMER'S WORST NIGHTMARE). ALL THIS TO SAVE THEIR TEAM-MATE, THE POSTMEISTER! SO...



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THE 17 BIT

OH MY GOD!

IT'S AN ABOMINATION! ONLY ONE CONTROLLER AND ONE EXTRA BIT?! MAD!!!



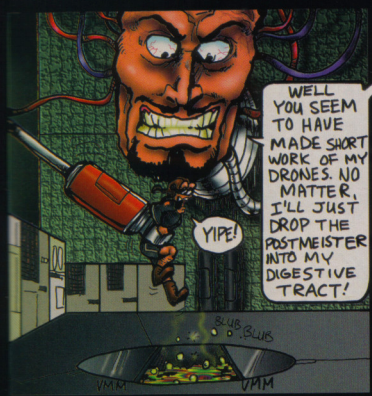
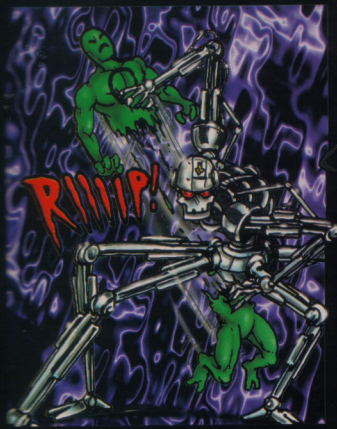
ANALYSIS: INORGANIC HOSTILES

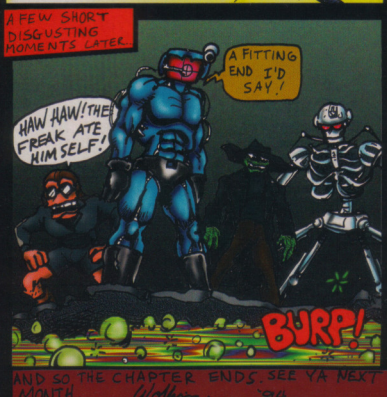
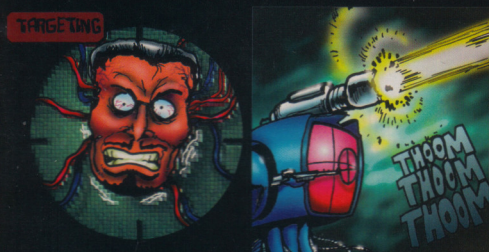
WHIRRR

CLICK TAC TOC

STATUS: TARGETING









# DOWN BEHIND ENEMY LINES...

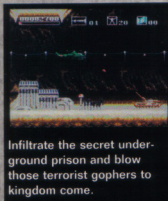
**NAME: JOHN E. WARREN**  
**RANK: SERGEANT**  
**SERIAL NUMBER: 550628741**

Sergeant Warren was shot down by guerrilla forces last night while patrolling over enemy lines. He's wounded, sleepless and desperate for help.

There's no time for diplomacy—  
**YOU'RE GOING IN!**

## CHOPLIFTER III

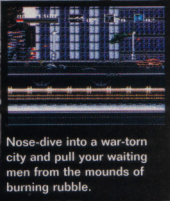
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**SUPER NINTENDO**  
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GAME GEAR

WARREN



Pirates of Dark Water (SNES)



Pirates of Dark Water (GEN)



Taz-Mania



The Reign of Superman



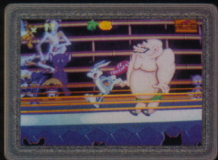
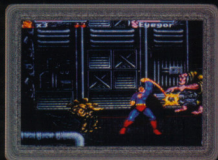
Rabbit Rampage



Aero the Acrobat

Recently, E. Storm and the Enquirer jetted down to Sunsoft to see what's up with the kings of the WB cartoon game, as well as many other quality original efforts, such as the highly acclaimed Aero the Acrobat. Those of you who began playing games at the inception of the 16-bit era no doubt had your first Sunsoft experience with the first 16-bit Batman. The game that every Genesis owner had to have and would do anything to get. Prior to that however, Sunsoft had amazing success with some of the best 8-bit NES games ever created. Games such as Blaster Master, Batman and Fester's Quest set new standards in 8 bit gaming. Now years later, Sunsoft is once again setting new standards, bringing Warner Bros. cartoons to life and developing original efforts they hope will knock your socks off, in the years to come. The man behind the R&D at Sunsoft, David Siller, has been playing video games for twenty years and designing them for the past 10. He knows what we want and has assembled a winning team that can deliver on his vision. Unlike many other companies, the marketing, advertising, and upper management are all on the same wavelength. The entire company is committed to delivering quality games for the SNES, Genesis, Sega CD, Gameboy, arcades and many of the new platforms on

the horizon. In fact, while visiting the recent CES in Las Vegas, I was able to spend a little time with Rita Zimmerer, the Executive Vice president, and I was amazed at how in tune with the industry she is. Executives at this level are usually focused on the bottom line...not quality software. If more company execs had this attitude we might see a lot less, dime a dozen, 'big license' titles and a lot more original efforts like Aero (who is going to blow you away in the months to come, but that's another story). Besides the games you see on this page, David Siller told me some of what is planned for the near future, and just between you and me...Sunsoft is getting ready to set new standards once again! Did I hear that Tazmania 2 would feature an isometric viewpoint? I think I heard about a fighting game that would give MK a run for its money and one called 'Justice League' that features DC comics characters. Did I see a little piece of Aero 2 that made my eyes bug out? ...Ya, I did, and I left Sunsoft with a big smile on my face. I could tell you more...a lot more, but I'm sworn to secrecy. As soon as the time comes, you'll be the first to know. In the months to come, excellent new titles like Pirates of the Dark Water, Speedy Gonzales and Superman will keep us busy, and beyond that, well...stick around,



Bubble & Squeeze



Speedy Gonzales



# Lufia

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you're playing the  
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dragons, and other  
hideous monsters!

The digitized voice  
of Darzel, the evil  
Sorceress, taunts  
you mercilessly  
as you



guide your pinball  
to destroy never-ending  
waves of creatures.  
Survive lethal bonus  
rounds and score points  
beyond belief.

But in the end, will you  
defeat Darzel... or will  
the mighty Dragon  
have his revenge?



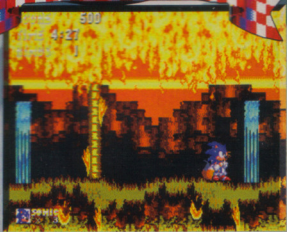
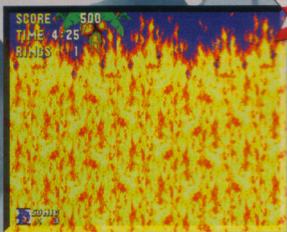
*Can you survive eight  
deadly bonus  
rounds such  
as these?*



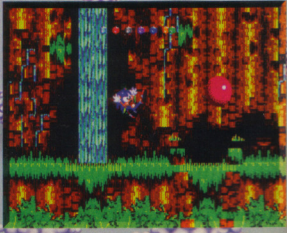
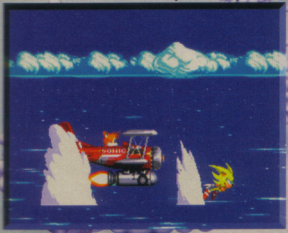
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Welcome to GameFan's first installment of Sonic 3. This is by far the biggest Sonic yet and there have been some major changes, so let's get right to it shall we? First of all, this game is BIG! The levels are looong and dee. It seems like you can go up and down each one forever. We're not talkin' the usual jet through in under a minute...no way, set aside some quality time with your Genesis, you're gonna be here for awhile! The second big difference is Sonic himself who not only animates more than ever, but finally has some moves. Without a power-up Sonic can now flash kick in the air. With the fire power-up he can turn into a shooting ball of flame, with the water power-up he can breath

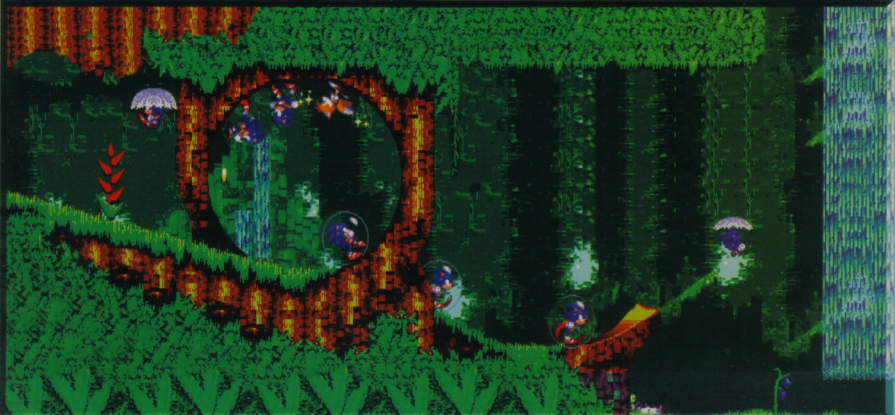


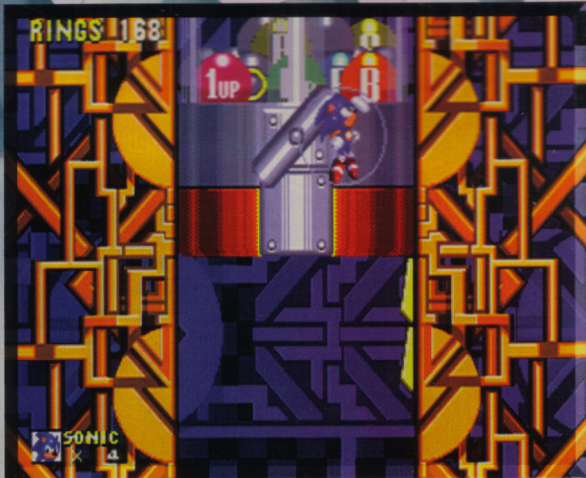
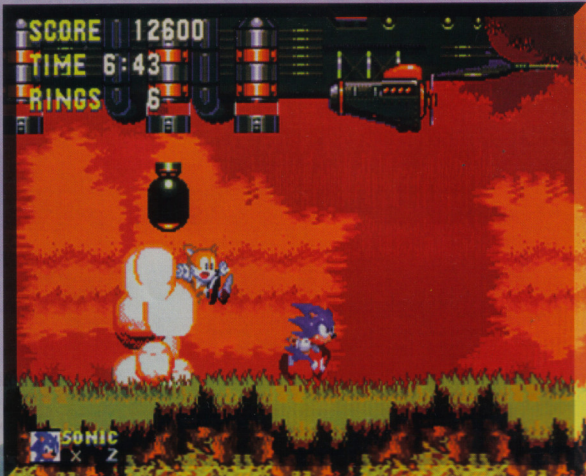


underwater and bounce in a bubble, and with the lightning power-up he can magnetize rings and shoot lightning. All of these new power-ups must be mastered and kept (you lose it when you get hit) to successfully negotiate certain parts of the game easily. The third new feature is the save game option. Sonic 3 has a battery, so you can save up to five games and delete and start new ones at any time. The fourth new feature is Knuckles, Sonic's newest foe. The game starts just as 2 finished with Super Sonic jamming beside Tails flying in the Bi-Plane. Sonic runs into Knuckles and drops all the Emeralds. Knuckles scoops them up and takes off. You'll be seeing a lot of Knuckles. The fifth new feature is the all new two player mode. Remember the squashed version in part 2? Well say sayonara. In Sonic 3 instead of squishing they just made everything smaller so it looks just as good as the rest of the game. Now it's real competition complete with a timed starter. Is there more new about Sonic 3? You bet. Sonic now spin dashes on rotating discs to lift terrain, gets way rad on a snowboard, swings on countless swings, rotates vertically and horizontally on conveyer belts and huge spinning cylinders and even uses Tails to reach high places. Then there are the all new 3D bonus rounds which are the best yet! Last, but not least, I must mention the soundtrack...it's one of Sega's best cartridge efforts! Sega has breathed new life into the next generation of Sonic games with this



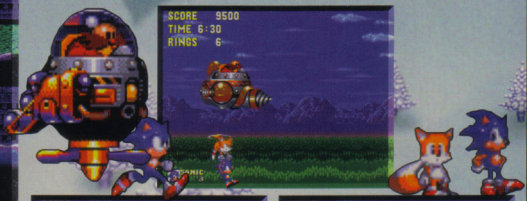
generation of Sonic games with this



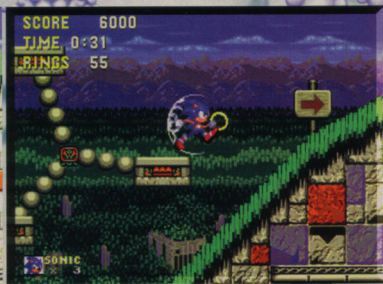


sequel showing incredible commitment to their now mega famous mascot. You can bet that the tradition will continue right to the Saturn. But for now, is Sonic 3 all new and a must play?..Oh ya., big time. See yah next month with the rest of the game and a full review. -E. Storm.









Can't buy a bucket!

Grabs the rebound!

He's Heating Up!

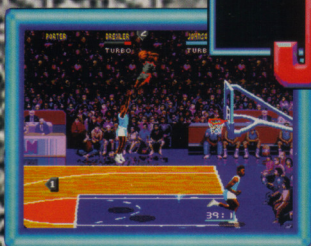
Is it the shoes?

Jams It In!

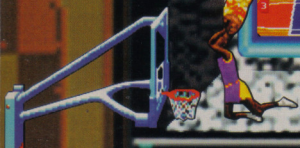
Head fake

For two!

Oh My!



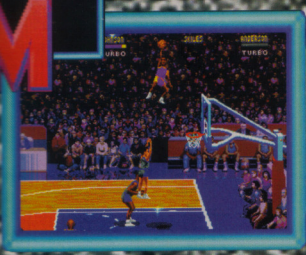
**BOOM-SHOCKA-LOCKA!** Will the best version of NBA Jam please stand up? You got it, it's the Sega version...what a game! Grab some friends and some munchies and park your car, you're gonna have some serious fun. The Genesis version of the Jam is as close to the arcade as you could hope for with better controls, great, clear graphics and all the cool voice samples from the coin-op. If this game would have come out in '93, I would have voted it best 2 player and best sports game hands down. My advice (though un-sports like) is to pick Portland and Porter as your lead guy. This big headed, it's alive baby, lookin' guy is a wiry speed demon who likes the fire (if you know



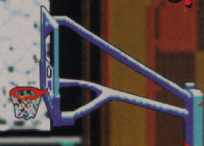
**N  
J**

# JAM

The nail in the coffin!  
Boom Shaka Laka!!  
Puts up a brick!  
He's On Fire!  
It's a Turnover  
Rejected  
Swish!  
Hello!



what I mean). More so than the SNES version, you will find your character doing out of the screen aerials and breaking glass as you attempt to pummel either the computer or your friend(s), the Sega game has a battery and saves every game if you so desire, so play wild and go for the play-offs. By the time you read this Jam 2 will probably be at the arcades so you can bet Acclaim will have a burnin' sequel in the works. Could it be a Saturn title? Will Jam 1 come out on the Jag or 3DO? The Iguanas aren't talkin but we'll keep you posted. Until then enjoy NBA Jam for the Genesis. This is what Basketball is all about...IS IT THE SHOES!!? - E. Storm



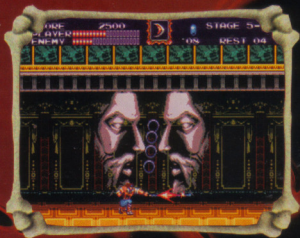
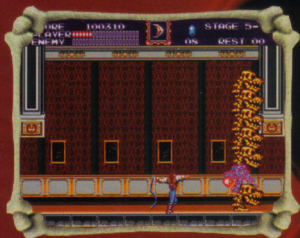
# Castlevania®

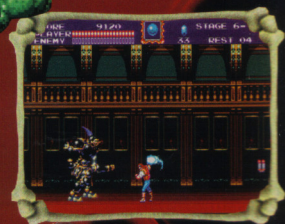
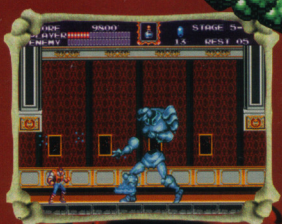
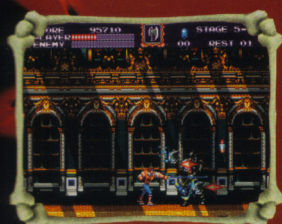
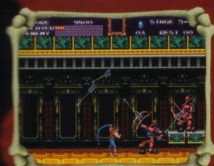
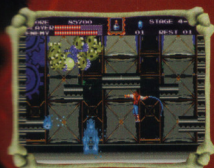
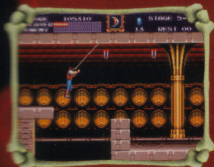
## BLOODLINES



The tradition continues as Konami is set to release another epic

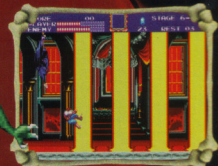
version of everyone's favorite game, Castlevania. Not since Gunstar Heroes have I been so engulfed in a Genesis title. This is partly due to the amazing soundtrack and sound effects but even more so to the incredible play mechanics and the awesome multi jointed bosses. This is, simply put, a great action platform experience. In this, the first Sega version, a second character to control has been added for the first time, giving the game added depth and replayability. Eric Lecarde uses the Alcarde Spear as his weapon. With it he can charge and vault to high places or swing along ceilings (as John Morris does with his whip). If Eric does have a weak point it's that his spear is a bit cumbersome and slow on the draw. He is also graphically not what you're used to seeing in a Castlevania adventure. I label him effective yet expendable. I prefer the Castlevania norm, a long

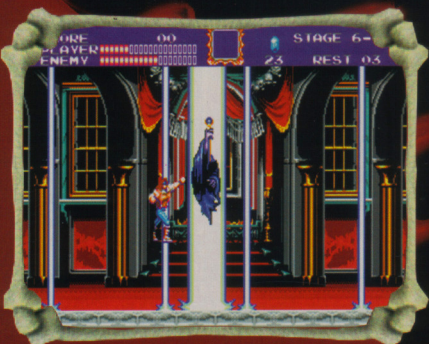
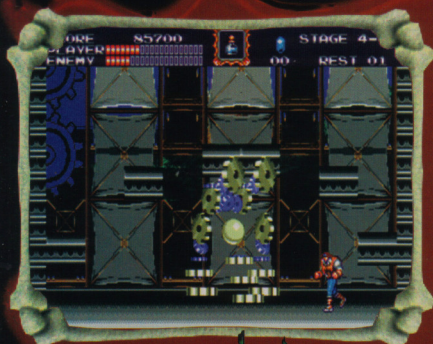




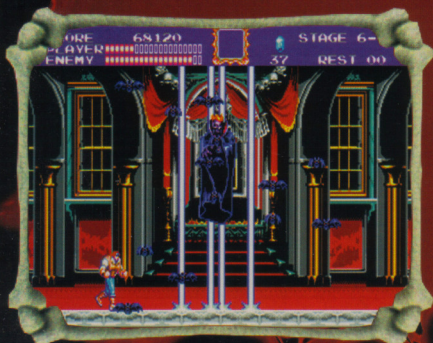
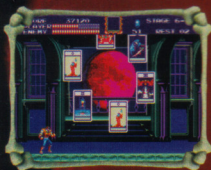
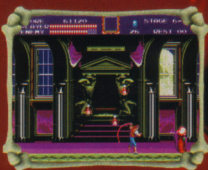
haired adventurer who is a direct descendant of the Belmont family. In this case, John Morris answers the call and sets out to stop Elizabeth Bartley from resurrecting Count Dracula.

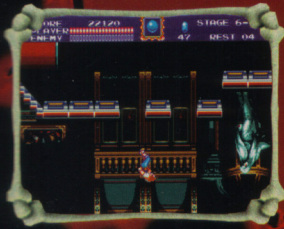
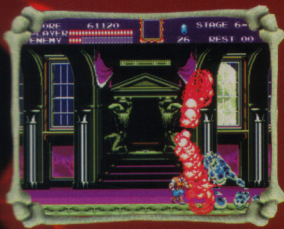
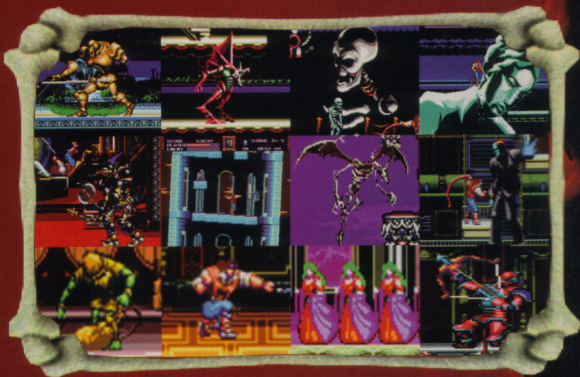
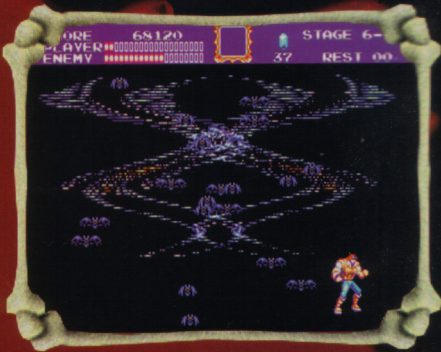
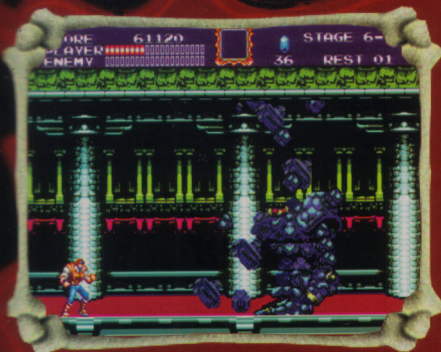
To this day, in my opinion, *Castlevania* remains the best game ever developed for the SNES and, for many, the same may apply here. In that game Quincy Morris used his whip to swing on hooks and soar along ceilings. In this version John can do the same anytime a solid overhang is present and, while swinging, he can do damage to his enemies and to bosses. There is also a place where you can swing to reach much needed one-ups. This is a great play mechanic and adds significantly to the game. However, *Castlevania*'s greatest strength lies in its design. Each level is different from the last and requires the player to master different techniques, timing and patterns. In level two, you must avoid a flood as the level fills with water. In level three, you'll be jumping on floating platforms that move, while fleshy dragons come at you from both sides. Also, let's not forget those





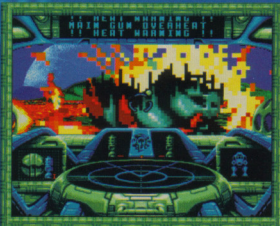
trademark Castlevania flying heads, they require perfect timing with the whip. The bosses in Bloodlines are nothing short of amazing, especially the Dragon atop the rotating tower. When you kill it, it lets out an evil scream that will send shivers down your spine. This leads me to the sound effects. The music and sound effects in Bloodlines are the best I have ever heard on the Genesis. From blood curdling screams to haunting pipe organs, it's pure Castlevania, and it's awesome. As usual with Castlevania, you get a long and very challenging game



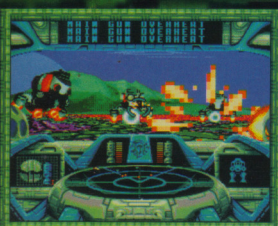
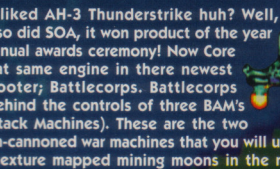


that you never want to put down, along with a password feature so you can go back and experience your favorite levels anytime or, just take your time and enjoy the graphics. Either way, you'll keep on playing Castlevania Bloodlines long after you beat it. Games like this keep my mind off far away things like the Saturn and PS-X. I play games to get lost and have fun and that is what Castlevania delivers. As long as Konami keeps making them, I'll keep playing them. Right now I am praying for another Castlevania adventure on my Genesis, only then will I be able to close the book on 16 bit and take that next step. -E. Storm

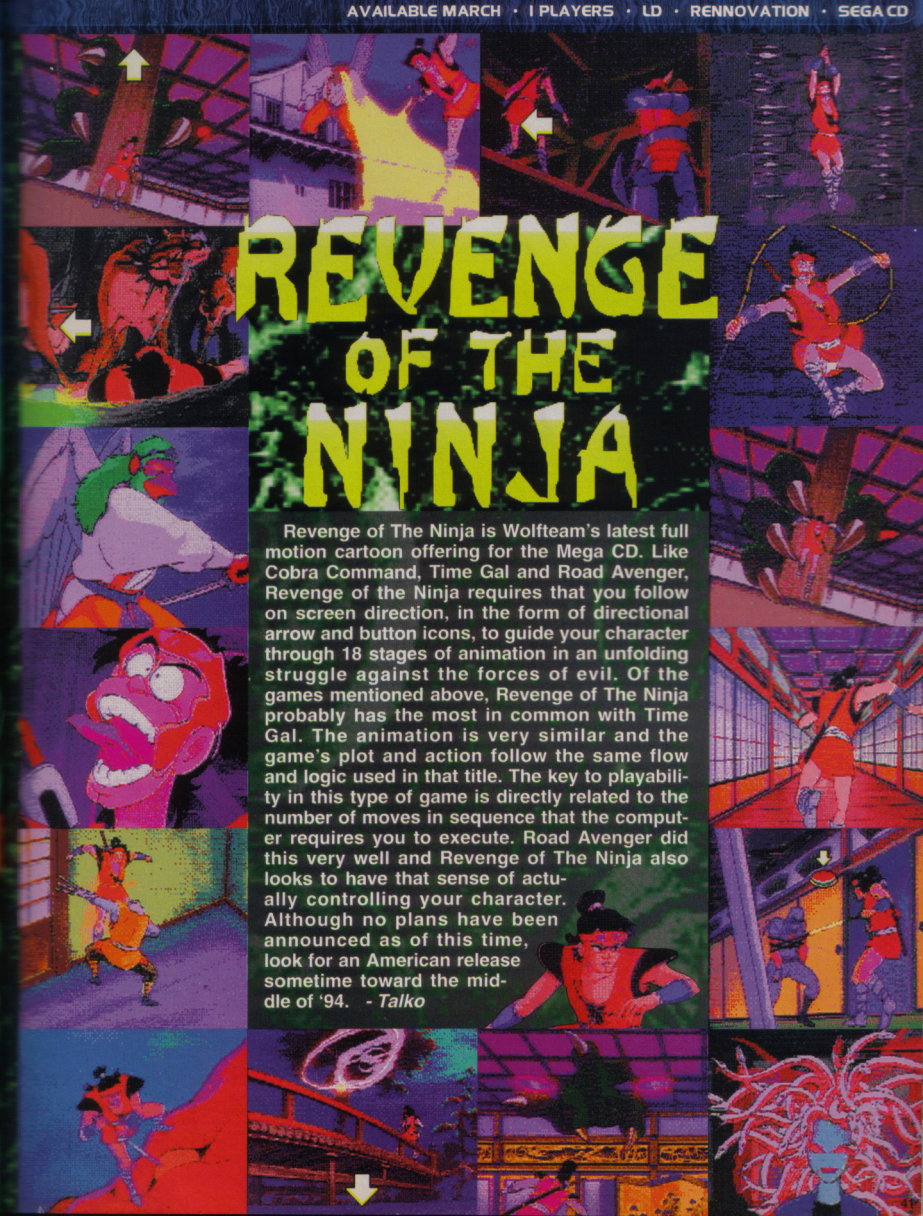
# Battle Corps



So, you liked AH-3 Thunderstrike huh? Well, apparently so did SOA, it won product of the year at Sega's annual awards ceremony! Now Core is using that same engine in there newest tactical shooter; Battlecorps. Battlecorps puts you behind the controls of three BAM's (Bipedal Attack Machines). These are the two legged, twin-cannonned war machines that you will use to stomp through 4 texture mapped mining moons in the name of the Interplanetary Mining Corporation. Your enemies are the Insectar strike crafts from BioMechanical Incorporated. Battlecorps makes full use of the SCD hardware with sprite scaling and rotation as did AH3, but this time your thumping along in a huge cyber suit giving you an entirely different feeling. The control in BC is awesome, with shooting direction independent of movement direction, therefore, you can be moving forward or backward while shooting in any direction. This gives the game a very realistic feel, a first for the cyber suit set. There are nine 3D bosses in BC, each with different characteristics... and they don't stand still, so you better know the controls when you meet one. Even though the version I played was early, I got the feeling that this title might actually be better than AH3 (a feat not easily achieved) with its heavy metal soundtrack and overall Sci-Fi feel, it may have an even wider appeal. Core is a great developer, they are among the best in the industry. Time and time again they have blown us away and now after 94's line-up they will approach the Saturn...life is good. We'll have more on Battlecorps very soon. - E Storm





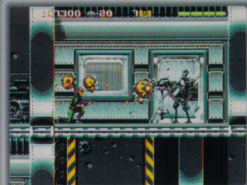


# REVENGE OF THE NINJA

Revenge of The Ninja is Wolfteam's latest full motion cartoon offering for the Mega CD. Like Cobra Command, Time Gal and Road Avenger, Revenge of the Ninja requires that you follow on screen direction, in the form of directional arrow and button icons, to guide your character through 18 stages of animation in an unfolding struggle against the forces of evil. Of the games mentioned above, Revenge of The Ninja probably has the most in common with Time Gal. The animation is very similar and the game's plot and action follow the same flow and logic used in that title. The key to playability in this type of game is directly related to the number of moves in sequence that the computer requires you to execute. Road Avenger did this very well and Revenge of The Ninja also looks to have that sense of actually controlling your character. Although no plans have been announced as of this time, look for an American release sometime toward the middle of '94. - Talko

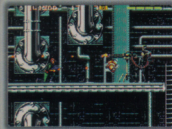
Los Angeles 1003410

# THE TERMINATOR



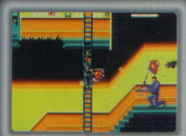
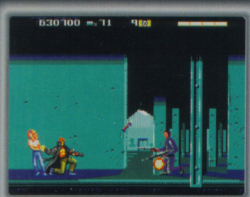
This isn't the first time you've seen Virgin's Terminator CD in the pages of GameFan, but this time there is one big difference...it's actually out! Recent changes within Virgin caused some serious delays on this one but it is finally here, and action gamers will not want to miss this excellent game based on the first Terminator movie. Things get under way with the movie's story and logo along with a healthy options screen allowing difficulty selection, trigger selection, and music and sound effects toggling. Before each round the player is greeted with full motion video that coincides with the level ahead. The FMV isn't the greatest, but it is effective in getting you in the mood of the movie (don't go out and terminate anyone though). When you start playing TCD against the fiery skies of the violent future, you will notice two things; the great animation on Kyle Reese and all of the enemies and, the awesome soundtrack provided by Tony Tallarico, Virgin's musical wizard. Get used to both of these features as they will be with you through twelve levels of intense shooting and exploring. The levels in TCD are long and feature vertical and horizontal scrolling, platform jumping and some of the most detailed backgrounds in recent memory.

The control is perfect throughout and each level offers new challenges and unique design. You won't get deja vu from level to level either, each is different than the last. Since there are no continues (which is fitting in this game) along the way, make sure you explore every level completely. There are one-ups and weapon upgrades spread through-

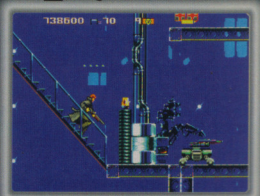
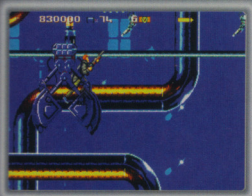


334  
3528  
Conor Michale  
Conor Richard 3740 Hill  
Conor Sarah 1823 Desc  
Conor Ann 2816  
'9 Cal





out the entire game and missing these could have you terminated around level eight or nine. A good scenario is to go into level ten with eleven men and lots of bombs. Terminator CD is a great action game and makes good use of the CD with its extra animation, FMV, and great soundtrack. It follows the movie perfectly and has enough appeal to keep you coming back time and time again. The Sega CD has had one helluva Happy New Year, as new games seem to be popping up like Howard Stern at a book signing. However, more good action titles like TCD are still greatly needed if the Sega CD wants to hang with the new competition in '94. - Mr. Goo





# MICROCOSM



After gracing both PC and Marty screens, Psygnosis's Microcosm has made its way onto the Sega CD. If you've seen the movie "Inner Space" in which Dennis Quaid gets injected into the body of Martin Short (I must say, I must say), then you pretty much know what to expect from Microcosm. This game consists of flying a miniature pod through the human body, watch out for that butt crack!! The route through the lungs, arteries and other gooey insides is all full motion video incorporated with drawn sprite blood cells and the like. Your ship (until you change into the body suit) resembles a Tylonol time capsule and can move up, down, right and left. (literally, there are no reversed controls offered) dodging and shooting. At certain times during the game the computer takes over and offers you several panoramic views of you and your craft. These are the best moments in Microcosm, offering nice looking computer graphics. However, if you have seen these scenes (or the whole game for that matter) in thousands of colors, then you may be less than impressed with the grainy, colorless .Sega CD scenes. This leads me to my point (dam, he's got a point), maybe instead of taking their masterful, rendered PC games and stripping them of color to fit on the Sega CD, Psygnosis should design Sega CD games which use the best of its own capabilities. It seems kind of cheap developing a game for PC and then throwing the Sega CD a bone by easily porting it over. Microcosm is basically an OK full motion game, which relies on its incredible rendered intro and between level sequences to make it worthwhile on PC. But, on the

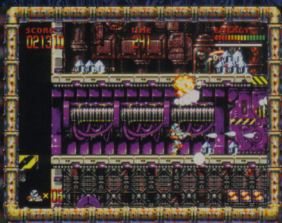
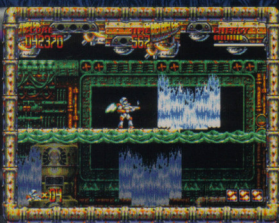
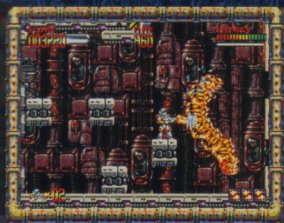




Sega CD, with 64 colors it is merely another grainy watered down version of a better game. I don't think we bought Sega CDs so that the PC makers would throw us a bone once in awhile, by gracing us with one of their computer games.

The latest CD creation from Pygnosis is Scavenger 4, which we showed you last month. This awesome Marty game is perhaps the most impressive shooter ever, using FMV and computer graphics together like never before. However, if this title comes to the Sega CD (and I think it will) it will be just another grainy FMV experience, the Sega CD just cannot handle Pygnosis's PC games. On the flip side, if you have never seen Microcosm on another format then you will probably be somewhat impressed with the visuals, but probably not enough to make you really like the game. This is basically shooting in its most primitive form. By playing titles like this, I have learned that the Sega CD is not a full motion game machine. These titles rely on color to make them worthwhile and 64 just doesn't cut it. The programmers are some of the best and, if they ever do make a dedicated Sega CD title I'm sure it will be amazing. I've seen their current stuff on PC already, so seeing it re-created on the Sega CD will only make me cry. The face of gaming is changing, choose your format and go all the way, or stay out of the way. We don't have the time or money for anything less. -E. Storm

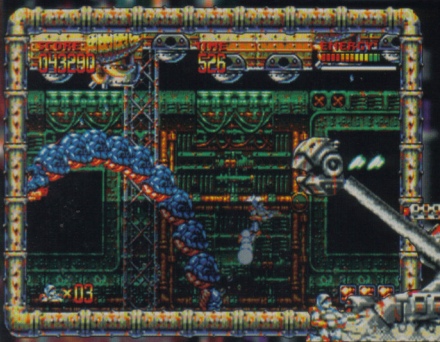
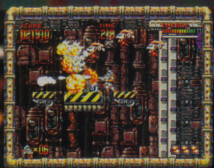
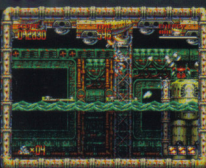


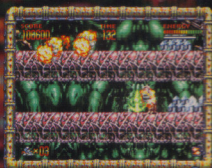
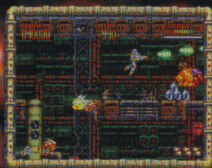
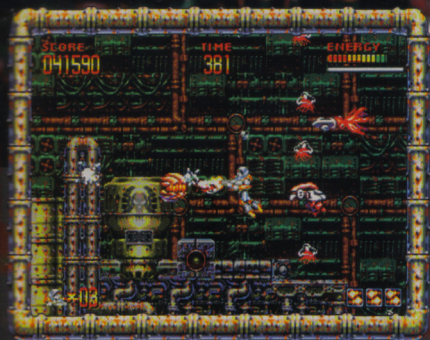


# MEGA TURRICAN

It has been eons since the evil machine terrorized the galaxy. Now, generations have passed and the dark forces have assembled again. The evil machine is destroying planets and enslaving hundreds of people. A distant cry from a beautiful girl in despair is heard by Brett Mc Guire, the leader of the USS

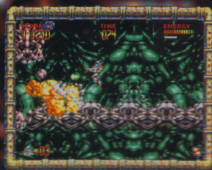
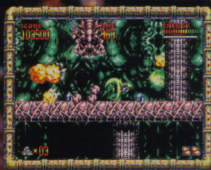
Freedom Force and so, once again, he will dawn the Turrican Assault Suit and sets out for his final revenge. The next generation of Turrican games continues with Data East's Mega Turrican for the Genesis. SNES owners have already experienced one awesome version of Super Turrican and are awaiting a second, now Sega users will get their first taste of this recently reborn character. After you finish watching the great intro and setting your options, get ready for a





great action platform game, complete with voice samples (when you grab power ups) and some of the best music you have ever heard on Genesis cartridge. MT is filled with enough vertical and horizontal platform elements to keep even the most die hard action enthusiasts smiling. Turrican

can roll, swim, grapple and of course blast away at the enemy using a vast array of firing weapons. A wealth of multi-layered scrolling, huge bosses and special effects are used throughout making this one of 94's early Genesis hits. Next month we'll review Mega Turrican and go more in depth in to this awesome new action title from Data East. See you then. - Takahara





# Mansion of Hidden Souls™



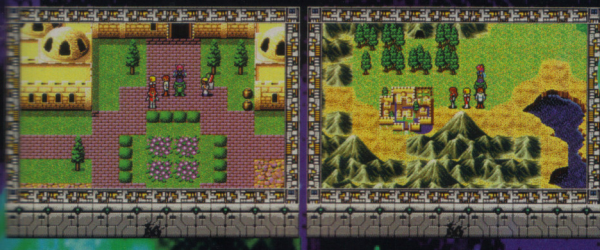
"Grandma told you not to go by the elm tree, especially during a full moon...there are ghosts there. She says that if you stare at a butterfly long enough while near it you could be turned into one. So what do you do? You chase a butterfly and, let it lead you right into a haunted house... on the night of a full moon! Now I must find you before the hunter does, because if he finds you, you will be trapped in the body of an insect, like the rest of the inhabitants here, forever." In Vic-Tokai's 'Mansion of Hidden Souls' you must search this creepy (but nicely computer rendered) haunted house, talk to the sister. The game moves extremely

quickly draw you in with its mysterious music and excellent story line. This is not a Full Motion game! These are rendered computer graphics and you control it. During the game you'll climb stairs, find keys and other clues, search rooms, and talk to ghosts. You may think the story is light but the game itself has a very eerie feeling to it. I wouldn't call this GA but I wouldn't call it MA13 either. I believe that this is a game that just about any adventurous game player will enjoy thoroughly.

Takahara







# PHANTASY STAR

The End of the Millennium

The best news in a long time for Mega Drive users in Japan is the worst news for Genesis users, as no US version of Phantasy Star has yet been announced. I hope to see it at the upcoming CES but I have my doubts. Sega seems to have little to no interest in the RPG field, especially when it comes to Phantasy Star, one of the games that helped put them on the map. PS3 wasn't the hit they expected, (it wasn't very good) but that is no reason to abandon one of the most popular RPGs of all time. This all new version is nothing short of Role Playing bliss, similar to, but better than PS2. The new fight scenes, which feature a macro setting for ease and speed, are awesome with detailed animated enemies, spectacular new music and new, better than ever, magic spells. It's 24 meg big and it shows in every facet of the game. From the detail and color in the overheads and towns, to the music and cinemas during key confrontations, this is the best Phantasy Star that I have ever played. The following is a quick overview for those of you who have obtained the import. We will follow up with much more next month. Let's hope a Genesis version makes its way state-side so everyone can play this early contender for best RPG of '94. E. Storm





Core, the great company that has not only saved the Sega CD but graced us with some of the best cartridge games as well, has made its way to America as the newest publisher for the Genesis and Sega CD. Core's first offering for the Genesis is an unlikely one, but one that should have puzzle gamers dancing in the streets. *Bubba n' Stix* features some of the most mind bending puzzle/action ever, along with first class graphics and control and, excellent music. Bubba is the goofy lookin' pencil neck in the overalls and Stix is, well, a stick. Bubba must use Stix to in many different ways to successfully negotiate the huge mazes throughout the game. *Bubba n' Stix* is by no means strictly a puzzler though, as countless enemies and obstacles will also be encountered. The one thing I will warn you about in our preview is the difficulty. This is a hard game, not in the action, but in the puzzles. If you think you're good at solving riddles than this game is for you. It is definitely the best in its class. The excellent artwork, animation and music will keep you going as you face countless mind benders like never before. We'll put our best puzzle guy on the job and bring you a full review next month. Someone pass the Alka-Seltzer... -Mr. Goo

# ROBOCOP 3™

FIRST TIME ON  
GENESIS™ &  
GAME GEAR™!



**MOTOR CITY  
SHOWDOWN!**



**TEAM-UP WITH  
ROBOCOP'S OLD  
ADVERSARY—  
THE GIANT ED-209.**



**BLAST OCP'S  
FLYING DROIDS.**

## HALF-MAN, HALF-MACHINE... ALL ACTION!

Armed with laser gun, flame-thrower and missile launcher multi-weapon attachments, you must destroy giant ED-209's and OCP's latest techno-warrior...OTOMO!

Relive all the action of the blockbuster film, as you face a battalion of enemies!


SEGA  
GENESIS

GAME GEAR

FLYING  
EDGE



SYLVESTER &amp; TWEETY

IN  
THE  
CAGEY CAPERS


Sufferin' Succotash, it's breakfast for Sylvester once again. This time it's not on TV, but on the Sega Genesis, and it's up to you to try and fill Sylvester's belly. TekMagik's Sylvester and Tweety is on the way and it looks like it's gonna be a winner. Although the version shown here is early, I can tell you that the animation, voice and music rivals the cartoon itself, and the layout and design of the game has fun written all over it. The goal in each level is simple...eat Tweety, but catching him is another story. Sylvester must stack furniture, jump, climb and out-wit his enemies to successfully reach his prospective meal. Useful tools like dog bones, a pogo-stick and an umbrella are scattered throughout the game and must be mastered for each situation. Another cool option is the binoculars which allow Sylvester to find and view Tweety whenever he wants, as he exclaims "ahhh breakfast" in perfect digitized speech. Sylvester and Tweety looks like one of the first great Genesis titles of '94 and is one that Warner Bros. cartoon fans will especially appreciate. We'll bring you more in our review next month.

-Takahara

# ALIENS HAVE COME TO TEXAS TO ENJOY BARBECUED RIBS. YOURS.



THE BLOOD-THIRSTIEST ALIENS IN THE UNIVERSE

HAVE LANDED AND YOUR JOB IS TO STOP THEM IN THEIR SIX-TOED TRACKS. (IN TEXAS PARLANCE, THAT'S KICK SOME ALIEN BUTT.) IT WON'T BE EASY. YOU'LL HAVE TO BLAST THEM WITH THEIR OWN ARTILLERY. BUT BEFORE ANY SHOOTING BEGINS IN TEXAS, WE HAD

TO DO A LITTLE SHOOTING OF OUR OWN — IN HOLLYWOOD.



FOR THE FIRST TIME EVER,

AN ENTIRE MOVIE WAS SHOT FOR THE SOLE PURPOSE OF

MAKING THE ULTIMATE INTERACTIVE GAME. THEN WE DIGITIZED

THE WHOLE THING. THE RESULT IS A GAME WHERE EVERY DECISION YOU MAKE CHANGES



THE ACTION EVERY TIME YOU PLAY. GROUND ZERO, TEXAS IS SO REALISTIC THAT IT WILL PROBABLY REVOLUTIONIZE THE WAY GAMES ARE MADE IN THE FUTURE. IF THERE IS A FUTURE.

THAT'S UP TO YOU, PARTNER.



AVAILABLE FOR SEGA CD.



COMMENCE 5 LEVELS OF EXTRATERRESTRIAL-BASHING. IT'S ALL LIVE ACTION WITH LIVE ACTORS. AT LEAST THEY'RE ALIVE WHEN YOU START.

VIEW ACTION THROUGH BATTLECAM'S ARMED WITH PLASMA DISRUPTER PARTICLE BEAMS. MESSY BUT EFFECTIVE.

CLUES LEAD YOU TO THE INVADER'S ARSENAL. CAREFUL, ACE. ONE WRONG MOVE AND YOU'LL BLOW IT... AND THE WHOLE TOWN!

AGENT DI'SALVO CLUES YOU IN TO THE WHEREABOUTS OF A LASER CANNON. FIND IT, VAPORIZE THE MOTHERSHIP AND SAVE THE HUMAN RACE FROM BECOMING SUSHI.



(sure, it's just a game.)



Digital Pictures

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It seems like street Basketball is all the rage since 'White Men Can't Jump' hit big (ching, ching) at the box office. At the same time Rap has become a big thing and spray painting on public property has also become a popular after school activity. Welcome to the nineties. We didn't get that tasty futuristic representation we saw in flicks like

Bladerunner or Total Recall, instead, we have a semi demolished version of the city of the eighties and this game reflects that image. Jammit features digitized baddies in one on one urban city Basketball complete with a bagging session (great voice samples) and a big 'ol ghetto blaster.

The game is still early so we can't go in to much more detail but Jammit looks very promising. Going in for a dunk within the key results in a nice looking controllable close up, there are several set up features, colorful graphics and a well done raunchy soundtrack that fits the game like a glove. We'll bring you more on Jammit very soon but until then you'll have to holster that spray can and get in some practice. These boyz play for keeps! - Mr. Goo





# JOE & MAC



## BE A CAVE DUDE- SMASH A DINOSAUR!

JOE & MAC ARE TWO CAVE DUDES THAT GOTTA FIND THEIR GIRLFRIENDS - THEY'VE BEEN KIDNAPPED BY EVIL NEANDERTHALS. PICK UP YOUR STONE AXES AS YOU SET OFF ON A PREHISTORIC RESCUE MISSION. DRIVING A WILD AND WACKY WORLD FILLED WITH FLOWING LAVA, ROCK SLIDES, AND MORE PRIMITIVE MONSTERS THAN YOU CAN SHAKE A CLUB AT. ITS TRUE ARCADE ACTION, WITH BIG, COIN-OP STYLE GRAPHICS AND THE BADDEST TWO-PLAYER OPTION EVER.

- EARTH-SHAKING SOUND EFFECTS
- HUGE DINOSAURS TO MEET AND DEFEAT
- THE BIGGEST COLOR GRAPHICS SINCE THE DISCOVERY OF FIRE
- SAVAGE LANDS TO EXPLORE AND CONQUER
- MORE PREHISTORIC CREATURES THAN YOU CAN THROW A STICK AT!
- FIVE LEVELS - BOTH VERTICAL AND HORIZONTAL - FILLED WITH PREHISTORIC FUN.
- FOR 1 OR 2 PLAYERS

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THE SILVER STAR

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CD sound!!  
Hot animations!



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# SEGA IN THE SHOW

## ACCOLADE

Barkley: Shut Up & Jam (Genesis)  
 Speed Racer In the  
 Challenge of Racer X (Genesis)  
 Bubsy 2 (Genesis)  
 Fireteam Rogue (Genesis)  
 Juggernaut (Genesis)



## AMERICAN LASER GAMES

Who Shot Johnny Rock? (Sega CD)  
 Mad Dog II (Sega CD)  
 Crime Patrol (Sega CD)  
 Space Pirates (Sega CD)



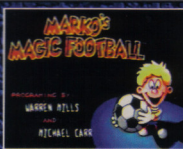
## TECHNOS AMERICAN TECHNOS

Popeye The Sailor Man (Genesis)



## DOMARK

Harrier (Sega CD)  
 Marko's Magic Soccer (Genesis, GG)  
 Superbike Challenge (Genesis, GG)  
 Pinball Wizard (GG)



## ASC

Snow White  
 Happily Ever After (Genesis)



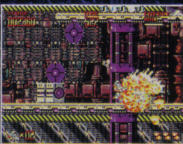
## ARENA

Mortal Kombat (Sega CD)  
 Itchy & Scratchy (Genesis, GG)  
 MLBPA Baseball (Genesis)  
 USHRA Monster Truck Wars (Genesis, GG)



## DATA EAST

Mega Turrican (Genesis)  
 Side Pocket (GG)



## CAPCOM

The Magical Quest Starring  
 Mickey Mouse (Genesis)



## CORE

SoulStar (Sega CD)  
 Battlecorps (Sega CD)  
 Bubba & Stix (Genesis, Sega CD)  
 Skeleton Krew (Genesis)  
 Trunkski (GG)





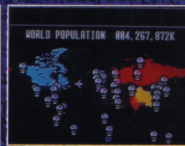
## ELECTROBRAIN

Jim Power:  
The Lost Dimension In 3D  
(Genesis, CG)



## ELECTRONIC ARTS

Mutant League Hockey (Genesis)  
NBA '94 Showdown (Genesis)  
PGA Tour Golf (Genesis)  
Wing Commander 2 (Genesis)  
Andretti Racing (Genesis)



## EXTREME

Battle Fantasy (Sega CD)  
3RD World War (Sega CD)  
BattleTech (Genesis)  
Choplifter III (CG)



## HI-TECH EXPRESSIONS

Mickey's Ultimate Challenge  
(Genesis)  
We're Back (Genesis)  
Beethoven (Genesis)



## GAMETEK

Brutal (Sega CD)  
Family Feud (Genesis)  
Jeopardy! Deluxe Edition (Genesis)  
Zool (Genesis CD)  
Jeopardy! Sports Edition (Genesis)  
Pinball Dreams (CG)  
The Humans (CG)



## FLYING EDGE

Dangerous World Cup Soccer (Genesis)  
Spider-Man & Venom:  
Maximum Carnage (Genesis)  
The Simpsons: Virtual Bart (Genesis)  
The Simpsons: Bartman Meets  
Radioactive Man (CG)  
Spider-Man/X-Men:  
Arcades Revenge (CG)



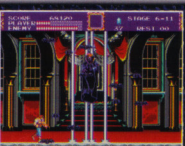
## INTERPLAY

The Lost Vikings (Genesis)  
Rock & Roll Racing (Genesis)  
Clayfighter (Genesis)



## JVC

Rebel Assault (Sega CD)  
Rise of the Robots (Genesis/Sega CD)  
Indiana Jones and  
the Fate of Atlantis (Genesis)  
Heimdall (Sega CD)  
World Championship Rally (Genesis)

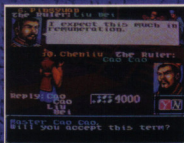


## KONAMI

Double Dribble 2 (Genesis)  
Castlevania Bloodlines (Genesis)

## KOEI

Nobunaga's Ambition (Genesis)  
Romance of the 3 Kingdoms Part III (Genesis)  
Operation Europe (Genesis)  
Liberty or Death (Genesis)



## MICROPROSE

Impossible Mission 2025:  
The Special Edition (Genesis)



## READYSOFT

Dragon's Lair (Sega CD)  
Space Ace (Sega CD)



## REVELL

European Racers (Sega CD)  
Aero Racers (Sega CD)



## PLAYMATES

Star Trek: Deep Space Nine (Genesis)  
Exosquad (Genesis)



## NAMCO

Starquest (Genesis)



## PSYGNOSIS

Shadow of the Beast 2 (Sega CD)  
Lemmings 2: The Tribes (Genesis)  
Bill's Tomato Game (Genesis)  
Walker (Genesis)  
Globdule (Genesis)



## RENOVATION

Revenge of the Ninja (Sega CD)



## SONY

Jeopardy! (Sega CD)  
Wheel of Fortune (Sega CD)  
ESPN Baseball Tonight (Sega CD)



## SPECTRUM HOLOBYTE

Balls (Genesis)  
Tinhead (Genesis)



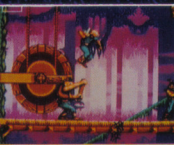
## TAKARA

King of Monsters 2 (Genesis)  
Fatal Fury 2 (Genesis)



## SUNSOFT

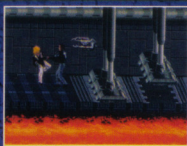
Bubble & Squeak (Genesis)  
Pirates of the Dark Waters (Genesis)  
Kung Fu: The Legend Continues (Genesis)





## TAITO

Rainbow Islands (Genesis)



## TECMAGIK

Sylvester & Tweety  
In Cagey Capers (Genesis)  
Steven Segal is the  
Final Option (Genesis)



## T'HQ

Total Carnage (Sega CD, Genesis)  
Akira (Sega CD, Genesis, GG)  
Time Killers (Genesis, GG)  
Time Trax (Genesis)  
SeaQuest DSV (Genesis, GG)



## WORKING DESIGNS

LUNAR (Sega CD)  
VAY (Sega CD)



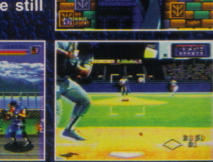
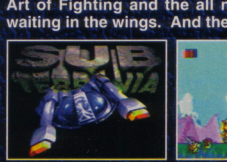
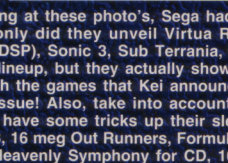
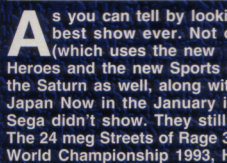
## TENGEN

Prince of Persia (Genesis)  
Grindstormer (Genesis)  
RBI Baseball '94 (Genesis)  
Dick Vitale's "Awesome  
Baby!" College Hoops (Genesis)  
Interplanetary Lizards of the  
Texas Plains (Genesis)



## U.S. GOLD

World Cup USA '94 (Sega CD, Genesis, GG)  
The Incredible Hulk (Genesis, GG)  
Road Rash (GG)

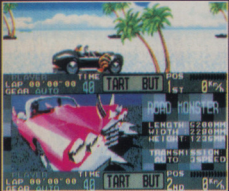
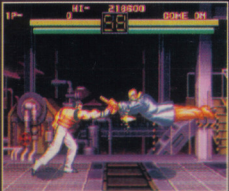
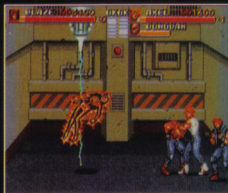


**A**s you can tell by looking at these photo's, Sega had their best show ever. Not only did they unveil Virtua Racing (which uses the new DSP), Sonic 3, Sub Terrania, World Heroes and the new Sports lineup, but they actually showed us the Saturn as well, along with the games that Kei announced in Japan Now in the January issue! Also, take into account what Sega didn't show. They still have some tricks up their sleeves. The 24 meg Streets of Rage 3, 16 meg Out Runners, Formula One World Championship 1993, Heavenly Symphony for CD, 16 meg Art of Fighting and the all new, 24 meg Phantasy Star are still waiting in the wings. And then...Saturn!

# SEGA

# Storm's Import Update

Welcome to another edition of E Storm's import update. As you know (it's all over this issue) the Winter CES has just wrapped but, alas, these games were not there. Had they been, things would have been even better for Sega. Virtua Racing will come out a month or two earlier in Japan, because the FCC will not approve the DSP until it is out overseas. However, the games pictured here should be either simultaneous releases or exclusive to the import market. The reason I say there may be a chance that one or two of these may be exclusive to Japan is that, as close as they are to being completed, none were at the CES. Bare Knuckle Three (24 meg) will be released in March, Formula One WC 1993, Heavenly Symphony (CD-ROM) will be out in April and Outrunners (16 meg) is set for May. Check out the big sprites on the track side in Heavenly Symphony! If the frame rate is fast enough, this could be the best Sega driver ever. It consists of actual tracks and drivers and allows you to partake in an entire, realistic, F1 season. The sprites also look good in Outrunners but we all know there is no way the Mega Drive can duplicate the arcade game. I'm hoping it's half as good, that would make it a ten on 16-bit. Of course, BK3 looks phenom. and Yuzo says to get ready for some heavy techno.



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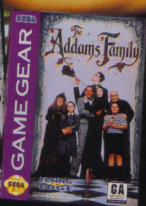
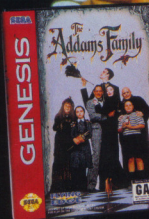


IT'S THE FEZI-COPTER  
FLYING GOMEZ TO  
THE RESCUE!



Great Scott, man! Morticia's been kidnapped! It's up to the golf-ball-hurling, Fezi-copter-flying Gomez to rescue her or she'll face a fate worse than life! Spooky dangers haunt every spine-chilling bend, but with Wednesday, Pugsley and Thing around, help is always at hand!

So, for the kookiest, ookiest, creepiest Sega™ action...  
welcome to the family!



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Teach a grawndoer ice beast a few manners as only a Jedi Knight can!



Battle menacing probe droids and Imperial Walkers on the ice planet Hoth!



Learn the secrets of the Force as you train in the hallowed world of Dagobah with the Jedi Master Yoda.

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Alternate between sideways scrolling, dizzying Mode 7 flight sequences and first person cockpit views. Experience the richness of a 12-megabit, interactive Star Wars universe, loaded with new enemies, exciting dialogue, movie sound effects, cool vehicles, and intense 3-D space battles. Join Luke Skywalker, Han Solo and Chewbacca in a continuation of their epic action/adventure in Super Empire Strikes Back.

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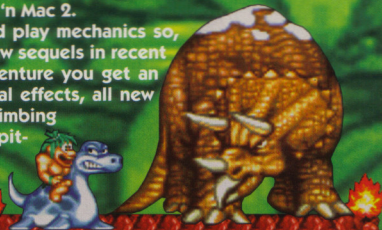
# PLANET SNES



SNES • DATA EAST • 12MEG • ACTION • 2 PLAYERS • AVAILABLE MARCH

## JOE 'N MAC 2 LOST IN THE TROPICS™

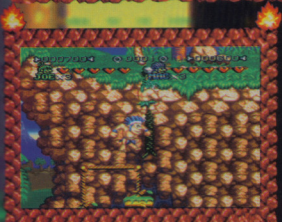
The coolest Cavemen in gaming are back! Except this time, not in an arcade port but, in an all new adventure for the SNES, Joe 'n Mac 2. One thing that the coin-op was lacking was diversity and play mechanics so, that is exactly what Data East has given us in one of the few sequels in recent memory that is better than the original. In this new adventure you get an overhead map, towns to visit, a save feature, more special effects, all new attacks, and a wide variety of play mechanics such as climbing on vines, riding in numerous vehicles, and drinking and spitting water. Not only that but, this new game is much, much longer and features diversity in every new level. The graphics





are excellent throughout, soaked with color and great animation in both our heroes and their enemies. When playing a two player simul game, very little slow down was present. It is twice as fun as the original with all new interaction and a multi plane play field which allows each player to take his own path in much of the game. Even the bosses are better and require much more skill to





defeat. They are more interesting and diverse throughout the game. With Joe and Mac 2, Data East gives us everything we could ask for in a sequel and more. More importantly it shows there are good SNES titles already on the way early on in '94. Maybe this will be the year we've been waiting for- for the Super NES. We'll bring you a full review on Joe and Mac 2 next month. - E. Storm

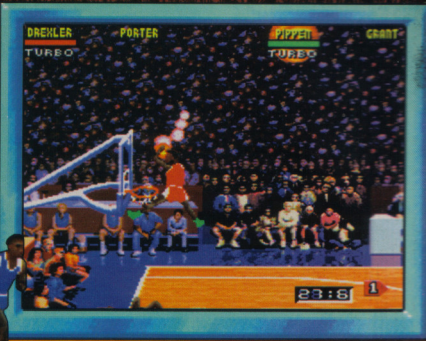


# NBA JAM

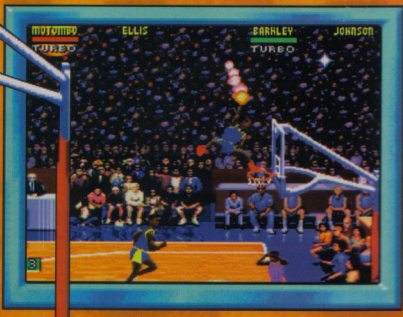
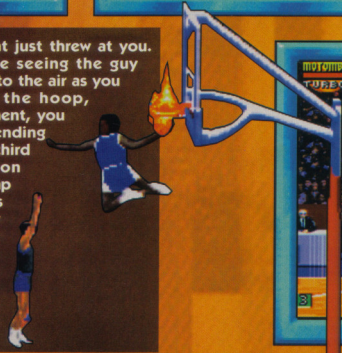
Let's skip right to the end of this review, shall we? Attention SNES owners...go buy NBA Jam! Thanks to Acclaim and Iguana, the purchase of this game is a no brainer, it is simply one of the best arcade to home translations ever. Any way you play the game; against the computer controlled teams, against a friend or against 3 friends (with the five player tap), NBA Jam plays like a dream and is one of those games, like Street Fighter 2, that you won't tire of quickly and that will be an active part of your gaming diet for many months to come. For arcade purists, the SNES version is not EXACTLY like the arcade game. There are some players missing whose licensing rights are controlled by other video game publishers, a few voice samples missing and, so far, we have found no code that allows you to play the "big head" version of the game (no big loss). Other than those minor issues, this 16 meg game IS the arcade game. If you haven't played the quarter snatcher, NBA Jam is a fast paced two-on-two basketball game

where your primary goals are to dunk and not to be dunked on. The play mechanics are designed so that there is a constant struggle between the offense, as it attacks the hoop, and the defense, as it tries to position its players to reject the jam. The joy and beauty of NBA Jam lies in this struggle and in the absolute, total control that you have at all times. Alley Oops, length of the court passes, jump passes and touch passes from a rebound are all at your command and can be executed effortlessly. The game really does play like SF2 in that there is always a counter-punch for





the one that your opponent just threw at you. There is nothing quite like seeing the guy you're playing against take to the air as you position yourself under the hoop, then...at just the right moment, you leap toward the rafters...sending his weak garbage into the third row as you both end up on your backs...a crumpled heap on the hardwood. Well, this is the part of the review when we say; "If you like this type of game...blah, blah, blah...". Not this time, there are no "ifs". NBA Jam is required playing and one of the best games ever made. - Dr. E



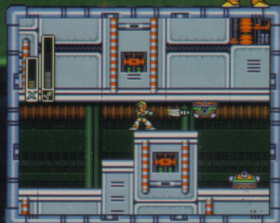
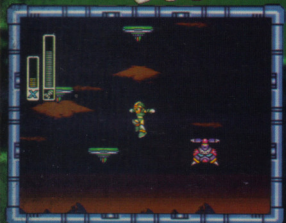
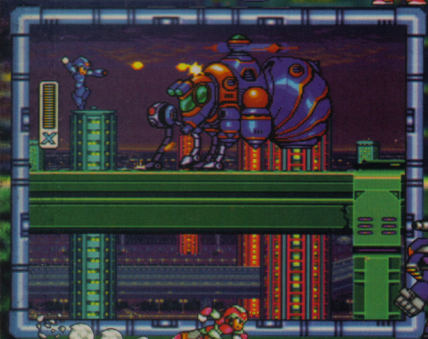
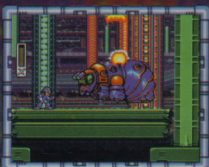
# MEGA MAN X



One of the most popular action series during the 5 year reign of the NES was a sleeper hit starring an innocent looking little blue robot named

Mega Man. Was it the incredibly challenging platform jumping and long tough levels that made it so popular? Or was it the huge mechanical mid bosses and the many perilous drops and disappearing platforms? Or, was it a dog named Rush? I think it was probably all of those things. So, then why is 90% of that missing in the SNES version? Well, it is the first one and it saw less than a year in R&D. Could that be why, or is it the limitations of the system? In any case, this first sequel on the SNES shows little resemblance to the NES originals. Don't get me wrong, Mega Man X is a good game. In fact, if I never played an 8 bit version I might say it is a great game. It has colorful well drawn graphics, a great story, nimble hard to beat bosses and good music. And, most importantly, MMX is really fun. However, this is a Capcom action game and I played every version on the NES so, I expected more from the first SNES installment. Capcom made the best action games in the business prior to Street Fighter 2 and I expect that or more today. Will I get it on the Genesis, Mega Man's next destination?

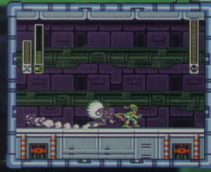
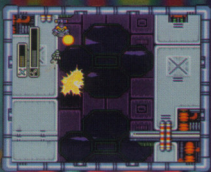
In Mega Man X our hero has shed his innocent looks and Rush has remained in the dog house, but you



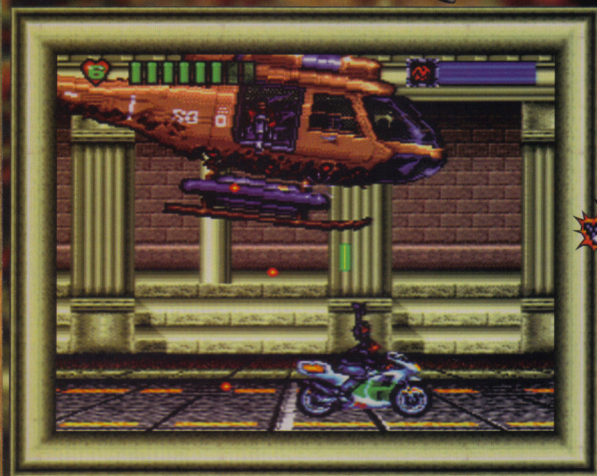


do get an all new character with some great new moves. Mega Man can now power slide, grapple vertical walls and dons several all new power suits. He is also drawn and animated beautifully. The graphics in X are also excellent, with great detail and color, and the phenom trademark artwork that helped put Mega Man on the map is everywhere. Overall Mega Man X ends up being one of the best action/platforms in recent mem-

ory for the SNES. This great genre has been somewhat dry, since Mario World, for SNES owners. I'm sure Mega Man will do huge numbers, as it should, and help fuel the return of the quality action/platform for the Super NES. So, it's not perfect, but it's still Mega Man, and it's still Capcom, so I recommend Mega Man X highly. - E. Storm



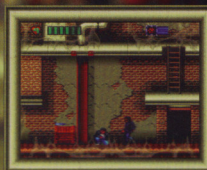
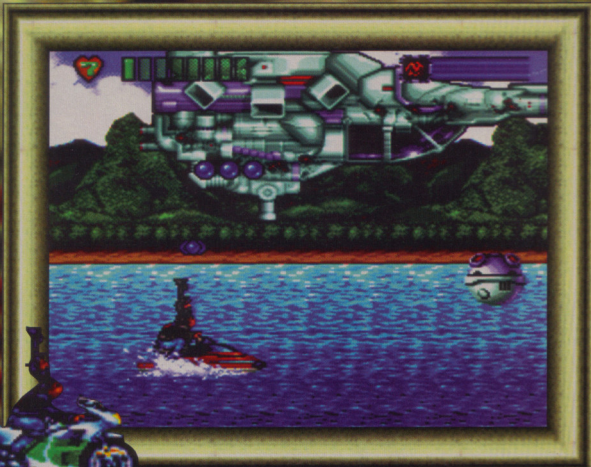
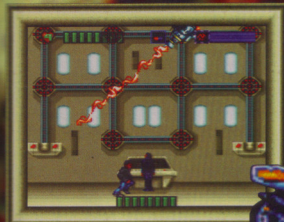
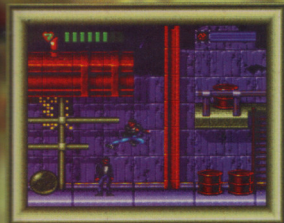
# TIME TRAX

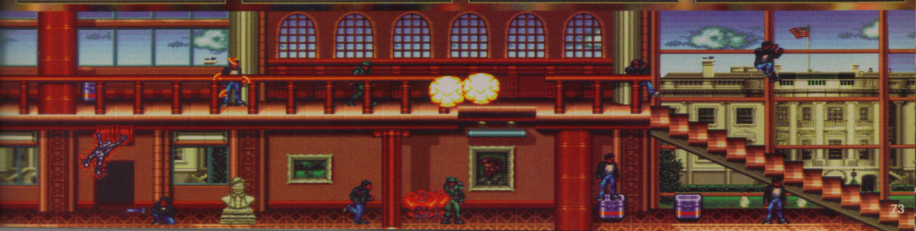
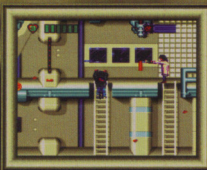
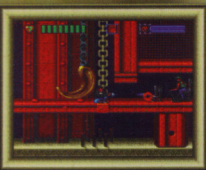
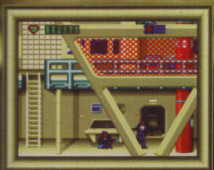
THQ has added another title to its growing list of quality games with Time Trax for the SNES. Time Trax, based on the syndicated TV show, combines both action/platform and shooting and is set on Earth, in the year 2193 A.D. For those of you that haven't watched the show, you play Darien Lambert, futuristic international policeman. Your job is to retrieve fugitives who have traveled into the past and bring them to present day justice. Besides having super human abilities and training in martial arts, you possess a form of mind control called "time stalling" which slows down anyone and anything in your path. This option comes into play when things get a little bit heavy, but doesn't work on every enemy. The control is really tight which makes the game fun to play and the difficulty will challenge even the best gamer's skills. Graphically, Time Trax is colorful and detailed, with plenty of background

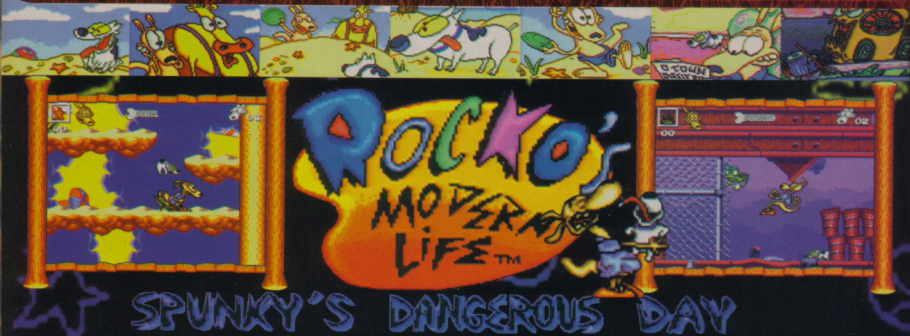






and foreground scrolls (especially in the motorcycle and jet ski levels). The lead character animates perfectly and can fight hand to hand or with a gun (but don't worry mom there's no heavy carnage) There are also bonus rooms and power-ups hidden throughout the game. The best way to uncover these is to shoot blindly everywhere. Perhaps the most important factor about Time Trax is its replayability. Since there are no continues you have to learn where to find one ups and secret rooms each time you play until you finally master the game. Gladly, the graphics, music and gameplay are good enough to keep you interested throughout this learning curve. TT also incorporates Motorcycle and Jet Ski levels into a side scroller successfully for the first time. These levels not only look good but play good as well. Time Trax is a quality game, it has good animation, music and artwork and, is very challenging and fun to play. It should please even the most demanding players. - Brody





## ★ SPUNKY'S DANGEROUS DAY

Welcome to Rocko's Modern World. A peaceful, tranquil place...until Spunky gets himself and Rocko in a world of trouble!! The latest and funniest ever Nicktoon; Rocko's Modern World, has become Viacom's first title for the Super NES. Rocko is a Wallaby (a cute little Aussie mammal) and Spunky is his clueless, yet lovable little dog. The goal in Rocko's is to basically save Spunky from himself. You see, you're out for a little walk and if you're not careful, (and a bit too witty mate), you may never get where you're going. First of all I must tell you, Rocko's Modern World is the first SNES game with an accent. Yep, you got it, Rocko talks with a perfect little Aussie accent.

The game itself is all about action and interaction. By carefully planning and executing Rocko's moves you can safely get Spunky where he's going. For instance, since Spunky cannot jump or climb, you might have to wait until he walks over a beach chair, so you can jump on the other side and loft him to the next level. But be prepared mate, Spunky just keeps going...straight ahead. If he hits an object in front of him he'll just turn around and mosey back toward you, so you must plan your next move. Conveniently, you can grab little Spunky and turn him around. You never have to chase him too far. This is a fun game, it's different, and it has a great sense of humor. The mindless look on Spunky's face makes me laugh every time I see it, and when Rocko starts to panic it's pretty funny too. The graphics, samples and music in Rocko's Modern world are excellent and the characters are drawn and animated just like the cartoon...beauty mate! We'll have more

on this cool new game when we review it next month. - E. Storm

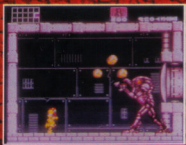


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## ACTIVISION

X-Kalibur 2097  
Radical Rex



## ACCLAIM

NBA Jam  
Itchy and Scratchy  
USHRA Monster Trucks  
The Simpsons: Virtual Bart  
Champions World Cup Soccer



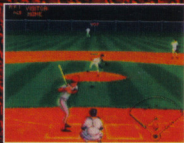
## ABSOLUTE

Space Ace  
Home Improvement  
Rise of the Robots



## ACCOLADE

Hardball 3  
Pele  
Charles Barkley! Shut up & Jam  
Speed Racer In My Most  
Dangerous Adventures



## BPS BULLET PROOF SOFTWARE

Spike Mc Frog  
Cyberslider  
Wildsnake



## ASC

Chavez Boxing  
Snow White- Happily Ever After



## CAPCOM

Wizardry V  
Mega Man-X  
Mega Man Soccer  
Slam Masters  
King of Dragons



## CULTURE BRAIN

Ultimate Fighter  
Galactic Defenders  
First Queen  
Golden Empire



## DATA EAST

Sengoku



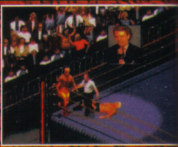
## DTMC

Gordo 106  
Lester 2  
Firestriker



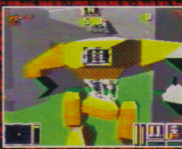
## FCI

WCW: Super Brawl Wrestling  
Ultima: The False Prophet  
Ultima: Runes of Virtue II  
Ultima: The Black Gate  
Might & Magic III



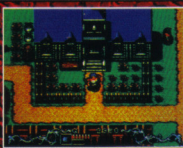
## ELECTRO BRAIN

Astrix: The Gault  
Winter Extreme  
Skiing & Snowboarding  
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King Arthur & the Knights of Justice  
Illusion of GIA  
Brain Lord



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Blackthorne  
Clayfighter 2



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R-Type III  
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## IMAGINEER

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Zooball  
Ogre Battle  
World Class Rugby  
Powermonger



## HUDSON SOFT

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American Tail: Fievel Goes West



## JALECO

The Peace Keepers  
Super Goal! 2  
Super Bases Loaded 2  
Pro Sport Hockey



## JVC

Magic Boy  
Jaguar XJ220



## KOEI

Liberty or Death  
Operation Europe: Path to Victory



## KEMCO

G2  
Crazy Chase  
Super Draconemom



## LJN

Spider-Man and Venom:  
Maximum Carnage  
MLBPA Baseball



## MALIBU GAMES

Time Killers  
Time Trax



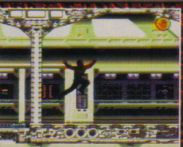
## McO' RIVER

Aero Fighters



## PLAYMATES

Star Trek: Deep Space Nine  
Exosquad



## SEIKA

Super Turrican 2  
Pinkie  
Freeway Flyboys



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Eek The Cat  
Addams Family Values  
The Shadow



## SQUARE SOFT

Breath of Fire



## SONY

ESPN Baseball Tonight  
Equinox



## SUNSOFT

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Pirates of Dark Water  
Kung Fu: The Legend Continues  
Superman



## TAITO

Sonic Blastman 2  
Ninja Warriors  
The Jetsons: Invasion of the Planet Pirates  
The Flintstones: The Treasure of Sierra Madrock



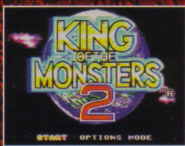
## U.S. GOLD

World Cup Soccer  
The Incredible Hulk  
Flashback - The Quest For Identity



## TAKARA

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## VIRGIN

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Jungle Book





# Freakin' Awesome



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A warning to the cocky player who thinks he's seen it all: here you better expect the unexpected!

For your Super NES & NES systems.

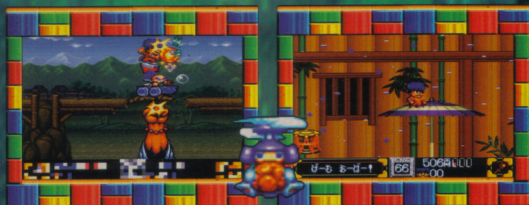
**SEIKA**  
*Breakin' All The Rules™*



Remember "Legend of the Mystical Ninja"? It had 80+ music tracks, countless levels, two player simul. play, scaling, rotation, and some of the best play mechanics of 92, all in an 8 meg package. You either loved it or you didn't. Many found the towns an annoyance as they tried to rush through

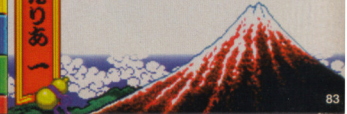
the game, while others savored every Dojo. Many found the theme and starring characters just too weird and others relished something different. That's how it was and that is how it would probably be again if Goemon 2 came out over here...which is probably why it most likely will not. There are, however, some major differences in this sequel. First of all, you no longer fight for money in the



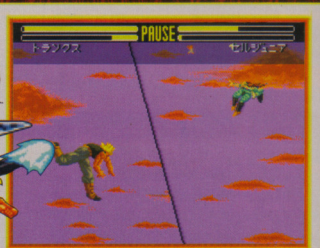


towns. It must now be obtained in the levels or by gambling. If you hit someone in town now, everyone freaks out and starts chasing you, so it is best to be nice, go about your business and move on. Also gone is the complicated password, replaced by a battery. New, in part two, is the addition of a new character (a cool Ninja) who uses his hair and throws shurikens and bombs for attack. Also, the all new mega big Goemon robot, who you first drive across cities and other tiny terrain smashing buildings and jumping pitfalls, then use to fight

main bosses in a first person mode? battle using blocks and punches. These are both fun and unique, new, boss fighting techniques. Other than that this is Goemon all the way. Vivid colorful graphics, mystical and perky Japanese tunes, fun in the towns like playing Xexex or gambling, riding piggy back or in crazy vehicles and special effects galore. It is long, fun and very, very different. So if you liked part one, don't miss two, and if you didn't like part one, well, wait for another Mario, the other cool short fat guy game. - Mr. Goo



# DRAGON BALL Z



Any Dragon Ball Z fans out there? No duh, I'm sure there are tons. One of the biggest cartoon series in Japan has seeped ever so slightly into the US. As you can imagine, this is a huge title in Japan, it follows the series premise to the letter (even the voice is done by the actual actors) and unlike the "Fist of the North Star" series, it is actually done quite well. This is not, however, your standard fighting game. Characters can be a hundred feet apart, (of course you'll need a huge TV) one in the sky and one on the ground, throw a move and connect it, seconds later! Once hit your character is frozen while panting and recovering. While the character who threw the move, depending on how draining it was, must also recover. Rounds are long and require a whole new strategy to master. In fact, watching the cartoon would actually make you better at the game. The backgrounds,

special effects, and graphics are much better in part 2 but, the music remains uneventful. Other than that, this game is basically an extension of part one. So, if you liked part one you will positively find the sequel worthwhile. It's funny, as cool and popular as these characters are overseas that neither the US toy industry or the game industry has picked up on DBZ. Maybe that will change in the near future. I sure hope so, an action game would be nice or, how about that new Sega coin-op version...Saturn?

- E. Storm



# R-TYPE

## THE THIRD LIGHTNING

It appears that once again the infamous R-9 is being called out of retirement to go head on against the infamous Bydo Empire. The R-9, for any of you who don't know, is Irem's heavily armed space fighter in the R-Type series. R-9 has appeared in 2 coin op arcade hits, the Master System, Turbo Grafx (PC Engine), Game Boy, Super Nes (3 Meg) and its sequel R-Type III, and if I am not mistaken, 16 meg.

R-Type III is a 1/2 player alternative. The option screen offers Joypad configuration and a sound test. An option which should be available but is not, is a difficulty setting. After playing one round you will wish it had been included.

The play mechanics remain true to the R-Type saga, with weapons systems upgrades for the 90's. The player has three "force" options in this version: Round Force, or Cyclone Force. The Force is the pod that sits in the front or the rear of the R-9 and plays a very important tactical role. It not only serves as a shield, but when powered up, it also generates the bulk of your fire power. The Round Force is the standard issue weapon from the previous R-Types. However, if you want a chance in hell of finishing this shooter the Cyclone Force is your best bet.

The player can also choose between Beam Mode (standard R-9 issue) or the upgraded Hyper Mode. In Beam Mode the player fills up the power bar twice. When discharged it yields a short range sunburst followed by a barrage of successive power blasts. This is short lived because the R-9 overheats and is forced to power down.

The wrap up:

The game looks, plays and feels like R-Type and the slow down problem that plagued Super R-Type has been corrected. We'll have more on Super R-Type in an upcoming review.



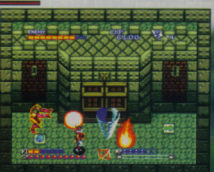
Here is, for me, the biggest surprise of the year for the Super Famicom, Alcaheist. We first saw this title over a year ago in the Japanese mags. Then the developer (Halcken) went belly up and the game disappeared. It has now been picked up by the RPG kings at Square (good form) and is now available in Japan. I would imagine they would bring it out here as well, as I feel it is rivaled by only Zelda and Landstalker in the Action/RPG category. It's that good. There are many unique qualities in



Alcaheist, and I will try to explain a few. Strewn about the ground are stone icons which when uncovered (by swinging your sword) reveal either a blue light or a green light. The blue lights send you slashing forward slicing through all in your path, while the green ones send you soaring through the air (followed by an impressive trail of stars). These play mechanics not only replace the jump with a spectacular leap, but act as a great new way to fight enemies and defeat bosses. You find yourself using waterways to get around in one of the Zelda like labyrinths and are always joined by the character you save in each level. Once a character leaves the hero he takes on that character's traits, complete with new armor and offensive techniques. Besides numerous unique features Alcaheist also has incredible graphics and music, and plays like an Action/RPG players dream come true. This is a fantastic game. We had no idea Alcaheist would be so good or we would have cleared more pages for our preview. Instead, you'll have to wait until next month when we will bring you much, much, more.

- E. Storm

# ALCAHEIST



Cao Cao

Nobunaga

Genghis Khan

It took 1400 years,  
but we finally  
got them together!

Picture this, three of history's most ruthless and ambitious leaders all in one room. Now, throw in the fact that all three are looking towards world domination with massive armies following their every command. Sounds interesting, doesn't it. This winter, Koei's bringing Genghis Khan, Nobunaga and Cao Cao together to a store near you, and it's going to be exciting. After all, Genghis Khan is out to lead his

Mongol hordes victoriously across Asia and Europe in **GENGHIS KHAN II: CLAN OF THE GRAY WOLF**; Nobunaga is seizing control of Japan in **NOBUNAGA'S AMBITION** and Cao Cao's devising new ways to reunite China after the collapse of the Second Han Dynasty in **ROMANCE OF THE THREE KINGDOMS III: DRAGON OF DESTINY**. The contest for world domination is about to begin!

## Genghis Khan II



## Nobunaga's Ambition



## Romance of the Three Kingdoms III

of the Three Kingdoms  
DRAGON OF DESTINY



Sega Genesis screens shown

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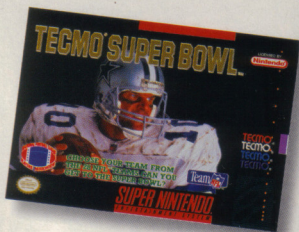
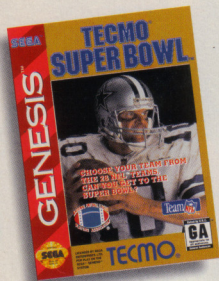
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**SUPER NINTENDO**

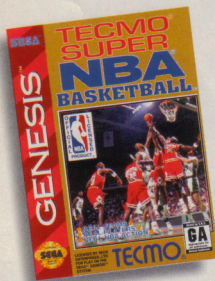
**SEGA GENESIS**

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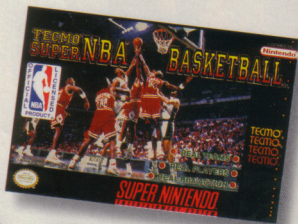


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# GAME FAN



## SPORTS

**NBA ACTION...**  
**IT'S GAME FANTASTIC**

**GFS HITS THE HARDWOOD WITH  
SEGA SPORTS' NBA ACTION '94**

# NBA ACTION '94

**ALSO INSIDE:**

**PELE SOCCER  
PRIZE FIGHTER  
CHAMPIONS WORLD CUP SOCCER  
SUPER GOAL 2**

**PLUS: TALKO TALK, HALL OF FAME, PLAY IN PROGRESS AND MORE...**



## TALKO TALK

Get ready to play some hoop and toss around the ol' horse hide! Having just returned from WCES '94 in Las Vegas, I have seen the future and, in video sports games, it's basketball and baseball. All of the major players were represented with games covering both of these sports and, pardon me while I jump for joy, the games looked great! World Series Baseball, from Sega on the Genesis, is definitely the baseball game to beat in '94 on Sega's 16-bit machine. As previewed in Play In Progress in our December issue, this game has features that will make every player drool and, from my hands-on experience at the show, it plays like a dream. Sega was also displaying NBA Action (as seen to the right) for you b'ball fans out there. EA Sports was not to be out done as they were displaying their new basketball engine, in the form of NBA Showdown, and a fantastic looking and playing baseball game (also seen in a previous edition of PIP) on the SNES, MLBPA baseball. I also got a sneak peek at Tecmo's upcoming baseball game for Genesis and SNES and, as with their other sports products, this game will ignore no detail! In addition, Konami had a new baseball game for the SNES and their new Genesis basketball game, Jaleco was showing their Bases Loaded 2 game on SNES, Sony was showing ESPN Baseball, Tengen had RBI '94 and Awesome Baby Basketball on the Genesis and Nintendo finally took the wraps off of their Ken Griffey, Jr. Baseball game for SNES. All of these games are scheduled for Spring '94 release and will be appearing in the pages of GameFan Sports over the next two months. Also, get ready for a surge in the number of sports titles available this year as publishers start to realize the importance of sports product in their catalogues. This year will mark the introduction of dedicated sports lineups from most of the major (and not so major) publishers and major licensing tie-ins and promotional campaigns the likes of which our industry has never before seen. That's fine with me guys, step up to the box and let's PLAY BALL!



# NBA

# ACTION



NBA Action...it's FANTASTIC! Yeah, I know...major lame introduction. Here's the drill Sparky...Sega Sports and Malibu Interactive have produced one incredible basketball game that takes all of the arcade fun from the original David Robinson and strengthens it with full season play and an NBA license, with all of the teams and players. They have even managed to squeeze out some full court, full screen rotation that has to be seen to be believed! Everything that makes the game of basketball intense and exciting is in this game; substitutions and player management, speed bursts and 11 different dunks, hot and cold streaks, "sweet" spots and in your face rejections are all included with the price of admission. The play control is very intuitive and accurate-it is not enough to just have your defender in position to make a steal, you have to be on the ball handler's dribbling hand. Blocking shots is particularly fun and the shooting mechanism has been done better than in any five-on-five simulation to date. Most b'ball games have you holding down the "shoot" button until you reach the top of your jump, then you release it to achieve a better shooting percentage. In NBA Action, there are two stages to the player's jump and, if the defender is sharing your air space, you're not going to get the shot off. You need your own zone and great timing on your release to be success-





PLAYER	PTS	REB	AST	STL	BLK
WARRIOR	12	5	2	1	0
BLAZER	10	3	1	0	0
WARRIOR	8	2	1	0	0
BLAZER	7	1	0	0	0
WARRIOR	6	1	0	0	0
BLAZER	5	1	0	0	0
WARRIOR	4	1	0	0	0
BLAZER	3	0	0	0	0
WARRIOR	2	0	0	0	0
BLAZER	1	0	0	0	0
WARRIOR	0	0	0	0	0
BLAZER	0	0	0	0	0



PLAYER	PTS	REB	AST	STL	BLK
WARRIOR	15	6	3	2	1
BLAZER	12	4	2	1	0
WARRIOR	9	3	2	1	0
BLAZER	8	2	1	0	0
WARRIOR	7	2	1	0	0
BLAZER	6	1	0	0	0
WARRIOR	5	1	0	0	0
BLAZER	4	0	0	0	0
WARRIOR	3	0	0	0	0
BLAZER	2	0	0	0	0
WARRIOR	1	0	0	0	0
BLAZER	0	0	0	0	0



ful. But, once you are, you'll find the shooting mechanism in this game taking you on the court and bringing a sense of realism that you've never before experienced. And the combination of using the 'B' button for a quick burst of speed, then pulling up for the jumper with 'C' is awesome! To give you one more example of how Sega Sports and Malibu have concentrated on the details, the difference between charging and drawing a foul has been designed so that, if you move laterally



and the defender comes toward you, you draw a foul. If you move in to the defender and he is stationary or back pedaling, you are called for a charge. It is this attention to detail that makes the game great. Graphically, the game makes use of the same 3/4, isometric view that Robinson did and throws in the rotating screen for mid-court transition. The players are all digitized and animated extremely well and the ball physics are outstanding. Add to this the voice of Mary Albert and his color commentary and you've got the



most realistic game of hoop on 16-bit. Of course, full season play with playoffs and battery save is standard and the game tracks your statistics over the course of the season. As they did with Montana '94, Sega Sports has taken their new design philosophy of "We Sweat the Details" and applied it to NBA Action. The results are much the same-NBA Action has redefined five-on-five basketball on the Genesis and hoop players have an all star addition to their sports library. - Talko

PLAYER	PTS	REB	AST	STL	BLK
WARRIOR	18	7	4	3	2
BLAZER	14	5	3	2	1
WARRIOR	11	4	3	2	1
BLAZER	9	3	2	1	0
WARRIOR	8	2	2	1	0
BLAZER	7	1	1	0	0
WARRIOR	6	1	1	0	0
BLAZER	5	0	0	0	0
WARRIOR	4	0	0	0	0
BLAZER	3	0	0	0	0
WARRIOR	2	0	0	0	0
BLAZER	1	0	0	0	0
WARRIOR	0	0	0	0	0
BLAZER	0	0	0	0	0

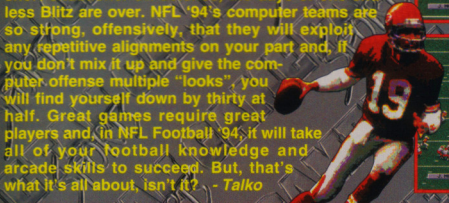


# Coach's Corner



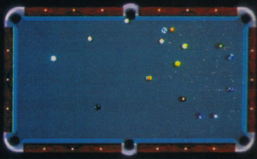
Now that you own the best football game of 1993, how about a few tips to make your friends become your enemies and help you turn the computer into a defenseless opponent? The first thing that you absolutely must do in NFL Football '94 is study your playbook and take full advantage of the different formations that it offers you. The computer opponent in this game is sophisticated enough to make you react to its defenses with proven offensive strategies. If you try to throw deep on third and long situations, a good defense is going to sit back in

the Nickel or Prevent and wait for you to make a mistake. Also, you have to realize, when choosing your favorite team to play through a season, that the team's strengths and weaknesses will affect your play calling strategy. If you play with Detroit, you're going to run the football. As opposed to Miami, where you are going to throw the ball 40-50 times per game. When passing, you must recognize the defense that your opponent is throwing at you and choose to concentrate on one side of the field. If you start to see the DB dropping back into pass coverage, start to move around the pocket and look for an open lane should you need to run. My advice is to choose a team that has a mobile quarterback (like SF and Steve Young) and be aggressive with your play calling. Try to move the ball on first down and look to throw deep on second and short situations. On defense, the days of one and less Blitz are over. NFL '94's computer teams are so strong, offensively, that they will exploit any repetitive alignments on your part and, if you don't mix it up and give the computer offense multiple "looks", you will find yourself down by thirty at half. Great games require great players and, in NFL Football '94, it will take all of your football knowledge and arcade skills to succeed. But, that's what it's all about, isn't it? - Talko



## THE BILLIARD CONGRESS OF AMERICA PRESENTS CHAMPIONSHIP Pool

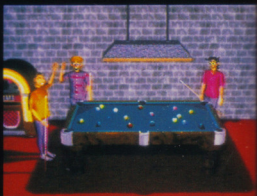
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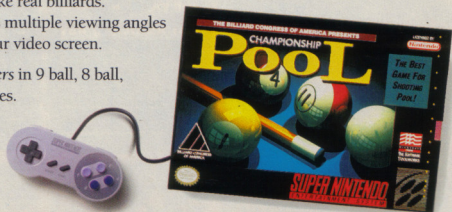
## It's The Best Rack In Town!

Finally, there's a video pool game that actually "feels" like real billiards. Billiard Congress of America Championship Pool uses multiple viewing angles and astounding zoom-in screens to recreate pool on your video screen.

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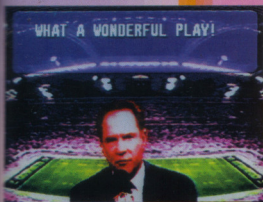
# Prize Fighter

Sports fans and Sega CD owners are in for a two disc treat with the release of Prize Fighter, Sega Sports full motion video boxing simulation. There are two things that make this game one of the best for Sega CD. First, the boxing action is excellent-you won't believe the level of control that you have over your boxer and the screen response to controller input. Second, Ron Stein, the director of this feature (he also directed the boxing sequences in Raging Bull and the Rocky series), has created a first person world where you move through a movie style environment and then fight a series of four boxers on your way to claiming the championship belt. The level of difficulty is set high but you can customize your fighter (the Kid) by adjusting his left and right power points, as well as his stamina. There is also a training mode that gives you direction in how to attack your opponent. This training is available to you ONLY in the first round of each fight. The problem is that your first challenger, Honeyboy, has twice as many power points as the Kid. And, if you don't take full advantage of the clock in the first round and make every punch count, he will put your lights out in the second. The key to victory in Prize Fighter is making it through this first fight. You can then fight Honeyboy over and over to build up your power and stamina points-thus allowing you to fight Mega Joe, T. Rex and Nuke "The Duke" (the champion). I have enjoyed playing this game more than any boxing game since the original Punch Out. The initial shipment immediately sold out around the country and Sega CD owners seem to have vaulted Prize Fighter into the number one slot. This is my idea of "Multimedia". - Talko



# THE ONLY THING WE LEFT OUT WAS THE COOLER OF GATORADE®

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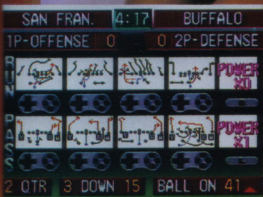


▲ Frank Gifford calls every down.



1P-POWER >  
2P-POWER >

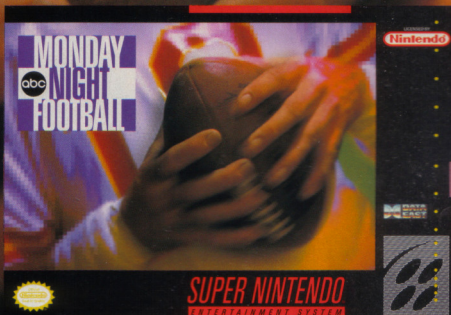
▲ Power Play Mode zooms in tight on all the action.



▲ Run a variety of offensive and defensive plays.



▲ Try not to fumble as you plow down a mud-slicked or ice-packed field.



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I keep waiting for Accolade to produce a 16-bit sports title that comes close to catching the spirit and quality of their PC product...I'm still waiting. Pele Soccer is pretty much typical of Accolade's efforts on the Genesis (the list includes Mike Ditka Football, Hardball and Hardball 3) in that there is obviously some effort expended on the initial design of the title but the execution comes up short. This is made all the more apparent by the surface similarities between Pele and FIFA Soccer from EA Sports. Pele makes use of a 3/4 perspective with detailed stadium graphics but that's where the similarity ends. Like their other titles, Pele suffers from a lack of color, a slow scrolling play field and the feeling that your players are mired in the mud. You want to keep pushing your controller but the on screen characters do not respond. In addition, the play mechanics are haphazard and controller response is slow. The game offers a full season's play and all of the World Cup teams but, like Ditka and Hardball 3, the game is just too repetitive and dull to keep you playing for 20 minutes, let alone an entire season. Another interesting item is that Pele's mug doesn't appear anywhere in the game...quite strange for a company who's slogan is "Games With Personality". I hope that, if Accolade really has a serious commitment to developing quality sports titles, that they can put it all together and produce a winning product. As it stands, Pele Soccer is just one of the many vying for shelf space this winter. - Talko



SELECT ROSTER

SAD PAULO GP 34 AS 14 41

1. MURRAY	10	10	10
2. MURRAY	10	10	10
3. MURRAY	10	10	10
4. MURRAY	10	10	10
5. MURRAY	10	10	10

SAD PAULO GP 34 AS 14 41

1. MURRAY	10	10	10
2. MURRAY	10	10	10
3. MURRAY	10	10	10
4. MURRAY	10	10	10
5. MURRAY	10	10	10



# PELE!





# SUPER GOAL!



Super Goal 2 is an excellent World Cup soccer simulation. The Mode 7 graphics are similar to Nintendo's Super Soccer, but with a raised perspective and the ability to pull back from the close-up view on corner kicks, etc.. The game plays extremely well with a number of moves, like bicycle kicks, headers and different types of passes and shots, under your command. You can participate in a 20 team tournament and adjust formations and starters and your progress through the five division tournament is saved via password. As good as this game is (with all apologies to Jaleco), I recommend it only to big time soccer fans and players. With almost every publisher delivering a soccer game on the SNES (to coincide with the World Cup), the player can afford to be choosy. Even with the quality of this game and the increased competition, owners of Super Soccer are not going to find that Super Goal 2 and the other new soccer titles are significantly different from that game. But, if you're new to the world of SNES sports and haven't yet added a soccer title to your library, check out Super Goal 2, it is definitely one of the better soccer titles for the system. - Talko



# CHAMPIONS

## WORLD CLASS SOCCER

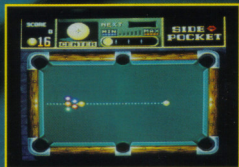


Somebody is going to have to call me and explain why EVERYBODY in this industry decided it would be a good idea to release a soccer game to coincide with the World Cup. One or two, sure. But seven or eight? I suppose it has something to do with the games being released in Europe as well, cuz' there ain't no way that all of these soccer games are going to sell in America. Me thinks that the sports publishers out there are in for a small lesson in Darwinian Economics. This brings us to Champions World Cup Soccer from Acclaim and Park Place. This game has all of the features that the others have; 5 division World Cup play, adjustable formations, etc.. And the game does make use of a unique feature in that there is an isometric map of the play field that can be viewed during action. This really helps you pick out the open wings and forwards as they break down field. Other than that, Champions is simply another soccer game with decent graphics and gameplay that is good but not great. I can't really say anything bad about the game but there isn't anything outstanding either. The one thing that does bug me is the delay between when you push the pass or shoot button and when you actually strike the ball. Park Place decided to include an extended animation for the swing of the player's leg that is a little frustrating when you are trying to move the ball up field and you are making quick decisions. Look at the pictures, look at the competition, rent it or consult your Ouija board-there's no clear cut answer with Champions...it's just another day at the World Cup. - Talko



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SUPER NINTENDO  
ENTERTAINMENT SYSTEM

AN OFFICIAL  
Nintendo  
GAME

# HALL OF FAME

**Tonight's Matchup**  
**Georgia Bulldogs** vs **Virginia Cavaliers**

White	PG Wright
Low	G Perry
Palmer	F Welch
Denver	PF Kani
Ross	C Barham

**University of Connecticut**  
 Coll Season Record 20-11  
 Conference Record 9-7

**Huskies**

#	Name	Pos
41	Cannon	F
22	Trono	F
33	Cannon	F
19	Koehl	F
23	Shed	F
11	Bradley	F
2	Beck	F

**Lujan**  
 Junior Center

Game	Averages
Points	23.1
Rebounds	2.4
Steals	2.0
Blocks	0.2
FG %	47.2
Field Goal	44%
3 Point	0%

Set Length of Half

- \* 20 minutes
- 12 minutes
- 6 minutes

Set Difficulty Level

- \* Easy
- Medium
- Hard

Press Start to Begin Game

# NCAA BASKETBALL

NCAA Basketball created quite a stir when it was first shown in Japanese and American magazines in late '91. HAL Japan (using Sculptured Software) had developed a unique, pseudo-first person engine that was to bring basketball into our homes like never before. Nintendo, seeing the potential in the title, chose to exercise their option to pick-up the game and release it as a Nintendo product. Unfortunately, NCAA basketball (which, interestingly enough, featured "faked" NBA teams instead of college squads and is now somewhat of a collector's item) was to be HAL's last project, as financial problems shut the development house down. Nintendo decided to delay the American release of the game so that they could add the season and statistics and tweak with the gameplay. The end result was one of the most playable basketball games on any system and a game that, to this day, is second only to Tecmo Super NBA Basketball in terms of fun and playability. The first person perspective is what really made the game go and the ability to determine which of the five dunks you would use (vs. the computer choosing based on floor location) is still unique. What makes NCAA Basketball of continuing interest to sports players almost two years after its initial release is the fact that, unlike most 3D games where technology comes first and gameplay is a distant second, this game plays very well. The passing mechanism, in particular, is excellent and shooting and blocking are as good as in any other basketball title. If you are a new SNES owner and haven't taken a look at NCAA, check it out...the unique perspective and good gameplay should keep you involved for some time. - Talko

FOULS PERIOD SCORE SHOT FOULS

0	1	0-10	35	0
---	---	------	----	---

HOME PG FORT VISITOR

FOULS PERIOD SCORE SHOT FOULS

0	1	0-2	37	0
---	---	-----	----	---

HOME PG FORT VISITOR

FOULS PERIOD SCORE SHOT FOULS

2	1	0-4	25	0
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HOME PG FORT VISITOR

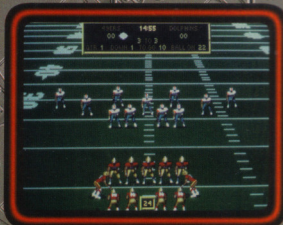
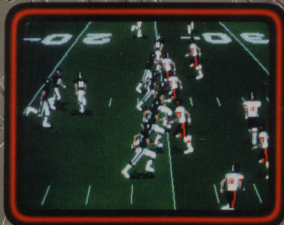
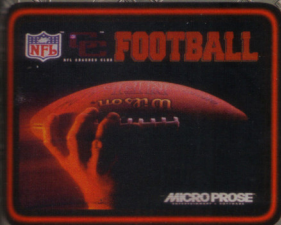
FOULS PERIOD SCORE SHOT FOULS

0	1	0-0	37	0
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HOME PG FLETCHER VISITOR NOEL

# Play in Progress

New titles from EA Sports and Microprose...



Play In Progress focuses this month on two new titles coming this spring from EA Sports and a great looking football game from Microprose that is scheduled for release later this year. First out for EA is Mario Andretti Racing on the Genesis. This game is based on EA's PC title of the same name and will include three different types of racing: Sprint car, Stock car and Indy car. Andretti Racing will also feature 15 different tracks based on real track topography and will allow you to design your own cars. Additionally, the title will feature split screen, two player action and two views: cockpit and behind car. Mario Andretti Racing is scheduled for a March release. Next up is NBA Showdown '94 for the Genesis. This 16 meg title promises to deliver the full complement of NBA action. It features a new game perspective that allows for better viewing of passing lanes and less court congestion and offers full season play with complete team and league statistics and the ability to create your own dream team. You can also create your own 8 team tournaments and 4 Way Play is fully supported. Look for NBA Showdown to appear on retail shelves in March. Lastly, Microprose is preparing a Genesis version of their great PC football simulation, Coach's Club Football. This game makes use of both an NFL license and NFLPA license. In addition to its alliance with the NFL, Coach's Club. The PC version of the game featured unlimited camera angles during play, and full season simulations in a real world, real time environment. Look for some of these features to make it to the Genesis game when it is released later this year. Well, that's it for PIP this month. Look to this column next month for the latest information on sports titles on display at WCES in Las Vegas... Talko

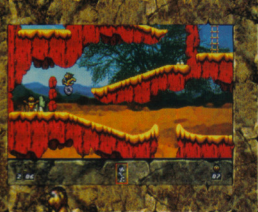


# JAGUAR'S DOMAIN



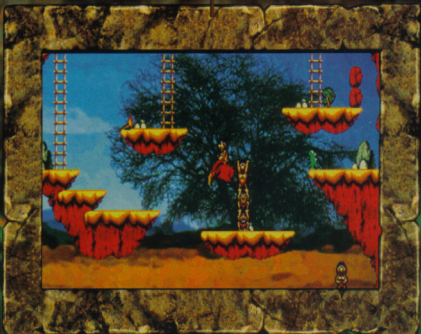
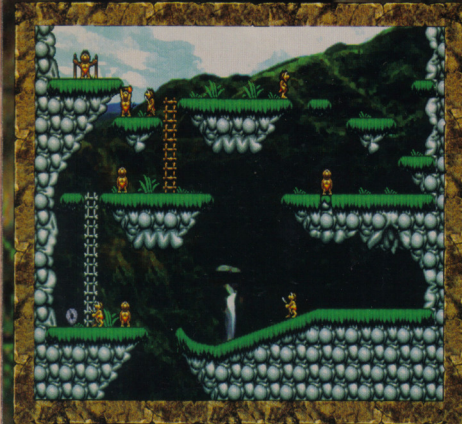
## DINO DUDES

OK, I'll admit a puzzle game isn't my first choice for my new 64 bit system, but if a good one is there, I'll take it, and I would have to say that with these graphics, along with a cool soundtrack and days or weeks worth of levels this is the best one.



Imagine if you actually preferred this type of game, you'd be in heaven. Dino Dudes is as addicting and fun as puzzle games get. You start off the game as the lowly Caveman, with no fire, no rope, and no wheel. You're just a bunch of stupid hairy guys. The goal is, to discover all of the above in an effort, to complete tasks like saving fellow cave dwellers or pets, slaying man eating dinos and moving your tribe forward as it grows.

There are 58 levels in all and after two days I am just in the 20's. Dino Dudes is both fun and addictive, features smooth parallax scrolling and has





great graphics. The little Dino Dudes are animated well and have lots of personality and the backgrounds are nothing short of spectacular. We made an RGB cable for our Jag and it made all the difference in the world. Besides riding the wheel, the coolest thing



about the Dino Dudes is the Witch Doctors. Once you position a human sacrifice beside him and choose what item you want him to make, the Witch Doctor begins to chant and roasts the unlucky fellow. This is followed by the sound of thunder and he finally reveals the required item. Getting eaten by a man eater is also fun to watch but I don't recommend it. You use spears to kill vault and kill dinos, fire to burn obstacles, ropes to raise and lower tribesmen and the wheel to scoot quickly over chasms, (but try not to run over your friends toes, it looks painful). This is a tight and well programmed all around package. Everything from the password screen to the options and control screen to the game over screen are highly detailed and there are quite a few good tunes to listen to. Although this is a great puzzler, what we are all waiting for are Alien Vs Predator, Checkered Flag 2, Tiny-Toons, Tempest 2000, Club Drive and Kasumi Ninja. I'm leaving for the CES tomorrow (it's January 2nd) and they should all be there so turn the page and see what I thought. In the



meantime, whether you're into puzzle games or not, if you have a Jag I recommend picking up Dino Dudes. It's a great way to pass the time while you're waiting for that next big game.

- E. Storm



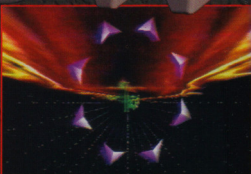
# ATARI JAGUAR

# THE SHOW

## ATARI THIRD PARTY SUPPORT

**Anco Software**  
**Argonaut**  
**ATD**  
**ASG**  
**Activision**  
**Accolade**  
**Beyond Games**  
**Brainstorm**  
**Dimension**  
**Technologies**  
**DTMC**  
**Epic Megagames**  
**Euro-Soft**  
**Gremlin Graphics**  
**High Voltage ID**  
**Software**  
**Interplay**  
**Krisalis**  
**ICD inc.**  
**Loricel S.A.**  
**Maxis Software**  
**Microprose Software Inc.**  
**Microprose Ltd. (UK)**  
**Microroids**  
**MidNite Software**  
**Millenium**

**Interactive, Ltd**  
**Ocean Ltd. (UK)**  
**Phalanx Software**  
**Photosurrealism**  
**Rebellion**  
**Software Ltd.**  
**Retour 2048**  
**Silmarils**  
**Telegames**  
**Tradewest**  
**(Layland Int.)**  
**Tierlex Ltd.**  
**Titus**  
**Trimark**  
**Interactive**  
**U.S. Gold**  
**UBI Soft (US)**  
**Virgin Games (US)**  
**Virgin Games (UK)**  
**V-Reel Productions**



TEMPEST 2000 BY LAMASOFT



CHECKERED FLAG 2 REBELLION

**T**he Jaguar finally came out to play, and play it did. Although games like Kasumi Ninja and Checkered Flag were early, they looked very promising. Games like Alien vs Pradator and Tempest 2000 dazzled crowds as expected. Pictured below is the growing list of Jaguar third parties, and from what I heard, there's more where these came from. Judging from what we have seen, the Jaguar is a steal at \$249 and, the system will have ample support. The people at Atari showed just how serious they are about the Jag. The meeting we had with Sam Tramiel, Terrence Valeski and, of course, our new friend Bob Brodie, was among the most pleasant and positive we had at the show. If you had any doubts, cast them aside. This is the real thing. I held the CD in my hands.....



KASUME NINJA ATARI



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OF YOUR LIFE!

# GPI

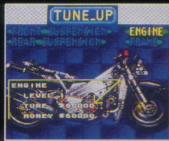
## MOTORCYCLE WORLD CHALLENGE



2-PLAYER  
SIMULTANEOUS SPLIT  
SCREEN RACING!



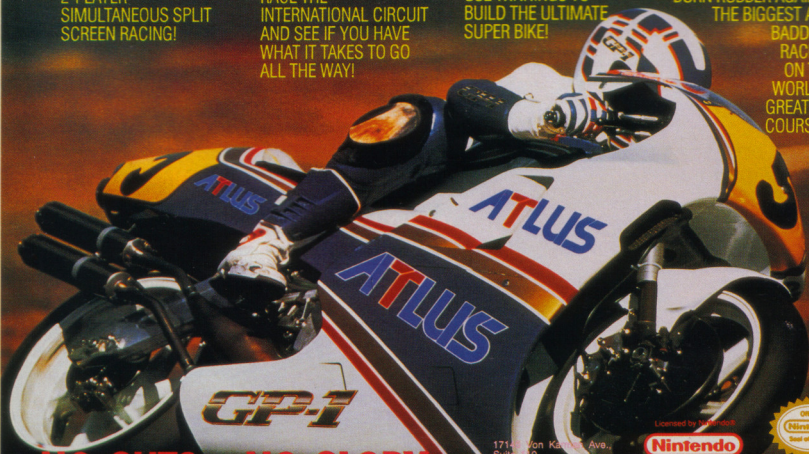
RACE THE  
INTERNATIONAL CIRCUIT  
AND SEE IF YOU HAVE  
WHAT IT TAKES TO GO  
ALL THE WAY!



USE WINNINGS TO  
BUILD THE ULTIMATE  
SUPER BIKE!



BURN RUBBER AGAINST  
THE BIGGEST AND  
BADDEST RACERS  
ON THE  
WORLD'S  
GREATEST  
COURSES!



### NO GUTS... NO GLORY..

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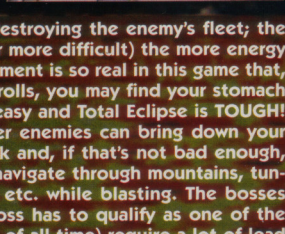
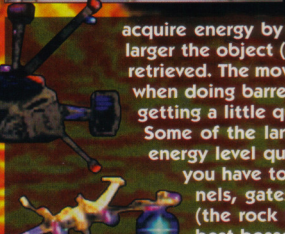
Nintendo



**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

# TOTAL ECLIPSE

Total Eclipse is total addiction! There has NEVER been a shooter like this; 20 levels of interplanetary destruction and mayhem fought over planet surfaces and in tunnels that create a 3D world unlike any you've ever experienced! And, if the 3D environment, light source shading, great music and incredible enemies and bosses weren't enough, Crystal Dynamics, as they did with Crash and Burn, have created an excellent, well thought out game with superb play mechanics. The key to survival in TE is maintaining your energy level. The best way to do this is by shooting the land based energy pods and the blimps that float in space. You can also



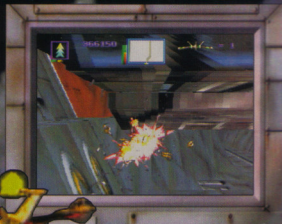
acquire energy by destroying the enemy's fleet; the larger the object (or more difficult) the more energy retrieved. The movement is so real in this game that, when doing barrel rolls, you may find your stomach getting a little queasy and Total Eclipse is TOUGH! Some of the larger enemies can bring down your energy level quick and, if that's not bad enough, you have to navigate through mountains, tunnels, gates, etc. while blasting. The bosses (the rock boss has to qualify as one of the best bosses of all time) require a lot of lead





to make them burn and a lot of time and patience on your part. I could go on and on about how phenomenal Total Eclipse truly is. But suffice it to say that the quality of this game and the technology it displays are so far beyond what any other game system has been able to show to date that comparisons are not viable.

Total Eclipse has set a next generation standard on 3DO that all future game systems and software designers will have to compete against. - Talko



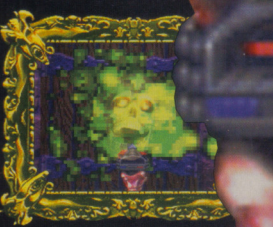


# Escape from... Monster Manor™

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It's amazing. One month ago, E. Storm and I were talking about the future of 3DO and complaining about the lack of software for the system (Putt Putt Goes to Dinky Land is NOT software). It got to a point where we were both considering having our systems retrofitted and turning them into electronic drink holders. What a difference a few weeks makes! First Madden 3DO, then the awesome Total Eclipse and now, courtesy of Electronic Arts and the 3DO Company, comes Escape From Monster Manor. All of the industry insiders who were beginning to doubt the power of 3DO will have to rethink their position as Monster Manor is a game playing and technological dream. The game was developed

by RJ Mical and his team at 3DO. RJ is best known in the industry for being one of the developers of the Amiga and the developer and co-creator of the Lynx. His talents in 3D hardware and software are well known inside the world of gaming. He and his team have created a first person Action/Adventure game, along the lines of Castle Wolfenstein 3D, that puts you in a real time, virtual world like no other! Monster Manor is 12 levels of ghoulish, nightmarish hell that makes you feel like you are trying to escape the Haunted Mansion in Disneyland. The story sets





you up as the latest in a team of adventurers that have been trying to restore the shattered Talisman, put an end to the monsters' reign and escape the manor alive. The brave souls that attempted this feat before you have apparently been separated from their minds and bodies and it's going to take all of the instinct, patience, intelligence and shooting skills that you possess to make it through this game. In fact, *Monster Manor* is so huge and the levels are sooo big that you will find yourself, at times, wandering over an area that looks like it's roughly the size of a small third world nation. In addition to the size of the game, the enemies are extremely intelligent. You will

die more than a few times on level three, trying to escape from the morphing face that blows a deathly goo your way. When he sees you, he will come gunning for you and relentlessly chase you through the level. The music, blood curdling screams and eerie sound effects are terrific and complement the outstanding texture mapped graphics of the manor. Between the two, they will have you completely engrossed in this addictive adventure. One tip I can offer you is to use your map constantly and to locate rooms where you have a storehouse of gun energy and health. These will come in handy when you are trying to open up the level exit and you've pumped everything you have into the bad-dies that are protecting that exit—make a run for the goodies, reload and attack again. I can't say enough good things about *Monster Manor* and about how excited I am about 3DO. 1994 is going to be a great year for the system and a great year for this game reviewer. I have been waiting since I was 16 to play games like *Monster Manor* and, now, the time has finally arrived...gaming heaven! - *Talko*





# NIGHT TRAP

Here it is, the game that brought video gaming to Capitol Hill...Night Trap??? For those of you unfamiliar with the fuss, Sega originally offered this game packaged in with the Sega CD system. It was the first full motion game for the Sega CD and Sega, knowing that the purchasers of their new, \$300+ peripheral would be mostly adult



and young adult males, chose to create an "adult", Dracula style game in which your goal was to protect the teenage girls inside from having their blood sucked out by the "Augers". Pretty much standard, "B" movie horror stuff, right? Wrong! Although there is absolutely nothing in this game that you can't see in syndication every day of the week, Nintendo and the Bored Housewives of America teamed up to take Sega to task. The punch line is that Nintendo, ever the King of hypocrisy, lets the feeble minded congressmen involved in this hearing know what good guys they are for removing the blood and death moves from Mortal Kombat (strange, nobody seems to have a problem with the fact that, blood or no, the essence of the game is that you are there to beat the crap out of the other guy. Now, of the two, which do you think is more likely to happen to your 12 year old son, getting the tar beat out of him or having his spine ripped out?). And Toys 'R Us immediately lets the media know that they are taking Night Trap off of their shelves...the national media laps this up. Great move guys, the game is two years old and nobody's buying it...how about pulling Mortal Kombat off of the shelves? What? Oh, I see...sales are too strong...so much for moral virtue! Amid all of this political posturing and misinformation, Virgin and Digital Pictures have released the game for 3DO and, in the process have focused our attention



on the real issue...it's not a very good game. Although the video and sound is superior to the Sega CD original, you can't get away from the fact that this game requires only that you continue to trudge through it, dying and restarting, until you, eventually, waste the Augers, save the girls and dispose of the dysfunctional, Dracula-type family. In reality, it's pretty boring, repetitive stuff and certainly not as graphic or controversial as everyone involved in this melodrama would have you believe. In the end, Night Trap is a so-so game that has received a lot more attention than it deserves.

- Talko





# DRAGON'S LAIR

3DO owners are expecting that part of what their \$700 machine will deliver is incredible translations of arcade games. Although arcade games on 3DO are strictly AWOL at this time, Readysoft has just released the 3DO version of Dragon's Lair, the venerable arcade/laser disc Mega-hit. I've got to give it to you straight folks-Dirk's great adventure is not identical to the arcade. There are some missing levels (the falling discs being the most noticeable), the music/animation synch. is off in places, the video is a little rough and the color is a bit faded. There is also missing animation from the demo, and quick fades that, from time to time, interrupt the flow of the game. In spite of these shortcomings which, most assuredly, would have been avoided by simply putting the game on 2 discs instead of the one packaged, Dragon's Lair is as addictive as it was in the arcade and, even after 10 years, is fresh, amusing and can still wow your friends with its technology and animation. One word of warning, if you're an experienced DL player, it will not take you too long to beat the game. You are given 5 lives to get through a sequence of animations and the game also gives you unlimited continues. But, DL is one game that stands up to repeat playing and, because of the number of scenes, the random sequencing of the game and the different movements required, it is difficult to memorize the entire game. If you beat it and come back to it a month later, it will be like experiencing the game anew. Dragon's Lair is an excellent 3DO game and software starved owners now have another quality title to add to their libraries...enjoy! - Talko



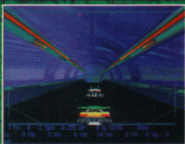
# THE SHOW



Most of the news on 3DO at WCES centered around the reportedly sluggish sales of the system during the holiday season. Obviously, this is directly related to the lack of entertainment software. Help is on the way, however, as Monster Manor and Total Eclipse have shipped as of this writing and a half dozen titles are waiting in the wings (including the much anticipated John Madden Football). Trip Hawkins addressed the industry in his "State of 3DO Address" and compared 3DO sales favorably to first year sales of Compact Disc and VCR players. The most exciting titles at the show (other than those that have been covered previously in our 3DO section) were; Crystal Dynamics' Orion Off Road and The Horde, EA's Road Rash and Shock Wave, Spectrum Holobyte's Star Trek, The Next Generation and Panasonic's/T&E Soft's True Golf Classics, Pebble Beach. Although there weren't as many new titles as we had anticipated, it seems that the long term prospects for 3DO's success are good. With 4 manufacturers and a retail price under \$500 predicted by the end of the year, 3DO looks to be heading into a strong 1994. -Talko

## SOFTWARE TOOLWORKS

Mega Race (First Quarter '94)  
Dragon Tales (Second Quarter '94)



## SPECTRUM HOLOBYTE

Star Trek The Next Generation (March/April)  
A World For All Seasons (TBA)



## CRYSTAL DYNAMICS

Orion Off Road (May/June)  
Star Control II (April/May)  
The Horde (March)  
Pataank (April/May)  
Way of the Warrior (April/May)



## ELECTRONIC ARTS

Pga Tour Golf (March/April)  
Road Rash (March/April)  
Shock Wave (May)  
Theme Park (May)  
Twisted (February)



## VIRGIN

Demolition Man (Summer)



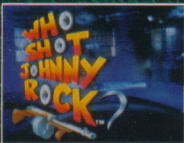
## ORIGIN

Super Wing Commander



## AMERICAN LASER GAMES

Who Shot Johnny Rock? (February/March)



## TETRAGON

Gridders (Summer '94)





ReadySoft Incorporated & Epicenter Interactive Present

# 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!

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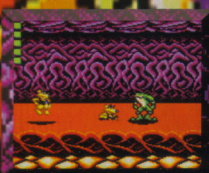


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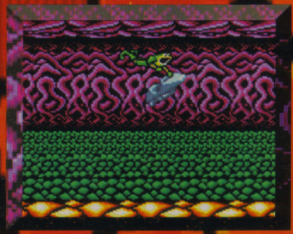


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# HANDS ON PORTABLES



The Battletoads have come full circle. First, they appeared on 8 bit in the last great NES action game. Then, came Battlemaniacs for the SNES and Battletoads for the Genesis. Now, 5 after the original, they're back on 8 bit, except this time you can take them anywhere. Battletoads is once again a great game, with some of the best GG graphics to date. But, Battletoads is also, once again, very, very, hard to beat. Why must this game always have a limited number of continues? This is now an old game, we've all seen every level. So why not let us play it through just once with unlimited continues? Being that the GG is aimed at the more casual gamer on the go, or those of us who like to kick it on the plane or in the car, you would think they would want to make this version a bit easier, but instead it is next to impossible. Difficulty aside, this is a great GG game, in fact if it had unlimited continues it would be on the top five all time GG list. Instead, this great GG game will most likely only be enjoyed by the expert gamer or, somebody with a whole lot of time on his hands (like life in prison). - E. Storm





### Shang Tsung's Transformations

Baraka: 2 x Down, Low Kick  
 Cage: 2 x Back, Down, L Punch  
 Jax: Down, Forward, Back, H Kick  
 Kitana: 3 x Block (Quick)  
 Kung Lao: Back, Down, Back, H Kick  
 Liu Kang: Back, 2x Forward, Block  
 Mileena: Hold High Punch (3 secs.) then release

Raiden: Down, Back, Forward, Low Kick  
 Reptile: Hold Back, Up Down, H Punch  
 Scorpion: Hold Block, 2 x Up  
 Sub-Zero: Forward, Down, Forward, H Punch

# QUARTER

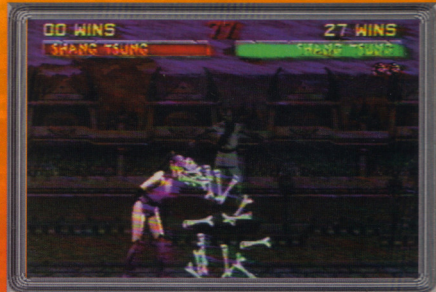
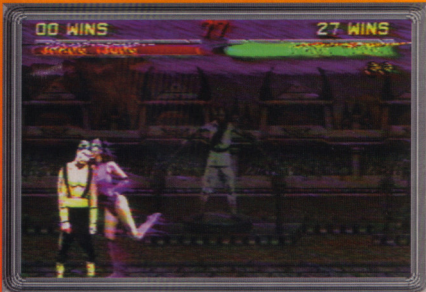


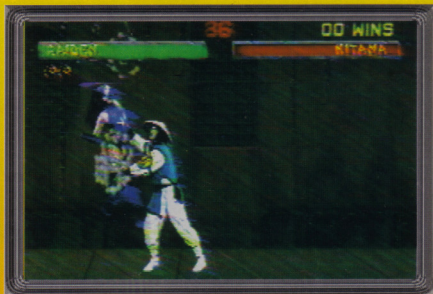
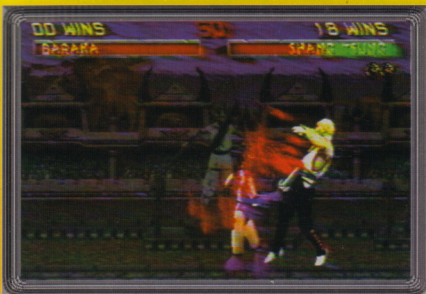
# GRUNCHERS

# MORTAL KOMBAT II

One of the hottest games to hit the arcades in years has arrived. Mortal Kombat II is here and boy are the quarters flowin'. Rocketing instantly to the top of the coin-op charts, MK2 success has raised the eyebrows of many of Midway's competitors. What makes this game so much more successful than ours? Is it the killer Digital Compression Sound system? Is it the fantastic, rich graphics? Is it the

shoes? No Mr. demographics man in your nauyahyde chair, its hidden secrets that making all us gamers drool. It is said that there are so many hidden secrets in MK2, it would take you a year to find them all.....we'll see about that. Since its the Fatalities, Babalities and the Friendship Fatalities that are most on the minds of MK2 fans everywhere, we will focus on those for right now. -K.LEE



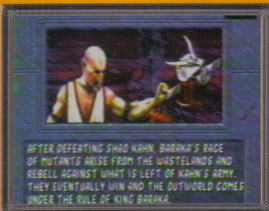


### Jax's Moves & Fatalities

Memory Check: High Punch (close) - stuns opponent  
 Earthquake Punch: Hold Low Kick (4 sec.) then release  
 Gotcha Grab: 2 x forward, Low Punch (repeat Low Punch for 5 hits)  
 Quadruple slam: Throw enemy then press High Punch repeatedly  
 Energy Wave: Quarter-Circle Away, High Kick  
 Mid-Air Back Breaker: Block  
 Fatality 1 (Head Smash): Hold Low Punch, 3 x Forward, release Low Punch

### Sub Zero's Moves & Fatalities

Ice Ball: Quarter-Circle Towards, Low Punch  
 Ground Freeze: Quarter-Circle Away, Low Kick  
 Slide: Punch Back, Low Punch, Block, Low Kick  
 Fatality 1 (The Shattering): From 3rd away, 2 x Forward, Down, High Kick, then right next to opponent, Forward, Down, 2 x Forward, High Punch.

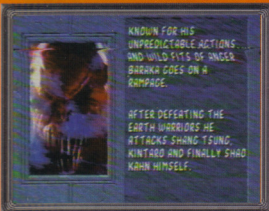


### Scorpions' Moves & Fatalities

Spear: 2 x Back, Low Punch  
 Teleport Punch: Quarter-Circle Away, High Punch. (Air Move)  
 Leg Grab: Quarter-Circle Away, Low Kick  
 Air Throw: Block  
 Fatality 1 (Human Torch): 3rd away, Hold Block, 2 x Up, High Punch

### Baraka's Moves & Fatalities

Double Kick: High Kick 2 x quickly (close)  
 Blade Swipe: Back and High Punch  
 Blade Bolt: Quarter-Circle Away, High Punch  
 Cuisinart Chop: 2 x Back, Low Punch  
 Fatality 1 (Decapitation): Hold Block, 3 x Back, High Punch  
 Fatality 2 (Impalement): Back, Forward, Down, Forward, Low Punch



### Liu Kang's Moves & Fatalities

Dragon Fireball: 2 x Forward, High Punch (air move)  
 Low Dragon Fireball: 2 x Forward, Low Punch  
 Flying Kick: 2 x Forward, High Kick  
 Bicycle Kick: Hold Low Kick (4 sec) then release  
 Fatality 1 (Dragon Bite): Down, Forward, 2 x Back, High Kick  
 Fatality 2 (Cartwheel-Uppercut): Hold Block, spin 360 away



### Raiden's Moves & Fatalities

Torpedo: 2 x Back, Forward (air move)  
Lightning Ball: Quarter-Circle Towards, Low Punch  
Teleport: Down, Up (quickly)

Electric Grab: Hold High Punch (4 sec.) then release (close)  
Pit & Ceiling Fatality: Hold Block, 2 x Up, High Punch

### Kitana's Moves & Fatalities

Fan Swipe: Back and High Punch  
Fan Throw: 2 x Forward, High Punch and Low Punch (can be done in the air)  
Fan Lift: 3x Back, High Punch  
Flying Punch: Quarter Circle Away, High Punch

Fatality 1: (Decapitation) : 3 x Block, High Kick  
Fatality 2: (Kiss of Death) : Hold Low Kick, 2 x Forward, Down, Forward then release  
Babality: 3 x Down, Low Kick (close)

### Reptile's Moves & Fatalities

Venom Spit: 2 x Forward, High Punch  
Force Ball: 2 Back, High Punch and Low Punch  
Slide: Back and Low Punch, Block, Low Kick

Invisibility: Hold Block, 2 x Up, Down, High Punch  
Fatality 1: (Head Snack) : 4" away, 2 x Back, Down, Low Punch

### Kung Lao's Moves & Fatalities

Hat Throw: Back, Forward, Low Punch (guide hat up or down)  
Flying Kick: Jump, Pull Down and High Kick  
Teleport: Down, Up Quickly (can attack during teleport)  
Energy Shield: Hold Block, 2 x Up, Low Kick (tap low kick to continue)

Fatality 1: (Splitting Headache) : 1" away Hold Block, 3 x Forward, Low Kick  
Pit & Ceiling Fatality: 3 x Forward, High Punch  
Babality: 2 x Back, 2 x Forward, High Kick (6" away)

### Mileena's Moves & Fatalities

Sai Throw: Hold High Punch (1 sec.) then release  
Ball Attack: 2 x Back, Down, High Kick  
Drop Kick: 2 x Forward, Low Kick

Fatality 1: (Gut Cutter) : Forward, Back, Forward, Low Kick  
Fatality 2: (Cannibal Kiss) : 2 x Forward, High Kick

### Johnny Cage's Moves & Fatalities

Field Goal Kick: Forward and High Kick (close)  
Ball Breaker: Down and Low Punch, Block  
Low Green Bolt: Quarter Circle Towards, Low Punch  
High Green Bolt: Quarter Circle Away, High Punch

Shadow Uppercut: Back, Down, Back, High Punch  
Shadow Kick: Back, Back, Forward, Low Kick  
Fatality 1: (Torso Toss) : 2 x Down, 2 x Forward, Low Punch  
Fatality 2: (Head Launch) : 2 x Forward, Down, Up (quickly)

### Shang Tsung's Moves & Fatalities

Flaming Skulls 1: 2 x Back, High Punch  
Flaming Skulls 2: 2 x Back, Forward, High Punch  
Flaming Skulls 3: 2 x Back, 2 x Forward, High Punch  
Fatality 1: (Soul Stealer) : Hold Block, Up, Down, Up, Low Kick

Fatality 2: (Inner Experience) : (1" away) Hold High Kick (2 sec.) then release  
Friendship: (6" away) Hold Block, Back, Back, Down, Back, High Kick

### Basic Combos

Jax: Memory Check-Gotcha Grab-Earthquake Punch  
Cage: Backdoor Jump Kick-Shadow Kick  
Kitana: Fan Lift-Jump-Punch-Fan Throw (in the air)  
Kung Lao: Any Jump Kick-Flying Kick (all in the air)  
Liu Kang: Jump Kick-Dragon Fireball (in the air)

Mileena: Backdoor Jump Kick-Ball Attack  
Raiden: Jump Kick-Torpedo (in the air)  
Reptile: Force Ball-2 High Punch Jabs-Venom Spit  
Scorpion: Backdoor Jump Kick-Teleport Punch-Spear-Uppercut  
Sub Zero: Backdoor Jump Kick-Ground Freeze-Uppercut

### REVISION #1

BARAKA: Babality:(6" away) hold block,3x forward, high kick  
CAGE: Babality:(6" away) hold block, 3x back, high kick  
KITANA: Pit & Ceiling Fatality: forward, down, forward, high kick  
Friendship: (1" away) hold block, 3x down, up, low kick  
MILEENA: Pit & Ceiling Fatality: forward, down, forward, low kick  
Babality:(2" away) hold block, 3x down, high kick  
Friendship: (6" away) hold block, 3x down, up, high kick  
RAIDEN: Fatality #2: (close) hold low kick, release, tap block + low kick

REPTILE: Friendship: (6" away) hold block, 2x back, down, low kick  
SCORPION: Fatality #2: (close) hold high punch, forward, down, 3x forward, release high punch  
Friendship: (6 " away) hold block, 2x back, down, high kick  
SUBZERO  
Friendship: (6" away) 2x back, down, low kick-high kick  
SHANG TSUNG  
Babality: (6" away) hold block,2x back, forward, down, high kick

### REVISION #2

CAGE: Fatality Bonus (multiple heads): 2x forward, down, up (quickly) then hold Down, low kick, block, and low punch  
Pit & ceiling fatality : 3x down, high kick  
LIU KANG: Babality : 2x down, forward, back, low kick  
Friendship : 2x forward, 3x back, low kick  
RAIDEN: Fatality#2 update: hold low kick( 3 sec) release close

to opponent then tap block and low kick quickly  
SCORPION: Fatality bonus(long distance toasty): anywhere, hold block 2x down, 2x up, high punch  
SUB ZERO: Friendship update: 2x back, down, high kick (only)

These moves and fatalities are the most up to date we could find and are current as of January 1994. As you may have already known, these lists are far from complete, for there are many more MK2 secrets that are yet to be discovered. Look for these lists to be updated in future issues of Game Fan -K.LEE



# MARTIAL CHAMPION

If there's one third party developer for the PC Engine that's full of pleasant surprises it's Konami. One of the more recent surprises would have to be Dracula X, a now legendary game that literally

seemed to come from nowhere. Konami's latest Super CD game is a home translation of their popular coin-op one on one fighting game, Martial Champion, and because of its release so soon after its introduction in the arcades, we at Game Fan are again surprised. One of the things I first noticed in Martial Champion were the colorful graphics. It seems as though Konami has backed themselves into a corner by making benchmark graphics in Dracula X, so now great graphics are expected from all their releases, Martial Champion included....they do not disappoint. Although the graphics are (as expected) not as impressive as the arcade version of MC, all of the characters are well drawn and smoothly animated and the background locations also have

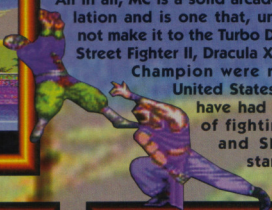
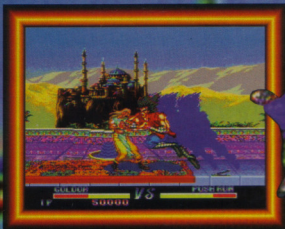


sharp, colorful graphics. Konami is known for their great music, and again they do not disappoint. All the cool tunes and most of digitized voices from the arcade have been transferred to the PC Engine version, so Konami's enviable track record is still intact. There are three different fighting modes in Martial Champion; Tournament mode- where one player can fight a computer opponent or another player can join in at anytime, VS mode-this one is a 2 player mode only, and Group Match-in this mode, two players pick 5 characters to be on their team(one is controlled by the player and the other 4 are computer controlled) the two teams then do battle against one

another to see which team is number one. All the moves are your basic half circle and charging motions, so everything is pretty instinctive.

All in all, MC is a solid arcade to home translation and is one that, unfortunately, will not make it to the Turbo Duo. If games like Street Fighter II, Dracula X and now Martial Champion were released in the

United States, the Duo might have had a better chance of fighting the Genesis and SNES, but as it stands, we'll never know. - K.LEE



# FM TOWNS MARTY



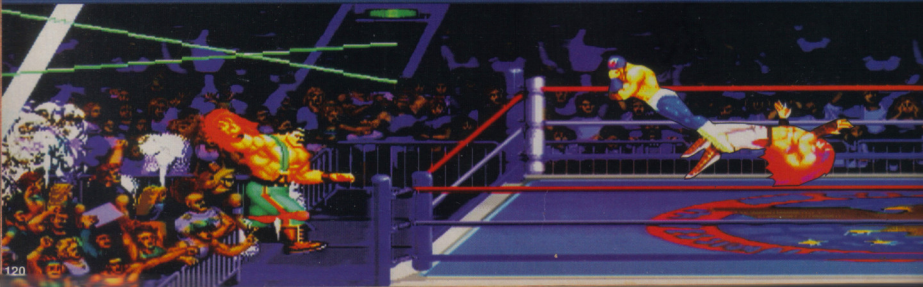
Marty is a powerful ally with the brains it takes to make "smart television" a reality. With Marty, you can experience a marvelous dimension in intelligent, interactive television performance.

## SATURDAY NIGHT

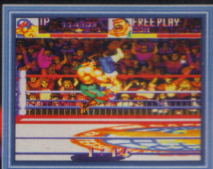
# SLAM MASTERS

Capcom's smash hit arcade wrestling game Muscle Bomber (also known as Saturday Night Slam Masters) has been released for the FM Towns-MARTY, and it has definitely landed with a significant impact. Since Capcom is not known for their wrestling games, Saturday Night Slam Masters came as a surprise to arcade gamers worldwide, so it is only fitting that its subsequent release on the FM Towns-MARTY was even more unexpected and without much fanfare. Despite that, Slam Masters was one of the more successful coin-op games of

1993, rocketing instantly into the monthly top 10 lists as far as earnings were concerned. After playing the arcade game, I came to the quick conclusion that Slam Masters was the best wrestling game I had ever seen, but I also realized that if a decent home console version was to be, then some excellent programming (and programmers) would be necessary. Turn the

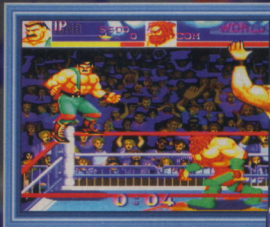




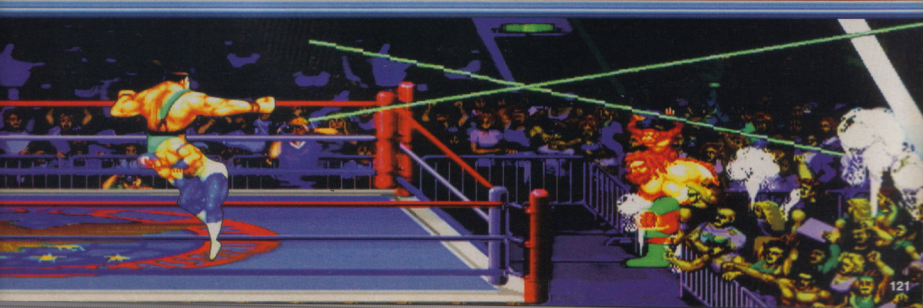


MARTY on, plopp in the CD, play the game for a few minutes and what did I get? Blown away, thus what I got. I never thought that the programmers at Capcom could do such a near perfect translation of the arcade game on a home system, but they succeeded. If you want to talk graphics, then take a quick peek of the screen shots on these two pages.....what was that I heard you say?.....not bad?.....yeah, I thought so....not only are the graphics perfect, but the animation also duplicates the original.

As far as gameplay is concerned, I tell you, I have played the coin-op version extensively and except for playing the game on the joypads of the MARTY instead of the joysticks of the arcade, IT IS EXACT BABY!! The arcade Slam Masters is known for its amazing voice, sound FX and music, and here too the CD game delivers. All the voice is directly sampled from the arcade game as is all of the sound FX and some of the music. The only thing that is audibly different is the background music while your in the ring, and even then, its the same tunes, just done differently. Overall, this is the best arcade to home translation this side of a Neo-Geo game and yet another reason why the MARTY should be officially released in North America. -K.LEE



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# JAPAN NOW!



## Japan News Network

Wow! Finally, our biggest event, the Winter CES, is over. Thank you very much to all of you who stopped me at the show and congratulated me on Japan Now. I've had so many meetings with people from Japan, I couldn't check out everything at the show but, here's my info, from the WCES. First of all, our favorite software development house, **Treasure**, is making 3 games for this year. The first one that will come out is a side scroll action game and the second one is an Action RPG. The last one will be another side scroll action game like Gunstar Heroes. We hope we'll get more info. on these new games for the next issue. I guarantee I'll get you at least one screen shot.

Sega's **Saturn** is official. Here's pretty much the final spec's, of Saturn. There have been some minor changes and it is definitely a cart/CD combo. Even though Sega didn't officially announce the 32-bit Saturn for the American market, it seems like we'll be getting a lot more information from Japan next month.

### Saturn Specs.:

**Basic Format:** CD-ROM and ROM Cartridge combined  
**CPU:** "Marr" SH2 (Hitachi's 32 bit RISC chip / 50MIPS) x 2.  
 "Sound" 68EC000 (Yamaha)  
**DSP:** 24bit DSP built in.  
**Memory:** Work RAM: 16Mbit  
 Video RAM: 12Mbit  
 Sound RAM: 4Mbit  
 CD Buffer RAM: 4Mbit  
 IPL ROM: 4Mbit  
**Graphics:** 16,777,216 colors  
 Palette: 2,048 / 1,024 colors  
 Polygon: 900,000 polygon / sec.  
 Effects: Flat Shading, Gouraud Shading, and Texture

### Mapping:

Sprite: Scaling, Rotation, and Changeable Sprite  
 Back Ground Scroll: 5 screen max.  
 4 screen of XY scroll  
 4 screen of side line scroll  
 4 / 2 screen of vertical cell scroll  
 2 screens of rotation  
 2 screens of scaling  
 2 screens of windows  
**Sound:** PCM sound chip (32 ch)  
 FM sound chip (8 ch)  
**Est. Retail Price:** Less than 50,000 yen (\$500)  
**Options:** MPEG

Saturn is the name of 6th planet in the solar system. Which means this system is the 6th Sega machine since SG-1000. Since Jupiter is the 5th planet, the MD or MCD should be the Jupiter, but we found out that Sega is planning to release a cheaper edition of the Saturn and it will be called **Jupiter**. The difference between Saturn and Jupiter is that Jupiter will be cartridge based only and will have the same CPU that Saturn has, but one only. This machine will have the same sound chip too. I don't know about the price yet but it sounds like the Jupiter will be a really affordable 32-bit system. Release date for these systems is December 1994. The biggest moon of Saturn is Titan, so if Sega ever thinks about releasing another machine, I guess they would call it **Titan**!?

The CD drive will be double speed. It is slower than what they announced before but, since this system has its own CD-ROM processor, it will be as fast as 4x speed drive. Sega is still thinking about a re-writable CD. We haven't heard about the actual games yet but some companies have started developing games for the system already. The games I talked about in January were up on the big Sega TV wall at the CES though...pretty good, huh? One last thing on the Saturn system. It is so sad that, most likely, Japanese hardware and American Hardware will not be compatible. Sega recently started putting an ID checking system into the Genesis and Mega Drive. Now, they have decided that they will be putting this ID check into all new consoles released under the Sega label. Since a lot of companies have been releasing adapters for playing MD on Genesis and visa-versa, you probably shouldn't worry.

Sony's **PS-X** was quiet at the show. There was an actual demo shown to 3rd parties and developers only at the Alexis Park Hotel. I haven't had a chance to see it yet but Ridge Racer (Namco) will be the first game. So far, announced 3rd parties for this system are Namco, Capcom, and Konami. I think, for Capcom, the first game will be SSF2 and, for Konami, a Gradius type of shooter. They haven't announced any titles yet but that's what I think. I've also heard Bandai will be making games for the PS-X. Bandai is popular as the maker of Dragon Ball Z and other Japanese animation games. As far as I know, most of the 3rd parties are willing to develop games for this system, except Enix and Square. There are a lot of other company's making RPGs, but I personally would love to see their RPG series(s) on the PS-X.

You may read about Nintendo's Project Reality in the Other Stuff section so I won't mention too much in this section. Mr. Yamauchi, the president of Nintendo of Japan, thinks that the cost of the RAM chip will be reduced by next year. That means 32 Meg cartridge games will be the same cost as regular 16 Meg cartridges. So, by the time Nintendo's 64-bit system comes out, 64 Meg or more cartridges will cost the same as a 16 Meg cartridge does now. Just imagine...**100 Meg Final Fantasy 7** on this system. I would freak out. At the show, I over heard that Mr. Miyamoto is programming **Mario** and **Zelda** for this system and most likely Mario will be the pack in with the system.

NEC's **FX** has no news at all, except they have 10 titles ready to release at the same time the system comes out. I really find it hard to believe that NEC is actually competing with those other systems, but maybe there are some awesome things about this system which NEC is still hiding from us.

### Special K's Last Minute Information!

Last minute info. is...**Super SF2 Turbo** is being tested on location in Osaka, Japan. Our staff has not seen it yet, but it seems like it is really fast and the game play (control) is really close to the regular SF2 Turbo. And another game that has been location tested is Sega's **Daytona**. T.J., our International Editor, went to the biggest Sega arcade in the world, called Gigo, and they hooked it up to the huge, high definition TV and were showing it to everybody. The only thing he told me was that the steering wheel is really heavy compared to other driving games. Personally, he liked Namco's Ridge Racer.

Treasure's next game will be called "**Dynamite Heady**". The main character looks like a puppet and can throw his head in 8 ways to attack. We will have actual screen shots of this game next month.

Since we had to cut down this section to one page for this issue, I cannot have Top 10/Most Wanted Japan this month. I will be doing JNN Interview and Top 10/Most Wanted again starting next issue, so please keep in touch and I thank all of you who have been sending letters to me. See you next month....Special K

BY  
THE RIPPER

# EUROPA!

Chaos Control



Welcome back for more on the comings and goings of the European games industry. As you'll see, besides the regular gossip and news, this month I tracked down Software Creations, who have created some great games over the years, most notably the brilliant but spectacularly delayed isometric adventure, Equinox on the SNES (complete with amazing music). But, as far as the rest of the industry goes, things certainly don't stand still for long here. For a start, this month saw many of the top developers from the UK attend a secret development conference. The topic for discussion...Sony's new PS-X! Yes, despite the lethal non-disclosure agreements surrounding Sony's incredible new system, UK developers are now foaming at the mouth in anticipation of this huge leap in graphic performance. One developer reckoned that, from what he'd seen, the PS-X makes 3DO look like an Atari VCS! Expect to see one of the first games from developers Psygnosis. Since acquiring the Liverpool-based company early last year for a cool \$30 million, Sony have let the scousers loose on its PS-X hardware. An awesome shoot 'em up for late '94 perhaps? Let's hope it's better than Microcosm, eh?

And now we come to the Jaguar. What happened Atari? 50,000 anxious British gamers pinned their hopes on getting their grimy mitts on the promised console a month before Christmas. A week before Christmas, there were more Jaguars being spotted on the Yorkshire moors than in the shops! In actual fact, the number of official machines that entered the UK before Christmas was in the hundreds rather than the thousands. Spare a thought for the long-suffering English games player, eh? Sometimes imports are the only way to keep up...

As for Jaguar development... well, you might be interested to learn that Microprose has also subscribed to the Atari vision. First titles are rumoured to be Jaguar versions of Geoff Crammond's Formula 1 Grand Prix and Stunt Car Racer - arguably the best racing games ever written. Either way, things are certainly looking up. Oh yeah, and Microprose are also developing a Mega Drive version of F1 GP. But how will it handle all those polygons, then? With the SVP, that's how. Yep, it may be expensive, alright, but Microprose reckon Sega's DSP chip is the the only way to do justice to such graphically demanding games. But £80 a throw like Virtua Racing?... let's hope not, eh?!

Across the water in France, some of the talented development team at Delpine in Paris (responsible for Another World and Flashback) broke away to work for the well-respected French company, Infogrames. The result? The stunning, but short-lived 3D action/adventure, Alone In The Dark on the PC. And it seems my Gallic chums there have been tempted by the stunning specs of the Atari Jaguar. First title to grace the feline is set to be, surprise, surprise, Alone In The Dark. Now, if only they could squeeze in the astonishing sequel onto the same cart... er, well, maybe not. Also, in the works at Infogrames are

the 3DO and Mega CD versions of Chaos Control - a Silpheed-style shoot 'em up with some truly unbelievable graphics and exceptional music.

On the Super NES front, things aren't slacking either. Newcomers Hybrid are busy working on converting the seminal computer classics Elite and Virus over onto the 16 bit system. And with such polygon-intensive graphics, the biggest surprise has to be that they're not using the Super FX chip for either of the games! Both games are currently shrouded in secrecy but, according to an inside source, the programmers have managed to get Elite running at 25 frames per second and in Mode 6 (hi-res) too! Now that does sound impressive, even if the game is getting on a tad...

Look out for Bullfrog's fantastic Syndicate and Sensible Software's utterly splendid Cannon Fodder appearing on your SNES and Mega Drive this year. Both games will use the mouse and, take it from me, the shoot 'em up just doesn't get much more fun than this! Both are destined to become classics.

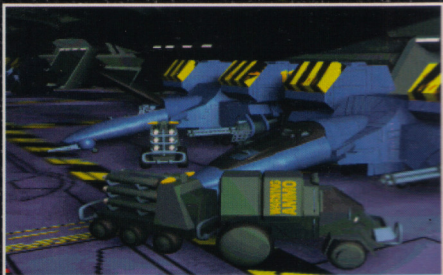
Finally, it looks like Project Reality just got a whole lot more interesting. Rumours suggest that the Big N has contracted UK developers Argonaut (of Super FX fame) to develop sophisticated 32-bit graphics hardware. Could this be a part of Project Reality? Or are Nintendo simply hedging their bets with the Silicon Graphics hardware in light of Sony's announcements? Make of it what you will...



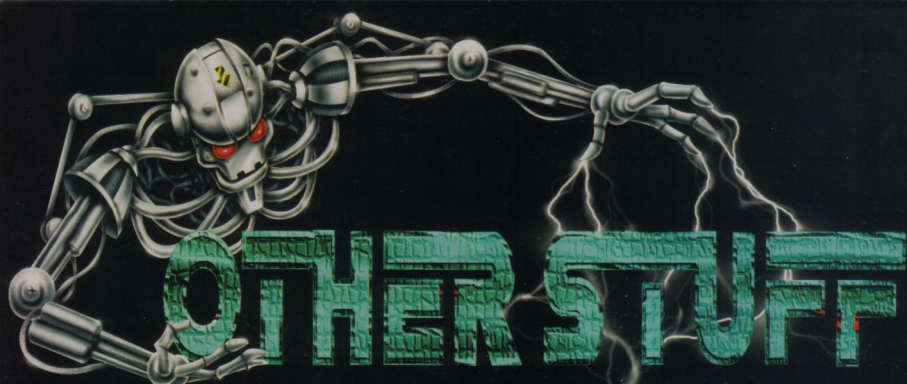
Cannon Fodder



Syndicate



Chaos Control



**W**elcome to the industries number one information section, Other Stuff. For starters' lets start talking about about **Project Reality**... At the recent Winter CES, behind closed doors, the president of Silicon Graphics, Jim Clark, answered some of our many questions.

The first was: Do you feel that the Saturn or Sony PSX could be compared to Nintendo's PR system? His answer was: "The only way Sega's hardware or Sony's hardware could beat us is if they had our technology, that's the only possible way to compete with us. How can Sega and Sony compete with old technology which has been sitting on a shelf for as long as a year? Nintendo's system uses technology that is true 64 bit and is a custom version of the worlds most powerful CPU ever". The second question was; Is it true that Project Reality is more powerful than 4-486 machines? His answer was, "that question, if true, would be the understatement of the year" The last question was, Is it true that Sega was offered the PR hardware before Nintendo? His answer was yes, this is what happened. "About a year ago we offered Sega our hardware and they asked for exclusivity. We thought about it then later went to Nintendo. They agreed to buy the hardware only if they could have the exclusive rights. We thought about it and finally agreed, because Nintendo was bigger, and we felt would sell more hardware units than Sega". Other things Jim Clark said was that Project Reality is ahead of schedule (about 6 months) and that final specs would be released in march, and that third party support would also be announced in march. The arcade version is still on schedule for an October/November release '94 and the home version will see a simultaneous release in Japan and America in September of '95. The PR system is a cartridge based system, the CD drive will be released in 1996. Speaking of Nintendo, inside sources have told us that at the June CES in Chicago, Nintendo will be showing about three SNES games that will look as good as 32 bit, but how?

### ***In Sega news...***

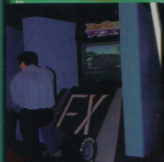
As you probably know by now the Saturn was shown on the big screen in Vegas at the WCES. After my legs stopped wobbling as I feasted on those beautiful graphics, I heard the guy on the screen say, "It will be out this fall in Japan...**Saturn**" Later I heard that there will be only a two month gap between the import and US release. That means by this time next year we should be holding the controllers...joy. In the meantime 16 bit is still alive and very well and gearing up for the best year ever. During the festivities in Las Vegas (a terrible place to visit, old folks carry around 20lb. cans of quarters like a pan-handlers convention while the whole gaudey place moans chingle-changle) I had a chance to meet some people that I have idolized for a long time. The team at Core, including; Jeremy Smith, Jason Gee, Bob Churchill, Chris Long, Guy Miller, Richard Barclay, Sharon Gordon and my new buddy Susan Lusty. First of all, these are great guys with a great attitude, they will never sell us out. I can see why their games are so great. We all sat down, cracked some Diet Pepsi's (oooh the hard stuff) and had a little chat, gamer to producer. After I finally got over the fact that there will not be a Wonder Dog sequel in the near future, I did learn that after Soulstar, Battlecorps and **Chuck Rally**, (which I predict will be the best Sega CD racing game ever created) Core will begin working on the Saturn and probably the PS-X...not Project Reality. I also talked with David Perry, a good friend and one of the best programmers in the world. Daves new Co., Shiny Entertainment (who we will get a big story on ASAP) has grown into a sizeable team brimming with talent and they are also looking forward to working on the Saturn. Gamearts and Treasure (the two best developers in Japan) were walking around with Kei, and they told him they will also be working on the Saturn... soon. So, at this time I don't care who's hardware can render the best kitchen sink, it looks like Sega will jump out ahead in the 32-bit arena. They have the tools and the talent. Rumor has it that Sonic may not be the flagship game for the Saturn. Instead a new Super character may arise...I wonder who's working on that one?

### ***Now lets get into games...***

**Mortal Kombat 2** has started development for SNES and Genesis and both should be 24meg carts. Blood will be included (via code) in the Sega version. Nintendos will stay dry, expect a september release on both. **Super Street Fighter 2** will be at the June show with a July/August release for SNES and the Genesis version should follow closely. Both of these carts should be 24meg or maybe 32meg, and the home versions of Super SF2, will both have stars just like the home versions of Turbo. Takara has some gnarly stuff for the end of '94, Samurai showdown will be a 4th quarter release and will be 24meg or higher. Fatal Fury Special will also be released around the same time and will be 24 meg or higher and, there last big Neo Geo translation for '94 will be World Heroes 2. Attus is also bringing their fighting game in October of '94, Power Instinct is coming to SNES and Genesis! Expect these titles to be around 24meg, both should be close to their arcade counterparts.

Here's some last minute info that just came in; **Lobo**, the king of comic book carnage, is coming to the SNES via Ocean. **Contra Three** for the Genesis is underway and the project is being headed by Konami's lead programmer, so get ready for another dream game. Two **Batman Animated series** games are coming. One on the SNES which is being animated by the actual TV series team and, one on the Sega CD is also rumored. Rocket Knight is also on his way to the SNES. **Bally Midway** may start publishing their own home based video games and the Neo-Geo arcade hardware will get a facelift this year to 32-bit. Heres one I just heard but find hard to believe (don't hold me to this one, if it's true I'll tell you next month) ...Street Fighter 2 Legends for the 3DO. Yep, all the versions on one CD by the end of the year. Well, I'll tell you one thing, SF2 is proven to move hardware, if I was over at the 3DO think tank (if they have one) that's what I'd do. Oh, I almost forgot, Arnolds new movie is called **"True Lies"**, Total Recall...True Lies. Sequel? Maybe Arnold is waking up. I'm telling you, I cannot change any more diapers! I must make a big block busta sequel" *Until next month then, this has been Other Stuff.*

WCES '94



# FINISHED!

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

Dear Postmeister,

I was curious as to why, when you print the size of a video game's memory, you say the cartridges are 8 meg, 16 meg, 146 meg (World Heroes 2), etc.. But, if they are on a CD medium, you (and everyone else) just print CD-ROM. I mean, the game could conceivably take up only .05 meg and be on CD. How come you can't find out and say the size of the game? I would really like to know how much memory these games take up. I'm sure there are others who would like to know also.

Sincerely Loco,  
Jonny "O-Man" Derolski  
Omanville, OD

Dear Jonny-O,

First of all, you're missing an "H" on your keyboard. And, as for your address, I don't know about other disgruntled carriers for our fine US Postal Service, but I'd have a seriously difficult time finding Omanville, OD (that's OK, I suppose Ed McMahon and Dick Clark are probably wandering around in circles as well)...on to the business at hand. The reason we, and other publications, don't print the meg size for CD titles is that it is unnecessary. The reason that the game publishers and the media give out meg size in a cartridge based game is so that the consumer can judge the gaming value that he is getting. It obviously costs more to manufacture a 16 meg game than an 8 meg title (this is directly tied to the cost of RAM). With a CD game, it is an entirely different story. The CD can store a minimum of 540 MegaBYTES of data (cartridge based games are based on megabits, there are 8 megabITS in one MegaBYTE) which is roughly equal to 4,320 megabits. Whether the game uses 3 Megabytes of the CD or all 540, the manufacturing costs are the same. The design development costs will differ depending on the size, length and complexity of the title. Our review of the game will let you know whether or not the space has been put to effective use, so knowing the EXACT size of CD game is of little help in determining the entertainment value of the product.

Dear Postmeister,

I want to say that I REALLY think that you guys at DieHard GameFan have the most hype gaming mag in publication! Now, down

to biz! Where in the world does Nintendo get off on saying that they'll have a super-hyper-whatz-it-whatever by 1995!?! Do they really think that I, or anyone else, will wait 1-1/2 to 2 years for more vapourware (remember the Nintendo CD boys and girls)? Especially when there is a 64-bit Atari Jaguar out there in gameland, kickin' butt and taking names. Also, I want to know if Atari is getting any of that BIG NAME, 3rd party support that the other systems have? Well, regardless of that, I will be the proud owner of an Atari Jaguar! Come on and get real people. 64-bit for around \$250? YOU CAN'T GO WRONG! Also, will Stun Runner and Space Lords come out for the Jag? Well, either way, I am sold already! By the way, I loved the pix of Crash & Burn in Issue #11 but, for \$699, I didn't love it enough to buy a 3DO! Who does? As for the 3DO, for the mainstream, I think that the price tag is way too high. By the way guys, thanks for being out there for me...just your average DieHard GameFan.

Yours Truly,  
Keith Strickland  
A Military Guy Stationed in Europe

Dear Military Guy,

Your letter brings up a few interesting points about the current status of the world of electronic entertainment, having just returned from WCES in Las Vegas, we too have a great interest in the future and the next generation systems...Let me answer your points and questions by looking at them system by system.

Project Reality: Nintendo did have a small kiosk dedicated to this system at the show, but it was nothing more than a technology tease being driven by an SGI workstation. The spec's aren't final, no games have been announced and there are questions as to Nintendo's ability to pull a mass market price out of the SGI chip set (this may be the answer to why wait until '95). In fact, when judging interest by the size of the crowd, you could have rolled a bowling ball through the PR area and not have hit anyone, as opposed to Sega's video wall, featuring an actual shot of the FINISHED Saturn hardware, as well as some incredible demo's on what look to be the Saturn's initial releases. The crowds in Sega's area were HUGE. Our feeling, at this point in time, is that, by the time PR sees the light of day, Sega and Atari may have already

claimed the majority of mass-market 32-bit sales and Nintendo could possibly be looking at an even smaller market share than it is maintaining in 16-bit.

Jaguar: Atari had an excellent show and, although the games have been slow to come (remember, national release of the system is not until the end of January), consumer and, now, developer interest in the system is streaking upward. Atari was signing up many of the major developers at the show, including Accolade, Virgin, Microprose, Tradewest, Ocean, Argonaut, US Gold and Interplay, and rumors were flying that Acclaim, Bethesda Software and many other 'majors' were seriously looking at the cat. Tempest 2000, Alien vs. Predator and Checkered Flag 2 are truly next generation games and the future for Atari's super system gets brighter by the day. As for Stun Runner and Space Lords, these titles were not announced at the show, but you can bet that Atari will have them on their release list some time in the near future.

3DO: I think that what the 3DO Company is trying to do is to establish a new tier in the marketplace. With almost no software available during the Christmas season, hardware sales were slower than expected. Now that the software is coming (Total Eclipse, Lemmings and Monster Manor have been released and Madden, Star Trek, Out of This World, PGA Tour Golf, Pebble Beach Golf, Jurassic Park, The Horde, Who Shot Johnny Rock, Super Wing Commander, Mega Race, Twisted and Road Rash are coming in the next 60 days), hardware sales should pick up. We expect that the major following for 3DO will come from the adult, PC gamer and that, as the price comes down, it will become more desirable to the mainstream gamer.

Sincerely,  
The Postmeister

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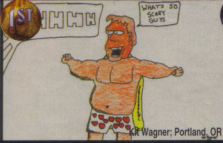
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Jeremy Neashaq, Durgam Iowa



Wagner, Portland, OR



Bill Stearns, CA



Bill Stearns, CA



Bill Stearns, CA



Bill Stearns, CA

First, let me just say how blown away we all were by the response this contest received. There were hundreds of entries to choose from but unfortunately, only room for 21 winners. It was tough to narrow it down, but here are the ones we felt best completed the October edition of "The Adventures of Monitour". Congratulations to the winners, lets do it again soon!



Bill Stearns, CA



Bill Stearns, CA



Bill Stearns, CA



Bill Stearns, CA



Bill Stearns, CA



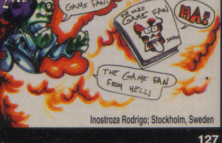
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Bill Stearns, CA



Bill Stearns, CA

Postmeister, I've just heard some disturbing news! There are still some gamers who have not yet subscribed! And you know what that means...

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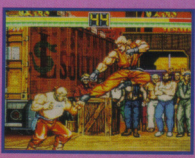
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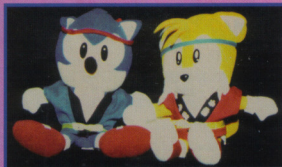
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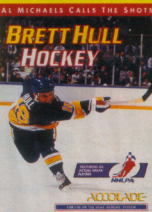
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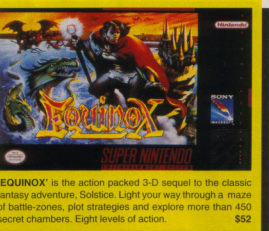
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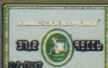
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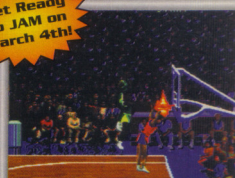


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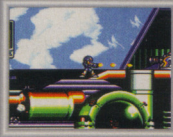
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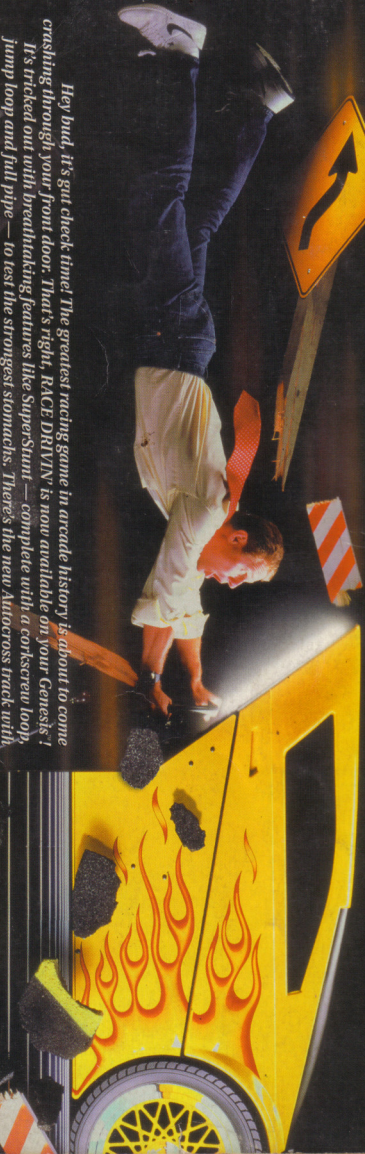


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