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VIDEO GAMES

THE ULTIMATE GAMING MAGAZINE

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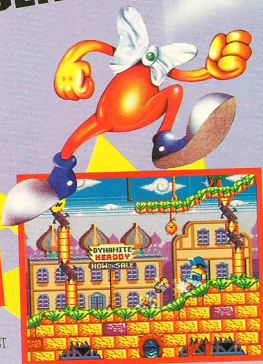
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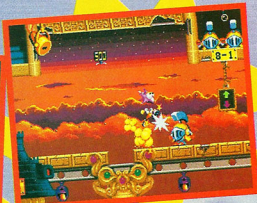


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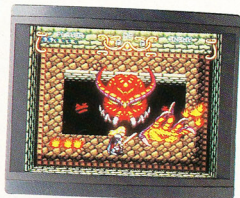


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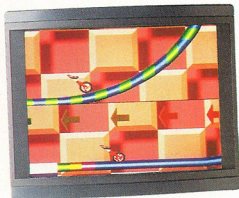
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SUPER NINTENDO
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CIRCLE #102 ON READER SERVICE CARD.

INSIDE VIDEOGAMES

Volume VI

Issue 9

September 1994

NEWS

INPUT: "The Changing Face of Gaming"
PRESS START: News, Rumors, Reader Mail, Interviews, Information, Top 10 Lists **12**



10

PREVIEWS

Video-Game Previews

Contra: Hard Corps, Blackthorne, Brain Lord, Zero Tolerance, Dynamite Headdy, Michael Jordan in Chaos in The Windy City, Taz in Escape From Mars, Dimo's Quest



32

TIPS & TRICKS

Destroy All Who Oppose You! Tips, tricks, secret moves and more for Mortal Kombat, Out Of This World, Lotus II, Jurassic Park, Zool, Mario Paint and NBA Jam Tournament Edition!



22

COMICS

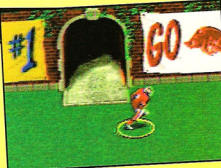
An exclusive preview of Malibu Comics' new Mortal Kombat series.
Plus: Win free limited-edition Mortal Kombat comics in our killer kontest!



41

REVIEWS

Death and Return of Superman 66-67, Super Godzilla 68, Mighty Morphin Power Rangers 69, World Heroes 2 70, Tinhead 72, Art of Fighting 73, Brutal 74-75, Dungeon Master II: Skullkeep 76, Brutal Sports Football 78, The Joker's Wild 82,



Name That Tune 82, Taz-Mania 84, Sonic Spinball 84, Revolution-X 86, Top Hunter 87

66

COOL STUFF

Summer CES Exposed! The VIDEOGAMES staff goes to Chicago to get the scoop. 50
Why We Fight: The connection between fighting games and Bruce Lee revealed! 60
SportsWire: News, Reviews, Previews 88-91
Global Gaming: 92-93



50

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CIRCLE #103 ON READER SERVICE CARD.

THE CHANGING FACE OF GAMING



While the world awaits the arrival of *Mortal Kombat II*, players like myself are looking for the next knockout experience. Sure, I know *MKII* will be red-hot (and blood-red)—and I'll learn all the so-called “allies”—but what's next? Where is the video game industry going?

Right now the clear leaders of the game industry are Sega and Nintendo, but keeping in mind that the only true constant is change, it is a foregone conclusion that this will not always be the case. Atari's Jaguar, Sony's PlayStation, 3DO and CD-i are chomping at the bit to become the next big platform. Who will be the winner in this ultimate tournament of video game systems?

What I predict is that the industry will become more fragmented as consumers'

interests evolve and their wallets thin. There may not be one dominant system. Just as there are many cable TV stations to choose from, there will be many systems to choose from with multi-platform software releases like *Rise of the Robots*; this game's due on seven separate platforms!

Here's one specific prediction: *Doom*-style first-person action will replace fighting as the most popular game genre. Just observe any crowd of kids (myself included) surrounding any computer running *Doom* and you'll see what I mean. Where does this leave the standard, side-by-side fighting games? John Romero, one of the programmers of *Doom* described his brand new game called *Quake* to me. *Quake* works something like this: At first it

looks like a standard first-person game. You face your opponent and he lunges toward you. You fall backwards and hit the ground. You are now looking *up at the sky*. Your maniacal enemy is facing you, beating your face bloody. You quickly lunge forward grabbing your awesome weapon—a Thor-like hammer—and attack the enemy mercilessly until he remains still. Now it's time for round two!

Yes, *Quake* is a “virtual reality” fighting game. Look for a multi-platform release in late 1995 or '96. As long as there is a tournament that pits player against player—in combat with one person remaining victorious—I'm in the game.

—Chris Gore
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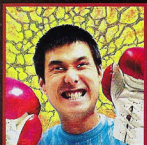
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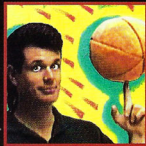
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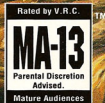


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CIRCLE #104 ON READER SERVICE CARD.

PRESS START



NEWS
INFORMATION
RUMORS

EDITED BY
BETTY HALLOCK,
ERIC NAKAMURA &
GABE SORIA

WHAT'S UP WITH THE NES?

For the thousands of NES owners who continue to enjoy the bold color and sassy graphics of the 8-bit world, the Nintendo booth at the Summer Consumer Electronics Show in Chicago was a grave disappointment. Nintendo displayed just one new NES game, *Wario's Woods*. A handful of other titles have been announced for '94 release by third-party publishers, but the NES—like the lamented TurboGrafx-16/Duo platform—seems like it has one foot in the grave and the other on a banana peel.

Wario's Woods is an action/puzzle game like *Tetris* or *Dr. Mario*.

You control Toad from *Super Mario Bros. 2* and he's the guy who has to protect the forest from the monster minions of the evil Wario.

Toad has to stack up monsters and bombs and blow them all up. It's a one- or two-player puzzle game with over a hundred levels. Other new NES games include Hudson Soft's *Beauty and the Beast*, Virgin's *The Jungle Book* and Mario's *Time Machine* from Mindscape. That's it.

Wario's Woods is this last NES game?

What happened to the NES? This is the platform

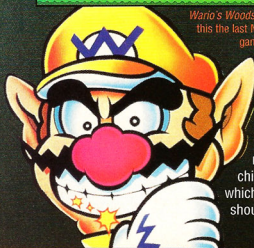
that revitalized the home video game industry, creating jobs and careers for thousands of people around the world and entertainment for millions. In our view, the machine's been killed by Nintendo—which has given the NES the cold shoulder ever since the Super NES

was introduced—and the software retailers, who refused to carry anything but the hottest licensed games and pushed NES product off the shelves to make way for 16-bit inventory.

Not that Nintendo didn't try to stir up some excitement, but most consumers found the sleek, sexy new NES design to be far too little, much too late. We were excited about the redesign—hey, we needed a new unit for the office—until we learned that the audio out/video out jacks had been dropped as a cost-cutting measure. Games like Tradewest's *Battletoads/Double Dragon* and Nintendo's highly underrated *Kirby's Adventure* kept faithful players busy for many months in 1993, but this year's software drought looks like the last nail in the coffin...and that's a shame.

We hope that the readers of *VIDEOGAMES* Magazine will join us in a final salute to the Nintendo Entertainment System. Before you place that console on the table at your next garage sale, hook it up and play *Super Mario Bros.* one last tearful time. And if you're sentimental enough to keep the machine for old time's sake, write us a letter at 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210 and tell us why you still like the NES. We'll pick ten of the most heartfelt responses and send each of those ten people an NES Game Genie, courtesy of our friends at Galoob.

So long, NES...it's been fun.



on Petty has been chosen to play the role of Tank Girl in the *Tank Girl* movie. Many a punk rocker showed up at the auditions in hopes of becoming Tank Girl, but Lori Petty was the winner. She's a good actress, but is she Tank Girl? Watch for the video game within the next couple of years.



Dozens of software publishers have already committed to Sega's new Genesis 32X platform. These include: Absolute Entertainment Inc., Acclaim Entertainment, Accolade Inc., Activision, American Softworks Corp., American Technos Inc., Atlas Software Inc., Capcom, Capitol

Multimedia Inc., Core Design Inc., Crystal Dynamics, Danwak Software Inc., GameTek Inc., Hi-Tech Entertainment, Interplay Productions, JVC Musical Industries Inc., Konami America Inc., Pocket Science Games Inc., Software Toolworks, Sunsoft, Takara USA Corp., Time Warner Interactive, Twentieth Century Fox Interactive, Vic Tokai Inc. and Virgin Interactive Entertainment Inc. More to come.

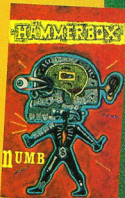
DMC has signed with a Hollywood talent agency, International Creative Management (ICM) for representation of their video game character, Lester the Unlikely. ICM will strive to sell a movie and/or television series based on Lester. They will also handle the licensing of Lester for production of plush toys, clothing, etc.

3DO Road Rash Rocks VIDEOGAMES Hits the Road with Swervedriver

The original Genesis version of Electronic Arts' *Road Rash* was a pretty intense game, to say the least. Hell, whenever I played it I would just turn down the volume and turn up the Butthole Surfers to create a more suitable background for the on-screen carnage. (Mayhem plus mayhem equals happiness, I always say).

With the new version of *Road Rash* for the 3DO, however, the work is done for you. Not only is an

already cool game amped up to the Nth degree by the incredible capabilities of the machine, it comes complete with its own soundtrack provided by a full roster of A&M rock bands, including Soundgarden, Paw, Swervedriver, Therapy?, Monster Magnet and Hammerbox. Recently I got a chance to talk with Jimmy from Swervedriver, and this is what he had to say....



VIDEOGAMES: How did you get involved with the *Road Rash* project?

Jimmy: I can't remember. (Laughter) When we first went over to the slates, we had some *Road Rash* competitions in Dallas where people could play against us, that was the original version. Then A&M wanted to join up with the video age.

VG: Have you played the new *Road Rash*?

Jimmy: Yeah, it was brilliant; it was much better. The other one was great, but this one has much better graphics, and the videos and music as well...the heavy metal music and stuff like that.

VG: What'd you like best about it?

Jimmy: Actually, I thought the videos were really brilliant. I don't know how they do it, but instead of being on a videotape it's on the disc within the machine so it actually looked grainy, it looked brilliant. It was faster than the original video game and more interesting 'cause you're actually driving through cities.

VG: What's your opinion on the violence in the game?

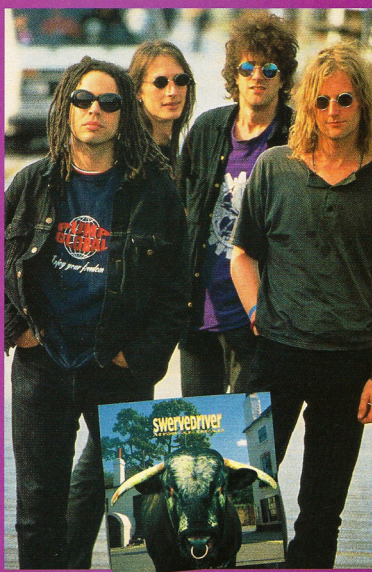
Jimmy: Well, video games have violence, really....

VG: Personally I like it.

Jimmy: I like it as well, you know. I think most people do like violent games. It's much better to take it out on a machine than your neighbor.

VG: It reminds me of those 2000 A.D. comics and Judge Dredd.

Jimmy: Kind of like *Mad Max*, really.



VG: Exactly. Do you remember the first video game you ever played?

Jimmy: Well, it was that tennis game, I suppose...*Ping Pong*. What was that game called?

VG: *Pong*.

Jimmy: Yeah. After that it was *Space Invaders*, then there was *Asteroids*. That was quite a big one at school. After that there were just loads of 'em. Actually, we really like playing *Splatterhouse*, but we can finish it now so it's kind of lost it's point, really. It's good fun.

VG: Did you have any formative experiences related to video games? Did some kid once beat you up because you were hogging the *Asteroids* machine?

Jimmy: I was thrown out of a pub for fiddling with one once. Actually, I was thrown out by my collars; I got picked up and thrown out of the pub. What happened was that you could get unlimited credits from it if you fiddled around with it. They caught me and I got run out of the pub—I was literally thrown out of the pub. But I'm fine.

VG: What game were you trying to play?

Jimmy: *Missile Command*, I think.

VG: The thing that always depressed me about *Missile Command* was that no matter how well you played, eventually you always lost. Eventually the whole world would be shattered by nuclear annihilation. Kind of depressing.

Jimmy: Yeah, but if you're not paying for it....

by Gabe Soria

Penn and Teller's *Smoke & Mirrors* for the Sega Genesis and Sega CD is currently in production and will be released by Absolute. It is being developed with Penn & Teller's "full creative participation." Garry Kitchen, president and CEO of Absolute,



says, "They've actually become a part of the design team." *Smoke & Mirrors* features the world's first fully interactive magic trick. Look for it this Winter.



Williams/Bally/Midway has released a *World Cup Soccer* Billy pinball machine to coincide with this

summer's World Cup competition in the U.S. *World Cup Soccer* introduces a pinball with an original Magna Lock diverter, staging area for either 2- or 3-ball Multi-Ball action.



CORRECTIONS:

• In our July issue's feature on Tiger Toys, we incorrectly referred to Tiger's wrist games as Tiger's "game watches." These compact games do not, in fact, tell time, but they do pack all of the action and excitement of a handheld game into a smaller size that fits right on your wrist. We apologize for any reader confusion.



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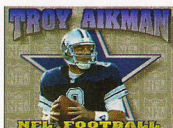
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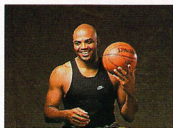
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LET GAMES

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

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

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

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

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

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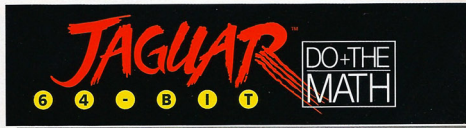
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INTERACTIVE MULTIMEDIA SYSTEM

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Tiger Electronics Goes Genzo with

BARCODZZ



We've always been especially fascinated by the barcode. Seen all over the world on products that range from chewing gum to video games—there's one on the lower-left corner of our cover each month—the universal product code is a ten-digit computer-readable code that includes a 5-digit manufacturer number and 5-digit product code number. Barcodes have been around for a long time, so it's about time that the technology came out of the grocery stores and into the hands of video game players who can really have some fun with these cryptic symbols.

First there was the Japanese game, Barcode Battler. This handheld electronic reader had Japanese kids going crazy for everything that had a barcode on it.

Now Tiger Electronics is bringing the idea to America with its new line of Barcodez games. They're similar to the Japanese Barcode Battlers, but the Tiger Barcodez titles are more action—than number-oriented. Tiger has licensed some pretty recognizable properties for its initial batch of Barcodez games: *Super Street Fighter II*, *Batman: The Animated Series*, *Mortal Kombat* and *Marvel Comics' X-Men*.

Each game comes packaged with 24 collector-edition Tiger Barcodez Character Cards which players can swipe through the scanning slot at the top of the machine. Different cards will either increase or decrease the characters' power and strength. Some cards can also give characters additional moves.

The coolest feature about Tiger Barcodez games is that you can take a barcode from any product, slide it through and it will create some kind of character in the game. You could use the barcode from your toothpaste box, from a candy bar, anything—

you never know what results you'll get. In Japan, the barcode from a particular brand of soup was found to create the most powerful Barcode Battler character of all; when the news spread, the product quickly sold out of stores across the country. Which American products contain super-powerful barcodes? Find out with a Tiger Barcodez game.



present

TIGER'S BARCODZZ BONANZA CONTEST

You want *Mortal Kombat*? You want *Super Street Fighter II*? You want *Power Rangers*? Tiger Electronics introduces all these games and more for its new Barcodez handheld games. If you're lucky, this is your chance to win all five of these new games including *Batman: The Animated Series* and *X-Men*.

Win cool Barcodez games and more!

You're gonna love this!

1 Grand Prize

A Tiger Toys game package that includes: One (1) 2XL the talking robot plus tapes

One (1) Quiz Wiz, the electronic question-and-answer game plus books and cartridges

One (1) Brain Bash, the electronic voice command game

Five (5) Barcodez games including: *Super Street Fighter II*, *Batman: The Animated Series*, *Mortal Kombat*, *X-Men* and *Power Rangers*

Two (2) Talking Handheld Games including: *Talking X-Men* and *Talking Super Street Fighter II*

Two (2) Handheld Games including: *Sonic the Hedgehog 3* and *Jurassic Park*

One (1) Deluxe Talkboy

10 First Prizes

3 Barcodez games including: *Mortal Kombat*, *Batman: The Animated Series* and *Power Rangers*

Multiple entries accepted, but each must be sent in separately. The deadline for entries is October 31, 1994. *VideoGames Magazine* will choose the winners in a random drawing, so good luck and send those cards in!

On a postcard (no envelopes, please) print your name, address, telephone number and age, and answer these three questions:

- 1) What is your favorite Tiger handheld game?
- 2) What kind of Tiger game would you like see?
- 3) How many Tiger games do you own?

Address your entries to:
Tiger's Barcodez Bonanza Contest
c/o *VideoGames Magazine*
9171 Wilshire Blvd.,
Suite 300
Beverly Hills, CA 90210

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• Also in our July edition, the list of Sega Saturn specs left out four very important zeroes. The Saturn, it turns out, is capable of displaying 16,000,000 colors, not 1,600 as reported (duh!) The missing goose eggs have been deducted from the paycheck of our Japanese translator, who apparently provided us with the *Reader's Digest* Condensed Version of the story, thank you very much.

• Finally, our June interview with Jason Rubin of Naughty Dog Software contained a few minor misquotes; unfortunately, Jason's corrections didn't reach us in time to make the necessary adjustments. Quickly, Jason's comment that the Saturn was the system that he was most confident will be a good competitor should have been preceded by the words, "other than the 3DO." His comment about Sega being "third in Japan" should have read

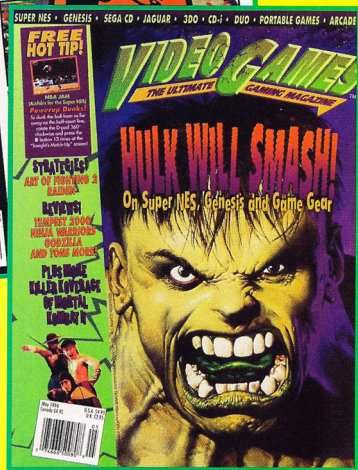
"third in video-game systems in Japan," and he also wanted to mention that—though the wording of this printed quote makes them sound like fighting-game young 'uns—both he and Naughty Dog programmer Andy Gavin were fans of *Karate Champ* long before *Street Fighter II* was released. Finally, the ever-helpful Rubin would like to clarify his comment regarding the Atari Jaguar's 64-bit status as follows: "There are 64-bit components in the

Jaguar, but most are not. Computers are like water pipes; the overall flow is based on the thinnest segment." Thanks for the update, Jason; sorry about the mix-up.

Sega was granted a preliminary injunction against an operator of computer bulletin boards for violations of state and federal law by Judge Claudia Wilkin of the U.S. District Court for the Northern Dis-

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zine zone

ENTRY LEVEL

David Hunt, **Totally Cool Editor**
10655 London Avenue
Stanton, CA 90680

\$1.50—Bi-Monthly

Very creepy pictures of Sonic the Hedgehog on the front and back covers. The account of Tyrone playing John Madden

Football with Tommy Tallarico

at Virgin is really funny ... but a buck-fifty seems steep for a ten-page 'zine with only three game reviews. We also had trouble understanding the

rating scale for the movie reviews. At least the "Fanzine Review" column spices things up by tossing a few fingers at fellow fanzine editors; there are always fun to read if you're familiar with the publications that are being slammed.

PARADOX

Chris Johnston, **Editor**
316 E. 11th Avenue
Naperville, IL 60563

\$1.00—Monthly/\$5.00 for six issues

The guys at *Paradox* have a lot to say, and they're not afraid

to say it. We respect

that they think that's part of what a 'zine should be, a forum for a lot of arguments. The latest issue (#16) consists of little more than a reader mail section and two super-long articles that change subjects often. Interesting stuff—at a good price, too—but where are the reviews?

HARDCORE

Tyrone "The Man" Rodriguez, **Editor-in-Chief**
1122 North Berni Street
Santa Ana, CA 92703-1506

\$1.50—Bi-Monthly/\$5.00 for six issues

More creepy cover art—are the same guys doing all the cov-

ers this month, or what? Whoops

they are, actually. Tyrone works on *Entry Level* as well. Aside from a crazed layout, the things that distinguish "issue 025" of *Headstrong* are the way-late CES article and the somehow out-of-place piece on abortion by the infamous Paige. Weird and interesting, but not always completely coherent.

SLAP-DASH

Russ Perry Jr., **Editor**
5970 Scott St.
Omro, WI 54963-9413

\$1—Occasional

As you might be able to tell from the title, this new 'zine from gaming wonderguy Perry isn't just about games, there more. There's talk about some evil kid with the nickname of Satan and an article on beer from around the world. Also: Did you know that the board game on the back of Cocoa Crunches cereal is a drinking game? *Slap-Dash* gives you instructions and a Xeroxed game board inside. A cynic might think this 'zine is just an excuse for Russ to circulate his two-page want list of classic games, but this is interesting in itself; it's always nice to know that there are gamers that collector/game historian Perry doesn't own.

SENSEY OVERLOAD

2915 E. Allerton Ave.
St. Francis, WI 53235

Another issue of *Sensy Overload* with cool content

hiding behind a weird montage cover. This new one features a com-

HARDCORE

More hardcore than *Headstrong*



True story by special guest contributor Bill Kunkel. Well, OK, the "Whatever Happened To..." list was pretty funny as well, I guess.

IN BETWEEN THE LINES

Sean Pettibone, **Editor**
2406 Red Maple Ct.
Troy, MI 48069

\$1—Bi-Monthly/\$5 for six issues

On the cover is a drawing of Sonic, his buds, Mega Man, Bugs and Elmer Fudd. A cool combination of animated characters. The layout is great, everything is tidy, and there's a cool tip on guerrilla distribution for up-and-coming fan editors. (If you're at the Consumer Electronics Show, put your 'zines in the free literature pile and in the press room!)

SLAP-DASH



in the free literature pile and in the press room!)



Aside from the true account from the Winter CES, there are game reviews, previews and a profile on the Amiga CD32. There's also a tiny—almost subliminal—pro-choice message. This is a cool 'zine to flip through, so send some cash.



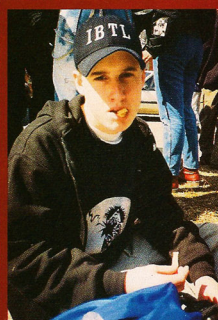
In a related story, Sega and Blockbuster Video recently began testing a new game rental system in which "flash ROM" cartridges could be instantly programmed with specific games for rental, which would theoretically give each Blockbuster location the ability to create as many temporary copies of games like *Mortal Kombat II* as they need to meet rental demand. With Sega providing game program code to Blockbuster outlets nation-

wide, we'd like to ask: Doesn't this create the potential for an even bigger piracy problem?



Spectrum HoloByte has signed eight leading actors from the *Star Trek: The Next Generation* TV show to contribute their voices to its CD-ROM interactive game based on the show. The actors include: Patrick Stewart (Captain Jean-Luc Picard), Jonathan Frakes

(Commander William Riker), Gates McFadden (Chief Medical Officer Dr. Beverly Crusher), LeVar Burton (Lt. Commander Geordi La Forge), Michael Doran (Lieutenant T'Pol), Marina Sirtis (Counselor Deanna Troi), Brent Spiner (Lieutenant Commander Data), and Majel Barrett (voice of the computer). The game will be for use on IBM compatible computers with a 386 or 486 processor and a 300 or 486 processor.



ANGRY YOUNG MAN
Sean Pettibone

Fanzine: *In Between the Lines*

Age: 17

Home: Troy, Michigan

What do you think of the fanzine as a genre?

It's much more honest and personable than any prozine. I'd rather see a fanzine over a promag any day. I encourage anyone with the ambition to start a zine.

When did you start your fanzine, *In Between the Lines*?

I started putting it together in September of '92. The first issue came out in February of '93.

What do you get out of running a zine?

All the women and millions in cash. No, really, it's the huge profits. But really, I just like the chance for people to hear me rant. It may sound corny, but I want to express myself. That's why I started IBTL.

What systems do you own and what do you think of them?

I own a Super NES, a Genesis, a Turbo Duo, a Lynx, an NES, a Sega Master System and for a while I had an Amiga CD32. Really, all I play is the SNES and Genesis. They're both rad. I spend equal amounts of time on both systems.

What are your favorite games?

I haven't been playing a lot lately, but I liked *Skitchin'*. I've always liked *Road Rash*, too.

What do you do with your spare time?

Right now I'm busy suing the school district. The assistant principal, Dick Shepich, assaulted me because I was taking pictures of him yelling at some students. I also do a punk zine, and I play drums and sing for my band, Dick's Kids (named after Dick Shepich). I'm not really the jock-o type, but I do like to snow ski in the winter.

So what do you think of *VideoGames*?

It's cool. I like it. Sometimes it gets a little cheesy. I haven't seen the more recent issues. As with all promags, it probably has room for improvement.



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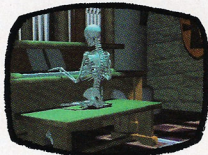
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THE 7th GUEST IS NOW AVAILABLE ON CD-i.



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The hairiest experience, with an intense 3-D atmosphere so disturbingly real, you can almost smell the rotting corpses. Gross.

CD-i

Your fingers are numb. You're choking on a wad of bile lurched up from your ulcerous gut. And your heart is beating so violently, those veins on your forehead are visibly pulsating. You are either, a) playing the best version of The 7th Guest ever, b) on your way to cardiac arrest, or c) both. No, my friend, you shan't recover from this one.

Virgin

PHILIPS MEDIA

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CIRCLE #107 ON READER SERVICE CARD.

GENESIS

1. World Series Baseball by Sega
2. NBA JAM by Arena
3. NBA Showdown by EA Sports
4. FIFA International Soccer by EA Sports
5. Virtua Racing by Sega
6. ESPN Baseball Tonight by Sony
7. Caesar's Palace by Virgin
8. NBA Action '94 by EA Sports
9. NHL Hockey '94 by EA Sports
10. Star Trek: The Next Generation by Sega

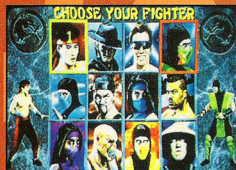


SEGA CD



1. Mortal Kombat by Arena
2. Tomcat Alley by Sega
3. Dark Wizard by Sega
4. Rise of The Dragon by Dynamix
5. Lunar: The Silver Star by Working Designs
6. Third World War by Absolute
7. Dragon's Lair by ReadySoft
8. Ground Zero Texas by Sony Imagesoft
9. WWF Rage in the Cage by Arena
10. Lethal Enforcers by Konami

DEDICATED COIN-OP



1. Mortal Kombat II by Midway
2. NBA JAM Tournament Edition by Midway
3. Virtua Fighter by Sega
4. Lethal Enforcers II: Gun Fighters by Konami
5. Under Fire by Taito
6. NBA JAM by Midway
7. Lethal Enforcers by Konami
8. Run & Gun by Konami
9. Alien: The Gun by Sega
10. Mortal Kombat by Midway

SUPER NES

1. Super Metroid by Nintendo
2. NBA JAM by Acclaim
3. Ken Griffey Jr. Presents: Major League Baseball by Nintendo
4. Secret of Mana by Square Soft
5. ESPN Baseball Tonight by Sony
6. Mega Man X by Capcom
7. MLBPA Baseball by EA Sports
8. Star Trek: The Next Generation by Spectrum HoloByte
9. The 7th Saga by Enix
10. Lufia and the Fortress of Doom by Taito



3DO

1. Jurassic Park Interactive by Universal Interactive
2. John Madden NFL Football by EA Sports
3. Total Eclipse by Crystal Dynamics
4. Super Wing Commander by Electronic Arts
5. Pebble Beach Golf Links by Panasonic
6. The Horde by Crystal Dynamics
7. Out of This World by Interplay
8. Escape From Monster Manor by Electronic Arts
9. Twisted by Electronic Arts
10. Cowboy Casino by Intelliplay



COIN-OP SOFTWARE



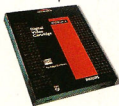
1. Dungeons & Dragons: Tower of Doom by Capcom
2. Raiden II by Fabtek
3. Samurai Shodown by SNK
4. Gal's Panic 2 by Kaneko
5. World Heroes 2 Jet by SNK
6. World Rally by Atari
7. Windjammers by Data East
8. Blood Storm by Strata
9. Fighter's History Dynamite by Data East
10. Super Street Fighter II by Capcom



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CD-i

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TIPS & TRICKS

BY NIKOS CONSTANT



If you have any tips or tricks that you haven't seen printed anywhere else, put them on a piece of paper or a postcard and send them to us at VideoGames, Attn: Tips & Tricks, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210. If you're the first to tell us about a valuable new tip or trick, we'll print it and send you one of these cool new controllers for your Super NES or Genesis, courtesy of STD Entertainment (USA), Inc.!



Press Down, Up, Left, Left, A, Right, Down.



DULLARD Code Revisited

After finally getting our hands on a final copy of *Mortal Kombat* for the Sega CD, we quickly checked to see if the "DULLARD" code for the hidden cheat screen would appear, just like in the Genesis cartridge version. It does. At the Start/Options menu, just press **Down, Up, Left, Left, A, Right, Down**. A new menu selection will appear called "Cheat Enabled." Most of the cheats are the same as on the Genesis version, but some of the names have been changed.

• **P1WIN/P2WIN (a.k.a. FLAG6/FLAG1):** Player 1 and/or Player 2 starts each round in "Danger" mode—one hit and you're dead!

- **MOON (a.k.a. FLAG2):** Guarantees a silhouette in front of the moon on the Pit stage.
- **DADS (formerly FLAG3):** Makes the fighters' names goofy.
- **GREEN (a.k.a. FLAG4):** Gives you Reptile hints before every battle.
- **LIVES (a.k.a. FLAG5):** Gives you infinite credits.
- **FLAG6 (the same as Genesis):** The computer does fatalities.
- **TURBO (Formerly FLAG7):** Lets you play the game in Turbo mode.



You've found the secret cheat menu for *Mortal Kombat* CDI!



Unlike the Genesis version, the CD cheat menu gives you a Turbo option for a faster game and a DADS flag changes the characters' names.



The only name that's the same is **FLAG6** which makes the computer do the fatality when it beats you.

HINT HOT LINES!

Are you still having trouble with your favorite game? Well, VideoGames doesn't give out tips over the phone—but here is a list of people who do.

Nintendo of America Inc.

(206) 885-PLAY

HOURS: Monday through Saturday—4 a.m. to midnight (Pacific Standard Time)
Sunday—6 a.m. to 7 p.m. (Pacific Standard Time)

COST: Standard long-distance rates to Redmond, Washington, apply.

TIPS: Nintendo's game counselors field questions about any licensed game for the NES, Super NES or Game Boy.

Sega of America Inc.

(415) 591-PLAY

HOURS: 8 a.m. to 6 p.m. (Pacific Standard Time)

seven days a week

COST: Standard long-distance rates to Redwood City, California, apply.

TIPS: Sega's game counselors field questions about any Sega game for the Genesis, Sega CD, Game Gear or Master System. With the exception of Sega's Genesis games and certain early Remission titles, questions about third-party games are not covered by Sega's counselors; they will, however, refer you to the appropriate phone numbers for tips on licensed titles.

Atari Corp.

(900) 737-ATARI

HOURS: 24 hours a day, seven days a week

COST: 95¢ per minute

TIPS: Atari's Game Line offers Touch-Tone menus with recorded messages of tips and strategies for recent Atari games for the Lynx and Jaguar.

Turbo Technologies Inc.

(310) 337-6916

HOURS: Monday through Friday—9 a.m. to 6 p.m. (Pacific Standard Time)

COST: Standard long-distance rates to Los Angeles, California, apply.

TIPS: TTI's game counselors field questions about any NEC, TI or Working Designs game for the TurboGrafx-16 or Duo.

Electronic Arts

(900) 288-HINT

HOURS: 24 hours a day, seven days a week
COST: 95¢ for the first minute, 75¢ each additional minute

TIPS: Recorded messages provide tips and passwords for Electronic Arts games; game counselors may also be available during normal business hours.

Phillips CDI-

(800) 762-0248

HOURS: Monday through Friday—5 a.m. to 6 p.m. (Pacific Standard Time)

COST: Toll free, but you must register using the serial number on the back of your CDI+ machine.

TIPS: Any CDI+ questions you may have

including game hints, hardware questions and any other CDI+ software info.

U.S. Gold (Flashback Gameline)

(900) 288-GAME

HOURS: 24 hours a day, seven days a week

COST: 85¢ per minute
TIPS: Touch-Tone menus of recorded messages offering tips and strategies for U.S. Gold's Flashback for the Genesis and Super NES.

Data East

(900) 4545-HELP

HOURS: 24 hours a day, seven days a week for recorded messages, or 8 a.m. to 5 p.m. (Pacific Standard Time) Monday through Friday for optional game counselor assistance
COST: 95¢ for the first minute, 75¢ each additional minute

TIPS: Time and strategies for Data East's *Showdown* for the Super NES are the primary resource, but help is available for many other Data East titles, including *Side Pocket* and *High Seas Havoc*.

OUT OF THIS WORLD

New Game
Password

3D0

Secret Game

To find a hidden game programmed into the 3D0 version of *Out of This World*, go to the Password screen and enter the code **BRGR**. Press "OK" and you'll go to a *Breakout*-style game called *Stalactites*. Press **A** to start the game and position the paddle beneath the stalactites to send them back into the ceiling. *Note:* This trick may not work on all versions of the 3D0 hardware and may cause the system to reset to the title screen, which is guaranteed to frustrate the heck out of you.



Put in the password **BRGR**.



You'll find the hidden *Stalactites* game.



Which Interplay game for the Macintosh also includes this secret Easter egg?

Weird Screen

The programmers of *Out of This World* seem to be a bunch of merry pranksters. During the *Out of This World* demo sequence—the one with the guy and the car—hold the **L** and **R** buttons on top of the controller. Keep holding them through the "Start Game/Password" screen and a secret screen will come up with a cartoon drawing of a guy getting his head chopped off. The guy is Interplay's "Burger" Bill Heineman, the game's programmer/scripter. The Secret Game code, "BRGR," was named after him!



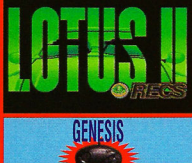
After the demo starts, hold the **L** and **R** buttons through the "Start Game/Password" screen.



You'll see this secret disputation screen instead of the golden Interplay logo.

Hidden Pod Game

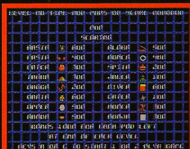
There's nothing the staff of *VideoGames* likes more than a hidden game within a game. (Well, almost nothing.) We're always searching for codes and clues that will give you access to hidden shooters or tank games. *Lotus II* by Electronic Arts is one of those games. Just go to the set-up screen, change the name of Player One to "POD PLEASE" and press **B**. (Note: Enter the code in the box for Player One's name, NOT in the password box.) Now start the game and you'll warp to a hidden shoot-'em-up; it's sort of a cross between *Centipede* and *Galaxian* for one or two players.



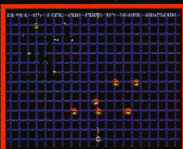
At the set-up screen, change your name from "PLAYER ONE"...



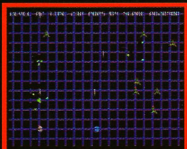
...to "POD PLEASE" and press **B**. (Don't forget the space between "POD" and "PLEASE".)



Start the game and you'll go to an "Enemy Points Screen" for the hidden *Pod* game.



Press the **A** button to start a 1-Player game....



...or press **B** to start with two players.

GAME GENIE

CODES

Codes for use with Galoob's Game Genie Video Game Enhancers

FATAL FURY 2

(Takara for the Super NES)
E0D5-EFC8—Bogus Jump (Player 1)
D77E-7FDD—Timer is three times as fast
D8B5-E46F+CB85-E40F+DD85-E4AF—Player 1 is Wolfgang Krauser

DREAM T.V.

(Triffix for the Super NES)
8F23-3768—Most monsters only take one hit to kill
8F84-17D8—Massive jump when enabled (turn off to land again)
DDC7-1DD8—Can't get hurt (colors may be screwed up)

HAZIN SAGA MUTANT FIGHTER

(Sega for the Genesis)
AB8A-CAF4—Not invincible after knocked down
Z32A-CTFR—You don't flicker when you're invincible
A4HA-CA2C—Invincible against superboss

SUBTERRANIA

(Sega for the Genesis)
2B0C-MGLT+8VOT-LA40—Mega shot recharges immediately
B5KA-RA8E—No fuel lost from flying forward
B5KT-RA42—No fuel lost from flying backward

KIRBY'S PINBALL LAND

(Nintendo for the Game Boy)
900-B99-6EB—Start with 90 seconds in Wispy Woods land bonus room
90C-B9A-6EB—Start with 90 seconds in Krako land bonus room
900-499-6EB—Start with 90 seconds in Poppy Brother's land bonus room

POKER FACE PAUL'S POKER

(Sega for the Game Gear)
FF2-E8E-2A2—Bet as much as you want in five-card stud (graphic errors may appear)
995-PDF-6EA—Start with \$9900





"The Great Dino

As we reported in our July issue, the winner of Ocean's *Jurassic Park* video game contest, "The Great Dino Egg Hunt," was Bill Vargas from Philadelphia. Bill won \$5,000 smackdaws for finding all of the hidden letters in the game and deciphering them to spell the hidden message, "Dr. Horner." Ocean must have confused a lot of would-be contest entrants by calling this a message; you probably thought you'd be finding some kind of sentence instead of the name of a real-life dinosaur expert.

According to Ocean, Dr. John R. "Jack" Horner is "well-known as one of the world's leading experts in the paleontological

D

The first letter in the name, "D" is the hardest to find and the most important. This is due to it being hidden in a secret level which not only holds the letter but has a bunch of power-ups. To find it, you must go to the Eastern Mountain Range. In the southeast part of the mountain, there is a bend in the path. Push through the wall in this part of the mountain and you will find the "Secret Level."

Go down the corridor and make a right turn. You will find an aisle filled with all sorts of weapon power-ups. Pick these up and make another right into a corridor that has an indented wall on the left side. Step up to this indentation and—magically—the walls open revealing the letter "D." There is also a 1-Up located in this room, so pick it up. You can keep going back and forth in and out of the "Secret Level" to give yourself an infinite arsenal of weapons and lives.



Go to the bridge that leads to the boat and head north....



...to find the rock stairs.



Take the east path to the second bend in the road. Push your character north (into the wall)....



...to find the entrance to the "Secret Level."



In this level, go straight and to the right, down a corridor filled with weapons power-ups.



After heading down the weapons corridor, make two right turns up the second corridor. You'll find a niche in the wall on your left.



Head into the niche and the rock wall will open to reveal the letter "D." (For some reason this is all very reminiscent of *Sesame Street*.)



You will also find a 1-Up in the room.



Head back to the exit, go outside and come back in as many times as you want to collect more lives and weapons.



is next

Egg Hunt" Solved!

field...the inspiration for the character of Dr. Alan Grant in Michael Crichton's novel, *Jurassic Park*, and a consultant to Stephen Spielberg during the making of the film." Currently, Dr. Horner is the Associate Curator of Paleontology at the Museum of the Rockies in Bozeman, Montana, and an Adjunct Associate Professor at Montana State University. Wow, this wasn't just a contest, you were getting some learning done!

Anyway, if you never figured out the puzzle, we thought we'd clue you in on how to find all of the letters to the good doctor's name. Sorry we couldn't get this info in the magazine sooner, but heck, that Vargas guy took the prize just two days after the game was released!

R "R" is in the southwestern edge of the East Forest. Go to the eastern end of the East Aqueduct and go southeast to find it.



H Get on the roof of the Visitor's Center and go to the center to find an "H."



O To find "O", walk through Gate 2 and go northeast. You will pass an exterior motion sensor, then keep going north to the end of the path and head east.



R The second "R" is directly south of the Nublar Utility Shed.



N When you've finally accessed the computer in Nedry's office—and can open up the park's gates—head over to the North Utility Shed. Go around to the northeast corner of the shed and head up the river. Go as far as you can and you'll run right into your friend "N."



E Go to the Beach Utility Shed and head southwest to find "E." Be careful, because after you've checked out the letter, The Tyrannosaurus Rex will be coming after you from the west, so hightail it out of there.



R The final "R" is to the east of the Helipad. Head directly east from the big "H" on the ground and find a secret path in the foliage. Once you're through, go north and you've completed the puzzle!



GENESIS 32X

WELCOME TO THE NEXT LEVEL™

Zool looks like the kind of game that even a baby could master. What's that? You *haven't* mastered it yet? Well, come on, are you on Team Dummy or what? Since we feel sorry for you and your plight, we've dug up some cheats for you to impress your friends. Now you can tell them that you finally finished Zool: Ninja of the "Nth" Dimension.



Yeah right. Cheater.

To do all of the following codes, you have to pause the game by pressing **START**, and **continue** to **hold START** while you are doing the code. If you don't do this, the cheat won't work and you'll feel stupid.

Zool Mega-Cheat Bonanza!

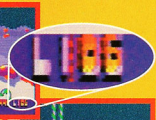
Extra Life



To earn an extra life, hold **START** to pause and press **Down, Up, Left, Left, A, Right, Down** (Spells DULLARD).



Your lives will increase by one when you press **START** to return to the game.



You can keep repeating this code for extra lives until the blisters on your hands pop.

Extra Time and Energy



This code is like a dream come true. Hold **START** as above and press **B, A, Right, Right, A, C, Up, Down, A** (Spells BARRACUDA).



Though it looks like your energy level hasn't gone up, you'll actually have six bars of energy. You'll also get 30 extra seconds on the timer!

Level Select



To skip around the game, press **C, Right, A, B, B, A, Left, Left, A, Down**. (Spells CRAB BALLAD).



Now you can change the first two digits on the timer to correspond to a World and Level number. Press **Up or Down** on the D-Pad to change the World....



...and **Left or Right** on the D-Pad to change the level. To make the level jump, hold **A, B**, and **C** down simultaneously.



You will kick out of the game and return to the title screen, but don't have a cow; just start the game....



...and you'll skip to the level you chose.

Super Time & Energy Bonus



Hold **START** and hit **Right, A, Down, A, Right, B, Left, Up, Right** (Spells RADAR BLUR).



This makes you darn near invincible since it gives you 240 energy bars. Like the "Extra Time and Energy" code, you will only see three bars displayed at the bottom of the screen, but you'll know you've done it correctly because the timer gets set to 999.

Brightness



Pause the game and remember to keep holding down the **START** button. Then press **Down, Up, Left, Left** (this spells DULL).



For some strange reason, this makes the dimmed "PAUSE" screen bright. This trick is great if you're a video-game magazine trying to take good photos of the game, but otherwise you'll probably find it useless.

THERE GOES THE NEIGHBORHOOD.



BATTLETECH
A GAME OF ARMORED COMBAT

LOOK FOR IT IN YOUR NEIGHBORHOOD IN SEPTEMBER 1994

GENESIS

FASA
CORPORATION

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Extreme
ENTERTAINMENT

CIRCLE #109 ON READER SERVICE CARD

MARIO PAINT™

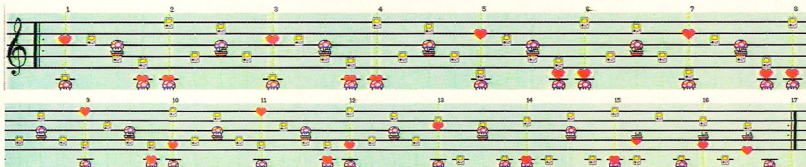


SNES



Guess the Mystery Tune!

Click on the **keyboard** icon to enter the Music Composition mode. Select **4/4** time signature and click on the **Loop** icon. Now enter the "notes" as shown and click on the **Play** icon; you'll get a song that you probably wouldn't even expect from *Rock 'N' Roll Racing*.



Can you identify this hard-rockin' number? Send us the name of the song and a drawing of the band that originally recorded it—we'll print the best one in an upcoming installment of *Tips & Tricks*.

KILLER KOMBOS

In every issue of *VIDEOGAMES*, we'll feature our readers' best fighting-game combination attacks in *Killer Kombos*; the two top combos every



month will each win a set of Dual Turbo wireless controllers for the Super NES or Genesis, courtesy of Acclaim!

CLAY FIGHTER/ CLAY FIGHTER TOURNAMENT EDITION 45% DAMAGE

SNES

This clay-spraying 'Killer Kombo' was sent to us by John Kelvin Sy from Scarborough, Ontario in Canada. He wins a pair of Dual Wireless controllers for the Super NES. When using Helga, get your attacker in the corner and push **Toward** and **Brutal Punch** to squeeze the life out of them. While the squeeze is happening, begin charging **Away**. When your opponent is released, do a **Quick Punch** to juggle them in the air, then immediately execute the **Helga Scream** for the third hit.



→+L, start charging Away (←)



Press Y (continue charging ←)



←+↓+→+L

STREET FIGHTER II TURBO 45% DAMAGE

SNES

Another Canuck, Darren Witwicki, from Winterburn, Alberta, sent us this Killer Kombo for *Street Fighter II Turbo*. Darren has a crush on Betty and wants her to be next month's centerfold, but he'll have to settle for a cold shower and a pair of Dual Wireless controllers for the Super NES. When using Bison, attack your opponent with a Head Stomp. After stomping noggin, position Bison so he lands right beside your opponent and immediately throw him or her. This should do 45% damage to the other sucker.



↓ (charge for two seconds), ↑+Any Kick Button



Land right next to your opponent....



...and throw them (→+Any Punch Button).

THE DEATH AND RETURN OF SUPERMAN™



THE CYBORG™



SUPERBOY™



THE ERADicator™



THE MAN OF STEEL™



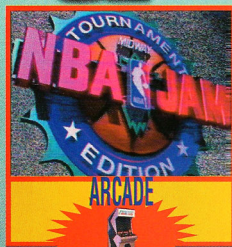
The Super NES Game from Sunsoft™
Available Now!



SUPER NINTENDO
ENTERTAINMENT SYSTEM

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CIRCLE #110 ON READER SERVICE CARD.



Special Guest Codes!

Last month we gave you a taste of the hidden powers in *NBA JAM Tournament Edition*. This month we're going to give you another magic jolt of the game by giving you all the codes we've found so far. Amaze both your friends and your enemies on the court by making the machine dance with these secrets. Be sure to check out the codes for *Mortal Kombat* creators Ed Boon and John Tobias; their bodies crackle with arcs of electricity, just exactly like Raiden!

JAM!

 Kinkoad DIE 1/1	 Air Morris WIL 1/1	 Oursler SNO 1/3	 Penacho MOP 1/13	 Rivett RJR 1/17	 Olajuwon HAK 1/21	 Gentile JPG 1/23	 Jarvis EPJ 1/27	 DiVita SAL 2/1	 Mourning ZO 2/6
 Barkley BRK 2/20	 Olivia LOR 2/20	 Boon EJB 2/22	 Simpson JMS 2/22	 Webber WEB 3/1	 Turnell MJT 3/22	 Macika REM 3/26	 Cox PGC 4/11	 Pontarelli YJB 4/11	 Linhoff JFL 4/16
 Williams DOM 4/16	 Booby MYB 4/18	 Thomas ZEK 4/30	 Deal LTD 4/30	 Barker PCB 5/9	 Loffredo MLL 5/25	 Green JDG 5/31	 Dillon JPD 6/3	 Newcomer JRN 6/18	 Coleman PC 6/21
 Liptak VL 6/24	 Vogel VOG 6/27	 Mednick CMM 7/2	 Heager JEH 7/13	 Malone KRL 7/24	 Skiles JMS 7/29	 Sharpe ROG 8/1	 Carlton JMC 8/5	 Ewing PAT 8/5	 Robinson ROB 8/6
 Martinez MAM 8/7	 Gray RMG 8/11	 Davis WBD 8/17	 Tobias TOB 8/24	 Beran SAB 8/29	 Lasko AML 8/31	 Davies RJD 9/3	 Hey JWH 9/20	 Pippen PIP 9/25	 Forden DWF 9/28
 Petro GNP 10/8	 Hoskins KER 10/10	 Lowes JML 11/4	 Heitsch WMN 11/11	 Kemp KMP 11/26	 Tsui JYT 11/28	 Brown DEE 11/29	 Granner CG 12/4	 Gaskie TWG 12/7	 Dabelstein DOZ 12/31

Secret Power-ups



Here are a whole bunch of *NBA JAM Tournament Edition* secrets and power-ups to impress your friends and help you kick their butts. With the exception of the "Team Swap" code, all of these tricks should be performed at the "Tonight's Matchup" screen that appears before the tip-off.



Maximum Power: You can't get knocked down. At the "Tonight's Matchup" screen, Hold **Down** (↓) on the joystick, also hold **TURBO**, **SHOOT** and **PASS** until the game begins. The words "Maximum Power" will appear under your player.



Quick Hands: It's easier for you to steal the ball, and your opponent can't steal from you. At the "Tonight's Matchup" screen, hold the joystick **Down** (↓) and press the **SHOOT** button five times. After the fifth button press, keep holding **Down** until the game starts. The words "Quick Hands" will appear under your player.



Baby-Size Players: All the players on the screen JAM like lil' tykes. At the "Tonight's Matchup" screen, hold the joystick in the down/right position (↘) and press **TURBO**, **SHOOT**, **PASS**, **TURBO**, **SHOOT**, **PASS**, **TURBO**, **SHOOT**, **PASS**. All of the players on the screen—including the ref—will shrink, and the screen will announce "Baby Players Mode."



Big Head #1: Your player's head gets a little bit bigger than normal. At the "Tonight's Matchup" screen, hold the joystick **Up** (↑) and hold the **TURBO**, **PASS** and **SHOOT** buttons until the game begins. The words "Big Head #1" will appear under your character.



Huge Head: Encephalitis has set in and your player looks like a freak. At the "Tonight's Matchup" screen, hold the joystick **Up** (↑) and hold the **TURBO** button. While doing that, push the **PASS** button five times. On the fifth press, keep holding **Up**, **TURBO** and **PASS** until the game starts. The words "Huge Head" will appear under your player and the effects will be obvious.



Team Swap: At halftime, you can switch the team that you're using. At the "Halftime Substitution" screen, hold the joystick to the **Right** (→) and hold the **PASS** button until the words "Team Swap Enabled" appear. Now you can use the **PASS** button to switch to a different team; use the **TURBO** button to swap players and press **SHOOT** to enter your selection.



Tournament Mode: To make the game "fair," this trick cancels secret power-ups, guest characters and abilities for all players; it also prevents substitutions or team swaps. At the "Tonight's Matchup" screen, hold the joystick to the **Right** (→) and hold down the **TURBO**, **SHOOT** and **PASS** buttons until the game starts. The Tournament Mode will be announced above the ref's head.



Shot Percentage: Shot % comes up with the Tournament Mode setting, so you can't use secret characters or power-ups, but you can search for the "Sweet Spots" on the floor. At the "Tonight's Matchup" screen, rotate the joystick 360° and hit the **TURBO**, **SHOOT** and **PASS** buttons simultaneously seven times. The Shot %/Tournament Mode announcement will appear above the ref's head.



Power-Up Goaltending: You can get away with goaltending your opponents' shots approximately 70% of the time. At the "Tonight's Matchup" screen, press any button (or combination of buttons) 24 times. Note: You must finish pressing the buttons before the screen starts to shrink. The words "POWERUP GT" will appear beneath your player.



Codes

For use with
Dattel's Pro Action Replay
Game Busting Cartridges

NBA JAM

(Acclaim for the Super NES)

- 7E07-C30F—Fast speed for Player 1
- 7E08-A80F—Fast speed for Player 2
- 7E09-830F—Fast speed for Player 3
- 7E0A-780F—Fast speed for Player 4
- 7E07-C8FF—No heads for Player 1
- 7E08-B0FF—No heads for Player 2
- 7E09-98FF—No heads for Player 3
- 7E0A-B0FF—No heads for Player 4
- 7E0C-CF08—No shot clock
- 7E07-D6FF—Power-ups for Player 1
- 7E08-B6FF—Power-ups for Player 2
- 7E09-A6FF—Power-ups for Player 3
- 7E0A-B6FF—Power-ups for Player 4
- 7E07-8A20—Infinite Turbo for player 1
- 7E09-5A20—Infinite Turbo for player 3
- 7E0A-4220—Infinite Turbo for player 4
- 7E07-D610—Player 1 super slams
- 7E08-BE10—Player 2 super slams
- 7E0C-BF02—The opposition can only score 4 points

SUBTERRANIA

(Sega for the Genesis)
04C74-860B—Unlimited lives
FF5ED-50025—Unlimited fuel

MORTAL KOMBAT

(Acclaim for the Game Boy)

030X-1D06—Change X to one of the following numbers to control different characters:

- 0—Kano
- 1—Raiden
- 2—Liu Kang
- 3—Scorpion
- 4—Sub-Zero
- 5—Sonya
- 6—Goro
- 7—Shang Tsung
- 8—"Matches", a bizarre character who can use the B button to create a focused volley of fireballs and the A button to create stray explosions that do nothing at all. Also, pressing both A and B while jumping towards your opponent works very well

0164-7FD6—Infinite time
0106-31D6—Infinite credits
010X-86D6—Change the X to one of the following numbers to fight against the following characters:

- 1—Kano
- 2—Raiden
- 3—Liu Kang
- 4—Scorpion
- 5—Sub-Zero
- 6—Sonya
- 7—Goro
- 8—Shang Tsung
- 9—"Matches", a bizarre character whose special moves cause the game to go crazy





Contra: Hard Corps
SYSTEM
Genesis
PLAYERS
1 or 2
SIZE
16 Meg
AVAILABLE
September
PUBLISHER
Konami
DEVELOPER
Konami

PREVIEWS

BY BETTY HALLOCK & ERIC NAKAMURA

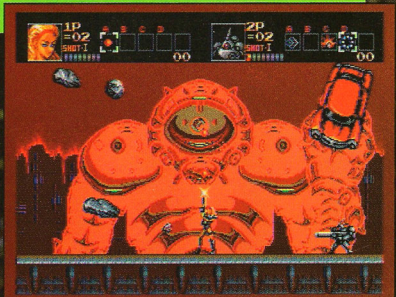
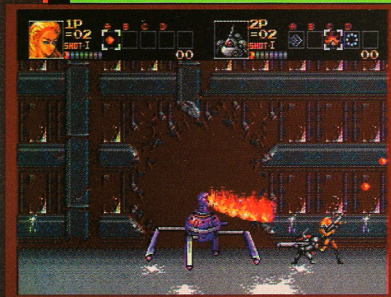
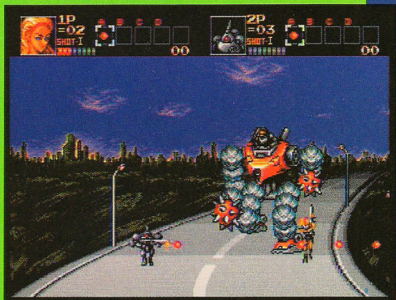


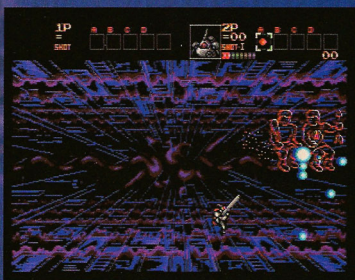
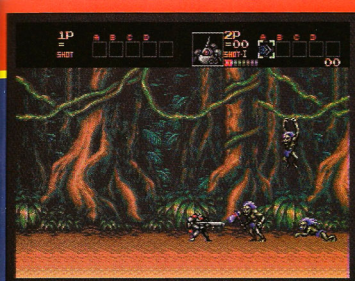
Remember the classic *Contra* game in the arcades, on the NES or Super NES? After testing the Sega waters with games like *Sunset Riders* and *Rocket Knight Adventures*, Konami is bringing one of its most successful titles to the Genesis in a big way.

Not that *Contra: Hard Corps* is just another sequel; this cartridge turns the whole *Contra* series upside-down, and comes up with some extremely innovative Genesis programming tricks along the way. This early preview copy shows off scaling, rotation, morphing and pseudo 3-D effects that'll shock anyone who knows the limitations of the Genesis hardware. Choosing from four different characters, you'll tear through levels with guns like you would not believe. Very effective guns, that is; the kind where you don't have to worry about shooting your opponent twice. Heavy arsenal. You'll also grab weapon power-ups along the way: everything from laser beams and scatter-shots to homing missiles.

You're going to need them, too. *Contra: Hard Corps* has "boss" characters *everywhere*. Through the entire game, you'll be saying to yourself, "Is this the boss?" "Wait, this must be the boss." "No, *this* is the boss." They're absolutely everywhere: They crawl up from the trash...they're waiting for you on top of buildings...they're chasing you down the street. Big, mean things that you've got to shoot right in the eye.

There's even a level where you ride motorcycles that fly through the air. When they land, these mean machines grow legs that make them look like mechanical ostriches. Don't forget the two-player mode, either; team up with a friend or sibling and do double damage.





WAS IT REALITY
 OR A DREAM?
 WAS I THE CHILD
 FILLED WITH TERROR,
 TORMENTED BY
 VIOLENCE AND EVIL?
 HAVE I LOST MY
 MIND OR IS THIS
 GLISTENING STONE
 HANGING AROUND
 MY NECK A
 LINK TO MY PAST...

-Kyle

BLACKTHORNE™

Interplay

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ACTION



ADVENTURE



Blackthorne
SYSTEM
 Super NES
PLAYERS
 1
SIZE
 8 Meg
AVAILABLE
 September
PUBLISHER
 Interplay
DEVELOPER
 Blizzard
 Entertainment

RPG



Brain Lord
SYSTEM
 Super NES
PLAYERS
 1
SIZE
 12 Meg
AVAILABLE
 September
PUBLISHER
 Enix
DEVELOPER
 Enix

BLACKTHORNE

Described by certain members of our staff as "Prince of Persia with guns," Interplay's *Blackthorne* is the latest offering from developer Blizzard Entertainment. (Previously known as Silicon & Synapse, Blizzard won *VIDEOGAMES*' 1993 Best Software Developer award for its work on Interplay's *Rock 'n' Roll Racing* and *The Lost Vikings*.) Like U.S. Gold's *Flashback*, *Blackthorne* is a side-view action/adventure with equal amounts of running, jumping, climbing, shooting and conversing with other characters. Controlling the Rambo-esque hero Blackthorne, you'll blast your way through levels of mines and evil monsters, collect health bonuses, find bridge keys and escape to face the evil Sarlac.

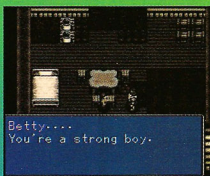
The game's plot concerns the land of Tuul, which was once a peaceful place until Sarlac came and took the Dark Stone. Since there's a dark one, there must be a light one, and this is what you need to get to defeat Sarlac; bringing the stones together will restore peace to the people of Tuul. Watch for Blackie's "no-look" shot; you can make him calmly extend his arm to shoot behind himself without even turning his head to see the target.



BRAIN LORD

Along, long time ago, the Great Demon had it out with the Dragons of War, Good Luck and Wisdom. The Dragons trapped the bad guy in an underground cavern as he turned himself into a mist, and the Dragon of War guarded this cavern from that day on. Years later, the Dragons and their human counterparts—the Dragon Warriors—have pretty much been forgotten by the villagers. One Dragon Warrior remained in a remote village and went looking for the last of the dragons. He made his son, Remeer, promise to keep looking for the dragons just in case he never came back.

In *Brain Lord*, you play the part of Remeer...and I guess your dad never came back, because you've got to look for the dragons. Other characters in this RPG include: Kashian (half witch and half warrior), Barness (a spiritual man also seeking dragons), Rein (a bounty hunter) and Ferris (a very powerful witch). You've also got to collect fairies who'll help you out.



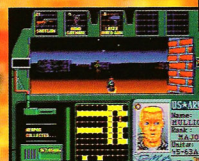
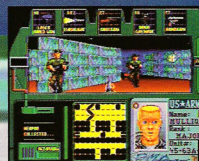
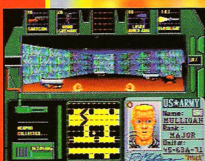
ZERO TOLERANCE

You know Wolfenstein 3-D? You know Escape from Master Manor? How about Doom? Accolade's Zero Tolerance is the first Genesis cartridge with similar gameplay—the whole first-person seek-and-destroy bit. The huge mazes feature lots of turns so things are always popping out at you.

It's scary and can give you a big headache; don't go too fast.

Lots of weapons to pick from, too: Hand guns, grenades, uzis, rocket launchers, machine guns and laser guns. You can also find and use infrared goggles, fireproof suits, fire extinguishers, health packs and bio-scanners that highlight the enemy positions within the maze. You also have the ability to crawl, sidestep and jump to avoid enemy gunfire.

The three levels in this pre-beta copy of the game include a space station, a city and a basement. You're up against twelve different types of enemies, including both humans and aliens. The objective is to kill the Hive Queen and restore the homeworld.



ACTION



Zero Tolerance

SYSTEM

Genesis

PLAYERS

1 or 2

SIZE

16 Meg

AVAILABLE

October

PUBLISHER

Accolade

DEVELOPER

Technopop



I'M NOT GOING
INSANE. MY DREAMS
WERE VISIONS OF
REALITY— MY TRUE
HOMELAND, MY
FATHER'S MURDER,
MY ULTIMATE DESTINY—
AND THIS STONE
AROUND MY NECK
IS A LINK TO
MY PAST.

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

— Kyle

BLACKTHORNE™

Interplay

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ACTION



Dynamite Headdy
SYSTEM
Genesis
PLAYERS
1

SIZE
16 Meg
AVAILABLE
September
PUBLISHER
Sega
DEVELOPER
Treasure

ACTION



Dynamite Headdy
SYSTEM
Game Gear
PLAYERS
1

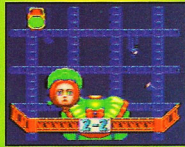
SIZE
4 Meg
AVAILABLE
September
PUBLISHER
Sega
DEVELOPER
Treasure



Sega calls Dynamite Headdy its "newest megastar"—he's supposed to become the next Sonic the Hedgehog. Developed in Japan by Treasure—creators of the explosive *Gunstar Heroes* cartridge—Dynamite Headdy is a platform game with charisma comparable to that of *Sonic*, but the gameplay is a bit more subtle.

The title character has the unique ability to change heads to help him through level after level of obstacles. Headdy's Vacuum-Head will enable him to suck up all his enemies within a certain radius. The Sleepy-Head will allow Headdy to re-energize for the long trip ahead. A Hammer-Head gives him the ability to smash whatever's in sight, and the Speedy-Head puts some boost in Headdy's gallop. There is a total of 15 heads to choose from.

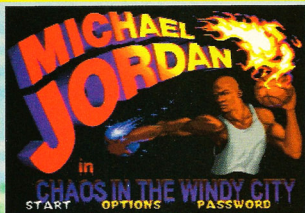
Dynamite Headdy will ultimately have to face the evil Dark Demon and defeat him. But first he has to make his way through everything from distant towns to strange mazes. Go on, Headdy!



You'll also be able to play *Dynamite Headdy* on the Game Gear. This portable edition features the same colorful action, deranged boss characters and wacky scenarios as its 16-bit counterpart.

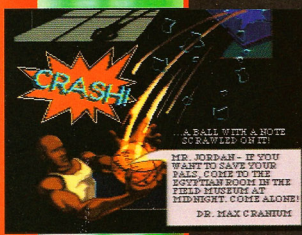
Instead of having fifteen heads like he does on the Genesis, Headdy has just five on the Game Gear. But hey, that's more than anyone else I know. I guess you could do a lot with five heads, eh?





Eat your Wheaties, kids—Michael Jordan is coming soon to your Super NES. He's out of the baseball farm leagues and back where he belongs: Dunking! *Chaos in the Windy City* takes a different approach from other basketball simulation games by doing away with the basketball simulation! Instead, you play as Michael Jordan, the super-hero. Always dribbling a basketball, Mike travels through various locations in the city of Chicago like creepy museum basements, the famous El train and an abandoned factory as he searches for the elusive Dr. Max Cranium, who has kidnapped all the players from a charity basketball team.

Mike has some killer moves at his disposal and defends himself with a variety of nifty weapons, including flaming and guided-missile basketballs. He'll need them to defeat the basketball-headed zombies, giant spiders and other creatures that inhabit this fantasy version of Chicago. Digitized voices and detailed cartoon-like graphics accent the dark mood of this action game. Unfortunately, the boss characters do not include Moses Malone....



Michael Jordan in Chaos in the Windy City
SYSTEM
Super NES
PLAYERS
1
SIZE
12 Meg
AVAILABLE
November
PUBLISHER
Electronic Arts

I'VE ENTERED A SAVAGELY BRUTAL, YET STRANGELY FAMILIAR WORLD. NOW I MUST ELIMINATE THE EVIL SARLAC, FREE MY PEOPLE AND HEAL THIS TORTURED LAND.

MY ENEMIES SURROUND ME. I FEEL THEIR DEMONIC PRESENCE AND SMELL THEIR PRIMAL STENCH. ALL HELL IS ABOUT TO BREAK LOOSE....

Kyle



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ACTION



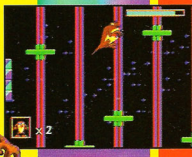
Taz in Escape from Mars
SYSTEM
 Genesis
PLAYERS
 1
SIZE
 16 Meg
AVAILABLE
 Fall
PUBLISHER
 Sega
DEVELOPER
 HeadGames



PRESS S

In this sequel to Sega's successful *Taz-Mania* cart, Taz is trapped in a cage at a zoo on Mars...but not for long. The graphics and sound effects are cartoon-quality and Taz has all-new moves. He can tunnel through dirt, spin up inclines or ricochet from wall to wall; he even wields a buzz-saw and bowling ball. And guess who pops up during the game? Speedy Gonzales, Road Runner, Wile E. Coyote, Marvin the Martian, K-9 and Yosemite Sam.

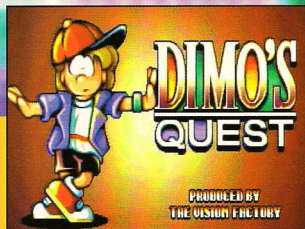
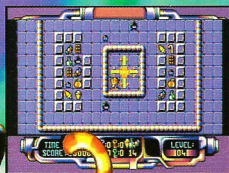
The game includes six levels with three sub-levels, including the Haunted Castle, Mexico, Atlantis, Megalopolis, Cloud City, Planet X, Mars and the Mole World.



ACTION



Dimo's Quest
SYSTEM
 CD-i
PLAYERS
 1
SIZE
 CD
AVAILABLE
 Fall
PUBLISHER
 Philips
DEVELOPER
 The Vision Factory



PRODUCED BY
 THE VISION FACTORY

The kids at Philips are creating some hilarious games for their system. The latest is about a skate kid named Dimo. He looks like the product of baggy clothes and too much *Beavis and Butt-Head* and if you own a CD-i machine, you can control him. Try not to laugh too much when you hear this rat talk or else you'll end up mimicking his voice all day.

A pre-game peek at the instructions is recommended. Your main goal is to collect candy, because Dimo is a candy addict. You'll also be picking up keys, potions, lotions, power-ups and transporters. The object is to collect everything on each game field and exit to the next stage. *Dimo's Quest* uses passwords to help you out, but don't count on cruising your way through—it takes some of your grey noodle to figure your way out.

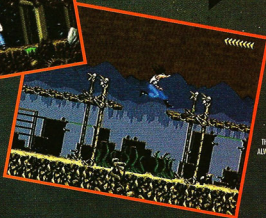


MEET
KYLE BLACKTHORNE
THE MOST LETHAL
WEAPON IN THE
UNIVERSE...

AND NOW HE'S
COME HOME TO
TAKE OUT THE TRASH.

FALL
'94

BLACKTHORNE



Interplay

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BLIZZARD
ENTERTAINMENT

LICENSED BY
Nintendo



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CIRCLE #111 ON READER SERVICE CARD.

FIGHTING



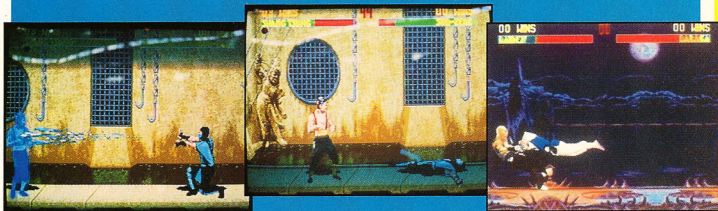
GAME:
Mortal Kombat II
SYSTEM:
Super NES,
Genesis, Game
Boy, Game
Gear
PLAYERS:
1 or 2
SIZE:
24 Meg (Super
NES, Genesis)
4 Meg (Game
Boy, Game
Gear)
AVAILABLE:
September
PUBLISHER:
Acclaim
DEVELOPER:
Probe Software
Ltd. (Genesis,
Game Boy,
Game Gear)
Sculptured
Software (Super
NES)

MORTAL KOMBAT II

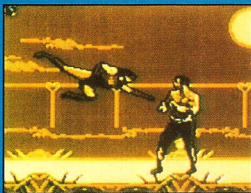
Take your last breath of air and get ready to sink deep into the long-awaited and anticipated *Mortal Kombat II* for your Genesis, Super NES, Game Boy and Game Gear systems. All 12 of your favorite characters will be back in full strength on the 16-bit versions, waiting to rub your head into the concrete. With new characters like Baraka, Kitana and Jax, you'll need your maximum fighting strength to pound them into submission. As in the arcades, you'll be able to access the "friendship moves" and "babalities" along with some hidden characters. We all know that dripping blood is what we need, and this time you'll get it on all versions, including the Super NES. Get this game and get with the new scene.



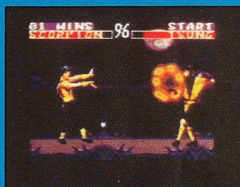
SUPER NES



GENESIS



GAME BOY



GAME GEAR

VIDEO GAMES presents

MORTAL KOMBAT BLOOD & THUNDER



Based on
characters
from the
Midway
arcade
game!

Win
limited-edition
gold foil Mortal
Kombat comic
books!

An exclusive four-
page preview of
the new Malibu
Comics series!

Rayden vs. Goro in
LIGHT & DARKNESS

THIS IS THE SUBTERRANEAN
REALM OF KUATAN, A
PROVINCE OF OUTWORLD.

IN THIS DARK AND DANGEROUS
PLACE, SPECIES FALL INTO JUST
TWO CATEGORIES...

THE HUNTED...

...AND THE HUNTERS.

NOWHERE ON EITHER
EARTH OR HERE ON
OUTWORLD...

...IS NATURAL SELECTION
SO COLD AND BRUTAL.

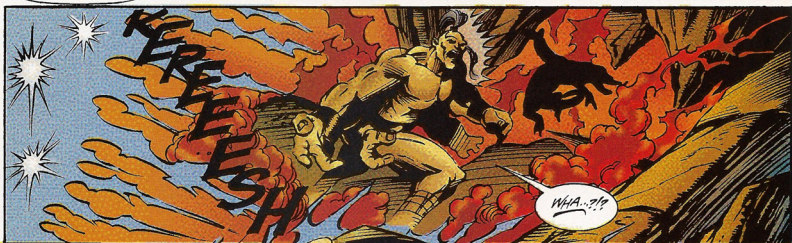


HA! THAT WAS NOT MUCH OF A CHALLENGE!

I EXPECT MORE SPORT FROM YOUR KIND, LITTLE ONE.

STILL, I SUSPECT YOU SHALL MAKE A FINE MEAL.

A FINE MEAL FOR GORO.



WHIA...??


EXCUSE THE INTERRUPTION TO YOUR REPAST, GORO...

...BUT
RAYDEN
WOULD LIKE TO HAVE A FEW WORDS WITH YOU!

MORTAL KOMBAT®

LIGHT & DARKNESS

writer • **CHARLES MARSHALL**
penciller • **PATRICK ROLO**
inker • **BOBBY RAE**
letterer • **DAVE LANPHEAR**
color design • **SCOTT SAVA**
interior color • **'BU TONES**
editor • **MARK PANICCIA**



RAYDEN?
WHAT BRINGS
THE THUNDER
GOD TO GORO'S
LAIR?



JOHNNY CAGE - THE MARTIAL ARTS
MOVIE STAR TRAINED BY GREAT
MASTERS FROM AROUND THE WORLD.



SONYA BLADE, A MEMBER OF A TOP
SECRET U.S. SPECIAL FORCES UNIT
AND ONE OF HER COUNTRY'S
MOST GIFTED WARRIORS.



LIU KANG, ONCE A MEMBER
OF THE SUPER-SECRET WHITE
LOTUS SOCIETY, REPRESENTING
THE INTERESTS AND PHILOSOPHIES
OF THE ORDER OF LIGHT.



AND WITH
MIGHTY GORO
ON THEIR
SIDE...

...THE TREACHERY
OF SHANG TSUNG COULD
BE ENDED FOREVER.

AN INVITATION
FOR YOU TO JOIN
THOSE WHO ARE
FIGHTING ON THE
SIDE OF THE
LIGHT.

THEY ARE
TRAINING NOW,
READYING THEIR
BODIES AND
SPIRITS FOR
THE RIGORS OF
MORTAL
KOMBAT.

I'VE TOLD
YOU BEFORE, STORM
WARRIOR: I AM A
CREATURE OF
DARKNESS.

THE LIGHT
BOTHERS ME.

YOU
BOTHER
ME.



THEN OUR
DISCUSSION
IS OVER, VILE
ONE.

IN THE DARK DAYS
TO COME, REMEMBER
THAT THINGS *COULD*
HAVE GONE DIFFERENTLY,
GORO.

UMPPHHH



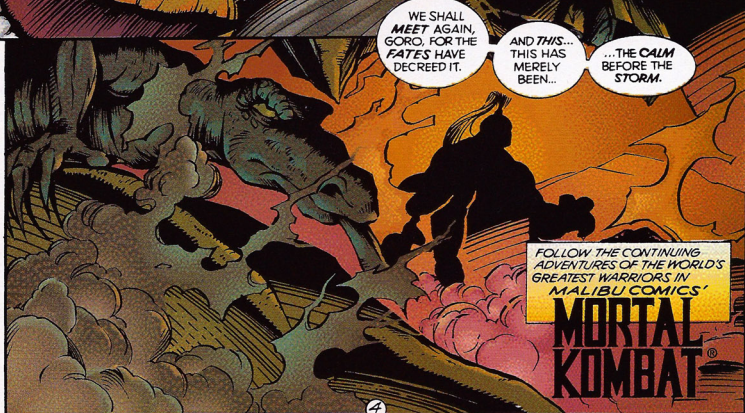
THAT YOU
HAD ONE LAST
CHANCE TO TURN
AWAY FROM THE
ABYSS...



COME
BACK!



... BUT NOW THAT
OPPORTUNITY IS
GONE FOREVER.



WE SHALL
MEET AGAIN,
GORO. FOR THE
FATES HAVE
DECEED IT.

AND THIS...
THIS HAS
MERELY
BEEN...

...THE CALM
BEFORE THE
STORM.

FOLLOW THE CONTINUING
ADVENTURES OF THE WORLD'S
GREATEST WARRIORS IN
MALIBU COMICS'

**MORTAL
KOMBAT**

**Malibu Comics and
VIDEOGAMES Magazine**

Present

**THE MORTAL KOMBAT
COMIC CONTEST**

★ **Win issues signed by Charles Marshall!** ★

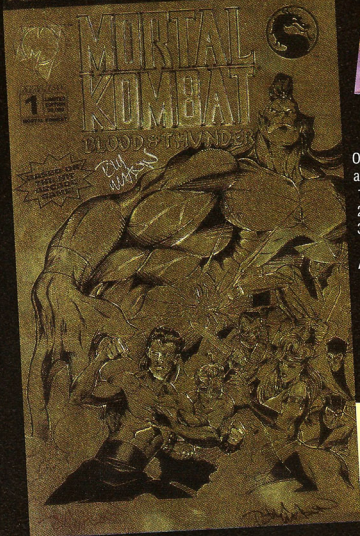
★ **Win limited-edition gold foil cover comics!** ★

You've probably only dreamed of owning a *Mortal Kombat* comic book. Imagine: Your first chance to find out what's really behind the masks of your favorite fighting-game characters. Where is the island of Shang Tsung? Who is the mysterious ninja, Hydro? You'll find the answers to these questions and more in the brand-new Malibu Comics saga, *Mortal Kombat: Blood & Thunder*. Here's your chance to win a limited edition copy of the first issue with a gold foil cover as well as an autographed copy of the first issue signed by Charles Marshall, writer of the comic book series.

Ten lucky winners will receive:

- One copy of the first issue signed by series writer Charles Marshall
- One copy of the gold foil cover edition of the first issue (unsigned)

FIRST ISSUE COLLECTOR'S ITEM!



On a postcard (no envelopes, please) print your name, address, telephone number and age, plus the answers to these three questions:

- 1) How many arms does Goro have?
- 2) What is one of Kitana's finishing moves?
- 3) What is your favorite comic book series?

Address your entries to:

The Mortal Kombat Comic Contest
c/o VIDEOGAMES Magazine
9171 Wilshire Blvd., Suite 300
Beverly Hills, CA 90210

Multiple entries accepted, but each must be sent in separately. The deadline for entries is October 31, 1994. VIDEOGAMES Magazine will choose the winners in a random drawing. Send in your postcard today!

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PUSH YOUR SEGA CD™ TO THE MAX!



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 just happens to be one intelligent action-adventure game as well.

FLYING NIGHTMARES. Pushing CD technology — and you — to the max.



This official seal is your assurance that this product meets the highest quality standards of SEGA®. Buy games and accessories with this seal to be sure that they are compatible with the SEGA CD™ SYSTEM.



DOMARK


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Rated by V.R.C.

**NOT
YET
RATED**

YOU CAN BE THE ALIEN.

Lunch. Toast. Dogmeat. *You're* on the menu. The Alien eats Predator's razor-like mouth parts go for the crust. **A L I E N** 

It's one thing to be low man on the food chain in a 16 or 32-bit game. But in Jaguar's 64-bit system, it takes extremely fine tuned reflexes to stay alive. Give your reptilian hindbrain a workout. Be the



YOU'RE THE MARINE. YOU'RE THE ALIEN. YOU'RE THE PREDATOR. Be any one of them and fulfill your biological destiny; kill or be killed.



THE ALIEN LASHES OUT. His claw and tail strikes are beautiful and deadly. No such aesthetics apply to his acid-spitting. That's just plain sick.



YOU'RE JUST A CRYBABY WITH A SHOTGUN TO THE ALIEN. Texture-mapping heightens the claustrophobia of the airduct. Too Bad. Tell your therapist.



Game tips and hints: 1-900-737-ATARI 95¢ per minute. If you are under 18, be sure to get a parent's permission before calling. A touch-tone telephone is required. USA only. Atari Jaguar information is available in the Atari Gaming Forum on CompuServe. Type GO JAGUAR to access this area 24 hours a day. Atari, the Atari logo, and Jaguar are trademarks or registered trademarks of Atari Corporation. All rights reserved. Alien and Predator™ & © Twentieth Century Fox Film Corporation. All rights reserved. Used under sublicense from Activision.

YOU CAN BE THE PREDATOR.

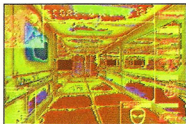
OR YOU CAN BE LUNCH.

PREDATOR

Predator or the Alien. Ancient animal senses exploit the high-resolution bit-mapping - *the better to see you*. Huge sound-sampling - *the better to hear you*. And unparalleled animation - *the better to come out of nowhere and eat you*. In a 64-bit environment, pure sensation can overwhelm. Keep a little blood in your adrenaline system, and maybe you'll survive. At least until dinner.



THE PREDATOR'S DISKS FROM HELL may outmatch your more conventional weaponry. Might be a good idea to keep your first-aid kit handy.



THE PREDATOR CAN SEE WHAT YOU CAN'T. Stay out of his view. Too many x-rays can be bad for you.



MARINE? SOLDIER-ON-A-STICK IS MORE LIKE IT. Your extraordinary bit-mapped image makes the shape of your skull look so very right to the Predator.

JAGUAR™

6

4

-

B

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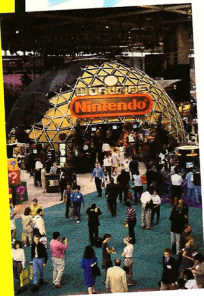
DO+THE
MATH

INTERACTIVE MULTIMEDIA SYSTEM

CIRCLE #113 ON READER SERVICE CARD.

GAMES! GAMES! GAMES!

PLAYING THE SUMMER CES



It's perhaps the largest semi-annual show in the world—and we conquered it! The Summer Consumer Electronics Show is a chance for journalists like us to check out all the new video games coming out for this year and beyond. We also saw new hardware, peripherals, got free stuff like t-shirts, buttons and hats, overheard some wild rumors, went to parties, ate lots of free food and we also played plenty of games. Our thumbs are sore but gaming must go on!



by the editors of **VIDEOGAMES**



CHRIS GORE



CHRIS BIENIEK



BETTY HALLOCK



NIKOS CONSTANT



Stunt Race FX (Nintendo)
Stunt Race FX is the racing game that pushes FX technology to its limits. It's fast.



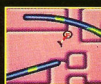
Tetris z (Nintendo)
Alexey Pajitnov would be proud. Some new twists on an old game. Two-player mode, too.



TinStar (Nintendo)
A cute little sheriff guy and a lot of action. Compatible with the SNES Mouse/Super Scope.



Super Punch-Out (Nintendo)
Remember Bald Bull and Mr. Sandman? Now more boxing with new fighters.



Uniracers (Nintendo)
A hundred different tracks for you and your unicycle to go crazy with. One or two players.



Donkey Kong Country (Nintendo)
It's Donkey Kong and his little friend in an all-new platform game.



Sonic Blastman z (Taito)
Sonic Blastman is back, and he's out to destroy anyone who gets in his way.



Nickelodeon Guts (Viacom New Media)
Bumper-dunk on a 12-foot hoop and scale the Aggro Crag.



Popeye (American Technos)
Popeye and Brutus navigate through tough terrain to save Olive Oyl.



ESPN National Hockey Night (Sony Imagesoft)
Choose a team and play through an entire '94-game season.



Hurricanes (U.S. Gold)
You control the TV characters and kick that soccer ball across a lot of landscape.



Pitfall: The Mayan Adventure (Activision)
Pitfall is back for the Super NES. Watch out for them alligators!



Super Street Fighter II (Capcom)
Now get all the action at home on your Super NES. Right on, Chun-Li.



Yogi (Cybersoft)
Hey, hey, hey, it's Yogi Bear! Check out Yogi and BooBoo in their own platform game.



Super Bomberman 2 (Hudson Soft)
We love Bomberman! More bombs and more things to do with them.



Indiana Jones' Greatest Adventures (JVC)
Indiana Jones makes it to the Super NES. A lot of action there.



Bebe's Kids (Mandingo Entertainment)
An adaptation of Robin Harris' animated movie.



Animaniacs (Konami)
Yakko, Wakko and Dot are out for action. Various scenarios and a lot of fun.



Wolverine: An X-Men Tale (Mayell Software)
It's an X-Men game that stars Wolverine. It's a platform game.



The Flintstones: The Movie (Ocean)
It's based on the movie, so Fred looks like John Goodman. It's funny.



Akira (THQ)
What a license, eh? It's Akira! It's a fighting, driving, role-playing game. Save Neo-Tokyo.



Bass Masters Classic (THQ)
A 3-D fishing game. Complete and place in the Classic.



SeaQuest DSV (THQ)
You're in control of a massive underwater sub, and you've got to complete six missions!



The Mask (THQ)
The green guy from the comic book. That's right, Stanley Ipkiss and you've got to complete the whole bit.

That's right, I saw the Ultra 64, the first hardware evidence of Nintendo's Project Reality hardware. The Ultra is Nintendo's 64-bit home game system that will allow you to play 3D-style games right on your TV.

Set for an arcade release this summer—and a home version next year—the Ultra 64 combines the business acumen of Nintendo, the arcade creativity of WMS Industries (that's

The Ultra is a cartridge-based system that uses 64-bit processing, MIPS Technologies. What this means is the machine's supposed to kick! The first games using the technology will be released to the arcades this year, with the home version of the Ultra set for release next year. The first two games for the arcade are *Cruis'n USA*, a driving sim, and *Killer Instinct*, a 3-D fighting game.

Only four characters were playable: an American Indian, a white guy, a boxer, and a kind of cheesy monster. The sprites were nice and big.

The *Cruisr's* USA machine has a seat that moves with the game, three play perspectives, and a choice of manual and automatic transmissions. You race across the country in a virtual tour of the states. Unfortunately, most of the scenery repeats every few frames which makes it kind of boring, until you get to a new level. The Beverly Hills level was the same house over and over, but this is an early version. The control was responsive, and I could maneuver well with one hand on the wheel.

With its incredible CGI graphics, *Donkey Kong Country* was the surprise hit of the show! If these are the kind of graphics that can already be done on your Super Nintendo, who needs to buy a \$150 add-on to upgrade your system? (I bet strategy against Sega's 32X.) Sure, it's your standard easy—but it looks like it could touch many

that's going to be Nintendo's strategy against Sega's 32X.) Sure, it's your standard platform game—and kinda easy—but it looks like I could touch my TV screen and peel those bananas. This monkey is an unqualified SNES success.

Richard Brudvik-Lindner

Richard is Sega of America's big PR guy. He was the sassiest and amongst the best dressed. That's not exactly hard to accomplish at CES but I was darn proud of his red sweater at the Sega party on Wednesday night. He's probably why I bought a Genesis and Sega CD. He was smooth. He was down. He was kick back. Unfortunately, we don't have a recent photo of Richard, so you'll have to settle for this shot of runner-up Zach Meston.

Violet Berlin. With a name like that, how could she not be the sassiest girl at CES? She's the host of a British video game show called *Bad Influence*. She's punk rock. She's got really short, bleached white hair and pretty rad shoes. We didn't hear her say much but she looked good, and she partied down with the VG staff.

BETTY



Chavez II (American

If you missed the limited edition *Chavez* cartridge here's the sequel.



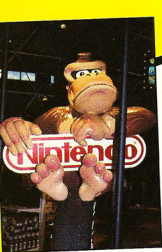
Return of the Jedi (JVC)
Final sequel of JVC's

Star Wars trilogy. Play a Princess Leia too.



Rally (JVC)

souped-up rally cars and
race for the trophy.



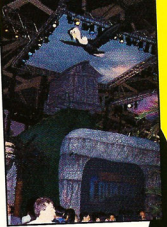
THE NINTENDO BOOTH

The Nintendo booth was a pretty conspicuous part of CES without the presence of Sega and seemed to take up darn near half of the show-room. Press rooms, its own cafeteria complete with tables and chairs, information desks, big screen TVs and all those licensees crammed in there. It was bright. It was boomin'. It was all that and a bowl of grits.

The biggest part of the Nintendo booth and the biggest hype at CES: *Donkey Kong Country*. They were giving out T-shirts to those who'd played well enough. They had it on the big screen. They were giving out plastic bananas. Now who can resist a plastic banana? You've got a plastic banana in your hand, and you've already gotta be thinkin', "Man, this game is fresh."

Then there was *Super Punch-Out* (which was still missing the announcer's voice: "Left!" "Body blow!") and *Uniracer* and *TinStar* and licensee stuff like *Earthworm Jim*. But the coolest thing was the two big screens where you could play *Super Metroid*. You'd sit in a big, black armchair with speakers on either side of your head and chill while playing *Super Metroid*. And it sounded soooo good.

As far as dealing with Nintendo PR, everything was pretty disorganized. They would only let one person from each publication see the Ultra 64 presentation... that sucked. It took forever to get someone to show us around, and when they did, our tour guide didn't tell us anything we didn't already know. Thanks, anyway, Amand. Thanks, Nintendo.



DOIN' THE LION KING

Disney/Virgin's Friday morning press reception announcing *The Lion King* for Genesis and Super NES was a very emotional experience for the few hundred people in attendance. After a beautiful breakfast—those carved watermelons!—Zach and I sat down to a stage show featuring live music from the film, demos of the game and speeches by Disney execs Jeffrey Katzenberg and Michael Eisner. Katzenberg even walked out on stage with a live lion cub in his arms! Let's hope that the families and friends of the hundred-or-so performers were able to see the full singing and dancing production on a separate occasion; it was just too good to be reserved for an auditorium filled with jaded press people and sales reps. Very uplifting; the only thing at the show that came close was the sight of the brunette who spent the weekend demonstrating *Stunt Race FX* at the Nintendo booth...wow!



SLEEK NEW CD-I PLAYER RELEASED

Philips proudly announced that it is introducing a new low-cost player. The Magnavox CD-I 450 will retail for \$299 and come bundled with Compton's Interactive Encyclopedia and International Tennis Open. This compact and cyclopedic and international tennis Open. This compact and cyclopedic unit should give other CD-based entertainment systems a run for their money. (A higher end model, the CD-I 550 comes with the digital video cartridge, the above-mentioned software along with Space Ace and will retail for \$499.) The new players should be in stores now.



32X: LOOKING GOOD

Chris B. and I checked out the new 32X stuff. *Virtua Racing Deluxe* plays much better than the Genesis cart, faster and with smoother animation. The demo of *Star Wars* was okay, but it needed a lot of work. *The Ecco the Dolphin* full-motion video looked great, which was surprising because it was coming from a cart. The games didn't really show the true capabilities of the 32X. However, things look promising for the system ready to hit the shelves this Christmas.



NIKOS



BETTY



COREY



CHRIS

GAME BOY



Brutal (GameTek)
The fighting game where a bunny fights a bear. And they all know a different martial art.



Stop that Roach (Koei)
Try to figure out how to get rid of all the roaches in your house. This is a "strategy" game.



Tarzan (GameTek)
Lookin' for a crazy time in the jungle? Here it is. Tarzan gets wild.



Robocop vs. Terminator (Interplay)
Robocop and Terminator have it out and shed a lot of blood doing it.



Yogi (GameTek)
A platform game for someone who's smarter than the average bear.



Donkey Kong (Nintendo)
It starts off like the arcade but then breaks into a completely different Donkey Kong concept.

GAME GEAR



Road Rash 2 (Tengen)
Beat the heck out of motor sports enthusiasts.



Star Trek: The Next Generation (Absolute)
The show has ended, but this looks like the best version of the game.



Tarzan (GameTek)
Naked people running through the jungle. Ah-o-o-o-o-o-o-o-o-o-o-o-o-o-o!

SNES



Star Wars Arcade
Saw an early version of this that needed a lot of work. If it all comes together it will be awesome.



Golf's 36 Greatest Holes
Another golf game for fat cats that smoke cigars.



Shadow of Atlantis
Submarines and a lost city sounds like a favorite TV show of ours.

SEGA CD



Dune (Virgin)
Battle for the planet of Arrakis in this game that has nothing to do with David Lynch.



Shadow of the Beast (Psygnosis)
A creepy game from the company with the creepy name.



World Champ Rally (IVC)
The popular Atari arcade game comes home.



Links (Virgin)
Another golf game for old people in funny pants, or washed up rock stars.



RDP (Absolute)
Rapid Deployment Force, silly, not Really Dumb Friend.



Samurai Shadowdown (IVC)
Yes!



Snatcher (Konami)
A conversion of a really bloody PC Engine game from Japan.



Fatal Fury Special (IVC)
Wow, this is one to tantalize the fighting kids.



World Cup Golf (US Gold)
Just can't get away from these golf games.

The logo for 'The Lord of the Rings' is displayed against a dark blue background. The title is written in a large, stylized, red font with a gold outline. The word 'THE' is in a smaller, gold font above 'LORD'. A green banner with the words 'OF THE' in gold is draped across the sword. The sword is gold with a green gem on the hilt and a green gem on the pommel. A gold ring is positioned below the sword. The background is dark blue with a bright light source behind the sword and ring, creating a lens flare effect.

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

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

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



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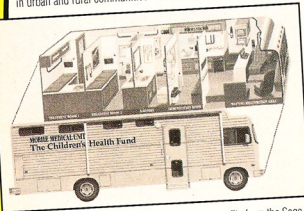
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CIRCLE #114 ON READER SERVICE CARD.

SEGA FOUNDATION

SEGA Foundation is the philanthropic arm of Sega of America and Sega Enterprises, Ltd. Established in 1992 as the Sega Youth Education & Health Foundation, the Foundation has since committed itself to sponsoring and assisting several programs which support the improvement of children's education and health. Everything from the "Sega Scholars Program" to the L.A. Children's Health Project in South Central L.A.

Sega Foundation continues to bring direct medical attention to kids who would otherwise receive no medical care or medical care of unreliable quality care by supporting the Children's Health Fund's fleet of mobile medical units. These units are mobile clinics that provide kids in urban and rural communities with free medical care.



The Pediatrics AIDS Foundation also benefits from the Sega Foundation's help. The Sega Foundation distributes *A Challenge to Us All*, an educational video that outlines how to organize successful community meetings on HIV/AIDS and how to talk to kids about HIV/AIDS.

But you didn't know Sega funded something like this. It's cool. And we were glad to have the opportunity to speak with Sega Foundation program associate Sally Bock.



BETTY



3D0 MAKES STRONG SHOWING

Even though 3D0 continues to distance itself from the gaming pavilion, what was shown in Chicago was far better than what we saw in Vegas. Would you believe *Samurai Showdown* for the 3D0? Well it's true, and the early version we saw looked killer. Only one character was programmed, but the playfield zoom was incredibly smooth, looking just as good as the Neo-Geo. Another hit for the most maligned system was *FIFA Soccer* by EA that looked like a cleaner version of SNK's *Super Sidekicks* 2 3D0 had it going!

The funkiest game was *Duelin' Firemen* by Rumanigunt, Inc., a surreal gaming experience to say the least. Produced by some cool underground filmmakers, *Duelin' Firemen* stars Rudy Ray Moore (Of *Dolemite* fame) as a fireman in the Great Chicago Fire of 1905 caused by the collision of Air Force One and the Space Shuttle. The maniacal fireman must run around the city putting out fires and choreographing musical dance numbers. The game also has special appearances by acid guru Timothy Leary, Devo member Mark Mothersbaugh, music engineer Steve Albini, and Jesus Lizard frontman and punk rock David Yow (Who also sings the title song).

Also, in a surprise announcement, 3D0 will be releasing *Street Fighter II Turbo* Yes, you heard the "T" word, that's *SFII Turbo* 3D0 will be doing the translation in what promises to be the best home version yet. It'll be like having the arcade machine at home.

A Goldstar 3D0 unit will also be coming out this fall and cost only \$399. There's also a rumor that 3D0 units will be available at Christmas for only \$250. At that price they could fly off the shelves.



GORE



NIKOS

CAT-APULT TO SUCCESS

Aside from Nintendo's Ultra 64 and Sega's 32X technology, the best new hardware on the show floor was undoubtedly the Catapult mod for Super NES and Genesis machines. Unlike the previously-announced Edge-16 phone-play system developed by PF Magic, these peripherals will allow gamers to play existing multi-player games over the phone lines. That means *NBA JAM*, *Mortal Kombat*, *Street Fighter II*—you name it. By modifying game program code in RAM, the modems will be able to fully synchronize the operations of the game. Most video game products in my time, and this thing is too cool for words. It's also way more complicated than we have room to explain in this quick CES wrap-up; look for an extensive feature in an upcoming issue for the full scoop on this powerful peripheral.



CHRIS



Flashback (US Gold)
J SWIFT's favorite comes to the Sega CD.



Wheel of Fortune (Sony)
Vanna White goes back wild in this Sony game.



Novastorm (Sony)
A space game with a generic title.



Mary Shelley's Frankenstein (Sony)
I loved the book, can't wait for the movie, and here's the game!



Lion King (Virgin)
Based on the hit Disney movie, this is one that'll make your mom cry.



Sylvester and Tweety (Sunsoft)
This one will get you some action.



Dick Vitale College Hoops (Tristar-Warner)
Vitale yells "Awesome baby!" while the screen rotates Mode 7 style.



Commando Raid (Enigma)
Play out your Green Beret fantasy without getting your legs blown off.



No Escape (Sony)
Not based on the real bad movie.



Prime (Sony)
This game is not about the meal standard or the Transformers figure Optimus.



ESPN Sunday Night NFL (Sony)
Just like TV!



ESPN Speed World (Sony)
A game based on my favorite ESPN show except for Surfer Magazine. I like!



Generations Lost (Tengen)
Cheesy looking comic about the game came with the press kit.



Rise of the Robots (Absolute)
They're still planning on releasing this robotic fighting game.



Justice League (Sunsoft)
This looks like the hottest game that's going to come out of Sunsoft this year.



Scooby Doo (Sunsoft)
Oh well, I lied this is going to be Sunsoft's hottest game. Shaggy is blunt.



ESPN NBA Hometown '99 (Sony)
B-ball done ESPN style.



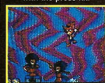
Myst (Sunsoft)
The popular PC CD-Rom title comes to the Sega CD.



Space Pirates (ALG)
When I first saw this, I thought it was Ice Pirates, the cool 3D movie from the early 80s.



Penn & Teller (Absolute)
This game will be the best I've ever seen if there's a cameo by Run DMC.



Aem the Aerobatz (Sunsoft)
Fans of the first will be stoked to see this.



Zero the Kamikaze Squirrel (Sunsoft)
Aero's arch nemesis gets his own game.



Mortal Kombat II (Acclaim)
You will buy this.



Clay Fighter (Interplay)
The SNES hit finally comes to the Genesis.



OUR FAVORITE GAME: MORTAL KOMBAT II

The most common post-CES question is always "What was the best game at the show?" Sure, there was a lot of hype surrounding *Donkey Kong Country*, but as far as straight-up fighting goes, papa's got a brand new bag with Acclaim's *Mortal Kombat II*. The playability, graphics and sound of the Super NES version are awesome. No "blood code" here, just fighting to the death, the way we like it. The Genesis version is also much improved over the original MK cart, and if you like to fight on the road, you'll dig the Game Boy and Game Gear versions. Hats off to developers Probe and Sculptured Software for learning from their mistakes on the first MK.



CHRIS



NIKOS



GORE



BETTY

BREAKFAST OF CHAMPIONS

Sunsoft held a breakfast at the Hotel Nikko and showed a video which included a great selection of games. The best game I saw was *Legends of the Justice League Task Force* for the SNES and Genesis, a side by side fighting game featuring your favorite characters from the DC Universe. You can play as one of nine different superheroes including Superman, Flash, Wonder Woman and Aquaman. Zero the Kamikaze Squirrel (SNES/Genesis) is an off-shoot of *Aero the Acrobat* where you can play Aero's enemy. There's also *Aero the Acrobat 2* (SNES/Genesis), and a whole slew of SNES Warner Bros. titles including *Looney Tunes Basketball* (NBA JAM with bunnies), *ACME Animation Factory* (a paint program), *Porky Pig's Haunted Holiday* and *Sylvester & Tweety* (a couple of side scrollers). Other classics from Sunsoft include *Scoby Doo*, *A Day of the Tentacle*-style RPG that has Shaggy and Scoob solving a mystery for the SNES and Genesis and *Myst*, the PC game for the Sega CD.



NIKOS

GUILE AND CAMMY

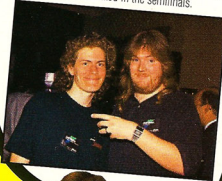
Hey, you! Yes, you, drooling reader! We already checked—unfortunately the babe playing Cammy is married.



BETTY

ZACH CROWNED BOMBER-KING

The recurring *Bomberman* competitions have been a staple of the CES for a few years now, but none has ever been won more decisively than the *Super Bomberman 2* battle held by Hudson Soft at the Nintendo booth in Chicago. This year's individual winner was VideoGames' own Zach Meston, who trounced competitors from *Electronic Gaming Monthly*, *Nintendo Power* and various fanzines in his quest for the throne...and he didn't even get a chance to face defending champion Matt Taylor from GamePro, who was eliminated in the semifinals.



CHRIS



Blue Lightning CD

This is going to be one of the first games for the Jag's CD peripheral. Texture-mapped backgrounds aplenty.



Battlezone 2000

An advanced version of the old *Battlezone* arcade game.



Kasumi Ninja

Like a combination of *Mortal Kombat* and *Way of the Warrior*, this is going to be Atari's first fighting game.



Ultra Vortex

This beat-'em-up from Beyond Games has psychedelic backgrounds and cool-looking fighting styles.



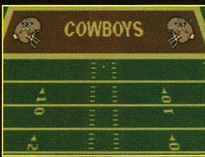
Iron Soldier

A Gundam-styled first-person robot game that looks like one of the better robo-jock games to come out on any system.



Double Dragon V

TradeWest's multi-platform fighting game comes to the Jaguar with better graphics.



Troy Akman Football

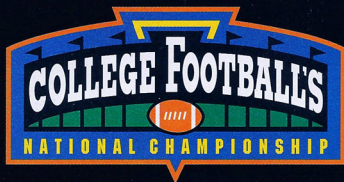
One of the first "serious" sports games for the Jaguar; this one's from TradeWest.



Rayman

A cutesy platform game from Ubi Soft with a funky character that's missing his elbows and knees.

38.SEGA SPORTS PRESENTS



32 College Teams. 1 National Champion. Settle it on the field!



Exciting Play Modes:

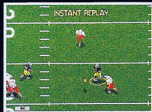
- ★ Exhibition
- ★ 11 Game Regular Season
- ★ Race for #1 Ranking
- ★ National Championship Tournament

Great Collegiate Football Features:

- ★ 2 Point Conversions
- ★ Wishbone/Option Offenses
- ★ College Playbooks
- ★ School Fight Songs, Logos, and Team Colors
- ★ 32 National Powers



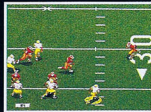
Play the field! These are just two of the 32 collegiate powerhouses you'll meet from across the nation!



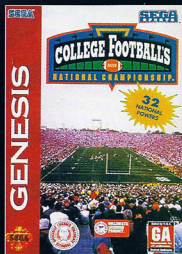
Nail 'em again! Michigan makes its move against Nebraska—and you relive it all on Instant Replay!



Race for the #1 ranking then go for gridiron glory in the National Championship Tournament!



Rev-up the rivalry when the Fighting Irish of Notre Dame take on the Trojans of USC!



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BETTY

I was very impressed by the 3DO booth and now I want one for Christmas. It would be cool if Nintendo's *Donkey Kong Country* came with a plastic banana joystick. Chicago CES was a refreshing change from the hell known as Las Vegas. (And I did get a free picture of Fabio!)

This will be the most confusing Christmas for consumers ever. Not only because of the number of systems but the amount of good games. Prediction: virtual reality games like *Doom* will replace fighting games as the most popular genre. Any one that doesn't believe me should see the reaction from kids glued to computer screens playing this nightmare of a title.



GORE



CHRIS



While I missed companies like Electronic Arts, Activision and Working Designs, the Summer CES still kept me busy with great games like *Vortex*, *Earthworm Jim* and *Contra Hard Corps*. This final show in Chicago marked the end of an era for me; I still remember all of the new Atari 2600 games I played at my first CES in the summer of '83. So long, McCormick!

Now I know what I want for Christmas—MK2, Sega's 32X, *Donkey Kong Country* and maybe even a 3DO. (Who would've thought that I would be thinking about Christmas in June.) 3DO and Nintendo made the strongest showing, but the absence of Sega was definitely felt. I can't wait until Vegas (Wow, I must be getting used to this).



NIKOS



OVERHEARD (SECRET INFO)

SEGA AID: One Sega insider described the 32X as "a band-aid" and a reaction to 3DO and the Jaguar. ...SUPER NAZI: The preliminary version of *Super Punch-Out!* shown at the Nintendo booth included an Arjan character named "A. Ryan".... AH-OY MATIES: The "pirate" programmers of Sega's *Subterrania* are back; their new helicopter game, *Commando Raid*, has been picked up by Time Warner Interactive and is said to be red-hot. Currently titled *Red Zone*, the game was shown at the CES under the name *Commando Raid*....MOST UNCOMFORTABLE MOMENT: An associate publisher of one of our foreign-owned competitors approached members of the VIDEOGAMES staff with the somewhat veiled threat, "I like you, but watch your back." What kind of game player would do that to a fellow colleague?...BAD GAME ALERT: Sega apparently has told its licensees that the 16-bit market is on the downsizing and they should avoid releasing any bad games....OTHER BITS: Willi Dynamite Headly replace Sonic as Sega's mascot?...With Nintendo officially loosening its policies regarding game content, *Mortal Kombat II* is not the only upcoming SNES game with blood effects....NEC's getting ready to introduce its high-end FX game console in Japan, but the machine will never be released in the States....Is Ho Sung Pak (Liu Kang from *Mortal Kombat*) working with Atari on a fighting game for the Jaguar?...Look for some cool Easter eggs in the Super NES version of *Mortal Kombat II*....

3DO



Kingdom (Interplay)
Fight demons and kings in this 3DO action/RPG thriller.



PaTaNa (PF, Magic)
A first-person pinball game by the same people who are bringing out *Balls* for the Genesis.



Mad Dog II (American Laser Games)
Another ALG arcade conversion; draw your light gun and shoot.



Who Shot Johnny Rock? (American Laser Games)
I wish they would make a Jim Thompson simulation.



"Mathemagics" (L3 Interactive)
Brushing up on your math for fun is not my idea of a good time.



Way of the Warrior (Naughty Dog)
The first 3DO fighting game with rednecks, ninjas, and monsters.



Alone in the Dark (Interplay)
The PC classic based on the works of HP Lovecraft haunts the 3DO.



ESPN Golf: Tom Kite (Intelligent Sports)
As close to having a pro for a coach as you'll get.



Shockwave (Electronic Arts)
A crazy gun just called to ask if we like this game, I told him he'd have to wait for the review.



Star Control II (Crystal Dynamics)
3DO is cranking out the flying spaceship games.



Guardian War (Micro Cabin)
Like a stone cast into a sea of ants, this one moves quickly.



Burning Soldier (Pack-in-Video Co., Ltd.)
Can you smelt the flesh as it pops off the bone?



Walaez Country Club (T&E Soft)
More golf, this time for 3DO.



Tetsujin (Synergy Inc.)
Not based on the cult movie, this is just about robots.



ESPN Soccer (Intelliplay)
Faces stiff competition from EA's FIFA Soccer.



Soccer Kid (Studio 3DO)
This game made me cringe.



Orion Off-World Interceptor (Crystal Dynamics)
Just drive, she said, in this two-player dune buggy game.



Samurai Shodown (Crystal Dynamics)
This is the game that will sell the 3DO to the masses!



Play like a champion.

NFL '95



COMING IN NOVEMBER
All new from SEGA SPORTS on Genesis™ and Game Gear™

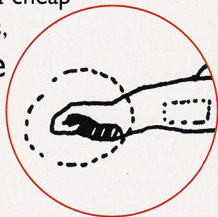


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WHY



Here comes a time in every gamer's life when the question must be asked: Why do we fight? What is it about a devastating *Street Fighter II* combo that sends thrills up our spines? How can we explain the appeal of a brutal *Mortal Kombat II* finishing move? What compels us to engage in hours of nerve-racking game play to finally feel the sublime satisfaction of defeating our adversaries? Are we bloodthirsty animals looking for a cheap thrill? Are we diverting aggression into a harmless, fun outlet? Why do we fight? Why do we play fighting games?



WE



'Cause they're bitchin', that's why! It feels damn good to see Chun-Li take

out a sucker with a well-timed high kick. A flawless victory over a powerful opponent in *Samurai Shodown* is far more satisfying than a Big Mac. The endless stream of fighting games flooding the video game market, the cry of "*Mortal Kombat*" being screamed by both elementary school kids and drunken college students...both are examples of our obsession with these electronic odes to mayhem. They're everywhere! They're multiplying like proverbial rabbits, too, so there must be something in them that strikes a nerve and keeps us coming back for more punishment in new and varied forms.

FIGHT

By Gabe Soria and Nikos Constant

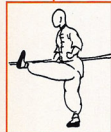


What is Wing Chung?

"It has been quite a number of years that I have indulged myself in Wing Chung, the School of Artlessness; my mind is no longer distracted by the opponent, "self," or formal techniques, etc. I have made my opponent's techniques my techniques; my task is simply to complete the other half of the "oneness," and my action is that of Wu-Wei (spontaneous act), which is according to the circumstances, without pre-arrangement. The training of mind and imagination, imagination and Chi (breath), breath and energy, etc., are all gone. There is nothing to "try" to do; everything simply flows."

—Bruce Lee

From *Chinese Gung Fu: The Philosophical Art of Self-Defense*



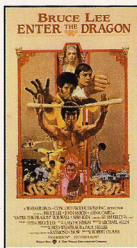
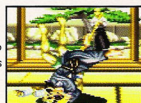
game, involving a Rainbow Coalition of butt-kickers coming

together to tap dance on each other's heads. The popularity of games like *Interplay's* extremely innovative and hilarious *Clay Fighter* showed that the battle royal didn't have to take itself so seriously. GameTek's new Sega CD game *Brutal* plays like the mutant child of *Waterstep Down*, *Animapalms* and *Street Fighter II*...and don't get us started on the popularity of the *Street Fighter* and *Mortal Kombat* franchises and their many imitators.

"But they're so violent," your mom hisses in disgust, and you answer, "Well...yeah." It would be pointless to deny that the human race has a long history of violent behavior.

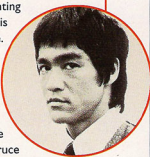
Fortunately, we live in an era in which we have the means to defuse these violent tendencies in other, more constructive ways. Violence is fascinating, but can't the critics give us some credit as thinking human beings who can tell the difference between reality and fiction? Can't the critics see the dare we say it—beauty of these games? Martial arts are visual poetry, an elaborate dance; those who have mastered these games should pat them-

Fighting games are mutating and changing with every wave of new releases. No longer are we limited to what is now considered the generic style of



Theater came from somewhere. One man is almost single-handedly responsible for the popularity of disciplines like Kung Fu and Jeet Kune Do; his films have also served as the inspiration—the uber text if you will—of almost every fighting game there is. His name: Bruce Lee.

In 1966 Bruce hit the television airwaves as co-star of the ABC



series *The Green Hornet*. Lee played Kato, the Green Hornet's personal servant. Though Bruce received second billing under Van Williams, the show's star, all eyes were focused on Kato's mad style and the killer moves that brought martial arts into the American mainstream. From his initial career in Hollywood, Bruce moved on to star in a series of Hong Kong action movies, culminating in the 1973 release of the Kung Fu epic *Enter the Dragon*.

But Lee's path to legendary status started way before his acting career. For him, martial arts was a lifestyle that he developed through years of training. Though TV and movies brought him fame and fortune, the art of Jeet Kune Do—his own personal form of Kung Fu—brought him inner peace.

Born Lee Jun Fan on November 27, 1940 in a San



What is Jeet Kune Do?

"The art of Jeet Kune Do is simply to simplify."

—Bruce Lee

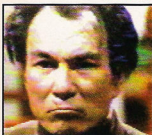
From *Tao of Jeet Kune Do*, Ohara Publications Inc., Santa Clarita, California

"Jeet Kune Do is an American art. It evolved here and took on a lot of American ideals and philosophy—you know, like "let the best thing work." That's a very American thing. That's American pragmatism and can-do, the whole thing of adaptability and innovation. I think those are very American values that Bruce incorporated into the philosophy of his art, and that's one of the things that made his art successful. And I think that's the legacy that he gave us here in America. We should be proud of it, cherish it, and cause it to continue to grow."

—Kareem Abdul Jabbar

Former Los Angeles Laker and student of Bruce Lee

From an interview in the Fall/Winter 1993 issue of *Grand Royal Magazine*, P.O. Box 26689, Los Angeles, CA 90026



selves on the back for admiring a time-honored art. Well, maybe you aren't that cool. There's a deeper level you might need to go to....

Our infatuation with one-on-one fighting video games certainly goes hand in hand with the worldwide fascination with martial arts. You might take it for granted, but *Kung Fu*

Francisco hospital, Lee's parents were members of a Chinese opera that was visiting the city for a series of performances. A nurse called him Bruce, and the nickname stuck. As a child, Lee starred in over 20 movies made in Hong Kong. At the age of 13, he started training under the teacher Yip Man in the Wing Chun style of Kung Fu. Bruce later became the youngest teacher of Gung Fu ever. In 1959 Bruce moved back to the States to pursue his dreams and get a college education. Though he never graduated, he later published his first book on his art, titled *Chinese Gung Fu: The Philosophical Art of Self-Defense*.

In 1964 Bruce opened up his own school of Kung Fu (that's the Americanized word for Gung Fu). The school flourished, but Bruce quickly moved on to bigger and better projects. After his stint on *The Green Hornet*, he developed a show for television called *Kung Fu*. Unfortunately, the show's starring role was taken from him and given to actor David Carradine; the studios felt that

What is Gung Fu?

"Its philosophy is based on the integral parts of the philosophies of Taoism, Ch'an (Zen), and I'Ching (Book of Changes), the ideal of giving with adversity, to bend slightly and spring back stronger than before, and to adapt oneself harmoniously to the opponent's movements without striving or resisting. The techniques of Gung Fu emphasize not just power but also conservation of energy and moderation without going to either extreme (Yin and Yang). That is why a true Gung Fu man never opposes force (which will create reaction) or gives way completely; he is simply pliable, as a spring. He seeks to merge harmoniously with the oncoming force of the opponent—to be the complement, and not the opposite of the opponent's force."

—Bruce Lee

From *Chinese Gung Fu: The Philosophical Art of Self-Defense*, Ohara Publications Inc., Santa Clarita, California

his martial arts skills and experience to every episode.

After this experience, Bruce decided to pursue other interests outside of Hollywood. It was during this period that he started re-evaluating Gung Fu, taking notes on how it could be further developed. Though he was planning to write a complete book on his new martial arts style—Jeet Kune Do, the "Way of the Intercepting Fist"—the lure of movies pulled him away from the project. After his death, Bruce's wife published the notes under the title *Tao of Jeet Kune Do*.

In 1971, Bruce moved his family to Hong Kong and was hired by film producer Raymond Chow to star in an action movie called *The Big Boss*. Released as *Fists of Fury* in the United States, the movie made a ton of money and Bruce Lee became a superstar. He made two more highly successful Hong Kong action films, *The Chinese Connection* and *Return of the Dragon*, which led to his first English-speaking role in his best and most famous film, an American production called *Enter the Dragon*.

Bruce began work on *Enter the Dragon* in 1973, and to this day, the influence of this feature is still felt—particularly among video-game designers. Bruce plays Mr. Lee, a teacher of Kung Fu who is hired by the British government to infiltrate the island fortress of the criminal warlord Mr. Hahn. The government suspects that Hahn's island is the center of Asia's slave and drug trade. Every year Mr. Hahn holds a martial arts tournament to find the best fighter in the island. (Does this sound familiar?) Lee agrees to go to the island and qualify for the tournament, but he also has an ulterior motive: Revenge. A year before, some of Hahn's men killed his sister.

Other participants in the tournament include veteran character actor John Saxon as Roper and real-life karate champion Jim Kelly as Williams. The film ends with a battle scene between all of the contestants that makes a WWF Royal Rumble look tame. All forms of fighting are represented in the movie: Karate, judo, tai kwan do and of course, Gung Fu. This gives the movie an international flair, a feel mimicked in most fighting games.

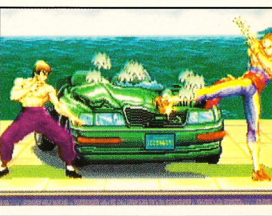
an Asian actor might not hold the public's interest. Though the show was a success, we can only imagine what it would have been like with Bruce Lee leading

Surprisingly, there has never been an *Enter the Dragon* fighting game, but that doesn't mean that it hasn't been influential. In all of the most popular games, from *Super Street Fighter II* to *Mortal Kombat*, there is a taste of *Enter the Dragon*. *Super Street Fighter II* has participants from all over the world facing off, *Mortal Kombat* has an evil leader organizing a tournament and the *Fatal Fury* games have kidnapping and mafia overtones. Technos' popular *Double Dragon* series features a pair of brothers named Lee facing off against characters named—among others—Roper and Williams! GameTek's *Brutal* is perhaps the most heavily influenced *Enter the Dragon* descendant yet; we spoke with the game's designer, Rod Humble, who freely admits that the game's island tournament and characters are based on fighters and scenarios from the film.

Most of these games try to match the excitement of *Enter the Dragon* by creating an interactive playfield for players to face off on. These fighting games are part of a history, one made up of the practice of martial arts. Just as the movies were an outlet for people in the 1970s to experience their subtlety and choreography, so fighting games bring the same beauty to the interactive game machines of the '90s.

Obviously, with such an extensive hidden history behind them, fighting games are much more complex than most people give them credit for. They take inspiration from a multitude of influences, from famous people and events, and—perhaps unconsciously—at their core they also draw from both spiritual theory and philosophy. This is not to say that they are limited to drawing from these ideas; the genre is not so easily defined. We wouldn't be kidding anyone if we said that the upcoming *Clay Fighter* sequel was a "true to the ancient masters" kung-fu game; nevertheless, it shares a common bond with a game like *Way of the Warrior*. Even *Ballz* has martial arts stylings mixed with futuristic play perspective.

Perhaps violence isn't really the true link between the games in the genre. Sure, they're violent—and we like 'em that way—but look beyond that: The discipline and skill are just as important as the virtual career. The hours of concentration and dedication you spend trying to master a character's moves are just as pleasurable as seeing Scorpion take off his hood and unleash a lethal jet of flame to light up an adversary.



SEPARATED AT BIRTH?

You can tell that video game designers got a lot out of those long Saturdays spent watching *Kung Fu Theater*, as evidenced by these striking "coincidences" in appearance:



Bruce Lee... and Fei Long from *Super Street Fighter II*



Jim Kelly as Williams...



...and Brutal's Prince Leon



Lee's screen sister Soo Lin...



...and Street Fighter II's Chun-Li



Enter the Dragon's red-robed crowd...



...and the mad monks of *Mortal Kombat*



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(no UV rays at all.)

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of Elvis.
(that's his dimple.)



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arcade action
at home
(and keep your
quarters.)



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DOOMSDAY IS HERE!

SNES



ACTION



THE DEATH AND RETURN OF SUPERMAN



1 Player

8 Meg

Developer:

Blizzard Ent.



Last year, the world mourned the death of the original illegal alien made good, Superman. It was hard to believe, but the boy scout in blue actually dueled to the death with the mysterious villain Doomsday in an effort to save his adopted home of Earth. Being the comics fan that I am, I wept, I really did, but I knew that the story wasn't over. Superman returned...in four different forms! Who was the real deal? What the hell was going on? This was the question posed in the epic D.C. Comics *Death and Return of Superman* series, which is now a pretty rockin' game for the Super Nintendo.

The game is set up like several other side-scrolling arcade super-hero titles—like *X-Men* or *Captain America* and the *Avengers*—with one important difference: It's actually fun to play. This is

DEEP INSIDE THE METROPOLIS POWER PLANT THE UNDERWORLDERS CELEBRATE THEIR TAKEOVER.



what's happening: You begin the game as the original Superman, who has to battle his way through assorted mutants and lowlife humans to get to the big guy himself, Doomsday. Sorry, but no matter how badly you whip Doomsday at the end of Level 2, he still has enough energy to deliver the killing blow. Getting murdered sucks, but the game just wouldn't have the same pathos if it were called *The Happy Life of Superman*. After the original Superman's "death" you play each of the four different Supermen who spring up in his wake: The Eradicator, Steel, Cyborg and Superboy. Which, if any of them, is the true Superman? After



hours and hours of gameplay, you will have your answer.

I'm a fan of the comic, so I was ready to be hyper-critical of *The Death and Return of Superman*. Could the designers pull off a game that captured the epic scope of the series? Could Superman kick some tail? Well, yes...and no. Allow me to explain.

This game is a big 'un, spanning over tons of extensive levels. As each of the different Supermen, you have different powers with which you can waste your various enemies: Punches, kicks, stuns and screen-clearing special attacks are all at your disposal, and each Superman has

SUPERMAN

The original bad boy of Krypton. Kal-El is ready to do some damage to Doomsday, but—per the game title—we know where all his good intentions get him...the morgue!



Superman with shades. This guy gets extra points for having a snazzy black outfit and a generally bad attitude. Is he the true second coming of Supes?



SUPERBOY

A character we can all relate to because of his bad haircut. This Superman claims to be a clone made at the super-secret Cadmus labs. The young buck has made a smart move and ditched the cape.



STEEL

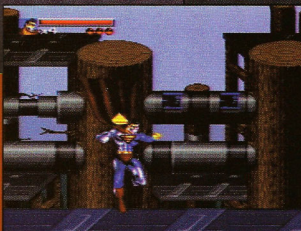
He's back, he's bad, he's black, he's mad. This guy doesn't pretend to be Superman; he decided to take on the mantle as a tribute to his fallen hero. Speaks softly and carries a big sledgehammer.



THE CYBORG

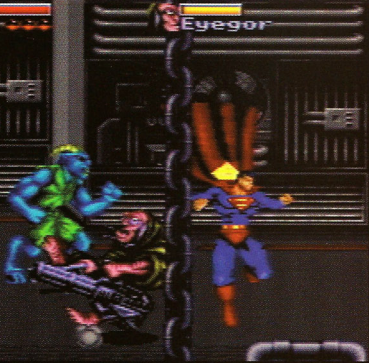
Just call him the Kryptonian Robo-Cop. Took lessons from the movie *Superman 2* and now uses the amazing punting ability of Superman to his advantage.





his own variation on the basic formula, which makes it interesting to try and figure out what works best with each guy.

Like any good game, you'll get power-ups and other goodies to help you on your mission, but some times it's just not enough. This game can get *brutal*, and it had me scratching my head in disbelief at times. On the second level, you encounter some of the toughest characters on the



Superman fights the righteous fight against fools from below.



game: Molotov Cock-tail-throwing street punks! What?! Super-man should be picking his teeth with these yahoos and here he is being laid low by 'em. That's been a problem with nearly every video- or computer-game version of Super-man's exploits: If the games allowed him to be as powerful as he is in the comics, they'd be too easy.

Unfortunately, there are no passwords for this difficult game, and if you want to finish it, get ready for a sore butt and thumb. You'll have to use the continue option over and over and over. It's gonna be a long night.

Another thing that kinda bugged me was the repetition of villains on each level. After a while, fighting the same three people does get kind of tiring, no matter how tough they are to beat. I would've enjoyed a change-up here and there for a little spice.

All things considered, *The Death And Return of Superman* had me coming back to my Super NES regularly. After a while, you just get addicted to thrashing people as the different Supermen, and the mystery element of the game is very appealing. Even if you know who the real Superman is from reading the comics, it's just really boss being them. Yeah, the game is pretty righteous. You might say it's...super.

—Gabe Soria



GRAPHICS

8

Heroic, just like a good D.C. comic. The Superman look appropriately buff and moves like poetry, and the backgrounds almost pop off the screen on some levels. Groovy.

SOUND/MUSIC

7

If Superman punched Doomsday in a forest and nobody was there, would it make a sound? If it were up to this game, the answer would be yes. Bone-crunching effects, but why does the music suck eggs? Yet another mystery.

PLAYABILITY

7

There's nothing wrong with any of the controls—Superman moves like Muham-mad Ali—but why are some of the bosses easier to kill than their lowly minions? And why are the stun attacks so weak? Answer me, dammit!

EASY MEDIUM DIFFICULT

EDITORS' RATINGS

GORE	CHRIS
8	8
NIKOS	BETTY
7	7

BANG FOR THE BUCK

8

THE LOWDOWN

The Death and Return of Superman entertains like a break-dancing monkey. Sometimes it can get a little repetitive when it comes to slugging it out with villains, but the pure visceral thrill of being the Kryptonian killer and his successors makes up for this. If you enjoy pure comic-book action and flying around in blue underwear, then this one's for you, bub. Just don't expect to finish the game any time soon.

SNES

STRATEGY

FIGHTING



TOHO

1 Player

12 Meg

Developer:

ACC

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Since we were little kids, Godzilla was the only real dinosaur. Compare him to a dinosaur of the '90s and you know Barney is fake. Godzilla really was 150 stories tall and didn't need to leap that high to get there. While smashing buildings and thrashing on Rodan, we cheered him on. Godzilla took crap from no one.

Leave it to the humans to ruin one of my heroes. The game *Super Godzilla* isn't super at all. The music is good and the graphics are fair, but there isn't any fun to be had playing it.

A large part of the game is wasted on an attempted storyline which basically involves Godzilla walking around a map. Hey, I want to be **GODZILLA**, not a tiny dot! Sure, you can see an image of how he looks in a half-screen window, but the bottom half is the interactive part, and the view in the top half is almost always the same. Even crashing into buildings gets boring after you've done it a few times.

To get to one of the evil monsters, it's yet another sleepy trip across the countryside. Perhaps you'll run into some mountains—which causes damage—but *fighting* is what I wanted. Sometimes you'll step on tanks that shoot at you, but you don't even get to see it happen; all you see is the Godzilla-dot



moving over the tank icon on the map. Once you finally reach the enemy monsters, it's usually easy to defeat them. Just sock 'em, reverse and hit another button, then sit back and watch the fighting happen. King Ghidorah is one of the first monsters you'll meet; after you defeat him, you'll smack around some weird space ships, Battrra, Bagan and others. While quickly thrashing the robotic duplicate Mecha-Godzilla, it dawned on me that the game isn't very challenging, and there is no option to change the difficulty level. If Mecha-Godzilla—a creature who kept our hero busy for the better part of an 80-minute feature film back in 1974—can be defeated the first time you encounter him, then something's seriously wrong.

If you want to keep a good memory of this celebrity beast, watch out; *Super Godzilla* is a weird, occasionally dull game that's definitely not for all tastes.

—Eric Nakamura



Godzilla looks and sounds tough, but play the game and there's no comparison with the movies.



GRAPHICS

Godzilla looks tough and mean in the opening sequences, but in the game he looks just OK. The monster enemies look evil—and the fighting cinema scenes are cool—but the attacks are corny-looking.

SOUND/MUSIC

The best part of the game is the Godzilla theme song. The music is straight out of the films—like it or not, it's a faithful reproduction. Godzilla's trademark roar is also perfect and he makes a decent sound when thrashing a building.

PLAYABILITY

Super Godzilla just isn't much fun to play, especially if you're expecting a fighting or action game. Battling monsters is nothing but easy timing. Moving Godzilla across the land gets boring and repetitive pretty quickly.

EASY MEDIUM DIFFICULT

EDITORS' RATINGS

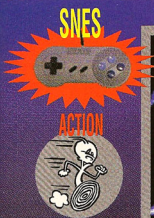
GORE	CHRIS
6	7
NIKOS	BETTY
6	6

BANG FOR THE BUCK

THE LOWDOWN

Godzilla's a tough beast with a buff tail, but this game doesn't do him justice. Following in the giant footsteps of such a historic and amazing series of movies, most people will consider *Super Godzilla* disappointing. There's an audience out there for this weird mix of strategy and fighting action, but it's doubtful that the game will connect to those select few gamers with an appetite for the bizarre; most casual Godzilla fans won't bother playing past the first stage or two.

VIDEO GAMES





1 Player

16 Meg

Developer:

Bandai



The *Mighty Morphin Power Rangers* are an undeniable force of nature nowadays. Few things in recent history (except for those grotesque Cabbage Patch dolls) have set the world of kids on fire like the adventures of those swell teenagers who use kindness, understanding and wicked cool kung-fu to thwart the evil plans of the intergalactic empress, Rita Repulsa. Now they're in a video game for your Super NES, so you can skip over all the boring story exposition in the TV show and go directly to what you really want to see: Kimberly thrashing some space mutants in her form-fitting pink suit.

So what's it like, eh? *Mighty Morphin Power Rangers* is a relatively generic side-scrolling punch-a-few-enemies, kick-a-few-more action game with licensed characters. Not that the game is bad; it's actually a semi-fun adventure with a few pretty nice variations on the formula to make it worth playing.

At the start of each level you can take your pick of any of the five rangers. From there you

teleport to the action, where you'll fight hosts of Rita Repulsa's

basic foot soldiers, the Putty Patrol. Some putties have no weapons, but others have knives and shields and maces. They must be from the putty Boy Scouts since

they're coming to Earth pretty prepared. Each of the characters has his or her own special moves; part of the challenge of the game is figuring out who works best in the different stages.

The real fun comes along in the middle of each level, when your character decides that it's time to morph into their Ranger persona. Now you can really give your enemies the business with your special weapons and devastating bomb attacks, which call on the power of your totem dinosaur to wipe the screen of enemies.

With the abundance of multi-player adapters available for the SNES, it's a shame that *Mighty Morphin Power Rangers* is only a one-player game. Where's the fabled Power Rangers teamwork? Luckily, the game still has a few things going for it. The bosses are really tough to beat and—though it starts easy—the later stages are hard enough so that you probably won't complete it in one sitting.

If I sound kind of ambivalent about the whole thing, it's because I am. *Mighty Morphin Power Rangers* is an above-average cartridge which will fly off the shelves of retail stores because of its cool characters. If the game starred anybody else...no big whoop.

—Gabe Soria

If you don't watch out, the putties will shank you with their shanks.



GRAPHICS 7

Everything was decent here. Yep, I could tell who was who, and the characters move with the grace and poetry which befit a Power Ranger, but it's nothing new. The monsters do look pretty darn awesome, though.

SOUND/MUSIC 7

If you're a fan of the Inane TV theme song, you'll be delighted to hear the Super NES music, which includes real singing voices. Otherwise, Hiroyuki Iwatsuki's sound effects are pretty good; cool karate-movie swish-and-crunch stuff.

PLAYABILITY 8

Fortunately for the Power Rangers, the novelty of playing them saves the day. The controls are as easy as Sunday morning and each character has tons of nifty acrobatic moves to thrill and delight the audience. Yee-ha!

EASY MEDIUM DIFFICULT

EDITORS' RATINGS

GORE	CHRIS
7	8
NIKOS	ERIC
7	8

BANG FOR THE BUCK 7

THE LOWDOWN

If you're a fan of the show, this game will probably be your reason for living—and if that's true, then you should get out more. Yeah, it's fun, it has all the neat monsters, but...it's all right. Not spectacular, not earth shattering, just alright. It's a fairly entertaining exercise in alien-bashing, but so is being a Republican. Hardcore fans will buy, all others shall rent. Keep a pencil and paper handy when you beat the game: there's a surprise—three of them, actually—during the end credits.

SNES

FIGHTING

WORLD HEROES 2

TAKARA®

1-2 Players

24 Meg

Developer:

Takara

A quick look and you might think this is just yet another chapter in the saga of the overcrowded fighting-game genre. It's getting to the point where I'd rather go out and pick a real fight with a pack of over-energized Ewoks than put myself through the paces of the latest me-too beat-'em-up games month after month. Happily, *World Heroes 2* is rock solid and a great companion for your SNES system.



Why fight and kill while looking like a slob? In the neighborhood of secret moves, there's a lot to use to shank your opponents. Shira the kickboxer has the usual secret knee kick and spinning elbow, but there's also an atmospheric jumping kick to the head that's insane. Mudman, the head-shrinking, idol-worshipping tribe leader has some tiny friends that'll cast a hallucinogenic spell on his unsuspecting opponents.

If you're not satisfied with those two, pick from 14 characters in the one-player mode and battle your way through to the two bosses. And if you play in two-player battle mode, you can choose to



The characters look clean and so are their moves in *World Heroes 2*.

play as the boss characters Neo-Geegus (the "Morphing Man") or the even tougher Dio (the "Ultimate Thing.") In case you have never reached the final stages of the game, both of these characters are silver. Neo-Geegus sports the T-2000 cop get-up from *Terminator 2*; this liquid-metal amoeba morphs into any of the characters at will. Dio, on the other hand, looks like a Predator and will swoop down and thrash all over you.

Don't forget one of the most recognizable trademarks of the *World Heroes* series: The Death Match. The referee gives a standard ten count and if you're fast enough you can get up after you've been knocked down. What's more, the ring itself becomes an obstacle and can cause damage.

Compared to the coin-op version, this is a pretty good rendition and is worth checking out. You get the graphics, the sounds and the controls.

But remember: There's always a better game in the making.

—Eric Nakamura



GRAPHICS

In the standard of fighting games, it's pretty good. The characters look clean and much better than in the SNES version of the original *World Heroes*. Look for little things to happen in the backgrounds; they'll make you laugh.

SOUND/MUSIC

Most fighting games have similar soundtracks—lighters shouting the names of their attacks, grunting, etc.—but not much to think about after you quit playing for the night. I've heard worse, though, so *World Heroes 2* does me right.

PLAYABILITY

Great movement and speed for a home game. A fighting-game fan will like the variety and quantity of secret moves. This game plays very close to the arcade version, though, at 24 meg, you can't fairly compare the two.

EASY MEDIUM DIFFICULT

EDITORS' RATINGS

GORE	CHRIS
9	8
NIKOS	BETTY
6	8

BANG FOR THE BUCK

THE LOWDOWN

As usual, rent before you buy, but this is a great fighting game to check out. In this year of one-on-one combat games, there's always a new one that will be better; that's just the Law of Fighting Games (L.F.G.). The characters in *World Heroes 2* are great and so are their moves. You can also play as the boss characters, Neo-Geegus and Dio, in the battle mode—this is a new feature that didn't exist in the original arcade version.

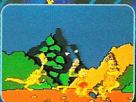




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SUPER NES®
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EA
GAMES

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GENESIS

ACTION



**Spectrum
HoloByte**
A DIVISION OF

1 Player

8 Meg

Developer:

MicroProse U.K.

As you can imagine, being the defender of the Edge of the Galaxy is a rough job: Long hours, short vacations, bad food, little thanks, and the only T.V. station your satellite dish receives is the BBC. But that's your occupation in *Tinhead*. You play the titular character, an intrepid robot who must stop the nefarious Grim Squidge from stealing all the stars in the Galaxy. Apparently, once Grim Squidge traps all the stars he will create something called a Cosmic Void; what happens when the void appears is uncertain, but you can bet it'll be something particularly nasty.

That's the plot behind this Sonic-style game for the Genesis. Yeah, the story is kind of a bite on *Rainbow Brite* and *The Star Stealer*, but I'll overlook that. Your mission is to travel to various worlds in the Galaxy and free as many stars as you can. As you explore the expansive levels (there are four worlds, each made up of three stages, and each stage is made up of two levels) you'll encounter armies of Grim Squidge's evil minions whose only mission in life is to crush you like the do-gooder you are. Fortunately, you have the ability to fire your missiles in a multitude of directions from your flip-top head.

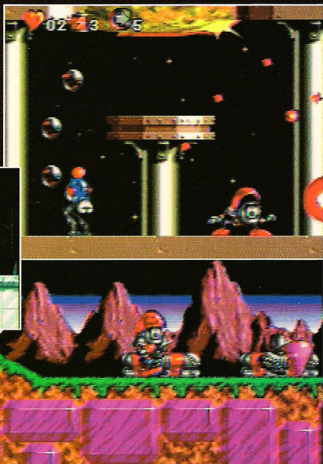
There's enough variation in *Tinhead* to keep you interested and the game is challenging enough to qualify its password system—you'll be

using it! It also involves a lot of strategy, a cool feature which keeps you on your toes. Example: Tinhead's missiles can bounce and ricochet many times before they explode, so you can actually destroy enemies that lurk around corners. Yet another cool feature of the game comes into play while the game is paused; you can scroll around a limited area to see what traps await. This becomes absolutely essential in the higher levels.

The main thing that irked me about *Tinhead* was the stinginess in providing power-ups when you need 'em. I don't know if the designers realize it, but these are not the '70s. The days of the energy crisis and long gas lines are over; we want our power!

—Gabe Soria

Tinhead travels to many exotic locales, including a hall of whirling knives.



GRAPHICS

Cute and cartoony is the rule here. The character design is done with a flair for ingenuity and variation. There are even some references to Jim Henson's movie *Labyrinth* and the T.V. series *Robotech*, which I dug.

SOUND/MUSIC

Like green fatigues in the army, the sound of *Tinhead* is standard issue. Nothing really bad, just boring. Pretty soon you'll turn your T.V.'s sound down and go put on the new Ed Hall album.

PLAYABILITY

Control over *Tinhead* is nice and smooth, although the method of switching the direction of Tinhead's missiles is a bit awkward. Think of it this way: You'll be proud of yourself when you master it.

EASY MEDIUM DIFFICULT

EDITORS' RATINGS

GORE	CHRIS
7	8
NIKOS	BETTY
6	8

BANG THE BUCK

THE LOWDOWN

Tinhead is the real deal: A challenging and original game that'll keep you up 'til 3 A.M. trying to get past just one more level. There have been a lot of seriously wack-like-that Sonic imitators that just can't get it right, but this game isn't one of them. It definitely cuts it's own groove. Try it Mikey, you'll like it.

GENESIS

FIGHTING



SEGA™

1-2 Players

16 Meg

Developer:

Sega



Art of Fighting was a hit on the Neo-Geo machines, and now it's invading your Genesis. The same two friend/rivals, Ryo and Robert, are still around, perpetuating their love/hate relationship, and Ryo's sister is still kidnapped. Don't look for Yuri on the side of a milk carton, though; if you're tough enough, you'll be able to free her from the gang of terrorists that stand between you and the big boss, Mr. Karate.

Getting through these gangsters is just about impossible. The 400-pound Jack body-slams twice as tough as E. Honda—with agility! The rest of the dudes are still there to thrash on you, including the stick-wielding Mr. Big. The sound is about as clear as mud, but the gameplay is action-



Art of Fighting is tough, but if you're good you can get to the bonus levels.



filled and challenging.

There are two modes of play. The tough one is the story mode which is for one player only. As you defeat each character, you learn a little more about the fate of Ryo's sister. If you pass a couple of levels, then you get to the bonus stage. Can you break ice with your bare fists? If the Karate Kid can do it, then so can you; just remember to Focus.

If you're lucky enough to have a friend, then play in the two-player mode. Here you can choose from a bunch of roughnecks including Mr. Big, Karate and Leel. These guys are tough and more realistic than most characters in the world of fighting games. Throw punches and power kicks to the head and watch your friend's face turn purple, just like in the arcade.

Fans of fighting games should know all about this title already. A decent 16-meg conversion, the Genesis *Art of Fighting* is tough and it has a story behind it. Only you can make the difference and find Yuri before it's too late. She needs your help now, so let's move it!

—Eric Nakamura



GRAPHICS

Good graphics; the playfield is nicely articulated for a Genesis game. The characters look tough and can fight as hard as they look. The story made a few nice intermission screens for those between-battle breathers.

SOUND/MUSIC

The sound of *Art of Fighting* doesn't do a whole lot for me. The effects are not too clear and the digitized yells are just fair. The music is kinda cool, but it's not up to the quality of Takara's psychedelic Super NES version.

PLAYABILITY

Pretty good; lots to do and learn to enable your character to fight to his or her potential. Plenty of secret moves and medium-quick movements. The bonus stages are a treat, too, adding a bit of variety to the fist-fighting action.

EASY MEDIUM DIFFICULT

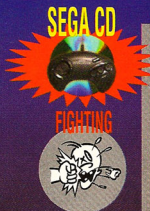
EDITORS' RATINGS

GORE CHRIS
7 7
NIKOS BETTY
7 7

BANG FOR THE BUCK

THE LOWDOWN

Art of Fighting is a tough game to play, just like the Neo-Geo version. The characters are tough and cool. No gimmicks like morphing characters or super oddball secret moves; just the standard stuff, except there's a lot to control. In the one-on-one mode, you have to deal with an energy meter as well as your life meter. The weakest point is the sound, but fighting is good and exciting. Save Ryo's sister!

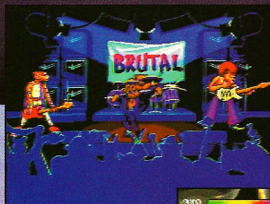


1-2 Players

CD

Developer:

GameTek



Have you ever wondered what it would be like if some crazy programmer crossed the Bugs Bunny/Road Runner Show with Bruce Lee's classic *Enter The Dragon* film and tossed in liberal amounts of *Street Fighter* to add some spice? Sounds like a recipe for one hell of a game, huh? Imagine: Kung-Furry. Bugs Bunny gets Tao, Pepe Le Pew learns Savate and Speedy Gonzales masters Muy Thai. What a wonderful world that would be....

Brutal, a new Sega CD fighting game, tries to make this world a reality, and it succeeds and fails at the same time. Subtitled *Paws of Fury*, it brings something new and sassy to the crowded-as-a-Chinese-bus genre of fighting games, but also seems to have a few problems. More on these later.



The plot of the game is pure Hong Kong circa 1973: Elite fighters from around the globe are called to far off Brutal Island to participate in a contest of strength and skill, a contest to see which animal is the fiercest. It's like *Animal Farm* without the politics but with ten times the violence. You have your choice of a host of combatants: Leon, the Lion Prince from Kenya (who, as Nikos pointed out, looks a lot like the character Williams from *Enter the Dragon*), Kung-Fu Bunny, The Pantha, Foxy Roxy and others. "Warner Brothers meets Jackie Chan" is how one of our staffers describes it.

This alone would qualify *Brutal* for the originality hall of fame, but it also adds a few new dimensions to what is considered the standard for fighting games. Each character starts off as a white belt, the lowest of the low, and as they progress they can obtain new levels of skill. As you gain levels, the computer

takes on the role of Sensei and teaches you about the special moves your character possesses. During these little teach-ins, the game will drill you until you're able to dazzle the opposition with your mighty kung-fu knowledge. Imagine getting into a street fight, beating your enemy into mashed pomegranates and then going home to learn some more moves so you can turn your next enemy into marinara sauce. I think I like this new idea. Play, learn and then play some more. What's more, you are prevented from using the moves until you have "earned" them; that is, if you've played through the game and know all of your favorite character's moves, they won't work in the first battle of a new game. Which is pretty cool.

After your lesson in martial arts, you get promoted to a new belt level. As in real martial arts training, you have to

The fur files in Brutal, GameTek's first in-house development project for the Sega CD.





work your way up to a 6th degree black belt. It might take you months, and then you're doomed to fight the bosses.

You may think that fighting as future fur coats is condescending, but these cartoon zoo animals are tougher than leather. If the normal level is too easy, there are two faster levels: Turbo and Turbo Nutter. These levels are faster than you can move. Also, if you think the white belt is for little kids, you can start as a yellow or even a black belt. You'll get your butt nicely kicked, but it's all experience, right? Otherwise, play against one of your friends in the no-frills two player mode and claim victory of your house.

In addition to the fighting, there's a "Fun Zone" section in the menu with a visual music test. The long list of songs includes "Tokyo Ghetto" and "Third Eye". But the best part of the Fun Zone is the ability to view outtakes which—like the endings of Jackie Chan movies—give you funny bloopers and pencil-test animations of the competitors.

All is not chummy and well on Brutal Island, however. While the full-screen introductory and intermission animation is incredible, the movements of the characters in the game are not *Street*

Fighter-quality. In the regular mode, the jumping is slow and unresponsive. Fortunately, choosing the Turbo mode makes the action much more comfortable and the Turbo Nutter speed is faster than a running chicken with no head. Basically, this game needs to be

played in Turbo mode; otherwise it just feels like Game Boy action.

Brutal will definitely quench your fighting fits of need. Overall, the game is fun and its innovative features will probably get ripped off by future games, which is always a definite measure of quality.

—Gabe Soria & Eric Nakamura



GRAPHICS

8

The graphics are rad—it's like watching Looney tunes, except punches are thrown. The cartoons in the intro are high quality and the characters look like they should have been in *Watership Down*.

SOUND/MUSIC

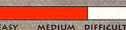
8

There's a long list of songs to jump around with and you can even see the animal house band play the tunes. The sound quality is high and the music is nice, but it's not something that would sell me this disc.

PLAYABILITY

7

One of the biggest drawbacks to this game is the funky controls. If you're used to *Street Fighter* fluidity then you'll be tripped out with *Brutal* because everything moves a little strangely. But it's something you can get used to.



EDITORIAL RATINGS

GORE	CHRIS
8	8
NIKOS	BETTY
8	7

BANG BUZZBOX

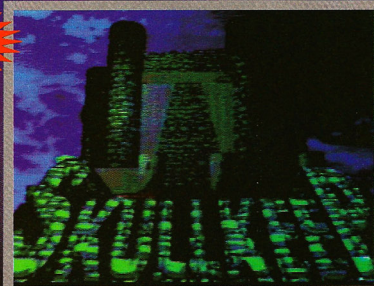
7

THE LOWDOWN

The controls may bug you out, but *Brutal* is a pretty good game with some new features. Learning moves while you go is a great idea. This prevents you from kicking butt on everything and everyone right away. Your characters must be cultivated to reach the black belt. The sound and graphics are pretty good. The characters are butt-kicking animals that look like Saturday morning cartoons. Check out the fun zone, there's stuff there that'll make you laugh.

SEGA CD

RPG



JVC

1 Player

CD

Developer:

FTL Games

My roommates will attest to the fact that I'm a bona-fide RPG freak. I've been known to disappear into my room for days, emerging only to eat or answer nature's call, unable to rest until I complete a game. Even the most generic RPGs will hook me, and I've spent countless hours finishing games that I didn't even enjoy. Needless to say, I was really excited when I received this sequel to the original *Dungeon Master*, but I was a little disappointed when I actually began playing it.

Visually, *Dungeon Master II* is similar to the Genesis version of *Might & Magic III* or the old computer *Bard's Tale* series. The story is also somewhat similar to these games, which is actually refreshing in this day of generic RPG plots. You control Torham Zed, a young soldier, and three other characters of your choosing (all characters are pre-

designed). The goal: Find the four keys to Skullkeep, then fight your way through the many levels of the tower to find a machine which will allow exploration of different planes of existence.

Unfortunately, *Skullkeep* will not convert anybody who is still sitting

on the RPG fence. Even the most fanatical player will probably be a little frustrated by the complicated controls, which took me a great deal of time to get the hang of. Even the simplest actions take a long time, and combat is downright frustrating because of the number of steps involved.

Combat is, without a doubt, the worst aspect of the game. More and more RPGs are moving away from the traditional round-based combat to a "real-time" system, and *Dungeon Master II* does not benefit from this decision. While this method makes the games more action-packed in some cases, it just doesn't work in *Skullkeep*. Trying to control multiple characters while some creature is rapidly gnawing away at your party is more annoying than fun. To make matters worse, the monsters in *Skullkeep* tend to run away during combat; by the time you finally complete all the steps necessary to execute an attack, you're either severely wounded or your party is swinging at the walls because the enemy has moved.

All in all, the game is a good choice for dyed-in-the-wool RPG fans, but others will probably be put off by the frustrating controls and the involved plot.

—Ron Dulin



**How does *Dungeon Master II*:
Skullkeep play on the Sega CD?
VideoGAMES gives you a look.**

GRAPHICS

While nothing groundbreaking, *Skullkeep*'s graphics work well for the game. Sometimes it's a little hard to see objects on the ground—and a few of the locations look way too similar—but the lighting and rain effects are pretty scary.

SOUND/MUSIC

The music is listenable; the designers have made good use of the audio capabilities of the Sega CD. One thing is that sometimes the music will be really upbeat while your party members are being killed, but overall it's pretty good.

PLAYABILITY

The controls are the game's biggest problem; they're much too complicated for my liking, dragging the game's pace way down. The combat is frustrating, and it's never very clear what you are supposed to be doing at any given time.

EASY MEDIUM DIFFICULT

EDITORS' RATINGS

GORE	CHRIS
5	7
NIKOS	ERIC
5	6

BANG FOR THE BUCK

THE LOWDOWN

While hardcore fantasy/RPG fans will probably be impressed by how massive and challenging *Dungeon Master II* is, others should steer well-clear of this complex and complicated game. Definitely not water-testing material, but with enough challenge to keep role-playing gamers at least somewhat satisfied.

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JAGUAR

FIGHTING

SPORTS



TELEGAMES

1-2 Players

16 Meg

Developer:

Telegames

The NFL is made up of 300-pound beasts who can chug raw beef Slurpees. Normal fighting games make these huge men look like Sammy the stick figure; *Brutal Sports Football*, however, is very different.

about. Pick up some rabbit power-ups and bum-rush your way for a quick goal. If you accidentally pick up the turtle, pass the ball or you might get axed and stomped. There are more goodies to use like bombs, ice-cubes and grenades, so keep your eyes peeled!

One of the best parts of the game is the "sudden death" period when time runs out on a tie. You'll want to let this happen intentionally. Trust me. No longer are you trying to score a goal, now it's time to fight and massacre your opponents. It's just like being a serial killer. Pick up the weapons and murder. Once you get stabbed you're down for good, so kill your enemies first. The team to decapitate six opponents wins.

Lots of running and lots of fighting. Like the sound of this combination? Check out this game, if you're into sports and violence. I guess that covers just about everyone.

—Eric Nakamura



Get ready to run, pass, dodge, kill, decapitate and murder your opponents.

Imagine the old men from the dark ages who fought on horses with swords. Place them on the football field and fight your way through to get a goal. Actually, this game is more like Rugby; there are no first downs or anything, it's just a run to the end zone. To get there, you have to dodge sword-flailing opponents who want to eat your brain. But there's another way to win: Kill all your opponents first!

You get points and money after the game for the number of heads you've cut off. This is done by hitting hard and using the weapons which just happen to be lying around the field. If you jab your opponents right in the gut, you get a small shower of blood; watching the heads fly off is even juicier. The game gets harder as you get further in. Eventually you'll be playing monsters and weird lizards who can scramble like Barry Sanders.

Choose from teams such as the Slayers, Thugs, Assassins, Warlords, and more. Although these guys look alike on the field, they like to fight and that's what this game is



GRAPHICS

Graphics are pretty good even though the scrolling is choppy and the characters are small. The bloody decapitations are always nice to look at. The fact that no one will stop you from kicking an unconscious opponent is a treat.

SOUND/MUSIC

When you're into full-contact rugby, the sounds are important. Perhaps more yells and screams would have made the violence look tastier. The music is fine and gets you into the game nicely.

PLAYABILITY

Running around and killing is great. The controls are good and easy to learn. Pick stuff up just by running over it. One button gives you a diving tackle. There are also different difficulty levels for all you hot-shots.

EASY MEDIUM DIFFICULT

EDITORS' RATINGS

GORE	CHRIS
7	6
NIKOS	BETTY
7	5

BANG REBUCK

THE LOWDOWN

Crazy fighting is where this game is at. Who cares about scoring goals when you can just decapitate your opponents to win? Blood is here, so are weapons. There's a locker room where you can repair your players. This is a neat feature not found in too many other games. Each team has its best players and special moves they do better than others. Check out *Brutal Sports Football* if you like sports and fighting.

BRUTAL

Paws of Fury



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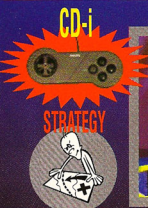
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Advertiser	RSC#	Page	Advertiser	RSC#	Page
Absolute Entertainment, Inc.	109	27	Nintendo of America	102	6-7
Absolute Entertainment, Inc.	117	77	Philips Interactive	107	20
Acclaim Entertainment, Inc.	116	71	Philips Interactive	108	21
Acclaim Entertainment, Inc.	122	CV#4	Sega of America	----	24-25
Atari Corporation	113	48-49	Sega of America	----	57
Atari Corporation	105	14-15	Sega of America	----	59
Data East	115	64-65	Sega of America	----	CV#2-3
Domark Software	112	47	Sunsoft/Sun Corporation of America	110	29
Domark Software	101	4-5	Core Design	121	95
GameTek, Inc.	118	79	UBI Soft	120	85
Interplay Productions	----	33-35-37	Virgin Games	119	83
Interplay Productions	111	39	Working Designs	103	3
Interplay Productions	106	19	Working Designs	104	11
Interplay Productions	114	53			



EDITORS' RATINGS

GORE 7
CHRIS 6
NIKOS 5
BETTY 4

When I was a tiny little kid and could barely think, I watched this fun game show. I used to think it was a blast, but after playing it again, it's about as difficult as *Wheel of Fortune*. Maybe it was the lure of the chant ("Joker! Joker! Joker!") or perhaps the evil Ming the Merciless-type red devil that kinda turned me on.

Now the game is back on the map and host Wink Martindale looks great. The quality of the CD-based full-motion video makes Wink look and sound like he hasn't



Play a game with Wink and don't get the Devil

aged a day. The game itself is decent, though some questions are too easy. The first time I played, I went 6 for 6 and spun for big bucks 'til the Devil did me in.

The maximum fun would be when you get three of your friends and play together. Then you can compete and beat each other up when you get the answer wrong.

—Eric Nakamura



GRAPHICS

It's CD quality so you see the real Wink moving his hands and talking away. The Devil looks devious so stay away from this red piece of fury.

SOUND/MUSIC

Sounds like what the game is supposed to sound like. Wink has the same old "used car salesman" demeanor he always had.

PLAYABILITY

Not much to do except answer questions. These aren't as hard as I thought they would be, but still pretty decent for a game show.

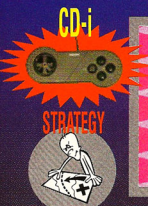
EASY MEDIUM DIFFICULT

BANG FOR THE BUCK

THE LOWDOWN

If you're a fan of game shows, check this one out. Otherwise, if you want some stiff competition, play with your friends. Playing by yourself is a drag; definitely a multi-player party game for showing off the CD-i.

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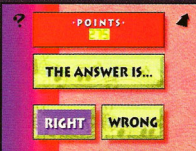
EDITORS' RATINGS

GORE 6
CHRIS 4
NIKOS 6
GABE 4

I really wanted to like this game. It seemed like it might be a fun game—it being *Name That Tune* and all. I think it's a game for your parents when they have some of their friends over for dinner and maybe they're all tipsy and think that absolutely anything's funny.

It certainly isn't a game for me to play by myself. There isn't much of a challenge. It's basically four rounds of pushing a button maybe once every minute.

Worse yet, the competition is based on the



This is Bob.

honor system. If you push the "Answer Is..." button, Bob gives you the answer; then you push the "Right" button if you were right and the "Wrong" button if you guessed wrong. Gee, I was always right.

I'm giving the game a five, but you might want to mention it to your parents if they own a CD-i machine. They probably remember the original show.

—Betty Hallock

GRAPHICS

There's not all that much to look at. The most exciting part about the graphics is Bob, and that's just a man standing there in a suit.

SOUND/MUSIC

A great selection of music. Some of it's pretty funny; the game's older demographic means you get Christopher Cross instead of Kris Kross.

PLAYABILITY

What playability? Like I said, you just have to push a button every once in a while. Not very exciting.

EASY MEDIUM DIFFICULT

BANG FOR THE BUCK

THE LOWDOWN

Hey, it might be a good game for the kind of people who like to play a lot of *Pictionary* with their friends. The sad fact is, I'd rather play *Pictionary* with my friends than play *Name That Tune* for the CD-i. Sorry...no dice.

they've got
claws
they've got
venom
they've got
teeth
you've got
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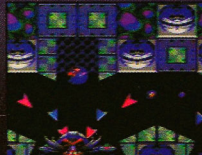
GAME GEAR



EDITORS' RATINGS	
CORE	6
CHRIS	7
NIKOS	7
ERIC	6

It's Sonic. It's pinball. It's *Sonic Spinball*, and it's for the Game Gear. The Genesis version was a lot of fun, and this 8-bit conversion is no disappointment.

The cool thing about *Sonic Spinball* is the fact that there are a lot of playfields and a lot of warps that get you there. It doesn't play like any ordinary pinball game because as soon as you find three emeralds on one level of a playfield, you fight a boss and move on to another level. There are also bonus levels



Look at Sonic go.

where Sonic can pick up a whole lot of extra rings.

So this is the scoop: *Sonic Spinball* is a very good game for your Game Gear if you've got the extra dough. If not, stick to the other Sonic platform games. I still think you get more for your money there; those games are hard to beat. —Betty Hallock

GRAPHICS

Good graphics. No one would expect less than good graphics from a Sonic game, right? Unfortunately, the playfields just aren't very interesting.

SOUND/MUSIC

Nothing really struck me as really innovative as far as sound went, but it wasn't bunk, either. A good, solid six in my book.

PLAYABILITY

This is the game's best feature, which I think is true of all Sonic games. It's a game you can have fun with.

EASY MEDIUM DIFFICULT

BANG FOR THE BUCK

THE LOWDOWN

It's a fun pinball game, but when it comes down to it, I'd rather play a real game of pinball or one of the Sonic platform games—the character's personality doesn't shine when he's rolled up in a ball 90% of the time.

GAME BOY



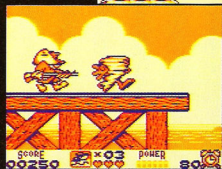
EDITORS' RATINGS	
ERIC	6
CHRIS	7
NIKOS	7
GABE	4

This version of *Taz-Mania* can be quite challenging. It's a platform game in which cartoon hero Taz can either jump or spin. That doesn't sound too exciting, but his spin is actually pretty cool-looking, as well as pretty effective. Once Taz starts spinning he can destroy any enemy in sight—but he has only a limited number of spins.

Certain levels require you to hammer on the A button to keep Taz's spin going as he walks across water or other hazards.



Taz has a nice smile.



Though it's nowhere near as innovative as the Super NES game of the same name, I found this portable *Taz-Mania* to be pretty addictive. Yeah, I could get into it; A decent game for the Game Boy, I say. My only complaint is that there just isn't a whole lot of action.

—Betty Hallock

GRAPHICS

All of Sunsoft's *Looney Tunes* games look good—even on the Game Boy—and *Taz* is no exception. His spin looks really great.

SOUND/MUSIC

Not particularly exciting; I can't wait for more designers to start using the sound capabilities of the Super Game Boy setup.

PLAYABILITY

The control isn't really smooth; early on, you'll worry more about falling off the screen than dodging enemies. Challenging.

EASY MEDIUM DIFFICULT

BANG FOR THE BUCK

THE LOWDOWN

I liked it, but the controls leave something to be desired. Taz's spin is great, but it's too bad he couldn't do more than spin and jump (and grince when you leave the direction button untouched for too long.)

HELMUT VON POINTENEGGER
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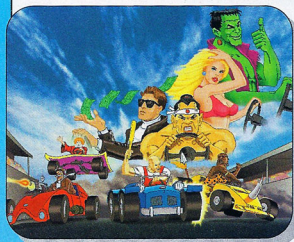
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I'M NASTY!

I'M GONNA 'VIN!



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ARCADE

SHOOTER

ADVENTURE



MIDWAY

1-3 Players

Arcade

Developer:

Midway

It's kind of interesting that Midway—the game company that has received the most flack from those in favor of censoring everything they deem “inappropriate for minors”—has teamed up with Aerosmith, one of the first bands to speak out against music censorship. I guess there's not much of a difference between *Mortal Kombat* and the song “Big 10-Inch Record.” Both have been condemned by parents who don't remember what it was like to be young and alive.



Stephen Tyler and the boys rock you through all five levels of *Revolution-X*. Don't blink or you'll miss something.



The New Order Nation has kidnapped Aerosmith from a bar in Los Angeles. The organization wants to control the world's youth by using Aerosmith as its musical mouthpiece to subvert their minds. Of course, the band refuses and you must help rescue them as you travel through the game's five levels.

Los Angeles: Blast your way into a strip club where bikini-clad show girls are locked into cages and Aerosmith is about to be abducted. Rescue the ladies and tear yourself a backstage pass with your gat. Defeat the helicopter and find Aerosmith's Lamborghini to get to the next three stages of the game.

South America: Battle mask-wearing jungle warriors as you slice deep into the heart of the Amazon. Find the chemical plant where more bikini-clad babes are mutating into slimy green monsters.

Middle East: Race through the Sahara and try to blow up a bus that the New Order Nation uses to transport kids who are being turned into slaves. This level is tough because of a time limit and the fact that you have to blast the absolute hell out of the bus.

Japan: Assault another chemical plant. This one's guarded by ninjas.

England: In the final level, you must defeat the boss-lady of The New Order Nation as she transforms into a gruesome Lovecraftian creature.

The game includes all sorts of secret passages, power-ups and hidden levels that will both surprise and shock you. Rumor has it that *Rev-X* has more secrets than any other Midway game and considering the stuff that's in *Mortal Kombat II* and *NBA JAM Tournament Edition*, that's a pretty serious boast. You also have to keep on the lookout for the members of Aerosmith to get to the true ending of the game: Kicking back with the boys after a show.

Revolution-X is a killer arcade game. It makes the arcade experience more like going to the movies than just playing another derivative shoot-'em-up game. In fact, I'd rather put seven dollars into *Rev-X* than spend the same amount to see a movie. Highly recommended, except you'll probably be mad at yourself for spending so much money.

—Nikos Constant



GRAPHICS

There's so much action on screen, it's almost hard to even pay attention to how good the graphics are. All of the characters are digitized just like *MKII* for hyper-realistic carnage. The blood is bright and the bad guys look deadly.

SOUND/MUSIC

This is probably the only game that gets a free 10 for music. After all, it's Aerosmith you're playing with here. Rocking out with the Toxic Twins and blasting mutants is what games should be about. I hope this isn't the last we see.

PLAYABILITY

Drop a quarter in the slot, grab the gun, put your finger on the trigger and blast away. The heft of the gun feels right and the controls are as responsive as the real thing. (Of course, most guns aren't used for shooting CDs and laser discs.)

EASY MEDIUM DIFFICULT

EDITORS' RATINGS

GORE CHRIS
9 8
ERIC BETTY
7 9

BANG REBOK

THE LOWDOWN

It's about time that music and arcade culture mixed. After all, they're always cracking times for the hessians at my local arcade, it's about time they finally just put the hessians in the game. It's kind of weird playing a game with Tom Hamilton (Aerosmith's bassist) giving you hints, but I love it! This is a hard game, so expect to spend a lot of money on it. Not just a game where you mindlessly shoot, you actually have to think about alternative ways to killing the bosses.

NEO-GEO



ACTION



TOP HUNTER

RODDY & CATHY

NEO-GEO

MAX 330 MEGA
PRO-GEAR SPEC

SNK

1-2 Players

110 Meg

Developer:

SNK

Wow, a Neo-Geo game that isn't a fighting game. After *Super Sidekicks 2*, I wasn't expecting another non-fighting game for several months! SNK is finally starting to broaden its perspective a bit, or maybe the designers just got a little bored. *Top Hunter* pulls you into the world of Roddy & Cathy, two warriors on the hunt for some space-pirates.

Top Hunter is a really good side-scrolling action game. It's a combination of the good parts of *Final Fight*, *Art of Fighting* and *Super Mario Bros.* It has secret moves, 3-D multi-plane movement, cute graphics and tons of enemies that are hard to kill. You must fight your way through four planets: Ice, Wind, Forest and Fire to reach the final boss on his pirate space-cruiser. A guide at the bottom of the screen tells you how far you've gone in the level and when the bosses are going to pop up.

The coolest features of *Top Hunter* are the secret moves, two-player action and 3-D play. You can throw different types of fireballs and attacks depending on your use of the joystick. You can also pick up guns, use your arms as weapons or extensions and find secret levels by pulling on chains and destroying secret entrances. There's a lot of cool stuff you can do in this game.

The only drawbacks to *Top Hunter* are the music and the fact that it's pretty easy by



Neo-Geo standards. You'll get really tired of the SNES-style music, and the levels are kind of short. The final boss, however, is a doozy. Expect to spend a lot of money just defeating this five-part monster.

If you own the Neo-Geo, you're going to be stoked because *Top Hunter* is a great action game for your system. It's been a long time since there was a great-looking side-scroller for this machine. I'm not sure that the game will exactly tear up the arcades, but if you only play an arcade game while you're eating donuts at your local donut shop, you'll be glad to find a different game for the Neo-Geo.

—Nikos Constant

Play as Roddy or Cathy
and search for space pirates who have
taken over the solar system.



GRAPHICS

Like most Neo-Geo games, the graphics are great. Kind of cutesy and very influenced by Japanese manga. The backgrounds look really good, giving a depth to the game that is usually missing from side scrollers.

SOUND/MUSIC

For all the memory the Neo-Geo can utilize, I expected a much better soundtrack. This is more like a SNES than an arcade game. A lot of boops and beeps that are boring. The sound FX are pretty good, especially on the ice level.

PLAYABILITY

It takes time to get used to the 3-D play screen (you can jump in and out of the background just like in *Fatal Fury*). The secret moves are tough to find, which is refreshing after all the similar fighting moves.

EASY MEDIUM DIFFICULT

EDITORS RATINGS

GABE	CHRIS
8	8
ERK	BETTY
7	8

BANG FOR BUCK

THE LOWDOWN

Top Hunter is a game for people who walk into an arcade and don't want to play a fighting game; it's also great for people who actually own a Neo-Geo home system. It's different, but some of this territory has already been covered by games like *Spinmasters* and *Bike's Journey*. The game will probably earn a cult following among Neo-Geo fans so—while it wasn't exactly my cup of tea—it's definitely worth checking out.

SPORTSWIRE

EVERYTHING ELSE IS JUST PRACTICE

With the cocky slogan "Everything Else is Just Practice," all-sports network ESPN and Sony Imagesoft are throwing their hats into the high-stakes world of sports gaming with a slew of new titles for the Super NES, Genesis and Sega CD. Planned for release this fall are *ESPN Sunday Night Football*, *ESPN National Hockey Night* and *ESPN Speed World*. The operative word is ESPN and the concept behind it all is *realism*: ESPN wants you to feel the thrill of victory and the agony of getting your head stomped by the Dallas Cowboys' defensive line.

Sunday Night Football takes the know-how of the experts at the network and applies it to the microchip, creating a new twist on the football genre. All 28 NFL teams are featured in the action, which has running

commentary provided by sports anchors Mike Patrick and Chris Berman. In addition to comments from the peanut gallery and a unique end zone to end zone perspective, *ESPN*

Sunday Night Football gives you the chance to experience regular season play right on up to the playoffs and even the ultimate showdown in January: The Super Bowl.

National Hockey Night also allows the player to play through an entire season, but with the Stanley Cup as the ultimate prize this time. When you're tired of playing on the field, you can take to the road in *Speed World*, which is a stock car simulator for the Sammy Hagar in you. The life of a stock car racer is a deadly and exciting one, and ESPN and Sony Imagesoft hope to bring the thrill of it all home with realistic features such as car spin-outs, visits to the pit, a wide selection of

courses and by focusing on car-versus-car action. Late 1994 will see the release of two Sega CD titles, *NBA Hangtime '95* and *ESPN Baseball Tonight: Pennant Fever Edition*.



SCOREBOARD

GENESIS FOOTBALL

	TITLE	MANUFACTURER	OVERALL	GRAPHICS	ANIMATION	MUSIC	SOUND F/X	CONTROL	SPEED	CHALLENGE	COACHING	REALISM	OPTIONS	INNOVATION	TEAM SELECTION	LICENSE
1	College Football's National Championship	Sega	9	9	9	7	9	9	9	8	8	8	8	7	8	7
2	NFL Football '94 Starring Joe Montana	Sega	9	9	9	7	9	8	9	8	8	8	8	7	8	9
3	Bill Walsh College Football	Electronic Arts	9	9	9	8	8	9	8	8	8	8	8	7	8	6
4	John Madden Football Champ. Edition	Electronic Arts	9	8	9	8	8	9	8	8	8	8	8	6	10	7
5	John Madden Football '93	Electronic Arts	9	8	9	8	8	9	8	8	8	8	8	6	9	6
6	Bill Walsh College Football '95	Electronic Arts	8	9	9	7	8	8	8	8	8	7	8	7	7	7
7	Madden NFL '94	Electronic Arts	8	8	8	8	8	8	8	8	8	7	8	6	9	7
8	NFL SportsTalk Football	Sega	8	9	8	6	8	8	9	7	8	7	7	6	8	8
9	John Madden Football '92	Electronic Arts	8	8	8	8	8	8	7	7	8	7	7	6	8	6
10	John Madden Football	Electronic Arts	8	7	8	8	7	8	7	7	8	7	7	7	6	6
11	Super High Impact	Arena	8	8	8	8	6	8	8	6	5	4	4	5	4	n/a
12	Joe Montana II: SportsTalk Football	Sega	7	8	7	7	8	7	7	7	7	7	8	8	7	6
13	Joe Montana Football	Sega	6	7	6	7	7	6	6	5	6	6	6	6	7	6
14	Mike Ditka Power Football	Ballistic/Accolade	5	6	5	6	6	5	5	6	7	6	7	5	7	5

SEGA CD

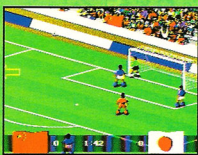
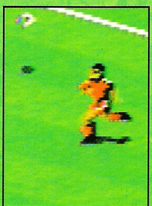
SPORTS



If you're a regular reader of *VideoGames SportsWire*, you should know that my favorite cartridge soccer game to date is EA's *FIFA International Soccer*—both the Genesis and SNES versions are outstanding. So I figured the Sega CD version of the game would be the ultimate, especially after popping in the disc and watching the terrific full-screen video introduction.

It didn't take long to find that there are problems in paradise, however. First of all, something has happened to the animation of the ball. It's still pretty good, but on long kicks it speeds up and slows down, as if it's waiting for the field scrolling to catch up with it. The control doesn't feel as precise as the cartridge version, and the kick power bar that was introduced in the SNES version hasn't been included.

The good news is that a ton of new stuff has been included. Thanks to the CD medium, the music and sound effects are excellent—although the music isn't quite as rockin' as in the Genesis version. There are 40 different tracks of cheering, chanting crowd effects, some recorded in Dolby Surround sound. Even if you don't have a surround system, the crowd seems to com-



Put a little "aftertouch" on your shot by using the D-pad to direct the flight of the ball.

pletely envelop you, drawing you that much further into the game.

The game now contains 64 international teams, including six All-Star teams. Tournament, Playoff and League options are included with the standard Exhibition mode. You can select up to eight different teams to include and control in the World Cup-style tournament that includes the six-group qualifying stage. Playoff mode skips the qualifying round and jumps straight to the 16-team elimination tree. League Mode champions are determined by each of the eight selected teams playing each other twice, with two points awarded for a win and one point given for a draw. As in the SNES version, you'll get codes to activate special power-up features when you win a championship.

Over 150 digitized video clips are included as "highlight" footage. After a goal is scored, selecting the highlight option will show a video clip similar to the goal just scored. It would have been a neat feature except that nearly all the clips were digitized using extremely low color palettes. Coupled with the agonizing load time and the fact that the Adidas commercial is the best looking of the bunch, it's an option most players will end up ignoring.

—Jeffrey Tschiltz

GRAPHICS

This Sega CD conversion has colorful team uniforms, some cool new player animations and great menu/options screens, but the ball animation is a bit off and the video clips are abysmal. Great crowd animation, too.

SOUND/MUSIC

Incredible crowd effects make you feel like you're there. Not just a single track repeated over and over like *NHL '94*, but 40 separate segments that are used depending on the teams playing and the game situations.

PLAYABILITY

Good control, but not as sharp as the cart versions. Tactically variety of game and catching options. New controller option lets you choose between diagonal or up/down/left/right control, depending on how you interpret the angled field.

EASY MEDIUM DIFFICULT

EDITORS' RATINGS

GORE	CHRIS
9	8
NIKOS	BETTY
10	7

BANG FOR THE BUCK

THE LOWDOWN

FIFA on CD is a very cool soccer game, but some of the magic of the cartridge has been lost. There are almost enough CD goodies to make up for the slight degradation in control and ball animation, especially the hot sound and battery backup, but nearly every time you select an option from a menu there's one of those low-res "Please Wait" pictures. If you like the enhancements that CD sound brings to a cartridge game, this version is probably for you; otherwise, try both of them before you buy.



- ✓ Exhibition/Practice Mode
 - ✓ League/Season Mode
 - ✓ Tournament Mode
 - ✓ Substitutions
 - ✓ Team Construction
 - ✓ League Construction
 - ✓ Battery Backup
 - ✓ Password Backup
 - ✓ Instant Replay
 - ✓ Official License
 - ✓ 1 ✓ 2 ✓ 3 ✓ 4 5
- Players

VIDEO GAMES

SEPTEMBER '94

59

GENESIS

SEGA
SPORTS™

1-4 Players

16 Meg

Developer:

Blue Sky

The screen doesn't zoom in on kickoff or punt returns, an improvement over *NFL '94* that yields better returns.



Sega's latest football game for the Genesis has a lot in common with last year's *NFL Football '94* starring Joe Montana. The basic engine is the same, featuring similar graphics, animation and control. There are also quite a few subtle differences which, to my mind, actually make *College Football's National Championship* a better game than *Montana '94*.

The two most obvious are support for the six-button controller and the Team Player adapter. The X, Y and Z buttons add a few extra control features, such as QB Cadence and Hurdles, and the Team Player adapter allows up to four people to play in any competitive/cooperative combi-

nation they choose.

The play selection screen in *CFNC* is a vast improvement over the one in *NFL '94*, which made you flip through each individual formation before showing the plays. *CFNC*'s screen shows three formations at once by using the same A, B, C selection windows as the individual plays. Part of the field in the formation window is highlighted to indicate the amount of yardage you can expect to gain with successful execution of each particular play.

CFNC features three different types of league play. In the Division Challenge, you select one of the 34 teams (divided between four divisions) to guide through an 11-game season. Division Champions and wildcard teams then battle it out in three playoff rounds to determine the National Champion—if only things were that simple in real life!

Another league play option is the Race for #1, where the National Champion is chosen by a team poll. Your team's performance in such categories as Offense, Defense, Passing, Interceptions, etc., is measured over a 12 game season to determine your position on the poll. The final league option is straight Tournament play. You can choose to have 4, 8, 16 or 32 teams compete in the tournament which determines how many rounds the tournament will last.

An "Officially Licensed Collegiate Product," *College Football's National Championship* features true team names, logos, uniform colors and stadium names but no actual college players. Unlike *NFL '94*—which identifies players by name during the game and on statistic screens—*CFNC* can only show the players' numbers, but that's a minor deficiency in an otherwise excellent cartridge.

—Jeffrey Tschiltzsch

GRAPHICS

Nearly identical to *NFL '94* with slightly better scrolling and animation in the wide view. That wonderful "zoom" view is still here, as are the other field perspectives. Colorful team uniforms; clear menu and statistic screens.

SOUND/MUSIC

I'm a big fan of Sega's SportsTalk technology, and it just seems to get better with each new game. Good sound effects, but I was surprised that the marching band wasn't more into the game.

PLAYABILITY

NFL '94's excellent control has been improved with more moves for six-button controller owners. Passing is still tough, especially when using the passing cursor. The short 25-second clock will keep you on your toes.

EASY MEDIUM DIFFICULT

EDITORS RATINGS

GORE	CHRIS
8	8
NIKOS	BETTY
7	6

BANG FOR THE BUCK

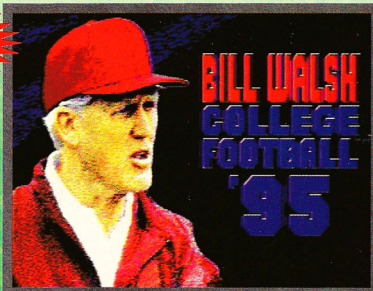
THE LOWDOWN

Sure, *College Football's National Championship* is basically *NFL Football '94* with college teams. While the collegiate license is certainly a weaker draw than the NFL/NFLPA, I really enjoyed all the small enhancements this cart offers over its predecessor, especially the revised play selection screens and wide variety of league play options. In my opinion, this is Sega's best football effort to date; of course, *NFL '95* is just around the next corner!



GENESIS

SPORTS


EA
SPORTS
ELECTRONIC ARTS

1-4 Players

16 Meg

Developer :

High Score Prod.

Bill Walsh College Football '95—EA's first football update this season—draws heavily from last year's *Madden '94* engine and adds several new features.

EA's big thing for its football games this year is "windowless passing". Instead of the three receiver windows at the top half of the screen, the button letter corresponding to each receiver floats next to them as they run downfield. This lets you see the exact position of each receiver and gives you a much better idea of the defensive coverage surrounding him. OK, so it's not a huge innovation over the six previous EA football carts, but it is a nice feature. The passing windows are still an available option for those who want them.

The original *Bill Walsh College Football* playbook was the first to break from the traditional *John Madden* look, featuring formation tabs down the side of the screen and the corresponding plays in eight windows. This year's cart features a refined edition of the playcalling screen from the *Madden '94* game, where the formations are instead spelled out in the windows and the plays shown after the formation is selected. I find the new screen to be easier to use; it also allows more formations for each team, especially on defense. The Bluff and Direct playcalling modes are still supported.

- ✓ Exhibition/Practice Mode
- ✓ League/Season Mode
- ✓ Tournament Mode
- ✓ Substitutions
- ✓ Team Construction
- ✓ League Construction
- ✓ Battery Backup
- ✓ Possession Backup
- ✓ Instant Replay
- ✓ Official License
- ✓ 1 1/2 3 4 5
- Players

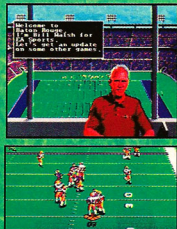


Season mode is the only other option besides Exhibition, but it is very flexible. You can set the length of the season anywhere from 1 to 16 weeks and use either Bowl Games or Playoffs to settle the championship. Instead of selecting a single team to play out the season with, you can play as many of the 18 games per week as you want, controlling either team, and have the rest simulated by the CPU. The battery backup tracks team and player statistics for the entire season, and national rankings are calculated after each week of play.

The Collegiate license allows real team names and logos for the 36 Division 1A schools, but you won't find famous bowl games like the Rose or Orange at the end of the season. Bill Walsh offers his updated in-depth scouting report of each team prior to kickoff, and individual player fatigue and skill levels can be viewed at any time during the game.

—Jeffrey Tschiltch

Tap the B button for a quick burst of speed through momentary holes in the defensive line.



GRAPHICS

The graphics show some improvement over the previous *Bill Walsh* game and *Madden '94*, with slightly larger players and more color on the screen, but the menu screens seem a bit fuzzy. Great crowd and referee windows.

SOUND/MUSIC

The sound effects are basically the same as in *Madden*, with some good hits but too much static in the crowd and speech. The music is more reminiscent of the tunes in *Golden Age* than those of a school marching band.

PLAYABILITY

New "windowless" passing lets you see exactly where the receivers are on the field, but the stellar control of the original *Walsh* game is missing, making receptions much more difficult. Lots of new formations and plays.

EASY MEDIUM DIFFICULT

EDITORS' RATINGS

GORE	CHRIS
7	8
NIKOS	ERIC
7	6

BANG THE BUCK

THE LOWDOWN

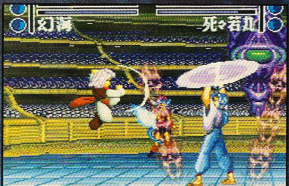
Bill Walsh '95 is another example of an updated game with improved graphics and new features at the expense of playability. The control in this game just isn't as crisp and precise as the earlier version (which is also a problem with the Genesis version of *Madden '94*). While there aren't as many season options as in Sega's new college game, fans of EA's style of cartridge football are sure to like the new "windowless" passing option and the huge number of new plays and formations.

GLOBAL GAMING



Yu-Yu Hakusho 2

NAMCO
Super Famicom



Rivalling *Dragon Ball Z* on Japanese TV screens is the thumpin' animation hit, *Yu-Yu Hakusho*. The first game from this series was created mainly for the anime fans, so there were a lot of animation sequences—but in this one-on-one fighting sequel, gamesmanship is the focus.

While it's not a completely revolutionary game style-wise, *Yu-Yu Hakusho 2* does have some pretty crazy morphing moves. For example, Suzaku divides into four and throws firebombs while Hiei can throw a purple dragon! The game has more than the standard number of trick attacks. In addition to the more familiar fireball and kick moves, they all can perform Super Special Moves. Our sources say that Hiei, Kuwabara and Zin have a total of eight secret attacks while most of the others have at least five, and all of the moves are based on the characters' abilities from the show.

There are three modes to choose from. Serious fighting types should check out the Vs. mode with its strictly hand-to-foot-to-face beat-'em-up action. The animation fans will like the Story mode where dialogue appears along with the fighting, and there's also a Practice mode for beginners. Although this game is available only in Japan, it's sure to be a rush.

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Use the psychic powers to defeat your opponents in *Yu-Yu Hakusho 2*.





SIMULATION



STRATEGY



競馬 イト⁸ special

競馬エイト スペシャル

Horse Race Eight Special

MISAWA ENTERTAINMENT
Super Famicom

Go to the track and tell me what you see. I'll bet it's a bunch of people yelling at jockeys, horses, T.V. monitors and their families and friends because they're losing all of their cash. Exactas don't pay, your pick-six never comes in and the food is greasy and expensive. Why leave your home and lose cash and gas when you can play from the comfort of your La-Z-Boy?

With *Horse Race Eight Special*, Japanese gamers can check out what eight analysts say about the races and use the info to bet their way to the top—or rock bottom. The instruction manual may take a Rubik's Cube-solver to decipher, since it reads like a textbook. It's tough enough to read racing forms in English, and the Japanese forms in the instruction manual are really over-the-top.

If you get bored reading the chart by yourself, you can go into the "party analyst" mode. Join the ranks of the best and try to predict which horse is going to win by a photo-finish. (I wonder if these guys are connected to the Yakuza.) One of the analysts wears a mask, so be wary of this sketchy pigeon.

After your bets are in, the race begins. Although you have no control of the horses, you have a great idea of the favorites because of the oddsmaker's boards. If all of the text in the menus were in English, *Horse Race Eight Special* would be a race rat's dream; unfortunately, it's highly unlikely that the game will ever be released in this country.

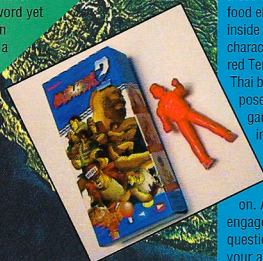


Street Fighter

ANIMATION MOVIE

In our last issue we kicked down some info about Jean Claude Van Damme in the upcoming *Street Fighter* live-action film. That's not the only *SF* movie in the works: Over in Japan, the hit cartoon filmmaker Gisaburo Sugii (*Night of the Milky Way*, *Touch*) is working on an animated version of the world famous fighting game.

In addition to Ryu, Chun-Li and the rest of the World Warriors, rumor has it that the film will reveal some secret, never-before-seen characters. No word yet on the possibility of American distribution, but don't be surprised if a dubbed video shows up in your local comic shop.



CANDY!

Here's a fun-looking item from our overseas contacts: *Fatal Fury 2 Candy* by Kabaya. Available in Japan, the candy is hard and orange flavored, but—as usual with these items—just having the box is cool and the actual food element is muted. Fortunately, there's a super bonus inside each package: A little snap-together model of a character from the *Fatal Fury 2* video game. We got a tiny red Terry Bogard, but you can also find Andy Bogard, Mui Thai boxer Joe Higashi, Mai, Big Bear or Jubei. These cute poseable items are a great addition to anyone's video-game or toy collection, especially if you're into painting the model to make it look absolutely authentic.

Just like the broken-English of the Neo-Geo instruction manuals, the candy box includes some funny text on the side: "The men's battle rages on. Almost as if wolves are stalking prey. All day long, engaged in battle. What destiny awaits them?" Good question; try to find this candy and maybe you'll have your answer.

VIDEO GAMES

SEPTEMBER 1993

95

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2 COSMIC GIANTS TO HAVE IN YOUR SIGHTS

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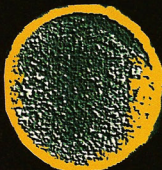


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Electronic Gaming Monthly, April 94

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GamePro, CES Showstoppers, April 94

"If you've been waiting for another great shooter for your Sega CD, better dust it off. Soulstar is coming."
Game Fan, April 94



TAKE CONTROL IN THIS HI-TECH, TACTICAL BLASTFEST THAT KEEPS ON BLASTING. KEEP THOSE PLASMA CANNONS CHARGED OR YOU'LL NEVER MAKE IT THROUGH THE MULTITUDE OF 30 TERRAINS - TO THE CYBER-PSYCHOTIC BOSS ON THE TERRIFYING 13TH LEVEL.

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Electronic Gaming Monthly, April 94

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Maximum Carnage™

SEPTEMBER 16

SUPER NES® GENESIS™

LIMITED EDITION
RED
CARTRIDGE
while supplies last



1. ROOFTOP RUMBLE!



2. VENOM™ CLEANS UP CENTRAL PARK!



3. THE LONG ARMS OF THE LAW!



4. GIVE ME LIBERTY OR GIVE ME CARNAGE™!



5. EAT PUMPKIN WEBBINGER!



6. CAPTAIN AMERICA™ THROWS HIS MIGHTY SHIELD!



7. CARNAGE™ RULES???



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CIRCLE #122 ON READER SERVICE CARD.