ELECTRONIC GAMING MONTHLY

NUMBER
70
YOUR GUIDE TO:
Super NES • Genesis
32X • Sega CD • 300
Saturn • PlayStation
Jaguar • CDI • Neo-Geo
Game Boy • Game Gear

MK3

10 SIZZLING PAGES!

EXCLUSIVE MOVES!

INcredible Fatalities!

PREVIEWS INSIDE:
STELLAR ASSAULT
GRAND CHASER
STARGATE
RUINER
THE OOZE
BLACKFIRE
VR RACING
SPACE HULK
SKELETON KREW
DAYTONA • SATURN
WING COMMANDER III

PLUS:

SEGA: An Explosive Preview Of What’s To Come

May, 1995
$4.99/£6.50 Canada/£3.00

© 1995 MCMXCVII. All rights reserved. Published by Electronic Gaming Monthly Publisher, Inc.
WHAT DO DEION SANDERS AND WORLD SERIES® BASEBALL '95 HAVE IN COMMON...
THEY'RE BOTH IN A LEAGUE OF THEIR OWN.

The Reds' Deion Sanders steps up to face the Braves' Greg Maddux!

Albert Belle of the Indians rips a shot off the Orioles' Mike Mussina!

- All 28 Major League Teams & 700 Major League Players, including McGriff, Bagwell, Key, Canseco and Bonds!
- Draft & trade players.
- League, All-Star, Playoffs & World Series action!
- Multi-player leagues—several friends can all be in a league together.
- Large battery saves complete individual, team and league leaders statistics.
- All-Time Great Players, including Lou Gehrig, Dizzy Dean & Ty Cobb!
- "THE BEST JUST GOT BETTER... ALL THE STATS, ALL THE STADIUMS, INCREDIBLE ANIMATION... WORLD SERIES BASEBALL '95 HAS IT ALL."
  —Dave Winding, Game Fan Magazine!

Roberto Alomar faces Jack McDowell in all-star batting mode.

Sega, Genesis, Game Gear, 32X and Sega Sports are trademarks of Sega. The World Series is a trademark owned by Major League Baseball and cannot be reproduced without written consent. Major League Baseball trademarks and copyrights are used with permission of Major League Baseball Properties, Inc. N Y 500-1993 Sega USA. All rights reserved.
INTRODUCING THE LATEST IN RPG WEAPONRY:

SECRET OF EVERMORE:

SUPER NINTENDO
ENTERTAINMENT SYSTEM
FLEAS, Slobber AND CHRONIC BAD BREATH.

UNLEASHED SUMMER ’95.
Last month Steve talked about the **DIRTY LITTLE SECRET** in our game industry. Besides price, there are other factors that determine whether a new game system will be a hit or a miss. One of those is the way the product is introduced to the public. Setting aside the millions of dollars that the companies spend on media ads, a lot of product-hype in the form of hands-on reviews by the 'experts' at the various game mags goes a long way in free-promotion and helps focus the player's interest toward or away from certain systems. Early hype, for example, has been good for Sony's PlayStation, but sometimes things backfire and the press is **UNMERCIFULLY NEGATIVE**. Sega's 32X and Nintendo's Virtua Boy are examples of systems that got trashed by the press. It's a fine line that marketing departments have to walk as to when it is too early to show a product. Problems arise, though, when the companies keep things too quiet for too long. This leads to **NASTY RUMORS**. Nintendo's deafening silence about their Ultra 64 has done nothing to help the company's image. Turn to any game forum on the Net and all the positive talk is for Sony or Sega's new machines.

In talking with game developers at the ECTS in London last week, the rumors are pretty much the same there as they are here. It's PlayStation this or Saturn that. Nintendo was rarely mentioned and never in a positive manner. Some of it could be **SPOILED GRAPES** because only a handful of the best are getting the opportunity to do Ultra 64 development but rumors were being spread freely and openly. The press was taking it all in, and over the next few months, there should be a whole new batch of half-truth gossip about all of the items that the companies have been holding back.

Why all the secrecy in the first place? It's a dog-eat-dog world in the game industry and if the press talks too soon about **SEGAL'S 64-BIT CARTRIDGE MACHINE**, then Sony has enough time to direct some of their R&D dollars into making a similar product. Similarly, if the fact leaks out that Sega is doing a 32X Virtua Fighter cart, then fewer players will go out and purchase the more expensive Saturn because they want to play that game.

Perhaps there is a happy medium, but with the magazine business as competitive as it is, the days of the old VG & CE attitude of "I won't print it until it is in the stores" are long gone. The attitude now is that the **FIRST NEWS SELLS MAGAZINES** and whoever gets the information first wins.

Who's right? Depends on who you talk to. The companies continue to stick to their "I'll tell you when I'm ready" attitude and the magazines run to other second-hand sources for their information. Each complains about the other being unresponsive to the other's needs. Nothing new, just business as usual.
As if it weren't enough having the most killer system on the face of the earth, we created some of the most mind-blowing, head-exploding games in the universe. All you have to do is take one look at what the magazine critics have been saying and you'll know that the Atari Jaguar is where it's at.
CONTENTS
Number 70

DEPARTMENTS

Games Directory

INSERT COIN
INTERFACE: LETTERS TO THE EDITOR
CONTESTS
PRESS START
REVIEW CREW
EGM HOT 50
GAMING GOSSIP
SPECIAL FEATURES
ARCADE ACTION
INTERNATIONAL OUTLOOK
NEXT WAVE
TRICKS OF THE TRADE
TEAM EGM
LIFESTYLES
ADVERTISING INDEX

FACT FILES

SuPeR NeS
Stargate and Phantom
2040 will blow your
Super NES away!

GeNeSIS
Be a part of the
Skeleton Krew for
the Genesis!

3Do
Get caught up with
Gex and Wing
Commander 3!

JaGuAR
Hover Strike zooms
onto the Jaguar this
issue!

Game Boy
Earthworm Jim saves
the day on your favorite
portable!

Quit your "Kombat" screaming
and look to this issue's cover
story on Mortal Kombat III!
Ten pages of Mortal madness
will make your life saner!
STORIES BEGIN ON PAGE 60!
MORTAL KOMBAT III MADNESS BEGINS WITH 10 PAGES OF COVERAGE IN THIS ISSUE!

The powder keg of anticipation over Mortal Kombat III has finally exploded—all over this issue of EGM! Ten (yes 10!) glorious pages of this mega-hot game explore every inch of the quarter-muncher. Take a peek at the exclusive pictures of totally awesome special moves, detailed character profiles and much, much more! What you find in this in-depth coverage will astound any game player. You won’t find this much detail in just any magazine—EGM has it first! The story begins on PAGE 60.

“Long considered a game of secrets and hidden strategies, the third Mortal Kombat will carry the tradition forward with more surprises than can be believed!”

HOP ON THE SEGA SATURN CRAZE! DAYTONA AND PANZER DRAGOON JOIN THE SYSTEM!

Just as the planet Saturn has many rings, our coverage on the Sega Saturn has many sections in this issue. Start with an interview with Fumio Kurokawa, manager of AM R&D Dept 2 of Sega Enterprises Ltd., as he discusses developing Daytona USA for the Saturn. Will it be true to the arcade? Travel further to check out the two-page Fact-File on the hot driving game. As well, take a peek at Panzer Dragoon with its beautiful graphics. Let’s not forget about the International section that contains even more Saturn games! The story begins on PAGE 70.

“If you enjoyed it at the arcade, the Saturn version will almost be a letter-perfect translation.” (Mr. Fumio Kurokawa on the Saturn version of Daytona USA.)

TEAM EGM GETS AN IMPROVED FACE LIFT! CHECK OUT THE HOCKEY STRATEGY GUIDE.

Batter up to Team EGM where the best place for sports gaming information has just improved! Along with the detailed coverage on soon-to-be released sports games, this section will now have exclusive interviews with big-name sports heroes and strategy guides to help the confused sports fanatics score! Team EGM takes it to the ice this issue with NHL Hockey ’95. The Iceman and Video Cowboy help hockey fans with tips, codes and cheats on how to beat this cool game. The story begins on PAGE 108.

“NHL Hockey ’96 is going to be the best-playing hockey game ever done!” (Kevin Hogan, line-producer at EA Sports.)
Ogre Battle™

March of the Black Queen

It's been 24 years since the Zetegenian Empire first subdued the Kingdoms of Zenobia with a wrath of fear and bloodshed. You are the leader of a rag-tag band of rebels who have fought to preserve the last shred of honor in this desperate time of treachery.

This sets the somber scene for Ogre Battle, the latest in the superb line of fantasy, Role-playing and Simulation Sagas from Enix.
Are you ready for the next level RPG?!

* Over 25 huge new areas to explore and conquer.
Each stage contains many secret items, characters and enemies to challenge players from novice to the advanced.

* Real animation battle.
Each character is animated with incredible detail. Special effects that fill the whole screen, plus amazing color and sound.

* Multiple story lines and endings.
Ogre Battle offers replay value like no other game before it. Each decision leads you on a new and exciting adventure. Try to unlock the secrets to uncover the perfect ending.

Over 75 unique and impressive characters wait to join the rebellion. It is up to you to locate the most powerful and persuade them to join your party.

Don't just take our word for it....

"Ogre Battle is a graphical, musical, and strategic tour-de-force! All of the battles are fully animated, to a level surpassing Final Fantasy 3, and this title’s only 12 Meg! In the months to come, we’ll have more on Ogre Battle. Until then, Strategy and RPG fans gaze at these shots and reserve a couple of weeks in March for an incredible experience!"
- GAME FAN MAGAZINE 1/95

"Ogre Battle combines role-playing elements with war simulations to create a great adventure... The graphics are surprisingly good, with lots of details. The interface is simple, so you can hop right into the game."
- EGM 12/94

"The industry needs more games like this!"
- EGM 12/94

ENIX AMERICA CORPORATION
2679 151 st Place N.E.
Redmond, WA 98052-5522
WILD WAYNE SHOOTS FROM THE HIP AND TELLS IT LIKE IT IS

Dear EGM,

Mortal Kombat III is here. Where's Street Fighter III? Not funny, huh? Capcom? The Jaguar is a good system with a great price, but where's the third-party support? Remember the Lynx (Grin)? Guess Atari will never learn. Nintendo is planning a big marketing campaign for their breakthrough design in color Game Boy that isn't in color. "Mommy, I wanted a yellow one, not a red one!" So far Sega's 32X is a big joke. This is the system that is supposed to boost the 16-Bit Genesis into a next-generation 32-Bit super machine. (Why are the graphics and sounds still better on the Super NES version of MK2?) Takara's Toh Shin Den for the Sony PlayStation is going to blow Sega's Virtua Fighter clean out of the water. (It will probably make Sega go back and rethink the design of Virtua Fighter 2 also!) Speaking of fighting games, have you heard that they're working on a Street Fighter: The Movie sequel? Jean-Claude Van Damme won't be returning. Van Damme says that he hasn't yet recovered from the humiliation that he suffered from doing the first one! (Just joking!) Capcom seems to have proven themselves to be the "#&@" we all suspected when they announced yet another Mega Man title. This is a cry for help, folks. If for no other reason, buy this game out of pity for a company that was, and is now, fading fast. Now I would like to take a moment to send a message to Nintendo. PLEASE DO NOT RELEASE A 32-BIT MONOCROME SYSTEM! Guys, this obsession that you have with single-color displays is not at all healthy! I suppose the head of your R&D is color blind and doesn't care. Most of us, however, enjoy eye-catching graphics in vivid COLOR, and anyone who would develop a 32-Bit system that can only do 100 shades of red is one sick puppy! That's all I got. ...

Wild Wayne
via the Internet

Wow. Wild, you're brutal! It's great to hear someone vent their frustrations in such a ... um ... articulate manner. We disagree on some points, though. First, the Virtual Boy isn't even out yet. We should wait before passing judgment. Same goes for Toh Shin Den. (Although I must admit, it is an awesome game!) As far as your sarcasm on the Street Fighter movie ... well, okay, I guess I'll give you that one! Oh by the way, what's your favorite color? Maybe we'll send ya one of these pretty colored Game Boys instead of the joystick for your prize! Wouldn't that be lovely? Who knows, maybe someday those things will be collector's items.

Great letter, Wayne. Your Acclaim Dual Turbo joystick are on their way

Get your letters into EGM today or we kill another editor! You can reach EGM by writing to:
Interface, Letters to the Editor
1920 Highland Avenue, #222
Lombard, IL 60148

Get ConNeCTeD!
You can also reach the editors of EGM via CompuServe at 75052,1667 or on the Internet at 75052,1667 @compuserve.com.
Beginning June 1, you can get access to EGM's articles, reviews and more on the World Wide Web via the NUKE home page at www.nuke.com.

Get connected with video game enthusiasts just like yourself, courtesy of EGM, the number-one name in video games! Send your name, address, age, sex and three favorite games to:

EGM PEN PALS
C/o Sendai Publishing Group, Inc., 1920 Highland Avenue, Suite 222, Lombard, IL 60148. Make copies and share your secrets worldwide!
THE HIGH PRICE OF
BEING FIRST

Dear EGM,

I am a proud owner of the state-of-the-art Sony PlayStation. It is the best investment I have made as far as video games go. Currently, I have Namco's Ridge Racer and Takara's Toh Shin Den. For the unit and the two games I spent around $780 and with tax the total came to $835. I bought the system at a store here in western Massachusetts that sells Japanese as well as American video games. For the system alone, I spent $600 and $90 for each of the games. The cost of the system was a full $200 less than the prices of some of the mail-order companies based in California. I think the price of these games are about $5-10 more. I find this puzzling because I would think that a company based closer to Japan would be less expensive than a store here on the East Coast, because the cost of shipping would be less. Perhaps you could shed some light on this subject. Also, do you find it difficult to go back to playing games of lesser graphic quality after playing games on systems like the PlayStation or the Saturn?

Jonathan Christie
Springfield, MA

Most of the places that we called on the West Coast quoted us at about the same price that you got your PlayStation for (including games). Some, however, were substantially higher. It just goes to show you that you should always shop around before you buy. In addition, keep in mind that the PlayStation (and the Saturn) is a hot commodity right now, and that retailers that do sell them will probably be charging berserk prices for them. It doesn't really matter, who is closer to Japan. As for your last question: Yes, it is hard to go back to the 16-Bit systems once you start dinking around with some of the newer hardware. You do get spoiled really quickly, although there are still some killer vids available for the 16-Bitters.

PlayStation Tidbit

Here's a juicy little trick you can do with a Sony PlayStation. On Namco's Ridge Racer, you can play your own music while playing the game! Here's how to do it. First, insert the game and allow it to load up. When you get to the screen where you pick your transmission type, track, car, etc., simply pop out the Ridge Racer CD and insert your own music CD. It's that easy! The PlayStation will load the game into RAM, and the entire game will be played to your music. You can even hear the announcer and all of the racing action in the background! Imagine listening to your favorite band while playing Ridge Racer!

Possessed 3DO Wreaks Havoc With Gamer!

Dear EGM,

I have owned a 3DO since its debut in 1993. I enjoy the system and the games, but there is something that is causing me a great deal of distress. I have had to replace my 3DO three times because of system failure or lock-up. The dealer I bought it from has been very patient and understanding. Now, it has been just six months since the last time the unit was replaced and it has failed again! I take extreme good care of all of my electronics, so I don't understand why all the 3DO units I've tried eventually fail. They all have experienced the same symptoms. Many times, the CD goes in, but the games won't load. My biggest problem now is that my dealer won't replace my 3DO anymore because they have begun to phase out the original Panasonic 3DO in favor of the new flip-top model. Are the new models any more reliable than the old ones?

Jim Ogles
Manchester, NH

What in the Name of Sam Hill Is a PC Engine?

Dear EGM,

I am really out of it! Could you guys explain to me what the heck a PC Engine is? Is it a part of a Turbo Duo? Could you explain the Duo?

Brad Schultz
Delphi, IN

You don't know what the PC Engine is?! Just for that we're going to publish your address so that all of the world can laugh at your ignorance! Ha, ha, ha! Well, okay, maybe we won't. Anyway, the PC Engine was the Japanese version of the TurboGrafx-16, which was NEC's 16-Bit game console. After the Turbo came the Duo, which essentially was a TG-16 with a CD-ROM built in. The PC Engine was wildly successful in Japan, and was, at one time, their top-selling system. In America, however, the Duo was phased out leaving many Duo owners, shall we say, rather perturbed. Get it? Cool!

Andy "Cyber-Roy" Baran
Age: 21 Sex: Not yet, but he's trying!
Lombard, IL
Occupation: EGM editor/Burrito-Eating Champ
Favorite Games: Q-Zar (he's a Pro-League), Final Fantasy V, Fatal Fury 2, Killer Instinct

Pauli Gangi
Age: 7 Sex: Male
Darien, IL
Occupation: Kid
Favorite Games: Donkey Kong Country, Legend of Zelda and whatever else looks cool.

Mike Majersky
Age: 15 Sex: Male
Orlando, FL
Occupation: Student
Favorite Games: MK2, Earthworm Jim, Tempest 2000, Primal Rage
ANGRY COMPUTER GAMER GET HIS LICKS IN

Dear EGM,
I own a Sega Genesis, Super NES, TG-16 and a 486 with a double speed CD-ROM. While I like some of the “mindless” fun of the platforms, I have a strong preference for PC games. Yes, it is more expensive to own a PC. However, one cannot even have half the fun of games such as Doom for the PC on a 32X or Jaguar. The big advantage that PCs have is expandability. Doom for the PC has incredible replay value—there are literally thousands of new levels being made for it, and more are on the way. The music/sounds/graphics quality far surpasses anything on the 16-Bit systems. If you want to discuss prices, the average platform game will remain at its current price for a long time. PC games rapidly drop in price after release. In short, don’t put the PC down simply because your magazine caterers to platform systems.

Rob Horan
Ronkonkoma, NY

Okay, Rob, first things first. I have no idea where you get the notion that we have EVER put down PC games. We have never said that PC games aren’t as good as, say, Super NES or Genesis games. That’s just one of those arguments no one can win.

DISAPPOINTING GAME ENDINGS

Dear EGM,
Because you guys are the first word on the video game front, I feel that it is time to write about a matter that I think is somewhat overlooked. What I want to discuss is the lack of a decent ending in many video games. I consider myself to be an excellent game player and I beat games soon after I rent, purchase or borrow them. But when I beat the best and toughest game out there, I feel that I should be treated to a slam-bang finish! I’m sick of beating a hard game and the ending is in two sentences at the credits. Mortal Kombat II (for the Genesis) and Landstalker were perfect examples of this. I feel that an ending should be long and interesting. One of the best endings that I have seen has to be in Dynamite Headdy. It lasted almost 20 minutes! The Street Fighters also have decent endings, especially if you beat the game on the hardest level. I also feel that a bad ending takes away some (but not all) of the replay value of games. This is especially true of RPGs and action games in which the story is such a big factor. Landstalker had a great story, but it turned out to have a boring ending. Now I know that I am using a lot of Genesis games as examples, but I’m sure that there are a number of Super NES, Sega CD and 3DO games out there with pathetic endings. I also know that there are games out there that feel the same way I do.

Chris Kucharski
via the Internet

Yes, there are, and I’m one of them! Everyone has, at one time or another, been disappointed by the ending of a game that we have put our time, money and energy into. There’s nothing quite as disappointing. You just sit in front of your TV shaking your head in utter disbelief at a bogus ending to a game that was, up until that point, pretty good. There oughta be a law!

MORTAL II FOR THE 32X DOESN’T LIVE UP TO HYPE

Dear EGM,
Recently I rented MK II for the 32X thinking that it would be far better than either the Genesis or the Super NES versions. Before I rented it, I was considering selling my Super NES copy. Once I plugged it in and started playing, I was amazed—there is almost no difference between this version of the game and the Genesis version! The backgrounds were exactly the same and didn’t even look as good as the Super NES version. The sad part is that this isn’t the fault of the hardware, just the programmers.

Rob Horan
Ronkonkoma, NY

Jeesh, Rob, two letters in one issue? Don’t you have a job? (Just joking)! Yup, we’ve gotten some pretty angry letters complaining that this version of MK II is not all that it should have been. However, judging by sales, many gamers really seem to like it!

Were you disappointed with MK II for the 32X? Write us a letter and let us know!
“Magical pick-ups and ancestral spells unleash chaotic fury!”

“Part strategy, part action! Warlock conjures an unbeatable spell!!!”

“Bored of just playing roles... Warlock delivers horrific action!”

Beware the ultimate evil!

Warlock

Based on the hit movie!

The once in a millennium confrontation is upon you! Using the powerful spells and potions entrusted to you by your Druid ancestors, battle gargoyles, the Undead, fire-breathing dragons... and if you survive, the all-powerful Warlock! Combining strategy, intuition, and sorcery, you must be the first to locate six ancient runestones and save all creation from unraveling! Afraid? He already knows that.

The evil unfolds... (516) 624-9300

Judge Dredd™ The Video Game June ’95
What are the hottest new games to cross the EGM editors' desks this month? What games do you and your gaming pals think are the best? We have the answers with this exclusive listing of the most incredible softs available for any format—chosen by the editors of EGM and YOU—the wired-in readers of the biggest and best video game magazine on the face of the planet!

**EGM EDITORS**

1. Toh Shin Den
   PlayStation + Takara

2. Panzer Dragoon
   Saturn + Sega

3. NBA Jam TE
   Super NES + Acclaim

4. Mega Bomberman
   Genesis + Sega

5. Return Fire
   3DO + Prolific Software

6. Virtua Fighter
   Saturn + Sega

7. Kirby's Avalanche
   Super NES + Nintendo

8. NBA Jam TE
   Genesis + Acclaim

9. Samurai Shodown II
   Neo Geo + SNK

10. Ridge Racer
    PlayStation + Namco

**EGM READERS**

1. Mega Man X
   Super NES + Capcom

2. NBA Jam TE
   Super NES + Acclaim

3. X-Men 2
   Genesis + Acclaim

4. NBA Jam TE
   Genesis + Acclaim

5. ARK II
   Arcade + Midway

6. Blackthorne
   Super NES + Interplay

7. Mortal Kombat II
   Super NES + Acclaim

8. Samurai Shodown II
   Neo Geo + SNK

9. Sonic & Knuckles
   Genesis + Sega

10. Earthworm Jim
    Super NES + Playmatix

LET YOUR VOTE BE HEARD! You can contact EGM directly and record your vote for the hottest new and upcoming games by logging onto the NUKE Internet Interface at [www.nuke.com](http://www.nuke.com) on the World Wide Web beginning June 1. Until then, just send us a postcard with your fave game!

**AN UNCERTAIN FUTURE FOR THE 3DO?**

Dear EGM,

While I was walking home from school the other day reading your magazine, I suddenly came up with a question for you sultans of gaming. I have been planning on getting a 3DO for some time, but I am concerned. What's going to happen when the PlayStation and Saturn come out? Since everybody's so hyped about these two systems, I'm afraid that 3DO game production will stall while every other company on Earth makes Saturn and PlayStation games. Will this happen?

Tim FitzRandolph
Denver, CO

There is no indication whatsoever that 3DO game production will be dramatically affected by the arrival of the Saturn or PlayStation. Many people scoffed at the 3DO when it was released. ("It's too expensive" or "no one will make games for it.") As time passed, however, the 3DO has silenced its critics. Rest assured, Tim. The 3DO will be around for a while yet.

**COOL SHOOTERS FOR THE SEGA SATURN**

Dear EGM,

I am a big fan of Nintendo's StarFox. I am planning on buying the Sega Saturn (as well as Nintendo's Ultra 64) as soon as it comes out. I know there have not been that many shooters cut in recent months, but are there any slated for the Saturn when it is released?

Tim Esterhause
Billings, MT

Yes, there are shooters scheduled for release on the Sega Saturn. One of them is really wild! It is called Panzer Dragoon. (This name may change when it comes to the U.S.). You fly on top of a large, dragonfly-like creature shooting anything that moves. We have a copy in our office and it totally rocks!

Panzer Dragoon for the Sega Saturn is one shooter that will really blow you away!
What are you waiting for?

"Wow! At last! A true Doom KILLER!!!!!!"
- Patrick Simmons, Compuserve 72017,2374

"The nasty computer game with graphics that change as if the player is moving in three dimensions."
- The Wall Street Journal

"Descent is an incredible game. Descent is like Doom as Doom was to Wolfenstein."
- Al Hunt, Compuserve

"The weapons are awesome, the game play is awesome, the motion sickness is awesome..."
- Eric Rose, Compuserve 71221,2860

"Cool game, just need to find my Dramamine to play it."
- Mike Hulen, Compuserve 74023,3004

"Holy Bat farts, Batman! I have never experienced an enemy intelligence anywhere near the way these robots act. They push, they fire, they chase you, they take cover, they wait."
- Marty Peralta, Compuserve 74147,483

Welcome to Descent™ - 30 levels of the most mind-bending, stomach-churning action ever. Featuring true 3-Dimensional worlds with light source shading, texture mapping, 3-D morphing, directional sound effects and sizzling music, this is technology taken to the limit.

You begin deep below the surface of Lunar Base I where an unknown alien race has taken over the closed-off Post-Terran Mining Corporation. Lunge straight down mine shafts, twist around never-ending tunnels and fight your way past robotic menaces in an environment that's truly 360° 3-D...move up, move down, shoot everything everywhere. Hang onto your senses (and your lunch) as you drop straight down mine shafts on a ride that'll leave you spinning.

And what's the good of losing your mind if you can't share the experience with your friends? Descent invites you and your buddies to dive into the action together with head-to-head combat and cooperative two-player modem and eight-player network support.

Challenge yourself and experience what everyone's talking about!

Coming March 17th to a store near you. For IBM and compatibles.

© 1995 Parallax Software. All rights reserved. Descent is a trademark of Interplay Productions.

Interplay™
BY GAMERS, FOR GAMERS.
Interplay Productions
17922 Fitch Avenue
Irvine, CA 92714
(800) 969-GAME
WAITING AND WATCHING FOR MEGA MAN VII

Dear EGM,
I am a diehard Mega Man fan since the first NES game. Ever since I saw your first screen shot of Mega Man VII, I have been waiting. I loved the Fact File about the game, I think that it looks great! But, what's this? It might not be coming to America? I think that this would be a big mistake! If the rest of the game delivers like the screen shots that you've given us, this is a must-have game!

Ryan Huschka
via America Online

P.S. You guys are evil, ABSOLUTELY EVIL for showing us pictures of StarFox 2 when it isn't scheduled for release until August!

NEW COMBO MOVE SWEEPS THE NATION

Dear EGM,
During a recent game of Killer Instinct, I discovered a new combo called The Virtual-Reality-15-hit-look-like-an-idiot-combo! You must follow these steps exactly to do the combo right. First, lose your second energy bar then pull down on the joystick twice while screaming, "I hate this game, I hate this game!!" Move the joystick in any direction you want, jump up and down while pouting, then fall to the ground screaming, "I want my money back!!" The great thing about this combo is that it works on any game! It doesn't matter whether it's a fighting game or an RPG! I have recently performed this combo while playing Donkey Kong Country.

Jason Montoya
via the Internet

Hey, great combo! Here's a couple more for you. This one's a great one for just about any fighting game. It's called the I'm-a-cheap-jerk-and-you're-a-sucker-combo. All you have to do is push up on the joystick, hit any button three times and exclaim rather loudly, "Hey, isn't that Cindy Crawford over there?" Now, when your opponent looks away, use your strongest attack and waste him! Works every time! There's also the famous I'm-a-gleaming-moron-who-really-tickspeople-off combo. The only prerequisite to make this work is to win the first match of any fighting game. After you've won, simply do a 360-degree movement with the joystick and begin gloating over your victory. Your opponent will be so ticked that he'll lose every match! Psychological warfare at its best.

BADD PHOTOCOPY CONTEST!

We've dug up a mean one this month, readers, guaranteed to turn your brain to toast! Get your little fingers moving because somewhere in the magazine you now hold in your hot little hands is the screen shot to the left. Let us know what game it is and you can be entered for a drawing to score some cool game wear from your buds at EGM. Put your answer on a 5x7 postcard and get it to us at: EGM's BAD PHOTOCOPY CONTEST, 1920 Highland Avenue, #222, Lombard, IL 60148. Be sure to include your name, address, age and the month you are entering for.
PUSH YOUR CD TO THE MAX!

FLYING NIGHTMARES

Based on the elite "Flying Nightmares" Marine Harrier squadron, this game really pushes the envelope of CD technology.

Everything is state-of-the-art: Stunning 3D texture-mapped graphics. Intense full-motion video sequences. Internal, external and missile camera angles. Plus the hottest CD-quality sounds and special effects.

It all adds up to the most exciting combat flight simulator on Sega CD. Imagine the power under your command: Harrier jump jets that can turn on a dime and stop dead in midair. Laser-guided missiles, cluster bombs and radar-jamming pods. It's enough to make your heart pound and palms sweat. It'll also strain your brain. This happens to be one intelligent action-adventure game as well. FLYING NIGHTMARES. Pushing CD technology — and you — to the max.

Sold exclusively in America by Time Warner Interactive, Inc. Phone 408-473-9400 for ordering information.

SEGA and SEGA CD are trademarks of Sega Enterprises, Ltd. All rights reserved. Published by Domark Software, Inc. Flying Nightmares. ©1994 Domark Software Inc. All rights reserved. 3DO and the 3DO logo are trademarks of The 3DO Company.
APRIL FOOLS' JOKE DISCOVERED!

Dear EGM,

I found your annual April Fools' trick in issue #69. On page 46 in the top-left corner it says that Sonic and Knuckles is manufactured by Nintendo, which is obviously incorrect. I really hope that I'm right because last year I found the misspelling of streets (streets) and my mother never mailed my entry!

Donald Kenney
North Tonawanda, NY

Way to go, Don! We knew someone would pick that one up! You won yourself a free EGM T-shirt. Now you can walk around your neighborhood with dignity, wearing your EGM shirt as people hurl garbage and rotting fruit at you! Have fun and congrats!

STREET FIGHTER LEGENDS EXCITEMENT

Dear EGM,

I just received issue 69 of EGM and as usual I was amazed at how quickly you guys get the latest info and pics on the best of the video game industry. Of course, I am talking about Capcom's upcoming Street Fighter Legends game. I've been a Street Fighter maniac since the release of the very first one (on the TurboGrafx-16). I was just wondering whether or not Capcom plans to release the first Street Fighter game (Fighting Street) as a classic on any current or upcoming home system. This would be a logical step, because they seem to be going back in time with this new Legends game. I know there was a game called Fighting Street on the TG-16, but I was never a big fan of this dead system. By the way, nice job on the mag! Keep up the great work!

E. Lam
via the Internet

There is no indication that Capcom is going to re-release the game Fighting Street for any of the current home systems.

NAMCO CONVERSIONS COMING FOR 3DO?

Dear EGM,

The 3DO game Starblade looks really cool. I was wondering, since Namco released Starblade on the 3DO, are there any plans for other Namco games like Ridge Racer or Cyber Sled to be released for the 3DO?

David Crimm
via the Internet

Our sources tell us that Ridge Racer and Cyber Sled will be released on the Sony PlayStation first. As of right now, there are no plans to port these games over to the 3DO.

This month's letter column was brought to you by Mike Ferassie, EGM Assistant Editor. We are happy to report that Mike is now "resting comfortably and making progress" at the Cherry Hill Center for Spastic Video Game Magazine Editors. In between "medicine time" and basketweaving classes, Mike likes nothing better than reading your mail. (It makes "the voices" stop.)
"I go from way cool space dude to a brain in a box."

A REAL Experience from the 3DO Zone, Frankie 'One-Speed,' NY

THE DAEDALUS ENCOUNTER

"The good news - I'm on a ship with Tia Carrere. The bad news - I'm only a brain on life support and we're bein' pulled toward an alien sun. If we don't take out the Krimn and change course we're toast. Literally. This is a job for brain man. Great game. Super graphics. Funny lines. 4 CDs. And Tia is not painful on the eyeballs. Later."
The Ultimate Mortal Kontest!

Win 10 tickets to the Mortal Kombat - The Live Tour, PLUS 10 backstage passes, and be a special guest at a private party with the Mortal Kombat characters and actors from the tour and much more! This is one contest gamers will be talking about for some time to come, so don’t miss this opportunity to enter the kontest of the decade. Send in your entry today for your chance to experience the thrill of a lifetime and get an exclusive behind-the-scenes look at the world of Mortal Kombat.
1 Grand Prize: Grand Prize winner shall receive 10 top priced reserved tickets and backstage passes for One market (closest to winning entry), 10 backstage passes, private party room and merchandise (T-shirts, hats, posters) to the Mortal Kombat - The Live Tour. In addition, the Grand Prize winner will receive 1 Mortal Kombat: The Novel, 1 box of Classic Games Mortal Kombat Trading Cards, 1 Gold Foil limited edition of Mortal Kombat #1 Comic Book, 1 Hologram cover edition of Mortal Kombat #1 Comic Book, 1 Mortal Kombat belt buckle radio, 1 Mortal Kombat child size rubber mask, 1 Mortal Kombat T-shirt, and 1 Mortal Kombat three ring binder.


NINTENDO ULTRA 64 EXCLUSIVE UPDATE

Nintendo is being fairly secretive about their plans for the release of the Ultra 64. But that doesn't stop anyone with a nose for news from trying to get to the bottom of the Ultra 64 soap opera.

No developers outside of the Ultra 64 Dream Team have received development systems yet. Those who have are suggesting Thanksgiving (Nov. 23) as a release date with a purchase price between $199-250. Nintendo officials have been visiting developers for their input and to allay their fears about the system. They have been dropping a few crumbs along the way.

Here's what we know so far: The unit has been completed and it looks as though the Ultra 64 will be on the show floor at E3 in Los Angeles this month. CruisN USA and Killer Instinct will be up and running on the machine along with samples of other Dream Team games, like Doom from Williams, Alien Trilogy, Frank Thomas Big Hurt Baseball from Acclaim and a surprise game none of us will see until we get there.

The 64-Bit, cartridge-based system indicates that Nintendo may be changing their focus from having the best-looking games to having a combination of good looks and awesome playability.

Shigeru Miyamoto is working on the pack-in game, Pilotwings 2 (working title), in Texas at Paradigm Simulations. His old team in Japan is working on a Mario title.

SEGA TO LAUNCH SEGA SATURN ON SATURN-DAY, SEPTEMBER 2

Sega is reaching for the stars, and they're getting some pretty big network television coverage for the announcement of their Sega Saturn system on 'Saturn-day' Saturday Sept. 2. CNN and all of the major networks will cover the Saturn announcement. In Japan where the Saturn has already been released, sales have totally depleted inventories, forcing Sega to increase manufacturing activity just to meet demand. In its first month alone, sales of the system topped the charts in Japan with more than 600,000 units sold.

Sega is equally optimistic about the Saturn's prospects when it is released Stateside in September.

Sega Enterprises in Tokyo anticipates selling 1.2 million units by the end of May; and they hope to sell 2 million units by the end of the year. The Sega Saturn will be the premium hardware platform for the Sega family of products, and will use technology similar to that found in commercial arcade machines, bringing arcade quality home to consumers.

"In less than six months, video gaming will take on a whole different character," said Tom Kalinske, president and CEO of Sega of America. "Sega Saturn will literally transport consumers into an entirely new realm of inter-active entertainment. Sega Saturn games will use never-before-seen, 3-D-modeled graphics, dynamic perspectives with ever-changing points of view that literally weave players into and around the on-screen action, as well as true 3-D audio and game play speed that surpasses an ordinary multimedia PC and challenges many high-end workstations."

The Sega Saturn is powered with a total of eight processors—three of which are 32-Bit RISC processors. It uses Sega's Titan Arcade architecture to make conversion of their high-end arcade games a breeze. As a result, the turnaround time for these conversions is a matter of weeks as opposed to
months. The Titan technology found in the Sega Saturn allows software to migrate from Sega's interactive theme parks to its commercial arcade system to the home-based Saturn system.

The Saturn employs state-of-the-art parallel processing, which provides immersive, first-person game play experiences. Parallel processing is a feature found in supercomputers that divides computing tasks into pieces that are then assigned to powerful, specialized processors. The Sega Saturn also has a number of upgradeable extensions that include a Video CD MPEG adapter, Photo CD, E-Book, audio CD and digital karaoke and a virtual-reality helmet that is in the works and could be out early next year.

Sega hasn't forgotten about games, either. More than 100 third-party publishers and developers are creating software for the Sega Saturn. More than 20 titles will be available at launch with an additional library of 100 games available by Christmas '95 from both Sega and its third-party development community. Electronic Arts and Acclaim Entertainment are two of the big-name companies who have announced their support for the Sega Saturn. These companies are the market-share leaders on the current gaming platforms.

Electronic Arts plans to release some of their key EA Sports franchise titles as well as some new titles. Acclaim is developing some of its marquis properties for the Sega Saturn, including Batman Forever, NBA Jam: Tournament Edition, Frank Thomas Big Hurt Baseball and Alien Trilogy.

"Acclaim is proud to join with Sega to create the next generation of interactive entertainment software. Combining the strength of Acclaim's properties and motion-capture technology, which allows animation in 3-D with the advanced playing power of the Sega Saturn, we believe we will bring gaming to new elevations," said Robert Holmes, president of Acclaim.

"We've seen previews of software currently in progress at Sega's product development labs that truly illuminate Sega's passion for excellent game play and software superiority," Kalinske added. "Games like Daytona USA, Virtua Cop, killer sports titles and the arcade-rage Virtua Fighter are demonstrative of our commitment to bring the ultimate game play experience into the home."

Currently in Japan, Virtua Fighter is selling at a phenomenal 1:1 ratio with Sega Saturn hardware in Japan. Sega will launch its most ambitious marketing effort ever in support of the Sega Saturn. Exact numbers have not been disclosed, but the introduction of the Sega Saturn will mark the largest global launch in Sega's history.

The campaign will include an integrated communications strategy combined with aggressive advertising, promotional and merchandising efforts.

Sega intends on putting the industry on fast forward again with the Saturn. The unit will retail for between $350-400 U.S., but that number could change depending on what price Sony releases their PlayStation at on or around Sept. 22. Sources are suggesting the price of the PlayStation will be between $199-300 U.S.

MK: THE MOVIE
DELEYED UNTIL AUGUST

Rumors have been buzzing around both the movie and the video game industry about possible problems regarding Mortal Kombat: The Movie. Some were suggesting that there was a feud brewing between the Williams Mortal Kombat creators and New Line Cinema over the way the movie turned out. Some were suggesting Williams executives saw the movie and didn't like it, prompting them to spend another $10 million on the movie, delaying its release and increasing the cost of the project to $32 million. All that turned out to be fertilizer, according to Larry Kasanoff, producer of Mortal Kombat: The Movie.

We asked him what the real story is behind the move to a late August release, from its original scheduled release in mid-May.

"We've pushed back the movie for good reason, not because anyone doesn't like what they've seen. Williams officials haven't even seen the movie yet. We've shown the director's cut of the film to New Line Cinema's executives and they loved what they saw. They think it will be the biggest movie they've ever released," Kasanoff said. "Whenever you make a movie and announce a date early, you leave yourself open to this kind of thing. They liked it so much that they moved it to the summer August slot, and they've even given us more money to add more special effects. The studio feels that the MK movie will be a summer smash, like The Mask was last year. It could very well be their biggest release ever. We've shown some trailers of the movie to the heads of some of the big movie theater chains and they liked it, too.

"We pushed back the release date of True Lies last year at the last minute and that movie did very well."
GAMETEK ACQUIRES MALIBU INT.

Gametek has been busy in recent months: They acquired the services of longtime Capcom U.S.A. boss Joe Morici, and now they've signed an agreement to acquire the staff of Malibu Interactive, the group who made the Joe Montana NFL Football series, Evander Holyfield Boxing and Batman Returns.

The Malibu team will serve as Gametek's West Coast office in California, and the renamed team will be part of Alternative Reality Technologies (ART) group and a development division of Gametek.

The new team will develop sports games on all of the new gaming consoles. ART and Take 2 Interactive Software, known for developing games for the Macintosh and PC such as Hell, Mantis and Star Crusader, the company was formed to develop cutting-edge software for the PlayStation, Sega Saturn and Nintendo's new and secretive unit—the Ultra 64.

ATARI TO UNLEASH NEW JAGUAR CD AND JAGUAR III

Atari is about to throw kitty litter in the faces of their critics. They have some new and innovative plans for the Jaguar. Whether or not they will be able to pull it off with the Sony PlayStation and Sega Saturn (both about to splash onto the gaming scene) is anyone's guess.

But one thing is for sure, they're trying very hard. A recent trip to their California offices showed the EGM editors some impressive titles and a few of their new technological advancements that they are working on behind closed doors. With rhetoric flying on all sides of the gaming spectrum, here are the facts: The Jaguar 2 is being readied by Atari and will boast a double-speed CD-ROM drive. Another version with the Jaguar combined with a CD (and some other hidden options that Atari isn't talking about yet) is also being planned. The unit, rumored to be ready for release this fall for around $350, is being called the Jaguar III (working title).

"We're going to keep the Jaguar III as our ace in the hole. We're not in a big hurry to release it, but we're very confident that it will rival any of our competitors' next-generation systems," said J. Patton, director of third-party licensing and contracts at Atari.

Then there's the Jaguar CD that was scheduled to be released in April or May. They may push that date back until a few more games are ready. The Jaguar CD will cost $149 and will come without a game. A game would add an additional $50 to the cost of the CD unit. Market tests suggest that gamers want Atari to keep costs down and would rather purchase their own game than have one thrust upon them as a pack-in.

Atari also plans on releasing a voice data communications modem developed in cooperation with Phylon Communications. The Jaguar Voice Data Communications modem will come with a stereo headset and will enable players to talk to each other while competing at their favorite games. The unit will automatically pause to allow players to receive incoming calls.

THE HOT NUMBER

900.2 MILES

If you placed all 7 million Donkey Kong Country cartridges sold by Nintendo side by side, this is the distance the cartridges would cover (from Chicago to Denver).
The Movie Event of the Year in a Spooktacular Card Set from Fleer!

Creating an innovative blend of live-action and breath-taking visual effects Steven Spielberg’s Amblin Entertainment, Universal Pictures and The Harvey Entertainment Company have pushed the boundaries of filmmaking to bring the magical characters of CASPER to life.

CASPER © 1995 Universal City Studios, Inc. and Amblin Entertainment, Inc.
All rights reserved. Casper and the Casper characters are trademarks of and copyrighted by Harvey Comics, Inc. Distributed by Fleer Corp.
Hey, every baseball game says they’re the best. That’s no big deal. But only one baseball game has The Sporting News say it.

That’s sports, folks, is a big deal!

Hudson Soft and The Sporting News have teamed up to bring you the first 4-player baseball game: the first game that lets you play day games or night games, in a ballpark with grass or under a dome (there’s even a fantasy field to choose); the first and only game where you can draft and field actual big league players, legends from the past or insert players you make up. You can even name yourself as a starter. There’s also a Homerun derby, an All-Star game, and a battery back-up that lets you watch or play a 162 game pennant race.

The Sporting News BASEBALL from Hudson Soft.

Looks, feels, plays, and gets sports page coverage like the real thing.

IF YOU BEAT EM
BAD ENOUGH
IT JUST MAY BE
GOOD ENOUGH
FOR THE
SPORTING NEWS!

Videotape the final score screen from your best game and send it to:
Hudson Soft
400 Oyster Point Blvd.
Suite #614
South San Francisco,
CA 94080-1921

SUPER NINTENDO
HUDSON SOFT

THE ONLY BASEBALL VIDEO GAME SO DARNED AUTHENTIC, THE
**PREHISTORIK MAN**

**Category:** Action  
**Release Date:** Now  
**Challenge:** Moderate  
**Back-Up:** N/A

I was really surprised at how much I liked this game. Not only does it sport some above-average graphics, it plays really well, too. The sounds, especially of the caveman talking, add to the humorous aspects of Prehistorik Man. The story is cool, and this one is easy to pick up. I liked the hang-gliding sequence, and the sheer number of secrets kept me going back to earlier levels. Not many games can hold my interest for long, but I had a good time with this one.

I remember seeing this game at the '83 Summer CES. It didn't have much to offer then, but through all this time, Titus has made this one of the funnest action games I've played in a long time! The control is absolutely superb, the graphics are bright and vivid, and the ongoing story line adds to the enjoyment. If you love to find secret areas in games you play, you'll be ecstatic to know that Prehistorik Man is filled with them. The extra time Titus spent was well worth the wait!

Prehistorik Man is one of the few good action platform games to come out this year. First, you're treated to an amusing story about a caveman and the quest he is about to embark upon. It's pretty cute. It kept my interest as did the game's excellent play control. I can also add that the graphics and sounds are exceptional. The game's main hook is its humor. I especially loved the way the caveman communicated. I guarantee it'll make you laugh. Ugh!

Wow, I was really surprised by this one. I expected another Joe and Mac game, but this is very different. The levels are colorful and tons of secrets to keep you searching. There's some interesting game play as well. Elements like the hang glider give you a bit of variety. Graphically and audibly, it's a good game, but PM really excels with a cool story, the ability to buy items and the fun game play. Game players won't be disappointed!

**OGRE BATTLE**

**Category:** RPG  
**Release Date:** Now  
**Challenge:** Hard  
**Back-Up:** Battery

I love the RPG/Military Sim genre, and Ogre Battle is great. While the story may need some help, the fun of building up a power party makes it worth sitting down to play. The graphics are cool, and the audio is excellent. I like the secret items hidden on the maps. The negative effects of certain cards when accepted got annoying. Let's see the rest of the series brought over here! I highly recommend this game. It's fun as well as highly addictive.

Ogre Battle scores points for offering many playing styles in one cart. The first thing to catch your eye is how detailed the graphics are. Few games can rival the little details apparent in even the smallest of sprites. The interface was a little peculiar at first, but I welcomed the new style. An added bonus is the fact that no two games will end up alike. If you've already finished an RPG you've been jammin' on, do yourself a favor and snag up Ogre Battle before everyone else.

Ogre Battle is a decent strategy game with a little touch of role-playing. One of the best features in the game is that you can have a different adventure each time you start. This is done because you can play the role of a different character each time depending on how you answer the questions before your game starts. The graphics are cool, the music is cool, the magic is cool and I think you should buy this game if you're into strategy. Overall it is a totally cool game!

This is a very fun game that combines some elements of RPG with a strategy-like sim game. One of the best features is the multiple story lines depending on how you answer the initial questions and therefore which character you get. Sure, the graphics and sounds are good, but there are some cool weapons and hidden items to really keep your attention. I'm not a big fan of sim's but this has enough elements of RPG and action to keep my attention.

**HOW GAMES ARE RATED**

The reviews that are published in *EGM* are created after each game on the Review Crew staff plays through the game in its entirety. The Crew then independently writes their reviews based on the quality of the product, originality and challenge (how long it takes to complete), and bases their numerical scoring on a 1 to 10 scale in relation to other titles available for the same system.

**Best Feature:** Control, Story  
**Worst Feature:** Sorry, no can do  
**Time To Complete:** Long  
**Also Try:** Nothing quite like it

**Best Feature:** Variety of styles  
**Worst Feature:** None  
**Time To Complete:** Long  
**Also Try:** Any other RPG
In the image, there are reviews for various video games for different consoles:

**Super NES**
- **Game:** Fatal Fury: Special
- **Developer:** Takara
- **Category:** Fighting
- **Release Date:** Now
- **Challenge:** Hard
- **Back-Up:** None

I've always loved the Fatal Fury series, and it's always interesting to see how the translations look. The Super NES version of FF Special looks pretty good, all things considered. The Dolby Surround effect is cool, but I wish the echo wasn't so extreme. My favorite combos worked, satisfying my need for exact control. The music wasn't too hot, though. If you don't have a Neo, this is the best version of Fatal Fury Special on a 16-bit system. It wasn't that bad at all!

**Genesis**
- **Game:** Spider-Man: The Animated Series
- **Developer:** Acclaim
- **Category:** Action
- **Release Date:** Now
- **Challenge:** Moderate
- **Back-Up:** None

I'm sorry, but this game needs work. The one-frame animation of the characters' moves, and the choppiness between every action he does is unacceptable. Not only that, but the characters are extremely small, and they lack color. The audio is the best feature, but it is uninspiring. The game play is severely hampered by the choppiness, particularly when he jumps. Spider-Man was a good idea that didn't live up to the hype. I'd avoid this game. Rent it and see what I mean.

- **Game:** Stargate
- **Developer:** Acclaim
- **Category:** Action
- **Release Date:** Now
- **Challenge:** Moderate
- **Back-Up:** Password

Stargate uses the same engine as Alien 3, and very loosely follows the movie. The graphics are good, and the audio fits the game quite well. However, the control absolutely kills this one. It's almost unplayable. (Try the Super NES one, it's a lot better.) Trying to run and jump requires more than two hands. The gun you start out with can't even scratch the scumbag beetles. Shooting downward is a real chore. I loved the movie, but this game could have been better.

**Additional Notes:**
- Hey! Who put my TV in on tv in a tin can? That's the first thing I thought when I heard Fatal Fury: Special. That sound is from the Dolby Surround effects. Even if you turn it to Mono, it's still bad. Other than that, the graphics are very sharp and the sounds are decent, but some of the moves are hard to get off (mostly charge moves for some weird reason). The game is old and may have lost some of its appeal, but overall, it's not a bad translation.
- It's a step down, but the Super NES version of one of the best-selling games is a bad fighter at all. The graphics are the best on any platform outside its original format and the control is decent. Words of warning: if you don't have a joystick controller, you are going to have a very difficult time executing the moves. The only other gripe I have is that the sounds are a bit annoying, especially with the surround sound. You have to resort to a mono setting.
- This is a good rendition of the Neo game. The characters are reproduced faithfully and the moves seem to come off relatively easy. The graphics are a bit grainy looking, especially when you're used to the Neo version but they are still good. The biggest drawback is the sound system. The Dolby effect on whatever they were trying to make it sound like you're fighting in a tunnel. Short of the echoing sounds, this is a good fighting game for the Super NES.

**Best Feature:** All the characters
**Worst Feature:** Echo sounds
**Time To Complete:** Medium
**Also Try:** SF II, MK II

**Best Feature:** Great character
**Worst Feature:** Animation
**Time To Complete:** Medium
**Also Try:** Spider-Man (SNES)

**Stargate**
- **Category:** Action
- **Release Date:** Now
- **Challenge:** Moderate
- **Back-Up:** Password

Stargate uses the same engine as Alien 3, and very loosely follows the movie. The graphics are good, and the audio fits the game quite well. However, the control absolutely kills this one. It's almost unplayable. (Try the Super NES one, it's a lot better.) Trying to run and jump requires more than two hands. The gun you start out with can't even scratch the scumbag beetles. Shooting downward is a real chore. I loved the movie, but this game could have been better.

**Additional Notes:**
- What we have here is a game that looks rushed so it could be out in time for the home release of the movie. The control is what seriously hampers the enjoyment of the game. Just simple skills, like jumping from ledge to ledge or shooting diagonally down, requires some serious effort on your part, and you shouldn't have to do that. On the plus side, your character animates very well, but the animation looks too slow for a character who is obviously running quickly.
- Although I thought the movie was okay, I must say I was thoroughly disappointed with this game. First of all, there isn't a Configuration Screen to set the buttons to your preference, making it difficult for players who are accustomed to a set configuration. On top of that, the play control could have been better. Killing enemies who require a low shot is a chore in itself. In addition, the graphics are uninspiringly delivered. This needs to go back to the drawing board.
- The movie was really good but the game, like most translations, just isn't that exciting. Your main character is small and kind of clumsy to control. On the plus side, the sounds are decent as well as the story's innervation. It could have used a better main character, but with a few more strong initial weapons, the animations are done rather well however it just isn't fun crawling through caves and fighting the beetles. This may be for diehard fans only!

**Best Feature:** Smooth animation
**Worst Feature:** Control
**Time To Complete:** Medium
**Also Try:** Alien 3, Stargate (SNES)
<table>
<thead>
<tr>
<th><strong>genesis</strong></th>
<th><strong>32x</strong></th>
<th><strong>neo-geo</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>SKELETON KREW</strong></td>
<td><strong>KNUCKLES: CHAOTIX</strong></td>
<td><strong>ZED BLADE</strong></td>
</tr>
<tr>
<td>domark</td>
<td>sega</td>
<td>snk</td>
</tr>
</tbody>
</table>

**category:** release date:
Act. / Shoot. Now
challenge: back-up: Moderate Password

**Action:** release date:
challenge: back-up: Moderate Battery

**Shooter:** release date:
challenge: back-up: Easy None

---

**Skeleton Krew** is a decent shooter, with awesome two-player action. The graphics are good and the enemies react intelligently. Sometimes there will be an instant hit or two. One thing that bugged me was the steam that automatically kills. If you're in armor, why would you get hurt? The audio is standard Genesis fare. The action is intense enough to thrill any hardcore gamer, but it does get monotonous. Still, Skeleton Krew is worth trying, and perhaps even buying.

**Knuckles: Chaotix** just doesn't live up to the reputation of previous Sonic games. The levels are average, except for the cool Bonus Stages. Those I liked, but 32X games should be better. The idea behind the second character was very original, but the way it was done slowed the gameplay somewhat. The graphics are outstanding and the music is nice. Chaotix does not set new standards.

**Zed Blade** is not a bad game—it's just boring. The enemies come at you in predictable patterns, and the visuals aren't exciting. I like being able to customize the ship and choose my pilot. The difficulty was too easy for the first level, and the second had me eating up credits like there was no tomorrow. The audio was really outstanding, especially when cranked up to the max. If you enjoy shooters, you should try this one out. It might bore you at first, but you can get into it.

**Skeleton Krew** gets some originality points in my book simply because there aren't many games like this out there. Although the walking pace is a bit slow at times, there is plenty of everything to shoot at. Rotating the gun independently is an idea that never really stuck with me, but it may appeal to other gamers. The perspective is easy on the eyes and you get a clear view of everything around you. This game is cool and a lot of fun to play.

Normally I don't like games with a pseudo 3-D look, mainly because I think the action is slow-paced and pretty boring. **Skeleton Krew** detached itself from this stigma. The action is fast with enemies who seem to come from everywhere. The Two-player Synchronous Mode is very nice, especially when you're facing a quartet of enemies. Controlling your character is surprisingly good. SK is a decent game, but should have had more levels.

This is an interesting 3-D type of game. Initially I really didn't like the way you had to rotate and shoot the enemies, but the ability to lock your gun helped a lot. Still, the perspective makes it frustrating at times, but it has the advantage of dealing with a 3-D world. The levels and enemies aren't all that colorful, but it's overshadowed by the well-designed, synchronous shooting test. It could have used a few more levels and enemies, however it is above-average gameplay with a unique environment.

**Best Feature:** Tons to shoot at
**Worst Feature:** Quirky control
**Time To Complete:** Medium

**Best Feature:** Solid action game
**Worst Feature:** Sonic rip-off
**Time To Complete:** Medium

**Best Feature:** Big everything
**Worst Feature:** Too easy, too short
**Time To Complete:** Short

---

**To me, this is one of the best action titles out for the 32X. It is similar to the colorful Sonic adventure we've grown fond of with a new twist. The extra character has a lot of new game play associated with it and adds a new depth to the game. At the same time, it slows down the gameplay a bit. This game has all the Sonic-type levels and joins that are starting to become a bit overdone. Still, the extra character concept is very original and breathes some new life into the Sonic realm.**

**Zed Blade** is not a bad game—it's just boring. The enemies come at you in predictable patterns, and the visuals aren't exciting. I like being able to customize the ship and choose my pilot. The difficulty was too easy for the first level, and the second had me eating up credits like there was no tomorrow. The audio was really outstanding, especially when cranked up to the max. If you enjoy shooters, you should try this one out. It might bore you at first, but you can get into it.

**I'm sorry, but this game did nothing for me. Having played all the way through with Ed, there was just nothing here that I haven't seen already. The bosses are all huge, but each boss does the same attack over and over. The graphics are clear, but usually there's so much crap flying around that you don't know what's going to kill you. I imagine you could play through the game for about $2.50 in an arcade. It's that easy.**

A few years ago, this game would have been thought of as revolutionary. Today, it's just a regular shooter without any excitement. Although the graphics are fairly decent, they aren't anything to shout about. Moreover, the music was very inconsistent. One level, you're listening to techno, the next it's some pseudo disco. About the only thing I like was that you can choose from three different pilots and customize their ship. Zed Blade isn't bad. It's just not original.

**There haven't been a lot of shooters lately and this one is very welcome. It has a nice assortment of weapons and a lot of configuration from front and rear gun to the type of missile (like F-Type III). The graphics and sounds are very good along with the game play. I've been waiting for shooters to come back and it seems at least we got a little reprieve from fighting games. My only complaint is that the levels are a bit short and they all seem pretty similar in nature.**
While Some Fantasy Games Just Scratch the Surface, Brandish Unlocks the Underworld!

NOW that you’ve mastered games like Breath of Fire™ and Brain Lord™ we think you’re ready for a role-playing game where the sun doesn’t shine and the monsters grow big, really big! In Brandish, you stand accused of murder, being pursued by a fearless bounty hunter looking to collect the reward. About to be captured, you fall into a deep underworld maze filled with dangerous traps and deadly monsters including: giant crabs, headless fist-pounding warriors and fire-spitting gargoyles. With the bounty hunter still hot on your trail, you must navigate your way out of the mazes and back to the surface ASAP. Our only advice: stay alert, well armed and always moving upwards!

- Navigate your way through five treacherous levels as you fight to return to the surface
- Defend yourself against 55 different monsters from the underworld
- Keep a lookout for traps that will send you back levels or time warp you to a new location
- Seek out more than 50 different items that will help you in your quest
- Visit the Magic, Weapons & Item Shops for useful merchandise & advice
- Save up to two games at any one time!

Available for PC & SNES
KOEI Games are available in retail outlets nationwide! If you can’t find the KOEI product you are looking for, call us at 415/346-6500 (9am to 5pm PT).
Online Support offered on CompuServe: 50 WOPU, Sect. 4

Brandish is a trademark of KOEI Corporation. Mortal Kombat is a trademark of Mortal Kombat, Inc., a subsidiary of Warner Bros. Entertainment, Inc. Breath of Fire is a trademark of CAPCOM Co., Ltd. Brain Lord is a trademark of Enix America Corporation.
Panic Bomber is an okay puzzle game. It's really nothing special. The strategies and techniques seem very random, and it's very hard to get used to. The graphics are good, yet simple. The audio gets really weird in the middle of a match with lots of peculiar voices. Panic Bomber should appeal to fans of Kirby's Avalanche and other puzzlers. This is one of those games that you have to try for yourself. Two-player Mode is nice, but again, the matches seem random.

There's nothing special here. Seal of the Pharaoh offers 3DO players a good, old-fashioned RPG, but RPG lovers will turn away after a few minutes. The graphics are rendered decently and the music is good, but the problem comes in the execution of the game. There's nothing you can really do against enemies, and when you do, they always clack your back with a very powerful attack. You can miss sometimes, why can't they? They money could be better spent.

I've heard the hype on this one, and truly loved the box art, but after powering it up, I wasn't excited or disappointed. The driving controls were seriously sluggish. If you can force the anger away, you might have fun running into people and blasting the other cars. But after that, there's really nothing left to do. If you raise the thought of bloody, mindlessly violent games, Quarantine may be for you. Give it a shot, but don't expect an exceptional game.

It's not crazy about having to drive a hover-taxi armed with weapons that only a tank can be equipped with. Too warped for me. The game is put together rather strangely. The main playing graphics are bad, especially when you get close to the other vehicles and pedestrians. Speaking of which, hitting them isn't done well as the windshield looks as if it were splattered on it. To top it off, the control needs work. Could have been better if it were simplified.

I don't generally like driving games because they get boring fast. But this one does have a weird sense of humor and some funny things going on. The driving is sort of tough to get used to, and the graphics are nothing exceptional. However, the soundtrack is really cool and is almost overpowering. The best part of this game is its warped sense of humor and strange characters and situations, especially the nice degree of visible violence. This may be a cult hit.

Best Feature: Easy to play
Worst Feature: No originality
Time To Complete: Medium
Also Try: Tetris, Kirby's Avalanche

Best Feature: Nice graphics
Worst Feature: Sloppy RPG engine
Time To Complete: Long
Also Try: Wizardry, Might & Magic

Best Feature: Violent fun, unique
Worst Feature: Repetitive
Time To Complete: Medium
Also Try: Nothing else like it
Behind this Great Wall, Big Trouble's Brewing!

The year's 206 BC and China's beginning to take shape. The Great Wall just opened to visitors, the writings of Confucius are moving up on the Best Sellers list and two great warriors are about to clash. It's said that the victor has been selected by the heavens to rule all of China. Assuming the role of either great warrior, it's up to you to plot the strategies that will defeat your counterpart and lead the country into the next dynasty. Are you prepared to fulfill the myth now known as Rise of the Phoenix?

- Play one of two powerful warriors engaged in a bitter rivalry for control of China
- Battle your opponent in open fields or outside city walls
- Launch attacks against your enemies' strongholds using arrows, catapults & battering rams
- Challenge your adversaries to one-on-one duels atop horseback
- Send units on secret night attacks, order ambushes & dam up rivers in hopes of flooding enemy fortresses
- Go head to head with the computer or challenge a friend in hopes of controlling all 39 cities
- All KOEI titles have battery back-up to save games

KOEI Corporation, 1330 Bayshore Highway, Suite 840, Burlingame, CA 94010

Available for Super NES. KOEI Games are available in retail outlets nationwide. If you can't find the KOEI product you are looking for, call us at 415/348-0500 (9am to 5pm pt).

Rise of the Phoenix is a trademark of KOEI Corporation. Nintendo, Nintendo Entertainment System and the official seals are trademarks of Nintendo of America.

Online Support offered on CompuServe 60 VICPUB, Sect. 4
**Rise of the Robots**

- **Category:** Fighting
- **Release Date:** Now
- **Challenge:** Hard
- **Back-up:** N/A

This is by far the worst fighting game I've ever seen. It dwells too much on cinematics and its (supposed) eye-popping graphics. The game play is almost non-existent. The few moves are near-impossible to do. In this game, trying to do a normal punch is on par to a special move. The animation really lacks, and it's just plain boring to watch. Rise of the Robots is a game that is just not fun to play. I don't like ripping on games, but ones as poor as this deserve it.

**Double Dragon V**

- **Category:** Fighting
- **Release Date:** Now
- **Challenge:** Moderate
- **Back-up:** None

This is the best fighting game on the Jaguar. While that's not saying much, DDS is very playable. The graphics are bright and cartoon-like—very different from the original Double Dragons. The audio wasn't anything special, and the sound needed help. Having to use the lower keys on the control pad really detracted from the otherwise decent control. The Jag needs a different type of controller for fighting games. DDS is worth getting if you own a Jaguar.

**Mario's Picross**

- **Category:** Puzzle
- **Release Date:** Now
- **Challenge:** Hard
- **Back-up:** None

Nintendo's known for releasing top-notch puzzle games, and while good, Mario's Picross lacks the addictive quality of Tetris, Kirby's Avalanche, etc. This cart relies far too heavily on guesswork than actual reasoning skills. Some of the items you uncover really don't look like they're supposed to. Mario's Picross gets boring after a few puzzles. Nothing keeps it fresh, which is a shame. This one is good for long road trips. But I think that it's only average.

---

**Best Feature:** Nice graphics
**Worst Feature:** Control, Help!
**Time To Complete:** Good Luck
**Also Try:** Rise/Robots (SNES)

**Best Feature:** It's playable
**Worst Feature:** Seems dated
**Time To Complete:** Medium
**Also Try:** Any other fighting game

**Best Feature:** Very unique
**Worst Feature:** Too unique
**Time To Complete:** How smart R U?
**Also Try:** Nothing else like it
You can either save history or be history.

TIMECOP

Excuse me... Do you know what year it is? Just like the comic and the movie, TIMECOP, the new action game puts you in the midst of time travel to eliminate your enemies that have traveled in time before you. Enjoy the many challenging stages of time travel that are offered. And remember, don't die, but if you do make sure it's not before the date you were born. Coming soon to Super NES and Sega CD.
XBAND IS LIKE

COMPUTER DATING.

WE AUTOMATICALLY

CONNECT YOU WITH

SOMEONE WHO WANTS

to take you out.

CALL 1-800-X4-XBAND AND GET ON THE
RIGHT NOW, AS YOU'RE READING THIS,
THOUSANDS OF HARDCORE GAMERS
ARE BATTING IT OUT ON THE XBAND
NETWORK. DO YOU HAVE WHAT IT TAKES
TO BEAT 'EM IN A VICIOUS GAME OF
MADDEN NFL™ '95, NBA®
JAM, NHL® '95, OR MORTAL
KOMBAT® II? FIND OUT.
JUST STICK OUR XBAND
VIDEO GAME MODEM INTO
YOUR GENESIS™ PLUG IN
YOUR PHONE LINE, AND
IN JUST MINUTES WE'LL
AUTOMATICALLY CONNECT
YOU TO SOME SERIOUS ASS WHUPPIN'.
SO GIVE US A CALL AND SIGN UP YOU'VE
GOT NOTHING TO LOSE. EXCEPT YOUR
EGO. (COMING SOON FOR SUPER NES®)

FIRST VIDEO GAME NETWORK IN YOUR CITY.

Mortal Kombat II is a registered trademark of Midway Manufacturing Company. NFL is a trademark of the National Football League. Nintendo Entertainment System is a registered trademark of Nintendo of America, Inc. ©1995 Datapoint Entertainment, Inc.
Afraid you may have missed EGM’s review of your favorite product? Curious as to how good that game in the bargain bin is? With more and more new game releases hitting store shelves every week, that could be a bad thing. Never fear, because the EGM 50 details the Review Crew’s rankings of the highest-rated softs from the past year. The games on this list, ranking from one to 50, are listed accordingly. The top eight titles are featured in the sidebars.

**RANKING: #1**

**Nintendo**

**Donkey Kong Country**

This game outperforms a lot of the 32-Bit games out there. It also boasts all the 16-Bit competition. DKC really shows what the 16-Bit systems can do—both in sheer graphic ability and a killer soundtrack that makes you wonder if there’s a CD inside your cartridge. It’s a winner.

*Nov. ’94*

**AVG. RATING: 9.25**

**RANKING: #2**

**Sega**

**Sonic & Knuckles**

With fantastic graphics, sound and gameplay, this is one of the best games around for the Genesis. The use of Lock-On technology even helps you drag out those dusty, old Sonic 1 and 2 carts! So enjoy playing as Knuckles in both Sonic 1 and 2 and also experience new levels.

*Dec. ’94*

**AVG. RATING: 9.25**

**RANKING: #3**

**Interplay**

**Alone in the Dark**

Another excellent PC translation for the 3DO featuring excellent graphics and sound. Also, it’s much more strategy-oriented. Playing as a man or woman is a nice touch.

*Sept. ’94*

**RANKING: 38 ** **AVG. RATING: 8.0**

**RANKING: #4**

**Atlus**

**Crusade of Centy**

Crusade of Centy is one of the best action/RPG games for the Genesis (like the Zelda series on the other system). The control is less refined, with numerous plot twists.

*March ’95*

**RANKING: 44 ** **AVG. RATING: 7.75**

**RANKING: #5**

**Capcom**

**Demon’s Crest**

Demon’s Crest will probably be one of those sleeper games. The graphics are beautiful and the game control is top-notch. Also, the background music really draws you in.

*Oct. ’94*

**RANKING: 18 ** **AVG. RATING: 8.25**

**RANKING: #6**

**Super Nintendo**

**Donkey Kong**

Donkey Kong is back in this Game Boy variant that gives you more levels, cool cinemas and color using the Super Game Boy adapter. Takes you right back in time.

*Aug. ’94*

**RANKING: 20 ** **AVG. RATING: 8.25**

**RANKING: #7**

**Philips**

**Burn: Cycle**

Burn: Cycle is a great, interactive mystery that must be seen to be believed. It’s core cyberpunk with nothing left to the imagination. It’s a must for the CD-i.

*Nov. ’94*

**RANKING: 31 ** **AVG. RATING: 8.0**

**RANKING: #8**

**Playmates**

**Earthworm Jim**

One of the coolest games of the year, EWJ has it all. The warped jokes and stunning visual effects place this game in a field of its own. It’s a great addition to any game library.

*Oct. ’94*

**RANKING: 9 ** **AVG. RATING: 8.75**

**RANKING: #9**

**Computer West**

**Cannon Fodder**

As one of the best games out for the Jag, Cannon Fodder is a humorous look at war. The graphics are better than the average Jag games and it’s highly addictive.

*March ’95*

**RANKING: 46 ** **AVG. RATING: 7.75**

**RANKING: #10**

**Takara**

**Fatal Fury 2**

Fatal Fury is one of the better fighting games out for the Super NES and a great translation from the arcade with all of the characters, moves, graphics and sound.

*May ’94*

**RANKING: 11 ** **AVG. RATING: 8.5**

**RANKING: #11**

**Playmates**

**Earthworm Jim**

Earthworm Jim is a totally unique character, with plenty of animations and characteristics. With huge, challenging levels and hilarious bosses, this is a must-have.

*Oct. ’94*

**RANKING: 23 ** **AVG. RATING: 8.25**

**RANKING: #12**

**Konami**

**Contra: The Alien Wars**

Another excellent Game Boy game. This is an extremely close copy of the Super NES version. This is sure to keep you busy on those long, summer car trips.

*Dec. ’94*

**RANKING: 50 ** **AVG. RATING: 7.75**

**RANKING: #13**

**JVC**

**Ghoul Patrol**

A worthy sequel to Zombies Ate My Neighbors, the game play is the same, but a few new options are included, like boss characters and the ability to jump.

*Dec. ’94*

**RANKING: 49 ** **AVG. RATING: 7.75**
BLAST YOUR WAY THROUGH THE GALAXY with collectable Battletech Mechs from Tyco! Major Adam Steiner in his Axman leads his First Somerset Strikers to take back the Inner Sphere from the evil fury of the Jade Falcon Claw!

Each Mech comes with its own MechWarrior® and a full arsenal of heavy firepower! Plus a special Battle Damage feature—one well-placed shot can turn a Mech into a WRECK before you can say “particle projector cannon”!

BRING THE BATTLE TO YOUR HOMESTAR! Look for the full Battletech line!
Samurai Shodown II
As the only fighting game in our top eight, Samurai Shodown II earns its place. It is a big improvement over SS1. The graphics and sound are simply amazing while the playability is unmatched. (Jan. '95)

AVG. RATING: 9.0

Final Fantasy III
Undoubtedly the best RPG on the market, Final Fantasy III has caused insomnia in some of our editors. RPGs with this much depth and realism come once in a blue moon, so don't pass this one up. (Oct. '94)

AVG. RATING: 9.0

Super NES

Determination and action-oriented game with decent music and great sound effects. (March '95)

RANKING: 13 AVG. RATING: 8.25

The King of Fighters '94
Another totally awesome fighting game from SNK. With 24 characters and tons of special moves, this game is bound to keep you up late on many occasions. (Nov. '94)

RANKING: 10 AVG. RATING: 8.5

Lemmings 2
Those lovable critters are back for more action. This title adds some nice twists, like Lemmings with different skills and better-looking graphics. It's a must for Lemmings fans. (Feb. '95)

RANKING: 47 AVG. RATING: 7.75

The Lion King
An excellent movie-to-game translation and once again, this one does the animated feature justice. It has knock-out graphics and sound, plus challenging game play. (Nov. '94)

RANKING: 29 AVG. RATING: 8.0

Metal Warriors
Mechs, mechs, mechs. Metal Warriors offers up a mech-lover's delight. Lots of mechs to choose from, lots of weapon power-ups and huge, challenging levels. (April '95)

RANKING: 24 AVG. RATING: 8.125

Mortal Kombat II
This is the version of Mortal Kombat II to get. It plays almost the same as the arcade with all of the secrets and combos, and most of the audio included. (Oct. '94)

RANKING: 17 AVG. RATING: 8.25

R-Type III
R-Type III is quite possibly one of the best shooters ever produced. Huge levels, deadly bosses and an overall difficult game make it an excellent purchase. (Sept. '94)

RANKING: 37 AVG. RATING: 8.0
STRADDLE THE HOTTEST THING ON TWO WHEELS...

...for the adrenaline rush of a lifetime!! Kawasaki SuperBike Challenge saddles you on real, high-powered Kawasaki motorcycles that scream around a multitude of SuperBike circuits, including the Suzuki 8 Hour Endurance race. With superior graphics and sound, you'll experience lightning fast, realistic motorcycle performance with pit stops, tire wear and ever-changing weather conditions. Blow past the competition and earn points toward your ultimate goal, the SuperBike championship. Kawasaki SuperBike Challenge is motorcycle racing at its fastest!!!
Prolific Software

Return Fire

3DO

Return Fire is a great game that has it all: mass destruction, driving, flying, and a classical soundtrack and still more mass destruction. It's a great buy for the 3DO.

RANKING: 26

AVG. RATING: 8.0

Panasonic

Super Street Fighter II Turbo

3DO

A great translation for the 3DO with arcade-quality graphics and sound, near-perfect control even on the normal 3DO controller and yes, you can even play Akuma!

RANKING: 27

AVG. RATING: 8.0

Konami

Snatcher

Sega CD

Snatcher is a great title for older audiences. An adventure game with nice graphics and an intricate plot, this one is sure to keep you rooted in your seat.

RANKING: 16

AVG. RATING: 8.25

Atari

Tempest 2000

Jaguar

The best game out for the Jag, Tempest 2000 takes you back to your arcade-hopping days. With a cool, techno score and great graphics, it's a must.

RANKING: 12

AVG. RATING: 8.5

Nintendo

Tetris 2

Super NES

More of the same Tetris fun. If you loved the first, then this is the sequel for you. The Two-player Mode is an absolute addictive blast and will keep a pair up all night.

RANKING: 35

AVG. RATING: 8.0

Super NES

Sparkster

Super NES

This one has it all: huge levels, large Bosses, outstanding graphics and excellent music. There is plenty of technique to learn and you won't master this in one sitting.

RANKING: 33

AVG. RATING: 8.0

Sparkster by Konami

Spike McFang by BPS

JVC

Super Return of the Jedi

Super NES

All of you Star Wars fans look out because Vader's back. This game has excellent graphics and sound, plus some very hard levels that you can't just run through.

RANKING: 32

AVG. RATING: 8.0

Sunsoft

Zero, the Kamikaze Squirrel

Genesis

Zero has great graphics with vibrant colors, cool sound, awesome play mechanics and all the moves of Bruce Lee. This is one of the best action carts out for the Genesis.

RANKING: 15

AVG. RATING: 8.25

SNK

Super Side Kicks 2

Neo-Geo

Here's another great sports game from the guys at SNK. The control is dead-on with intense action. Soccer fans won't be disappointed. Listen to the crowd roar.

RANKING: 40

AVG. RATING: 8.0

Interplay

Bulletproof

Interplay

Sniper McFang is a huge adventure game similar to Zelda. The twist is that you can pick up partners along the way, but the perspective takes some getting used to.

RANKING: 27

AVG. RATING: 8.25

Crystal Dynamics

Star Control II

3DO

One of the best games out for the 3DO, Star Control II is a translation that surpasses the PC version. Excellent graphics and sound make this an absolute must-have.

RANKING: 19

AVG. RATING: 8.25

SNK/Alpha

World Heroes 2 Jet

Neo-Geo

This is another great fighting game for the NeoGeo. Tons of special moves, excellent graphics and top-notch sound make this one of the best fighters out today.

RANKING: 34

AVG. RATING: 8.0

Sega CD

Earthworm Jim

Interplay

The special edition of Earthworm Jim contains new levels, new music and more great animations. If you don't already have EWJ and love it, then this is the version of EWJ to get.

RANKING: 40

AVG. RATING: 8.0

Super NES

Mega Man X

Capcom

As the first Mega Man game for the Super NES, this one blows most other action games out of the water. It has 13 mind-bending levels and lots of secrets to find. If you're a fan, don't pass this one up.

RANKING: 7

AVG. RATING: 9.0

Capcom

NBA Jam

Sega CD

NBA Jam has made its way to the home systems. It's no surprise that it's here. It offers great graphics and cool sound. See if you can master it.

RANKING: 7

AVG. RATING: 9.0

Capcom

Super NES

Earthworm Jim

The special edition of Earthworm Jim contains new levels, new music and more great animations. If you don't already have EWJ and love it, then this is the version of EWJ to get.

RANKING: 7

AVG. RATING: 8.875
What’s the result when Game Boy® and Super NES® have a head-on collision? Super Game Boy®. This high-impact unit transforms your favorite portable games into full-screen, multi-colored masterpieces! Super Game Boy packs a lot of technology into a tiny Pak, but you don’t have to be a brain surgeon to figure out how to use it. It’s a simple piggy-back job. Just slide the Super Game Boy into your Super NES, as you would any other Super NES game, then pop any Game Boy game into the Super Game Boy.

Instant color conversion! And it’s not just for new Game Boy games. ANY Game Boy game can take advantage of Super Game Boy’s powers of color transformation. That’s a lot of games, too—well over 350 titles! And once you’re all set up, you’ll play your Game Boy games using Super NES controllers. You’ll hear the stereo Game Boy music through TV or stereo speakers. You’ll play it in living color on your TV screen. Get the big picture?
With Game Boy, you have the ability to “take it with you,” but Super Game Boy lets you show off your favorite Game Boy games in an all-new way. Your Game Boy games will look better, play easier and take on a whole new level of graphic detail. In this case, bigger is definitely better. Instantly mutate Metroids to 10 times their original size! If a picture is worth a thousand words, the “before and after” shots here are saying a lot of good things about Super Game Boy!
If you have a Super NES but not a Game Boy, you can access a whole new world of games. Super Game Boy allows you to play Super NES games on your Game Boy. The Legend of Zelda: Link's Awakening, and the final Fantasy Legend series take on a whole new level of excitement with Super Game Boy. Return of Samus and the entire Super Mario Land series can now be played on your Super NES! Only like Game Boy titles like Donkey Kong Land II and Metroid II: The Corruption.
When you plug a game into Super Game Boy—POW—instant color. Some color combinations look better than others, and some might be fitting for one game but not another. It all depends on what looks good to you. If the default color palette isn’t to your liking, that’s not a problem. Super Game Boy has lots of palettes to choose from, 32, to be exact.

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

There is a secret about the border. If you pause your game and let it set long enough, the border image changes and/or sets itself in motion. It’s like a Super NES screen saver. Try it!
Another custom feature that will help you create stand-out screens is Super Game Boy’s border option. It has nine pre-programmed borders, but your choices are almost endless because you can also design your own borders. Be creative. Select the Custom Border Icon and paint your own masterpiece.

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

If you really want to go crazy with your borders, we suggest hooking up the Super NES Mouse to port II on your Super NES. It will work kind of like Mario Paint. Just select a color from the color palette, click and hold the buttons, and paint away!
Programmers can now pre-assign colors to provide optimal contrast, vibrancy and detail with Super Game Boy Enhanced Mode. Different levels of a game can access different color palettes, as well. And customized borders that surround the playfield can be built-in to create an exciting frame that complements the game. Check out games like Donkey Kong, Space Invaders, Wild Snake, Bonk’s Revenge, Mega Man V, Donkey Kong Land and more! Keep an eye out for the happy face icon on the box. It lets you know that the Super Game Boy Enhanced Mode is ready to roll!

Get the complete guide to the colorful side of Game Boy with this free 72-page Player’s Guide now included with Super Game Boy!

Hey! Rip out this coupon and score $5 off your purchase of Super Game Boy!

Save $5.00 When you purchase one Super Game Boy.

CONSUMER: Coupon is only valid towards the purchase of Super Game Boy. Coupon must be submitted to an authorized Nintendo retailer by the printed expiration date of the time of purchase in order to receive the discount off the retail selling price. Limit one coupon per specified Super Game Boy purchase. No other discount promotions may be used in conjunction with this coupon. Consumer is responsible for the payment of applicable taxes in connection with the purchase. Good in the U.S. and Puerto Rico only. Cash value 1/100¢. Coupon expires December 31, 1995.

RECIPIENT: Nintendo of America Inc. will reimburse the face value of this coupon plus eight (8) cents handling, provided it was accepted from your customer and its face value amount was deducted from the retail selling price at the time of purchase of the designated product. Limit one coupon per qualifying item purchased. Other applications may constitute fraud. Void if copied or altered and where prohibited, licensed or regulated. Coupons submitted become property of Nintendo. Reimbursement will be made only to authorized Nintendo retailer who redeemed coupon. Good only in the U.S. and Puerto Rico. Send property redeemed coupons with return address within thirty (30) days of print expiration date to: NINTENDO OF AMERICA INC., P.O. Box 860411, El Paso, TX 88986-0421.

GOOD TOWARDS PURCHASE OF FEATURED SUPER GAME BOY ONLY.

Manufacturer’s Coupon Offer expires December 31, 1995.
THE MELTDOWN BEGINS
JUNE 1, 1995
COORDINATES:
HTTP://WWW.NUKE.COM
... So Jordan's back, we're down to the Final Four and the Eagles just let Walker go. It has been quite a month in sports and to celebrate, the Q is back once again with his hands on some big wood just in time to knock out the hottest gossip you'll find engraved on dead trees. Coming up to the plate this month, kiddies, the Q-Mann has his head full of rumors from the ECTS gala in Merry Old England. From Sony to Sega, Japan to the U.S., the Main Man has the inside scoop. ... Well, we've all been to Saturn and we've done the Neptune thing, but are you ready for Mercury? Seems that may be Sega's next destination as yours truly has dug up the dirt on a new 64-Bit, cartridge-based game machine that may be under development at Sega R&D in Japan. The odd thing about this rumor, however, is that no one from the usually tight-lipped PR machines at Sega U.S. and Sega Europe would deny that such a product was in development. Now, let's see, that makes about a half a dozen hardware configs for the big S. ... It may not be news to all you Wall Street Wizards, but for you Quarter-Maniacs word that the dollar continues to buy fewer yen is sending some cold chills down the Sega/Sony/Nintendo trio. The big fear is that the next-generation hardware will hit shelves over the $300 threshold that will spell certain doom. ...

... The Q hears that Final Fantasy 7 may already be prepped for an Ultra launch this fall. Also on tap for the big U is another RPG starring Mario, Luigi and the Princess. Or could they be one in the same? The Mann will keep you posted with the details, but rumor has it that the deal has been inked and the game is being finished up as we speak. ... File it under Ultra Secret: Quartermann has heard a rumor that Nintendo opted for the cartridge format as the basis of their Ultra 64 game system because Sony and Philips continue to be miffed at the snubbing that both received at various times from the big N back in the early '90s. Talk about holding a grudge. ... A third party will be releasing the optical disk drive that EGM originally profiled about two years ago as part of their Ultra release. This device, which was originally created as an attachment to the Super NES, will enable games with enhanced CD-ROM-like features that come encased in special cartridge caddies. ...

... After the hoopla of Saturn Day瀵么Sept. 2, keep your eyes peeled on the totally cyber Virtual Reality helmet created jointly by Sega and Virtua IO. This was the same pair that had originally announced Virtual gear for around $200, and although that were got the axe, seems the new equipment will hit stores soon after Saturn's launch. ... Get set for Virtua Fighter on the 32X. ... Remember the rumor that yours truly passed along a couple of months ago about Sega 32X development systems not utilizing the full potential of the machine? Well, the Q hears that something similar may strike the initial Saturn releases. ... Look for EA to buy into IndieProd, a new, motion-picture company, as well as expect movement from Dreamworks, a movie company, looking to buy into a VERY big software company. ...

... The Quartermann hears that Sony originally planned to launch their new unit on Sept. 20, but they are now trying to move that date forward to counter Sega's Saturn-Day fanfare. Their office is so new they don't even have a coffee pot plugged in yet, according to my Q-sources, but the real problem facing Sony is that evil price point. Seems that someone at Sony was Racing for the door when told that the PSX was targeted at 400 clams. To keep their white shirts from screaming Sega, the Q understands the big guns decided to re-evaluate their decision and try again for that elusive $299 price point. ... If you've got the big bucks, you can slam down the dough to score a Sony TV, VCR, PlayStation, M-PEG super system that also plays CDs! ... News on other PlayStation products includes the Q's undercover discovery of a digital steering wheel and Game Genie (that are being made by a small British firm. ...

... Dig into Crystal Dynamics for super-charged revs of Gex on the PSX and Saturn, as well as another shooter entitled Solar Eclipse. ... Although the game is close to a year away, yours truly hears Primal Rage 2 is in development. Sources recently told the Q that a new assortment of big-fanged bad guys as well as some old favorites will be back for part two. This time around don't be surprised if the dinos play some stickball or maybe even soccer with the natives. ... Atari is getting ready to take a great big bite out of the backside of their critics with some very cool games in the works. Besides Thea Realm Fighters, a fighting game featuring Hsu Sung Pak and Daniel Pesina (Johnny Cage) of Mortal Kombat and Mortal Kombat II fame, Atari will also get the grandaddy of fighters, Mortal Kombat 3, as well as updated versions of Joust and Defender next year. ... Atari developers are also working on Pong 2000 and the Jaguar 3, an upgrade from the current Jag with a double-speed CD-ROM drive that will have some hefty horsepower under the hood and a price tag of around $350. Also under consideration are a modern peripheral and virtual-reality headset being rumored to be crafted by California-based Virtuality Entertainment. The headset is rumored to clock in at around $200 and is scheduled to be released before Christmas this year. ...

... In a little news from Hollywood, Williams and New Line Cinema are regretting they did not use the original characters from the video games in Mortal Kombat: The Movie. There's a feud brewing between Williams and New Line and no one wants to go on the record about it. They're pouring another 10 million dollars into special effects to make it better, according to sources close to Williams. The movie has been pushed back until August and if the special effects don't spuce up the flick, more work will be done until the movie is tuned up just right. ... As the Q leaves his keyboard and takes to the air doing his best Jordan impersonation, I'm off to the arcade to try the latest MK3 secrets (did someone say I can play as Clinton??!!??!) ...

- QUARTERMAN
If it's a challenge you want... then it's a deadly game you'll get!

"...most radical comedy horror action-adventure of 1995!"

"...no challenge too big!"

SPECTACULAR GRAPHICS!

You tell lance which way to go...

...Wrong!

It shouldn't be legal to jam this much animation into one game!

Dodge hooks, evade the always well-armed Fritz, and hunt down the evil Dr. Nero neurosis as you race through his twisted castle, but always keep an eye out or this explosively interactive experience will blow your mind!
Wired For Speed

You don't need a lot of BRAINS to see why the GoldStar 3DO® Interactive Multiplayer® is the game system that can't be beat. Its eye-popping FULL-MOTION VIDEO, full-blown 3D GRAPHICS and 16 MILLION COLORS make everything else look like a joke.

Its special audio processor blasts you with CD-QUALITY SOUND.

And for the total head trip, its 32-BIT RISC CHIP moves so fast, other game systems look like they're standing still. Heard enough?

Then it's time to face the future. Check out GoldStar 3DO®, if you've got the nerve.

FREE $30 TOTAL VALUE

SHOCK WAVE & FIFA INTERNATIONAL SOCCER

GoldStar

Play The Future Today

3DO, the 3DO logo and Interactive Multiplayer are trademarks of the 3DO Company. All other trademarks are the property of their respective owners.
Our editors recently flew to London for the annual ECTS (European Consumer Trade Show) to get a glimpse at the U.K. marketplace. Sega was going all-out. Both the Sega Saturn and the 32X had high-profile titles, plus a few for the Mega Drive.

**GENESIS**

**X-PERTS ... Sega’s Answer to Donkey Kong!!**
Sega's whipping up a brand-new game that promises to revolutionize the way 16-Bit games are done. Coming out around Christmas for the Genesis, players are going to be treated to Silicon Graphics Imagery and unbelievable sounds. No pictures of X-Perts are available yet, but we'll be bringing you the latest word.

**LAST-MINUTE UPDATE!**
*EGM* has learned that Sega will be selling the Saturn in a few select test markets as early as July 11! The official, nationwide roll-out is set for Sept. 2, 1995.

**SEGA 32X**

**ZAXXON'S MOTHERBASE 2000**

Zaxxon's Motherbase 2000 brings the classic arcade series to the 32-Bit level. There is lots of intense shooter action with the same innovative, 3-D perspective that wowed players of yesteryear. It's a blast from the past!

**STELLAR ASSAULT**
Stellar Assault is a cool, new shooter that lets one or two players pilot a starship into heavily guarded enemy bases. SA is done in a style very similar to the 32X Star Wars.

**COMING SOON FOR THE 32X ...**

<table>
<thead>
<tr>
<th>VIRTUA FIGHTER</th>
<th>X-MEN</th>
</tr>
</thead>
<tbody>
<tr>
<td>VIRTUA HAMSTER</td>
<td>32-XTREME</td>
</tr>
<tr>
<td>STRIKER</td>
<td>OUTPOST</td>
</tr>
<tr>
<td>KOLOBRI</td>
<td>RATCHET AND BOLT</td>
</tr>
</tbody>
</table>

Special thanks go to Sega Europe and Sega America for the exclusive information!
At the ECTS, we were given a better glimpse at what games would be released for the Sega Saturn. Many notable titles were on display. Watch for these exciting titles to come to the U.S. this fall!

**NHL HOCKEY**
The Sega Sports series gets one of the roughest titles of the year with NHL Hockey. The graphics are unbelievable and should give armchair athletes something to clamor over.

**GRAND CHASER**
Grand Chaser is racing of the future. With texture-mapped polygon tracks and intense racing action, GC will thrill gamers everywhere. Perfect for Daytona fans.

**VIRTUA COP**
Sega's latest Virtua arcade title comes home with this brand-new Saturn CD. Expect this game to be very close to the arcade version, on par with Virtua Fighter. Fight terrorists—virtua style!

**PINBALL ARENA**
Pinball Arena is one of the first pinball simulations on the Sega Saturn. Beautifully drawn playfields and realistic control make it seem as if you are playing the real thing. Pinball buffs, rejoice!

**DEADALUS**
Doom-style action hits home on the Sega Saturn with Deadalus. Enter a space colony and rid it of vicious aliens and robots.

**BLACKFIRE**
Take the controls of a sleek, deadly attack helicopter and fly in a series of missions that'll have you breaking out in a sweat.

**BUG!**
Bug! is a cool, Mario-type adventure loaded with eye-popping visuals and secrets for the adventurous player. The game will take a 3-D view in certain areas. Bug! Looks like fun!

**VIRTUAL HYDLIDE**
The Hydlide series has gone 32-Bit with the latest game having a first-person slant to it. Lots of intrigue, monsters and mayhem await those who wish to delve into its many secrets.

**COMING SOON FOR THE SEGA SATURN**
The Saturn will be receiving a great number of cool CDs.

- **CONGO**
- **NBA BASKETBALL**
- **FREERUNNER**
- **CLOCKWORK KNIGHT 2**
- **VIRTUA FIGHTER 2**
- **WORLD STRIKER**
- **REAL YUMEMI**
- **SEGA RALLY**
Mortal Month begins with the official release of MK3. This could possibly be the hottest fighting game of all time, as well as the biggest money maker for both the home and arcades. *EGM* introduces you to the characters and game that will sweep the nation!

**THE BEGINNING**

Thousands of years ago an order of the wisest men from the Far East received visions of a dark realm. This realm came to be known as the **OUTWORLD**. It was dark and chaotic and ruled by a vicious emperor. The wise men knew that travel between the dark realm and Earth would someday be possible if the conditions were right. The conditions being the unbalancing of the furies—negative and positive forces which keep our unstable universe from collapsing onto itself. Knowing that the eminent Outworld invasion would prove too much for Earth, they appealed to the Elder Gods. It was for this reason the Elder Gods created the tournament called Mortal Kombat. Through this contest, we protect not only the safety of our realm, but the existence of our souls.

**EVIL REBORN**

For centuries Earth has used Mortal Kombat to defend itself against the Outworld's emperor—Shao Kahn. But Kahn becomes frustrated by failed attempts at taking Earth through the tournament battle. He decides to enact a plan which began almost 10,000 years ago. It was during a time in which Kahn had a queen. Her name was Sindel and her premature death was devastating. Kahn's shadow priests, lead by sorcerer Shang Tsung, would make it so Sindel's spirit would someday be reborn—not on the Outworld but on the Earth realm itself. This unholy act gives Shao Kahn the power to step through the dimensional gates and reclaim his queen, thus enabling him to finally seize Earth.

**CONQUEST**

Upon breaching the portal into Earth, Shao Kahn strips the planet of all human life. He claims every soul as his own. Slowly the Earth begins to transform into a part of the Outworld itself. But there are human souls which Shao Kahn cannot take. These souls belong to the warriors chosen to represent the Earth in a new Mortal Kombat. The warriors are scattered throughout the planet and Kahn sends an army of fierce Outworld warriors to find and eliminate them. Some of the Earth's warriors survive the attacks, but most do not. The remaining few hold the chance at saving all of human kind.

**RAIDEN'S CREED**

Remember these words warriors,

You have been chosen to represent Earth in Mortal Kombat. Each of you poses a vital threat to Shao Kahn's occupation of Earth. Be warned: although your souls are protected against Shao Kahn's evil, your lives are not! I cannot interfere with these matters any longer. Your Earth is now governed by the gods of the Outworld. These are the words of RAIDEN.
Encryption Code

The little "combination lock" below the Vs. Screen is the doorway to accessing tons of secrets. There are eight possible items to choose from: MK3 symbol, Skull, Question mark, Raiden, yin/yang, Shao Kahn, lightning bolt and peace symbol. Each of the lower buttons for player 1 and 2 correspond to a slot (1-low punch, 2-block, 3-low kick, 4-low punch, 5-block, 6-low kick). By pressing the button any number of times you can select from the eight items and build a code that can affect the game.

Try these codes to start you off:

HANDICAPPING: only 1/2 an energy bar: Shao Kahn—Shao Kahn—Shao Kahn (on your side)
BLOCKING DISABLED: Yin Yang—Yin Yang—Yin Yang—Yin Yang—Yin Yang—Yin Yang
THROWS DISABLED: MK3—Dragon—MK3—MK3—MK3—Dragon
DARK FIGHTING: Dragon—Dragon—MK3—Dragon—Dragon—MK3

MOVE KEY

HK=high kick, LK=low kick, HP=high punch, LP=low punch,
BL=block, U=up, D=down, B=back, F=forward, HCT=half circle toward, HCB=half circle back.

MOTARO

If you ever thought Goro or Kintaro were bad, just wait until you meet Motaro! This steel-tailed centaur has the ability to deflect projectiles and romp you into the ground in no time! The only way to beat him is to find a pattern that works. So far he is susceptible to turnaround kicks done over and over—they whittle him down—but not much else works.

Special thanks to Diversions of Chicago for being the exclusive, premier location of Mortal Kombat 3.

All moves were performed on a preliminary version and are subject to change without notice.
**Fatality**

**EGM** joins the rage and shows off a few of the first Fatalities along with some extra hints!

MK's trademark Fatalities are back and better than ever, including an all-new Pit. Also returning are the Friendship moves, such as Sheeva's plate spinning on a stick routine. In addition, the rumored Animalities are in this version. In order to access them, you must do something similar to the Babalities and Friendship moves of MK II. Good luck!

**Skeleton Pull**

Kano's got a bone to pick with you in this Fatality. Move right next to your opponent, tap forward three times and then press low punch.

**Pray for Death**

Using his spiritual powers, Nightwolf calls the furies of the gods. Tap down, forward, forward and press high kick from a little under a sweep distance away.

**Kiss of Death**

Similar in look to her original Fatality, the beautiful Sonya blows you one heck of a kiss. From anywhere on the screen, press down three times, forward and press low kick.

**Red Eye**

Always wondered what was with the red eye mask. From a little more than a sweep distance, tap three forward and press high kick.

**Sektor Compactor**

This robo ninja shows there is more to him than meets the eye. From about a sweep distance away, tap back three times and press high kick.

All moves were performed on a preliminary version and are subject to change without notice.
Jax

- Maj. Jax Briggs -
  After failing to convince his superiors of the coming Outworld menace, Jax begins to covertly prepare for future battle with Kahn's minions. He outfits both arms with indestructible bionic implants. This is when Jax is prepared to win.

1) Single Fireball:
   B, F, HP

2) Dash Punch:
   F, F, HK

3) Gotcha:
   F, F, LP

4) Ground Slam:
   Charge LK

Sheeva

1) Firebolt:
   HCT, HP

2) Teleport Stomp:
   D, U

3) 4-Hit Combo:
   F, LP

4) 4-Hit Combo:
   HP, HP, LP, HP

Sheeva - She was hand picked by Shao Kahn to serve as Sindel's personal protector. She becomes suspicious of Shao Kahn's loyalty towards her race of Centurions when he places Mortal as the leader of his extermination squads. On the Outworld Mortal's race of Centurions are the natural enemy of Shokan.
**Cyrax**

Cyrax is unit LX-604, the 2nd of three prototype cybernetic ninjas built by the Lin Koai. Like his counterparts, his last programmed command is to find and terminate the rogue ninja, Sub-Zero. Without a soul, Cyrax goes undetected by Shao Kahn and remains a possible threat against his occupation of Earth.

1) Yellow Grenade: B, B, D, HP
2) Exploding Teleport: F, F, D, BL
3) Electric Net: B, B, LK
4) Crab and Slam: F, LP

**Nightwolf**

Nightwolf works as a historian and preserver of his people's culture. When Kahn's portal opens over North America, Nightwolf uses the magic of his shamans to protect his tribe's sacred land. This area becomes a vital threat to Kahn's occupation of the Earth.

All moves were performed on a preliminary version and are subject to change without notice.
Liu Kang

WINS: 00

1) High Fireball: F, F, HP
2) Low Fireball: F, F, LP
3) Bicycle Kick: Charge LK
4) Dragon Kick: F, F, HK

Kabal

1) Fireball: B, B, HP
2) Spear Toss: F, LP
3) Tornado Dash: B, F, LK
4) Sword Slice Combo: HP, HP, D, LP, D, HP

Liu Kang - After the Outworld Invasion, Liu Kang finds himself the prime target of Kahn’s extermination squads. He is the Shaolin Champion and has thwarted Kahn’s schemes in the past. Of all the humans, Kang poses the greatest threat to Shao Kahn’s role.

Kabal - As a chosen warrior, his identity is a mystery to all. It’s believed that he is the survivor of an attack by Shao Kahn’s extermination squads. As a result, he is viciously scarred and kept alive only by artificial respirators and a rage for ending Shao Kahn’s conquest.

All moves were performed on a preliminary version and are subject to change without notice.
Kung Lao

1) Air Kick: D, HK
2) Hat Throw: B, F, LP
3) Teleport: D, 4
4) Flip Piledriver: F, LP

Stryker

1) Low Grenade Throw: HCB, LP
2) High Grenade Throw: HCB, HP
3) Nightstick Throw: F, LP
4) Baton Throw: F, F, HK

- Stryker -
When the Outworld Portal opens over a large city in North America, panic and chaos rage out of control. Kurtis Stryker was the leader of a riot control brigade when Shao Kahn began taking souls. He finds himself the lone survivor of a city once populated by millions.

All moves were performed on a preliminary version and are subject to change without notice.
**Kano**

Kano is thought to have been killed in the first tournament. Instead he found himself in the Outworld where he once again escapes capture by Sub-Zero. Before the actual Outworld invasion, Kano convinces Shao Kahn to spare his soul. Kahn needs someone to teach his warriors how to use Earth's weapons. Kano is the man to do it.

1) Sword Throw:
   HCB, HP
2) Cannonball:
   Charge LK
3) Sword Dash:
   HCT, HP
4) Grab & Strangle:
   HCT, LP

---

**Sindel**

She once ruled the Outworld at Shao Kahn's side as his Queen. Now 10,000 years after his death she is reborn Earth, her evil intent. Every match for Kahn's tyranny. She is the key to his occupation of Earth.

1) Sonic Scream:
   F, F, HP
2) Float:
   B, B, F, HK
3) Floating Fireball:
   HCT, LK
4) Hair Throw:
   F, LP

All moves were performed on a preliminary version and are subject to change without notice.
Sektor

1) Homing Missile:
   HCB, HP
2) Chest Missile:
   F, F, LP
3) Mechanical Arm:
   F, LP (close)
4) Teleport:
   F, F, LK

Shang Tsung

1) One Flaming Skull:
   B, HP
Two Flaming Skulls:
   B, B, F, HP
Three Flaming Skulls:
   B, B, F, HP
2) Fire Eruption:
   D, F, B, B, LK
3) Rolling Throw:
   F, LP
4) Sub-Zero Morph:
   F, B, F, HK

Shang Tsung is Shao Kahn's lead sorcerer. He once fell out of favor with his emperor after failing to win the Earth Realm through tournament battle. But the ever-scheming Shang Tsung is instrumental in Kahn's conquest of Earth. He has now been granted more power than ever.
**Sub-Zero**

The ninja returns. Masked, he was betrayed by his own ninja clan. The Lin Mei. He broke sacred codes of honor, leaving the clan and marked for death, but unlike the ninja of old, his pursuers come as machines. He must not only defend against the Outworld menace, but must also elude his soulless assassins.

1) Ice Shower:
   - HCT, HP
2) Ice Statue:
   - HCB, LP
3) Slider:
   - B, (LP, BL, LK)
4) Opponent Toss:
   - F, LP

---

**Sonya**

Sonya disappeared after the first tournament. But was later rescued from the Outworld by Jax. Returning to Earth, Sonya and Jax try to warn the government of the looming Outworld menace. Lacking proof, they watch helplessly as Sonya begins his invasion.

1) Air Punch:
   - F, B, HP
2) Bicycle Kick:
   - B, B, D, HK
3) Leg Grab:
   - D, BL, LP
4) Rings Fireball:
   - HCT, LP

All moves were performed on a preliminary version and are subject to change without notice.
THE CREATION OF DAYTONA, AND THE FUTURE PROJECTS OF AM2.

EGM's behind-the-scenes interview with Sega's top development team for the arcades, plus Sega Saturn reveals the details behind their hit coin-muncher Daytona USA, its conversion to the home platform on the Saturn and other new titles that are currently under way.

EGM: What games are you currently working on?

FK: We're working on the almost-complete version of Daytona USA for Saturn. After that, we've begun doing preliminary studies on Virtua Fighter 3.

What about AM2's next game? Virtua Cop 2?

Pretty well without a doubt.

What about Virtua Cop 2?

We're not sure if there will be VC2. However, since the original VC did well at the arcades, we are certainly thinking about something to follow up.

Perhaps something like VC2 with full texture mapping and buckets of blood?

Ugh, no, we don't think so. As far as Sega is concerned, we don't make games with bloody scenes.

Oh! What about Van Battle (renamed Battle Monsters and now to be released by Naxat) and Cyber Brawl (Cosmic Carnage)?

Uh, yeah. Well, there are games like that. But okay, as far as AM2 is concerned, we probably won't be involved in making games with blood or excessive violence. It's really in line with our section's game design policies to make more realistic games. The games we made so far have been more like simulators, for instance, games like Virtua Racing and Virtua Fighter. So since we've focused on more realistic, simulator-type games, we probably will not be making games with excessive blood or violence.

Okay, let's focus on Daytona. How well did Daytona do at arcades?

It did very well. We think its operation level was consistently over 80 percent, which is very good. We also think Daytona did very well in America.

How long did it take to produce the arcade Daytona? How many people were involved?

That's sort of confidential. I guess we began working on it about half a year before the original VF was introduced... about November '93. I think Daytona was introduced in about April of May of '94. So say about a year? But before that, we did Virtua Fighter and Daytona. So in that context, Daytona can be considered having been taken close to two years.

How long did the Saturn version of Daytona take to do?

Officially, we didn't really begin work on it until the Saturn Virtua Fighter was completed. That was released simultaneously with the Saturn on Nov. 22, so I guess a little before that. So say from November onward? Approximately five months.

How far along is Daytona now?

At this point, it's about 90 percent done. So the version you played here is pretty much what you can expect to buy on April 1. Of course, there are still a few tweaks that need to be fixed, such as the way some mountains and other polygon objects in the background suddenly disappear, but we intend to iron those out.

So you feel Daytona has maximized the potential provided by the Saturn system?

No. We think that the Saturn still has plenty to offer in terms of performance. Although we feel we made very good use of Saturn's twin CPU potential, according to Yu Suzuki, our department GM, we still haven't fully tapped the vast potential of the multi-processor system. So when we can finally make full use of all processors, we should be able to make even
more spectacular games.

**What changes have been made from the arcade version?**

We tried to do a faithful translation of the arcade version. Of course, we have added several features to make it suitable for playing at home. Actually, there was an Endurance Mode available on the arcade version to see how many laps you could do. Unfortunately, arcade operators wouldn’t let us use that mode, for obvious reasons. That mode is incorporated in the Saturn version. There’s also a Mirror Mode in which you can drive the courses facing the other way, kind of like the Extra courses in PSX Ridge Racer.

**So essentially there are six tracks?**

That’s right. There are no other courses, though. Other than that, there’s the Saturn Mode in which you can change the color of your car.

**Are there any differences in the performance specs of the cars?**

No. You just get the one car.

**There’s not even a hidden car you can access with a code?**

I can’t comment on that. Maybe the next time we talk. Actually, I don’t think there is any other car you can use, but there are other features of the home version that I’m not allowed to reveal yet. As for tricks that were in the arcade version such as playing a slot machine, all those have been ported over.

**How about hooking up two Saturns and TVs for a Two-player Mode?**

Not at this point. We think it would be great if we could actually do that, but it just wasn’t possible given the time we had. Perhaps in the future we could do it as a different version. But right now we have to get rolling on VF2 for Saturn.

**How well do you think Daytona will do?**

Response from retailers and wholesalers has been outstanding. It’s guaranteed to be a major hit.

**We understand that VF has sold on almost a one-to-one ratio with Saturn. How close will Daytona come to that figure?**

The initial orders for Daytona are very close to that ratio. Also, we think that Daytona will be bought not only by those people who have a Saturn already, but will also motivate people who don’t have the system yet to buy one. Like you, for instance. (Laughter)

**Yup! I’m sold! When you finish development on Daytona, what game will you be doing next? Virtua Fighter 2! Virtua Cop!**

To Sega, VF2 would be the more important game. Actually, before Daytona got very hectic, we were actually progressing on VF2. But when things got tight, we ended putting all our development crew to work on Daytona, so VF2 had been on the back burner. But we’ll get back to work on it right away. Of course, Virtua Cop is also highly demanded by fans, so I think we will be preparing that also.

**Will AM2 be doing the VC Saturn port?**

Certainly.

**What about a gun?**

We’ll probably make it. In Daytona’s case, we did develop the racing controller.

**After that, I guess you’ve got VF3 for the arcade coming.**

We’ve begun preliminary planning on it.

**What sort of changes have you planned?**

Now we’re getting into top-secret stuff. (Laugh)

**The last time we spoke you mentioned that VF2 tended to emphasize a lot of Chinese martial arts. Will we be seeing more Western fighting styles?**

We certainly would like to. Another thing, when we went from VF to VF2, there was a considerable amount of improvement in terms of graphics, so when we go on to VF3 we’ll probably see a similar evolution.

**Wow. You’ll still be using the Model 2 board?**

That’s hard to say right now. We haven’t fully tapped the potential of Model 2 yet with VF2. There’s the possibility that we’ll use Model 2, and there’s also the possibility of using a different board.

**What about the arcade VF3 release date?**

Well, the original VF came out at the end of ’93, and VF2 came out at the end of ’94, so we’d like you to draw your own conclusions.

**When is the Saturn VF2 coming out? Is it possible to just apply texture mapping to the original VF? Or do you have to redo it from the ground up?**

We have to redo it entirely. As for the release date, we can’t really say at this point since we’re just about resuming work on it. Put it this way, when VF2 hit the arcades at the end of last year, VF was released with Saturn. That helped hype interest in both versions, so we’re hoping to be able to do the same thing again.

**So when Saturn is released in America, I heard sometime this autumn [at the time of the interview the Sept. 2 release date had not yet been announced], it might be tough to have VF2 ready?**

We can’t really comment on that. But we think a large selection of top-quality games will be available, including the original VF, Daytona, Clockwork Knight and Panzer Dragoon.

**Is AM2 working on any 32X softs?**

No, we’re not.

**We’ve heard that SOA President Tom Kalinske has said that there will be 32X versions of VF and VF2.**

Well perhaps, but even if someone is working on such games, they aren’t being done by AM2.

**Are such games being done in Japan?**

Maybe, or maybe in America.

**Is there any possibility that other AM2 games such as Daytona will be released for the 32X?**

May be.

**But not by AM2?**

Right. We’re concentrating solely on doing arcades and ports to Saturn.

**What can we expect to see in the way of other new titles?**

We’re working on a number of new projects, but we can’t reveal them quite yet. But don’t worry, we’ve got many great titles coming. Keep your eyes on us!
A DAY IN THE LIFE OF SQUARE

by John Gurka

Squaresoft, the final frontier. I have been able to boldly go where not many have gone before. I wish I could relive those two days over again. ... Redmond, WA, is definitely the place to be! Not only is there some absolutely gorgeous scenery, but it is home to some of the best video game companies anywhere, including Nintendo and most importantly, SquareSoft. In 1992 when the Super NES came out, I bought the system about three months after its debut. I had already played Final Fantasy for the Nintendo 8-Bit system and loved it. So seeing Final Fantasy II on the Super NES is what made me buy the system. As soon as I left the electronic store with my new system in hand, I went to the local video store.

I practically ran to the video game section and grabbed a copy. I got home and hooked up my system. Final Fantasy was already up and running. On that day, I had yet to play a better video game. That is, of course, until Final Fantasy III came out. On that first day that I played FF2, I fell in love with SquareSoft. It had been a dream of mine to visit their headquarters since '92, and it finally came true.

I could barely contain my excitement on the plane ride to Seattle. Once I landed, I knew that Square was only a hop, skip and jump away. Mirko Fregua, the assistant product manager at SquareSoft, picked me up from the airport. Some 20 minutes later, we had arrived at the headquarters. Walking through the doors made me realize that my dream was becoming a reality! They sat me down in the conference room where they had a fantastic home-video system set up: a big 35-inch screen with one heck of a sound system. When they fired up The Secret of Evermore, it nearly knocked me over. I talked with Alan Weiss, the producer over at Square, for about a half hour about Evermore and all the features it had. He played through it for about 45 minutes, showing me some of the really unique features in the game. This game is done in a very Mana-like fashion. The fighting is the same, and you even bring up ring menus just like Mana. You have an Energy Bar at the bottom of the screen that works almost exactly like Mana except rather than going from zero to 100 percent, your are allotted a certain amount of energy in that bar. Once you use that energy by running or swinging your sword, you must wait a fair amount of time to fill it up again. Also, there is magic in the game—only this time, it is alchemy. You must learn combinations for spells then find all the right ingredients in order to cast them. All in all, this looks like a really cool game. The only thing I haven't
It will take you a million light years from home.

Stargate

But will it bring you back?

Battle Ra's morphing henchmen!
Desert dogfight in a stolen glider!
O'Neil heats up the palace guards!
Firefight in the streets of Nagada!

Look for Stargate on home video from Live Entertainment.

Stargate™ is a trademark of Le Studio Canal+ (U.S.) All rights reserved. TM designates a trademark of Le Studio Canal+ (U.S). Nintendo Super Nintendo Entertainment System, Game Boy and the official seals are registered trademarks of Nintendo of America Inc. © 1991 Nintendo of America Inc. Sega, Genesis & Game Gear are trademarks of Sega Enterprises, Ltd. Acclaim is a division of Acclaim Entertainment, Inc. © & © 1996 Acclaim Entertainment, Inc. All rights reserved.
gotten to get a really close look at the story line. Now in my opinion, the story line is 50 percent of any RPG. If Final Fantasy III didn't have a really decent story line, it would not be quite as cool. So unfortunately I cannot tell you about that, but I do look forward to getting a copy of this game and playing it. After I got my footage of Evermore, I was taken on a tour of Squaresoft.

I met just about everyone who works there. I got to see some of the projects people were working on like David House (left). He is working on a rhinoceros-type enemy for the game. I talked to most of the artists and some of the programmers about the kinds of things they're working on.

SAGE (Square's Amazing Graphical Editor) is an in-house tool that is used to convert and collect conceptual designs into binary data for the game. They have special tool programmers who work full-time on creating new tools for the artists to make their lives a lot easier.

After I met the artists and programmers, I got to meet Jeremy Soule (pictured in the upper-right corner) who is the main music and sound guy for Evermore. I must say it was a treat to hear some of the preliminary music that he had written and composed. It is amazing how good computerized sound can be. I heard some of his demo tapes that he used to get the job at Square and it is phenomenal.

I also had the chance to talk to Ted Woolsey who is the main translator for most of Square's Japanese games we have all come to love. He translated all of FF3 and Mystic Quest, and half of

As far as Final Fantasy V goes, keep writing those letters. There is a good chance we may get to play that awesome game yet!
PINBALL FANTASIES

A FLIPPIN' GOOD TIME!

4 different & challenging tables!

Authentic sound track!

Multiple table settings!

Top 4 scores for each table are saved!

Unlimited hours of game play!

Up to 8 players can play!

Are you up to the challenge? Turn your Jaguar into the ultimate amusement arcade with Pinball Fantasies - the greatest pinball simulator ever. Play any of the four mind numbing tables and experience the most realistic ball movement you'll ever see in a video game. If you're looking for instant playability, speed and excitement, Pinball Fantasies is the game for you.

Distributed by: Computer West (805) 546-9036

ATARI, the Atari logo, Jaguar and Jaguar logo are trademarks or registered trademarks of Atari corporation. Copyright 1994 Atari corporation, Sunnyvale, CA 94089-1302. All rights reserved.

JAGUAR 64-BIT INTERACTIVE MULTIMEDIA SYSTEM
Reno or Bust!
The show got off to a slow start—or a quick end—due to the freak weather in Reno, NV. For the first time in a long while, a blizzard closed the entire airport. Flights from all airlines were backed up and few passengers escaped the nightmare of jet lag. Once there, the big attraction seemed to be Midway's MK3. There were several live actors and demos running to promote the MK3 experience. Not to be outdone, Capcom had a few of the X-Men characters walking around to pump up the current arcade release, X-Men: Children of the Atom. Actually, the real attraction at the Capcom booth was the latest Street Fighter update—a digitized movie version. Capcom, along with Gamesfan, are putting out a new look for SF that plays the same, but is still different enough to catch your eye. Street Fighter and MK3 were not the only games to be seen. Sega had an impressive lineup of games—from their current driving king, Daytona, to the more recent Sega Rally and Cool Riders motorcycle sim. Sega also had Virtua Striker, the most incredible soccer game yet! SNK was hot as well, showing off earlier games like Double Dragon and Shadow of the Sun, as well as the all-new Fatal Fury 3, that adds an all-new, 3-D flavor to the now-classic title. Namco had one of the more impressive booths, with a 40 percent-complete copy of Alpine Racer; a new skiing sim, Air Combat 22, connected to a VR-type Cyber Sphere and Cyber cycles. Look for more coverage with interviews and awesome pictures in the next EGM!
One has to pay dearly for immortality; one has to die several times while one is still alive.

-Nietzsche

MK3. The Arcade Game.
FACT-FILE

**Street Fighter Legends**

*By Capcom*

---

**CPU:**
No info yet

**Sound:**
Yes!

**Multiplayer Mode:**
At least two players

**Save Options:**
Probably not!

**Other Notes:**
See EGM #68 for more info on this hot new title!

**Release Date:**
No info yet

---

It's the announcement you've all been waiting for... Street Fighter Legends is coming! This game is sure to be a big hit in the arcades, which is why we're giving you the latest pictures of this ground-breaking title!

If you haven't heard the rumors by now, it'll combine the characters from the first Street Fighter game (the original SF, not SF2), with improved, Darkstalkers-like graphics and animation. With the addition of three different levels of power-ups (a la X-Men), this version of the Street Fighter series is sure to turn some heads.

In the original Street Fighter, you could choose only one of two characters, Ken or Ryu and fight your way to the Boss, Sagat. No word yet as to how many characters will be playable, but stay tuned for the latest!

—Jason Morgan

---

Here's a look at a new character added for this game: Nash. Nash is rumored to have Guile-like moves, such as the uppercut (pictured above), and a Flash Kick. Ken is garbed in his familiar red (no word yet on whether there will be a choice of color) and is now sporting a pony tail. He still has his flaming DP.

Sagat now looks like an even more formidable foe! The musclebound Thai retains his mastery of the Tiger Shot. Ken meets him halfway with an improved fireball. This fight appears to be taking place in a train yard of some sort.

---

The new animation for Chun Li's Whirlwind Kick is impressive. Even more impressive is the Great Wall in the background. Capcom spared no effort as far as backgrounds go! As you can see in this picture, Ryu is charged up to level two, which will allow him to...? We'll let you know when we find out!

Birdie, the brawler from England, looks buff in this version. Adon joins him in some mano-a-mano, with a Sagat, Thai-boxing look. This battle has gone to the streets, where it's supposed to be! Looks like Mardi Gras, only not as violent!
IT'S WHAT TV WAS INVENTED FOR... BUST A MOVE!

Bust-A-Move is the new puzzle solving game that will have you busting for hours. Line up three of the same color balloons and bust them before they come towering down.

You can play alone or split the screen to bust a friend. There's even a handicapping option so the whole family can play. Find out what TV was invented for and Bust-A-Move!
Contains **none** of the U.S. Recommended Daily Allowances of vitamins and minerals.
Whether the FDA approves or not, your eating habits are about to change. Meet GEX, your tongue-snapping, smart-ass alter ego. With this gecko's gravity defying grip and thrashing tail, you'll prowl a twisted world of TV-villains and B-movie scoundrels, hurling wicked one-liners and fireballs. It's one brain-frying, TV-land trip, where dining out means crunchy dragonflies, juicy grasshoppers, tasty fleas and caterpillars.

Not exactly the colonel's snack'n pak, but lip-smackin' good, just the same. Without these skanky nuggets o'bug guts to munch for power, you're roadkill, baby. Oh, you'll bust a few of Miss Manners' rules in this 32-bit battle. But hey, only wussies worry about good taste, right?

Call 1-900-737-4767 88¢/min. 18 or older; touch-tone phone only to hear Dana Gould's hilarious GEX routines. Yeah, it'll cost you a little, but you'll cough up a lung as he sends you reeling with side-splitting laughter like only a guy who OD'd on 70's TV can.

Crystal Dynamics and GEX are trademarks of Crystal Dynamics Inc. 3DO, the 3DO logos and Interactive Multiplayer are trademarks of The 3DO Company. ©1994 Crystal Dynamics Inc. All rights reserved.
INTERNATIONAL OUTLOOK

WORLD NET

8 GAMES PREVIEWED!!!

INTERNATIONAL NEWS

Hooray gang, this is Field Operative Nob reporting from deep under cover of the night in Tokyo. The 32-Bit CD system war is still raging with Sony and Sega claiming to have sales of 600,000 units respectively on PSX and Saturn as of March. PC-FX is still chugging along on its own way back from these machines so it shouldn’t be long before it joins 3DO as a machine primarily for ogling skin, if you catch my drift and I think you might. The Jag? Where’s it at? I haven’t seen a unit on sale anywhere over here yet. Other than that, both the PC Engine and Mega Drive (and with it, 32X) seem to be fading. Super Fami is still going quite healthy, thanks to Chrono Trigger, Front Mission and the upcoming Dragon Quest VI.

By Nob Ogasawara
Edited By Mike Vallas

Sega of Europe/Sega of America

The Ooze

<table>
<thead>
<tr>
<th>Mega Drive</th>
<th>Fall 1995</th>
</tr>
</thead>
<tbody>
<tr>
<td>Action</td>
<td>Unknown Price</td>
</tr>
</tbody>
</table>

EGM has just learned that Sega of America has been working on a new Top-Secret Genesis game that they plan to unveil at the E3 trade show next month.

The game concept is new and from the early version that we played, it certainly isn’t another hack-and-slash, run-of-the-mill side-scroller. Picture being an amoeba-type character where you can stretch out your body to ‘eat’ the enemy. Do this and you grow in size. Get hit, and your size reduces. But the larger you are, the easier you are hit. Strategy is just as important as game play! It’s a new idea and should stand out from the crowd.

The first level Boss is a power generator which has to be destroyed. Short out the terminal to finish him off.

Stretch out your body to ‘eat’ the enemy and grow in size.

The playfield extends both vertically and horizontally. Engulf the enemy to gain energy and search for the Boss which is located somewhere in the level. Grab power-ups which change your color and add strength.

EGM EXCLUSIVE!

Here’s the Title Screen of Takara’s first Saturn action game Steamgear Mash. Is it as good as Toh Shin Den?
Grab This! promotion.

Buy GEX™ plus any one of the products listed below, including SLAM 'N JAM™ '95, Crystal Dynamics™ in-your-face basketball game with a new 3D "fast break" perspective and receive a FREE GEX t-shirt.

SLAM N' JAM '95

5 ON 5 FAST BREAK ACTION puts you courtside for all the 3D breakaways and thunder jams.

Dynamic camera angles follow up close and personal.

PLAY LARGE! Rotoscoped players, twice as large as 16-bit games, give the twine scorching three-pointers an incredible sense of realism.

- Make roster substitutions, call plays, set screens and picks.
- Replay the highlights from multiple angles
- Track players, teams, games, and season stats
- High-octane commentary by CNN Sports™—favorite Van Earl Wright

Just purchase GEX and any of the Crystal Dynamics titles listed on this page between 4/1/95 and 6/30/95. Place your original dated sales receipts and copies of the UPC bar codes from each of your software packages, along with your name and address in a stamped envelope and mail to: Crystal Dynamics, GRAB THIS! Promotion, 87 Encina Ave., Palo Alto, CA 94301

The UPC codes and the ORIGINAL dated sales receipts must accompany your T-shirt request. (Note: sales receipt may not be reproduced in any manner.) Crystal Dynamics assumes no responsibility for lost, late, illegible, incomplete or postage due mail. No rain checks. Offer valid in the USA only. Offer void where prohibited, taxed, or otherwise restricted by law. T-shirt request must be postmarked by June 30, 1995.

Crystal Dynamics, the Crystal Dynamics logo, GEX, the GEX character, Slam 'n Jam '95, Off-world Interceptor, and The Horde are trademarks of Crystal Dynamics. Samurai Shodown is a registered trademark of SNK Corporation of America. Star Control II is a trademark of Accolade, Inc. 3DO, the 3DO logos and Interactive Multiplayer are trademarks of The 3DO Company. © Crystal Dynamics, 1995. All rights reserved.

Call 1-800-771-3772 for information on Game Ratings.
Sega of Japan

Wing Arms

Saturn
Shooter/Sim
July
Unknown Price

This cool polygon shooter/sim has you in an airplane taking out bases, battleships and other cool enemies. With what we've seen so far, this should be one smooth sim!

Sony Computer Entertainment of Japan

Jumping Flash!

PlayStation
Action
April
¥5,800

In the PSX vein of unusual polygon games comes this cute but crazy title. You pilot a rabbit-like droid and must collect your carrot power-ups within a 3-D polygon environment. Here's the fun bit: You can execute some devastating super jumps and view your fall by looking down at your feet. Great for high places and enemy smashing!

Sony Computer Entertainment of Japan

Gunners Heaven

PlayStation
Action/Shooting
April
¥5,800

In the vein of many a blast-a-thon (namely Gunstar Heroes) comes this explosion-riddled, action title for the PS from the boys at Sony. You can choose one of two characters (so far, two players does not seem likely) and you simply blast the heck out of all creatures met!

Of what has been viewed so far—no slowdown occurs, even in scenes like this!

Like all good shooting games, mean Bosses with equally mean skills pop up everywhere!
Schwarzenegger
True Lies™
A James Cameron Film

NOW A VIDEOGAME BLOCKBUSTER!

SORRY ABOUT THAT...
EXPLOSIVE HARRIER ACTION!
IS IT A SNOW CONE MAKER?
YOU'LL NEED GIB'S HELP TO STOP THE CRIMSON JIHAD

“It's not like he's saving the world or anything.” Oh, yes it is! As special agent Harry Tasker, it's up to you to prevent a nuclear holocaust and stop the Crimson Jihad! Experience all the explosive intensity of TRUE LIES™—including never-before-seen secret missions! All the action of the movie megahit—and none of the romance!

360° OF FIRING POWER

SUPER NINTENDO
GENESIS™
GAME BOY
GAME GEAR™

TEEN

TRUE LIES™ © 1994 Lightstorm Entertainment, Inc. Nintendo Super Nintendo Entertainment System, Game Boy and the official seals are registered trademarks of Nintendo of America Inc. © 1991 Nintendo of America Inc. Sega, Genesis & Game Gear are trademarks of Sega Enterprises, Ltd. Acclaim is a registered trademark of Acclaim Entertainment, Inc. © 1995 Acclaim Entertainment, Inc. All Rights Reserved. Screen shots shown are taken from Super NEC/P version of videogame.
**Taito of Japan**

**Ray Force**

*Sega Saturn*  
*Shooter*

The rad galactic shooter is coming to the Sega Saturn from arcades with almost no loss in quality. (That's right, what you see here is the Saturn version, with the sideways flip-your-TV View Option.) The lock-on laser system for zapping enemies below your craft cranks up your capacity to do some butt-kicking of enemy bogies!

---

**Masaya of Japan**

**Der Langrisser**

*Super Famicom*  
*War Sim/RPG*

Masaya's popular Mega Drive/PC Engine war sim is finally being brought to the SF! The object is similar to that of *Shining Force*: Move units on a map and engage in combat turns. You can hire mercenaries, along with your own defenses.

---

**Shogakukan Production of Japan**

**Ranma 1/2 Ankoku Ja-an-ken**

*Super Famicom*  
*Puzzle*

With all this action, will there be any slowdown?

Use your lock-on lasers for optimal attack power.

---

**Sega of Japan**

**Greatest Nine**

*Sega Saturn*  
*Sports*

Sega went all out for this sports title! The graphics make extensive use of polygons and digitized images. Sampled play-by-play announcements enhance this hot, new CD!

---

Sega even digitized footage of Japanese ball players to capture their play styles.
Requires Great Skull.

Try Mario's Picross.

How to reveal the hidden picture:
There are 15 blocks on each row and column. Determine which block to darken by figuring out clues from the numbers.
Numbers above the column are read from top-to-bottom. Numbers to the left of the rows are read from left-to-right.

Each individual number tells you how many consecutive squares need to be darkened. If there is more than one number, there will be at least one blank square between each darkened area. If you have figured out that a square should not be darkened, mark it with an “x.”

See if you have the head for Mario's Picross™. The unique new puzzle game that's as challenging as Tetris™.
Use clues and numbers to uncover the hidden picture.
It's the ultimate exercise for your brain.
This is one of over 250 puzzles you'll find on Game Boy® and Super Picross. Do you have what it takes?

FACT-FILE

THEME
Shooting

DIFFICULTY
Moderate

TIME TO COMPLETE
N/A

MEG SIZE
CD-ROM

BACK-UP
None

# OF PLAYERS
1

AVAILABLE
Now

% COMPLETE
100%

DEVELOPED BY:
Team Andromeda

PUBLISHED BY:
Sega of Japan

PLAYER'S NOTES:

FIRST IMPRESSION
After watching the long, fantastically rendered CG intro, you are then placed into the game. First impressions: beautiful scenery, original and unique flying creatures and plenty of animation on just the mostest of beasts.

BEST FEATURE
The lock-on dragon breath. With unlimited ammo, you will learn that this is a life-saver!

WHAT'S MISSING
If anything, a different variety of your standard weapon. Maybe even different dragon breaths or other dragons for that matter. However, the standard gun and lock-on breath are good enough! If there's a sequel, though ...

WILL YOU LIKE IT?
If you are a fan of Lock-On or even Space Harrier, you'll love this. But this game is also tweaked enough (unlimited ammo, for a start) to make it just a whole lot of fun for any type of player!

—Mike Vallas

Panzer Dragoon is simply one of the most mystifying games you will ever see! Just picture Total Eclipse, but even smoother—with a fully animated polygon dragon and warrior.

The levels that you embark on are a wee bit linear, but it's still worth the trip! You can dive under and over obstacles, mountains and in many cases big, bad Bosses! You can switch your main view to three distant shots and look to your sides and behind you in a full 360-degree arc. Sounds? Just picture an intense, new-age soundtrack—with screaming enemies and cool explosions!
**Episode 1 - The Ocean**

Fly atop this sunken Roman-type city with archways and falling pillars to dodge. Dangers to watch for are birds hanging on arches and flying eels.

- There are giant flower-traps that will eat you or enemies.
- After the cave system, you must battle an airship.

**Episode 2 - The Desert**

In this level, several small flying bugs and burrowing beasts attack you in the desert and inside a short cave system. Watch for the gigantic worms!

- Giant worms will burst out of the sand to chase you!
- After the worms, the dragon from the intro attacks you!

**Episode 3 - Camp Attack**

Here, you must deal with more airships spewing fireballs. There are also corridors filled with fireball-spitting turrets and roving sand trucks.

- Use the lock-on breath to dispose of the turrets!
- The Boss is comprised of a fan blade and a big stomper.
**Saturated**

**Player's Notes:**

**First Impression**

I'm impressed! Given the difference of processing power and graphic capabilities of both systems, AM2 and Sega have done a top-notch translation on the arcade smash.

**Best Feature**

The new Saturn Mode is a plus along with the fact that everything seems to be here!

**What's Missing**

It's a no-brainer that not every single polygon of detail has been included in this version. Little nit-picks like the fact that the clouds moving from up to down on your rear window aren't as realistic as the arcade's moving-in-all-directions clouds.

**Will You Like It?**

Fans of the arcade will quickly notice that it's not quite as smooth as the arcade original, and it shouldn't be. Newcomers, however, will find themselves highly addicted to it, especially since it doesn't cost $1 a pop.

—Tim Davis

---

**Fact-File**

- **Theme:** Racing
- **Difficulty:** Moderate
- **Time to Complete:** Medium
- **Meg Size:** CD-ROM
- **Backup:** None
- **Available:** April-Japan
- **% Complete:** 90%

**Developed by:** AM R&D Dept. #2

**Published by:** Sega of Japan

---

The Saturn home version offers two modes of play: the Arcade original and the new Saturn Mode!

While the auto transmission seems easier to drive, it's slower.

All three courses have been faithfully translated for you driving freaks!

**All The Views Are Here!**

That's right, all you quarter-munching maniacs! From behind the car to behind the wheel, all four playing perspectives have been included! Just don't change views right before a hairpin turn.

**It's about Time!**

Sega of Japan is planning to release a steering wheel simultaneously with the release of Daytona! Any other companies out there listening?

---

**Daytona USA**

Take the checkered flag to victory!

As if your car wasn't damaged enough, this has to happen!
THE SUPER SPEEDWAY

Your chief mechanic will yell at you to not trash the race car!

The end celebration may seem cheesy, but it gets the job done!

The Speedway Circuit Course is fairly simple to learn on with few sharp turns to watch out for. Keep an eye out for the Sonic wall!

In the beginner's track, you start rolling so you're right with your opponents!

THE GRAND PRIX

Each checkpoint adds 10 seconds to your time.

Look out behind you!

Go through traffic on the straightaways. Be prepared for some rough turns ahead!

With practice, you'll learn to take turns better than this!

THE INNER CITY

This course starts with a freeway bridge a la Virtua Racing!

Watch the walls underneath the city!

The Inner City Course will take you through the very heart of the city and into the countryside for a total of two laps.

If you feel daring, cross the median to maintain your speed in this turn.
Non-Stop Video

EGM Super Tour™

Play All New, Mind-blowing Video & Computer Games - See 'em before your friends do • Test Out the Coolest Game Systems Around: 3DO™, Jaguar™, Sony PlayStation™, Sega Saturn™ and more • Meet Your Favorite Comic Artists and Creators • Win Incredible prizes • Battle in video game competitions • Get a FREE Official Super Tour Magazine jam packed with video game news, tips and more!

Join the Hottest Video

SPONSORED BY:

Electronic Gaming Monthly

Cinescape

Hero Illustrated

EGM Super Tour is a trademark of Sende Event Management, Inc. © 1996 Sende Event Management, Inc. All Rights Reserved. EGM & Electronic Gaming Monthly is a trademark of Sende Publishing Group, Inc. ©1996 Sende Publishing Group, Inc. Hero Illustrated is a trademark of Walker Publications, Inc. © 1993, Warner Publications, Inc. All Rights Reserved. Cinescape is a trademark of Cinescape Group, Inc. ©1995 Cinescape Group, Inc. All Rights Reserved.
Game Play!

First Stop!
- San Diego
  Convention Center
  July 27-30
  San Diego Comic Con
  San Diego, CA

Coming Soon to a Mall Near You!
- August 4-6
  Mall-TBA
  Los Angeles, CA
- August 11-13
  Vallco Fashion Park
  Cupertino, CA
- August 18-20
  Mall-TBA
  Los Angeles, CA
- August 25-27
  Aurora Mall
  Denver, CO
- Sept 1-3
  Mall of America
  Minneapolis/ St. Paul, MN
- Sept 8-10
  Mall-TBA
  Dallas, TX
- Sept 16-17
  Sawgrass Mills
  Sunrise, FL
- Sept 23-24
  Mall-TBA
  Atlanta, GA
- Sept 30-Oct 1
  Oxford Valley Mall
  Philadelphia, PA
- Oct. 7-8
  Mall-TBA
  Chicago, IL
- Oct. 14-15
  Mall-TBA
  Chicago, IL

Game Tour of 1995!
The Cybster is back at you once again with even more tidbits of video game insight. With the Sega Saturn and Sony PlayStation already here, the fact that there are less and less 16-Bit games around is no surprise. However, for those of you who haven't upgraded, there are still plenty of good games on the way. For example, for the Sega CD, Domark has licensed two terrific games, Syndicate and Theme Park. The portables are doing well with previews of Earthworm Jim and Sports Trivia for the Game Gear. The simulation masters at Koei have the latest in the Romance series for the Super NES and the Sega Saturn.

Speaking of Sega Saturn, Mindscape is translating Theme Park for the Sega system. I can't wait to see it. I'll be reporting to you from E3, and you'll get more info than you can handle.

Dark Legends for Sega Saturn ...

Data East was one of the first companies to develop games for Sega's Titan arcade system. Their first release was called Dark Legends: Outlaws of the Lost Dynasty.

By combining the best features of the hottest fighting games, Dark Legends is a top-notch fighter. The 11 playable characters are all based on Chinese mythology. They can fight using armed or unarmed (CONTINUED ON PAGE 96)
KISS YOUR FACE GOODBYE.

FATAL FURY SPECIAL

Brace yourself—the ultimate martial arts tournament is back. And it's for your Super Nintendo Entertainment System®. Grab the action of hand-to-hand combat. Battle the world's toughest Fatal Fury Special® characters with moves so fierce they have to be 3D. Inflict maximum damage and face off with the Fighting Dragon. This is no game. So if you're attached to your face, don't even try it.
styles. Each warrior has his own specialty moves, along with a number of deadly combos.

The screen scales out, in a fashion similar to the popular Samurai Shodown by SNK.

Dark Legends: Outlaws of the Lost Dynasty uses a standard six-button configuration. By inputting certain combinations, you can attack, draw your weapon or even feint. Despite the many choices, the game play is simplified, so players aren't bogged down.

The Sega Saturn version of Dark Legends looks astonishingly like the arcade coin-op. The Sega Saturn is put through the paces with lots of eye candy. Parallax and smooth animation are prevalent throughout.

This should be one of the first fighting games to be released when the Sega Saturn debuts.

A Brand-New Virtua Racing!

If you thought that they couldn't make Virtua Racing any better, Time Warner has come along to prove you wrong.

This new version contains a whopping 10 tracks, compared to the measly five the 32X cart has. It also has five cars total. It still has the great game play of the previous Virtua Racing games. To test your abilities, there is a Grand Prix Mode.

The Sega Saturn version features improved graphics and sound. Time Warner has decided to push the Sega Saturn beyond the arcade. If you enjoy racing, this is the one for you.

---

**Domark Syndicate**

<table>
<thead>
<tr>
<th>Sega CD</th>
<th>Act./Strategy</th>
</tr>
</thead>
</table>

I'm sure that all you true, diehard gamers out there are already familiar with Syndicate. If not, shame on you! Just kidding, but listen up.

**Syndicate** is an action/strategy game where you control a group of four Corporate Agents through a series of missions that will grant you control over the world. The variety of missions you will embark on will vary from assassinations to converting enemy agents. As your gain more power, you'll be able to upgrade your men and equipment.

**Syndicate** was hot on the computer, and the Sega CD version looks just as sizzling.

---

**Domark Theme Park**

<table>
<thead>
<tr>
<th>Sega CD</th>
<th>Simulation</th>
</tr>
</thead>
</table>

Theme Park has been translated to several formats already, and it's about time we see a version on the Sega CD.

**Theme Park** is a simulation on par with SimCity. It allows you to build your own amusement park from the ground up. You choose the rides, and you open up the shops. You can even have a few mascots strolling about.

As you experiment with your park, you'll have to keep the visitors happy. Trying to please everyone is pretty tough, but it's half the fun. Theme Park is a good game that makes use of the Sega CD.

---

**Lot's special moves make this a spectacular fighting game.**

Buy body modifications and arms for your upcoming missions.

The firepower at your disposal can pulp almost any enemy you meet.

Pick up weapons from the enemy; they raise your tech level.

---

A successful Theme Park needs a lot of planning. Location is everything.

Certain shops have certain effects. For example, fries make kids thirsty.

Cinematic sequences show the people enjoying the many rides.
32X SLAMS WWF RAW!

Heavy-duty wrestling action is on its way to the 32X. Acclaim is well known for its WWF titles and the 32-Bit version of WWF Raw really looks like it'll be hot.

It seems like this series has been improving with each successive game. WWF Raw uses the same game mechanics as the previous titles, with several nice additions.

There are more wrestlers than before, and each one has his own specialized moves (unlike the first WWF game.) There are illegal holds and more items with which to cheat. You can even get down and dirty with a battle royal, where everyone gets into the ring to bash a few skulls.

WWF Raw has more wrestlers—each has his own special moves!

The addition of colors to the 32X, and the extra sprites really add to the game's authenticity. The series looks better than the Sega CD version of Raw. A must for wrestling fans.

32X Gets RBI '95!

Time Warner is working on the latest RBI game for the 32X. RBI '95 sports (no pun intended) some really cool graphics.

RBI '95 is your typical baseball game, complete with loads of stats and all the typical batting and fielding sequences.

The 32X's abilities are used to their fullest, with better looks and sound. Sports fanatics should find a lot to like about RBI '95. It features realistic stats to which the players actually conform. RBI '95 is one of the few baseball titles actually on the 32X. If you like baseball, you try it!

Domark

Formula One WCE

Formula One World Championship Edition is the latest driving extravaganza that will test your mettle in some of the hairiest races around.

FOWCE sends you to speeds of 220+ in a F1 race car. Challenge the eight real racing teams on one of the 16 official 1994 FIA circuits.

You'll have to master your car if you want to win. There are three difficulty settings for enthusiasts, as well as different weather conditions to make life difficult.

Domark has gone wild with this cart. For heavy-duty racing thrills, check this one out.

JVC

Big Sky Trooper

Big Sky Trooper is an adventure for the younger audience. Using a simple interface, players are invited to join the war against the blobs who are taking over the universe.

During the course of the game, players must fulfill a number of missions. Commanding a canine class spaceship, you'll have to fly from planet to planet, collecting items and battling slime creatures.

When roaming around on the planetary surfaces, you will don a special, armored suit that allows you to zap the baddies.

This is an excellent game that should be fun for hours.

You can perform a variety of activities aboard your spaceship.

Search each planet for items to use in your epic struggle.

This is the canine class spaceship you pilot through the cosmos.
Wimps & Wannabes's need not apply.

Grab the world's greatest adventure game — *Advanced Dungeons & Dragons*!

It's mind-bending. It's role-playing gaming.

There are terrifying new worlds to fear — with serious monsters, incredible riches and daring deeds to be done. Everything to get you started is in this box — including outrageous sound tracks on interactive audio CD.

Join forces with your friends... for some powerful adventure gaming — like you've never played before!

Available at your favorite stores nationwide. For the locations nearest you, call (toll free) 1-800-384-4TSR.
Feel The Primal Rage!

Primal Rage has been in the arcades for a while, so it's no surprise that the home versions are on the way. Last issue we gave you a glimpse of the Genesis game.

Primal Rage is your typical one-on-one-style fighting game. Players control one of several giant dinosaurs (with two nasty apes as well). There are two T-Rexes and a Raptor, too. Add in a Triceratops and a snake-like creature and you have the makings of some major carnage.

Each creature has a number of deadly attacks to decimate its foes. Some of the fighters are themed, like the ape whose attacks are ice-based and the T-Rex who seems to be a pyro at heart.

The arcade game comes home with lots of primitive fighting.

Primal Rage may have had a lackluster showing in the arcades, but it should shine on the home versions. Primal Rage will most certainly bring out the beast in you.

Hey Look, Fat Guy!

The chubbier champion of pool, Minnesota Fats, is proud to lend his name to the first Sega Saturn pool game, Minnesota Fats: Pool Legend (Data East) uses the popular Side Pocket format. As expected from the new hardware, the visuals are outstanding.

Every aspect of pool is here, from the minute measurements to trick shots. You can compete with notable pool players from around the country, and test your skills like never before.

If you've ever played Side Pockets, you'll have a good idea of what this game is like—addictive and fun.

Atari Ruiner

Jaguar Action

Ruiner is a pinball game with a morbid theme. With several different boards and lots of cool ways to rack up points, this is a great way to play pinball.

In one level, you must bounce the ball around demonic beings and bloody eyeballs. In another, nuclear annihilation is the theme. It is here that the flippers are drawn like nuclear missiles!

There are lots of bonus zones and ways to shoot your score into the atmosphere. There is nothing like relaxing with a good game of video pinball. Ruiner is warped, twisted and totally cool.

Sega Sports Trivia Champ. Edit.

Game Gear Sports

Hey, Mr. Know-it-all, think you're good? Trivia buffs and sports fanatics alike should enjoy Sega's latest Game Gear title. Sports Trivia Championship Edition takes a unique angle by having you answer some puzzling football questions. This all happens with a football game as the backdrop. When you guess correctly, your team gains yardage. Answer wrong, and you might fumble, lose yardage or just plain look bad.

Best yet, Sports Trivia Championship Edition is portable. You'd never expect a game like this on the Game Gear, but here it is!

If you answer enough answers correctly, you'll get a touchdown.

Mess up, fall miserably and interceptions will take place.

This has got to be the most original sports trivia game around.
Beautiful WOMEN.
Brave SPACE PIRATES.
Outrageous ADVENTURES...
(Did We Mention The Beautiful Women?)

A new face. A prosthetic firearm. Impenetrable skin... You're ready to party!

One action-intensive RPG—containing plenty of thrilling twists and turns.

Relax dude, it's just a photograph... Wait until you meet the lovely Ms. Armoroid and her bikini-clad friends—in 3D!

Slapped with an M rating (Excellent!), THE SPACE ADVENTURE TM lures you into an exotic underworld filled with intriguing mysteries, exciting Japanimation, unyielding role-playing adventure and yes, plenty of beautiful women.

If not for the enormous bounty on your head, this game would be true paradise.

THE SPACE ADVENTURE™

SEGA CD
Ever Fly A Comanche?

Nintendo's latest achievement for the Super NES is a shooter called Comanche. This cart has you piloting a military chopper deep behind enemy lines in a number of dangerous zones around the world. But don't worry, you're armed heavily with machine guns and missiles.

Comanche resembles the full-motion video games of the Sega CD. Believe it or not, this is a cart. Once you get used to the extreme pixelization of the graphics, you're set for an intense trip.

You control your chopper across a wide variety of terrains to take out the enemy tanks, SAMs and helicopters.

Comanche uses the Super FX 2 chip that boosts the Super NES' capabilities far beyond what you'd believe. While it takes getting used to, Comanche shows that the Super NES can mimic full-motion video.

Devcon 5 Under Attack!

Data East has a hot, new game called Devcon 5 for the PS-X and Sega Saturn. Originally shown here as Incoming, this game is a story of one man trying to keep a colony from the hands of an alien invasion force.

You are in control of the colony's defense system. You must blast enemy missiles (sort of like a 32-Bit Missile Command) and keep the life support active. So essentially you must run around the colony, jerry-rig the power systems and blast incoming enemy attacks.

Devcon 5 looks like it will be a hot game. Look for it soon.

Romance of the Three Kingdoms IV

<table>
<thead>
<tr>
<th>Super NES/Saturn</th>
<th>Simulation</th>
</tr>
</thead>
</table>
| The ever-popular Romance of the Three Kingdoms series continues with the fourth game entitled the Wall of Fire. Set in the second and third centuries of ancient China, you must assume the role of a warlord bent on controlling all of China. This game offers so much more over the previous titles, fans will have a hard time going back. As you control villages and wage wars, you are able to recruit officers into your army. You can play a realistic scenario or a fictionalized one—it's all up to you! Also, you can create your own officers, name them, choose their skills—whatever you wish. You control almost everything in this game! R.O.T.K. IV is much more user friendly than the previous versions. There are a lot more options that make you feel like you are in control. You can have naval combat, burn fields and even betray your own side! This is the ultimate strategy game.
| Unique to the Sega Saturn version that is on its way is full-motion video scenes that enhance the drama. Certainly a must for dedicated simulation fans. |

This is one of the first strategy games for the Sega Saturn.

Digitized scenes like these show off the diplomatic sequences.

R.O.T.K. IV offers more options than ever before.

You can challenge the enemy leader to a duel to the death!

The Sega Saturn version of R.O.T.K. IV offers enhanced graphics.
**Playmates**

**Earthworm Jim**

**Game Gear**

Everyone's favorite earthworm is now on his way to the Game Gear. This is as exact a translation as you can get for a 16-Bit game.

As you probably already know, Earthworm Jim is an imaginative, side-scrolling action game that has had gamers across the country in an uproar.

You play as a worm in a powersuit who is trying to rescue Princess-What's-Her-Name. Along the way you'll brave Heck, pools of mucus and a sinister laboratory.

This looks to be one of the hottest action games for the Game Gear. It's most excellent.

**American Laser Games**

**Bounty Hunter**

**3DO**

American Laser Games (well known for their excellent shooter games like Mad Dog McCree and Who Shot Johnny Rock?), has a brand-new shooter on the way.

This one's called Bounty Hunter, and you must shoot various enemies who will net you various bounties. You'll have to avoid hitting civilians as your quarry has set up ambushes for you to blast through—if you're good enough.

Bounty Hunter uses lots of full-motion video to put you right into the action. You can use the 3DO gun or the joypad. A must for fans of American Laser Games CDs.

**F/X Fighter Is On Its Way!**

Nintendo and GTE have teamed up to make an excellent new fighting game. Done in a style reminiscent of Virtua Fighter, F/X Fighter uses polygon characters and extreme camera angles to send you right into the middle of the action.

Each fighter is unique. You find a single Ryu-like character, a lizard man named Terak and a rock creature called Krag. There's even an insect expert and a jungle warrior. All the characters have their own, unique fighting styles.

If you like Virtua Fighter-style games, F/X Fighter will give you hours of entertainment. It may not have the looks of an arcade game, but

**Kirby's Back In Dreamland!**

Nintendo's radical little ghost, Kirby, has returned for yet another cool adventure on the Game Boy. Entitled Kirby's Dreamland 2, this brand-new quest blows away the first. Like the original, this cart is a multi-scrolling action game. Kirby must solve puzzles by sucking in enemies and harnessing their powers. For example, if you inhale a flying baddie, you can float for a short time. Needless to say, this adds a lot of strategy.

The original Kirby was a sleeper hit, and hardcore gamers should plan on picking up this great sequel.
**TRICK OF THE MONTH**

**RETURN FIRE**

<table>
<thead>
<tr>
<th>System</th>
<th>Publisher</th>
</tr>
</thead>
<tbody>
<tr>
<td>3DO</td>
<td>Prolific Software</td>
</tr>
</tbody>
</table>

**CHEAT SHEET:**

**The Secret Debug Screen**

Enter "WOLF" as your password. During the game, hold the top L and R buttons. While holding them, press START.

On the Map Selection Screen, enter "WOLF."

You will get to choose from any stage in the game.

In the middle of the game, do the code for the debug! and hold the top L and R shift buttons at the same time. While holding them, press START to get the Debug Screen! From here, you have some options, including an Audio Screen where you can play the sampled sounds from the game, Flag in First Building, which is obvious or turn the Display FPS on or off.

Ben Gibbons
Exeter, NH

---

**SCORE BIG POINTS WITH THIS AWESOME CONTROLLER FROM STD AND EGM!**

Everyone who sends in tricks to the Trickman has a chance of winning either an SNNPROPAD, SNNPROPADD, SNPROGRAMPAD or SNNPROGRAMPAD! We're looking for a few good tricks, and if you send us a whooper, you'll be eligible to win our Trick of the Month sweepsstakes! If you win, you'll score your name in print, the STD controller and a free game for the (allowable) system of your choice! Contests like this come, well, once a month—but you'll only find it in the pages of the Biggest and Best Video Game Mag, Electronic Gaming Monthly!
**PITFALL: THE MAYAN ADVENTURE**

**System**
Super NES

**Publisher**
Activision

---

**CHEAT SHEET:**

**Level Select**

When the Title Screen appears, take controller one and press X, SELECT, A, SELECT, Y, A, X, SELECT. You'll get the Level Select.

---

After the Title Screen appears, put in the correct code.

---

The Level Select will appear in the middle of the screen!

---

**PATAANK**

**System**
3DO

**Publisher**
PF. Magic

---

(Note: Cheats can only be entered from the Options Menu. Cheats are entered by holding either the top L or R button and then tapping the remaining buttons.)

Start your game and go to the Main Menu. From the Main Menu, move to Options and press the B button. In the Options Menu, enter the following codes:

- **Enable Name Entry Cheat:**
  This allows players to jump to the High Score Entry and Hall of Fame Entry Screens automatically.
  Press and hold the top L button. While holding it, press A, P, A, P, B, B. Let go of the L button. After entering this code, press START. Press the top R button + C twice to jump to the High Score Entry Screen. Press the top L button + C twice to get the Hall of Fame Entry Screen.

- **Tester's Cheat:**
  This enables the player to solve rooms and warp to the Nexus to beat the Metagame. Press and hold the top R button. While holding it, press A, B, B, UP, C, C, B, A. While in the game, press P to pause and then press B to warp to the Nexus. If you want to beat the Metagame, this is the best way to do it: Go in the jump to the High Score Entry Screen. Press the top L button + C twice to get the Hall of Fame Entry Screen.

- **Carnival of Luv:**
  Press P and then Right to beat the level. Go into the Tunnel of Luv to set the heart on fire. Next, do the same with the Surf level. (Press P then Right.) Ride the wave to become the Big Kahuna. In Disaster Central, press P then Right. Hit three of the green panels and then hit the Panic button. Go in and defeat the core.

- **Unlimited Fuel; No Tilts:**
  Press and hold the R button. While holding it, press C, B, C, UP, B, B, C, A.

---

**KILLER CODES**

**PATAANK**

**PF. Magic/3DO**

(Note: Cheats can only be entered from the Options Menu. All cheats are entered by holding either the top L button or the top R button and then tapping the remaining buttons.)

Start your game and go to the Main Menu. From the Main Menu, move to Options and press the B button. In the Options Menu, enter the following:

- **Camera Cheat:**
  This will allow you to enable the "High Zoom" and "Free Camera" in the game. Press and hold the top L button. While holding it, press C, B, A, C, B, A. While playing the game, press and hold the X button when you are on a magnet for a new view of the pinball game!

- **Flip Pataank:**
  This will give you an upside-down view of the game! Press and hold the top R button. While holding it, press A, C, B, RIGHT, B, C, B, A.

- **Bird's-eye View:**
  Press and hold the top L button. While holding it, press B, C, C, LEFT, A, C, B, A.

- **Sky Pataank:**
  You'll be up in the air all the time! Press and hold the top R button. While holding it, press A, C, A, RIGHT, B, B, C, B.

- **Buick Pataank:**
  This code will let you move anywhere in the playfield with the control pad. Press and hold the top L button. While holding it, press B, B, C, UP, C, B, A.
### KILLER CODES

#### PITFALL: THE MAYAN ADVENTURE

*(Activision/Genesis and Sega CD)*

**Level Select:**
To access a Level Select Screen in Pitfall, just enter the following code at the Title Screen: B, Right, A, DOWN, Right, UP, B, Left, A, UP, Right, A. The Level Select will appear in the middle of the screen. Move the boomerang to the word, "Start" and then press UP with the control pad to change your level! **Infinite Continues:**
At the Title Screen, enter the following code with controller: C, C, C, C, Left, A, DOWN, UP, DOWN. When you need to continue your game, the continues will read nine. If you continue again, the continues will still read nine! You now have infinite continues!

**Super Speed:**
At the Title Screen, enter this code with controller: B, A, Right, C, Right, UP, DOWN. Now in the game, you will run much faster than you did before!

#### RADICAL REX*

*(Activision/Super NES)*

**Level Select:**
To get a Level Select Menu in the Super NES version of Radical Rex, go to the Title Screen where it shows the One- and Two-player Options. Take controller two and press Right, A, DOWN, Right, Y, X. You'll get the Level Select Menu!

### THE PAGEMASTER*

<table>
<thead>
<tr>
<th>System</th>
<th>Publisher</th>
</tr>
</thead>
<tbody>
<tr>
<td>Super NES</td>
<td>Fox Interactive</td>
</tr>
</tbody>
</table>

**CHEAT SHEET:**
**Level Cheat**
At any point in the game, press START to pause the game. Take controller one and press UP, DOWN, Left, Right, B, A, SELECT.

Press START and the screen will darken. Enter the code.

You can now warp to any part of any level!

**SELECT. Now you can go to any stage on any level in the game! What a cheat!**

**Bobby Wedgeworth; Parsons, TN**

#### THE TICK*

<table>
<thead>
<tr>
<th>System</th>
<th>Publisher</th>
</tr>
</thead>
<tbody>
<tr>
<td>Super NES</td>
<td>Fox Interactive</td>
</tr>
</tbody>
</table>

**CHEAT SHEET:**
**Level Select**
Enter the Options. Choose the correct settings.

From the Title Screen, access the Options. Put your Lives at seven, Continues on four, and choose two Arthurs. Go to Test Sounds, put it on "Teleport" and press START. Begin your game and Press START, then SELECT for the Level Select Screen.

Set the correct options.

#### RADICAL REX*

<table>
<thead>
<tr>
<th>System</th>
<th>Publisher</th>
</tr>
</thead>
<tbody>
<tr>
<td>Genesis/Sega CD</td>
<td>Activision</td>
</tr>
</tbody>
</table>

**CHEAT SHEET:**
**Level Select**
At the second Title Screen, take controller two and press A, C, DOWN, RIGHT, UP, B for a Level Selection Screen.

The Level Selection Screen will appear. Now, choose!

**At the second Title Screen, do the code with pad two.**

This trick will get you a Level Select in Radical Rex for both the Genesis and the Sega CD! To do this, go past the first Title Screen with controller one until you get to the second Title Screen with the One- and Two-player Options. At this screen, take controller two and press A, C, DOWN, Right, UP, B. This will bring you to the Level Select Screen. Choose the level you want and press START to begin in that level!

**You can start in any level; even the bonus levels!**

---

*The trick was done on a preproduction version of the game and is subject to change.*
TRICKMAN'S TOP TIPS...

SUPER WING COMMANDER
System: 3DO
DBG MENU:
This trick will allow you to access the Debug Menu. In the Debug Menu, you will be able to turn on and off your invincibility, collision, Finger of Death, view cinemas, choose your mission/campaign and more. To access the Debug Menu you must be in the Lounge. On controller one press X, B, C, A, A. If done correctly, you will hear a sound. Then hold both L and R shift buttons and press START. This will bring you to the Debug System File. From here you can access all of the goodies. To become completely invincible, go to the System Flags Menu. Turn both the Killable and Bangleable to False. To complete missions the easy way, set the Finger of Death to true. Now, when you're in a mission and locked on a target, hold R shift and press the B button. It is instantly destroyed ... no matter how big it is! Set the Picker to true to choose your own missions and campaigns. (Note: To choose your missions, after setting the picker to true, exit the lounge, then re-enter. Move the D-pad around until you hear the voice say, "Choose mission" or "Choose campaign.")

EARTHWORM JIM
System: Genesis
DBG MENU:
Go into the game and press START to pause. Take controller one and press Left A, B, B, A, Right A, B, B, A. If done correctly, you will hear, "CHEATER!" This brings you to the Debug Menu. From here choose which level to start on, make yourself invincible, turn Map Mode and Freezability on. Use Map Mode and Freezability together to move yourself to any point on any level and start at that point.

NEED FOR SPEED
System: 3DO
DIFFERENT VIEWS, HIDDEN PICTURES, ETC.:
These tricks will allow you to race with two new views, zoom in on the map and view a picture of the Need For Speed Staff.

Change Views: Now there are three new views to race with: speedometer and rearview mirror, with just speedometer or nothing at all. To change the views you must have a second controller. When using the "in-car" viewpoint, on controller two press L shift + A button-Up simultaneously on the D-pad. This will toggle you between the three other views.

Zoom in on Map: View the action close-up by pressing Start. If you need to get an even closer view, press button C to zoom in.

View the Staff: To view the Need For Speed staff, wait for a minute or two after a race until the credits start to roll. Then press the R and L shift button to toggle between the regular picture and the Need For Speed Staff picture.
Welcome to the new look of Team EGM. We've listened to our readers and think we have all the ingredients to make this the best place to come for sports gaming information. We'll be providing in-depth coverage on upcoming games and will be giving you strategies each month on the top sports titles.

Like any sports team, our goal is to put numbers on the scoreboard. To help you improve your winning percentages this month, we have an NHL Hockey '95 strategy guide.

Next month we have a lot of things planned, including Spring Training where we preview a number of new baseball games that will be released this summer.

Whether the boys of summer are back or not, you'll want to round the bases with the Iceman and me for this one.

Team EGM goes into the locker room when we start our exclusive interview of the month with one of the biggest names in hockey, Wayne Gretzky.

Sports gaming is at a turning point, and with the new systems being launched only four months away, things are going to get interesting. Recently, we toured some of the big-name gaming companies and saw the next-generation of sports games. They look incredible! Sports games will make up close to 50 percent of all of the titles released between now and the end of the year.

Everything from rendered polygon baseball games, to incredibly large, digitized basketball players are about to make their debuts. We'll have them all for you here at Team EGM.

For all of you who are clamoring to get your hands on a new system, don't be too hasty. The big-name gaming companies still plan on supporting the Sega Genesis and Super NES platforms, and so do we.

At EA Sports, they've already started work on Madden '96 and NHL Hockey '96 for the Genesis.

We aren't afraid to toss a bad game out at the plate. Team EGM still has the great reviews!

The Iceman and I hope you enjoy this new-and-improved Team EGM sports section. Remember, if you want to run with the big dogs you have to get off the porch, my fellow buckaroos.
BE A SPORT, SWING FOR THE BIG FENCE

This game may be the closest you can come to watching your favorite baseball players step up to the plate this year. Hudson Soft is swinging for the fence, and this game has all of the features that a big-time baseball game needs.

Choose from any one of your favorite American or National League teams. You can even take the field as or against real Major League players from all 26 big-league teams. Barry Bonds, Bobby Bonilla, David Justice and Ken Griffey, Jr. are all in this game.

You can test your skills in all elements of America's favorite pastime. Test your batting, fielding, pitching and running skills to see how they compare to baseball's big-name players.

The game has a battery back-up to save all of your statistics during a single game or a full season. Gamers can choose from a 26-, 52-, 78- or 162-game season. See if you can capture the Sporting News pennant!

The game also features a Home Run derby and an All-Star game. Hudson Soft left no base unturned and you can even choose the playing surface you want. Play under the dome, in a regular ballpark or on a dream field.

The game also features a Manual or Automatic Fielding Option, and an edit feature allows you to change your team's batting order, edit your roster or even put yourself in one of the big-league team's lineups.

It's a fast-paced race for the pennant that you'll want to check out. If you're a fan of fine sports games, this one should be at the top of your list.

As far as Super NES baseball games go, this one will be in the running for this year's World Series of gaming.

One very cool feature of this game is the stats. You can see who has the best earned run average (ERA) or see who has the most stolen bases or the most home runs. The computer keeps track and adds to the stats, so you can see how you measure up against the other players in the league.

The Cowboy and I have been putting our controllers through a spring training of sorts on our own, and we have been blasting the ball around the park. It seems as though our pitchers aren't getting the job done, but it's only spring training—there's a lot of baseball season left.

The game has lots of good points—give it a try for yourself. I guarantee you won't be disappointed.

If you love baseball, this might just be your field of dreams until the big boys start playing for real again. But until that glorious day comes, you'll find plenty of baseball action in this hard-hitting game!
THE RASH IS BACK – WITH 7 WEAPONS

If you can find all 7 Road Rash 3 weapons hidden in this issue of EGM you may win $1,000 cash and a cool denim jacket sportin’ the hot Road Rash 3 logo on the back!

HOW TO ENTER:
Look through this entire issue of EGM. Find all seven weapons, write the page numbers where they’re hidden on the entry form and send it in to:

Road Rash 3 Has 7 Weapons
1920 Highland Avenue, Suite 285
Lombard, IL 60148

1 GRAND PRIZE:
$1,000 in cash, a denim jacket embroidered with the Road Rash 3 logo and a Road Rash 3 game.

5 FIRST PRIZES:
A denim jacket and a Road Rash 3 game.

Entry Rules: 1. No purchase necessary. To enter, mail the entry form or a standard sized postcard containing your name, address, and price number plus print and connects local hidden Road Rash Weapons by identifying pages from the Bay Electronic Gaming Monthly issue and mail to Road Rash 3 Entry, Electronic Arts, 1920 Highland Avenue, Suite 285, Lombard, Illinois 60148. No purchase or payment of any nature is necessary to enter. One entry per household. All entries must be hand-printed. mechanically reproduced entries will not be accepted. Entries must be received and postmarked by June 15, 1995. All entries become exclusive property of the Sponsors and will not be acknowledged or returned. Sponsor and Electronic Gaming Monthly assumes no responsibility for lost, misdirected, misruled, incorrect, incomplete, postage due, or misdirected entries. Only one prize per family, organization or household. 2. Prizes: Grand Prize: One grand winner will receive $1,000 in cash, 1 Beta tape containing the Road Rash 3 game and 1 Road Rash 3 T-shirt. Grand Prize has an approximate retail value of $1,200. 3. First Prize: First Prize winners will receive a denim jacket and 1 Road Rash 3 game. First Prize has an approximate retail value of $350. Winners will be determined by a random drawing from all valid entries by Electronic Gaming Monthly whose decision is final. Drawing to be held June 30, 1995. All prizes are awarded as is. Prizes will be notified by mail. Prizes are non-transferable. No substitutes of prizes are allowed, except at the option of Sponsors should the winner(s) become unavailable. 4. Odds of Winning: The odds of winning will be determined by the number of valid entries received. 5. Eligibility: Entry is open to residents of the United States and Canada. (Not in Quebec). Non-residents will be disqualified. Employees and immediate family of employees of the Sponsors and their respective affiliates are not eligible. Neither Social Publishing Group, Inc., Electronic Arts nor their affiliated, subsidiary, division, or parent companies are responsible for any damages, taxes, or expenses that consumers might incur as a result of this contest or receipt of a prize. Winner accepting prizes agree that if a prize is awarded in the condition ‘As-Sold By’, Electronic Arts and their agents, representatives, and employees will have no liability whatsoever for any injuries, losses, or damages of any kind resulting from acceptance, possession, or use of the prizes. Winner further acknowledge that said parties have neither made nor are any on responsible or liable to any warranty, express or implied, for any such loss, damages, or injuries, including but not limited to the quality, mechanical condition or fitness. 6. Winner(s) List: For a list of winners, mail a self-addressed, stamped envelope to Road Rash 3 Winner, 1920 Highland Avenue, Suite 285, Lombard, IL 60148. Requests for winners lists must be received by July 1, 1995. Allow 4 weeks for delivery of winners list. 7. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply. 8. Sponsor: Presently sponsored by Electronic Arts. Electronic Gaming Monthly is a trademark of Social Publishing Group, Inc. (1990). Social Publishing Group, Inc. All rights reserved. Road Rash is a trademark of Electronic Arts Inc. and Electronic Gaming Monthly are trademarks of Sega Enterprises Ltd. All rights reserved. Printed in U.S.A.
V.R. VIRTUA RACING

TEAM EGMM

I LOVE THE SMELL OF BURNING RUBBER!

SEGA SATURN

Australia, if you bump into the trees, a cute little Koala bear will slide down the tree then climb back up.

There are even polygon-rendered kangaroos that hop around the track, but they're hard to hit. (In other words, you don't have to worry about kangaroo road kill.)

If you already own a Genesis and/or a 32X version of V.R. Racing and are wondering whether or not you should bother spending money on this version, burn rubber to the bank. This game looks great and plays even better.

Get ready to take to the track with the best racing game to ever come out of the arcades.

Sega ported this game over to the Genesis and the 32X, and now they've sold the rights of the game to Time Warner Interactive. The people at Sega have gone under the hood to add some features and tweak this fast-paced game. They will be bringing this game out as V.R. Virtua Racing.

It's out in Japan now and will be ready to head to the track as soon as the Sega Saturn is given the green light in September.

The game stays true to Sega's arcade classic, but is different enough to make it an option for the racing fans.

The three-dimensional polygon cars are back, and you go up against 15 ruthless opponents with four different views of the action. A new Grand Prix Mode adds four more cars to the competition and seven more tracks have been added.

You can also take part in a 10-round World Championship before taking the ultimate challenge. Choose from one of 15 competitive teams. In this mode, you use Formula cars and the standings are based on the World Championship system.
ROCKING THE RIM WITH VAN EARL WRIGHT

Basketball fans get ready to be blasted into another dimension of gaming. Crystal Dynamics has a winner on its hands coming out for the 3DO.

Slam & Jam '95 is the name of the game, and Van Earl Wright (former sports-caster with CNN, turned big-time sports guy on a Detroit station) uses some of his high-powered phrases to keep you on the edge of your seat.

Although the game doesn't have a big-name NBA license, it is a solid basketball title. Crystal Dynamics is planning on using the same winning hoop strategy they employed in Slam & Jam '95 for versions on the PlayStation and the Sega Saturn.

These games will come out under Crystal's new Championship Sports brand.

As you take it to the paint and rock the rim, Van Earl keeps you posted as he tosses out hilarious one-liners. There'll be no mistaking whether you scored or were rejected at the net. Slam & Jam '95 is a new look for basketball that others will be copying.

The players are huge, the action is fast and furious plus the dunks are thunderous. The gang at Crystal Dynamics should get a round of applause for putting out a well-rounded hoop classic.

The only thing missing from this title is the NBA and NBA Player's Association license. But it's still a good game!
Score with this season’s QB and team attributes!

1st and 32X

ADVANCED PASSING: CAMERA ADJUSTS FOR 80 YARDS OF VIEWABLE FIELD!

STATE-OF-THE-ART GRAPHICS WITH OVER 32,000 COLORS!

HEAT UP THE RUNNING GAME WITH IN-YOUR-FACE PERSPECTIVES!

OVER 430 OFFENSIVE, DEFENSIVE AND QB SIGNATURE PLAYS!

CELEBRATIONS!

HIGH STEPS!

SACKS!

DEFLECTIONS!

COMPREHENSIVE GAME STATS AND SEASON SAVE FEATURE!

ULTRA SMOOTH-CAM REPLAY WITH SUPER ZOOM AND VIEW OPTIONS!

VARIABLE FIELD AND WEATHER CONDITIONS!

It’s 1st and 32X. Update your gridiron action with NFL” Quarterback Club, the 1st and only way to play football on the 32X” — complete with the most up-to-date QB and team attributes of any game!

All new advanced passing gives you 80 yards of viewable field to hit the open man, multi-view perspectives heat up the running game with in-your-face action and the exclusive Smooth-Cam delivers the most advanced instant replay from virtually any angle.

NFL” Quarterback Club” on 32X”... REAL FOOTBALL FOR REAL PLAYERS!
GREATEST HEAVYWEIGHTS
TOUGHMAN VS. SUPER PUNCH-OUT

TOUGHMAN BOXING LIVES UP TO ITS NAME

Comparing Nintendo's Super Punch-Out to EA Sports' Toughman Boxing is not an easy job. Only one can be the champ and Toughman gets the Team EGM decision.

First of all, Toughman doesn't get repetitive and has plenty of replay value. You can choose from one of four different tournaments, or you can customize your own tournament. This game is tough and it is a very competitive boxing product. All of your movements are based on strategy and precise timing. Opponents are not predictable—you don't know what they are going to do next. In Super Punch-Out, the boxers telegraph their movements and you know when they are going to throw a super punch. The AI (artificial intelligence) of Toughman can hang tough and go toe to toe with the toughest boxing enthusiast. In Punch-Out, you have 14 special punches to pick from and can initiate these at any time. You don't have to wait for them to charge up. This adds some fun, especially when your opponent is on empty and you can knock him out of the ring. Graphically, Toughman has a more realistic view of the boxing. But it has clearer animations and better use of boxing strategies—the characters are even more believable.

At first, Toughman Boxing is difficult. Utilizing the moves and combos will take you on the road to Butter Bean himself. This game is tough enough to be the champ.

TOUGH BOXERS
Pick from 24 boxers, each with different fighting skills and techniques, from four different regions around the world.

INCREDIBLE COMBOS AND SPECIAL PUNCHES

... AND IN THIS CORNER, SUPER PUNCH-OUT!

There are a number of reasons why Super Punch-Out is a worthy competitor for Toughman Boxing. For starters, the game is very easy to get into. Once you plug the cart into your system, you're ready to go.

Controlling your boxer is easy to master, and your opponents are all on patterns, however, this is something I don't like. The fighters are very predictable. If you're looking for a true boxing simulation, this isn't it. The game isn't very realistic, but despite that, the game is too arcade-like and cartoony. But the fast-paced action will keep you on your toes. With three-minute rounds, the action keeps comin'.

Comparing the graphics and sounds to Toughman, this one comes out on top in the sound department. But at times, the cartoony graphics and "super-dizzies" get tiresome. Other punches lack variety in the boxer's movements and it doesn't have multiple moves and combos like Toughman does.

There are special moves that you can do, but you have to wait and charge up.

There are three circuits you can go through plus a special circuit. You can get to the special circuit if you have four wins and no losses.

It's cute, not too bloody and delivers a boxing experience for all ages, especially younger gamers.

WORK YOUR WAY TO THE SPECIAL CIRCUIT

Iceman's Corner Tips
When dealing with Rick Bruiser, you always have to watch out for his elbow attacks. He will try to break your neck. Counter his attacks by throwing a hook punch, then follow with an uppercut or punch when he's not stunned. Watch out for his counterattack. Always dodge on the same side you throw your punch. Good luck with this one.

Cowboy's Corner Tips
Nick Bruiser is very similar to his brother—he likes breaking hands and necks. He has a version of the Hurricane Rush that is slower but more powerful. Counter his punch with one of your own to the same side he threw at you. If you master this, you can damage him big time. Keep doing this and you will earn the championship title!
HardBall '95 lets you trade players and build any team into a contender.

We expect to sell thousands in San Diego alone.

You live by the trade. You die by the trade. Just the way you'll find it in HardBall '95. So you can trade, say, a Milwaukee reserve for a Montreal star. Or deal for a lefty to strengthen the Seattle rotation. Or, if you've got some time on your hands, try to rebuild San Diego. But the front office is not all we've made more realistic. Stadiums are more detailed, from the wind at The Stick to the altitude at Mile High. You get night games. You get 700 MLBPA players with 1994 stats. Digitized graphics that are swear-word real. And a computer opponent that's now even tougher. Get HardBall '95 for Sega Genesis now. It could go fast. Especially in San Diego.
Howdy, sports fans. The Iceman and I have been busy this month getting this NHL Hockey '95 strategy guide ready. It's one great game. If you are finding it hard to score in key situations, the following tricks and tips should help you bulge the twine in the last seconds of the game.

We've put a lot of trigger time in on this game and talked to EA Sports programmers to come up with the ultimate NHL Hockey '95 strategy to help you win Lord Stanley's Cup.

Here are a couple of hidden tricks we've come across. If you own the Genesis version, you can play 30-second periods in the game. At the Match-up Screen hit A, C and Start then you'll be able to choose 30-second periods.

Here are a few ways to score consistently: This year the team of programmers at EA Sports made the computerized goalies harder to beat, and those cheap moves of years gone by have been tossed out the window.

If you own the Genesis version of the game, the wrap-around is easy to execute and it works most of the time. If you master this move, you'll be hearing nothing but the wail of the sirens after you score. You can execute a wrap-around by going to your opponent's end of the ice and behind the net from the left or right side with the puck, then skating around the net. As you come around the other side, the goalie will move to the near post, as you come out from behind the net. Wrist the puck by tapping the C button and you should score. If you're still having a hard time, go into the Practice Mode to try all of these moves.

Another way to score is to take one of your forwards and skate down the ice heading toward the opposing net. Do a fast pass by tapping the B button. Sometimes this shot is too hot for the goalie to handle, and it will skip by him into the net. The only thing is you must have a clear path to the net. If someone skates in front of it, the shot will be blocked. This technique works best on breakaways.

The third and probably the best way to score is the dreaded one-timer. You can practice executing this very effective technique by going into the Practice Mode. The easiest way to pull this move off is to carry the puck down either side of the ice with one of your wingers. Your centerman will automatically go into the slot. All you need to do when he is in place in front of the net is press the B button to pass and then immediately hit the C button—the puck will find the back of the net.

The Super NES version is another story. It's a great game, but because of the button configuration, the Genesis version plays better. Despite the slower pace, NHL Hockey '95 for the
Dear Tecmo Game Players:

For those of you who were unsuccessful in your attempt to purchase a copy of Tecmo Super Bowl II: Special Edition, we at Tecmo would like to apologize for the time and effort which many of you spent and for any disappointment.

The production cycle for video games is around 3 months from the time an order is placed until a game is available at retail. The length of this cycle makes it very difficult for Tecmo to accurately predict demand for any game.

The demand for Tecmo Super Bowl II was much greater than we could have anticipated, and we sincerely apologize for any inconvenience. Unfortunately, Tecmo Super Bowl II is now sold out at most retail stores and will be discontinued in favor of a new fall release.

We are pleased to advise you of the planned fall release of Tecmo Super Bowl III: Final Edition. In addition to all of the great new features, Tecmo Super Bowl III will feature most of the changes in the NFL for 1995.

As the time for release of Tecmo Super Bowl III approaches, we will be inserting a SPECIAL RESERVATION FORM in most video game magazines, which you can take to your favorite participating video game retailer to help you reserve a game.

Thank you for your time and effort and continued support of Tecmo games.

Sincerely,

TECMO, INC.
KYLE PETTY NO FEAR RACING (SUPER NES) BY WILLIAMS

<table>
<thead>
<tr>
<th>Graphics</th>
<th>Sound</th>
<th>Playability</th>
<th>Realism</th>
</tr>
</thead>
<tbody>
<tr>
<td>**</td>
<td>**</td>
<td>***</td>
<td>**</td>
</tr>
</tbody>
</table>

Left, right, left, right... this is so linear. There's not much here to do. The races tend to be easy and you can practically win most of the courses even if you started last at the starting block. Animations could use more frames to give the cars realism—it wasn't there at all.

Customizing your car is a real feature, but basically this didn't cut it out for me to press on the pedal.

SPORTING ALL-STAR BASEBALL (SUPER NES) BY HUDSON SOFT

<table>
<thead>
<tr>
<th>Graphics</th>
<th>Sound</th>
<th>Playability</th>
<th>Realism</th>
</tr>
</thead>
<tbody>
<tr>
<td>**</td>
<td>**</td>
<td>****</td>
<td>**</td>
</tr>
</tbody>
</table>

Baseball is the hardest sport to translate to a video game. This is not bad because the game gives you the very perspective of a baseball game. Although it doesn't have play-by-play commentary or full-motion video, the playability is excellent. Real players and their current stats add realism to the game. Instead of watching exhibitions, play the real thing at home.

This game plays decently, but it doesn't get me too excited. Hitting at times is difficult. But if I had a choice of whether to take to the field or sit on the bench, I'd sooner sit on the bench spitting sunflower seeds. I guess with all that is going on I'm not really into baseball just yet...

If you own a Super NES and don't own Ken Griffey, Jr., give this game a rent or two first.

TOUGHMAN BOXING (GENESIS) BY ELECTRONIC ARTS

<table>
<thead>
<tr>
<th>Graphics</th>
<th>Sound</th>
<th>Playability</th>
<th>Realism</th>
</tr>
</thead>
<tbody>
<tr>
<td>**</td>
<td>**</td>
<td>****</td>
<td>**</td>
</tr>
</tbody>
</table>

If you want a boxing game filled with moves, combos and super punches, this is the one for you. Excellent AI keeps you on your toes, blocking and throwing punches at your opponents—it's all about strategy here.

Competitive tournaments will take you around the world and reach Butter Bean himself. If you want to see blood fly, you'll see it here.

The question is: Are you tough enough? This game has some killer combos, but takes a little bit of patience to master. I'm in Toughman's corner. It's a solid game for die-hard boxing fanatics. There's even strategy and the artificial intelligence of the game is incredible. The characters don't telegraph their movements like they do in most boxing games. I'm sold.

SLAM CITY (32X) BY DIGITAL PICTURES

<table>
<thead>
<tr>
<th>Graphics</th>
<th>Sound</th>
<th>Playability</th>
<th>Realism</th>
</tr>
</thead>
<tbody>
<tr>
<td>**</td>
<td>**</td>
<td>**</td>
<td>**</td>
</tr>
</tbody>
</table>

An upgrade to the Genesis version, but there are hardly any changes except the quality of the full-motion video. The game doesn't really change—you must memorize the video and press the right key at the right time. Bystanders and players' comments are comically corny, but it tends to get tired as you keep playing the game. I'm disappointed.

I've played a couple of different versions of this game, and is just too darn hard to score. The concept of the full-motion video with one of the NBA's finest players is a good one. But the game could have been put together so that it is easier to play. I can understand the need for a game not to be too easy. I'm going to reject this one at the buzzer. Too hard!

THE NEXT GLORY: SUPER SIDEKICKS 3 (NEO•GEO) BY SNK

<table>
<thead>
<tr>
<th>Graphics</th>
<th>Sound</th>
<th>Playability</th>
<th>Realism</th>
</tr>
</thead>
<tbody>
<tr>
<td>****</td>
<td>****</td>
<td>****</td>
<td>****</td>
</tr>
</tbody>
</table>

I love the second edition, but when I saw this upgrade, I couldn't wait to play. Everything is better: graphics, sounds and the easy playability of the game. Cool super kicks! It's another Super Sidekicks but way better. It's always good to have an arcade machine in your home and not worry about the quarters, but you still have to pay for the game.

If you've got the big bucks and are looking for a big-time soccer title for your Neo•Geo, this game kicks. It's easy enough so you can get into the game and there are enough hidden bicycle kicks and strategies that will keep you coming back for more. The sign of any good game is how addictive it is. This game is definitely addictive and full of action!
Hey,

It's Baseball Action So Authentic,
The Only Replacement Player Is You.

For real video baseball action, forget about pressing buttons on a boring controller. Get your hands on the new Batter Up™ electronic bat. Batter Up is compatible with the most popular baseball games around. So you can take your swings against the toughest pitchers in the majors. Chances are, they're all well-rested by now. Batter Up is also available for IBM® PC games, so look for it at your favorite video game or computer stores.

Look for your $5 off Batter Up™ coupon inside these game cartridges:

- World Series Baseball® '95
- Hardball '95™
- Triple Play™ Baseball

Interactive Baseball Accessory for SEGA® GENESIS®, SUPER NES®, and IBM PC's. Software not included.

Batter Up™ is a trademark of Sports Sciences, Inc. SEGA™ and GENESIS™ are trademarks of SEGA Enterprises, Ltd. All rights reserved. SUPER NES™ is a registered trademark of Nintendo of America Inc. 1991. All trademarks are the property of their respective owners. All rights reserved.
THE DUNES
A sandstorm separates the mission team from Colonel O'Neil. To make matters worse, someone stole the nuclear bomb! Search the catacombs for your equipment, then go to Nagada to find the rest of your team.

Daniel Jackson informs you that the base camp was overrun by Horus guards. Watch out for the landmines.

The openings lead to the caverns. Press up to enter them. Locate your lost equipment boxes in the caverns.

The easiest way to kill the creatures would be to roll a grenade at them.

Dinner!

You will find yourself in precarious situations a couple of times, such as this one.

Your radio holds a wealth of information, such as a number of collected bomb pieces, collected hieroglyphics and your password.

STARGATE

Colonel O'Neil and his team walk through the Stargate and find themselves on Abydos, a planet on the other side of the known universe. Suddenly, a sandstorm comes and separates the team. O'Neil wakes up to find the team gone, along with the nuclear bomb he brought! Play as O'Neil as you try to find your team, your bomb and a way home.

FACT-FILE

THEME
Action
DIFFICULTY
Moderate
TIME TO COMPLETE
Medium
MEG SIZE
16
BACK-UP
Password
# OF PLAYERS
1
AVAILABLE
May
% COMPLETE
100%
DEVELOPED BY:
Probe
PUBLISHED BY:
Acclaim

PLAYER'S NOTES:

FIRST IMPRESSION
I saw the movie twice, and I really liked it. Even so, it's been my experience that movie-to-game titles don't do that well, so I wasn't expecting much. But after playing for a while, it occurred to me that Stargate uses the same engine as Alien 3, and that game was awesome!

BEST FEATURE
The music soundtrack grew on me, especially in some of the later stages. The Mode 7 flight scenes were good as well. The graphics were crisp and clear on these scenes.

WHAT'S MISSING
The graphics are a little grainy... almost like a Sega game. I think the programmers could have done a better job with it.

WILL YOU LIKE IT?
If you liked the movie, you'll like Stargate. (If you haven't seen the movie yet, well, go see it!) If you like action games in general (especially if you liked Alien 3), give Stargate a whirl.

—Ken Badziak
THE CITY OF NAGADA

Ra, in a rage of fury, attacks Nagada. Now four elders are missing, lost in the city during the resulting confusion. O'Neil must find them, or he can't proceed to find his team.

Immediately upon entering the city of Nagada, an elder will confront you with a dire request.

The Horus guards are out in force looking for you.

The different levels of Nagada are connected by fragile bridges.

Some of your paths are narrow. Really narrow.

Everyone's out to get you! Kill or be killed!

Find Kawalski, your squad leader, at the very bottom of the first cavern.

A secret passage leads to Ra's pyramid, where you can find a few Marines scattered around here and there.

One Marine can be found guarding some gun coolant... and a piece of your stolen nuclear bomb!

LOCATE YOUR TEAM!

Your team is scattered in some dank catacombs, as well as in Ra's pyramid. Scattered around are a couple of bomb pieces, and a couple of hieroglyphics Daniel needs to get home!

TAKE TO THE SKIES!

Later in the game, O'Neil will come across a downed glider. Hop in and fight Ra's Horus guards in the air! This level plays much like the Mode 7 levels in the Star Wars games.
Metropia is a city under siege. Every day crime escalates to new heights and the good people are under attack. As the Phantom, it's your job to stop this crime spree and restore justice. You will need to work your way there by taking on some of the smaller troubles of the city. Don't worry though, action and danger are everywhere, and there won't be a waking moment that you are not being pursued or fired upon. Fight to win!

**FACT-FILE**

- **THEME**: Action
- **DIFFICULTY**: Moderate
- **TIME TO COMPLETE**: Medium
- **MEG SIZE**: 16
- **BACK-UP**: Password
- **# OF PLAYERS**: 1
- **AVAILABLE**: July
- **% COMPLETE**: 80%

**DEVELOPED BY**: Viacom New Media
**PUBLISHED BY**: Viacom New Media

**PHANTOM 2040**

**KNOW YOUR ENEMIES!**

- **This robot is only a threat when you are really close to him. Try to destroy this defective toaster from a distance!**
- **This particular robot is always a threat due to his mobility. As soon as you see him, try to take him out quickly or he will become a problem.**
- **Another challenge for the Phantom. This guy has a long-range gun. When you see him duck and shoot, stay down to dodge his shots.**

**ICONS FOR SURVIVAL**

- **The large and small skulls will restore either a lot or a bit of energy depending on the size of the skull. Gather as many as possible!**
- **Collect this icon for an extra life. It's a must for any hero!**
- **These energy clips will keep your weapons firing. Watch the energy bar at the top to see when you need some of these to recharge your battery.**

- **The First Aid kit and the pulsating skull will fill your health bar back up completely. Keep an eye out for these hard-to-find specials!**
- **These two icons are some of the most important. The S icon will increase health and the E icon will increase your energy pack.**

What's this? A city under siege? They need a superhero to save the day.
WAREHOUSES AND DOCKS

The warehouse is a dangerous place filled with robots and wall climbers, dead ends and electronic doors. All these obstacles must be overcome so that you may find the necessary clues to continue with the mystery. Luckily, it isn't always dangerous. There is a good supply of power-ups and shortcuts throughout the level. This is a good level to learn how to develop your wall climb—a skill that will definitely be necessary in later levels. Also, take the time to learn some of the robots' patterns so that you will be able to kill them in later levels.

BOSS: GRAFT

Although this boss seems threatening, he is not very smart. It does not take long to get his pattern down. The easiest way to defeat him is to attack yourself to the wall right when you enter the room and hang there. If you are a quick shot, you will be able to cut out the robot's arm and legs before it shoots at you. When the legs are blown, drop from the wall and destroy the cockpit to finish him off.

PLAYERS' NOTES:

FIRST IMPRESSION
This game is pretty good, considering the trend of games that are similar to it. The graphics are not much to see, but the conversations were a pretty good addition and kept me interested in the game the whole time.

BEST FEATURE
The fact that if you run into the enemies you don't get hurt.

WHAT'S MISSING
One thing that I noticed missing was the clear and helpful guidance of a companion. This is not necessarily a bad thing, just something that was missing from the current examples of action games.

WILL YOU LIKE IT?
It is a good possibility that if you like the action/adventure-type games, then you will be attracted to this title. With a good plot and interesting characters, the game will keep you jumping, shooting and ducking for your life. Being able to wander around is a good feature also.

—Scott Augustyn

INDUSTRIAL ZONE

In the Industrial Zone, you will have to fight the same robots as the warehouse. This level is quite confusing and you will probably find yourself saying, "Where do I go now?" Be sure to search for any and all door switch boxes. They will make your trip a lot easier and will help you find your way out of this industrial maze.

The Phantom overlooks the city, but can he solve the crime problem by himself? He has got quite a challenge in front of him, but he must save the city and the world!
PLAYER'S NOTES:

FIRST IMPRESSION
When I was handed this title, I really didn't know what to think of it. However, all it took was one play and I was hooked! The clear and colorful graphics really look great for a Genesis title.

BEST FEATURE
The two-player simultaneous game is a blast! Players can now cover each other's backs when rounding corners!

WHAT'S MISSING
The levels. While this game has great graphics, eerie music and sound effects, it also only has six levels, which makes you wonder, "Is this it?" A good gamer will be able to make his/her way through even the hardest level without too much trouble.

WILL YOU LIKE IT?
Fans of the classic Contra series might enjoy a shooter with a nice, new playing perspective. So if you're looking for a good, two-player, shoot-anything-that-moves action game, then look no further.

—Tim Davis

PROFILE: JOINT
Conception: 2034
Height: 6'5"
Weight: 504 lbs.
Weapon: Blaster gun
Crew Member: 2059
Joint is a good shoot-first-and-dodge-later character.

PROFILE: SPINE
Conception: 2031
Height: 6'4"
Weight: 240 lbs.
Weapon: Plasma beam
Crew Member: 2050
Spine is your average, well-rounded character.

PROFILE: RIB
Conception: 2039
Height: 6'
Weight: 140 lbs.
Weapon: Triblast trasher
Crew Member: 2058
Rib may not have much armor, but she's really quick!
**FACT-FILE**

**THEME**
Action/Shooter

**DIFFICULTY**
Moderate

**TIME TO COMPLETE**
Short

**MEG SIZE**
16

**BACK-UP**
Password

**# OF PLAYERS**
1 or 2

**AVAILABLE**
May

**% COMPLETE**
100%

**DEVELOPED BY:** Core Design

**PUBLISHED BY:** U.S. Gold

---

**THE MONSTRO CITY**

At the beginning of this mission you'll run right into a wall! Show 'em the kind of firepower the Krew carries!

Destroy the grey generator to lower their shields.

Avoid this mid-Boss' fire on either side and shoot his engines to take him out.

Just keep moving to stay out of the range of their green energy beam!

---

**THE PLANET VENUS**

Each side room has one or more computer cores that you must put out of commission to get back on the main planet.

In the second side room you'll run directly into an ambush from the left of your screen, so stay alert!

The layout of this room is almost as big as the main level itself!

The third room has a total of three computer outlets you have to destroy to proceed further.

Make your way up to the top of this room by using the air lifts to propel you. You'll find the last computer terminal on this floor.

The planet of Venus is a sewer-infested wasteland covered with enemy goons. To leave, you must deactivate a series of computer terminals that are heavily guarded in secret sub-rooms throughout the planet's surface.
FACT-FILE

**THEME:**
Action

**DIFFICULTY:**
Moderate

**TIME TO COMPLETE:**
Medium

**MEG SIZE:**
CD-ROM

**BACK-UP:**
Battery

**# OF PLAYERS:**
1

**AVAILABLE:**
April

**% COMPLETE:**
90%

**DEVELOPED BY:**
Crystal Dynamics

**PUBLISHED BY:**
Crystal Dynamics

---

**Rez and Television**

After getting sucked into TV land by the evil Rez, Gex must locate remotes to escape!

Gex must travel through a world of bad reruns and monitors of static in order to reach Rez. Guiding Gex along the way, you should have no trouble enjoying the unique atmosphere and setting this game has to offer. The television idea is repeated throughout the levels. Small cracks in walls are filled with a static effect, adding more to the environment and backgrounds. This game is a major breakthrough for the 3DO!

---

**Side-Scrolling Action FOR 3DO!**

Gex is an unusual game with a unique character. Boldly traversing into the realm of side-scrolling action on the 3DO, this game breaks new ground. Featuring excellent sound, some unique character techniques and a great soundtrack, Gex should provide 3DO gamers with a basis for similar titles to come.

---

The digitized voice of comedian Dana Gould, who has appeared on HBO, does the voices for Gex. Plenty of nifty, little sound clips randomly occur while bounding through the levels.

---

Can this Gecko make it through a world of cheesy TV shows?
Denizens of the Graveyard attempt to stop Gex from reaching any remote and progressing toward Rez's lair. For the most part, this is a pretty easy set of stages, based more on tricky maneuvers than enemy danger.

**Disco Fever**
This stage is primarily environmental danger. Avoid the pits of green liquid.

**PLAYER'S NOTES:**

**FIRST IMPRESSION**
WHOA! This is a 3DO side-scroller? I was definitely more impressed with this groundbreaking title for a system that is considered FMV only. Absolutely excellent.

**BEST FEATURE**
It's so hard to decide. Is it the excellent graphics, the gameplay or the nifty little sound bites by comedian Dana Gould?

**WHAT'S MISSING**
More diversity in the stages. Although there are unique features to each individual stage, some of the motifs used throughout the levels get tiresome.

**WILL YOU LIKE IT?**
If you like the various Mario- and Sonic-type games, you should enjoy this one. If you are looking for something new from your 3DO, I guarantee this title will NOT disappoint you. Gamers of all types should find Gex enjoyable.

—Jason Streetz

**THE ICONS**

- **SPEED BOOST**
- **TOTAL HEALTH**
- **EXTRA LIFE**

**Warp Zones**
Warp Zones are indicated by static-like rips in space. They take you to other places in a level or to bonus rounds for extra points and icons.

**Grave Danger**
Almost like a Friday the 13th movie, you must fight off scores of masked weirdos.

**BOSS**
Reminds me of The Exorcist...

**Undead little lizard meanies provide only minimal resistance on this stage.**

**Some rather unique foes inhabit a challenging background.**

**ACT now while supplies last!**
Rings of foes will split up to hinder your travel through this maze stage.

Knock! Knock!

Increase your skills of coordination and timing. Some jumps are nearly impossible.

The graphics of this stage are excellent, as is the game play.

BOSS

His name is the Flatulator for obvious reasons. Knock his flying, fat buttocks from the sky for a quick win, while avoiding his dive-and-get-you attacks. Every so often he will return to the machine for more flab power. Try to prevent this.

New Cartoon Land

It's attack of the killer looney toons in this set of stages. Only the most skilled jumpers and divers will progress further.

Large warp maps get confusing, but with patience it's quite possible.

Once again, this game leans more toward coordination and timing than enemy bashing. In a number of spots, some fancy footwork will be necessary to reach the top. There are plenty of power-ups along the way. The freeze tongue is handy in the later sections of this stage.
If you enter a warp door (see second page of this Fact-File) and see a screen like this, you have entered a bonus round: a chance to get items!

Remind you of Street Fighter? It should. You must destroy barrels that are being brought in on a conveyor belt. Smack 'em with your tail.

Some zones are simply a free-for-all gathering spot of icons. For instance, run through a minimap and collect as many insect icons as possible.

See if you can catch all of the Fly icons that are coming from the overhead falls. Some lightning-speed controller work will be needed.

As you cross the bridge, be careful of the snake charmer's tricks.

Rolling treads make things difficult for poor Gex. Watch out for killer TVs and the unique underwater effects of the enemies. Truly a great level.

It's Gamara! No, actually it's just a large, flying turtle(?) out to get you. Use the icons provided.

Still a tad raw at this time, but still challenging! Rope-swinging, vine-jumping action for Gex!

Rez himself squares off with Gex for the final fight. Avoid his dashing attacks and falling TVs.

This is the moment of truth. Using the skills amassed throughout his quest, Gex must defeat the TV King himself. Rez drops TVs on you and his levels are nowhere near as easy to complete. Prepare yourself!

Large suction stations make maneuvering more complicated than usual.

Tractor treads make things difficult for Gex. Watch out for killer TVs.

Phasing blocks of wall make timing a must. Brush up on wall-walking skills.

MORE ICONS...

ACT NOW while supplies last!
Wing Commander III is the second Wing Commander game for the 3DO. You may think an action game's story line is not important, but Wing Commander III has a very well-developed story. It is woven into and is an important part of the whole game. The decisions that you make in your conversations with your shipmates will affect both the morale and the performance of your wingmen. The Kilrathi are very well animated and look as convincing as a 10-foot-tall, walking upright cat can look.
In Wing Commander III, you can fly in two Cockpit Modes. The first is the Cockpit On Mode. In this mode, you will have an active dash in front of you. The second mode is the Invisible Cockpit Mode. In this, the only thing displayed is your shell strength, radar and target MFD.

As you can see in these pictures, Wing Commander III is a graphically stunning game. The ships are rendered beautifully. The Kilrathi ships look very menacing. The array of ships and weapons at your disposal is huge.

Pictured above is a Kilrathi who has been locked on by your computer. It then projects a red crosshair at the point where your shots will impact the enemy ship. Below is a missile lock on a ship.

In these two pictures, you are witnessing both the destruction of a Capital ship and the precise marksmanship that it takes to down some of the more maneuverable Kilrathi fighter craft.

**Player's Notes:**

**First Impression**
After beating the tar out of the computer version, I heard that WC3 was coming out for the 3DO. This made me very happy. Although the prospect of throwing 20+ key commands into a six-button controller made me very leery.

**Best Feature**
The best feature is the great interactive cinemas. WC3 will draw you in and make you feel like you are in the game.

**What's Missing**
As I mentioned earlier, the sheer number of controls really needs a keyboard. Also, the standard controller really takes a lot to get used to. You might want to invest in a joystick-type controller like the Flightstick Pro by CH Products.

**Will You Like It?**
If you want to become involved in a space opera or just blast things away, then you'll love this game. Take it from me: I have owned and beaten every Wing Commander game ever produced.

—David Ruchala
FACT-FILE

THEME
Simulation

DIFFICULTY
Hard

TIME TO COMPLETE
Very Long

MEG SIZE
16

BACK-UP
Battery

# OF PLAYERS
1

AVAILABLE
April

% COMPLETE
100%

DEVELOPED BY:
Atari

PUBLISHED BY:
Atari

There are some pretty basic options in the game. You can adjust the volume of the music and sound effects. You can also change the buttons around to your specifications.

In every mission there is one main objective for you to accomplish, and you are debriefed on what that main target is. Sometimes the number of things you need to destroy to complete your mission reaches as many as 15 items.

There is a really neat option to be able to change the view to outside and behind the tank. Playing like this gives you a better view of what is going on, but your vision is limited. Your radar, compass and special weapon is still viewable, making it easy to change your direction. It is, however, extremely tough to maneuver your tank from this view. Aiming your guns and missiles can be an extreme pain as well. All in all, it does give a little bit of a twist to the action.

PLAYER'S NOTES:

FIRST IMPRESSION
I fired this game up not really knowing what to expect. I played for a while and found myself getting more frustrated with the game than anything else. You take damage if you come down a mountain too fast—I thought this was supposed to be an all-terrain vehicle?

BEST FEATURE
There are quite a few weapons you can use to blast the enemies but they are in short supply and hard to find.

WHAT'S MISSING
Really good control. I understand that this is a hovercraft, but when you turn left or right, you don’t actually move left or right. You’re still moving in the same direction you were going before you turned. That was annoying.

WILL YOU LIKE IT?
I doubt it. While it is always fun to blow up enemies for no apparent reason, I found this game way too frustrating to play. Unless you play this game endlessly and master the controls, forget beating it.

—John Gaida
**Vulcan Shootout**

In this mission, you must blow up two generators. Your drop ship is nice enough to place you down almost directly next to one, leaving only one to find. Shoot the enemies rather than avoid them.

**Desert Swarm**

There is a plethora of enemies just waiting to kill you. Get close to them and they come running. Also watch out for the floating mines, there are a ton of them.

---

**The Unnatural Night**

This mission is a real pain. Not including the fact that your visibility is ... um ... like zero! The enemies can really put a drag on your day. Use your targeting system to seek out new enemies, destroy new worlds and boldly kill what no one has killed before!

Use your flares constantly throughout the level. Good luck on finding anything.

**Amphibious Strike**

This level is played entirely on water. Being a hovercraft, you glide right over as if it were any other solid surface. There are some mines floating about throughout this level, so stay alert. Destroy them before they blow up your vehicle.

You can climb these slopes if you go fast enough. Get up there to scope out the landscape for any enemies.

There are two radar dishes you must destroy for this mission. It is very easy compared to the others.

Fortunately, your five targets are a group of supply ships and are very close together. Navigate around the mountains until you find a valley. Cross into that valley and fly until you find them. Homing missiles work well.
They should call this guy Action Jim. He is very flexible and moves like a madman. You will find icons throughout the game. Collect as many as possible, including plasma guns that will power-up your plasma blast! You will need this, especially against the big, bad Bosses.

It doesn’t take much to get chomped on in this level. Keep a lookout for meteor showers and aliens.

Down the Tubes is where you’ll find the underwater lair of Bob the Goldfish.

**FACT-FILE**

**THEME**

Action

**DIFFICULTY**

Moderate

**TIME TO COMPLETE**

Medium

**MEG SIZE**

4

**BACK-UP**

N/A

**# OF PLAYERS**

1

**AVAILABLE**

July

**% COMPLETE**

90%

**DEVELOPED BY:**

Shiny

**PUBLISHED BY:**

Playmates
What the Heck?

Take a wild ride in the Asteroid Zone! It's neck-and-neck here with your challenger, Psy-crow. Avoid asteroids and collect orbs for points. Psy-crow plays dirty, so keep your eyes open!

Ever wanted to bungee jump? Well, have a go at it as Jim stretches like a rubber band. Knock your opponent against the cliffs and try to snap his cord. Just be cautious of the little surprise at the bottom!
Godzilla and his bendy-pal Gumby?! What better way to destroy New York City than with everyone’s favorite monster, Godzilla!

A new toy set, the New York Attack Set, features Godzilla stomping his way through the streets of a miniaturized New York City play set, shooting spring-loaded fireballs at anything that gets in his way.

Trendmasters, maker of many Godzilla toys, is bringing this set out soon. Also from Trendmasters are the Gumby bendable figurines. These malleable dolls will bring back fond memories of the original, entertaining, stop-motion animation show.

The figures are nearly identical to those of the show. Along with many familiar characters like Pokey, evil members of the hit cast (including the Blockheads) will join in to unleash their fury on the Gumby world once again.

Rush to your toy stores soon to check out the Gumby bendies and the Godzilla New York Attack Set! You won’t be disappointed!

MTV animation gets totally Fleered. If there is one thing Fleer card company does effectively, it’s produce high-quality trading cards for everyone to enjoy. They should—it’s their business!

A new set of cards is due to be released that will incorporate MTV animation. The Fleer Ultra set will feature cards based on Beavis and Butt-head, The Brothers Grunt, The Head and The Maxx.

These bizarre and sometimes rude characters will be immortalized in this set and will have fans and collectors alike scrambling to get their hands on the cards.

The set will include special foil cards, chromium cards and hologram cards.

This car is one to relish! What would you do if you saw a giant, 27-foot-long, 63,000 pound hotdog riding down the street at speeds of 90 mph?

Oscar Mayer has recently unveiled the wiener of tomorrow—the new 1995 Weinermobile. People will be able to see the Weinermobile at top events like Mardi Gras, the World Series and the Indy 500.

The vehicle even features a big-screen TV and two cameras! Frankly, this dog is dee-ee-licious ... mmmm, hotdog.

Even Clive Barker gets grossed out.... During a panel discussion recently, famed horror writer Clive Barker said that he was sickened by the violence in the movies Interview With the Vampire and Pulp Fiction. If that made him spew, he’s bound to love Quentin Tarantino’s next movie—it’s about vampires!

I guess we’re associated with satellites.... In an attempt to do away with Western influences, a law was passed recently in Iran that bans the use of satellite TV antennas. If caught, an offender could face up to $57,000 in fines. Hey look man, I just wanted to watch The Simpsons!
Seek the knowledge, go to Mars

Some people say life on Earth is hard ... wait until they try life on Mars!

With *Next Step: Mars?*, a CD-ROM for IBM, you're placed in the role of the "Seeker of Knowledge." You must gather information about Mars to convince the Intergalactic Council of Planets that Mars is safe to inhabit.

Based on the popular public television show, *Space Age*, this futuristic CD will test your skill and knowledge of space and Mars.

To find info, you must search through different databases containing over 80 video clips about space. Patrick Stewart of *Star Trek: TNG* narrates the introduction to this cool game.

Are you ready to take the next step ... to Mars?

Live in a Dr. Seuss world

Let's take a moment and imagine a theme park based solely on the world of Dr. Seuss and the wonderful fun therein. Now open your eyes because it's in the works!

A new theme park at Universal Studios Florida, called Seuss Landing, will be part of a multibillion dollar resort called Universal City Florida. Though Seuss Landing will not be open until 1999, the park will be well worth the wait.

Seuss Landing will offer Universal Studio's state-of-the-art entertainment technology that all of their current rides and attractions feature. The park will show in vivid reality the world of Theodore S. Geisel, better known as Dr. Seuss.

Start packing for a theme park that will bring a plethora of imagination and creativity to your world. In other words, get ready for Seuss in 1999!

The cartoon dynamic duo

There's a little phrase that rings in the ears of people around the world when the hit movie, *The Lion King*, is mentioned. That is, "Hakuna Matata."

The two energetic side-hackers who introduced this phrase, Timon and Pumbaa, will be jumping on to the Walt Disney afternoon wagon this fall.

The show will be based on comical adventures the two characters take part in. When Timon and Pumbaa are together, what else could happen but hilarity?

These two jungle friends will be traveling anywhere in any time as long as a funny situation presents itself. Greg Krisel, president of Walt Disney animation, knows these two are bound for humor no matter where they go.

The Broadway actors who did the voices for the characters in the blockbuster movie will be back to do the voices for the afternoon cartoon. What more could you ask for?

It just ain't right...

Back in the old days, kids played cops and robbers. They'd run around the block chasing after each other and shooting one another. Well, times change and so do the toys. A new set of toys features various power tools with REAL sounds! Though it just ain't right, the good thing about the toys is the bond that develops between kids and parents when they help their parents do work around the house. I guess instead of playing cops and robbers, kids will now be playing carpenters and mechanics!
YOUR #1 SOURCE OF AMERICAN
AND JAPANESE VIDEO GAMES

We buy and sell Used Games & Systems

SONY PLAYSTATION
- Twin Goddess
- Rayman
- A.I.V
- Philosoma
- Tekken
- Fakkota
- Ridge Racer
- Star Blade
- Cyber Sleek
- Team Innocent
- Raiden Project
- Flyer
- Motor Toon GP
- Victory Zone
- King's Field
- Turret
- Crime Cracker
- NeoCoon Pad
- Parodius
- Memory Card
- Kékak the Blood
- Space Griffin VF-9
- and many more...

NEC FX
- Battle Heat
- Graduation 2
- Phantasm Soldier
- Team Innocent
- FF Fighter

SEGAMA SATURN
- Virtual Fighter
- Wondai Connection
- Tama
- Myst
- Gate Racer
- Parzec Dragon
- Daytona USA
- Dream House
- Clarkeswick Knight
- Shin-Showa-Deck
- Victory Goal
- Gotha
- and many more...

NEO - GEO CD
- Kamon's Revenge
- Streep Hop
- A.D.K.
- View Point
- World Hero 2 Jet
- Wiz Jammer
- Last Resort
- Kamon's Revenge
- Navel
- Magician Lord
- and many more...

3DO
- Tempest 2000
- Dragon Lord
- Supreme Warrior
- Space Ace
- Tempest +2000
- and many more...

JAGUAR
- Iron Soldier
- Zool
- Cannon Fodder
- Club Drive
- AVP
- Checkered Flag
- Kasumi Ninja
- Doom Ultra Vortex
- Please call for Jaguar CD
- and many more...

32X
- Moto Cross Championships
- Cosmic Carnage
- Super After Burner
- Street Hoop
- Cosmic Carnage
- Street Fighter II
- and more...

SUPERSTICK
- S-NES, SEGA (Reg & Turbo)
- Neo-Geo / 3DO
- Two in One (SNES-SEGA)
- Also Available in Double Side

3DO / SNES PAD
- Adapter
- (2 player version)

SUPER FAMICOM
- Live A Live
- Pretty Fighter
- Super Ponder
- Godzillas Sp Battle
- Albert Odyssey 2
- Rampage 3: Krpan 4
- Captain Tsubasa 5
- Breath of Fire 2
- Mahjong
- Anette 2
- Gromin 3
- Tetris 3
- Chronicle Trigger
- Dragon Quest VI
- 4th Spr Robot War
- Dragon Ball Z #2
- Sailor Moons (Fighters)
- YU Yu Hakusho
- Yu Yu Hakusho 2
- YU Yu Hakusho #2
- Ramma 1/2 Spr Bl
- Dragon Ball Z #3
- Field Mission
- SD Gum Dam GX
- Dragon Ball Z #3
- SPECIAL:
- $50.00
- $60.00
- $59.00
- $59.00
- $59.00
- $59.00
- $59.00
- $59.00

GENESIS
- NBA Jam TE
- Super Showdown (CD)
- True Life
- Eternal Champion (CD)
- Road Rash 3
- Dragon Ball Z #2
- Captain Commander
- First Queen
- Call for any games not listed.

NEO - GEO
- New-Geo Gold System
- with FREE GAME
- $499

MEGA DRIVE
- Dragon Ball Z
- Yu Yu Hakusho
- Lunar 2 (CD)
- EXQ'Squid
- Wild Guns
- Fatal Fury Special
- Captain Commander
- Ramma 1/2 #3
- First Queen
- Call for any games not listed.

FOR MAIL ORDER OR WHOLESALE
CALL (818) 281-9282
FAX (818) 458-6845
710 W. Las Tunas
San Gabriel, California 91776

DEALERS & WHOLESALERS WELCOME
TEL. (818) 281-9282  FAX (818) 458-6845

VIDEO GAMES

CHECK WITH US BEFORE YOU CALL ANYONE ELSE!
TOP DOLLAR
FOR YOUR GAMES!
(800) 336-6843
10 AM-5 PM EASTERN TIME
CHECK OUT THESE PRICES!
(ALL PRICES LISTED GOOD THROUGH 5/20/95)
YOU NAME IT
WE BUY IT!
WE'LL PAY YOU:
WORLD SERIES BASEBALL 95 SEGA, METAL HEAD 32X
FARENBERT 32X with CD, KNUCKLES CHAOTIX 32X
TECMO SUPER BOWL 2 SEGA/SNES

BATMAN & ROBIN SEGA, MORTAL KOMBAT II 32X
CAESAR'S PALACE SEGA, PUNISHER SEGA
TNN BASS TOURNAMENT SEGA, SNES

QUARANTINE 3DO, RISE OF THE ROBOTS 3DO, MYST 3DO
COACH K COLLEGE SEGA, RUGBY WORLD CUP 95 SEGA
EARTHWORM JIM SEGA/SNES, NBA ACTION 95 SEGA

NHL 95 SEGA, MORTAL KOMBAT II SEGA/SNES
FIFA SOCCER 95 SEGA, X-MEN 2 SEGA, MYST SEGA CD
NHL ALL-STAR SEGA, ETERNAL CHAMPIONS SEGA CD

WE BUY SYSTEMS, TOO!
3DO $150!
SEGA GENESIS $40!
SNES $40!
GAME GEAR $30!
SYSTEMS MUST INCLUDE ALL ORIGINAL
ACCESSORIES AND INSTRUCTIONS.

HERE'S HOW IT WORKS!
JUST CALL US WITH A LIST OF YOUR GAMES AND WE'LL GIVE YOU A PRICE FOR EACH OR A PACKAGE PRICE FOR
ALL, REMEMBER, YOU'LL GET LESS FOR YOUR GAMES IF YOU DON'T HAVE THE INSTRUCTION BOOK AND BOX
FOR EACH. WE'LL GIVE YOU AN AUTHORIZATION NUMBER OVER THE PHONE WHICH GUARANTEES OUR QUOTE
FOR SEVEN DAYS. THEN SEND 'EM OUT BY REGISTERED MAIL OR UPS TO CAMBRIDGE:AMHERST, 2558
DELAFIELD AVENUE, BUFFALO, NEW YORK 14226 (BE SURE YOU PUT THE AUTHORIZATION NUMBER ON THE
LABEL) WE'LL SEND YOU A CHECK ON THE SAME DAY WE RECEIVE YOUR GAMES. THAT'S IT!

THE STANDARD DISCLAIMER STUFF:
WE HAVE THE RIGHT TO REFUSE ANY PURCHASE. THE GAMES SENT TO US MUST BE IN GOOD WORKING CONDI-
TION AND FREE OF PHYSICAL DAMAGE OR WE WILL RETURN THEM TO YOU AT
YOUR EXPENSE.

DON'T DELAY, CALL TODAY!
The most explosive live event you'll ever attend!

ADAM MALIN and GARY BERMAN proudly present

THE CREATION SCI-FI MEGA-SHOW

MAY 27-28, 1995
ANAHEIM CONVENTION CENTER

TICKET INFORMATION

TICKETS: GENERAL ADMISSION tickets are available in advance for $12; PREFERRED SEATING in the front section of the auditorium is available in advance for $35.00 each. GOLDEN CIRCLE TICKETS which are reserved seats in the first five rows of the auditorium, are available in advance for $50 each. All three tiers of tickets allow you access to everything the convention has to offer. General admission tickets will be sold at the door for $15.00. At the door, kids 6 and under are FREE, 7-12 are $10.00. Fees can be mailed to CREATION MEGA SHOW, 411 N. CENTRAL AVENUE, SUITE #300, GLENDALE, CA 91203 or by phone using a credit card at (818) 409-0960* 10 AM-3PM Pacific Time. GROUP SALES INFO: Contact Susan Widinski at (800) 598-3585. Advance tickets will also be available through TICKETMASTER OUTLETS** after Monday, May 15.

... even our name means imagination.

*There is a $2 per ticket service charge through this number. **Ticketmaster also charges service fees.
Never Walk Away From A Challenge!

- Dual Compatible with both Super NES and Sega Genesis
- Extra Long Cord
- Slow Motion
- Turbo and Hands-Free Auto-Fire
- Durable Steel Base and Joystick Shaft
- 6-Button Arcade Layout

Arcade Pro
for Sega Genesis™ AND Super Nintendo®
Some things in life are important. If someone challenges you... you gotta meet that challenge. **Period.** Never walk away. Play With An Attitude!
EVIL CAN RUN BUT IT CAN'T HIDE.