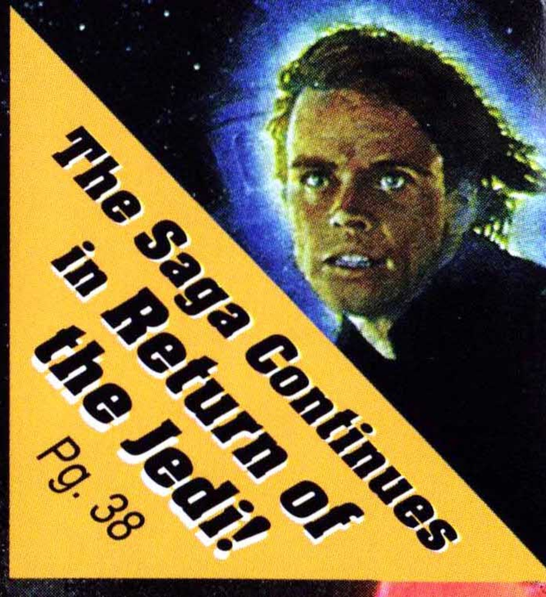
Game Informer™ MAGAZINE

NINTENDO • SEGA • TIPS • STRATEGIES



The Saga Continues in Return of the Jedi!
Pg. 38

December 1994
Vol. III Issue 7

32X

DOOM:
Id's Masterpiece Comes to the 32X!

NFL '95 Vs. Madden '95:
What's the Final Score?

Relive Simba's Adventures In Disney's
Lion King

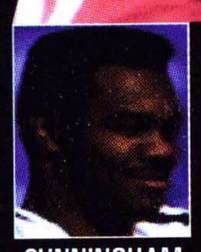
Plus:
Aliens Vs. Predator and Beavis & Butthead

$3.95 Canada $4.95 UK £2.50
December 1994
12
0 74470 82824 2

NFL QUARTERBACK CLUB™

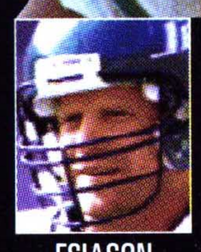
REAL FOOTBALL FOR REAL PLAYERS!

24 MEG FOR SUPER NES® & GENESIS™

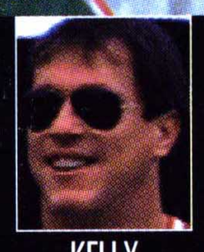

CUNNINGHAM

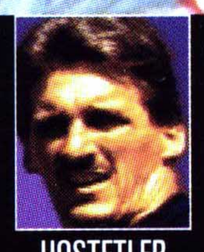
AIKMAN

ELWAY

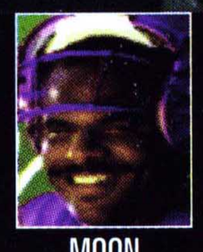

ESIASON

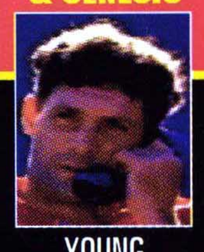
BLEDSOE


KELLY


HOSTETLER

MARINO

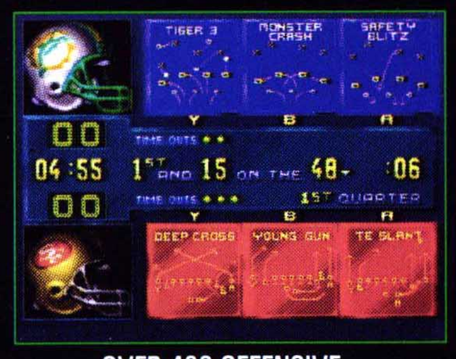

MOON


YOUNG

PLAYERS MOVE AND REACT JUST LIKE THE PROS

EXCLUSIVE QUARTERBACK CHALLENGE™!

INSTANT REPLAY, VARIABLE WEATHER, 2-POINT CONVERSIONS AND MORE!


OVER 430 OFFENSIVE, DEFENSIVE AND QUARTERBACK SIGNATURE PLAYS

SUPER NINTENDO® ENTERTAINMENT SYSTEM GAME BOY® GAME GEAR™ GENESIS™

Acclaim® entertainment inc.

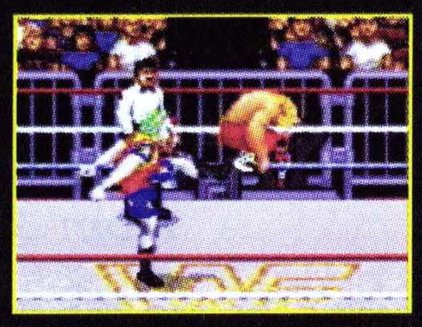
Call 1-800-771-3772 for Information on Game Ratings.

The NFL Quarterback Club is a trademark of the National Football League. All Rights Reserved. Nintendo, Super Nintendo Entertainment System, Game Boy and the Official Seals are registered trademarks of Nintendo of America Inc. © 1991 Nintendo of America Inc. Sega, Genesis and Game Gear are trademarks of Sega Enterprises, Ltd. All rights reserved. LJN and Acclaim are divisions of Acclaim Entertainment, Inc. ® & © 1994 Acclaim Entertainment, Inc. All rights reserved. © Paul Jasienski / NFL Photos. © Bob Rosato / NFL Photos. © Michael Zagaris / NFL Photos. © Mike Groll / NFL Photos.

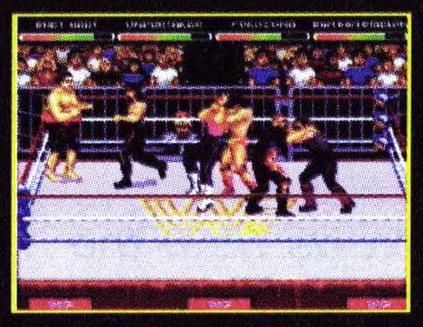
RAW IS WAR™

SUPER NES® | **GAME BOY®** | **WF® RAW™** | **GENESIS™** | **GAME GEAR™**

ALL NEW MEGA-MOVES LIKE THE CANNONBALL...



AND THE FIELD GOAL KICK!



FIRST 4-PLAYER WF® GAME!

OUT-OF-THE-RING MAYHEM!

NEW PINS AND SUBMISSIONS!

®World Wrestling Federation and its logos are registered trademarks of TitanSports, Inc. All distinctive character names and likenesses are trademarks of TitanSports, Inc. © 1994 TitanSports, Inc. All rights reserved. Nintendo, Super Nintendo Entertainment System, Game Boy and the Official Seals are registered trademarks of Nintendo of America, Inc. © 1991 Nintendo of America, Inc. Sega, Genesis and Game Gear are trademarks of Sega Enterprises, Ltd. All rights reserved. LJN and Acclaim are divisions of Acclaim Entertainment, Inc. ® & © 1994 Acclaim Entertainment, Inc. All Rights Reserved. Screen shots shown are taken from the Super NES® version of the videogame.

Contents

Cover Feature

10 32X
Game Informer takes an in-depth look at the hottest game for the 32X: Doom

Reviews

14 Genesis
Boogerman, John Madden '94, NFL '95, Urban Strike, Ecco 2

28 SNES
Shaq Fu, Super Return of the Jedi, Demon's Crest, The Adventures of Batman and Robin, Pagemaster

40 Sega CD
Loadstar

42 SNES & SG Dual Reviews
The Lion King, Beavis & Butthead

50 Jaguar
Alien Vs. Predator

56 Game Gear
Sonic and Tails: Triple Trouble, PGA Tour Golf II

58 3DO
Road Rash

Departments

6 Dear Game Informer

7 Letter from the Editor

54 Arcade Brigade
Time Warner presents Primal Rage

60 What's Hot!
Hot News from the AMOA on Nintendo's New Ultra 64

62 Secret Access
Tips From Our Readers

68 Tech Talk
Sport Science presents Batter Up!

70 Game Genie/Swap Shop
Includes Exclusive Codes From Galoob

Game Informer Magazine (ISSN 1057-6392) is published monthly at a subscription price of $19.98 per year, or five trial issues for $9.98 by **Sunrise Publications**, 10120 West 76th Street, Eden Prairie, MN 55344. (612) 946-7245 or FAX (612) 946-8155. Second-class postage paid at Hopkins, MN, and additional mailing offices. **SUBSCRIBERS/POSTMASTER:** Send address changes to *Game Informer Magazine*, 10120 West 76th Street, Eden Prairie, MN 55344-3728. Foreign or Canadian orders must be prepaid in U.S. dollars and must include $20/year additional postage.

Entire contents copyright 1994. *Game Informer Magazine*. All rights reserved; reproduction in whole or in part without permission is prohibited. *Game Informer* is a trademark of FUNCO, Inc.

Products named in these pages are trade names, or trademarks, of their respective companies.

STRAP IN. DRINK FUEL. EAT ASPHALT. BELCH FIRE.

WHO SAYS YOU HAVE TO SPEND THE REST OF YOUR LIFE DOING TIME IN THE FAMILY SEDAN?

MICHAEL ANDRETTI'S INDY CAR CHALLENGE™

Michael Andretti's Indy Car Challenge will turn you into hell on wheels, surrounded by a pack of fire-belching, supercharged Indy Car racers. You're right in the thick of things with **hot Mode-7 graphics** and **realistic play control**. It's the most awesome tire-smoking, door-blowing fun this side of slappin' on a helmet and strappin' into 2000 pounds of rolling thunder.

Hold on for the ride of your life in the one-player mode!

Challenge a friend for head-to-head racing in the split-screen two-player mode.

Custom replay option lets *YOU* set the camera angles.

16 tracks of hot Indy Car action, featuring actual Indy Car track shapes—high-speed ovals, demanding road courses and challenging street circuits. Pit-to-car contact with world-class driver **Michael Andretti's actual voice**. You even get a **customizable instant replay** so you can relive every bone-blasting thrill and chill. Win the championship and you get to pit your skill against Andretti himself.

> "A cylinder melting Indy Car masterpiece... one of the best video driving experiences ever!"
> Nintendo Power, Sept. 1994

"Whether you're driving solo or going head-to-head, this game has the action, speed and intensity to take you all the way to victory lane. It's white knuckle driving all the way."

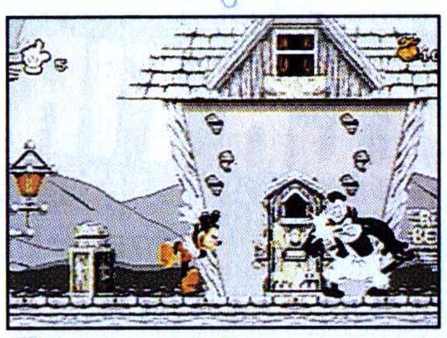
Michael Andretti

Speed down to your local retailer and get Michael Andretti's Indy Car Challenge. Just remember: the race begins after you get home.

Bullet-Proof Software
8337 154th Avenue N.E., Redmond, WA 98052

©1994 Bullet-Proof Software, Inc. All rights reserved. Indy Car™ used under license from IMS Properties, Inc. "Michael Andretti" used under license from Andretti International, Inc.
Bullet-Proof Software is a registered trademark of Bullet-Proof Software, Inc. Nintendo, Super Nintendo Entertainment System and the official seals are registered trademarks of Nintendo of America Inc. ©1991 Nintendo of America Inc.

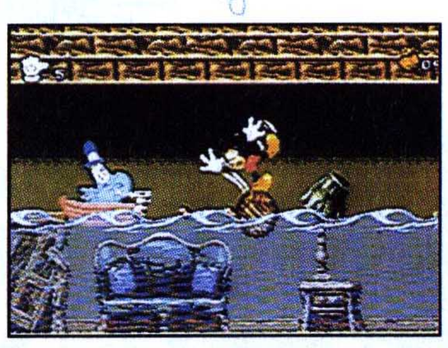
Maneuver through skull-flinging skeletons, razor-sharp buzz saws, falling cleavers, and a batallion of bats in the Mad Doctor's Laboratory. Look out for red-hot fire pits and acid pools waiting to singe your shorts!



Beat Pete in primitive black and white, save Steamboat Willie, and bring Mickey back into technicolor. And watch out for Pete's deadly flying spit!

Follow your trusty guide dog Pluto if you want to survive the mortal moose hunt...

...Or there'll be nothing left but a mound of moose-mangled Mickey Mouse meat.



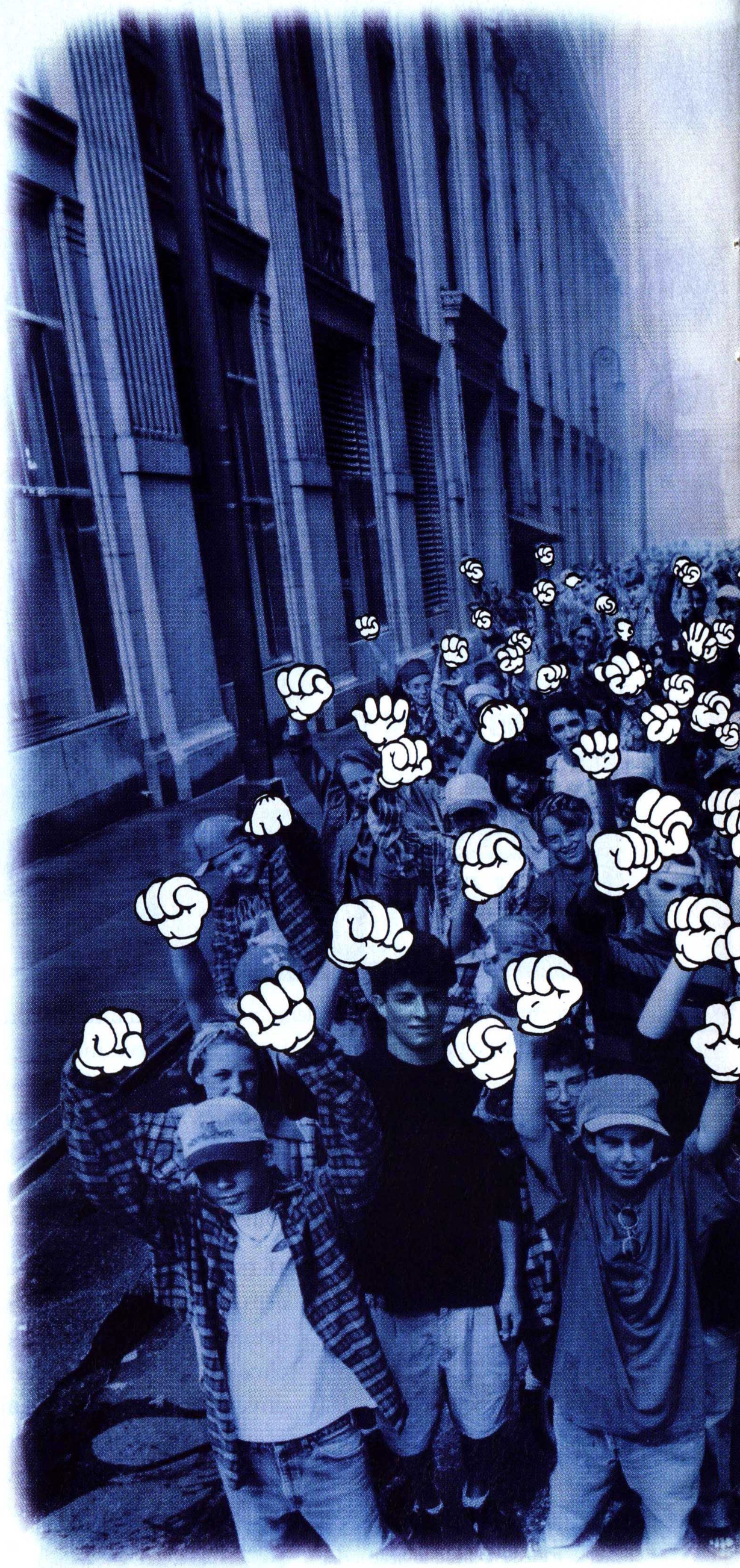
Talk about up the creek without a paddle! The house is flooding, your weapons are useless, and your only hope is jumping between buoyant barrels. No sweat -- except you're being chased by ghosts in speedboats!

"I don't care how old you are, if you're an action fan, you can't afford to miss Mickey Mania."

-Game Players

"The animation in this game is so incredible, it has to be seen to be believed!"

-Electronic Gaming Monthly



MICKEY MANIA...

Disney Software

Mickey Mania: The Timeless Adventures of Mickey Mouse is a Disney Software Sony Imagesoft Co-Production. Portions © The Walt Disney Company 1994. Mickey Mania:The Timeless Adventures of Mickey Mouse Portions ©1994 Sony Electronic Publishing Company. All rights reserved. Sega, Genesis and Sega CD are trademarks of Sega Enterprises,

"This game is fantastic!"

-Game Informer

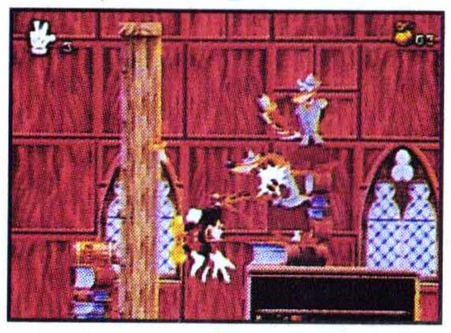
A "Master-piece...the game has no flaws... the control is perfect."

-DieHard GameFan

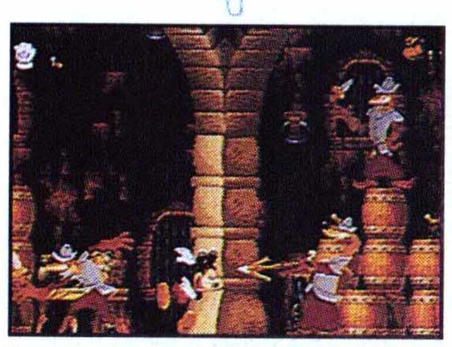
"Top notch animation... perfect!"

-Electronic Games

NOW WOULD BE A PERFECT TIME TO DEFEAT THE MAD DOCTOR -- ONE OF THOSE RARE MOMENTS WHEN HE'S NOT BEANING YOU WITH BOILING ACID...TOO BAD HE'S GOT YOU IN A PARALYZING TRANCE!



THE LIBRARY'S A SAFE PLACE, RIGHT? SHOWS HOW LONG IT'S BEEN SINCE YOU'VE BEEN THERE! WATCH OUT -- WARMONGERING WEASELS AWAIT YOU! AND THAT'S JUST THE BEGINNING... THERE ARE OVER 23 LEVELS IN ALL.



THIS IS IT. THE FINAL SHOWDOWN WITH PETE, AND YOU'RE PACKING...MARBLES? YOU'RE GONNA BE TOAST UNLESS YOU CAN GET THE BIG GUY TO BACK HIS FAT BUTT ONTO THOSE POISONED SPIKES! (DID WE SAY FINAL? NOT ON SEGA CD -- YOU "LUCKY" DUCKS GET ONE MORE BONUS LEVEL TO FIGHT YOUR WAY THROUGH -- NOT TO MENTION INCREDIBLE CD SOUND PLAYING AT YOUR FUNERAL!)

.....IT'S BEGUN.

ANIMATED BY DISNEY© ANIMATORS.

SONY IMAGESOFT

is distributed by Sony Imagesoft, 2400 Broadway, Suite 550, Santa Monica, CA 90404. Sony is a registered trademark of Sony Corporation. Imagesoft is a trademark of Sony Electronic Publishing Company. Ltd. All rights reserved. Super Nintendo is a registered trademark of Nintendo of America, Inc. ©1994 Nintendo of America, Inc.

Game Informer MAGAZINE

NINTENDO • SEGA • TIPS • STRATEGIES

December Issue 1994
Volume III, Number 7, Issue #20

Richard A. Cihak
Publisher

Andrew McNamara
Editor

Paul Anderson
Senior Associate Editor

Ross VanDerSchaegen
David "Vinny" Vinyon
Andy Reiner
Associate Editors

Paul Anderson
Rick Petzoldt
Andy McNamara
Ross VanDerSchaegen
Video Game Consultants

Thomas Blustin
Art Director
Graphic Design

Timothy J. Laurie
Production Director
Graphic Design

Jason G. Shawley
Production Assistant

Ryan MacDonald
West Coast Consultant

Craig Larson
Jeremy Halls
Copy Editors

Advertising Sales
Kimberley Thompson-Benike
National Advertising Sales Director
(612) 946-8159
Fax (612) 946-8155

Tony Sureau & Associates
Northwest Coast Sales Representatives
11531 197th Southeast
Snohomish, WA 98290
(206) 668-7978

Manufactured and printed in the United States of America

Game Informer Magazine (ISSN 1057-6392) is published monthly at a subscription price of $19.98 per year, five trial issues for $9.98 by **Sunrise Publications**, 10120 West 76th Street, Eden Prairie, MN 55344. (612) 946-7245 or FAX (612) 946-8155. Second-class postage paid at Hopkins, MN, and additional mailing offices. **SUBSCRIBERS/POSTMASTER:** Send address changes to *Game Informer Magazine*, 10120 West 76th Street, Eden Prairie, MN 55344-3728. Foreign or Canadian orders must be prepaid in U.S. dollars and must include $20/year additional postage.

The Editor welcomes company product information for all video games. Such materials should be addressed to: Editor, *Game Informer Magazine*, 10120 W. 76th Street, Eden Prairie, MN 55344. Editorial phone and FAX numbers are noted above. Unsolicited manuscripts cannot be returned or acknowledged.

Entire contents copyright 1994. *Game Informer Magazine.* All rights reserved; reproduction in whole or in part without permission is prohibited. Game Informer is a trademark of FUNCO, Inc.

Products named in these pages are trade names, or trademarks, of their respective companies.

For a subscription inquiries please write to our Customer Service Department:
10120 West 76th Street
Eden Priaire, MN 55344
Attn: Customer Service

PUBLISHER LIABILITY FOR ERROR

The publisher shall not be liable for slight changes or typographical errors that do no lessen the value of an advertisement. The publisher's liability for other errors or omissions in connection with an advertisement is limited to republication of the advertisement in any subsequent issue or the refund of any monies paid for the advertisement.

INDEMNIFICATION

The advertiser and/or Advertising Agency agrees to defend and indemnify the publisher against any and all liability, loss, or expense arising from claims of libel, unfair competition, unfair trade practices, infringement of trademarks, copyrights, trade names, patents, or proprietary rights or violation of rights of privacy, resulting from the publication of the Advertiser's statement.

Member BPA INTERNATIONAL

Letters From Our Readers: Dear GI™

Mad About the Ratings

I just checked out the September /October Game Informer. It shows the pictures, moves, keys, and the reviewers talking about the ratings. I'm a little mad about the ratings. It's not fair that SNES gets all the credit. They should also talk about Genesis. It's also a good system. I know that the SNES has good quality colors and sounds, but that's still no reason to say Genesis has bad graphics and sound. I'm tired of reading the ratings that say "Genesis has horrible sound and color, SNES definitely blows its socks off". I don't even know if I shall buy MKII for the Genesis with all those bad ratings. SNES wouldn't be here with out Genesis anyway, and I'm still sticking to Sega.

Joel Leang
Chicago, IL

I've got to say that we have gotten a number of letters concerning Duel reviews, especially when the writer's system loses the battle. However, I don't think everybody knows the SNES has better graphics and sound, because they don't. While their system does have better graphics capabilities, that doesn't necessarily translate into good game play. For instance, Earthworm Jim and Beavis and Butthead are definitely better on the Genesis than the SNES. It all has to do with how the game is programmed. Although the Genesis version of MKII didn't score higher than the original MK, it wasn't to say that it wasn't a better game, but that it stood at an eight compared to the other games that were out at the time the game came out. Last year, the graphics on MKI were much more innovative than they were when MKII came out. Think about it. You can't compare reviews of earlier games for a system with those of later games, because in the computer business the learning curve moves at such a great pace that even as soon as four months after a game comes out, it is outdated by a newer innovation. What can you say, it's the computer biz.

Wake Up Call!

I recently purchased an Atari Jaguar. Other than the Cyber-Morph pack-in, I own Wolfenstein 3D and Tempest 2000. These are great games, but I want more of them! Where are they? I know patience is a virtue and I don't care. You know what really irks me? That the JagCD peripheral is due out very soon. Hey, I'm not going to shell out 200 smackers for this peripheral just so I can play Battlemorph. You people over at Atari who make decisions, if you read GI, put more of your resources into cranking out those quality games I keep reading about in previews. I would never buy a CD player for a system that has so little existing software! My prediction: If the much vaunted games-in-progress by Atari, like AVP and Kasumi Ninja, don't find their way into the stores before the 32X gets rolling, kiss the Jaguar good-bye (don't worry about getting bitten, it'll be dead in the cradle). On the other hand, if these games are rushed out into the market and are consequently below 64-bit quality, like Telegame's Brutal Sports Football, then the Jaguar will also flop. Time will tell.

Rick Brown
Minneapolis, MN

Rick, we've got to agree, we don't know whose idea it was to make the CD-ROM unit so soon, but we'll just have to wait and see. Of course, the new games are shaping up to be quite good. AVP and Kasumi are turning out to be excellent games, but we're afraid to say that we think some of the other products are faltering because of it. For example take Dragon the Bruce Lee story; man that game stinks.

Mind boggling Questions

Here are some mind boggling questions that have been keeping my cerebral cortex in overdrive. First, I must admit that the Jaguar has two flaws (nevertheless, I still love the Jag): software and format of software. Software is not going to be a problem in the long run, although it appears to be one at the current time. Reason being, Atari has put so much time and development into this machine, that I doubt they will allow for it to be abandoned. As for their other licensees, not producing games for this system would be a BIG mistake considering the tremendous processing power of the system. Now if it could only get a major license like MK2 (wishful thinking). As for the format, the Jag's cartridge base disappoints me, since CD's are the future of interactive gaming.

Next, I'd like to address the techniques used by programmers and developers. The CD comes with a tremendous amount of storage in contrast to the cartridge. With all this space, it is often the case that a game developer will "slack off", since planning how to use the number of megs of memory is not as crucial. I'm not saying they all do it, but there are some CD games that pale in comparison to cartridge based games. Question: do developers spend more, the same, or less time on a CD game as they would on a cartridge? Today, many PC's use compression to conserve disk space. Do you know any video game systems that incorporate these techniques, or don't they have the processors to do this? This would really improve the outlook for cartridge based systems. Finally, as an avid sports fan and player, do you think EA will wise up and make upgradable cartridges for their sports titles? I would like to see an expansion slot which would allow you to upgrade stats and players during the year, because it gets expensive for a person to keep up to date with EA's growing line of sports carts. Well, that's it - for now.

J.D. The "Sports Master"

I don't know that I agree with you on the CD-ROM format, but I will say it has definite possibilities. Its major drawback is its lack of an algorithm or drive that will reduce the access times to an acceptable rate. It's not to say that future systems will not break through this drawback, but I have yet to see a CD-ROM that can capture the magic and interaction of a cartridge.

Concerning your question about compression, all the video games that come out today are run through compression routines to get the size and cost of the carts down. In the case of CD-ROM, they use compression to download compressed information into RAM so they can use the CD-ROM for music, SFX, and voices. The area that CD-ROM developers will "slack off" (as you say), is in how well they design their game to hide CD-ROM access times. For instance, don't you notice that some games have decent transitions from scene to scene, while others are incredibly annoying. Now that's what I call "slacking off"!

Your final question concerning upgradable carts is one that I have presented to EA in the past, but in all truthfulness, I just don't see it happening. EA doesn't just upgrade the stats every year, they try to create a new and more exciting version than the previous year. Whether they capture your purchasing dollars or not is entirely up to you. Thanks for the letter and we hope we hear from you again.

Atari games

I saw an article in your May/June issue of Game Informer that said that people could get old Atari games at Radio Shack. It also said that you could get systems and controllers for fairly cheap. But when I went to Radio Shack, they said they didn't have the systems or the Joysticks. I have a lot

Statement of Ownership, Management and Circulation (Required by 39 U.S.C 3685). 1A. Title of Publication: Game Informer Magazine; 1B. Publication No.: 10576392;2. Date of Filing: October 1, 1994; 3. Frequency of Issue: Monthly; 3A. Number of Issues Printed Annually: 12; 3B. Annual Subscription Price: $19.98; 4. Complete Mailing Address of Known Office of Publication: 10120 West 76th Street; Eden Prairie, Minnesota, 55344-3728, Hennepin County; 5. Complete Mailing Address of the Headquarters of General Business Offices of the Publisher: 10120 West 76th Street, Eden Prairie, Minnesota, 55344-3728; 6. Full Names and Complete Addresses of Publisher, Editor(s) and Managing Editor: Publisher: Richard A. Cihak, 10120 West 76th Street, Eden Prairie, Minnesota 55344-3728, Hennepin County; Editor: Andrew C. McNamara, 10120 West 76th Street, Eden Prairie, Minnesota 55344-3728, Hennepin County; Managing Editor: None; 7. Owner: Funco, Inc.; 10120 West 76th Street, Eden Prairie, Minnesota 55344-3728, Hennepin County; Names and Addresses of Stockholders Owning or Holding 1% or More of Total of Stock: David R. Pomije, 10120 West 76th Street, Eden Prairie, Minnesota, Hennepin County; Stanley Bodine, 10120 West 76th Street, Eden Prairie, Minnesota, Hennepin County; Michael B. Hinnekamp, 10120 West 76th Street, Eden Prairie, Minnesota, Hennepin County; 8. Known Bondholders, Mortgages, Other Security Holders Owning or Holding 1% or More of Total Amount of Bonds, Mortgages or Other Securities: None; 9. Does Not Apply; 10. Extent and Nature of Circulation: Average number of copies each issue during preceding 12 months: A. Total No. of Copies (Net Press Run): 206,000; B. Paid and /or Requested Circulation: (1) Sales through dealers and carriers, street vendors and counter sales: 22,000; (2)Mail Subscription (Paid and /or requested): 181,600; C. Total Pair and /or Requested Circulation: 203,600; D. Free Distribution by Mail, Carrier or Other Means-samples complimentary, and other free copies: 400; Total Distribution: 204,000; Copies Not Distributed: (1) Office use, left over, unaccounted, spoiled after printing: 2,000; (2) Return from News Agents: 0; G. Total: 206,000. I certify that the statements made by me above are correct and complete. - Richard A. Cihak, Publisher.

of Atari games, but I really need an Atari system.

James David Terry
Lyons, IL

Sorry James, we got our information from Radio Shack and never checked its accuracy and it does appear that they don't carry the systems themselves. They do carry an assortment of 2600 games including Football, Space Invaders, Super Breakout, and Yar's Revenge, but no systems. However, they carry the 7800 system and its games, but I'm sure you could really care less. If you do wish to order you can call their Express Order System at 1-800-241-8742. Luckily, I have an alternate plan. Either run an ad in your local paper, or go to a couple of garage sales, because 2600's are frequently found in people's basements and are sold fairly cheaply. That's probably the best course of action if you're really interested in finding a 2600.

Sega Vs. Nintendo

I recently saw a very foolish commercial by Sega. Apparently they believe that their system is better than the Super NES because their games are less expensive?! The reason you pay the extra 10 or 20 dollars is for better quality games.

Gerald Thomas
Ciesla

Of course, that all depends on where you buy your games. Plus, what if you own a Sega to play sports games like NHL or J. Madden, which are far superior on the Genesis? Either way, you've got to admit that the commercials are pretty funny.

Thanks for the Cool Tips!

After reading your past few magazines I found the Swap Shop very helpful. The Secret Access is great. I was reading Secret Access and I found out a few things that Nintendo Power doesn't tell you. Another example would be Mega Man X. All the other magazines I read didn't tell me where the X-Buster power-up was.

Chris Clark
Arlington Heights, IL

Hey, nobody has more tips than we do, and they never will. Now that we're monthly, we'll continue to tip the scales with more information per page than anybody could ever imagine.

GI reviewers rate games in six categories:

- Concept
- Playability
- Graphics
- Entertainment
- Sound
- Overall Rating

We use a scale from 1 to 10

10 = A Classic!	5 = Average
9 = Excellent	4 = Weak
8 = Very Good	3 = Yawner
7 = Good	2 = Avoid
6 = Fair	1 = Terminal

Letter From the Editor

BY ANDREW MCNAMARA

It's a Full Motion Video Christmas!

Doesn't sound very exciting does it. I don' know who in the video game industry thinks Full Motion Video (FMV) is cool, but they need to be flogged. All I hear from members of the press and the industry is that CD-ROM is the wave of the future. What wave? Not my wave.

The reason for my CD-ROM tantrum is that I didn't get into video gamedom to point and click a cursor, or push a direction to keep some video running. Maybe back in 1983 when Dragon's Lair was new, these games were cool. But times have changed, and CD-ROM is still slow and still rehashing the same FMV junk we were playing ten years ago. That just doesn't make sense. And it doesn't make for good gaming.

Gaming, if I remember correctly, is about solving puzzles, conquering unbelievable odds and mastering new gameplay techniques. If you don't have these elements, all the graphics and videos in the world won't save your game, or make it any fun. I don't know, maybe other gamers have a different idea of entertainment than I do. I sure hope video games haven't reached that kind of low, because if it has we're in a lot of trouble.

Next year, we'll see the introduction of two new CD-ROM machines, the Sony Playstation and the Sega Saturn. If these machines want to exist in the video game environment they better have conquered these age old problems, because I won't buy their product (and don't think I'm the only one out there who's disappointed with CD-ROM). I don't know if you know this or not, but the reason the industry has made a move toward CD-ROM is because the manufacturing costs of a CD are far less than the cost of cartridge. It wasn't because they felt the gaming was better, but because it has better bottom line. That... worries me.

Hey, I get to write whatever I want in this column, and this is what I think about CD-ROM. I know a lot of people out there won't agree with me (and are probably pretty upset right now), but I don't care. Maybe someday, I'll change my mind about CD-ROM and write about its countless wonders, but for now, it stinks.

Happy Holiday's and see you again in '95. ■

Attention!

The release dates listed in these pages are those currently available at the time the ***Game Informer*** goes into production and are subject to change.

Audiophile, an official sponsor of *Game Informer Magazine*, makes its ***Multi-Media Speaker Systems*** available to the gaming public. The 10A satellite speaker system (amplifier included), adds a whole new dimension to your interactive games. For more information on Audiophile's Satellite speakers and sub-woofers please write to: David Hersk; Audiophile; 7416 Washington Avenue; Eden Prairie, MN 55344 Dealer Inquiries welcome!

Subscription Notice

Want to stay on top on what's new in the video game world? Keep the ***Game Informer*** coming to your home. Subscribe now for only $9.98 for five trial issues or $19.98 and receive twelve action-packed issues; one every month. Save $27.42 off the cover price.

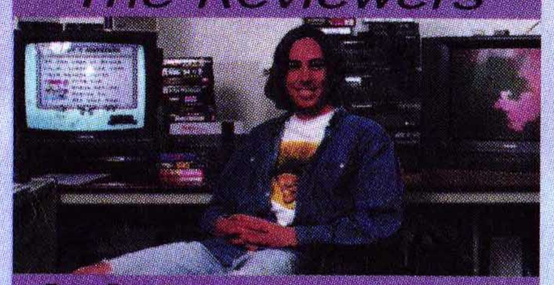
Look for the subscription card in the issue and sign up today!

On-Line Mailbox:

Game Informer is now on-line! If you want to drop us a line please E-Mail us at the following address for each service:

American On-Line: GmeInfrmer
CompuServe: 74431,1611

Meet The Reviewers

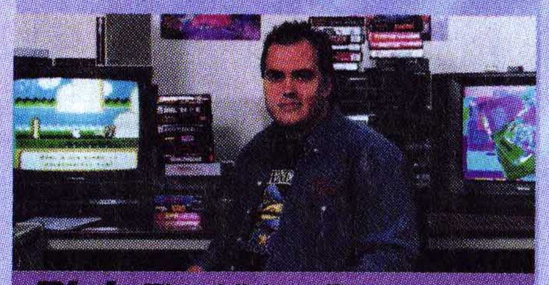


Andy *The Game Hombré*

"I'm a little tired of traveling, but from what I've seen of the future of video gaming we've got a lot of cool things to look forward to. Plus, the game companies are pounding out some killer 16-bit titles to finish up this year. This issue features some awesome titles including *Alien Vs. Predator* (this game is huge), *Return of the Jedi*, *Batman* and, of course, *Doom*."

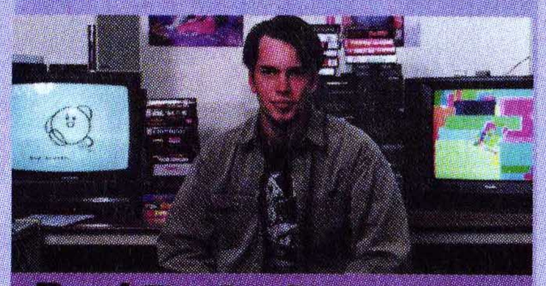
Ross *The Rebel Gamer*

"Let's start off by saying that it has only been a couple of months, but I'm already sick of the cold. The snow I can handle, but that cold stinks!! I guess that I am really looking forward to CES in the warmth of Vegas and a good thawing out. The of games I liked this issue include *Road Rash* (3D0), *Return of the Jedi*, *Ecco 2*, *Doom*, and *A.V.P.*."



Rick *The Video Ranger*

"Christmas is the season for video game buying. Some things I would love to find under the tree include the 32X and a few 32X games. Of course, at the top of the list is this season's super hits like *Donkey Kong Country*, *Final Fantasy III*, and *Earthworm Jim*. Have a great Christmas everybody and I'll catch you in 1995."



Paul *The Pro Player*

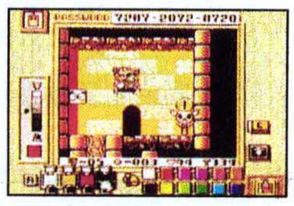
Salutations and Happy Holidays! I've made up a list of all the games I'd like to find under my X-Mas tree. Have you? EA Sports has a great lineup for this season, including *FIFA '95* & *Madden*. Other than sports games, *Lion King*, *Return of the Jedi*, and *AVP* top my list. Jag owners should be pleased with the new games. Winter CES in right around the corner, so hopefully we will all see some cool stuff coming next year. Goodbye until '95."

DONKEY KONG
Super GAME BOY
SUPER NINTENDO
POWER
RESET
SUPER NINTENDO
SUPER NINTENDO
DONKEY KONG
GAME BOY
DONKEY KONG
TM
PUSH START
©1994 D.K
Nintendo
POWER
TETRIS 2

It's like Game Boy on steroids.

Now play your Game Boy games in color on Super NES.

Imagine this. You're playing all your favorite Game Boy® games on a giant 26-inch screen. And everything's in color-- colors you've chosen yourself. And even though they're Game Boy games, you're playing them through your Super NES®.

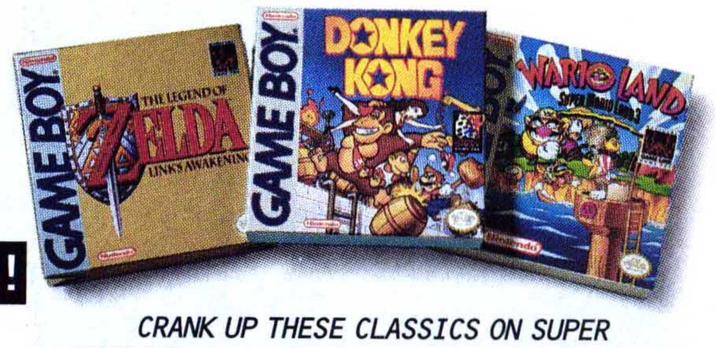

CHOOSE THE COLORS.

PICK THE BORDERS.

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

Yup. It's Super Game Boy®. And you don't have to be a super genius to figure it out.

Just put your favorite Game Boy game into the Super Game Boy accessory, stick the Super Game Boy into your Super NES and ta-dah! The most excitement your TV has had since it got cable.



CRANK UP THESE CLASSICS ON SUPER GAME BOY AND THEY BECOME ALL-NEW BATTLES.

So now you've got a whole new game library for your Super NES for about the price of a single Super NES game! And it's all so huge and in color. What could be cooler?

Uhhh... nothing. Super Game Boy is pretty much the coolest thing ever. So get one. And while you're there, pick up new Donkey Kong™, the first Game Boy game to take full advantage of the amazing and mystical powers of Super Game Boy. But don't make Mario yellow. We heard he hates that.

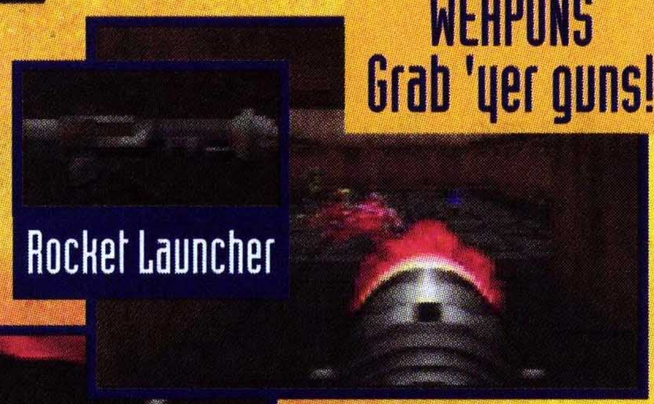
Super GAME BOY® ACCESSORY

© 1994 Nintendo of America Inc. Super Game Boy and Donkey Kong are trademarks of Nintendo of America Inc.

The map feature allows you to see the level and where you've been. You can also zoom in to get a better view.

The teleporters are all over the higher levels. Just walk in and you're zapped.

WEAPONS
Grab 'yer guns!


Rocket Launcher

Chaingun

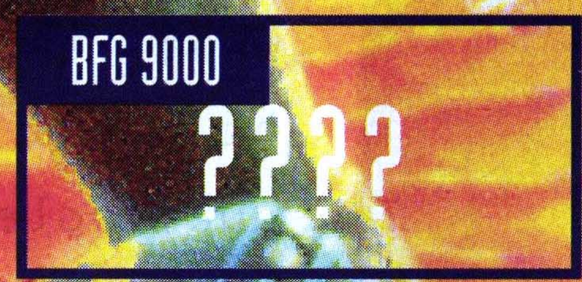
Pistol

Plasma Rifle

Bare Hands

Shotgun

Chainsaw



ARTIFACTS

Keep your eye out for these items because they're invaluable when you're in a bind.

POWER-UPS

Backpack: To carry more ammo.

BeserkPak: Restores energy and gives a deadly fist attack.

Radiation Suit: Don't go into the "pool" without it.

Computer Map: Shows you the entire level schematic.

ENEMIES

Lost Souls

Cacodemons

Former Human

Former Human Sergeant

Imp

Demon

Hell Barons

- **Cart Size:** 24 Meg
- **Style:** 1-Player First Person Action/ Adventure
- **Special Features:** First Person Perspective, 15 Levels and 2 Hidden Levels, 2 Newly Designed Levels

- **Created by:** ID Software and Sega
- **Available:** Now for 32X

▶ THE BOTTOM LINE 8

DOOM

ID Software's Mega-Hit Comes To The 32X

PAUL, THE PRO PLAYER

Concept:	9
Graphics:	7
Sound:	6
Playability:	9
Entertainment:	9
OVERALL:	8

"I have to admit that I was disappointed with the smaller play screen. But once you begin to play you don't even notice the border. The graphics are a not up to my expectations for the 32X. The walls and characters don't have the resolution I would've expected. The colors are dull. If you have the 32X, Doom should be first on the list. Even though it doesn't rank with the PC or Jag, it is a great game that will give you your money's worth."

ROSS, THE REBEL GAMER

Concept:	8
Graphics:	6.25
Sound:	8
Playability:	7
Entertainment:	7.25
OVERALL:	7.25

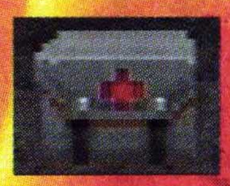
"Although Doom is a kick butt PC game, the translation to the 32X is somewhat dissapointing to say the least. First I'll talk about the choppy graphics and super light coloring throughout the game. I will say that this game is fast enough for me and the sound effects and music are gruesome just like the PC. I will also tell you that of the three 32X games this might be the better one."

ANDY, THE GAME HOMBRÉ

Concept:	9
Graphics:	7.5
Sound:	7.5
Playability:	9
Entertainment:	9
OVERALL:	8.5

"Doom, in its own right, is an excellent game. Unfortunately, Doom on the 32X is not as impressive as the PC or Jaguar version of the game. While it does seem to move faster than the Jag version, it doesn't have the the shading or the full-screen. Buuutttt, this game is definitely one of the funnest games around, and would have never been possible on the Genesis. So if you got the extra cash to blow on a 32X before Saturn, check out Doom and the 32X. All-I-want-to-do-is-a room-a-zoom-zoom-in-a-Doom-Doom."

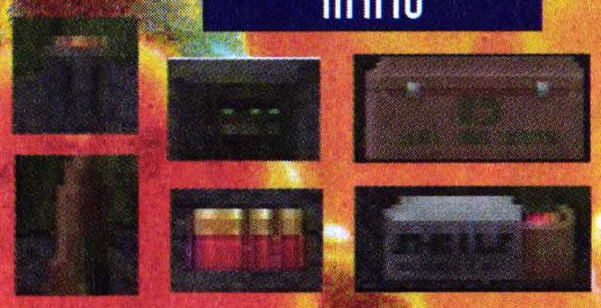
HEALTH & ARMOR



Stimpaks & Medkits restore life.

Security Armor will increase armor to 100%. Combat Armor will boost it to 200%!

AMMO



Make sure not to pick up ammo before you really need it. It's dumb to pick up a box of shells when you've only used two rounds.

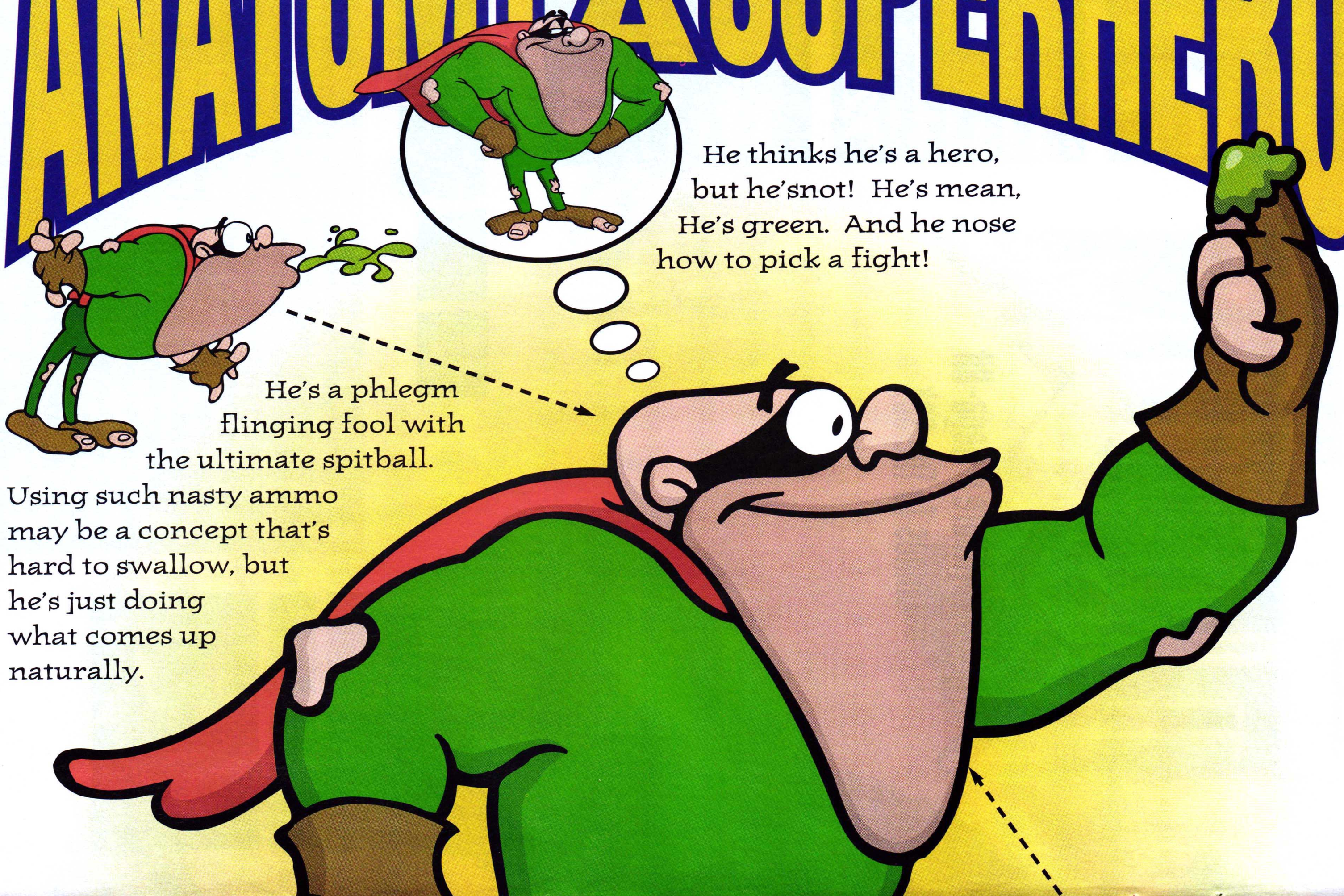
If you've never seen or heard about ID Software's Doom, it's about time you did. Doom is the game to which all other first person-perspective action games are compared. Its complex and multi-tiered levels filled with traps, switches, secrets and loads of evil enemies have been driving PC players nuts for nearly a year. You play the part of a soldier sent to an outpost on one of Mars' moons. Armed, initially, with only a pistol, your objective is simple: secure the outpost and kill anything that gets in your way. Doom will try to conquer the cartridge market with versions for the Jaguar, Ultra 64, and Sega's 32X.

The most noticeable difference from the initial 32X revs of the game is the reduced play screen. Sega made the reduction to increase the play speed. The overall look and action is nearly identical to its PC counterpart. Some levels have been downsized, however, so don't think you'll be able to use a PC strategy guide for the 32X version. Texture mapped walls lack some of the shading and definition that is present in the PC version. But a bonus for 32X Doom players will be two additional levels that were specially designed by ID for the 32X.

Doom starts you off by giving you the choice of starting at any of 15 levels. All of these levels must be cleared to see the best ending. This may be a time consuming process since there is no save feature included in Doom. Five difficulty levels allows for choices from smooth trip to a near suicide mission. Any way you choose, it's sure to be a hair raising journey.

Doom is an addictive adventure of mass destruction, but also adds some tricks and secrets that will exercise you brain as well as your fingers. Although it is not as visually impressive as the PC version, Doom is sure to be successful on any format.

ANATOMY OF A SUPERHERO



He thinks he's a hero, but he'snot! He's mean, He's green. And he nose how to pick a fight!

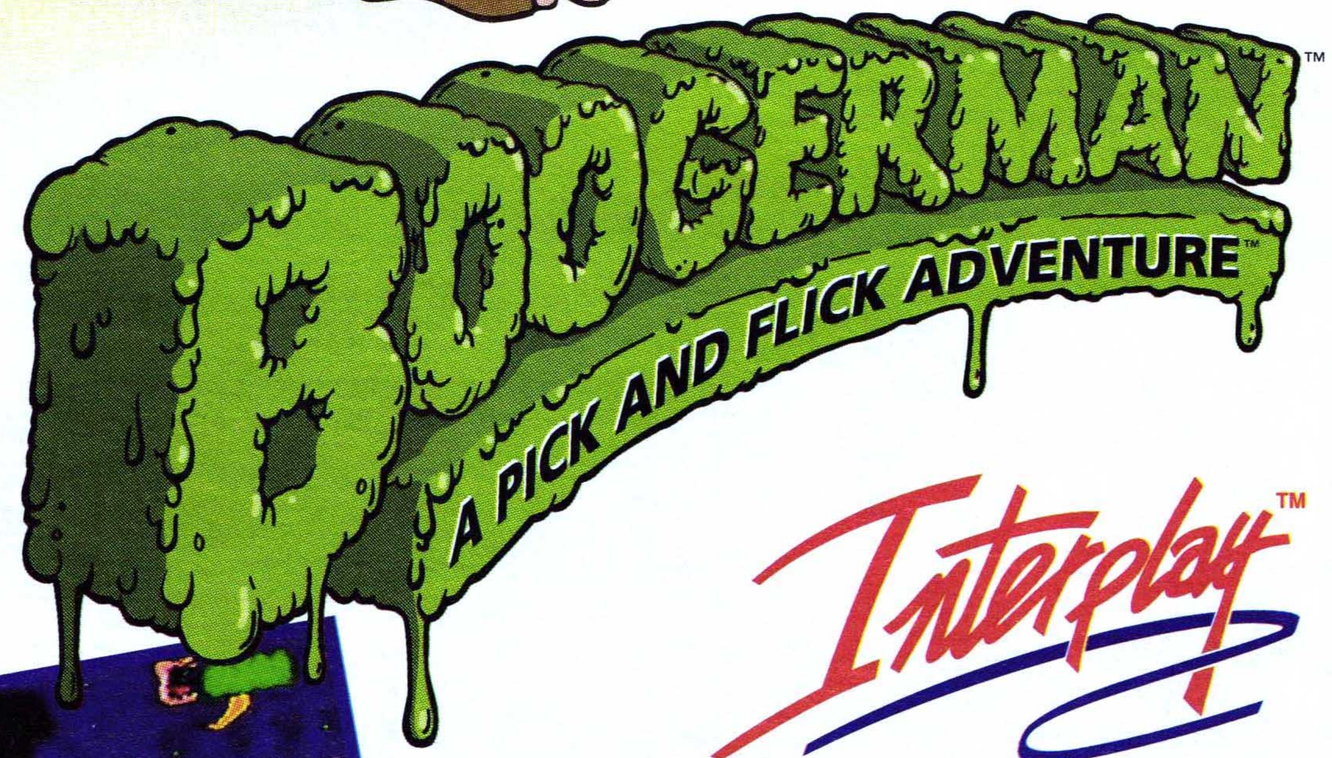
He's a phlegm flinging fool with the ultimate spitball. Using such nasty ammo may be a concept that's hard to swallow, but he's just doing what comes up naturally.

Boogerman's butt blast is a back-firing burst that can level anything in his path. It's ready, aim and, after one tortured moment, fire!

In one concussive burst, he blows them away. It's biological warfare at its germiest, and no villain can stand up to it!

Burp!

And, if all that don't knock 'em down, he can romp 'em, stomp 'em, or let fly a barrage of boogers that'll lay 'em low! Just think of him as a human weapon, a fully-loaded Oozey... and YOUR finger pulls the trigger! DIG IT!



Rated by V.R.C.™
MA-13
Parental Discretion Advised.
Mature Audiences

Or don't play at all.

Interplay Productions
17922 Fitch Avenue
Irvine, CA 92714
(714) 553-6678

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™ GENESIS™ SYSTEM. SEGA and GENESIS are trademarks of SEGA ENTERPRISES, LTD. All rights reserved.

©1994 Interplay Productions. Boogerman is a trademark of Interplay Productions. All rights reserved.

The Video Game Rating Council, its rating system, symbols and indicia are trademarks of Sega of America, Inc. © 1993

THE ULTIMATE BATHROOM SUPERHERO

BOOGERMAN

A PICK AND FLICK ADVENTURE

- **Size:** 16 Meg.
- **Style:** 1-Player Action Platform
- **Special Features:** Rude and Offensive Habits Including Farting, Nose-Picking, and the Ever Popular Blue Flame
- **Levels:** 8 Mucus Filled Stages
- **Created by:** Interplay
- **Available:** Now for Genesis

For those of us who love physical comedy, for those of us who think Jim Carrey is just a little high brow, for those of us whose personal habits earn us strange looks at social gatherings, our hero has finally arrived. Boogerman is making his debut, and anyone standing next to him will look a thousand times more civilized. He mines deep into his nasal cavity to huck boogers with deadly force and accuracy. His colon delivers gaseous explosions with enough force to blow through rocks. His crowning acheivement, however, is his ability to turn red chili peppers into vertical lift as he ignites his flatulence and launches himself high into the air. He flies with the birdies, and they're not at all happy about it.

Interplay's hot new hero must fight his way through 8 challenging levels, collecting plungers, diving into toilets, and destroying enemies with everything his aresnal of a body can dish out. While this is another action/platform format game, a few features make it unique. The most noticable are the exceptional sound effects, which bring the villians to life with Phrrrrts, Plops, and Spurts (Turn the volume down if you've got company for dinner). There is an orignial cast of villians, including some bosses that will prove quite a challenge if you can stop yourself from laughing. Finally, the cape on Boogerman's back is a cleverly disguised health meter, which changes from red to yellow as your health deteriorates.

This game will amuse and delight everyone who finds their favorite reading material scrawled on the bathroom stalls. If you fit into that category, you'll be a big fan of Boogerman, where if it's crude, it's cool.

PICK

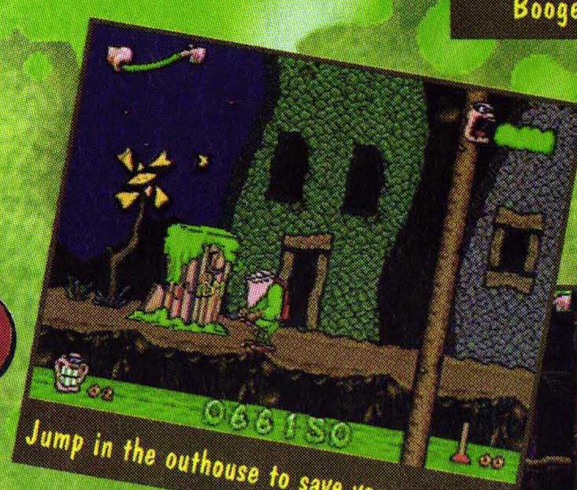
FLICK

TIPTOE

LEAP

Jump on the ghost to grab the cape.

Boogerman swings to the rescue!

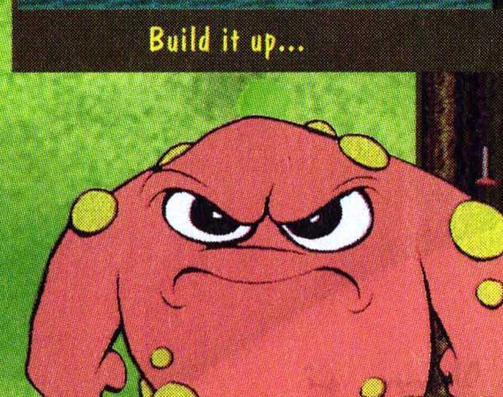


Jump in the outhouse to save your progress.

Streaking a blue flame across the sky!?!

Build it up...

...and let it fly!



Push it down...

...and squeeze it out!

▶ THE BOTTOM LINE **7.5**

Leaping into toilets...

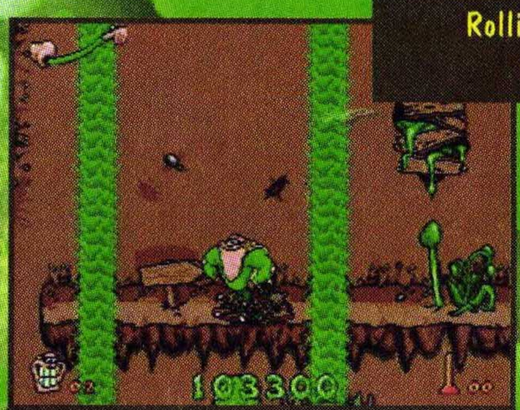
...can lead to secret worlds.

Our Valiant hero is ready to save the day!

Booger trampoline - Shiny and elastic.

Common Waste Basket? I don't think so.

Rolling stones can help you reach high places.


Enjoy your stay in Boogerville, where snot runs like a green river.

With a picking finger like that you could take on Mount Rushmore.

BIG BAD BOSS FOLK

One dead hick.

My kingdom for a fly swatter.

Wicked Red Witch

Dig in the stinky for hidden surprises.

Enemies range from little red crusties...

...to big white meanies.

Andy, The Game Hombré

Concept:	9
Graphics:	7.75
Sound:	8
Playability:	6
Entertainment:	7
OVERALL:	7.5

"Boogerman is one of those unique games that falls into a category all its own. The humor level for this game is quite high, but unfortunately it wears off every time you play it. I am disappointed by its mediocre action/platform gameplay, but I truly enjoy its second rate humor and silly graphics. Boogerman may be one you should try before you buy, but it definitely has its own audience that will love this game and play it again and again."

Rick, The Video Ranger

Concept:	9
Graphics:	8
Sound:	8.25
Playability:	9
Entertainment:	8.5
OVERALL:	8.5

"Mmmmmmm! There's nothing like a big fat juicy booger that runs, jumps and attacks its enemies with farts and burps. What a great concept. This game is not only gross, but it's fun. I will say that this game might not be for the weak of heart or the easily nausiated, but if you've not afraid of your normal body functions with a humorous twist, Boogerman should be an addition to your vid collection."

Paul, The Pro Player

Concept:	6
Graphics:	8.5
Sound:	6
Playability:	8
Entertainment:	5
OVERALL:	6.75

"For all intents and purposes, Boogerman is a fairly generic action/platform game. You jump and destroy the enemies, and collect the plungers. But Boogerman really pushes the envelope of the normal platform character. Boogerman is superbly animated and all of his picking and hocking weapons are hilarious to watch. Overall, Boogerman is good for some trivial toilet humor, but when it comes down to a game, Boogerman is only slightly above average."

Super Pinball. It's got thumper bumpers, drop targets, and an outhole. (Pardon our language.)

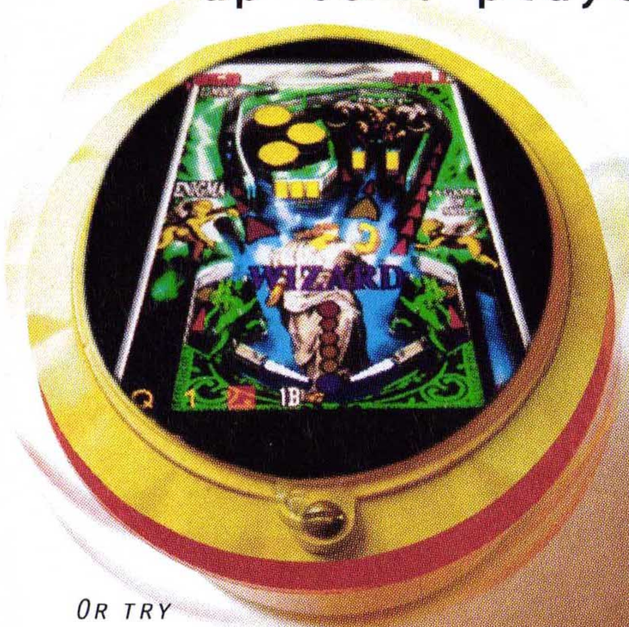
TRY YOUR HAND AT BLACKBEARD AND IRONMEN (BING!)

We know, we know. To get cool pinball features like multiballs and outholes (whoops, we did it again), you gotta go to an arcade. But sometimes arcades have long lines and you just wanna hang at the ol' homestead. So what's a pinball addict to do?

Super Pinball™, man. Fire up an arcade-like mega p-ball experience in the comfort of your own living room. So now you can play naked if you want.

GIVE THE (DINK!) JOLLY JOKER A SHOT

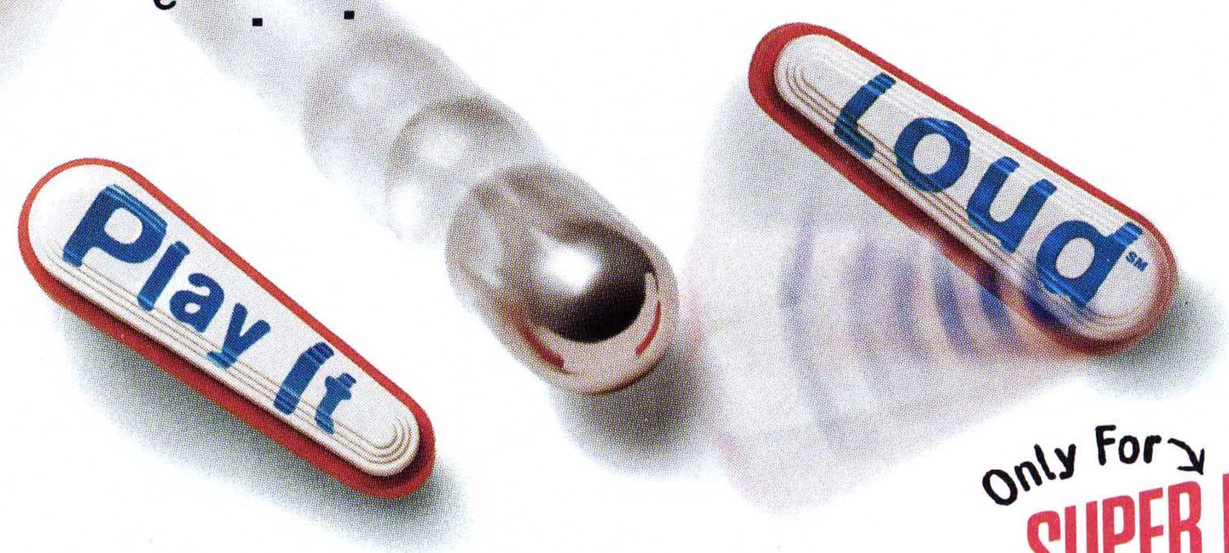
Plus you'll get 3 different scary-weird machines on one little cartridge. And you can play up to 4 players. Gosh, isn't technology wonderful?



So get those flippers ready. And make sure you got a Super NES®. 'Cuz if you want to play pinball this real somewhere else, you're gonna need a butt-load of quarters.

And you'd probably have to wear clothes. Talk about lame...

OR TRY (BONK!) THE WIZARD FOR A SPELL



Only For SUPER NINTENDO ENTERTAINMENT SYSTEM

KIDS TO ADULTS K-A AGES 6+

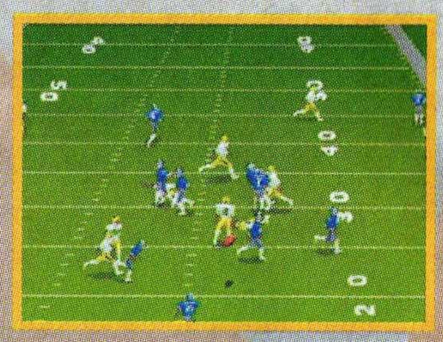
©1994 Meldac/Kaze. Licensed to Nintendo. © 1994 Nintendo.
Super Pinball: Behind the Mask is a trademark of Nintendo.

MADDEN NFL 95

"The Best Just Got Better!"

These are just a few of the running stats Madden will keep during the season.

Madden '95 gives you the choice to disable the passing windows.



Mitchell airs it out to Herman Moore!

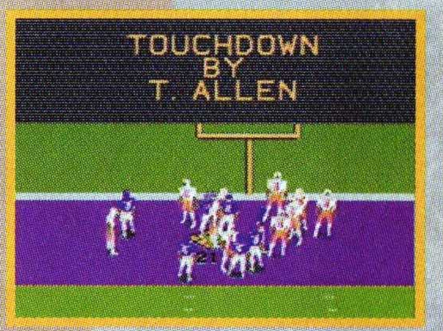
Lions vs. Packers: A classic NFL battle.

Mary Snow is the roving Sideline Reporter, she also moonlights as EA Sports Publicist.

Now you can substitute any player at any time.

It all starts with the simple toss of a coin.

The play selection screen is the same but there are many new plays in the book.



Madden football finally has all the players names.

Rick, The Video Ranger

Concept:	7
Graphics:	8.5
Sound:	8
Playability:	9
Entertainment:	8
OVERALL:	8

"Every year I wonder, is this the year that Montana beats Madden? Not this year. Madden '95 is the best 16 bit football game on the planet. The control is smoother than before and the play selection is even better. The improvements are always there, but they are not ground breaking. Maybe we will see something dazzling on the 32X."

Paul, The Pro Player

Concept:	8
Graphics:	8
Sound:	9
Playability:	9.5
Entertainment:	9.5
OVERALL:	8.5

"Once again, EA Sports has added just enough to the previous version to keep me interested. In fact, this may be the best update yet considering '95 has players and running stats. Plus I'm sure glad to see the open field without the passing windows. '95 still has that outstanding control and excellent player rankings, but you can still do well against the computer. I do miss all the all-time teams. I guess that's what you pay for when you get players and season stats."

Andy, The Game Hombré

Concept:	7
Graphics:	8
Sound:	8
Playability:	8
Entertainment:	8
OVERALL:	7.75

"J. Madden, still the best football game available, has finally moved into the big league with a NFLPA license. Although the addition was last second, it adds a great new dimension, including league leaders and anytime, anywhere substitutions. The improved player sprites are a much needed addition, but I can't help but be just a tad bit disappointed. I like the new plays and the new look, but it seems that it should be better considering that this is the fifth version since its inception."

- **Cart Size:** 16 Meg with Battery Backup
- **Style:** 1-4 Player Football Simulation
- **Special Features:** NFLPA License, Season and Playoffs With Running Statistics, Substitute Any Position, Passing Window Disable Switch
- **Created by:** High Score Productions for EA Sports
- **Available:** Now for Genesis

▶ The Bottom Line 8

Once again EA Sports has updated its now semi-classic football cart for all of you gridiron fans. Madden '95 is the undisputed king of the football carts, so let's get right to what makes the '95 version different from the past installments.

Probably the most noticeable change is the NFLPA license. Now you'll have the names of all the players, not just the numbers. Along with the players, Madden '95 has running stats that will track all the players through the season and playoff modes. A wide array of offensive and defensive categories for individual players and teams are tracked throughout the season, and the top 20 in the league are charted as well. But Marshall Faulk isn't going to win the rushing title if he dislocates his hip. Madden '95 has updated its injuries with over 70 different ailments which can sideline a player for a quarter or the rest of the season. It's no fun when you can't play your star fullback for 10 games.

Madden's solid play techniques are still intact, with only the minor addition of the new QB hook slide and the stiff arm. The addition of the "pass window mode" is the newest addition to the passing game. This allows you to disable the familiar Madden passing window to allow a view of more of the field. Now it's easy to watch Michael Irvin burn the corners on a fly pattern.

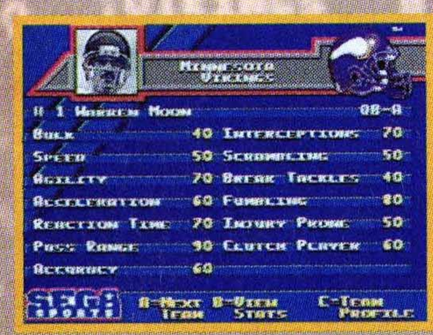
Any way it stacks up, Madden '95 has continued to improve on the old standard football cart.

NFL '95

Sega's New Football Gets A New Look

Up to 4 players can compete with the Team Player.

Check how your team is doing in the league.



You can access the player profiles to see how each player ranks.

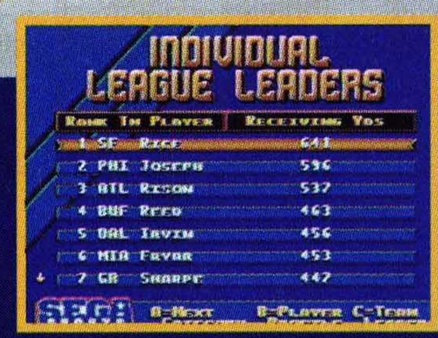
Chalk up 6 for the Philadelphia Eagles.

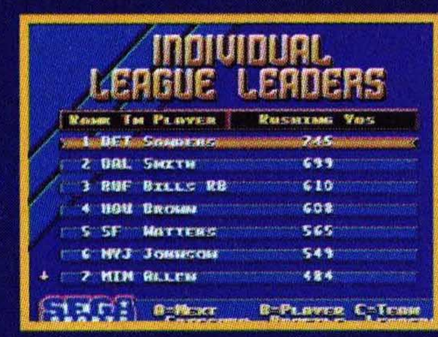
Looks like there's a Cold Front comin' in!

Choose from any of the 28 NFL teams and 9 All-Star teams.

You always take a big risk when you go for two.

NFL '95 has a great scaling feature that allows the QB to see way down field.





Here are just a few of the stats NFL '95 will track during the season.

- **Cart Size:** 16 Meg With Battery Backup
- **Style:** 1-4 Player Football Simulation, Team Player Compatible
- **Special Features:** NFLPA License, Season and Playoffs With Running Statistics, 9 All-Star Teams, Scaling Field View, Team Roster Management
- **Created by:** Double Diamond Sports for Sega Sports
- **Available:** Now for Genesis

▶ The Bottom Line 5.75

Sega Sports went back to the drawing board to create a whole new look for NFL '95. Gone are the field view options, "Zoom" feature, and the monotone "SportsTalk" announcer. The "Zoom" is now integrated into a smooth scaling feature that allows the player to view nearly 65 yards down field. Not only has the overall look changed, but new play control features are included.

The play selection interface has been improved, which makes formation and play calling much easier. Also included with the playbook is the ability to choose the primary receiver. As you break the huddle, the primary receiver is already chosen. Receivers can also be controlled at the snap to give you the chance to run receivers in unique patterns. But don't send your main man slanting through the middle of a zone, you're bound to pay the price and hear it from your opponent. "I own you!" or "Call an ambulance!" are just a few taunts the defense can use. In addition to all these cool features, NFL '95 has the full seasons for '92, '93, and '94, trades, free agents, and user records all packed into this cartridge.

Sega Sports is committed to giving players a unique and innovative football game. They have succeeded somewhat with NFL'95, considering the unique field perspective and passing control. But much needs to be done to this driver to make it the caliber of NFL'94.

Ross, The Rebel Gamer

Concept:	6	"Sega makes another attempt at matching the greatness of Madden with NFL '95. Another sequel. Oh boy. They did take out the play by play that was always two plays behind, but the gameplay was slowed down even more. For those of you who had trouble getting positive yards, you'll be happy to learn that they put in a play that will work almost every time. Nice try Sega, maybe next time."
Graphics:	7	
Sound:	6	
Playability:	4	
Entertainment:	5	
OVERALL:	5.5	

Rick, The Video Ranger

Concept:	5	"Sega has been doing a good job closing the gap between their Montana Games and the EA Madden Games... until now. NFL '95 is a step backwards for Sega because the players seem to have their feet in quicksand and the backs move like linemen. Graphically, I found the play fields to have a less than desirable appearance. There is nothing wrong with the play selection, but once again Montana is second fiddle to Madden in the video game arena."
Graphics:	7	
Sound:	7.5	
Playability:	6	
Entertainment:	6	
OVERALL:	6.25	

Paul, The Pro Player

Concept:	6	"NFL '95 took a small step forward with the new engine, but a huge step back by eliminating many of the features that made '94 a solid game. Where are the multiple field views and the annoying, yet cool SportsTalk guy? NFL '95 does have a couple of cool passing features, but the speed of the plays is way too slow. NFL '95 doesn't have what it takes to go up against Madden. Leave Sega's game on the shelf if you're searching for a football cart."
Graphics:	6	
Sound:	8	
Playability:	5	
Entertainment:	4	
OVERALL:	5.75	

BEFORE ZELDA®, BEFORE SECRET OF MANA®,

J.R.R. Tolkien's

THE LORD OF THE RING

J.R.R. TOLKIEN'S SPELLBINDING TALE OF WAR, ADVENTURE AND THE FATEFUL POWER OF THE ONE RING, IS THE CORNERSTONE FOR AN ENTIRE GENERATION OF FANTASY ROLE PLAYING GAMES. WHILE MANY TRIED TO DUPLICATE THIS MYSTICAL EPIC FANTASY, NONE SUCCEEDED. UNTIL NOW.

Interplay™

Or don't play at all.

17922 Fitch Avenue,
Irvine CA 92714
(714) 553-6678

& Before Seventh Saga®, there was . . .

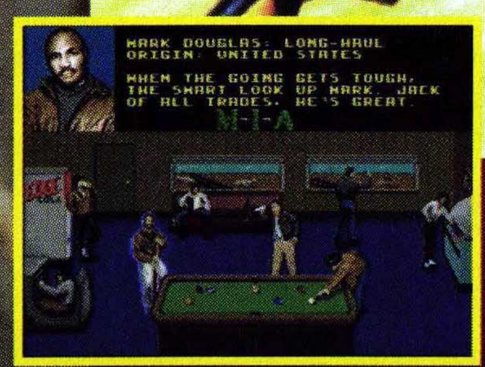
Rings™

LICENSED BY

©1994 INTERPLAY PRODUCTIONS. ALL RIGHTS RESERVED. THIS PROGRAM IS PUBLISHED WITH THE COOPERATION OF THE TOLKIEN ESTATE AND THEIR PUBLISHERS, HARPERCOLLINS *PUBLISHERS*. THE GAME IS BASED ON THE LORD OF THE RINGS ©1954, 1955, 1966 J.R.R. TOLKIEN. THE LORD OF THE RINGS IS A REGISTERED TRADEMARK. CHARACTERS AND NAMES ARE TRADEMARKS OF THE TOLKIEN ENTERPRISES.

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM. NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM, SUPER NES AND THE OFFICIAL SEALS ARE TRADEMARKS OF NINTENDO OF AMERICA, INC. ©1989 NINTENDO OF AMERICA, INC.

ZELDA IS A REGISTERED TRADEMARK OF NINTENDO OF AMERICA. SECRET OF MANA AND SQUARESOFT ARE REGISTERED TRADEMARKS OF SQUARE COMPANY LTD. SEVENTH SAGA IS A REGISTERED TRADEMARK OF ENIX AMERICA CORPORATION. ALL RIGHTS RESERVED. THESE PRODUCTS ARE NOT ASSOCIATED WITH LORD OF THE RINGS OR INTERPLAY.



Choose a Co-Pilot from the ones available.

Thank you. Thank you very much!

Ooooh! Night mission in Lost Wages. Cool.

THIS TIME YOU GET TO RID THE CITY STREETS OF CRIMINAL SCUM

URBAN STRIKE

THE SEQUEL TO JUNGLE STRIKE

You've seen Desert Strike and Jungle Strike and now get ready for the Urban Strike, EA's third installment of their popular war game. You're recalled from a little R&R to jump back into your Mohican helicopter and take off to find the source of all the trouble, Mr. Malone.

This cart features a new format in certain stages where you climb out of your helicopter and grab a MA9 machine gun loaded with a rocket launcher, and head into a building on foot. Yes, it even still has three vehicles that you control. There's a Blackhawke rescue chopper that has a Chain Gun and a Rocket Launcher, and a GAV (Ground Assault Vehicle) loaded with a Rocket Launcher. The Mohican is still loaded with Hydras, Hellfires, and a Chain Gun.

So if the first two of the series were among your favorites, the third one should be right for you. The vehicles have changed and the missions are different, but the gameplay you should already know.

Items

Ammunition Box

Fuel Drums

First Aid

Armor Repair

- **Cart Size:** 16 Meg
- **Style:** 1-Player Action/Shooter
- **Special Features:** 6-Button Compatible and 8 Co-Pilots
- **Levels:** 6
- **Created by:** The Edge for Electronic Arts
- **Available:** Now for Genesis

▶ THE BOTTOM LINE 7.75

Vehicles

Blackhawke

Ground Assault Vehicle

Mohican

PAUL, THE PRO PLAYER

Concept:	6
Graphics:	8
Sound:	6
Playability:	8
Entertainment:	9
OVERALL:	7.75

"A desert, a jungle, and now an urban setting. What's left, Suburb Strike or Farm Strike? Urban Strike is for those who couldn't get enough of the first two. The addition of the missions on foot is cool, I just wish there were a few more vehicles. The graphics have some minor adjustments, like explosions, but it still has that same look. Who cares though? Urban Strike still has that great mix of action and simulation."

ANDY, THE GAME HOMBRÉ

Concept:	7
Graphics:	8
Sound:	8
Playability:	8
Entertainment:	9
OVERALL:	8

"Once again EA comes out with another great addition to the Strike series. The "On-Foot" levels add a whole new dimension to the game, but driving the different helicopters is still the most fun. I would have liked to have seen some fighting maneuvers similar to BattleTech to add some variation in attack techniques, but you can't always get what you want. Other than that, the improvements in graphics and sound effects have given this game a more realistic attitude, making it the best Strike yet."

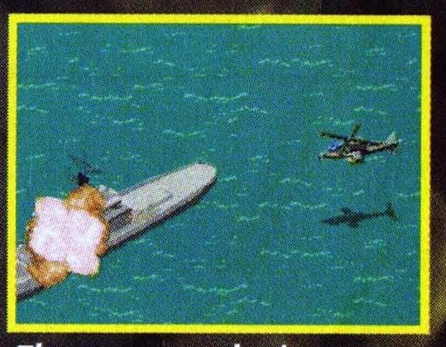
RICK, THE VIDEO RANGER

Concept:	7
Graphics:	8
Sound:	7
Playability:	7
Entertainment:	7
OVERALL:	7.25

"Urban Strike is a good game but if you have already played Jungle Strike there isn't much reason to play this one. The mission based game style with command center instructions is being overused and this game is just the same thing in a different location. If you can't give us something new, why bother?"

Ecology is still a big factor in your overall mission.

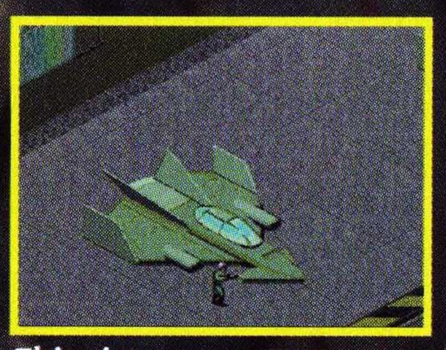
Not only are you a soldier, but you're a delivery man as well.



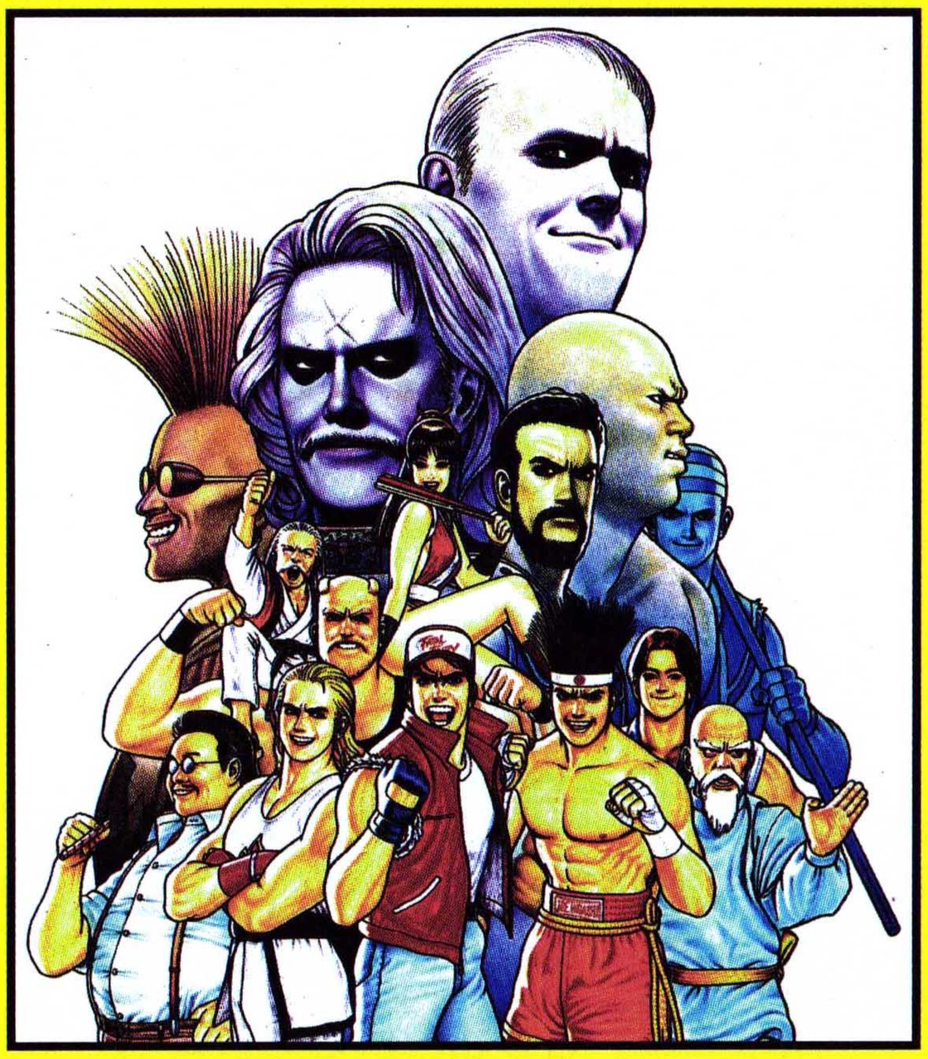
The new explosions look so much better.

I sure hope that ship isn't the Love Boat.

Fly above the fog of San Francisco.



This time you get to go into the buildings instead of your Co-Pilot.



Sure we offer a variety of more things BUT, it doesn't matter cuz you're still gonna get your

BUTT KICKED!

FATAL FURY SPECIAL

JVC
JVC MUSICAL INDUSTRIES, INC.

SEGA CD™

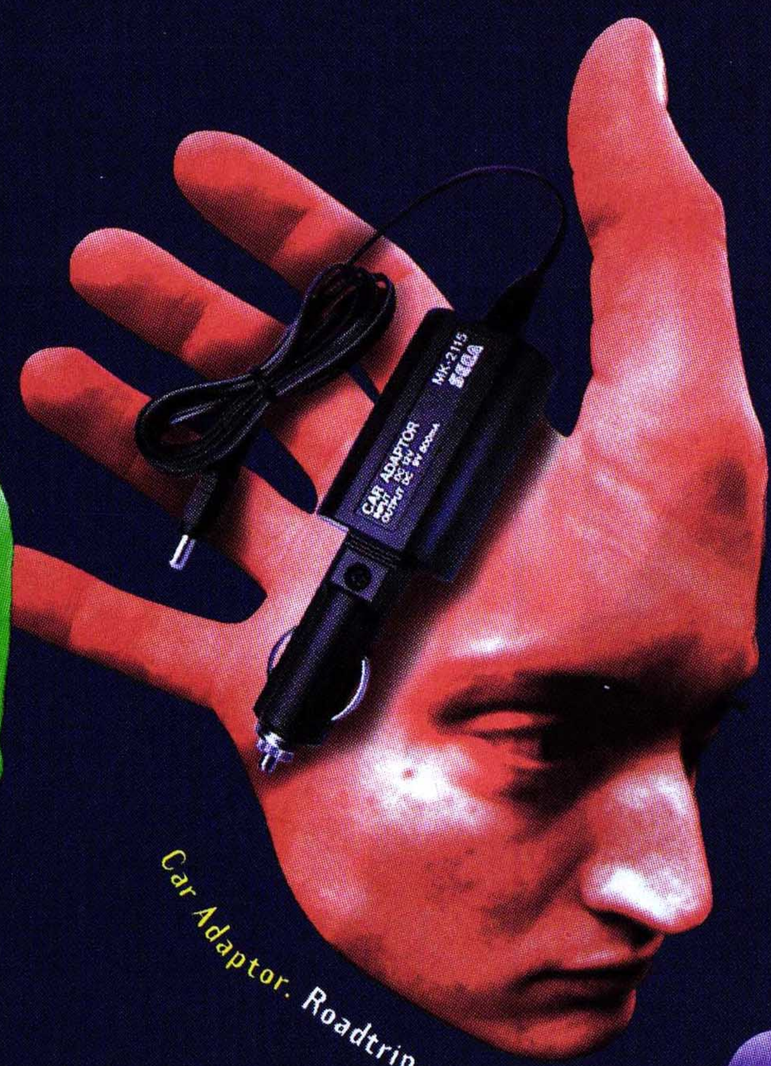
SNK

NR
Not Rated

SEGA AND SEGA CD ARE TRADEMARKS OF SEGA ENTERPRISES, LTD. ALL RIGHTS RESERVED. FATAL FURY SPECIAL™ ©1993 SNK Corporation of America. ALL RIGHTS RESERVED. Licensed by Sega Enterprises, LTD. For play on the SEGA CD™ System. Licensed by SNK Corporation of America. Fatal Fury Special is a registered trademark of SNK Corporation of America. Reprogrammed by JVC Musical Industries Inc. ©1994 Funcom. The Video Game Rating Council, its Rating System, symbols and indicia are trademarks of Sega of America, Inc. ©1993 SEGA.

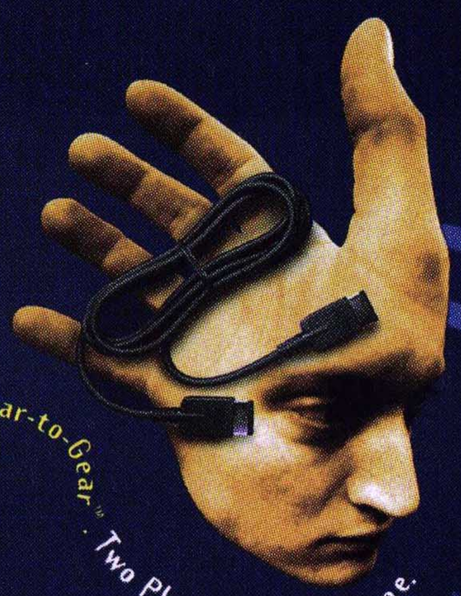
This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA CD™ SYSTEM.

Cleaning Gear™. Works better than your mother.

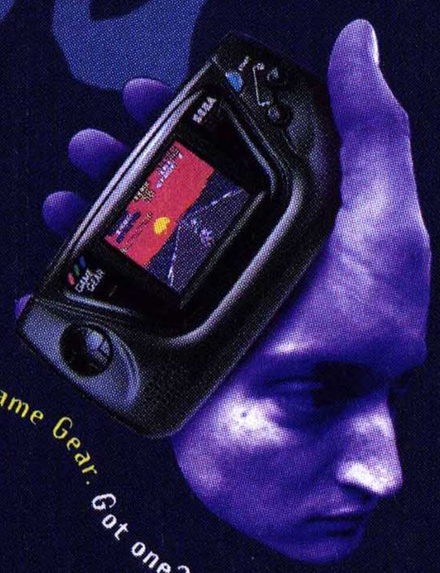


Car Adaptor. Roadtrip.

AC Adaptor. Plug it in.



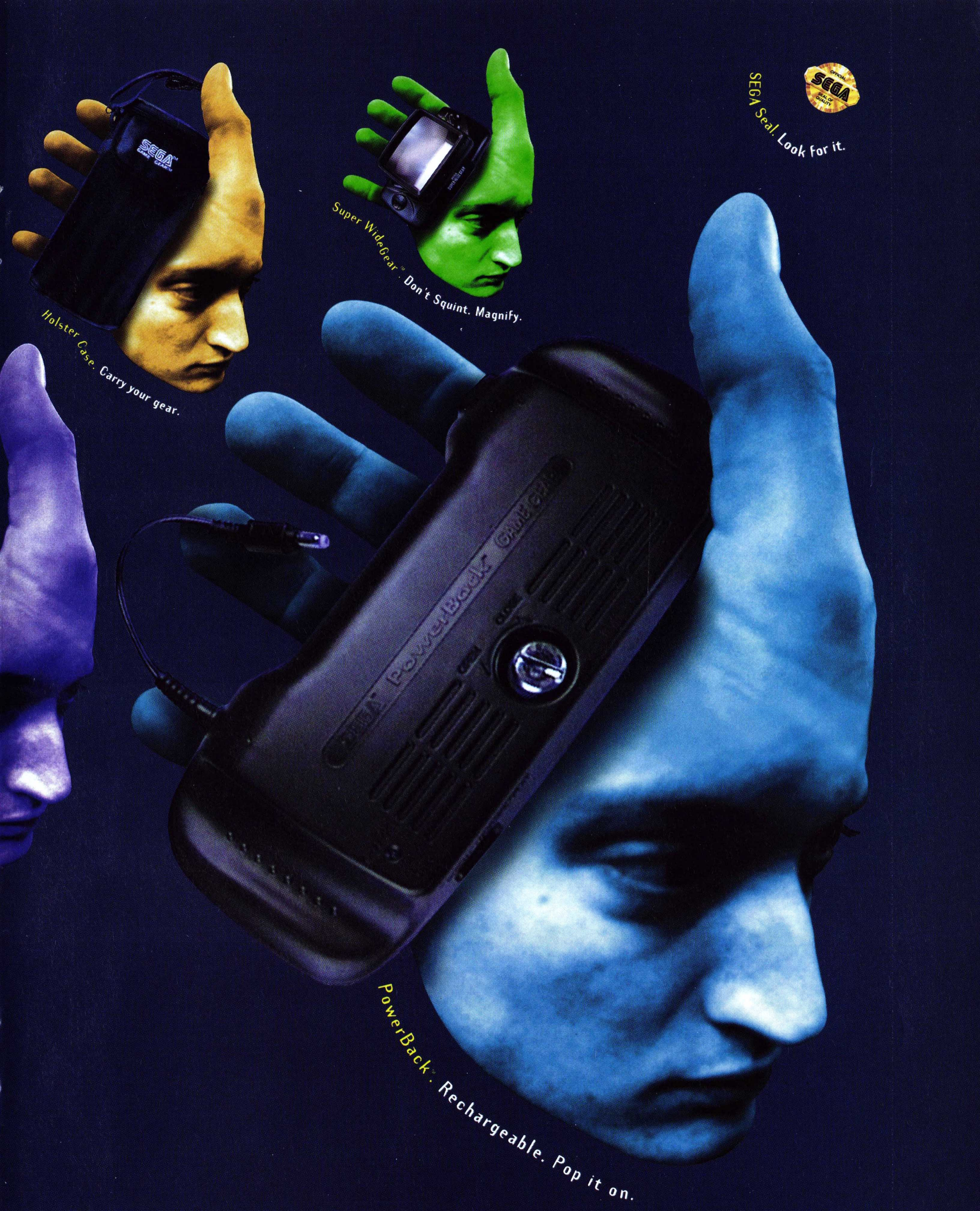
Gear-to-Gear™. Two Players. Same Game.



Game Gear. Got one?

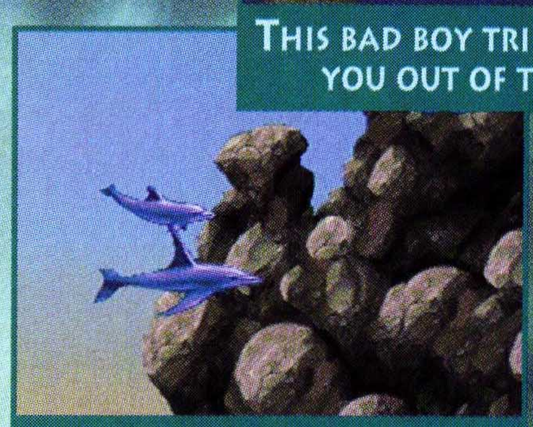
SEGA™ Game Gear™ - Extras.

Sega, Game Gear, PowerBack, Super Wide Gear, Gear-to-Gear and Cleaning Gear are



trademarks of SEGA. © 1994 SEGA, 3335 Arden Road, Hayward, CA 94545. All rights reserved.

THIS BAD BOY TRIES TO THROW YOU OUT OF THE TUBE.

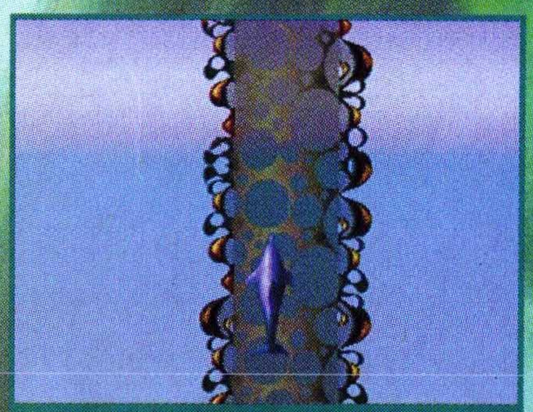


IN THE FUTURE YOU CAN FLY WITH ONE OF YOUR DECENDANTS.

Everyone's favorite dolphin is swimming and jumping his way to the top of the charts again. This time he finds himself up to his dorsal fin in trouble. The future is in jeopardy and it is up to him to save it. He gets to meet his descendants and many strange creatures in the future. Then, once the future is fixed, he must return to his own time and do it all over again. Yes, the Glyphs are still here as well as a few enemies from before and even some new ones.

Some of the key features are a 3D stage where you view Ecco from behind as you maneuver him through a number of rings, both above and below the surface of the water. Another key feature is the transformation bubble that changes Ecco into different forms of life to help him on his journey. If that was not enough, Ecco also can learn a new song that will destroy all the enemies he can see with one note.

Dodging sharks, traveling through time, singing to orcas, and saving the entire ocean are just part of life for this little hero. So next time you go to pick up a can of tuna, be sure it's dolphin-free!



YOU CAN USE TUBES THAT GO STRAIGHT INTO THE SKY.

ECCO CAN JUMP OFF ROCKS TO GET OVER THEM.

WATCH OUT FOR MR. TEETH.

- *Cart Size:* 16 Meg
- *Style:* 1-Player Action/Adventure
- *Special Features:* Password Continues and Unique Perspective 3D Stages
- *Created by:* Sega
- *Available:* Now for Genesis

ECCO

THE TIDES OF TIME

JUMP INTO THESE AND YOU CAN CHANGE INTO A NEW LIFE FORM.

ECCO, I AM YOUR DECENDANT, TRELLIA.

USE ECCO'S RADAR TO FIND YOUR WAY THROUGH.

WOAH, THOSE BOYS CAN LEAP!

THE LITTLE STAR-HEADED DOLPHIN MUST ONCE AGAIN SAVE THE DAY.

▶ *THE BOTTOM LINE* **8.5**

ROSS, THE REBEL GAMER

Concept:	9
Graphics:	8.75
Sound:	9
Playability:	8
Entertainment:	9
OVERALL:	8.75

"I actually was looking forward to playing this sequel, which is really strange for me. The graphics in this game rival even some of the best games on the market. Gameplay is tough, but easy enough to play, and the "future" concept is hella-cool. If there was a most important feature in this game, it would have to be the sound. It is incredible. Ecco: Tides is a cool game with a cool concept, not to mention it's good for the environment."

RICK, THE VIDEO RANGER

Concept:	8
Graphics:	8
Sound:	8
Playability:	8
Entertainment:	8
OVERALL:	8

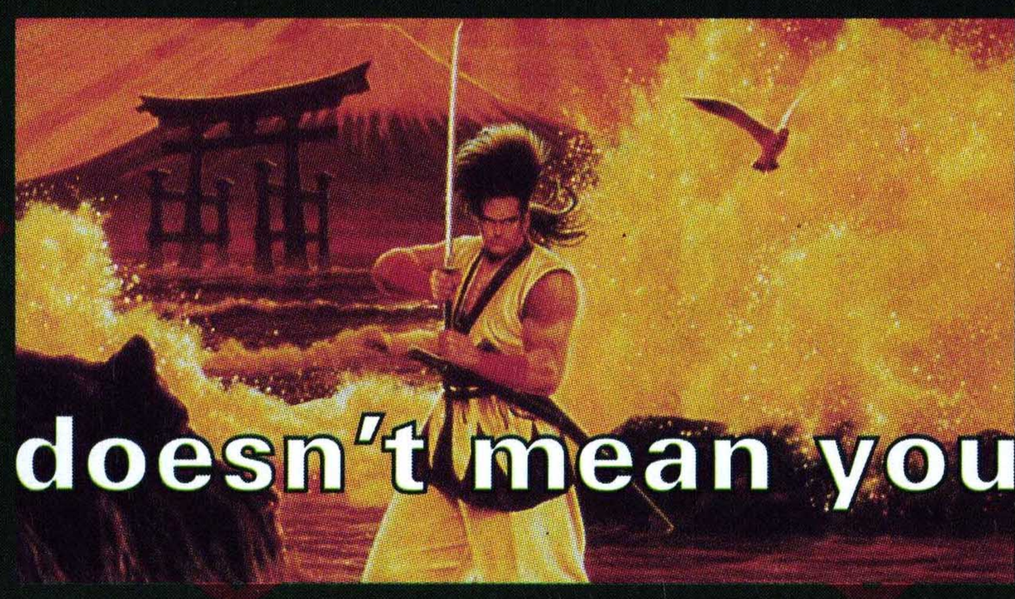
"Ecco is the kind of game that you put in when you want a change of pace from the death and destruction of your regular video game fare. Ecco 2 is a definite improvement over #1, which was a great idea that had a few bugs to work out. If you liked Ecco, you will love Ecco 2. If you didn't like Ecco, go play Mortal 2 because you won't like this one either."

PAUL, THE PRO PLAYER

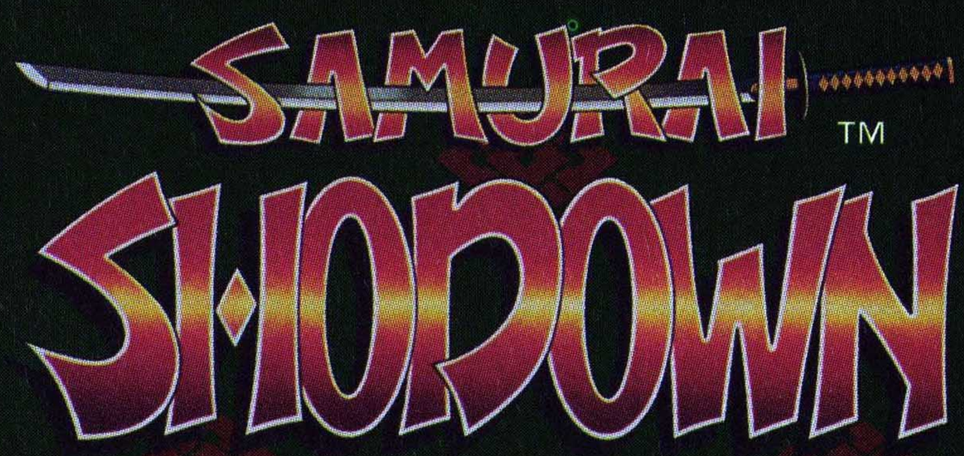
Concept:	9
Graphics:	9.25
Sound:	8
Playability:	8
Entertainment:	8
OVERALL:	8.5

"Ecco 1 is great and Ecco 2 continues with the greatness. The graphics and animation are nearly unparalleled on the Genesis. The mix of the side scrolling and 3D perspectives are very cool. Plus, this game gets really creative with the morphing into bird and playing through the whacked out sky levels. Ecco 2 is much more challenging and a terrific game."

A TRUE SAMURAI FIGHTS WITH DIGNITY AND HONOR.



But that doesn't mean you have to.



Go back to the end of the 18th century when fighting was for dignity and honor. When style and form was of importance. Of course you don't have to play like that though. Cutting an opponent in half is half the fun. Through the intense graphics and sounds of Sega CD, you'll really think you're back in Feudal Japan!

SEGA CD™

SEGA AND SEGA CD ARE TRADEMARKS OF SEGA ENTERPRISES, LTD. ALL RIGHTS RESERVED. SAMURAI SHOWDOWN™ ©1993 SNK Corporation of America. ALL RIGHTS RESERVED. Licensed by Sega Enterprises, LTD. For play on the SEGA CD™ System. Licensed by SNK Corporation of America. Samurai Showdown is a registered trademark of SNK Corporation of America. Reprogrammed by JVC Musical Industries Inc. ©1994 Funcom. The Video Game Rating Council, its Rating System, symbols and indicia are trademarks of Sega of America, Inc. ©1993 SEGA.

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.

SHAQ-FU

- **Cart Size:** 16 Meg
- **Style:** 1 or 2-Player Head-to-Head Tournament Fighting
- **Special Features:** Special Story Mode, Unique Speed-up Button Allows a Character to Increase Speed While Playing.
- **Created by:** Delphine Software International for Electronic Arts
- **Available:** Now for Super Nintendo and Genesis

▶ **THE BOTTOM LINE 5.5**

ROSS, THE REBEL GAMER

Concept:	5
Graphics:	8
Sound:	5
Playability:	5
Entertainment:	4
OVERALL:	5.5

"Hello! What's this? Shaq in a fighting game? This goes against my belief that a person should find something that they are good at and stick to it. Really the only plus with this game is the graphics. I beat this game in under 15 minutes!!! To sum it up, Shaq should have never put his name on this one!"

PAUL, THE PRO PLAYER

Concept:	1
Graphics:	8
Sound:	6
Playability:	6
Entertainment:	4
OVERALL:	5

"We haven't seen a fighting game from EA since Budokan. Budokan is a fairly weak game and so is Shaq-Fu. Sure some painstaking development went into the artwork and character animation, but do we need another fighter with a license slapped on it. No way. Shaq-Fu gives you a fighting Pepsi advertisement. Unless you are a Shaq fanatic, this game is a rental at most."

ANDY, THE GAME HOMBRÉ

Concept:	7
Graphics:	8
Sound:	7
Playability:	5
Entertainment:	3
OVERALL:	6

"Who ever thought it would be cool to have Shaq in a fighting game really needs to take a close look at themselves and say 'What was I think'n.' Delphine did an excellent job with the graphics, and the animation is exactly what you would expect from the makers of Flashback. However, this is a horrible fighting game and is a perfect example of trying to make a product because some marketing meat head said, 'make a fighting game, kids just eat that stuff up.' Well, I'll tell you who will be eating it soon."

Use a combination of jump kicks and Shaq-urikens against Rajah.

Shaq vs. Shaq, huh?

At the game over screen, Shaq learns a variety of special moves.

Witness the power of Beast!

Let's see, professional basketball, rap album, Blue Chips and Shaq-Fu. Real time kung-fu fighting with ... Shaquille O'Neill? Delphine Software and EA team up to bring a new twist to the video game scene ,Shaq-Fu, which takes a bold step into the unknown. Shaquille O'Neill will get to show off his unique fighting style, Shaqido, in his quest to save Nezu, a boy who was kidnapped by the sorcerer Sett Ra, and taken into the second world.

Shaq-Fu has many features that set it apart from the SFII and the MK games. When a character is dominating the match the fury bar will make their opponent more aggressive and stronger for a period of time. Also, each character has their own fighting style which is brought together beautifully with the animation of Delphine Software (Flashback). But, the animation sequences do make it harder to control the characters. The story mode will allow you only to control Shaq, but in duel and tournament mode you can choose from all seven of the characters.

The characters are unique in their own way, ranging from Sett Ra, a galactic mummy, who releases tendrils to smother all who oppose him, or Mephis, a sorcerer of the undead, who will sentence all foes to the jaws of electric death, and a whole slew of other carnivorous beings.

Your search for Nezu won't be easy, so be prepared young Shaqeros for the challenge of Sett Ra and his compadre's. Remember Shaqido is the way of the basketball, kung-fu warriors. ■

RAJAH

SETT RA

SHAQ

VOODOO

MEPHIS

BEAST

KAORI

What Are YOU Doing After School?

Hook Up With Your Favorite Cartoon Hero on a Wild Ride Through Time!

Some kids just hang out after school. Others play sports. But the really cool ones travel through time...

Are you one of these few chosen ones?

With Felix, Bea, Virgil and Norman at your side, take off on a radical scavenger hunt through 50 cities in far-away lands. But this is no tourist trip. You need to track down the missing pieces of a weapon that could destroy the time-portal system forever. And if you hurry, you just might make it home in time for dinner.

Check out Mighty Max today for your Super NES or Sega Genesis—and find out what can happen when you take adventure gaming to the Max!

Your favorite TV show comes to life with awesome cartoon-quality graphics and music.

The Skull Master and his army of henchmen deliver plenty of action for any Mighty Max fan.

Split-screen gaming lets you and a buddy play together—as a team or against each other.

GENESIS

Ocean of America, Inc.
1870 Little Orchard Street
San Jose, CA 95125

Mighty Max © 1993 Bluebird (UK), Film Roman, Inc., Canada + D.A. Under license from Bluebird (UK). All rights reserved. Ocean Software is an authorized user. Ocean is a registered trademark of Ocean Software Ltd. Super Nintendo and the Official Seal are registered trademarks of Nintendo of America Inc. © 1991 Nintendo of America. Sega and Genesis are trademarks of Sega Enterprises, Ltd. All rights reserved.

The Caped Crusaders Together For The First Time In a Video Game

The adventures of BATMAN & ROBIN

Listen to all the information carefully. It may be important.

Chase Catwoman across the rooftops before she takes that leap of faith.

- **Cart Size:** 16 Meg
- **Style:** 1-Player Action/Platform
- **Special Features:** Password Continues, Three Difficulty Levels, and Classic Characters From the Cartoon
- **Levels:** 9
- **Created by:** Konami
- **Available:** Now for Super Nintendo

Collect items along the way to help Batman defeat his rivals.

Chase down Two-Face on the streets of Gotham.

Konami takes one of the newest Saturday morning cartoon shows featuring a popular team of comic book heroes and brings them to life on your Super NES. The Dynamic Duo is teamed up once again to do battle with their arch enemies including Catwoman, Penguin, The Joker, Two-Face and even Poison Ivy. Help guide Batman through various areas of Gotham and cure the City of its illnesses, namely the villains.

This game is a side scrolling, action packed, blowout from the get go. Batman begins the game with all of his super weapons including: Batarangs, Smoke Bombs, an X-Ray visor, a Gas Mask, the Grappling Gun (of course), and many more. The game features a password continue, as well as a limited number of continues if you lose all of your lives.

When the two masked heroes join forces to battle the evil in Gotham, they usually don't lose. With you in control of Batman and the computer keeping Robin at the ready, the odds are in your favor. The citizens are counting on you to save them. Don't let them down.

Catwoman

Joker

Two-Face

Scarecrow

Penguin

Meet some of Batman's arch enemies.

The fight with The Joker can be highly dangerous.

Where does he get all those wonderful toys?

▶ THE BOTTOM LINE 8.75

ANDY, THE GAME HOMBRÉ

Concept:	8
Graphics:	9
Sound:	8.5
Playability:	9
Entertainment:	9
OVERALL:	8.75

"This game rocks. It's just like playing the show. OK, it's better than the show, but only because Konami really packed this game with some action. Every level does something new, and while none of it is truly revolutionary, its mix and match style makes the game entertaining to play. If you like Batman: The Animated Series, you'll like this game. If you don't, not only are you missing out on one of the coolest cartoons, you're missing out on one of the best cartoon conversions ever."

ROSS, THE REBEL GAMER

Concept:	9
Graphics:	9
Sound:	8
Playability:	9
Entertainment:	9
OVERALL:	8.75

"Being a comic book freak, as Andy would put it, I have to like games like this and I do. The Adv. of Batman and Robin looks a lot like the Saturday morning cartoon series. The dark shading gives it the impression of being drawn on black paper. Another cool part of the game is the multiple bat items that you will have to use. Unless you don't own a SNES, I can't think of one reason not to play this one."

PAUL, THE PRO PLAYER

Concept:	8
Graphics:	9.25
Sound:	9
Playability:	9.5
Entertainment:	9.5
OVERALL:	9

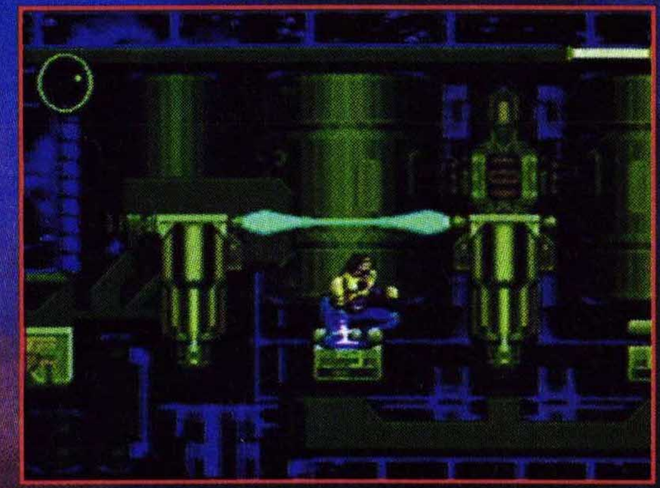
"This is a hot license due to the success of the cartoon series on Fox. This cart adheres to the brilliant artwork that you find in the cartoon and includes many of the villains from the series. The Joker roller coaster level is superb. Batman's weapons and tools round-off an excellent action cart. If you think Maximum Carnage or D&R of Superman are good, you'll have to see Batman and Robin."

What Would You Give To Know Who You Are?

A quest through a ravaged, perilous world.
A strategy adventure enfolded in a riddle.
And at its heart, a truth that changes everything.

- Strategy...combat...adventure... and a search for the truth.
- Multiple intricate levels, spread across 6 sectors of a perilous, mysterious world.
- Incredible moves and powers, including the powerful Energy Radiator, or E-Rad.
- Mysterious sci-fi storyline, with a final twist that will blow your mind.
- Atmospheric, New Age soundtrack.
- 3 levels of difficulty.
- Created by members of the team that developed Sega's comics-based hit X-Men™.

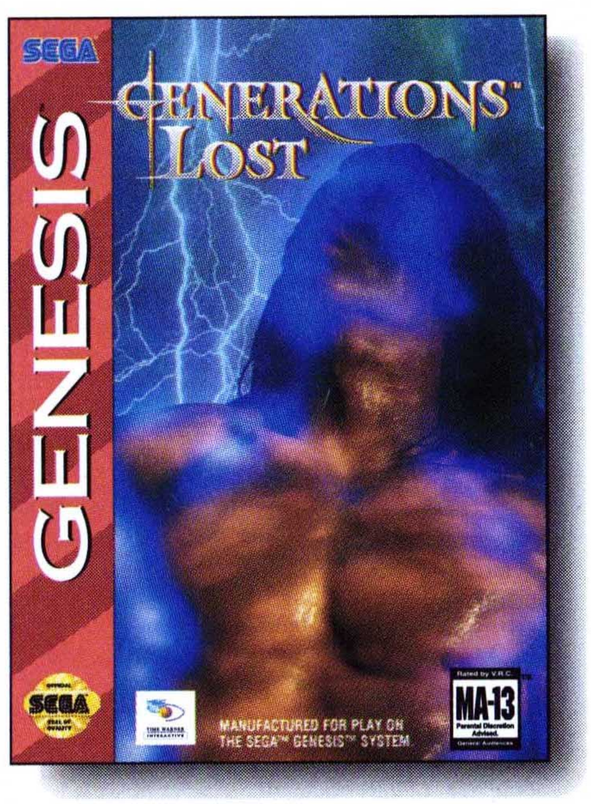
Moves and powers you've never had before—only with experience will you truly master them.



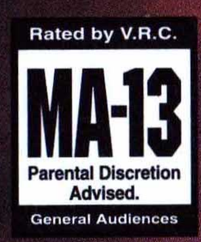
Generations Lost challenges your wits and your heart, as well as your reflexes.

The more you learn, the more dangerous you become to those who want to stop you.

Your exploring will take you through many intricate levels, strung across the six sectors of a troubled world.



Time Warner Interactive, Inc.
675 Sycamore Drive
Milpitas, California 95035



TM

Generations Lost™ and © 1994 Time Warner Interactive, Inc. All rights reserved. Sega™ and Genesis™ are trademarks of Sega Enterprises Ltd. All rights reserved. *X-Men* is a trademark of Marvel Entertainment Group, Inc. THE VIDEOGAME RATING COUNCIL, ITS RATING SYSTEM, SYMBOLS AND INDIGIA ARE TRADEMARKS OF SEGA OF AMERICA, INC. ©1993 SEGA.

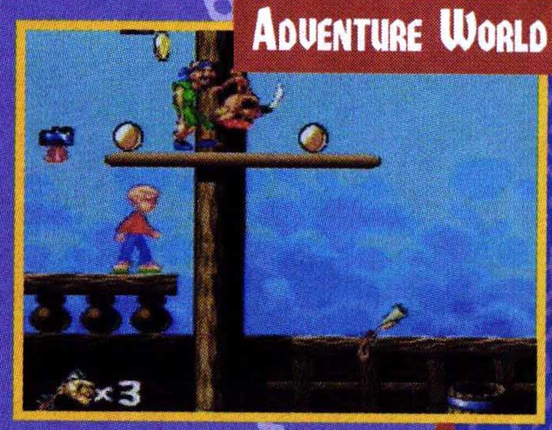
This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.

the Pagemaster

Fox Interactive's Film & Video Game Release

This icon will save your progress within the stage.

Adventure World

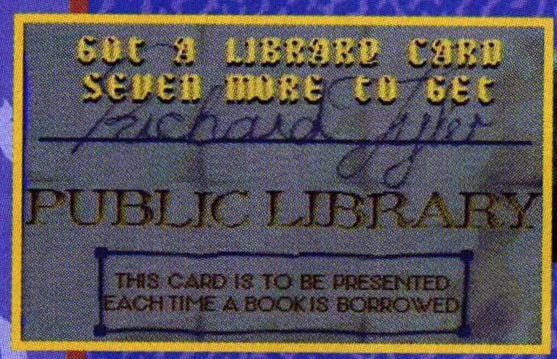


Horror World

Fantasy World

- **Cart Size:** 16 Meg
- **Style:** 1-Player Action/Platform
- **Special Features:** Mode 7, Password, Non-Linear Level Selections
- **Levels:** 68 +
- **Available:** Now for Super NES

▶ The Bottom Line 7.75



The Pagemaster allows you to choose different paths through each world.

Your ultitimate goal is to collect 8 library cards.

The *Pagemaster*, along with *The Tick*, are Fox Interactive's first endeavors in the ever growing list of third party licensees. Fox was attempting to be the first to release a video game and a film on the smae day. But Sony Imagesoft beat them to it with the simultaneous release of *Frankenstein*. We'll leave the film, starring Macaulay Culkin, to Roger Ebert and concentrate on the video game.

The Pagemaster is a straightforward action platform where the hero, Richard Tyler, is trapped in a magical library. You must control Richard as he travels through three worlds (Horror, Fantasy and Adventure), in his quest to find the way home. In each world, there are different paths that Richard can take as many levels have multiple exits. In addition, there are numerous hidden "bonus" levels where you can earn extra lives and weapons. Richard's ultimate quest is to locate the eight library cards so he can return home.

Mode 7 effects and well animated characters give you an eye pleasing experience. Although the game play is fairly standard issue, it marks a hopeful entrance into the market by Fox Interactive. *The Pagemaster* is only the beginning of simultaneous game and film releases for Twentieth Century Fox.

Ross, The Rebel Gamer

Concept:	4
Graphics:	8
Sound:	7
Playability:	8
Entertainment:	8
OVERALL:	7

"Hey, wait a minute, an animated movie translated to a video game..... I don't think that's ever been done before. Seriously, this game has some pretty cool graphics, and the control of little Richard is nice. The number of levels in this game is a definite plus because clearing them is easy. I guess that if I had seen the movie before the game, I might have liked this game a little more. Since I didn't, the game may have ruined it for me."

Rick, The Video Ranger

Concept:	8
Graphics:	8.5
Sound:	8
Playability:	7.5
Entertainment:	8.5
OVERALL:	8.25

"Pagemaster is a bookworm's nightmare come true. Although this is on the SNES, it is graphically very similar to the Aladdin game for the Genesis. I found Pagemaster to be good reading. The chapters are a little bit short, but they're very cool. The main reason I would recommend buying Pagemaster is because it has great graphics and brings some fresh new ideas to the old action platform style."

Paul, The Pro Player

Concept:	8
Graphics:	9
Sound:	6
Playability:	8
Entertainment:	6
OVERALL:	7.75

"This may set a precedent for Fox (hopefully) to release games and films simultaneously. The Pagemaster is an excellently animated and designed game. The levels are big and loaded with secret items. Plus, the Mode 7 bonus levels take you away from the side-scrolling boredom. Pagemaster is a solid game, but it really doesn't break any new ground. The play is the same thing level after level. It's plays like numerous other action/ platforms on the market."

BRUTAL®

Paws of Fury

SNES

SEGA GENESIS

SEGA CD

Soundtrack available on Uno Mundo Records

Available at your local retailer or call 1.800.GAMETEK. Phone 24 hours a day, 7 days a week. Visa and Mastercard accepted.

Primal power. Ancient wisdom. GameTek unleashes tournament beasts of the martial arts in cinema-style, full-screen animation. Focus strength. Transcend weakness. Jam with the wild things. Get your paws on this cool new game. It's so cool, it's Brutal.

CYBERSOFT

OFFICIAL SEGA SEAL OF QUALITY

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™ GENESIS™ SEGA CD™ SYSTEM.

GAMETEK®

Coming Soon For Super NES

Rated by V.R.C.
MA-13
Parental Discretion Advised.
Mature Audiences

Brutal & Brutal Paws of Fury are trademarks of GameTek, Inc. ©1994 Cybersoft, Inc. Cybersoft is a subsidiary of I.J.E. Inc. ©1994 GameTek, Inc. GameTek is a registered trademark of IJE, Inc. All rights reserved 2999 N.E. 191st Street, Aventura, Florida 33180. SEGA GENESIS AND SEGA CD ARE TRADEMARKS OF SEGA ENTERPRISES, LTD. ALL RIGHTS RESERVED. THE VIDEO GAME RATING COUNCIL, ITS RATING SYSTEM, SYMBOLS AND INDICIA ARE TRADEMARKS OF SEGA OF AMERICA, INC. ©1993 SEGA. NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC. ©1991NINTENDO OF AMERICA

Super STAR WARS RETURN OF THE JEDI

The Trilogy is Complete

Lucas Arts and JVC team up to make the final adventure in the Star Wars saga and their first 16 Meg cart, Super Return of the Jedi. Following the in-depth story of the third Star Wars movie, this promises to be their best one yet.

Topping out the more dominant features are the two modes of gameplay, including side-scrolling action and Mode 7 levels. Another of the top features is the choice of five characters, including Wicket the Ewok, each with their own weapons and special abilities. To wrap all this up and make it into one stunning game they added in the music done by John Williams and digitized sound effects right from the movie!

So get ready for the final battle between the Rebel Alliance and the Dark Side as Super Return of Jedi rips onto Super Nintendo. And may the Force be with you...

Do you smell burnt Wookie?

This is a lot tougher than the trench run ever thought of being.

Don't get too close to energy rays or you'll get fried.

Join the dark side and take your place beside me, my son!

Who is that frog eating tub of lard?

Check out the Mode 7 scene from the gun turret of the Falcon.

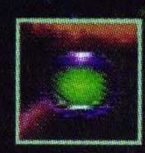
- *Cart Size: 16 Meg*
- *Style: 1-Player Action/Platform*
- *Special Features: Original Soundtrack From the Movie, Play as Han, Chewy, Leia, Luke and Wicket, and Two Modes of Gameplay*
- *Levels: 19*
- *Created by: LucasArts for JVC*
- *Available: November for Super Nintendo*

ITEMS

Health Sword

Coins

Bonus



Force Power-up (Luke only)

Health

Force Field

Speed Boost

Thermal Detonator

Check point

ANDY, THE GAME HOMBRÉ

Concept:	7.5
Graphics:	9
Sound:	8.5
Playability:	8
Entertainment:	8
OVERALL:	8.25

"Star Wars rules the universe, so any game that has George's name on it, I know I'm going to like it. However, this series from JVC and LucasArts has been exceptionally well done, and Jedi is the perfect finale. It packs all the usual Star Wars surprises, a couple of cool Mode 7 flying levels, some serious platform gaming, and little bits of the movie in-between every level. I'm glad to see the series come to an end on SNES, but I would like to see what Lucas could do on a 64-bit system."

RICK, THE VIDEO RANGER

Concept:	8
Graphics:	9.5
Sound:	9
Playability:	7
Entertainment:	8.5
OVERALL:	8.5

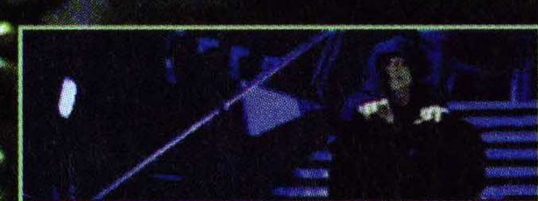
"I normally don't like sequels but my gaming life would have been incomplete without this final installment of the Star Wars trilogy. While similar to the two earlier games there are enough new elements to hold my interest. If you're a fan of the movie, then playing out the Jedi story alone is enough to make this game worthwhile. The graphics are even more 3D and vivid, plus the gameplay is more difficult. Only the best players who can use the Force will survive this one."

PAUL, THE PRO PLAYER

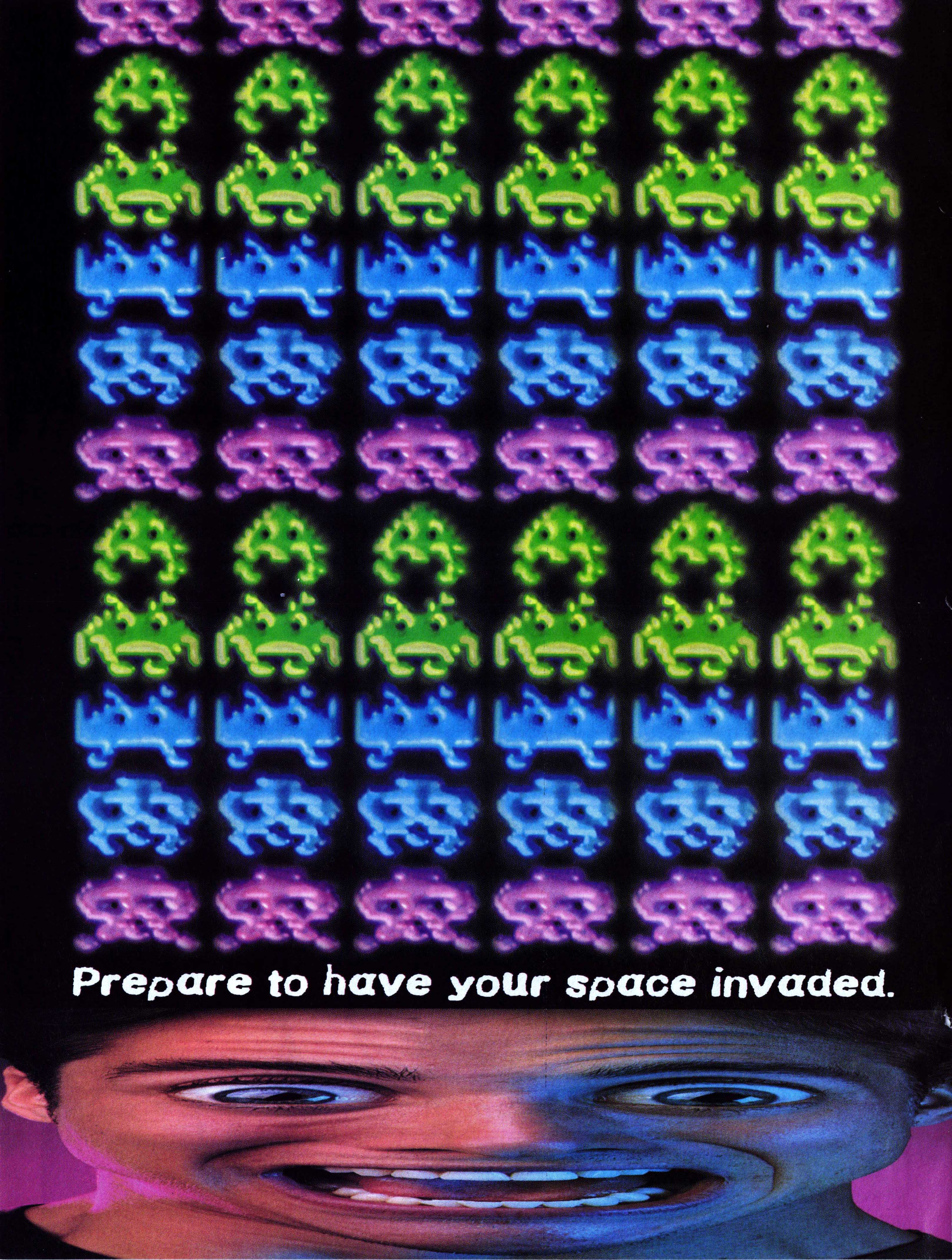
Concept:	6
Graphics:	9
Sound:	9
Playability:	9
Entertainment:	9
OVERALL:	8

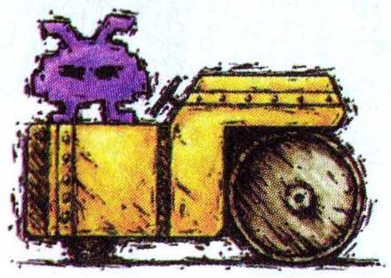
"The other two were excellent translations of film to vids, and SROJ is no exception. The artwork in the background almost looks like it's out of the movie. The Mode 7 stages are the best yet for the trilogy. Wicket and Leia, with all her costume changes, are the perfect additions to make it a little different than before. I've enjoyed the other two in the trilogy, and SROJ is even more enjoyable than those. If you dug either of the other games, you'll get basically the same stuff with some nice additions."

Do not stand in one place too long or you will die at the hands of the Emperor

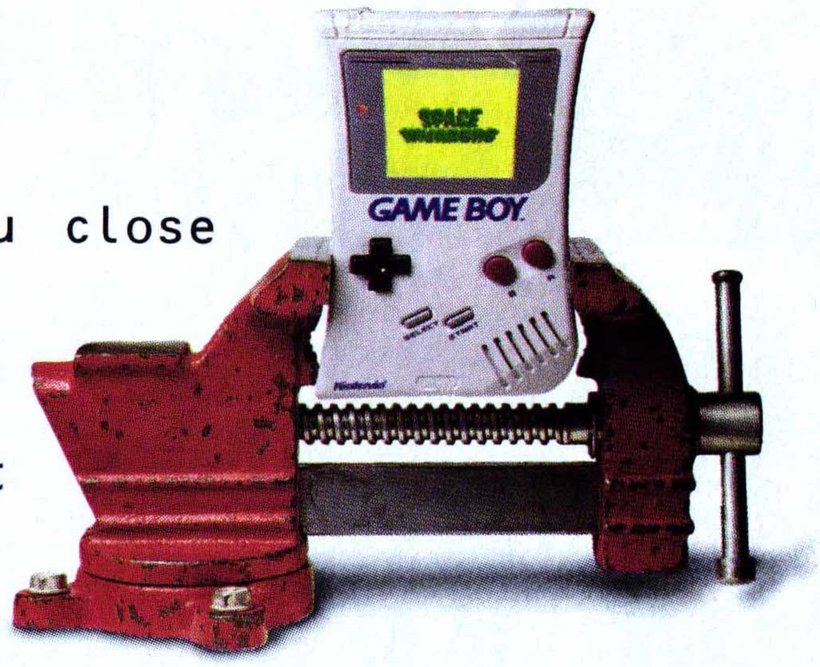


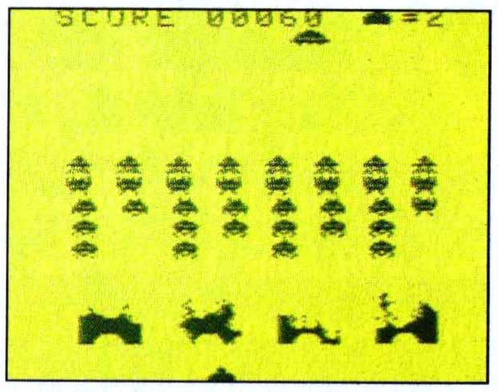
▶ THE BOTTOM LINE 8.25


Prepare to have your space invaded.

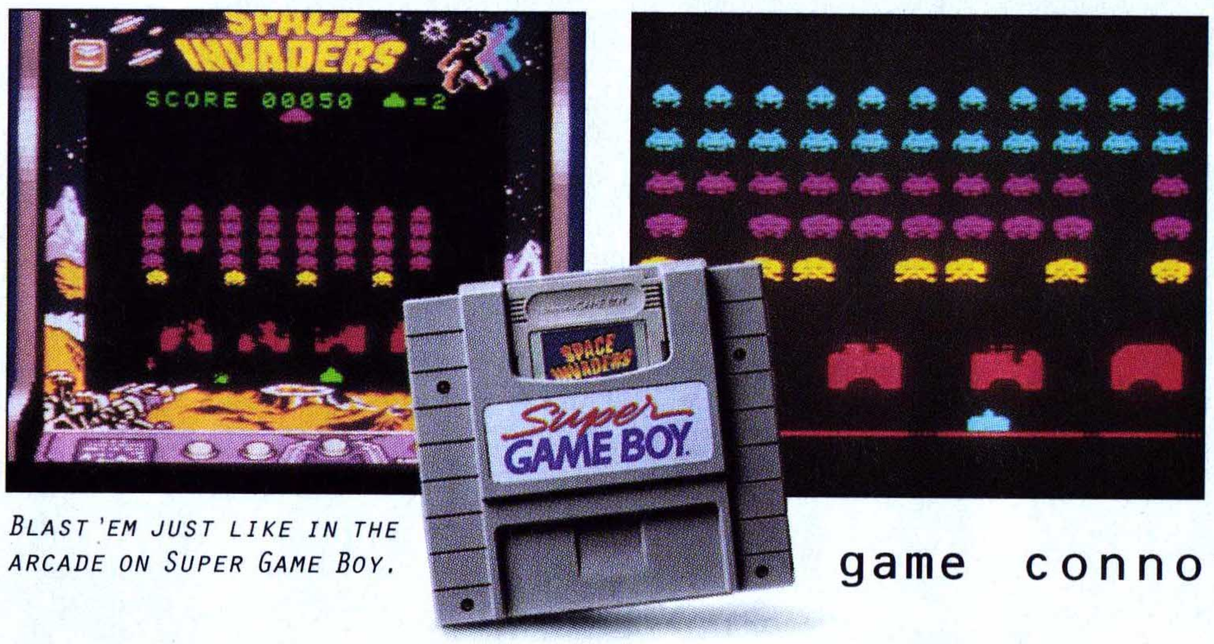


Ever get a homework headache? You close the book, pop in a video game— pressure's gone, right? Except you just popped in new **Space Invaders®** for Game Boy® and Super Game Boy®, and it's a mother-lovin' migraine. **There's no escape.** You move left, you move right, they just keep coming down. Their only goal is to parade across your skull until your **brains are popping** out your ears. They don't praise your skill. They don't admit defeat. Fry 'em all and they just get meaner and faster. Hey, there's a reason this game is legendary. Play on **Game Boy** and suffer alone. Or link up and see who heads for the baby aspirin first. Slam it in your **Super Game Boy** and play it in **color,** just like it played in the arcade. Hot-snot game connoisseur, are you? Try and beat the original. You'll be **clawing** at your temples, praying you were in calculus class. **Nintendo®**

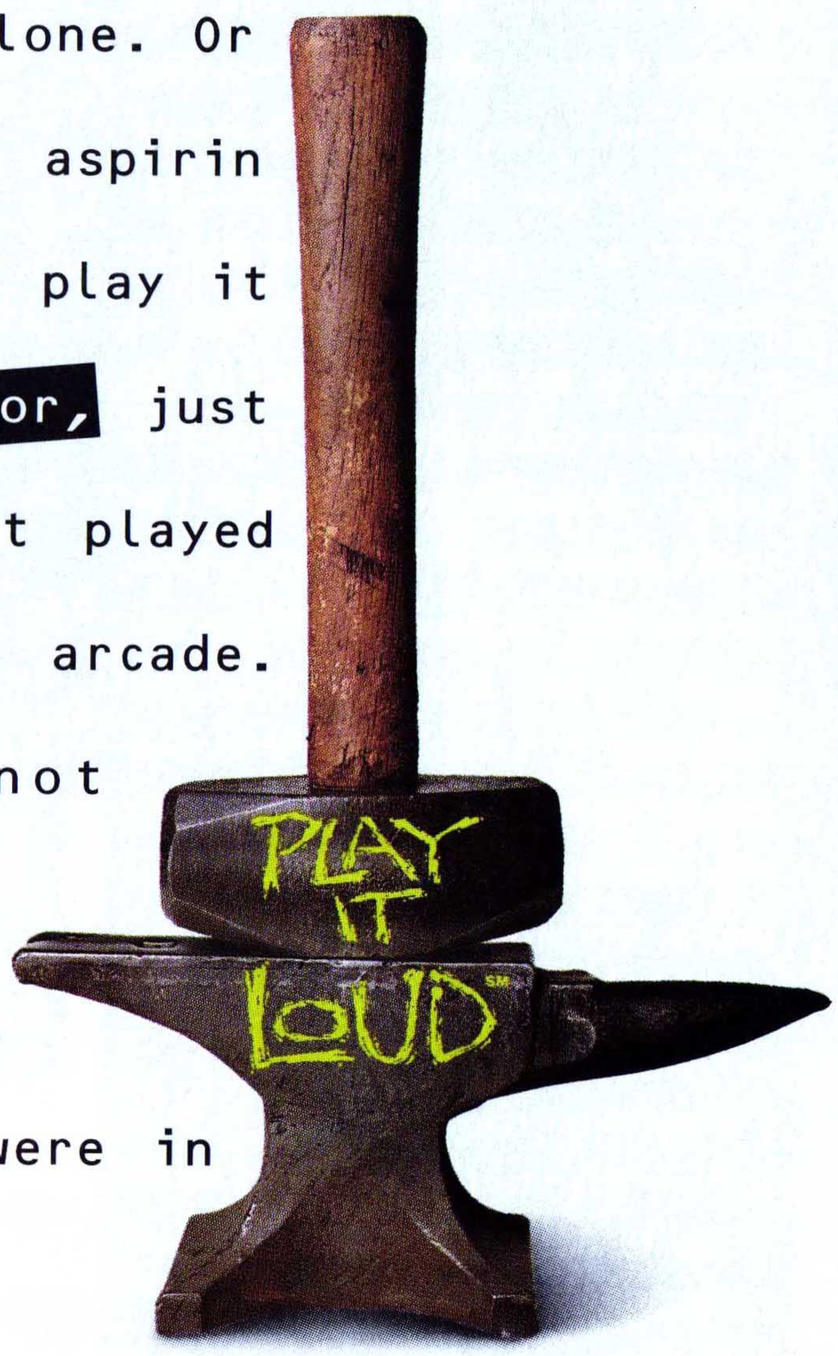




Take Space Invaders with you on Game Boy.



Blast 'em just like in the arcade on Super Game Boy.



©1994 Nintendo of America Inc. Game Boy and Super Game Boy are registered trademarks of Nintendo of America Inc. Space Invaders ® 1994 Taito, licensed to Nintendo.

- **Cart Size:** 16 Meg
- **Style:** 1-Player Action/Adventure
- **Special Features:** Mode 7, Interactive Backgrounds, Play as 5 Different Gargoyles, 2 Different Endings, and Many Hidden Items to Collect
- **Created by:** Capcom
- **Available:** Now for Super NES

▶ **THE BOTTOM LINE 8.5**

The Legend of Firebrand DEMON'S CREST

Years ago legends spoke of an ancient time when two lands coexisted: one ruled by Humans and the other by Demons. Each world lived in perfect harmony until six magical stones fell from the sky into the Demon's realm. These powerful stones were marked with the crests of Fire, Earth, Air, Water, Time, and Heaven.

Together these stones brought great power, so the demon's fought for the chance to possess the stones and rule the land. When the smoke cleared only one demon was left standing – the red demon Firebrand. However, his price for victory had been high. The Demon Dragon had critically wounded him. As Firebrand tried to recover, the evil demon Phalanx, who had been trailing Firebrand's every move, stole the six stones and gained control of the land. Firebrand vowed vengeance, but Phalanx would not be easily fooled.

Phalanx hid the six stones in the Demon realm, and now Firebrand must search the lands to find the stones and defeat Phalanx. During his quest to find the stones, Firebrand will discover spells, potions, coins, and talismans to assist him. Firebrand will also be able to morph into different demonic forms by using the magical stones which grant him the ability to fly, swim, and run through the demon realm.

Firebrand must use every power at his disposal if he wishes to defeat Phalanx and restore peace and harmony to the Demon realm.

The first boss you'll encounter will leave you Ground Gargoyle's crest.

Check it out, Iron Maiden!

Watch the crossbow!

Practice your head-butt here, and if you're any good you can make some cash too!

You must climb quickly to avoid the creeping slime ball.

Many of the entrances to different levels are hidden.

Aerial Gargoyle

Tidal Gargoyle

Legendary Gargoyle

Firebrand

Ground Gargoyle

Firebrand Crests

Use your item screen to change characters and equip spells, potions, and talisman.

Visit the shop to buy spells.

Get over here!

Fly from level to level.

You must use your flying powers to maneuver around the moving demons.

Nice doggy!

Andy, The Game Hombré

Concept:	8
Graphics:	8
Sound:	8
Playability:	7.75
Entertainment:	7.5
OVERALL:	8

"I had trouble forming an opinion on this game because the graphics are very solid and the gameplay is good, but none of it is very memorable. I would play and play but never really get terribly excited about where I was going or what I was doing. The changing character is an excellent idea, but I think it is pulled off poorly with a cumbersome pause and unpause, instead of the use of the right/left buttons. While it's not my favorite cart, I did enjoy the adventure, but I wish it would have been a little more difficult or longer."

Ross, The Rebel Gamer

Concept:	8.25
Graphics:	8.75
Sound:	9
Playability:	8
Entertainment:	8
OVERALL:	8.5

"Hey, Capcom has a new game out that follows the same style as Actraiser, and it doesn't stink. Truthfully, it's actually pretty good. This game is one that holds your attention and frustrates you at the same time. The Mode 7 screens give you the freedom you want in a game of this caliber and the sound is good enough to pull you right in. If you liked Actraiser, or if you liked Actraiser but you were not good enough to play it, Capcom has the remedy; Demon's Crest."

Rick, The Video Ranger

Concept:	8.5
Graphics:	9
Sound:	9.5
Playability:	8
Entertainment:	8.5
OVERALL:	8.75

"Demon's Crest is outstanding from it's long and entertaining intro until the final boss is beaten. This is an outstanding action adventure with a variety of play options and spells to use. The definition of each item on the screen is superb. The detail is down to the last twig on a tree. The sound effects are so realistic that they sometimes had me jumping out of my chair. There have been some great action adventures on the SNES this year like Super Metroid and Blackthorne. I'm adding Demon's Crest to the list."

Tully Bodine Captains the Fastest Hauling Rig in the Solar System Known to the Outlanders as

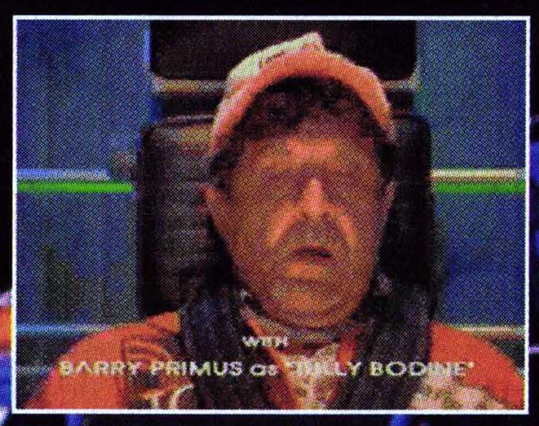
LOADSTAR

Get used to these scenes, the whole game is not much more than this.

- **Cart Size:** CD Rom
- **Style:** 1-Player Action/Platform
- **Special Features:** Full Motion Video and a Unique Storyline
- **Levels:** 3
- **Created by:** Rocket Science
- **Available:** Now for Sega CD

In the year 2103, the way of life in our solar system is one of pure bliss. There are colonies throughout the galaxy, and crime, hunger, and pollution are almost nonexistant. This is the year that Tully Bodine, a long time Outlander, decided to make his last run with the Loadstar. Both the Loadstar and Tully are well known as the best way to haul anything to anywhere. This is where the story of the newest Sega CD game from Rocket Science begins. Tully shows up in Mendaleev City, looking for one last big haul for a good price so that he can stop living the life of an Outlander. Unfortunately, the job he takes on is hauling stolen goods and he gets caught. The escape begins.....

Loadstar is a full motion video game similar to Sewer Shark, but it takes place on a moon. Along with a complex concept and a deep storyline, mini-movies add to the excitement of the game. If you're a Sega CD owner, and enjoy a great science-fiction story to go with a difficult game, Rocket Science provides you with a perfect game in Loadstar.

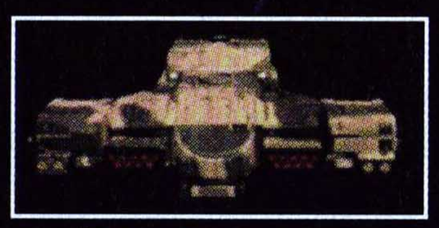


Tully Bodine is the pilot that you will be controlling.

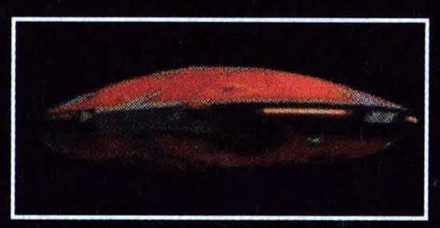
Mortimer is your on-board computer.

Yutani SSAP-L

The Toaster

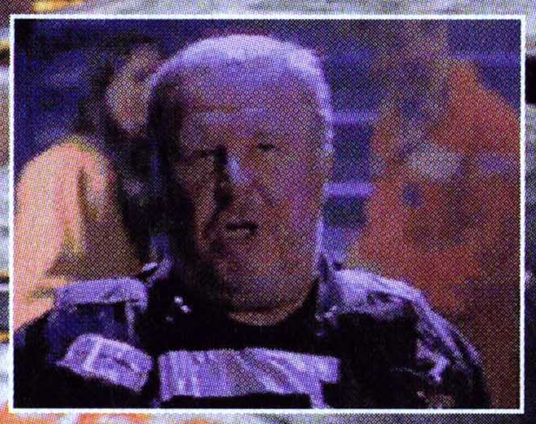


The Scorpion



The Axe

The Observatory is the first run and is on a 90° line. Try to keep heading toward 90°.



Francis Wompler is the sheriff around these parts.

Andy, The Game Hombré

Concept:	7
Graphics:	7.5
Sound:	7
Playability:	7
Entertainment:	7
OVERALL:	7

"This game is a perfect example of why I personally don't play much Sega CD other than the hits. This is one of the best full motion video games I have ever played, yet I don't have that much fun other than watching the videos (easily the best acting I've seen in a video game) and checking out the cool digitized graphics. FMV games are just plain boring. If you like 'em, this one may be exactly what you're looking for."

Rick, The Video Ranger

Concept:	6
Graphics:	7
Sound:	8
Playability:	6
Entertainment:	6.25
OVERALL:	6.5

"For those of you who haven't heard of Loadstar, it is basically another Sega CD game along the lines of Sewer Shark. The differences between the two are that Loadstar has a better Sci-Fi story behind it with a full motion video opening. This is not a totally busy game for the player, and finding your way through the levels should have been a little easier. Sega CD didn't need another one of these games, but Sega CD needs more games. If you get my drift."

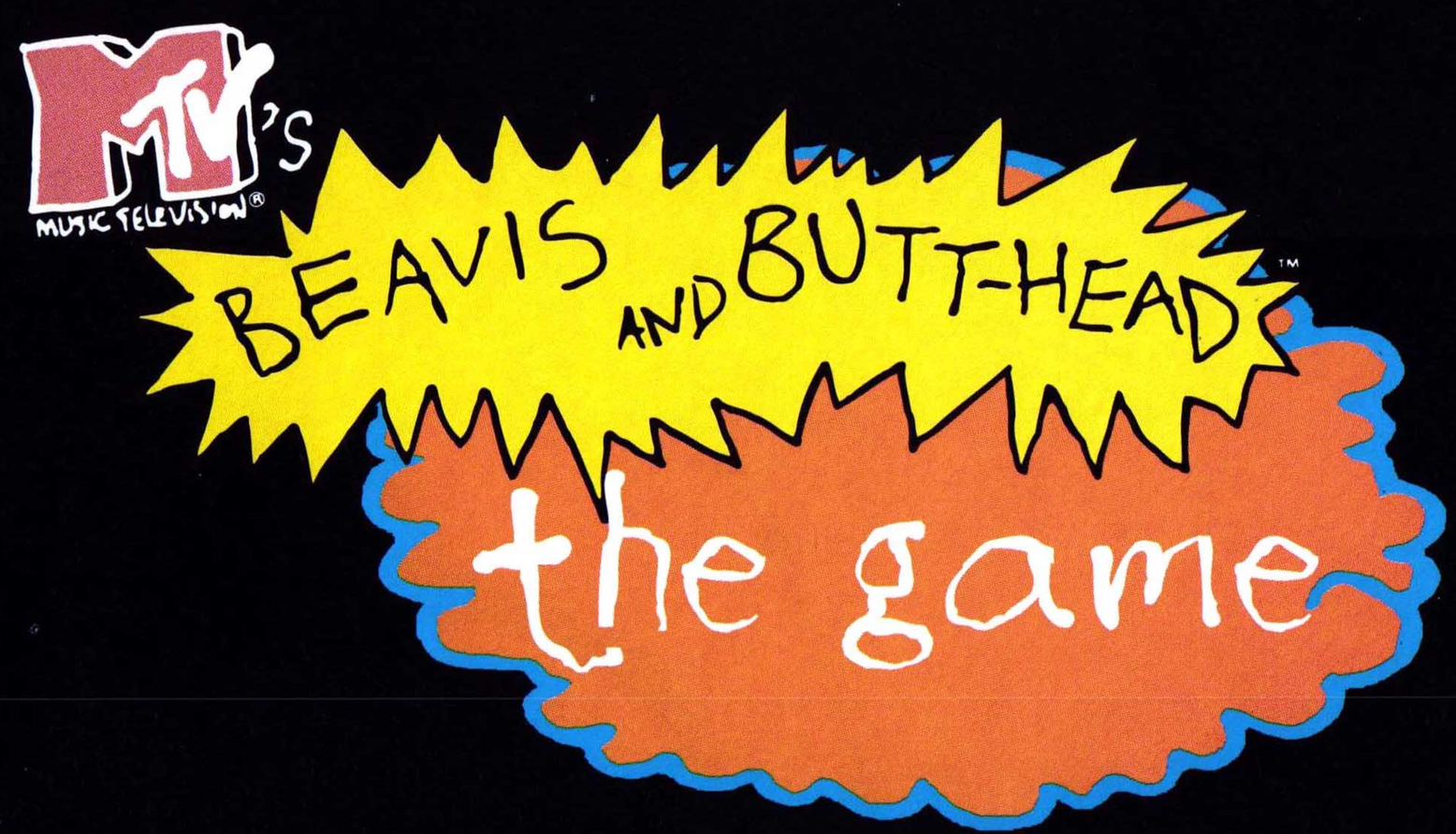
Paul, The Pro Player

Concept:	6
Graphics:	9
Sound:	9
Playability:	5
Entertainment:	5
OVERALL:	6.75

"It's hard not to compare this game to Sewer Shark & Microcosm. There are striking similarities. Well, O.K. Loadstar is almost identical. The good thing about Loadstar is that you have to locate areas and make stops. Loadstar is graphically superior to the previously mentioned games, and has "loads" of full screen motion video. The play controls are decent, but it just doesn't have the interaction I crave. If you like the other games I mentioned, Loadstar is better than both of them."

Death on the moons isn't pretty.

▶ The Bottom Line 6.75



SUPER NINTENDO ENTERTAINMENT SYSTEM

GENESIS™

GAME GEAR™

Hey Beavis. Anybody who plays this video game gets to act as stupid as you do.

Heh-heh. Hm...yeh...uh... Shut up, nimrod.

Introducing the game that actually lets you control the destinies of America's leading morons.

LICENSED BY: Nintendo

Official Nintendo Seal of Quality

VIACOM NEWMEDIA™

Official SEGA Seal of Quality

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™ Genesis™ and Sega™ Game Gear™ system.

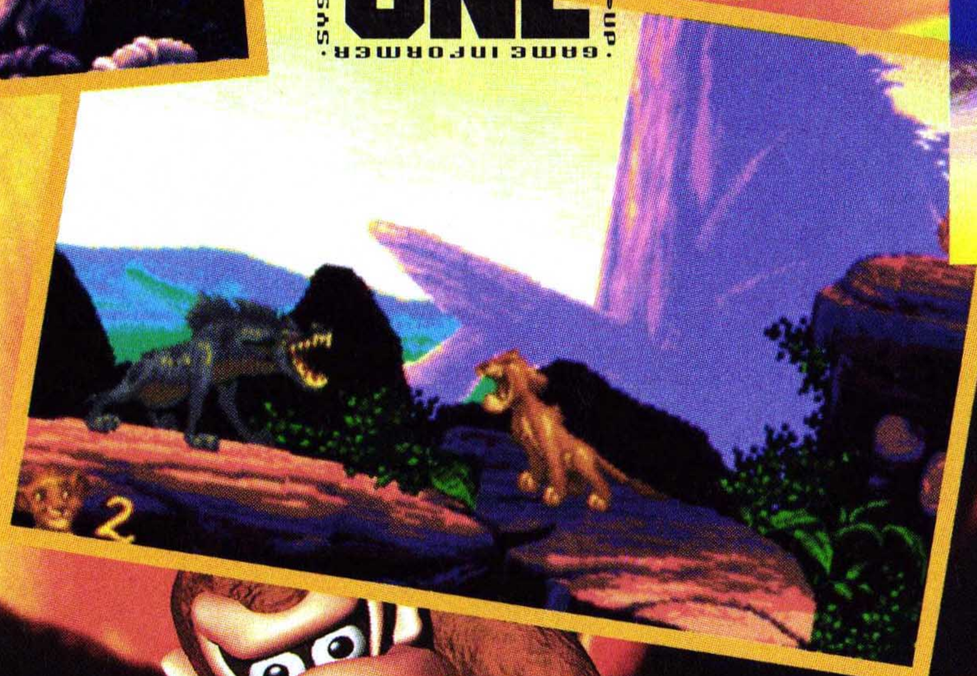
Rated by V.R.C.™ MA-13 Parental Discretion Advised. Mature Audiences

©1994 VIACOM INTERNATIONAL INC. ALL RIGHTS RESERVED. "MTV: MUSIC TELEVISION","BEAVIS AND BUTT-HEAD" AND ALL RELATED CHARACTERS ARE TRADEMARKS OF VIACOM INTERNATIONAL INC. NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC. ©1994 NINTENDO OF AMERICA INC. SEGA, GENESIS AND GAME GEAR ARE TRADEMARKS OF SEGA ENTERPRISES, LTD. ALL RIGHTS RESERVED. THE VIDEOGAME RATING COUNCIL, ITS RATING SYSTEM, SYMBOLS AND INDICIA ARE TRADEMARKS OF SEGA OF AMERICA, INC. ©1994 SEGA.

Travel deep into the African jungle with Disney and Virgin as their new game, that could possibly top *Aladdin,* hits the shelves. Journey into the Pridelands with little Simba where he is stripped of his royal birth-right and exiled. Then after maturing, return to Pride Rock and reclaim his right to be King of the Jungle from his evil uncle Scar. But, before he can reclaim the throne he must defeat Scar and his band of Hyenas.

Bold and deep detailed animations top the list of features for this game. The animation is so incredible simply because a team of 15 Walt Disney animators produced 2,000 hand-drawn animation cells just for this game. One other outstanding feature is that the soundtrack from the game is almost identical to the original movie. This is due to the fact that Hans Zimmer, the composer of the music for the movie, worked with Westwood Studios to help players get more into the feeling of little Simba. There are also four bonus rounds in the game where Simba's friends, Pumba and Timon, set out to collect as many bugs as they can.

Slash, jump, and roar your way through the deepest and most dangerous areas of the African jungle as you help Simba become King. The creatures of the jungle are depending on you to stop the evil Scar and rule with a gentle and kind heart.



GAME INFORMER · SYSTEM MATCH-UP ·

ONE ON ONE

- ***Cart Size:*** *24 Meg SNES, 24 Meg Genesis*
- ***Style:*** *1-Player Action Platform*
- ***Special Features:*** *2,000 Cells of Disney Animations Made Just For the Game and the Soundtrack From the Original Movie*
- ***Levels:*** *10 SNES, 10 Genesis*
- ***Created by:*** *Disney Software and Virgin Interactive*
- ***Available:*** *Now for Super Nintendo and Genesis*

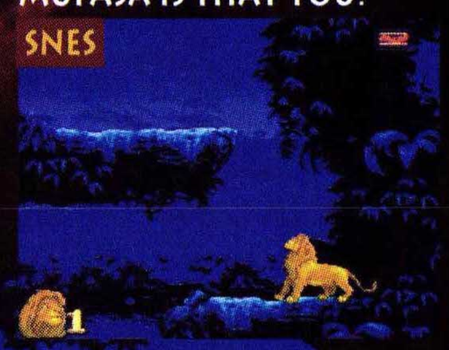
THE BOTTOM LINE

SG 8 SNES 8.25

THE LION KING

DISNEY'S HIT MOVIE COMES TO LIFE

WOW, LOOK OUT FOR THE LIGHTNING! SHOCKING!!

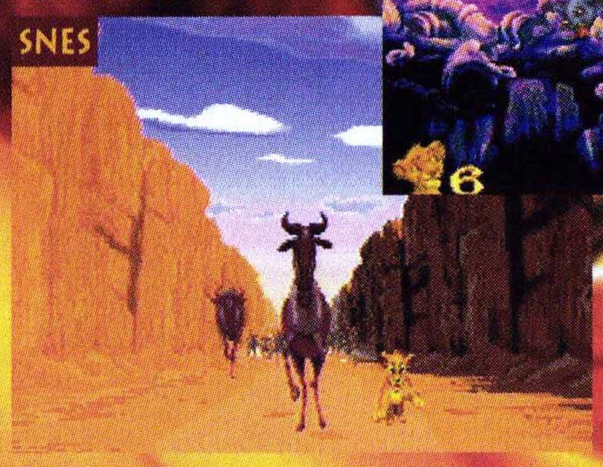


MUFASA IS THAT YOU?

TOUCH THIS ITEM AND YOU CAN CONTINUE FROM HERE IF YOU DIE.

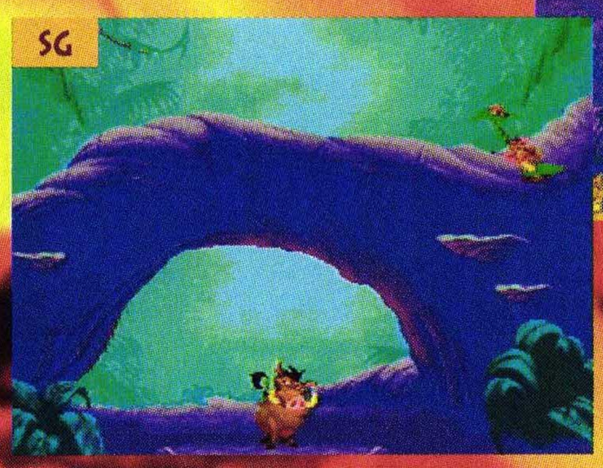
ENTER THE HYENA'S DENS TO WARP TO DIFFERENT PARTS OF THE LEVEL.

THE ONLY TIME YOU CAN HIT THE HYENAS IS WHEN THEY ARE TOO TIRED TO MOVE.



RUN, IT'S A STAMPEDE!!!

BE SURE TO PICK UP ALL THE BUGS YOU CAN FIND, MMMM YUM!



COLLECT AS MUCH AS YOU CAN IN THE BONUS ROUNDS.

HEY YOU GUYS, QUIT MONKEYING AROUND!

ROAR AT THE MONKIES AND THEY WILL TURN THE OTHER DIRECTION.

THIS LEVEL IS TOUGH, BUT IT GETS EASIER WITH THE 1-UP LOOP.

ANDY, THE GAME HOMBRE´

	SG	SNES
Concept:	8	8
Graphics:	8.5	8.75
Sound:	8	8
Playability:	8.25	8.25
Entertainment:	8.25	8.25
Overall:	8.25	8.25

"This game has a lot of interesting factors that make it fun to play. First, I really like the way your character 'grows-up' during the quest. It keeps things interesting and gives you something to work for. Second, the control of the character is excellent. I would have liked to have seen a little more variation in play, but other than that the game is very entertaining. Overall, it's your classic Disney game. If you liked the movie or Aladdin, you'll like this game."

RICK, THE VIDEO RANGER

	SG	SNES
Concept:	8	8
Graphics:	8.5	9
Sound:	8	8.5
Playability:	8	8
Entertainment:	8	8.5
Overall:	8	8.5

"The Lion King is just what it should be a very cute game that will appeal to kids and adults as well. The strength of this game lies in its excellent graphics and outstanding animation of our four legged hero Simba. Simba moves just like he does in the movie. The challenge level of Lion King is going to be a little bit tough for the younger gamers but remember the lesson Simba learned that when you fail get up and try again."

PAUL, THE PRO PLAYER

	SG	SNES
Concept:	8	8
Graphics:	8.75	9
Sound:	7	7
Playability:	9	9
Entertainment:	8	8
Overall:	8	8.25

"Due to the fact that Lion King is Disney's most successful film ever, the game should move off the shelves very quickly, and rightfully so. The Lion King cart is an animated masterpiece. If you think Aladdin is impressive, this cart is equal or superior to Aladdin. And both versions, unlike Aladdin, are almost identical. Both have excellent playability and are great platform games, even if you've never seen the film."

All Characters, Artwork © The Walt Disney Company.

SEGA

- **Cart Size:** 16 Meg
- **Style:** 1 or 2-Player Action/Strategy
- **Special Features:** 2-Player Simultaneous Action and Password Continues
- **Levels:** 6
- **Created by:** Viacom New Media
- **Available:** Now for Genesis

THE BOTTOM LINE 8.25

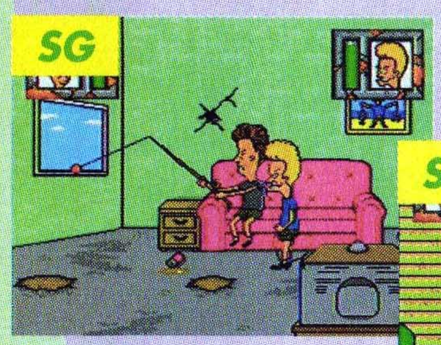
GAME INFORMER · SYSTEM MATCH-UP · ONE ON ONE · GAME INFORMER · SYSTEM MATCH-UP

SNES

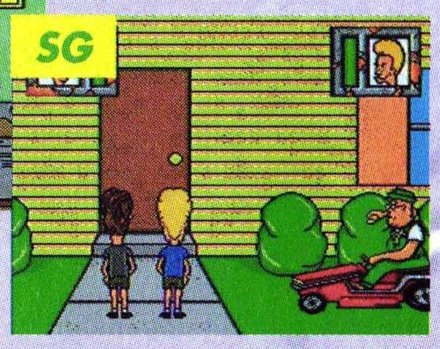
- **Cart Size:** 12 Meg
- **Style:** 1 or 2-Player Action/Adventure
- **Special Features:** 2-Player Simultaneous Action and Bonus Levels
- **Levels:** 5
- **Created by:** Viacom New Media
- **Available:** Now for Super Nintendo

THE BOTTOM LINE 6.75

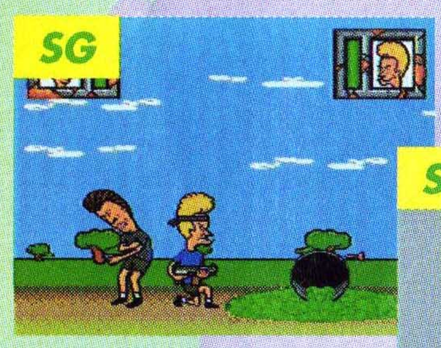
MTV's BEAVIS AND BUTT-HEAD the game



Hey, shut up! I got somethin'

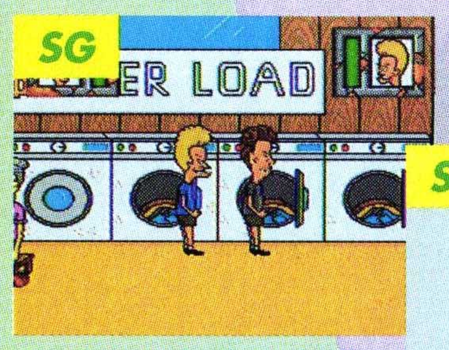


Watch out for Mr. Anderson's flying beer cans.

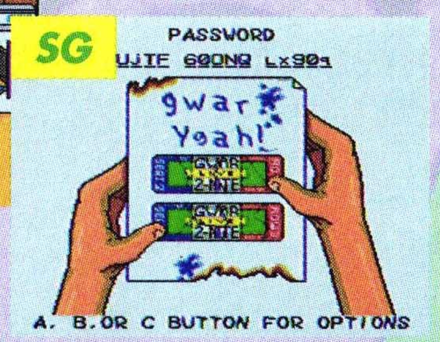


Either character can use the rapid fire Dart Gun.

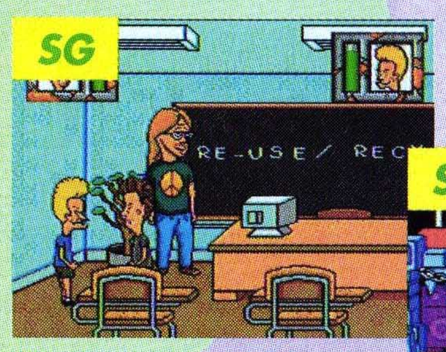
Change it!



Ah, Huh, Huh, Huh. That sign says load!



Check it out Beavis! We got the tickets.



Ah, Hey Beavis! This guy sucks!

Gwar, Gwar, Gwar, Gwar!

Huh, Huh, Huh, Our Game Is Cool! Yeah, Yeah, Yeah, Cool!

MTV's controversial cartoon stars are up to no good in the new Beavis & Butt-Head games for both your Genesis and your SNES. The troublesome twosome find themselves looking forward to seeing Gwar in concert. Both the Genesis and SNES versions make you move Beavis and Butt-Head through various areas in Highland (B & B-H's hometown). However, the Genesis version uses a strategy style platform where the two characters must find nine pieces of two chopped up concert tickets. The SNES version is more of a side-scrolling action game where the main plot is that Beavis and Butt-Head are trying to get into the concert free by doing some cool stuff.

Both games give you the ability to play as either character during the game, or play two-players simultaneously.

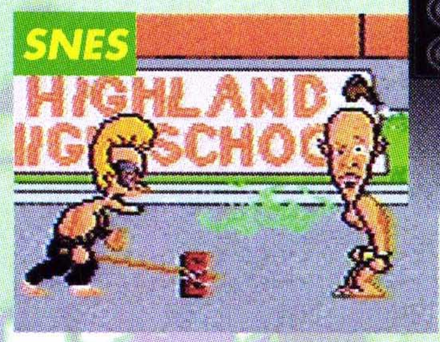
(Continued on page 46.)

Breakin' the Law, Breakin' the Law!

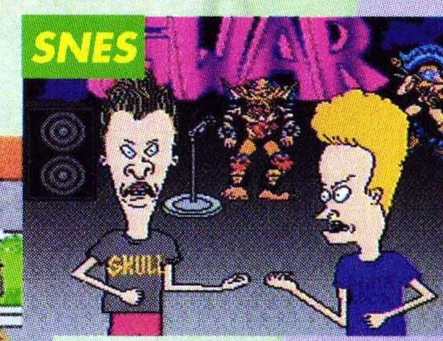
I said kick me in the Jimmy!!

Dig in the vending machines for some power-ups.

Gwar rules!



In the Arcade, you can collect quarters and play Butt Fighter.



This show sucks, change it.

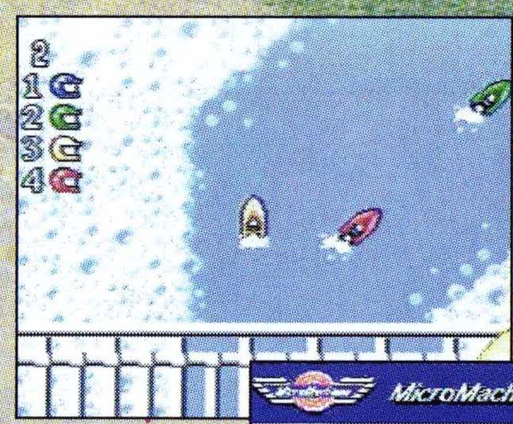
CAUTION: FORK IN THE ROAD.

You slip out of the banana peel curve at a blistering 190 mph...

Through the watermelon seed straight-away like a rocket, you clear the corn flake overpass, tear around the milk spill...and capture the checkered flag!

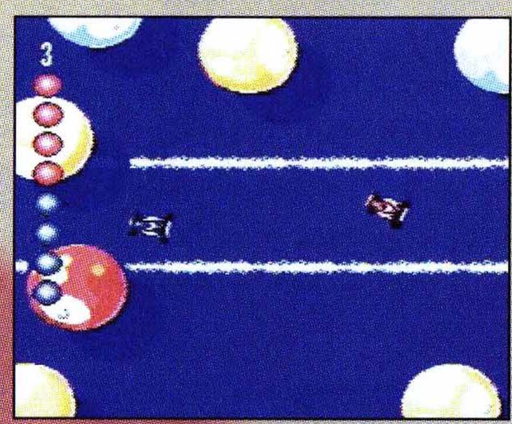
It's amazing what you can run into while racing a Formula 1 on the kitchen counter. Or cruising a speedboat in the bathtub. Or flying a chopper over the neighbor's rose garden.

***Micro Machines*™. Big fun... on a small scale.**



Command eight different *Micro Machines:* tanks, speedboats, 4x4s, even souped-up choppers!

Go solo or team up with a partner and compete against four other Micro-maniacs.



Race through the bathtub, over the rose garden, in the bedroom, even across your buddy's pool table.

Micro Machines™ Lewis Galoob Toys, Inc. Manufactured under license by Ocean of America. All Rights Reserved. Ocean is a registered trademark of Ocean Software Ltd. Nintendo, Super Nintendo Entertainment System, Game Boy and the Official Seals are registered trademarks of Nintendo of America Inc. ©1991 Nintendo of America Inc. All rights reserved.

ocean

Ocean of America, Inc.
1870 Little Orchard Street
San Jose, CA 95125

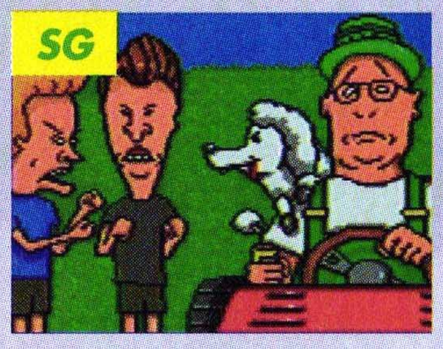
SEGA

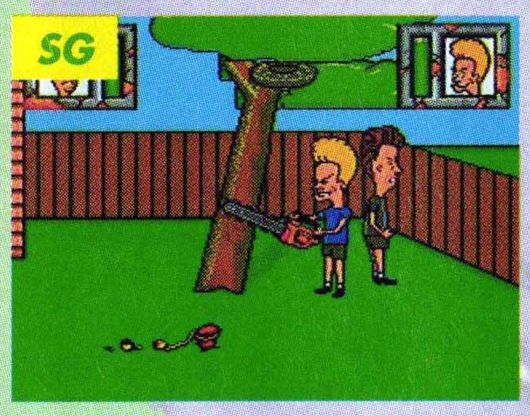
SNES

(Continued from page 44.)

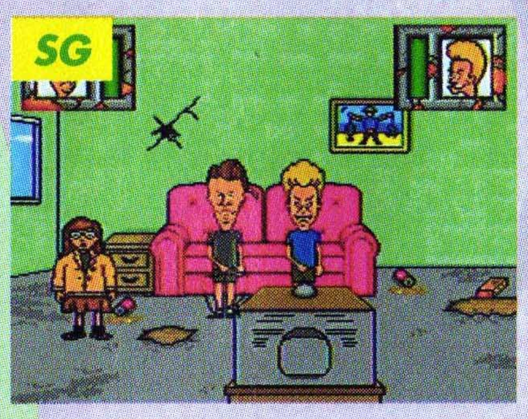
In the Genesis cart you will at some point have to play as both characters, while in the SNES you can play as either one throughout the entire game. Yes, you will be able to use the boxing glove bat in both games, but you are only able to slap each other senseless on the SNES. Both games have password continues, but they are more important on the Genesis simply because you get only one life.

Tear up the streets of Highland and battle it out with all the major characters from the cartoon show, such as Old Man Anderson, Todd, Principle McVicar, and everybody's favorite Coach Buzzcut. Right now, all that matters to these two mentally challenged kids is getting to the Gwar concert. We're there dude! ■





Mr. Tree you are charged with harboring wild animals. How do you plead?



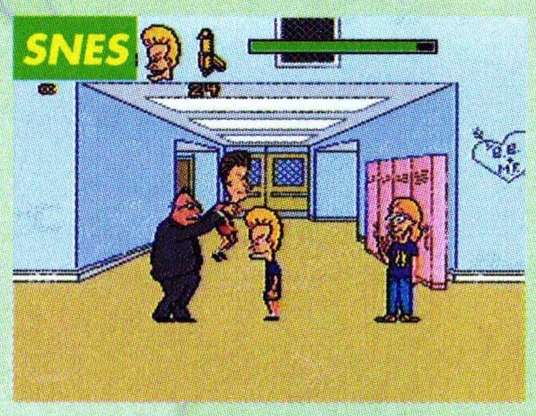
Diarrhea, Phlbbbt, Phlbbbt, Diarrhea!

Andy, The Game Hombre´

	SG	SNES
Concept:	9	5
Graphics:	8	8
Sound:	8	8
Playability:	9	6.75
Entertainment:	7.5	6
Overall:	8.25	6.75

"It was a valiant effort by Viacom to create two different versions of the same game. It's nice that the SNES and the Genesis aren't identical. However, the Genesis version is the only one that is any fun. The Genesis version seems to catch the very essence of the show, while the SNES is just another action/platform/shooter. The sound bytes are nice and the graphics are what you would expect for Beavis and Butthead. But if you're a Beavis and Butthead fan, I you only you own a Genesis. If you have only a SNES, I'd advise you just to skip it."

Ahhhhhhh! Get me off of this thing. Ahhhhhhh!

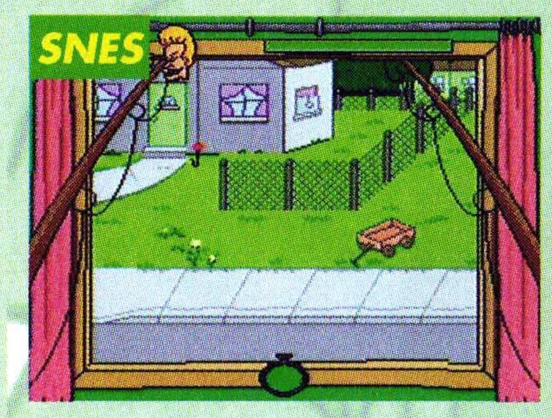


Don't let McVicar catch you without a pass.

Paul, The Pro Player

	SG	SNES
Concept:	8	6
Graphics:	8.5	7
Sound:	8	7
Playability:	8	8
Entertainment:	9	7
Overall:	8.25	7

"It's hard to compare these two versions because they're not very similar. I enjoyed the SG version more because there was a variety of puzzle solving rather than just aimless beating. Both versions do a great job of transforming the characters to vids, but the SG version has to get the edge because there is more interaction between the player and other characters from the show. If you just want to beat the pulp out of anything, pick the SNES. But for some interactive Beavis and Butthead, go Sega."

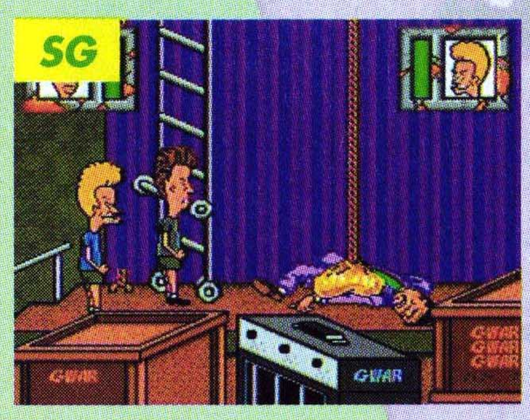


After each level, you will do some Couch Fishin' as a bonus round.

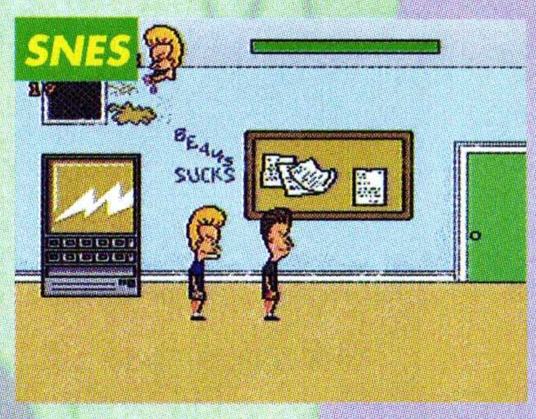
Ross, The Rebel Gamer

	SG	SNES
Concept:	8.25	7
Graphics:	8.5	6.5
Sound:	8	7.5
Playability:	8.75	7
Entertainment:	9	6.75
Overall:	8.5	6.75

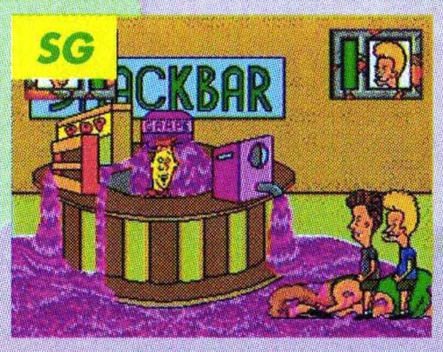
"Huh, Huh, Heh, Heh, Whoa!! These games are like cool and stuff. Yeah, but like the Genesis game was like way cooler. Huh, Huh, Like I agree Beavis, the SNES game's side to side scroller kinda blew chunks! I tend to agree with both Beavis and Butthead. I liked the Genesis game much more than the SNES. For one, the Genesis game is more like a strategy than an action platform. I also think that the larger characters and better graphic detail on the Genesis gave B & BH a lot more realism. Like rent the SNES, but buy the Genesis."



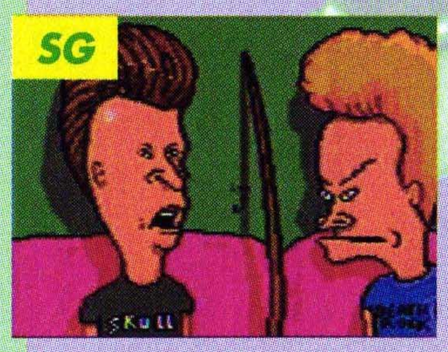
Use the scissors to cut the rope and drop the weight on the thug backstage.



Look Beavis, someone said you suck! Shut-up Butt-Head or I'll kick your *@%!



Use a bomb to spill grape soda on the floor in the snackbar, then take a picture of the fat lady in the bouncing car. Get her to follow you into the snackbar for a big fall and a piece of the ticket.



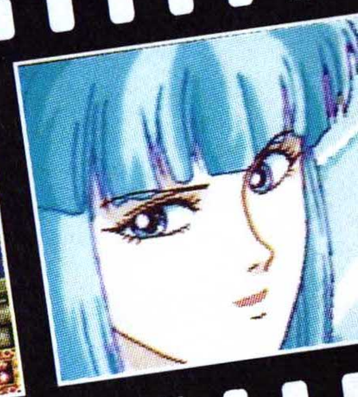
Smack Stewart and get some more power-ups.

MAGICAL POPFUL MAIL™ FANTASY ADVENTURE

Three Characters.
Two Outlaws.
One Serious Mess.

Action/Role-Playing!
CD Animation!

Over 2 hours of dialogue!
The ultimate SEGA CD™!



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.

Our games go to 11!™

SEGA AND SEGA CD ARE TRADEMARKS OF SEGA ENTERPRISES, LTD. ALL RIGHTS RESERVED. Original Game (C) 1991 FALCOM, Reprogrammed Game (C) 1994 SEGA, English translation (C) 1994 Working Designs. "Popful Mail" is a trademark of Falcom. Twice the fun and half the fat of the leading brand! Licensed from Sega Enterprises, Ltd. by Working Designs, 18135 Clear Creek Road, Redding, CA 96001. For a dealer near you, call (916) 243-3417 ext. 190.

WIN! the Ultimate Super NES Starter Kit

in Nintendo® (and *Game Informer's*)

"Find the Big Ape" Sweepstakes!

To enter all you have to do is find the hidden picture of Donkey Kong somewhere in this issue (other than this page of course!) of *Game Informer*. Once you've found the big ape, write the page on the coupon below and send it to the address below. If you don't want to mutilate your magazine just write your name, address, phone number, and the answer on a 3 x 5 card and mail it to:

Game Informer Magazine
Attn: Find the Big Ape Sweepstakes
10120 West 76th Street
Eden Prairie, MN 55344

The winners will be choosen in a random drawing of all correct answers. Nintendo and Game Informer are not responsible for illegible or mutilated entries. One entry per person please.

Grand Prize (1)

- 1 Super Nintendo Entertainment System® Control Set
- 1 Donkey Kong Country®
- 1 Super Punch-Out!!®
- 1 Illusion of Gaia™*
- 1 Year Subscription to *Game Informer*
- 1 Game Informer Secret Access T-Shirt

First Prize (4)

- 1 Super Nintendo Entertainment System® Control Set
- 1 Donkey Kong Country
- 1 Game Informer Secret Access T-Shirt

Second Prize (10)

- 1 Donkey Kong Country
- 1 Game Informer Secret Access T-Shirt

Entry Form

Name: _____

Address: _____

City/State/Zip: _____

Phone: _____

Where's the Big Ape? Page: _____

1. There is no purchase necessary to win. Only one entry per person. Winner does not need to be present to win. All entries that are duplicated will be voided. Nintendo, *Game Informer* and Funco, Inc. assume no responsibility for late, misdirected, incomplete, or illegible entries. **2.** By entering this contest each contestant agrees to abide by the rules and regulations printed on the card and applicable to the state in which they win. **3.** Offer is void where prohibited by law and subject to all federal, state, and local laws. Taxes on prizes are the responsibility of the prize winners. No substitutions. No cash alternative. The prize selection decision of the judges is final. **4.** All entries must be postmarked no later than February 31, 1995. Winners will be determined in a random drawing by April 1, 1995. **5.** ***Grand Prize*** (1 prize with a retail value of $400): a Super Nintendo Entertainment System Control Set, a Donkey Kong Country SNES game cartridge, a Super Punch-Out!! SNES game cartridge, a Illusion of Gaia SNES game cartridge, an official Game Informer Secret Access t-shirt, and a one-year subscription to Game Informer Magazine. ***First Prize*** (4 prizes with a retail value of $200.00 each): a Super Nintendo Entertainment System Control Set, a Donkey Kong Country SNES Game Cartridge, an official Game Informer Secret Access t-shirt, and a one-year subscription to Game Informer. ***Second Prize*** (10 prizes with a retail value of $85.00 each): a Donkey Kong Country SNES game cartridge, an official *Game Informer* Secret Access T-shirt, and a one-year subscription to *Game Informer*. **6.** Alternative prizes may not be substituted, transferred, or exchanged. **7.** Odds of winning are based on the number of entries received. Winners will be notified by phone and/or mail. The grand prize winner's name and photo may appear in a future issue of *Game Informer* magazine. Winner's entry and acceptance of prize constitutes permission to use their names, photographs, and likeness for purposes of advertising and promotion on behalf of Nintendo, *Game Informer*, and/or Funco, Inc. without further compensation. **8.** This promotion is operated by Nintendo, *Game Informer* and Funco, Inc., which are solely responsible for its conduct, completion and awarding of prizes. All decisions of Nintendo, *Game Informer*, and Funco, Inc. on all matters relating to this promotion are final. Nintendo, *Game Informer* and Funco, Inc., and participating sponsors assume no liabilities resulting from the use of this prize. **9.** Employees of Nintendo, *Game Informer* and Funco, Inc., and all participating vendors, their subsidiaries, affiliates, advertising agencies, and their immediate families are not eligible.

© 1994 Nintendo of America Inc., Donkey Kong Country, and Super Punch-Out!! are trademarks of Nintendo of America Inc.

*1993, 1994 Enix/Quintet. Licensed exclusively to Nintendo

How your Mom can save $190 on a game that costs $85.

You may not realize it, but you probably spend more on batteries than you spent on your video game.

So it pays to switch to Rayovac Renewal – the only alkaline batteries created to be reusable, 25 times or more.

Sound like yesterday's rechargeables? Forget it. Renewal batteries are totally different. They're alkalines, so you get more power – more play time – from each charge. And the Renewal Power Station™ makes charging hassle-free.

With the money Mom saves on batteries,* maybe she'll spring for a new cartridge or two. ***Smart Move***

RAYOVAC® RENEWAL®
REUSABLE ALKALINE™

©1994 Rayovac Corporation

Call 1 800-237-7000 for more information.

*Savings depend on your device and how you use it. Frequent charging maximizes savings.

MAIL-IN REBATE | EXPIRES FEB 15, 1995

Save $10 to start RAYOVAC® RENEWAL® REUSABLE ALKALINE™

Get $10 back by mail on your purchase of any Renewal Power Station and 3 packages of any Renewal batteries.

To receive your rebate, enclose dated cash register receipt with purchase price circled, and proof of purchase (1 Power Station and 3 battery card UPC symbols and numbers).

Mail to:
Renewal Rebate Offer
Dept. GI-02
P.O. Box 7237
Osseo, MN 55569-7237

Name _____

Address _____

City _____ **State** _____ **Zip** _____

Only this official form and original UPC and original cash register receipt accepted, no facsimiles. Offer good only in U.S.A., void where prohibited, taxed or restricted by law. Mail-in offer only, not for store redemption. Offer is limited to one response per family, group, organization or mailing address. P.O. boxes without street addresses will not qualify as mailing addresses. Multiple submissions will not be acknowledged. **Request must be postmarked by Feb 15, 1995. Limit: 1 rebate per mailing address.**

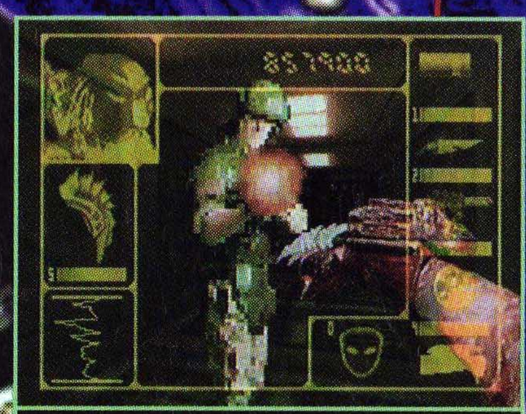
ALIENS vs. PREDATOR

You awake from your cryosentence even angrier at your commanding officer than before, but otherwise unchanged in attitude. More than ever before, you have a strong desire to kick some serious butt. You suddenly realize you may not have long to wait, for as you step out of your cell, you find one of your crewmates viciously slaughtered. His insides have been torn out and strewn about his body; his face is unrecognizable. Visualizing the kind of creature that might have been able to do this to a well trained and well armed Colonial Marine, you snatch his shotgun to defend yourself and head to a computer terminal in order to shed some light on this horrific turn of events.

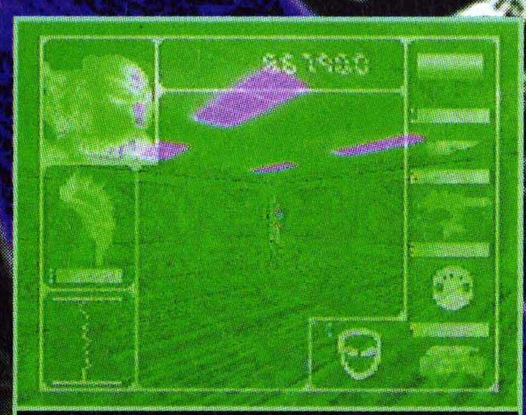
This is the opening scenario of one of three adventures to be included in the long awaited new Jaguar Cart - Alien vs. Predator. Based somewhat on the series by Dark Horse Comics, this cartridge combines three games in one, each with engrossing and believable plot lines.

The marine begins on the 3rd level of a 5 level marine base, with a Predator ship docked on level 1, and an Alien ship on level 5. You must find all 10 security cards in order to set the self-destruct, then run to the escape pod in order to get away safely. As the Predator, you must fight your way to the Alien ship on a one-creature safari to claim the skull of the Alien queen. Finally, join in the hive mentality as an Alien worker on a desperate quest to save the queen and ensure the survival of the Alien race.

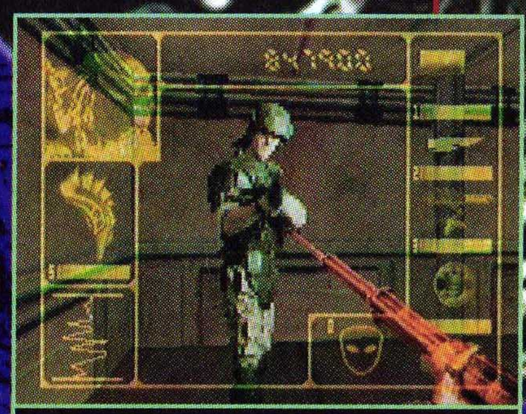
Whichever role you choose to play, it's a solitary struggle against an onslaught of the other two races, and you must utilize the specific talents of each race in order to survive. Finally here, this intense and time consuming cart will at last give Jaguar owners a reason to keep their system under the TV, not in the closet. Let's keep it up Atari. ■



The Predator starts with only a claw.



Sneak up on enemies with your cloaking device... Uncloak to kill with honor.



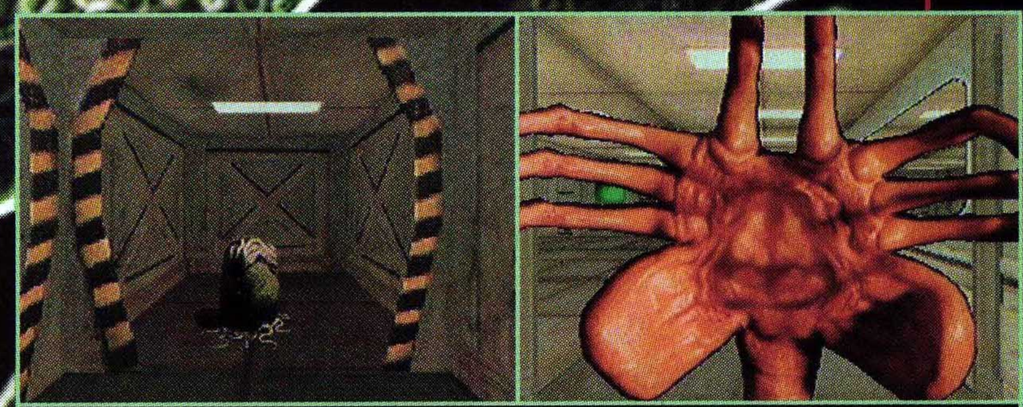
Score 150,000 points and they give you a stick.

Choose your favorite color of Inviso-vision.

THE BOTTOM LINE 9

- **Cart Size:** 24 Meg
- **Style:** 1-Player First Person Perspective Action/Adventure
- **Special Features:** 3 Scenarios, Multiple Weapons, Heads Up Display (HUD) Automapping
- **Levels:** 5 Level Marine Base + Air Ducts + Alien and Predator Ships
- **Created by:** Atari
- **Available:** Now

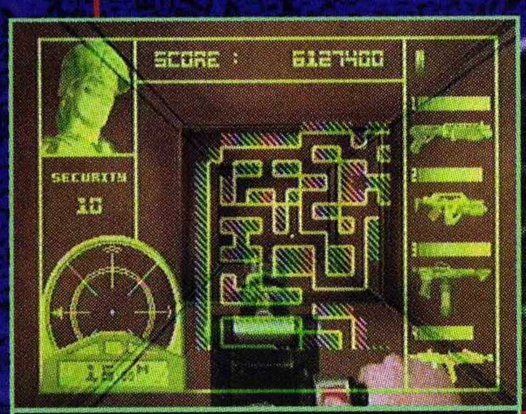
Shotgun Pulse Rifle Flame Thrower Smart Gun


What the heck is that thing...Game over man!

These items are essential to survival.

Aliens have infested the Med Lab.

We got boo-koo in the perimeter.



The HUD map can be a great help, especially in the air ducts.

If it bleeds...you can kill it.

There's strength in numbers, so cocoon Marines with a claw-tail-claw combo.

The alien has no distance weapons, so you have to get close.

Aliens rule the air ducts. Use them as a safe haven.

Andy, The Game Hombré

Concept:	9
Graphics:	9.5
Sound:	8.75
Playability:	9
Entertainment:	9.5
OVERALL:	9.25

"At first glance AVP looks slow and seems to lack variation in the backgrounds, but don't let that fool you. This game shines like you wouldn't believe. Unlike Doom or Wolf 3D, you don't spend any time looking at the walls for hidden passages. Your time is better spent trying to stay alive. This complex, very difficult, and highly addictive game will have you sitting on the edge of your seat searching for the next item, praying that the Aliens won't get you first. And if one game isn't enough, this one has three and all of them are cool."

Ross, The Rebel Gamer

Concept:	9
Graphics:	8.75
Sound:	8
Playability:	8.5
Entertainment:	9
OVERALL:	8.75

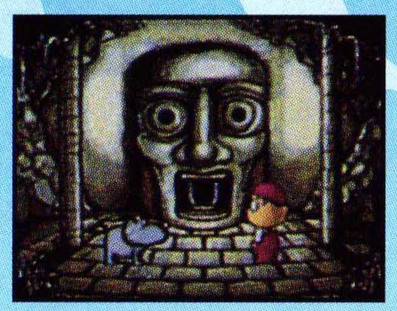
"AVP was one of those titles that I was looking forward to seeing, and wasn't disappointed when I turned it on. This game is one of the largest games I have seen. I really like the ability to choose from three characters, and the different capabilities of each. Both the sound and the playability were done nicely, but AVP scores much higher in the Entertainment and Concept value. The graphics could be better on the close up items."

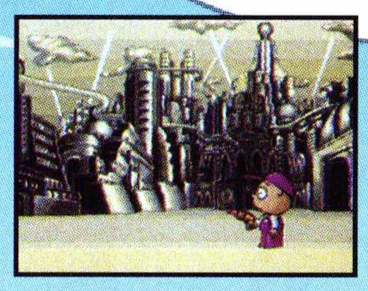
Paul, The Pro Player

Concept:	9
Graphics:	9
Sound:	9.5
Playability:	8
Entertainment:	9.5
OVERALL:	9

"AVP is well worth the wait, even though it was a long wait. The texture mapped walls and immense level structure almost conquer Doom. The constant drone of the ship and the churn of the elevator gears, as well as the other sound FX, are excellent. AVP is, by far, the best Jag title to date. I know that isn't saying too much, but AVP will put some more Jags on the street. It also may be the start of something good for Atari."

The most **fun** you've had with your **CD** since you learned those suckers could **fly.**

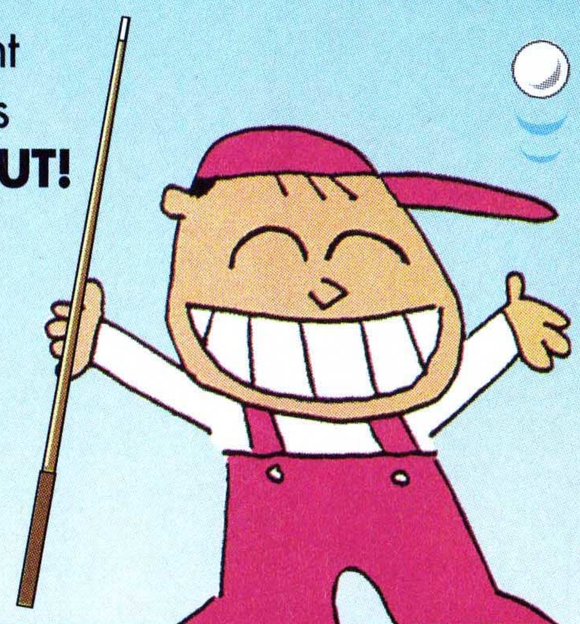


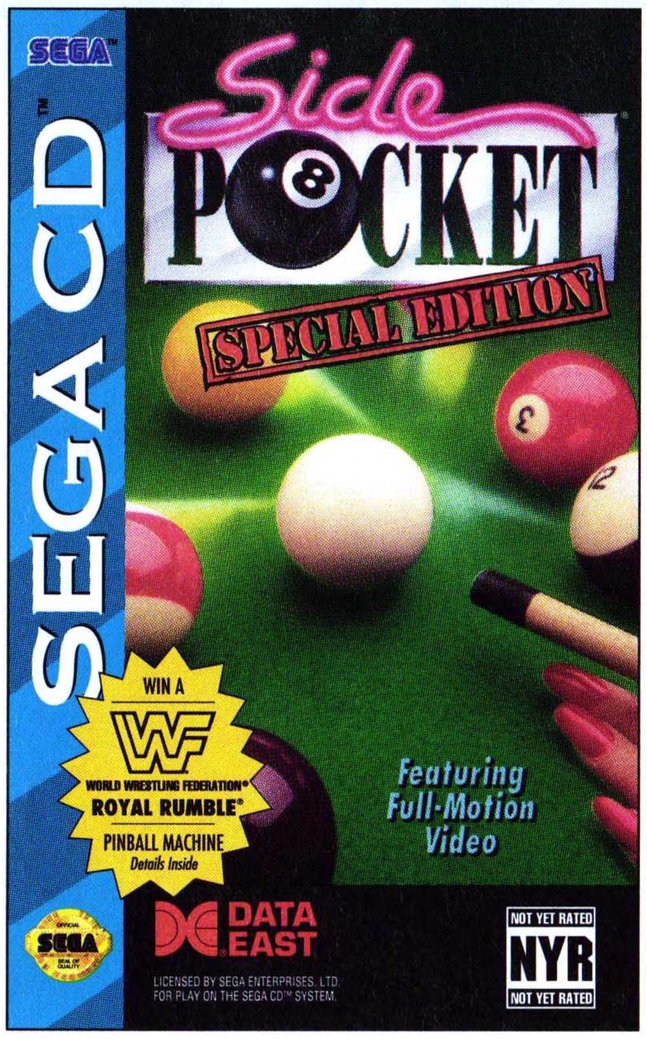


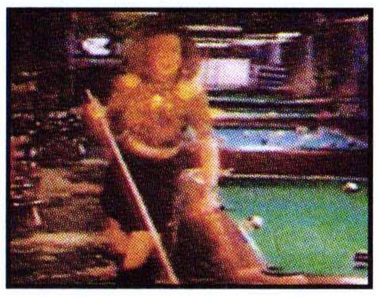
WARNING: These cartoons may cause serious laughter in adults!

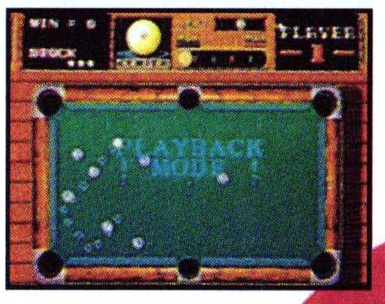
Reality has been turned upside down and only the right combination of switches and buttons will replace chaos with order. Choose the wrong switch and **WATCH OUT!** A unique, original, and hilarious adult puzzle game.

- Famous places, exotic places and dangerous spaces!
- Over 1,000 different scenes!
- State-of-the-art one-player action puzzle.
- Intended for mature audiences only.





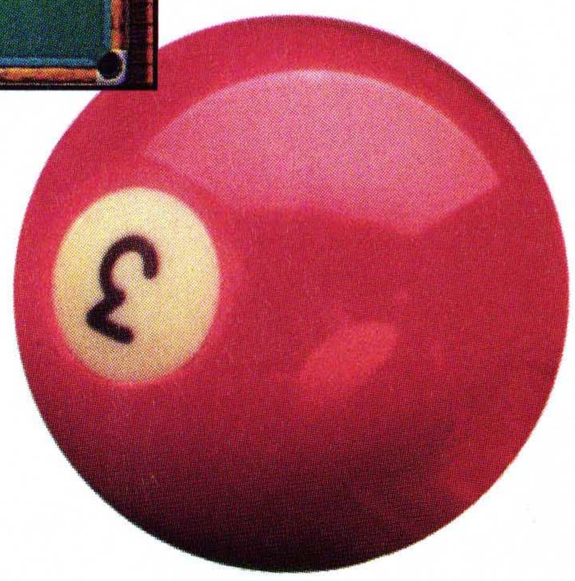




Rack up some intense pool action!

Shoot your way through straight pool, player vs. CPU action, or new trick shots. Check out the full-motion video story mode or chill to new blues, jazz and rock tunes.

- Competition Mode with teams and prizes.
- Instant shot replay on command.
- Timed play option (10 seconds between shots).
- Winning Table keeps track of the hottest sharks.



OFFICIAL SEGA SEAL OF QUALITY

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.

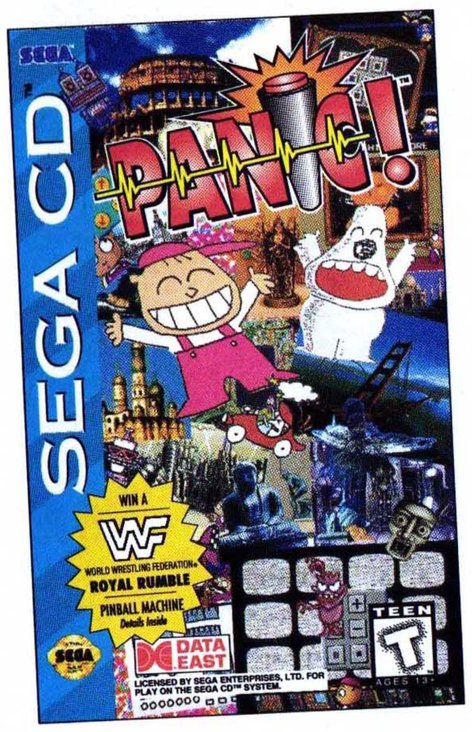
SEGA CD™

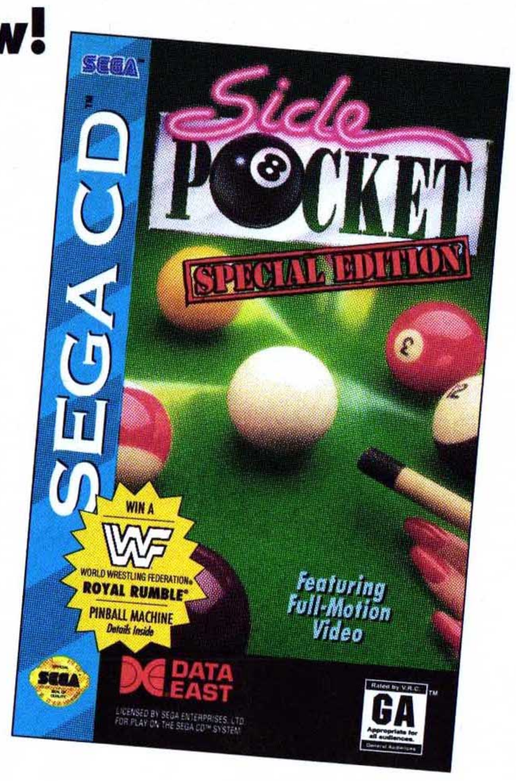
Side Pocket TM & © 1994 Data East USA, Inc. Sega, Sega CD and Panic are trademarks of Sega Enterprises, Ltd.
Data East USA, Inc. 1850 Little Orchard Street, San Jose, CA 95125
World Wrestling Federation and its logo are registered trademarks of TitanSports, Inc. All Rights Reserved.

DATA EAST

Call the **Data East Tipline** for hints and tips on all **Data East** games!
1-900-454-5HELP
.95 first minute /.75 each additional minute

Available Now!





Look for contest stickers on CD packages and contest information inside!

In Your Face DATA EAST CD Contest

We're hyped about our first 2 SEGA CD Games so we're giving away stuff, like OVER 200 prizes!

Grand Prize

WWF PinBall

WORLD WRESTLING FEDERATION®

in Your Face

Win this Slammin' WWF Royal Rumble® Pinball Machine!

and

Your Face *in the AD*

The Grand Prize winner will also get their photo in our full-page ad this Spring!

2 First Prizes:

SEGA™ GENESIS™ 32X

6 Second Prizes: Any 2 DATA EAST Game Titles Available

200 Third Prizes: Sports Bottle

Rules & Stuff:

OFFICIAL CONTEST RULES. No purchase necessary to enter or claim a prize. Not sponsored by Sega.
HOW TO ENTER: Fill out the entry form or a plain 3 1/2" x 5" card with your name, address and telephone number (please print) and mail it to DATA EAST USA, INC., 1850 Little Orchard Street, San Jose, CA 95125. Not responsible for printing errors, or for mutilated, late, lost, postage due or misdirected mail. Only one entry per person. Entries must be received and postmarked no later than March 31, 1995.
HOW TO WIN: On or about April 14, 1995, winners will be randomly drawn from all eligible entries. All prizes will be awarded. Odds of winning depend upon the number of entries received. Only one prize per person, family, organization, or household.
NOTIFICATION: Grand prize winner will be announced in EGM and SEGA Visions! All winners will be notified by mail by April 30, 1995. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of Data East without other compensation.
PRIZES: (1) Grand Prize: WWF Royal Rumble® arcade style pinball game. Estimated value of the Grand Prize is $4,500.00. (2) First Prizes: Sega 32X System. (6) Second Prizes: Your choice of 2 Data East titles available. (200) Third Prizes: Sports water bottle.
GENERAL CONDITIONS: Winners accepting prizes agree that all prizes are awarded on the condition that DATA EAST and their agents, representatives and employees will have no liability whatsoever for any injuries, losses, or damages of any kind resulting from acceptance, possession or use of the prizes. Winners further acknowledge that said parties have neither made nor are in any manner responsible or liable for any warranty, representation, or guarantee expressed or implied, in fact or in law, relative to any prize, including but not limited to, its quality, mechanical condition or fitness. All taxes are the sole responsibility of the winners. Prizes are not transferable.
ELIGIBILITY: Sweepstakes open to all persons who are residents of the United States. Employees and their immediate family members of DATA EAST, its divisions, subsidiaries, affiliates, advertising and promotion agencies and any other persons or agencies involved with this promotion are not eligible. Void in Puerto Rico and where prohibited by law and subject to applicable federal, state and local taxes and regulations.
WINNERS LIST: For the names of the winners, available April 30, 1995, send a request envelope to "Pinball Sweepstakes" c/o Data East USA, Inc., 1850 Little Orchard Street, San Jose, CA 95125.
Side Pocket TM & © 1994 Data East USA, Inc. Panic, Sega, Sega CD and Sega 32X are trademarks of Sega Enterprises Ltd. All rights reserved. WWF Royal Rumble and the WWF logo are registered trademarks of Titan Sports Inc.

Entry Stuff:

Name:_____ **Age:**_____

Address:_____

City:_____ **State:**_____ **Zip:**_____

Phone:_____

Send entries to: Data East In Your Face CD Contest, 1850 Little Orchard Street, San Jose, CA 95125

PRIMAL RAGE

By Ryan MacDonald

Primal Rage is the hottest new fighting game in the arcades, which features seven battling dinosaurs. This beautifully styled game has different warriors, all with unique abilities. The graphics are top-notch, the creatures appear to be real. This realism was achieved through the process known as stop-motion animation, and digitized in much the same manner as Goro in Mortal Kombat. The graphics, sound and concept are the points which makes Primal Rage a cut above your average fighting game.

TRAINING CARD

Check out Game Informer's Training card #7 for all of Primal Rage's moves!

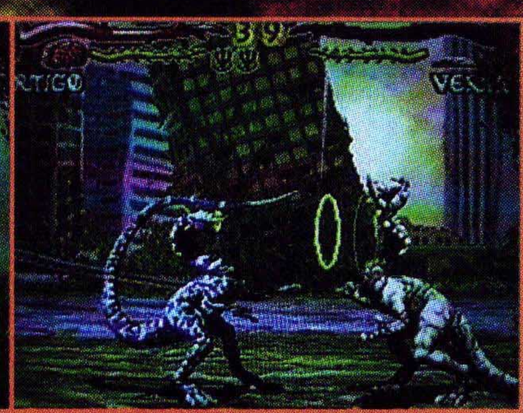
LEGEND

All Special moves are done with a button combination being held then completing a joystick motion.

←:AWAY	1:HIGH QUICK
↓:DOWN	2:HIGH FIERCE
→:TOWARD	3:LOW QUICK
↑:UP	4:LOW POWER

BUTTONS 1 2 3 4

Shrink & Eat-Hold 2+4,←,←,← Then Hold All,↓,↑



Petrify-Hold 2+4,←,←,← Then Hold All,→,→

Heart Wrencher-Hold 1+3+4, →,↓,←,↑,↓

Shredder-Hold 1+4 →,↓,←,↑,↓

ARCADE BRIGADE

Carnage-Hold 1+3,←,→,←,→,←

Flesh Eater-Hold 1+3,↓,↓ Then Hold All,↑,↑

Brain Bash-Hold 1+2+4, ↓,↓,←,↑,→

To-Da-Moon-Hold All ↓,↓,↓,↓,↑

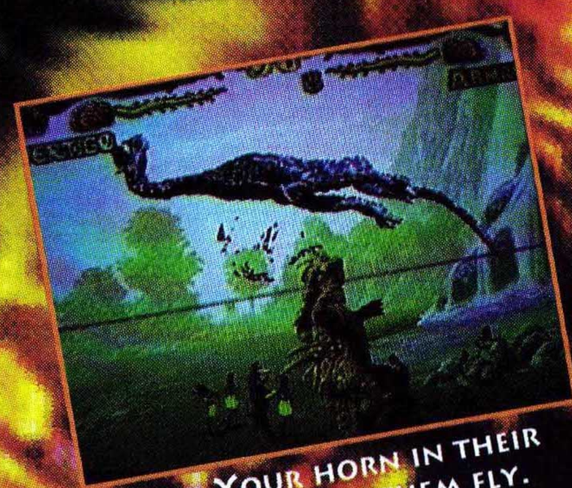
For example, as you start to rack up victories, you gain a following of cave people, who are rooting for your victory on the sidelines. After a well executed combo, they will run in front of you an bow in your honor. If done correctly, you can execute another move where your dinosaur will accept their praise as a living sacrifice, and in turn, add to your life meter.

The only major complaint in Primal Rage is the play control, or lack thereof. The minds at Atari decided to change the way games are played by making it the exact opposite of what you are used to. For instance, in Street Fighter and Mortal Kombat, to perform a special move you follow up a controller motion with a combination of buttons, whereas in Primal Rage, you must hold the buttons down WHILE doing the controller motion. The end result is inaccurate and slower special moves.

I do have to give Atari a big pat on the back for trying something new, although I would have enjoyed this game much more with an easier and more conventional controls.

Overall, Primal Rage is awesome. The finishing moves are all grotesque and the graphics are unmatched. With this in mind, you can't seem to go wrong with Primal Rage. But to answer the looming question, "Is it better than Mortal Kombat II???" I have to say, not quite - but with better controls Primal Rage could give MK2 a run for its money.

Vertigo's Sting will leave you swollen.



Sink your horn in their belly and let them fly.

Apparently, chemical warfare is allowed.

Gut Fling-Hold 1+2+3, ↓,↓,↓,↓,↑

Meditation-Hold All →,↓,←,→,→

Sauron chomps a worshipper for some extra life.

Talon's pounce and flip sends them both flying.

Cannonball-Hold All, ↓,→,↑,↘

Fatality #1-Hold 1+3,↓ Then Hold All, ←,→,←,→

Fire Ball-Hold 2+3+4, →,→,→,→,→

Incinerator-Hold All ↖,↓,↘

SONIC THE HEDGEHOG TRIPLE TROUBLE

- **Cart Size:** 4 Meg
- **Style:** 1-Player Action/Adventure
- **Special Features:** Play as Either Sonic or Tails and a Special 3D Bonus Level
- **Levels:** 6 Sages, 3 Levels each and 2 Types of Bonus Levels
- **Created by:** Sega
- **Available:** Now for Game Gear

There is trouble brewing in Morbius, and Robotnik is behind it as usual. The Dr. is the leader of the Triple Trouble and has convinced a nasty Echidna called Knuckles that Sonic and Tails are out to steal the six Chaos Emeralds from under his nose. Sonic will also run into the third member of Robotniks' sinister threesome, the treasure hunter named Nack the Weasel that is also looking for the jewels as well. Collect the Emeralds first and put an end to the Triple Trouble.

Most of the items that were in the other Sonic games can be found in here as well as a few new ones. Namely a Hyper Heli-Tails, Sea Fox (an under water craft loaded with torpedoes), a Jet Board and many others. Some other more important features include two bonus levels, one 2D and one 3D, where you collect rings as fast as you can. Also, you can score some serious bonus points, free dudes, and even a continue by running through the end marker of each level.

And thus begins another adventure of the little blue guy in fancy high-tops and his pal the twin tailed fox. ■

	Andy	Paul	Rick	Ross
Concept:	6	7	6	6
Graphics:	7.5	8	7	7
Sound:	7	5	7	6.5
Playability:	7	8	7	8
Entertainment:	7.5	9	6.5	6.5
Overall:	7	7.5	6.75	6.75

THE BOTTOM LINE 7

Andy, The Game Hombre
"Sonic games are cool, but I think this is getting a little ridiculous. Unless your a huge Sonic fan, you can find something different to add to your collection. Like maybe Lion King!"

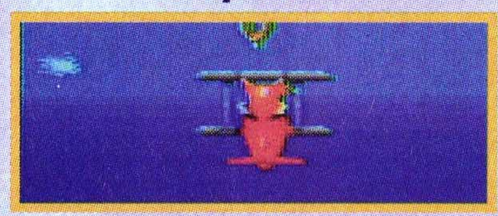
Paul, The Pro Player
"Although Sonic's sound on the GG is annoying, Triple Trouble is a great looking game. If you've played the other Sonics, you'll enjoy this cart."

Rick, The Video Ranger
"Triple Trouble is a typical Sonic Adventure with graphics below Sega's usually awesome standards. This one just didn't impress me."

Ross, The Rebel Gamer
"Sonic and Tails are getting way out of control. This is a good game and it plays well, but not much more than any of the other Sonics out there, except for that 3D stage, that was pretty cool."

Sonic gets new toys to play with like this jet board.

Sonic's Dash Attack makes him invulnerable.

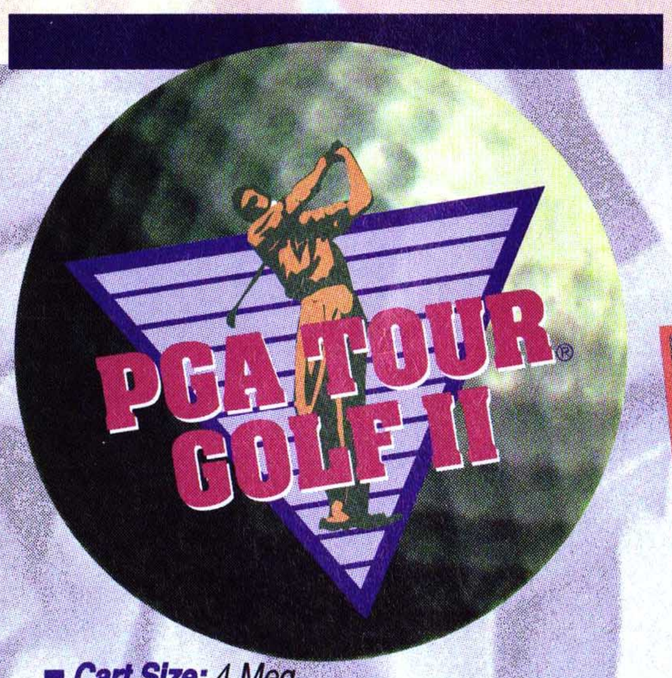

These 3D Bonus Rounds get really tough.

Hey Knuckles, come down and fight like a man.

Choose your character.

Tails gets some new toys to use too.

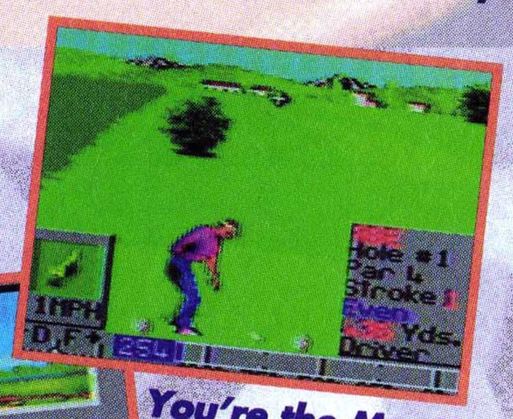
Knuckles is pretty tough to beat here so use extreme caution.

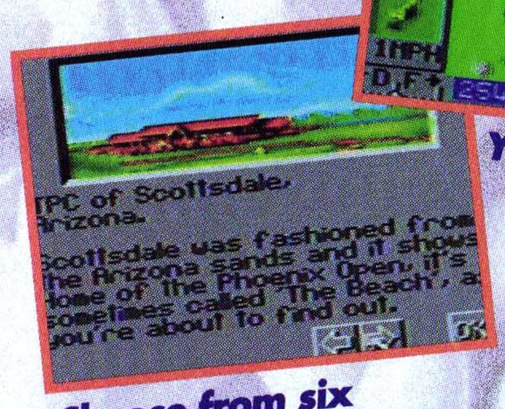


- **Cart Size:** 4 Meg
- **Style:** 1-4 Player Golf Simulation
- **Special Features:** 6 Courses, Skins Challenge, Play Against The PGA Tour Pros
- **Created by:** Sterling Silver Software and Electronic Arts for Time-Warner Interactive
- **Available:** Now for Game Gear

	Andy	Paul	Rick	Ross
Concept:	7	7	8	8
Graphics:	7.5	7	9	8
Sound:	7	5	7.5	7
Playability:	6	9	8	7.5
Entertainment:	6	8	8.5	8
Overall:	6.75	7.25	8.25	7.75

THE BOTTOM LINE 7.5


You're the Man!!


Choose from six different courses.

Andy, The Game Hombre
"PGA II is the best golf simulation on the Game Gear. Although the game is fairly slow, there is a lot here including great graphics and lots of options. However, golf on the go isn't my idea of a good time."

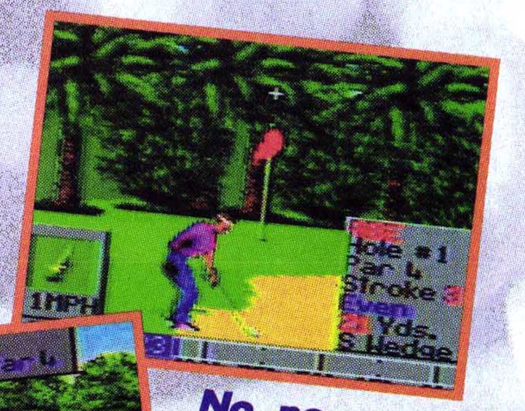
Paul, The Pro Player
"Although this game takes a long time to load the graphics on-screen, PGA II is one of the best hand-held golf games out. Nearly every feature is incorporated from the Genesis version."

Rick, The Video Ranger
"Great graphics and variety of courses make this the best Game Gear Golf title yet. They could have sped the play up a little."

Ross, The Rebel Gamer
"PGA II scores an eagle in my book for the best hand-held golf game. The gameplay is so similar to the Genesis version that its scary. The only downfall is the long delay in loading up the fairways and greens."

You're at the 18th tee and down one stroke. You give the drive all you've got as the crowd cheers, "You're the Man!!" This is the PGA Tour and it's all on the Game Gear.

PGA Tour Golf II, like it's 16-bit sister, refines video golf. Players can choose from 6 courses, five of which are actual courses on the PGA Tour. One to four players can compete against the pros in a tournament or Skins Challenge, or you can add top players, like Paul Azinger and Fuzzy Zoeller, to your group. Realistic weather conditions and golf strategy are incorporated to bring you the subtle intricacies of the game. The choices and options are incredible enough that you may not find a better golf cart for any hand-held. ■

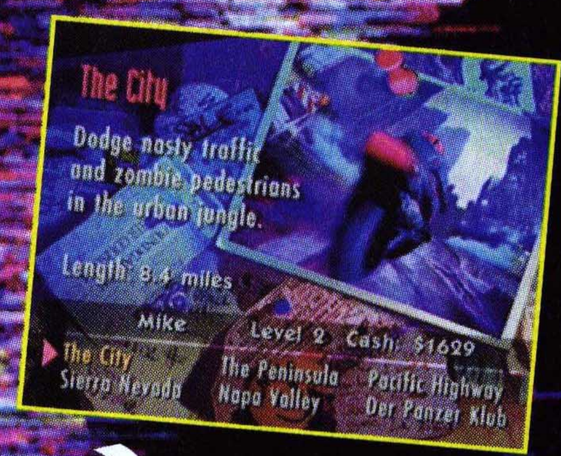

No, no...good shot. It's right on the beach.

Check the overhead for fairway bunkers.

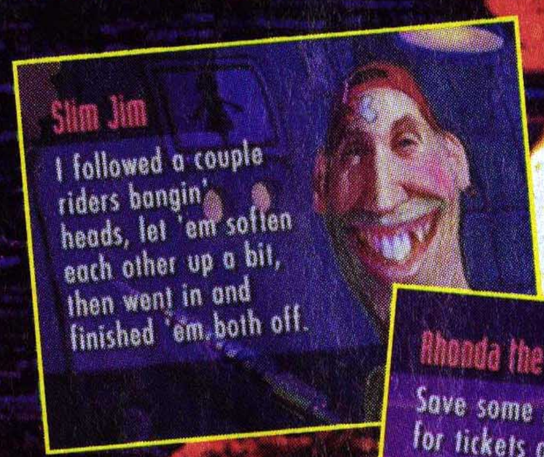
GOT THE POWER!
GET THE GAME!
POWER UP!
MIGHTY MORPHIN POWER RANGERS
TIGER BARCODZ
Change the Action Everytime with a Swipe of a Barcode!!!
© 1994 Tiger Electronics, Inc.
TM & © 1994 Saban Entertainment, Inc. & Saban International N.V. All Rights Reserved. MIGHTY MORPHIN POWER RANGERS and all logos, character names and distinctive likenesses thereof are trademarks of Saban Entertainment, Inc. and Saban International N.V.

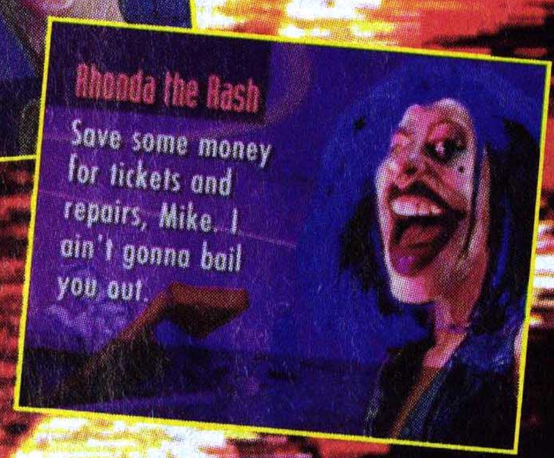
ROAD RASH

ILLEGAL RACING WITH FAST BIKES AND ROAD KILL



- **Cart Size:** CD ROM
- **Style:** 1 or 2-Player Alternating Racing
- **Special Features:** Music By Soundgarden, Swervedriver, Monster Magnet, Hammerbox, Paw, and Therapy, nuff' said
- **Created by:** Monkey Do for Electronic Arts
- **Available:** Now for 3DO





Friend or Foe?

Are you a winner?

▶ THE BOTTOM LINE 8.75

Do you ever have those days where you have something on your mind but you don't know what it could possibly be? Looking for a little relaxation you pick up your favorite book Green Eggs and Road Rash, but you still have that thought, what am I thinking about? Maybe a movie will help. How about a little Indiana Road Rash? Still, nothing seems to jar your thoughts. Fearing for your sanity, you play your favorite song, Smells Like Road Rash, as a last resort of hope. It doesn't work. Anger takes over your emotions, and you scream at the top of your lungs, "What am I thinking about!" Seconds later a foul stench permeates the room and you remember, "Hey, I forgot to brush my teeth." This game is on everyone's mind. Electronic Arts finally brings their ultimate cycle racing game, Road Rash, to the 3DO, but EA isn't alone on this one. They're teamed up with A&M Records to bring the first video game to incorporate motion picture technology into two formats: music video and hard core gaming. This installment of Road Rash doesn't depend solely on the racing for the main entertainment value. There's live action video footage and music videos from various alternative rock bands. As always you'll be able to advance levels and buy different bikes, but don't get too cocky because the cops are out to make sure that you're the next road kill in Road Rash.

The truck doesn't stand a chance.

Road Kill!

Aunt May look out!

I can fly, I can fly!

ANDY, THE GAME HOMBRÉ

Concept:	7
Graphics:	9
Sound:	9.5
Playability:	8.75
Entertainment:	9
OVERALL:	8.75

"Finally, a good 3DO game. I have been waiting for this one since the 3DO got its launch. If you have a 3DO, buy this game because it has superb graphics and, yes, good play control and solid interaction. It has a wide selection of bikes and just about the best video game soundtrack ever made (Soundgarden, Paw, and Swervedriver rule!). It's a shame that you can't listen to the music while you are actually playing, but it is killer filler."

RICK, THE VIDEO RANGER

Concept:	9
Graphics:	10
Sound:	10
Playability:	8
Entertainment:	9
OVERALL:	9

"3DO owners who have already played the classic Genesis game Road Rash may be wondering if they should buy the 3DO version. The answer is YES! I liked everything about this game. The game play is basically the same as the Genesis, but faster. The graphics have to be seen to be believed. The full motion video segments are a rush. You even get music videos from some of the hottest bands in Alternative Rock music. I recommend hopping on your bike, even if it doesn't have a motor, and racing to your nearest 3DO retailer!"

PAUL, THE PRO PLAYER

Concept:	7
Graphics:	9
Sound:	9
Playability:	9
Entertainment:	9
OVERALL:	8.75

"Now I'm impressed with a 3DO game. The 3DO gives EA's Road Rash a look and sound that fans of the Genesis version can only dream of. The sadistic and crazy cinemas just add to the comedy and realism, plus the killer soundtrack would be the best of any game if it played during the game. EA has produced a solid title for 3DO and given us a killer version of Road Rash."

SEGA!™

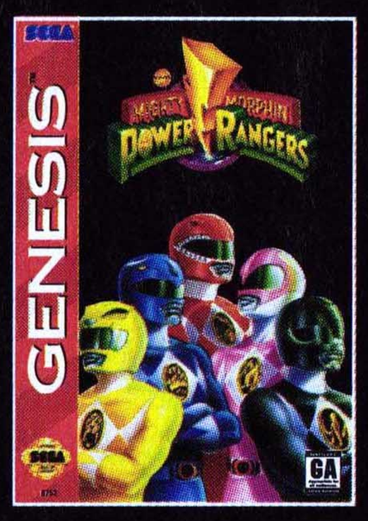
SABAN'S

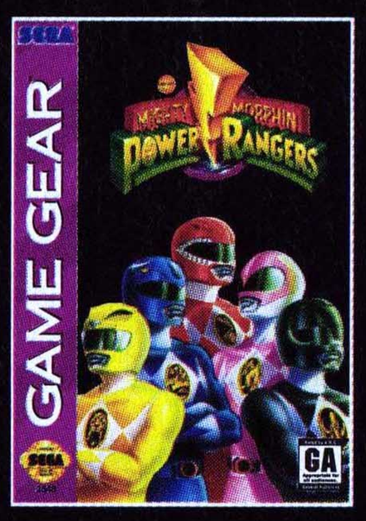
MIGHTY MORPHIN POWER RANGERS™

OFFICIAL SEGA SEAL OF QUALITY

Rated by V.R.C.™ GA Appropriate for all audiences. General Audiences

TODAY'S HOTTEST HEROES ARE HERE... AND THEY'RE ON SEGA!





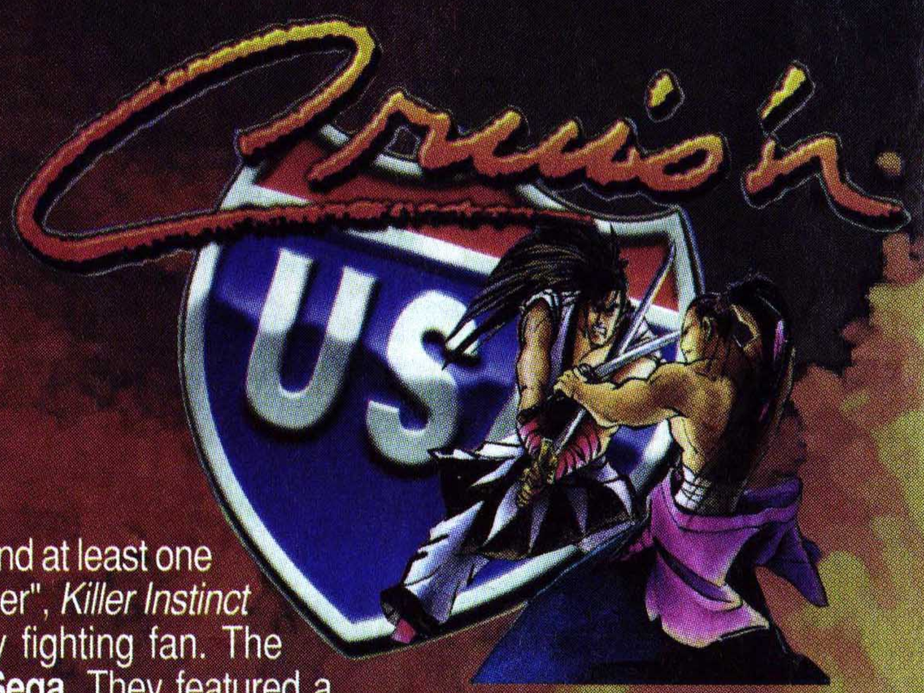
ON SEGA GENESIS™, GAME GEAR™ AND SEGA CD™!

SEGA™

Sega, Genesis, Sega CD and Game Gear are trademarks of SEGA. TM & © 1994 Saban Entertainment, Inc. & Saban International N.V. All Rights Reserved. MIGHTY MORPHIN POWER RANGERS and all logos, character names and distinctive likenesses thereof are trademarks of Saban Entertainment, Inc., and Saban International N.V. The Videogame Rating Council, its Rating System, symbols and indicia are trademarks of Sega of America, Inc. © 1994 SEGA, P.O. Box 8097, Redwood City, CA 94063. All Rights Reserved.

WHAT'S HOT!™

News & Rumors From the Video Game Industry



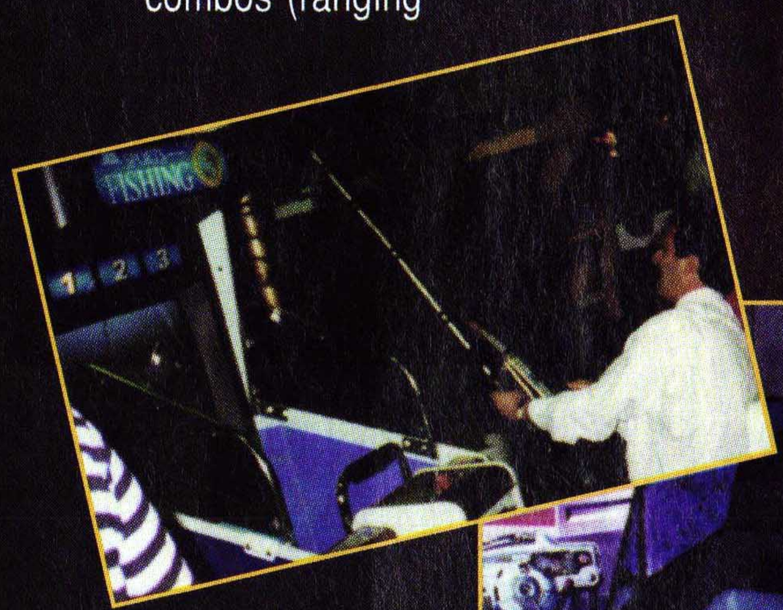
An Arcade Dream

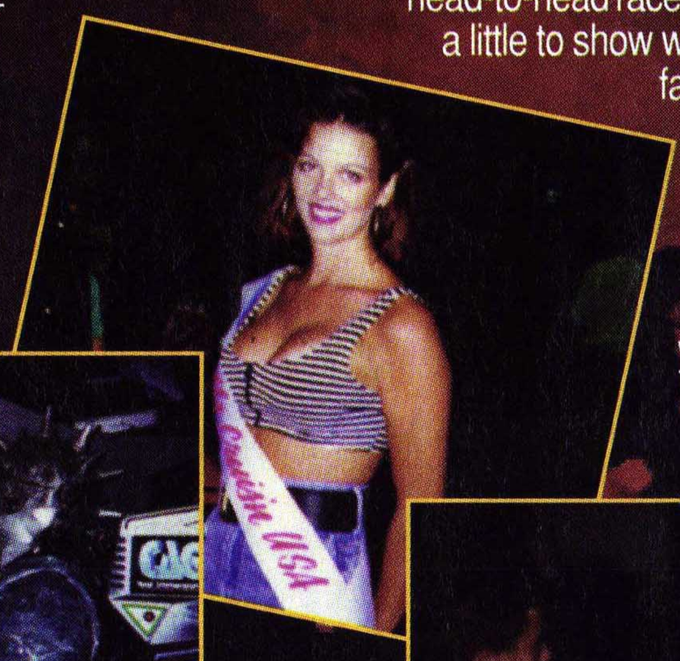
On September 22 – 24 in San Antonio, Texas the **Amusement & Music Operators Association** (AMOA) held their annual international convention. While it is a meeting of many different products (from little dinosaur rides to skee ball), the main attractions were the arcade and pinball games. Here's a brief overview of what we saw and what was cool.

As you walked into the convention center, the first things you saw were **Williams'** and **Nintendo's** *Killer Instinct* and *Cruisin' USA*. These were probably the two best games at the show. While *Cruisin'* wasn't the most graphically appealing game, it did have very realistic action and seven different cars to choose from (at the vehicle select screen press and hold the view button to see the other 3). *Killer Instinct*, which should be taking the arcades by storm right now, features unbelievable graphics and some very cool gameplay. Touting great 3-D images, tons -o- combos (ranging from 2 to 23 hits), and at least one fatality "per character", *Killer Instinct* should please any fighting fan. The next stop was at **Sega**. They featured a couple of unique titles including a deep sea fishing game entitled *Sport Fishing*, a Virtua tank game called *Desert Tank*, a head-to-head Virtua flying game called *Wing War*, and a new gun game called *Virtua Cop*, all of which were very cool.

At the other end of the building, games like *Samurai Shodown II* from *SNK* and *Ace Driver* from *Namco* were big hits. *Samurai Shodown II* featured four new fighters and new moves for the older characters, and will definitely please fans of the first version. *Ace Driver*, featured a Virtua Racing style, eight player, head-to-head race experience with moving car and everything. **Capcom** had a little to show with their new game *Armored Warriors*, but it unfortunately falls into the same vein as *Final Fight* and *AVP*.

Although the show was very exciting and entertaining, it seemed to lack all the flair that we had expected. However, we can say with extreme confidence that Arcade Brigade will feature some truly amazing games in the year to come.





For Nintendo's Ultra 64

Doom madness will continue with the announcement that **Williams Entertainment** will have the exclusive right to develop an advanced version of the PC mega-hit, *Doom*, on the **Ultra 64**.

Williams will develop the game under the creative direction of **id Software**, the creators of Doom and *Doom II* for the PC. Like the **Jaguar** and **32X** versions of Doom, the Ultra 64 version will include new levels, more characters, and enhanced graphics. This version will be unique to the **Ultra 64**.

Doom for the **Ultra 64** is scheduled to hit the streets when **Nintendo's** 64-bit system is released in the fall of 1995.

Atari and Williams Sign Deal

Atari and **Williams Entertainment** have teamed up to bring new versions of some classic arcade games onto the **Atari Jaguar** and **PCs**.

The new licensing agreement will have **Atari** creating new 64-bit versions of such **Williams** hits as *Joust, Defender*, and *Robotron*. These new versions will not be duplicates of the old arcade masterpieces. It was reported that the one of the main features of these games may be first-person perspectives, much like *Aliens vs. Predator* and *Doom*. "64-bit power will make our best games even better by creating a compelling, immersive experience for players," said Byron Cook, president of **Williams Entertainment**.

Atari will market the games for its **Jaguar** system, and **Williams** will handle the marketing and licensing for the PC version. Although no definite time frame has been set for the games' releases, it will be interesting to see how these games are transformed from the '70's to the '90's.

What's New at Nintendo!

Recently, **Game Informer** got a chance to visit the hallowed halls of **Nintendo of America** and talk to the movers and shakers of this monumental company. During our visit, Nintendo gave us a breakdown of their upcoming products. Here is a look at some of what's coming from this video game giant in the next year.

The first new product they spoke of was an upcoming game (they wouldn't release the title) that would utilize a cartridge based co-processor, similar to the Super FX chip, tentatively called the SA-1. This chip will enable the game (and possibly future games) to operate at speeds four times greater than the standard operating speed of the **Super NES**. The title featuring this chip should be available early next year.

On the hardware side, **Nintendo** plans to release a new 32-bit handheld unit next April that is currently codenamed **VR32**. Information was sketchy on this new product, but they did tell us it would not hook up to TV and that it would not have a VR headset, but that it would feature Virtual Reality and sell for around $200 dollars. Mr. Arakawa, President of NOA, believes the product is so good that he was quoted as saying the VR32 would sell more units than **Nintendo's** highly successful **Game Boy** (which has sold more than 40 million units worldwide). That's quite a statement. I guess we'll find out in April.

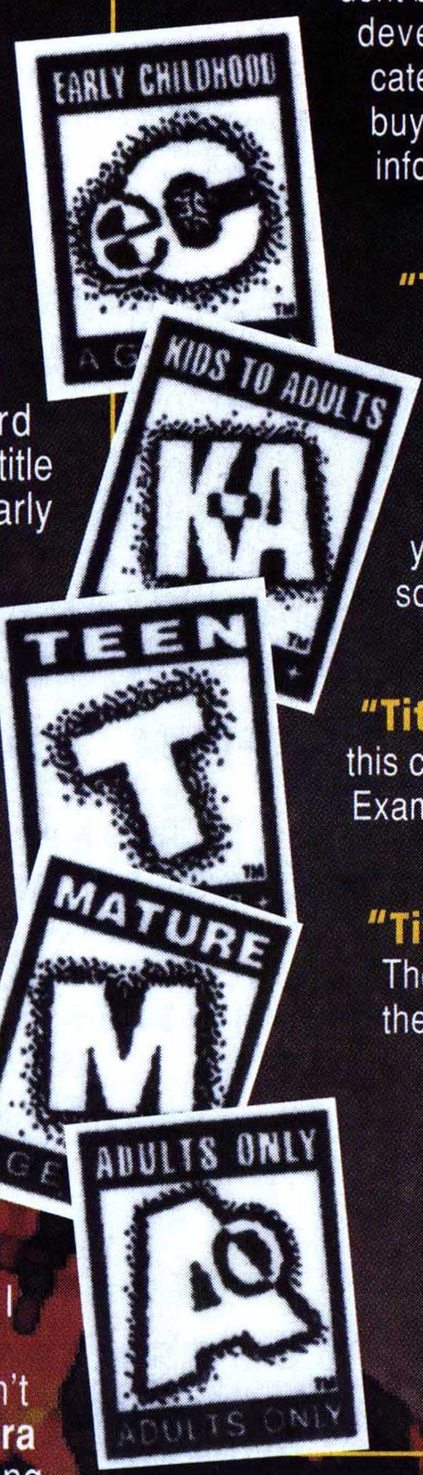
Of course, any **Nintendo** party wouldn't be complete without some info on the **Ultra 64. Nintendo** stated that they were working on a CD-ROM attachment for the **Ultra 64**, but that they would not be releasing the unit unless CD-ROM became viable as a true video game medium. Also, the arcade version, which should be out by now, is running without the benefit of their custom graphics chip that will be in the home version. So the home version will not only be a port of the arcade, but it will be better than the arcade both graphically and in gameplay. And if that's not enough to make you swallow hard, then this will. Howard Lincoln, the CEO of NOA, stated the **Ultra 64** was far enough into production that he could safely say that the **Ultra 64** will come out at the targeted price of $250 when it is released in the fall of '95. However he would not comment on the presence of a pack-in cart.

The trip to **Nintendo** was very interesting and shows they felt the heat from **Sega** last year. They've got quite a list of promises, but if they can pull them off, the only heat they will be feeling will be the heat from their afterburner's exhaust.

The New Entertainment Software Rating System

Spearheaded by U.S. Senator "Diamond" Joe Lierberman and the **Interactive Digital Software Association** (ISDA) , a new rating system has been created "to give consumers information about what's in an interactive video or computer entertainment title and for which age it's appropriate" before renting or buying that product.

The "appropriateness" and content of a piece of software will be reviewed by a new independent board called the Entertainment Software Rating Board (ESRB). The ESRB has developed a rating system that puts interactive software into five different categories. If you're concerned about the content of "game" you're going to rent or buy, look for these (or other ratings) on the front of the package. For more information on the new rating system, call the ESRB toll free at 1-800-771-3772.



"Titles rated 'Early Childhood (EC)' are suitable for children three and older and do not contain any material that parents would find inappropriate." Example: *Sesame Street Counting Cafe* by **Electronic Arts**

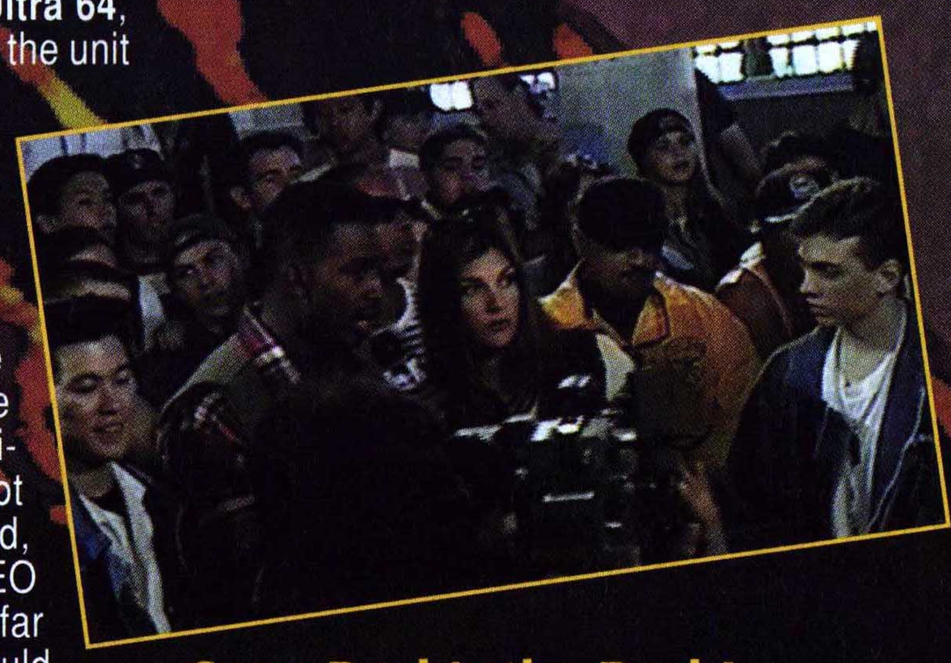
"Titles rated 'Kids to Adult (K-A)' are suitable for persons ages six years and older. They may contain minimal violence, some comic mischief, or some crude language." Example: *NFL '95* by **Sega Sports**

"Titles rated 'Teen (T)' are suitable for persons ages 13 and older. Titles in this category may contain violent content, profanity, and/ or mild sexual themes." Example: *Lethal Enforcers* by **Konami**

"Titles rated 'Mature (M)' are suitable for persons ages 17 and older. These products may include more intense violence or profanity than products in the Teen category. In addition, these titles may also include mature sexual themes." Example: *Mortal Kombat II* by **Acclaim**

"Titles rated 'Adults Only (AO)' are suitable for adults. These products may include graphic depiction of sex and/ or violence. Adults Only products are not intended to be sold or rented to persons under the age of 18." Example: *Censored*

Compiled from the ERSB public service advertisement.



Sega Rock's the Rock!

Days before the release of *Sonic & Knuckles* on October 18th, **Sega**, **MTV**, and **Hard Rock Cafe** put on world wide video game competition to promote the worldss first video game encidna, Knuckles, who was captured and imprisoned at Alcatraz Island. Knuckles was held for safe keeping until the official release of the game. The entire event, dubbed "Rock the Rock," featured a two-day competition encompassing gamers from around the world.

On October 8th, Gamers gathered at **Hard Rock Cafes** around the globe to compete for the highest number of rings and a chance to fly, bound in handcuffs, straight from the competition to San Francisco, CA, where they would show their gaming prowess in the finals on Alcatraz Island. The Finalists, which included contestants from Brazil, Europe, Canada, and Japan, all arrived in San Francisco on the 8th, then were escorted, via motorcade, early Sunday morning to "The Rock" (Alcatraz Island) for the final showdown. The 25 finalists battled it out through a series of intense competitions to get down to one lucky winner, who would leave the island $25,000 dollars richer. The entire event was covered by music giant **MTV** for 30-minute special that aired on October 17th. The program featured VJs Bill Bellamy and Daisy Fuentes, and documented the intense competition and amazing gameplay.

The final showdown, which was held inside a glass dome, put the **Blockbuster** video champion, Mark Guinane, against San Francisco native, Chris Tang. In the end, Chris Tang won the $25,000 in a tough fight which had the competitors neck and neck all the way to the end.

Mickey Mania – Sega Genesis

To activate the level skip:
-Go to the Options screen
-Select sound test
-Select music to continue
-Select sound fx to appear
-Select speech to think
-Go to exit and hold the directional pad to the left for five seconds
A sound fx will happen and the level select will appear. (Notice that the selections you make on the sound test spell CAT.

"The VidMan"

Mickey Mania – SNES

To activate the level skip:
-Go to the Options screen
-Select sound test
-Select music to Beanstalk 1
-Select sound fx to Extra Try
-Go to exit and hold the L button for seven seconds
-A sound fx will happen and the level select will appear on main game screen.

"The VidMan"

King of Monsters 2 – Genesis

While the Takara logo is on the screen enter Up, Right, Down, Left, Up, Left, Down, Right on controller one. If done correctly you'll see a new mode available called Watch Mode, where you can watch the computer play itself. While the Sega logo is on the screen hit Up, Down, Up, Down, Left, Right, Left, Right on controller two. Do it correctly and you'll see DEBUG MODE.

"The VidMan"

Earthworm Jim – SNES & Genesis

To access a special 1-up cheat enter this code anytime you pause the game:
SNES: B,X,B,B,A,A,X, and A
Genesis: B, up, B,A, C, A, A, A,

"The VidMan"

ESPN Hockey Night – Sega Genesis

Enter these codes at the main menu. If entered correctly you'll hear the roar of the crowd.
Extra teams: L, R, C, A, B, B
Brutal menu: C, R, B, R, C, R
Pong: B, C, C, C, U, D
Octopong: A, C, B, U, R, U

"Egghead"

Yogi Bear – SNES

At the Start Screen, hit ↑, →, ↓, ←, Y, B, ↑, →, ↓, ←, B, Y, ↑, →, ↓, ← and then start. You will be able to start on any level you desire. (This code worked on the pre-production copy, and hopefully will work for you!)

"The VidMan"

Yogi Bear – Game Boy

At the Start Option Screen, hit ↑, ↓, ←, →, →, →, ↑, ↓, →, ←, ←, ←, B. You can start on any level.

"Egghead"

Young Merlin – SNES

These are all the passwords to Young Merlin:

1st:	RBXYYBBBXBBLBBBB
2nd:	LXLXYBBBRBBLYYBB
3rd:	↓BLRRXBBRBRL↑YBB
4th:	→→BLRXBBRYY→↑RBB
5th:	R6X8RXBBLRY→↑RBB
6th:	XRB→RXBBYYXX↑RXL
7th:	YLB↓RX→YYYYBYR↓B

Chester Lota
Chesapeake, VA

Dragon's Revenge – Sega Genesis

Level 1:	L-S-R-C-I-E-8
Level 2:	C-S-A-B-M-J-M
Level 3:	D-S-I-3-6-K-R
Level 4:	E-T-T-S-8-D-L
Level 5:	H-V-5-3-9-5-S

Mark Mingo
Chicago, IL

WWF Royal Rumble – SNES

When the legal screen is showing, rapidly hit Y and B at the same time. If you here the "Ugh", your wrestler's punch will drain large amount of energy when it connects. Also, in Tag-Team mode during the wrestler selection screen, hit the L button to stop the logos from scrolling behind the picture. Then hold the L and R buttons and hit select. You will choose that wrestler, and when you scroll to the next wrestler, he will be the same as the wrestler you just chose. This allows you to select the same characters as tag team partners.

Luis Vargas
Queens, NY

Chakan: The Forever Man – Sega Genesis

The following sequence will give you all the weapons, an unlimited supply of Alchemy Potions, and give you access to a level select. Plug in both controllers and hold the C button on both controllers when you turn on the game unit. Continue holding the two buttons down until you actually start the game. When the game starts, press the start button on controller one. You should see the standard inventory screen, which will be empty. On controller two, press L,R,U,D. This will bring up all the weapons of the game). Now by pressing Start, A, B, and C on controller two, you can bring the four different types of Alchemy potions. You can add more as you use them up. On controller one, tap the B button to bring up a stage select on the bottom left of the screen, and tap B to cycle through the various stages.

Kirk Shulman
Sharon, MA

Super Street Fighter II: Turbo – Arcade

To play against the hidden boss character Akuma simply play a one-player game until you reach Sagat. When you defeat Sagat press and hold all three Punch Button and the plane fly to Thailand, where you will see Bison. The screen will flash then Akuma will come in and kick his butt. Guess who's next?

"The VidMan"

Humans – Sega Genesis

Here are some codes to help you through this 80 level game.

Level 5:	TMHCPYPCDQHQ
Level 15:	SRQHNLDRDWPG
Level 25:	TKJXCLWLZTWP
Level 35:	ZSRGHXCZYFLQ
Level 45:	TNLQVNQPJBZQ
Level 55:	QDDGVHPGFWLS
Level 65:	NCHQVFQXFQZH
Level 75:	VKPKLSLLYTFC

Bj Wallingford
Ypsilanti, MI

NICKELODEON® GUTS™

IF IT'S JUST A VIDEO GAME, WHY ARE YOU SO OUT OF BREATH?

Leap ceiling-high in ELASTIC SPORTS.

Race against time in ACTION SPORTS.

Climb to the top of the Extreme Arena in BASIC TRAINING.

Face the ultimate challenge— the awesome AGGRO CRAG.

Tighten your helmet. Because realistic animation, based on actual rotoscoped competitors, lets you feel every twist, splash and tumble of Nickelodeon's ultimate sports show. With seven extreme events, Nickelodeon GUTS will leave you breathless.

Nickelodeon GUTS– DO YOU HAVE IT?™

SUPER NINTENDO ENTERTAINMENT SYSTEM

LICENSED BY Nintendo®

Official Nintendo Seal of Quality

For 1 or 2 players

© 1994 Viacom International Inc. All Rights Reserved. Nickelodeon and its logos, titles, and related characters are trademarks of Nickelodeon, a programming service of Viacom International Inc. Nintendo, Super Nintendo Entertainment System and the Official Seals are registered trademarks of Nintendo of America Inc. © 1991 Nintendo of America Inc.

VIACOM® NEWMEDIA™

Jungle Book – Sega Genesis

To skip stages, pause and press B, A, A, B, B, A, A, B, A, B, B, A, A, B, B, A. To give yourself and extra ten seconds, pause and press A, B, B, A, A, B, B, A. Finally, at any time during the game, you can refill your life and weapons by pausing and inputting the classic ↑, ↑, ↓, ↓, ←, →, ←, →, B, A.

"EggHead"

Jungle Book – SNES

At the Virgin Logo, press ↑, ↑, ↑, B, B, Y, Y, Select, ↑, ↓, ←, →, B, ↑, Y. You have to be fast. Next, point to Options and hit start. A new cheat and level select will be available. Use the L and R buttons to activate the cheats during the game.

"The VidMan"

Super Empire Strikes Back – SNES

At the Start Option Screen, press A, B, Y, X, A, B, Y, X, A, B, A, B, Y, X, X, Y, A, B, Y, X. You will have unlimited detonators. If you enter A, X, B, A, Y, X, B, A, A, X, B, B, Y, X you will start at the last battle with the evil Lord Vader.

"The VidMan"

Wolfenstein 3-D – Atari Jaguar

Invincibility: 4, 6, 6, 8
Ammo and keys: 4, 9, 9, 6
Stage Clear: 4, 7, 8, 6
Debug Mode: 4, 8, 8, 7
Stage Select: At the main menu, press 1, 3, 7, and 9 simultaneously.

"The Video Vigilante"

Way of the Warrior^ – 3DO

To play as Kull, enter your name as "A Gavin", and date as June 11, 1970. Go to VS. Mode, and move the character selection box to the right of Crimson Glory. You will be able to play as that boss. To play as High Abbot, us the name "J Rubin" with date Jan 6, 1970, and select him in the same manner.

"The Info-Surfer"
Origins Unknown

Bull vs. Blazers – Sega Genesis

To access any level of the playoffs as the Seattle Supersonics, try these codes:

Round 1: #Q2BBCB1 - 1 and 0
#QVBBBVM -2 and 0
#QVBBCVZ - 3 and 0
Round 2 : #QZBBGBQ -1 and 0
#QZBBDBF - 2 and 0
#QZBBJBH - 3 and 0
Round 3: #QXBBVBS - 1 and 0
#QXBBLBQ - 2 and 0
#QXBB2BR - 3 and 0
Round 4: #Q0BDBBM - 1 and 0
#Q0BCBBH - 2 and 0
#Q0BFBBC - 3 and 0
Final Sequence: #QWBBBBF

Joseph Muck
Detroit, MI

Sonic & Knuckles – Genesis

Plug in Sonic 1 and hit all three buttons, you can start to play a series of Spherical bonus levels. Here are passwords to get you to through the levels.

Level 2: 2965-3192-9023
Level 3: 3610-2354-7327
Level 4: 2921-0274-3999
Level 5: 3737-7423-1487
Level 6: 3053-9029-9071
Level 7: 3698-8191-7375

We're not sure what happens after you pass level 7, so go for it!

Incidently, the same trick will work on Sonic Spinball, with different bonus levels.

"The Rhino"

Marko's Magic Football – Genesis

Here are some passwords:

Level 2: HAUNTING
Level 3: BSTOKE
Level 4: GUNGETNK
Level 5: ECTOPLSM
Level 6: JAWS
Level 7: GARAGE
Level 8: TRAFFIC
Level 9: ELF
Level 10: KRUSTY
Level 11: BARREL
Level 12: CRABTREE

"Virtua Gap Boy"

Jurassic Park – SNES

Here is where to find all the ID cards:

John Hammond's ID
Visitor's Center: Roof
Alan Grant's ID
visitor's Center: Ground Floor
Robert Muldoon's ID
Raptor Pen: Sub Level 1
Dennis Nedry's ID
Beach Utility Shed: Ground Floor
Ian Malcolm's ID
Raptor Pen: Upper Level
Donald Gennard's ID
Nublar Utility Shed: Sub Level
Ray Arnold's ID
Beach Utility Shed: Sub Level

Vanessa Wade
Highland Park, IL

Killer Instinct – Arcade

These are a few of the moves I figured out for this incredible new arcade fighting game.

Jago

Fireball:
Down, Down-Toward, Toward + P
Uppercut:
Toward, Down, DownToward + P
Scissor Kick:
Down-Away, Toward, Down-Toward, Down + K
Sword Slash:
Down-Away, Toward, Down-Toward, Down + P
Fatality:
Toward, Toward, Toward, Toward + Quick Punch

Sabrewulf

Spinning Claws:
Charge Away, Then Toward + P

Spinal

Quick Jab:
Toward + QP
Fireball Shield:
Away + QP
To Fire Fireball:
Down,Down-Toward, Toward + P
Flaming Sword:
Down, Down-Toward, Toward + P
Transport Down:
Down, Medium Kick
Fatality:
Away, Away, Away, Away + Medium Kick

TJ Combo

Super Punch:
Charge Away, Then Toward + P
Flying Knee:
Charge Away, Then Toward + K

Thunder

Chop:
Charge Back, Then Toward + P
Mohawk:
Away, Down, Down-Away + P
Forward Slice:
Toward, Down-Toward, Down + P (In Air)
Tomahawk:
Toward, Down, Down-Toward + K (Push Up or Down to change di rection)

Meltdown

Flame:
Away, Then Toward + P
Inviso:
Down, Down-Away, Away + P

Orchid

Fireball:
Down, Down-Toward, Toward + P
Flip Kick:
Down, Down-Away, Away + K
Spinning Kick:
Charge Away, Then Toward + K
Panther Attack:
Charge Away, Then Toward + P

Glacius

Bouncing Ice:
Down, Down-Toward, Toward + P

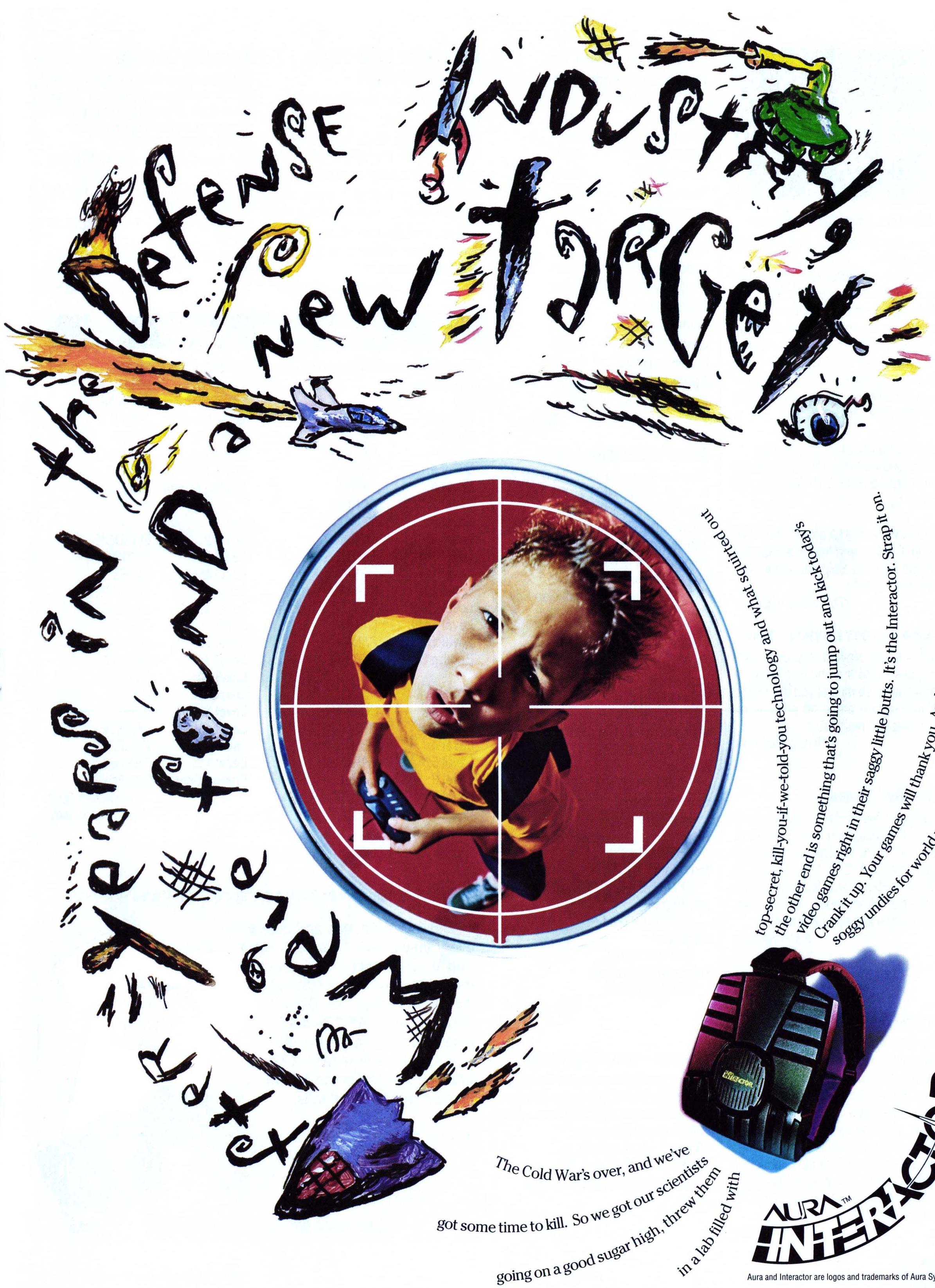
Fulgore

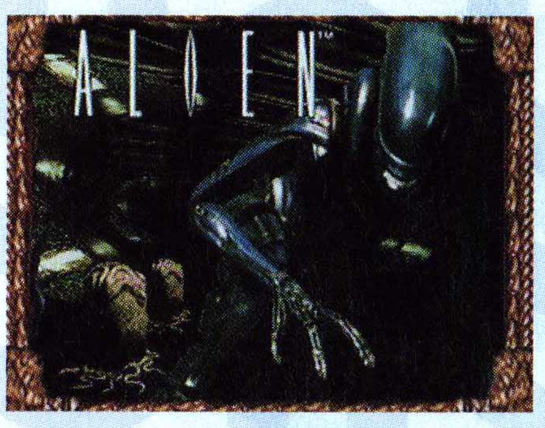
Transport:
Away, Down-Away + P (Front) or K (Back)
Fireball:
Down, Down-Toward, Toward + P
Uppercut:
Toward, Down, Down-Toward + P
Fireball Reflect:
Down, Down-Away, Away + P

Riptor

Fireball:
Down, Down-Away, Away + P
Flame Spit:
Away, Down, Down-Away + P

"Fabian"


Defense Industry
new target
in the Pentagon's
Red Ex
top-secret, kill-you-if-we-told-you technology and what squirtled out
the other end is something that's going to jump out and kick today's
video games right in their saggy little butts. It's the Interactor. Strap it on.
Crank it up. Your games will thank you. And you'll thank your
soggy undies for world peace.
The Cold War's over, and we've
got some time to kill. So we got our scientists
going on a good sugar high, threw them
in a lab filled with
AURA™ INTERACTOR™
Aura and Interactor are logos and trademarks of Aura Systems, Inc.



Alien vs. Predator – Jaguar

Here are some hints that may help you survive.

The Motion Tracker is on Sub-Level 5. Go down via the east elevator, take the passage to the right then turn left and enter the first door on your right. To get a pulse rifle, grab security card 1, and enter Air-Duct 3-C in the Kitchen Storeroom (in the Canteen area). The pulse rifle will be on a body on the other side.

A few security cards can only be accessed via the air ducts. These are Security Cards #2 (3-B), #3 (3-B), and #6 (4-C).

Cards #8 and #10 are on the Alien Ship, Card #9 and the SmartGun are on the Predator Ship (Make sure you are well armed!)

"The Video Vigilante"

John Madden Football – 3DO

To make the players very large, hit P to pause, and then hit R, L, A, B, A grunting noise means you did it right. You can turn these off anytime by pausing and hitting A, X.

"Viruta Gap Boy"

Aladdin – Genesis

To skip to the next level, all you have to do is pause, then hit A, B, B, A, A, B, B, A, A. At the Options screen, if you hit A, C, A, C, A, C, A, C, B, B, B, B, you will be given a debug menu that activates cheat mode, level select, map mode and other goodies.

Justin Halliday
Butler, NJ

World Heroes 2 – SNES

To play against all 16 characters (Normal is 12), while the WH2 title is on the screen, enter Select, A, Up, Top Right Button, Up, Select. If you hear a bell, you've done it correctly. Now, after you've done this you can play as Neo or Dio in 1-player mode. Before you enter the character select screen, press Select and Top Right Button for Neo, or Select and Top Left Button for Dio.

"The VidMan"

Blackthorne – SNES

These are passwords to all the levels on Blackthorne:

Mine Level 2:	FBWC
Mine Level 3:	QP7R
Mine Level 4:	WJTV
Tree Level 1:	RRYB
Tree Level 2:	ZS9P
Tree Level 3:	XJSN
Tree Level 4:	GGDM
Sand Level 1:	TJ1F
Sand Level 2:	GSG3
Sand Level 3:	BMHS
Sand Level 4:	Y4DJ
Castle Level 1:	HCKD
Castle Level 2:	NRLF
Castle Level 3:	BMHS
Castle Level 4:	MJXG
Castle Level 5:	K3CH

"EggHead"

Samurai Shodown – SNES

To make Amakusa playable, enter A, X, Y, B TOGETHER at the Takara logo. Then, press and hold the Top Left and Top Right buttons as you go into the character select screen. Amakusa's face will be over your current selection.

"Virtua Gap Boy"

Urban Strike — Genesis

Here are the general campaign passwords

Baja Oil Rigs
CNHLGBR4NBF
Inside Main Oil Rig
ZLGBWD3PFZD
Mexico
9BWDR6MJYNM
San Francisco
NDR63P7VZLT
Alcatraz
H63PMJT4SYL
New York
LPMJ7VSXFZR
Las Vegas
GJ7VT4FKYNM
Casino
BVT4SXYCZLT
Vegas Underground
WR63PMT4SYL

"The VidMan"

Shaq-Fu – Genesis and SNES

There are blood codes for Shaq-Fu on both systems. The codes must be entered at the Option screen with Controller #1. They are:

Sega: A, B, C, C, B, A
SNES: Y, X, B, A, L, R

If you did it right, you'll see a red flash.

"EggHead"

WarioLand: Super Mario Land 3 - Game Boy

You can Max out on everything you player can carry, including lives, coins, hearts by using this slick code. Pause and hit the select button 16 times. If the last digit of your lives has a blinking box around it, press and hold the A and B buttons. Press left and up, and you can change every number of you stats to 9 (or 6, or 7 or whatever). Have fun.

"The Video Vigilante"

Sonic CD — Sega CD

Here are some codes to make sonic CD do strange and unusual things. Enter them at the sound test screen.

Access a hidden special stage - FM:07 PCM:07 DA:07
See Beastly Sonic - Fm:42 PCM:04 DA:01
See a Rapping Sonic - FM:42 PCM"03 DA:01
Japanese Sonic - FM:44 PCM:11 DA:11
Masked Sonic - FM:46 PCM:12 DA:25

"The VidMan"

Rebel Assault – Sega CD

Here are the level codes for this Star Wars tribute:

Easy

Level 2:	BOSSK
Level 3:	ENGRET
Level 4:	RALRRA
Level 5:	FRIJA
Level 6:	LAFRA
Level 7:	DERLIN
Level 8:	MOLTOK
Level 9:	MORAG
Level 10:	TANTISS
Level 11:	OSWAFL
Level 12:	KLAATU
Level 13:	IRENEZ
Level 14:	LIANNA
Level 15:	PAKKA
Ending Scene:	NORVAL

Normal

Level 2:	BOTHAN
Level 3:	HERGLIC
Level 4:	LEENI
Level 5:	THRAWN
Level 6:	LWYLL
Level 7:	MAZZIC
Level 8:	JULPA
Level 9:	MORRT
Level 10:	MUFTAK
Level 11:	RASKAR
Level 12:	JHOFF
Level 13:	ITHOR
Level 14:	UMWAK
Level 15:	ORLOK
Ending Scene:	NKLLON

Hard

Level 2:	BORDOK
Level 3:	SKYNX
Level 4:	DEFEL
Level 5:	JEDGAR
Level 6:	MADINE
Level 7:	TARKIN
Level 8:	MOTHMA
Level 9:	GLAYYD
Level 10:	OTTEGA
Level 11:	RISHII
Level 12:	IZRINA
Level 13:	KARRDE
Level 14:	VONZEL
Level 15:	OSSUS
Ending Scene:	MALANI

Johnathan Best
Bloomington, MN

Secret Access Notice:

Send Game Informer Your Passwords and Codes and Win!

Send in your codes and passwords every issue, and if we print them you'll be entered in Game Informer/ASCIIWARE Secret Access Contest. The Grand Prize is any ASCIIWARE controller you choose, and all Runner's Up will receive a Game Informer Secret Access T-Shirt to show-off to your friends.

Send To: Secret Access
Game Informer Magazine
10120 W. 76th Street
Eden Prairie, MN 55344

You can't win if you don't enter!

WIN! The Ultimate Gaming Rig!!

OVER $18,000.00 IN PRIZES!

PANDEMONIUM INCORPORATED

You have the POWER. In this contest you don't rely on the luck-of-the draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? Then you have what it takes. It looks simple, but it's only the start. Each of five more puzzles gets a little harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Then play to win!

Video Game Contest. Play on the hi-tech cutting edge with this line-up: Super NES with Super Scope; Sega Genesis with CD-ROM and Menacer; Panasonic 3DO; and Atari Jaguar. Get all four or trade the ones you don't want for CA$H! Bonus options include: Sega Virtual Reality Helmet, 33" monitor, $1,000 in games, cash, accessories and more!

Media Rig Contest. The Ultimate Gaming Environment, 40 inch monitor, 130 watt receiver w/ Dolby Pro Logic Surround Sound, Infinity speakers, subwoofer, CD player, graphic EQ, dual cassette and laser disc. Win DBS Satellite Receiver as a BONUS OPTION! This rig will blow you away (literally!)!!

We're talkin' GAMING HEAVEN!

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. There will be four more puzzles at $2.00 each and one tie-breaker at $1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 61% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will each receive the grand prize they are playing for.

Mystery Word Grid

	H				___
		E			___
P	O	W	E	R	N
	R				___
S					___

MYSTERY WORD

WORD LIST and LETTER CODE chart

POWER ....N	PRESS .....K	BLAST .....A	WRECK .....P
BREAK .....Z	PUNCH .....S	SPRAY.....E	TURBO.....V
STOMP .....T	STAND .....H	PRESS.....C	DREAM.....I
CRUSH.....O	SCORE.....R	SLANT L	CHASE.....P

MYSTERY WORD CLUE:

TO GRAB SOMEONE'S SKIN BETWEEN TWO FINGERS AND PRESS.

Yes! ENTER ME TODAY, HERE'S MY ENTRY FEE:

- ☐ ($3.00) Video Game Contest
- ☐ ($3.00) Media Rig Contest
- ☐ ($5.00) SPECIAL! Enter Both (SAVE $1.00)

CLIP AND MAIL

Name _____

Address _____

City _____ State _____ Zip _____

SEND CASH, M.O., OR CHECK TO:
PANDEMONIUM, P.O. BOX 26247
MINNEAPOLIS, MN 55426-0247

VOID WHERE PROHIBITED • ENTRY DEADLINE: POSTMARKED BY FEBRUARY 11, 1995 • ENTRY FEE MUST BE INCLUDED Only one entry per person. Employees of Pandemonium, Inc. and its suppliers are ineligible. Judges decisions are final. Where judges are in error the sponsor's liability is limited to the amount of entry fees paid. Not responsible for lost, delayed or stolen mail. Open to residents of the U.S. its territories and Canada. You can request Winners List and Official Rules by writing Pandemonium, Inc. 7204 Washington Ave. S., Eden Prairie, MN 55344. Merchandise names and models are trademarks of their respective companies who, along with this magazine have no affiliation with this contest. © 1995 Pandemonium, Inc.

The Latest in Video Game

TECH TALK™

Hardware & Software

Doc's Radical FX Joypad

A quick glance at these controllers may just reveal a couple of normal controllers with some programming stuff. But this is **Doc's Radical FX** joypad for the SNES and Genesis. The joypads are are not only programmable, but they store moves on RAM cartridges that slip into the back of the controller. Each RAM cart will hold up to 32 moves. If you don't have the time or the moves aren't printed in the manual, this little wonder has pre-programmed ROM carts for such titles as ***Mortal Kombat***, ***Super Street Fighter II***, and ***Fatal Fury 2***. Plus there are more ROM carts in the works. It also comes equipped with the standard turbo button and slow motion feature.

The **Doc's Radical FX Programmable Controller** is available in select stores for a MSRP of $44.95. ROM cartridges have a MSRP of $14.99.

Batter Up by Sports Sciences, Inc.

Are you modeling your swing after the fluid Will Clark or the powerful Ken Griffey, Jr.? **Sports Sciences Inc.**, maker of ***Tee V Golf*** (What's Hot, Jan./ Feb. '94), has introduced a foam covered interactive video baseball bat. **The Batter Up** bat is designed for play with your favorite Sega Genesis or Super Nintendo baseball carts.

The Batter Up is equipped with compatibility switches that can be adjusted to work with nearly every cart. The bat is programmed to calculate whether you have hit one over the backstop, in the gap to center, over the fence, or haven't hit the ball at all. Like ***Tee V Golf***, the **Batter Up** has the ability to sense how well you swing. **Batter Up** can be used to hone that smooth and level swing in the off (or strike) season. But remember that it can't be used to smack your friend after he strikes you out.

Sports Sciences Inc's Batter Up comes in a wireless or wired version for both the SNES and Genesis. It is available now with a MSRP of $119.99.

Grab this magazine

Now, imagine the squealing you hear is the sound of a 750cc engine as you rip across

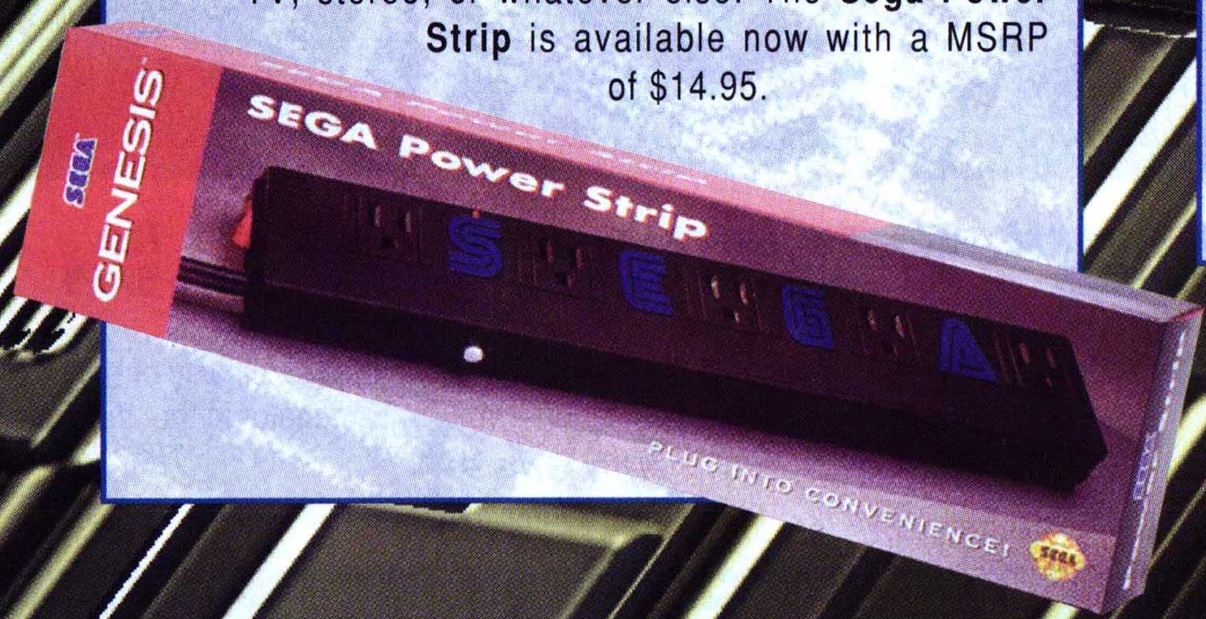
CYBERSOFT

FULL THROTTLE RACING IS A TRADEMARK OF GAMETEK, INC. ©1994 CYBERSOFT, INC. CYBERSOFT IS A REGISTERED TRADEMARK OF GAMETEK, INC. 2999 N.E. 191 ST., AVENTURA, FL 33180. **FOR MORE INFORMATION, CALL**

Sega Users Power-Up With Sega's New Power Strip

So, you have the **Sega Genesis**. Then you picked up the **Sega CD**. Now, you must have the **32X** to cap of the collection. A problem you may encounter is finding a socket that can handle all three AC adapters required to power all of the Sega hardware. Look no further. It is another piece of **Sega** hardware called the Power Strip.

Now you may think you've seen this product around. But look at it again. **Sega's Power Strip**, unlike many similar products, has five perpendicular mounted sockets. The **Power Strip** allows plenty of space for those bulky power supplies, plus it has space for plugging in your TV, stereo, or whatever else. The **Sega Power Strip** is available now with a MSRP of $14.95.



CH Products Flightstick PRO For 3DO

CH Products, the maker of the excellent **Flightstick Pro** and other peripherals for the **PC** and **Macintosh,** will release a comparable Flightstick for the **3DO** systems. The **Flightstick Pro** for **3DO** has a trigger button and three standard buttons on the stick itself. It also has a four-way thumb switch that is mounted on the stick.

Though it might not be ideal for games like Way of the Warrior, the **Flightstick Pro** should be ideal for games such as Shockwave, Total Eclipse, and Monster Manor. Plus, there may be future software specfically designed for the **Flightstick**. It is available now with a MSRP $129.95.

CH Products, 970 Park Center Drive, Vista, CA 92083.

and step on the cat.

the U.S. on nitro-powered waterbikes and motorcycles. FULL THROTTLE RACING

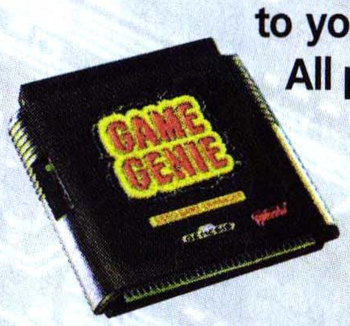
1-800-GAMETEK. NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC. ©1991 NINTENDO OF AMERICA INC.

SUPER NINTENDO ENTERTAINMENT SYSTEM

GAME GENIE SWAP SHOP™

Win A Game Genie of Your Choice!

Dig deep into your Game Genie files and send us your coolest codes, because if we print your Game Genie code a Game Genie will be on its way to you doorstep...well, mailbox. Original codes only. All pre-published codes will not be accepted.



Send your Game Genie codes to:
(Don't forget to list your Game Genie of choice)
The Swap Shop • *Game Informer* Magazine
10120 W. 76th St. • Eden Prairie, MN 55344

All Points ... Bulletin...

Your fellow gamers are looking for codes for the following games:

SNES

Lufia
Star Fox
Final Fantasy II
Madden NFL 94
Baseball Wonder Boy on
Monster World
Ken Griffey Jr
Bart's Nightmare
Congo Caper
Lost Vikings
Zelda III
Arcana

Genesis

Klax
Marble Land
Warrior Rome I & II
Rocket Knight Adventure
T2: The Arcade Game
Streets of Rage I & II
Phantasy Star II
Fighter

NES

Rygar
Castle Quest
Ninja Gaiden 3
Wizards & Warriors 3
Dragon Warrior 4
Castlevania 3
Robo Warrior

Game Boy

Final Fantasy Legend II

Send your Game Genie code requests to:

All Points Bulletin
Game Informer Magazine
10120 W. 76th Street
Eden Prairie, MN 55344

Gradius III – SNES

D08B-6DA4
Start with 9 lives
F38B-6DA4
Start with 31 lives
3C8E-DDD7 + 3C8E-DD07
Infinite lives
DBC3-DF0D
Start with 9 credits
C227-6DDD
Infinite Credits

Darren McDonald
Far Rockaway, NY

Helpful Codes From Our Readers:

Final Fantasy Mystic Quest – SNES

C96B-64AB
Invincibility code

Mark Cruce
Graysville, AL

Eternal Champions – Genesis

NDCT-A258
Winner of First Round wins entire match

Harry Richards
Plano, TX

Robocop Vs. The Terminator – SNES

DF64-446F
Need to kill only one Terminator in the 3rd stage

"The VidMan"

Sonic 2 – Sega Genesis

ACZT-CACA
Need 0 Chaos Crystals to become Super Sonic
RE8A-A60W
Level Select-at title screen, hold down A while pressing Start

Chris Allibone
North Babylon, NY

Phlanx – SNES

BBA8-00E3 + BB2D-008A
Start with 99 ships
BBA8-05E3 + BB2D-015A
Start with 99 credits

Brian Lesyk
Coatesville, PA

Lester The Unlikely – SNES

C2C2-8DEB
Don't take damage from most enemies

"The Video Vigilante"

Maximum Carnage – Genesis

ADNB-4AD8
Infinite lives
AKZB-4A8R
Infinite continues
AM5V-4A9E
Invincibility—must turn effects off at end of some rounds to go on
AJRV-4A4J
Infinite help icons
AETV-5A8L
Start with 1 of each superhero icon
AJTV-5A8L
Start with 2 of each superhero icon
ANTV-5A8L
Start with 3 of each superhero icon
AYTV-5A8L
Start with 5 of each superhero icon
A6TV-5A8L
Start with 7 of each superhero icon
BETV-5A8L
Start with 9 of each superhero icon
CB4B-6AE8
Start with 1/3 health
EB4B-6AE8
Start with 2/3 health
JB4B-6AE8
Start with more health
LB4B-6AE8
Start with much more health
NB4B-6AE8
Start with double health
AF4B-6AFE
Start with 1 life
AK4B-6AFE
Start with 2 lives
AV4B-6AFE
Start with 4 lives
AZ4B-6AFE
Start with 5 lives
A74B-6AFE
Start with 7 lives
BF4B-6AFE
Start with 9 lives
AB4B-6AFL
Start with no continues
AK4B-6AFL
Start with 2 continues
AP4B-6AFL
Start with 3 continues
AV4B-6AFL
Start with 4 continues
AZ4B-6AFL
Start with 5 continues
A74B-6AFL
Start with 7 continues
BF4B-6AFL
Start with 9 continues
AVWV-4AFA
Start on level 2
A3WV-4AFA
Start on level 3
BBWV-4AFA
Start on level 4
BKWV-4AFA
Start on level 5
BVWV-4AFA
Start on level 6
B3WV-4AFA
Start on level 7
CBWV-4AFA
Start on level 8
CKWV-4AFA
Start on level 9
CVWV-4AFA
Start on level 10
C3WV-4AFA
Start on level 11
DBWV-4AFA
Start on level 12
DKWV-4AFA
Start on level 13
DVWV-4AFA
Start on level 14
D3WV-4AFA
Start on level 15
EBWV-4AFA
Start on level 16
EKWV-4AFA
Start on level 17
EVWV-4AFA
Start on level 18
E3WV-4AFA
Start on level 19
FBWV-4AFA
Start on level 20
FKWV-4AFA
Start on level 21

"The VidMan"

Battletech – Genesis

AXYT-CA3Y
Infinite ammo
AX7T-AA7L
Infinite lives
AMZT-CA4Y
Don't take permanent damage from enemy shots
AM0A-CA26
Don't take permanent damage from hitting most objects (mines, enemies, etc.)
ATGA-CA54
Don't lose gun from overheating it
AH3T-AAHL
Start with 1 life
A13T-AAHL
Start with 5 lives
A93T-AAHL
Start with 7 lives
BH3T-AAHL
Start with 9 lives
AD3T-AAHW
Start on mission 2
AS3T-AAHW
Start on mission 3
AM3T-AAHW
Start on mission 4
AX3T-AAHW
Start on mission 5
693T-TGHG
Max ammo for Machine Gun is 999
8X3T-TCHJ
Max ammo for Auto Cannon is 500
8X3T-TCHL
Max ammo for Inferno Missiles is 500
8X3T-TCHN
Max ammo for Large Laser is 500
8X3T-TCHR
Max ammo for Thunder Mines is 500
9M3T-TAHT
Max ammo for PPC is 250
8X3T-TCHW
Max ammo for Long-Range missiles is 500
9M3T-TAHY
Max ammo for Arrow Guided Missiles is 250
9M3T-TAH0
Max ammo for Gauss Rifle is 250

"The VidMan"

The Incredible Hulk – Genesis

ALVT-8A82
Level select screen appears after you start game
DVPV-AA9Y
Don't take damage as Hulk/Super-Hulk
DVRB-AA6W
Don't take damage when "Hulked-Out"
A4YT-8A46
Don't lose health with time when "Hulked-out"
ABDV-AAA6
No lives lost from running out of health
ABNB-AAGT
No lives lost from falling in water
ACYA-8AG2
Infinite transformation capsules
AC5A-8AB4
Infinite time to defeat bosses
ABRV-AAFN
Guns have infinite ammo
BKJV-AAE6
Can perform Super Hulk moves at 10%
CVJV-AAE6
Can perform Super Hulk moves at 20%
D3JV-AAE6
Can perform Super Hulk moves at 30%
AJ2V-AA64
Regular gamma capsules don't max out at 70% (can Hulk-Out)
CT3B-AAAJ
Capsules add twice as much (Hulk only)
D23B-AAAJ
Capsules add three time as much (Hulk only)
KR4A-8AEN
Start 1st life with 75% health
KRXA-8AE8
Start all lives but 1st with 75% health
PC4A-8AEN
Start 1st life with 100% health
PCXA-8AE8
Start all lives but 1st with 100% health
AG4A-8AEY
Start with 1 life
A04A-8AEY
Start with 5 lives
A84A-8AEY
Start with 7 lives
BG4A-8AEY
Start with 9 lives

"The VidMan"

Exclusive Codes from Galoob

Romance of the Three Kingdoms 3: Dragons of Destiny - SNES

CD68-7D22
160 extra points when creating a ruler under 21 - KEEP OFF UNTIL YOU ARE AT THE NAME CREATION SCREEN
CD68-74B2
160 extra points when creating a ruler over 21 - KEEP OFF UNTIL YOU ARE AT THE NAME CREATION SCREEN
DD87-EFC4
Costs 0 gold to hire soldiers
DD84-EF44
Costs 0 food to hire soldiers

World Bowling – Game Boy

3E6 94B F71 + FF6 95B C4E
Always bowl at full power
3E3 44A 08F + 0A3 45A A28
Get a spare even if you miss

Mysterium – Game Boy

3AD-B38-E6A
Start with 1/2 energy
AF8-78C-E68
When switched on in a battle everyone's energy is set to max—works for enemy, so switch off to defeat them
01D-008-E66
Start with 1 life
05D-008-E66
Start with 5 lives
09D-008-E66
Start with 9 lives
FA3-98C-4C1
Infinite lives

Rolans Curse 2 – Game Boy

FOE-86C-6E9
Infinite HP
F0E-01F-6E9
Infinite magic
094-59A-E6E
Takes 9 MP to use Electric ball
024-59A-E6E
Takes 2 MP to use Electric ball
3C3-72E-5D4
Starts you from a new place with power-ups

Play Action Football – Game Boy

3E5-DFC-6EA + 405-E0C-4C9 + 005-E5C-19E
Always kick at full power
00A-6BD-19E
Infinite time
013-2A9-E69
Infinite downs
02B-84E-F7A
Only get 2 downs
053-419-C42
Only need 5 yards for 1st down

Square Deal – Game Boy

01D-A0E-F79
Infinite time on pause counter
1EC-83E-10A
Timer starts at 30
00C-83E-10A
No time on pause counter
0A4-D8D-F7E
Select up to level 10 in level select
3E3-AFD-C4E + 013-B0D-193
Start with 1 replay
3E3-AFD-C4E + 033-B0D-193
Start with 3 replays
3E3-AFD-C4E + 093-B0D-193
Start with 9 replays

Mortal Kombat II – Game Boy

001-57F-F72
No continues
011-57F-F72
1 continue
031-57F-F72
3 continues
091-57F-F72
9 continues
0F1-57F-F72
15 continues
00D-ABF-3BE
Infinite continues
02C-55B-E6E
Much faster timer
00C-55B-E6E
No timer
2C3-39D-800
Timer starts at 30
3C3-39D-800
Timer starts at 40
4C3-39D-800
Timer starts at 50
5C3-39D-800
Timer starts at 60
009-48B-91D
Infinite energy
006-2EB-3B7 + 000-1FA-3B7
Player can't move from floor
SWITCH OFF AT END OF ROUND TO ADVANCE
3E1-79E-4CA + 031-7AE-A2A + E01-7BE-2A9
Complete round 1 and go to round 3
3E1-79E-4CA + 041-7AE-A2A + E01-7BE-2A9
Complete round 1 and go to round 4
003-279-19E + 003-249-19E
Computer can't move from floor
F40-E89-2AE
Normal punches do more damage
311-009-3B9
Uppercuts do less damage
311-3A9-E69
Back throws do less damage
F41-5A9-E60
Special moves (projectiles) do more damage

Sylvester & Tweety In Cagey Capers – Genesis

AJZA-CA68
Infinite lives
DJ4T-CA8E
Invincible
AEYT-CAA2
Start with 1 life
ANYT-CAA2
Start with 3 lives
AYYT-CAA2
Start with 5 lives
B6YT-CAA2
Start with 15 lives
CTYT-CAA2
Start with 20 lives
AJZA-CA3N
Don't get an extra life at 100,000 points
PJZA-DJVN
Get 2 extra lives at 100,000 points
PJZA-DNVN
Get 3 extra lives at 100,000 points
AAZA-CAA8 + AAZA-CABG
Get an extra life at 34,464 points
AJZA-CAA8 + AJZA-CABG
Get an extra life at 165,536 points

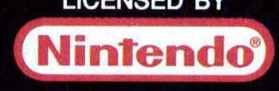
TM

CLAY FIGHTER 2

AND WE'RE TAKIN' IT TO THE STREETS.

There ain't nothin' you can do to us. We've been punched, crunched, spit on and drug through the dirt. We're badder than bad. We seen it all and done it all...so turn your cute little karate self around and disappear before we get nasty.

LICENSED BY



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM. NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM, SUPER NES AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO OF AMERICA, INC.

WE'RE PREPARED FOR COMBAT.

Interplay™

Or don't play at all!

INTERPLAY PRODUCTIONS
17922 Fitch Avenue
Irvine, CA 92714
(714) 553-6678

©1994 Interplay Productions. C2: Judgment Clay and Clay Fighter are trademarks of Interplay Productions. All rights reserved.

Fuzzy Blue Rats
CAN'T
Skateboard

Overgrown Housecats
CAN'T
Hang Glide

Dirty Worms
CAN'T
Whistle

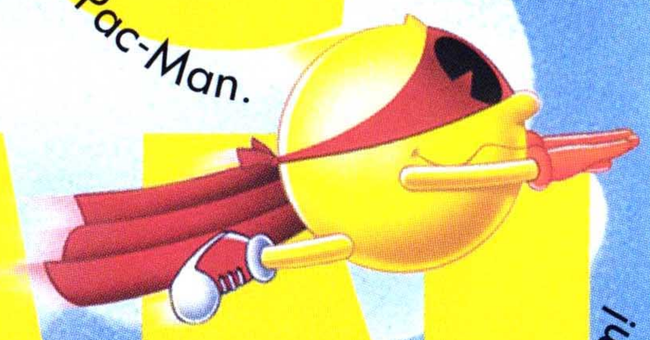
Mere Mortals
CAN'T
Become Super Heroes

Big Hairy Apes
CAN'T
Think For Themselves

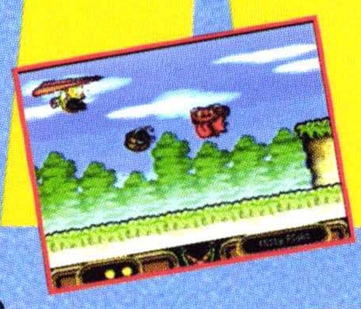
PAC-MAN CAN'T

There's tons of killer stuff Pac-Man can do that others can't. He can thrash on his skateboard, shred clouds with his glider, even "SHAZAMM!" himself into Super Pac-Man.

"Hey, I've got places to go, people to see—I won't wait while you decide what button to press!"

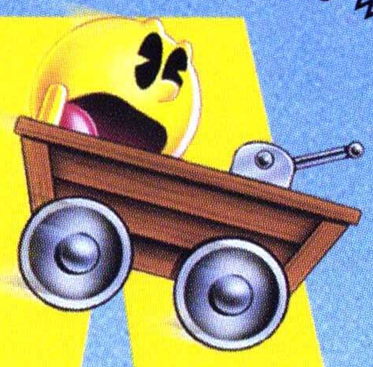


Unlike one-ply characters, Pac-Man performs all his own stunts—this dude can freestyle with the best of them!



"When I'm this high up, the last thing I need is one more ghastly ghost."

But sometimes he needs a reality check. So it's your duty to hang with Pac-Man through all his adventures.



After all, you wouldn't want Pac-Man to get crushed like some spandex-sportin' street thug.

"You can even play the game that made me the world's first video game super hero! (I don't have a big head, do I?)"

Get Pac-Man 2: Where every game is an adventure.

PAC-MAN 2
THE NEW ADVENTURES ™

GENESIS

namco
The Game Creator

SUPER NINTENDO ENTERTAINMENT SYSTEM

Pac-Man 2: The New Adventures TM & © 1994 Namco Ltd. All Rights Reserved. Nintendo, Super Nintendo Entertainment System and the Official Seals are registered trademarks of Nintendo of America, Inc. © 1991 Nintendo of America Inc. Sega and Genesis are trademarks of Sega Enterprises, Ltd. All rights reserved. Namco Hometek, Inc. 150 Charcot Ave., Suite A, San Jose, CA 95131-1102.