

# EGM<sup>2</sup>

FROM THE EDITORS OF  
**ELECTRONIC GAMING MONTHLY**

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- FOUR NEW CHARACTERS
- NEW MOVES EXPOSED
- NEW MK3 SECRETS

## EARTHWORM JIM 2



BLOWOUT MAPS AND TIPS FOR  
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Volume 2, Issue 5



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# International conflicts should

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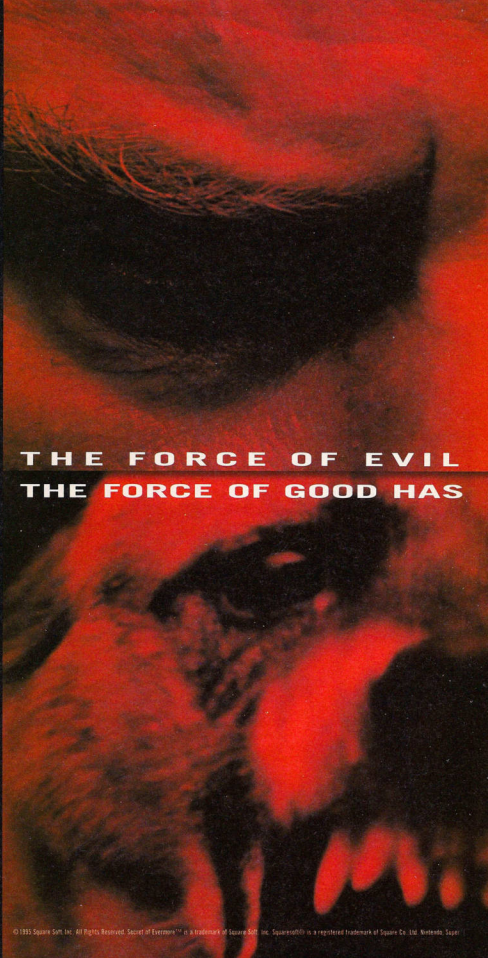
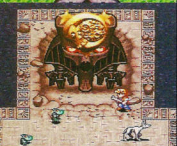


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# WHY ARE GAMES SO EXPENSIVE?

Everybody knows that CDs are cheap and easy to make.

So why are we still paying \$60+ for the next-generation games? Face it, things have gotten a lot **EASIER FOR GAME COMPANIES**: No more major bucks up front before the game is made; no more three-month wait for your finished games to come in; pressing costs that now are in pennies instead of tens of dollars for a cart; minimum orders that are in the thousands instead of tens of thousands; and no more 90-day wait for a reorder if your game is hotter than expected. No problems...order just what you want and get it in the stores in a matter of weeks. Need more...again no problem, a new shipment of discs will be in the store in a matter of days.

Their reason used to be (at least for the Sega CD) that the cost of making games has gone up. Full-motion video (remember that) was like making a movie and the **COSTS WERE ASTRONOMICAL**. Not any more. Many of the games are coming straight from Japan, and there is very little cost to translate the text and make a new instruction book and package label. Plus, these games have already paid for themselves since they were hits in Japan and sold well. (Who would bring a poorly selling game over to the States?) You say it was an arcade translation? Arcades make money. Conversion to a disc is not as difficult as making a game from scratch. In addition, companies like Sega are bragging that games for their Titan arcade machine convert directly to the Saturn. Couldn't be easier. So why are games so expensive?

On the other hand, if you talk to the game companies they are a **DIFFERENT STORY**. Yes, the cost of producing the game disc is less expensive and inventory is no longer a problem, but there are other hidden costs. Since many of the new games are using rendered graphics, there is a larger development cost for Silicon Graphics machines and more staff members are needed to put out a quality product. Also, not every game will be a hit. When a company makes a loser of a game there are **BIG LOSSES**. Sure, one game may make a ton of money but that has to be set aside to equal out the only average games. In addition, not all of the profits stay with the company. Some of the green has to go back to the parent company or to stockholders. Then there is the additional investment in new technology. Players complain about choppy animation, so companies respond with *major* investments in motion-capture hardware. The list of costs goes on...and on—like **BIG BIG BUCKS FOR CEOS**, administrative staff and salesmen, overhead, advertising and promotions.

So will we ever see the \$20 game? Only in the bargain bins.



by  
**Ed Semrad**  
Editor in Chief

# OVERREACTING?

NO I'M NOT, IT'S **HUGE**. IT'S  
**UGLY**. IT'S THE **HUGEST**  
**UGLIEST** **ZIT** ANYBODY'S  
EVER HAD. AND TO BLAST IT  
INTO THE NEXT SOLAR  
SYSTEM IS GOING TO TAKE  
SOMETHING **WICKED**.  
SOMETHING POWERFUL.

**SOMETHING** THAT  
DOESN'T JUST DEEP  
CLEAN BUT HAS  
**MORE KILLER**  
**STUFF** IN IT THAN  
THE NUMBER ONE  
PAD TO **ZAP**

**zits**. AND THAT  
SOMETHING IS  
THIS **RIGHTEOUS**  
LITTLE **PAD**  
FROM  
**CLEARASIL®**.



A large, close-up image of a mouth, possibly a woman's, with a metallic, insect-like creature (resembling a beetle or a small robot) inside. The creature has a segmented body with blue and silver details. The mouth is slightly open, showing the creature. The background is a soft, out-of-focus purple and pink.

For strength, speed, and that  
healthy reptilian glow.



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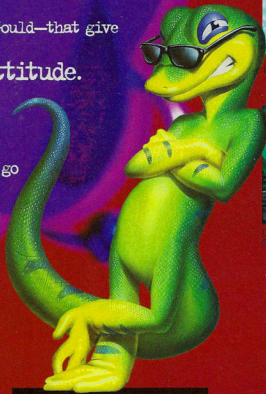


Get ready for one serious

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It's GEX, your bug-munching,  
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cheese all right. With late night TV freaks  
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it's our special sauce—over 300 hilarious  
one-liners and sound effects from HBO®  
comedian Dana Gould—that give  
GEX major attitude.

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good taste. And go  
with the skanky  
bug du jour  
instead.



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Frank N. Stein's. (GEX wasn't really a bug, was it?)



In prison, for wiggling & face-slapping to those sweet  
bushy-haired stages that only live in Engineering from about



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NEW for  
Sega Saturn™  
and the  
PlayStation™  
game console.



The flying is so realistic,  
it'll actually create

a sonic  
boom.

boom.

(In your shorts.)  
(In your shorts.)



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## PlayStation



SONY



Get ready to blow through barrel rolls faster than a bad burrito blows through you. Because you're strapped into the cockpit of WARHAWK™, the only fighter plane that gives you true 360° movement. It's just you, your Sony PlayStation® and the wild, blue yonder. You can hover in mid-air, dive in any direction, even devour loop-the-loops at Mach 7. (Warning: air sickness bag not included.) Your mission, should you choose to accept it, is to battle the madman Kresl through six different 3-D worlds before he grabs enough red mercury to destroy the universe. With Swarmer missiles, Plasma cannons and Doomsday bombs, you've got more firepower than a state militia. And you'll need it, because while tanks are shelling you from the ground, bogeys are swarming all over you in the air. Just don't throttle back too fast. Or you'll wish you'd brought along an extra pair of boxers.



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Everybody's favorite superheroes and villains bust out on this issue's cover. Check out the action-packed game that is sure to stun comic-book lovers!

The story begins on 178!



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Search and destroy evil aliens in the Doom-like game, Defcon 5!



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Save the day and battle the bad guys in Captain Quazar!



# WIN BIG!

**FUN...EXCITEMENT...ROMANCE...  
TERROR...ADVENTURE...THRILLS...**

...all this and so much more in every issue of **EGM** and **EGM²**. Check out Press Start, Tricks of the Trade, Previews and the other cool sections. Tell your friends, tell your folks, tell your friends' folks what the biggest and best video game magazines are all about!

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

## FEATURES

### THE HEAT HAS BEEN TURNED UP TO HIGH FOR THE NEXT MEGA MAN INSTALLMENT!

Mega Man X3 might be a little frustrating to gamers at first. However, after reading this issue's 16-page strategy guide on the game, MM fans will have no problem battling the bad guys and finding cool items. Everything to help a stressed-out gamer has been included—from how to defeat the Bosses to maps on the various levels. Unlike the prequel, this version has several mechs that actually have a purpose, strategy, unique control as well as set abilities. You'll learn how to use them all in this guide, too! The story begins on **PAGE 84**.

**"As X2 was to the original, X3 is to its predecessor. Once again Capcom has churned out another great action title!"**



### A BIT OF COMIC-BOOK HEAVEN COMES TO THE ARCADES WITH MARVEL SUPER HEROES!

If you thought Capcom's X-Men was a fantastic game, be prepared to be blown away by Marvel Super Heroes. The Infinity Gems have been added to this game, giving it a unique twist. Although the game is still under construction, **EGM²** has a six-page blowout on this quarter-muncher. Check out your favorite superheroes' super combos, such as Spider-Man's Maximum Spider, Wolverine's Weapon X, Captain America's Final Justice and Hulk's Gamma Crush. In addition to super combos, other devastating moves are listed. The story begins on **PAGE 178**.

**"It is assumed that this is either a sequel or a parallel story to the Infinity Gauntlet where Thanos collected all the gems to become somewhat of a god."**



### THE LATEST AND POSSIBLE GREATEST MK HITS ARCADES WITH NEW MOVES AND MODES!

As Mortal Kombat 3 hits the home market, fans of the once-cult game will find an awesome, brand-new update—Ultimate Mortal Kombat 3. This isn't a completely new release; however, it will feature four new characters as well as four unique backgrounds. In the Mortal Kombat tradition, there will also be plenty of new moves and secrets. **EGM²** digs into the latest addition with numerous exclusive pix and the latest look at this soon-to-be arcade hit! The story begins on **PAGE 216**.

**"Four new characters and backgrounds give this update of Mortal Kombat a brand-new feeling. Gamers will have to rediscover MK3 all over again!"**

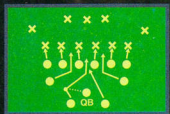


Name:  
Scott Payne

Age:  
Twenty three

Favorite Football Position:  
Running Back

Dream Play:  
Scotts Breakthrough



# What's Your Dream Play?

Ever scream at the TV because your team's coach called a stupid play? Ever been frustrated because your team wasn't executing plays correctly? Well, let's see if you can do any better! In Emmitt Smith Football,™ not only can you call your own plays, you can create them! With the easy to use "Play Editor," your dream plays can be designed and practiced against the computer. Once you've mastered that ultimate "QB RIPPER," save it on the cartridge and use it to annihilate your unsuspecting friends! Wouldn't that be a dream come true?



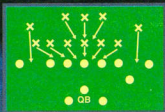


Name:  
Ron Tadao

Age:  
Twenty

Favorite Football Position:  
Line Backer

Dream Play:  
I Don't Think So



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JVC

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THE WORLD.

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ARE  
HERE.

THE END  
OF TIME.

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CHRONO TRIGGER  
SOLD BY  
SQUARE SOFT  
SUPER NINTENDO  
ENTERTAINMENT SYSTEM





# INTERFACE LETTER OF THE MONTH

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

## Get ConNeCTed!

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



Get your letters into **EGM** today or Moochie will scratch your eyes out! You can reach **EGM** by writing to: **Interface, Letters to the Editor**  
1820 Highland Avenue, #222  
Lombard, IL 60148



Did someone call for a moose?

## SATURN OR PLAYSTATION: THE GAMES TELL (SELL) IT ALL!

Dear **EGM**,

I've been a big fan of your magazine for a while and I trust your judgment. Since I am only 13 and don't have that much spending money, my dilemma is which system I should buy: the PlayStation or the Saturn. I know you try to stay unbiased between systems, so I won't ask you what system I should choose. However, I would like to know the games coming out for the Saturn and PlayStation soon. If one system has more games I like, then that's the one I'll pick. Could you please help me?

**Zach Blackheart  
Paxton, IL**

Below are the lists for the Sega Saturn and PlayStation games that will be released in December. I hope we made your choice a bit clearer, Zach!

### PlayStation:

A-Train IV  
Aftermath  
Criticom  
Cyberia  
Descent  
Foxhunt  
Gex



• Everybody's favorite polygon fighters reappear on the Saturn in December!

Loaded  
NBA in the Zone  
Psychic Detective  
Slam Dragon  
The Hive  
The Raven Project  
Warhammer

### Saturn:

Congo the Movie  
The Lost City of Zinj  
The Mansion of Hidden Souls  
Sega Rally Championship  
Virtua Fighter 2  
Wing Arms

### (Third-Party Developers' Games for Saturn)

3D Baseball (Crystal Dynamics)  
The Horde (Digital Pictures)  
Maximum Surge (Digital Pictures)  
Quarterback Attack (Digital Pictures)  
Double Switch (Digital Pictures)  
Aftermath (Interplay)  
Virtual Pool (Interplay)  
Split Realities (JVC)  
Waterworld (Ocean of America)  
11th Hour (Virgin)  
X-Men: Children of the Atom (Virgin)



• Criticom, a cool fighting game for the PlayStation, will be able in December!

Your prize is in the mail, Zach!

\*Note: all floating heads in the Letters section are members of the **EGM** and **EGM** staffs...well, except for the animal heads...maybe

# PC GAMES OR NO PC GAMES?

Dear **EGM**,

I am writing about your decision to review computer games in your magazine. I believe this is a total waste of space...space that could be covering games for the next-generation systems. It's not only easier to get a game started on a console system, but computer games are progressively demanding more and more RAM as well as hard-drive space. In **EGM**'s review of the highly anticipated Mech Warrior 2 (issue #74), you stated that the computer you used had a Pentium 120 and 16 Megabytes of RAM, yet the game still slowed down. This simply states that if you want to enjoy the computer games you buy, you'll have to buy the next Pentium chip that comes out or get some more hard-drive space. With the console system, the guesswork is left to the developers. All console owners have to do is pop in the CD and play. That's the way it should be.

T. Davis  
via Internet

Thanks for the letter, but see what other gamers had to say on **EGM**'s PC coverage:

Dear **EGM**,

I was a bit astonished to see so many **EGM** fans lash out so vehemently against the inclusion of PC games in **EGM**. While it is understandable that readers will feel that they are losing "space" for their favorite console games, it also seems that these readers may be ignoring the inevitable. Just as **EGM** has begun to integrate PC games into **EGM**, PCs have begun to integrate console games into their computers. Examples of this include the new PC Mega Man, Bubsy and numerous others. What this means for game companies and consumers is, to say the least, no small matter. The real question is not, "Why is **EGM** putting PC games in their magazines?" but rather, "How long is it going to be before PC games and home console games are one in the same?" As console systems increase in power and price, they come closer and closer to resembling computers. As computers flood more homes and decrease in price, they come closer to resembling console systems. It only seems a matter of time before the gamer no longer needs to choose a PC or Nintendo, because they will essentially be the

same thing. Perhaps Trip Hawkins' (3DO) dream of a universal standard is coming closer (although he may not be the one to lead the way). The integration seems inevitable. The real question is whether we will be buying our computer/gaming system from Nintendo, Sony, Sega or Microsoft.

Richard Murray  
Waukegan, IL

## EGM GOES CAJUN AT AMOA

Dear **EGM**,

I'm writing about any news you have on AMOA '95. Is your magazine going to be at the show? I'm new in the industry and it is my first show. Can you tell me what companies are going to be there and what they're going to debut? It's closed to the public and you cannot bring in any cameras. That's weird! Please provide me with any information you might have on this show.

Damian  
via Internet



• Our editors sampled some of the spicy arcade previews at the AMOA show!

For a first-time showgoer, we'll try to explain the whole scene to you. **EGM** has always gone to the AMOA (which was in New Orleans this year) and the JAMMA show in Japan. AMOA is definitely closed to the public (JAMMA has one public day) and is strictly for vendors and buyers. They serve as the forum for the promotion and display of new arcade products (video, pinball and redemption) for buyers to make their purchasing plans for the next quarter. Since a lot of the games are still prototypes and are shown as a first unveiling, there are no cameras allowed except for the press. As you'd expect of a show of this nature, all arcade companies—from large to small—are present. You can expect to see the names range from Williams, Capcom and Sega to Fabtek, SNK and American Laser Games. In **EGM** #76, we covered the JAMMA show. In this issue, we'll have AMOA details in the arcade news section, and will continue the coverage in **EGM** #77. The show was fun, and we have a lot of info to share.



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

## WHAT IF...

- ...there was one **EGM** where they didn't make fun of Nintendo?
- ...Sushi-X wasn't ashamed to show his face?
- ...someone found What If's amusing?
- ...Psycho letters were really even a little funny?
- ...**EGM** changed their name to MK3?
- ...normal kids could afford Jaguar, 3DO, PlayStation, Sega Saturn, etc.?
- ...cheat sheets weren't so cheap?
- ...somebody actually read Quatermann's article?
- ...someone used Acclaim Dual Turbo controllers?
- ...somebody actually wore an **EGM** T-shirt?

Ryan Blair & Paul Gabrielsen  
Apache Junction, AZ

...two **EGM** readers drove over 1,300 miles from Frederick, Md., to Lombard, Ill., just to see where **EGM** was published, and they were greeted by Howard Grossman, Danyon Carpenter and a whole slew of other **EGM** editors (even Cyberboy)! And what if this group gathered outside of Suite 222 and snapped photos? Just what if...? (Hey Howard! Remember those two crazy guys who actually did drive 1,300 miles to visit? Well, we never got a chance to thank you and the rest of the team at **EGM** for your hospitality. So thank you very much. Without you guys, our trip would have been for nothing. [While we sat in your lobby for 25 minutes, that is exactly what we were thinking.] Not only do you put out a great magazine, but you also take time out to be real people, too. By the way, we have photos of your bathroom, your receptionist and Sushi-X. We didn't get to talk to her, though.)

Sean Moore and Jesse Lewis  
via Internet

(Ed.: Of course we remember our beloved loony fans—you were the talk of the entire office that day!)

but all the magazines have been guilty of some "bad press" concerning the Sega Saturn. I've talked with programmers and developers: The Sega Saturn is not a bad system at all—just difficult to program for, and in time that will change as well. Thanks for letting me get this off my chest. Please consider doing a magazine for the Sega Saturn. I know you would sell quite a few.

**David Internet**

## WE HAVE SATURN STUFF, TOO!

**Dear EGM,**

I've noticed that you have a magazine out for the PSX called **EGM Player's Guide to PlayStation Video Games**. Why don't you create a magazine for the Sega Saturn? It has sold in the thousands, and I have not seen a magazine for it. However, I saw one for the PSX and the system was not even being sold for another day. I guess I know which system you guys favor. It's too bad people can't be a little more open-minded about the different systems. I like both the PSX and the Sega Saturn. You should not be so biased,

What you saw in the bookstore was not a magazine but a book created by our editors. I bet if you go back to the same bookstore, you will see our latest creation: **EGM Player's Guide to Sega Saturn Games!** It details a variety of games like Rayman, Gex, MK2 and many others. Also, there are several strategy guides on the tougher games. As well, it gives facts on what games are being developed by third-party developers, info on Saturn's hardware peripherals plus the "basic guts" of the system. Basically, it is **chock-full of everything Saturn lovers would want!** Pick it up and check it out!

## GAMERS CAN WAIT ON SF3?!

**Dear EGM,**

I'm not in the habit of writing to gaming magazines, but this is a topic that I just have to get out in the open. Street Fighter has gotten a lot of publicity because the creators can't count to three. I used to play Street Fighter, but have long since ceased to care what happens to it or Capcom. Don't get me wrong—it is a good game, and Capcom's a good company. I've just gone on to better things. However, my reason for writing isn't to praise or bash Capcom. I'm writing to say that just because they've gone all the way to Super Street Fighter II Turbo without changing the number doesn't make it any less of a sequel than Mortal Kombat II or 3. If you compare Street Fighter II World Warrior to Super Street Fighter II Turbo, you will see old characters, new characters, better combos and new secret characters. If you compare MK II and 3, you will see old characters, new characters, better combos and new secret characters. Just because Street Fighter doesn't go up in numbers, doesn't mean that they don't go up in sequels. These are just my views. Anyone who cares enough to disagree are welcome to their opinions. I really don't feel that strongly to argue the point.

**Steve Sturgeon  
Indianapolis, IN**

## PSYCHO LETTER OF THE MONTH

Ummmm... forbidden donuts!



Now for that part of the show where the truly insane get a chance to shine. This month's letter comes from Mr. Roadbot via the Internet who obviously wants an excuse to stuff himself on maple-glazed, chocolate-cream and strawberry-sprinkled donuts!

**Dear EGM,**

Flee for the hills! The Dunkin' Donuts men are taking over the Earth! I should know, because one of them is in my kitchen threatening to stuff my face full of cinnamon rolls! The DD man resembles Darth Vader except that he is a huge donut. Please everybody, the only way to stop him is to get rid of all the donuts in the world! If you don't, it could mean international war against the Donut Men!!! And let me remind you that those Donut Men have lethal weapons, like the nuclear jelly-bomb or the cinnamon tanks that will shoot out the most devastating liquid (no, not cough medicine), nitroglatin. So remember: Get rid of all of your donuts or be prepared for nuclear warfare!!!

**Mr. Roadbot**

P.S. The Donut Men don't want me to reveal my name because of scientific research that cannot be revealed.

Mmm, donuts! Well, at least the Dunkin' Donuts man won't have get up at the crack of dawn to make the donuts anymore. Congratulations, your **EGM T-shirt** is on the way.

According to "Mo" Hain, our arcade guru, people think that the changes done to the original SF2 engine throughout World Warrior and SSF2 do not warrant the long-awaited "3" no matter how many new characters there are. However, SFA looks a bit different and is going in the right direction for SF3, just as MK2 was heads and tails better than the original. MK3 didn't really have enough gusto. It might as well have been called MK2 TE, if it was to be worthy of the Mortal Kombat name.



• Although SFA is a good game, it doesn't quite have enough pizzazz for a "3."



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SEGA SATURN™

Silly Terry! Tricks are for kids!

## YOU LIKE US...YOU REALLY LIKE US!

Dear EGM,

How's everything going? I hope everything is good. I'm sitting here in my dorm at O.D.U. in Norfolk and I just finished the most recent **EGM**. Once again, I'm excited by your coverage. At this point in my life, my time is consumed by school and whatever social life I try to have. There is one thing in my life that is constant: **EGM**. Since the beginning, I've been there and so have you. I look forward to every new issue. When I'm done with one issue, I'm already looking forward to the next. I just wanted to write to you and tell all you guys and gals to keep up the great work! I look forward to your future issues in the months and years to come. You can be certain about one thing: You will always have a very loyal and satisfied customer in Virginia. Keep the great stuff comin'.

**Bob Coughlin, Jr.**  
Norfolk, VA

Thank you, Bob. You made the entire staff all warm and gushy inside!

## SEGA'S 32X IS NOT DEAD...YET?

Dear EGM,

Okay, I've read the October issue of **EGM** and I've read your review for Virtua Fighter for the 32X. I agree that it seems dated. I'm a 32X owner, which brings me to the point of my letter. I spent \$169 on a 32X and I am ticked.



• Spot Goes to Hollywood is just one of the 32X's latest games to trickle out!

## Postcard Paranoia



This month's wacky postcard comes from Connor Carroll of Suttons Bay, MI. Now remember folks! Make sure your pet has enough room when taking Fido or Fluffy on a long car trip. They get bored very easily!

I've found seven or eight titles for rent and to buy, and the system has been out since last Christmas. Did I blow \$169 on a system that's library won't grow or will have stupid games that are old? Has Sega given up on the 32X? It seems that the new games are too old to the world to get good reviews. For example, Virtua Fighter is coming to the 32X, but the makers are already making the fourth installment (Virtua Fighter 3) in the arcades. Also, I've heard that the 32X will be featuring MK3 some time next year...is this true? In order to be a good system, it at least has to keep up with some of the games! What would be Sega's answer to DK Country, referring to what I read a couple of months ago, it would—in my opinion—be something that shows off the 32X's true capabilities—say a scaling fighting game, but with Silicon Graphics, an awesome ending and voices like no one has ever heard on a fighting game before! Thanks for your time.

**Jon Sidwell**  
Pensacola, FL

A lot of 32X owners are complaining that their system is being ignored because of the Saturn's release. According to Terry Tang, a Sega spokesperson, there will be a steady stream of games in '96 to keep 32X owners happy...and not "old" games, either. Check out the Press Start section for coverage on this system!

## MORTAL FIGHTER? STREET KOMBAT?

Dear EGM,

My friends and I read your magazine every month and we usually have arguments about certain games, like Street Fighter and Mortal Kombat. Half of us vote that Street Fighter is the king of

fighting games, but the other half vote for Mortal Kombat. I think Capcom and Midway should put the best of their 10 fighters against the other 10. (For example, Ryu vs. Sub-Zero, Ken vs. Lui, Zangief vs. Kano, Chun Li vs. Sonya, Tsung vs. Akuma, Kung Lao vs. Fei Long, Striker vs. Guile, Nightwolf vs. T.Hawk, Dee Jay vs. Baraka and Bison vs. Shao Kahn.) Then add a story like Kahn captured their friends and Raiden summoned the 20 fighters to save the Earth realm and their friends. On the arcade version, they could add blood, new and old stages plus better fatalities. As well, they could have new villains, costumes and combos. They could call it Immortal Fighters: The Journey Begins. They could make it for the arcades and the home systems!

**Ivan Williams**  
Ciniti, OH

I'm all for it Ivan. However, getting big-name companies to work together is like pulling teeth: very hard. Alas, we can always dream!

## MK: THE MOVIE COMES HOME

Dear EGM,

I saw Mortal Kombat: The Movie. I thought it was pretty good. I was wondering—since they made Street Fighter: The Movie into a video game to add to the Street Fighter series—are they going to make a Mortal Kombat: The Movie video game?

**Luis Ramirez**  
Brooklyn, NY

Williams plan to release the Mortal Kombat: The Movie video game some time around the first quarter of 1996 for the home systems!



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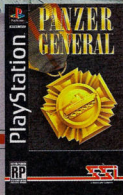


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## EGM<sup>2</sup> LETTER ART



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\* Or at least get you in the magazine and win a cool surprise from our game closet for your hard work (First Prize Only)!



## WINNER

Congratulations go out to Anthony Ewing of Brooklyn, NY. What a fantastic drawing of Nakoruru from Samurai Shodown. Keep sending in the awesome envelope art!



Ryan Grant •  
Rapid City, SD



Martin Wasielec •  
Surrey, BC



Danny Safady • Killeen, TX



Michael B. DeWeese • Unknown



Wyatt Elliott • Rockford, IL



Paolo Dejesus • Scarborough, Ontario

## IS IT UNHEALTHY TO PLAY THE VB?

Dear EGM,

The Virtua Boy came out today at my store. It costs \$160 and I want one, but there is one problem: My parents will not let me. They said a doctor said it can cause flashbacks and maybe even long-term brain damage. I think this is a little crazy. But when I played it at the Winter CES, I noticed my eyes stung after a while and so did my parents'. Were we the only ones? Would Nintendo release

a system that is a health hazard? I don't know how to find out if this is true, so I thought maybe you would know.

**Josef Jung**  
via Internet

I don't think a company would sell a product that caused brain damage. However, packaged with the Virtua Boy is a Consumer Information and Precautions Booklet. In the booklet, it states that some people may experience fatigue or discomfort after playing for a long time. It suggests that gamers should always take a 10- to 15-minute break every hour while playing regardless of how you feel. There is a Consumer Hotline for people to call in the United States and Canada in order to receive this booklet (1-800-255-3700). I suggest that you read over the booklet.

living will rise. Does this mean that he won't eat, will walk to work and live in a cardboard box, if it's cheap enough? You rule and keep on getting better.

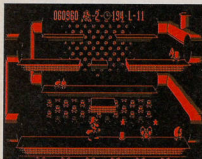
**Jorel Peplinski**  
Fargo, ND

## MAKING THE MAG BEAUTIFUL!

Dear EGM,

Before I plunge into each issue, I take time to look at the cover. Some of the artwork that goes on the cover is simply amazing! How do you receive it?

**George Putnam**  
Janesville, MI



• Playing any video game for a long period of time can cause fatigue!



## EVERYTHING HAS ITS PRICE

Dear EGM,

Cody Macleod of Oakland, Calif., complains in issue #75 of **EGM** about a four-cent price increase. Outrageous! The cost of stamps went up. Do you think he wrote the post office a letter? In the future, food, cars and the cost of

HHEEHARRHHHEEHARRHOHEEHHEEHARRHAHEEEEEH

We try to create the best covers for each of the issues, which is sometimes harder than it seems. Our artwork is either supplied by a company or we commission someone to draw a piece for us.

*This month's letter column was brought to you by Chicklet who recently started taking a martial-arts class. Now the editors are afraid to approach her for fear of being karate-chopped. "Someone pretend they're trying to mug me so I can throw them!"*



Who's fast, hates Shao Kahn, and throws a hat that can cut through steel? Kung



Lao, you punk. And whisper when you say that name. The man could waste you

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# A FLOCK OF FANZINES

## by Arnie Katz

So many fanzines, so little space! Let's cut the chatter and get to the 'zines while they're still fresh and juicy!

### Journey's End #3

Edited by Ann Simpson  
230 Thornbridge Ave.  
Great Barr, Birmingham B42 2AL  
United Kingdom  
Bimonthly, \$2  
intl. coupons,  
36 pages

Where are the female electronic gaming fans? There are one or two on the fringes of U.S. fandom, but women take a much larger role on the

other side of the Atlantic. Ann Simpson's half-size magazine provides excellent coverage of RPGs for Sega and Nintendo game consoles.

The material isn't as well organized as it could be, but there's no faulting the liberal use of artwork and good graphics. North American faneds could take some lessons from Ann when it comes to putting together their 'zines.

Don't think this is some sort of wimp 'zine, either. The Shining Force 2 section has maps and solid hints plus the extensive coverage of forthcoming games is strong, too.

### The Laser #13

Edited by Mike Palisano  
2 Rock Ridge Dr.  
Norwalk, CT 06854  
Frequent, \$2.00 per issue, 32 pages

If you've been reading this column, you know I'm a sucker for individuality—and *The Laser* isn't just another cookie-cutter fanzine. Mike has plenty of gaming material, including a sizzling analysis of the Jaguar's failures, but he comes at things from a unique direction.

For instance, not many 'zines would lead off with three pages of outer-space graphics overlaid by a poem about the need to participate in life. Don't worry, though, because most of the pages

have reviews, letters and other fanzine staples. Even classic fans aren't neglected; Mike's survey of paddle games is a fine research job.

Let's admit it—I'm a Mike Palisano fan. Take a walk on the wild side and try this one immediately.

### NeoGeo Enthusiast #4

Edited by Mike Pittaro  
18 Old Coach Rd.  
Hudson, NH 03051  
Frequent, \$2.50 per issue, 16 pages

You loved him in *Uproar*, however Mike has folded that one. All his attention now



goes to one of electronic gaming's least-understood platforms—the NeoGeo. Maybe it's overkill. The NeoGeo Enthusiast is so good that fans will regret that it doesn't cover something more relevant. Frankly, this one is so good that it's worth reading even if you don't think SNK is the center of the gaming universe.

### PlayNation #1

Edited by Eric Patterson  
2922 Jackson St., Apt. 3  
Omaha, NE 68105-1517  
Frequent, \$2.00 per issue, 8 pages

This is both a first fanzine and the first fanzine to concentrate on the PlayStation. It is very slick, almost professional in



some respects, but it's also a bit pretentious. When Eric absorbs a little know-how from the better fanzines, PlayNation could rocket to the top of the fanzine field.

The first issue is the launch pad for what Patterson hopes will follow. It gives basic system specs, info about licensing and other information of interest to new and prospective owners. Next time, the editorial promises, the 'zine will have reviews.

The PlayStation needs a good fanzine, and PlayNation could be the one. Sample the next issue and make your own evaluation.

### SNES Gaming Newsletter #16

Edited by Rich Wigstone  
770 Concord Lane  
Hoffman Estates, IL 60195-1835  
Bimonthly, \$2.00 per issue, 8 pages

Reviews are the main preoccupation of this newsletter-format fanzine. The layout and typography are exceptionally good, though Rich still likes to pretend he's a publishing company instead of a nice guy with an enthusiastic fanzine about Nintendo.

Enthusiasm is good, but sometimes SNES Gaming Newsletter is a little too ready to dish out praise. Its review of Virtua Boy is somewhat jaundiced, but greater objectivity would make the publication even more useful. It savages an



obvious loser like Power Rangers: The Movie, and praises Killer Instinct to the stars. That's not as helpful to gamers as reviews that concentrate on games that are somewhere between those extremes.

SNES Gaming Newsletter is regular and reliable. It lacks the fire of some of the more personal fanzines, but it's a good one for newcomers to fandom.

**Attention fanzine editors:** If you'd like your fanzine reviewed in this column, send it to: Arnie Katz, 330 S. Decatur, Suite 152, Las Vegas, NV 89107. I read and save every 'zine sent, and I'll try to describe as many of them as possible each month.



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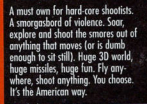
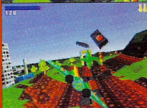
SNOW JOB



Tracy Scoggins (Dynasty, Lois & Clark) is New York assistant DA Lara Calabreeze - the long arm (and legs) of the law. One of 20 suspects is out to snuff her. No wonder her fuse is shorter than her skirt. Guns, gangs, strippers. Quick. Somebody frisk me.



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## PHOENIX 3



Like great space combat and bitchin' weapons? So do we. As hero Derek Freeman, you must locate starships and Grave pilots to fight some surly aliens. Of course, that entails shooting the green snot out of them. Can't we all live in peace and harmony? In a word, no.



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# PRESS START

## SEGA FIRES FIRST IN 32-BIT WAR WITH PRICE CUT

**S**till looking for a reason to get a Saturn? Well, Sega has 100 reasons, and each has the picture of George Washington on it.

The company has rolled out a \$299 "core pack" Sega Saturn, which includes one controller and a CD with two playable demos: BUG! and Panzer Dragoon. The price tag is \$100 less than the first Saturn package offered by Sega. (It should be noted that the \$399 system included Virtua Fighter.)

Sega of America officials cite increased demand and a better dollar-to-yen ratio as the reasons behind the new system offer.

"With the strengthening dollar and improvement in hardware production and process innovations, we are now able to pass the savings on to the consumer," said Mike Ribero, executive vice president of marketing and sales.

Not coincidentally, the move puts the Saturn at the same retail price point as the Sony PlayStation.

Sega also is offering a \$349 Saturn system that has Virtua Fighter Remix.

More than 120,000 Saturn units have sold in the United States since May, according to Sega. In Japan, 1.5 million units have been sold since its worldwide debut last year.

# Is the 32



# CRACKING UP?

## SEGA SLASHES PRICES TO SAVE A POSSIBLE FIRST FATALITY OF THE 32-BIT WARS

**L**ast November, Sega released its 32X system to blow the video game market wide open.

In 1995, the Genesis add-on's explosive power fizzled in the face of the Sony PlayStation and Sega Saturn.

Today, it's the 32X that's

on the verge of being blown away.

Sega officials say 400,000 systems have been sold—a

far cry from the 2.5 million units Sega had hoped for back in 1994.

"Even today and throughout '96, the product [32X] is still a small niche," said Sega's Earl Malit, the 32X marketing manager. "Sega will sustain that niche for as long as possible," he added.

With the marketing equivalent of intensive care, Sega

### Reasons to live

In addition to the price cut from \$149 to \$99, Sega hopes the 32X's top lineup for the holiday season will entice shoppers on tight budgets:



Virtua Fighter  
World Series Baseball



Spot Goes to Hollywood  
Spider-Man: Web of Fire



has slashed the 32X's price to \$99 and is strengthening its position as '32-Bit on a budget.'

Industry analysts are claiming that the 32X is on its last legs. While Sega insists it and others are committed to the 32X until well into 1996, some believe third-party development has waned in favor of the Sega Saturn—the company's next flagship machine.

With the release of the new systems, "there's no economical reason for third-party publishers to support the 32X," said consumer software analyst Mike Wallace, vice president of UBS Securities. "The 32X is really an afterthought for most of the publishers."

Of the 25 third-party publishers who jumped on the 32X boat in 1994, six have titles out for the holidays. However, Sega spokesperson Terry Tang insists "a steady stream of titles" will keep current 32Xers happy through 1996.

Some market analysts don't share Sega's optimism. They contend the company has too many 32-Bit horses and not enough room in its stable. The surprise early release of the Saturn also ebbed the 32X's momentum.

"The marketing problem is not only that there are more machines out there—granted

they're more expensive—but all the new hot titles are going to be out on other platforms," Wallace contended.

Of the big gaming names, only Sega has two 32-Bit systems: the Saturn and 32X.

Plans for the Neptune, a combination Genesis/32x console, are on hold.

"A lot of what we're hearing now is that there's so many systems out there that the market's being saturated," Tang said.

"If we bring out another system will it confuse the consumer further? That's not something Sega wants to do."

Analysts think Sega already has already done so. The 32X is caught in a marketing Catch-22: Every Saturn sold means one potential 32X sale down the tube and vice versa.

Sega officials dismiss claims the Saturn and 32X will cannibalize each other's market share. "We feel they can coexist in the market given they're at different price points," Tang said.

"From a marketing standpoint, you're asking someone to pay \$99 [for a system] when for just twice that, you can go to Electronics Boutique, trade in 10 old cart games and get a new system," countered Wallace. If gamers share that consensus this holiday season, the 32X's future looks "non-existent," he said.



**Sega has delayed the debut of the Neptune, a Genesis/32X system. An oversaturated market and lack of third-party support spells doom for the 32X line, analysts claim.**



## MK3 TO DEBUT ON SEGA CHANNEL



Let's battle...



November might be a turkey's nightmare, but it's a dream deal for Mortal Kombat fans hooked up to the Sega Channel.

Throughout the month, the cable channel will offer a sample version of MK3 for the Genesis.

The special preview features four characters from MK3: Sindel, Kano, Kung Lao and Nightwolf.

Players will get to wage battle against the computer or go head-to-head with another person.

As a bonus, players who complete a level of MK3 will be given a trivia question. Those who respond with the correct answer will be shown an address to send in a postcard for a special drawing. Sega will offer more than 50 prizes to lucky contestants. The grand prize is an MK3 arcade machine.

This new promotion builds on the success of Sega Channel's similar foray for Primal Rage. Almost 50 percent of subscribers took part in that preview, and Sega officials expect to break that figure with the MK3 offering.

The four fighters available are Kung Lao (top), Nightwolf, Sindel and Kano.



**WWF Wrestlemania  
Blackthorne • T-MEK**



**Primal Rage  
Star Trek • Kolibri**

## 'TIS THE SEASON FOR HOT PERIPHERALS

The holidays are fast approaching, and those looking for extra stocking stuffers can rest for a moment. We shopped the competition to find out which peripherals will become hot sellers. The ratings, on a scale of 1 to 10, are based on a product's durability, usefulness, innovation...oh, and if it works when used with sports and fighting games.

### Advanced Controller



RATING  
9.0

- **FOR:** PlayStation
- **MAKER:** Mad Catz
- **PRICE:** \$24.95
- **FEATURES:** Programmable turbo buttons; Slow-motion button; Automatic button press function.
- **VERDICT:** It's packed with features, and the bigger D-pad is easier on thumbs.

### Rhino Gear (Super NES)



RATING  
8.5

- **FOR:** Super NES
- **MAKER:** ASCII
- **PRICE:** \$9.95
- **FEATURES:** Six independent turbo/auto fire switches; slow-motion switch.
- **VERDICT:** It's bulkier than the Super NES controller, but it's built like a rhino. (I actually used it to crack open a walnut.) Unlike the Super NES control, the four front fire buttons feel the same. The slo-mo switch on the back side is easy to switch on and off.

### Rhino Gear (Genesis)



RATING  
9.0

- **FOR:** Genesis
- **MAKER:** ASCII
- **PRICE:** \$9.95
- **FEATURES:** Six independent turbo/auto fire switches; slow-motion switch.
- **VERDICT:** Smaller than the Genesis controller, but it feels good in the hands. The buttons are very springy, so they'll last a long time. The slo-mo switch is placed in the right place: in back. Only beef: This controller should've been on sale two years ago.

### Turbo Fire Joypads

- **FOR:** Saturn, PlayStation, 3DO (not pictured)
- **MAKER:** Happ Controls
- **PRICE:** \$34.95 (SS,PS), \$29.95 (3DO)
- **FEATURES:** Removable thumb joystick, turbo fire and slow-motion switches.
- **VERDICT:** The durable joystick is an innovation in versatility; however, some of the fire buttons are too small.



RATING  
8.0



RATING  
7.0

- **FOR:** PlayStation
- **MAKER:** ASCII
- **PRICE:** \$29.95
- **FEATURES:** Independent and adjustable turbo fire; slow-motion switch; longer cord.
- **VERDICT:** The boomerang design takes some getting used to. The top fire buttons are very thin and close, which means one can easily mix them up.

### ProPad for 3DO



- **FOR:** 3DO
- **MAKER:** InterAct
- **PRICE:** \$29.95
- **FEATURES:** Six fire buttons, three auto-fire speeds, six independent auto and semi-auto fire switches.
- **VERDICT:** Those who like Super NES-type controls will appreciate this 3DO joystick. The auto fire switches are easy to change during a game. The case is made of sturdy plastic, which should stand up to the toughest gamers.

RATING  
9.0

### Specialized Control Pad

### Fighting Commander SS

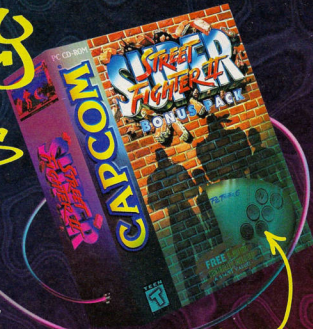
- **FOR:** Sega Saturn
- **MAKER:** Hori
- **PRICE:** \$29.99
- **FEATURES:** Eight button switches for turbo and auto fire; slow-motion switch.
- **VERDICT:** A tad smaller than the Saturn controller. The buttons feel loose and flimsy. A small plus: The top fire buttons can be pressed from the top or sides.



RATING  
6.5

# don't play mind games

## Go head-to-head instead



**Free** Six-Button  
Controller  
for authentic arcade play!

ON CAPCOM'S Super Street Fighter II  
PC CD-ROM Bonus Pack. Fight via  
modem or punch a punk across the  
country using Catapult's XBOARD!  
Go on-line and your brain  
will thank you.

### CAPCOM

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BOARD AND THE XBOARD LOGO ARE TRADEMARKS OF  
CATAPULT ENTERTAINMENT, INC.





## PICTURE PERFECT

**HOLLYWOOD IN SILICON VALLEY? IF ANYONE CAN PULL IT OFF, IT'S DIGITAL PICTURES' TOM ZITO**

When the stars come out to play



Digital Pictures has had a knack for snagging big names for its video games, such as ex-Bears coach Mike Ditka for Quarterback Attack (above).

President Tom Zito believes the demand for these types of games will make paying for star-quality actors worth the price tag.

Digital Pictures has set the trend. For Maximum Surge, the company hired Baywatch's Yasmine Bleeth and Star Trek's Michael Koenig. Deborah Harry and Corey Haim star in Double Switch. Other companies like Origin (Mark Hamill in Wing Commander 4) and Panasonic (Tia Carrere in Daedalus Encounter) have also hired big stars.

"I think we're still pretty far from the day when somebody hires Arnold Schwarzenegger to be in a video game, but who knows?" Zito said.



Movies and video games are both big-money industries. With the emergence of CD-ROM and video data compression, a merger of the silver screen and silicon chip grows nearer each day.

One of CD-ROM's pioneers, Digital Pictures, has led the way for placing full-motion video, or FMV, into video games. The firm's President, Tom Zito looks at the future of both industries.

**EGM:** In what direction do you think video gaming is heading?

Zito: The technology has improved to a degree where there finally can be games in which full-motion video elements can be incorporated into the game design in a way that allows you to have a completely interactive game that looks, feels and plays just like a traditional rendered-on-the-fly computer world but now has a (superior) degree of realism and graphic quality. So we tend to think now of FMV as being one element of what goes into a game. We use the camera in the same way somebody would use a Silicon Graphics workstation to create elements in a game.

**What extra steps have to be taken when filming because you're making a video game?**

What's different about what we do is there are continuity issues that are much, much stricter for us.

We have to play things out in essentially a random order and have them match up as if they were designed to be seen in whatever way the computer decides to show them. Secondly, we tend to shoot way more material than would normally be shot for a feature film. Supreme Warrior, which is a martial-arts game that we created, had about 2,800 individual shots in it. In contrast, a [90-minute] movie typically [has] 700 shots.

**Many video-game reviewers claim FMV is little more than eye candy. How do you answer those critics?**

I think in most cases it's true because most people simply use FMV as bookends to surround what would otherwise be a normal, cartridge-based, computer-based or CD-ROM-based video-game experience. I think the reason our FMV products did better than everyone else's was simply because we didn't design

them as ways to let people make a plot decision every couple of minutes.

**To what extent can we expect Digital Pictures to enter into interactive movies in the theater? Does it have a future?**

I think really that sitting in the movie theater and voting [on a plot] is just not a very satisfying experience. We've talked with people about stuff we'd like to do in the theater. It's much more interactive, it doesn't involve voting and in fact the current technology can't handle it.

**With all the product marketed done for top movies nowadays...how possible is the prospect of piggybacking on a hit movie and making an "interactive" version of it?**

Can a movie license help you? Possibly, but...it's a heavy dose of added expense to factor into your marketing budget. Number two, if you have a terrific game and the movie stinks, it probably dooms your game. I can anticipate that there will come a time [when] you design a movie and a game in a very intertwined and well-thought-out way. You'll shoot the movie and the game at the same time. Nobody's actually done that yet. It's going to be tough to do in Hollywood but I think it's possible that a company like ours will be able to do that.

Digital Pictures' Tom Zito



*Fig. 1. Nose hair.*

The action in OPEN ICE is so real you might even see nose hair. OPEN ICE is packed with real NHL® players who play at their real skating, shooting, passing and checking ability — just like in real life. It's wide open two-on-two hockey for the fastest, most realistic action ever seen in an arcade sports game.



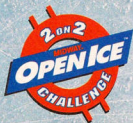
*He's on fire!*



*Sharpen your skills!*



*Big Sure!*



**EVERYTHING BUT THE DENTAL WORK.**

**ONLY IN  
ARCADES**

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# PRESS START

## IS IT SOME KIND OF TRICK OR REAL MAGIC?

**T**here are top-secret spies aplenty in the pinball market—or so it seems. It almost seems naive to think there wouldn't be. After all, the name of the arcade game is originality and it's big business. The ACME show in 1993 (in California) was about the time Capcom and Williams both started working on pinball games based on magic. Capcom was forging new ground. Pinball Magic was to be their first pinball title. Williams/Bally is, of course, an industry powerhouse when it comes to great pinball games: Demolition Man, Dirty Harry and more recently, Jack-Bot and Johnny Mnemonic. In January 1995, Capcom announced their Pinball

### THEATRE OF MAGIC

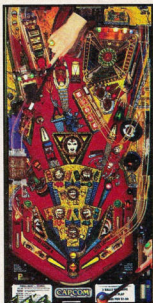


Magic game, and three months later at ACME,

Midway previewed Theatre of Magic. Rumors flew that people "let go" from Capcom might have talked. However, the answer is most likely a coincidence. Both pins are excellent, and as you can tell by the maps, the games are similar and both were on display at AMOA show.

Both companies' games are excellent; however, they are surprisingly similar in look and feel.

Are there spies around or is it indeed just coincidence?



### Pinball Magic

## AVENGERS

IN

### COSMETIC STORM



## DATA EAST GOES MARVEL

Comics seem to be riding high in the arcade marketplace. For quite some time, characters from comic books have graced the electronic playgrounds, such as the X-Men, the Punisher, G.I. Joe and many others.

Capcom previewed its newest fighting game called Marvel Super Heroes at this year's AMOA. Not to be left out, Data East previewed this game behind closed doors. Everything about the game screams, "Work in Progress," as many aspects of the game could change at a moment's notice. However, what was on the screen was nothing short of spectacular. Data East is not exactly known for high-end fighting games. However, that might change with characters like Thunderstrike, Captain America, Black Knight and many more mixed with Killer Instinct-like graphics.

Fighting fans will be in for a treat! You can expect more coverage on these games before their release.







# AMERICA'S LARGEST KILLER OF TIME™

ZOOP - YOU MAY ALREADY BE ADDICTED



No one is immune



Resting



**Output of the Heart**  
(gallons of blood per minute)  
when man is:



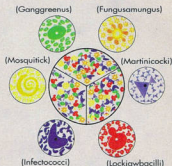
Walking



Playing Zoop



(zoopx10<sup>10</sup>)



A healthy Iris



The same Iris  
after Zoop

**The stages of Zoop**  
(what to look for)



(Level 3)



(Level 6)

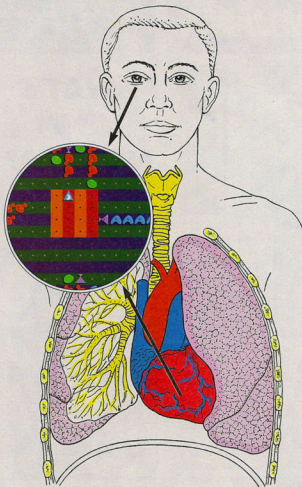


(Level 9)



(Level 72)

(this pattern continues on, and sadly  
always leads to one's demise)



It looks like a harmless video game until it enters the bloodstream and mixes with your DNA. In order to eradicate this affliction we must learn its moves, understand its thinking and anticipate its next move. Only then can we begin to battle and conquer this killer.

**Known carriers  
of Zoop**



Genesis™



Super NES™



Game Boy™



Game Gear™



Macintosh®



PC



PlayStation™



Saturn™

**How Zoop affects  
the brain**



It slowly  
eats at the  
Cerebellum  
restricting:  
movement,  
coordination,  
balance

It attacks the  
frontal  
lobes of the  
Cerebrum  
impairing:  
judgement,  
higher learning,  
reason

It mutates the Medulla  
causing irregular:  
digestion, respiration,  
heartbeat

# TOP HITS OF JAPAN

GAME MACHINE MAGAZINE™ - OCT. 1995

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

## DIRECT FROM JAPAN



Area 51, the facility that developed the U-2 & SR-71 spy planes, doesn't exist. The government's denial of this base in Groom Lake, Nev., has made for some excellent speculation as to what takes place there. Time Warner Interactive used the picture on the left (taken by Russian spy planes) to design the base in full detail and created a story filled with aliens, zombies and excellent hardware. The enemies that you'll face were created through the same stop-motion techniques pioneered in TWI's Primal Rage.

# TOP TEN ARCADE GAMES

REPLAY™ - OCTOBER 1995

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

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

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

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

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## WHAT'S UP IN NEVADA?

### NEWS BYTES

■ Acting on a complaint from SNK Corp. (makers of the Neo•Geo), the police in Korea have reportedly arrested 21 suspects who allegedly manufactured and distributed copies of software for SNK's Neo•Geo game Samurai Shodown II. One of those arrested by the Seoul district public prosecutor's office allegedly manufactured more than 5,000 pirated copies.

■ Namco will be releasing a number of hit titles within the next couple of months. Rave Racer, Alpine Racer, Soul Edge and Time Crisis will all be released between October and January. One game already released by the company, Tekken 2, was apparently recalled when it was found that the "Character Time Bomb" mentioned in our Tekken 2 spread did not work. The game will be re-released into arcades in mid-October for a second time with the working "Bomb" and some new moves to boot. Look for the Tekken 2 Strategy Cheat Sheet in this issue.

Watch for more on Soul Edge and Time Crisis in upcoming issues.





DISCOVER NEW CITIES & TREASURES



TRADE TECHNOLOGY WITH HISTORY'S  
MOST LEGENDARY LEADERS

# BUILD AN EMPIRE TO STAND THE TEST OF TIME.



Now, the most celebrated strategy game of all time, Sid Meier's Civilization® is available for the Super Nintendo Entertainment System. Starting at the dawn of recorded history - 4000 B.C. you must build a society and nurture it towards the Space Age. In the beginning you'll labor to simply survive while building your settlements, discovering new technologies and fending off barbarians.

As your empire prospers, you'll face competing civilizations guided by history's most legendary figures: Alexander the Great, Napoleon, Genghis Khan and many more. Here's your chance to test your capacity for expansion and domination.

- ◆ Dictate how your civilization grows by controlling mankind's greatest technical achievements including The Wheel, The Alphabet, Mapmaking and Nuclear Weapons.
- ◆ Earn the respect of your people and the world by constructing monuments such as the Pyramids and the Great Wall.
- ◆ Every crucial economic, political and military decision is yours, from population growth to military power.
- ◆ Choose from a list of flexible starting options, including five difficulty levels and the option of civilizing the Earth or a new planet altogether.



BUILD AN EMPIRE THAT NEVER FALLS



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Available at your favorite retailers nationwide.  
Phone 415/348-0500 for additional  
information or to order direct.



Can you connect the dot?



If so, you're probably smart enough to figure out that paying \$149 for a 64-bit Jaguar makes more sense than paying over \$300 for a 32-bit system.

# JAGUAR

## 64-bit • \$149\*

The best graphics in the known universe. Twice the bits for half the price. And over 40 brain-seorching games to choose from. If you still don't get why the Jaguar's a better deal, take two smart pills and call us in the morning.

938420 x10 AAA



### Defender 2000™

Just what you've been waiting for. More enemies and more weapons to destroy them with. Plus 3D graphics, killer explosions and a kickin' soundtrack.



### Rayman™

It's a dream come true. You're a superhero battling the arch-enemess attempting to destroy the world. Each colorful level is teeming with cartoon-quality graphics.

006975 x3



### Pitfall: The Mayan Adventure™

You're the son of Pitfall Harry, scouring the Mayan jungles for your kidnapped dad. Feature film-quality animation makes for pendulums that slice and crocodiles that bite.



### White Men Can't Jump™

Rules? What rules? On the way to the Slam City Tournament, anything goes. Comes with a free Team Tap multi-player adapter for up to four-player action.



### FlipOut!™

Not exactly the kind of puzzles you find in the Sunday paper. From Planet Earth to Planet Phrohmia, strange little aliens taunt you as you try to solve these puzzles.



### Ultra Vortek™

With at least six special moves each, they're seven fighters you don't want to meet in a dark alley. But meeting them on a video screen is pretty cool when you kick their butts.



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\*Includes Jaguar and one controller. All other trademarks and copyrights are property of their respective owners. All rights reserved.



How do they do that?

# WELCOME THE



## CHOOSE

### Weapon I - Specialized Joystick

- λ Turbo speed feature heightens your ability to punish.
- ψ Auto/Turbo feature designed to maximize firepower.
- Φ Arcade control (microswitch technology) with 8 button layout.
- Ω Rugged steel control stick and base.
- Λ Slow motion feature and extra long cord.

# PlayStation

**ASCII**  
ENTERTAINMENT





# TO ARENA



Your reputation is on the line. Let's face it — having your head handed to you in a contest with your 12-year old cousin is about as humiliating as getting caught staring lovingly at your shop teacher. Get medieval on 'em! And command the worship you deserve! These Specialized controls give you the power to stomp not only your cousin, but any wannabe foolish enough to #%@! with an Immortal like you!

## YOUR WEAPONS WISELY

### Weapon II - Specialized Control Pad

- △ 360° control with directional disc.
- Σ Ergonomically designed controller, molded from ABS plastic.
- Ω Turbo switch with 30 shots-per-second firing power, configurable to all 8 action buttons.
- Φ Auto/Turbo delivers infinite stream of intense firepower.
- Ψ Slow motion switch and extra long cord.



ASCIIWARE®

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## ARCADE PREVIEW

### FACT FILE:

**Theme**  
Shooter  
**Available**  
4th Qtr. '95  
**CPU**  
N/A  
**Sound**  
N/A  
**Players**  
1-3  
**% Complete**  
98%  
**Developer**  
Konami  
**Published by**  
Konami

# CRYPT KILLERS

Point-and-shoot genre is alive and well!



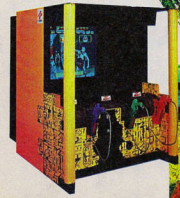
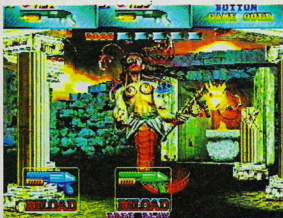
Konami is coming out with a surprise shooter for this newly revived category. Following the apparent success of shooters such as Virtua Cop and Revolution X, it appears that the point-and-shoot genre is seeing a big resurgence. This game has one unique draw over its competitors: It is a three-

player game. For the first time more than two players can shoot it out and even compete for best rank. Don't think this feature is just a novelty, because the game also has some new rotating and scaling effects that will leave you with vertigo. Fans will like this fast-paced shooter with lots of new effects.

Unlike most shooters, you don't have to aim off the screen to reload. The gun has a pump that lets you reload without all the excessive hand waving.



The Bosses are really huge and are best taken out if you can get three players to help with all the mayhem.



# ARCADE PREVIEW



## Virtua Fighter 3?

No, this new polygon fighter isn't VF 3. However, it has a lot of the same appeal. The characters have a more fluid set of moves and smoother polygons. The biggest similarity is the fighting style that made VF famous. It incorporates the buttons tap combo strings as well as counter moves and several throws. The big difference is the fact the "ring" is enclosed and the use of body armor in determining damage. Fans of the VF series will certainly feel right at home, but newcomers will be impressed with the look and playability of Fighting Vipers.



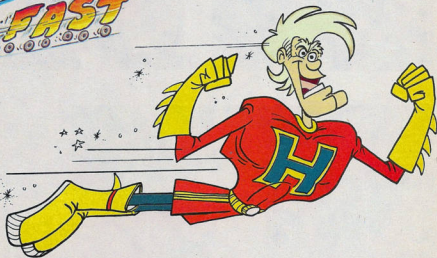
### FACT FILE:

**Theme**  
Fighting  
**Available**  
November  
**CPU**  
Model 2  
**Sound**  
N/A

**Players**  
1 or 2  
**% Complete**  
90%

**Developer**  
Sega of Japan  
**Published by**  
Sega of America

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



HE CAN **SAVE** THE WORLD





INTERNATIONAL PREVIEW

# RIGLORDSAGA



Multiple viewing angles showcase the incredible 3-D graphics.



## FACT FILE:

Theme

RPG

Available

Now

Meg Size

CD-ROM

Back-up

Internal

Players

1

% Complete

100%

Developer

Sega of Japan

Published by

Sega of Japan

## Save your world from Lord Bane

Riglord Saga (to be retitled *Mystaria: The Realms of Lore* here in the States) is slated for release sometime in November.

The evil Lord Bane and his band of marauders have conquered the four kingdoms that rule the land. Now it is up to your group to rescue the land from his clutches.

Start with five characters with the option to build up to 12 more each with special skills, powers and magical abilities. Protect your characters from the more than 50 different enemies and monsters that prowl this world. As you travel on your quest, your characters will gain and demonstrate new moves as well as obtain magical items to speed up the quest.



This is the first RPG game that will be released from overseas. Others like *Shing Wisdom* may take a little time but Sega Saturn players will have this excellent translation to keep them busy.

# INTERNATIONAL PREVIEW



# TETSUJIN

## FACT FILE:

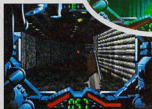
**Theme**  
Action  
**Available**  
November  
**Meg Size**  
CD-ROM  
**Back-up**  
Internal  
**Players**  
1  
**% Complete**  
100%  
**Developer**  
N/A  
**Published by**  
Synergy of Japan

## You have returned!

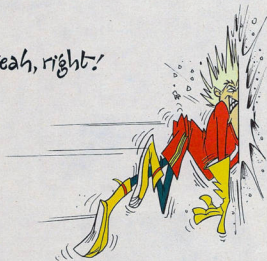
Tetsujin will be released in the States in November (retitled Iron Angel of the Apocalypse: The Return here in the States). With dozens of levels, 12 types of ammo and two different enemy agencies trying to stop you, this game is action-packed. Tetsujin also offers multidimensional sound and a bunch of different gameplay modes. Battle mazes, dogfights in outer space, air-cycle chase scenes and turbo vision are just some of the areas you can play in.



You must flee the SCR if you are to be successful.



Yeah, right!



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

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





# SUPER NES PREVIEW

## Capcom tries out role-playing

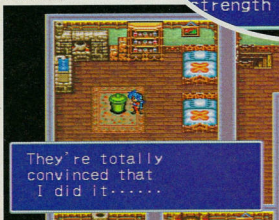
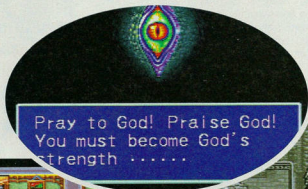
Here is the long-awaited sequel to the popular Breath of Fire. Squaresoft brought out the first one, and it must have done well enough to have Capcom bring out the sequel. The original and the sequel were both made by Capcom.

This game was given a more normal interface to make the Option Screen a little easier to use. It is vastly improved over the first one and should provide us all with some fun. The only problem is waiting for Breath of Fire II to be released!



### FACT FILE:

Theme  
RPG  
Available  
November  
Meg Size  
24  
Back-up  
Battery  
Players  
1  
% Complete  
100%  
Developer  
Capcom  
Published by  
Capcom



There is a huge story line to go along with this large game. Is it any good? We'll just have to play it to figure that out.



The fighting scenes have been improved over the first one.





# SUPER NES PREVIEW



## WAYNE GRETZKY and the NHLPA All-Stars



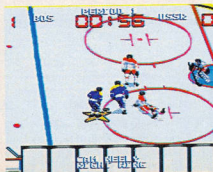
There are several different views. One is the face off (left). Another is when a shootout is done.

### Cold steel on hot ice

This game is going to make a lot of hockey fans who own a Super NES happy. Although this game is fairly similar to other hockey games, this one retains enough originality to make it more fun. There are tons of options to mess around with and if you're into statistics, they are bountiful in this game. There is a league setting where you can play an entire season if you like or just get by with playing exhibition games. There is even a Quick Start Option where it randomly picks the game and teams so you can start right as soon as you turn the power on.

Pause the game, and another world of options is opened up to you. On that screen, you can choose to intimidate the other team.

END OF PERIOD 1			
BOSTON	GOALS	00	26
01	SHOTS-ON-GOAL	00	00
07	SHOT PERCENTAGE	00	00
00	PENALTIES	00	00
00	POWER PLAY GOALS	00	00
00	SHORT HANDED GOALS	00	00



The action in this game is hotter than Hades. Hockey buffs will see familiar names and enjoy the overall fun while playing this exciting game.

#### FACT FILE:

**Theme**  
Sports  
**Available**  
November  
**Meg Size**  
12  
**Back-up**  
Battery  
**Players**  
1-4  
**% Complete**  
100%  
**Developer**  
TWI  
**Published by**  
TWI

9 OUT OF  
10  
PSYCHOLOGISTS

ReCOMMEND

LOADED

FOR

PATIENTS

With a

SEVERE

CASE

OF

ITCHY

TRIGGER

FINGER.



## SEGA SATURN PREVIEW



### Polygon hair has never flowed so smoothly

Sega thrilled lots of people with the first Virtua Fighter and then went on to impress further with a sequel. This arcade hit finally comes home to the Sega Saturn.

The game seems to have lost absolutely nothing in the translation. Everything that made the game fun in the arcade will be found on the CD. All the characters are present and they look as clean as the arcade. The combo strings are, of course, present along with the unique VF feel. This version seems to copy the arcade in every fashion, even better than the original translation. Expect to

have good, clean fun by beating the tar out of your opponent or working him/her backward out of the ring. If you enjoyed this game in the arcade and you own a Saturn, then you will definitely like this one.



# Virtua Fighter 2



#### FACT FILE:

Theme  
Fighting  
Available  
December  
Meg Size  
CD-ROM  
Back-up  
Internal  
Players  
1 or 2  
% Complete  
30%  
Developer  
AM2  
Published by  
Sega

There aren't any traditional special moves, such as a fireball from Street Fighter II. However, there are plenty of grab-and-throw techniques.

There are tons of combo strings to pull off for each character. They are fairly easy to do, too.



# DOUBLE SWITCH

## Full-motion video goodness

This game works almost exactly like Night Trap. Corey Haim is stuck in the basement of an apartment complex and he needs your help to get out. There is a big story line, but of course, there are all the little side things for you to watch if you decide not to catch the bad guys. Just like Night Trap, you must constantly search back and forth through rooms, setting off traps to catch the bad guys.

An added bonus to the game are all the actors to watch and some funny action. You should recognize some faces including everyone's favorite, Corey Haim. The full-motion video is better than it was on the Sega CD making it more enjoyable for those who were annoyed by all the pixelation. (The Saturn cleans it up a lot, giving you a much cleaner look.)

### FACT FILE:

Theme  
FMV  
Available  
December  
Meg Size  
CD-ROM  
Back-up  
Internal  
Players  
1  
% Complete  
90%  
Developer  
Digital Pictures  
Published by  
Digital Pictures

Hey look! It's Corey Haim. Haven't seem him in a while.

In Night Trap fashion, trigger traps when people are on the right place.



It seems that every game of this style has a token beautiful blonde and a crazy-looking bad guy.

FORGIVE

ME

FATHER

FOR I

HAVE

SINNED.

LOADED™





# SEGA SATURN PREVIEW

# D



Wander through the streets and hallways of a superbly rendered, computer-generated universe.



## Take a walk on the wild side

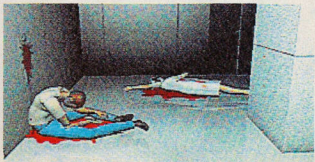
This top seller in Japan is now being released in the States. In *D*, play as a beautiful woman in trouble.

This is an incredible looking game. The detail is exquisite right down to the way the screen moves as you look around and walk.

The music and sound effects grab and drag you kicking and screaming into the main character's scary world of the unknown. Help this daring woman through a multitude of puzzles filed with gore and Gothic scenery. You won't be sorry...or will you?

### FACT FILE:

**Theme**  
Action/Adv.  
**Available**  
1st Qtr. '96  
**Meg Size**  
CD-ROM  
**Back-up**  
Internal  
**Players**  
1  
**% Complete**  
90%  
**Developer**  
Warp  
**Published by**  
Acclaim



PLAYSTATION PREVIEW

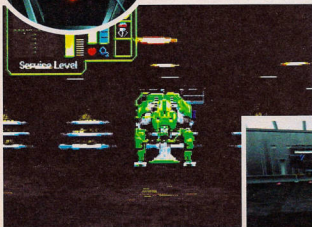
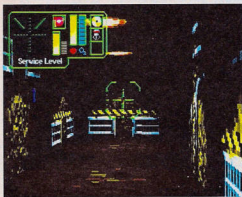
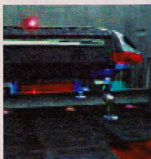


# DEFCON 5

## Doom gone cyberspace

Following in the footsteps of Kileak: The DNA Imperative, Defcon 5 is another Doom-type game for the PlayStation. This game's CG graphics are incredible. One very noticeable visual trait is that the graphics are pixelated and angular. The world almost looks like an actual photo of a real place.

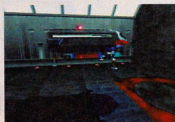
This game goes beyond the run-and-shoot philosophy. Not only will you search and destroy aliens, but you will also have to defend a base against attack. There is plenty of hand-eye coordination as well as tons of strategy. For example, using the outer-defense turrets and internal-attack robots, you have to manage the base and if necessary, even destroy it.



### FACT FILE:

**Theme**  
Action  
**Available**  
November  
**Meg Size**  
CD-ROM  
**Back-up**  
Memory Card  
**Players**  
1  
**% Complete**  
90%  
**Developer**  
Millinium Int.  
**Published by**  
Data East

Keep a sharp eye out as you go around corners or turn into new corridors.



WHAT  
GOOD  
IS A  
SONY®  
PLAY-  
STATION™  
IF  
It Isn't  
LOADED™  
?

Developed By  
  
BY GAMERS. FOR GAMERS.™

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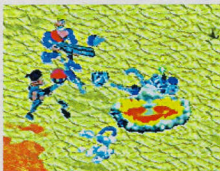
## 3DO PREVIEW

**When things go bump in the night...**

Who you gonna call? No, not them! You're gonna call Captain Quazar. This great 3DO title puts one man out to ride the galaxy of crime.

In Captain Quazar, the view is presented in a 3/4 perspective. The graphics are downright impressive—right down to the footprints left in the sand as Captain Quazar walks. The sound effects are well done, too. The levels are huge (some taking up to an hour to complete). Plus you can play with a friend in a simultaneous fashion. This isn't a strictly serious game, either. It has a lot of humor in it, from the graves that pop up where you blasted a bad guy to the 90-second intro.

# CAPTAIN QUAZAR



### FACT FILE:

**Theme**

Action

**Available**

November

**Meg Size**

CD-ROM

**Back-up**

Internal

**Players**

1 or 2

**% Complete**

80%

**Developer**

Studio 3DO

**Published by**

Studio 3DO



You play as the hero out to rid the galaxy of crime single handedly.





# 3DO PREVIEW



Watch out for gumball machines.



## FACT FILE:

**Theme**

Action

**Available**

December

**Meg Size**

CD-ROM

**Back-up**

Internal

**Players**

1

**% Complete**

60%

**Developer**

Pixel Tech Inc.

**Published by**

Panasonic

## A cybernetic armadillo?

Yep, play as a cyberdillo in this Doom-type, first-person perspective game. You are armed with an endless supply of Plungers and your only goal is to find the four objects that let you pass on to the next level. The graphics are very colorful and detailed. The sound and music are also nicely done.



Time is a relationship that we have with the universe...

Peace is measured by defense conditions...



**DEFCON**  
**5**



## 3DO PREVIEW



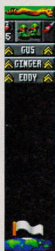
### The military has never been more fun

*War. Never been so much fun. War. Never been so much fun. War. Never been so much fun. Going through your body (I think). Killing with your gun.*

This is just part of the hilarious theme song to this fun game. PC players have had a chance to play this game and now 3DO owners are going to get theirs. This military strategy game has you control a set of characters and run around blowing things up. Simply blow up people,

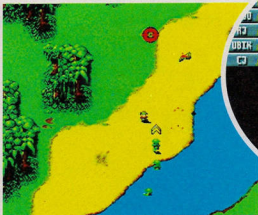
buildings, vehicles and anything else that gets in your way. There are three different types of weapons that you can carry, including normal bullets (unlimited supply), grenades and missiles that shoot out of a missile launcher. There are also a ton of different kinds of vehicles for you to use to help your purpose. There is a huge variety of missions and agendas to complete. This game is very tough and will keep most of us playing Cannon Fodder for a very long time.

# CANNON FODDER



#### FACT FILE:

**Theme**  
Military Sim.  
**Available**  
November  
**Meg Size**  
CD-ROM  
**Back-up**  
Internal  
**Players**  
1  
**% Complete**  
80%  
**Developer**  
Sensible Soft  
**Published by**  
Virgin

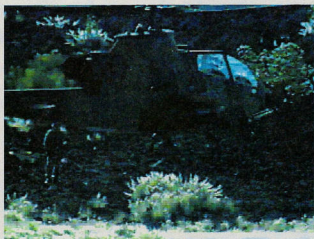


Explosions and death...what more could you possibly want?

# 3DO PREVIEW



# SCRAMBLE COBRA



Watch out for other choppers because they fire missiles, too.



Use the supply trucks often because you'll expend a ton of gas and missiles.

## Chopper chicken—fun to play and tasty to eat

This is a helicopter simulation that isn't too tough to control. Some helicopter simulations are just too real to be much fun, but this game just holds the basics for you to enjoy. The missions start out pretty easy but as your skills increase, so do the enemies. Most of the time you have to protect things, like escorting a convoy through enemy territory or protecting a city from an onslaught of tanks. You have a few different weapons to play with: normal machine guns, missiles and some napalm that envelopes a fairly big area. There are tons of enemies to destroy or be destroyed by. Most enemies aren't too difficult until they gang up on you and shower you with a barrage of missiles.

### FACT FILE:

**Theme**  
Flight Sim.

**Available**  
November

**Meg Size**  
CD-ROM

**Back-up**  
Internal

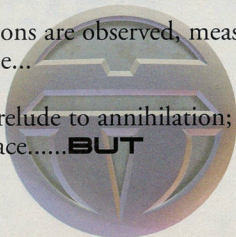
**Players**  
1

**% Complete**  
95%

**Developer**  
Genki-Pakin Video  
**Published by**  
Panasonic

Defense conditions are observed, measured, and often predictable...

Defcon 1 is a prelude to annihilation; Defcon 5 a mandate for peace.....**BUT**



**DEFCON**  
**5**  
TM





## PEACE HAS

“An original space adventure combining strategy, action, and shooting game genres.”

— EGM

Human outposts in space are cheap targets for alien invaders, and the Tyron Corporation has cashed in on the defense systems they created to protect them. The fact that there has never



been documented proof of alien existence has not stopped them from making billions from humanity's fear of the unknown. An unsuspecting technician on a remote mining site discovers a deadly plot launched by the Tyron Corporation to ensure its monopoly on lucrative government defense contracts. Now considered a threat, the

# DEFCON 5™



## A PRICE...

technician has the Tyron Corporation's undivided attention. With the full might of the corporation on his back, the technician races against time to get the word out before the corporation gets him.

Call 1-800-771-3772 for information on Game Rating.

DEFCON 5 is available on multiple platforms including:  
PC CD-ROM, Sega Saturn, Sony PlayStation and 3DO.

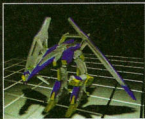
- Immerse yourself in futuristic graphics beyond belief.
- Play from a defensive perspective — your best offense is your defense.
- Surround yourself with high-end, digitized sounds.
- Take a two-week sabbatical to finish this game.



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# Three Ways You 'Em

In the near future, Moonbase 'HAMLET' is overrun by alien invaders from an unknown source. The A-MAX FACTORIES Corporation sends you and five other highly-trained "specialists" to deal with the situation. Your way of dealing with them is to use the latest in high-tech armor and weaponry to blast them into atoms! Explore the mysterious base in this gripping RPG/Action drama and get set for anything! Pilot your Tri-formula Griffon into the toughest fight this side of the Milky Way!



Your armor adapts into three super-powered formations!



Use your high-tech arsenal to blow your enemies away!



Collect multiple weapon enhancements to super-charge your Griffon!



Obtain vital clues for your next assault!

## ATLUS®

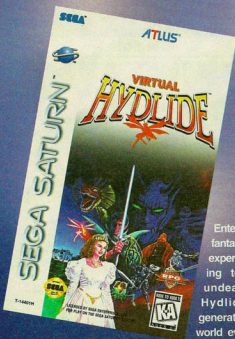
ATLUS SOFTWARE, INC.  
11145 VAN ALLEN BLVD., SUITE 110  
BETHESDA, MD 20814  
(301) 927-0291



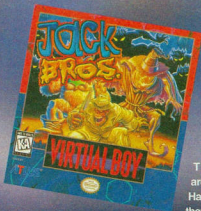
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Call 1-800-331-3792 for Game Rating Information.



# Can Give Hell!



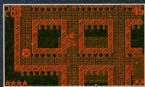
Enter two different fantasy realms and experience the chilling touch of the undead. In Virtual Hydlide, you can generate your own world every time you play! Save the spirit of the land (before you lose your own).



The Jack Bros. are out for some Halloween fun, but they have to get back to their home world before midnight...or they turn to dust! Help Jack Frost, Jack O'Lantern and Jack Skelton through devilish mazes in their action-packed quest to go home!



The First 3-D polygon Action RPG for any New Generation System!



Six horrifying levels with a multitude twisted mazes and spooky monsters!



Unique 'Create World' function — Explore a new world every time you play!



3-D action enhanced by Virtual Boy technology!







IN 994 A.D. EVERYONE FEARED THE CLAWS OF GOLIATH.



IT'S 1995. NOTHING'S CHANGED.

GARGOYLES

VIDEO GAME

AVAILABLE AFTER OCTOBER 31 ON SEGA GENESIS® AND SUPER NES™

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## KILLER CODES

### FLASHBACK

(U.S. Gold/3DO)

Here are the passwords to each level within the game Flashback. To skip to any level of this game, simply go to the Password Option on the Title Screen and enter the following passwords. Then highlight the Play Option and press Start to begin playing.

#### FLASHBACK

A B C D E F G H I  
J K L M N O P Q R  
S T U V W X Y Z \_

LEAGUE

In the Easy difficulty levels enter:

- Level 1: GATORS
- Level 2: DIABLO
- Level 3: PMBRTN
- Level 4: EXPO
- Level 5: PATROL
- Level 6: BOOGIE
- Level 7: TREK

In the Normal difficulty levels enter:

- Level 1: LEAGUE
- Level 2: ANIMAL
- Level 3: QUASI
- Level 4: BANG
- Level 5: TIMERS
- Level 6: STALIO
- Level 7: SHKSPR

In the Hard difficulty levels enter:

- Level 1: LASSO
- Level 2: STRIKE
- Level 3: KNOCK
- Level 4: POKER
- Level 5: ATOMIC
- Level 6: KNUCKL
- Level 7: DYNSTY

Michael Khoury;  
Hollywood, FL

## NBA JAM: TE

System

Publisher

PlayStation

Acclaim

### CHEAT SHEET:

Various tricks  
and cheats

The following codes are done at the Tonight's Match-up Screen and must be finished before "Loading Game" is seen.



You've seen them for the Super NES and for the Genesis. But have you seen them for the PlayStation? Yes, they're here: the NBA Jam: TE PlayStation cheats. To enter these great codes, just select your team and when the screen Tonight's Matchup displays, enter the code before "Loading Game" appears. These codes can also be combined, such as mammoth Head Mode/Baby Mode, for a gruesome effect! You should see the mode on before the tipoff, if the trick was entered correctly.

Cheats:

**For Big Head Mode:** Press and repeat Square, X, Circle, Triangle at least five times.

**For Mammoth Head Mode:** Press and repeat Square, Triangle, Circle, X at least five times.

**For Baby Mode:** Press and repeat Square, Circle at least five times.

**For Huge Mode:** Press and repeat Triangle, X at least five times.

**For Power-up Dunks:**

Press Left, Right, X, Circle, Circle, X.

**For Power-up Fire:** Press Down, Right, Right, Circle, Triangle, Left.

**For Power-up Defense:**

Press Right, Up, Down, Right, Down, Up.

**For Power-up three pts.:**

Press Up, Down, Left, Right,



At this screen, enter the code before Loading Game appears.



If you think this is funny check out the next picture.



No problems grabbing rim with Huge Mode on!



Set the court on fire with the power-up fire code.

Left, Down, Up.  
**For Manpower:** Press Right, Right, Left, Right, X, X, Right.  
**For Quick Hands:** Press Left, Left, Left, Left, Circle, Right.

Michael Sharps;  
Riverdal, GA



Pint size B-ball is the name of this game in Baby Mode.



Talk about elephantiasis of the head! Man, what an ego.



Take control of the game with some power-up dunks!



Entering the Manpower code can improve your game.



With quick hands, you can have great ball handling.



FINISH HIM!



KINTARO'S™ REVENGE!



SMOKE AWAITS!



FRIENDSHIP?



IS THAT YOUR BEST?



ALL 12 KOMBAT WARRIORS!

lightning strikes.

PREPARE FOR THE ONLY KOMBAT ON SATURN™!

# MORTAL KOMBAT® II

The high-voltage action of Mortal Kombat® II strikes Saturn™. "Finish him" with the supercharged graphics, character animations, CD-quality music and electrifying sound f/x of this arcade blockbuster. Ultra-powerful special moves, Friendships, Babalities, hidden surprises, crushing combos, and out-of-this-world finishing moves are yours to kommand. Let the Kombat kontinue on Saturn™!



SEGA SATURN™

MIDWAY



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Dracula



The Hunt Continues



Only on Super NES®



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TRICKS  
OF THE TRADE

## AIR COMBAT

System

Publisher

PlayStation

Namco

### CHEAT SHEET:

#### Extra Fighters

Finish the game on Easy Mode and sit through the ending credits until the Title Screen reappears—an extra 10 fighters!



This tip will definitely add excitement to this flight sim. Now you can actually gain 10 extra fighter planes to tool around in the skies with. Some are more powerful than others, but all are an added bonus! To gain these extra fighters, play through the game on Easy Mode to the last mission and defeat the Boss. Once the mission is completed and the game is over, the credits will appear on screen. Sit through this in its entirety until the Title Screen appears. You should then have "Extra 10" in the upper-right corner of the screen. Go through the options to the Plane Select and notice there are several more fighters to choose from!



Now when you choose your plane, look at the choices!



On Easy Mode, play to the end and defeat the last Boss.



Once the mission is completed, wait for the cinema.



Watch through the entire cinema until the Title Screen appears.



You should now see an extra 10 in the upper-right corner.



**KONAMI**  
XXL  
SPORTS SERIES

**ON-COURT  
PERSPECTIVE**

**5-ON-5 ACTION**

**REBOUND DUNKS**

**MASSIVE PLAYERS**

**ALLEY-OOP DUNKS**

**PLAY-BY-PLAY  
ANNOUNCER**



**NO-LOOK PASSES**

**ARCADE HIT  
CONVERSION**

**FADE AWAY J'S**

**PLAYER STATS**

**FATIGUE FACTOR**

**HEAD FAKES**

**BOXING OUT**

**FULL-SEASON AND  
PLAYOFF MODES**

**MOVING PICKS**

[www.wtinet.com/wti/konami.htm](http://www.wtinet.com/wti/konami.htm)

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**WE USE NBA  
PLAYERS,  
THAT WAY  
YOU'LL KNOW WHO  
RAN  
YOU OVER.**



**ONLY FOR SNES®**



**GIVE  
'N GO**



## KILLER CODES

### NINJA GAIDEN TRILOGY

(Tecmo/Super NES)

Here are level codes for this trilogy of Ninja Gaiden. Enter them at the Password Screen and press Start to begin playing the new level.



Ninja Gaiden:

- Act 2: AXXYRYA
- Act 3: XYBRLX
- Act 4: BRABYY
- Act 5: XAYXLL
- Act 6: RYRLAX



Ninja Gaiden II:

- Act 2: XLBBBA
- Act 3: LYBARR
- Act 4: ALXYBY
- Act 5: RAABXL
- Act 6: YLRAYR
- Act 7: BBXYAL

Ninja Gaiden III:

- Act 2: ARRYAL
- Act 3: LBRLYL
- Act 4: RRBAYX
- Act 5: YABXFX
- Act 6: BXXAXY
- Act 7: XRXYYL

Jamaal Azeez;  
Chicago, IL

## MLBPA BASEBALL

System

Super NES

Publisher

Electronic Arts

### CHEAT SHEET:

#### Powerhit code

Enter the Game Select Screen then go into the Restore Screen and enter the password: PWRHT. Press Start and begin.



Ever want to take your place as a power hitter? Well here's your chance! While in the Game Select Screen, go into the Restore Season Option and enter the password: PWRHT. After entering the password, press Start and notice that "Power Hitting" will appear in the upper right-hand corner of the Game Select Screen. Press Start again and begin a new game. Now when you're up to bat you should

RESTORE SEASON



At the Restore Screen enter the password and press Start.



Press Start and begin a new game. Let's play ball!

have extra power for your hitter and it will be easier for you to hit a home run! You can even set new major-league home run distance records with the swing of your bat! Up, Up and Away!

Jacky Cheng;  
Manchester, NH

Power Hitting

GAME SELECT

New Game  
Load Game  
Team Series  
Full Season  
Restore Season

Press START to continue

If done correctly, Power Hitting will appear at the top.



Up at bat, take a big swing and watch that puppy fly!



You can now set the new home run distance records!

## BALLZ

System

3DO

Publisher

P.F. Magic

### CHEAT SHEET:

#### Change Fighters

Note: Each character has a different configuration on the D-pad. Press different directions + (A+B+C) for different characters.



In order to change yourself into another character during a match, press Back, Forward + (A+B+C). Try other directions on the D-pad for other

fighters to change into. Whichever direction you try, you must press A+B+C at the exact time of your last direction press. You might not be able to change into every fighter. It does, however, surprise your opponent!

Case Doub;

Ames, IA



During battle, fiddle with the D-pad and press A+B+C.



Choose a fighter to start the match with.



So many moves in one fighter is quite an asset!



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**GAME TIME: NOV. 19**



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## KILLER CODES

### STAR TREK: STARFLEET ACADEMY

(Interplay/Super NES)

Here are the passwords for the different missions throughout the game of Star Trek. Go to the Password Screen to enter the following codes.

#### STAR TREK: STARFLEET ACADEMY



Enter Code  
Mission 102  
Mission 103  
Mission 104  
Mission 105

Academy Level: Freshmen  
Mission 102-  
XBBRAXABXRYA  
Mission 103-  
XBBRLYYXRYX  
Mission 104-  
XBBRYRAXRYL  
Mission 105-  
XBBRBAXBXRYB

Enter Your Password  
XXXXXXXXXX

Academy Level:  
Sophomores  
Mission 201-  
XBBRRYXRXYXA  
Mission 202-  
XBBLLXABXYYX  
Mission 203-  
XBBLAYYYXXYA  
Mission 204-  
XBBLLYRAXYXB  
Mission 205-  
XBBLYAXBXYXA

Continued on p.76

## RAYMAN

System  
PlayStation

Publisher  
Ubi Soft

### CHEAT SHEET:

**TV image of Rayman,  
10 continue games**

To see a TV image of Rayman on the viewing screen and gain 10 continue games, enter the following codes.



To get a TV image of Rayman on the Viewing Screen, put the game on pause. Press and hold down the R2 button while pressing

in order on the control pad: Circle, Circle, Left, Circle, Circle. To turn it off, enter the same code again. If you are on the Stop/Continue Screen and have zero, one or two continues remaining, then press: Up, Down, Right, Left on the D-pad for 10 continue games.



Just when you thought the game is over...



Check out this little TV image while you play!



Enter the code here for 10 continue games.

## PANZER DRAGON

System  
Saturn

Publisher  
Sega

### CHEAT SHEET:

**No Rider on Dragon**

At the Title Screen, enter the Four New Weapons code and then the following code to fly without the rider.



Well, you just had to know that if you could fly without the dragon, you could fly without the rider. Here it is! Go to the Title Screen, where you entered all the other codes, and enter: Up, X, Right, Y, Down, Z, Left, Y, Up, X. Panzer will screech if done correctly. Then tap Left, Left, Right, Right, Up, Down, Up, Down, L button, R button and Start. Now begin your new game and once your dragon enters the episode,



At this screen enter the corresponding code.



...now you don't.

take a look at what's on his back....nothing! The bad thing is that since the rider is missing, so is his weapon, which means you can't use his normal gun. But at least you can use the dragon's homing lasers.

Julio Vazquez;  
Bronx, NY



Now you see the rider...



You'll have to defend yourself with only the homing lasers.



Without the rider, you will experience a harder game!

YOU GET UP TO

50

GAMES A MONTH

AND PLAY THEM

24

HOURS A DAY AND

KICK EVERYONE'S BUTT

7

DAYS A WEEK WHEN YOU

HOOK IN THIS



FOR PENNIES A DAY

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# "IT'S AWESOME!"

IF YOU THOUGHT 16-BIT WAS DEAD, THINK AGAIN."

- GAMEPRO MAGAZINE

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SEGA



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Selected Vectorman game cartridges have a chance to win built right in! If you finish one of the winning cartridges, a final screen saying "You Win!" will give you a secret phone number and address. Winners have a chance to win over \$160,000 in prizes - a \$25,000 Grand Prize, one of ten \$10,000 1st prizes, or one of ninety Sega Saturns! To claim prizes, you must first call the secret number, then mail in your Vectorman cartridge, proof of purchase, and a 3x5 card with your name, address, age and phone number to be received within 10 working days of calling. Prizes will be awarded based on the order in which valid calls are received.



No purchase required. You can also participate by sending in a 3x5 card with your name, address, age and phone number to "Sega Play-To-Win Contest," PO Box 7531 Melville, NY 11775-7531. Entries must be postmarked by 5/30/96 and received by 7/31/96. Void where prohibited. 101 prizes available. Individual odds of winning: \$25,000 Grand Prize - 1/1515,000; \$10,000 1st Prize - 1/151,500; Sega Saturn - 1/5,722. All prize claims are subject to verification. Total prize value: \$160,910. Prizes won by minors will be awarded to winner's parent or legal guardian. Sega will reimburse verified winners for phone toll made to the secret phone number. Sweepstakes is subject to the complete official rules. For a copy of the rules send a self-addressed stamped envelope postmarked by 5/31/96 to "Sega Play-To-Win Rules," PO Box 7531 Melville, NY 11775-7531. Washington and Vermont residents omit return postage. Game ends 7/31/96.



**SEGA**

**TRICKS  
OF THE TRADE**

## TWISTED METAL\*

System

Publisher

PlayStation

Sony Computer Entertainment

### CHEAT SHEET:

#### Level Passwords

To venture to the later levels of the game, go to the Password Screen in the Options and enter the following passwords.



This new smash-'em-up action game is sure to be a hit! What better yet to have some level passwords for the game! Just press Start to enter the Options and at the Password Screen, enter the following:

#### Warehouse:

Level 2—Circle, Triangle, Square, Circle, Circle.

#### Freeway:

Level 3—X, Square, Square, Circle, Triangle.

#### River Park:

Level 4—X, Triangle, Square, Circle, Square.

#### Assault on Cyurbia:

Level 5—X, Square, Triangle, Triangle, Triangle.

#### Rooftop Combat:

Level 6—Square, Triangle, X, Circle, X.



Explore new areas to trash with your favorite vehicle!



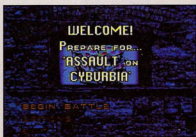
Enter Options for the Password Screen.



In the Options, highlight password and press Start.



Enter the password using buttons on controller one.



You will then be sent to your battleground.

\*This trick was done on either a preproduction or Japanese version of the game and is subject to change.

## KILLER CODES

### STAR TREK: STARFLEET ACADEMY

(Interplay/Super NES)  
passwords continued



#### Academy Level: Juniors

- Mission 301-  
XBBLBXRYBBX
- Mission 302-  
XBBLRXABYBBL
- Mission 303-  
XBBBXXXXYBBX
- Mission 304-  
XBBBAYRRYBBY



#### Academy Level: Seniors

- Mission 401-  
XBBBXYRARRAL
- Mission 402-  
XBBBXXABARAA
- Mission 403-  
XBBBRYYYARAY
- Mission 404-  
XBBAXYRRARRAR
- Mission 405-  
XBBAAAXBARAL

Academy Level: **Last Test**  
Code- XBBALARYARAA

Greg Jung:  
Concord, CA

## BATTLE ARENA TOSHINDEN

System

Publisher

PlayStation

Sony Computer Entertainment

### CHEAT SHEET:

Play as Gaia/Sho and  
auto specials

Read the following text  
to play as the Bosses  
Gaia and Sho. You may  
also select your top four  
buttons as your specials!



You must first input the Gaia code as the options are flying in at the Title Screen (Down, Down-Left, Left + Square button). You'll hear the word, "Fight!" The text will turn pink. Choose a 1P Game. Pick any character (choose Gaia by highlighting Eiji, holding Up and pressing any button [Square, Circle, Triangle, or X button]). Start a fight, then pause with the Start button. Move to Reset. When asked, choose "Yes." The options on the Title Screen will fly to the middle of the screen again. While they are doing this, take controller two and press Left, Right, Left, Right, Left, Square button. You'll hear, "Fight!" The text will turn light blue. This will allow you to play as the last Boss, Sho! Either player (or both) can highlight Kayin and hold Down on the controller. Now press one of the buttons to choose him. Begin another match, then pause. Move to Reset. When asked, choose "Yes." The options on the Title Screen will fly to the middle of the screen again. While the lines are flying in, take controller one and press diagonally Down-Left and X at the same time. You will hear the word, "Fantastic!" The text will turn white. Again, start a match, then pause. Move to Reset. When asked, choose "Yes." The options on the Title Screen will fly to the middle of the



As Options appear from the left and right, do the code.



On the Player Select Screen, press UP on Eiji to choose Gaia.



As the options come in again, do the code on pad two for Sho.



Both players can play as the last, hidden Boss of the game!



Wait for the options again and input special move code. screen again. While the lines are flying in, take controller two once more and press Left, Right, Left, Right, Left, Square button. You'll hear the word, "Fantastic!" The text will turn yellow. Now you can go to the Options and



The letters will turn pink. Now the Gaia code is in.



Pause the game and reset. Wait for the options to appear.



Go on Kayin, press Down, and choose with a button.



Take controller one and do the Super code.



On any difficulty, you may put the specials on the top buttons. put automatic special moves on the top buttons on any difficulty level. In the game, hold the Select button and press the L1, L2, R1, R2 simultaneously to do your Super Special move!

# If you don't have these Fighting Sticks

## You might as well just stay down!

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## DAYTONA USA

System

Saturn

Publisher

Sega

### CHEAT SHEET:

#### No Tires in Cinema

At the exact moment the pit crew starts taking off your tires, press A, B, C and Start. Finish the race and then watch the demo.



While racing, enter the pit area and exactly when they start taking off your tires, press A, B, C and Start simultaneously. The game will reset. Watch the following cinema. Hey look! No tires!



As soon as they start taking off your tires, enter the code.



After the game resets, watch the demo to see no tires.

## NBA JAM: TE

System

PlayStation

Publisher

Acclaim

### CHEAT SHEET:

#### Secret Character

To play as Kirby, the secret character, hold down L1 and L2 while entering CHR in the Initial Screen and Dec. 18 as the date.



Kirby can now be played as an actual player in the PlayStation version of NBA



Now that Kirby is found, how about all the rest?

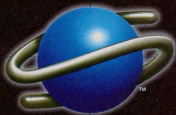
JAM: TE. Just enter CHR in the Initial Screen and Dec. 18 as the date, while holding the top L1 and R1 the entire time. Press Start and just look at who's on the court!

## IONE Skye ON SATURN:

### "LABELS ARE TIRED.

Bits. Polygons. MIPS. Labels. Sega Saturn  
THEY'RE AN EASY WAY isn't about labels. We could spend all day talking about how it shares the same architecture as \$20,000 FOR LAZY PEOPLE TO arcade systems, and how Sega Saturn pumps the DEFINE YOU WITHOUT hottest arcade titles straight to your reflexes for a fraction of the cost. We could go on and on about EVER REALLY KNOWING YOU.

how its gameplay experience grabs you and pulls you in, but all those words still don't tell you what the



Sega Saturn experience is really like.

### ACTRESS.

To understand that, you have to find out for yourself. SOMEBODY'S DAUGHTER. Don't be lazy.

Don't accept somebody else's definitions.

Even ours. While we use SOMEBODY'S WIFE.

phrases like "the best games are only on Saturn," and THAT DOESN'T EVEN "this Christmas, Sega

will have the most electrifying library of exclusive games on the planet," BEGIN TO TELL YOU you should form your own opinions from first-hand experience.

### WHAT I'M ALL ABOUT."

Then you'll truly know what it's like on Saturn.

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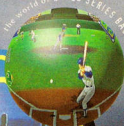


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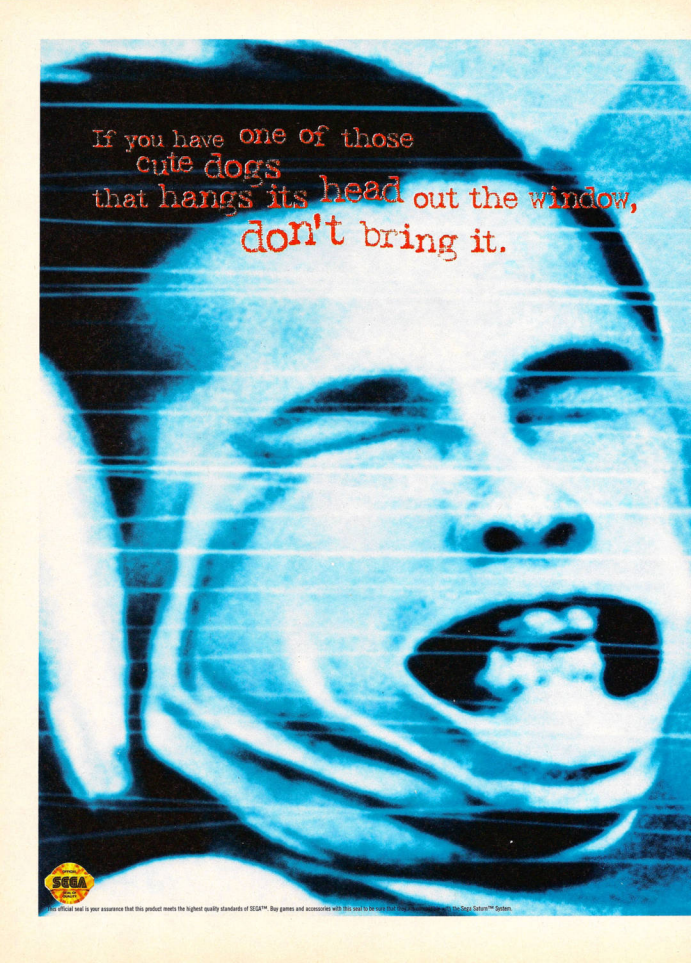
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cute dogs  
that hangs its head out the window,  
don't bring it.



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





Saddle up. 'Cause at dawn you ride  
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for the highest frame rate ever. That means  
tent-pitching **velocity** for our latest space  
combat n' carnage convention. But hey, it's more  
than some cosmic **speed trip**. Your mission's  
to battle a computer gone HAL—with all the  
high-tech weaponry your top gun **wet dream**  
can handle. And where are you dancin'  
this metallic lambada? On the new  
**Sega Saturn™**, of course. Oh yeah, you'll be  
smokin' mister. But don't bother cracking a  
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Pick from a shiny collection of do-it-yourself death tools. E-2  
High Explosive Plasma Guns, convenient Thermal Tracking  
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Choose cockpit or chase plane view while screaming thru 3D  
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Working around the clock, scientists in our speed lab achieved  
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# SAVE HUNDREDS OF DOLL

**POWERED BY**  
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The burning sensation you feel is from your broken ribs, not some fireball.

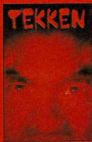


Eight fighters plus nine bosses equal a lot of people to fight.

# ARS ON FIGHTING GAMES.

## BUY THE RIGHT ONE.

The one with enough phenomenal reviews to take down an entire forest. The one with super smooth texture-mapped polygons performing countless motion captured martial arts moves at 60 frames per second. The one with four points

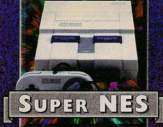


of view, whether you're kicking someone's butt or getting yours kicked. The one with some of the most impressive environments you've ever seen, in arcades or out. The one that's so tough, it even knocks out the arcade version. Tekken™.

TEKKEN™ & © 1994-1995 Namco Ltd. All rights reserved. To find out more about why Tekken beats other fighting games to a pulp, get a hold of us on the web at <http://www.namco.com>. Or just get a hold of the package. This software is compatible with PlayStation™ game console with the NTSC U/C designation. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment, Inc. © 1995 Sony Electronic Publishing. The ratings icon is a registered trademark of the Interactive Digital Software Association.







# MEGA MAN X

## 3

### ULTIMATE STRATEGY GUIDE!

## TAG-TEAM ACTION

As X2 was to the original, X3 is to its predecessor. Once again, Capcom has churned out another great action title. The heat was turned up even more from X2, with almost every enemy in the game having a projectile weapon.

At first, this game will seem very frustrating, with a quarter of a million shots flying at you. Once you learn the pattern to the enemy fire, though, it's simply a matter of finding all the nifty items along the way.



Now both Zero and X take suggestions from Dr. Cain.

## STRATEGY TALK

Mega Man returns for another X game! Fans of Mega Man X1 and Mega Man X2 will enjoy this version just as much. There are also more fun adaptations that add to the experience.

Although more difficult than its predecessors, it offers more challenges. The control is a trickier to get used to. If you can't imagine that, try charging your weapon, jumping and doing an air dash at the same time. This is a great game but it is also very similar to X1 and X2, so if you didn't care for those games, you won't want to try this one—unless you're looking for a challenge.

—Scott Augustyn  
and Jason Streetz

## HEAVY MACHINERY

Sure, there were mechs in X2, but what good were they? Unlike the prequel, this version has several mechs that actually have purpose and strategy to them. In addition, each mech has its own unique control and set of abilities. Of course, when using these mechs, there are secret areas to be found. Over the course of this guide, you will learn the location of the four hidden mech letters in the game and how to use them.



There are now four mechs for you to use.

## MEGA MAN X

Mega Man X gets an even better workout than in any other prequel. Now with more adaptations, mechs and chances for customization, he is more prepared for a new set of enemies: the Dopplers!



Land, air, sea. You'll see it all throughout the game.



You must overcome large obstacles to learn secrets.



Just about everything in the game now shoots at you.



Zero, although powerful, is useful only as a crutch.



Zero is on the Weapon Screen as a playable character!



Mega Man, like Zero, waits for his chance at action.

## ZERO

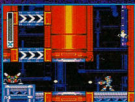
For the first time in a Mega Man game, you can play as one of the robots. Zero can provide short-term usefulness as you begin the game (while X is weak). However, once Mega Man X is decked-out, Zero is useless.

Learn all of Zero's moves in order to make use of him. In the long run he is not too useful, but he provides a crutch for X at the start.



## ENERGY TANK 1

Use the mech to get the energy tank in this area. After going in the pod and getting the mech, simply fall off the platform. You'll break the floor, then head left.



You'll need a mech to break through the floor.



Be sure to explore the hidden passage shown here. Once you have found the Teleporter Capsule, proceed to the map shown below for more challenges.



The enemies are the same, so don't worry too much.

## ELECTRO NAMAZARUS

3

Keep riding this platform up and go to the right to find a Heart Container. It's possible to get it and make it out alive. First jump on the upper wall and slide down. Dash over to the other wall and get the container. Jump back up and dash over to get back.

1

Directly below the floor of the area pointed by the above arrow is a secret passage. This area can be reached by using a mech, gained from above. Snag the icons here.

The electrified one waits for you in his chamber, here.

## BODY ARMOR 2

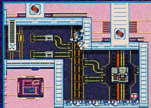
To get the Body Armor you need the Black Hole and the Gun Adaption. Stand on the box and use the Super Black Hole. Up and away!



Use the Black Hole weapon to reach this platform.

## HEART CONTAINER 3

Use the Air Dash to get this Heart Container. Jump on the upper wall and slide down it. Quickly dash over. Grab the wall and get the Heart.



Some quick timing will be required to get the heart.

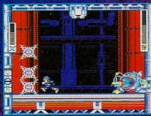
## DEFEATING THE STAGE BOSS

### KEY TO VICTORY: T. FANG

The key to defeating this Boss is to dodge him and fire off the Tornado Fang. Once it hits him, he will stop and fall wherever he is. When he gets low on energy, he will head to the center of the screen and get lightning from the ceiling. Now it becomes very easy. Time your shots and he is a dead duck.



Don't let him pounce on you. It takes off lots of health.



He will attract you close to him with his magnet shots.

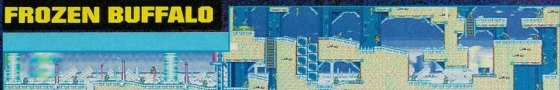
## MEGA WEAPON TRIAD THUNDER



The Triad Thunder weapon is pretty strong. This weapon will be very helpful in later levels because you will be able to find many secret passages with only the help of this little beauty. This will loosen boulders and break floor panels so that they open or drop down. Uncharged, it also puts a nice temporary barrier up around our hero to protect him. After a couple of seconds, it will fire off a deadly charge.



# FROZEN BUFFALO



Try fully charging a blast, then Dash-Chase it as it flies across the screen. If you time your shots correctly, two such shots will destroy all the hovering missile meanies as you Dash your way through.

## Icy fun

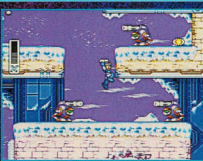
For the most part, this stage is coated in slick ice. Of course, this ice causes X to slip around when moving or dashing. *Hint:* Do not Dash or run anywhere near edges or enemies.



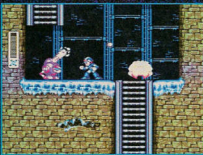
Use the slickness to get yourself out of tight situations.



Be sure to avoid sliding on ice like this. You cannot run against its angle!



Don't waste your time charging shots in areas like this. Just fire normal shots.



Take advantages of those few encounters that are not difficult.

## So many projectiles!

Yes, it would appear that everything in this game shoots at you. This stage is no exception. Each enemy has a pattern of fire. Learn these, and you can avoid much frustration.

A last-minute Edge Dash could earn you a power cell. It comes in handy for the E-Tanks!

## ENERGY TANK

The only way to get this Energy Tank is to first get the Air Dash. Once you get the Dash, backtrack and get on the first raised platform. Jump off that platform and do an Upward Dash. Drift over and grab onto the platform and do a Wall Jump up. It may take a couple of tries to get used to the Upward Dash, but learn it quickly because it will be a very useful tool in the future.



Use the Upward Jump to get this Energy Tank.

## A WHOLE NEW KIND OF JUMP

The Air Dash will now allow Mega Man to make a Dash upward as well as sideways. This Upward Dash is extremely useful and should be mastered quickly.



Now X can Dash upward while jumping!

## THE BODY ARMOR'S RESISTANCE

Once you have this, Mega Man will blink in and out of existence, in order to resist damage. This effect lasts a few seconds and grants momentary invulnerability.



Momentary invulnerability is granted by the armor.

## SO IT LOOKS GOOD. WHY IS IT THERE?

This stage has some of the most distracting screen effects ever to grace a Mega Man title. As mentioned above, there is the ever-present blizzard effect throughout areas of this stage. Also, there are lights in the underground section at the opening of the stage that activate once the stage is beaten. Although these are graphically impressive, where is the functionality of these effects?



Once the stage is beaten, these lights will come on.



This blizzard effect will persist until destroyed.



If you managed to keep your lifebar full, this cell will count toward an E-Tank, if you have one.

1

2

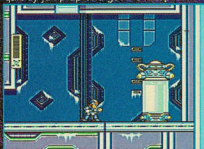
A secret area is located down here.

The annoying blizzard effect can be stopped by shooting the generator to the mid-left section of this stage. Once this is done, a jump to the upper-left section can be made. Although this is not required, it does help you acquire the Air-Dash Adaption.

## AIR DASH

2

To get that Air Dash takes some patience and a quick jumping finger. The Air Dash pod is in a room far up the side of the building—all the way to the right in the blizzard area. Get on the upper platform (the farthest to the right). Use a Dash Jump to catch on to the platform. Once you catch the platform, quickly jump up and get the Adaption.



This should be your first Adaption that you get. It's the most useful and versatile.



Plenty of freebies, like this one, are located throughout the stage.



Again, various icons are littered about. Perfect for Energy Tank filling.

## Be on the lookout!

Need a quick infusion of free power cells? Visit this stage (once you've beaten the Boss) often. Loads of free power cells are located in conspicuous locations throughout the stage.

## When it rains, it pours

If you do not take care of the blizzard generator, portions of this stage will be difficult if not frustrating. Be sure to backtrack under and to the left to abolish this condition.



This is the generator of the blizzard. Destroy it to kill the headache.



Of course, the path to the generator is well guarded.

## DEFEATING THE STAGE BOSS

### KEY TO VICTORY: P. BOMB

This Boss' weakness is the Parasitic Bomb. This will throw him back a little and stop him for a second or two. You may or may not be able to get another shot in. If he starts charging, move it! If he hits you, you will have a tough time getting back into the fight. Dodge him and fire off the bomb.



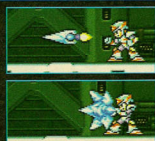
Use the wall to dodge his charge attacks.



The Upward Dash is a little tougher to use but effective.

## MEGA WEAPON

### ICE SPEAR



The Ice Spear is a tough weapon to use. After you shoot this, there is a slight delay before the weapon actually starts on its way. If it misses its mark, though, it will bounce off the wall and create a land mine of sorts. This will keep those land-bound enemies at bay while you try to do maneuvers. The Charged Weapon is a good ramming weapon but useless for long-range attacks.

## EXPLOSIVE HORNECK



2

Be careful of the tread mill-like areas in this level. Because of its motion, it'll confuse your movements.

The large crates blocking the floor can be destroyed using any standard weapon.

## MECH LETTER N

1

If you haven't found out by now, the mechs and the mech letters are very useful. Each mech has its own pluses and minuses. The N Mech is the standard mech and has a strong punch and decent walking speed. As well, it has got a great Dashing ability that will help you in more than one spot in the game. For the most part, whenever you see a Mech Pad, rest assured that there is a secret somewhere around that you can only get with the help of the mechs. You will have to use this one in many stages to find the secrets that they hold. Remember that the mech you are riding has an energy bar of its own that can be drained before you have to ditch it. Jump with the mech and jump again to get a boost.

Using the Thunder Weapon, crush the floor and acquire the mech letter N. Shoot the holder robot and then hop in the mech.

## SUPER HELMET

2

The helmet was useful enough but the Super Helmet is a super addition to your exploring arsenal. Once you receive this Adaption, you get another option in your weapons bracket called the I. Tracer. It is not known what this does at this time, because this strategy guide was done on a preproduction copy. Presumably, this new feature will search out some of the secrets in the game and help Mega Man find all the power-ups necessary to be victorious.

## HEART CONTAINER

3

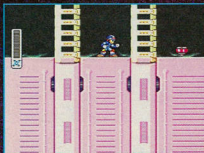
This Heart Container is fairly easy to get. The only catch is that you need to have the Air Dash in order to make that initial jump upward. Once you reach the outermost part of the wall, you will just have to hop your way upward until you can't go any farther. Then go to your right and collect a Heart Container. Quick, simple and painless. This heart container may just save your butt!



Just shoot the zippy little robot on top of the mech, and the letter is all yours.



Once you've gotten the Helmet, stand back and watch the map!



Careful, patient gamers will be rewarded by this nifty little trinket.

## THE ULTIMATE IN HEADGEAR

At the start of each stage, you will be given an overhead view in grid form. The flashing parts indicate Bosses, hidden areas and icons to be found.



An overview map of the stage. It comes in handy.

## TRAPS AND FOES

If the enemies of this stage don't kill you, the walls and floors will! Be sure to stay on your toes and consistently keep your weapon charged for a blast. You never know when a nasty may pop up.



Moving floors, shooting enemies and walls of spikes!

## HOW FAR CAN ZERO GO?

As you may or may not have noticed, Zero cannot play through an entire stage. Mega Man must take over just before entering the major portion of structures or before the arena rooms located in each stage. Arena rooms—distinguished by their apparent uselessness when dormant—are the locations where special mid-Bosses choose to appear. Whether or not these Bosses arrive, Zero can't proceed any further.



Apparently Zero shies away from mid-Bosses like this.



He'll let you know when he has to go.



Careful timing and coordination will lead you to one of the many hidden Heart Containers. Make use of the Upward Dash when required, then slide down carefully to avoid damage from enemies below.

3

This is the area where timed shots from a distance help out. The conveyor belts are an annoyance that can be overcome in this fashion.

## A body in motion

A large portion of this stage has several platform conveyor belt areas. These areas are difficult to pass unscathed because of the ambient enemy population combined with the constant motion you will be placed in while standing on the conveyors. The best way to keep your energy bar at a positive level is to stand on the conveyor at a distance, charge the shot, allow the motion to take you closer and then fire before the enemy gets a chance.



While firing, line up shots from a distance and allow the floor to move you.

## What boxes?

Be sure to take out the metal crates, as shown in the picture below. Once this is done, you can proceed to another area below. If you have the correct weapon, you may find a wall that is removable, for yet more secret fun.



In certain areas of the stage, the boxes will reveal underground areas when shot.

## FLOATING BADDIE ONE

This is the first robot Dr. Dopler will send at you. The key to beating him is when he jumps up, wait a second then jump so he stops. He will then charge at you so be ready. You can get a shot off at him while he's in the air. When you land, charge your shot and repeat the loop.



This guy's pattern is easy to learn, so be patient and watch out for his sword.

## Yet more boxes

Once at the area where the boxes fall from above, do not try to jump over the gaps. The timing of the boxes is too fast and will get you every time. Simply wait out the boxes until there are no more falling, then shoot the column.



Don't even try to clear the gap until all the boxes have fallen.

## REPEATING THE STAGE BOSS

### KEY TO VICTORY: B. HOLE

This Boss is easy to beat if you use the Black Hole. When you first enter the room, fire off the Black Hole and he will start taking damage. Move right under him and fire off another shot as soon as you get the weapon back. The only catch is dodging the little bees that he fires off. Watch out for them!

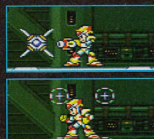


He'll simply wait you out, while using the bees.



Once you are hit, the bees will stick to you for damage.

## MEGA WEAPON PARASITIC BOMB



In stages containing large amounts of projectile-firing nasties, this weapon's use comes to light. Although its basic form seems rather useless, its enhanced, powered form proves itself to be very useful. Forming up to four point-defense fields at a time, Mega Man is protected by enemy-seeking automatic weapons. This is the ultimate, cruise-with-no-worry adaption for Mega Man X.

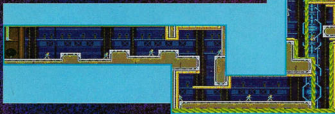


## FLOATING BADDIE TWO

This monster is very strong, and if you don't know his pattern, you can die in two or three hits. Here's what to do: When you start the fight, start firing your gun right away. After he throws his magnet arm, wait about one second then run into him on purpose. He'll charge and go right through you. Keep firing your gun the whole time and repeat the loop.



Watch out for his charges. If he catches you, he can deliver some heavy damage.



## Fancy footwork

While underwater, Mega Man jumps much higher although more sluggishly. Although the added jumping distance comes in very handy in some areas, there are spikes on some of the ceilings that should be avoided. Also, areas of the dry floor have dangerous beds of spikes.



Be careful not to collide with the spikes while jumping.



Shots aren't very effective because of the spikes.



Mega Man should be used only if you don't have the F.



The F Mech helps tremendously.

## ACID SEAFORCE

1

You have to have the Submarine Mech in order to get this Mech Letter. Use the mech's Dash to get high enough to jump on the wall, then hop over and jump on the platform.

2

## Anyone for a swim?

Like the other water levels of the MM series, in this stage there are subterranean baddies who attempt to knock you off while bounding through a liquid environment with augmented jumping ability. However, there is a Mech platform nearby. If you have rounded up the F-Mech, this stage becomes a whole new situation. Sure, Mega Man can clear through the stage without the mech.

However, the F Mech provides much more altitude and strength. The ambient turtle nasties cause constant aggravations and almost seem to be more abundant while in mech form. The easiest way to rid yourself of these annoyances is to sit back and launch the mech's missiles or momentarily jump out and hack 'em with Mega Man's weaponry.

## THE F MECH

This mech has only one useful application. Underwater travel suits this propeller-using machine best. The missiles are enemy-seeking and work on land and water. It is slow, cumbersome and nearly defenseless at close range, as the missiles usually take a roundabout method of hitting the enemies. The best way to use this mech offensively is to sit back at a range, and allow the missiles to do the dirty work from afar.



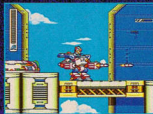
JUMP



MISSILES



ROCKETS



MISSILES

## THE H MECH

This is the most destructive of all the mechs. This machine is perfect for both long- and short-range attacks. Its high-speed, straight-firing missiles maul the enemies even faster than the Powered Gun Adaption, and its rockets help for getting the extra altitude needed for gakkling the elevated nasty. Of course, its speed is appropriate for its size and intended purpose; slow but menacing. This mech is a *must* have.

Here is the Super Air Dash adaption, it's tricky to get.

3

When playing through this area of the stage, be sure not to land on the spike when falling from the above ledge. Once you've done this, you are clear to get the Boss.

## HEART CONTAINER 1

One of the easiest icons in the history of Mega Man, this Heart Container is guarded by only a single baddie. While scaling the wall, charge your shot. Once over the ledge, release the shot and kill the please-kill-me bad guy. Once you've completed this arduous task, swipe the Heart Container and say hello to two very easy bars of life energy.



Collect this heart container to give you more of a fighting chance.

## MECH LETTER K 2

This mech letter is one of the toughest to get. You have to have the submarine mech to even get up to the wall! As stated, use the Submarine Mech to get to the wall. If there are any enemies floating on the top of the water, use the drill weapon against them to clear them. Once they are cleared, jump off the wall and quickly keep jumping. You will keep hopping on the surface of the water. Jump to the platform and jump up.



One of the most elusive mechs is the letter K Mech. It's strong and useful.

## SUPER DASH 3

This Adaption is for all those people who get a great kick out of the air dash and use it a lot. You can only get this Adaption if you have the air boots. Once you get this Adaption, you will be able to do a double jump in the air! Yup, do Sideways Air-Dashes, Upward Air-Dashes or a Sideways Air-Dash and then an Upward Air-Dash. No other super Adaptions can be received if you get this one, though. Remember that!



Is a Double Air Dash the best, or is another Super the best?

## DEFEATING THE STAGE BOSS

### KEY TO VICTORY : FROST SPEAR

The easiest way to put this Boss on his back is to fire the Frost Spear weapon as he jumps at you. Scale the wall, Dash to the other side. Repeat the pattern. Kind of like beating up the Frozen Buffalo. Just keep spearing him with the Frozen Spear and Dash over him as he charges.



Remember all that slime in the earlier parts of the stage?



Slime, being liquid, can be frozen. Hmm...Ice maybe?

## MEGA WEAPON ACID RUSH

Perhaps one of the most useless weapons of all the Mega Man series, the Acid Rush is slow, clumsy and no more powerful than other Boss weapons. One point of interest, however, is that this weapon cannot be used underwater. Just about the only application for this weapon seems to be to kill the Screw Stage Boss. Otherwise, it's your guess what to do with this one.







## Free energy

Right at the start of the stage you will find two large energy cells just waiting to be taken. The key is getting them without taking any damage yourself. Try charging your gun before you dash off the platform, then fire it before you land on the next platform. This will take out a nasty enemy and make it easier to get past the other enemies.

Don't bother trying to kill the mace-spike robot that will follow you down this passage. Let it charge one big blast while falling, then fire at the bottom.

2

# SCISSORS SHRIMPER

Use the Thunder Weapon with the Powered Gun Adaption to break through the ground. Here you will discover another of the much-needed mech letters.

Use the Screw Weapon to break through the wall barring your path at the lower level of this map. Once through the wall, you will discover the Super Body Armor!

## Let's hear it for the Air Dash

There is no doubt that in most of the areas in the game there will be some pretty tough situations for you to face. The Air Dash is the only way that you can get past either an obstacle or a group of enemies that are creating some problems for you. You will find that mastering the Air Dash will become of extreme importance quickly in the game. Some stages you cannot even get to the Boss without it! Getting through the stages can be hard enough but beating the Bosses without the Air Dash can be anywhere from hard to virtually impossible! Does it seem fair? Nope! There is one bonus, though. The Air Dash is one of the easiest to get and by process of elimination, should be one of the easiest to find. It requires no weapons to get and will be the best thing since bubble gum.



Watch out for the baddies guarding this energy cell.



Wait until you reach solid ground before shooting.



Air Dash over this pit to safely get this energy cell.



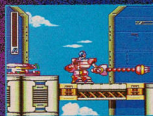
Try to take out these baddies before problems arise.



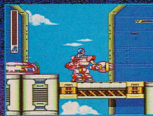
This is where the Upward Dash really shines.

## THE K MECH

This is just slightly more powerful than the N Mech, shown to the right. Although it does not have the range of the other mechs, it does have a very powerful forward method of attack. Using the Spiked Arm Attack, you can blast through barriers and enemies like butter. Unfortunately, this mech is very slow and cumbersome, like the F Mech. This mech should remind you of X2 from the Wheel Gator Stage.



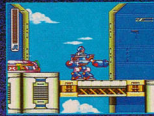
LONG SPIKES



SPIKE PUNCH



DASH

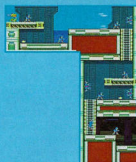


PUNCH

## THE N MECH

Much like the mech from X1, this is the basic, run-of-the-mill mech of the Mega Man universe. Impressive in neither speed, strength nor agility, this mech provides little more than an extra life bar. Use it as a kind of armor, in order to take excessive amounts of damage that you couldn't otherwise sustain. The Dash feature also comes in handy for the occasional long-range marathon jump.





The best way to clear through the dual-mace robots is to wait at a distance for their weapons to retract. You then have a brief time to shoot them.



## Getting Horizontal

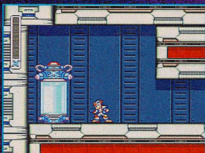
Shoot the switch against the far right wall, as shown in the picture. Once you have done this, the entire area will flip over at a 90-degree angle. Now you will be able to use a door that was not there before.



Try shooting this thing for something interesting!

## SUPER ARMOR 1

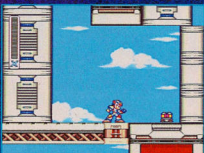
This is one of the other super Adaptions. This Adaption will modify your body armor, making it so you can take less damage from some of the more common enemies in all the stages. You also will take less damage from the Bosses. You need to have either the Drill Weapon from the Screw Masaiider or you need to have the Drill Mech that you acquire in the Acid Seahorse Stage. Use either of these to break through the crumbling barriers blocking your way. Once past the barriers, read the friendly Dr. Lights message, then hop into the Adaption pod.



This pod will modify your body armor and make it stronger.

## LETTER H 2

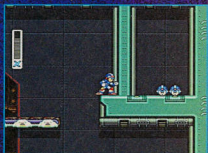
In order to get this mech letter, you have to have the Gun Adaption and the Triad Thunder Weapon. Use the powered-up triad thunder on the floor or near the part. The floor will explode, revealing a secret chamber. Go into the chamber and you will find the H Mech letter, which is a tank. With rocket launchers for arms, a dash and some limited flight, this mech will be rocking all the enemies that try to get in your way. Ready, aim, fire!



In a secret chamber under the floor awaits the letter H.

## Can you say, I-Up?

If you have the Drill Weapon, this is a great place to get a couple of extra guys free of charge. The only catch is that you will have to face a couple of bad-dies along the way, and you will have to work with the conveyor belts to make it there without falling.

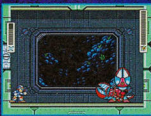


Two free guys—who can argue with that?

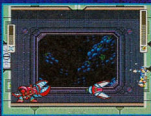
## DEFEATING THE STAGE BOSS

### KEY TO VICTORY: TRIAD THUNDER

If you want to take this guy out quickly, use the one thing that affects water dramatically: lightning. This time a lightning attack comes in the form of the Triad Thunder. Use the Triad Thunder while close to the Boss in order to stun him and cause a great amount of damage.



This guy's pattern is easy, so watch carefully.



A quick death will come from his claws so watch out.

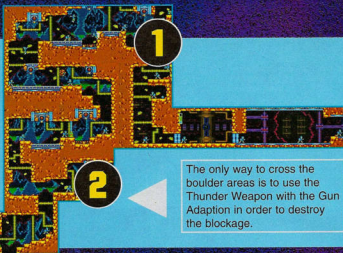
## MEGA WEAPON SCISSOR BLADE

When fired, this weapon will release two high-speed, spinning circular blades that go a short distance forward. Quickly afterward, the two blades will turn around and go behind you. This is useful for enemies coming from behind, obviously. The powered Scissor Blade creates a powerful blade that springs forth on a cord. It will stay out for a few seconds, mulching everything it contacts.



# SCREW MASAIDER

The easiest way to get across the boulder-dropping enemies is to jump quickly past them before they drop anything. Then, shoot the following enemy from behind once it falls.



## Rivers of slime

As you go through the Screw MASAIDER Stage, you will run into mud slides that will be dropped from the ceiling from some drains. These mud slides will push you to the ground or worse yet, into a bunch of spikes. Wait out the slides or Dash across them before they come in contact with you. Also, watch out for those enemies that fire electrical bursts because they can give you an unexpected problem that could mean life or death.

## Rock and roll

Although you do not see many of these rocks, you can be assured that when they start rolling, it is time to get out of the way quickly. These rocks will just plow over you, causing damage and possibly pushing you off the edge of a platform or into spikes. These rocks cannot be destroyed and have to be avoided. A good way to get out of the way is to use the Air Dash and jump on to a nearby wall that is across from the danger zone.

## Attractive enemies

You will fight a variation of this enemy in the blizzard stage. These enemies look like rocks and will hang from the ceiling. Once you get close enough, they will drop down and start bouncing toward you. Shoot them quickly to peel off their rock shields, then get in a couple of good shots to finish off the robot on the inside. If left alone long enough, they will attract some of the nearby baddies and they will continue to attack you.



Fall through the center here to avoid both baddies.



This rock will follow you, so once you land, you have to move quickly.



Destroy this baddie quickly before he attracts a new defense.

## TALK ABOUT CHALLENGE!

Consult the upper-right map for tips on how to kill this mid-Boss. Dash high enough over his mid-section so you don't collide with that menacing frontal spike!

## YET MORE FREEBIE STUFF!

It's not free this time—there is an area that contains some power cells. Kill off the wall-forming enemy and collect the cell. This is great for filling energy tanks.

## DID YOU BRING THE RIGHT EQUIPMENT?

Be sure to bring the Gun Adaption and the Thunder Weapon with you if you want to clear through the two impassable boulder areas.

## MORE DISTRACTING TERRAIN

Certain spouts throughout the stage will periodically release some brown slime substance. This stuff does not hurt, but causes some disorientation while jumping.



This guy is bad news if you don't know his pattern.



Destroy the wall enemy for some "free" energy cells.



Use the Thunder Weapon to get past these.



The rivers in the game are merely distracting.



Chances are, the mid-Boss of this stage will kill you every time unless you jump through his torso just as he separates. Dash to the right of the screen, stay there and fire away at his upper back. When the lower section backs up, jump away!

Here is the Screwed One himself. Did you get the energy tank, Heart Container and power cells from this stage first?

## ENERGY TANK 1

As in other stages, there are some almost give-away icons, like energy bars and tanks. Why are these so easy to get? Because you are going to need them! As you may notice as you play through, the enemies do not give as many power cells as in previous X games, and the energy tanks are getting easier and easier to find. However, filling them becomes a challenge.

## HEART CONTAINER 2

Using the Thunder Weapon to clear away the boulder, Dash-Jump across the bed of deadly spikes below. Once across, nab the Heart Container and get two more bars of life! Be careful not to fall into the spikes on the way out, and keep the Thunder Weapon handy for later in the stage. Consult the paragraph to the right for further uses of this versatile weapon.

## HELMET 3

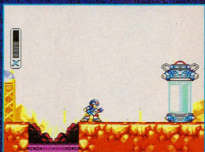
Once you have gotten this far, perhaps you have obtained the Heart Container. Using a similar method, use the Gun Adaption to charge the Thunder Weapon. Once fully charged, release it into the ground to destroy the boulder blocking the upward passage. Once this is done, scale the short distance upward to the pod containing the Helmet Adaption. This will give you a built-in map of each stage!



This is another freebie energy tank. Why so easy? You need it!



Use the Thunder Weapon, Gun Adaption and some precision.



Imagine having an automatic mapping system. Step in!

## DEFEATING THE STAGE BOSS

### KEY TO VICTORY: ACID RUSH

This guy's pattern is pretty straightforward. The best way to beat him is to hit him with a shot then jump on the wall. When he charges the wall, jump over him and shoot him quickly. After shooting him, Dash to the other wall and jump on it while charging your gun. Repeat.

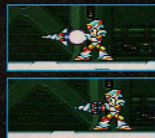


Use the walls to your advantage here.



This is his only airborne attack, so hang on the wall.

## MEGA WEAPON TORNADO FANG



The Tornado Fang is one of the most useful weapons. This weapon, although slow to start, packs a good wallop when it hits an enemy. It is also the most used key to get through some of the crumbling barriers that will block your way from getting secret power-ups and Adaptions. Use the Powered Drill to have a continuous drill on your arm for a short amount of time.



# GRAVITY BEETBOOD

In addition to this area holding a Heart Container, there is also a Free Energy Cell that you should be able to collect after you jump a couple of platforms. Watch out for those homing missile-firing baddies that seem to be around every corner that you turn.

1

2

Any mech can be useful from this Mech Pad. If you choose a normal mech or a Drill Mech, you can use it later to find a secret area toward the end of the stage.

Once you set foot on this bridge, it will start to crumble. Needless to say, you will want to move quickly. Charge your shot to take care of any enemies you run into on the way.

Once you climb the ledges and grab the Energy Cell power-up, you'll face a group of homing missile baddies. Charge your shots and take them out as you come across them. After you fight these enemies, you will find a crumbling wall. Use the drill to find a Super Adaption.

## THE DOUBLE SHOT GUN ADAPTION

More often than not, the Gun Adaption will be needed (or will at least help tremendously) to kill a mid- or primary Boss. Score this Adaption as early as possible.



More powerful than ever, the gun Adaption helps a lot.

## FUN WITH TRAJECTORIES

Many of the foes fire with some form of projectile. Some of the simpler ones can be avoided by fouling up their pattern. For example, stand too close (shown below).



Standing too close will throw off the aim of these foes.

## POWER RESERVOIRS

Large portions of this stage contain power cell storage. Take maximum advantage of these areas, and keep the energy tanks full. You may need them later against the main Boss himself.



Collect the power cells and fill energy tanks.

## ENERGY LOOP

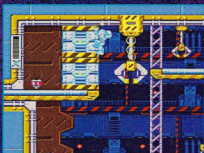
On the clouded section just over the first ledge, there's a great power cell loop. Keep Dashing back and forth, from left to right in between two enemies, shooting and collecting the falling icons.



Make use of this to fill the energy tanks.

## HEART CONTAINER 1

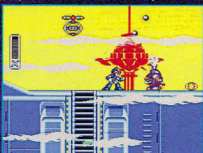
You can't get this Heart Container until you defeat the Boss and come back into the level. Once you beat him, all the boxes in this particular area will be gone and you can fly right through, grabbing a power-up and a Heart Container in one swoop.



Don't forget this power-up after you finish the level.

## More freebies

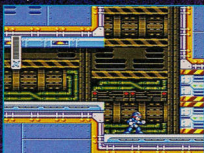
More free energy cells can be found throughout the stage, if you know where to look. Careful gamers will try not to get hit by enemies, so that these cells will fill any energy tanks. Because many of the enemies on this stage fire projectiles, this will not be easy.



Try not to get hit, so the power cell will fill an energy tank.

## What Barriers?

There will be a conspicuous wall on one of the bottom areas of this stage. Of course, this wall can be broken with the proper Adaption or mech. If possible, use the mech in order not to run down the power level of any of the Tornado Weapons.



Use the Tornado Weapon or the mech to break the wall.

## MECH LETTER F 2

It is pretty easy to get this particular letter. The key to getting it is that you have to have the Air Dash. Simply climb the wall and jump over. You have to time it right but if you do an Upward Dash, you can grab onto the platform and climb up.



Get the F letter for a fearsome Submarine Mech.

## Even MORE energy

In the large open area of this stage, there is a multiplatform setup containing much energy. Clearing away enemies as needed, be sure to round this stuff up. Again, try not to get hit so the energy will be deposited into an energy tank for emergency situations.



Search each of the platforms carefully for energy.

## What? No Projectiles?

Capcom cuts you a break on this stage. There are actually some enemies that don't shoot at you here. Take advantage of this, and gather up as much energy as you can. Charge your energy tanks so you can hang in the final Boss fight a little longer.

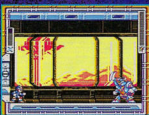


Some of the few enemies that don't shoot are found here.

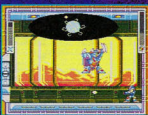
## DEFEATING THE STAGE BOSS

### KEY TO VICTORY: RAY S.

If you have the Ray shot, this is an easy kill. When you enter the area start shooting with the Ray shot. He will stop whatever he is doing, will be stunned for a second then will jump toward you. After a while, he will be too close for comfort, so climb the wall and jump over him. Repeat.

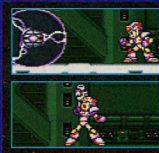


This guy has a fierce Ram Attack, so watch out.



If you hit the black hole, you will take damage.

## MEGA WEAPON BLACK HOLE



This weapon is pretty strong and has a wide affect. When launched, it will try to affect all the enemies on the screen by just destroying them. This can be a lifesaver in certain situations. The powered version of this weapon is even stronger and can affect a certain platform in the Electro Namazarus Stage. Use this weapon to bail you out of some tough situations or when surrounded by enemies.



Be sure to collect the icon resting just under the ladder in its own little area in the wall.



Some careful Upward Dashing, and you can bypass this whole area. Just as you are entering, jump up and climb the wall.

## ENERGY TANK 1

This is another easy Energy Tank to get. The key to getting this Energy Tank is by first defeating the red mace-throwing robot on the upper platform that is all the way to the right. After defeating him, jump on to the platform but do not kill the flying baddie. He will be your ticket to getting the energy tank. When you get on the platform, time your jump so that you will jump onto the top of the flying enemy. You will land on him and be able to stand there for a free ride. Wait until he flies over by the area where the energy tank is and jump to the energy tanks. These baddies are useful and won't attack until you do.

## HEART CONTAINER 2

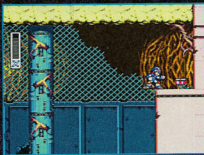
This Heart Container is really close to a door and easy to get. There are two ways you can get it: Jump on the back of one of the flying enemies that are in the area or you can keep going and do a Dash Jump off the ground and onto the wall. From there, simply hop up the wall and right onto the ledge. Grab the power-up and get ready for your next challenge. Use the extra energy that these Heart Containers offer to challenge the main Boss guys and come back not only alive but victorious. Can you find all the Heart Containers?

## HAND GUN ADAPTION 3

The Hand Gun Adaption is another one of the most important Adaptions in the entire game. This Adaption will grant Mega Man the power to power-up his gun to the point where, when both shots are released, the two shots will merge and create one massive cross charge. This attack does major damage and can be useful in a tight situation. The gun can also be used to power-up the other weapons you get from the Bosses. To get this Adaption, you need the T. Fang and have to drill through the wall. Once you have the opening, Dash over and once you land, Dash up and to the pod.



Use the flying enemy to get the Energy tank on the ledge.



This Heart Container is virtually a freebie waiting to be taken.



Use the Air Dash to get to the Gun Adaption Pod.

## Insta Problem

In this area, take out the wall crawler first so that you have the time to take out the bolt guy blocking your way. After him are similar enemies, so charge your gun and be ready.



Watch out for the wall guy's electric shots. EGM'

## MID-BOSS FUN

The safest spot to fight this guy from would be the right side of the screen. Although he will come through there occasionally, he will mostly stay to the left or center, so use that to your advantage.



Use the main gun to slay this giant baddie.

## THE DOPPLER STAGES

After you beat all eight of the Bosses, you will have to go through some more stages before you can meet with the head honcho himself. What is in store for you? Well, the stages themselves will challenge everything you have learned. They will push you to the limit, then make you crawl back and ask for more. The good thing is that the Bosses, all except the last Boss, are pushovers. Their patterns are easy and they take a lot of damage from your main gun. Don't forget that you can have one or very useless in these stages. The best one to use for these stages was the Double Air Dash. However, each person is different and has his/her own style. Use your talents to keep you alive.



3

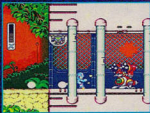
Large amounts of pesky enemies lurk about this area.

## SHINING TIGERD

2

### The easy way past the mace robots

Although there is no really easy way to get past these mean little buggers, try charging your gun and let them have it as soon as you get a chance. Once you hit them with a fully powered shot, only a few more hits will polish them off.



Watch out for the enemy that fires electricity above here.



The second mace is longer than the first. Watch out.

### Perhaps not an enemy

These baddies are definitely the nicest baddies in the whole game. You can run into them without taking damage and hop on their backs for a free ride over danger areas. They will also not fire at you until you fire your gun. Remember, you can be firing your gun at anything and they will fire back.



Watch out for air attacks when fighting ground guys.



Climb onto these guys' backs for a free ride.

### Spikes, missiles and pits

As you travel through this level, you will have to be quick in some spots and very precise in others. In the upper-left area the best



Drop down to avoid any damage.

strategy would be to just drop down when climbing the ladder. In the lower-left picture, the best thing to do would be Dash over and dodge it altogether unless you can defeat it quickly. In the lower right, defeat these guys quickly! They will eat away the smooth ground and turn it into spikes, which cause damage and make it hard to Dash or jump off of them. Be quick on the draw and there will be no worries.



Jump up over the electricity shots when they split.

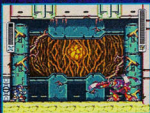


Destroy these guys quickly or you'll be out of ground.

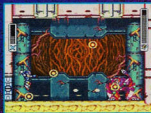
### DEFEATING THE STAGE BOSS

#### KEY TO VICTORY: S. BLADE

Although the S. Blade is his weakness, you can just as easily use the Mega Buster to defeat this Boss. Charge your shot and fire it at him. When he shoots at you, jump a little in the air to dodge the first shot...the rest should fly over you. When he jumps on the wall, quickly move to make him jump off the wall. Repeat.



Watch out for his charging claw attack. Dash over him.



Jump the first shot and keep firing at him.

### MEGA WEAPON

#### RAY SPLASHER



The Ray Splasher is a pretty good weapon. It can cause some pretty decent damage and one shot will actually fire off a whole bunch of shots.

This can be very useful when attacked by a bunch of little annoying enemies. Use the powered-up weapon to affect a large area and damage any remaining enemies even further. With decent damage and good range, it is a powerful weapon to use.

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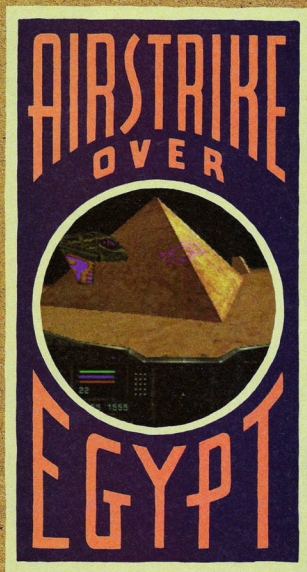
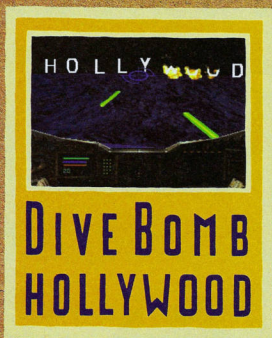
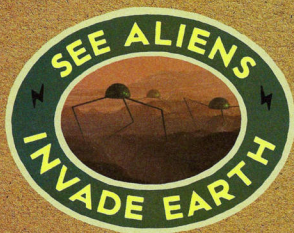
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# EARTHWORM JIM 2



## STRATEGY TALK

Most gamers will agree with my bold statement when I say that this game seems to be much weaker than the first as opposed to more challenging. The first Earthworm could be played through with just the right mixture of excitement, anticipation and fun. This game can get frustrating and even repetitive at times. Still, no matter how you stack it, the animations in this game are excellent. Maybe that's where the programmers spent all their time? It may prove to be a mild letdown.

—Jason Streetz



## IT'S A WHOLE NEW QUEST FOR JIM

Everyone's favorite earthworm is back, with some interesting new moves. He must race against Psy-Crow for the love of Princess What's-Her-Name...



### THE PASSWORD SYSTEM... SORT OF



Unlike the first Earthworm game, this sequel has a password system...if you want to call it that. Collect all three of the icons shown above from each stage. Once you have done this, you can bypass stages that have all the icons collected. Unfortunately, this seems to only work as long as you don't shut off the power...



### PROLONGING THE LIFE OF AN EARTHWORM

Each of these icons will in one way or the other aid Jim with hangin' in the race a little longer. The most mentionable of these are the 1-Ups. Second, the sandwich provides Jim with an additional 100 percent of health capacity, above and beyond his standard 100 percent. In this manner, it is possible to gain up to 200 percent health! Also, the Red spheres restore full energy (up to 100 percent).

### Can O' Worms



### Blue Sphere



### Sandwich Red Sphere



## EARTHWORM ARTILLERY



### Triple Gun

Implements a much wider destructive force.



### Bubble Gun

Not a weapon you want to pick up. This one is useless.



### Normal Gun

Jim's faithful stand-by gun. It's always a good idea to have it.

### Super Gun

Destroys much more than the standard gun.



### Seeker Gun

Fires an enemy-seeking shot. Very useful.



### Big Nuke Gun

Destroys everything on the screen except Jim.





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## Anything But Tangerines STAGE

This is not a difficult stage. Most of the icons and "secrets" are merely part of your course. Be sure to utilize the pigs to stop the various blocks in your path as described below.

### Pigs are your friends. Fish are not.



Get the pigs from the mud-pens. Press down.



Beat the fish by using the pigs. Good little piggies!

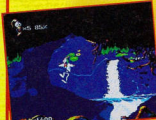
Two roadblocks will keep Jim from progressing through this stage. The first is a pool, which is guarded by a large dog. You won't see him until you've touched the water and he belts you across the screen. The second barrier is a plug in the road that's blocking a passage going down. Interestingly enough, there is a fish (inside a fish-bowl, of course) present at both these locations. Fear not—these can be beaten by acquiring a pig from nearby pens by using it to your advantage. At the first pen, slide the pig onto a nearby ledge. At the second, load two pigs onto a plank-pulley hooked up to the plug.

### Get the icons, if you can

You may notice a 1-Up icon hovering just over your head at the start of this stage. No, you can't jump up to get it. Climb up to a ledge later on in the level. Above the ledge to the left, you should see some

lingering goober dripping down from the ceiling there. Snot-swing like Tarzan from this one, to the next, to the next and so on until you gain enough momentum. Fling yourself from the last snot-swing area and land on the 1-Up from above. Also in this area is an icon stashed just below and to the right of the ledge mentioned above.

Careful, skilled snot-swingers could earn themselves a 1-Up.



### Grannies falling from the heavens



Reactions are your only tool against the old ladies!

Here is a guide to get you through this weird scene. For the most part, these areas are composed of two falling ladies per flight of stairs. Usually, you must proceed slowly past the first, then speed under the second for all but the last flight. Then do the opposite: Speed past the first and avoid the second.

### An earthworm, old ladies, large guns and a dog who likes fish

Just before the first old lady area, try jumping on the edge to the left just below. Proceed, blasting just above the dogs that will block your

path. Doing this will release loads of garbage on the dog, getting him out of your way. Two dogs later, there is some icons waiting for collection.

Also try returning to the area of a bonus warp where some icons await. Finally, try using the Homing Missile weapon on the ramped fish just to the

right of the second pig pen. Timing your shot correctly leads to a direct hit, destroying the annoyance!



Do the bonus thing, then come back for icons!



Time yourself correctly or say, "Hello" to an instant hit!



Drop some trash on the dog, and see what's behind him.



Use the Homing Gun to destroy the ramped fish.

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# Lorenzo's Soil STAGL 2

Innovative and interesting, although pretty bland. Nothing really "secret" or "hidden" in this stage, despite its immense size. Just plod through it.

## Underground uglies



Collapse the ceiling above enemy holes quickly or else!

The enemies here are of three basic types. The first are white blob-things that can be dispatched with the gun. Red crab things generally spawn from little holes in the wall. Collapse dirt from above to seal the holes. Last, large green plant-things must be directly approached and shot.



Those cute babies are not harmless...they are projectiles!



Use your gun to clear a path through the dirt.



Collect the Clock icons to avoid a cave-in on Jim.



To bypass the fires, collapse the dirt that's above you. To defeat the Boss, move over to one side then shoot.



Peter has lost some of his puppies. Of course, Jim is nearby and willing to lend a hand. Use the large marshmallow, love-cushion thing to bounce puppies being thrown out of windows by Psy-Crow. Keep them from hitting the ground before they get to Peter and all is well. If you miss four times, Peter will come down and pummel you severely for 30 percent. At first some of the patterns may seem frustrating. Keep in mind, though, they are patterns. By the first few dogs that are tossed, you can identify the next series and prepare for them, once you've gotten the hang of it. The only real way to be good at this stage is to be extremely fast or just experienced.



Bounce the bomb over to Peter, who will throw it back.



Timing and patience are required. Don't miss!



During the round, Psy-Crow may throw a card.



Miss too many times and Peter hits you for 30 percent.

# Screw the Prime Directive. If it's on radar, it's toast.



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# Vill People STAGE 3

The stages are getting more interesting. This one takes coordination and patience more than anything else. Again, it lacks really "secret" stuff.

## Day of the blind cave salamander

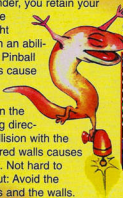


Bumpers project Jim in unwanted directions—fast.



Red vibrating walls cause devastating damage.

Right off the bat, you'll need a little explanation. Of course, this isn't the usual kind of EWJ stage. It's kind of like the Naked Worm Stage in the Sega CD Special Edition—but worse. As a salamander, you retain your gun, lose your sight and gain an ability to fly. Pinball bumpers cause you to go jetting off in the opposing direction. Collision with the moving red walls causes damage. Not hard to figure out: Avoid the bumpers and the walls.



## Little blue men in bubbles

The little blue men's bubbles can be popped by either contact or a gun shot. No damage is taken if directly contacted—at least not immediately. The explosion of their dispatch is harmful, so avoid it if possible.



Little blue men in bubbles litter your path.



Fear not, Jim still has his gun. Use it against the blue men.

## Jim does gameshows

First he's a blind cave salamander, now he's on a game-show. At the end of this stage is a gameshow. You will be given as many questions as you have worms. Also, just beyond the show is a sequence-repeating area for icons.



Can you figure all the questions out?



Watch the sequence carefully, then repeat it.

## Floating explosives, flying pigs



Pig-launching stations can be crushed by shooting boulders.



In case of a mess up, go back to the start for a new bomb.



Don't shoot the bomb in the crossfire. It's instant death.



Later on, some effects push the bomb backward.

Guide a balloon bomb to the end of this stage without detonating it, and without getting killed. Areas of the stage have pig-launching stations. Shoot the boulder nearby to rid yourself of this annoyance. Tip: Collide with the balloon traveling directly to the right, into its left side to send it off screen. It will reappear further on, keeping it out of your hair for a while.

# Flying King STAGE 4

Not entirely a new idea, but different for an EWJ game. Fly through a shooter-like stage with a twist. You *must* guide a volatile bomb along with you.

## Snot king fall down go boom!

Once you enter the snot area, there will be walls of goober that push back the bomb. As mentioned before, the best strategy against this annoyance is to fly directly sideways into the left side of the bomb to knock it off screen. Also, on the way to the snot-king Boss, be sure to take the Engine Enhancement icons laying about and found within the snot-distributor saucers. Once at the Boss, detonate the bomb to end the stage. *Do not detonate before!*



The king of snot awaits you at the end of the stage.



Now you can destroy the bomb and the Boss.



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## Udderly Abducted STAGE 5

Save a slew of cows from hostile alien forces by searching for cow-flowers and returning their seed-cows to the barn. Sound interesting enough?

### Hefting the helpless bovine beasties



If the flower does not produce a cow, look for another.



Careful jumping is much faster than walking.

Jim must find and save each of the cows in this stage in order to pass. Small flowers with cow heads on top produce these cows. If you locate one and it does not produce a cow, you must move on to another flower in a different location. Some areas require as many as three cows to be returned safely to their barn. There is a specific order in which these cows must be saved, so be sure to learn the locations of these flowers the first time through. Once a cow is produced by a flower, be sure to pick it up right away. During the later sections of this level, the UFO will not hesitate to steal new cows.

### I detect some weaponry

As with many of the stages in this game, the initial areas look simple. Careful gamers will notice an apparently unreachable area beneath the starting zone on this stage. In order to get to the area, you must

once again snot-swing your way there. Just beneath the collapsible ledge at the start, try swinging your way into the wall. If you land the swing correctly, you will end up in the hidden area. Once there, you will be teleported above for more icons.

Again, the observant will notice yet another unobvious area up here! Use the snot-swing again...

Try jumping just past the bulb. Use the snot-swing on the top of the screen.



### Your friendly neighborhood alien



Use the gun and whip to ward off the UFO.

Although your gun does the best job of ridding the UFO from the screen, the whip is your best choice in case of last resort. Use the gun to shoot the UFO, so it will not begin to beam-up the cows. If it has already started to take a cow, use the whip to scare it into thinking differently and releasing the cow.

### Really, I like toting cows around

Of course, it would never be as simple as just putting the cows in the barn once found. Some of the cows are bombs, and must be extinguished before their time runs out. To do this, dunk the cow in a nearby (or not so nearby) bathsink. Once the cow is non-volatile, prepare for some fancy footwork up the collapsible ledges. After returning all the cows to their barn, check the immediate area behind the barn. More often than not, you can find some handy icons waiting around for collection—a welcome treat after some heavy cow-hefting.



Cows must be immersed in the sink before they detonate.



Jump up very quickly once landing on a ledge like this.



Check the nearby area right after the barns for icons.

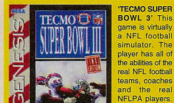




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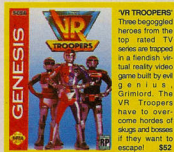
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# Evil's Funhouse STAGE 6

This stage gets just plain irritating after a while. Avoiding some of Evil's hits while trying not to collide with lights seems next to impossible at times.

## Letting it get to your head



Need some lift? Stop by the inflation station.



Manually controlling the inflation helps maneuverability.

Traveling through the carnival sequence requires Jim to inflate his head and float through some perilous environments. You can manually control the inflation of Jim's head using the controller. This is handy for maneuvering complicated and treacherous terrains. When less inflated, Jim has more precise and slower control over his lateral movements. Certain areas automatically deflate Jim, so be careful. Also, remember where the continue platforms are located in case you have to land on them during a fall, as a result of a popped head.

## Worms for games



At the end of the stage, compete for Health icons.

You are treated to an icon-winning game before the end of this stage. Depending on how many worms you have collected by this point, you will be presented with the opportunity to gain Health icons by doing a test-of-strength kind of game. Cause the fist to smash the icons to get them.

## What goes up, should stay up

Apparently the cat has other plans for Jim. Namely, he tries to divebomb you. Be warned: Although his dart-gun attacks need to contact the head directly to pop you, this form of attack does not need to be so accurate. Any contact will pop Jim's head, leaving you to redo major portions of the stage. This is a major annoyance to overcome.



Try deflating slightly to dodge his attacks.



If you do get hit, try to steer toward nearby platforms!

## Lights, cats and headaches

Of course, the familiar Evil Cat must make an appearance. He will periodically appear from the mouth statues. Once out, he uses a blowdart to try to pop Jim's head. Dodging him is not advised—his shots are too fast. It is better to wait him out then pass once he returns into the hole. While evading this nasty, be careful not to run into the lights along the sides.



Be careful of lights while dodging projectiles.



Wait for the cat to recoil back into his hole, then pass.



## How do I get in there?

Just past the start of this stage, there are some icons to be collected. If you are observant, you may notice the familiar EWJ please-come-get-me hidden areas. This one can be entered as pointed out on the map.

Once inside, collect the icons there and proceed outside. Be warned: The way to these icons is guarded by a very difficult passage. Consult the above section for help on how to pass the cats. This is a particularly narrow passage to bypass him, so timing is of the essence. Once he recedes, go up, then right and finally down.

Once you know where to enter, it's a very simple matter of collecting icons!





WEB OF CONFUSION!



SMASHING TWO HEADS  
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THE JURY BELIEVES IN  
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NO SYMPATHY  
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# ISO 9003 STAGE 7

It would seem that the I.R.S. (Intergalactic Revenue Service) says Jim owes back taxes. Gun in hand, Jim confronts the foul denizens of paperwork.

## Worming through the paperwork



You can shoot them, but lawyers just keep coming.



Round up the mouse cages to activate machinery.

Lawyers will return when shot, so don't waste ammo and time trying to eradicate them completely. Your best bet is to simply clear them from your path and continue before they return. Generally, they can be found hovering around the area of a roving mouse cage. Use these cages to activate machinery located throughout the stage. Of course, the lawyers will try to stop you. No matter how many times you shoot the darned guys, they just keep popping up. Watch out for their throwing weapons.



## Is an earthworm flammable?



Use the switches to deactivate the flames—temporarily.

Much like a hell-adventure, there are boilers producing searing flames for Jim to dodge. Each boiler has a switch. Use the switch to turn off the blazes momentarily. This deactivation does not last long, so it is wise to make your way past the boiler as quickly as possible before it returns to working order.

## Filing difficulties

Killer file cabinets will attempt to crush you. Good thing they like paper! When confronting these things, run around back and forth in order to kick up lots of paper. While there is paper in the air, the file cabinets should stop, open their drawer and wait for the papers to fly in. During this period (and this period only), you can stand on the shelves and jump over them. Don't get sandwiched into walls or it means instant death!



Kick up some paperwork for the cabinets to eat.



While the drawer is open, use it to jump over the cabinet.



## It's not over yet

After the hellacious course of the ISO 9003 Stage, you have one more obstacle to overcome: A door will run away from you. Also, if you chase the door too long in one direction, a file cabinet will run in to halt your progress going that way. You must grab the nearby dresser, lay it in the path of the door and lure the door into tripping over the dresser. Once tripped, you can proceed through.



Chase after the door and lead it into a compromising area.



Use the big wooden dresser to block the door.

## Not very difficult

This has to be the easiest set of icons in any video game ever. Just walk past the venting on the far right, then climb up its edge. Proceed onward to the left, and then down behind and under the large mass of

machinery. Loads of ammo and health are there for the taking. Remember, don't activate the machinery and get sucked through, or you won't be able to get to this area again. Also, be sure to get the Sandwich icon. You will need all the energy you can muster against the file cabinets from hell later on in the level.



Climb up and over. Proceed left for the icons. Gee, really difficult, huh?



# THE DOCTOR IS OUT!



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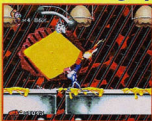
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ENTERTAINMENT SYSTEM

# Level Ate STAGE 8

Save a slew of cows from hostile alien forces by searching for cow-flowers and returning their seed-cows to the barn. Sound interesting enough?

## Working up an appetite



Be sure to make a path by shooting down the eggs.



Kill the power to the stove before jumping on it.

This is one of the oddest stages in the game. Not only do you have to navigate a stage made up entirely of food, but you also have a salt shaker chasing you. If you do not have the Homing Missile gun, things could get complicated. The salt shaker will follow you, raining down damaging salt, unless you shoot it with the missile gun. This will destroy it for a short time. Also, some terrains to look out for are the hotplates and the egg areas. Before crossing is possible (without damage), you must shoot the overhead eggs to create a path. Anytime you see a switch, turn it off! This deactivates the damaging heat.

## Timing, coordination and forks

If you do not time your jumps correctly in this stage, you may suffer an instant death by falling or sustain massive damage from the forks below. Any areas that require the use of the snot-swing are easy; however, be sure not to land the snot on the ceiling, (it does not have the proper surface) or you'll fall.



Look where you are swinging in areas like these.

## Pizza will kill ya

This is one killer pepperoni pizza. Its pattern is simple: Avoid every three- or four-plate slam attacks, then wait for its actual attack—and its vulnerability. When it comes down, shoot it!



Wait out the pizza slice itself, then lay into it with shots.



# SEE JIM RUN, RUN JIM RUN STAGE

## It's a race against Psy-Crow



Look for flowers that produce cows.



Snots on overhead trollies provide quick leaps ahead.

You must beat the Boss of this stage, Psy-Crow himself, to the final objective—lair of Princess What's-Her-Name. An obstacle course of sorts has been set up. If you let Psy-Crow get too far ahead, he will set traps and barriers for you to cross while he gains ground.



If you lose track of Psy-Crow, he will set up traps.

## Hefting the helpless bovine beasties

Even if you do manage to keep ahead of Psy-Crow, there are some inherent challenges to the stage. Be sure to blast the spinning blades and walls as quickly as possible, for Psy-Crow can run right through them and pass you. Keep an eye peeled for "J" icons, that boost your speed!



Blast the motor of all its blades before crossing.



Obstacles block your path; walls are one of them.



If you see a floating "J," grab it for a massive boost!

## Hefting the helpless bovine beasties



Did you beat Psy-Crow there? If not, it's game over.

There is really no other way to beat the course other than persistence or amazing luck. Psy-Crow is very tricky, and will pull out all the stops to get to the princess first. If you do manage to get to her first, you will be treated to an ending that is...well, interesting to say the least. Long live cows!



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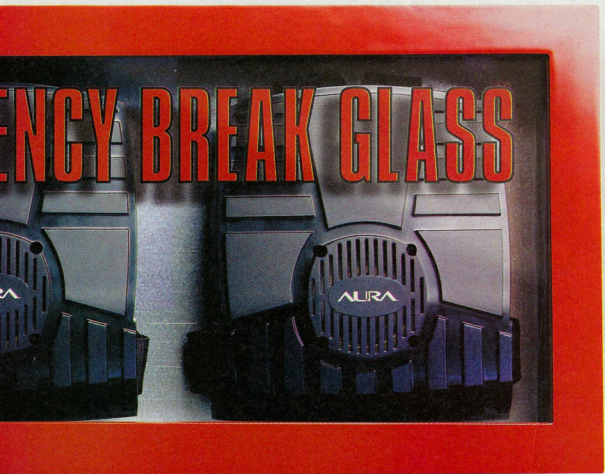
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# IN CASE OF EMERG

The image shows two black, rectangular electronic devices, identified as 'Aura Strap Interactors'. They are positioned side-by-side against a dark background. Each device has a circular speaker grille on the front with the word 'AURA' printed in white. A strap is attached to the side of each device. The entire scene is framed by a thick red border.

**DIRECTIONS:** Always remember to stay calm. Strap Interactor onto back, plug into game system and continue playing normally. For extreme cases, use a higher level of intensity. **NOTE:** May cause excitability. Do not use as a parachute.



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# Destruction derby



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derby

17th November



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SUPER NES

# SECRET OF EVERMORE



## STRATEGY TALK

So far, all the games that have come from Square have been made in Japan and brought over to the States for us to enjoy. Square of America has finally gotten together a development team in the U.S. and is about to release Secret of Evermore. Their first attempt at that game came off beautifully, so expect more of the same.

This game combines elements from Secret of Mana with a completely original and innovative story line. Mana fans will find this game very similar to Mana. However, don't fret if you didn't like Mana, because it is still different enough to be fun.

The most outstanding factor in this game is the difficulty level. Most gamers will find it very

tough because of the enemies as well as the extreme length and size of the mazes. The challenge works both ways, however. If the game becomes too much, back off for 15 minutes then resume playing with a fresh mind. Don't get too stressed or else you'll never get anywhere.

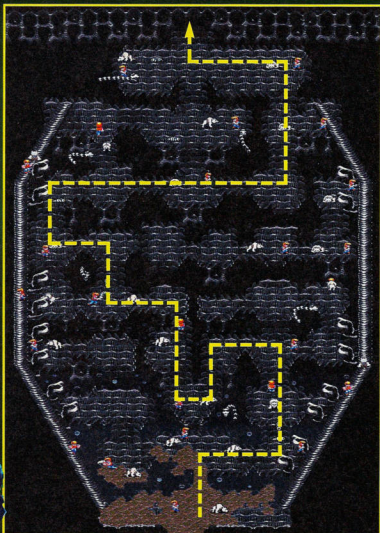
—John Gurka



This is the first Boss you will fight. Keep using powerful spells like Flares and healing yourself.



If you manage to fend off these Raptors instead of being killed by them, you will get a helpful item. Keep on running from them.



This is the first major maze you will run into. The map above has proven to make the journey a little easier. Afterward, there is a second part of the maze that you should probably breeze right through. The first Boss you will fight is beyond there. Around Level 5 or 6 he is easier to defeat.



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# World 1

This is a tough game, so here is a little help. There is a walkthrough for each world on every two pages. This is World 1 and without wasting more of your time, let's begin:

First, take the dog up to the northeast corner of the jungle to a clearing. Fight the Raptors and go north to the village. Find Fire Eyes' hut and after talking to her, leave the town to the east and travel into the desert. Right before the desert begins,



you will find a lot of enemies. This is the best place to build up levels and weapon skills before moving on to the Bugmuck. Fall down one of the whirlpools then go into the cave. There you will get the Jaguar Ring that will allow you to run over the whirlpools. Make your way through the Tar Pits to the Giant Bug Skeleton. Go through the mazes and then defeat the Bug Boss. Use the map on the first page to help you through the first part of that particular cave. Receive the Spider's Claw Axe. Use it to slash through vines you couldn't go through before. Return to the village and talk to Fire Eyes. After talking to her, go north toward the cooling volcano. Your destination is the northeast exit. Notice a rock blocking the entrance to a cave. Remember where that is because you'll need to know later. You'll be in the Mammoth Graveyard. Go north and fight the Vipers that you find. You'll be able to head toward the



top of the volcano. Keep going north until you come to the base of a set of cliffs. Notice the gray disks—step on them to go up the cliff. There is one hidden by some vines. Slash them all until you find it. Go on that one then walk into the cave to your left. When you reappear, step on the disk to your left. This puts you on the top of the mountain. You'll need to go to the swamps that are to the southeast of the base of the cliffs. Frippos are here and when certain ones are killed, other sections of the maze will open. Work your way to the northeast corner where you will encounter the snake Boss, Salabog. Beat it and talk to Blimp to get a Mud Pepper allowing you to levitate the rock in front of the cave. Levitate the rock and go into the cave. The game only allows you to carry one Mud Pepper at a time at this point. When you encounter more rocks, search for another Mud Pepper then move the rocks. Occasionally, you'll be able to push rocks off a cliff



and into lava. Do it because it opens closed passages to Mud Peppers. The final Mud Pepper is found by going up a rock ramp in the top-left corner of this maze. Go through this new section. Find and fight a gray Viper Commander. Earn the last Mud Pepper and levitate the final rock. You'll come upon the sewer system that is the final maze in this section. Use the map below to get through it, then fight the final Boss of this section, Magmar. Build up your spear and the dog's attack power before you do. It'll help you in the next world.



This part was very frustrating, so here is a little help. The first thing to do is go to point A. There you will find a switch that opens a door on the other side of the wall. You can save your game there and once done, leave and start over again. This time, go into the hole marked B and you will see the door you opened. Go through and out of the sewers where you find yourself. This is a good place to practice your mosquito swatting, but since they don't give you much experience, don't waste your time doing that. After this is the final battle before you move on to the next world.

"THE  
LUCKY



ONES  
ARE  
DEAD."

An Experience from the REAL 3DO Zone™, Dave "Bungee Boy", PA

D



"Laura's not so lucky—she's got to live the nightmare. And I'm living it with her. We have to find out why her father went berserk and blew away a hospital full of patients. Or how to escape the moving wall of spikes that's poised an eyelash away from her face. The lifeless bodies littering this place aren't giving any answers. Graphics and sound so terrifying. I got my back to the wall and the doors propped shut. No sleep tonight. See you on the other side." ■

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# World 2

Enter the merchant's shop on the right cliff and exchange your talons for a currency that can be used in this world—jewels. Wander around a little to find what's going on. Travel east from Crustacia to find a cave. Enter it and talk to Blimp. After the events, head north across the desert to Nobilia. A ferryman will offer to take you across but the price of an Annihilation Amulet is too expensive right now—just run across the desert. A trick to running across the desert is to charge your weapon up to the third power then start running. This will allow you to run indefinitely or until you run into something. This makes long treks back and forth across the desert much

minutes to explore the marketplace right now, but don't worry because you'll get more

chances later. Right at the entrance of the marketplace, you'll meet a crazy old man talking about things that just can't be true. (Save your game before doing this.) Keep talking to him and eventually you will get an option to turn him into one of three things. Turn him into one of them for a laugh and then reset your game. Start the game again and go talk to him. Now instead of turning him into something, press the Y button to end the conversation and you'll get a free piece of armor for being so nice. Also, return to him later in the game and talk to him again. Spare him again and you'll get some money. Go north from the marketplace to find a rock sitting by itself. Levitate and then talk to

the person who comes out to see what you're doing. Pay this person's fee and the rock will land by Blimp's cave, creating access to some treasure you couldn't get before. One man sells Annihilation Amulets cheaply

but you can make it cheaper by repeatedly refusing his offer until he changes his offer to three amulets for one bag of rice. The down side is that he won't trade with you anymore. Keep wandering the marketplace until it closes down then head east to see the town meeting. Soon you'll be placed in jail. Try walking through the walls here until you find a secret. Get the secret stuff and equip it for your next battle. After your fight with Vigor, head back south across the desert to Crustacia. Keep heading west past the Thieves' Town until you find the broken bridge. Switch control over to the dog by pressing the Select button. Now he can jump over the bridge and get the platform over to the hero. Also, use the dog to talk to people as well as the hero, because some people say different and useful things

Horace's camp. After talking with him, you must go to either the Hall of Collosia (a.k.a. a Greek Temple) or the Pyramid. You can complete either one first but the pyramid is recommended because you'll receive a bronze axe that will allow you to smash certain barriers in the Greek Temple. Head south and then west from Horace's camp until you see the pit. Use the revealer spell in order to see the safe way across. The spell is learned from someone in Horace's camp. Go through the pyramid and eventually happen upon a pair of the Sons of Anhur.



while playing as the dog. Keep heading west or north until you reach a pit. Fall into it and you'll wake up in



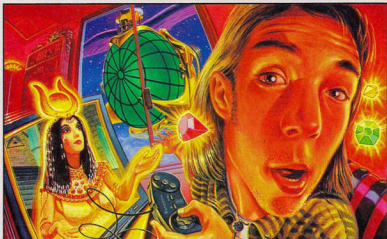
easier to bear. Use the oases to replenish lost HP. You will arrive at the city and when entering it, you'll see the marketplace. Use the map on the next page to help you figure out what and where to buy things. You have about eight





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# "ONE BONEHEAD CALL AND THIS



# GODDESS GETS A MILLENNIUM IN SOLITARY."

An Experience from the REAL 3DO Zone™, Johnny "Torso", FL

## Isis+



"Gotta' have a brain in the old coconut to play this one. Hey, this ain't no cakewalk. We're talkin' major scavenger hunt for three gens. Find 'em and I power up the ancient ship Isis and sail this puppy outta here. Blow it and the goddess is doin' some serious hard time. Brain-busting puzzles. Killer graphics. Funky Earth, Wind & Fire tunes. And a well-preserved 5000-year-old goddess in distress. So what are you doin' tonite? Aolios, Chuckie."



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Defeat them and get the bronze axe. Now make your way to the top of the pyramid and have the hero step on one of the switches next to a closed door. Have the dog step on the other one, opening the door to the Boss Rimsala. He is easily smitten by a few flare spells as long as you've powered that spell up anyway. Now move on to the Hall of Collosia across the pit, one screen east of Horace's camp and a little north. Use the revealer to see the path and get into the temple. By striking

things, stepping on floor tiles and defeating enemies, you can open room after room. There are what appear to be passages that you can't go through on the sides of the temple. When you open a room, you'll see a light in these doorways on the side to signify that they are now open to traffic. Eventually you will earn the bronze spear that allows you to hit a switch in the first room you see when entering the temple. This opens the door to the Boss. Defeat the Minotaur and head

back to Horace's camp. Speak to everyone and head east toward Crustacia. You run into an automatic sequence and after that, go back to Nobilia. Go to the town Square and fight the Robotic Sacred Dog Boss. Defeat him and head back to Horace's camp. Follow the dry riverbed into underground caves. Go through them and beat the Boss Aquagoth. Now on to the next world.



## Marketplace Mayhem

- 1) Souvenir Spoon: two jars of spice
- 2) Jar of Spice: four bags of rice or four ceramic pots
- 3) Rice: three jewels per bag
- 4) Fish: 30 jewels
- 5) Rice: six jewels per bag
- 6) Jar of Spice: 20 jewels per jar
- 7) Golden Jackal: five jars of spice or two chickens
- 8) Annihilation Amulet: 30 bags of rice
- 9) Centurian Cape: the Jade Disk
- 10) Armor Polish: the Silver Sheath
- 11) Ceramic Pots: two bags of rice
- 12) Rice: nine jewels per bag
- 13) Beads: 12 jewels each
- 14) Tapestries: three beads per tapestry
- 15) Perfume: three jars of spice per bottle
- 16) Jar of Spice: two beads or three ceramic pots
- 17) Chickens: one jar of spice and two bags of rice each
- 18) Exchange Currencies
- 19) Beads: one bag of rice and three jewels each
- 20) Beads: 10 jewels each
- 21) Ruby Heart: the Moxa Stick or a tapestry, a Jeweled Scarab and a Limestone Tablet
- 22) Centurian Helmet: 10 jars of spice and a Golden Jackal
- 23) Jeweled Scarabs: one jar of spice and two bottles of perfume each
- 24) Limestone Tablets: four jars of spice and two beads each
- 25) The Jade Disk: three chickens and three beads
- 26) The Sun Stone: one Limestone Tablet and five bags of rice
- 27) The Moxa Stick: two chickens, a Jeweled Scarab and 12 jars of spice
- 28) Appraiser: five jewels per appraisal
- 29) The Silver Sheath: the Sun Stone or a Golden Jackal and 10 jars of spice
- 30) The Gloves of Ra: the Moxa Stick will help greatly. You must decide which items you'd rather have, then trade accordingly.



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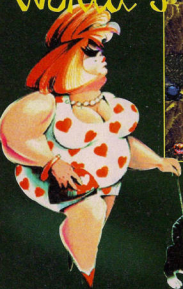


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# World 3



Amulet if you have none, for you need it to buy a ticket for the sideshow. If you find a house where a man named Lance lives, don't open his treasure chests until he says you can. He gives you a powerful spell if you don't try to steal his stuff. He'll tell

you to open the chests. If you go upstairs, look at the chests then try to leave. After you've explored and bought the things you want, get a ticket and head out of the market area toward the west. Go north from there until the sideshow. Watch the events unfold until you play as the dog in the castle. When exploring the castle in the vents as the dog, make your way to the top right-hand corner. There is a hidden person there and you will know you're close when parts of the maze appear and disappear. She gives you an item that you will be able to use a little later in the castle. Solve the maze (not an easy task) and from there you will be thrown in the dungeon. The dog will get out and from there you

can release the hero. Don't release him yet, however. Go around and kill all the enemies first to receive a powerful piece of armor for the dog. After releasing the hero, find the entrance to the sewers and go through them. This will lead you back into the huge and tough maze if you don't know what to do. When going through, look in the trees that are in the foreground. You will see a Gremlin sitting in the tree. Every time you choose a new path, look in the trees to see if there is a Gremlin there.

Once out of the wet situation, someone explains where you are. Now with your bearings regained, time to follow the path to Ivor Tower. First, lower the bucket back into the well by clicking your B button near the handle. Once it has lowered, press the B button repeatedly until the bucket resurfaces with a surprise. Now head on to Ivor Tower. Explore Ivor Town and the Market Area. Be sure to grab at least one Annihilation



castle. Another series of events will happen and you'll need to leave the castle by heading east. Use the map on the next page to help get you through the hedge maze. Defeat the Foot Knight and a subterranean passage will open up allowing you to get through. You'll come out in the Dark Forest. This is a

This is extremely easy as long as you watch for the little critters. Eventually you'll fight yourself three times. Beat that Boss and keep on trucking through the forest. After that section of woods, you will fight a dragon. Use Flare if you have the ingredients or the Lance spell if you have it. Defeat the dragon and head

to the dungeons of Ivor Keep. Proceed through the dungeon and town. Defeat the Rat Boss to gain entrance to the castle. The best thing to do is use your call beads on him for this Boss is



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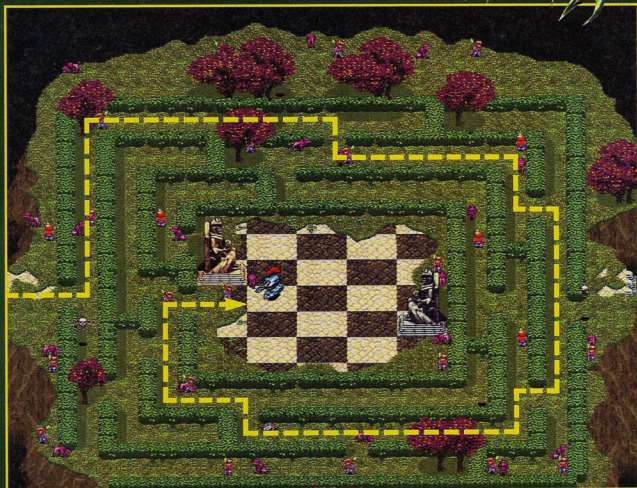
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relentless. Keep using the call beads until he is dead. Continue on and talk to the people in this castle and receive the new weapon. While you're here, look over Tinker's bookshelves and find the spell. Every now and then return to his lab to look for new spells. Exit the castle the way you came in. Go back to the screen after you defeat the dragon. Use the Knight Basher to get through that barrier. Now proceed through the Junk Tower all the way to the top. Up there, defeat Sterling the Dragon then



meet Gomi. Sterling gives you a lift back to the Ivor Castle. Work your way through the castle and soon you will fight Mungola the Puppeteer. Once you finish that, return to Tinker and speak with him. You'll find Tinker one screen to the right of his lab. He gives you the Windwalker, giving you the power to fly around Evermore. First place to go is Prehistoria. Fly the Windwalker to a landing site next to the village. Talk with Fire Eyes and move to the place where you fought the Bug Boss in the Bugmuck. Defeat Coleoptera to get back the wheel. Now go to the volcanic geyser north of the village to the silver disks and ride the geyser that used to take you to the old hermit at the top of the volcano. It will drop you to a new place where you will

find the gauge. Travel to Antiqua and land near Crustacia. Head to the pyramid area and go to the cave that is accessible because the river dried up. In the cave, levitate the rock, stand on a pad and have the dog stand on the other to open the gate. When using the teleporters, walk on to the one you appeared on to move onto the next one. Get the Diamond Eyes and head back to Tinker to give him the parts. Now it is on to the final world.



This maze is not too confusing; however, monsters are plentiful and can be a pain in the neck. The best way to deal with them is to have a bunch of flash spells to cast on them to dispose of them quickly and painlessly. Ditto for the Boss. Use a constant barrage of Flash spells to put him down and out in a hurry.



Coming in November.

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# World 4



The characters will land in the Omnitopia Junkyard. From there make your way through the space station to reach Professor Ruffleberg. He tells you the problems

Core that is hidden in the basement of the Chess Board. Take the shuttle Pod to Gothica and collect the Core. Collect any supplies, build any necessary levels

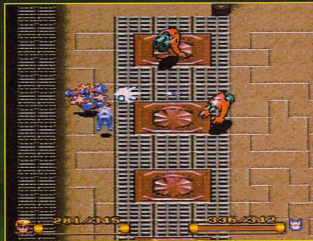
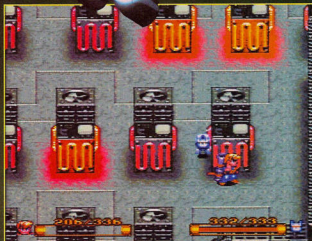


and prepare yourself. When you're ready, return to Omnitopia to battle the forces of evil. You're on your own from here. After retrieving the Core and in order to



get to the final Boss, you must put the Energy Core in the transporter. The last Boss is by far the toughest Boss in the game. You are going to need to be at a pretty high level in order to beat him. Keep running around Omnitopia earning levels. Hopefully by now you have found the Energize spell. This will make the final fight a lot easier. Constantly use the spell so that you can get constant hard hits on him. Also, hopefully, you've gotten the Super Heal spell. Professor Ruffleberg will sell you some unbelievably powerful armor. You need to buy this armor because you will be killed

instantly. Try to get all the alchemy ingredients you can for all the spell power you can muster. If you haven't used all of your call beads, you can use them here. If you are still having problems, run around Evermore and talk to all of your old friends for some of them have items for you. Some new spells might find their way to you and some alchemy ingredients, too. Remember, the more levels you build up, the easier this game will be, so whenever



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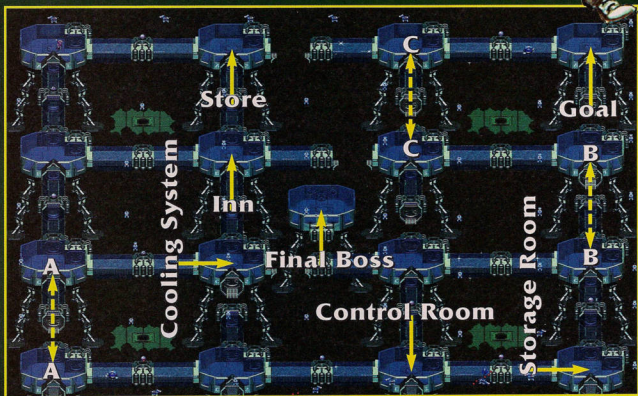






you're stuck, build up more levels. Use the extra money you earn from the fighting to keep up your alchemy ingredients. Keep your toaster dog healed and energized because he will probably do three times as much damage as you do. Let's hope we see some more games like this one. Perhaps the next one will

be more in the tradition of the Final Fantasy series. All in all, this one is a lot of fun and the challenge should keep most of you gamers out there occupied for weeks.



This is a little confusing. Basically you start in the top left-hand corner and you need to get to the place marked goal. You need to check all the rooms for most hold items and armor. Go to the cooling system and flip the switch that is there. That is the only way to be able to go through the section marked A. In the control room, make sure the greenhouse lights are turned off and the storage room lights are turned on. The greenhouse is in the section marked B. With the lights on you will have to fight a ton of plants. There are a lot of items in the storage room, and you need to be able to see them.

# BRUTAL!

## You're Dead Meat!

Standing naked on a glacier, you sense that something really *bad* is coming. Suddenly, a claw-happy raptor comes screamin' out of nowhere to slice and dice you into gorilla cold cuts. Before he can rip your face off, you nail the lizard breath with a crushing brain bash. Just another day.

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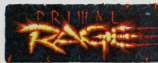


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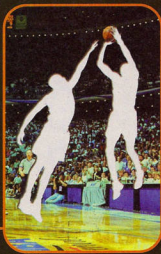


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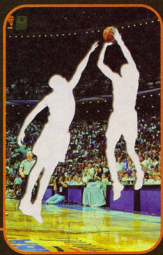


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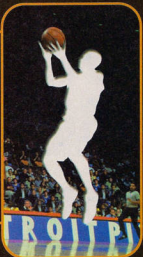


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# VECTORMAN

## INTRO SCREEN FUN

When the game is first turned on, the Sega logo will appear with VectorMan standing on top of it. In the upper right-hand corner of this screen, you should be able to see the very bottom of a TV containing the orb weapon. If you acquire this power-up, you can use it to blow up the Sega logo.



## STRATEGY TALK

VectorMan brings life back to action games for the Genesis. Although it may be a bit easy, each level is huge and packed with many hidden areas and secrets. Trying to find all the tricks keeps the action lively.

So, for those of you who think they have found all they can find in this game, take a look and see if you missed anything. —Ron Marciniak



## GENERAL TIPS AND STRATEGY



When your health is low or you want to find a multiplier, locate a swarm of Beedles. They will keep cycling out no matter how many times they're killed. Therefore, you can kill them repeatedly

until you find what you are looking for. (You can use this trick to get a multiplier before a 1-Up as well as receiving numerous free guys.)



If you jump off a cliff, start shooting down to slow your descent. If you find a passageway you can enter, use your double jump to get there.



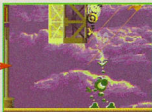
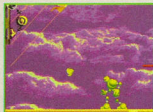
During the bonus game, the easiest way to score big is by concentrating all of your efforts on the bullets that come out of the guns instead of the meteors. When you see a

gun come out, fire two or three shots in that direction. Don't worry about the meteors because you will hit these going for the bullets.



defeat the baddie, simply duck and start firing. His shots will go straight over your head while you annihilate him.

The enemies above the ground have no choice but to fire at an angle. When you see an enemy in the air, stand back. Once the shot passes by, run under the enemy and nail him.



Wait for the enemy's shot to pass before running under it and unleashing your power.



If you find an area that seems almost impossible to get to, try looking for hidden platforms. Usually these can be found by looking for photons in the air; however, there are times when you just have to look and hope you get lucky.

# SHINOBI

## LEGIONS™

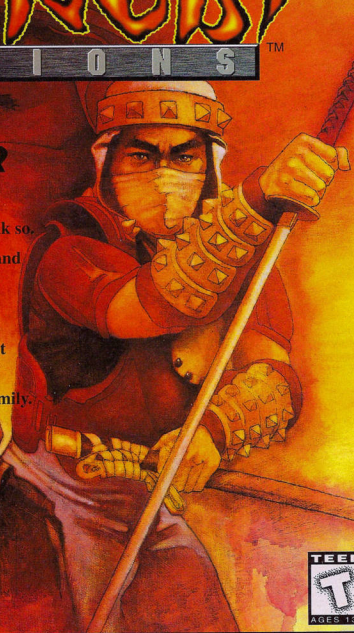
### BLOOD IS THICKER THAN WATER.

Sho & twin brother Kazuma don't think so.

Kazuma's got a vendetta against him, and has made arrangements with several mercenaries to wipe him off the face of this earth. A bit bitter you say...

Obviously someone wasn't treated right when they were growing up.

Sometimes you just can't depend on family.



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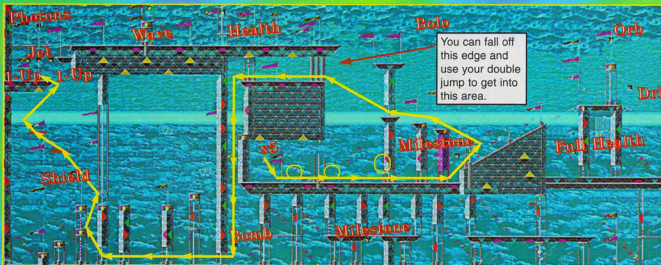
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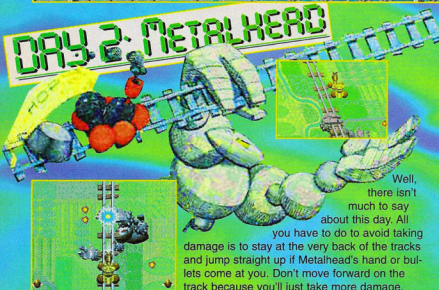
## FREE DUDES!!!

In order to get 10 free dudes, first destroy the enemies circled on the map before getting the x5 icon. Next, follow the yellow path shown to the 1-Ups. (Make sure you don't make any mistakes or stall, or you will lose the x5 icon before reaching the 1-Ups.)

You can save yourself a little time by destroying the TV with the bomb while falling down. Once you get the bomb, push the Jump and Shoot buttons at the same time to blow it.

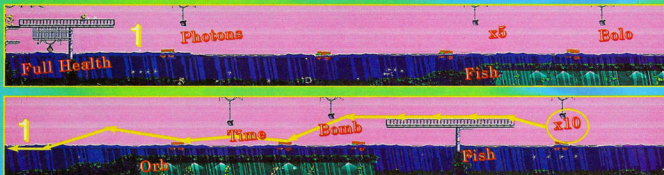


## DAY 2: METALHEAD



Well, there isn't much to say about this day. All you have to do to avoid taking damage is to stay at the very back of the tracks and jump straight up if Metalhead's hand or bullets come at you. Don't move forward on the track because you'll just take more damage.

## DAY 3: TIDAL SURGE





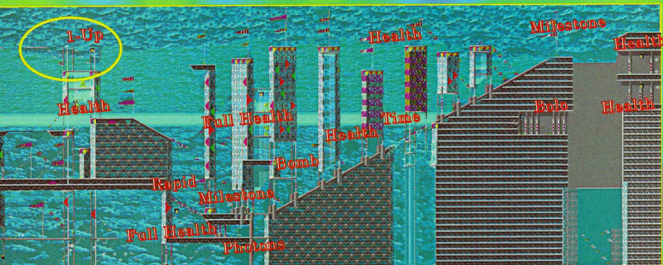
## Free Dudes option

If you are having trouble using the x5 icon to get 10 free dudes, there is another method. However, it may take a little longer, and you won't get as many dudes.

If you choose this option, you will want to try to find a multiplier icon before you reach the 1-Ups at the end of the yellow path. If you don't get one before you get there, hit reset until you do. Once you have a x2 or x3 icon, go get the 1-Ups at the end of the path. Then go back to get the x5 icon and run to the yellow circle to get a 5-Up.

## Day 1 BOSS

The Boss is relatively easy. Just stay between the two steel balls hanging from the wings. When the plane comes to the middle of the screen and stops, stand directly under his nose and start firing. Keep firing at the bomb doors until they close, then repeat.



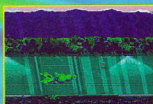
## 10-UP TRICK

This is one of the easier 10-Up tricks in the game. If you look on the map, you will see a 1-Up circled. When you get to this point, *do not* shoot the TV and pick up the free man. Instead, continue moving forward on the level, making sure to kill everything in your sight. When you get to the x10 icon circled on the map, pick it up and start going back for the 1-Up. Since VectorMan moves slower when walking in the water, you should do double jumps off the platforms, so you can get to the 1-Up before the time on the x10 icon expires.

The Fish icon allows VectorMan to move faster in the water; therefore, it can help you during the 10-Up trick. When doing this trick, you backtrack quite a ways and since there is a time limit, this backtracking is hazardous to your life. However, if you use the Fish icon, you can save yourself some time.

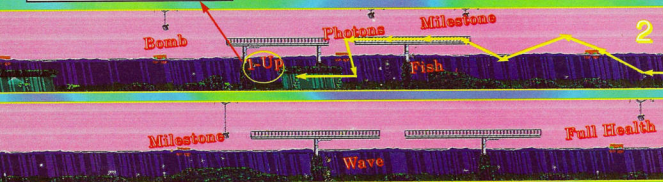
Make sure you save the Fish icons until after you've grabbed the 1-Up, because on your way back, you can use the fish icon to cruise back without a problem.

Although you are invincible while transformed and can kill the enemies, you don't want to use the fish icon until after you get the 1-Up. The fish icon cannot kill Turrets sitting on water, and if you don't kill the enemies on the way to the x10 icon, you probably won't have enough time to get the 10-Up.



The Fish icon makes VectorMan invincible and helps him to move faster under the water.

Don't pick up the 1-Up icon the first time around. Wait until you have the x10 icon, and then come back to get it.



# DAY 4: ABSOLUTE ZERO

## Day 4 BOSS

This Boss will attack in two forms. The first is a bird-like creature that will enter from one side of the screen and fly straight across. When you first see it, go to the side that it leaves the screen from. Wait until the bird reappears and flies past you. The instant it's gone, start running after the bird, shooting at its head.



The second form is a bear that will stay on the ground. Therefore, you want to jump on the platform circled on the map. Once there, just jump and shoot down.



On the map, notice the hidden areas behind the walls. These areas can be entered at the extreme bottom or top of the passageway by going through the wall. Make sure you grab the Maximum Health circled below.



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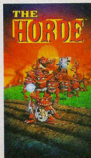


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(Game Pro 3000™ review)



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# DAY 5: ARCTIC RIDGE

This is the first level in the game that can take you to the bonus round. The satellite dish is easy to find, so once you discover it, follow the yellow path to the shield generator. (You have to jump through the wall to get there.)



1-Up by following the yellow path through the hidden doorway.

# Day 6 BOSS

Once you hit this Boss, he will stop moving and start throwing fireballs at you. This can be countered by positioning yourself so the Boss is just off the screen (see picture below). Even though you won't be able to see the Boss, you will still be able to jump and shoot him; however, when he fires back, you will be out of range.

At the beginning of this level, there is a Bomb icon. Grab this, and when VectorMan transforms, move the bomb to the left and blow up the stone wall. This will open a passageway leading to a 1-Up.

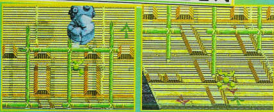
# DAY 6: BAMBOO MILL



Just before the Boss, power yourself up with extra health and the Wave Gun. To find these, just follow the map above.



# DAY 7: ROCK 'N' ROLLER

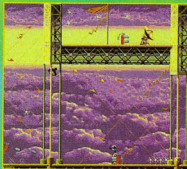


By watching the shadows, you can tell where his hands will fall. Don't fall off the back edge!

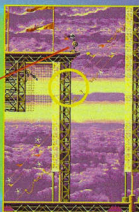
The key to this level is watching the shadows because they will show you where his hands will fall. Therefore, use the shadows to position yourself in front of the right shadow. When his hand falls, you can start whaling on him. The only thing you really have to watch out for is the back edge (make sure you don't fall off, Einstein). Also, time shouldn't be a factor, so be patient.

# DAY 8: DEATH ALLEY

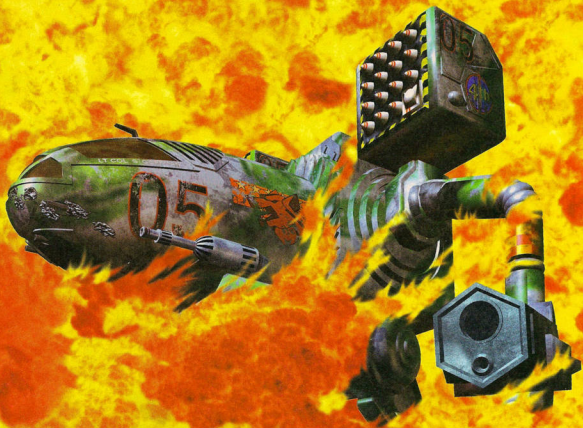
In Day 8, you can find the satellite dish and shield generator that will take you into the bonus round. Don't worry about looking for the satellite dish at first; instead, wait until you locate the shield generator. Once you blow this up, follow the path on the map to the satellite dish.



At the end of this level you can find a Maximum Health icon if you jump into the wall marked with the circle on the map to the right. The only way this jump can be made is by letting yourself fall off the edge before doing a double jump into the passageway. If you miss the jump, you won't be able to go back!



Fall off the wall pushing left and after falling a short distance, do a double jump into the wall.



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Up to this point, this strategy guide has walked you with a leash through this game—allowing you to stop and smell only when something was to be found. However, for the remaining eight levels, you must travel alone.

You'll be able to handle it. After all, if you have followed this guide to the letter, then you should have enough health and men to finish the game without a problem.

Finishing the game from this point is not much of a challenge. Each of the remaining eight levels is set up similar to the previous days, and each holds the same types of tricks. The challenge lies in trying to find these tricks on your own.

If you find the challenge too difficult, use the remaining three pages as a guide for what lies ahead.



## DAY 9: HYDROPONIC LAB

This level is pretty straightforward. Make sure you constantly do double jumps because there are many platforms and TVs out of the screen's view.

The Boss at the end is very basic: He will take on many forms, but they are all fought the same way. Stand at one edge of the screen and fire away. When the Boss gets close, do a double jump to the other side and repeat (pretty tough)!



When battling the Boss, simply shoot at him until he gets close then jump over.



During this level, you will find a x10 icon that can be used to do a 10-Up trick.



Search high for the dune buggy then cruise to your right.

### TV Items

- 1—x5
- 1—Bolo
- 4—Photon
- 2—Full Health
- 1—x10
- 1—Shield
- 1—Milestone
- 1—Buggy
- 1—1-Up

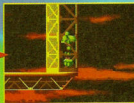
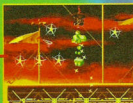
### TV Items

- 1—10x
- 1—Wave
- 3—Photon
- 1—Rapid
- 1—Milestone
- 1—Buggy
- 1—Full Health
- 1—Jet
- 1—Maximum Health
- 1—x5
- 1—Health

You should have no problem on this level. It is pretty basic, and there is no Boss or any 1-Up tricks. The only things to look for are a Maximum Health icon and the bonus stage. Both can be found toward the end of the level. Also, there are plenty of walls you can go through.



The path will take you right to the satellite dish, and if you look below, you'll find a wall that you can go through.



When you find the Jet icon, either you can fly to the left and find some hidden photons or you can fly through a wall on the right to a Maximum Health icon.





# RAYMAN



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## DAY 11: STAYIN' ALIVE



There isn't much to this level besides kickin' butt on the Boss. However, if you are having trouble, simply move to the far right of the screen when the level starts. Position yourself so you can shoot to the left at the Boss when the door comes around. Keep shooting until the door moves, then go to the bottom of the screen and wait for the door before shooting up. If you shoot fast enough, the Boss should be destroyed before he has a chance to attack. Also, don't worry about the tornadoes flying around the screen. They will not do any damage; they're just there to push you around.

## DAY 12: NIGHTSCAPE

### TV Items

- 1—Rapid
- 1—Bomb
- 1—Jet
- 1—1-Up
- 1—Milestone
- 3—Photons
- 1—x5
- 1—Bolo
- 1—Full Health

Day 12 is one of the easier days in the game. For the majority of the level you will be falling, so you'll want to shoot down to slow your descent. The only hidden thing in this level is a free guy, and you'll have to use the Jet icon to get there. (When you get to the Jet icon, push down to see below yourself, and the TV with the 1-Up will become visible. In order to get to this TV, you have to fly the jet around in a big circle and come up from the bottom.)



By using the method discussed above, you should be able to beat the Boss the first two times he stops.



When you find the bomb, blow up the ground directly below you. Then grab the Jet icon and fly to a 1-Up that is located just below.

## DAY 13: DARK RUINS

This is the coolest level in the game because there are lots of places to search. Also, a couple 1-Up tricks can be done, but you will have to use the Beedles to get a multiplier instead of a TV. Also, by taking the lower road, the bonus stage will become available. Make sure that when you search, you climb up all the towers and jump on all flag poles. Also, do double jumps once on top—there are TVs hidden everywhere.

### TV Items

- 1—Wave
- 2—Drill
- 5—Health
- 1—x5
- 1—Bomb
- 2—1-Up
- 7—Photon
- 2—Milestone
- 1—Bolo
- 1—Rapid
- 1—Orb
- 1—Parachute
- 1—Shield
- 1—Maximum Health



Climb up the flagpoles to find this 1-Up using the Beedles below to get a multiplier. After you do this, let VectorMan die then you can go back to the satellite dish.



When you come across the bomb (pictured above), move it to the right to blow up the ground beneath it. This will take you to a wall that you can jump through in order to get to the satellite dish.

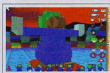
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# DAY 14: UNDERGROUND VAULT



Blow up the bomb close to the right edge so you can grab the Parachute icon before you fall.

## Day 14 BOSS

This day has three Bosses waiting for you at the end, but all three can be taken care of with little effort.

When fighting the first Boss, don't stand too close when you shoot, because he'll expand after getting hit. When you shoot him, he will move out of your way to the top of the screen.

The second Boss is very time-consuming but has a very simple pattern. As soon as he appears, he will start walking toward you. When you shoot him, he will start running. While he is running, you won't be able to jump over him; therefore, get on one end of the screen, shoot the Boss then start running to the other side. When the Boss stops running toward you, jump over him and do the same thing.

The final Boss, a monkey-like beast, will crawl around on the ceiling until you shoot him. He will then fall to the ground for a short time. As a result, just make sure you are not standing underneath him when you shoot, and you'll be fine.

This level is pretty basic, consisting mostly of long falls from platform to platform. You don't have to worry too much about falling too far and missing any icons because the ones you'll miss aren't important. The main one is a 1-Up that can be reached just before the end of the level. You will be standing at the edge of a drop-off, and if you look to the top-right of the screen, you should see a photon floating on an invisible platform. Just grab this photon and keep following the path up. If you are having trouble finding the invisible platforms, either jump straight up or to the opposite wall.

## TV Items

- 1—Bomb
- 1—Parachute
- 1—Bolo
- 5—Photon
- 1—Full Health
- 1—x5
- 1—Wave
- 1—Milestone
- 1—1-UP



Don't stand too close when you hit this Boss because he'll expand after he gets hit.



After you shoot this Boss, you won't be able to jump over him until he stops running.



Don't stand under this Boss while attacking, or he'll drop on top of you.

# DAY 15: WORLD LINK CENTER



In order to do the 5-Up trick, you must first use the bomb and drill to break through the walls. Then kill all the enemies between the multiplier and 1-Up icon. Once this is done, the trick is a breeze.



If you can find this spot in the game, fall off the cliff and do a double jump to find a Maximum Health icon.

## TV Items

- 7—Photon
- 1—Wave
- 1—x5
- 4—Milestone
- 2—Health
- 1—Jet
- 1—Bolo
- 1—Bomb
- 1—Drill
- 1—Full Health
- 1—Shield
- 1—Maximum Health

This is the longest level in the game. You'll find yourself constantly backtracking trying to make sure you hit every section. There is a 5-Up trick that is relatively simple. Also, a Maximum Health icon is hidden somewhere in this level.

# DAY 16: TWIST AND SHOUT



Finally you get the chance to destroy Warhead. To do this, all you have to do is move to the far right of the screen. Once there, just keep jumping and firing at him. He'll try to attack you with fireballs, but these can be easily avoided.



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# Keep your trig you're gonna

Dig deep. It's going to take a lot of guts to play the **Arcade Classics**. So be brave and always put your trigger finger into a warm place where it won't go cold. But be careful, you never know what you'll find up there.



It's just like charting your way through outer space in **Asteroids<sup>®1</sup>** and **Missile Command<sup>®2</sup>**.



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who would love to  
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SM

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# Finally, baseball with



Nice screen shot, huh?



Cool 3D Graphics

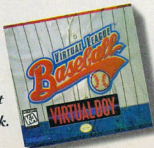
*Abbbb, yes. The boys of summer. Leaning in. Taking their cuts. And blasting you out of the park with those long, foul floaters they get from stadium food. Pbew-ee. Good thing there's Virtual League Baseball™ — with big league pitching, slugging and fielding in bigger-than-life 3D. You can choose from 18*





# out the chili dog farts.

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# Bring Back Old Favorites

With these codes you can play as some of the greatest teams ever to play the game or play with a team consisting of some of the greatest players ever. To do this, wait until the Team Select Screen comes on then press the following button combinations for the corresponding teams:

## MULTISYSTEM



Use the codes (right) to play with old Super Bowl teams.

CAACBCA: '84 San Francisco 49ers  
 ACCCAAB: '80 Houston Oilers  
 BBABCCA: '72 Miami Dolphins  
 AACCACB: '93 Buffalo Bills  
 ABACCCC: '85 Chicago Bears  
 CCACCCB: All '70s Team  
 BABBBCC: '67 Oakland Raiders  
 BBABCCB: '71 Dolphins  
 CCAACAB: All '50s team  
 ABCCABB: '92 Dallas Cowboys

CBAAAAC: '82 Redskins  
 ABAACAC: '91 Buffalo Bills  
 ACABBAB: '75 Cowboys  
 CBCCACA: World League Claymores '95  
 CCAACAB: '95 EA Sports Team  
 CBAACBB: '72 Redskins  
 BAACCAC: '90 LA Raiders  
 CAABCAA: '94 San Francisco 49ers  
 BCBCBBB: '72 Steelers  
 CBABBCA: Hall of Fame Team

## Picking your Team

When picking a team, there are two important features to look for: a fast running back and good defensive backfield.

Unfortunately in Madden '96, the defensive coverage hasn't been improved, and you'll probably find many blown coverages. It is to your advantage to find a team with a defense with good speed. This will allow you to take control of a defender and bring him within a reasonable range of the receiver. However, speed is not the

will break out of the tackles and almost certainly end up in the end zone. Therefore, you need a strong defensive backfield to bring down the receivers after a catch. Also, a strong defensive backfield will wreak havoc on running backs if they break through the defensive line, keeping fewer points on the board for your opponent.

However, just keeping your opponent off the scoreboard isn't going to win games unless you can create points of your own. In Madden '96, this can be best accomplished with a quality running back. A good running game will not only allow you to chew up clock time, but it will also help set up the long bomb if you force your opponent to play a running defense. Additionally, a quality running back can utilize the weakness of the line-backers' inability to cover backs out of the backfield. Most plays calling for the back to become a receiver will leave him wide open. Once a running back catches



**Hopefully, a fast running back will be open when running patterns out of the backfield.**

the ball, he possesses the ability to gain big yardage.

The best backs will be those with plenty of speed and a relatively strong agility rating. The best backs in the game are Barry Sanders of Detroit, Ricky Waters of Philadelphia, Emmitt Smith of Dallas, Marshall Faulk of

Indianapolis and Dave Meggett of New England.

Finally, a receiver with good speed and hands of eight or over will make up the last component of the ideal team. However, a good defensive backfield and running back are often more important than the receivers.



**A defensive back with good speed can catch up to an opponent if the coverage was blown.**

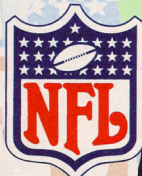
only essential thing for a defensive backfield. If they are not strong, the receivers

## STRATEGY TALK

Gamers who were disappointed with Madden '95 will be changing their tune after they play this installment. Be prepared to be a fan again, if you weren't already. This is one of the better football games to have been released. There is a lot of gameplay in Madden '96 and not just simple luck.

—Ron Marciniak

# MADDEN



'96



# I SEE THE WORLD AS MY VERY OWN EMPIRE

FILLED WITH ORCS, DWARVES, ELVES AND OTHER CREATURES THAT ALL  
EXIST FOR THE SOLE PURPOSE OF HELPING ME OVERCOME THE FORCES  
OF CHAOS. OF COURSE, IF MY OLD LADY WANTS TO SEE IT WITH ME,  
I HAVE TO POP THIS BACK INTO OUR PLAYSTATION.



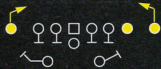
With a slew of battle scenarios, texture-mapped 3D graphics and the rush that only comes from  
leading a bunch of medieval misfits into war, it's no surprise some people find  
Warhammer: Shadow of the Horned Rat™ to be, shall we say, a bit mind-altering.



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# Offensive Strategies



## The Long Ball

Unlike previous Maddens where the long ball was almost a guaranteed way to bail yourself out of trouble, Madden '96 adds realism to the game by introducing an overthrow feature that makes quarterbacks randomly overthrow their receivers by about 25 yards. Even top-notch quarterbacks, like Dan Marino and Steve Young, are affected by this, so don't think you can pick a good team and continue to always throw long.

As a result, you have to rely more on your short passing and running games, saving the long bomb for the second and short situations.

When you do decide to throw the bomb, the QB Waggle or Quick Outs are your best bet. However, before you hike the ball,



**In '96 the quarterbacks are programmed to overthrow the long bomb randomly.**

check out your opponent's defense. If they are lined up in one of the 3-Deep Zone defenses, you'll want to call an audible at the line, since these three defenses are specifically designed to protect against the deep ball. Also, if the ball is overthrown, fast receivers can often make spectacular leaping catches when the C button is pressed.



**If you see the defense lined up in one of the three formations shown above, don't throw the long ball because it is almost sure to be covered.**

## Blocking???

If you want a little extra blocking, then line your offense up in a pass formation, substituting your tight end with a receiver where you want to run. Tight ends

are much better blockers than wide receivers. They can often hold up the defensive backs, leaving a wide-open field for you to run down.



**A linebacker's assignment is to cover backs coming out of the backfield. By placing a fast wide receiver in your backfield, you will create a situation where your opponent's linebackers will be extremely overmatched.**

## The Zone Defense

One of the most prevalent defenses in Madden is the zone defense. It is important that you recognize when defenses are lined up in such a manner.

This can be determined in one of two ways. The first occurs before the ball is snapped. If you put a player in motion and a defensive player doesn't follow him, then odds are the defense is in a zone. However, you can also watch the linebackers after the snap to see if they simply drop back, instead of covering individual players. If they drop back, then they're playing a zone defense.

Defeating this type of defense is not too difficult. There are many Madden plays that are specifically designed to be zone busters—most of these involve running backs. This is one reason you

want to pick a team with effective runners.

The first of these plays involves flooding the zone with more players than defenders. Plays such as the Far/Near Strong Flood, Run-N-Shoot Deep Flood and Single Back Circle Pass are all excellent zone flooders.

However, flooding the zone is not the only way to defeat this defense: Passing into the seam works just as effectively especially on deep plays. A seam is an imaginary line between zones that specifies a weak point in the zone. Many post and crossing patterns to the slot receivers or tight ends take advantage of these seams. Plays such as Shotgun QB Waggle, Pro-Form Cross Pass and Pro-Form Quickouts are tailor-made to split the zone.



**If a receiver goes into motion and a defensive player doesn't follow him, then the defense is in zone coverage.**



**In a zone defense, the linebackers will drop back, instead of covering an individual receiver.**

## Receiver Trick

There is no offensive pass interference in Madden, so you can throw the ball up and push the defender out of the way. If the defensive player pushes back, he will be called for pass interference.

To take advantage of this, simply lob the ball and get

yourself in front of or behind the defender, shielding him from the play. If the defender is giving you trouble, you can use the Start button to push him a few yards out of the way, leaving yourself wide open for a big gain.



# WHEN I'M NOT BUSY EXTRACTING MOLARS

I LIKE TO JUMP INTO MY SPACE FIGHTER OR MECHANIZED WARRIOR SUIT  
AND SAVE THE EARTH FROM AN ANCIENT ALIEN RACE. WHEN I'M FINISHED,  
I TAKE THE CD OUT OF MY PLAYSTATION AND HIDE IT IN A MEN AT WORK  
JEWEL CASE, WHERE MY KIDS WOULD NEVER LOOK.



With live action video, seamlessly rendered graphics and three types of gameplay, The Raven Project™ is one space fighting game you just might want to keep to yourself. (However, if you still belong to the Men At Work fan club, might we suggest Loverboy, Twisted Sister or Milli Vanilli.)



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# Receivers in the Backfield???

If your offense lacks an effective running back, it isn't a bad idea to put one of your speedy wide receivers in the backfield instead. Since most running backs are covered by the linebackers, a receiver running a pass route out of the backfield will almost always be open.

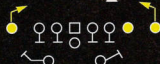
A very effective way to place a receiver in the backfield is to go to the line of scrimmage in a Run 'N' Shoot offense and then audible into a Proform or Far/Near formation. WR2 will then line up as a running back.

Of course, using a wide receiver as your running

workhorse increases his chances of injury. However, you can make him totally invulnerable to injury if you have a team that has a receiver doubling as a punt or kickoff returner. The players in these positions can't get hurt, so they won't be hurt as receivers either.



## Offensive Plays

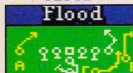


### FAR/NEAR

This formation is outstanding for outside running plays. The two running backs keep the defense guessing, and you still have two wide receivers and a tight end just in case you decide to put it in the air.

### Best Two Plays

#### FLOOD



This is a great pass to your running back that should split the seam in a zone defense. If you allow this play to develop for a good length of time, your running back should be open for the deep ball.

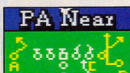
#### TOSS



This is one of the best running plays in the game. Once the ball is pitched, follow behind your fullback. The fullback will destroy one of the incoming outside linebackers, giving your halfback an open field.

### Worst Two Plays

#### FB SCREEN



This play takes too long to develop. Half the time you pass the ball, and one of the slow offensive linemen catches it. Even if the fullback does catch the ball, the defense has the play covered.

#### HB INSIDE



The HB Inside is an ineffective running play because the inside linebacker usually fills the hole your running back is supposed to hit. The blocking around the play isn't particularly good either.

### Single Back

This formation can be used to spread the defense across the field. It will open up the opportunity to hit a dump-off pass to a wide-open running back.

### Best Two Plays

#### TOSS



This toss isn't as effective as the Far/Near because there is no fullback to block. However, it can be utilized for long yardage. When you line up in this formation, the defense may be thinking, 'Pass.'

#### PA PASS



Here is a great play-action pass thrown to your tight end. Let your tight end zoom by the linebacker and then bombs away. He will almost certainly be open.

### Worst Two Plays

#### REVERSE



This is probably the worst play in the game. It takes far too long to develop, and you'll never gain any yardage. You'll be lucky to get back to the line of scrimmage.

#### DIVE



Running to the inside won't get you a big gain. When you call this play, you'll have to hope the defense is in a pass defend formation, or else, you will get hammered at the line of scrimmage.

WHEN YOU'RE DUCKING LASERS FROM INTERGALACTIC  
AIRSHIPS THAT ARE WHIZZING BY YOUR MELON LIKE A  
SWARM OF SUPERSONIC  
YELLOW JACKETS

ON FAST FORWARD, IT'S IMPORTANT TO BE AS AERODYNAMIC AS POSSIBLE.

THEREFORE, I SHAVE MY ENTIRE BODY BEFORE EVERY RACE. AND WHEN  
I'M FINISHED, I SIMPLY CLEAN THE SHAVING CREAM OFF MY MIRROR AND  
POP IT BACK INTO MY PLAYSTATION.



Oh, the things people do to gain an advantage in CyberSpeed. But hey, you can't blame them. With eight  
airships, nine futuristic courses and eight-player network capability, plus the latest  
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ON YOUR PLAYSTATION  
CYBERSPEED  
WHAT TO PLAY



## 1-formation

This is a good formation for running plays and deep bombs, and is gaining popularity with NFL teams. In Madden '95, this formation left little to be desired; however, in '96 this formation can be a powerful offensive weapon.

### Best Two Plays

#### "36" SLAM RIGHT



Named after Jerome Bettis, #26, Slam Right will get you those tough yards needed on third and two or fourth and one. This is probably the best short yardage play.

#### HB DRAW



This is one of the best inside running plays. This play is designed to go to the outside. Be patient and let the blockers do their job. Wait until the lineman and tight end reach the linebackers before trying to go for a big gain.

### Worst Two Plays

#### FB DIVE



This is a solid play but only effective for short yardage. You'd be better off pitching the ball to the outside. You'll have a better chance of breaking one for a long gain.

#### PITCH LEFT



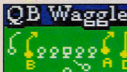
This is one of the weaker toss plays in the game. Unlike other pitches, the FB in this one doesn't block for the HB. Instead, a guard pulls from the line of scrimmage. The HB is too fast for the guard; therefore, there is little blocking.

## Shotgun

This formation is designed to give the quarterback some extra time in the pocket. Your throw to the receiver will be WR3 because he will be covered by a linebacker.

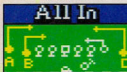
### Best Two Plays

#### QB WAGGLE



This is the best passing play in Madden '96. The B wide receiver will break open in the middle of the field. Unless the defense is in one of the three 3-Deep formations, this is going to gain yardage. Hit the receiver just after he makes his cut.

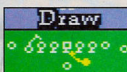
#### ALL IN



This is a great mid-range pass to the B receiver. If you bullet the pass to him as he makes his cut, it's a sure reception—the number of receivers cutting across the field floods the zone. This is a great, quick-hitting pass play to run.

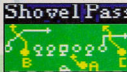
### Worst Two Plays

#### DRAW



By the time the running back gets to the line of scrimmage, the holes are filled. If you do run this play, you will want to try to break it to the outside.

#### SHOVEL PASS



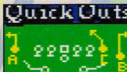
Although this play is novel and Buffalo runs it all the time, it takes way too long to develop, if it develops at all. Usually the running back gets caught up in the defensive line.

## Proform

This formation is awesome. With the backs split evenly in the backfield, the defense has a hard time guessing where the play is going. Also, a tight end and wide receiver make this formation very versatile.

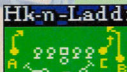
### Best Two Plays

#### QUICK OUTS



With this play, you can almost always throw to the tight end in the middle of the field because he usually outruns the linebacker and curls in before the safeties can come up and make the play.

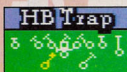
#### HOOK N' LADDER



Hook N' Ladder is effective against run defenses. If you have your offensive linemen give you plenty of time, either the tight end or receiver streaking down the field should be open.

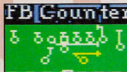
### Worst Two Plays

#### HB TRAP LEFT



This running play has very limited success. When it does work, it is usually for a short gain. With all the other great plays in this formation, don't even waste your time with this one.

#### FB COUNTER



This play isn't that bad. However, when compared to the other plays in Proform, it doesn't stack up. This play works well for short yardage, but the speed of the fullbacks keeps it from being long.



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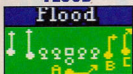


## Run 'N' Shoot

Although this is a pure pass formation with four wide receivers, most teams don't have four good wide outs. Also, this formation gives you the least amount of time to throw since you have one less pass blocker.

## Best Two Plays

### FLOOD



This is a good pass to the running back out of the backfield because the wide receivers will act as decoys for your running back. This will leave your back wide open for passes underneath.

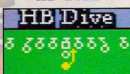
### CIRCLE



This uses the same principles as the Flood play, except it's not quite as effective since this pass must be lobbed, giving the defenders time to come over and make the play.

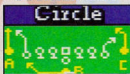
## Worst Two Plays

### HB DIVE



Since you have no other back in the backfield to block for your half-back, this play is a waste. The line of scrimmage is a mess of defensive players. If you want to run, go with the Proform.

### COUNTER LEFT



This play can gain some yardage, but the defense has to be playing the pass. Once again, the lack of blockers in the backfield makes it way too easy for the linebackers to fill the holes.

## Goal Line

This formation is one of the least effective due to the lack of effective running plays. Most plays call for runs up the middle, and unless you only need one or two yards, you'll be wasting a down.

## Best Two Plays

### QB SNEAK



This play is very effective if you have a fast defense because the only way the defense can defend against this play is to anticipate it. If they start doing this, you can go for the long ball.

### FB DIVE



This play is effective for gaining short yardage, solely because most fullbacks are hard to bring down. When going through the middle, hit your C button to knock off tacklers.

## Worst Two Plays

### WISHBONE



This play is way risky...many things can go wrong. The pitches are hard to execute, and this leaves yourself open to turn the ball over. If you do make the pitch, you'll probably get only a few yards.

### FB RIGHT



This play calls for the fullback to go to the outside; however, he doesn't have the speed to make this an effective play. You'll be lucky to get two or three yards when using this play.

# Defensive Strategies



## Rushing the QB

In order to get a good rush on the quarterback, you will want to control one of the players on the defensive line. Once the ball is snapped, repeatedly hit the B and C buttons. The B button will switch you to the player closest to the ball, and the C button will give him a little burst of speed, helping your players reach the quarterback quickly. Once close to the quarterback, use the C button

to raise your defender's hand; that will usually tip passes thrown.



**If you're a few steps in front of the QB, use the C button to tip passes.**

## Showing the Blitz

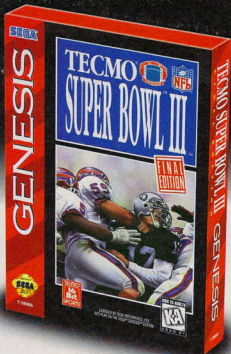
In Madden '96 there is a new feature that will allow you to move your linebackers up, showing a blitz. This is very effective when you line your defense up in pass defend formation. If you move your linebackers closer to the line of scrimmage, they will be able to make the play more quickly should the offense decide to run. On the other hand, if you move the linebackers up and the

offense passes, your linebackers will still go out into coverage. You can use this technique to make pass defenses a little more capable of covering the run.





# THE WORD IS OUT



## THE FINAL EDITION

The waiting is over. Tecmo Super Bowl III, The Final Edition is here! And, according to *Nintendo Power* magazine, "... it looks like a winner." Word on the street is that this could well be the best football game - maybe even the best *sports* game - to ever come down the pike.

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into the future. Awesome.

**BUT, A WORD — OR WORDS — OF WARNING**  
Gamers have been reserving their copies of Tecmo Super Bowl III for a couple of months now, and the response has been tremendous. Which means that when this hits the shelves, demand will be strong and supplies may well be limited. So, if you don't want to hear "Sorry, we're out," better move NOW to get yours. You don't want to miss goin' to the Super Bowl, do you?

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# Defending the pass

The instant the ball is snapped, you can determine if the offense is passing or running the ball. A run is easy to cover since you just have to try to tackle the back. However, a pass can be a little more difficult.

When you see the quarterback drop back to put the ball in the air, try getting the best rush on him as possible, as discussed in the section on defensive rushing. If the quarterback does happen to get

the ball in the air, there is one major way of preventing the completion. Upon release of the ball by the quarterback, press the B button to choose the defender closest to the site of the reception. Once



there, position your man just in front of the circle. When



the ball comes, press the C button to tip it out of the way. Make sure when covering the



pass, that you don't hit the receiver in the opposite direction he is running, or else pass interference will almost surely be called.

## Defensive Formations



### The 4-3



This formation consists of four defensive linemen and three linebackers. The defensive line does a good job against the run while the linebackers can control the short pass. The one weakness in this formation is covering the long ball. Even the 3-Deep line

falls short of this objective. As a result, you shouldn't line up in a 4-3 when the offense is in a long-yardage situation.

The best time to use 4-3 is when you are getting pounded on the inside. The Flex, DBL Talon and Deep work well against both the pass and run. However, when you use the 4-3, make sure you take control of one of the safeties. This way, you can fill in any holes in your coverage.

### The 3-4



Although this defense is losing popularity in the NFL (only three teams run it now), it is probably the best all-purpose defense in Madden. The 3-4 3-Deep formation is one of the best at covering the deep passes, outside runs and short passes. It may be the

best in the game. You should probably use it as your base defense. It works extremely well against the Shotgun QB Waggle and Proform Quick outs.

The only thing to watch out for when using this formation is the Wilkie defense, as they are very ineffective. You can find a much better formation to use.

### Nickel



Although this is a pass defense, it works well against the run. The Pirate Double is great when trying to stop awesome outside

receivers, but it sometimes leaves the middle wide open. Also, the zone defenses are very effective, particularly the 3-Deep.

You will want to steer clear of the outs and the Double HB. These are very poor formations.

### Dime



Consisting of six defensive backs and one linebacker, this formation is great against the mid-range pass. However, you can use the 3-4 to

cover this area as well, and it usually does a better job.

When using this defense, stay away from the Rotation defense like the plague—it doesn't work at all. Also, the Safety Blitz and CB Blitz don't work well either. Your best bet is to go with the Medium Zone or Short Zone.

### Goal line



This is the worst defense in the game. It is primarily set up to stop the run, but it doesn't even do that well. The only good formation is the

Toughman Outs. This does an excellent job at covering the outside runs; however, it leaves your inside vulnerable.

Besides the Toughman Outs, the other defenses that are designed to cover the inside run, leave very little to be desired.

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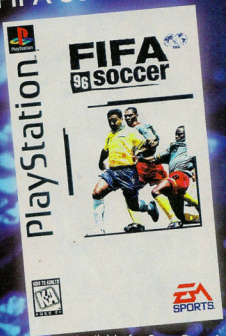


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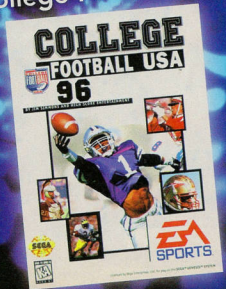


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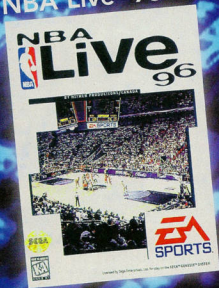


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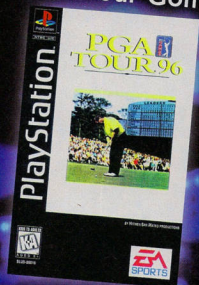


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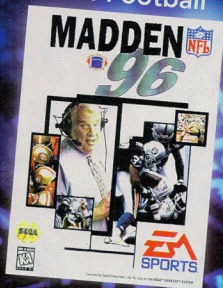
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can use impressive 360° moves, say, while shredding sod in someone's front yard as you dodge heat-seeking missiles. Or just have fun watching yourself explode in glorious 3-D. Oh, one more thing: Look out for that cute little doggie crossing the street. Oops, too late.



PlayStation™



# ARCADE

## STRATEGY TALK

When gamers first saw Capcom's X-Men game, it was like a bit of comic-book heaven! It was true to the comics plus the animation was superb. The gameplay was purely Capcom, and the sound was excellent as well. Capcom now has another Marvel heavy hitter—not even a year later! This game appears to be just as awesome but still needs some tweaking on the reproduction model. For example, you can constantly air juggle your opponent, and all the super combos are done basically the same way. Still, there is a lot to be done and you can expect excellent playability from Capcom. This game isn't your everyday fighting game because the Infinity Gems add new play and story to it. —Mark Hain



Special abilities pop up when you use the right gem.



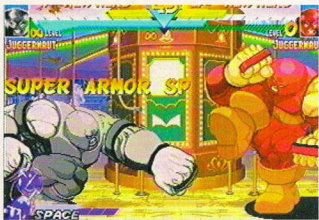
*As we join our heroes, they fight not only for their lives, but for the fate of the entire universe!*



*The source of the battle? The quest for the mysterious Infinity Gems!*



As of press time, Doctor Doom is a sub-Boss, and Thanos of Titan is the end Boss. Once again, the story line to the game is not all there, so all we can do is speculate. It is assumed that this is either a sequel or a parallel story to the Infinity Gauntlet, where Thanos collected all the gems to become somewhat of a god.



How do the infinity gems fit into the story line? Juggy gets his most powerful gem, and he's nearly invulnerable!

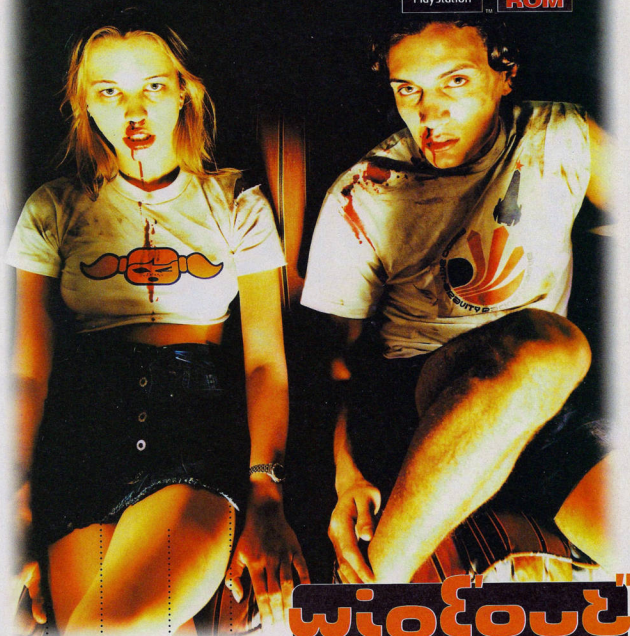


Talk about a juggle! Hopefully this will be worked on!

Check the following list for each character's best gem. All gems work with everyone; however, these gems sometimes give special abilities. Do a QCB+all three punches to use them!

**Hulk: Time; Iron Man: Soul; Wolverine: Power; Psylocke: Power; Spider-Man: Power; Captain America: Power; Magneto: Space; Shuma-Gorath: Soul; Juggernaut: Space; Blackheart: Reality**

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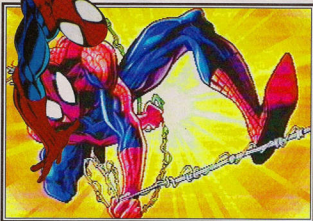
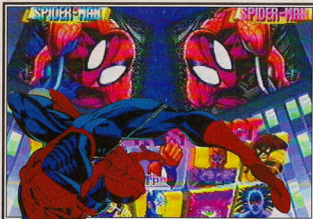


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**WEB-BALL**  
QCT+P



**WEB-SWING**  
QCB+K



**WEB-THROW**  
HCB+P



**WEB-UPPERCUT**  
F, D, DF+P



**MAXIMUM SPIDER**  
HCT+all three P

*Spidey jumps from side to side knocking his opponent around like a game of pinball!*



**UNI-BEAM**  
HCT+P



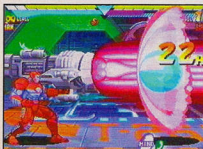
**REPUSSOR BLAST**  
HCB+P



**SMART BOMB**  
P+K same strength simultaneously



**FLY (special ability)**  
QCB+all three P



**PROTON CANNON**  
HCT+all three P

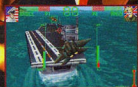
*A giant Proton Cannon falls from thin air for a trigger-happy Tony Stark to fire.*



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NOT  
INCLUDED**

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**PC CD-ROM**



 **SEGA SATURN**



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**MYSTIC STARE**  
CHARGE B, F+P



**MYSTIC SMASH**  
CHARGE B, F+K



**DEVITALIZATION**  
NEAR THE OPPONENT  
HCB+K



**WEB-UPPERCUT**  
F, D, DF+P



**CHAOS  
DIMENSION**  
HCT+all three P

*Shuma absorbs the opponent, takes him/her high in the sky and attempts to digest him/her.*



**PSI-BLAST**  
QCT+P



**PSI-BLADE SPIN**  
QCT+K



**NINJITSU**  
HCB+ANY BUTTON



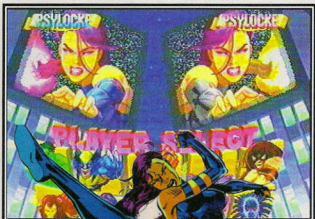
**PSI-THRUST**  
QCT+all three P  
Betsy uses her Psychic Knife like a mind-blasting battering ram.



**PSI-MAELSTROM**  
QCT+all three K  
An advanced version of her Psi-Blade Spin.



**KOCHOU GAKURE**  
QCB+all three K  
Betsy concentrates and Psychic Phantoms Attack.





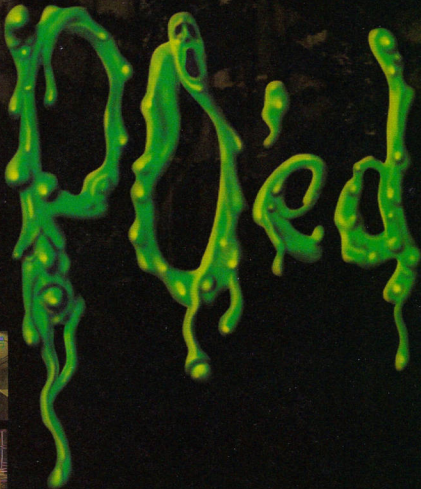
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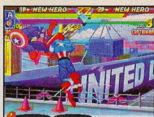
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**SHIELD SLASH**  
QCT+P



**STARS & STRIPES**  
F, D, DF+P



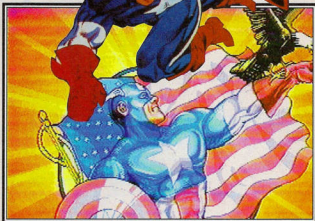
**CHARGING STAR**  
HCT+K



**DOUBLE JUMP**  
(special ability)  
UP WHILE JUMPING



**FINAL JUSTICE**  
HCT+all three P  
Cap pummels the opponent into oblivion, then takes him/her high in the air and slams him/her.



**DRILL CLAW**  
LEVER+P+K



**TORNADO CLAW**  
F, D, DF+P



**BERSERKER BARRAGE**  
QCT+P



**BERSERKER BARRAGE X**  
QCT+all three P  
A hyped version of Wolvie's original barrage.



**WEAPON X**  
F, D, DF+all three P  
Wolvie hacks and slashes his opponent several times before finishing him/her with a Double "X" Claw Slash.

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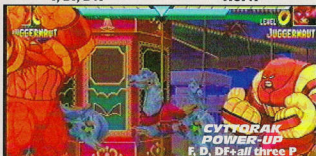




**EARTHQUAKE PUNCH**  
F, DF, D+P



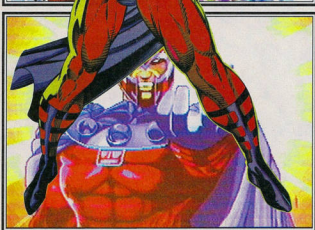
**JUGGERNAUT PUNCH**  
HCT+P



**CYTTORAK POWER-UP**  
F, D, DF+all three P



**JUGGERNAUT HEADCRUSH**  
HCT+all three P  
Xavier's lovable stepbrother slams his opponent repeatedly, finally knocking him/her over.



**HYPER GRAVITON**  
HCB+K



**MAGNETIC BLAST IN THE AIR** U, UF, F+P



**E-M DISRUPTOR**  
HCT+P



**FLY (special ability)**  
QCB+all three K



**MAGNETIC SHOCK-WAVE**  
HCT+all three P  
With a wave of his hand, a shockwave is sent.



**MAGNETIC TEMPEST**  
HCT+all three K  
Magnus hits his opponent with shards of energy.



DeVries



Nelson



Scanlan



Patelis

# DARE TO COMPARE!

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*Masterpieces*



DeVries



Nelson



Scanlan



Patelis



**GAMMA TORNADO**  
NEAR THE OPPONENT  
HCB+P



**GAMMA CHARGE**  
CHARGE B, F+P



**GAMMA SLAM**  
HCT+P



**RIP UP THE EARTH**  
(special ability)  
D, D +all three P



### **GAMMA CRUSH**

HCT+all three P  
Banner jumps into the air, finds a big ol' meteorite and drops it right on his opponent's head.



**DARK THUNDER**  
HCT+P



**INFERNO**  
HCB+P



### **ARMAGEDDON**

HCT+all three P

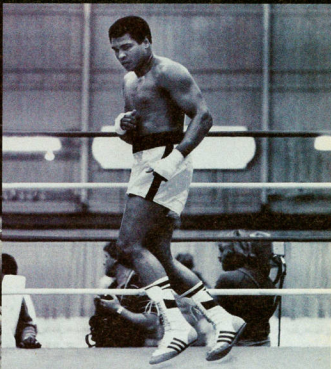
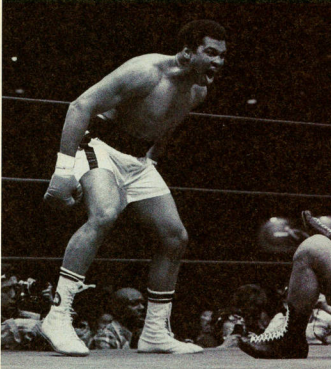
Looking rather evil, the son of Mephisto raises his arms and hell-rock falls from the sky (hell-sky?) to slam his opponent on the head.



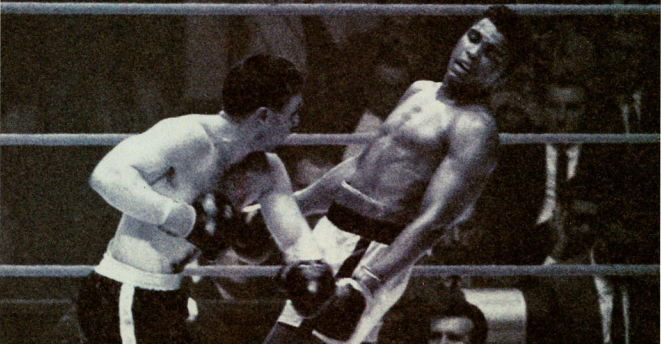


**YOU TALK.**

**YOU DANCE.**



**YOU PLAY HARD TO GET.**



# THEN YOU TURN

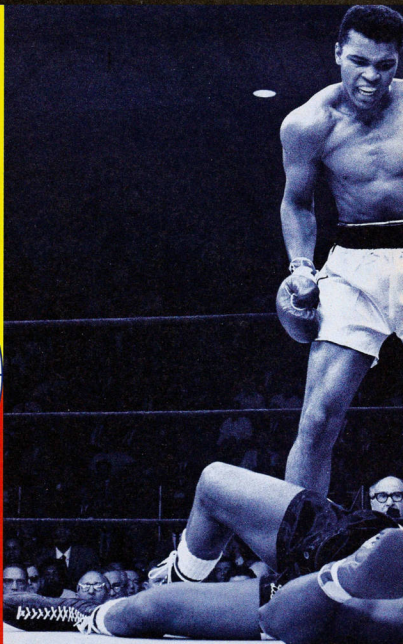


Look through your fighter's eyes. But take a hard one to the head and you may be looking through just one eye. Or your vision will blur.

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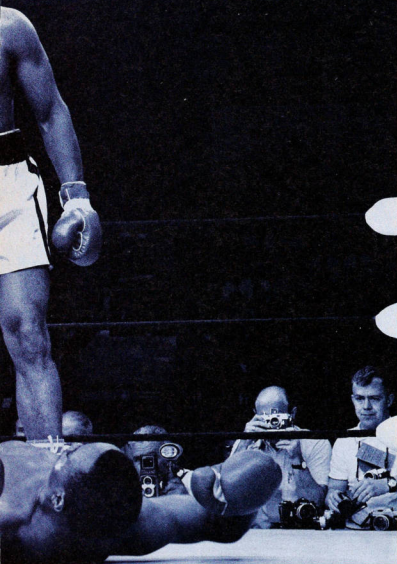


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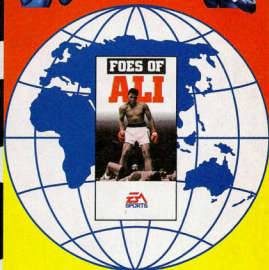


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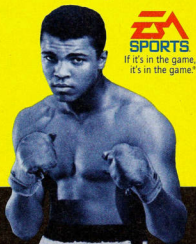
# THE LIGHTS OUT.



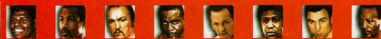
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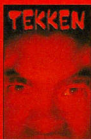
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**PLAYSTATION**

## STRATEGY TALK

If there ever was a word to describe the impression this will leave, it would have to be "breathless!" Let's forget about the story line and just go right to the game. First and foremost, this game is a shooter and it is by all means, a pure shooter's delight. *Philosoma* offers shooting fans the standard fare weaponry (spread guns and lasers) that you can power-up to waste the enemy. But that isn't the game's main draw. What sets this apart from the rest is the multiple views the game is played in. The game's four levels are broken down into sublevels that change views, all of which alter the style of play and give the game variety. Between each sublevel is some of the most visually entertaining full-motion videos ever conceived. Simply put, *Philosoma* kicks serious @\$\$!

—Al Manuel

# PHILOSOMA

## HEADS-UP DISPLAY

The game's Heads-up Display will allow you to fight out the relentless onslaught of enemies. Here's a brief description of *Philosoma*'s HUD.

### TERMINAL

This data screen will continue to be updated with your latest stats and information.



### WEAPONS

A view screen of your current weapon selection. Use the R1 or R2 buttons to select.



### SHIELDS

*Philosoma* is one tough game. What makes it even tougher is that you only have two shield levels. Pay close attention to this section of the HUD.

#### FULL

SCORE 100000600  
SHIELD 100%

#### PARTIAL

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SHIELD 50%

#### NONE

SCORE 100061710  
CAUTION NO SHIELD





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## WEAPONS SYSTEMS

The A-37 Strega Fighter is equipped with the most sophisticated weaponry in the fleet. Choose the appropriate weapon for each of the levels to bring order to the galaxy.

VULCAN



The Vulcan Cannon is the best overall weapon for the entire game, although it's weak in some areas.



The Laser is great for sweeping an area with a wide beam. The catch is the slow rate of fire.

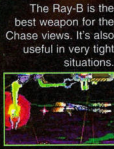


LASER

A-BREAK



The A-Break is a good choice for destroying enemies quickly, but like the Laser, it's very slow.



The Ray-B is the best weapon for the Chase views. It's also useful in very tight situations.

RAY-B

## VIEWPOINTS TO A-KILL

The most appealing aspect of this game is the numerous viewpoints from which Philosoma is played. It adds variety to the game and keeps it from being boring.

1. Top
2. Bottom
3. Chase
4. Side
5. Close-up
6. 3-D



## POWER-UPS



**1-UP**  
Grants you an extra life.



**POW**  
Increases weapon power.



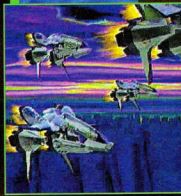
**SUPER POW**  
Full power.



**SHIELD**  
Increase shield strength.



FINAL LAUNCH SEQUENCE

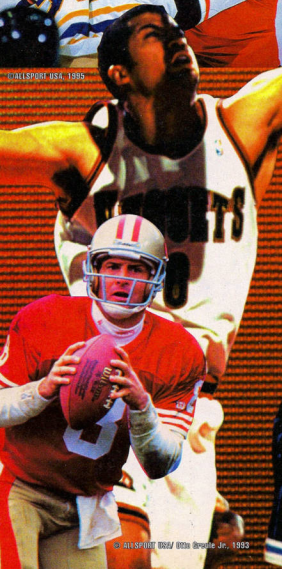


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HWIN2

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# PHASE 1

## AREA 1

Fly through a gorge filled with floating asteroids. You can't destroy the large ones, so maneuver around carefully.



Don't get greedy just because an icon is near. It could cost you a life.

## AREA 2

The Black Widow ships patrol this area frequently. They attack with a group of lasers as soon as they appear. Just move away from your current position and repeat for his second attack.



## AREA 3

The trick here is to keep moving. Staying in one position will mean that end as enemy shots will come from everywhere. The Vulcan works best here.



## AREA 4

The chase view of this area calls for the Ray B. Use the same strategy from the third area. A few sections of this gorge will require Super Bombing the enemy.



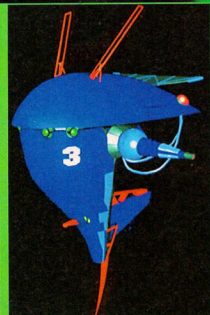
## AREA 5

Yellow Doggies attack from all sides and will even come into view from the foreground and background. Use your Vulcan weapon against the barrage.



## DOGGIE HOUSE

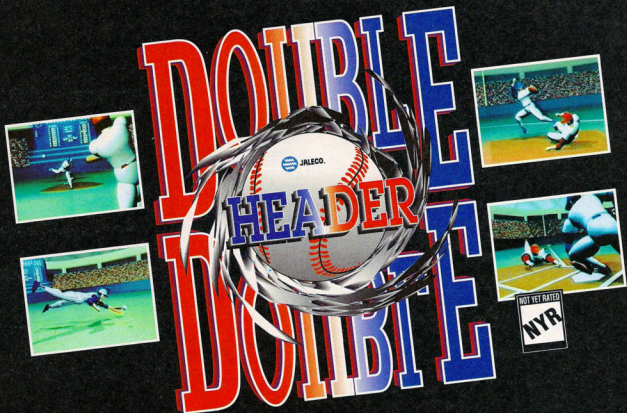
The first enemy Boss is Doggie House. It has four ways to attack: bullet spray, homing lasers, Doggie launching [chuckle] and charging. All his attacks are very easy to evade. Unless you have very quick responses, you must almost always resort to using your Super Bomb. Use your Vulcan cannon.



After taking a severe beating, this Doggie crashes to its grave.



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# PHASE 2

## AREA 1

Phase 2 begins with a very large view of the A-37 Strega. It's a little difficult to avoid enemy shots, but if you stay on the left side, you will find it easier to dodge their shots. You will shortly scale to the normal smaller view. The rest of the area is simple.



## AREA 2

It is even more difficult to maneuver here. Just make sure to keep moving and use your Laser. Prepare to use a lot of bombs.



## AREA 3



Area 3 consists of nothing but the Hover Carrier chasing you through a tunnel. Use your Ray B weapon on its front armor until the craft explodes. Its homing laser and giant beam can be eluded easily by heading toward either of the upper corners.

## AREA 4

Area 4 is infested with a seemingly endless amount of Eye Forks. They attack in waves and will fire only one shot each. It's best to go for one group and just avoid the shots from the other. The area is concluded with Muscle coming into the scene. It's your standard R-Type scene. Simple.



## MUSCLE

Muscle is much more than your average floating war ship. It's actually a living, breathing beast-machine. Be sure you are equipped with the MRM missiles and use your Vulcan on the dragons as you near the ship. Stay in the center as the ship will close in on you. Muscle will then move to the side, allowing you to attack from his front side. A well powered-up Ray B is a plus here. Dodge and move when you hear Muscle release his shots.





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# PHASE 3

## AREA 1

Don't get too far to the front of the screen since there are forks that can take you by surprise. Attacks from above and below are plentiful.

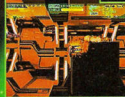


## AREA 2

This can be tricky, so watch for walls that scroll at different speeds. You'll run into them if you don't pay attention.



The Red Zone really flies along. Stay on the left and react to the many narrow passages that break by. It's a cakewalk otherwise.



## AREA 3

Area 3 takes you in a first-person view as you zoom and spin through the long tubeways. The usual enemies come into play, so the strategy from Phase 1, Areas 3 and 4 work here. Later, giant doors will slam shut. Move to the open side to make it through.



## GRAND PHASE

In Area 4, Grand Phage will enter to try to put an end to your crusade. The only way to beat him is to destroy his four tentacles. The Vulcan is the best weapon here, so you can still hit him even when you're not aiming at a particular spot. Keep moving because he will fire homing lasers at you. Next, just jack him in the middle until he croaks.



# PHASE 4

## AREA 1

Area 1 is a simple top-view scroller. No real strategy here. Just remember to keep your distance and avoid the homing lasers.



## AREA 2

This is a lot harder than the first area. A powered-up ship is a must here, as they throw everything at

Attacks come from above and below; try to stay back.



you. Switch between the Vulcan and the Ray B frequently to eliminate all the enemies from the front and back.



## AREA 3

Getting even further invites a squadron of enemies coming at you from all sides. Use of your Laser is risky. Stick with the always reliable Vulcan. Super Bomb when the big guys come into play!



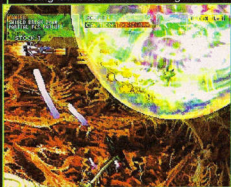
## AREA 4

This mid-Boss Miracidium is tough, but you must be patient. Use the Vulcan or A-Break and have a healthy supply of Super Bombs.



## MONERA

All you have to do to dispose of Monera is use the Vulcan and remain in constant motion to avoid the Homing Lasers being launched from the background.





# SOURCES WITHIN THE PENTAGON CONFLICT WILL OCCUR SOME

Did we leave out anywhere?

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## STRATEGY TALK

A lot has changed with Tekken 2 since we first covered it—enough to merit an update. The Character Time Bomb for the game didn't work; therefore, Namco stopped shipping and is reshipping a corrected version in mid-October. This new version should have some new moves and the working Character Time Bomb. (The Character Time Bomb will allow you to play as a new sub-Boss each week after the game has been out for one month.) We will show you some moves you may not have seen from the regular Tekken 2 characters, plus moves for the sub-Bosses and even Devil Kazuya who will be playable, though not by code. You'll have to wait for the Character Time Bomb to run its course to play as him and his "Angel" counterpart, though.

—Ron Marciniak  
and Mark Hain

# 鉄拳2 TEKKEN 2 UPDATE



Devil Kazuya looks awesome in Tekken 2. He is playable and has an alternate "Angel" character swap.



### Sub-Boss Codes:

**Roger and Alex—Hold C for Roger, D for Alex, press Start, go to anyone and tap joystick Up, Up**

**Ganryu—Press and hold Start, go to Michelle and tap joystick Down, Up**

**Bruce—Press Start, go to Lei, press Start four times, then move right.**

**Moves List**  
The lists are fairly simple. Check below for symbol meanings.

Hold the joystick

Tap joystick forward

Joystick neutral



#### Blonde Bomb



#### Flash Kicks



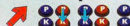
#### Shoulder Through Buster



#### Leg Slicer



#### Can Opener



#### Jail Crusher



#### Awesome Combo



#### Flying Arrow



#### Solar Kick



#### Samurai Cutter



#### Death-Copter



#### Slap-U-Silly



#### Windmill



#### Knee Cap



#### Palson Wind



#### Stone Fist



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and chase view. Careful, though. Grabbing  
**massive air** could  
crush a kidney. Or two.



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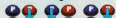


**Law**

**Catapult Kick**



**Sholin Spin Kick**



**Rainbow Kick**



**Crescent Kick**



**Rave War Combo**



**Dragon Blast**



**Back Flipper**



**Dragon's Tail**



**Stone Head**



**Twin Pistons**



**Hell Axe**



**Heihachi**

**Shadow Foot**



**Raising Uppercut**



**Demon Uppercut**



**Demon Scissors**



**Spinning Demon**



**Jack**

**Cross Cut Saw**



**Double Axe**



**Rising Hell**



(Standing Close)

**Megaton Blast**



**Debugger**



**Low Cross Cut Saw**



**Machinegun Blast**



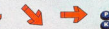
**Shark Attack**



**Shredder**



**Phoenix Smash**



**Neutron Bomb**



**Paul**

**Jaw Breaker**



**Stone Breaker**



**Bone Breaker**



**Hang Over**



**Triple Kick Combo**



**King**

**Running Exploder**



**Franken Stienner**



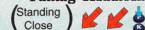
**Jaguar Lariat**



**King's Flicker**



**Falling Headlock**



**Double Uppercut**



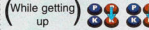
**Leaping Side Kick**



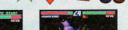
**Left Splits Kick**



**Tsunami Kick**



(While getting up)



**Dragon Uppercut**



**Demon Slayer**



**Double Spin Kick**



**Kazuya**

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Disguised as a princess, Makoto journeys to the holy mountains of Maldoon to get the three priestesses to break the seal on the world's ultimate weapon: "The God's Eye." But time is running out as the Bugrom's mysterious leader tries to wake the legendary devil, Meata, to help him dominate the world. Who will win? You'll have to see Episodes Two and Three to find out!



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**Double Palm**



**Sumo Smash**



**Double Step-In-Palm**



**Windmill Punch**



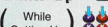
**Strong Open Palm**



**Open Palm Combo**



**Batter Up**



**Upper Cut Combo**



**Rainbow Kick**



**Slide Kick**



**Crescent Kick**



**Lee**

**Double Jump Kick**



**Shin to Head Kick**



**Jump to Middle Kick**



**Shaolin Spin Kick**



**Shin Kick Combo**



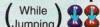
**Front Snap Kick**



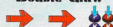
**Power Punch**



**Foot Stomp**



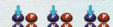
**Double Claw**



**Pancake Press**



**Bear Hammer**



**Kuma**

**Heavy Power Punch**



**Spin Behind Elbow Smash**



**Mega Combo**



**Spinning Sweep**



**G-Clef Cannon**



**Grizzly Claw**



**Triple Uppercut**



**Windmill Punch**



**Bear Rush**

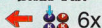


**Uppercut Combo**



**Kunimitsu**

**Stone Fist**



**Spinning Kick**



**Poison Rind**



**Running Exploder**



**Pile Driver**



**Head First Lound**



**A. King**

**Knee Bash**



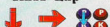
**Solar Kick**



**Three Kick Combo**



**Knee Cap**



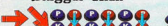
**Jab Sweep**



**Tiger Uppercut**



**Stagger Kick**



**Dragon Uppercut**



**Jumping Pile Driver**



**Spinning Throw**





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**Anna**

**Blond Bomb**



**Forward Flip kick**



**Running Jump kick**



**Uppercut Jab**



**Flash Kick**



**Side Kick Backhand**



**Super Flash Kick**



**Jack Hammer**



**Double Hammer**



**Hell Axle**



**Megaton Blast**



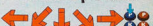
**Windmill Punch**



**Left Hand Triple Uppercut**



**Wind-Up Punch**



**Uppercut Combo**



**P. Jack**



**Roger**

**Dainama Itoappii**



**Sumasshu Appi**



**Jairu KiKKu**



**Triple Stirke**



**Triple Knee Combo**



**Rukku Bisunkaa**



**Bruce**

**Ari Kikku**



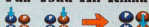
**Kurukuru Pincpi**



**Suraisee**



**Fun Tsuu Hii Kikku**



**Gurando Sumasshu**



**Animaru Kikku Rasshu**



**Sutobinraitto Combination**



**Gatorinku Combination**



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**Raishinku Combination**



**Devil**

**Rasen Shujin Kyaku**



**Funtsu Panchi**



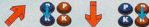
**Migi Kakatooshi**



**Hanmaa Hiiru**



**Torikkunii Doru**



**Furamingo**



**Baek**

**Kuuzan Kyaku**



**Daburu Appa**



**Uingubureedo**



**Peku Rasshu**



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—Sushi-X

## NEW OPTIONS, CHALLENGES, CHARACTERS AND MORE

Mortal mania is about to heat up once again! These new modes of play are an excellent idea that may make you wonder how you ever got along without them. Add to that the new characters and cool combos they have and you can easily see how this will breathe new life into MK 3.



All your favorites are back along with three new spots for secret—**but playable**—characters.



Now there are even more computer options with four "paths" to choose from.



There are new ways to play, such as a two-on-two (not simultaneous) as well as a tournament-style four-on-four.

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## THE DESERT

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Slide: Blk+LK+LP+DB  
Ball: (F, F or B, B) +(HP+LP)  
Invisibility: U, U, D, + HK  
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Fan Raise: B, B, B, + HP  
Fan Toss: F, F, + (HP+LP)  
Square Wave Punch:  
D, DB, B, + HP



# SCORPION



## SPECIAL MOVES

Spear: B, B, +LP  
Teleport Punch:  
D, DB, B + HP  
Air Throw: tap Block in air



## SPECIAL MOVES

Upward Start: B, F, + HP  
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Mortal Kombat 2  
NBA T.E.  
Rayman  
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Primal Rage  
Romance of 3  
Kingdom 4

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Cosmic Fantasy 4  
Fatal Fury Special  
Starting Odyssey 2  
Blood Gear  
Sailor Moon Collection  
Record of Lodoss War 2  
Yu 4  
Vastel 2  
Arcade Card  
Strider  
Xak 3  
Advanced V.G.  
Flash Riders  
Super Big Brother 2  
Ship Fighter 2  
Neo-Nectaris  
Princess Maker 2

Sister  
Kabuki  
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Louisa 2  
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Dracula X  
Dragon Knight & Grattia

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Trip D  
Alien Soldier  
Yu Yu Hakusho  
Dragon Ball Z

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Nw JPN Pwrestling Bile 7  
Dragon Quest 6  
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3DO



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