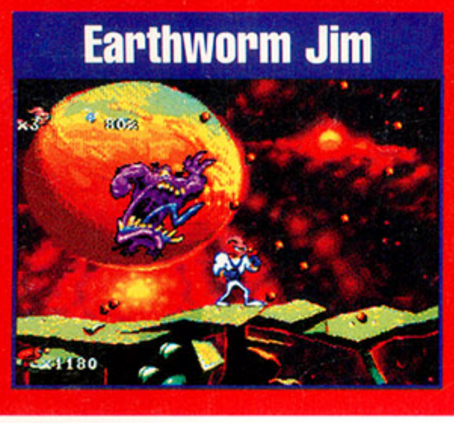

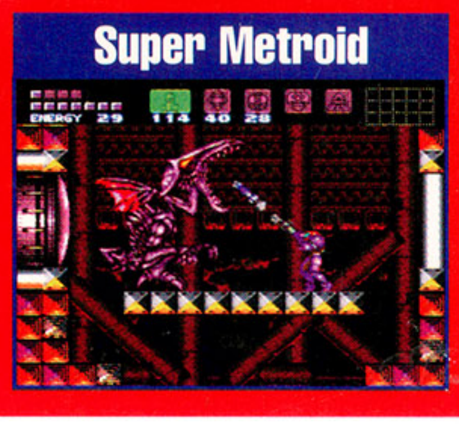

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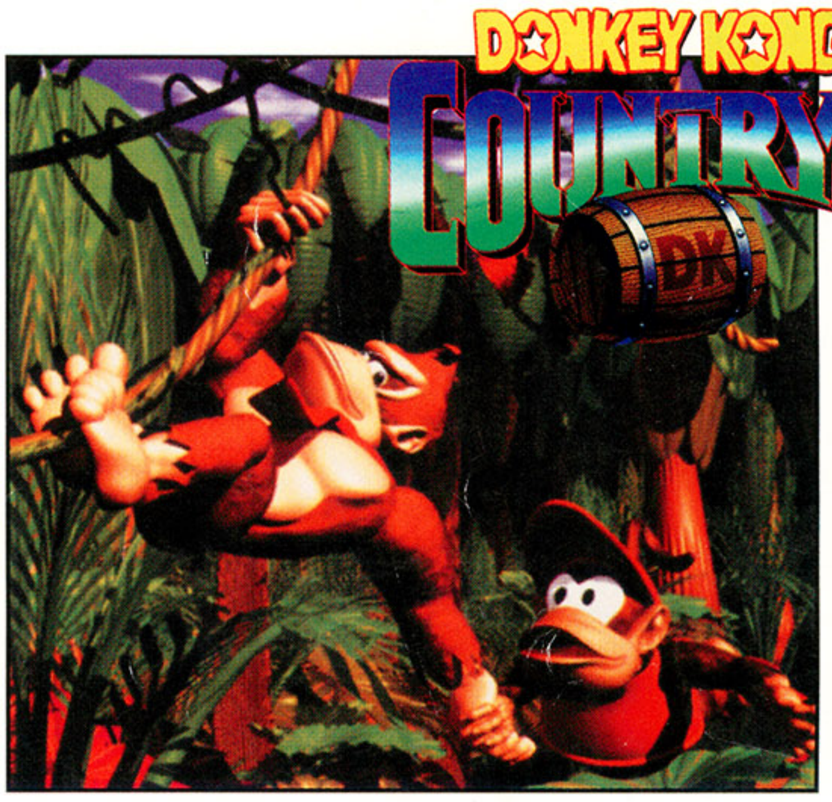

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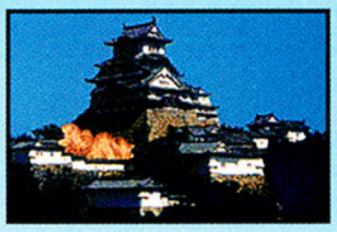

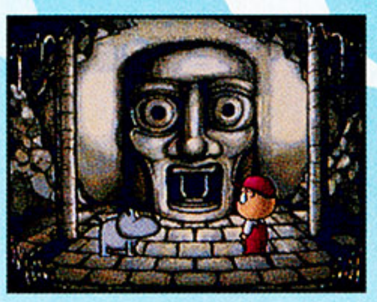

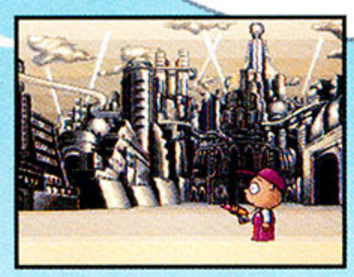

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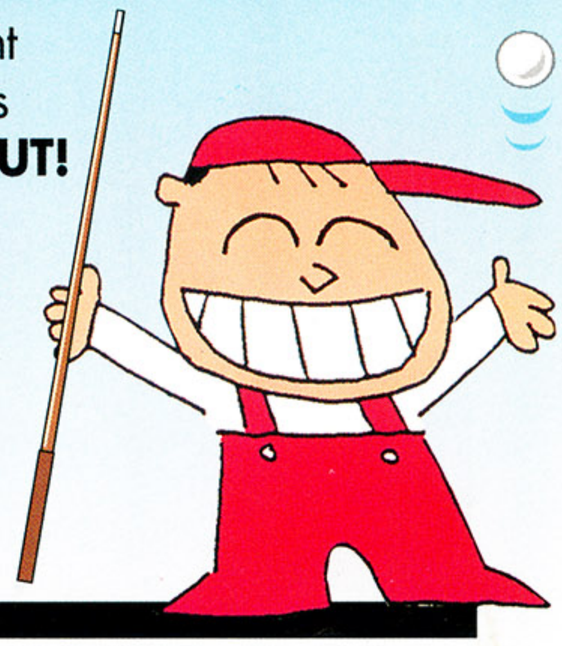

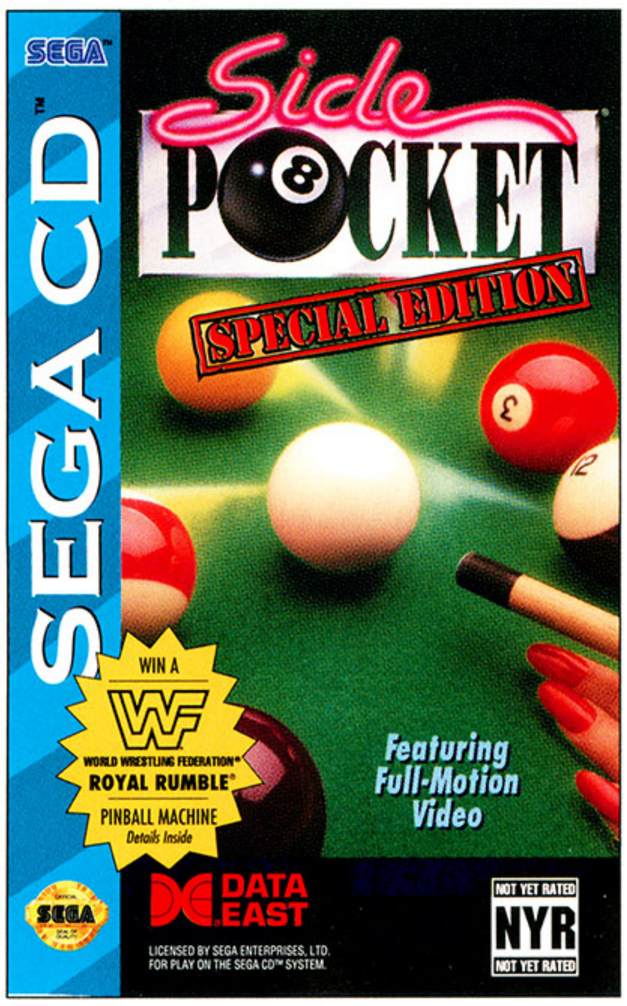

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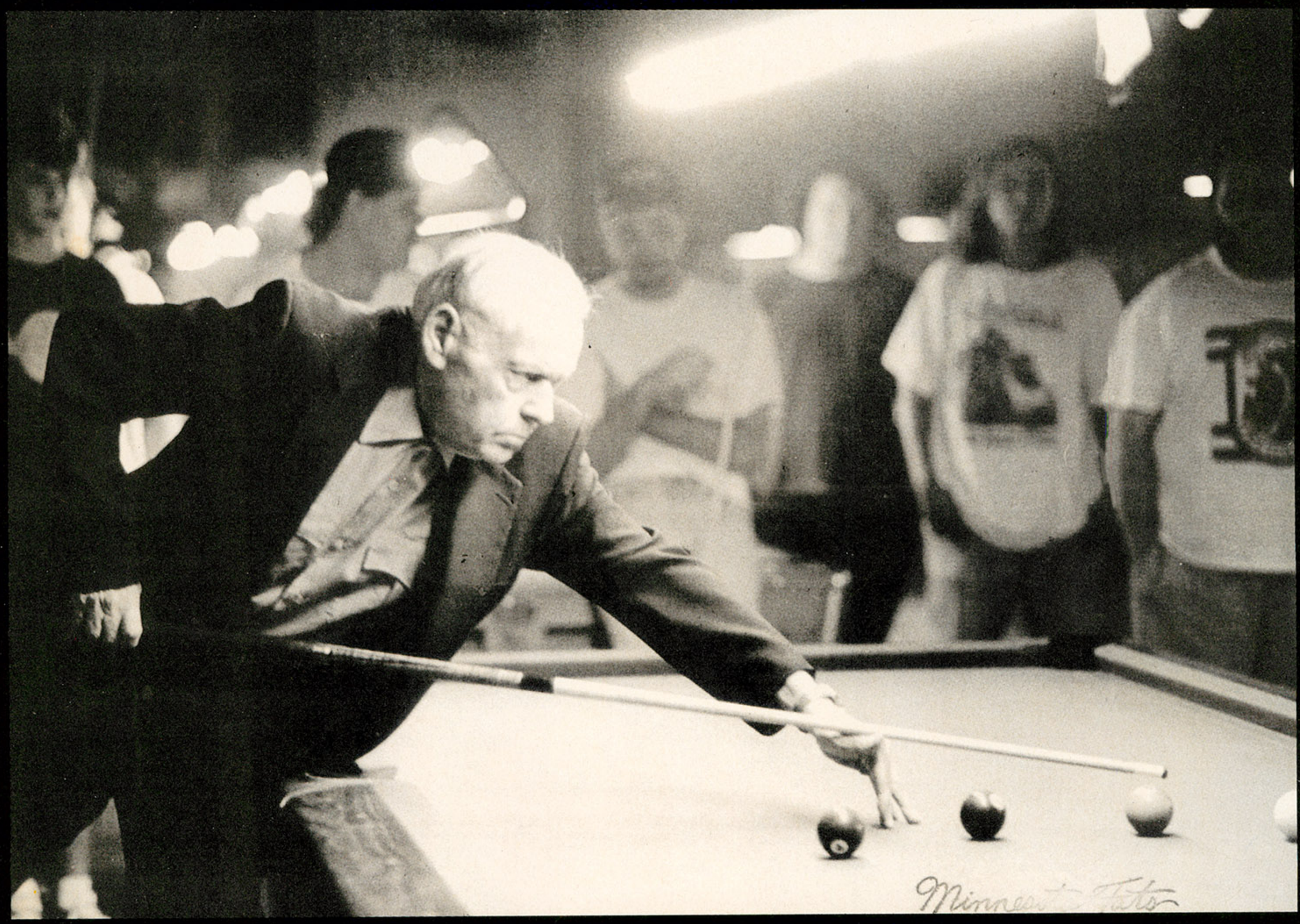

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Donkey Kong Country.
You won't believe it either.

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Hold on to your banana.
This is gonna put hair on your chest...and maybe even your back.

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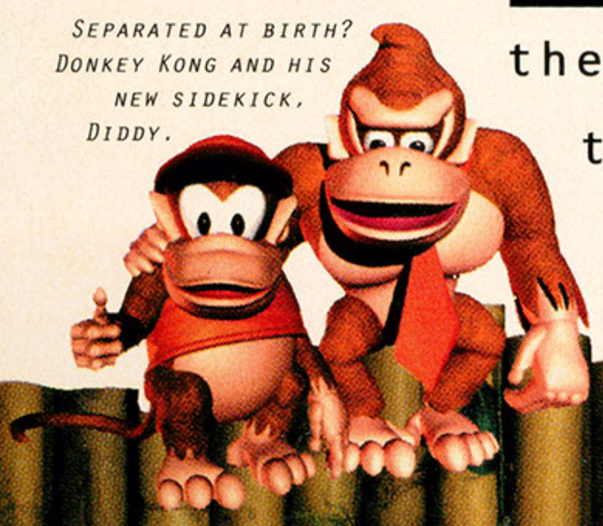
So grab a vine and start yelling **"OOH OOH!"** The beast is back. And he's second banana to no one.



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Find out if the Sony PlayStation is worth all the hype!

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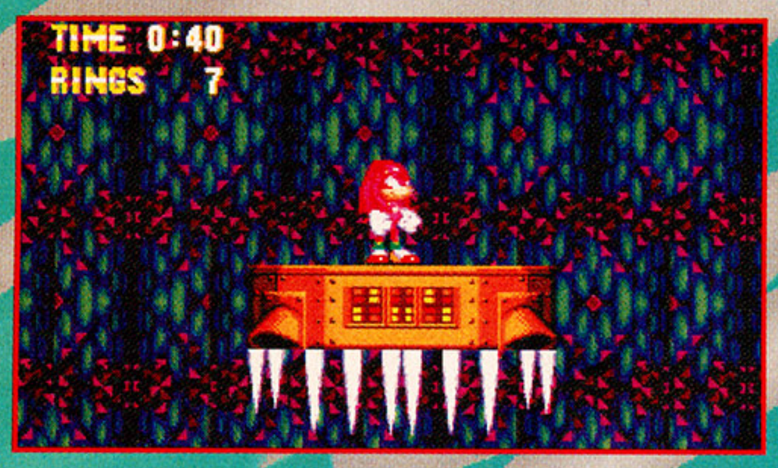
8 — Editor Ed Semrad asks the question: what system will rule in 1995? Will it be the Sony PlayStation? Or how about Sega's 32X? With so many new systems out there, it will be tough to decide which will be #1!

Gamers are catching jungle fever with Donkey Kong Country!

Mortal Kombat II—the blood, the gore, and the fatalities are here!



Friend and foe team-up for a cool, Genesis treat!

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Repel The Demon Horde

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WHICH GAME SYSTEM WILL RULE IN '95?

Have you picked out the next game system that you want to buy? If you have, help me out as I haven't a clue as to who will rule in 1995. It used to be so simple—either the Sega Genesis or Nintendo's Super NES. Now, the list of new systems is literally longer than my arm. Having a range of systems to choose from isn't necessarily bad but the new ones are just way too expensive. Wasn't it just last year when we had a 16-Bit price war between Nintendo and Sega to see who could get under $90 first? Never again. Now with the 3D0 just breaking $400, the Neo•Geo CD topping $450, and the Saturn and PlayStation approaching $500, the good old days are apparently long gone and, gone forever.

How are the new system prices going to affect gaming? Don't expect any of the new systems to sell a million units any time soon. Since all of the new systems (except the 32X) are out of the range of impulse buying, sales are going to be slow, very slow. Mom is not going to just run out and buy a Saturn for Johnny once she knows that it is going to cost over $400. So what? With no one dominant system in the marketplace, game developers aren't going to be very anxious to spend a lot of R and D time to create a game for a system that may not be around next year. Also, with fewer high-end systems in the homes, any game that comes out won't sell huge numbers. Smaller sales figures mean higher game prices. Fortunately, most of the new games will be CDs, and the lower production prices will keep game prices about the same as they are now.

The jump from cart to CD had to happen sooner or later and it looks like 1995 will be the year that it happens. The only question that remains is which system to buy. I for one don't want to make a $500 mistake. Will the 3D0 catch on? How about the CD-i, will it get the recognition that it deserves? Or how about the Jaguar? Can Atari produce enough games to keep the players' interest? The Saturn and PlayStation are certainly getting a lot of ink in the magazines, but will they have the games that the U.S. players will want? And what about Nintendo? They have been very quiet. Will their new cartridge compression technology be able to compete in a CD market? Then there are the long shots. Can the NEC FX or Pioneer LaserActive break away from the crowd and succeed in an over-crowded market? Any ideas?

Editor
Ed Semrad

EGM!™

1995 BUYER'S GUIDE

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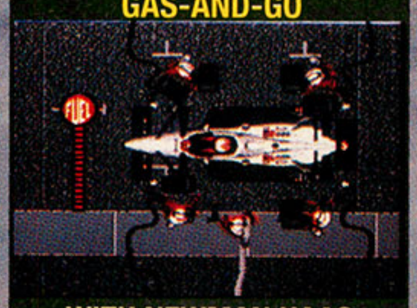

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EGM's BEST AND WORST OF 1994

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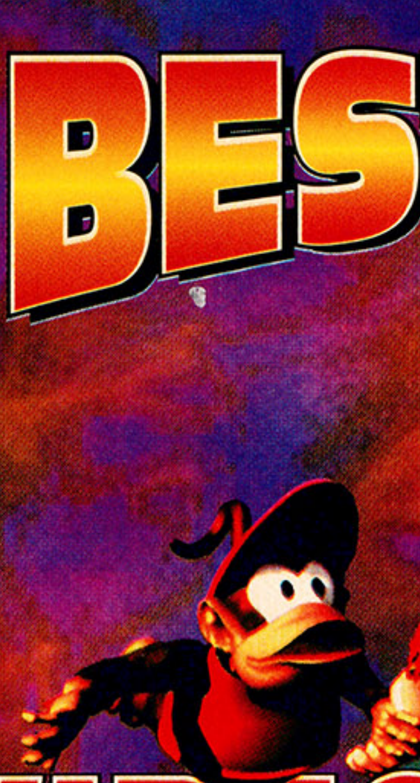
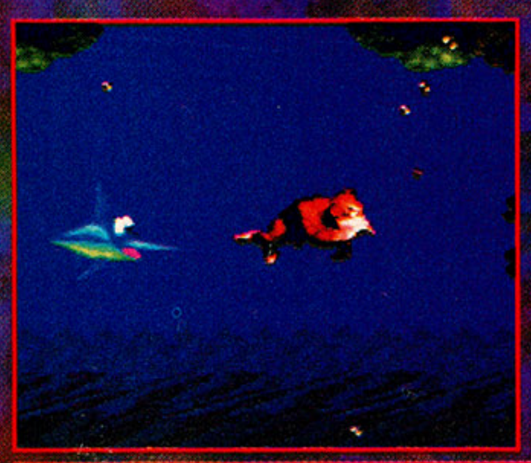
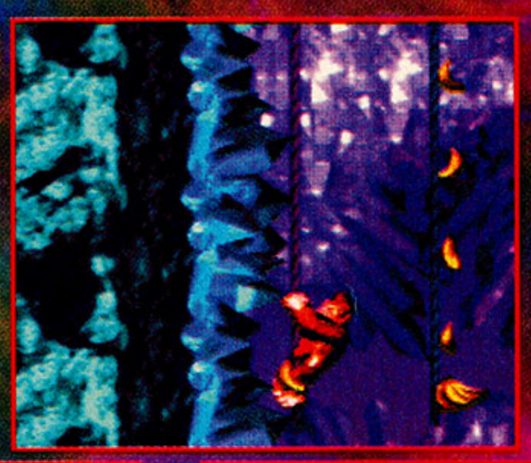
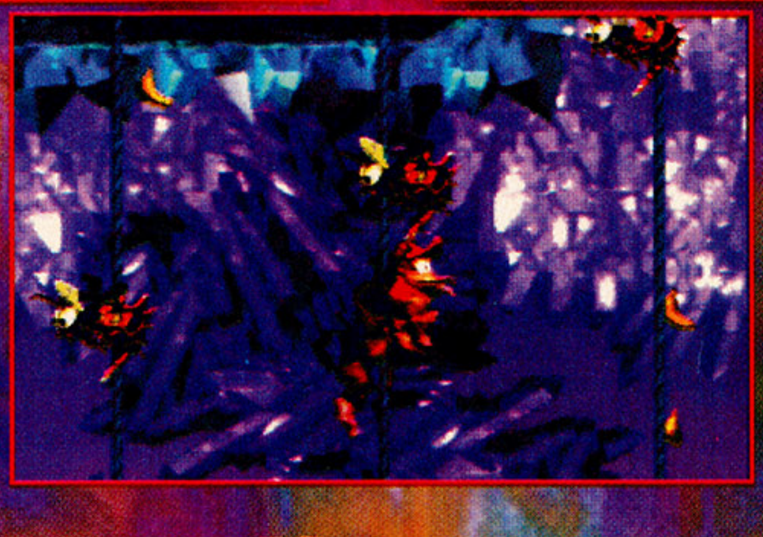
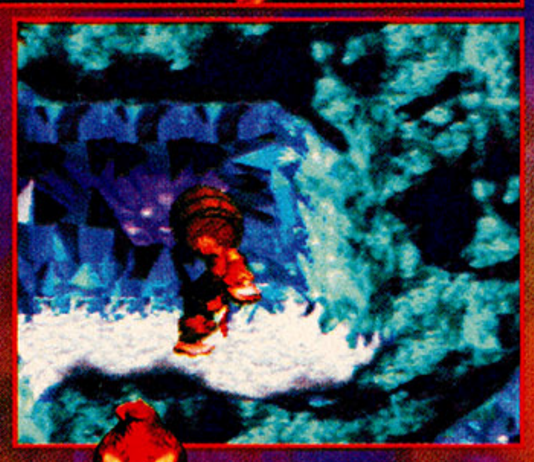




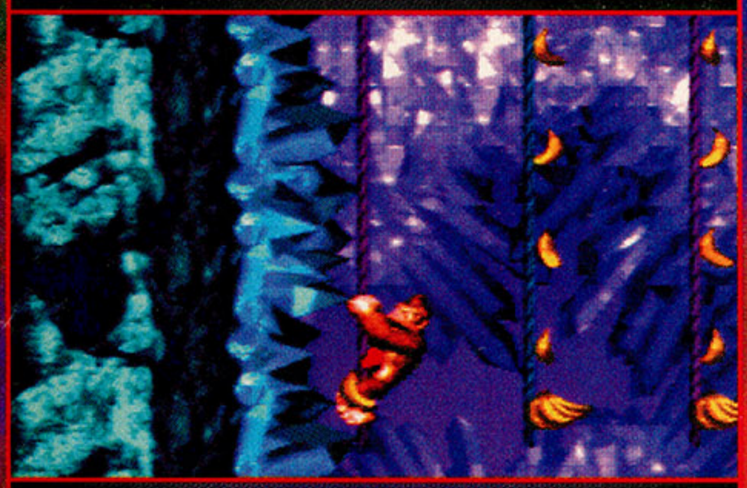




DONKEY KONG COUNTRY



GAME OF THE YEAR
(All Systems)

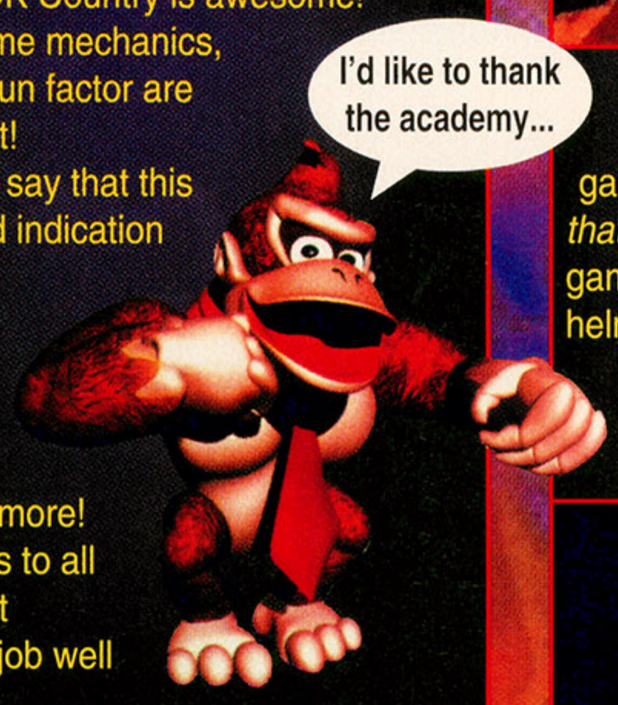


Nintendo's
Donkey Kong Country

WOW! No other game in *EGM*'s history has ever taken Game of the Year with so many votes! Usually there are a couple of games which will get several votes and make the top spot a real competition. This year, however, was a different story! Nintendo's technological tour-de-force, Donkey Kong Country, was the hands down winner for Game of the Year hands-down.

From the moment our editorial staff began playing this baby, we were all hooked. The incredibly cool graphics were rendered on an advanced Silicon Graphics workstation. Originally, this game contained over 100 megabits (some reports say close to 300!), but was later compressed to 32 Megs! Everything in DK Country is awesome! The music, game mechanics, graphics, and fun factor are among the best!

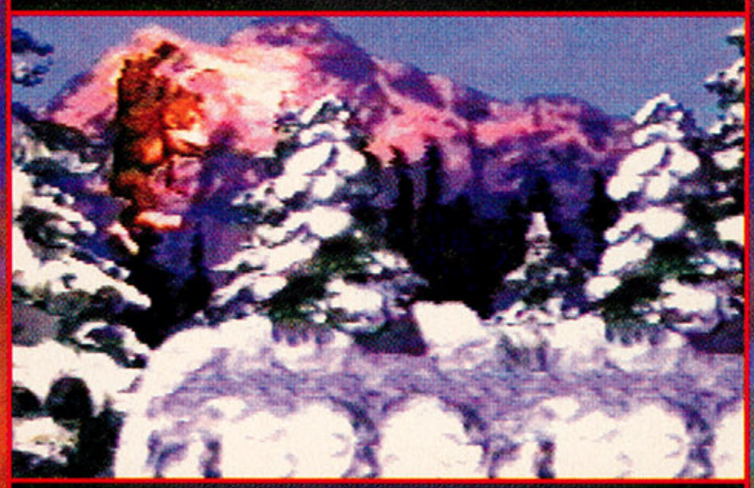
Many people say that this game is a good indication of where video gaming is going in the future. Our editors couldn't agree more! Congratulations to all of the people at Nintendo for a job well done!



ABOUT THE AWARDS

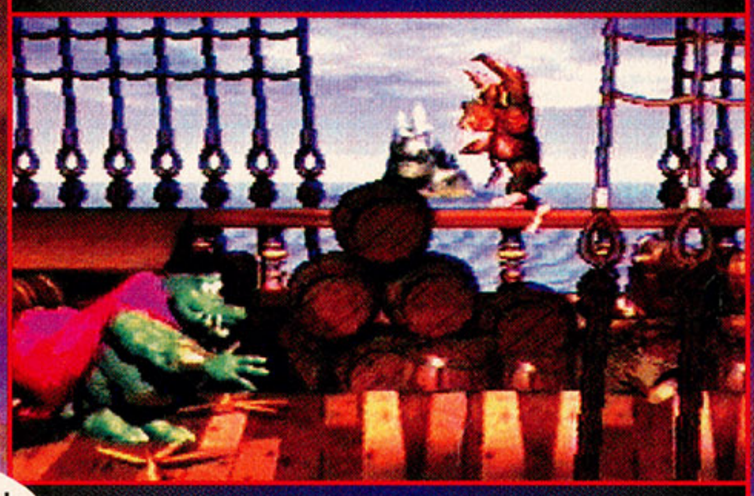
The Best and Worst of 1994 Awards were compiled from a poll given to the entire EGM editorial staff. These awards are not based upon ratings given by EGM's Review Crew. For a product to be considered for an award, that item had to appear in the stores sometime within the 1994 calendar year.

GAME OF THE YEAR
(Super NES)



Nintendo's
Donkey Kong Country

It should come as no surprise whatsoever that Nintendo's Donkey Kong Country is the Super NES Game of the Year. This cart beat out some of the year's best titles. With over a 100 levels, some truly tasty graphics and sounds, and enough challenge to keep even seasoned gamers busy, DK Country is sure



to be one of "Big N's" greatest hits!

Donkey Kong first appeared in video games over 10 years ago. (Yes, it's been *that* long!). It is, then, only fitting that one of gaming's oldest characters be at the helm of the flagship which bridges the gap between 16-Bit and 64-Bit gaming.

Nintendo should be very proud of Donkey Kong Country. It signals the beginning of a new era in home video gaming. Hats off to all the folks at Nintendo for once again rocketing video games into the next dimension! Congratulations, ya big ape!

GAME OF THE YEAR
(Genesis)

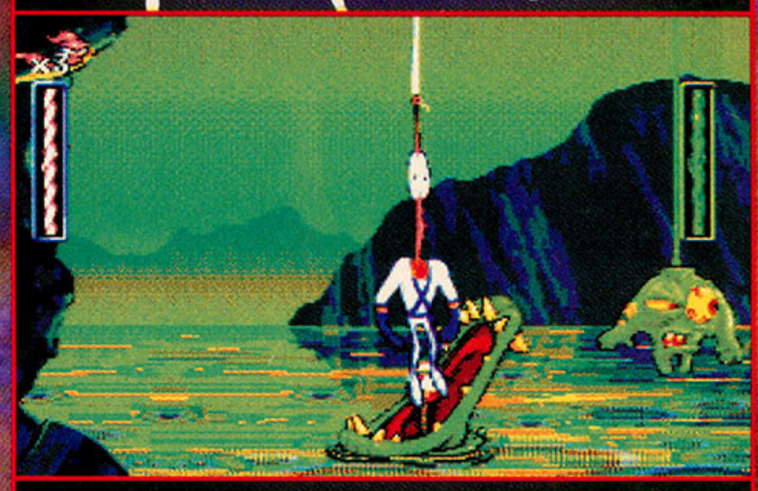
Playmates'
Earthworm Jim

It's a bird! It's a plane! No! It's ... a *worm*? Yes, Earthworm Jim steals this year's Genesis Game of the Year! With a main character as goofy as this, how can you go wrong?

The *EGM* staff laughed for

hours on end while playing this ...umm ... "unique" game.

So what makes this game a winner besides the fact that it's so funny? Earthworm Jim has quality animations, lengthy levels, whimsical enemies, great



graphics, and a fun factor that is hard to beat! If all video games were this much fun, we would all be happy campers!

Congrats to everybody at Playmates for a fantastic job. Earthworm Jim is a winner in our books! Just remember to launch that cow!!!

GAME OF THE YEAR (Sega CD)

Sony Imagesoft's
Ground Zero, Texas

The Sega CD had a rather bad year in '94. One exception was Digital Pictures' Ground Zero, Texas. The *EGM* staff enjoyed this game more than any of this year's other Sega CD titles. Ground Zero, Texas featured lots of action, a cool story line, and tons of alien invaders to blast. Usually our editors seem to shy away from these interactive CD games, but this one was definitely an exception to the rule. If you're into interactive adventures, try your luck at Ground Zero, Texas.

GAME OF THE YEAR (3DO)

Electronic Arts'
Road Rash

Road Rash takes on the 3DO system with a vengeance! This long-awaited release by Electronic Arts blew away the competition. The *EGM* staff rocked-out with the RR soundtrack which included **REAL** music from groups like Soundgarden, Paw, and Therapy! Too cool!! Also, Road Rash kicked some serious you-know-what in the graphics department. The 3DO powered this old favorite to new heights in 1994. If RR is any indication of the 3DO's future, we're set!!

GAME OF THE YEAR (NEO•GEO)

SNK's
The King of Fighters '94

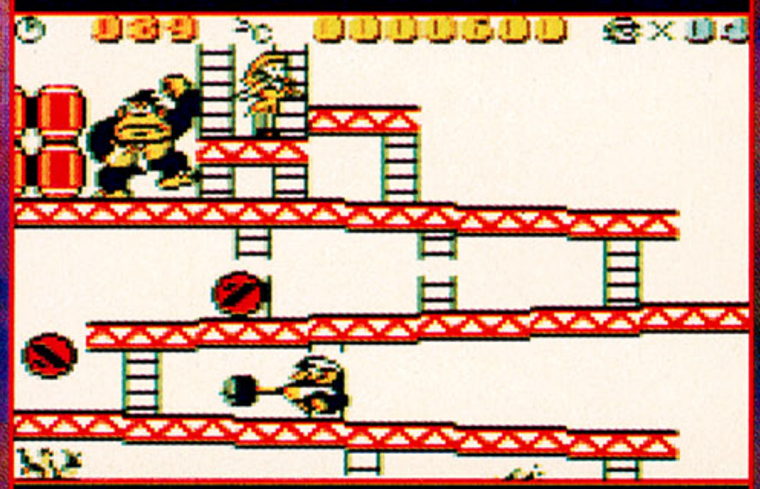
SNK's 190+ Meg beast takes top honors. KOF '94 blew us away for a number of reasons. First of all, it features fighters from other popular SNK games like the Fatal Fury and Art of Fighting series all joined together in a unique three-fighter format. Second of all, as a fighting game goes, it is just a phenomenal piece of work. The play control, graphic presentation, and sound quality are all top-notch. Our editors are also in love with Mai Shiranui's new "bouncy" look!

GAME OF THE YEAR (Jaguar)

Atari's
Tempest 2000

Old arcade games never die, they just ... turn into Jaguar titles! This old arcade favorite made a huge impression on us. It may not be real exciting to look at, but Tempest 2000 has a fun factor that will warp you into the next dimension. The added little bonus of three new and different Tempest games makes for a great time! The bonus levels are also really cool! The soundtrack rocks your socks off as you play along with a second player.

GAME OF THE YEAR (Game Boy)



Nintendo's
Donkey Kong

Another arcade remake! All in all, this is about as good as a game can be on a tiny green screen. Everything is here, including some new features like a save function, new cinemas, new levels, and even color on the Super Game Boy! Wow! The graphics are really impressive for a Game Boy game. One word of advice: try to pick yourself up a Super Game Boy for this cart! On your TV this one will rip your pants right off! Great job Nintendo!

GAME OF THE YEAR (Game Gear)

Taito's
Bubble Bobble

Taito's Bubble Bobble beat a field of serious competition to receive the Game Gear Game of the Year. Considering this game beat MK II for this spot really says something! Looking and playing just like the original, this Game Gear version of Bubble Bobble is a great platform game to take on those long road trips. It just goes to show that a really fun game doesn't have to have great graphics and severed limbs spewing blood all over the place!

GAME OF THE YEAR
(CD-I)

Philips'

Burn: Cycle

The CD-I system by Philips is capable of some pretty amazing stuff. One game that pushed this system seemingly to its limits (and ours!) was Burn: Cycle. Packed into this game is enough action-packed cinemas to make a full-length movie! The game's story-line is top-notch and there are tons of weird characters for you to interact with. This is one of the best interactive CD-ROM vids that we have had the pleasure to play. If you're a CD-I owner, Burn: Cycle is a "must have".

BEST FIGHTING GAME
(All Systems)

SNK's

The King of Fighters '94

The Best Fighting Game category was a tough one to fill because of the lack of fighting games, NOT! Seriously though, 1994 was another great year for fighting games. With so many on the market, it was pretty hard for us to choose a winner. SNK's mega-Meg beast, The King of Fighters '94 was our winner by a nose. We loved just about everything this game has to offer. If you own a Neo•Geo, don't pass this one up. If you can find it in an arcade, play it!

BEST SHOOTER
(All Systems)

Jaleco's

R-Type III

The most anticipated shooter to hit the market in a long time snatched this year's Shooter of the Year award. Jaleco really did the right thing in buying R-Type III from the now almost-defunct Irem. This vid really kicks! With great graphics, lengthy levels, two-player alternating play, three different pod types, and a high degree of difficulty, this shooter blew us away! Fans of the older R-Type vids will positively flip when they play this game. Way to go, Jaleco!

BEST ACTION GAME
(All Systems)

Nintendo's

Super Metroid

The year's Best Action Game award goes to Nintendo's huge Super Metroid. Samus is back with a vengeance in this enormously popular adventure for the Super NES. With new techniques and levels to master, Super Metroid captured the fancy of the EGM staff the moment it came out. This is one of those games that will keep you up way past your bedtime. Take it from the folks at *EGM*, play this game and play it hard, Super Metroid is a winner!

BEST SPORTS GAME
(All Systems)

Acclaim's

NBA Jam (Super NES)

He's on fire!! NBA Jam is a great example of a sports game that requires little or no knowledge of sports! NBA Jam was our favorite because of the four-player feature, awesome slams, and funny little tidbits like the Clinton code. The Super NES version beats out the Genesis version in the graphics and sounds categories. This is THE game to play at parties when you and a few buddies want to play some serious vid. Fast-paced and furious, NBA Jam delivers!

BEST DRIVING GAME
(All Systems)

Electronic Arts'

Road Rash

Electronic Arts' Road Rash for the 3DO smoked all of the competition in the Best Driving Game category. Everything, and I mean EVERYTHING about this game is cool: great graphics, music from bands like Soundgarden and Paw, and new features make this the best Road Rash yet! And the bikes ... dig 'em! With games like this, the 3DO is definitely worth consideration even though it had a sluggish start. This is the type of game that could make a system!

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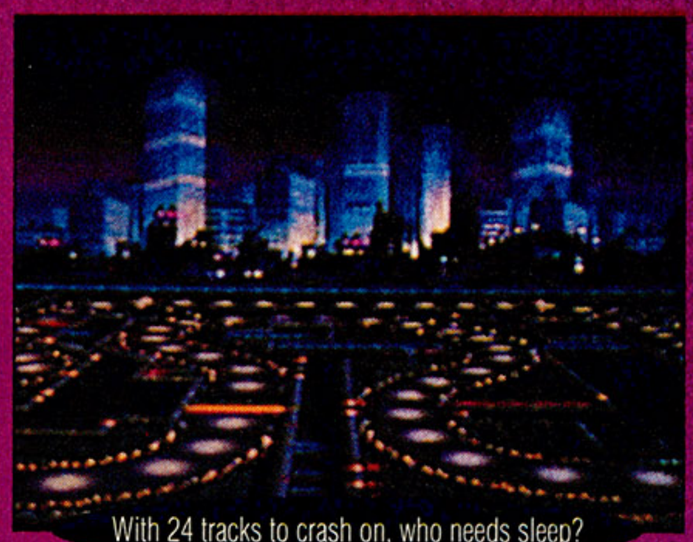
WAS A tV SCREEN.

SOME RACING



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BEST RPG
(All Systems)

Squaresoft's
Final Fantasy III

This year's winner in the RPG department is Squaresoft's Final Fantasy III. Aside from the fact that this game actually topped FF II (not an easy feat by any means!), Final Fantasy III is tops in our books for the awesome new options, great music, and overall graphic presentation. The in-depth story line will keep gamers of all ages interested, and the difficulty level of the quest is high enough to occupy older gamers. If you're a fan of RPGs, this game is for you.

BEST NEW CHARACTER
(All Systems)

Playmates'
Earthworm Jim

Earthworm Jim was the hands-down favorite for the Best New Character award. He's funny, he's crazy, and he's *a worm* (I can relate)! Some of the stand-still animations are destined to be classics. Supposedly, Earthworm Jim is going to be making an appearance in television cartoons and action figures. Regardless, Jim kept the *EGM* editors laughing for many long hours. Jim could teach game developers a thing or two about originality.

BLOODIEST GAME
(All Systems)

Acclaim's
Mortal Kombat II

Scorpion, Cage, and the rest of the Mortal crew top the list for a second year in the category of Bloodiest Home Game. Acclaim's blockbuster smash was definitely a lesson in gore. Surprisingly, Nintendo seemed to turn their collective backs on the violence in this game (does money talk, or what??). Though many gamers enjoy the numerous fatalities, Mortal Kombat II would still be an excellent game without the gore. We're just glad it was translated faithfully from the arcade version.

MOST IMPROVED COMPANY
(All Systems)

Takara

This one was easy. Everyone here at *EGM* was blown away this year by the terrific work done by Takara on games like Fatal Fury 2, Samurai Shodown, and King of the Monsters 2. Just a couple of years ago, Takara's games were only average to say the least. This year, however, they did an awesome job on just about everything! Although there are many quality-conscious game companies out there, only Takara has improved so dramatically as to garner the Most Improved Company award. Congratulations on a great year and keep up the good work!

HOTTEST GAME HUNK
(All Systems)

Tie:
EGM's Al Manuel / U.S. Gold's Incredible Hulk

This one got scary. There was a tie between The Incredible Hulk and, get this, *EGM*'s own Al Manuel! Obviously the *EGM* staffers have a bizarre sense of humor (or they need to get out more). Then again, Al is pretty cute. I like the way he is so tough on all of the Review Crew games, while he maintains his soft, masculine side. Er, umm, anyway, Hulk also captured many votes for his lovely green fleshtones and rippling muscles. The whole thing gives me the creeps!

HOTTEST GAME BABE
(All Systems)

SNK's
Mai Shiranui

This year, the beautiful Neo•Geo ninja Mai Shiranui steals the honors from SSF2's provocative Cammy. Mai won this one handily with over 75 percent of all the votes! The EGM staff could be heard giggling well into the night while watching her trounce opponents in The King of Fighters '94. Battle cries of "Me bouncy!" echoed throughout the office. Too bad Mai isn't real, maybe Cyberboy Andy would finally enjoy being beat up! Oh well.

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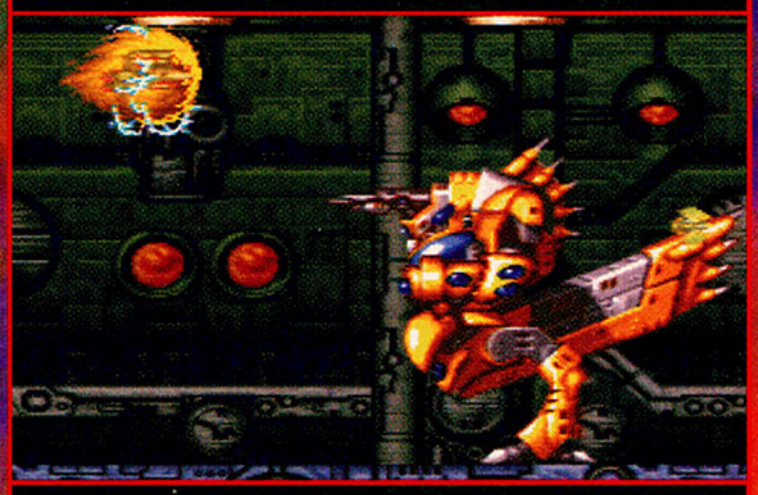
BEST SHOOTER (Japanese)



Zamuse's

Macross: Scrambled Valkyrie

This Super Famicom version of Macross is a "must have" for any serious shooter aficionado! Besides the beautiful graphics, this vid features some ingenious little bonuses. The one that immediately comes to mind is your fighter's ability to "absorb" enemies and turn them into allies to fight on your side! Nice touch! There are three different fighters available with three different weapons systems for each. These in turn can be powered-up three times! Find it, buy it, love it!!

BEST RPG (Japanese)

Square of Japan's

Final Fantasy VI

In America, this game is known as Final Fantasy III. This 24-Meg dynamo is the biggest cartridge-based RPG ever! Within its plastic casing, this cart offers about 80+ hours of game play (if you're good!). Check out the great music which made most of the *EGM* staff run out and buy the soundtrack! This game has been out in Japan a little over a half a year, and has sold about 500,000 units in Japan alone! If you can find this game, pick it up!!

BEST ACTION GAME (Japanese)

Konami's

Dracula X

Here is a game that *every* editor at *EGM* loves. The Best Japanese Action Game goes to Konami's Dracula X for the PC Engine CD-ROM. Kickin' music, great bosses, a non-linear design, what else do you want? There are rumors that this game will be coming out next year for the Super NES, Sega CD, Sony Playstation and the 32X. Hopefully, Konami of America will release this thumb-buster so that American gamers will get a juicy taste of it. Definitely one to sink your fangs into!

BEST MUSIC–CARTRIDGE (All Systems)

Squaresoft's

Final Fantasy III

When the music of a video game is enough to stir emotion as intensely as it does in Squaresoft's Final Fantasy III, you know the game deserves the Best Cartridge-Based Music award. The tunes in this vid are so good, you'll swear that there's a symphony in your television! In one scene you are watching an opera in which the music, synchronized to the mouths of the characters, gives the illusion that the characters are actually singing a song. Unbelievable!

BEST MUSIC–CD (All Systems)

Electronic Art's

Road Rash

Soundgarden music in a video game? Yup, that's Road Rash by Electronic Arts! This 3DO rocker definitely gets our vote for best music in a vid. The great thing about it is, it totally fits the game. Listen to this one through your stereo real loud, and your neighbors will be on the phone to the cops so fast, your head will spin! If you let your racer sit still long enough, you'll be treated to some videos of the game's band! Rock 'n' roll was never better!

BEST SOUND EFFECTS (All Systems)

Konami's

Sparkster (Super NES)

Sparkster is back in an all-new adventure. The Super NES version of Sparkster contains some of the most impressive sound effects heard this year. As you progress from level to level, you'll be blown away by the sounds, especially if you play it through your stereo. Our editors were impressed with these sound effects and gave Sparkster the Best Sound Effects award. Konami has been known in the past to market high-quality games, and Sparkster is no exception.

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BEST ANIMATION (All Systems)

Nintendo's

Donkey Kong Country

The winner of the Best Animation award goes to none other than Nintendo's Donkey Kong Country. This should come as little or no surprise, seeing as how DKC breaks new ground in home system graphics. Rendered on Silicon Graphics workstations, this incredible game has animations so lifelike that it is hard to believe that you're playing a Super NES title. The movements of the characters are so fluid that they really look like they're alive! This game is incredible!

WORST MOVIE TO GAME (All Systems)

Sony Imagesoft's

Cliffhanger

Stallone is going to kill us! The dubious award of Worst Movie to Game goes to Sony Imagesoft's Cliffhanger. Whereas the movie was action packed and exciting, the game it is based on is fairly unspectacular. This vid is not a complete loser, however. We were just disappointed that it wasn't better than it was. Judging from the responses on our voting forms, most of the *EGM* staff was in agreement about this. Sony Imagesoft has many quality games—this isn't one of them.

BEST MOVIE TO GAME (All Systems)

JVC's

Super Return of the Jedi

The third installment in the *Star Wars* series, Super Return of the Jedi, walked off with this year's Best Movie to Game Award. This vid is awesome! You can play as your favorite movie characters including Luke, Leia, and Wicket. Also, the 3-D scenes are really hot! Loaded with 16-Megs and 19 levels, JVC's Super Return of the Jedi packs all of the excitement of the movie into your Super NES. Relive the magic and give this one a shot!!

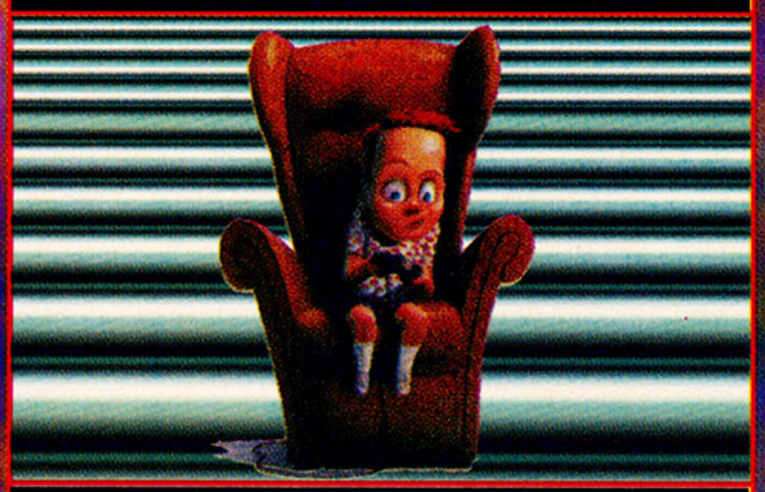
BEST GAME DUO (All Systems)

Nintendo's

Donkey & Diddy Kong

Who's the hippest game duo of them all? Why it's Nintendo's Donkey Kong and Diddy Kong from Donkey Kong Country! This pair stole the hearts of the *EGM* editors with their hilarious animations and cutesy look. Although Donkey Kong Country is not a two-player game, Donkey and Diddy pal around with each other throughout the game. These two seem to be an inseparable pair! I guess Donkey and Diddy show that the "buddy system" works!

BEST AD (All Systems)



Sony Imagesoft's

Equinox

And the winner is ... Sony Imagesoft's vidiot-savant! Seriously, through, the *EGM*ers laughed hard at this one. Then again, we laughed at it because we all know people like this quickly-aging kid. In fact, most of us at *EGM are* like that kid!! Ads like this one are a pleasure to run in our mags because they bring a smile not only to our faces, but also our readers'. After all, isn't that what it's all about? Anyway, congratulations to Sony Imagesoft, keep making us laugh!

MOST APPALLING TREND (All Systems)

Just About Everybody!

Too Many Fighting Games

This year's Most Appalling Trend in video gaming is the disturbing overabundance of fighting games. Let's start marketing some games without people throwing fireballs! Granted, many gamers love this type of game, but a lot of people are tired of them. If you're going to make a fighting game, do something a little more original. We've been overrun with Street Fighter clones ("It *is* different! See, you do a hurricane kick to throw a fireball!" Sure, WHATEVER!).

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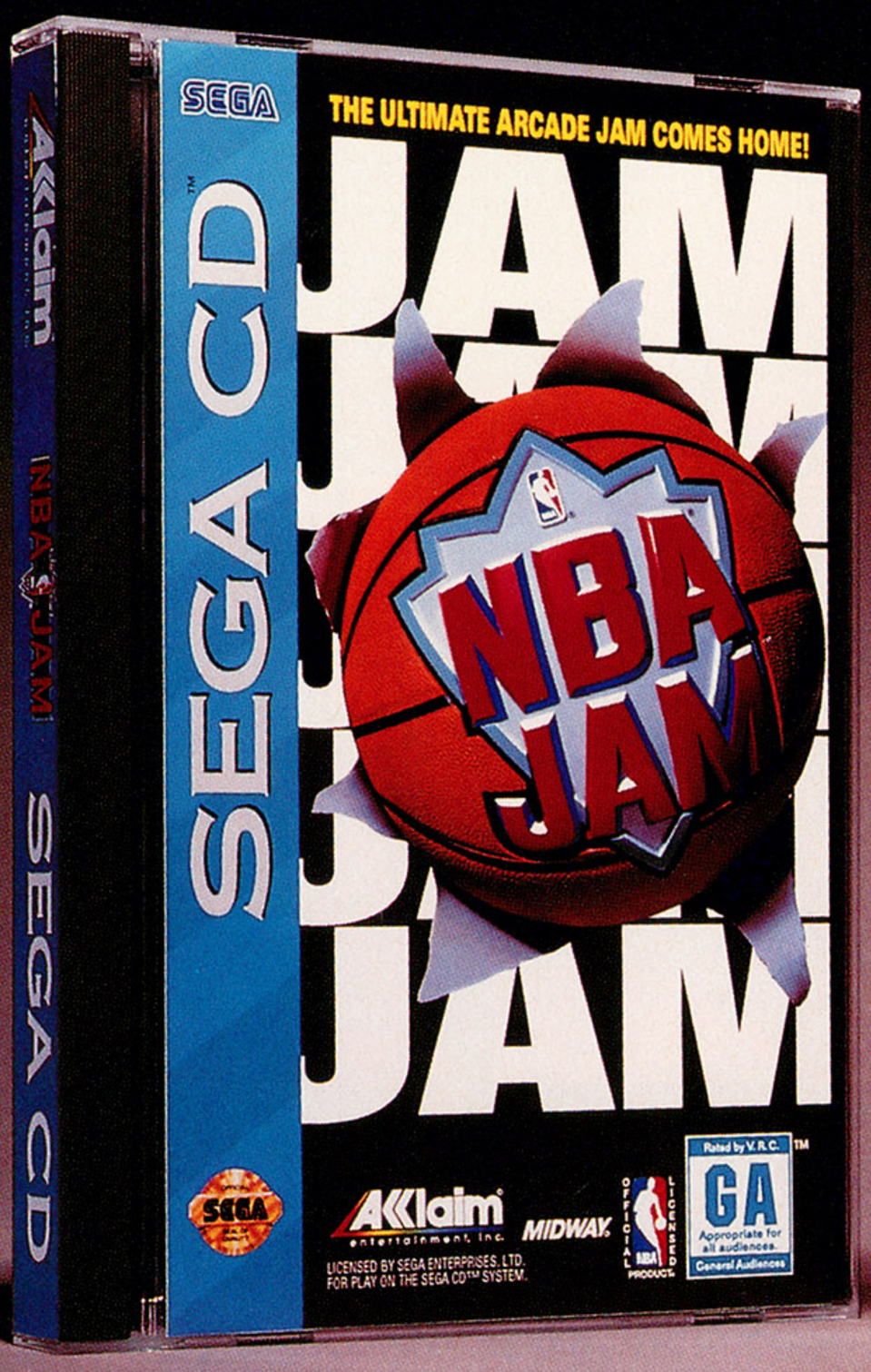

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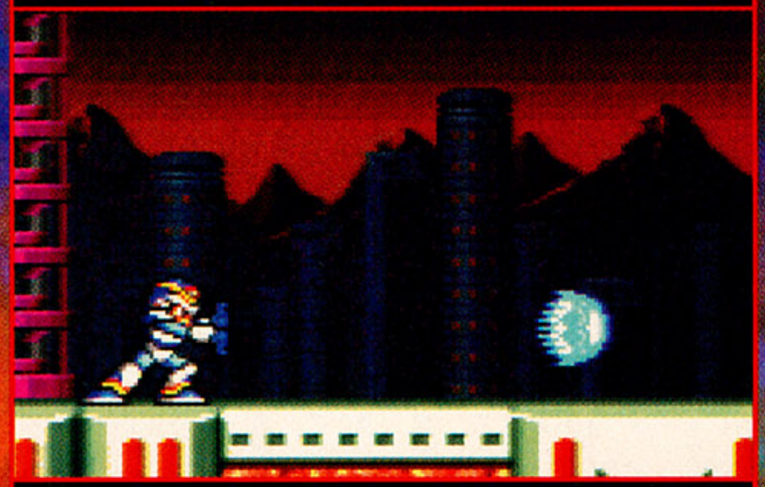
TRICK OF THE YEAR (Arcade)

Super Street Fighter II Turbo's
The Akuma Codes

There were actually two awesome tricks for Capcom's Super Street Fighter II Turbo which appeared this year in *EGM*. The first explained how to reach the fearsome Akuma. And the second trick allowed the players to use Akuma as a character! Both of these tricks get Trick of the Year (Arcade). They garnered tons of votes from our staff. These tricks really got our collective mouths watering, as many of us are huge SF fans.

TRICK OF THE YEAR (Home Systems)



Megaman X's
Fireball Trick

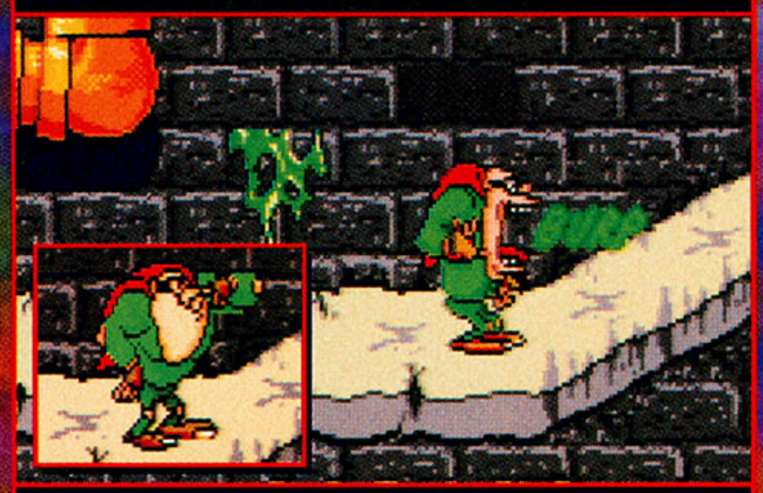
The Trick of the Year for all home systems was Capcom's Mega Man X's fireball trick. This trick is absolutely hilarious! If you do this trick correctly, Mega Man will have the ability to throw a fireball (a la Ken and Ryu from Street Fighter II). Not only can Mega Man throw a fireball, but if you use it against a Boss, the fireball will totally destroy the Boss with one hit!! Let's face it, to see Mega Man scream, "Hadoken!" is quite a sight!

MOST ANTICIPATED RELEASE (All Systems)

Acclaim's
Mortal Kombat II

This year's Most Anticipated Release award goes to none other than Acclaim's Mortal Kombat II. This game generated so much excitement during its impending release that many stores were sold out of them before the game even shipped! Everybody was dying to see if the babalities, fatalities, friendships, and hidden characters were all kept intact. Now with the upcoming release of the *Mortal Kombat* movie, Mortal excitement is at an all-time high.

GROSSEST CHARACTER (All Systems)



Interplay's
Boogerman

The year's most repulsive character is Interplay's Boogerman. This guy farts, picks his nose, flicks boogers, and belches with wanton abandon. You'd better have a pretty strong stomach to play this vid! Check out his standstill animations ... GROSS! Let's face it, even though he's gross, Boogerman is a lot of fun to watch (in a kind of sick, twisted way). Maybe someday someone will buy this guy what he really needs—a box of Kleenex!! Yuck!!

WORST SYSTEM LAUNCH (All Systems)

Atari's
Jaguar

Atari's Jaguar system has the potential to be one of the strongest contenders in the home video gaming market. The Jag's initial release, though, was less than spectacular. With few high-quality games at launch, the Jag was a major disappointment to a lot of video gamers. Fortunately, a few hot titles are starting to trickle in and sales are improving considerably. It was a slow start, but the Jaguar is roaring now!

STRANGEST GAME (All Systems)

ADK's
Aggressors of Dark Kombat

This game is *weird*. When you play a fighting game with moves called "The Friendly Duo Consolidated Punch" or "The Jealousy Bomber," (see picture above) you know you're in for a strange experience. Aggressors of Dark Kombat by ADK (get it? Aggressors of Dark Kombat) is full of strange fighting moves that will either make you laugh, or make you stand there with your mouth open in disbelief. I wonder where they get this stuff...

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Your adventure will take you to over 130 exotic destinations, ranging from Mozambique on Africa's coast to Macao in the South Pacific. Along the way, you will discover exotic monuments, long sought treasures and valuable merchandise to trade. As captain of your fleet, keep a careful eye on the horizon for pirates eager to steal your valued cargo or an enemy navy at war with the flag your ship flies. Once in port, remember to recruit mates, purchase new ships and gunnery, gather useful information and settle disputes with your enemies by challenging them to a duel.

Get ready for the adventure of a lifetime. And remember, if you should get shipwrecked, its always the skippers fault!

- Play one of six ambitious young heroes, each with their own scenario
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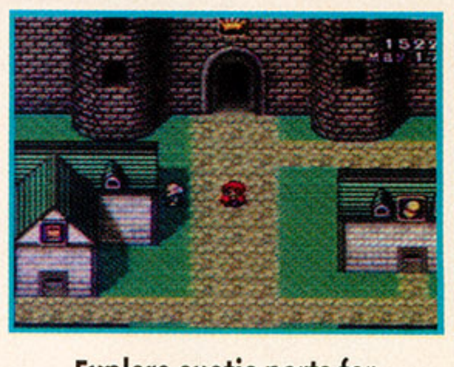
- Organize a powerful fleet with up to 25 different types of historical ships
- While in port, explore the guild, bank, fortune-teller and Round Earth Society
- When in battle, challenge your opponent to a duel aboard ship
- One player with battery back-up to save games



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THE SYSTEM WARS

Last year, we thought that the war between the different game systems couldn't get any hotter. We were wrong, *dead wrong!* This year, the system wars got even more intense with the emergence of various new systems that offer much more than previous home systems. Answering the public's outcry for more and more power, many companies like Sega, Nintendo, and Sony are planning to release new "super systems" which all promise to sate gamers' lust for better game systems.

The following is a guide to all of the latest systems slated for release in 1995. The information provided can be used by you to weigh the pros and cons of each of the home systems. Although many of the specs for some of the newer systems, such as the Sony PlayStation and the Sega Saturn, have been kept confidential, we have included what information we could about these systems.

Undoubtedly, 1995 looks to be a turning point in the ongoing System War. Look for more and more CD-ROM systems like the Neo•Geo CD and the PlayStation to make their mark on the industry. Also keep your eyes peeled as Sega and Nintendo square-off for industry domination.

NINTENDO SUPER NES

With tons of great games on store shelves, the Super NES made its bid to be the #1 home system. The $99.99 price tag helped to sell thousands and thousands of these little beauties. This year we even saw the advent of the Super Game Boy which allows you to play GB games through your Super NES. And what about '95...?

SYSTEM SPECS...

Processor: 65816
Processor Speed: 3.58 mHz
Resolution: 512 x 418
Colors Available: 32,768
Colors On Screen: 256
Maximum Sprites: 128
Sprite Size: 64 x 64
Price: $99.99

SEGA GENESIS

The grandaddy of 16-Bit gaming is obviously not going to just roll over and die. With the 32X on the horizon, the Genesis will probably be around for the next few years. Sales for the Genesis still remain quite strong after five years. The huge library of games still attracts many gamers.

SYSTEM SPECS...

Processor: 68000
Processor Speed: 7.6 mHz
Resolution: 320 x 224
Colors Available: 512
Colors On Screen: 64
Maximum Sprites: 80
Sprite Size: 32 x 32
Price: $99.99

SEGA CD

The Sega CD is an example of a unit which had a slow start but began to catch on as the months went by. With better, higher-quality games emerging, the Sega CD will continue to find its niche in the days to come. Sega has big plans for the future which include the Sega CD as a part of the complete 32X package.

SYSTEM SPECS...

Processor: 68000
Processor Speed: 12.7 mHz
Resolution: 320 x 224
Colors Available: 512
Colors On Screen: 64
Maximum Sprites: 80
Sprite Size: 32 x 32
Price: $229.99

SNK NEO•GEO

SNK's Neo•Geo continues to silence its critics. With a price tag of over $400, the Neo continues to be one of the most impressive systems on the market. Its success is due primarily to SNK's lineup of games. With titles like The King of Fighters '94 and Top Hunter (to name a few), the Neo is a tough act to follow.

SYSTEM SPECS...

Processor: 68000
Processor Speed: 14 mHz
Resolution: 320 x 224
Colors Available: 65,536
Colors On Screen: 4,096
Maximum Sprites: 380
Sprite Size: Programmable
Price: $499.99

PANASONIC 3DO

With its state-of-the-art 32-Bit processing power and CD-ROM technology, the 3DO has managed to become a very popular choice for gaming enthusiasts. 1995 will probably prove to be a do-or-die year for the 3DO though because of stiff competition from Sega and Sony. Developers better hurry with more and more games!

SYSTEM SPECS...

Processor: 4 Proc. (32-Bit)
Processor Speed: N/A
Resolution: 640 x 480
Colors Available: 16.7 million
Colors On Screen: Millions
Maximum Sprites: N/A
Sprite Size: N/A
Price: $399.99

ATARI JAGUAR

Atari's Jaguar had a slow initial launch, as there were only a few titles available. But yet, the Jaguar has persevered. The reasonably low price tag and 64-Bit processing power will snag some gamers, now that a stronger library of titles is out, the Jag is on the prowl.

SYSTEM SPECS...

Processor: 5 Proc. (64-Bit)
Processor Speed: N/A
Resolution: 720 x 576
Colors Available: 16.7 Million
Colors On Screen: Millions
Maximum Sprites: N/A
Sprite Size: N/A
Price: $249.99

SONY PLAYSTATION

The Sony PlayStation has people excited. This incredibly advanced system may prove to be the unexpected victor in the upcoming System Wars. With a huge list of companies jumping on the PlayStation bandwagon, and titles like Ridge Racer and Cyber Sled, Sony has reason to be happy. We'll have to see if gamers accept it.

SYSTEM SPECS...

Processor: R3000A 32-Bit RISC
Processor Speed: N/A
Resolution: N/A
Colors Available: 16.77 million
Image Processing: 360,000 polygons/sec.
Sound: 44 mHz ADPCM
Price: approx. $400

PHILIPS CD-i

The Philips CD-i is a sleeper of a system. It does have some great titles, like Burn Cycle and Dragon's Lair, which are getting the gamers' attention. In addition, the CD-i can be used to play your favorite audio CDs as well as popular movies with the optional MPEG cart.

SYSTEM SPECS...

Processor: 2 Proc. (16-Bit)
Processor Speed: N/A
Resolution: 350 Lines (Horiz.)
Colors Available: Millions
Colors On Screen: Millions
Maximum Sprites: N/A
Sprite Size: N/A
Price: $399.99

PIONEER LASERACTIVE

Pioneer's Laseractive system blends game systems with laser discs. The only drawback was its astronomical price tag. Obviously, this system was a no-show in the System Wars for obvious reasons. If you like to sing, there's a karaoke add-on so you can do your famous Frank Sinatra imitation. If you have the money, go for it!

SYSTEM SPECS...

Processor: 2-4 Proc. (16-Bit)
Processor Speed: N/A
Resolution: 450 Lines (Horiz.)
Colors Available: Millions
Colors On Screen: Millions
Maximum Sprites: N/A
Sprite Size: N/A
Price: $1,300.00

SEGA 32X

Welcome to the next level. And for only $150!! This 32-Bit upgrade brings a new level of arcade games like Star Wars and Virtua Racing to the home systems. Folks who already own Sega CD and Genesis systems will probably jump all over the 32X! It will be a real contender in 1995.

SYSTEM SPECS...

Processor: 2/ 32-Bit RISC
Processor Speed: 23 mHz
Resolution: N/A
Colors Available: 32,768
Colors On Screen: 32,768
Maximum Sprites: N/A
Sprite Size: N/A
Price: approx. $150.00

SEGA SATURN

This 32-Bit monster is supposedly going to bury the competition in 1995. At least that's what Sega would have you believe. Actually, the Saturn already has a lot going for it. Titles to be released include Virtua Fighter and Daytona USA. Owning the Saturn will be like owning your own arcade. Hopefully, the price will go down.

SYSTEM SPECS...

Processor: Two 32-Bit RISC
Processor Speed: approx. 18-24 mHz
Colors Available: 16.7 Million
Colors On Screen: Thousands
Polygons: 900,000/sec.
Sprite Size: N/A
Price: approx. $430.00

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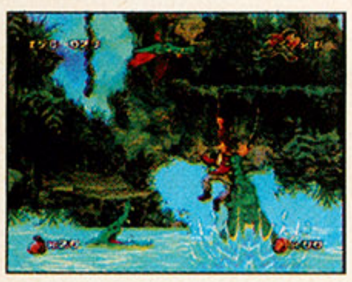

2000 frames of awesome animation.

Panic is a human reaction. It's natural to panic when you're swinging from a vine above a crocodile pit. Crocodiles feed on panic. They can smell it. So you tell yourself not to panic. But it's too late. By then it's over. • Pitfall is the vine-swinging adventure that pits you against the evil of the Mayan jungle. Jaguars. Snakes. Rats. Hawks. Quicksand. Evil Mayan warriors. What's your arsenal? A slingshot. A boomerang. Exploding stones. And, the head on your shoulders. • It's the legendary Pitfall, back with eye-popping graphics and a pulse-pounding, jungle soundtrack. Run, swing and bungee through incredible, nerve-wracking worlds in the jungle adventure that started it all. Pitfall: The Mayan Adventure. No, winning isn't everything. But losing bites!

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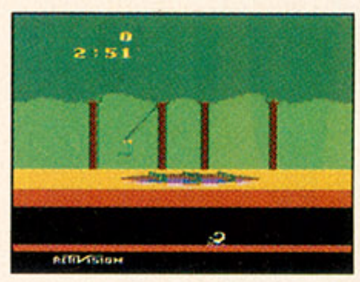

Includes the original Atari 2600 version

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GAME GEAR

Sega's color portable is still the best of the hand-held bunch. With the demise of the TurboExpress, and a large library of titles, Sega will continue to support the Game Gear in 1995. Plus, you can buy all kinds of nifty little accessories for the GG. This is the portable of choice for people on the go!

SYSTEM SPECS...

Processor: Z-80 (8-Bit)
Processor Speed: 3.6 mHz
Resolution: 160 x 146
Colors Available: 4,096
Colors On Screen: 32
Maximum Sprites: 64
Sprite Size: 8 x 8
Price: $99.99

GAME BOY

Who knows what 1995 will hold for the ever-aging Game Boy. Slammed by critics and gamers alike for its tiny black-and-white screen, this old portable may be finally dying-out. There are some decent games for it, but everything considered, the Game Boy is probably on its last leg. Good for playing Tetris on airplanes.

SYSTEM SPECS...

Processor: 6502 (8-Bit)
Processor Speed: 2.14 mHz
Resolution: 140 x 102
Colors Available: 4 shades
Colors On Screen: 4 shades
Maximum Sprites: 8
Sprite Size: 8 x 8
Price: $79.99

NEO•GEO CD

The surprise of the year is the Neo•Geo CD. SNK is going to convert a whole batch of Neo games to CD, and sell them between $50 and $60! The price of the unit is a little steep, but getting arcade games for $50 is worth the $400 price tag. This may be the system that puts SNK in contention with Nintendo and Sega!

SYSTEM SPECS...

Processor: Z80A 68000
Processor Speed: 14 mHz
Resolution: 320 x 224
Colors Available: 65,536
Colors On Screen: 4,096
Maximum Sprites: 380
Sprite Size: Programmable
Price: approx. $399.99

NEC FX

The "mystery system" from NEC is on its way in 1995. It uses an powerful 32-Bit RISC processor to drive up to 16.77 million colors. This system will be NEC's entrant into the 32-Bit arena. Only time will tell how it will stand up to the 32X, Sony PlayStation, and others. This system can play back images at 30 frames-per-second!

SYSTEM SPECS...

Processor: 32-Bit V-810 RISC
Processor Speed: N/A
Resolution: N/A
Colors Available: 16.77 Million
Maximum Sprites: N/A
Sprite Size: N/A
Price: approx. $480.00

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EGM RATES THE SYSTEMS OF 1995!

Thinking about going out and buying a new game system? Well, before you rush out and spend your hard-earned dinero on a new machine, check out our *EGM* rating system! Our Review Crew editors share the advantages and disadvantages of all of the new and current systems on the market. You'll even get ratings on each system based on their expert opinions! Who knows, you may learn something!

SUPER NES

ED
9

This is still the best system around. The games are colorful and most of them play well. It's constantly breaking new graphical barriers, and the licensees are hopping. The controller is responsive, unlike others ... Overall this is the best system.

DANYON
9

This system just shows no signs of slowing down at all. There are tons of good quality software being cranked out. The music and graphics capability is unrivaled for 16-Bit. And with the low prices nowadays, you can pick one up cheap!

AL
8

This is still the system I prefer. The graphics are cleaner, the sound capability is fantastic, and there seems to be more high quality games for it. It's just a great overall system. But what's gonna happen to it when the Ultra 64 comes out?

SUSHI-X
9

I really don't think there is much comparison. Overall the Super NES has the best graphics, sounds, gameplay, and games! This is not to say the other systems aren't better in each category but none of them can compete in all at once!

GENESIS

ED
7

The Genesis has stagnated for a while now. Most of the games are dark and the sound shows the system's age. However a lot of carts are steadily being made for it, and with the 32X on its way, you'll have to have one. Good marketing.

DANYON
7

The Genesis system has certainly had its share of ups and downs. 1994 was a good year for the system with loads of good softs. Although the system may showing its age, the 32X is on the way and will definitely improve the system.

AL
7

The Genesis has been a good system throughout the years, but in recent months, the games just haven't been up to par with the games from the early years. The quality of the software has slipped. It's still a good system, though.

SUSHI-X
7

This system has suffered from lack of original titles. The Super NES versions of most games are equal or better, so this system has taken a back seat in my mind. It is still a good unit but I tend to to prefer most games on Super NES.

SEGA CD

ED
5

I don't know. The Sega CD hasn't wowed me at all. The FMV games have really turned me off, and it seems like the medium hasn't been fully utilized. The games for it aren't all that hot, and the graphics often are below Genesis quality.

DANYON
5

This system has completely let me down. The original number of games touted for the system still hasn't come around after all these years and the video quality is substandard. Sorry Sega, but this system just doesn't thrill me.

AL
5

This system could have been so much more. Instead of creating high-quality games, gamers have been bombarded with games with useless, full-motion video and plenty of rehashed cartridge games. It would have been better to skip this level.

SUSHI-X
5

I'm really not that impressed with this CD system. Most games are identical to the Genesis versions and don't warrant or use its capacity. This system could really use an original title that takes better advantage of its sounds and storage.

EGM RATES THE SYSTEMS OF 1995!

NEO•GEO

ED

This system has really turned around. More and more games (fighting ones albeit) have been released and the third-party support has dramatically increased. The prices have gone down, but the game quality has skyrocketed. I like it.

7

DANYON

With high-meg games comes high-meg cost and the Neo•Geo is definitely for someone who has a large cash infusion. While the fighting games are great and the sound is superb, the price of the system and the games are way too high.

6

AL

The Neo•Geo is an outstanding system for those craving the arcade experience at home. The games are awesome, matching the arcade version pixel for pixel. The sound is the best from a cartridge system. The games cost too much though.

7

SUSHI-X

Since this is actually an arcade system it has excellent graphics and sounds. However, the cost is extreme and the primary carts that came out are fighting games. If they could bring down the price and enter a few new genres this would rave.

8

3DO

ED

Though its start was pretty slow, the 3DO is slowly but surely getting better softs. Fortunately it hasn't bogged itself down with full-motion video games, and seems more intent on giving players a realistic experience.

7

DANYON

The 3DO has really shaped up in a nice way. Although the games are still coming at a slow pace, those that do make it out are worth buying, particularly Star Control II and Road Rash. And with the price at around $400, you can't beat it!

9

AL

The 3DO has some incredible graphic and sound capabilities. At first, the games emphasized FMV too much and killed my interest. But the quality of recent games have gotten better. I also dig that CD interface. Totally cool!

7

SUSHI-X

Recently the games have really started to flow. With softs like Star Control II, that exceed the computer version, it's really making a new standard. Originally it didn't get my attention but lately it's been making big strides.

7

SEGA 32X

ED

This peripheral really spices up the Genesis. After seeing and playing the 32-Bit games in action, I can't go back to the regular old Genesis. The addition of sound and colors is great. If you own a Genesis, forget the CD, and run out for a 32X!

8

DANYON

The 32X was received with much criticism by myself, since Sega will release something and forget about later on, like Menacer, Activator, etc. While the initial games all look and play great, I think it's just to tide you over until the Saturn arrives.

7

AL

Now this is the next level that Sega should have brought gamers. The sound is simply amazing as are the highly improved graphics. And with initial releases like Super Star Wars and DOOM, this system has a bright future ahead.

8

SUSHI-X

The 32X really pumps up the Genesis sounds and graphics levels. The first few releases are a real eye catchers and are sure to make a big splash. If this is Sega's next level they have taken a big step up. However, I wonder for how long?

8

JAGUAR

ED

This system really has been lacking in the software support, and a lot of the licensees haven't shown anything. The games except for Tempest have been so-so, but the titles coming this Christmas will make or break the system.

6

DANYON

Hello, games please? I'm sorry, but you can talk about cool specs until you're blue in the face, but this system will go nowhere without a good number of games to back it up! Maybe we'll see what happens next near to help the Jag out.

4

AL

Atari has a system, according to specs, that has the potential to get a good share of the video game market. But unfortunately, the Jaguar's life may be short-lived because of the lack of games. This system needs games badly to keep it afloat.

4

SUSHI-X

This system is loaded with capabilities but doesn't have the softs to back it up. For me it's a classic example of superior hardware and no software support. The big bit systems need to realize they need softs as good as their gear!

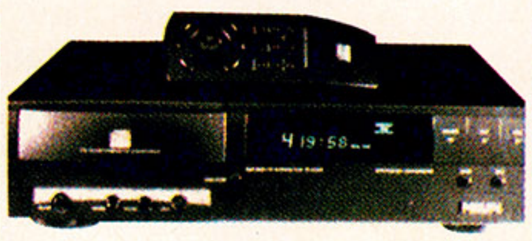
4

EGM RATES THE SYSTEMS OF 1995!

NEO•GEO CD

ED	DANYON	AL	SUSHI-X
The Neo•Geo CD is truly the ultimate home arcade machine. It does what all the Neo lovers have wanted for so long ... reduced prices. The games are almost all good, and the access time is almost nothing. Even the music is better.	This system will definitely appeal to more gamers. The lower initial cost and the games coming in around $50 apiece is simply too cool. You do have to put up with some minor load times, but I'll take that over a $250 cart any day of the week!	Gamers who couldn't afford the high price of the NG cartridges now have an alternative. The games are just as good as the cartridge. The inconvenience of a load time is minor compared to shelling out the hundreds of dollars for a cartridge version.	This could be the one thing the Neo followers have been waiting for. Finally the cost of games won't break your bank, and the quality will still be the same. If they can keep the access time down and get a good variety of games it will hit hard!
8	**8**	**7**	**8**

PHILIPS CD-I



ED	DANYON	AL	SUSHI-X
This system has been going back and forth. Some of the games have been good, but we need more! The video quality is unbeatable if you look anywhere else. The CD-i can play movies too. It has a good future ahead!	The CD-i has finally come of age. The games coming out are simply incredible: Burn: Cycle, Dragon's Lair, Space Ace, etc. The number of good movies being produced for the system is a plus. But, it may be out of range for the average gamer.	Although it's a fairly advanced system with all its great graphics and CD-quality sound, the CD-i just hasn't caught fire with me. Aside from Space Ace and Dragon's Lair, the games just didn't interest me. An expensive movie player too.	Like the 3DO, this system suffers from lack of software. Once again the hardware is great and the products they produce are top quality. Its big drawback is the lack of one superior game to draw gamers in. The system is good but needs support.
7	**8**	**6**	**6**

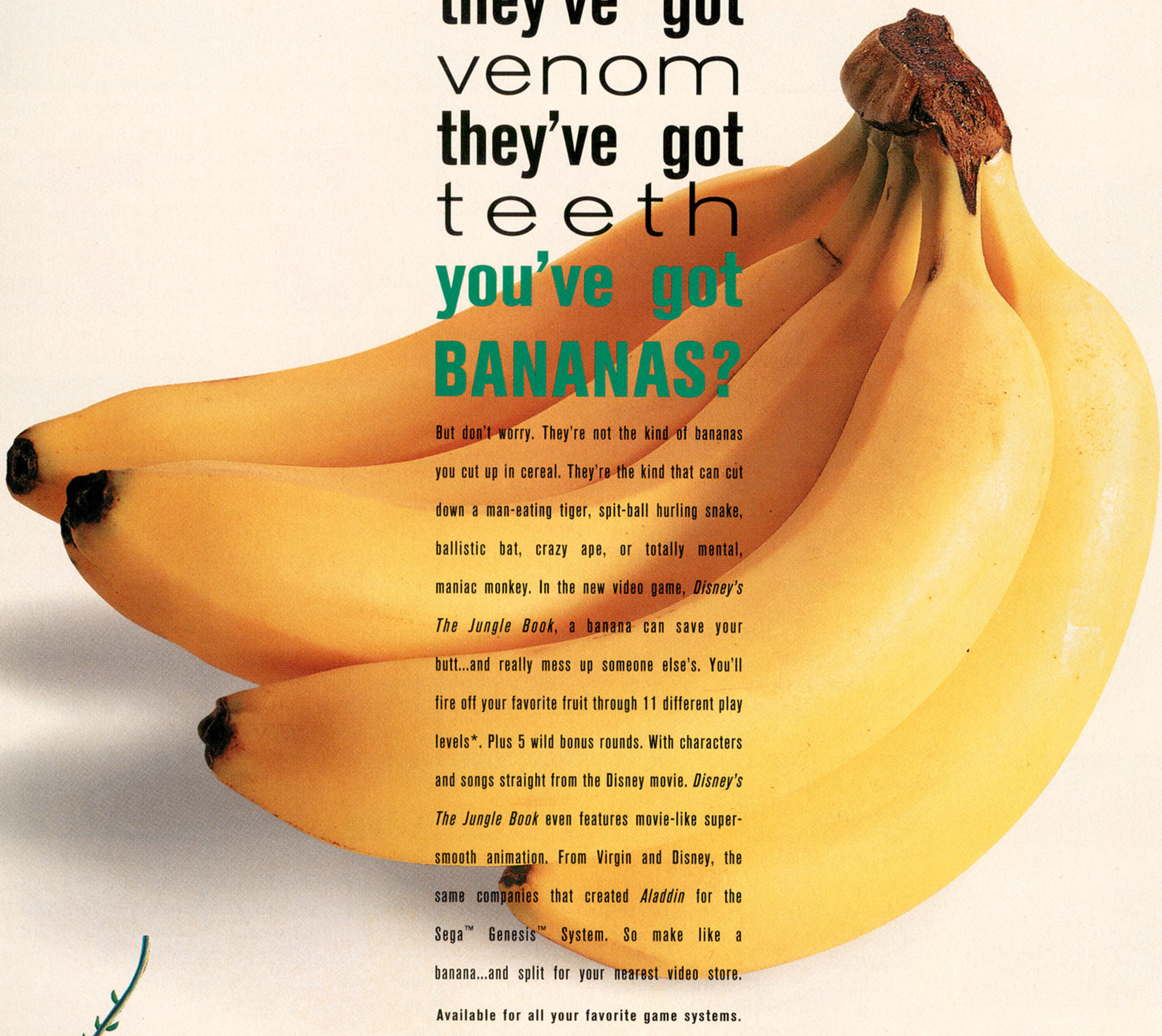
LASERACTIVE

ED	DANYON	AL	SUSHI-X
This system just doesn't impress me. Sure, I enjoy computer graphics, but it's just FMV—that's all. If you are like me, you expect a bit more in terms of game play. Graphics don't make a game for me. It's too expensive and too limited.	Sorry, no sale. First off, it's meant for the high-end gamer since it can only be found in pricey electronics stores and second, the combined cost for everything is simply way too much. Also, the small quantity of games makes it worthless.	The idea behind this is unique, but it just didn't fly. Sure, having a multi-do-it-all system is great, but along with that comes a high price tag on the system as well as the games. See if you wanna pay $120 for a laserdisc game. Oh well...	This is one system that doesn't get a lot of use at the office, mostly due to a lack of games. The graphics may be decent and it has a lot of functions, but it's way too expensive to compete in a gamers world.
4	**3**	**4**	**4**

GAME BOY

ED	DANYON	AL	SUSHI-X
Except for Donkey Kong this system hasn't really thrilled me at all this year. The graphics are still blurry and no major improvements have been made in game quality. Still there are lots of games to see, and there seems to be no end.	Although the Game Boy has been rendered useless, the Super Game Boy makes the games ten times better from one simple addition: Color! The games are still arriving at a good pace and they are decent. A nice save for Nintendo.	I have never been a fan of portable systems from the start. The graphics are too small and, in this case, black-and-white, just doesn't do it for me. The blurry graphics really hamper the game play. I'm glad Super Game Boy is around for that though.	I can understand the use and place of portables (especially being on a plane a lot). The biggest problem is that there aren't enough good games to keep you playing. Not to mention the fact that it only has a green screen.
5	**7**	**5**	**5**

they've got
claws
they've got
venom
they've got
teeth
you've got
BANANAS?



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EGM RATES THE SYSTEMS OF 1995!

GAME GEAR

ED	DANYON	AL	SUSHI-X
This is the best portable around. It beat out the Lynx in terms of software, and the Game Boy with its color. Some of the games are really good, and the peripherals like the TV tuner improve its value. If you want a portable, choose GG.	It's been a very good year for the Game Gear. The system is still strong in sales due to the strong support of Sega and third-party developers. Although the sound has always needed improvement, it's still the best color portable out there!	Hey look! COLOR! Seriously though, if I had a choice, the Game Gear is the one I would choose. Not only because of its color, but also for some of the games. The graphics are tons better, but the sound department really needs a boost.	If you're on a trip or simply on the go, this can really pass the time. The presence of color and some decent games can keep you occupied when things get boring. The graphics are pretty good and sound support is decent. It hits the spot
6	**8**	**6**	**7**

NES

ED	DANYON	AL	SUSHI-X
It seems that 8-Bit has finally bit the dust this year. Almost nothing has been produced for it, and why one would want to get a NES when the 16-Bit and 32-Bit platforms are already out. With no support and little merit, it's just plain dead.	Rest in peace, little guy. We've spent many good years together but it's time I moved on. I'll still keep you around for old times' sake since there are no new games I can play with you. Don't worry though, your big brother is a good guy.	The NES has just not given gamers the thrills and excitement that it used to. The software support was virtually nonexistant this year, which is a clear-cut sign of its impending doom. Goodbye old NES, ol' buddy. We shall never forget you.	Wow this sure looks nifty, but what is it? A NES? Let's face it: this system is DEAD. Why anyone would choose to play a game on here, besides nostalgia, is insane. With 32-Bit and CD systems coming out, just let this thing rest in peace.
2	**2**	**2**	**2**

AMIGA CD

ED	DANYON	AL	SUSHI-X
Bye-bye. This system has no future. The company is gone, and the support has disappeared. I don't see any possible hope for this one. Amiga had a few cool games, but since no more will be coming out, why would one want to continue with it?	Well, you had me then you lost me. It was a valiant effort on the part of Commodore but there seemed to be no support from any American developers. If you still want the system, there's a large amount of games waiting for you in Europe.	Sheesh! I forgot this thing still existed! How many games came out for this thing anyway? The Jaguar probably had more. Anyway, we all know that a system with no software will have an early death. Well, at least you have fuel for your fireplace.	I love the Amiga products but this system simply came into the light and faded out just as fast. The hardware is good but once again, next to zero software support has dropped this system into the abyss. Too bad Amiga can't get a break.
2	**2**	**2**	**3**

PLAYSTATION

As this is being written, Sega's Saturn and Sony's PlayStation machines are on their way to stores in Japan. Since our Review Crew didn't have one to test we couldn't include them in our ratings. However, Ed, the only person in the country who has actually been to the respective parent companies in Japan, can speak with authority about the systems.

"The Saturn is going to have a six-button controller similar to the Genesis. Clockwork Knight and Virtua Fighter control very well and the dual CPUs process the massive amounts of data unbelievably quickly and seemlessly. Overall, I would have to give the Saturn a nine, based on the eight titles that I have played. Sony's PlayStation controller took some getting used to because of its unique shape and button configuration. Still, the controller performed flawlessly. Based on all of the nine titles I have played, the PS gets a nine. Both will be worth the money!"

SATURN

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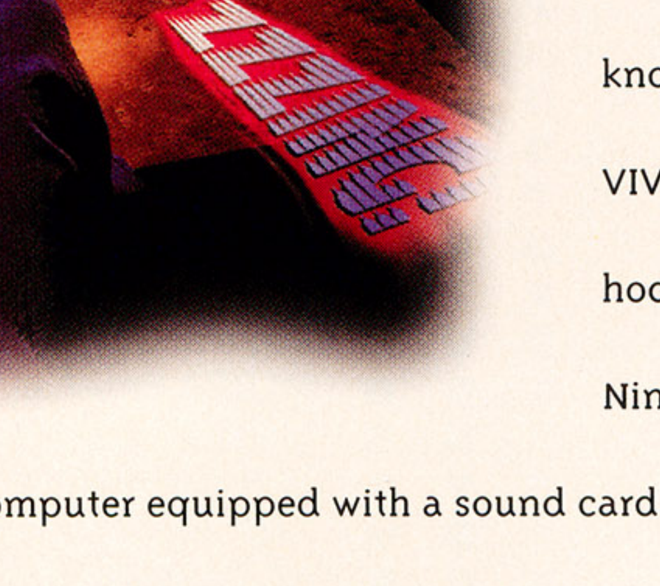

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REVIEW CREW

SUPER NINTENDO

GAME	RATING			
ActRaiser	9	8	9	8
Aerobiz Supersonic	9	8	6	6
Air Strike Patrol	7	6	4	4
Aladdin	8	8	9	8
Alfred Chicken	8	7	7	5
Alien 3	8	8	8	8
Animaniacs	8	8	8	8
Amazing Tennis	6	7	7	5
Battle Grand Prix	5	6	5	6
Battletoads/Battlemaniacs	9	8	8	8
Beauty and the Beast	6	5	4	4
Blackthorne	8	8	8	8
Blazeon	7	7	5	7
B.O.B.	5	7	7	5
Bombuzal	3	4	3	4
Bonkers	7	6	7	7
Boxing Legends of the Ring	6	7	5	5
Brainlord	8	7	7	8
Breath of Fire	8	7	7	8
Bubsy	7	9	8	8
Capcom's Soccer Shootout	8	7	7	7
Chester Cheetah	6	9	8	8
Choplifter III	8	8	7	8
Claymates	8	7	6	7
Cliffhanger	6	5	4	4
Contra 3	9	9	9	9
Cool Spot	8	9	9	9
Crazy Chase	8	7	8	7
Cybernator	8	8	8	8
Darius Twin	6	7	7	6
Death Valley Rally	8	9	8	8
Dennis the Menace	6	5	5	6
Desert Strike	7	7	6	8
Dinosaurs/Dino City	6	8	7	7
Donkey Kong Country	10	9	9	9
Double Dragon V	6	5	5	5
Dragon's Lair	6	7	4	3
Dream Probe	5	6	5	5
Earthworm Jim	8	9	9	8
Equinox	8	7	7	8
Eye of the Beholder	7	7	5	6
F-1 Roc	5	7	6	5
Family Dog	4	7	4	5
Fatal Fury II	9	8	8	8
Fievel Goes West	7	7	5	5
Fighter's History	8	7	7	6
Final Fantasy II	8	9	7	8
Final Fantasy III	9	9	9	9
Final Fantasy-Mystic Quest	7	8	7	7
Final Fight	8	7	7	7
Firepower 2000	8	8	8	6
Fire Striker	8	7	7	8
Flashback	9	8	8	8
Football Fury	4	7	5	8
F-Zero	8	9	9	8
Gods	7	7	5	6

SUPER NINTENDO

GAME	RATING			
Gradius 3	8	8	8	8
Hardball III	8	7	5	7
Harley's Humongous	6	8	7	7
Hole in One	8	8	8	7
Humongous	6	8	7	7
Hunt For Red October	5	6	4	5
Hyper Zone	4	4	4	6
Inspector Gadget	7	6	6	7
Jack Nicklaus Golf	5	5	5	5
Jim Power	7	7	5	5
Joe and Mac	7	8	6	6
Joe and Mac II	9	8	8	8
Jurassic Park	8	8	7	6
Ken Griffey, Jr Baseball	7	6	7	6
King of Dragons	8	7	7	8
King of the Monsters 2	8	7	7	7
Knights of the Round	9	7	7	8
Legend	8	7	6	6
Lemmings	7	8	6	8
Lethal Enforcers	7	6	5	6
Liberty or Death	8	7	5	6
Lord of the Rings	8	7	6	6
Magical Quest	9	9	9	9
Mario Is Missing	6	8	6	3
Mario Paint	8	8	9	8
Maximum Carnage	5	5	5	5
Mega Man Soccer	7	7	6	7
Mega Man X	9	9	9	9
Metal Combat	9	7	8	7
Metal Morph	5	5	5	5
Might and Magic II	5	7	4	7
MLBPA Baseball	7	6	6	6
Mortal Kombat	7	8	7	7
Mortal Kombat II	9	8	8	8
NBA Jam	9	9	9	9
NCAA Basketball	8	8	8	8
NFL Football	6	7	6	5
NHL Stanley Cup	5	5	7	5
Obitus	8	7	6	5
On the Ball	8	9	8	8
Out of this World	8	9	8	8
Pac-Man 2	8	7	7	7
PGA Tour Golf	6	6	5	4
Pilotwings	8	8	9	8
Pirates of Dark Water	8	8	7	7
Pitfall: The Mayan Adventure	8	9	7	7
Pocky & Rocky	9	8	9	8
Pocky & Rocky 2	8	8	8	8
Populous	4	5	6	6
Power Rangers	7	6	6	7
Pro Quarterback	6	7	7	5
PTO: Operation Europe	7	5	6	6
Q*Bert	4	7	6	5
R.P.M. Racing	6	7	4	4
Rabbit Rampage	8	7	5	7
Race Drivin'	4	5	4	4

SUPER NINTENDO

GAME	RATING			
Radical Rex	6	6	5	5
Ren and Stimpy: Time Warp	6	8	6	7
Riddick Bowe Boxing	9	6	7	7
Rival Turf	6	7	7	5
RoboCop vs. The Terminator	6	6	6	6
Rocko's Modern Life	9	8	5	5
Rocky Rodent	8	8	7	7
R-Type III	8	8	8	8
Samurai Shodown	8	8	7	6
Sengoku	5	4	4	4
Shadowrun	6	7	6	7
Shaq-Fu	6	5	5	4
SimCity	7	9	8	6
SimEarth	6	6	6	7
Sky Blazer	8	8	8	8
Slam Masters	8	7	7	7
Smash TV	8	9	8	9
Socks the Cat	6	5	5	6
Soldiers of Fortune	8	6	7	6
Soul Blazer	8	9	8	8
Space Megaforce	8	9	9	9
Spanky's Quest	6	7	6	7
Sparkster	8	8	8	8
Spellcraft	7	6	5	6
Spider-Man & X-Men	6	8	7	7
Spike McFang	9	8	8	8
Spindizzy World	7	8	9	8
StarFox	9	8	9	9
Star Trek: Starfleet Academy	8	7	6	7
Star Trek: TNG	9	7	6	8
Street Fighter II	9	10	9	10
Street Fighter 2TE	9	10	6	10
Strike Gunner	4	7	9	7
Stunt Race FX	7	7	6	6
Super Adventure Isl.	7	9	7	8
Super Baseball Simulator	7	7	5	5
Super Batter Up	5	5	6	4
Super Battletank	6	8	6	7
Super Battletank 2	8	7	6	7
Super Black Bass	7	7	6	7
Super Bowling	7	8	7	7
Super Buster Bros.	4	7	7	8
Super Deformer	6	5	6	6
Super E.D.F.	5	5	7	8
Super Goal 2	7	7	6	6
Super Ghouls & Ghosts	9	9	9	9
Super Godzilla	7	5	5	7
Super High Impact	5	6	5	4
Super Loopz	9	7	7	8
Super Mario All-Stars	9	10	9	9
Super Mario Kart	9	9	8	8
Super Mario World	9	9	9	9
Super Metroid	9	9	9	9
Super Off Road	7	6	6	7
Super Off Road: The Baja	6	8	6	6
Super Pinball	8	6	6	6

SUPER NINTENDO

GAME	RATING
Super Return of the Jedi	9 7 7 9
Super R-Type	8 8 8 8
Super Scope 6	5 3 5 6
Super Slam Dunk	4 5 4 4
Super Soccer Champ	6 6 5 6
Super Star Wars	9 9 9 9
Super Street Fighter II	6 7 7 8
Super Strike Eagle	6 7 6 7
Super Turrican	7 9 8 8
Super Valis IV	7 7 7 7
Suzuka 8 Hours	7 7 6 6
T2: The Arcade Game	6 6 5 5
Taz-Mania	7 7 7 7
Test Drive II	5 6 5 6
Tetris 2	9 8 8 7
The Addams Family	5 7 6 7
The Death/Return of Superman	6 5 5 5

SUPER NINTENDO

GAME	RATING
The Flintstones	8 7 7 7
The Jetsons	7 6 6 6
The Jungle Book	8 8 7 8
The Lawnmower Man	8 8 6 5
The Legend/Ninja	8 8 9 8
The Lion King	8 8 7 8
The Lost Vikings	6 8 8 8
The Ninja Warriors	8 8 8 8
The Peace Keepers	7 6 4 7
The Rocketeer	4 6 5 6
The Untouchables	7 6 5 5
TMNT 4	9 9 9 9
Toxic Crusader	5 7 6 8
Troddlers	7 8 7 7
Tuff E Nuff	8 7 8 7
Turn 'N Burn	8 8 7 7
U.N. Squadron	7 8 8 8

SUPER NINTENDO

GAME	RATING
Virtual Bart	7 5 4 4
Vortex	7 8 4 5
Wayne's World	5 6 4 3
We're Back!	5 5 4 5
Wild Guns	8 8 8 8
Winter Extreme	8 7 7 7
Wizardry	5 7 5 6
Wordtris	5 7 6 7
World Heroes 2	8 7 6 8
WWF Royal Rumble	7 7 7 7
X-Kaliber 2097	7 7 6 6
X-Zone	7 8 8 8
Xardion	4 8 5 7
Yogi Bear	7 6 5 7
Young Merlin	8 8 7 8
Zelda 3	8 9 9 9
Zombies Ate My Neighbors	9 9 9 9

SEGA GENESIS

GAME	RATING
688 Attack Sub	5 6 6 4
Aero the Acrobat	9 7 7 8
Afterburner 2	8 9 8 8
Air Diver	7 7 6 7
Alien Storm	6 7 7 8
Animaniacs	7 8 8 7
Arcus Odyssey	5 8 8 6
Arrow Flash	6 7 6 6
Art of Fighting	6 5 6 6
Asterix the Gaul	5 6 5 5
Atomic Robo Kid	6 7 7 6
Aquatic Games	4 6 5 6
Back to the Future 3	4 3 3 3
Batman	8 8 8 8
Battle Master	3 3 3 3
Battle Squadron	5 5 5 5
Battletech	9 7 6 7
Battletoads	7 8 8 7
Beavis and Butt-head	7 5 4 5
Belle's Quest	7 6 7 5
Bimini Run	7 7 7 7
Bio Hazard	5 6 6 5
B.O.B.	6 6 7 6
Boogerman	8 8 5 5
Bubba 'N' Stix	7 7 6 7
Budokan	3 3 4 5
Bulls vs. Lakers	8 8 8 8
Cal. 50	7 6 5 5
Castle of Illusion	9 9 9 9
Castlevania Bloodlines	9 8 8 8
Chakan	6 8 8 8
Championship Pro-Am	7 7 7 7
Chuck Rock	8 8 7 8
Chuck Rock II: Son of Chuck	7 8 7 8
Clayfighter	7 6 6 7
Columns	6 7 5 7
Columns III	8 7 7 8
Combat Cars	8 6 6 6

SEGA GENESIS

GAME	RATING
Contra Hard Corps	8 7 7 7
Cool Spot	8 9 8 9
Crue Ball	6 9 6 7
Curse	8 7 7 7
Cyber Cop	4 6 4 5
Cyberball	6 7 6 8
D&D Warriors of Etrnl	4 7 4 7
Dashin' Desperadoes	7 7 6 6
Davis Cup	6 7 7 7
Desert Strike	8 7 6 6
Dick Tracy	5 6 7 6
Double Dribble	6 5 5 5
Dragon's Fury	7 7 6 7
Dragon's Revenge	8 8 6 6
Dune	9 9 7 7
Dynamite Duke	4 6 5 6
Dynamite Headdy	8 8 6 8
Earnest Evans	6 7 5 7
Earthworm Jim	9 9 9 8
Ecco the Dolphin	8 9 8 8
El Viento	8 8 7 8
Eternal Champions	8 7 5 5
F-117A Night Storm	7 6 5 5
F-22 Interceptor	7 8 7 5
Family Feud	7 7 7 7
Fantasia	6 6 5 6
Fatal Fury	4 5 4 3
Fatal Fury 2	9 7 7 7
Fatal Labyrinth	5 6 4 5
Fido Dido	6 6 5 4
Final Zone	4 5 4 5
Flicky	5 6 5 5
Flashback	9 8 9 9
Forgotten Worlds	8 8 8 8
Fun & Games	7 6 6 5
Gaiares	8 9 9 9
Ghouls and Ghosts	9 9 9 9
Global Galdiators	6 8 8 8

SEGA GENESIS

GAME	RATING
Goofy's History Tour	7 5 4 5
Golden Axe	7 7 8 7
Golden Axe II	7 8 7 7
Granada	8 8 8 8
Greendog	6 6 7 7
Grind Stormer	8 6 6 7
HardBall	7 8 6 7
HardBall 3	4 7 4 3
Hellfire	8 8 8 7
Herzog Zwei	4 6 4 3
Incredible Crash Dummies	6 5 5 4
James Pond	4 4 3 6
Jammit	6 6 5 5
J. Glanville's Footbrawl	5 7 6 4
Jeopardy! Sports	6 5 5 6
Joe and Mac	8 7 6 7
Joe Montana 2	6 8 6 6
John Madden Football	9 9 9 9
John Madden '92	9 9 9 9
John Madden '93	8 8 9 9
Jordan vs. Bird	6 7 7 7
Jungle Book	7 8 6 7
Jungle Strike	8 8 8 8
Jurassic Park	8 8 8 8
Jurassic Park: RE	5 6 5 5
Kid Chameleon	7 8 7 8
King of the Monsters 2	8 8 7 8
King Salmon	7 8 7 8
Klax	8 8 7 7
Lakers vs. Celtics	5 6 5 8
Last Battle	6 7 6 5
Lawnmower Man	7 6 6 5
Lemmings	7 8 7 7
Lethal Enforcers 2	7 6 5 6
LHX Attack Chopper	5 6 5 5
Liberty or Death	7 7 4 4
Lotus 2	6 6 4 5
Marble Madness	5 5 5 7

SEGA GENESIS

GAME	RATING			
Mario Andretti Racing	7	6	6	6
Mega Turrican	9	8	8	8
Mickey's Challenge	7	7	5	6
Mickey Mouse Castle	9	9	9	9
Micro Machines	7	7	7	7
Midnight Resistant	8	8	8	8
Mike Ditka Football	5	4	4	4
Mondu's Fight Palace	4	4	4	8
Moonwalker	7	7	7	7
Mortal Kombat	8	9	8	8
Mortal Kombat II	8	7	7	7
Mutant League Football	6	7	6	7
Mutant League Hockey	7	5	6	7
Mystic Defender	8	5	7	8
NBA Action '94	8	7	6	6
NBA Jam	8	8	7	8
NBA Showdown	7	5	6	6
NHL Hockey	8	9	8	8
NHLPA '93	8	9	8	8
Normy's Beach Babe-O-Rama	5	4	5	4
Out of This World	9	9	9	8
Out Run 2019	5	7	5	6
Pebble Beach Golf Links	7	7	6	5
Pele Soccer	8	7	6	8
Pele Soccer 2	6	4	4	5
PGA Tour Golf	8	7	6	8
Phantasy Star 2	7	9	8	8
Phantasy Star 3	7	9	8	8
Pirates! Gold	7	6	7	7
Pirates of Dark Water	8	8	7	7
Pitfall: The Mayan Adventure	7	8	6	7
Powerball	7	7	7	6
Prince of Persia	8	8	8	8
Pro Moves Soccer	7	8	5	5
P.T.O.	6	7	6	6
Quackshot	8	8	6	6
Race Drivin'	5	4	4	5
Raiden Trad	8	8	7	6
Rambo 3	7	6	7	6
R.B.I. IV	7	6	7	8
R.B.I. Baseball	7	6	7	8
R.B.I. Baseball '94	7	6	6	6
Revenge of Shinobi	8	8	9	9

SEGA GENESIS

GAME	RATING			
Risky Woods	4	5	4	3
RoadBlaster	8	8	7	8
Road Rash 2	8	8	7	8
Roar of the Beast	7	5	4	5
RoboCod	7	8	8	7
R. Clemens' Baseball	8	8	7	8
Rolling Thunder 2	8	9	8	8
Romance III	7	6	5	5
Sagaia	7	8	8	7
Samurai Shodown	8	8	7	7
Shadow Dancer	8	8	8	8
Shadowrun	9	9	9	7
Shining Force II	7	6	7	7
Shinobi III	9	9	9	9
Shove it	4	3	3	3
Side Pocket	7	8	8	8
Skitchin'	7	5	6	5
Soldiers of Fortune	7	7	5	6
Sol-Feace	7	8	8	8
Sonic	9	9	9	9
Sonic the Hedgehog 2	8	10	8	9
Sonic the Hedgehog 3	10	10	9	9
Space Harrier 2	5	6	6	6
Sparkster	8	7	7	7
Speedball 2	4	5	4	5
Splatterhouse 2	7	8	7	7
Sports Talk Football	8	8	7	7
Star Flight	6	7	6	6
Star Trek: TNG	7	7	5	6
Street Smart	5	5	5	5
Streets of Rage	9	9	9	9
Streets of Rage 3	8	7	7	7
Strider	9	9	9	9
Sub-Terannia	6	8	7	7
Super Baseball 2020	6	8	5	6
Super Hydlide	4	6	4	6
Super Monaco GP	9	10	9	10
Super Monaco GP II	6	8	6	5
Super Off Road	6	6	5	5
Super Thunder Blade	5	6	5	8
Super Volleyball	3	4	5	5
Sword of Vermillion	7	8	7	6
Sylvester and Tweety	7	7	5	7

SEGA GENESIS

GAME	RATING			
Target Earth	6	7	6	5
Taz in Escape From Mars	7	7	6	8
Taz-Mania	8	9	8	7
Test Drive II	3	5	4	4
The Games: Winter	3	5	4	4
The Humans	7	7	7	6
The Incredible Hulk	7	5	5	5
The Lion King	9	8	7	8
The Lost Vikings	8	6	6	7
The Terminator	7	8	8	8
Thunder Force 2	8	8	7	8
Thunder Force 3	9	8	9	7
Time Killers	5	3	3	3
Time Trax	7	7	6	7
Tinhead	6	7	6	6
TMNT: Hyperstone Heist	8	8	7	7
Toads Adv. in Slime	4	7	6	8
ToeJam and Earl	6	8	7	8
ToeJam and Earl 2	7	7	7	7
Tommy Lasorda Baseball	8	8	7	7
Truxton	6	7	7	5
Twin Cobra	8	7	8	7
Two Crude Dudes	6	8	6	7
Tyrants	7	7	4	5
USA Basketball	5	8	8	7
Valis 3	8	8	7	8
Vapor Trail	6	7	5	5
Vermillion	7	8	7	6
Virtua Racing	8	8	7	8
Virtual Bart	8	5	4	4
Where in Time ...	6	8	5	7
Whip Rush	6	7	6	6
Wings of Wor	7	7	7	7
Wiz 'N Liz	8	8	7	7
WonderBoy 5	6	7	5	7
World Championship Soccer	6	5	5	5
World Heroes	7	6	4	4
World Series Baseball	8	7	8	7
X-Men	6	7	6	8
Zero Tolerance	9	7	6	8
Zool	7	6	5	5
Zoom	3	3	4	3

SEGA CD

GAME	RATING			
Afterburner III	4	6	5	7
Batman Returns	5	7	5	4
Black Hole Assault	6	8	7	5
Brutal	8	6	5	6
Chuck Rock II	7	7	6	7
Cobra Command	8	7	7	7
Dark Wizard	8	8	6	6
Double Switch	7	7	5	5
Dracula	6	5	5	5
Dracula Unleashed	8	8	6	7
Dragon's Lair	8	7	5	5

SEGA CD

GAME	RATING			
Dune CD	9	8	8	8
Ecco CD	8	9	8	6
Eye of the Beholder	7	7	7	7
Final Fight	6	6	8	8
Ground Zero, Texas	8	7	7	8
Heimdall	7	7	6	6
Jurassic Park	8	6	6	7
Make Your Own Video: C&C	3	5	5	6
Mansion of Hidden Souls	9	8	6	7
Mickey Mania	9	8	7	8
Microcosm	6	5	6	5

SEGA CD

GAME	RATING			
Mortal Kombat	7	6	7	5
Night Trap	5	8	6	5
Ninja Warrior	5	8	4	6
Panic	7	6	5	5
Power Monger	7	7	6	7
Prize Fighter	7	6	6	5
Racing Aces	5	4	5	5
Rebel Assault	7	6	5	5
Revenge of the Ninja	8	7	5	6
Revengers of Vengeance	5	4	3	3
Rise of the Dragon	8	8	7	8

SEGA CD

GAME	RATING	GAME	RATING	GAME	RATING
Road Avenger	8 8 6 7	Stellar Fire	6 7 4 4	Tomcat Alley	7 6 6 5
Robo Aleste	7 8 7 7	Third World War	6 7 5 5	Vay	6 4 5 5
Sewer Shark	7 9 6 6	Time Gal	8 8 6 8		

3DO

GAME	RATING	GAME	RATING	GAME	RATING
Alone in the Dark	7 8 7 8	Incredible Machine	8 7 7 7	Star Control II	9 9 7 8
AD&D Slayer	9 7 6 6	John Madden Football	9 7 6 6	Stellar 7	8 8 7 6
Battle Chess	8 7 4 5	Jurassic Park	8 8 7 8	Super Wing Commander	8 8 7 8
Burning Soldier	7 6 7 6	Microcosm	4 4 4 4	The Horde	8 8 7 7
Dragon's Lair	7 7 7 7	Monster Manor	7 8 6 6	Total Eclipse	7 6 7 6
Fatty Bear's Birthday	8 7 6 7	Pebble Beach Golf	7 7 7 7	Twisted	9 9 7 8
Gridders	8 7 7 8	Putt-Putt Joins the Parade	7 7 7 8	Way of the Warrior	5 4 3 3
Guardian War	9 8 7 7	Shockwave	9 8 7 7		

CD-i

GAME	RATING	GAME	RATING	GAME	RATING
Axis and Allies	8 6 6 6	Hotel Mario	8 6 6 6	Space Ace	9 8 7 7
Burn: Cycle	9 9 6 8	Kether	6 5 5 7	Who Shot Johnny Rock?	5 5 4 5
Caesar's World of Boxing	9 7 7 7	Lil Divil	8 6 6 6		
Dragon's Lair	8 8 7 7	7th Guest	9 8 7 8		

NEO·GEO

GAME	RATING	GAME	RATING	GAME	RATING
Aggressors of Dark Kombat	7 7 7 7	Last Resort	5 6 5 5	Super Side Kicks 2	9 8 7 8
Andro Dunos	6 7 6 5	Magician Lord	9 8 9 8	The King of Fighters '94	9 9 8 8
Art of Fighting 2	8 8 6 8	Mutation Nation	6 7 6 7	Top Hunter	8 6 6 8
Fatal Fury	7 8 8 8	Ninja Combat	4 4 5 6	World Heroes 2	8 8 8 8
Fatal Fury Special	9 9 8 8	Samurai Shodown	9 9 9 9	World Heroes 2 Jet	8 9 8 8
King of Monsters 2	5 7 6 5	Super Side Kicks	7 6 6 7		

ATARI LYNX

GAME	RATING	GAME	RATING	GAME	RATING
A.P.B.	6 6 5 6	Lemmings	7 7 6 7	Shadow of the Beast	7 8 7 7
Basketbrawl	4 5 4 4	Lynx Casino	6 7 7 8	Slime World	5 6 7 8
Blockout	6 6 6 6	Malibu Bikini Volleyball	6 5 4 4	Steel Talons	6 7 6 7
Blue Lightning	8 7 8 8	NFL Football	4 6 5 6	Stun Runner	6 6 8 7
Chips Challenge	7 7 8 6	Ninja Gaiden	8 8 8 8	Super Off-Road	4 4 3 4
Desert Strike	5 5 4 5	Pac-Land	7 6 6 5	The Guardians	6 7 5 5
Dino Olympics	6 7 6 6	Pinball Jam	6 6 6 8	Toki	8 7 7 8
Dirty Larry-Renegade Cop	5 6 6 7	Pit Fighter	5 6 7 7	Turbo Sub	7 8 8 7
Gauntlet 3	7 7 8 6	Rampart	7 8 8 6	Warbirds	7 7 6 7
Joust	6 7 7 8	Roadblasters	8 7 7 7	Xenophobe	5 6 7 6
Klax	9 8 8 8	Robo Squash	5 4 4 5	Xybots	4 6 5 8
Kungfood	5 6 5 7	Rygar	7 7 7 5	Zarlor Mercenary	5 5 5 5

JAGUAR

GAME	RATING			
Alien vs. Predator	6	7	5	5
Cybermorph	6	5	4	5

JAGUAR

GAME	RATING			
Dino Dudes	7	7	6	6
Raiden	8	7	4	5

JAGUAR

GAME	RATING			
Trevor McFur	5	4	4	4
Wolfenstein 3D	7	7	7	8

GAMEBOY

GAME	RATING			
Adventure Island	7	7	6	5
Adventure Island 2	9	9	8	7
Adventures/Star Saver	5	6	6	5
Alleyway	6	3	6	5
Bart and the Beanstalk	6	5	5	5
Baseball	4	7	7	7
Batman	8	8	8	7
Batman/Return Joker	8	8	7	6
Battletoads	8	8	8	7
Battletoads/Ragnarok's World	8	8	8	7
Bionic Commando	8	8	9	7
Black Bass: Lure Fishing	7	5	4	4
Blades of Steel	7	7	6	4
Boggle	3	5	5	3
Boxxle	7	7	6	5
Bonk	7	7	8	5
Burai Fighter	8	6	5	8
Castlevania	8	8	8	7
Castlevania 2	8	8	8	8
Centipede	3	5	5	7
Chase HQ 2	6	6	5	6
Cryaid	4	5	5	5
Crystal Minds 2	6	5	7	8
Dig Dug	6	6	6	5
Donkey Kong	9	8	8	8
Double Dragon	7	7	7	7
Double Dribble 5 on 5	5	5	5	5
Dr. Mario	4	6	6	7
Dragon's Lair	5	5	3	4
Duck Tales 2	7	6	5	5
F-1 Race	4	4	4	4
Faceball 2000	6	8	6	7
Flintstones	7	8	7	5
Flippul	6	8	7	7

GAMEBOY

GAME	RATING			
Fortified Zone	8	8	7	8
Godzilla	6	7	5	8
Gremlins 2	6	7	7	7
Gradius	7	8	8	5
Golf	7	8	7	8
Home Alone	4	5	3	5
Hunt for Red October	5	3	3	5
Hyper Lode Runner	3	5	4	3
Joe and Mac	8	8	7	6
Jordan vs. Bird	5	5	4	4
Kid Dracula	6	7	7	5
Kirby's Pinball Land	8	7	7	7
Knight Quest	6	6	5	6
Kwirk	6	3	5	6
Lamborghini Challenge	6	7	6	7
Lock N' Chase	6	7	7	8
Mega Man	8	9	9	8
Mega Man 2	8	8	8	8
Mega Man 3	8	8	9	7
Mega Man 5	7	8	7	8
Mickey's Dang. Chase	6	6	6	6
Milon's Secret Castle	6	7	6	5
Missile Command	7	4	4	6
Mortal Kombat	5	6	5	4
Mortal Kombat II	8	6	5	5
Motocross Maniacs	7	8	8	7
Ms. Pac-Man	7	7	7	7
Mysterium	5	7	4	5
Nail 'N Scale	7	7	7	6
Navy Seals	4	5	3	3
NBA All-Star	6	6	5	5
Nigel Mansell WC Racing	5	7	6	5
Operation C	9	9	9	9
Paperboy 2	6	6	5	6

GAMEBOY

GAME	RATING			
Pipe Dream	5	7	6	7
Q-Bert	7	7	5	6
R-Type	8	8	8	7
Raging Fighter	6	8	6	6
Ren & Stimpy	6	7	6	5
Revenge of the Gator	6	6	7	5
Samurai Shodown	8	7	7	7
Shanghai	6	3	6	5
Sneaky Snake	5	5	6	5
Solitaire Funpak	6	6	5	5
Space Invaders	5	2	3	4
Speedy Gonzales	7	7	7	7
Spider-Man	8	7	7	7
Sports Illustrated	6	5	5	5
Star Trek: TNG	6	7	5	7
Star Wars	8	7	6	6
Super Mario Land	8	8	7	3
Super Mario Land 2	9	9	9	8
T2: The Arcade Game	7	7	7	6
Tecmo Bowl	8	8	6	4
Tetris	8	8	8	7
The Blues Brothers	6	6	6	6
Tiny Toon Adventures	8	8	8	7
TMNT	7	8	8	9
TMNT 2	3	6	3	3
Top Gun-Guts & Glory	7	7	7	7
Tour de Slash	8	4	3	4
Wario Land	7	7	7	7
Wizards & Warriors 10	7	7	7	7
Yogi Bear	8	5	3	6
Yoshi	7	7	9	6
Yoshi's Cookie	6	7	7	7
Zelda: Link's Awakening	8	8	9	8
Zen-Int. Ninja	4	6	6	6

GAME GEAR

GAME	RATING			
Aerial Assault	4	5	5	5
Aladdin	9	7	7	7
Alien 3	7	7	8	7
Arch Rivals	6	6	5	7
Asterix the Gaul	6	5	4	5
Ax Battler	7	7	5	6
Bubble Bobble	8	8	7	8
Captain America	7	6	6	6
Choplifter III	7	7	6	7
Chuck Rock	7	6	6	7
Chuck Rock 2	8	7	7	6
C.J. Elephant	5	6	5	5
Deep Duck Trouble	8	8	7	7

GAME GEAR

GAME	RATING			
Dynamite Headdy	9	7	6	8
F-1 Grand Prix	7	6	6	5
G-Loc	5	5	5	7
Land of Illusion	8	9	8	7
Lemmings	5	7	6	7
Major Pro BB	7	7	6	7
Mickey Mouse Illusion	7	8	8	8
Micro Machines	8	7	6	6
Mortal Kombat	8	8	8	8
Mortal Kombat II	7	7	6	7
NBA Jam	8	7	6	6
Ninja Gaiden	6	7	7	7
Out Run Europa	5	7	7	7

GAME GEAR

GAME	RATING			
Prince of Persia	8	8	7	5
Revenge of Drancon	7	7	5	6
Shining Force	7	7	6	7
Sonic Chaos	9	8	8	8
Sonic The Hedgehog	8	9	9	9
Sonic Spinball	4	5	4	4
Sonic Triple Trouble	7	7	6	7
Spider-Man	6	7	6	7
Streets of Rage	8	8	8	8
Super Off Road	5	6	4	5
Surf Ninjas	8	7	7	6
The Incredible Hulk	7	6	6	7
The Jungle Book	6	6	6	6

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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

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NINTENDO

GAME	RATING			
720 Degrees	3	4	4	3
8-Eyes	6	6	4	6
Abadox	7	6	6	7
Adventure Island 2	7	7	7	7
Adventure of Jackie Chan	7	6	8	7
Adventures of Lolo	7	8	8	7
Adventures of Lolo 2	7	8	6	6
Airwolf	4	4	4	4
Al Unser Turbo Racing	7	4	5	7
Alex Kidd in High Tech	5	7	7	7
Arch Rivals	6	6	6	8
Astyanax	5	4	5	5
Bad Dudes	6	5	5	4
Bart vs. the World	4	5	3	4
Baseball Simulator	7	6	7	7
Bases Loaded 2	7	7	5	5
Bases Loaded 4	5	6	5	7
Basewars	8	8	8	7
Batman	8	8	8	7
Batman Returns	5	7	6	6
Batman 2	8	8	7	6
Battletoads	9	9	9	9
Battletoads & D. Dragon	6	8	8	7
Bee 52	5	7	6	5
Bigfoot	4	5	5	6
Bill & Ted's Adventure	4	5	3	3
Bill Elliot's Nascar Chal.	4	8	4	4
Blue Marlin	7	6	6	7
Bo Jackson Baseball	4	5	5	4
Boulder Dash	5	6	6	7
Boy and his Blob, A	5	6	5	6
Break Time	7	6	6	6
Bubble Bobble 2	7	7	7	7
Bucky O'Hare	7	8	8	8
Burai Fighter	8	7	6	7
Captain Comic	4	4	4	4
Castelian	5	4	4	6
Caveman Games	5	6	4	8
Code Name: Viper	8	5	6	7
Crystalis	7	8	7	8
Defender of the Crown	4	3	7	7
Defenders of Dynatron	4	4	3	3
Dizzy	4	6	5	5
Demon Sword	5	6	7	6
Double Dragon 2	7	9	8	8
Double Dragon 3	8	8	7	9
Dragon Spirit	7	5	6	7
Dragon Strike	5	6	4	6
Dragon Warrior 2	6	7	6	5
Dragon Warrior 3	8	9	8	7
Dragon's Lair	4	5	3	4
Duck Tales	8	9	8	7
Duck Tales 2	7	7	7	7
Empire Strikes Back	5	5	5	4
F-1 Hero 2	5	6	5	3
F-15 Strike Eagle	4	4	3	3
F-117A Stealth Fighter	4	5	4	5
Felix the Cat	7	8	7	7
Fester's Quest	5	5	5	6
Fire 'N Ice	7	8	7	5
Flying Dragon	4	5	4	5
Friday the 13th	3	2	4	4
Gargoyle's Quest II	7	8	7	7
Gauntlet 2	5	6	5	5
Ghostbusters 2	5	4	3	4
GI Joe 2	5	6	5	7
Godzilla	5	5	6	4
Guerilla War	7	7	6	7
Heavy Barrel	7	7	7	7
High Speed	6	7	5	5
Hoops	7	6	6	5
Hydlide	5	6	6	5
Ikari Warriors 3	4	5	4	5
Image Fight	7	8	8	7
Ironsword	8	8	7	7
Isolated Warrior	7	7	6	7
Joe and Mac	6	6	6	5
Journey to Silius	6	6	7	6
Kickle Cubicle	8	8	7	9
Kirby's Adventure	8	8	9	8
Klax	7	6	7	7
Laser Invasion	4	6	3	5
Little Mermaid	5	7	7	8
Little Nemo	7	8	7	9
Lolo 3	8	8	7	7
Low G Man	6	8	5	6
Mafat Conspiracy	7	9	7	7
Magic Darts	6	7	5	6
Mappy Land	7	4	6	6
Mechanized Attack	4	7	3	3
Mega Man 2	8	8	8	8
Mega Man 4	8	8	8	8
Mega Man 5	6	9	8	8
Metal Storm	8	8	7	8
Micro Machines	8	8	6	8
Mig 29	4	5	4	3
Might and Magic	5	7	3	6
Mighty Final Fights	8	6	7	7
Monopoly	8	8	4	5
Monster in my Pocket	6	7	7	5
Mr. Gimmick	5	8	5	4
N.A.R.C.	7	6	7	8
Nightmare on Elm Street	6	4	4	5
Nightshade	7	8	4	5
Ninja Crusaders	6	6	5	6
Ninja Gaiden 2	9	9	9	8
Operation Wolf	6	7	6	6
Overlord	7	7	4	4
Palamedes	5	7	6	7
Phantom Fighter	6	3	6	5
Pirates	4	6	5	5
P.O.W.	8	7	7	7
Pool of Radiance	6	8	3	6
Power Blade 2	6	6	5	5
Princess Tomato	7	5	6	4
Q-Bert	7	3	4	5
Quantum Fighter	9	9	9	9
Rad Gravity	4	4	3	6
Rad Racer 2	7	5	5	7
R.C. Pro-Am 2	8	8	8	8
Rescue Rangers	7	9	7	8
Roadblasters	8	7	7	7
RoboCop 3	6	6	6	5
Roger Clemens MVP	6	7	5	5
Rollergames	6	6	5	6
Rolling Thunder	8	7	6	8
S.C.A.T.	7	8	8	7
Sharazade	5	6	6	5
Shatterhand	8	8	8	8
Shinobi	5	5	4	4
Silkworm	7	5	7	6
Silver Surfer	7	7	6	7
Skull and Crossbones	4	4	4	4
Sky Shark	6	6	5	5
Smash TV	6	6	4	5
Solar Jetman	9	8	7	6
Solstice	7	8	7	8
Spot	7	8	7	8
Star Tropics	4	6	5	4
Star Wars	7	4	6	8
Stealth ATF	4	6	4	3
Strider	7	8	7	7
Super C	8	8	8	8
Super Dodge Ball	5	3	5	6
Super Mario Bros. 3	9	9	9	9
Super Off Road	7	7	7	8
Super Spy Hunter	7	8	7	8
Swamp Thing	3	4	3	3
Swords and Serpents	4	7	4	7
Target Renegade	4	4	5	5
Tecmo World Wrestling	6	7	6	7
The Guardian Legend	6	5	6	7
The Jetsons	7	8	7	7
The Lone Ranger	6	6	5	6
The Punisher	4	6	5	6
The Simpsons	7	8	7	6
The Terminator	5	6	4	5
Three Stooges	6	8	6	7
Thunderbirds	6	5	4	5
Thundercade	6	6	5	5
Tiny Toon Adventures	6	7	7	7
TMNT	6	7	6	4
TMNT 3	8	8	7	7
Tom and Jerry	5	7	5	4
Total Recall	3	3	3	2
Totally Rad	8	8	8	8
Twin Cobra	7	6	7	7
Ultimate Basketball	8	8	7	9
Ultimate Journey	7	8	7	7
Ultima Avatar	8	8	8	6
Uninvited	4	7	4	5
Wacky Races	6	7	7	7
War on Wheels	4	5	4	5
WCW Wrestling	7	6	6	6
Werewolf	7	7	6	8
Where in Time/Carmen	5	7	5	6
Whomp 'em	8	7	7	8
Wizardry	4	7	3	3
Wizards and Warrior 3	7	8	5	5
Wrath-Black Manta	6	6	6	7
World Wrestling	6	7	6	7
Xexyz	7	7	6	6
Yo Noid	6	6	6	4

PC CD SEGA CD™ 3DO™ MAC CD

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LIVE MOTION PICTURE ACTION
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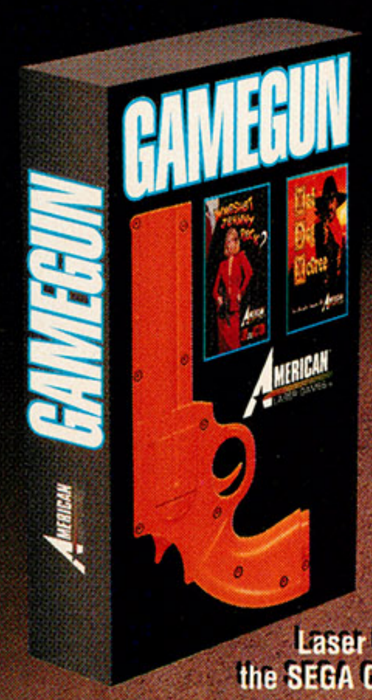
CAN YOU BEAT MAD DOG TO THE LOST GOLD?

This action-packed adventure will challenge your shooting skills confronting banditos, renegades, and Mad Dog's men. Select one of three different guides and experience a variety of trails in a quest to beat Mad Dog to the lost gold and return with it to the old mission where the longest interactive battle ever filmed awaits the more-skilled game player.

PC CD	Available
3DO	Available
SEGA CD	Available
Mac CD	TBA



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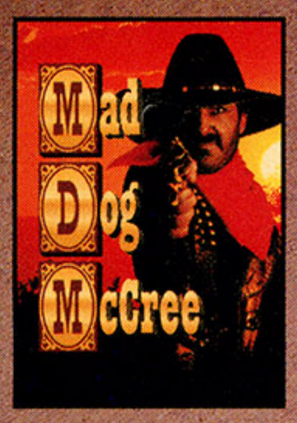
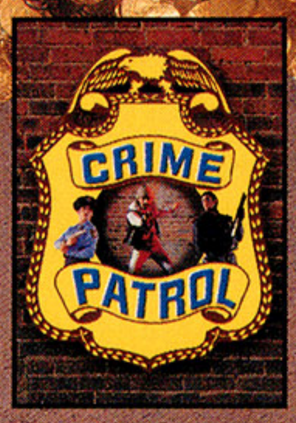


PC CD	Available
3DO	Available
SEGA CD	Available
Mac CD	November

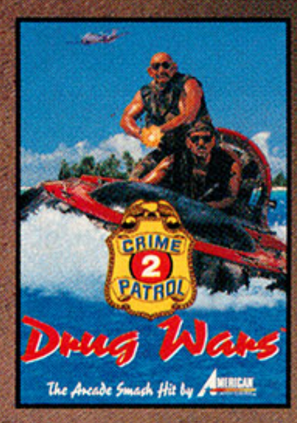
PC CD	Available
3DO	Available
SEGA CD	Available

PC CD	November
3DO	TBA
SEGA CD	January
Mac CD	TBA



PC CD	Available
3DO	TBA
SEGA CD	November
Mac CD	January

3DO	Available



PC CD	December

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SPECIAL FEATURE!

MORTAL KOMBAT II

MACHINE	GENESIS/SNES
PUBLISHER	ACCLAIM
AVAILABLE	NOW
THEME	FIGHTING
MEGABITS	24
PLAYERS	1 OR 2
DIFFICULTY	MODERATE
LEVELS	N/A
% COMPLETE	100%

OPTIONS

The options include speed settings, difficulty settings and handicap options.There is a skill setting too. However, there is no PAUSE feature during fights.

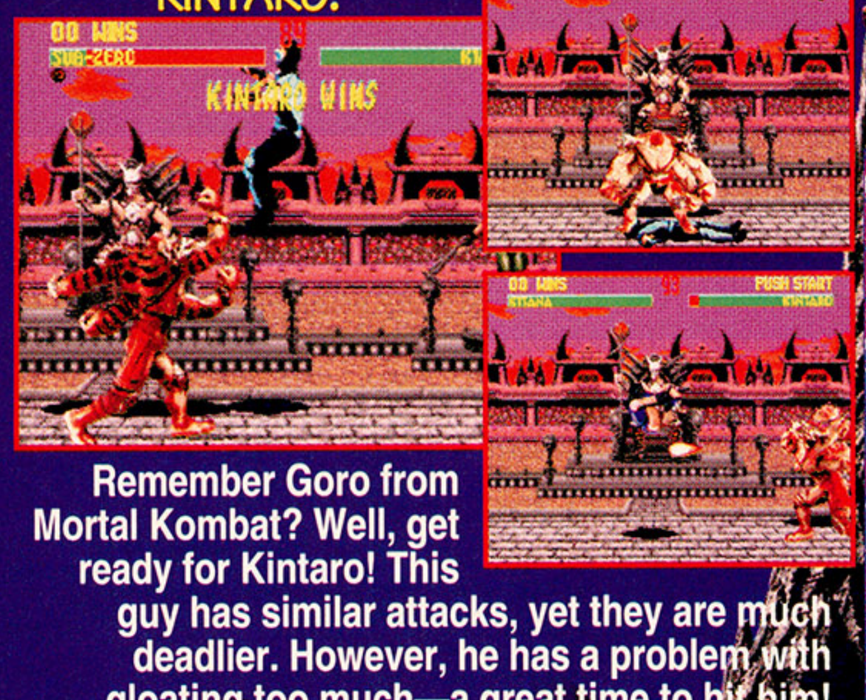
ORIGINS

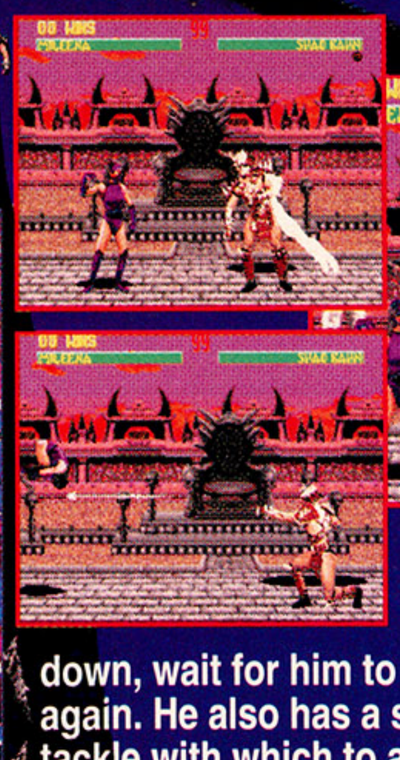
The inevitable sequel and home version of the arcade mega-smash, this one takes the MK game one step further with more fighters and improvements on existing ones. There are also hidden fighters like Smoke, Jade, and others.

STORY

(As if you didn't already know.) The combatants of the first Mortal Kombat have gathered again (minus Sonya and Kano) to destroy a fighter named Shao Kahn and his sidekick Kintaro in the Outworld. Like the first one, MK II has the fatalities and grisly moves that made the series.

KINTARO:





SHAO KAHN:

Remember Goro from Mortal Kombat? Well, get ready for Kintaro! This guy has similar attacks, yet they are much deadlier. However, he has a problem with gloating too much—a great time to hit him!

Shao Kahn also has a problem—he talks too much. Hit him, knock him down, wait for him to start talking, then hit him again. He also has a spear throw and lightning tackle with which to attack you.

RANDOM SELECT:

Push UP and START at this screen.

NOOB SAIBOT:

Get 25 wins in a row, and you can fight Noob Saibot. This warrior is essentially like Smoke, except he is silhouetted in black. He has the Scorpion Spear and other surprises.

HIDDEN FIGHTERS: SMOKE AND JADE

SMOKE: A VERY FAST SCORPION

On the Portal Stage, keep doing uppercuts. When the "Toasty" man appears, press DOWN on the pad and press START. Then you fight Smoke.

JADE: BETTER THAN KITANA

Beat your opponent on the stage before the "?" on the mountain using nothing but low kicks. You will then fight Jade who is a very skilled fighter.

FATALITIES THAT CAN ONLY BE DONE ON CERTAIN STAGES:

The Dead Pool Fatality is the same for all fighters, whereas the Pit II and Kombat Tomb each have their own "individualized" fatalities.

DEAD POOL FATALITY:

LP & LK (HOLD TOGETHER) ▼ +HP

THE PIT II & THE KOMBAT TOMB

MORTAL KOMBAT II

BARAKA

Leader of the raid on Liu Kang's Shaolin temple, Baraka belongs to a nomadic race living in the wastelands of the Outworld. Recruited by Shao Kahn for his brutal fighting methods, Baraka uses long blades to shred his victims. One of the toughest new ones.

BLADE SPARK:

◀ ▶ ◀ +HP

SHREDDER:

◀ ◀ ◀ +LP

HIGH FIREBALL:

▶ ◀ ▼ ▶ ◀ +HP

LOW BLOW:

BLOCK & LP

BACKHAND SLASH:

◀ +HIGH PUNCH

BACKHAND:

(CLOSE) ▶ +HP

SHADOW KICK:

◀ ▶ +LK

UPPERCUT:

◀ ▼ ◀ +HP

FATALITIES, BABALITY, AND FRIENDSHIP:

BABALITY: ▶ ▶ ▶ +HK FRIENDSHIP: ▲ ▲ ▶ ▶ +HK

KOMBAT TOMB & PIT II: ▶ ▶ ▼ +HIGH KICK

HEAD LOP:

(CLOSE) +B ◀ ◀ ◀ -B +HP

LET ME HELP YOU UP:

(CLOSE) ◀ ▶ ▼ ▶ +LP

HEAD HOME RUN:

+B ▶ ▶ ▶ ▼ ▲

TORSO TEAR-OFF:

-B +LP

JOHNNY CAGE:

Vanished from the set of his new film, Cage has followed Liu Kang to this second tournament.

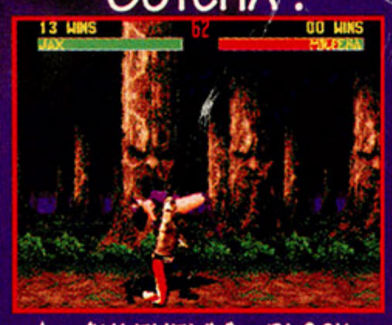
LOW FIREBALL:

▼ ▼ ▼ ▶ +LOW PUNCH

JAX

Major Jackson Briggs is his full name, and he entered the tournament looking for Sonya.

"GOTCHA":



▲ (W/ ENEMY) +BLOCK

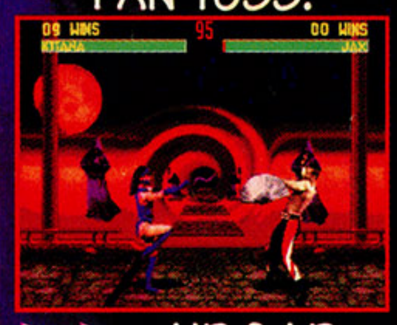
GROUND SHAKE:

+LK (3 SECONDS) -LK

FAN LIFT:

◀ ◀ ◀ +HP

FAN TOSS:



▶ ▶ +HP & LP

"GOTCHA" II:

▶ ▶ +LOW PUNCH

SIDE SLAM:

▶ +LP, HP RAPIDLY

WAVE PUNCH:

▼ ▶ ◀ +HK

FAN SWIPE:

◀ +HIGH PUNCH

AIR ATTACK:

▶ ◀ ▼ ▲ ◀ +HP

KITANA:

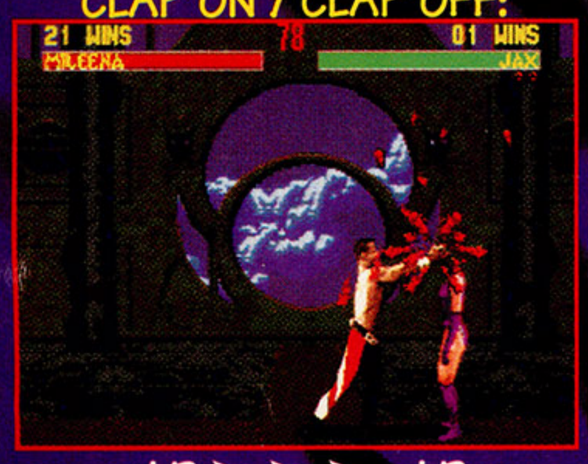
Personal assassin for Shao Kahn, Kitana is suspected by her "twin" sister, Mileena, of ulterior motives. A new fighter, Kitana is a combo queen with her Fan Lift providing most of the set-ups for several successive hits. Don't let the fact that she's a woman fool you.

FATALITIES, BABALITY, AND FRIENDSHIP:

BABALITY: ▼ ▲ ▼ ▲ +LK FRIENDSHIP: ▼ ▼ ▲ ▲ +LK

KOMBAT TOMB & PIT II: ▲ ▲ ▼ +LOW KICK

CLAP ON / CLAP OFF:



+LP ▶ ▶ ▶ -LP

TUG-O-ARMS:

B, B, B, B, LP

FATALITIES, BABALITY, AND FRIENDSHIP:

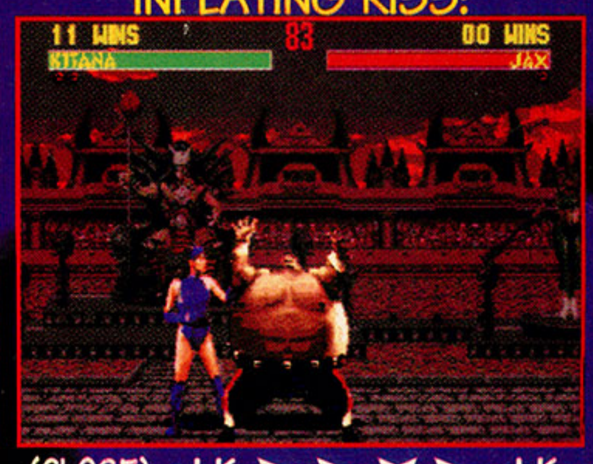
BABALITY: ▼ ▼ ▼ +LK FRIENDSHIP: ▼ ▼ ▼ ▲ +LK

KOMBAT TOMB & PIT II: ▶ ▼ ▶ +LOW KICK

HG's "FAN DECAP":

B, B, B, HK

INFLATING KISS:



(CLOSE) +LK ▶ ▶ ▼ ▶ -LK

Liu Kang:

The winner of the first one is back with many new moves, including the deadly Bicycle Kick.

BICYCLE KICK:

CHARGE LK 5 SEC.

FLYING KICK:

➤➤ +HIGH KICK

DIVING KICK:

▲▼ +HIGH KICK

AURA SHIELD:

+B ▲ +LK (REPEAT)

LOW FIREBALL:

➤➤ +LOW PUNCH

HIGH FIREBALL:

➤➤ +HIGH PUNCH

JUMPING FIREBALL:

▲➤➤ +HP

TELEPORT:

▼▲ (QUICKLY)

HAT TOSS:

◄➤ +LOW PUNCH

FATALITIES, BABALITY, AND FRIENDSHIP:

BABALITY: ▼▼➤◄ +LK FRIENDSHIP: ➤◄◄◄ +LK

KOMBAT TOMB & PIT II: ▼▼➤➤ +BLOCK

DRAGON CHOMP:

▼➤◄◄ +HIGH KICK

SCISSOR KICK:

◄▼➤▲ (360 C-WISE)

Kung Lao

This nomadic-looking warrior is actually a Shaolin Monk like Liu Kang and was a member of the White Lotus Society. He is the last descendant of the Great Kung Lao—a warrior defeated by Goro 500 years earlier. His Hat Toss can be controlled when thrown.

FATALITIES, BABALITY, AND FRIENDSHIP:

BABALITY: ◄◄➤➤ +HK FRIENDSHIP: ◄◄◄▼ +HK

KOMBAT TOMB & PIT II: ➤➤➤ +HIGH PUNCH

HAT DECAP:

+HP ◄◄➤ -HP

SIAMESE SLICE:

➤➤➤ +LOW KICK

Mileena:

This sickening clone of Kitana is quick, agile, and not to be underestimated! Her Sai Throw can be done in the air or on the ground. Be careful if an opponent blocks the Air Drop or Ground Roll—it will leave her open for any kind of attack. One of the tougher fighters in the game.

AIR DROP:

➤➤ +LOW KICK

SAI THROW:

+HP (2 SEC) -HP

GROUND ROLL:

◄◄▼ +HK

AIR SAI THROW:

+HP (2 SEC) ▲ -HP

LIGHTNING THROW:

▼◄➤ +LP

HIGH SUPERMAN:

▲◄◄➤

TELEPORT:

▼▲ (QUICKLY)

SHOCKER:

+HP (10 SEC) -HP

Rayden:

The god of thunder returns to test his might a second time. He has some truly nasty moves.

SUPERMAN:

◄◄➤

FATALITIES, BABALITY, AND FRIENDSHIP:

BABALITY: ▼▼▼ +HK FRIENDSHIP: ▼▼▼▲ +HK

KOMBAT TOMB & PIT II: ➤▼➤ +LOW KICK

SAI PUMMEL:

➤◄➤ +LOW PUNCH

MAN EATER:

+HK (2 SECONDS) -HK

FATALITIES, BABALITY, AND FRIENDSHIP:

BABALITY: ▼▼▲ +HK FRIENDSHIP: ▼◄➤ +HK

KOMBAT TOMB & PIT II: ▲▲▲ +HIGH PUNCH

EXPLODING UPPER:

+HP (2 SECONDS) -HP

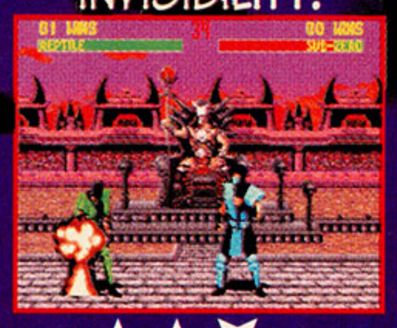
SHOCK THERAPY:

+LK (2 SEC) -LK, TAP B&LK RAPIDLY

REPTILE:

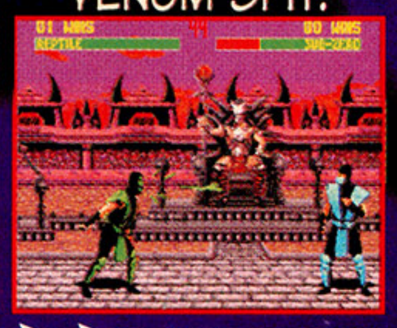
Another new contestant, the pit-dwelling Reptile no longer has the combined powers of Scorpion and Sub-Zero (as he did in the first game). He can, however, turn invisible and can be seen only when you hit him. A cool character that could use a few more powerful attack moves.

INVISIBILITY:



+B ▲ ▲ ▼ -B +HP

VENOM SPIT:



▶ ▶ +HP

BALL:

◀ ◀ +HP & LP

POWER SLIDE:

▶ +LK & HK

SPEAR:

◀ ◀ +LP

TELEPORT:

▼ ▶ ◀ +HP

AIR THROW:

▲ (W/ Enemy) +B

HIGH TELEPORT:

▼ ▶ ◀ +HP

SCORPION:

Still burning for revenge, Scorpion returns with a high teleport and leg Takedown move.

TAKEDOWN:

▼ ▶ ◀ +LK

FATALITIES, BABALITY, AND FRIENDSHIP:

BABALITY: ▼ ◀ ◀ +LK FRIENDSHIP: ◀ ◀ ▼ +LK

KOMBAT TOMB & PIT II: ▼ ▼ ▶ ▶ +BLOCK

INVISO SLICE:

(INVISIBLE) ▶ ▶ ▼ +HK

TONGUE LASH:

◀ ◀ ◀ +LOW KICK

FATALITIES, BABALITY, AND FRIENDSHIP:

BABALITY: ▼ ◀ ◀ +HK FRIENDSHIP: ◀ ◀ ▼ +HK

KOMBAT TOMB & PIT II: ▼ ▼ ▶ ▶ +BLOCK

The "Toasty!!" fatality can be done anywhere on the screen, and the flame blast will completely miss his opponent, but the effect is the same as the Flame Thrower.

FLAME THROWER:

+B ▲ ▲ -B +HP

SLICE:

+HP ▼ ▶ ▶ ▶ -HP

"TOASTY:"

▼ ▼ ▲ ▲ +HP

SUB-ZERO:

Actually the brother of the Sub-Zero from the first game, this one still has the Ice Blast Freezer and Ground Slide. In addition, he has a new Ground Ice attack to make opponents slip and slide helplessly into any attack he wants (like an uppercut). Sub-Zero is still a formidable foe.

ICE BLAST

▼ ◀ ▶ +LP

GROUND SLIDE:

▶ +LK & HK

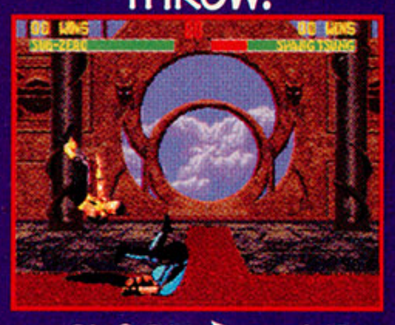
FIREBALL:

◀ ◀ +HIGH PUNCH

2 FIREBALLS:

◀ ◀ ▶ +HP

THROW:



CLOSE ▶ +LP

GROUND ICE:

▼ ▶ ◀ +LK

3 FIREBALLS:

◀ ◀ ▶ ▶ +HP

SHANG TSUNG:

The Boss from the first one is now a controllable fighter with his nasty fireball still intact.

MORPH INTO OTHERS:

SCORPION: +B, ▲ ▲

KITANA: B, B, B

J. CAGE: ◀ ◀ ▼ +LP

RAYDEN: ▼ ◀ ▶ +LK

SUB-ZERO: ▶ ▼ ▶ +HP

BARAKA: ▼ ▼ +LK

REPTILE: ▲ ▼ +HP

JAX: ▼ ▶ ◀ +HK

MILEENA: +HP (HOLD) -HP

K. LAO: ◀ ▼ ◀ +HK

LIU KANG: ◀ ▶ ▶ +B

FATALITIES, BABALITY, AND FRIENDSHIP:

BABALITY: ▼ ◀ ◀ +HK FRIENDSHIP: ◀ ◀ ▼ +HK

KOMBAT TOMB & PIT II: ▶ ▶ ▼ ▼ +BLOCK

ICE GRENADE:

+LP ◀ ◀ ▼ ▶ -LP

DEEP FREEZE:

▶ ▶ ▼ +HK ▶ ▼ ▶ ▶ +HP

FATALITIES, BABALITY, AND FRIENDSHIP:

BABALITY: ▼ ◀ ▶ ▼ +HK FRIENDSHIP: ◀ ◀ ▼ ▶ +HK

KOMBAT TOMB & PIT II: +BLOCK ▼ ▼ ▲ ▼ -BLOCK

Of the three fatalities, the Kintaro one is the most challenging. A sure way to always get it to work is to charge LP at the start of the match. Release it within sweeping distance.

KINTARO:

+LP (20 SEC.) -LP

SOUL STEALER:

+B ▲ ▼ ▲ +LK

IMPLODE:

+HK (3 SEC.) -HK

SUPER STREET FIGHTER II

NO WIMPS ALLOWED!

Yup, you heard it right! Super Street Fighter is here for the Super Nintendo, and it's busting down the walls of 16-Bit technology! Critics said it couldn't be done, but here's the proof. Not only has every new move been included, but all four new challengers are completely intact. Not only that, but Super Street Fighter includes several tournament options to satisfy your need for a challenge. Let's take a look at the hottest fighter to hit the Super NES in '94—soon to be available on the Genesis as well!

The first big change you will notice is the full intro shots translated directly from the arcade. Also, each character profile has been redrawn to match the arcade. In fact, not one detail has been left out, at least not any that would take a magnifying glass to find. Graphically, Super Street Fighter is a triumph in programming! Even the multiple dizzy types are intact. Look for new animations and attacks in each character, like Guile's new Winning Stance or Chun Li's amazing Fire Bubble!

The sound improvements incorporate new, clearer voices and beefed-up background music on each level. Ken and Ryu now have distinct voices, and the announcer is completely redone.

Options are just about the best feature! Super Street Fighter will keep you and your friends entertained for hours with the numerous settings available. The normal Arcade and VS Modes are back, along with three new options for increased challenge. Four speed settings are also available in every mode. One nearly unnoticeable option (which I love) is the ability to let the computer play for you! The computer can even fight itself while you take a break. More to come!

Does the opening look familiar? It should, since it's directly from the arcade!

Travel the globe to face 12 challengers with styles as diverse as their cultures.

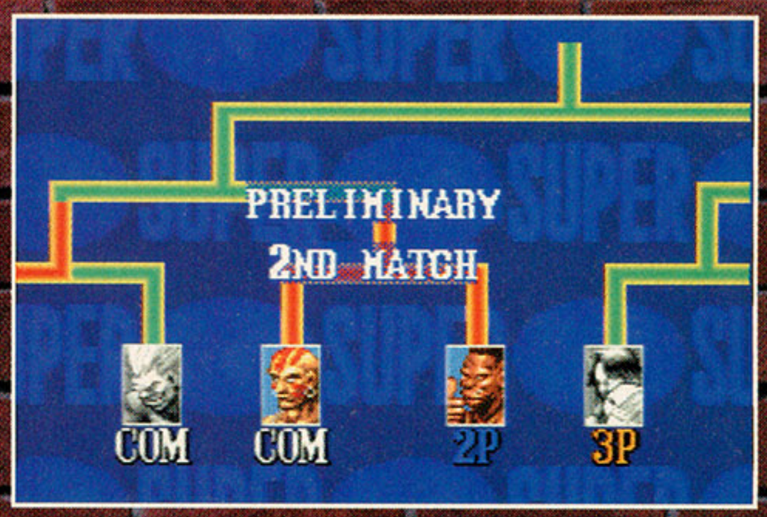
THREE NEW TOURNAMENTS FOR UP TO EIGHT PLAYERS!

SPECIAL FEATURE!

TOURNAMENT BATTLE

Tournament Battle features eight fighters, human or computer, who face off in a double-elimination tournament until one is crowned champion. This is the perfect mode for gamers who want to hold a tournament in their neighborhood to see who's the best! The scores and rankings are automatically recorded so you can watch your climb to glory right on screen. Difficulty handicaps are also available so even your little brother or sister can play!

Up to eight players can select their favorite World Warrior in the Tournament Battle.

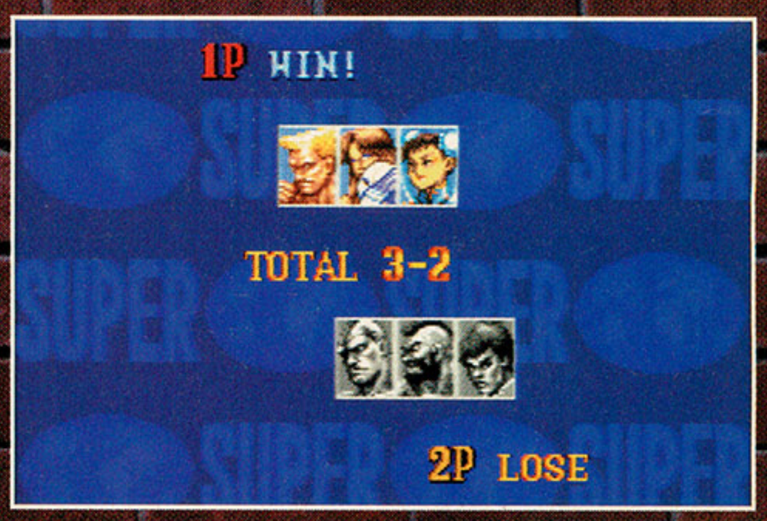


The double-elimination tournament is judged and recorded automatically.

GROUP BATTLE

Group Battle pits you against your friends in a battle royale with two teams of World Warriors. Manually or automatically pick up to eight fighters per team, then face off in either Match or Elimination Modes. The Match Mode pits corresponding fighters (1st, 2nd, etc.) against each other until each pair has fought one round. Conversely, Elimination Mode lets one player keep a fighter until he or she loses the round.

Select your team of one to eight World Warriors manually or automatically here.



Play in either Match or Elimination Modes to decide who's the best all-around fighter.

TIME CHALLENGE

The Time Challenge is a strictly One-player Mode where you must take on the computer in one round of intense fighting. Race to beat Capcom staff's best times if you like, or try to set your own personal records. This is the best place to practice strategy and combos. The computer won't just sit around and let you clobber it, either! It will take a great deal of skill and patience to come close to Capcom's scores, but don't give up!

The race is on to beat Capcom's best round times in the Time Challenge!

Try to beat your own personal times and improve your skills against the computer.

Ryu

Ryu is faster and stronger than before with his Red Fireball and arcing Hurricane Kick attacks!

Ken

Ken adds a three-hit Flaming Dragon Punch to his arsenal! His combos can knock foes flat.

Balrog

New punches and a Shoulder Thrust give Balrog a well-needed boost in effectiveness.

E.Honda

E.Honda's Sumo Drop only hits once, but it's enough to knock down the toughest opponent.

Chun Li

Chun Li has improved her power kicks, but her Fire Bubble now disintegrates from a distance.

Vega

Vega has new kicks and reach, as well as a new spear-like attack for unexpected maneuvers.

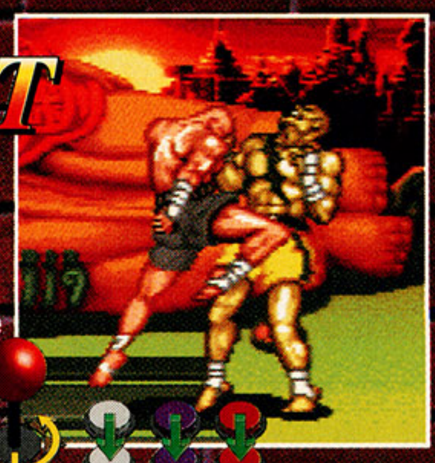
Blanka

Thanks to more training, Blanka can now arc his Roll Attack over fireballs if his timing is just right.

Zangief

Zangief has perfected the new German Suplex and added air throws, but lost his fast Lariat.

Sagat



Sagat increased the speed of his Fireball and Tiger Uppercut, and the range of his Tige Knee.

Guile

Guile's Flash Kick is back to its former one-hit power, and he gains a new kick in the process.

Dhalsim

Dhalsim is perfecting his Yoga Teleport, and can stun opponents unerringly with his slow Fireball.

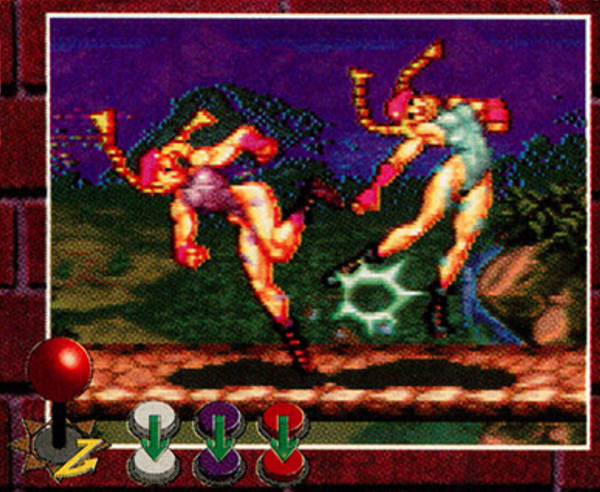
M.Bison

M.Bison can bring sweet oblivion from above with his new and terribly effective Devil Reverse.

SPECIAL FEATURE!

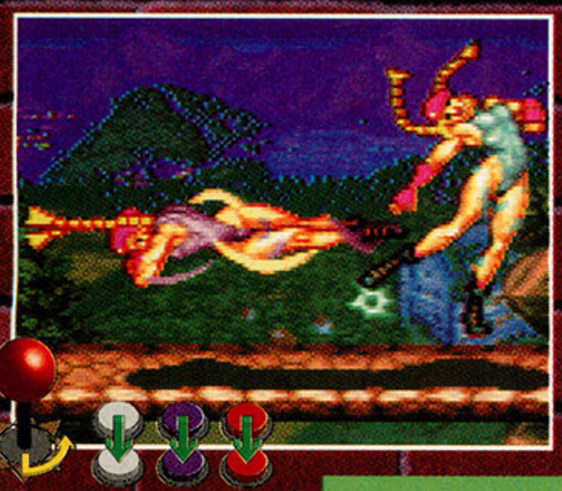
CAMMY

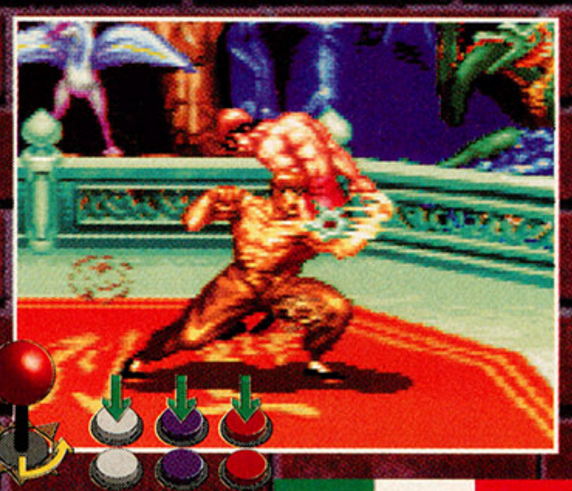
This English lass has more power than her tiny body reveals. A few speedy kicks, air throws, combined with the might of the Canon Spike, will topple even the mightiest foe.



FEI LONG

Fei Long's claim to fame is his speed and agility. He can leap over fireballs with ease, and his Rekka Ken five-hit combo will have opponents seeing stars!





DEE JAY

The Jamaican-born wonder loves music and his style is based on rhythm combined with kick boxing. His kicks are among the strongest in the Street Fighter circuit.

T.HAWK

T.Hawk is searching for the destructor of his tribe, bringing with him a strong spirit to go with strong muscle. His Storm Hammer is as powerful as the Spinning Piledriver.

SPECIAL FEATURE

Virtua Fighter

MOVES KEY

Follow the arrows as indicated.

K G P

Press KICK, PUNCH, or GUARD buttons.

\+ Indicates pressing two buttons together.

MOVES KEY

REALISTIC FEATURES AND NEW INNOVATIONS

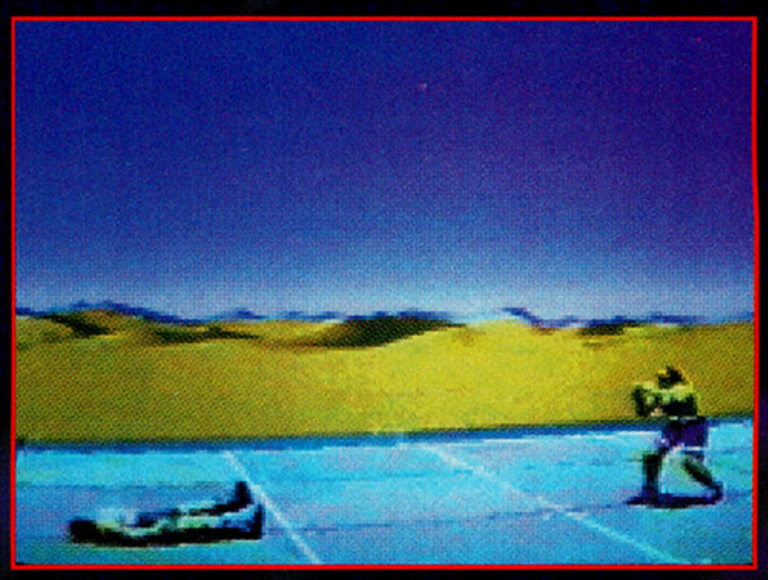
Losing can be real easy if you fall out of the ring. Tournament rules apply here.

Two colors per character make it easy to see who you are and which one of you is getting clobbered.

After you pummel your opponent, you get to see the death blows in an instant replay.

"SUDDEN DEATH"

Get a draw on the last round and you'll fight it out on a small platform where one hit means death.



Realistic shadows and multiple camera angles give this game a unique feel.

"GROUND ATTACK"

When your opponent is on the ground, do a flying attack to drain more energy.

THE FINAL BOSS DURAL AWAITS YOU

Here are a few shots of one of the toughest End Bosses around. If you don't get your combos off fast, you won't live long enough to see him.

USE YOUR COMBOS OR DIE!!!

Special thanks go out to Enchanted Castle in Lombard, IL for their invaluable assistance.

Name: Akira Yuki
Origin: Japan
Age: 25
Style: Hakkyoku Ken
Blood Type: O
Hobby: Kung Fu
Job: Kung Fu Teacher

A martial artist thru and thru, Akira's infatuation with his art has trained him for any challenge .

Name: Jacky Bryant
Origin: America
Age: 22
Style: Saikyodo
Blood Type: A
Hobby: Training
Job: Indy Car racer

Trained in the same style as his sister, Jacky's specialty is his famous turning kick.

P + G

Sweep your opponent's feet off the ground with a lariat.

↗ P

An overhead hammer punch stops a close attack.

→ → K

The double kick will take a crouching opponent down.

↖ K

Catch your opponent off guard with a flip kick.

→ → P

Inflict lethal damage with a neck breaker drop.

→ K

The flying knee is a move that can be turned into a combo.

↑ P

Hit your fallen opponent with a flying punch to the abdomen.

Super Combos

Tetsuzanko
◄ ► ► PK (20-80)

Shin'iha
↗ ► P (50)

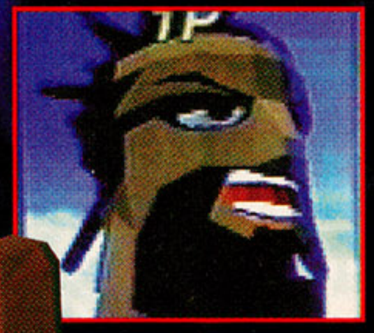
Super Combos

Punch, Spin
PK (62)

Dbl. Spin Kick
KK (20+20)

Hit your fallen opponent with a flying elbow to the abdomen.

↑ P



Name: Jeffry McWild
Origin: Australia
Age: 36
Style: Pankurachion
Blood Type: A
Hobby: Reggae
Job: Fisherman

Jeffry trained in the outback and through conditioning has mastered various throws and grabs,

Name: Kagemaru
Origin: Japan
Age: 21
Style: Jujitsu
Blood Type: B
Hobby: Mah Jong
Job: Ninja

A master of stealth and illusion, Kage uses his skills as a ninja to lay low his adversaries.

← P

A pile driver is one of the many attacks in Jeffry's arsenal.

→ P

The German Suplex lifts an opponent close by.

↓ P

The dreaded iron claw grabs any crouching opponent.

→ → K

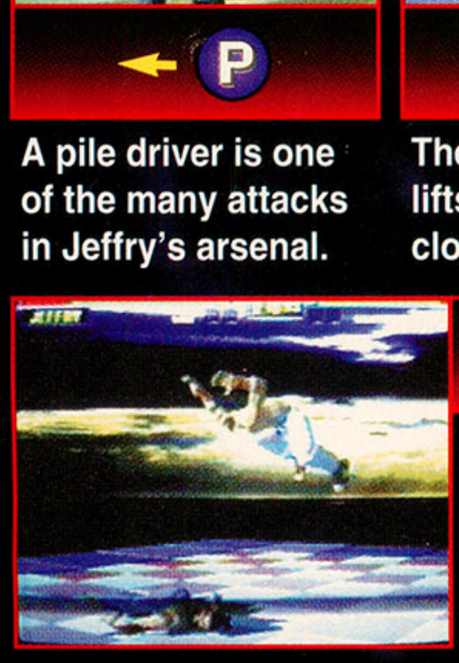
An attacking opponent hits the ground after a sweep.

→ → P K G

The vertical kick delivers an easy knockdown.

→ P

The elbow strike is an easy but swift and effective attack.



↑ P

Hit your fallen opponent with a flying belly splash.

Super Combos

Back Flip
P+G (60)

1,2 Upper
PPP (46)

Super Combos

Rev. Spin
KKK (20)

Double Punch
PP(18)

Hit your fallen opponent with a flying headbutt to the abdomen.

↑ P

Name: Lau Chan
Origin: China
Age: 53
Style: KoenKen
Blood Type: B
Hobby: Poetry
Job: Cook

Lau possesses an excellent barrage of lightning punches and kicks ... a great adversary.

← P

A series of swift elbow attacks can drain an enemy.

↗ K

The vertical kick can deliver an easy knockdown.

P + G

A piggyback throw catches most opponents by surprise.

→ K

A flying kick will break the attack of a charging enemy.

↖ K

An great defensive attack is the cartwheel kick.

→ ↓ P

A neck breaker suplex will stun foes momentarily.

↑ P

Hit your fallen opponent with a flying footstomp to the chest.

Super Combos

Renkantenshin
PPPK (86)

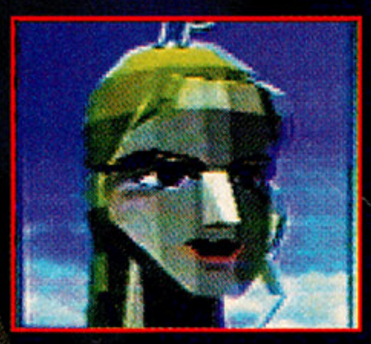
Punch / Kick
PK (62)

Super Combos

Back Punch
PK (62)

Up Kick Slap
KP (35)

Hit your fallen opponent with a flying knee attack.



Name: Sarah Bryant
Origin: America
Age: 20
Style: Saikyodo
Blood Type: AB
Hobby: Skydiving
Job: Student

Sarah strikes fear in her opponents with a series of continuous elbow and knee attacks.

Name: Wolf Hawk Field
Origin: Canada
Age: 27
Style: Pro Wrestling
Blood Type: O
Hobby: Karoke
Job: Wrestler

While not a swift attacker, once Wolf lands a hold on an opponent, he causes some damage.

→ → K

A flying knee to an adversary's head earns quick damage.

→ → P

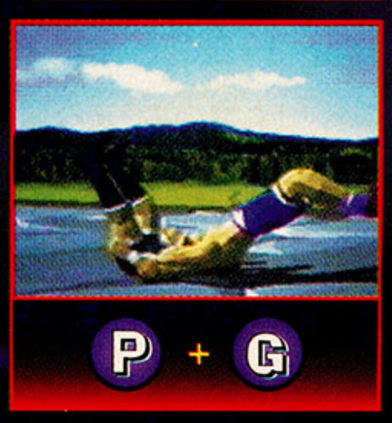
A charging neck lariat will down an enemy at hand.

P + G

This suplex move is good for stopping aggressive enemies.

← ↙ ↓ ↘ → P

Drain an opponent's energy with a human windmill toss.



P + G

A neck breaker suplex will stun foes momentarily.

→ P

Pick an opponent up and flatten him on his back.

↑ P

Hit your fallen opponent with a flying knee to the abdomen.

Super Combos

Punch Upper
PK (30)

Rising Knee
PPPK (70)

Super Combos

1,2 Upper
PPP (46)

Rolling Clear
KKK (20)

Hit your fallen opponent with a flying back smash attack.

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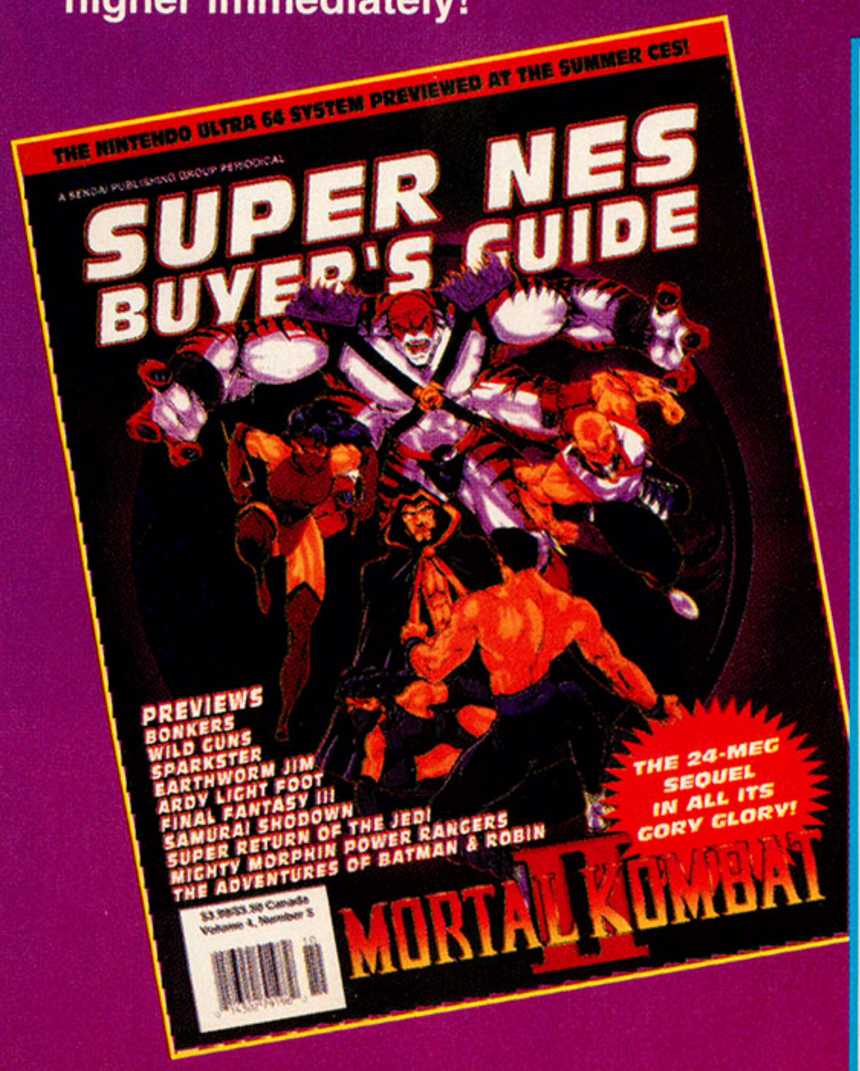

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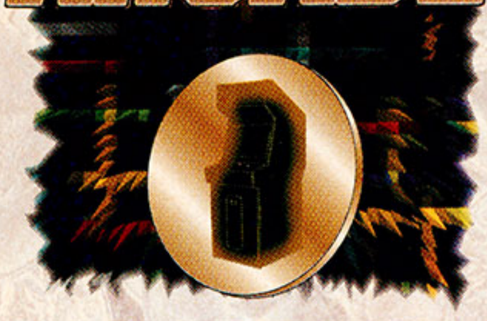


FACT FILE
DARKSTALKERS
by CAPCOM

THEME	FIGHTING
VERSION	N/A
% COMPLETE	90%
AVAILABLE	SEPTEMBER
# BUTTONS	6
# PLAYERS	1 or 2
CHALLENGE	MODERATE

OPTIONS CHECKLIST

- QSound ☐
- Dolby Stereo ☐
- Voice Channels ☑
- Jamma Board ☑
- System 32 ☐
- Cartridge ☐
- Translation Pending ☐

Notes: Multiple Turbo Options and choice of two colors.

The New Challengers

Fighting game fans will immediately pick up the fast-paced action of this new fighting game. Using the same play mechanics as SF2, the moves are newly varied but have the same execution style. The looks, however, are completely different. The colors and animations are just incredible! The dark look adds to the motif and gives it a bit of a new feel. - *Sushi X, Jr.*

STREET FIGHTER 3?

They used the same engine and play mechanics. Some of the moves are the same like Beast Rush and Shadow Blade. It seems similar...

DARKSTALKERS
The Night Warriors

STREET FIGHTER & MORE

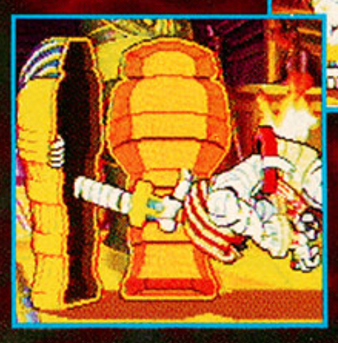
Just like in Street Fighter, there is a built-in Combo Meter that shows how many consecutive hits you got off in the round. Notice that special moves do more hits when the Special Meter is built-up. Using this knowledge you can get massive hits!

Many of the moves have the same look as SF-type moves, as shown to the left. However, several can be done in the air or don't require lengthy charge times. This makes the action similar yet faster-paced than ever before.

SUPER-DE-DUPER MOVES

Similar to SF Super Turbo, you have a Special Meter that builds when you do moves. This one builds whether you hit or not, with any move. The bar below glows and your meter turns green to show how long you have to do a Super Move.

Notice the roll looks the same but just changes color.



The same grab move looks completely different.

TWO TOUGH BOSSES

HUITZIL

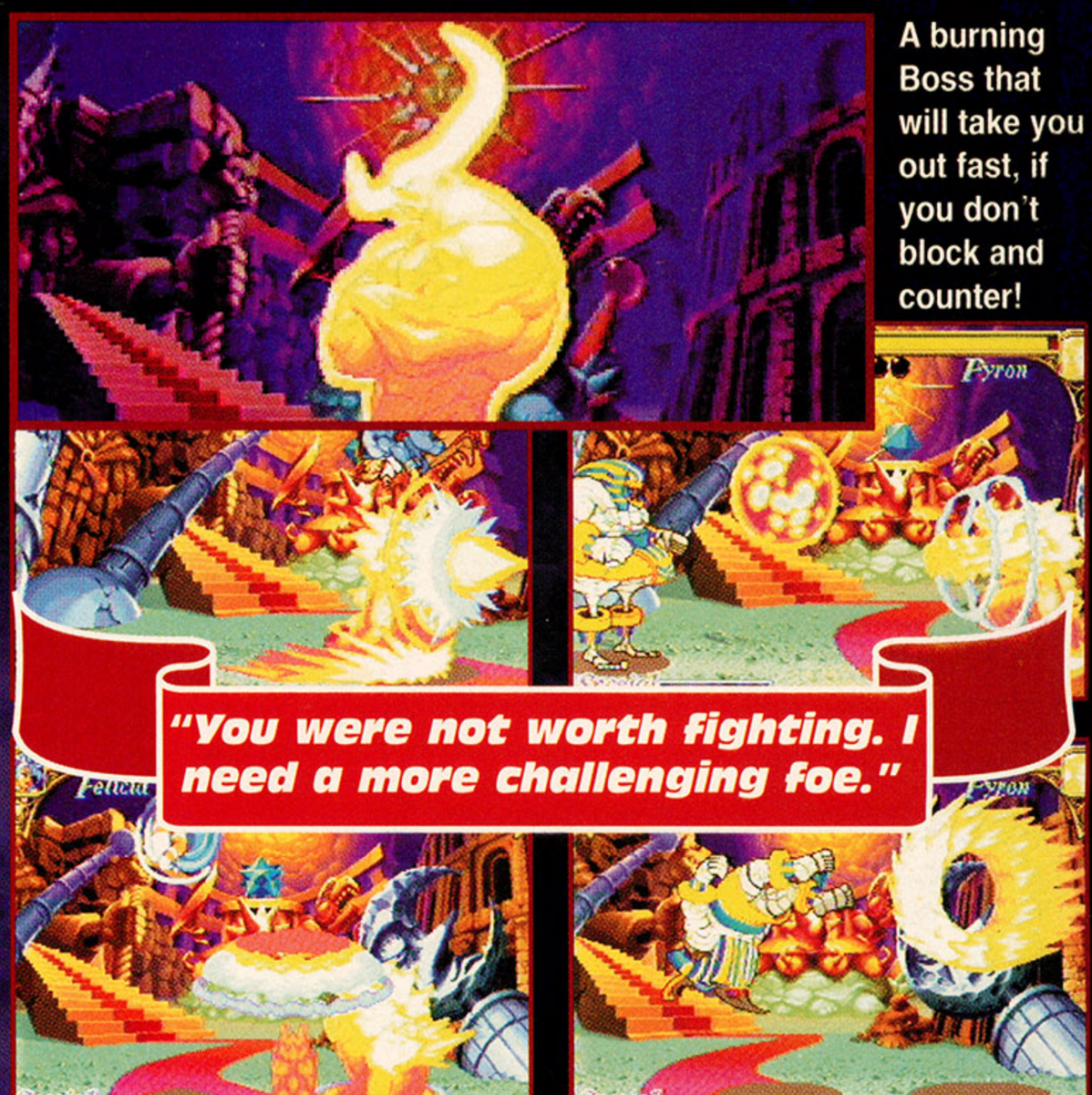
Robot from Mexico

A tough machine that has a ton of forms to inflict pain and destruction.

PYRON

Alien from Hellstorm

A burning Boss that will take you out fast, if you don't block and counter!



VICTOR

Frankenstein from Germany

A)Giga Hammer: B,F + punch B)Giga Buster: B,F +kick
C)Gyro Crush: D,DB,B,F + punch D)Giga Burn: D,DB,B + kick

MORRIGAN

Sucubus from Scotland

A)Soul Flat: D,DF,F + punch B)Flat in Air: U,UF,F + punch
C)Shadow Blade: F,D,DF + punch D)Shell Kick: in air D,DB,B + kick

LEGEND: D=DOWN, F=FORWARD, U=UP, B=BACK, DB=DOWN BACK, DF=DOWN FORWARD, UF=UP FORWARD, C=CHARGE

ANAKARIS

Mummy from Egypt

A)Echo Back: F,DF,D,DB,B + punch B)Coffin Dance : all kick-punch
C)Mummy Wrap: D,DF,F + punch D)Judgment Day: jump + F,DB,D,DF

BISHAMON

Samurai from Japan

A)Seal of Death: in air U,UF,F + punch B)Quick Slash: hold B, F + punck
C)Snap Sword: B,DB,D,DF,F + punch D)Storm Wind. -. D,DF,F + punch

DEMITRI

Vampire from Romania

A)Demon Cradle: F,D,DF + punch B)Chaos Flare: D,DF,F + punch
C)Bat Spin: D,DB,B D)Neg. Steal: 360 rotate + punch

FELICIA

Catwoman from America

A)Rolling Bucklor: D,DF,F + punch B)Rolling Scratch: D,DB,B + punch
C)Delta Kick: B,D,DB + kick D)Sand Splash: D,DF,F + kick

LEGEND: D=DOWN, F=FORWARD, U=UP, B=BACK, DB=DOWN BACK, DF=DOWN FORWARD, UF=UP FORWARD, C=CHARGE

JON TALBAIN

Werewolf from England

A)Beast Rush straight: D,DF,F + punch B)B.R. diagonal: F,D,DF+ punch
C)B.R. down: in air F,DF,D + punch D)Climb Laser: D,U + kick

LORD RAPTOR

Zombie from Australia

A)Death Hurricane: D,DB,B + kick B)"Moon Walk":F,F air or ground
C)Hell's Gate: B,DB,D,DF,F + kick D)"Death Drill": in air D + kick

RIKUO

Merman from Brazil

A)Poison Breath: B,DB,D,DF,F = kick B)Sonic Wave: D,DF,F + punch
C)Screw Jet: B,F = punch D)"Shell Screw": F,F + fierce punch

SASQUATCH

Bigfoot from Canada

A)Big Snow: B,DB,D,DF,F + punch B)Big Typhoon: F,D,DF + kick
C) Big Towers: D,D + all punch D)Big Brunch: D,DB,B + kick

LEGEND: D=DOWN, F=FORWARD, U=UP, B=BACK, DB=DOWN BACK, DF=DOWN FORWARD, UF=UP FORWARD, C=CHARGE

SPECIAL FEATURE!

Primal Rage is a graphic buffet, coming soon to an arcade near you. It includes seven characters, all of which are fantasy or mythological creatures, including various dinosaurs, giant apes, and more. Some unique features of this game (other than the incredible stop-motion animation that makes the game look light years ahead of the competition) are its four-button joystick configuration which is employed instead of the standard five or six we're so used to seeing, and the two-punch and two-kick buttons which feature specially mapped "power hits" that allow for easier to manage special moves and combos. Revision of traditional fighting games don't stop with the joystick configuration, though. The one-player game does not end after defeating all the characters. At that point the player is thrown into a shorter sequence, a no-room-for-error second round that's sure to make you kick a few arcade cabinets. The Two-player Mode is reminiscent of the "push-pull" engine most employed in Neo•Geo fighting games. Best of all, this great new fighting game is scheduled to ship in August.

Almost everything about this game is different. From the Character Selection Screen to the conquest of the new Urth. Even the P.C. "No animals were hurt in the making of this game" Screen is different! The Primal Rage production team, made up of nearly 30, was organized more like a Hollywood film crew than a typical game design team.

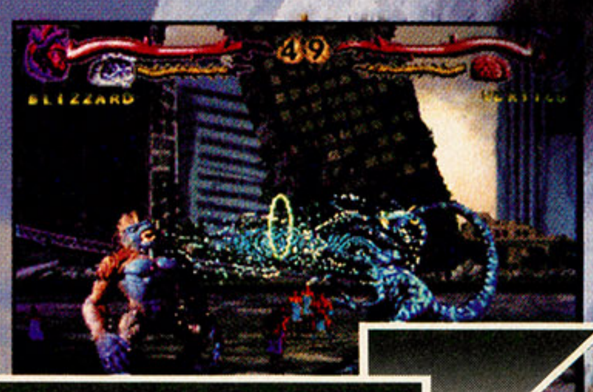
Sauron is what this game was originally intended for—the large yellow Tyrannosaurus Rex with a huge temper. His moves are, for the most part, large and bumbling, but he gets the job done. He really uses his size to his advantage, with such moves as an Earthquake Stomp and the ability to rip with those giant jaws.

Sauron

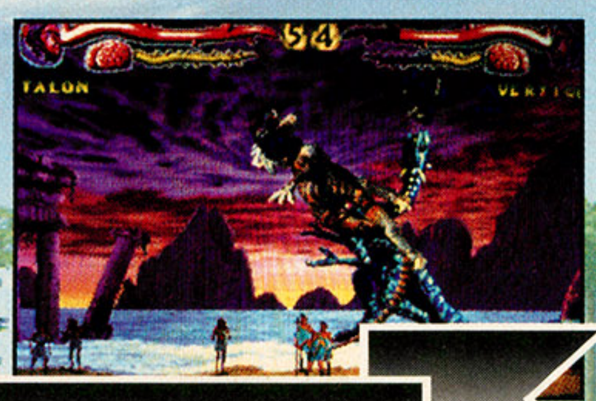
Chaos

Chaos is a wild-haired gorilla who is human-like in a lot of ways. His attacks use his hands and legs to crush the opponent. He can climb on anyone and his fists and feet are equal in strength. He's not afraid to hop around either, as his leaps can easily reach the top of anyone. His power is almost the same as Blizzard, his "brother."

Blizzard is the "Ryu" of the two gorillas. He doesn't have as many leaping abilities as Chaos does—he prefers to sit back and let his power do the talking. That right hook of his is lethal! He's been known to level buildings on a slow day. His stage is set in the Himalayas, and his powers are mostly freezing moves, with freezing breath and more.

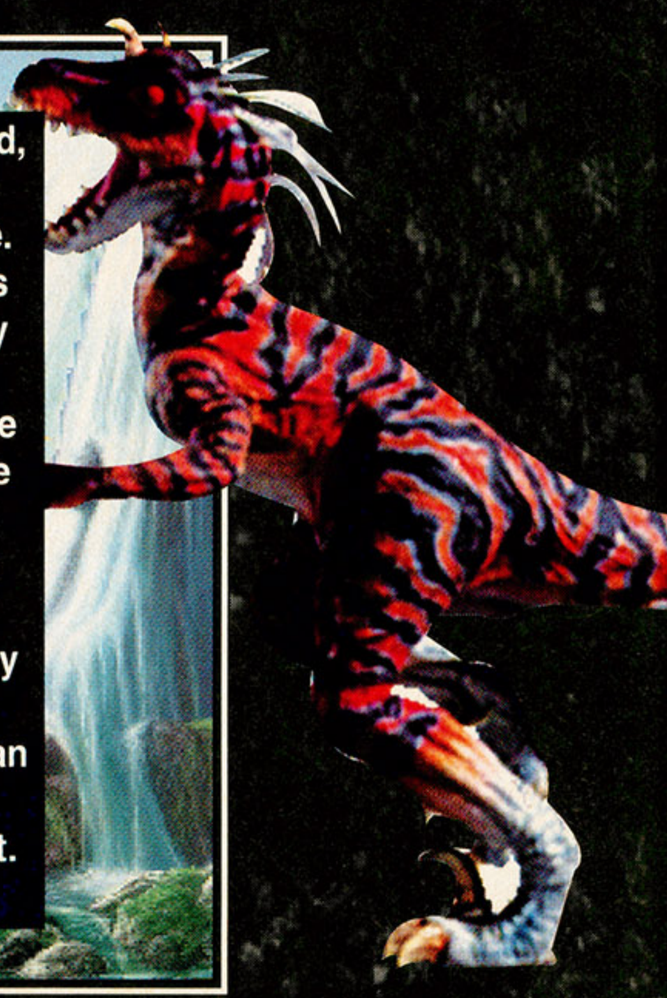


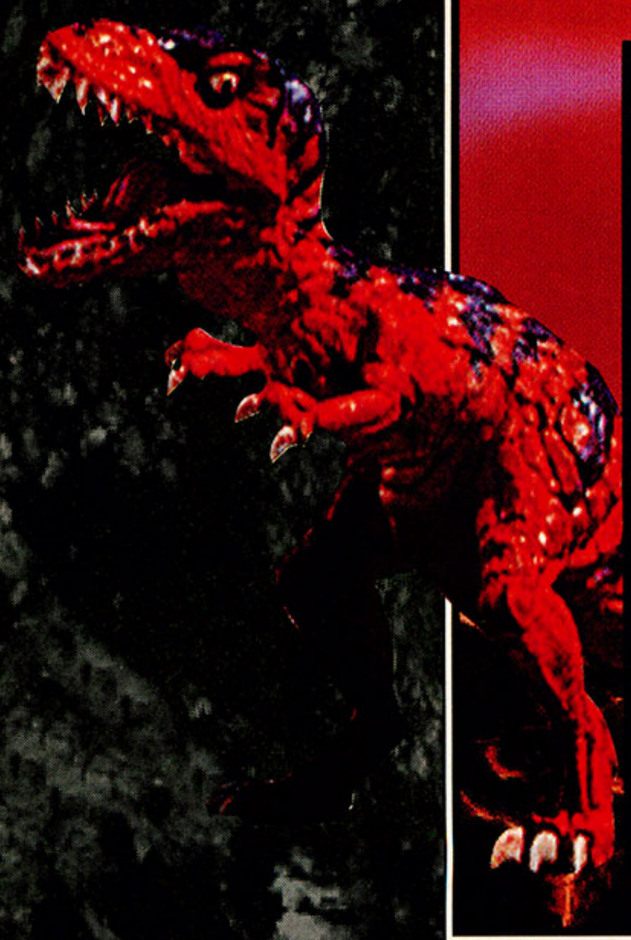
Blizzard



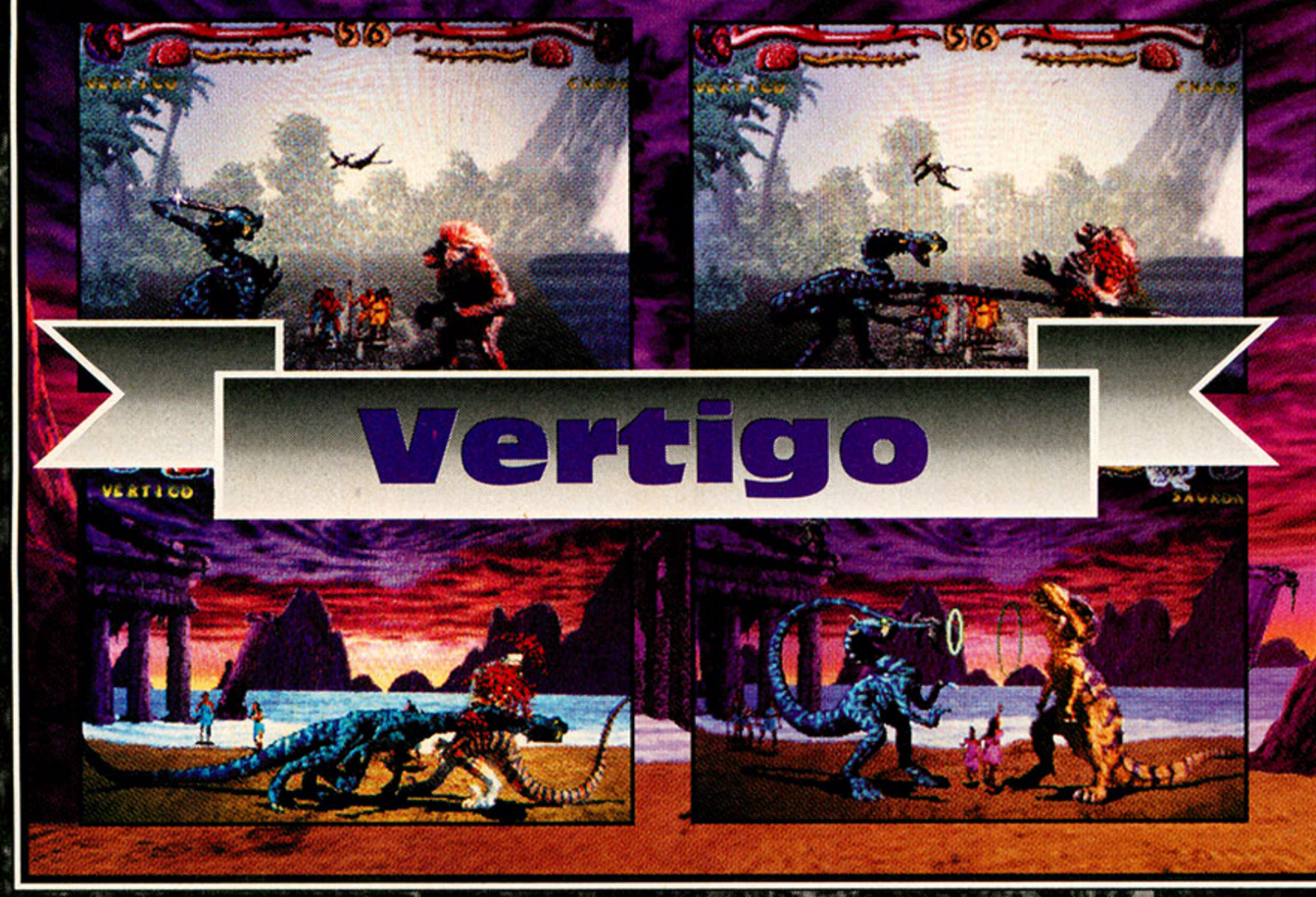
Talon

Talon is aptly named, as he likes to claw his way into anyone. He is almost a cross between the ferocity of a tiger and the look and intelligence of a Velociraptor. He can leap from long distances and be at your throat in seconds. He is also very agile and has been known to climb up an opponent to reach the head and throat.

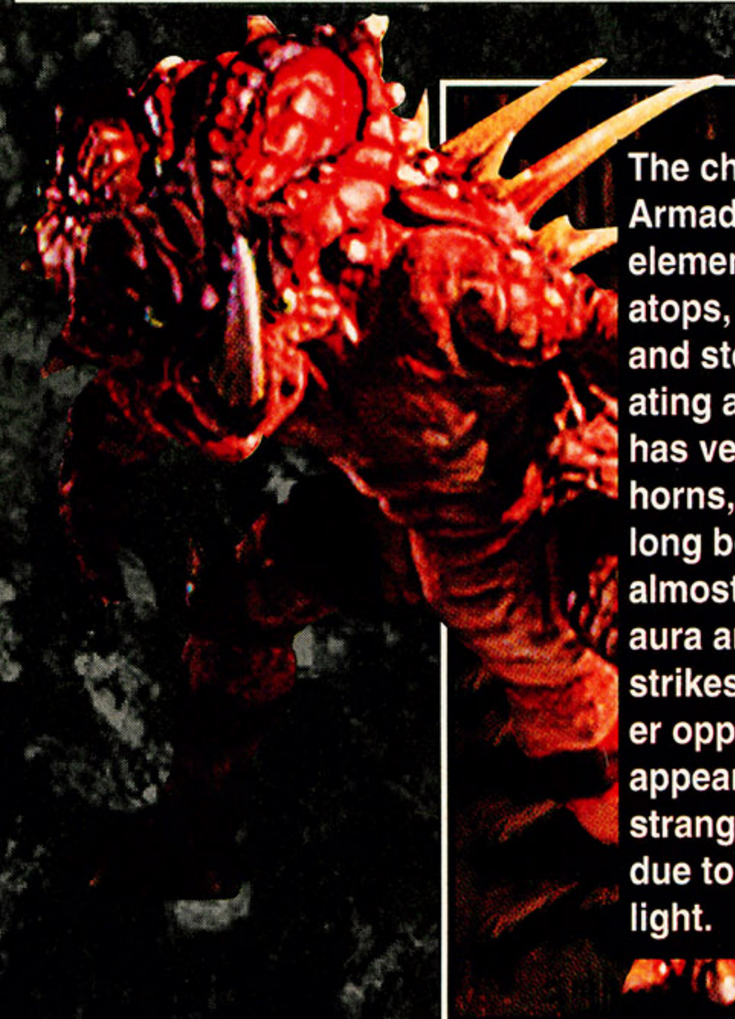




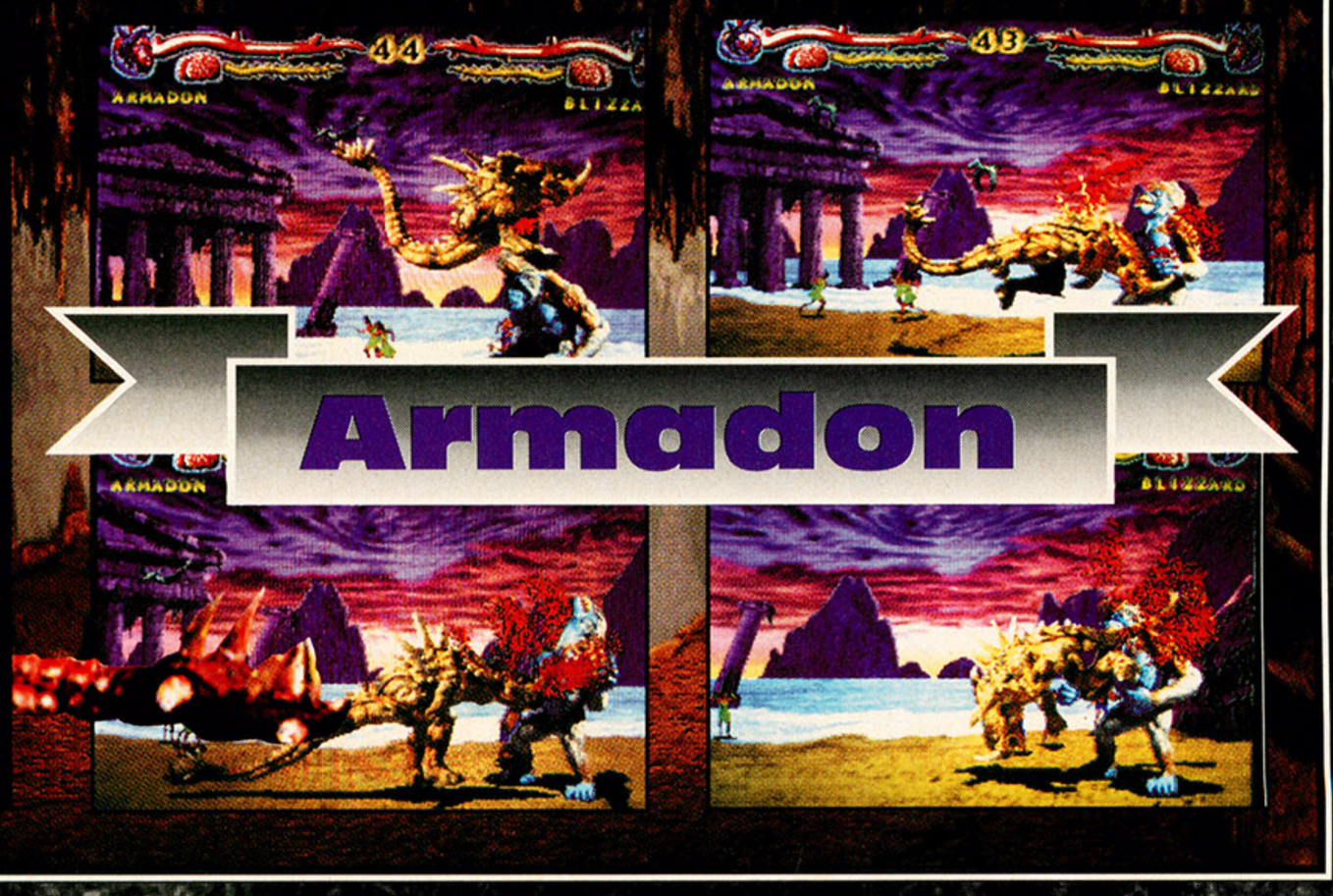
Diablo, the smaller of the T-Rex creatures, has a fiery personality and the moves to match. Mostly we have fire breath and his volcanic stage matches the color scheme. Diablo is primarily a fiery crimson red with streaks of black. The patterns are similar to what many scientists think ancient dinosaurs may have looked like.



Vertigo is part cobra and part effraasia. His attacks are extremely fast and just as lethal. His blue stripings match his stage which is an eerie almost Atlantis-looking city. His tail is the most dangerous part of his body, giving him the longest reach by far of any other character in the game. His neck is almost just as long.



The character of Armadon combines elements of a triceratops, ankylosaurus, and stegosaurus, creating a dinosaur that has very dangerous horns, a somewhat long body, and an almost hunchback aura around him that strikes fear into smaller opponents. He also appears to have a strange pair of eyes due to lack of sunlight.



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ARCADE

FACT FILE

DAYTONA USA DELUXE
by CAPCOM

THEME	SIMULATION
VERSION	N/A
% COMPLETE	100%
AVAILABLE	NOW
# BUTTONS	5
# PLAYERS	1
CHALLENGE	VERY HIGH

OPTIONS CHECKLIST

- QSound ☐
- Dolby Stereo ☑
- Voice Channels ☑
- Jamma Board ☐
- System 32 ☐
- Cartridge ☐
- Translation Pending ☐

Notes: Choose from three tracks and two different transmissions.

START YOUR ENGINES!

The most noticeable part of this game is the incredibly fluid car animations and the Virtua Racing-style control, with four different camera angles and characters from Sega's most popular games making guest appearances left and right. This game is so awesome, no picture could do it justice. Daytona USA is also extremely hard. On the first level (on the easiest skill setting), I did not crash once but was only able to place 11th. That was with an automatic transmission; a manual would be faster. I cannot remember a driving game where it was necessary to select the manual transmission to get beyond the first levels. Ridge Racer comes close, and yet Daytona is so much more refined, plus there are more extra animations in Daytona—everything from birds to horses. It's in arcades now!

- Mark Hain

DAYTONA USA

In the arcades, even as we speak, is arguably one of the best driving games ever. Daytona USA looks so incredible, it has to be seen to be believed. No joke! We're talking about some of the best animation this side of Ridge Racer! It has the feel of its counterpart Virtua Racing, with four different views controlled by four color coded buttons, and a pit scene (though somewhat updated) just like Virtua. But the look is quite unique. Driving by Mount Sonic, and the LARGE statue erected in commemoration of Jeffrey (from Virtua Fighters) really makes you feel like you're in a world ruled by Sega. Daytona Deluxe, however, is not a game for the poorly skilled. This is by far the hardest driving game ever, where crashing once ruins the rest of your game, even on the Beginner track! At any rate, this is a top-notch driving game that's burning up the arcades. Don't forget the popcorn!

The four views are selected by hitting each button.

STAY IN CONTROL

Top Left: Gear Shift, almost necessary in this faced-paced game from hell.

Top Right: Steering Wheel-Duh!!
Bottom: Pedals, but there's no clutch—just gas and brake.

Automatic is not as fast as manual, but it's easier to control.

There are four gears with Manual; no clutch feels too weird!

Choose your level. First time? Can you say BEGINNER!?

TRACK 1 BEGINNER

Stay to the inside of the track whenever possible.

Here is your best chance to pick up some speed.

Do you gamble? I bet you'll have no problem passing here.

The red arrows inside the track represent the best path to follow.

To my knowledge, the Beginner Level is meant to be easier than the other two tracks you can choose from. As you play though, it becomes apparent that this game is vicious! Avoiding all cars and possible hazards, it seems the best that can be accomplished is 11th place.

The worst turn is the hairpin located around the last turn directly under the "Sonic Wall." Hitting the wall seems to slow you down less than braking, which has a tendency to send you headlong into a wall anyway.

To give you a break, you start at the line at full speed!

Cool forest scenery, plus you can catch some speed here too!

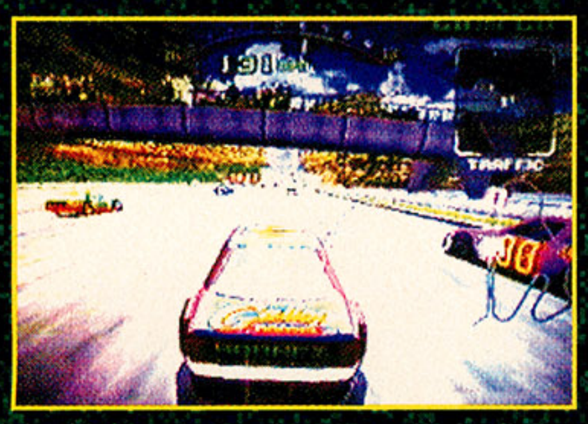
Checkpoint! Get time back and earn a chance to pit!

As we continue our tour of Sega land, here's Mount Sonic!

You lose more speed braking here—slightly nudge the wall.

Watch out for other cars, or you'll be in a world of stuff!

TRACK 2 ADVANCED



Pass adoring fans and prepare to make a slight right.

No more rolling starts—you've just graduated to jump starts!

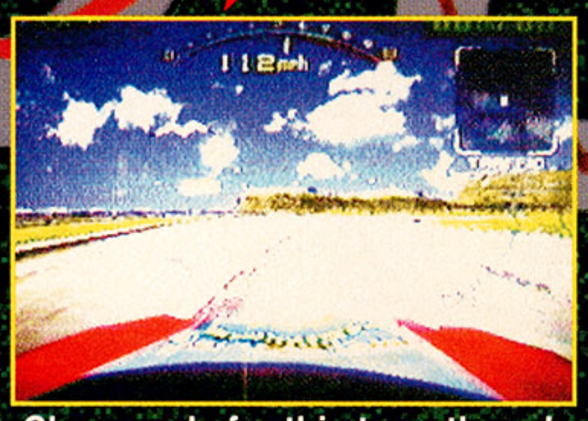
The fans provide a hint about the upcoming hairpin turn.

Pit Work

The new squiggly lines indicate dangerous points on the track. The second track is almost easier than the first, only because there are more checkpoints located throughout the level. There also happens to be more hairpin turns, and more obstacles to deal with as well. So make sure you are extra careful.

Make it through the twists and you've got it made—for now.

Next, we have a nice clean subway tunnel to enter.



Clear roads for this turn, though going in can be dangerous.

Make it this far and there's a time extension in it for you.

TRACK 3 EXPERT

Coming up on this bridge is a hint you're hitting some curves.

Just follow the signs to the right and you're almost there.

Through the "TV Cave" and you're out of danger.

Follow the guardrail all the way through the rest of the level.

Be sure to stay on the road, though, so as not to lose time.

Another checkpoint, and it's just in time at this point.

The Expert track is insanely long. You need only to make it around the track twice and you'll find yourself running out of time.

There are also multiple routes to take on this track. One way will take you to the space shuttle, while the other goes to a large boat.

The first checkpoint comes up pretty quickly.

If you go off the road, you might lose a bumper to a horse.

Looks like someone's going to take a detour to the moon!

The bridge you start on gives a perfect opportunity to pick up speed. Watch out, the first curve is a doozy!

Jeffrey's statue is huge! It's definitely a sight to see.

And on the dock, an ancient ship waits for you to crash into it and total your car! Be afraid!

DONKEY KONG COUNTRY

It was a dark and stormy night and Diddy Kong was on guard watch, making sure no harm would come to Donkey Kong's treasured stockpile of bananas. While on duty, Diddy was ambushed by Kommander K. Rool and his henchmen. They waisted no time in taking all of the bananas and placing Diddy in a barrel. The next morning Donkey Kong finds his way to his cave only to discover that his bananas and his little buddy Diddy are missing. In a rage, Donkey Kong promises revenge and starts out on this adventure to find Diddy and reclaim his bananas. Early in the game you will find Diddy, then it is up to the two of you to defeat Kommander K. Rool and locate your bananas.

FACT FILE
DONKEY KONG COUNTRY

MANUFACTURER	# OF PLAYERS
NINTENDO	1 OR 2
DIFFICULTY	**AVAILABLE**
MODERATE	NOVEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
32 MEG	60+
THEME	**% COMPLETE**
ACTION	75%

THE GOOD
Without a doubt, this is the best game the Super NES has ever seen.

THE BAD
Excuse me ... the what? Not in this game!

THE UGLY
Any other game after playing this masterpiece.

Helpful Icons:
These items will help you receive free guys throughout the game.

Banana: Grab 100 for a free guy.

Bananas: Each banana bunch is worth 10.

Balloon: A balloon gives a free guy.

Letter: Spell K-O-N-G for a 1-Up.

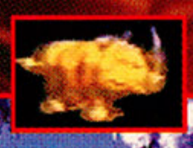
Animal Tokens:
When you find three of the same gold tokens, you will go to the bonus stage.

En Garde Stage:

Collect as many tokens as possible when you swim through the coral.

Winky Stage:

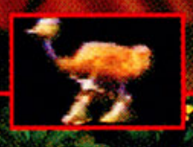
As Winky, you will be able to jump up to some pretty high parts of this cave.



Rambi Stage:

Charge your way through this ice stage as Rambi. Be sure to watch your step.

Espresso Stage:



With wing-assisted leaps Espresso can grab several tokens with one shot.

Barrels & Kegs:
Here are all of the barrels that Donkey and Diddy can use during the game.

DK BARREL—This barrel will have your friend inside if you're by yourself. Break the barrel to release him.

STEEL KEG—The keg won't break. After you throw one, it will keep rolling. You can even ride on it.

REGULAR BARREL—These common barrels make a great projectile weapon against enemies.

TNT DRUM—They explode on impact. It will defeat almost any enemy and break open hidden doors.

BARREL CANNON 1—When you're inside this barrel, press the B button to launch yourself out of it.

BARREL CANNON 2—When you're inside this barrel you will automatically be shot out of it.

CONTINUE BARREL—Hit this barrel, so if you die you will restart at that point.

Donkey Kong Atlas:

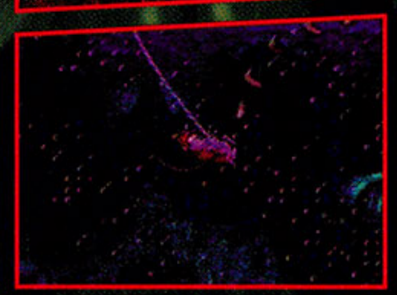
Here's the map of the seven locations you go through to take on Kommander K. Rool.

Level One: Kongo Jungle

In the first section of the level, you will find your little buddy Diddy. For the most part, the levels here are straightforward. Be sure to break barrels on the side of hills to find secret paths. You will also be able to find Rambi and En Garde in this level.

To destroy this Boss, you must jump on his head repeatedly. Be sure that the beaver is on the ground to ensure a safe hit.

Very Gnawty Beaver

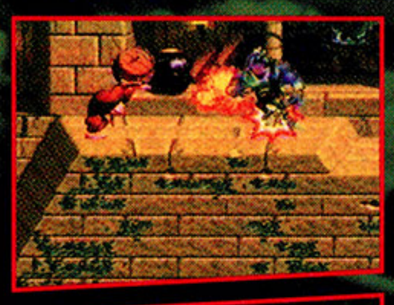


Go for a ride on Rambi as you storm past the enemies in the level.

Level Two: Monkey Mines

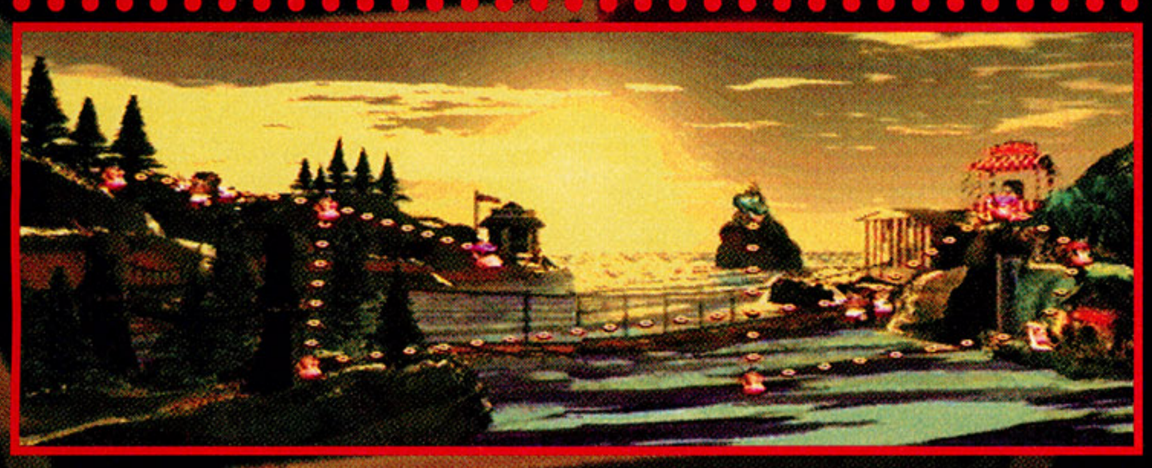
Inside the Mines, there's a Mine Cart Level that gives Donkey and Diddy the ride of their lives. The majority of the levels here have a dark, ominous look to them, so be alert for anything and everything that happens. Winky is just waiting to help out here.

Jump on top of the vultures so you can get to Winky.



Necky the Vulture

As soon as Necky appears on screen, jump on the tire to gain some extra height so you can land on top of Necky's head.



Level Three: Vine Valley

The Vine Valley is mostly made up of two main forest levels. The most difficult aspects of this level are the bees. The only way you can hurt them is by throwing a barrel their way. Prepare yourself for an intense ride on the rope section.

Grab the barrels and throw them at the Big Zinger. Wait for him to turn back to his original color before hitting him again.

Big Zinger

Climb up and down the vine as it moves toward incoming vultures.

Artwork provided by Nintendo of America / Alias Research inc. Special thanks to Aaron Cartozian!!!

Kongo Jungle: Coral Capers Level

This is just one of the several water levels in the game. To swim around in these levels just tap the B button rapidly. One disadvantage of the water levels is that you can't destroy any of the enemies swimming around unless you are riding En Garde. One through nine on the map will show you where to go. 1. Here is the start of the level. 2. Get your teammate by hitting the barrel. 3. Swim through the coral to find some extra bananas. 4. In this location you can get En Garde. 5. An extra teammate barrel is here just in case you lose your partner. 6. This is the half-way marker of the level. 7. Here is an extra spot where you can get another En Garde. 8. Once again, a teammate barrel just in case you need it. 9. Swim through the coral to find some extra bananas and a gold animal token of Espresso. Keep swimming up to get through the rest of the level. Good luck!

5

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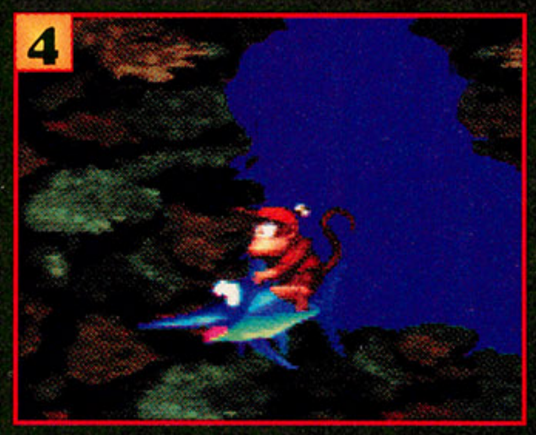
Be sure to check all of the walls closely—you never know what you may find. Here is a chance to load up on some extra bananas.



Inside the crate is En Garde. With his help you can move through the water faster and destroy the enemies.

Gorilla Glacier: Slipslide Ride Level

Inside this level, you must try and work your way to the top of the stage and avoid several different enemies, all while on an icy surface. Oh, by the way, did I mention that this is only half of the level? For us to show you the entire level, we would have to completely redesign the magazine! One through nine on the map show you where to go. 1. This is where you start the level. 2. Grab the barrel and throw it against the wall to the left to find a hidden room. 3. The barrel here will hold your partner inside. 4. Grab the barrel here and bring it to the next location marked on the map. 5. Throw the barrel against the wall to the left to find another hidden room. 6. Here is another barrel where you can regain your partner. 7-8. If you miss the jumps or the ropes, you will fall to your death. 9. Here is where the barrel will be for the half-way marker.

Inside of this hidden room, spell out the word, "Kong." A red balloon will drop, giving you an extra life.

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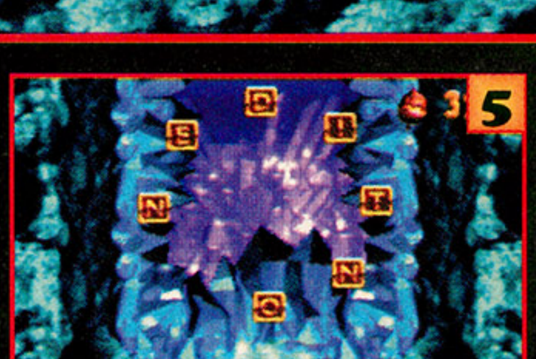


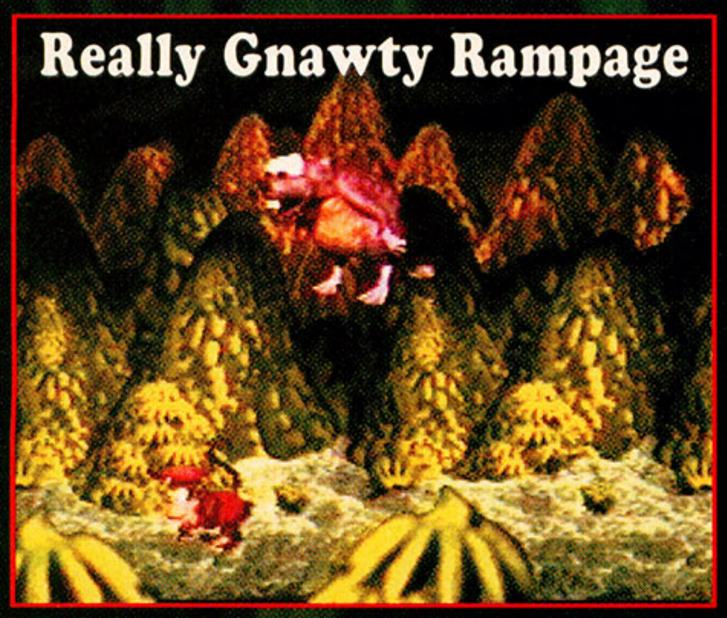
In this hidden room you have to spell out the word, "Nintendo" in order for the red balloon to drop to receive a free guy.

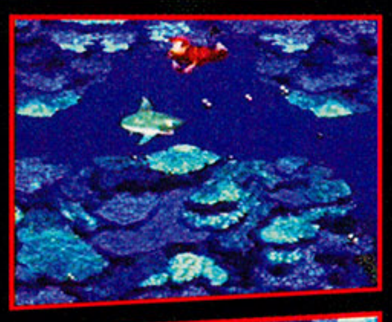
Level Four: Gorilla Glacier

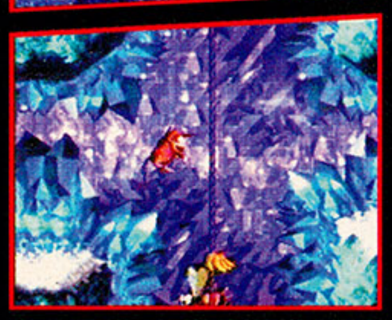
One of the most impressive levels in the game. The snow effects are great, plus play a big part in your visibility and movement. There is also a Dark Cave Level that you need the help of Squawks the parrot to surpass.

Kill the beaver the same way as in the first level. The Boss' pattern has changed. His jumps are more unpredictable.

Really Gnawty Rampage







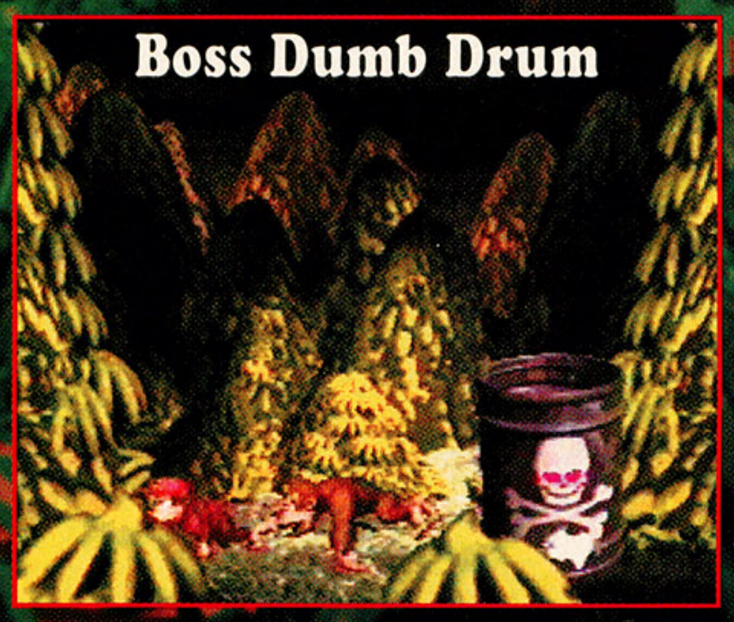
Jump on top of the vulture and land inside the barrel.

Level Five: Kremkroc Industries

In the Kremkroc Industries, you must work your way through polluted waters and caverns. The main section of the level is an industrial warehouse—the lights inside are constantly being turned off. Just take your time in this section.

Enemies are right on the other side of the flaming oil drum.

Boss Dumb Drum



The drum drops down from the top of the screen and spits out enemies. Avoid it and destroy the enemies to defeat the Drum.

Kongo Jungle: Reptile Rumble

Level Six: Chimp Caverns

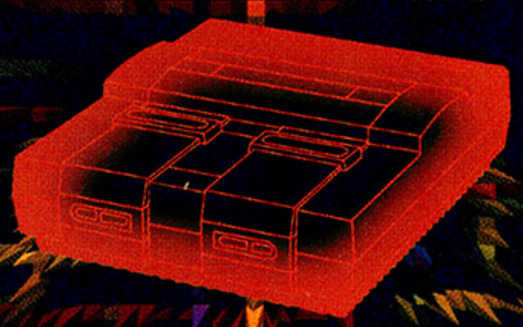
This is one of the hardest levels in the game. In most of the stages here you must have perfect timing of all of your jumps. The enemies are also a bit tougher and are strategically placed, giving you the ultimate challenge.

Repeat the same pattern as in Level Two. Necky spits out more than one bolder at a time here, making it harder to jump on his head.

Feed the moving conveyor belt with fuel to keep it from stopping.

Face off against Kommander K. Rool, the supreme commander of the Kremings. The Kommander has four different attack patterns that he uses. In step one, he will throw his crown at you. When he does this, jump on his head to score a hit. After the hit, he runs back and forth in step two. Just keep on jumping over him until he repeats step one. After a few times, step three will come into play and cannon balls will drop from the sky. Dodge the balls and wait for him to repeat step one. The last move he will perform is short little hops. When he jumps at you, run directly underneath him.

SUPER NES



MEGA MAN X

After years of anticipation and rumors, Mega Man is finally going to 16-Bit! If you anticipated an excellent game, then Mega Man X is definitely for you. Get ready for tons of weapons, power-ups and armor enhancements that make this a worthy addition to the Mega Man series. The game takes place in the future where Mega Man has been recruited (with his friend Zero) to destroy renegade reploids (human cyborgs) that have turned against mankind. Like the games in the NES line, if you defeat a Boss you get its powers and can use them against enemies and even other Bosses! With the improved graphics and sound, Mega Man X promises to be one of the hottest upcoming releases—even without Dr. Light or the evil Dr. Wily.

X-BUSTER (STANDARD ISSUE):

Hold the FIRE button down longer for a bigger blast.

The upgraded X-Buster really charges up.

STORM TORNADO:

A horizontal circular blast that races across the screen.

A wide, vertical blast of air to smash enemies.

HOMING TORPEDO:

Launch two missiles that home in on enemies to destroy.

Launch several deadly fish that destroy the enemies.

ELECTRIC SPARK:

Fire electrical balls that hug walls and smash foes.

Gives a horizontal wall of electricity from both sides.

CHAMELEON STING:

Shoots a single green pod that separates into three shots.

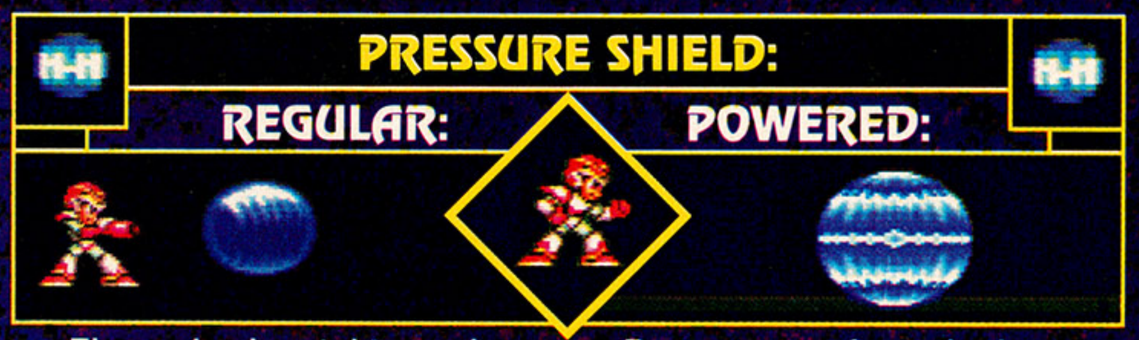
Allows temporary invincibility. You can still fire the weapon.

BOOMERANG CUTTER:

Throws three boomerangs that return to you.

Throws several deadly blades that scatter to all sides.

PRESSURE SHIELD:



Fires a horizontal tornado that bounces off walls.

Protects you from the harm enemies will try to do to you.

SHOTGUN ICE:

Fires a ice blast that ricochets off the wall.

Makes a little ice sled you can ride across the floor on.

FIRE WEAPON:

Powerful blast of constant fiery destruction.

A wall of flame on the floor moving in front of you.

ESCAPE LEVEL:

If you go into a stage where the Boss has already been defeated, select this option to take you out of it.

DESTROY ENEMIES AND LOOK WHAT YOU'LL FIND WHEN THE DUST SETTLES AND THE SMOKE CLEARS:

EXTRA LIFE:
Get an extra life with this icon of Mega Man X.

A WORD ABOUT ENERGY PODS...
If your Life Meter is full, each Replenisher collected will charge the Energizer. The smaller pods add 2 bars of ammo or life.

ENERGIZER:
Use this item and you can refill your life meter .

REPLENISHER:
Refills eight bars of energy to your life meter.

EXPANDER:
Adds two extra bars of capacity to your Life Meter.

AMMO:
Refills eight bars of ammo to your special weapon.

FACT FILE

MEGA MAN X

MANUFACTURER	# OF PLAYERS
CAPCOM	1
DIFFICULTY	**AVAILABLE**
MODERATE	JANUARY
CARTRIDGE SIZE	**NUMBER OF LEVELS**
12 MEG	12
THEME	**% COMPLETE**
ACTION	90%

UPGRADED ARMOR:
Check everywhere in the many levels. Chances are you will find special power-up areas that can enhance your attacks and defenses. There are four upgrades you can get: Armor, Accelerator, Blaster and Dash.

OTHER WEAPONS:
Some bad guys may have tough weapons, but you can use them too. One such weapon is the mech suit. This will make you practically invincible to attacks, just don't take too many hits. You can also jump and dash with it.

REGULAR MEGA MAN X POWERS:

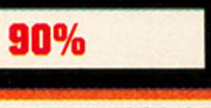
Even without his Special Powers, X is quite a tough little guy. One of his most helpful moves is his wall climb: move against a wall and press jump.

CLIMB:

JUMP:

FIRE:

M. SHOT:



UPGRADED MEGA MAN X POWERS:

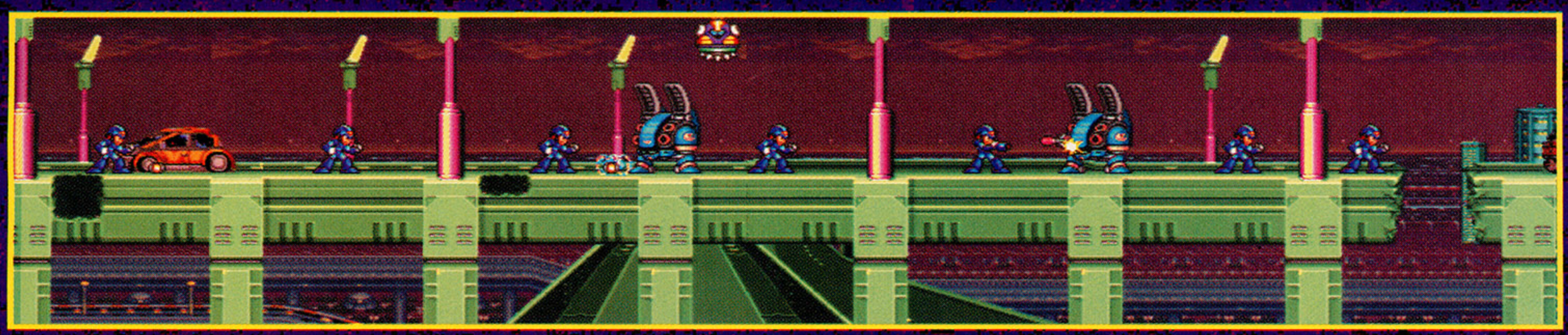
ARMOR:

H. BUTT:

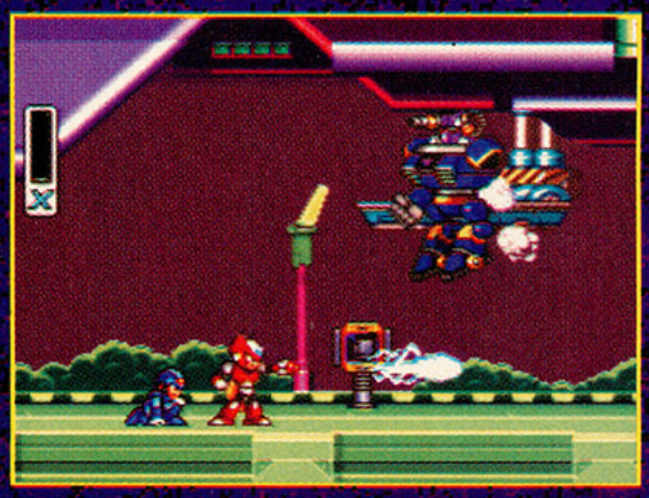
P. SHOT:

DASH:

With X's upgraded powers, he is almost unstoppable. However, as you acquire these powers, the game gets more difficult. Find all four special powers.

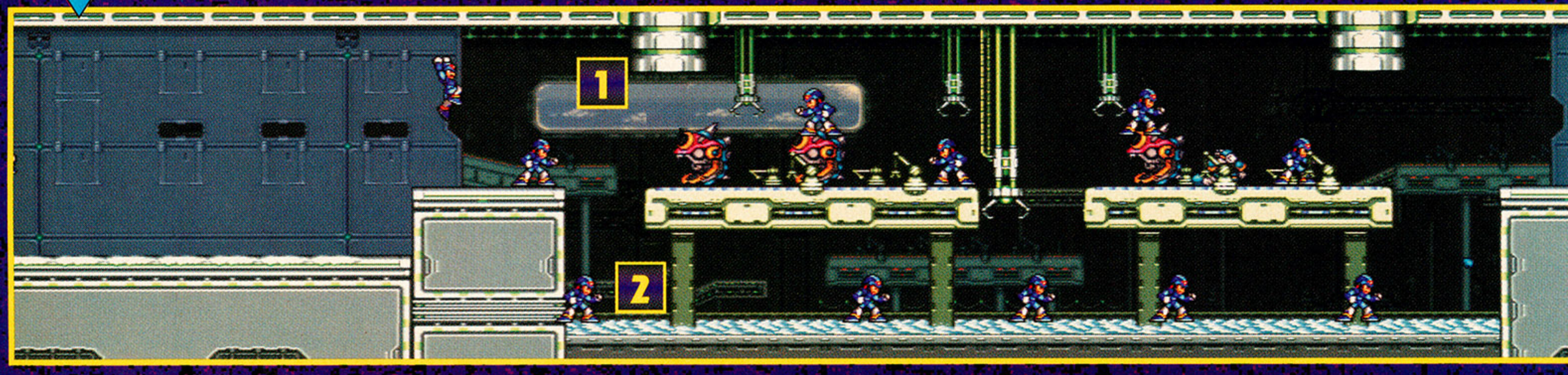


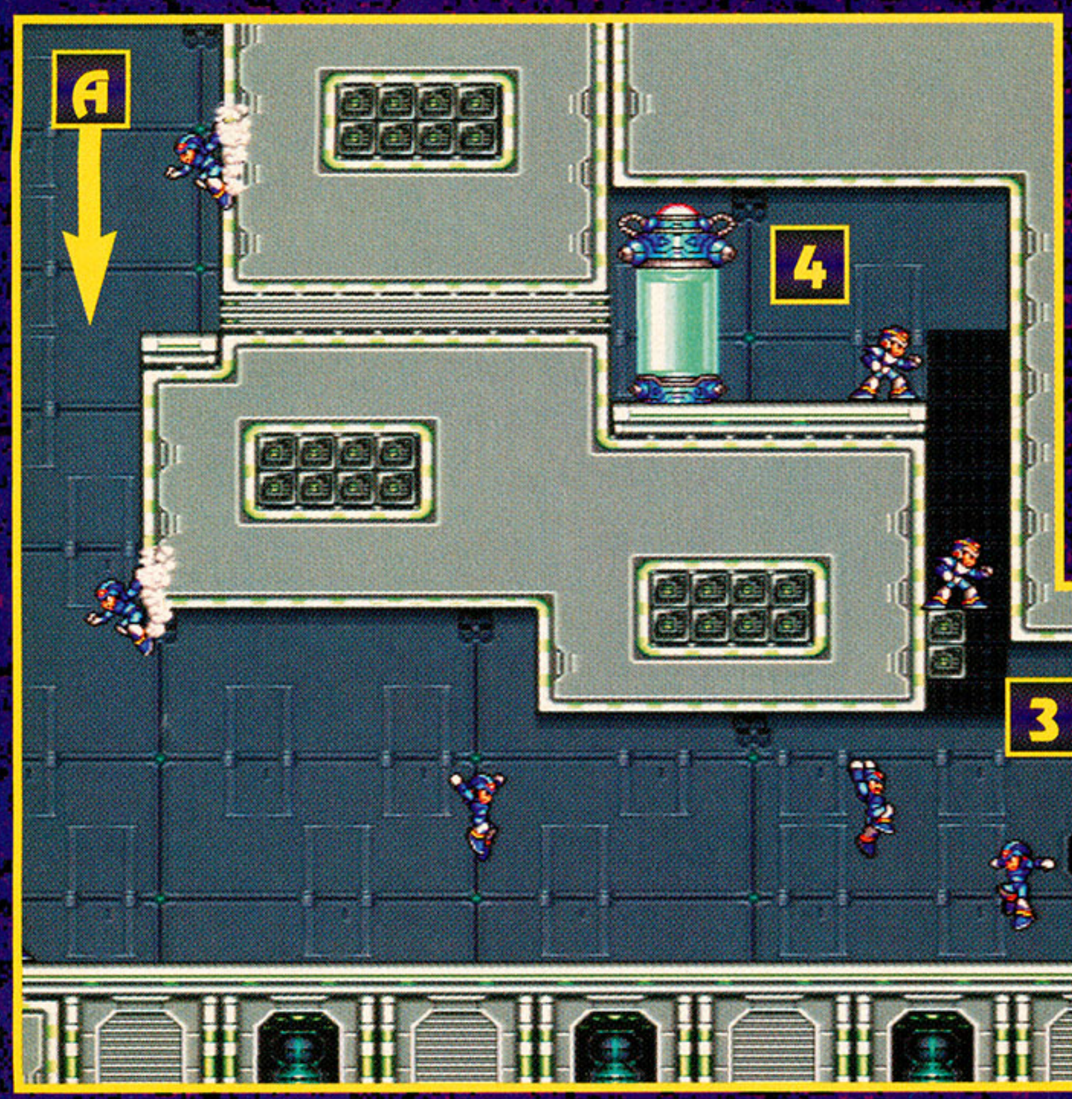
PROLOGUE STAGE:
The first stage (partial map above) is a horizontal (and at times vertical) run. Jump the deep chasms and beware of the giant mechanized wasps. When you destroy them, they will knock down the ledge you are standing on. Near the end, enemies in cars will attack you. At the very end of the stage is a Boss in a mech suit you cannot defeat. However, as he gloats over your defeat, Zero (the champion Maverick Hunter) will zip in and save the day. He will also give you very valuable advice.



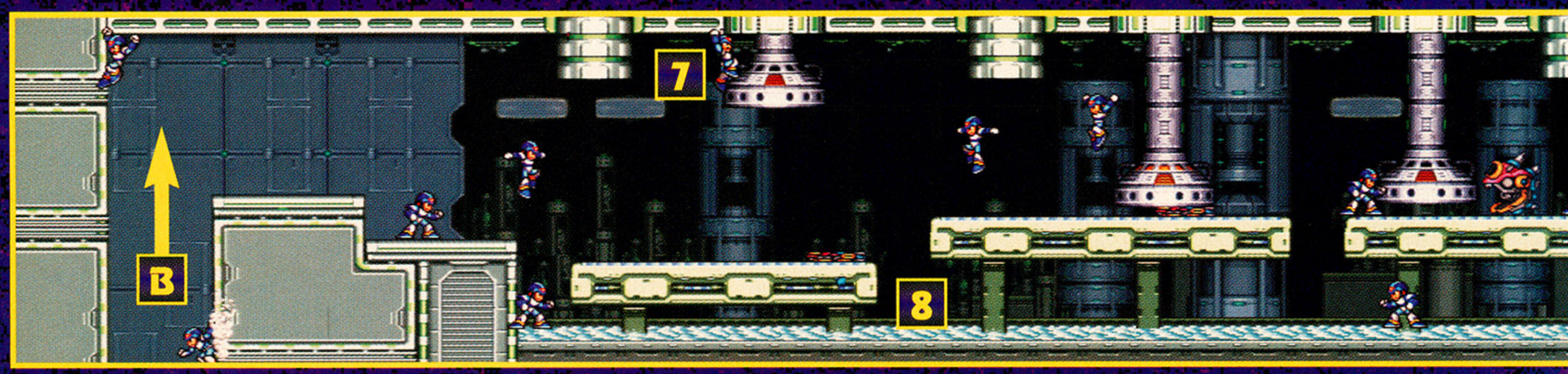
FACTORY STAGE:

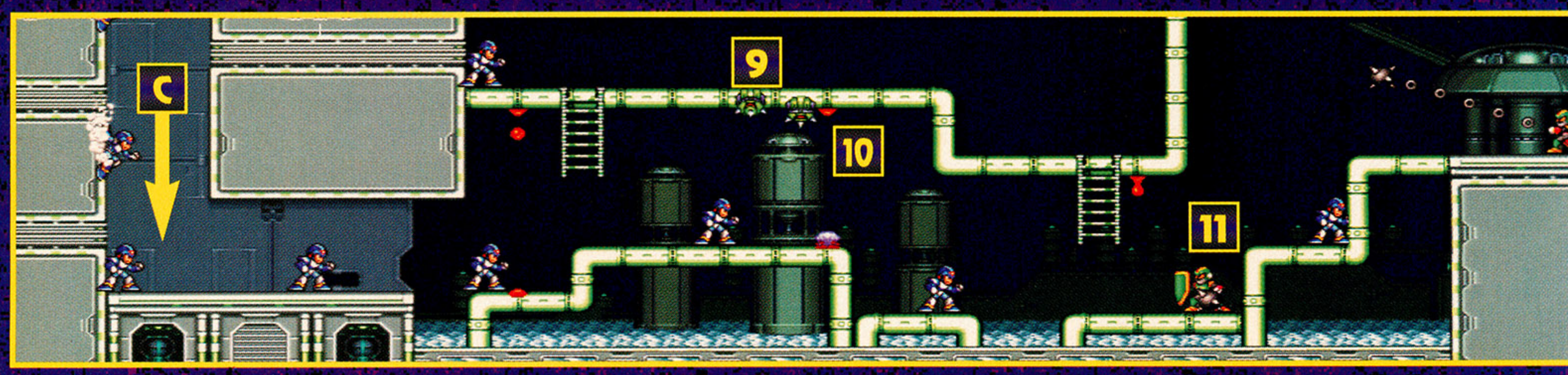
This stage takes place inside a giant assembly plant. Robotic parts will fall out of the tubes in the ceiling (1): Some will be partially functional and will shoot laser beams at you. If you attempt to complete this stage first, the ground will be covered





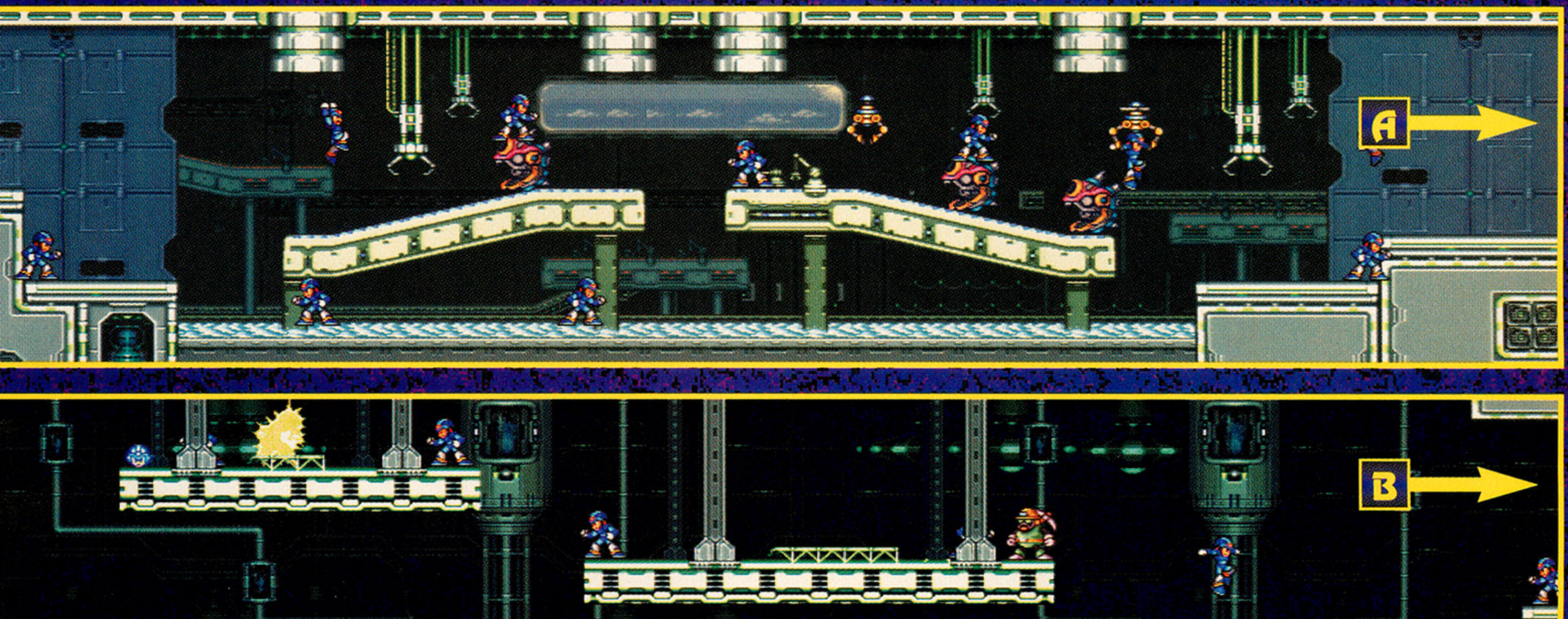
This second part contains many dangers and equally many valuable items. One thing to look for is the stack of blocks in the roof (3) before the first platform. Take a running jump using your dash, then jump at the last minute, using your head-butt power to smash the blocks and move upward to the power charger (4). Don't overlook this niche of items (5) you can also reach by dashing and smashing. Also get the life meter expanding power up in the corner (6).

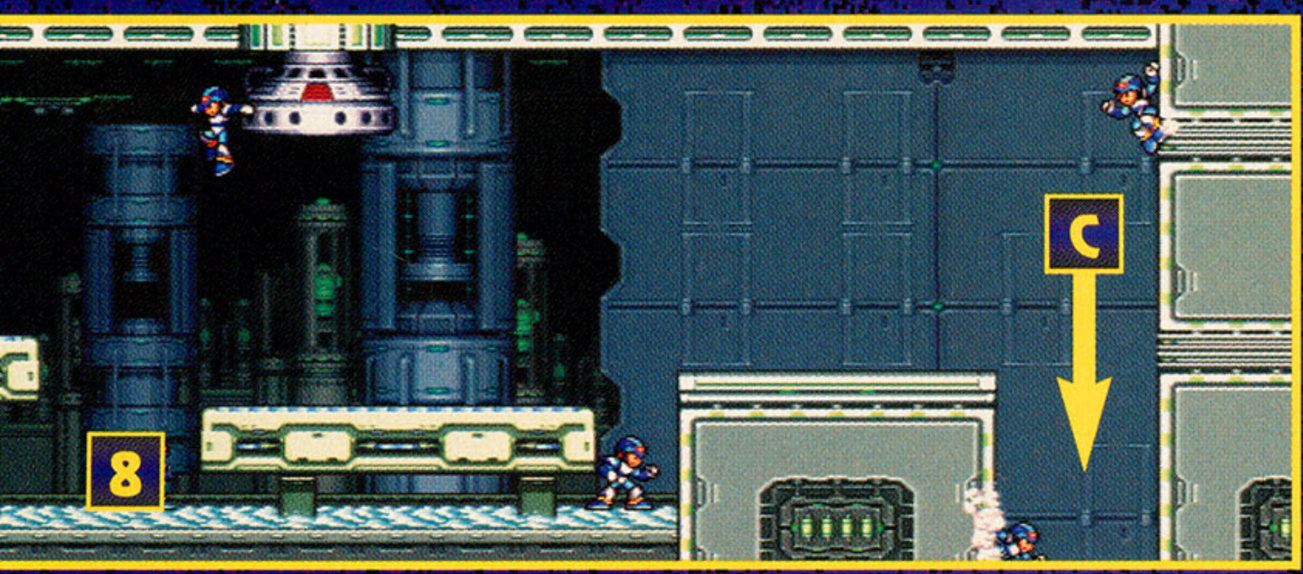




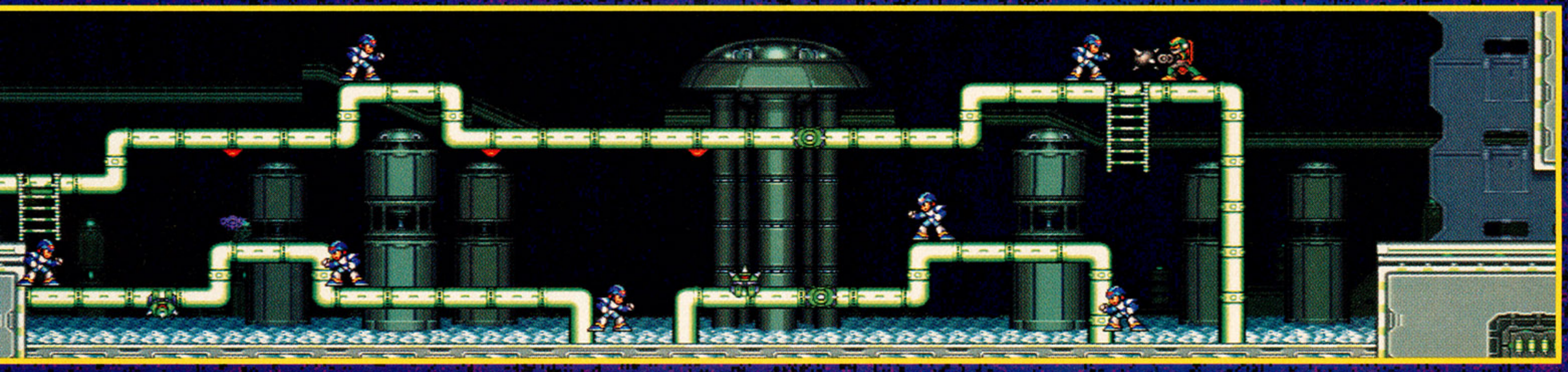
MEGA MAN X MEGA MAN X MEGA MAN X MEGA MAN X MEGA MAN X

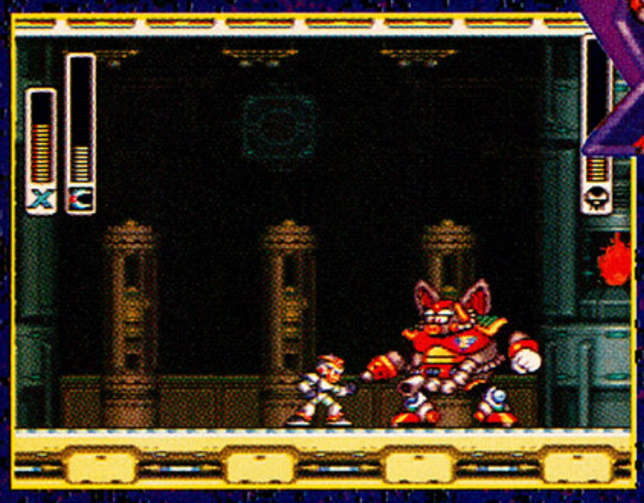
with a river of flowing lava (2) that can do horrendous damage if you touch it. This is especially troublesome with the grabber-exploders that will pick you up, explode and drop you in the burning lava. At the end of this part (A) you will move downward to the next section.





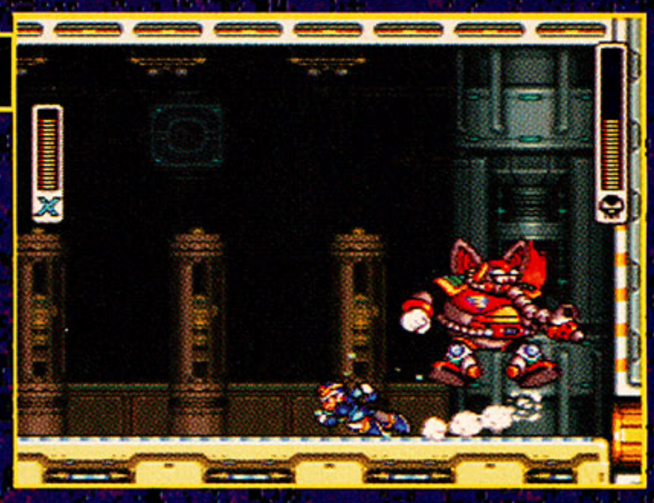
There are two horizontal stretches left in the level. The second to last (B) adds a new dimension to the assembly plant: the reject-smasher room. The giant smashers on the ceiling (7) will smash anything below—dash past these. Also remember not to stand below the conveyor belt when the junk is moved off (8)—it will fall on your head and do you harm. The last part is a run over pipes with rotating spikes (9). The dripping lava from the pipes is also a hazard (10). Also look out for the Mace-and-Shield guys (11). The easiest way to beat them is to wait until they throw their ball and chain, jump over it when fully extended, then shoot them at point blank range.





BOSS: BURNIN' NOUMANDER

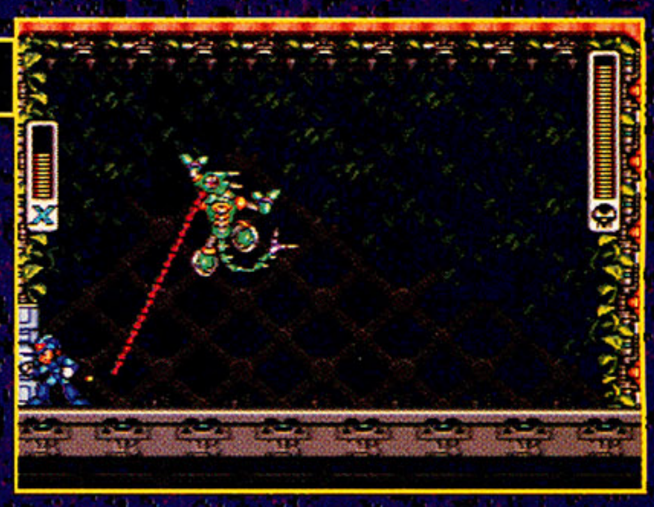
Here it is—Burnin' Noumander! Essentially, it is a big mechanized elephant. The key to its defeat is the conveyor belt in this room. Burnin' can change the direction of it whenever it lifts its trunk in the air. However, if you are able to hit it enough times, its trunk will fall off. If you run away from it, it will catch up to you by pouncing on you from across the screen.

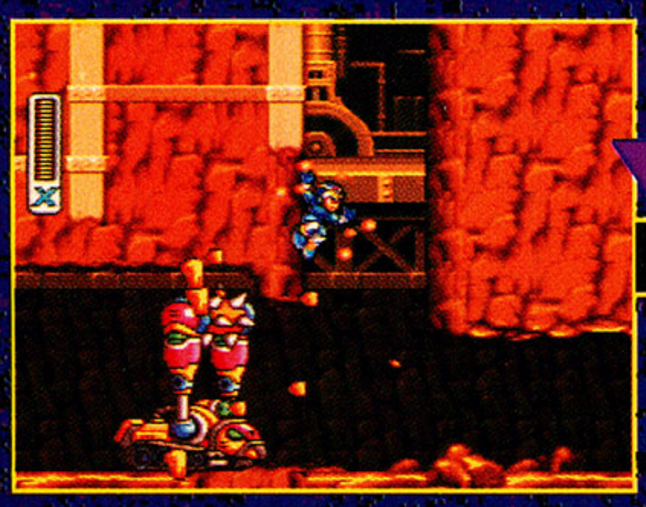


FOREST STAGE:
Tree-cutting reploids, nature gone bad and hardhat men disguised as shrubs are but a few of the many menaces in store for you here. There is also a cave where rocks fall from the ceiling. If you have the powered-up helmet, no problem.

BOSS: STING CHAMELEAO

Tough Boss—especially when you can see it. Here is a new dimension: a Boss that can cloak itself. Sting can camouflage itself to blend in to its surroundings, then move in close to lash you with its deadly long tongue. This Boss attacks in several ways, notably knocking spikes on you from the ceiling and shooting bigger spikes from its tail.

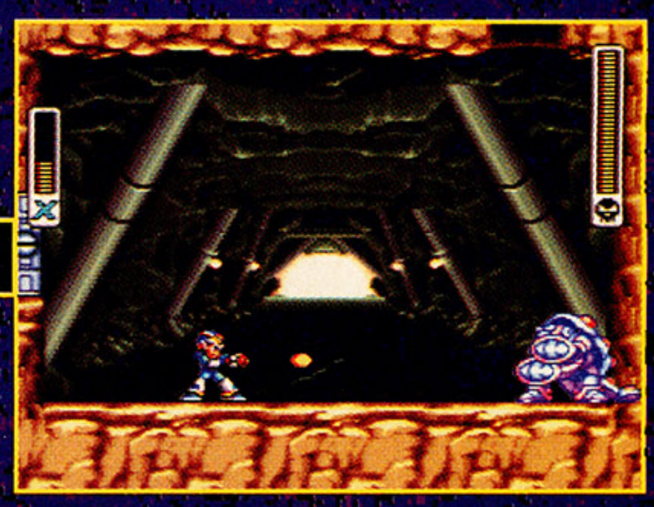




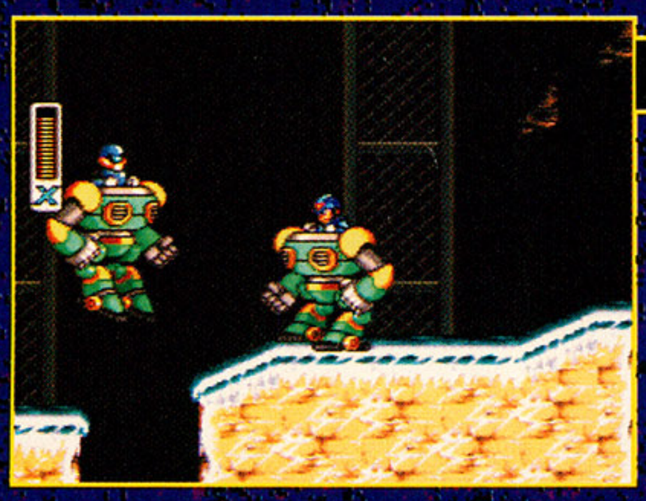
MINE STAGE: Take a wild ride on a mine cart and speed to the end of the stage. Beware of the giant stone drill: Just stay behind it.

BOSS: ARMOR ARMAGE

This is a very tough Boss—it blocks your shots with its shielded body and attacks by rolling into a ball an rolling at you.

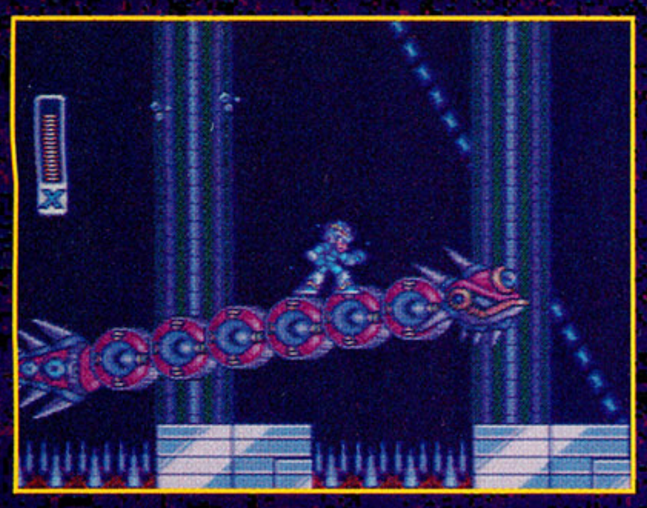


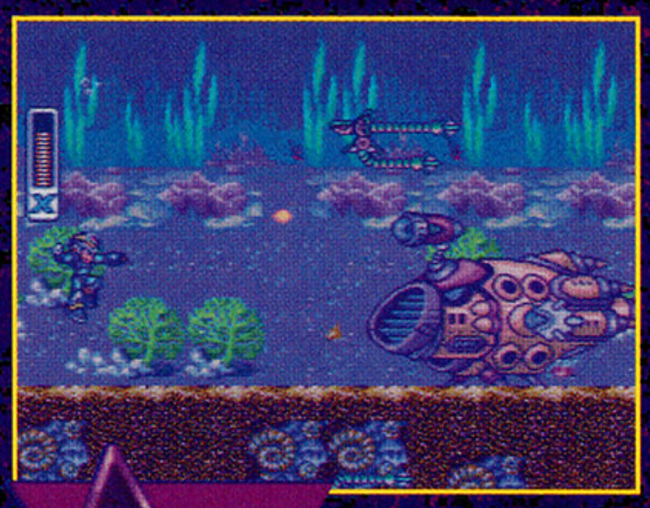
TOWER STAGE:
There is a valuable special weapon hidden in this stage, so complete this one first. Here you will also get the opportunity to get acquainted with the Mech Suit which you will need to use on the later levels.



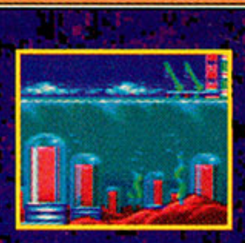
BOSS: ICY PENGUIGO

This is one of the easiest Bosses to defeat. Icy is big but incredibly dim-witted. For a nifty effect, use the flamethrower on it if you have one (can you say Yoga Fkame?). If you do this stage first, the best tactic is to stay in one of the top corners and wait for Icy to jump up to the ring in the ceiling: it will be an easy target for powered shots.

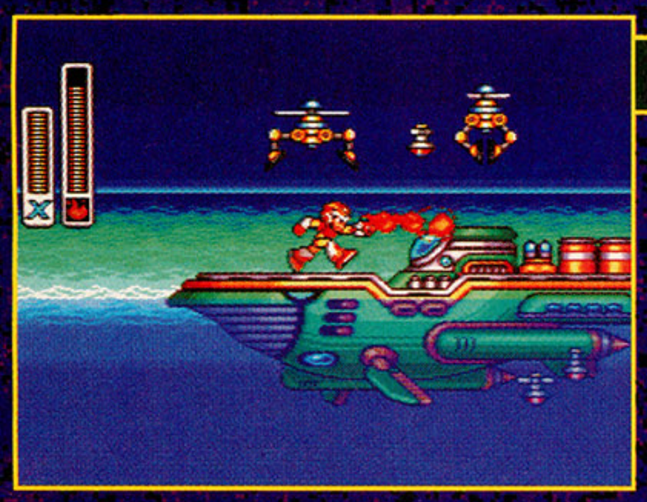




WATER STAGE:

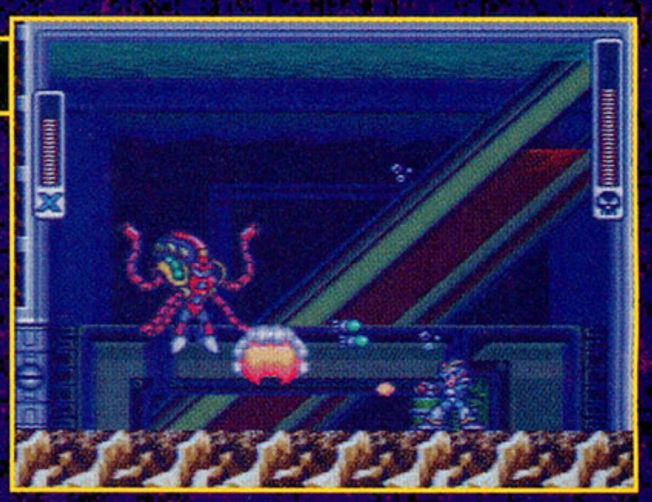


Mega Men aren't fish. This stage allows you to jump higher and move a little slower than the others. There are several dangers beneath the waters—some in particular to watch for are the giant sea serpents (which you can ride on, just avoid the spikes) and enemy submarines (which will either propel you away or suck you in).



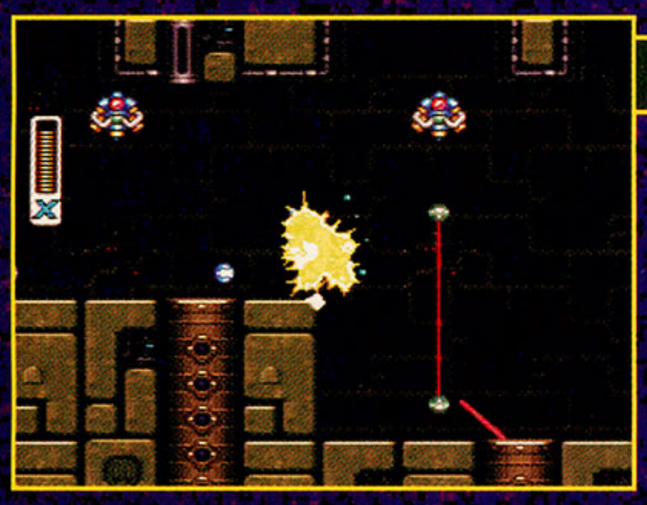
BOSS: LAUNCHER OCTOPULD

This Boss uses the surroundings to its advantage. Its most popular form of attack is to constantly spin and try to suck you in. It will also try to jump on you or fire missiles and even paranahas! Its most devastating attack is when it gets a hold of you and starts squeezing your life away! Keep your distance and use charged shots.



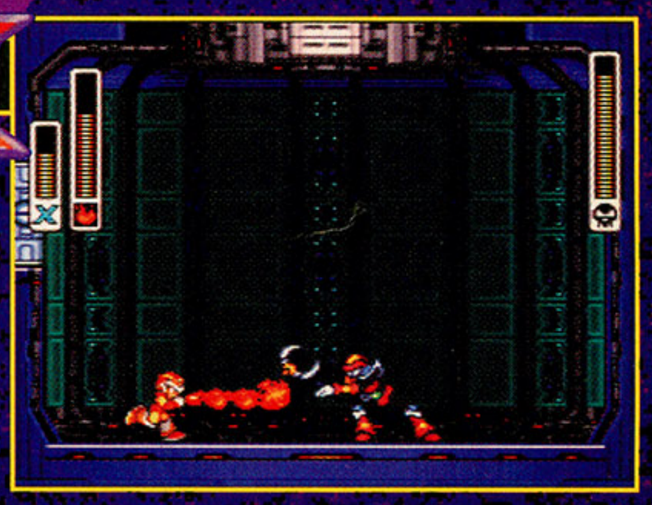
TOWER STAGE:

Only one way to go in this level: up. Here you must battle your way to the top of this tower—on the inside and outside. Also a new element is added here: laser trip wires. Break the red beam, and the sentries will shoot at you.



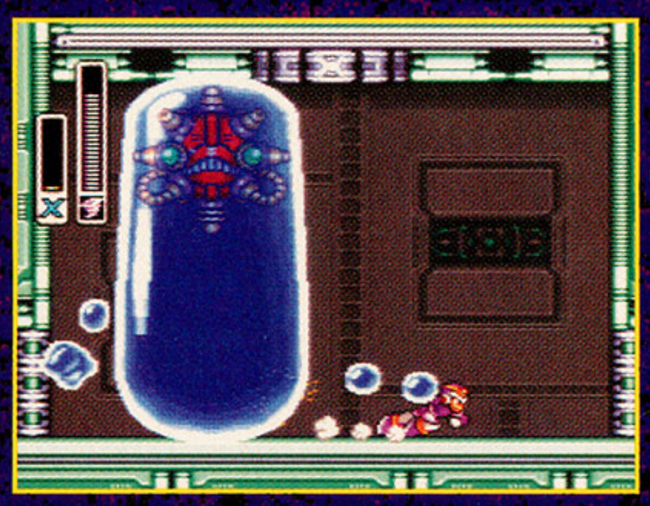
BOSS: BOOMER KWANGER

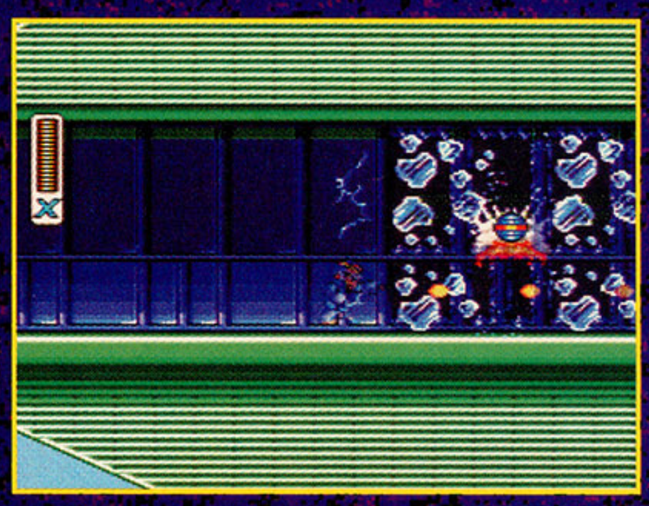
Yes, it wears a funny hat, but don't let it hear you say that. Boomer Kwanger is one of the hardest Bosses to defeat. It can vanish and materialize wherever it wants, and will keep you from hiding in the upper corners with its boomerang. Its deadliest move is when it spears you and smashes you against the ceiling. Take this guy on later when you have several weapons.



POWER PLANT STAGE:

This stage is loaded with electrical sparks, mechanical blobs and lots of lightning bugs. Don't fall in the pits: that way leads to death.





AIRSTRIP STAGE:

Start on the ground and work your way up. Ride elevated platforms and keep an eye out for items hidden behind gas tanks. Then fight on the airship.

BOSS: SPARK MANDRILLER

Spark is another tough Boss—his jumping on you alone can do terrible damage. However, there is one special weapon that will give you the edge on it.

THE GOOD

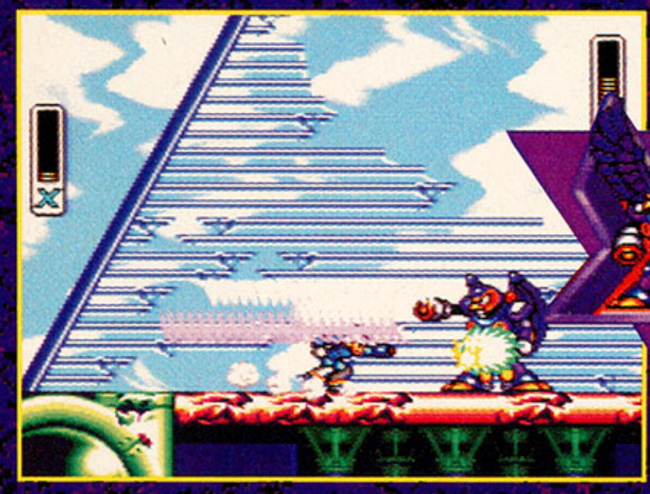
Mega Man finally goes to 16-Bit and it has been well worth the wait.

THE BAD

I suppose the only bad aspect of this game is the diminished replay value.

THE UGLY

Ugh! Mega Man looks like he is really hurtin' when he takes a hit.



BOSS: STORM EAGLEED

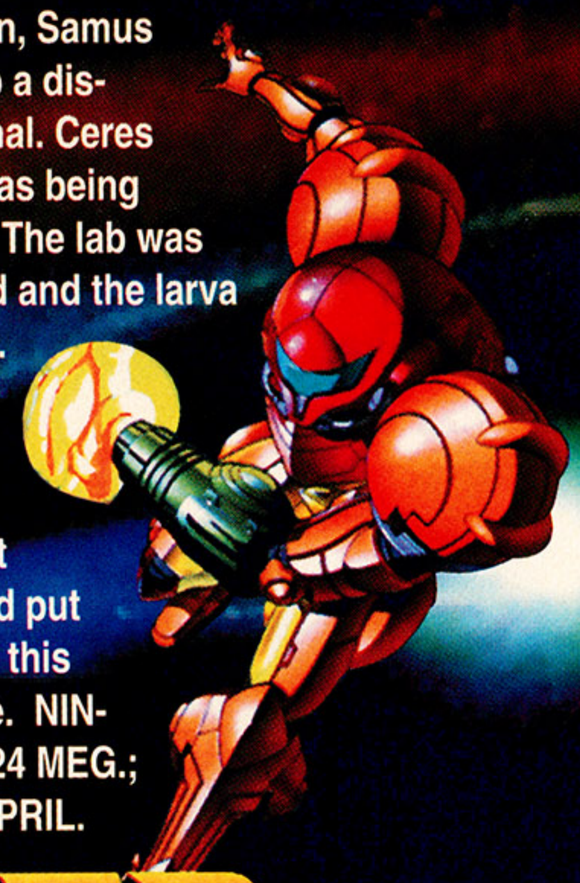
This Boss is really only vulnerable when it lands, so that is your time to strike. Look out, though, it can make a one-hit-wonder out of you by blowing you off the wing.

This is it, the game every Super Nintendo owner has been waiting for! Metroid finally gets the long awaited 16-Bit face lift it well deserves. Now you can fully experience the true power of Samus's character with all of the awesome weapons and power-ups. The immense levels, secret paths, and killer Bosses have made Metroid one of the best original games ever to grace the 8-Bit Nintendo system.

In the original game Samus first battled the Metroids on the planet Zebes. It was on the planet Zebes where Samus foiled the plans of The Space Pirate Leader Mother Brain of using her creatures to attack galactic civilization.

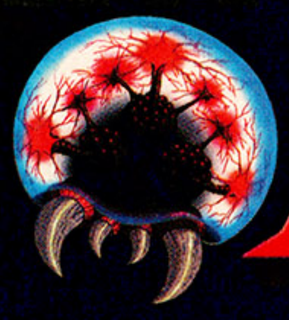
The story of Super Metroid continues where Metroid 2 (on Game Boy) left off—on the Metroid's homeworld, SR388. Where Samus completely eradicated all of the aliens race except for one larva, which Samus captured and personally delivered to the Galactic Research station at Ceres so scientists could study its energy-producing qualities.

The scientists' findings were astounding. They discovered that the powers of the Metroid might be harnessed for the good of civilization. Satisfied that all was well, Samus left the station to seek a new bounty to hunt. But shortly after leaving the station, Samus picked up a distress signal. Ceres Station was being attacked. The lab was destroyed and the larva abducted. Samus must return to the planet Zebes and put an end to this alien race. NINTENDO; 24 MEG.; AVAIL: APRIL.



ULTRA PLAY SUPER METROID

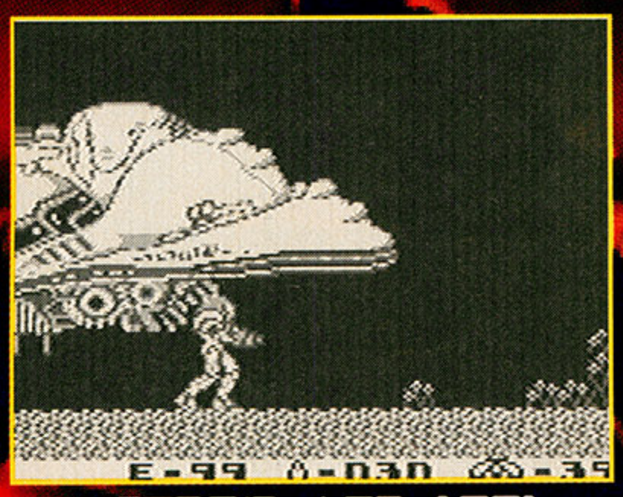
SUPER NES STRATEGIES FOR WINNING BIG!



HELP WANTED:

Samus is one bounty hunter that sure works hard. Below is a time line that shows her battles with the Metroids from past to present. She is one career woman who is very serious about her job.

METROID / NES, 1987



METROID / GB, 1991

WEAPONS AND POWER-UPS:

Here is a list of all the different icons you can find in the game. You will come across some of the weapons than once in the game like the Missiles, Super Missiles, Power Bomb, Energy Tank, and Reserve Tank. Try to find them all. You can also combine some of the weapons together for different attacks.

MISSILE TANK: Increases Samus' missile payload by five.

SUPER MISSILE TANK: Increases super missile by five.

POWER BOMB: Destroys most enemies and some walls.

GRAPPLING BEAM: Samus' can latch onto special blocks.

X-RAY SCOPE: For seeking out hidden passageways.

ENERGY TANK: Increases energy capacity by 99 points.

RESERVE TANK: Emergency energy tank, can use auto or man.

CHARGE BEAM: Enables Samus to charge her laser beam.

ICE BEAM: Freezes enemies for a short period of time.

WAVE BEAM: A wave beam that can penetrate walls.

SPAZER BEAM: Can fire three laser bolts at a time.

PLASMA BEAM: Can penetrate multiple enemies.

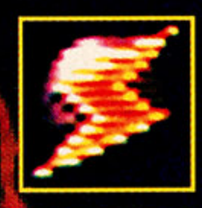
VARIA SUIT: Reduces damage by 50 percent.

GRAVITY SUIT: Reduces damage to 25percent.

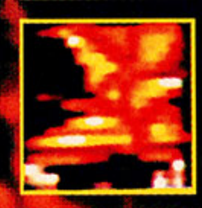
MORPHING BALL: Press down twice to roll up into a ball.

BOMB: While in a ball press the attack button to set a bomb.

SPRING BALL: Samus can jump while rolled up.

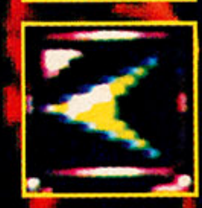


SCREW ATTACK: For throwing tackles while spinning.



HIGH JUMP BOOTS: Increases jumping height.

SPACE JUMP: Lets Samus jump again while spin jump.

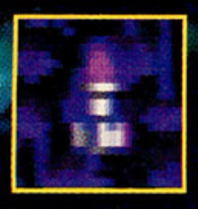


SPEED BOOSTER: For doing high speed dashes.

RESERVE ICONS:

SMALL ENERGY BALL: By grabbing this icon you will gain back five points on your energy bar.

LARGE ENERGY BALL: This lifesaver gives you a whopping twenty points back to Samus' energy bar.



MISSILES: By grabbing this icon you will gain back two missiles to your reserve missile payload.

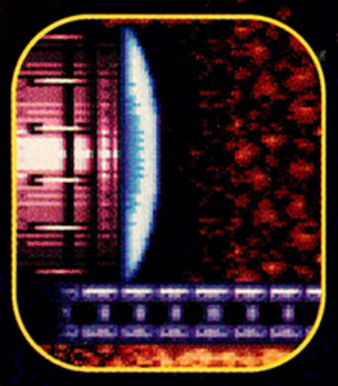
SUPER MISSILES: The Super Missile Icon will give Samus one missile back to your reserve payload.

POWER BOMB: The Power Bomb Icon will give you one Power Bomb back to your bomb reserve payload.

OPENING UP THE DOORS:

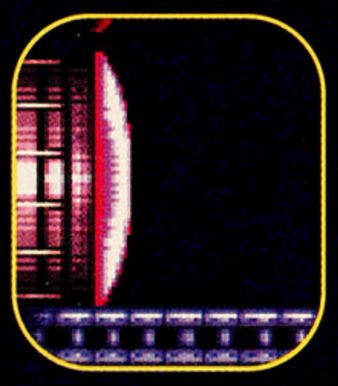
Each door has its own unique way of opening.

BLUE DOOR:



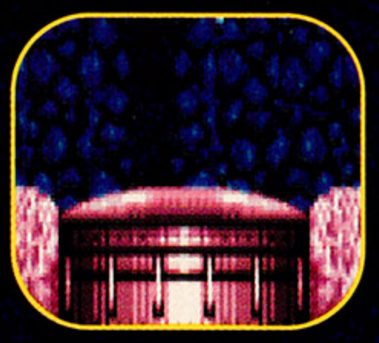
Use one beam shot or you can use a bomb to open this door.

RED DOOR:



Use five of your missiles or one super missile to open this one.

METAL DOOR:



Conditional (depends on the items you have, and the enemies you took out.)

GREEN DOOR:

You must use one Super Missile to get behind this Green Door.

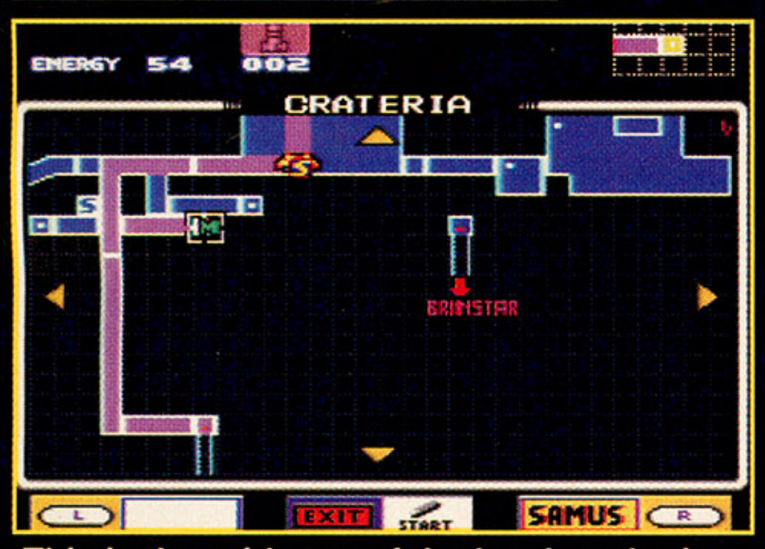
YELLOW DOOR:

A toughie. You must use one Power Bomb to open this baby.

MAP DATA

The maps are a very important part of the game. They show you your location and what part of the planet you're in.

Be sure to find the map rooms in each level. They will show you the entire level you're in.

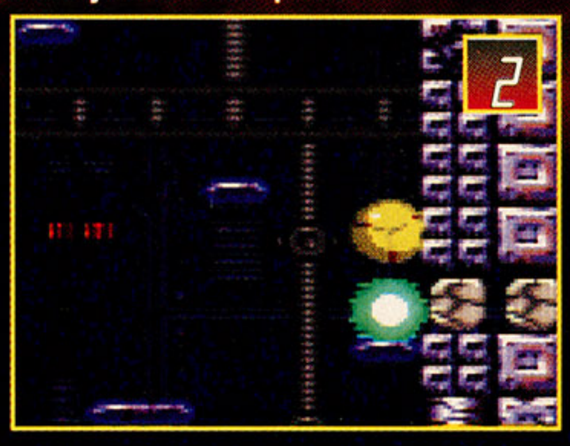


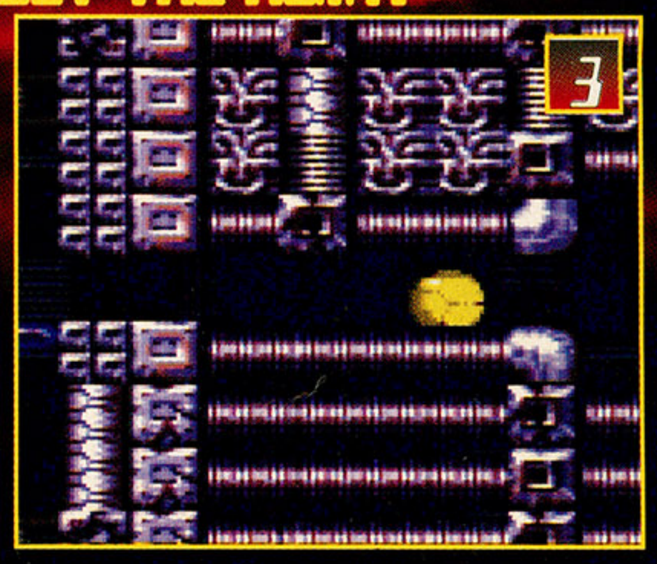
This is the grid map of the level you're in. The red shows where you have been and blue shows where you must go. In the Grid Map Stage you can access Samus's inventory room.

This is an overall view of the planet Zebes. There are six different locations Samus must go through.

SKILLS TO USE THROUGHOUT THE HUNT:

Roll into a ball and drop a bomb near a wall to see if the wall breaks so you can explore new locations.





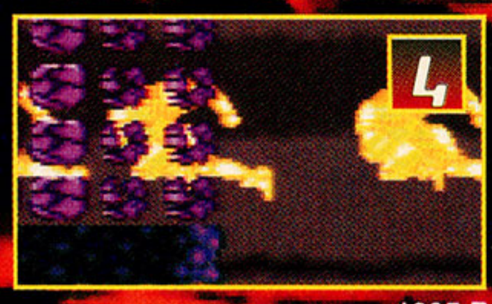
Use the ice beam to freeze an enemy. Then use them as blocks.

Use the grappling beam to swing across the top of an area.

To do the dash jump you first need the speed booster.

You next want to hold down the dash button and continue running until your suit starts to have a glowing effect .

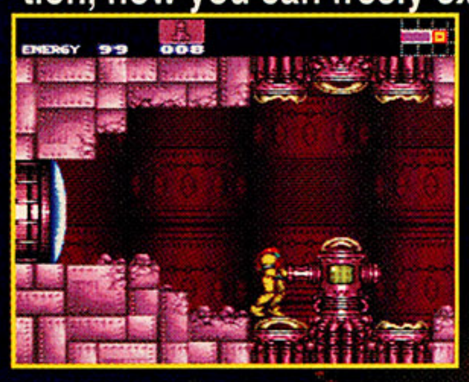
Your next step is to press down on the controller while Samus is glowing. If done correctly, Samus's suit will now start flashing.

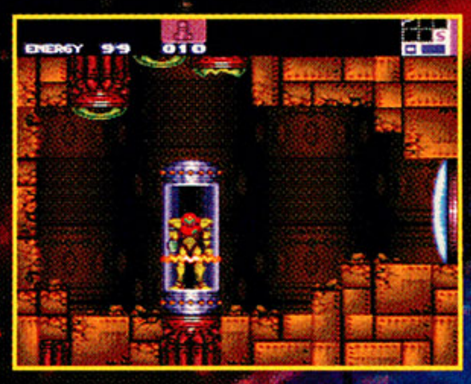


Now press the jump button and the direction you want to go.

BRINSTAR: GOING IN

When entering Brinstar, if you go to the left, you will find the Map Room. Access the map so you can see the entire level. Right below the Map Room is a save location, now you can freely explore this level.

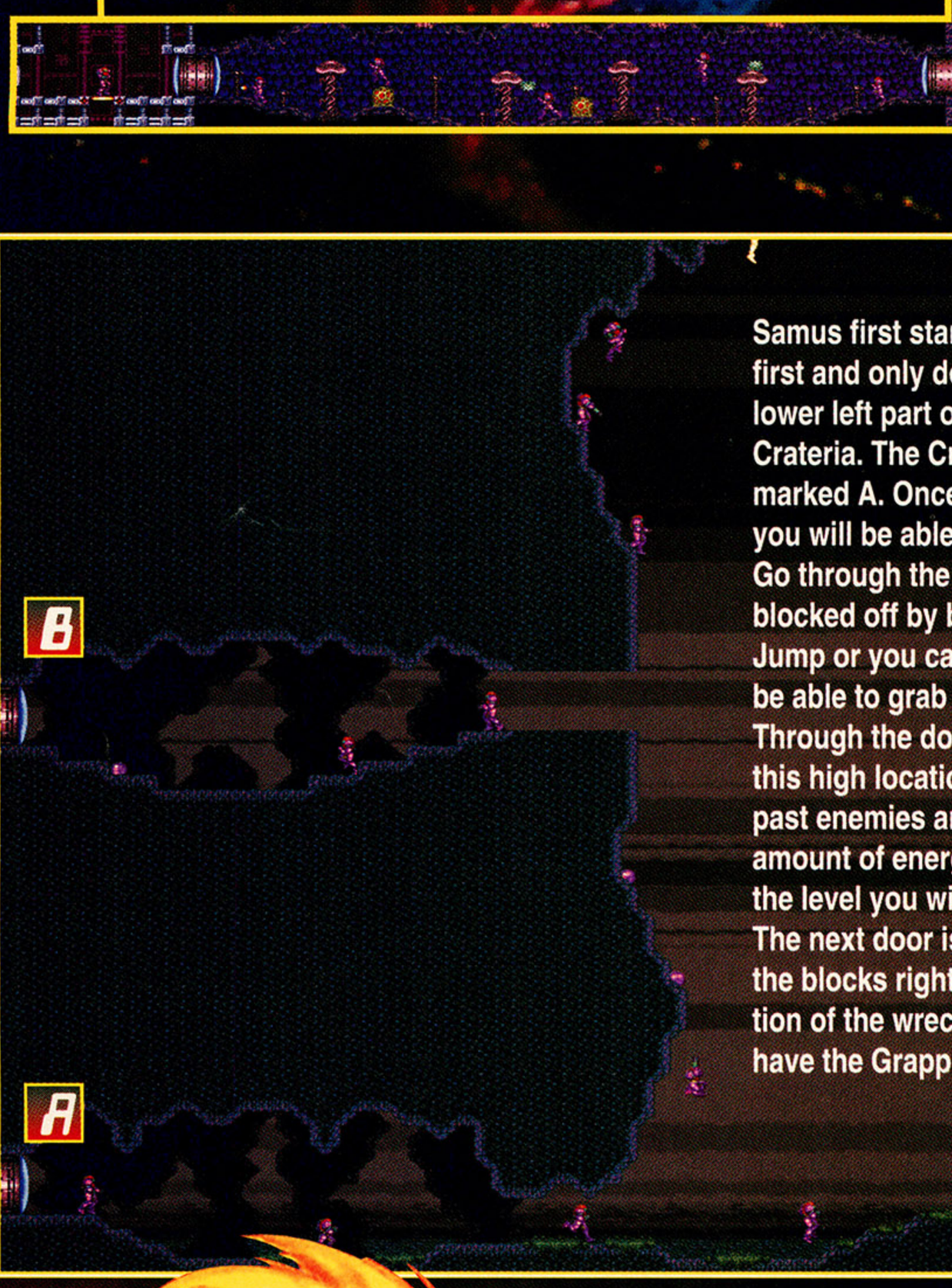




ANOTHER ENERGY TANK:

When Samus gets to this location, she will obtain another Energy Tank. You will need this extra tank when you go to Brinstar. There are 14 Energy Tanks hidden all over the planet, be sure and find them all.

Receive an extra Missile Tank Holder.



THE SURFACE OF ZEBES

Samus first starts out on the outer surface of the planet Zebes. The first and only door you can go through is the one marked A (on the lower left part of the map). This door will take you to the start of Crateria. The Crateria Level starts at the top right part of page also marked A. Once you get the Hi-jump Boots and the Speed Booster, you will be able to get to the other doors on the surface.

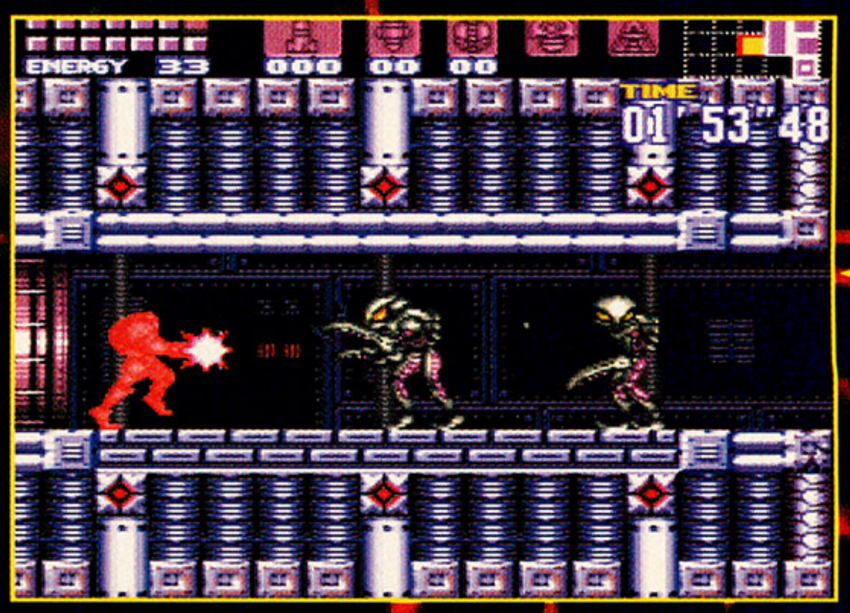
Go through the door marked B on the map. This area is initially blocked off by blocks. You can destroy the blocks by using the Dash Jump or you can use a Power Bomb. Once through the door you will be able to grab another Energy Tank and two Missile Tanks.

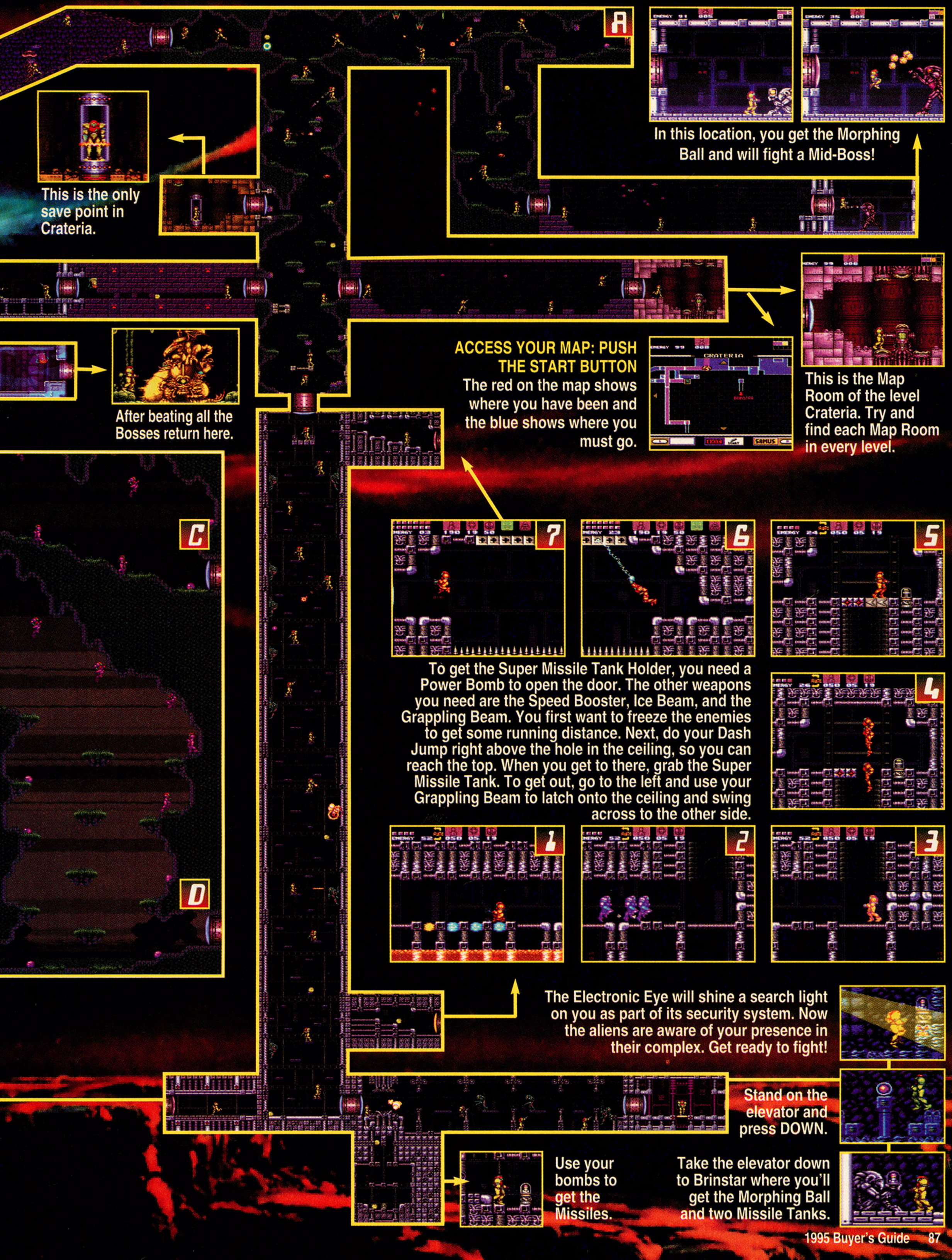
Through the door marked C on the map, use the Dash Jump to get to this high location. Once through the door you must work your way past enemies and some rising lava that takes off a tremendous amount of energy if the lava touches you. When you get to the end of the level you will grab an extra Power BombTank Holder.

The next door is marked D on the map. Use the Dash to run through the blocks right before the door. This door will take you to the location of the wrecked ship. You can only go through this level if you have the Grappling Beam.

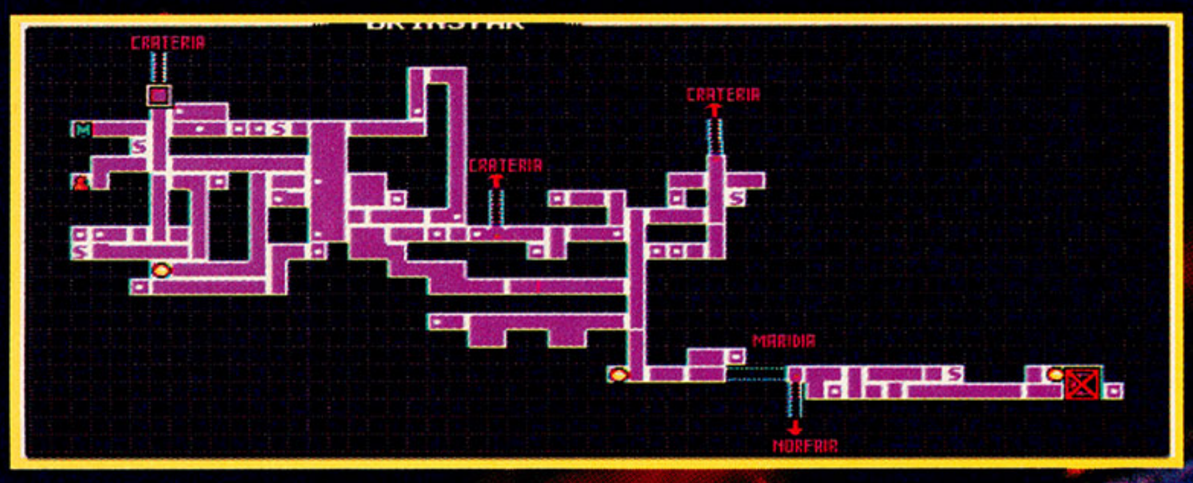
A WORD ABOUT THE "DOOR:"

You cannot go through the door on the right until the very end of the game. This door is used as an emergency escape exit. Use it after you defeat the Mother Brain. You only have three minutes to get off the planet before the entire place blows up. The door is then a direct path to get up to the surface of the planet and back to your ship, so you can be off like a dirty shirt.




A
This is the only save point in Crateria.
In this location, you get the Morphing Ball and will fight a Mid-Boss!
This is the Map Room of the level Crateria. Try and find each Map Room in every level.
After beating all the Bosses return here.
ACCESS YOUR MAP: PUSH THE START BUTTON
The red on the map shows where you have been and the blue shows where you must go.
CRATERIA
EXIT
SAMUS
C
D
7
6
5
4
To get the Super Missile Tank Holder, you need a Power Bomb to open the door. The other weapons you need are the Speed Booster, Ice Beam, and the Grappling Beam. You first want to freeze the enemies to get some running distance. Next, do your Dash Jump right above the hole in the ceiling, so you can reach the top. When you get to there, grab the Super Missile Tank. To get out, go to the left and use your Grappling Beam to latch onto the ceiling and swing across to the other side.
1
2
3
The Electronic Eye will shine a search light on you as part of its security system. Now the aliens are aware of your presence in their complex. Get ready to fight!
Stand on the elevator and press DOWN.
Use your bombs to get the Missiles.
Take the elevator down to Brinstar where you'll get the Morphing Ball and two Missile Tanks.

THE ENDLESS MAZE OF BRINSTAR:



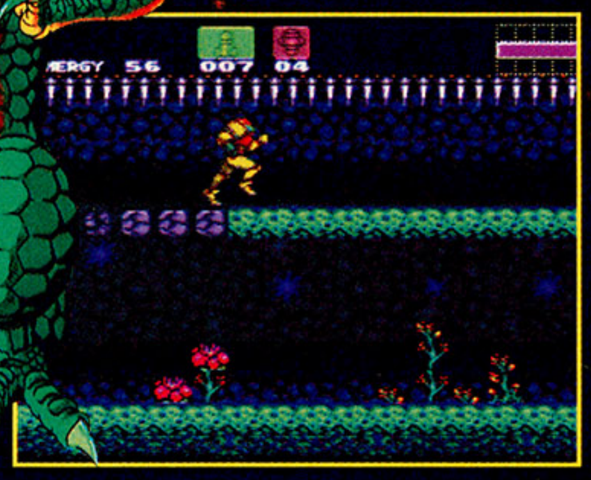
Here is a complete look at the Brinstar Level. Brinstar is the second stage you are able to reach from the opening level of Crateria. Brinstar is one of the largest levels in the game and should not be taken lightly. Be sure to find the X-ray scope and the super missiles hidden in this level of confusion. Once you beat the Boss Kraid, in this level, you will obtain the Varia Suit which allows you to enter some parts of Norfair that have a great deal of heat coming from them. Leave no stone unturned before leaving.

THE BOSS KRAID:

Kraid will come up from the ground but attack only with his upper body—until he grows angry. Then he will break through the rest of the ground and really come at you. Hit Kraid in the face with your missiles when his mouth opens to do damage.

Get the High Jump boots so you can jump through holes..

There are five different Safe points located in this huge level.



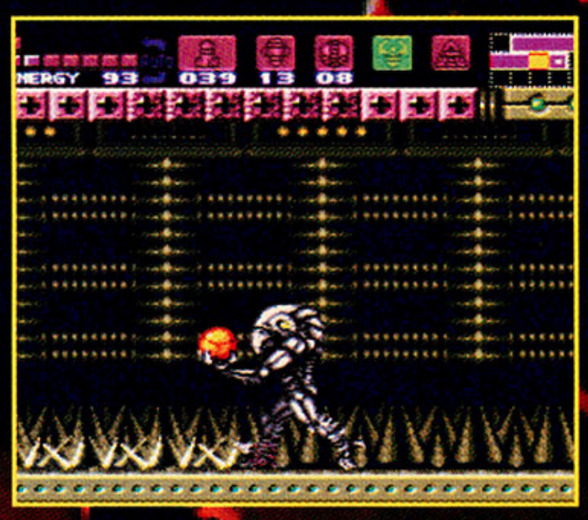
Use your Dash Move to run past blocks that break apart.

WARNING: This is a one way door. Once you go through, there is no return.

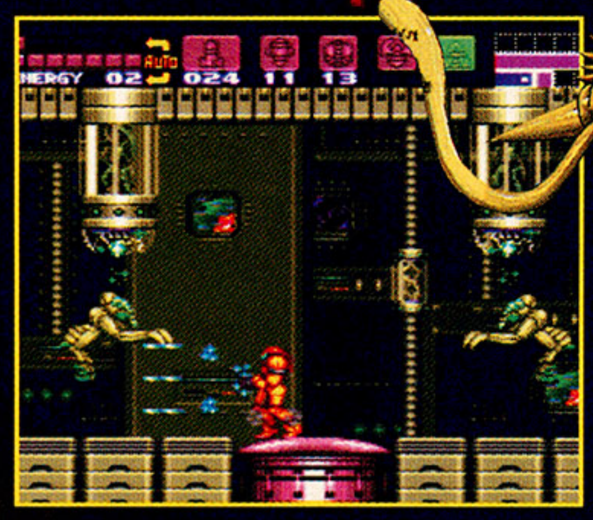
THE LONG FORGOTTEN WRECKED SHIP:

The Wrecked Ship is the smallest level in the game. Unlike the other levels, the Wrecked Ship starts you off fighting the end Boss right away. From that point the power will be turned on so you can save your game and use the Data Map. The key icon to find in the ship is the Gravity Suit.

A statues will give you a helping hand getting past some spikes.

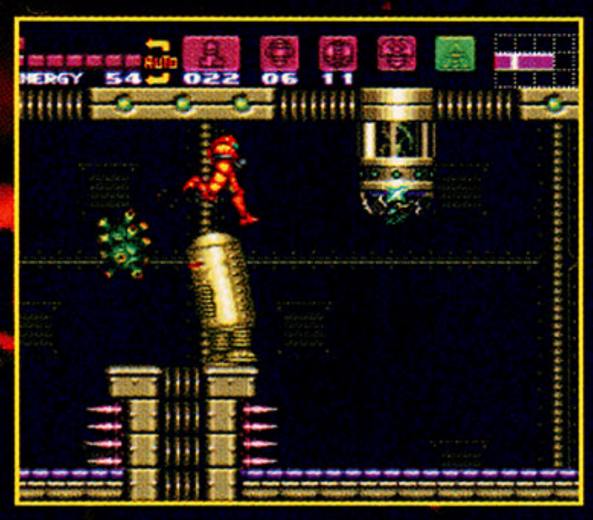


Destroy all of the enemies on the screen to open the door.



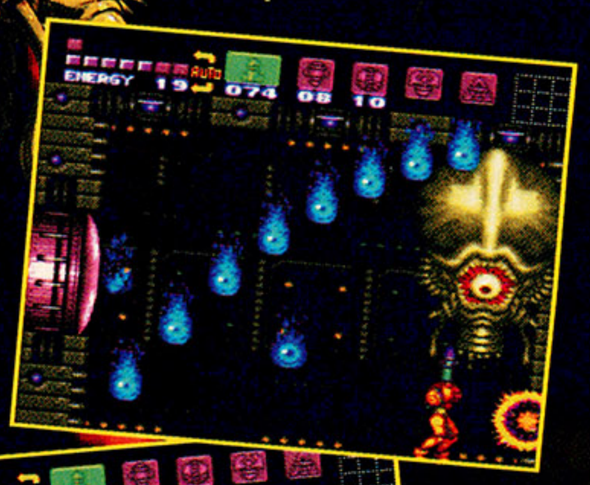
Use your Grappling Beam to get around this part.

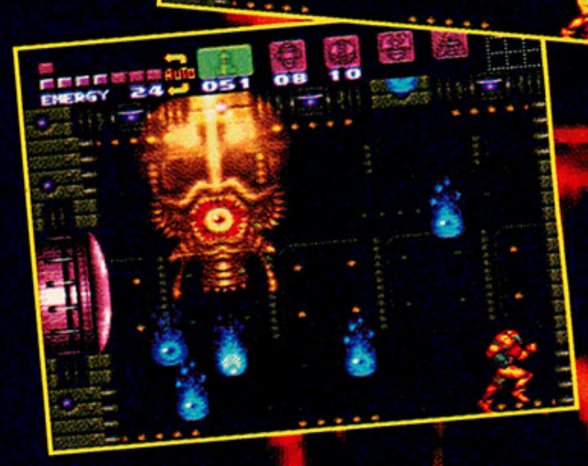
The walking robots are not enemies, they just get in your way.



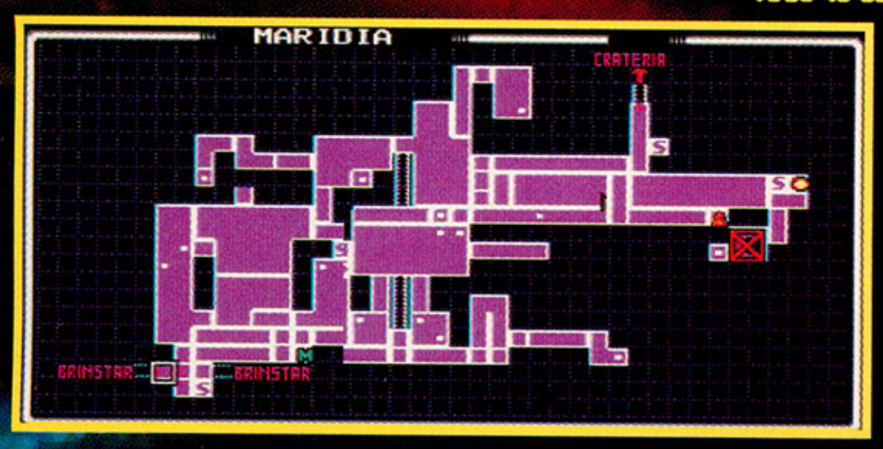
THE BOSS PHANTOM:

When fighting the Phantom you have to closely monitor whether or not you register any hits on him, because he sometimes flies around the screen in a transparent form that is invincible to any weapons.





MARIDIA THE WATER LEVEL:



Maridia has to be the most confusing level in the game—you never know if you can or cannot fall through the sand. Be sure to check every place twice. The only way Samus can move through the massive amounts of water here is with the Gravity Suit. Without the suit you move very slowly and your jumps are limited. Maridia also has quick sand that slows you down even if you have the suit equipped. Maridia has the Space Jump, Spring Ball , and the Plasma Beam just waiting for you to grab and add to your powers. Take note, the X-ray score may not always be reliable in Maridia. Be extra careful here.

THE BOSS DORIGON:

Dorigon will swoop down and grab you for some serious damage. Shoot the white enemies that try to slow you down. When given the chance hit Dorigon in the belly with your missile to kill him.

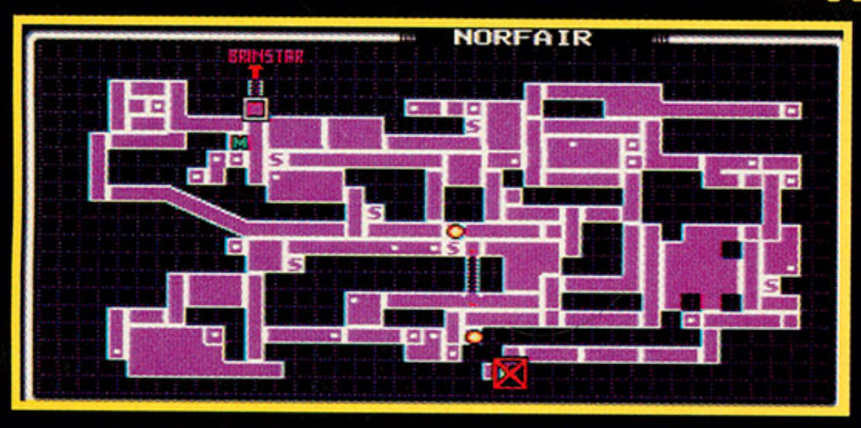
One wrong move and the enemy will pull you under.

Above the sand and water you can move more freely.

The weight of the sand will pull you all the way to the bottom.

Use your Power Bomb and Super Missile to break tubes.

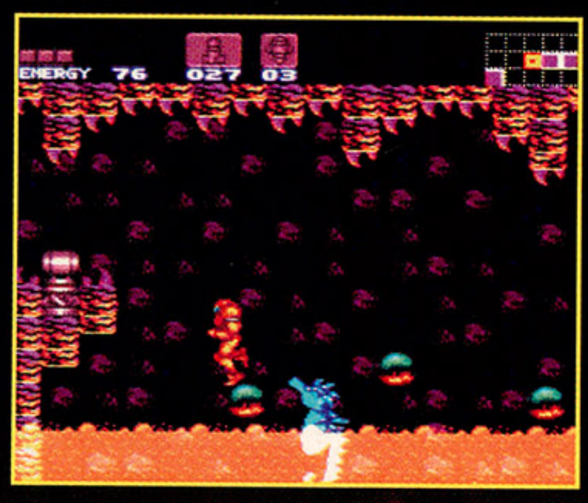
THE HEAT OF NORFAIR:



Norfair is the second to the last level in the game and is also the largest. For most of the level you need to have the Varia Suit to withstand the tremendous amount of heat. If you don't have the suit your Life Meter will go down. The items to look out for are the Grappling Beam, Ice Beam, Speed Booster, Wave Beam, and the Screw Attack. Some of these items can be used in other locations besides Norfair. Once you get a new weapon, you might want to leave Norfair and experiment with the weapon to see where else on the planet it might be of some use.

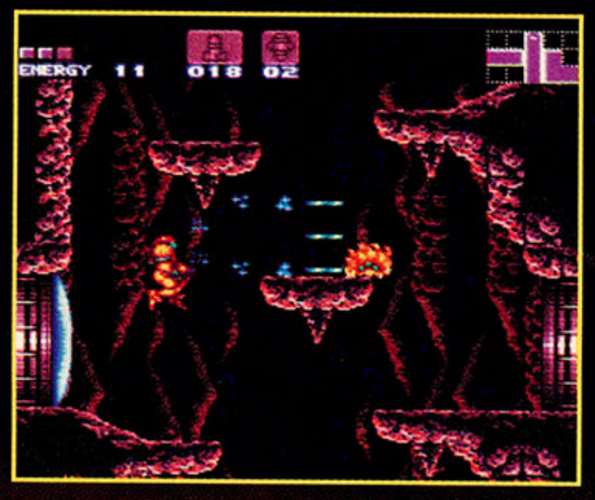
THE BOSS RIDLEY:

Ridley is back from the first Metroid game, and he is out for some revenge. Be sure and stay clear of his tail.



Freeze your enemies here to giain some time to get the hidden items.

In a huge level like Norfair make sure to use your map often so you don't get lost.



Without the Varia Suit, Samus will not be able to journey far in the hot spots.

Use Ball Bombs to find some of the many hidden passages in this level.

SPECIAL FEATURE!

All Too Easy...

The final chapter of JVC's Star Wars trilogy comes to your Super NES. Based on the Lucasfilm blockbuster movie, Super Return of the Jedi places you in the classic battle against the Dark Side. Players can choose from a variety of characters, including Luke, Princess Leia, and Wicket the Ewok. Use these characters to battle the evil Jabba the Hut and the Emperor himself. This is a 16-Meg cart loaded with super side-scrolling action, Mode 7 graphics, and 19 levels!

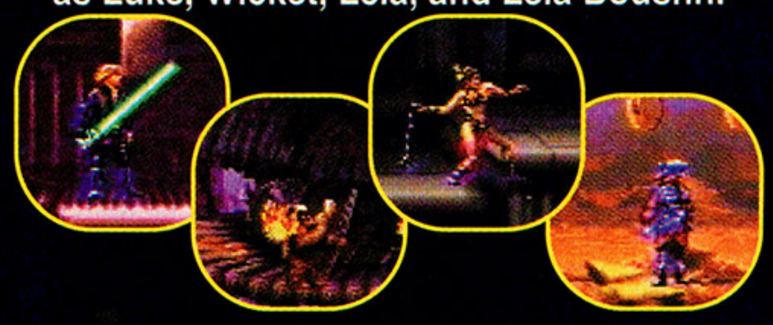
Super STAR WARS RETURN OF THE JEDI™

FEEL THE FORCE AROUND YOU...

Taken from Super Empire Strikes Back, Luke can use the power of The Force to aid him in his quest. Gather the green vials of Force Power and choose from eight different techniques including: elevation, slow down, invisibility, mind control, saber control, saber deflect, freeze, and heal. A true Jedi master will learn to use all his skills.

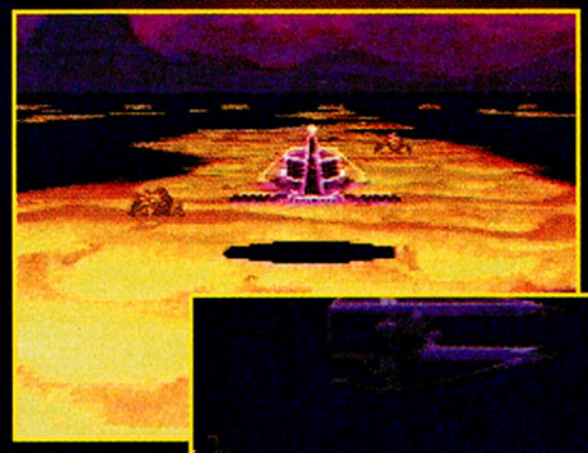
PLAY YOUR FAVORITE CHARACTERS FROM THE MOVIE

Throughout your adventure you can play as Luke, Wicket, Leia, and Leia Boushh.



SUPER 3-D SCENES VIA MODE 7!

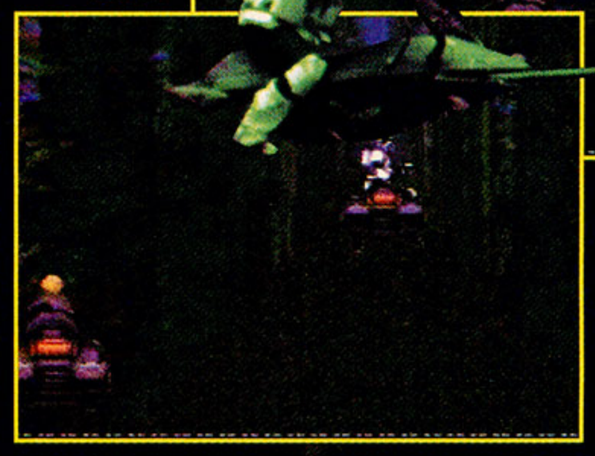
3-D



Dodge obstacles while flying the Air Skiff.

Shoot Tie Fighters with the Millennium Falcon.

Troopers try to take you out every time.



Watch for trees that block your path.

DANCE HALL

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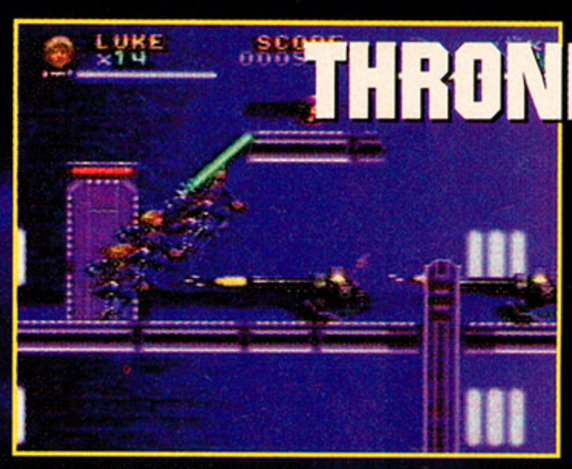
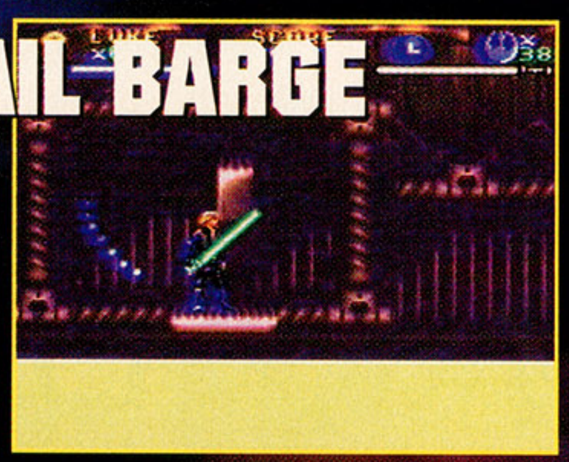
TATOOINE

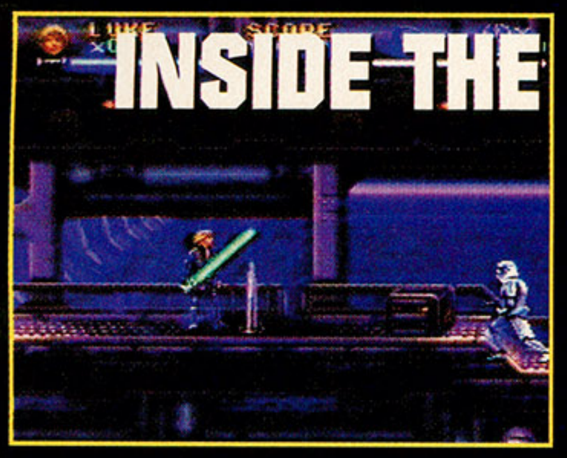


THRONE ROOM

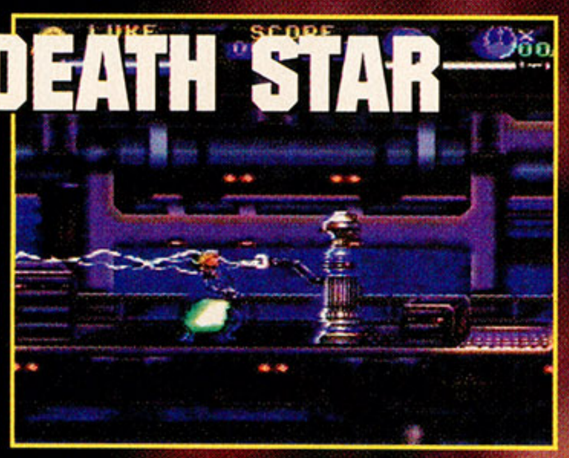
ATTACK SAIL BARGE



JABA'S PALACE



INSIDE THE DEATH STAR



INSIDE THE SAIL BARGE

FOREST MOON OF ENDOR

EWOK VILLAGE

DON'T BE SWAYED TO THE DARK SIDE

Your final confrontation is with the Emperor. Are you truly a Jedi knight?

OTHER LEVELS IN THE WORKS...

Zoom into the Death Star and destroy it for good.

Hop from ship to ship to reach Jaba's Barge.

DANCE HALL

SUPER NES

BUBSY II

THE ORIGINAL BOBCAT

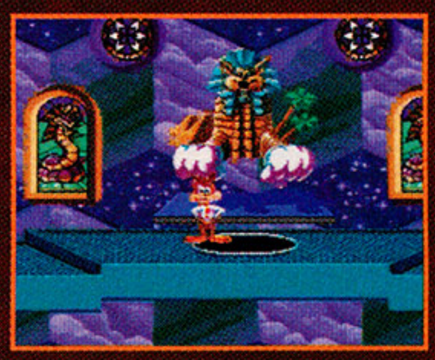
The original Bubsy game was very successful and remains a Nintendo classic today.

In Bubsy the Bobcat's first adventure, Claws Encounters of the Furred Kind, our Bobcat was pitted against every kind of enemy that you could think of! Now Bubsy's back and ready for more action!

TWO-PLAYER FUN!

Two players can team up on this one with a style reminiscent of Sonic 2.

Bubsy must defeat all the stages in each floor to activate the portal which leads to the floor guardian.



THE GOOD

This game has many in-depth levels as well as bonus levels, adding to the replay value.

THE BAD

Bubsy's life meter could have been a little more accurate than just being a picture of his mug.

THE UGLY

That Bubsy jingle that plays in the beginning! Arrrrgggh!

Using the warp loop is a great way to get out of any stage without having to reset all of your record so far.

BUBSY'S BODACIOUS ATTACKS!

JUMP

Stomp on all of your enemies from above!

GLIDE

Use the glide technique if Bubsy falls too fast.

BUBSY RAGE

Bubsy becomes furious after hitting an enemy.

SPONGE GUN

Attack from a distance with a sponge gun!

BONUS GAMES!

FROGS FOR LAUNCH

Launch frogs into the pool below with help from Bubsy's instant launch-o-matic.

IN THE LINE OF TIRE

Help this poor armadillo roll through the truck without getting squashed!

OH, A SHOOTIN' WE WILL GO

Shooting stages have been included as a nice break from the side-scrolling action.

STOCK UP ON THEM ITEMS!

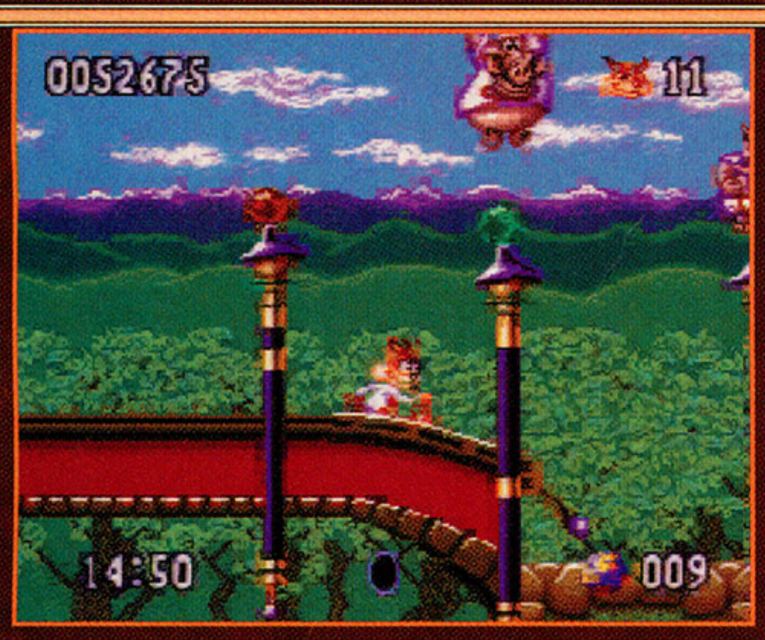
It is important to stock up on items. You never know what you may need during the game!

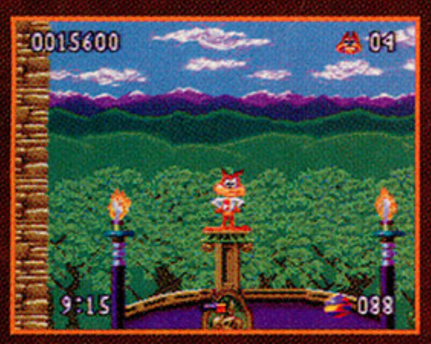
Many times when a sequel is released to a popular title—whether it be a book, a movie, or a video game—it often fails to recapture the excitement of the original. Bubsy II is not the case. The sequel to our bobcat's Claws Encounters of the Furred Kind, Bubsy continues his adventures on the Super NES with some new tricks, while retaining much of the original fun. Bubsy II is divided up by floors, with many stages and a guardian per floor. Two players can compete in this one in much the same way as Sonic 2. Evil dudes beware, the bobcat is back!

FACT FILE

BUBSY II

MANUFACTURER	# OF PLAYERS
ACCOLADE	1 OR 2
DIFFICULTY	AVAILABLE
MODERATE	OCTOBER
CARTRIDGE SIZE	NUMBER OF LEVELS
16 MEG	30
THEME	% COMPLETE
ACTION	100%





Don't stare too long at the beautiful backgrounds here or else Bubsy will become very impatient.

HAMALOT

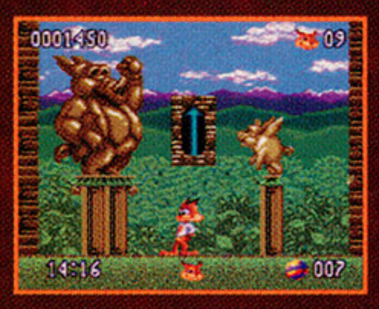
Floor Boss

At the end of the east wing on the first floor, Bubsy must battle a giant pig Boss. Jump on his helmet to defeat him or else he'll try to pin you against the ceiling!

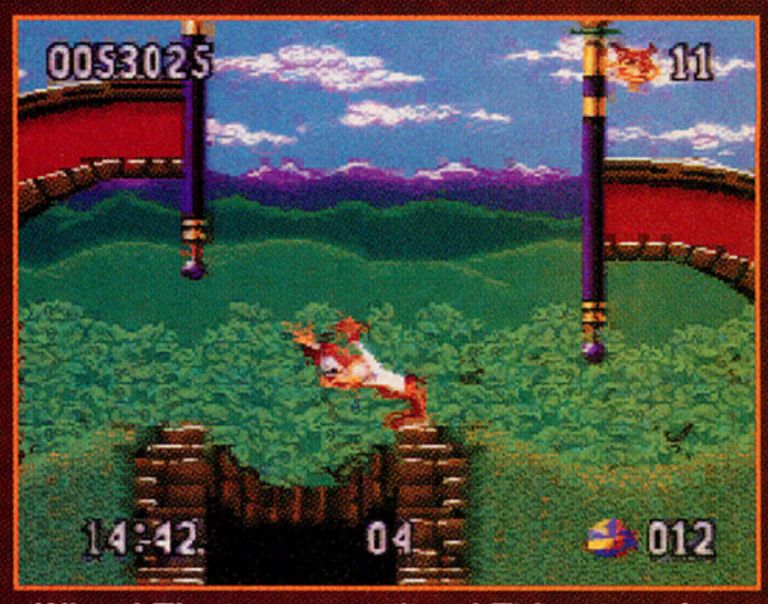
Be sure to search everywhere! There are tons of special items and hidden games to be found!

Although complex levels are a plus to any game, it's also easier to become lost!

If you remember that there is a way to get to any hidden room or item you see, you'll soon be rewarded!



The only thing that these enemy statues will display is their shame after you defeat the final Boss!



Whoa! That was too close! Take your time or else this might happen to you.

THE DARK SIDE OF THE TOMB

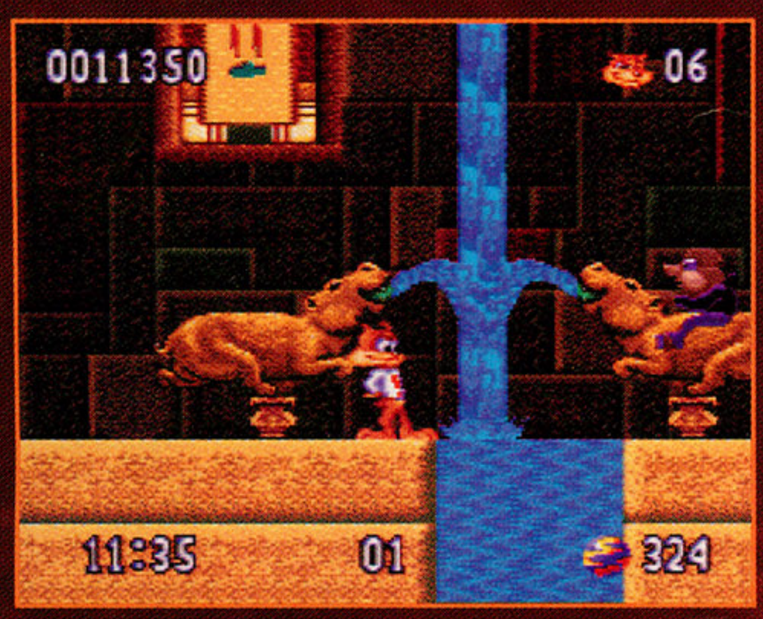
Poor Bubsy's going to be sore in the morning! Fortunately the fire pits don't hurt our bobcat.

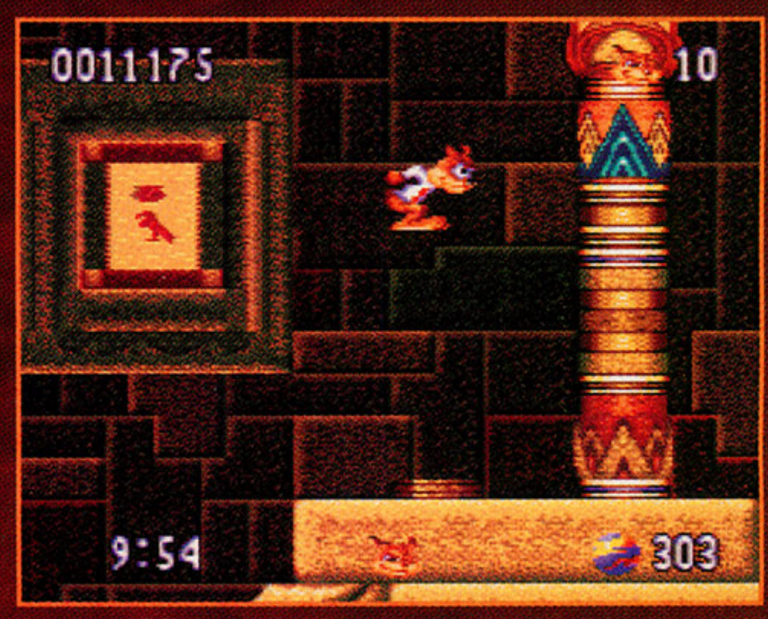
The tomb is filled with traps just to keep you on your toes. One false step, though, and it's bye, bye Bubsy!

As soon as you see this snake-like statue, jump for it! Otherwise you'll be in for a swim.

If you happen to see a lion head, give it a push and it may open up to reveal a secret wall close by!

Although it may be tempting, don't follow all the streams of water to see where they go!





SUPER NES PREVIEWS

PUBLISHER	ACTIVISION
AVAILABLE	NOVEMBER
THEME	ACTION
MEGABITS	16
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	10+
% COMPLETE	90%

OPTIONS

Although there will be an Options Screen players can get into, that portion of the game was not accessible with our early copy.

CONTROLLER

Pad: Move Harry
Select: N/A
Start: Pause
A: Sling
B: Jump
X: Boomerang
Y: Whip
R: Bomb
L: N/A

The A, R, and X buttons can only be used if you have that item on hand.

STORY

Fans have waited many years to finally get a chance to be the famous jungle adventurer. Now they can, but only as his son. Pitfall Harry Junior takes after his dad and swings into action through various new obstacles, foes, and other perils. Use his new skills to thwart the enemies and reach the Mayan warrior spirit!

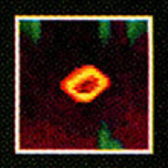
HARRY JUNIOR'S ADVENTURE MAP

To help Harry Junior in his quest, a map will show him the way to the next adventure in the game.

ITEMS THAT HARRY WILL NEED

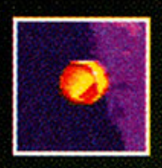
1-UP
Get this for an extra life. You'll need it!

BAG
Use the rocks inside the bag in your sling.



BOMB
Causes heavy damage. Very limited in number.

BOOMERANG
Use this to kill enemies from afar.

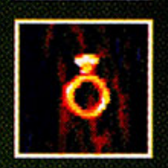


COIN
Collect these for high points.

GOLD BAR
Collect these precious bars for high points.

HEART
Find these when your health is down.

HOURGLASS
Gives you extra time to clear a level.



RING
Get these rings for points also.

HARRY HAS VARIOUS ATTACKS

BOOMERANG

SLING

WHIP

HE'S SO AGILE!

CLIMB

CRAWL

DESCEND

HANG

JUMP

RUN

SWING

WALL FLIP

ZIP LINE

SIMON SAYS!

Find the secret bonus level and play a tough memory game with these levers.

MARKERS

Find these little Mayan statues and they will point you in the right direction.

BLAST FROM THE PAST

If you're good, you can play the original Pitfall made for the Atari 2600. This is an added bonus to the game.

PITFALL

THE MAYAN ADVENTURE

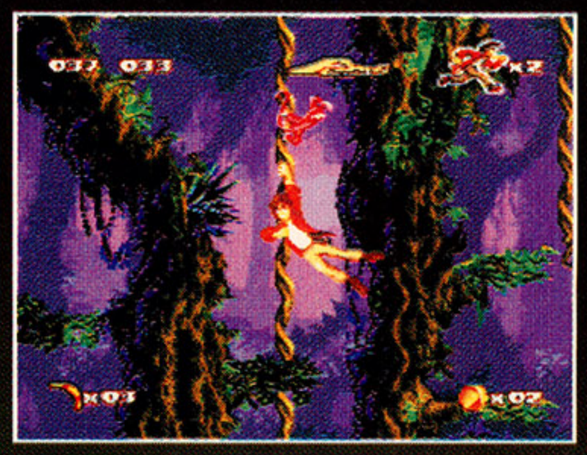
THE FOREST LEVEL

"Look at me, Ma! No feet!" Just be careful not to fall to the ground.

This little piggy ain't gonna cry wee, wee, wee! Be careful with him!

THE BOSS

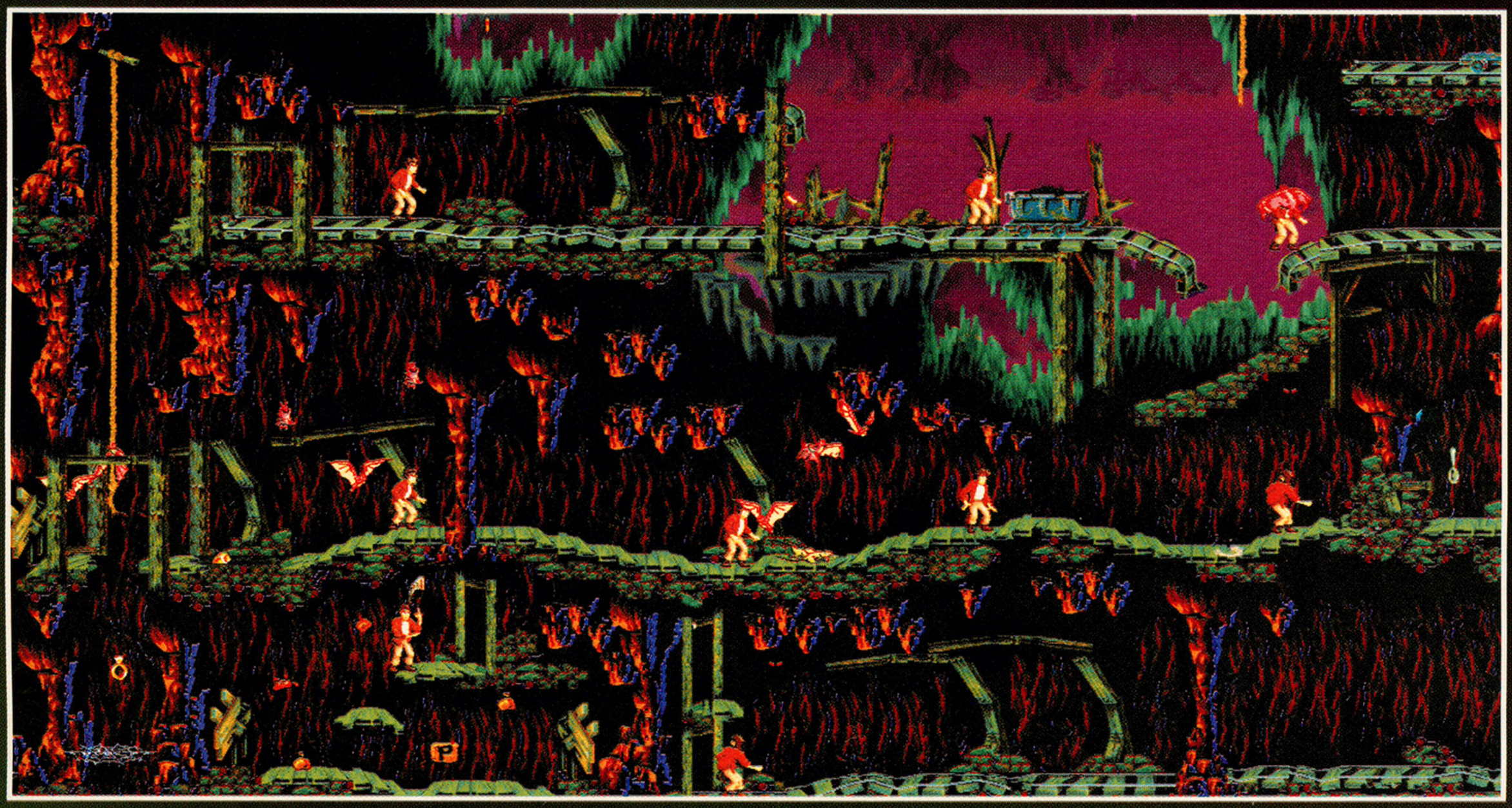
Don't worry about this Boss. He's so simple, you can kill him with your eyes closed. Just toss a lot of bombs at him and he'll be done in no time.



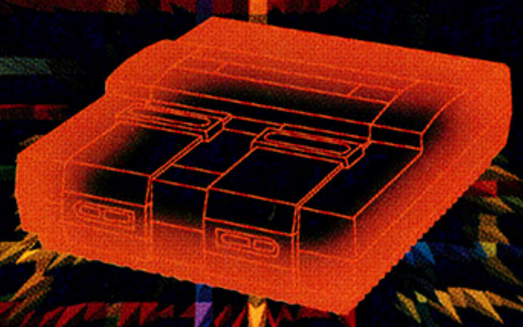
Beware of enemies above and below as you climb the vine.

Jump over this light patch of dirt. It may be danger-ous.

THE MINESHAFT



SUPER NES



NBA JAM

FACT FILE

NBA JAM

MANUFACTURER	# OF PLAYERS
ACCLAIM	1 TO 4
DIFFICULTY	**AVAILABLE**
MODERATE	MARCH
CARTRIDGE SIZE	**NUMBER OF LEVELS**
16 MEG	N/A
THEME	**% COMPLETE**
SPORTS	90%

THE GOOD

Awesome two-on-two action. NBA basketball fans will not be able to get enough of this game.

THE BAD

There are slight differences between this and the arcade version which aren't worth noting.

THE UGLY

It's too addicting. Expect very long playing sessions with your friends who may never leave your house.

BEFORE THE GAME...

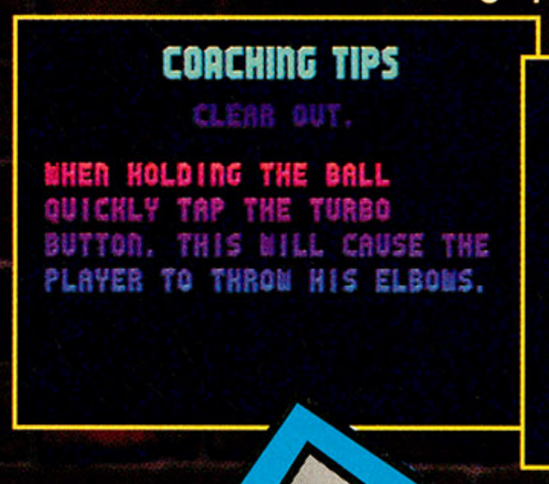
Pick from all 27 NBA teams with their two best players and jam it out on the court!

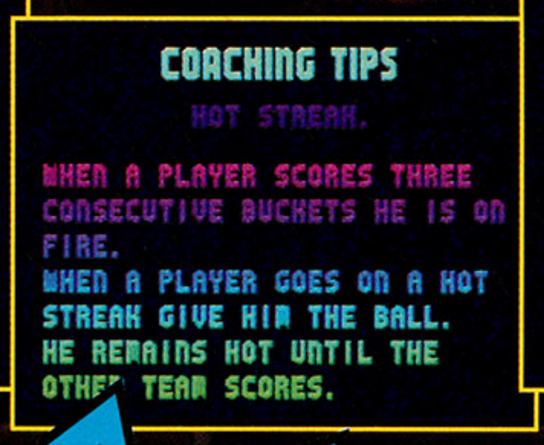
HIGHLIGHTS AND STATS AT THE HALF

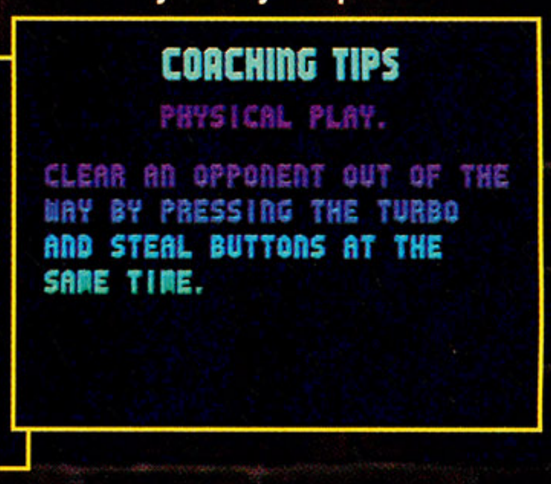
Check out the highlights and game statistics of the teams and individual players.

GET SOME POINTERS FROM THE COACH!

Receive some coaching tips after the first and third quarter. They really help a lot!







Play with the superstars from all 27 NBA teams—from Ewing to Pippen in the East to Barkley and Robinson in the West, with veteran superstars like Malone and Parish, to rookie sensations like Mourning and Laettner—each with his own on-court personality and attributes. Play one player, two players on the same side or two players against each other. With a 4-player adapter, start a two-on-one or a four-player game with your friends. All the hardwood action and incredible dunks of the arcade game are here, complete with speech, record-keeping, seasonal play and half-time report. With new features like Tag Mode also included, not playing NBA Jam really rocks!

WIN WITH DEFENSE!

MASTER THE OFFENSIVE SKILLS

LAYUPS

THE LONG BALL

GET A PLAYER ON A HOT STREAK!

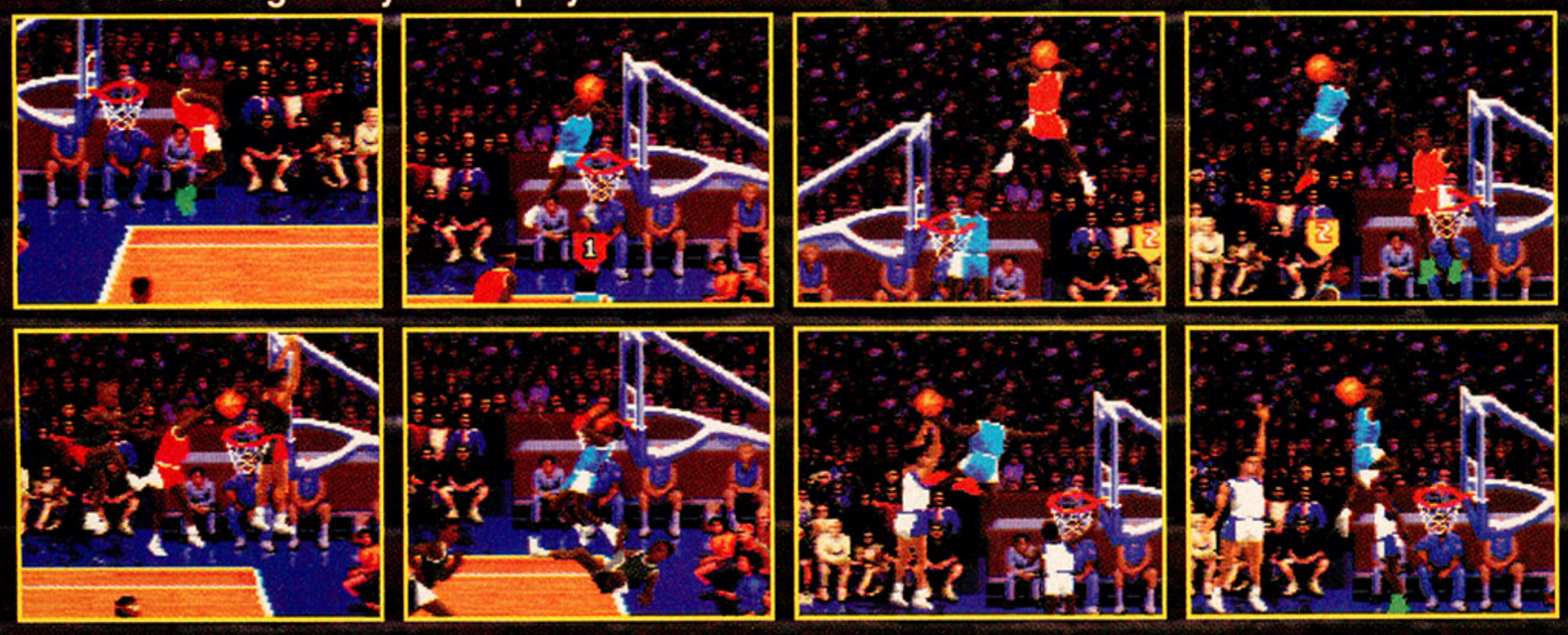
When a player scores three baskets in a row, he'll be "on fire." During this time, he has unlimited turbo and a much better chance of sinking shots from anywhere on the floor!

SHATTER THE BACKBOARD!

The NBA backboard cannot sustain the intense jamming it goes through during a game. Eventually it's going to wear out and shatter into pieces. It's really cool to watch!

IT'S A TOTAL JAM SESSION!

There are tons of different slams in this game. You'll get different slams depending on the dunking ability of the player and the location on the court he takes off from!



WEST

EAST

TWO-ON-TWO

All 27 NBA teams have selected their two best players to participate in NBA Jam. Pick your favorite team!

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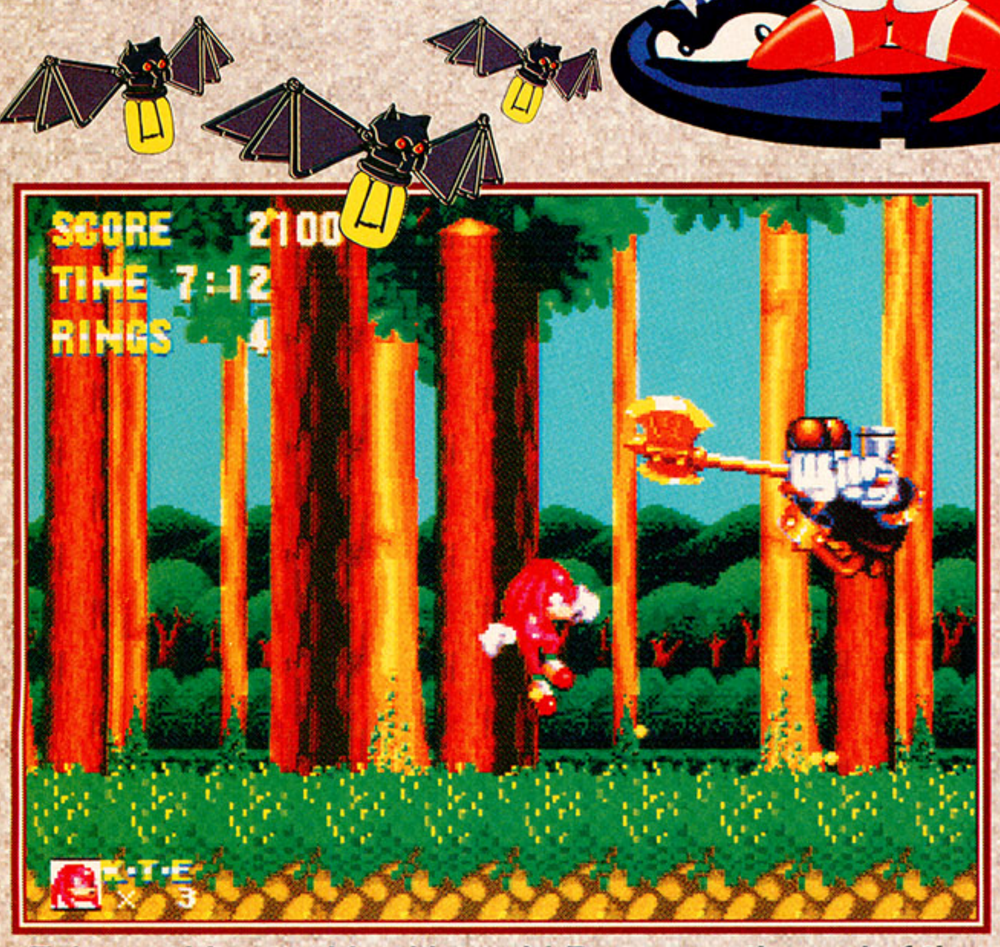
SPECIAL FEATURE!

MUSHROOM HILL ZONE

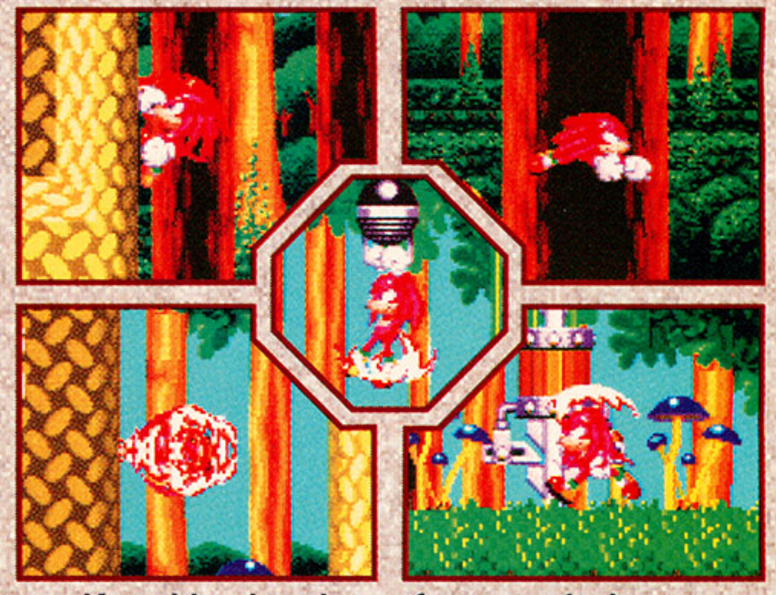
Get set for fun in the Mushroom Hill Zone. Knuckles has a whole new set of challenges awaiting him; new 360 degree loops, a unique lifting device that carries Knuckles to higher levels and much, much more. The attention to detail in the background is astounding and the smooth scrolling of the backgrounds is a sight to see.

New enemies, techniques, and Bosses add up to a great adventure as you face mid-Bosses and the relentless assault of Dr. Robotnik.



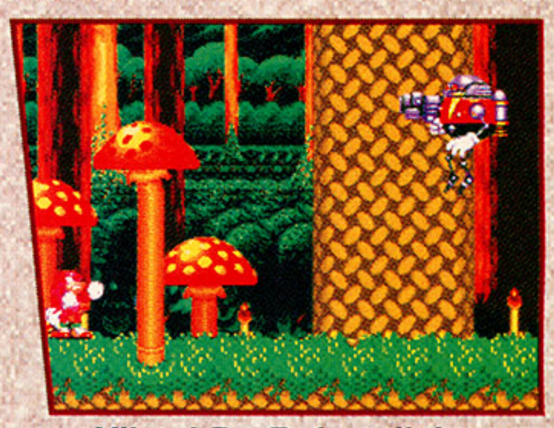
Take on this wood-hacking mid-Boss near the end of the zone. Bash him from underneath to end his chopping days.

NEW TECHNIQUES



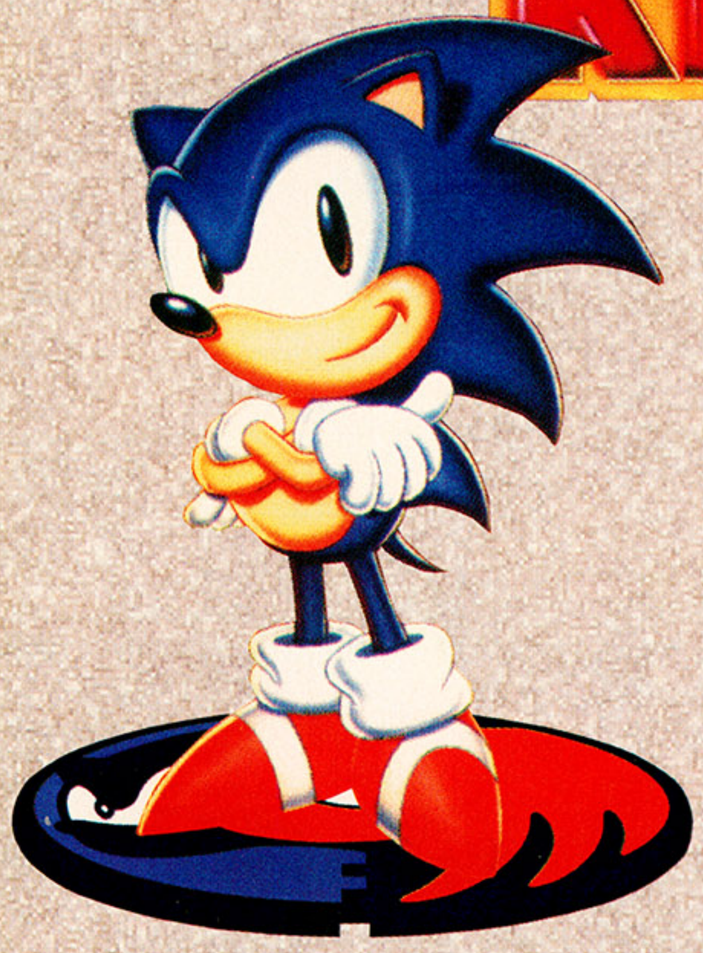
Knuckles has lots of new techniques that make his adventure the unique.

All was peaceful until an uninvited "gift" dropped in.



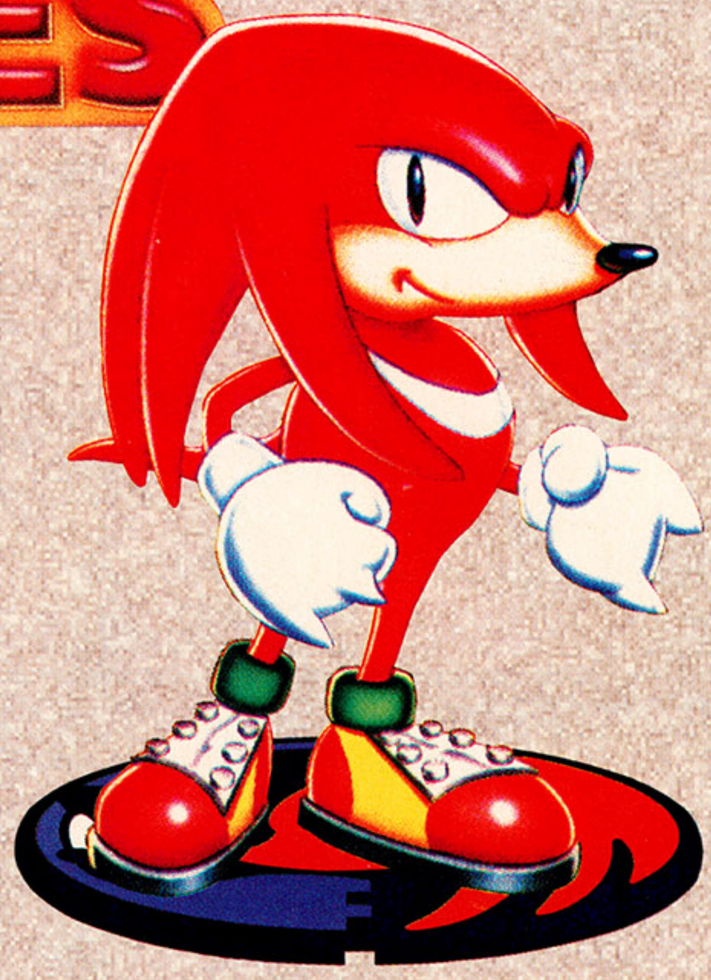
Yikes! Dr. Robotnik just can't leave anyone alone.

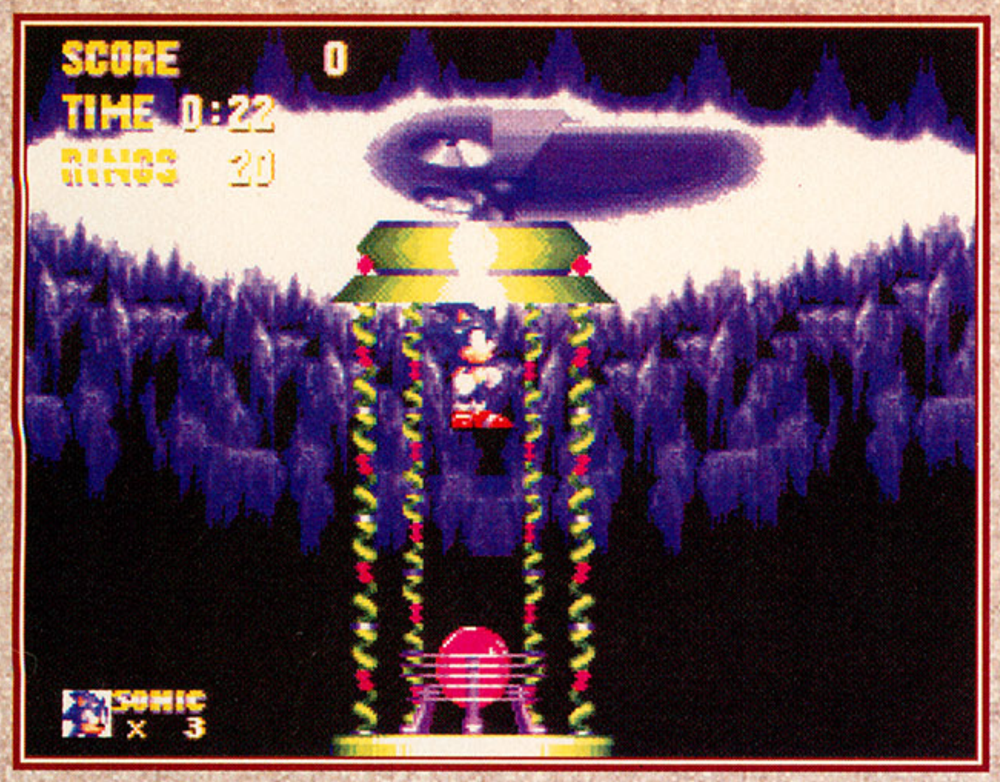
SONIC & KNUCKLES



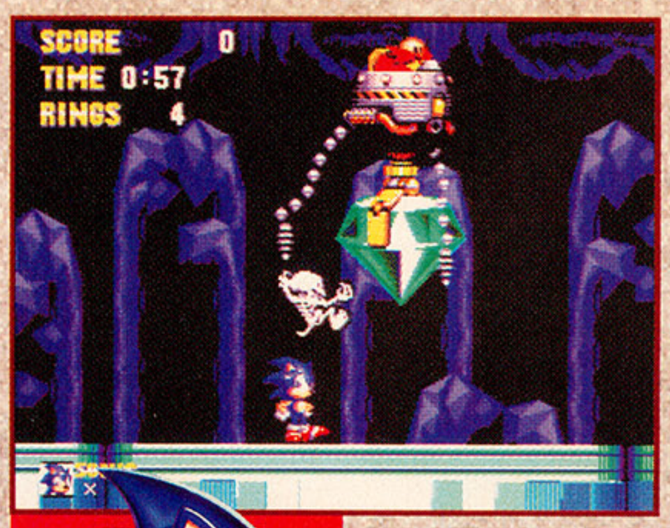
A blue hedgehog may be the coolest character around, but what about a red, egg-laying Echidna with dreadlocks? Knuckles finally has a starring role in his own video game. Sonic & Knuckles is an 18-Meg cart using the exclusive Lock-On technology. This feature lets you play as Knuckles in both Sonic 3 and, get this, Sonic 2! That's right, now you can dig up your old Sonic carts and play them like never before. Read about Sonic 2 and 3 in the following pages.

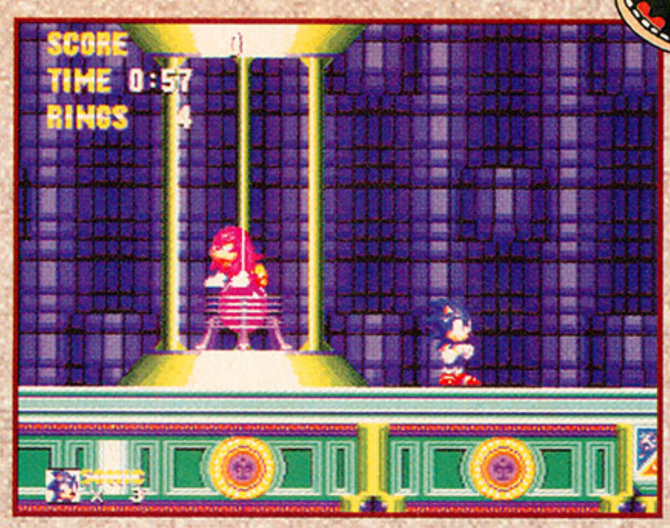
Sega definitely has a good thing going with this technology. It's a great way to introduce a new game, rejuvenate older titles as well.





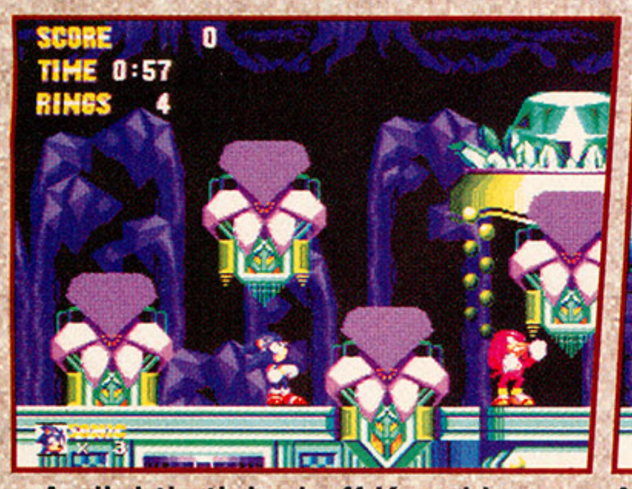
This incredible scene begins the turnaround that Sonic and Knuckles will face—almost becoming friends. The hatred that Knuckles has for Robotnik is felt most strongly in this amazing stage.



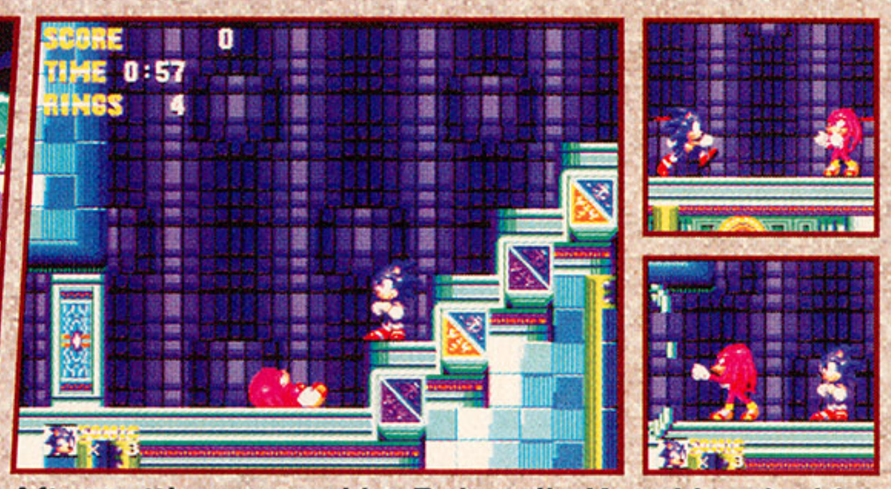


HIDDEN PALACE ZONE

Not one to be left out of the adventure, Sonic joins us for a trip through the Hidden Palace Zone. Robotnik's crazy palace is relatively short, but some amazing things happen—Sonic and Knuckles actually help each other! It's a touching moment. After Robotnik steals the large crystal, Knuckles attempts to snatch it back. A nice electric shock occurs, stunning Knuckles and allowing Robotnik to escape. Of course, the chase ensues and Sonic and Knuckles team up for the quest to nab the villainous Dr. Robotnik.



A slightly ticked-off Knuckles plans his revenge on Robotnik.

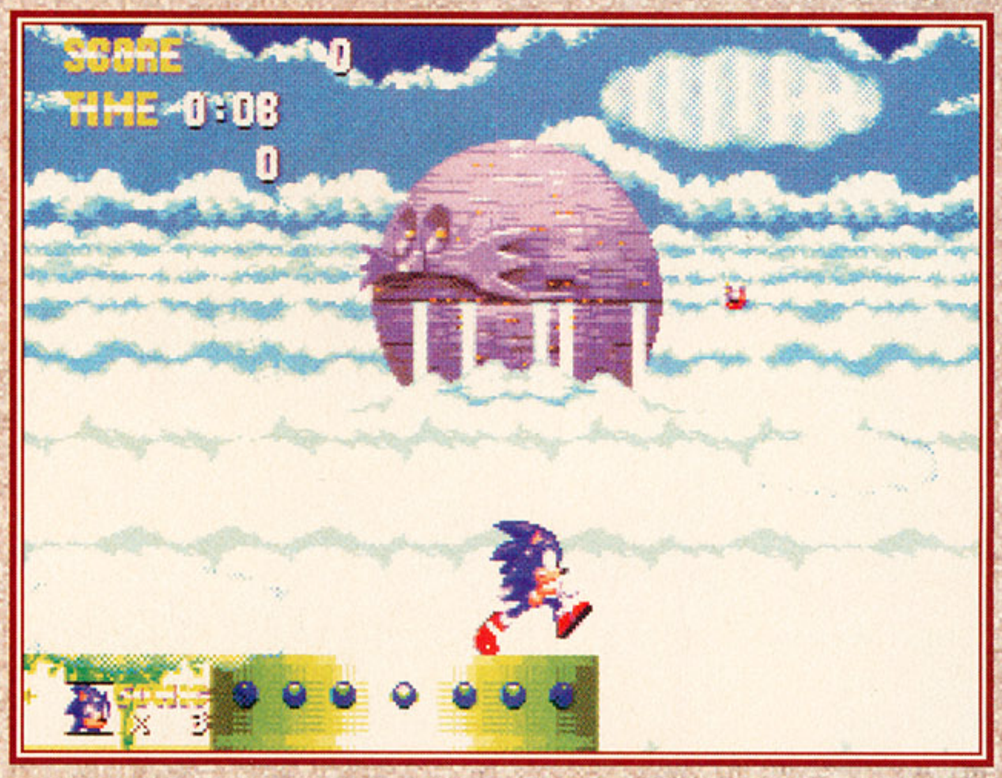


After getting zapped by Robotnik, Knuckles decides to take a little nap, then the escape begins.

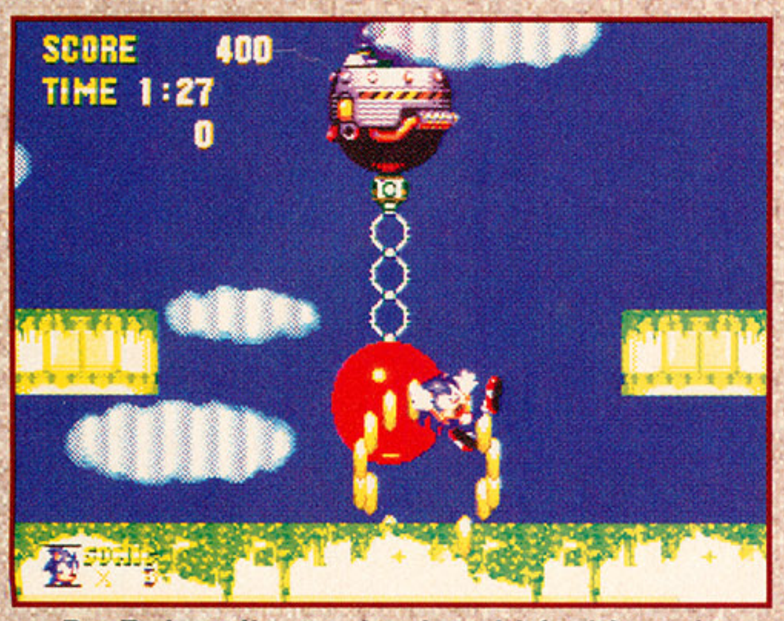
SKY SANCTUARY ZONE

Take to the skies in the Sky Sanctuary Zone. Once again, Sonic is ready to guide you through the level. This floating stage is filled with numerous nooks and crannies to explore. The enemies are all airborne attackers, making the task of keeping an eye on the sky all the more important.

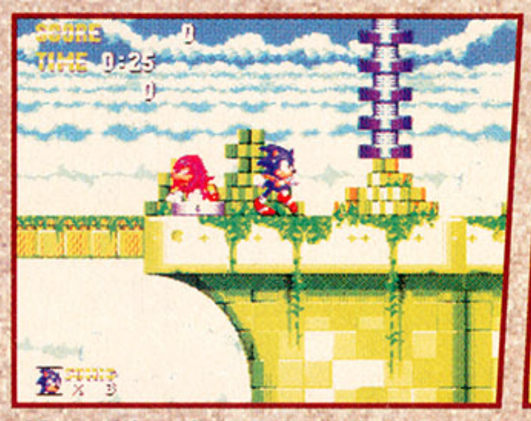
Look before you leap is a good rule to follow here because the many chasms are guarded by enemies on the other side. One wrong leap and your rings will be sent all over the place.



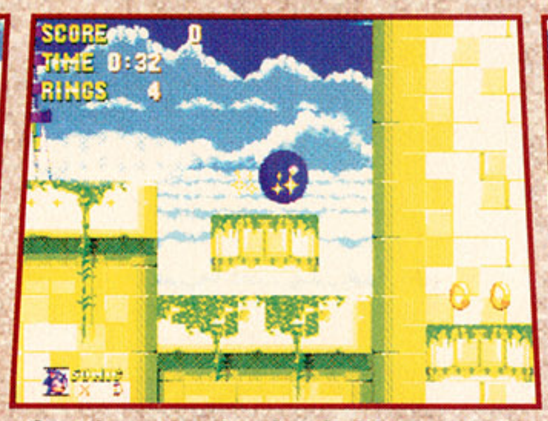
Off in the distance, Dr. Robotnik's Death Egg is hovering in the cloudy sky: (a clue as to what your next mission will be.) The Sky Sanctuary Zone is relatively easy, but don't be fooled. The constant barrage of Robotnik clones can wear away at your ultimate endeavor, survival.



Dr. Robotnik attacks the old-fashioned way—with a swinging pendulum.



Knuckles is on hand to lend Sonic the help he needs.

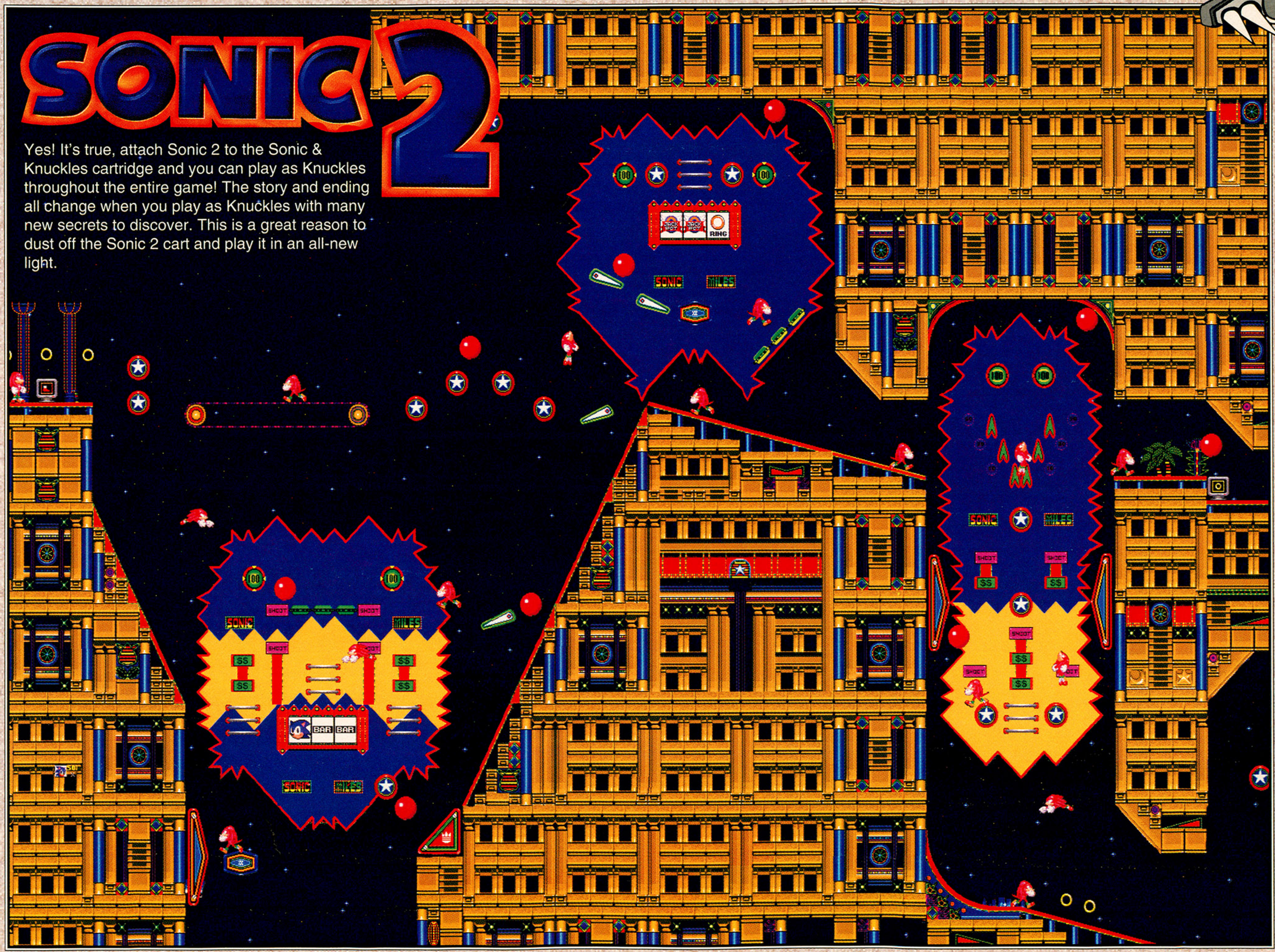


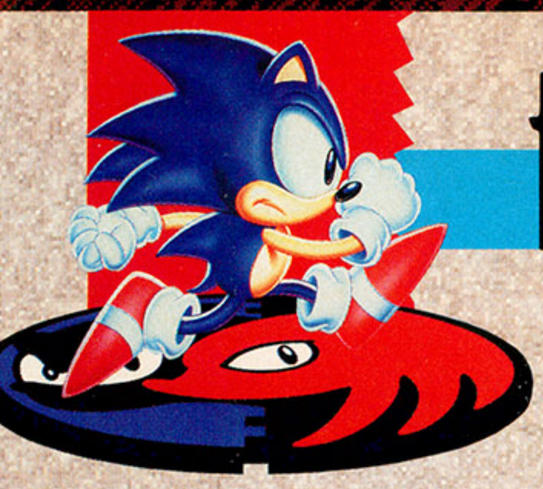
Getting the invincibility shield is always a great way to live.

Sonic and Knuckles make a great team, don't they?

SONIC 2

Yes! It's true, attach Sonic 2 to the Sonic & Knuckles cartridge and you can play as Knuckles throughout the entire game! The story and ending all change when you play as Knuckles with many new secrets to discover. This is a great reason to dust off the Sonic 2 cart and play it in an all-new light.

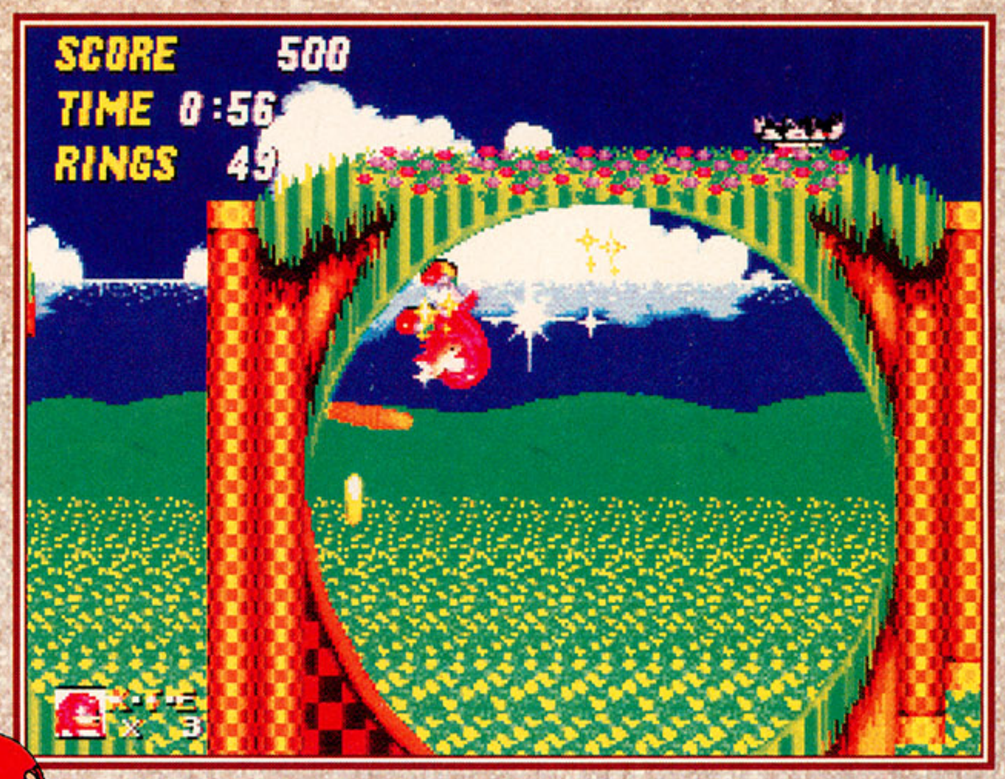




EMERALD HILL ZONE

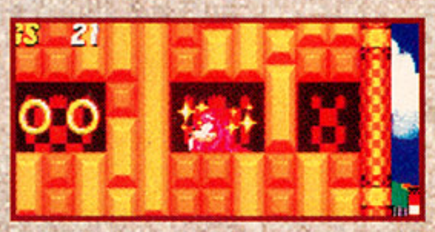
No one thought it could happen, but it has. Sonic has been replaced by Knuckles in Sonic 2! Take this spunky echidna through a time warp of sorts, as he tackles the challenges that made Sonic 2 such a hit! Spiral corkscrews, a spin dash technique, and of course, the relentless attacks of Dr. Robotnik all add up to one heck of a time. Knuckles can use his gliding and wall-climbing techniques to explore this colorful world.

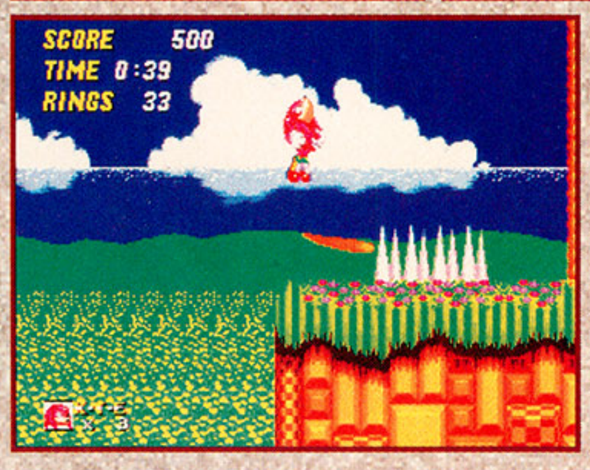
Emerald Hill Zone is just the beginning, as Knuckles must prepare himself for the Casino Night Zone, Chemical Plant Zone, and many more. Lock-On technology makes the whole retro-theme possible. Get ready for action an adventure with the dreadlocked dude, Knuckles the echidna.

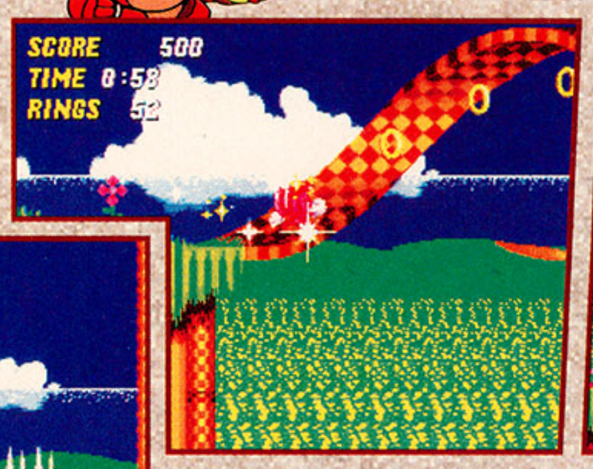


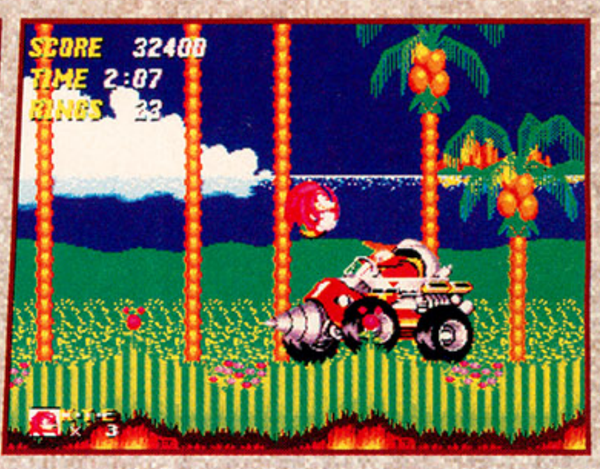
Does Knuckles have what it takes to tackle the infamous loops that spun Sonic to stardom?

KNUCKLES? HERE?

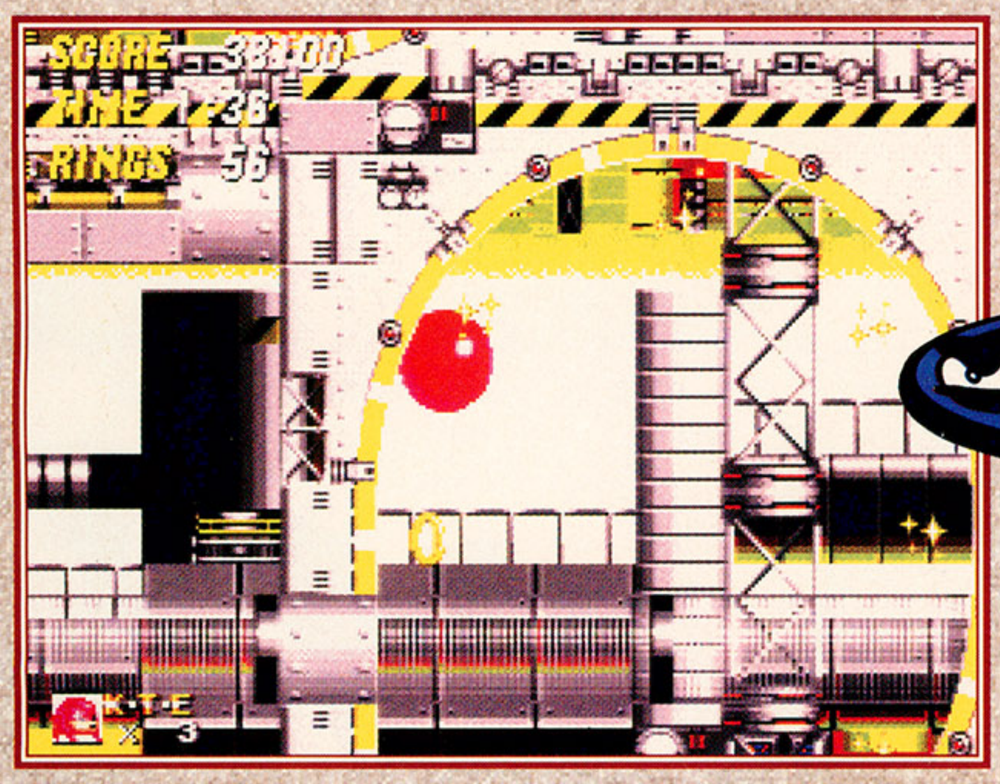


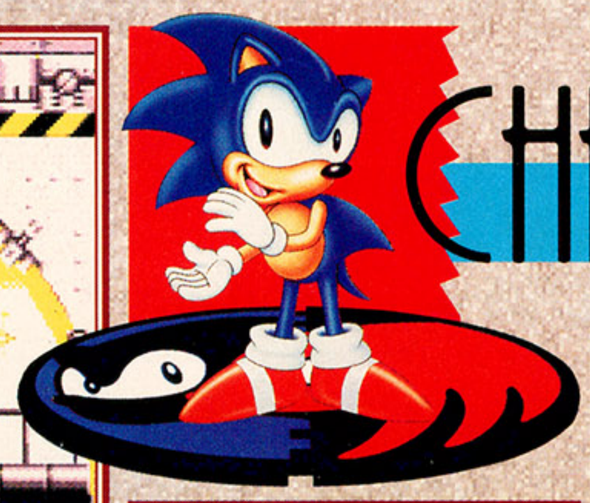






It sure seems odd seeing Knuckles in this stage, doesn't it? New techniques keep the game fresh and it's cool being able to play an older game like this with new features. Of course, Dr. Robotnik is always around to spoil the fun.

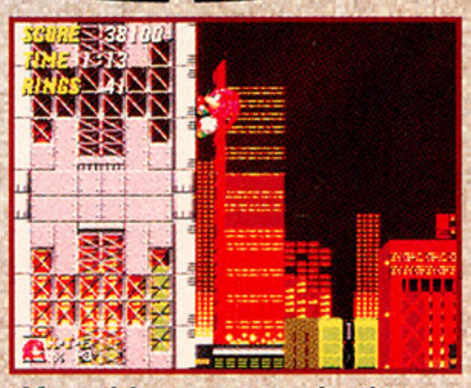




CHEMICAL PLANT ZONE

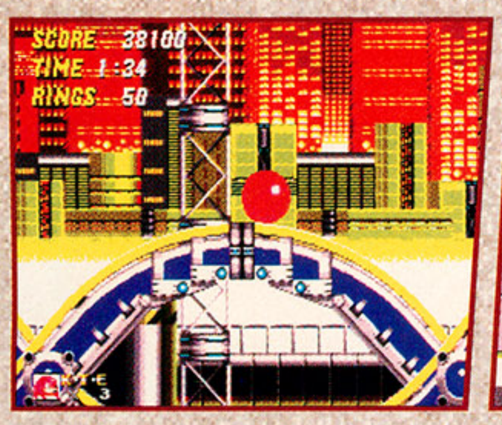
Dr. Robotnik has set up a pollution belching chemical plant and flooded it with a toxic liquid called Mega Mack, a substance that can poison Sonic in a few moments. This chilling place is filled with transparent tubes that can whisk Knuckles to mysterious areas of this stage.

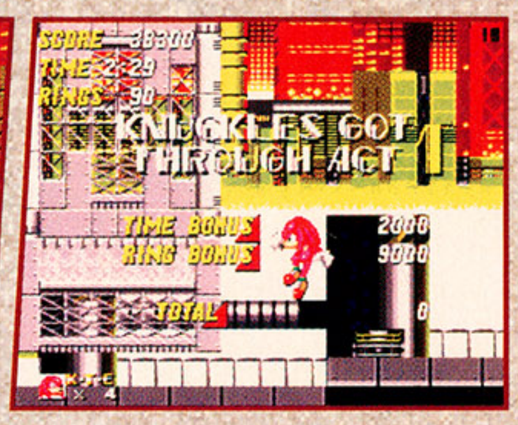
When Knuckles is in this level in Sonic 2, there aren't many enemies for him to defeat, but this level is different because it's made for speed! There are tons of walkways that Knuckles can speed along, but there are spikes and pitfalls to avoid. Face the watery Dr. Robotnik at the end of this Zone. Keep bashing him until his flying machine breaks apart and crashes into the water.

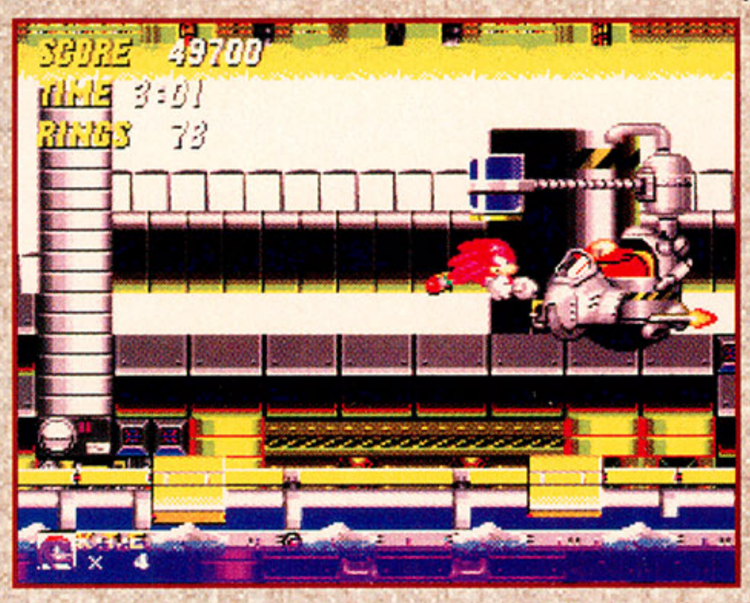


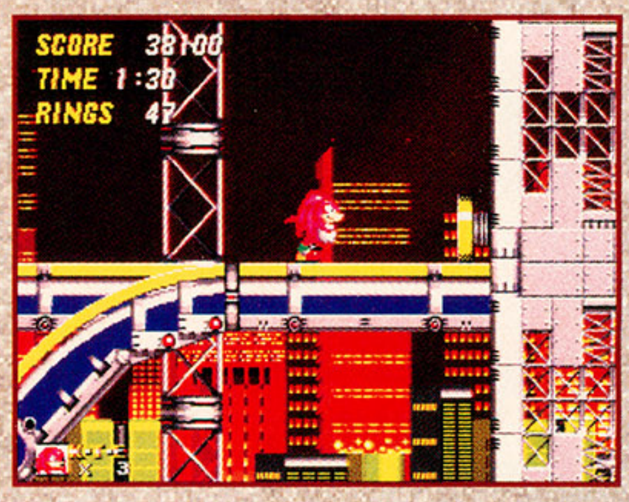
Knuckles can scale the walls in search of new items.

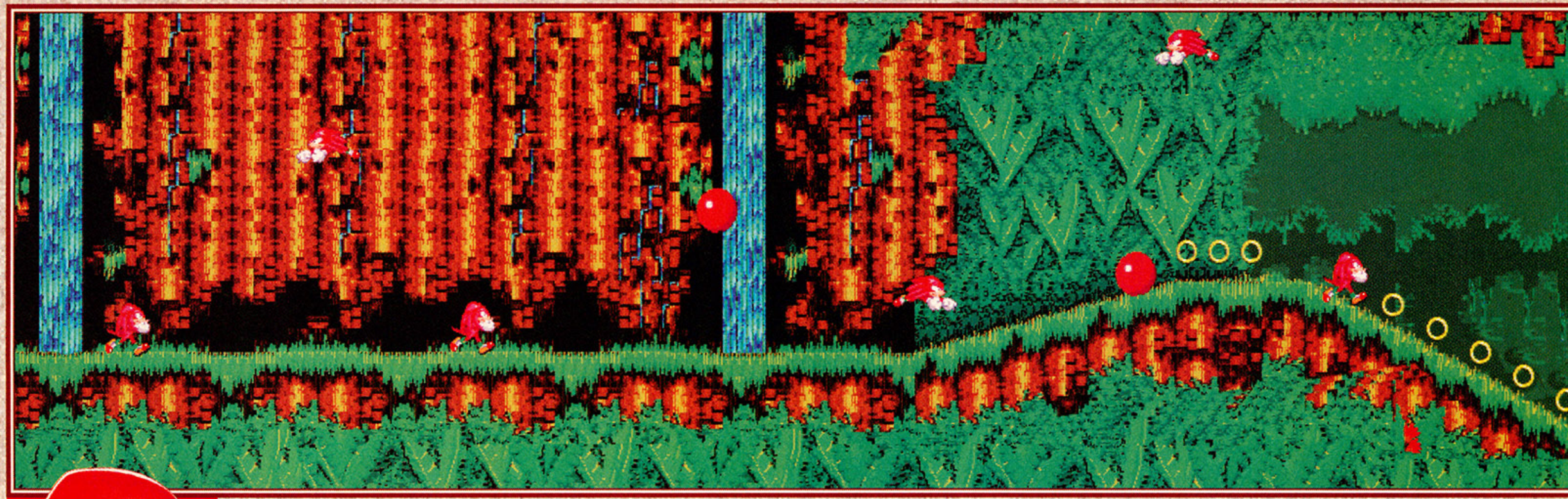
Welcome to the Bonus Stage! Collect all the rings in this first-person perspective stage. Very cool!







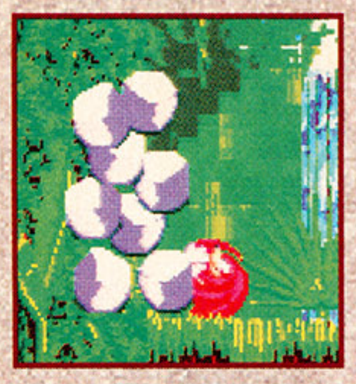


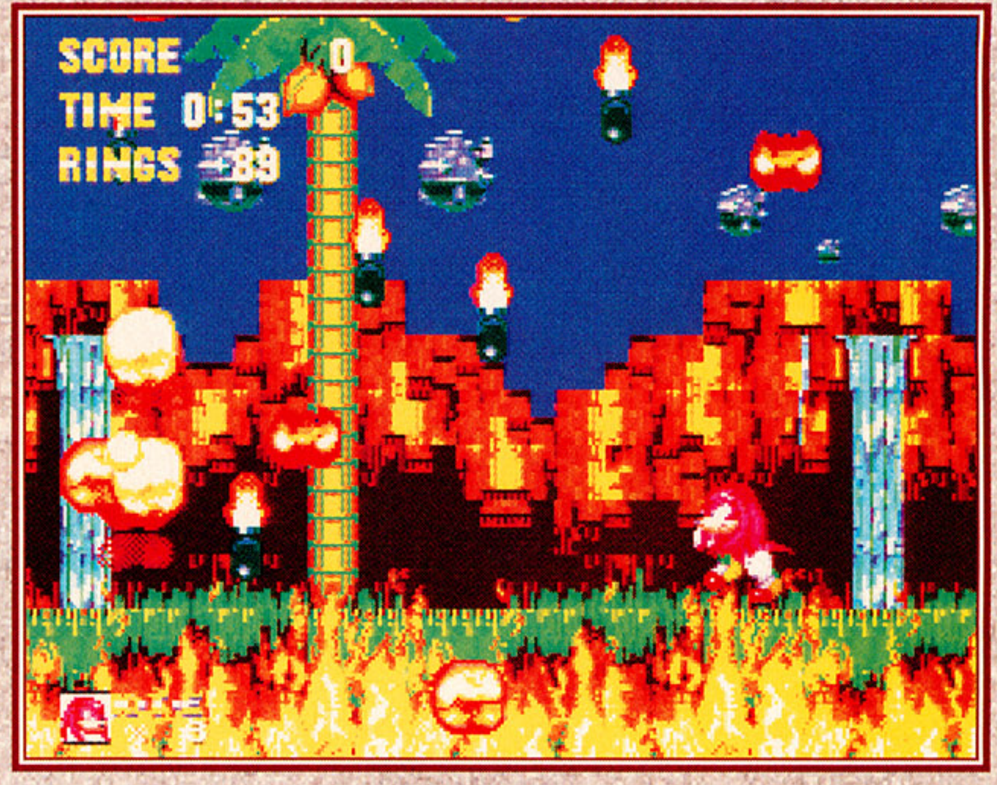


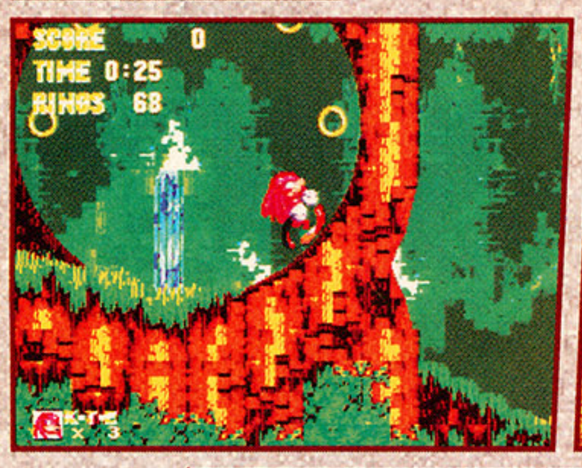
ANGEL ISLAND ZONE

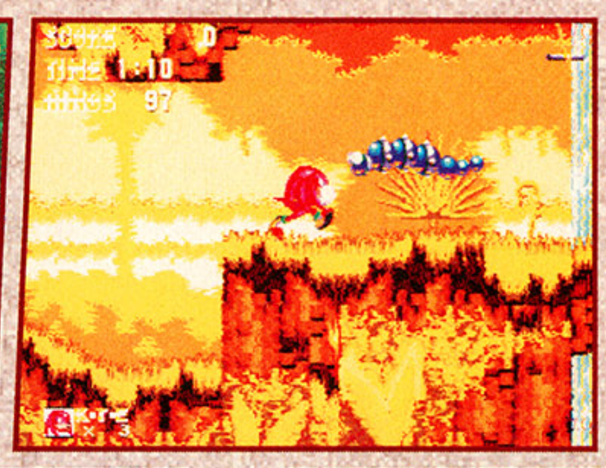
The adventure begins in the Angel Island Zone. This colorful land begins as a tranquil and serene paradise, but Robotnik's destructive machines are sent in to set the place on fire! Angel Island is also filled with booby traps such as weak bridges and collapsing ledges, but Knuckles' gliding ability can rectify these nasty pitfalls set to thwart our hero.

Get set to face Robotnik's machine that started the fire at the end of this level. Bash its underbelly to extinguish its destructive flamethrower.



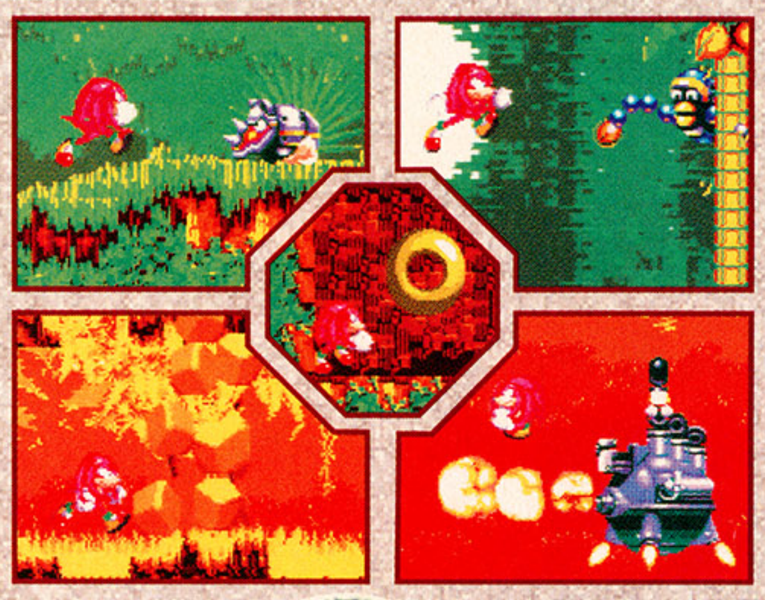




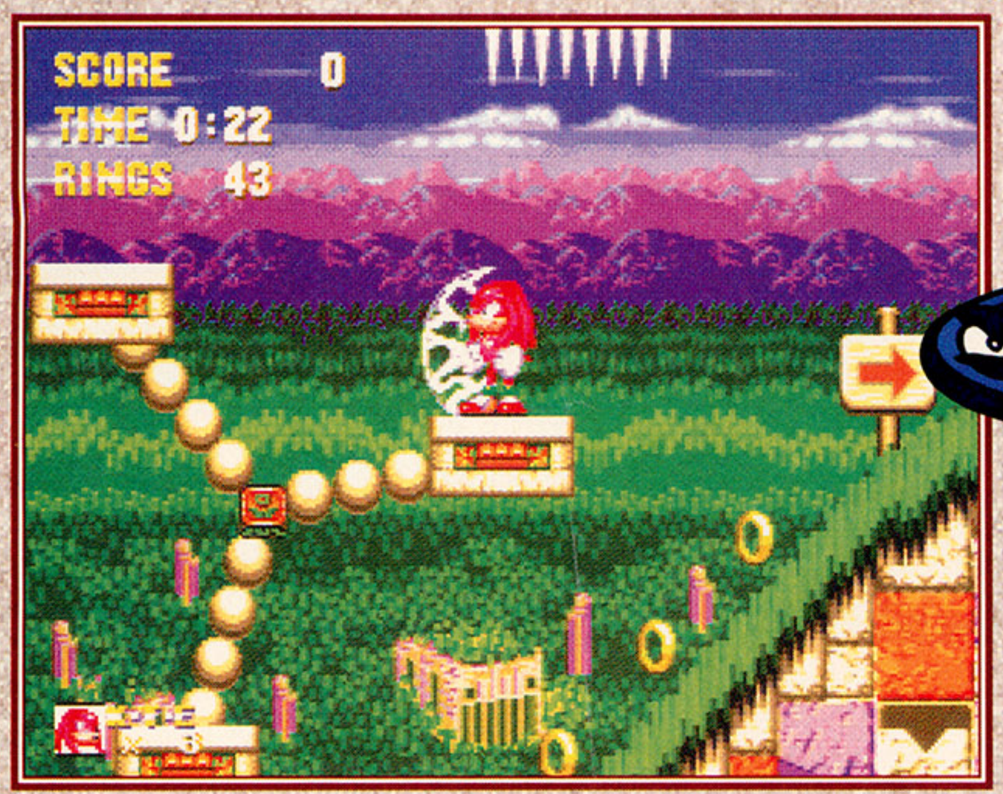


Knuckles knows how to have fun. Angel Island is filled with interesting knick-knacks to interact with.

SONIC 2 AND 3? YOU BET!



SONIC THE HEDGEHOG 3

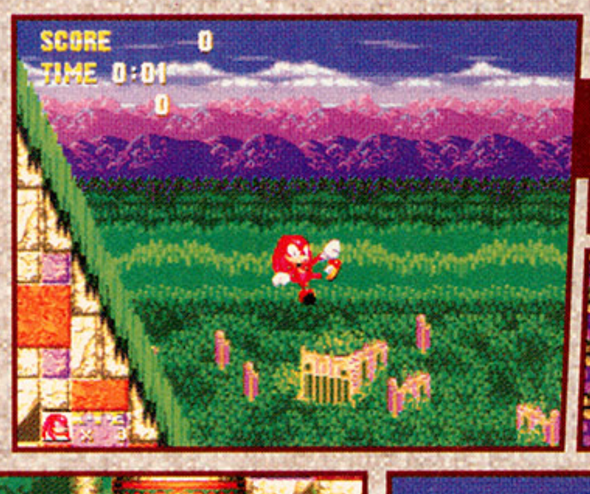


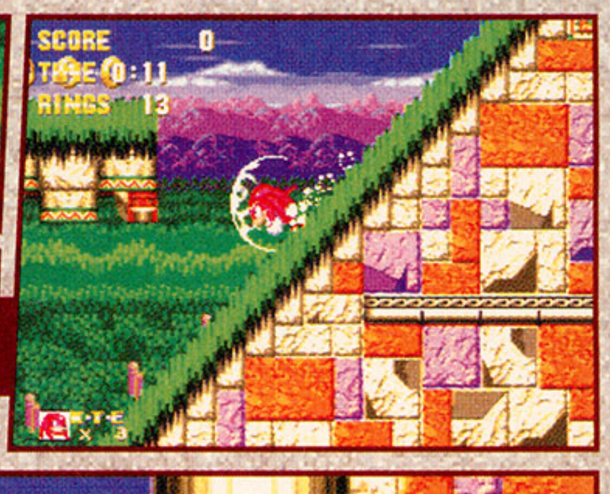
Knuckles takes a break to pose for the camera. This level can really wear away at a speedy Echidna like him.

MARBLE GARDEN ZONE

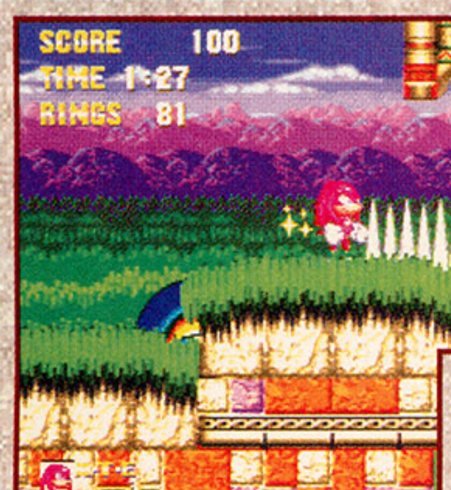
Marble Garden Zone is filled with beautiful landscapes and secret levels to explore. There are blue spin wheels scattered throughout and when spin-dashed, the whole Earth will shift, revealing new passageways to explore and new enemies to conquer.

Of course, with Knuckles' brute strength behind him, new areas of the game can be seen that Sonic could only dream of finding.

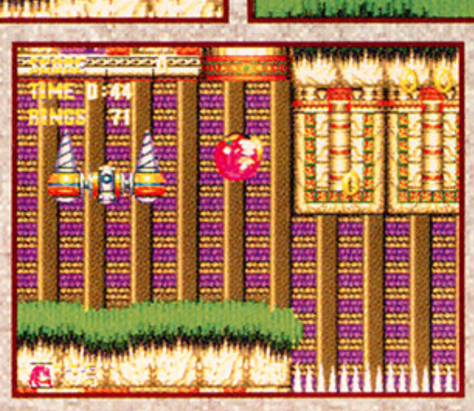


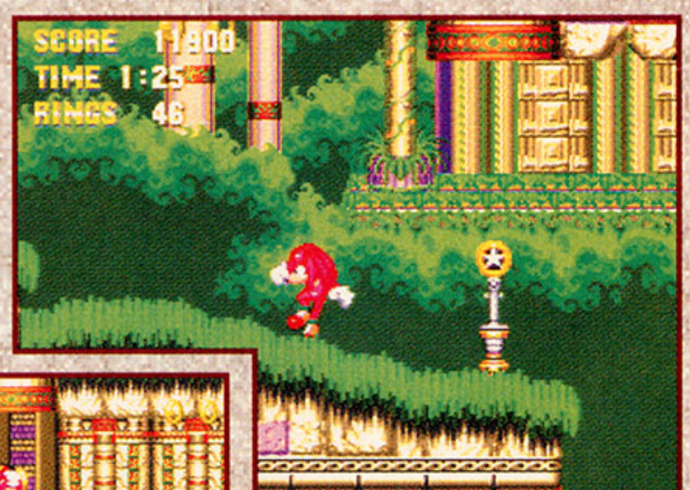


BONUS STAGE

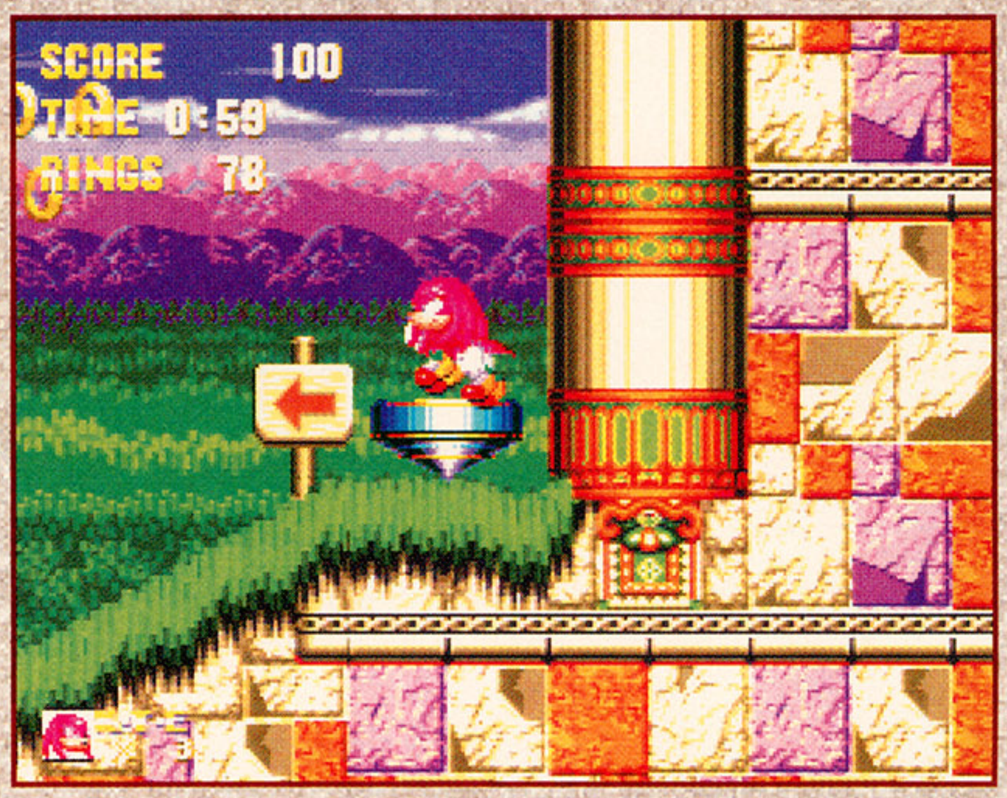


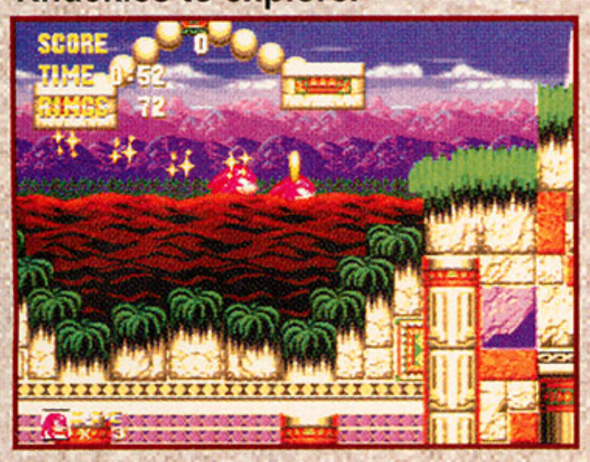
Here we see a blue wheel wedged in the wall. Spin-dash against it to reveal a new location for Knuckles to explore.

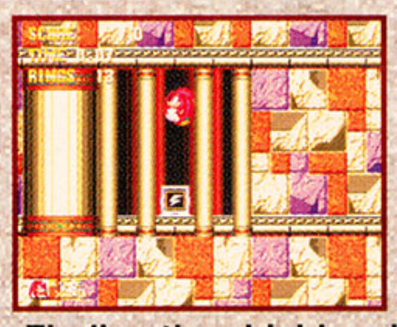


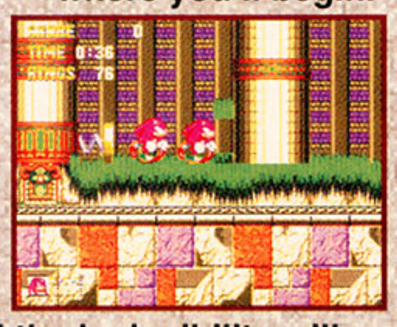


Use the half-way markers to keep track of your progress through the game. If you die, this is where you'll begin.

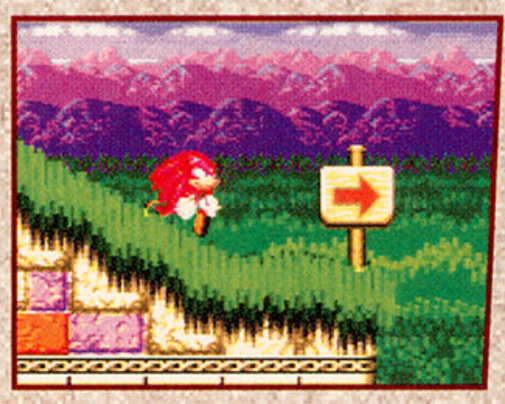








Finding the shield and the invincibility will prove to be invaluable in this long and complicated level. Is Knuckles up to it?

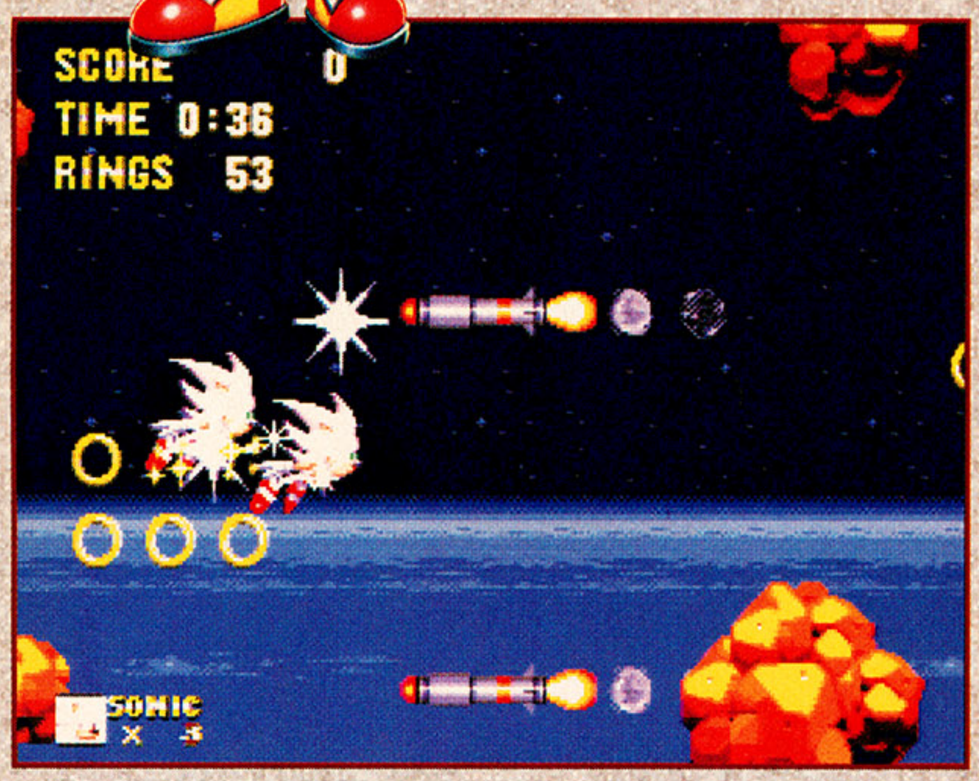


SONIC & KNUCKLES

THE DOOMSDAY ZONE

SECRET STAGE

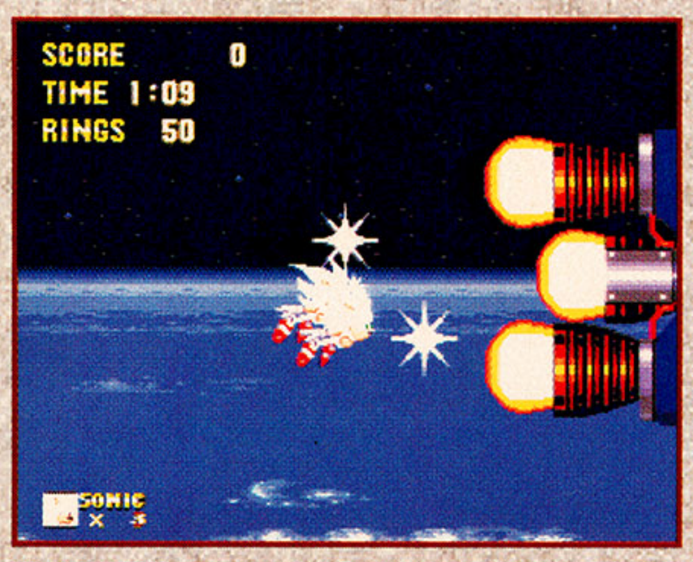
Welcome to The Doomsday Zone. When you attach the Sonic 3 game to the Sonic & Knuckles game, this level pits Sonic or Knuckles against Dr. Robotnik in the vacuum of space. Weave through explosive missiles, dodge huge asteroids and collect rings while trying to catch Robotnik.

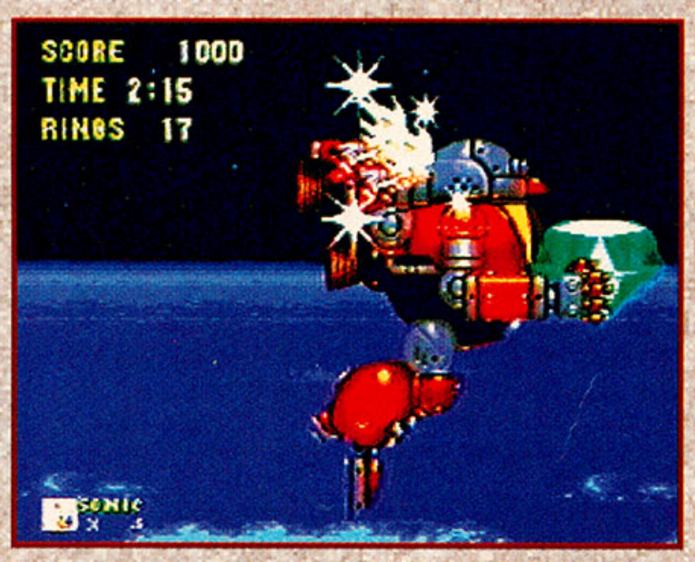


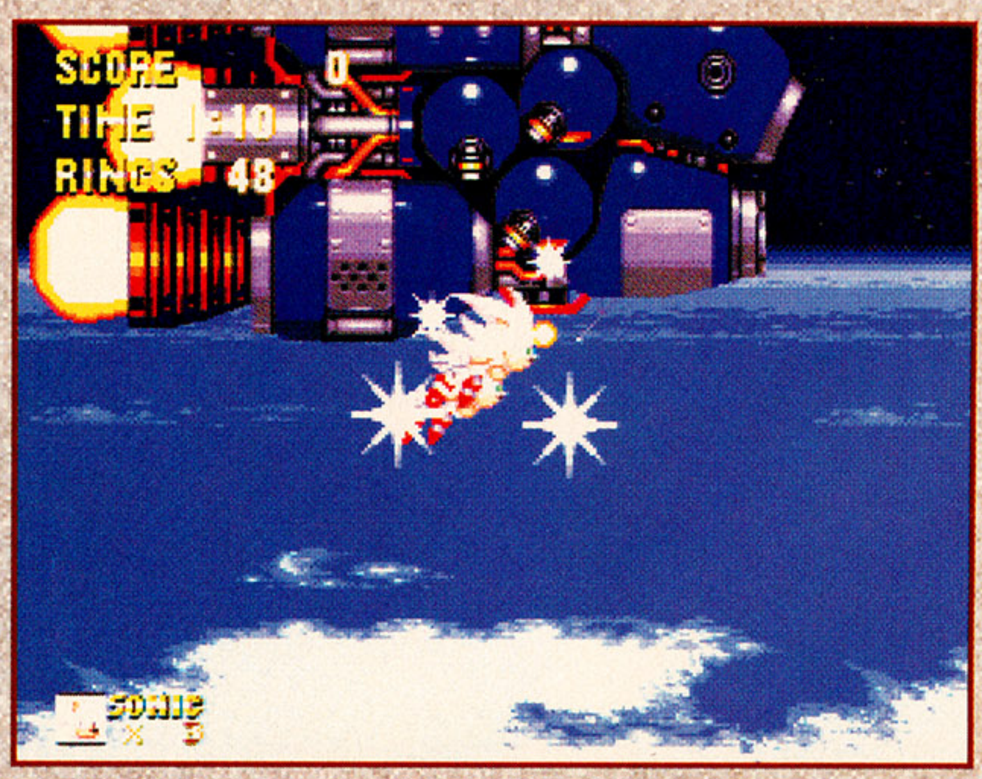
This level isn't as easy as it looks. You'll need to have a sharp eye to watch for missiles screaming your way. If that's not enough, asteroids whiz by at dizzying velocities, each threatening to stop your progress of catching Dr. Robotnik and retrieving the gem he stole.

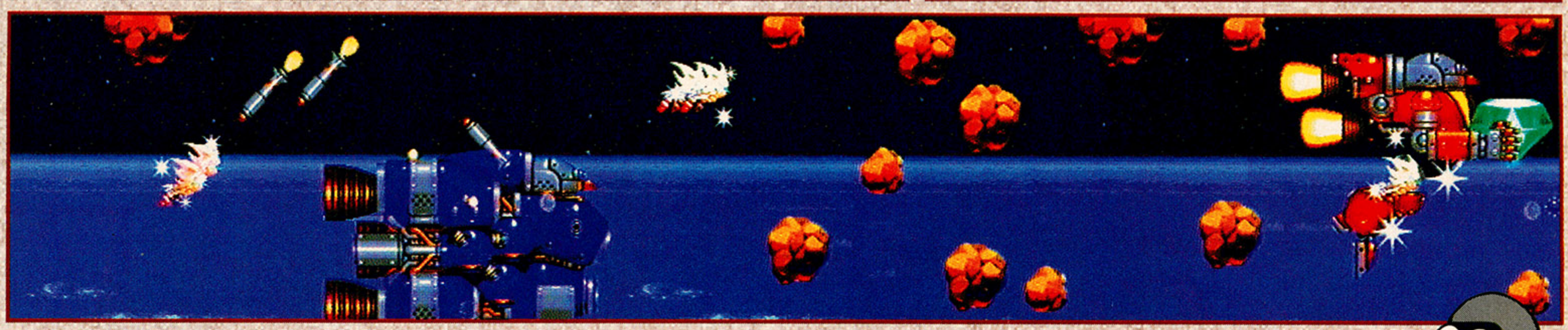
THE BATTLE WITH ROBOTNIK!

Once you reach the end of this level, you'll face the determined assault of the mid-Boss who has been launching the missiles. Keep bashing away at the pest to destroy it, then set your sights on Robotnik. Keep up your assault to break apart Robotnik's suit and send him crashing down to the planet's surface.









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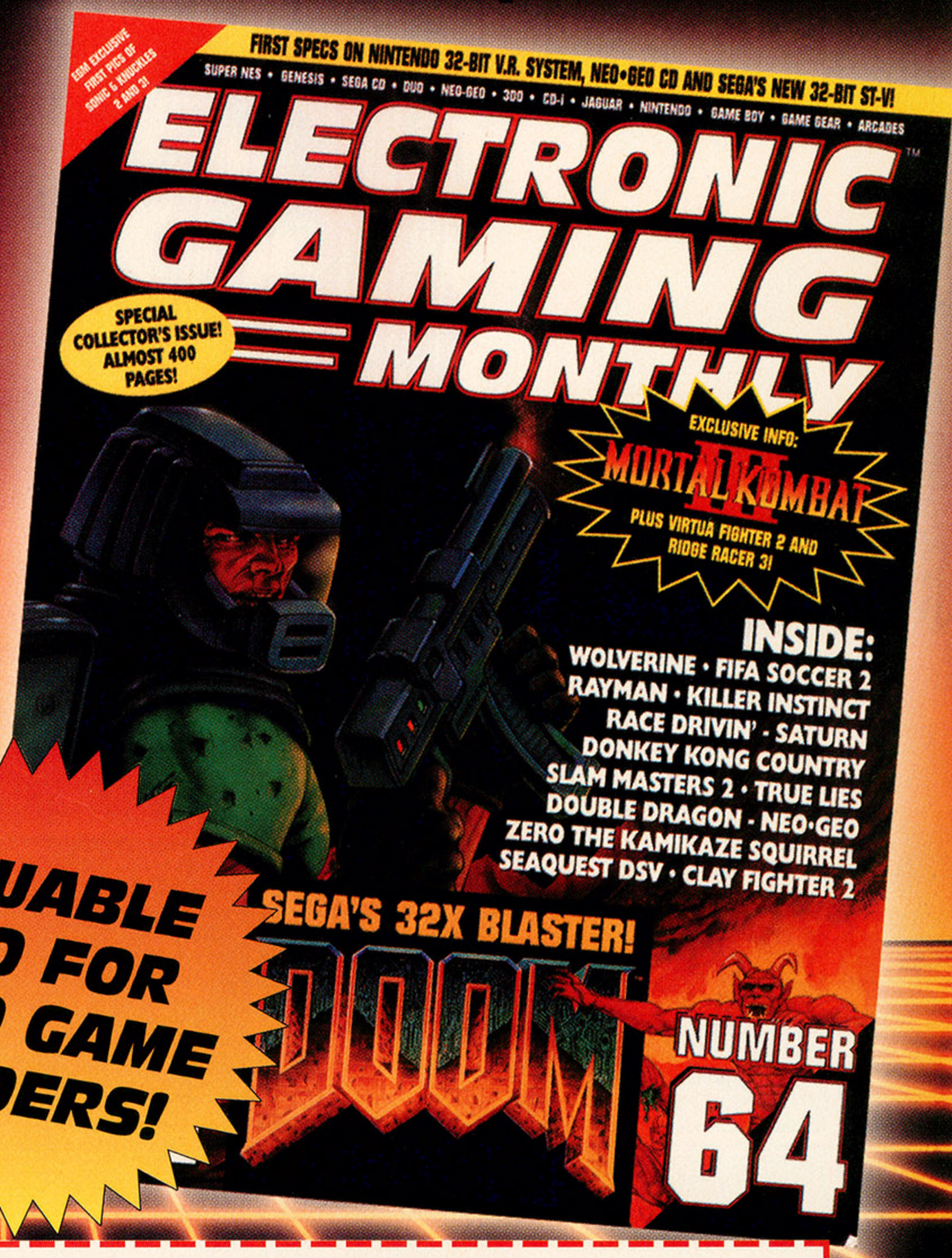

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HEMM9

STREETS OF RAGE 3

MEGA PLAY

SEGA STRATEGIES FOR WINNING BIG!

Just when Mr. X was seemingly put out of business, the Syndicate is making trouble again! This time the minions of X are replacing high-ranking officials with androids! One defector of the Syndicate, Dr. Zan, joins Axel, Blaze, and Skate to destroy X once and for all! The third in the series, Streets of Rage 3, is the most intense one yet! With hidden levels, heart-pounding action, and challenging Bosses, this game truly shines in the moves department: we highly suggest you use a 6-Button controller with this one—it is the easiest way to maneuver the killer moves and combos! There is even a Battle Mode allowing you to fight one-on-one! We'll show you all the moves and important parts in the game, but even six pages can't contain it all!

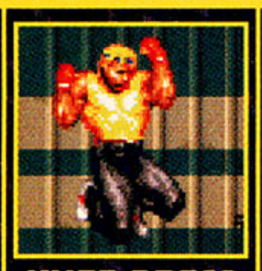
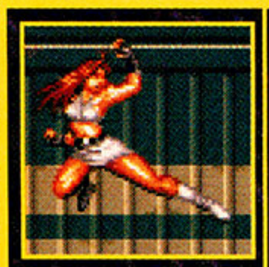
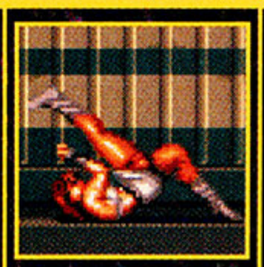
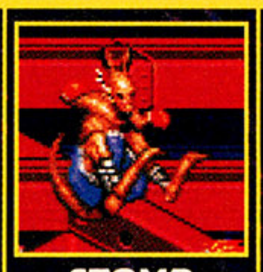
SEGA; 24 MEG; 7 LEVELS; JUNE.

BATTLE MODE:
You and a friend can go head-to-head with the Battle Mode. You can even play as the same fighter. Some of the Round Selects have harmful areas—like the electrified ceiling here!

JUMP ATTACKS:
Kicks and punches performed while jumping in the air. They are the easiest to perform and only use two buttons.

LIGHTS OUT/BACK ATTACKS
Great for knocking down enemies if you are in a pinch and need an out.

STRONG POWER TECHNIQUES:
All of these are performed when holding an enemy. To hold an enemy, push into them and you will hold them for a brief period of time.

	C then B	C ▼ B	► C B	Y (Charge B)	Z (B+C)	► + B	◄ + B	B (FRONT)	B (BACK)
AXEL	VERT. KICK	 KNEE PRESS	JUMP KICK	MID. KICK	BACK PUNCH	POW. ATTACK	ASSAULT THROW	HEADBUTT	BACK THROW
BLAZE	 SPIN KICK	KNEEL. PUNCH	JUMP KICK	MID. KICK	REVERSE KICK	POW. ATTACK	 FLIP THROW	SIDE THROW	SUPLEX
SKATE	HIND KICK	SAMMY KICK	ROLLER PRESS	ROLLER KICK	BACK FLIP	POW. ATTACK	ROLLER UP.	ELBOW	TANTRUM HUG
ZAN	DOWN PUNCH	GUILLOTINE	SPIN TACKLE	ARM PUNCH	REVERSE	POW. ATTACK	1 HAND THROW	F. SLASH	1 HAND BACK
ROO	JUMP SNAP	 STOMP	HEEL KICK	TWIRLER	BACK SNAP	POW. ATTACK	KICK AWAY	FOOT BELT	POGO KICK

THE STREETS OF RAGE TEAM: SOME OLD, SOME NEW FACES, AND SAY HELLO TO NEW FIGHTER, ROO!

Veteran fighters Axel, Blaze, and Skate return with added help from a new fighter Zan (a half human/half cyborg who turned on the Syndicate that made him). Roo can be accessed if you defeat his evil trainer, Bruce, on Stage 2. Below are the moves, the most damaging of which use the 6-Button controller.

AXEL STONE

HEIGHT: 6'0"
WT: 165 lbs.
MOVES:
POWER: ★★★
TECH.: ★★
SPEED: ★★
JUMP: ★
REACH: ★★

BLAZE FIELDING

HEIGHT: 5'6"
WT: ? lbs.
MOVES:
POWER: ★★
TECH.: ★★★
SPEED: ★★
JUMP: ★★
REACH: ★

SKATE HUNTER

HEIGHT: 4'10"
WT: 88 lbs.
MOVES :
POWER: ★
TECH.: ★★
SPEED: ★★★
JUMP: ★★★
REACH: ★

DR. ZAN

HEIGHT: 6'7"
WT: 332 lbs.
MOVES
POWER: ★★★
TECH.: ★★
SPEED: ★
JUMP: ★
REACH: ★★★

...AND INTRODUCING ROO, THE KANGAROO

HEIGHT: 5'3"
WT: 167 lbs.
MOVES:
POWER: ★★
TECH.: ★
SPEED: ★★★
JUMP: ★★★
REACH: ★

WEAPONS AND OTHER ITEMS:

Break open objects and find these inside.

TURKEY: Refills Life Meter.

APPLE: Refills 1/3 Life Meter.

MONEY BAG: Gives 1,000 points.

GOLD BARS: Gives you 5,000 points.

GRENADE: Throw for a blast.

KNIFE: Give 'em a slice of life.

KUNAI: A different type of slice.

1-UP: Get an extra Life with this.

You can use these items to bash enemies! Yet, they have a limited durability as to how many times you can use them.

BAT

PIPE

LUMBER

SWORD

SUPER MOVES:

These Super Moves will take off your Life Meter when you use them.

LEVEL UP SUPER MOVES:

When the meter at the top center of the screen is maxed, do these moves.

POWER MOVES WITH WEAPON:

Certain characters can do Power Moves with certain weapons. However, all weapons have limited durability.

A Button	▶ A	▶ ▶ B	X ▶ ▶	▶ ▶ B	▶ A	▶ ▶ B
DRAGON	DRAGON SMASH	GRAND UPPER	EXTRA GRAND	RISING SLASH	SWORD BLAST	POWER STRIKE
OVER KICK	KIKOSHO	FLYING DOUBLE	SUPER DOUBLE	METEOR SLASH	100 SLASHES	KIKOKEN SLASH
DOUBLE SPIN	TANTRUM	DYNAMITE	SUPER DYNAMITE	SPIN BLASTER	HOME RUN	HUMAN MISSILE
POW. SPARK	THUNDERBOLT	BURN. TACKLE	MACH TACKLE	ENERGY SHOT		
SPINNER	POW. SPIN	SCRAPER				

Characters can do Power Moves with certain weapons: Axel can do his Power Moves with the Lumber, Pipe, Sword, or Bat; Blaze can do the Meteor Slash and 100 Slashes with the Knife and Kunai, the Kikoken Slash with the Sword; Sammy can do his Spin Blaster and Home Run with the Bat, and Human Missile with the Knife; Zan can do his power move with any weapon. Roo wears a pair of boxing gloves and therefore cannot use any weapons.

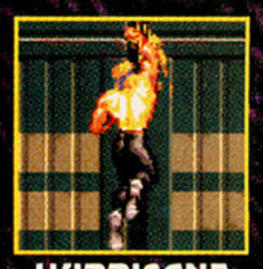
MORE SUPER MOVES:

These are the Super Moves that utilize the 6-Button controller. Most involve complex controller motions and do much damage!

X ▼ ▶

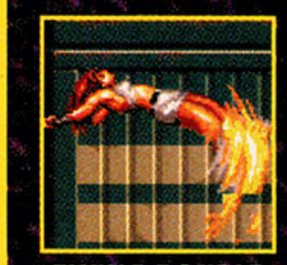
GRAND HOOK

X ◀ ▼ ▶



HURRICANE

X ▶ ▲



FLYING DOUBLE

X ▼ ▶ ▲

SLIDING DOUBLE

X ▶ ▼

ROLLING BUTT

X ▲ ▶ ◀

ROLLING THUNDER

X ◀ ▲

M. BOOSTER

X ▲ ◀ ▶

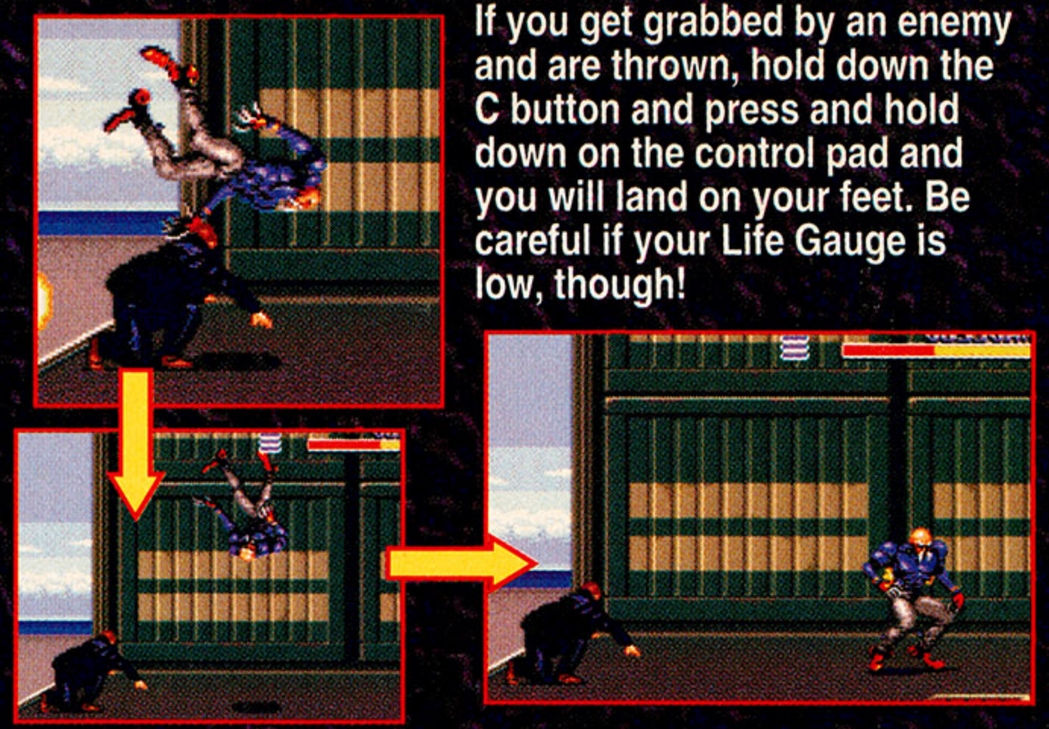
H. BOOSTER

OH NO, I'VE BEEN GRABBED!

When grabbed in the front, use the A button to make your attacker let go. Of course, doing the Super Move may drain your Life Meter, but the damage they do will be infinitely worse!

When grabbed from behind, push forward and quickly hit the Z button twice to throw your attacker. The first push of Z will kick enemies away from the front of you. The second will throw them.

LAND ON YOUR FEET WHEN THROWN:



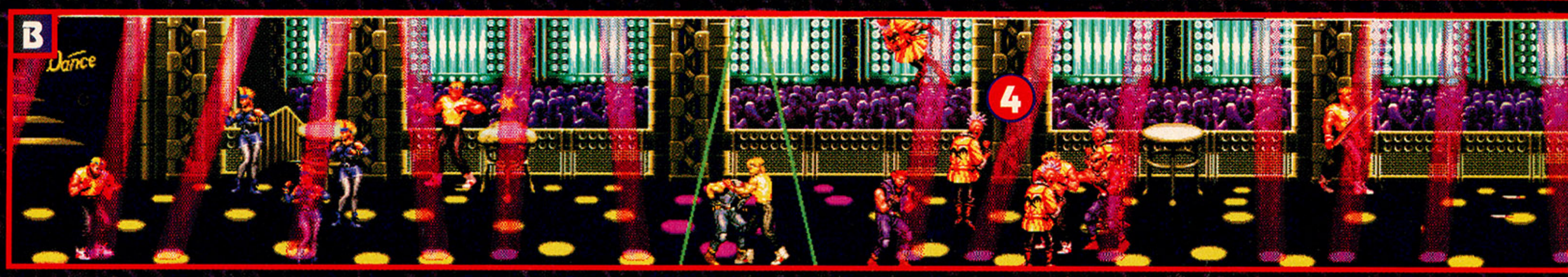
If you get grabbed by an enemy and are thrown, hold down the C button and press and hold down on the control pad and you will land on your feet. Be careful if your Life Gauge is low, though!

Stage 1-1: The Warehouse; 2-2: The Docks; 2-3: Sunset Fight

Get the 1-Up (1) hidden by the foreground crates right when you start the stage. The first of these two crates (2) has an Apple, but the second set (3) has a Bat. The third set (4) has a Bat and a Knife. The next part is inside a warehouse. Get the Sword (6) and use it to flatten the enemies that will quickly show up. The Knife (7) is also in the second pile of inner tubes. Get the Apple when you exit the warehouse (8) and get ready for the creeps

Stage 2-1: The City Streets; 2-2: Deadly Dance Floor; 2-3: The Bar

(A) Motorcycle punks confront you, so use the Grenade on the ground (1) to take two of them out. The green driver takes several jump kicks to defeat (2). At the end of this part are Roo and his trainer Bruce (3). If you want to play as Roo later, defeat Bruce only, but Roo will attack you, so you will probably have to smack him a few times.



THROW WEAPON:

Press the Z button and you will throw it away. You can throw weapons at enemies!

ENEMY TEAM MOVES:

Evil guys can combine forces to clobber you! When one grabs another, hit them out of it!

THE STRENGTH METER:

The vertical meter to the right of your Life Gauge will allow your hits to do more damage when it reaches the top.

DUCK & ROLL:

Tap twice Up or Down quickly and you can move vertically. Sneak up on enemies.

THROW THE FAT GUY?

The big enemies, like Dwight, can't be thrown. If you try, they will fall right on you!

GOOD GUY TEAM MOVES:

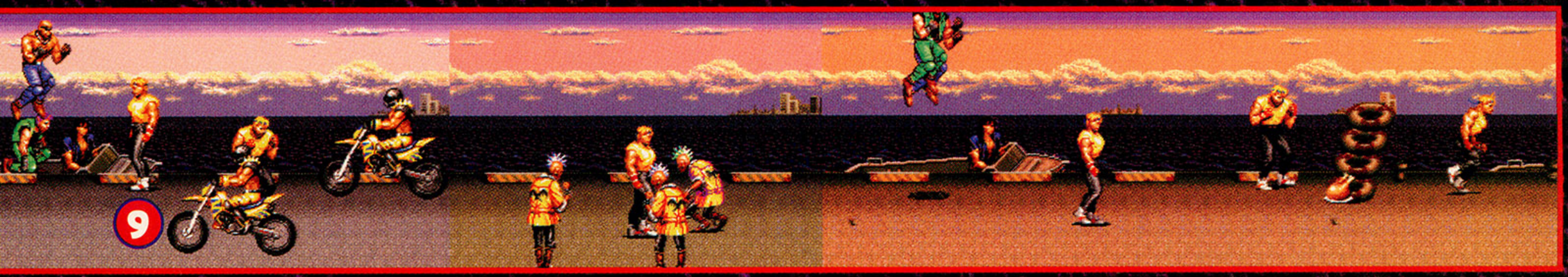
With two players, your blows and throws can harm each other. Yet, you can combine forces. When you grab your partner from behind, the other should press Z twice. Throw your partner at enemies.

THE STAR:

Every 40,000 points on a current life, you will get a Star. This increases your fighters' Super Move powers!

BOSS: Shiva

(5) These two will fire slow-moving bullets that will damage your Life supply and knock you down. The best way to defeat them is to keep them off screen and use back attacks—they hardly ever attempt to block these. Also avoid going into a throw—they are good at reversing it .

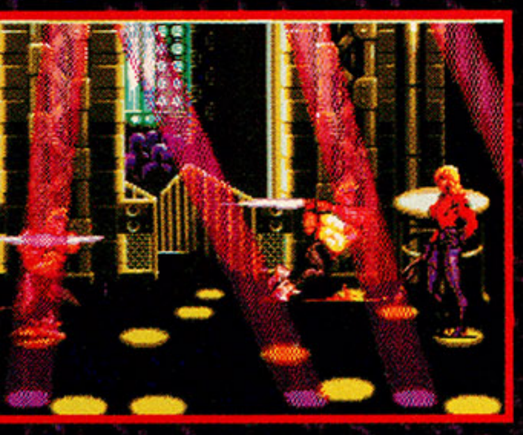


on motorcycles (9) that can only be defeated by using Jump Kicks. The Boss will show up here—only long enough to bring in more enemies in a motorboat. The last part is a short run leading to the Boss (11). There is a Money Bag hidden in the first Oil Drum here (10).

Judo master Shiva returns! First kick open the top barrel all the way to the left and save the Turkey for when you really need it. One attack of Shiva's you can easily counter is his Sudden Dash—use a Power Move to counteract his Dash, but whatever you do, don't crowd him: he will either slam or kick you.

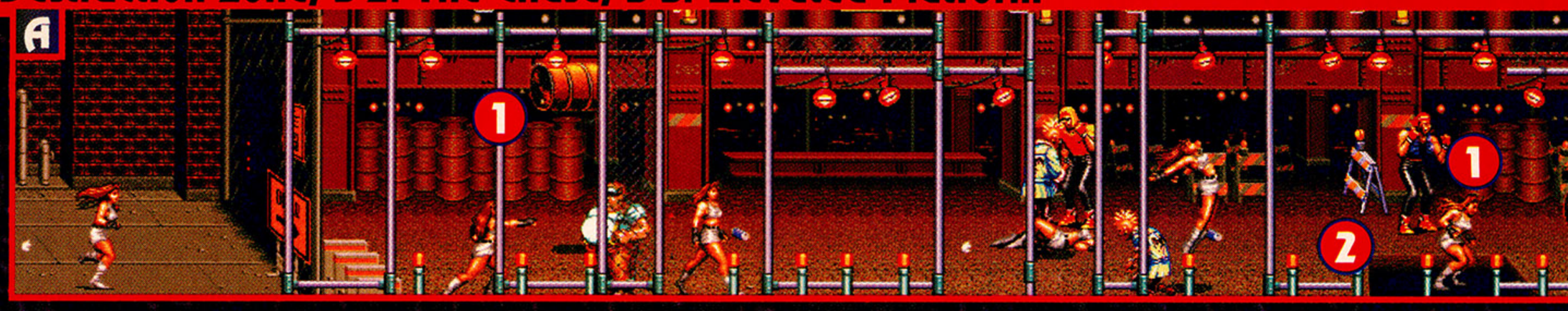
BOSS(ES): Mona and Lisa

(B) The second part is in a dance club. The flashing lights can conceal enemies rushing at you with knives. Kick a creep holding a knife and he will drop the knife so you can use it. Also beware of the mohawk punks (4) that like to slide and throw you. Mona and Lisa are next.

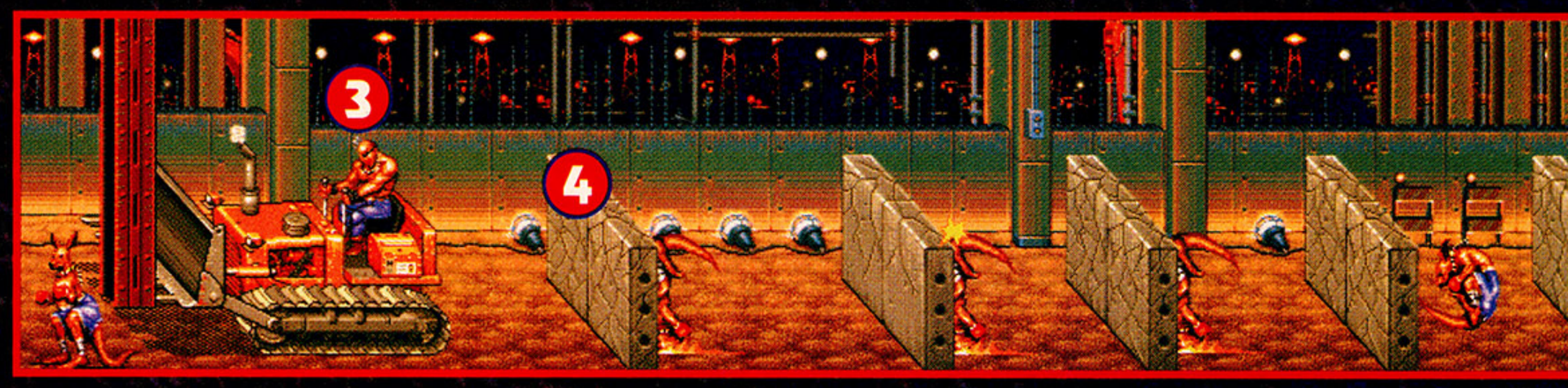


(C) Mona & Lisa (above and left) are very tough to beat! They take to the air a lot and always manage to get in the kicks first. When one throws the other, a Standing Special will always work. But when they both kneel, they will use a fireball so watch out.

Stage 3-1: Destruction Zone; 3-2: The Chase; 3-3: Elevated Platform

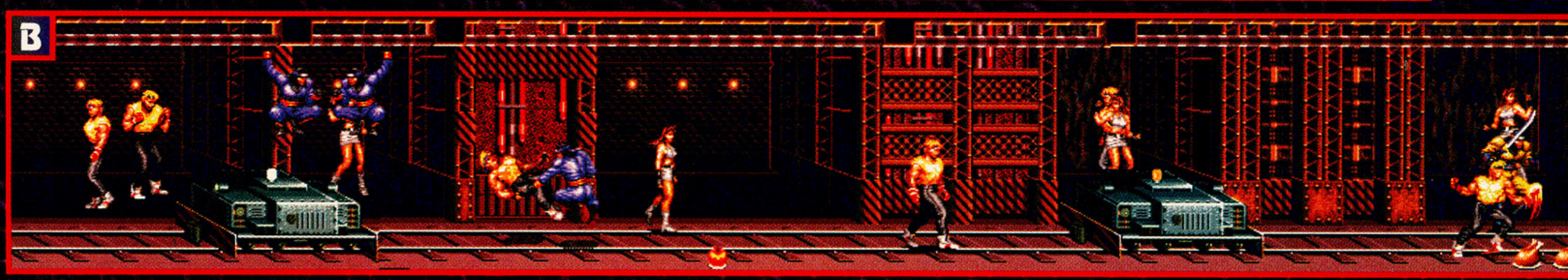


(A) Watch for the falling barrels (1) and pits (2) when going through this first part—the former can be punched away and at enemies! Falling into the pits will do quite a bit of damage to you, but if you throw an enemy into one, they won't come back. The second part (B) scrolls from right to left and requires you to run from the bulldozer (3)! Hit the bulldozer to make it go back a few paces, then smash the walls (4) that block your way.

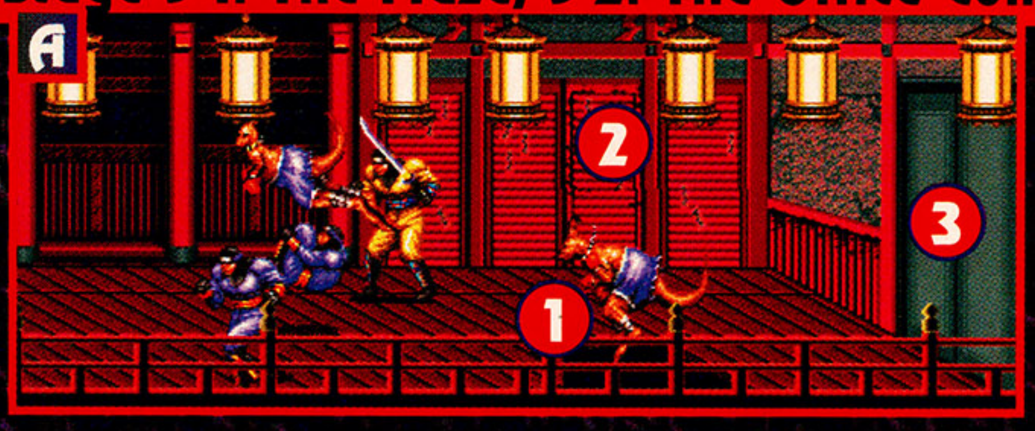


The last part (C) involves multiple stops up an elevated platform. The key is to throw your enemies off to the right to ensure their deaths. However, you can also fall off the edge. Pipes and Knives are the weapons that will be available in this stage, so keep your enemies from them.

Stage 4-1: The Subway; 4-2: Ninja Fun; 4-3: Meet Yamato—Three Times!

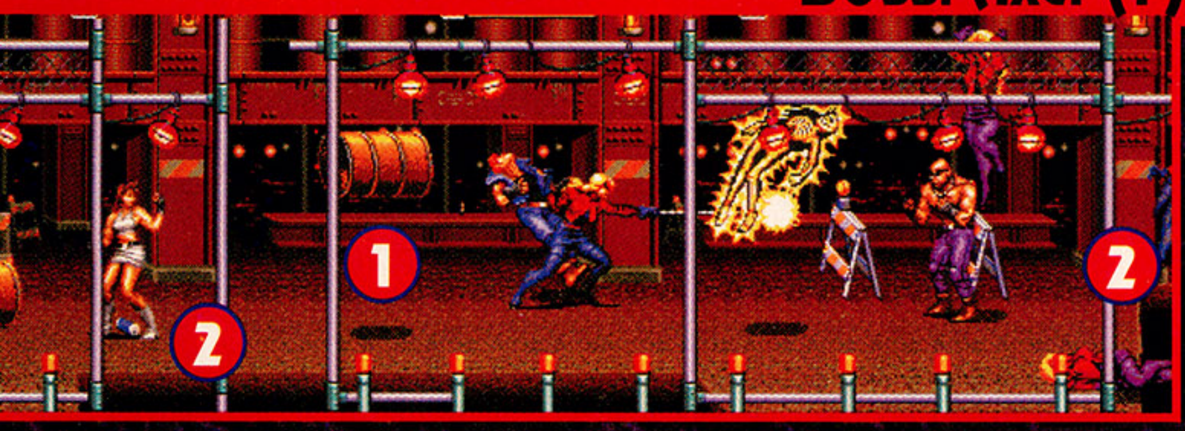


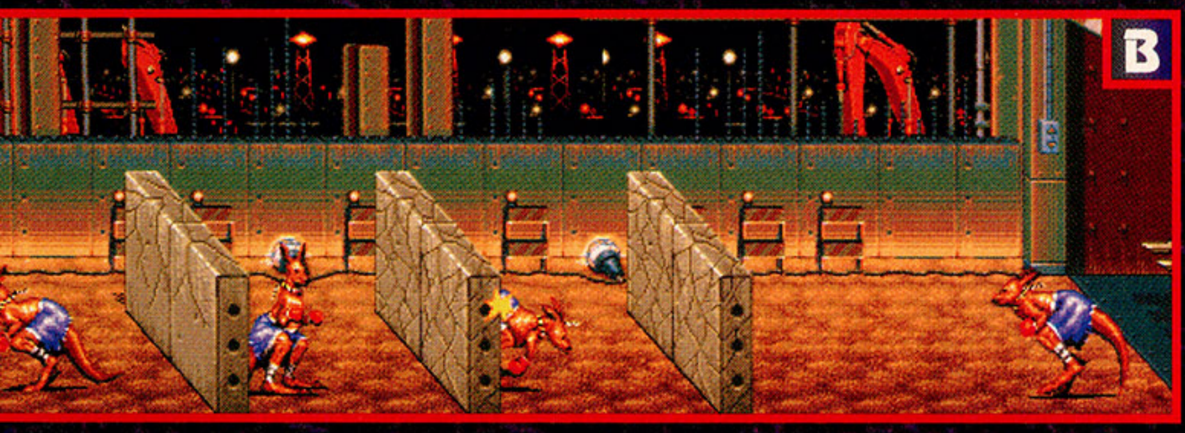
Stage 5-1: The Maze; 5-2: The Office Complex; 5-3: Deja Vu in the Elevator



There's two hidden areas in the first stretch (A). Punch over the floor (1) and you will drop to a chamber below (1). There is also another room if you go to the top and punch (2—map not shown). You can also go straight (3). In each of the rooms, there is a 1-Up, so it's your choice.

BOSS: Axel (?)





It isn't Axel, but an android! This one attacks like Axel, but has a fatal flaw: he likes to recklessly rush at you, giving an you opportunity to use a special attack to knock him down. Also avoid using jump attacks against him—he uses uppercuts!

BOSS: Yamato

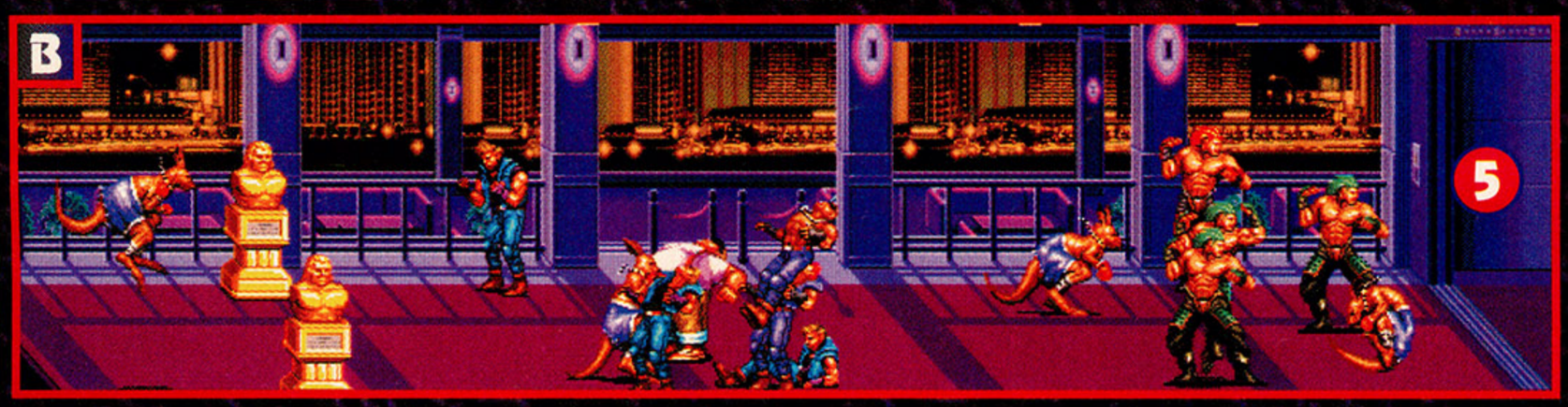
This takes place in the subway, and adds a new menace: drone trains periodically passing on the tracks. You can hear them approach and the track that vibrates the most is the one to stay off of, because they will hurt you if they connect. Yet, enemies aren't too bright here—they have a tendency to get hit. The second part has periodic recesses, but only one track. Hide in these recesses when the car comes (enemies also cannot touch you here), and you can even remain in them and let the cars hit enemies that try to attack you.

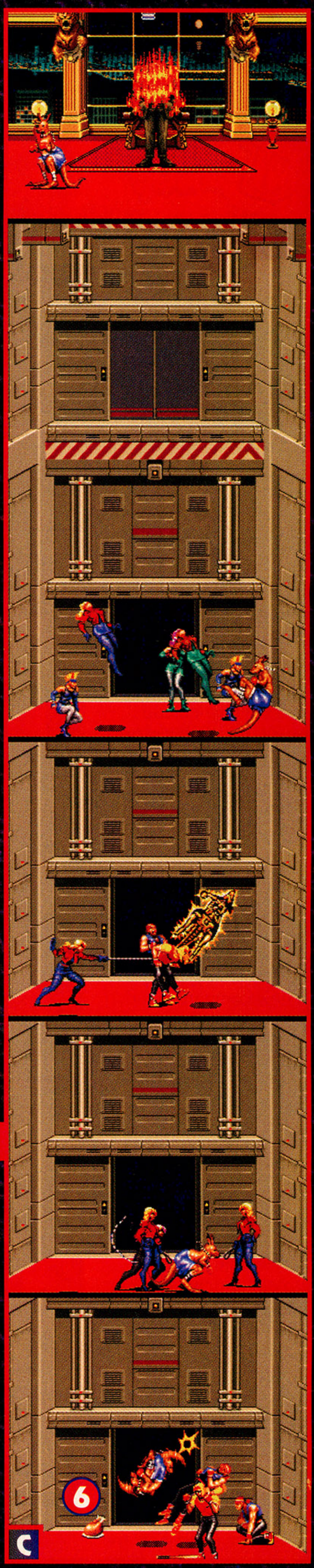
No, it's not Mr. X, but an android like him. This one attacks with a built-in gun, electric field, and even a guided missile! Go at him at an angle and throw him quickly. If he starts punching you, use a Standing Special immediately—it is the only way to escape his Punching Attack. Even after you defeat him, it still isn't over!

Yamato is the Boss and attacks in three stages. He uses invisibility, throwing stars, and even sword attacks to do you in. If he turns invisible, he will try and appear next to you. Get out of his way quickly, wait for him to slash, then go in for a throw. The last form is the hardest.

BOSS: Robot X

(B) Moving closer to the top, the enemies will be more plentiful than before (5) as you move toward the elevator. The last part of this stage is a lot like the vertical elevator in Streets of Rage 2, with periodic stops where attackers will fall from above. Of the first two crates when you enter, the one on the left has a Turkey (6) inside so save it until you need it. Also keep an eye open for enemies that fall while holding knives. If they fall near you, they will definitely charge you with their weapon. The easiest way to keep enemies from ganging up is to throw them in a corner and use reverse attacks to defeat them.





MEGA PREVIEWS

EA.....COM

JIM

press start options

MACHINE	GENESIS
PUBLISHER	PLAYMATES
AVAILABLE	OCTOBER
THEME	ACTION
MEGABITS	16
PLAYERS	1
DIFFICULTY	MODERATE
LEVELS	20+
% COMPLETE	65%

OPTIONS

The options include modifying the difficulty level between Practice, Normal, and Difficult and also changing the button configuration to suit your own needs.

ORIGINS

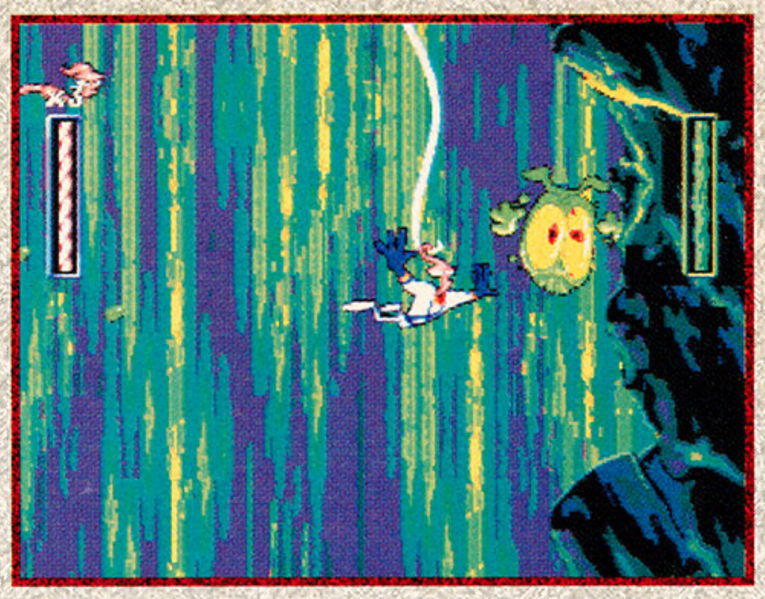
Earthworm Jim was developed by Shiny Ent., a new company headed up by David Perry, the programmer of Cool Spot and Aladdin for the Genesis. EWJ looks, plays, and feels just like these games—so you know what to expect.

STORY

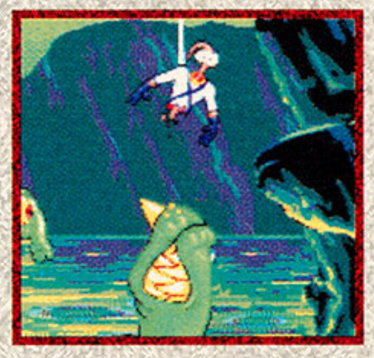
Jim started life as a simple earthworm when suddenly, out of the sky, a nuclear-powered space suit falls onto our wormy friend. The radiation mutates the worm into the head of this suit, thus creating Earthworm Jim. Psy-Crow continues his search for the suit he rightfully stole.

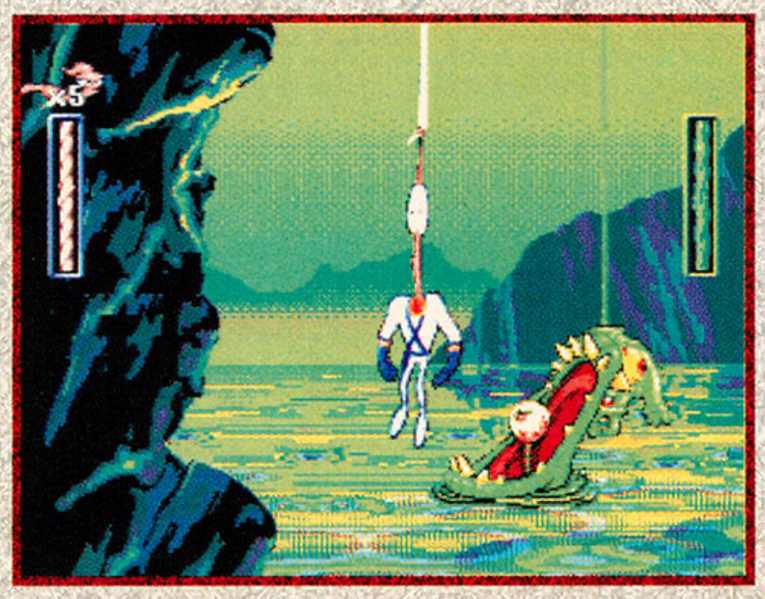
GREENS LEAVES

Read the name quickly and you'll understand what it means. Basically, it's Jim versus Major Mucus in a bungee-jumping contest over a pool of snot.



The object of this stage is to bash Major Mucus into the walls to break his snot line.





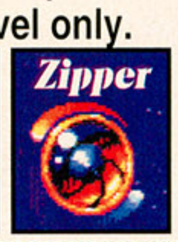
At the bottom of this chasm is a hungry beast with a fetish for worms.

WORMY ICONS

You can find these icons throughout the levels to increase the odds of survival.

IN THE ROCK TUBE

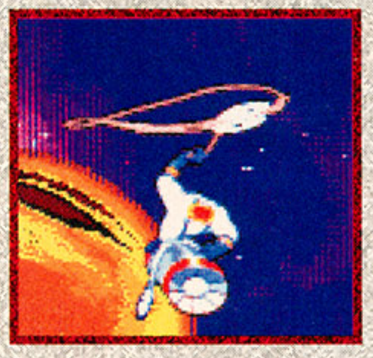
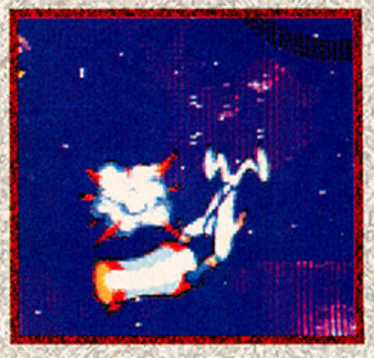
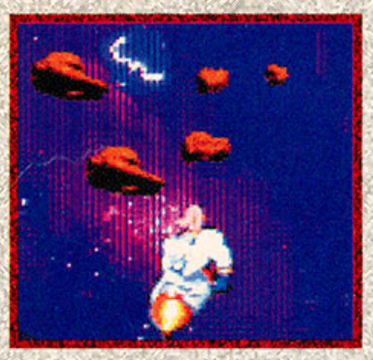
These icons are unique to the Rock Tube level only.



ROCK TUBE

It's a race against Psy-Crow to be the first out of the tube while avoiding rocks.

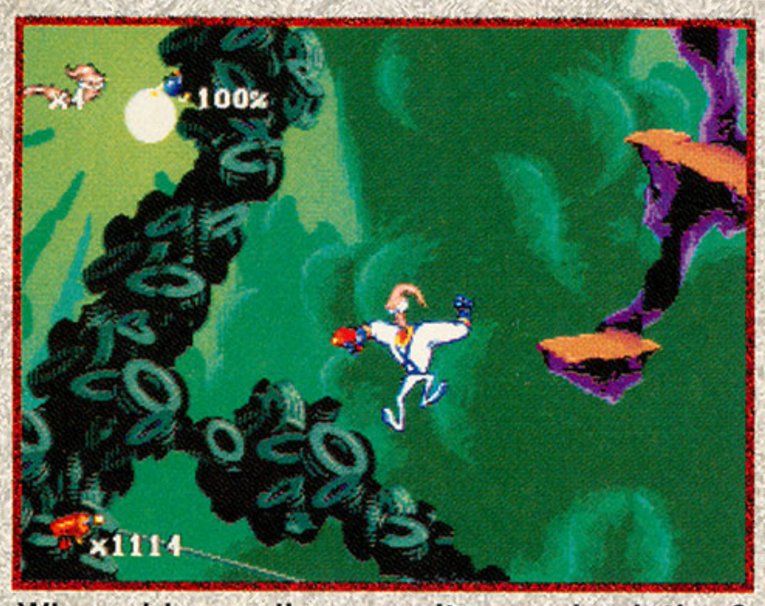
Race against Psy-Crow while collecting spheres and dodging nasty asteroids.

NEW JUNK CITY

First stop, New Junk City. Not the most glorious of cities but certainly the most exciting. Jim will meet up with lots of surprises, such as a cow, a Warp Toilet, a walking trash can as the Mid-Boss, and especially Fifi, Chuck's disgusting pooch. Of all the levels, this is the only one complete enough to have a Boss. Watch out for hungry crows.

Witness Chuck in all his belching glory. Stay clear of flying fish and you'll be OK.

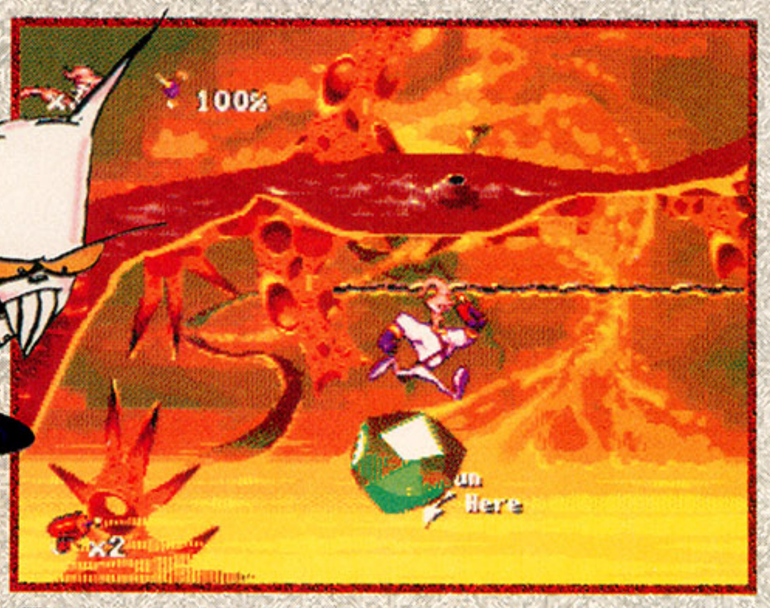


Who said recycling wasn't a good solution? Jim makes good use of tires to get around.

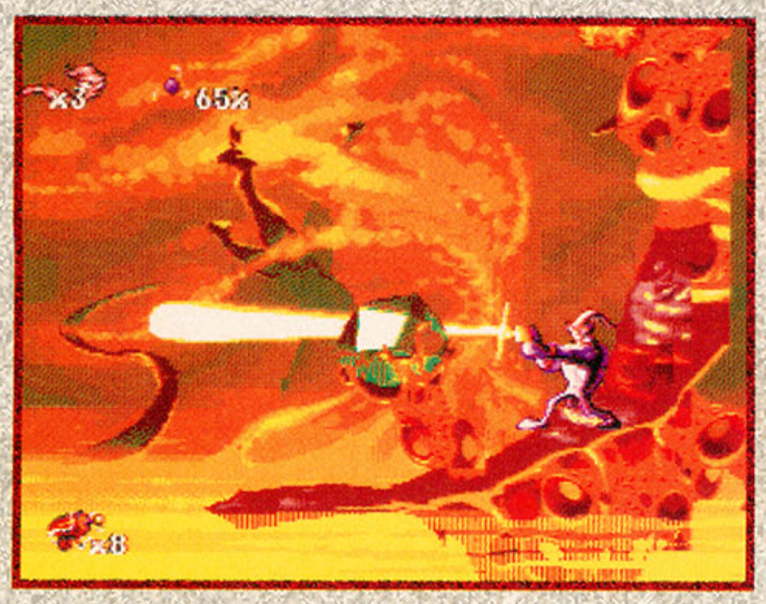
This Mid-Boss struts his stuff while transforming into many different forms.

WHAT THE HECK

What The Heck is the next stop. You can hear the guttural screams of agony in the pits of hell as Jim avoids moving walls of fire and an angry businessman. This stage has lots of pathways that can only be reached by running on the green crystals scattered through the level. The Boss, Evil the Cat, can be seen in the background dancing with anticipation.

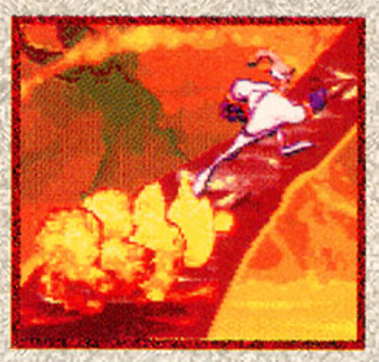


These green crystals are the key to getting around this level. They are placed in various locations and will lift Jim to new locales as he runs on top of them. Of course, an elevator would be easier but remember, you're in hell buddy.



Strike a pose, there's nothing to it. Vogue...

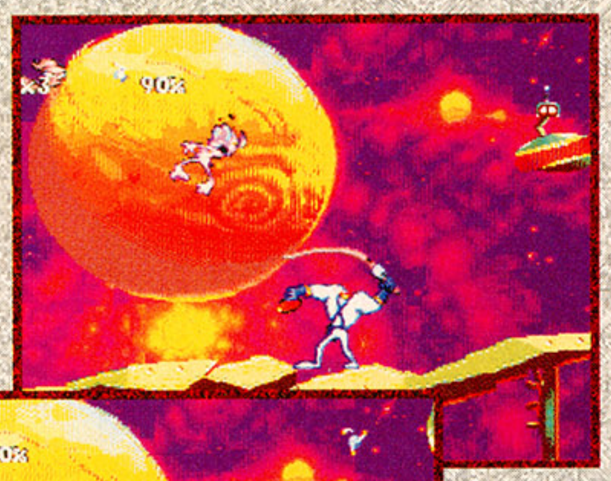
Quite a hot place to be hanging around, eh Jim?



PETERS RINGS

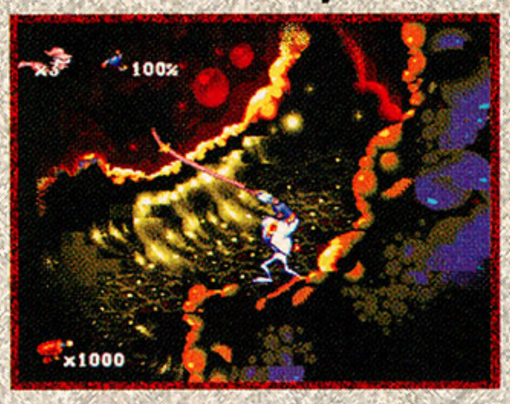
Here's the story of a cute little puppy who's not so cute when he gets tickled or hit by an enemy. This level is filled with attacks from UFOs and meteor showers. Try to keep Peter Puppy safe from enemy attacks. This level is difficult due to all the pitfalls in the floors and having to swing across lengthy chasms. It's all in the name of puppy love.

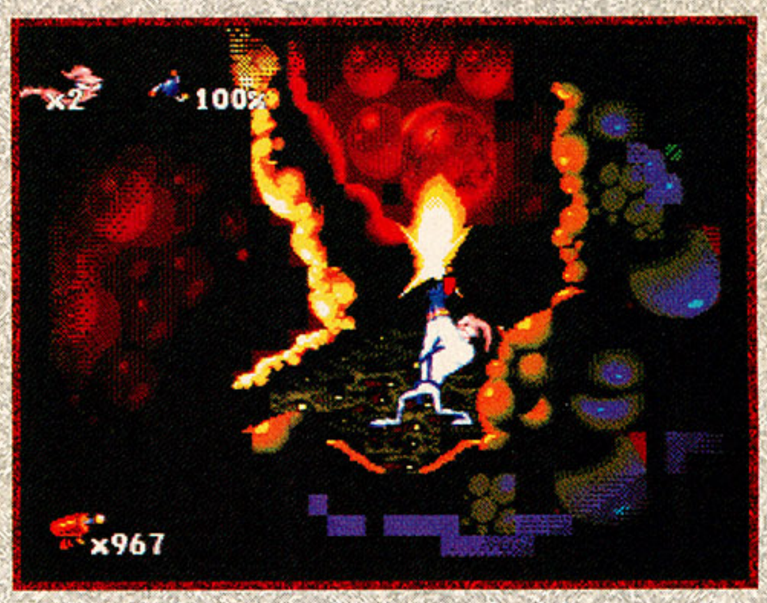
Shooting at Peter isn't exactly the best way to keep this irritable dog happy.



INTESTINES

This level is really incomplete at this time, but here you can get a quick glimpse of the Intestines. As if being in something's intestines wasn't bad enough, there's an eerie heartbeat sound that fills your ears. Who knows what you'll find here when the level is complete, but it already looks interesting.

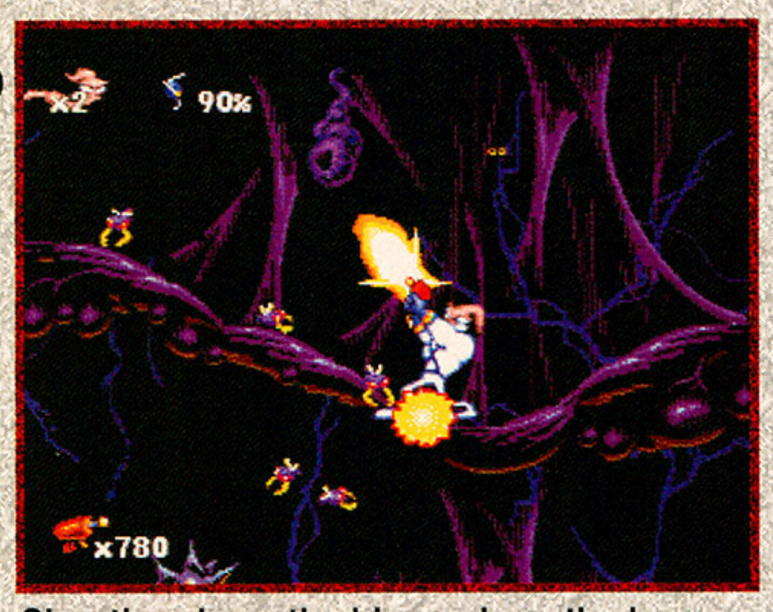




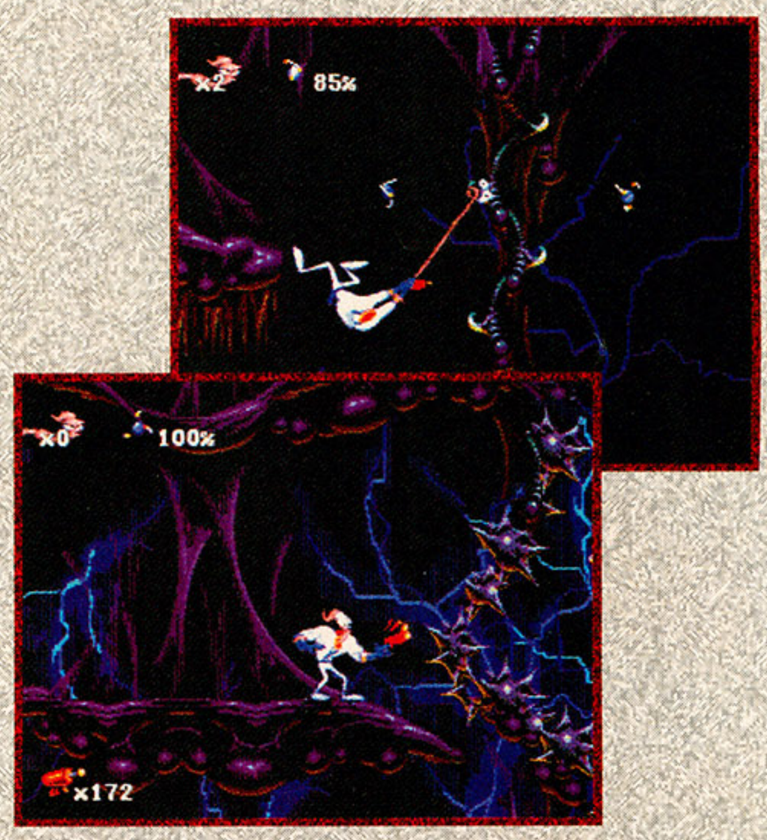
The wild color scheme and eerie sounds make this level a cool place to hang out.

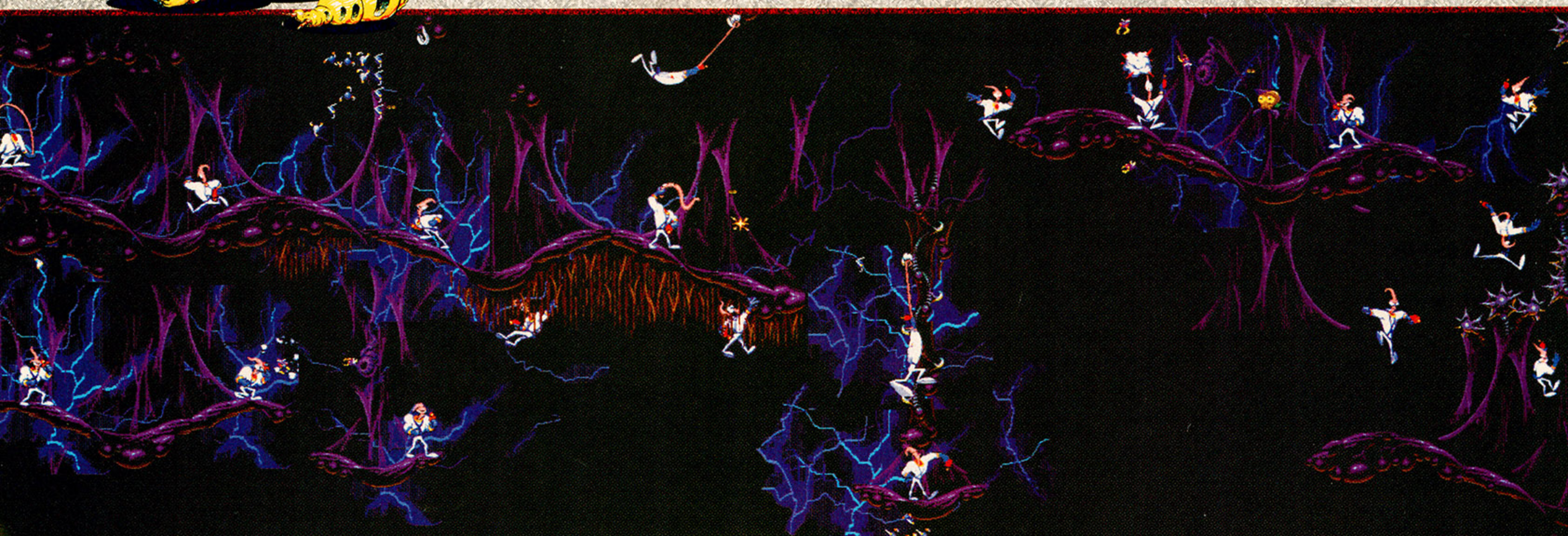
BUTTVILLE

Welcome to Buttville. No, it's not the sister city of New Junk City, it's the caverns where Queen Pulsating, Bloated, Festering, Sweaty, Puss-Filled, Malformed Slug-for-a-Butt resides. Yes, that is her real name. This level requires a lot of swinging with your head to get around. You'll also encounter quite a few enemies that love to hide in the background. Using the whip is a good way to shake 'em out.



Shooting down the hives where the larvae resides is a quick way to deplete your ammo in the gun. If at all possible, use the Head-Whip Attack to knock it down. You'll need to use that ammo against the Queen.

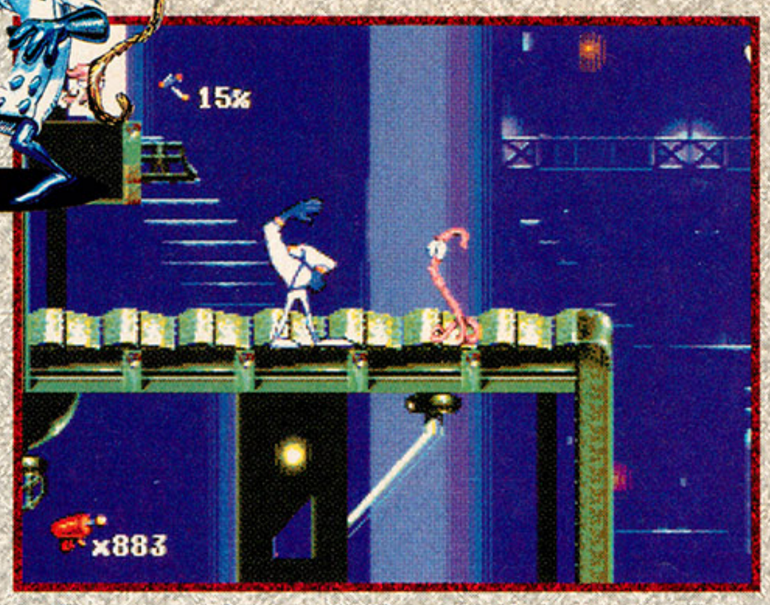




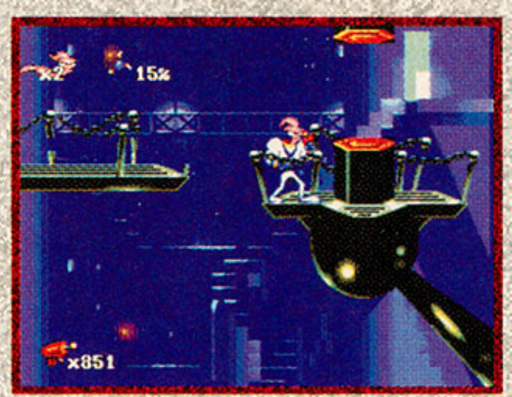
PROFESSORS LABORATORY

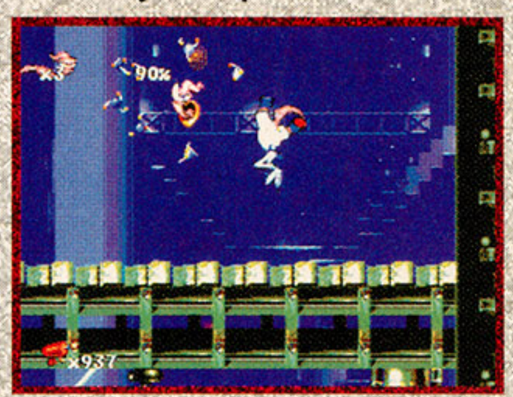
This multi-part level has many surprises in store for our dirt-loving friend. How about battling against slugs after you've been sucked out of the space suit by ceiling fans? Or battling a chicken in some wacky contraption? But best of all, how about meeting Professor Monkey For A Head who has a, um, monkey for a head? What else would you expect from a scientist?

The conveyor belts offer a quick and easy way to tour the level.



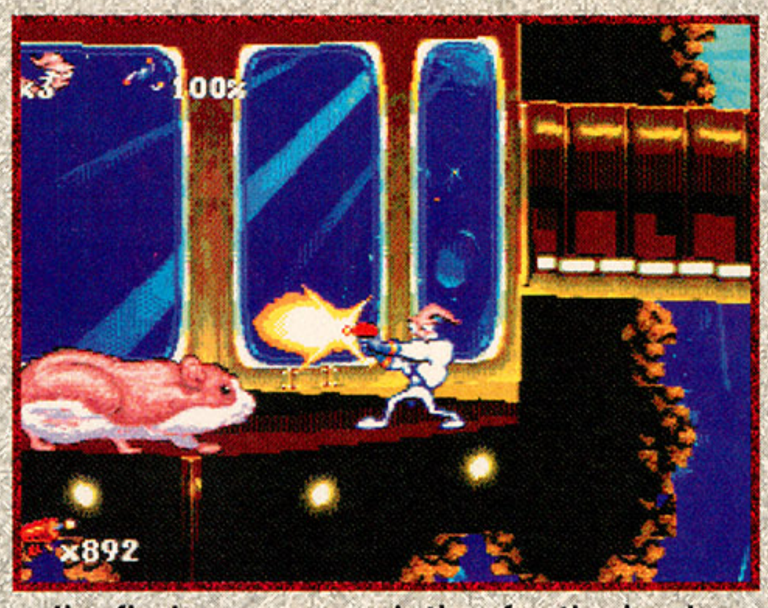
Jim stares in confusion as the space suit awaits its slimy companion.



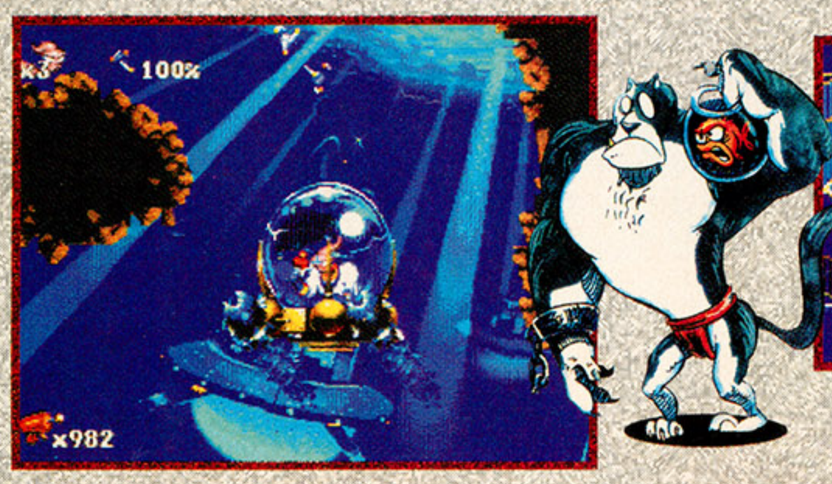


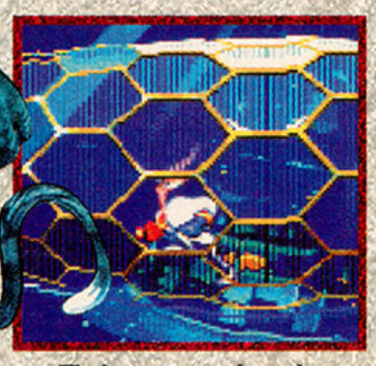
SEA TUNNEL

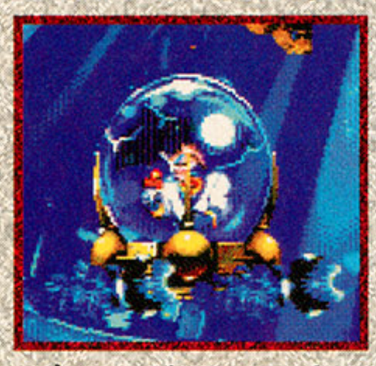
The Sea Tunnel offers a spectacular view of an underwater city, but with king-sized hamsters running about, this ain't no Atlantis. Jim can hop into a sea vehicle that you tool around in to reach new areas. Just be careful of the jagged rocks. You'll also run into Bob and #4, a gold-fish-totin' cat with a nasty temper.



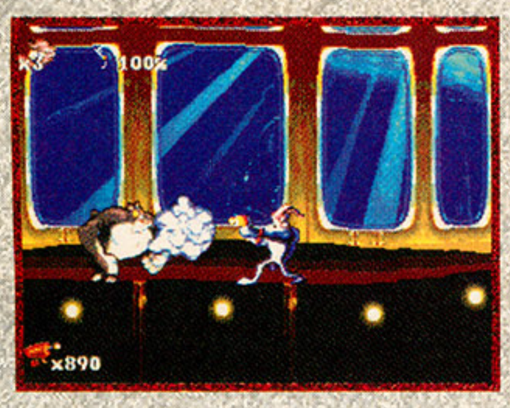
Jim finds an easy solution for the jumbo hamsters that wander around aimlessly.

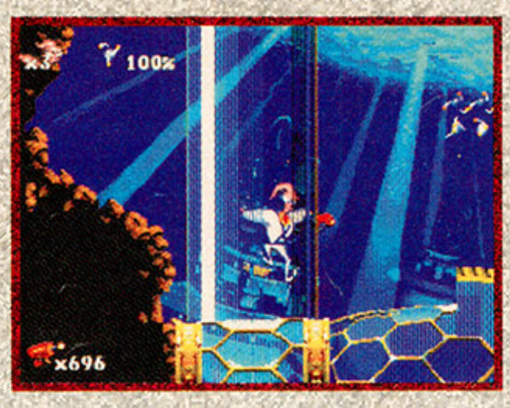


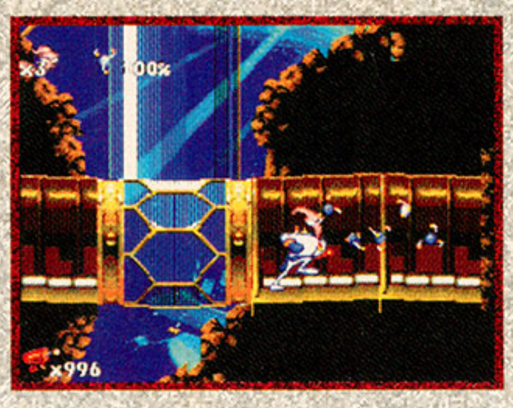




Take a cruise in an undersea transport vehicle to explore new areas.

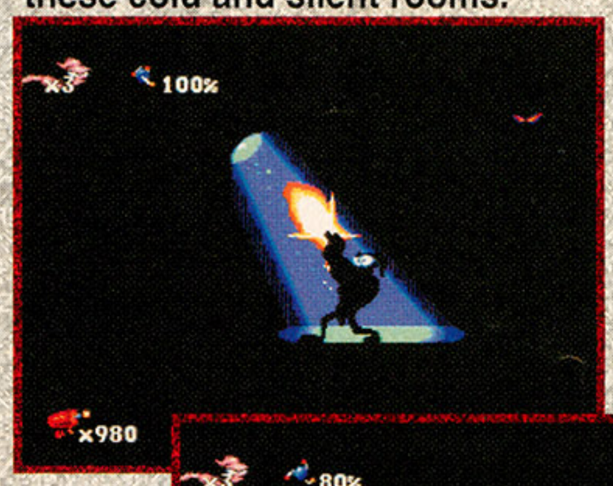






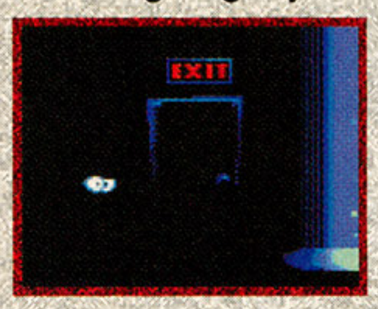
DARKNESS

Aptly named Darkness, because (surprise!) this entire level is completely dark except for a few spotlights that break the silent night. Although not overly difficult, there are many little critters scampering around that nip at Jim's heels. Just look for the Exit signs above the doors to clear these cold and silent rooms.

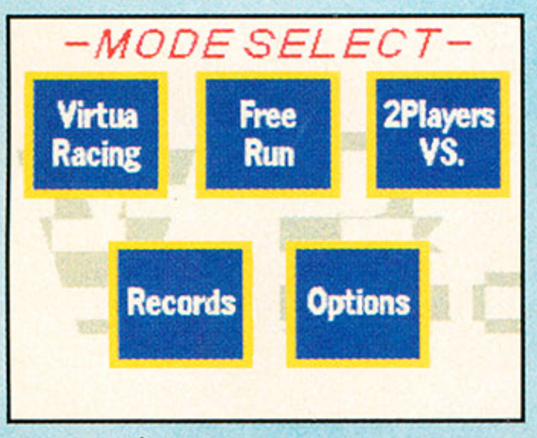


Save the ammo for blasting the little buggers that run around everywhere.

Jim isn't shy about performing, especially when the spotlight is shining brightly.



Jeepers, Auntie Em. I don't think we're in Kansas anymore!

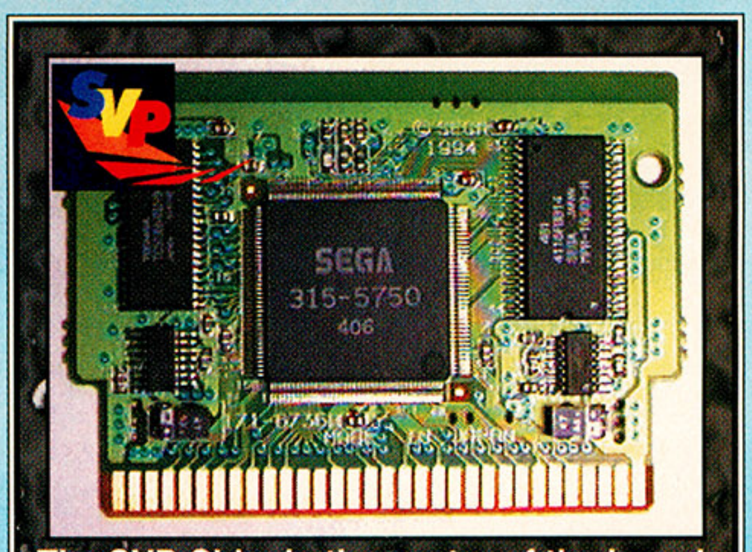


At this screen, pick from a Records Mode and modify your options.

V.R. FACT FILE

VIRTUA RACING

MANUFACTURER	# OF PLAYERS
SEGA	1 OR 2
DIFFICULTY	**AVAILABLE**
MODERATE	JUNE
CARTRIDGE SIZE	**NUMBER OF LEVELS**
16 MEG	N/A
THEME	**% COMPLETE**
RACING	100%

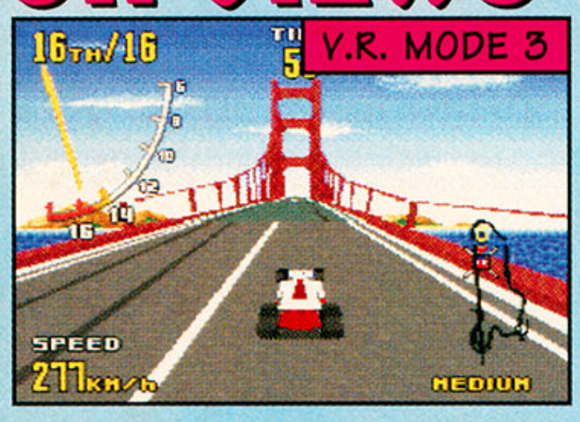


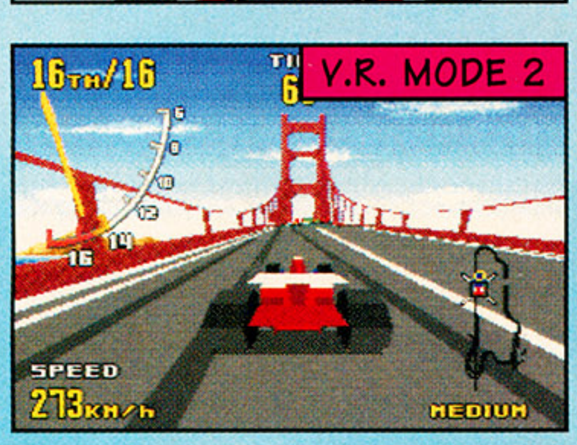
The SVP Chip, in the center of the board, holds the power that makes V.R. possible.

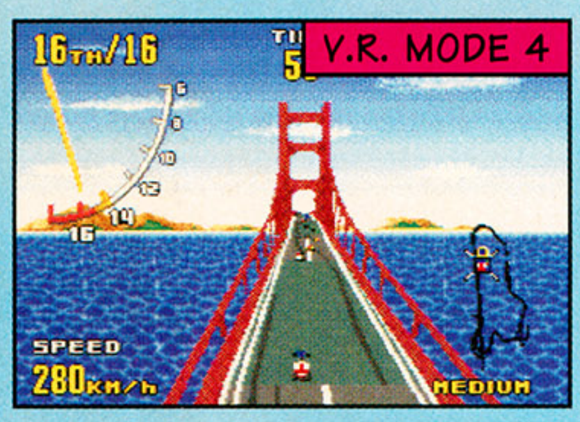
THE SVP CHIP

Virtua Racing just wouldn't be possible on the Genesis without the help of the SVP Chip. But what exactly does this chip do? For starters, it runs at a speedy 23MHz and talks to the 68000 processor already in the Genesis to handle the polygons. In comparison, the Super FX chip in StarFox runs at a paltry 10MHz. Don't look for many more SVP chip games for a while, at least until Sega creates the SVP "Split Cartridge." And with the cost of the game hovering at a suggested retail price of $99.99, the SVP Chip is not the most cost-conservative chip around, but it does make for some exciting action. Virtua Racing looks like it plays faster than the arcade version, not a bad feat for a 32-Bit system being reduced to a 16-Bit system. The chip allows for faster movement of sprites and achieves better graphics by utilizing 256 colors. The chip does its job well.

SELECT FROM FOUR VIEWS





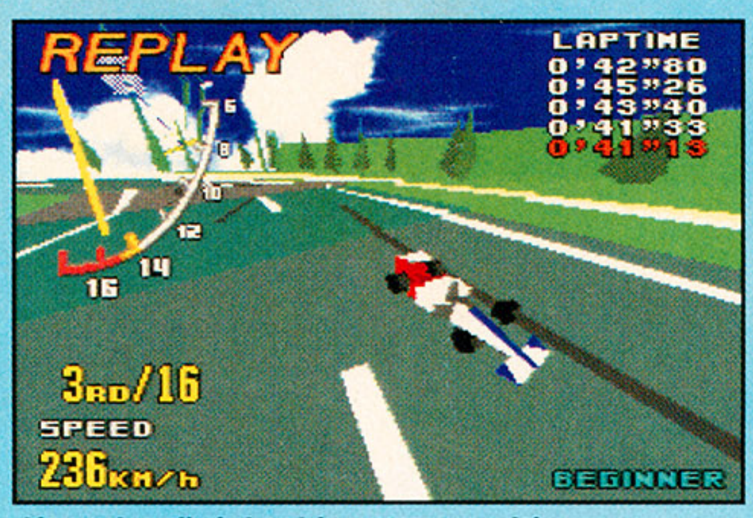


You can change your views just like in the arcade version. Each view has its own unique perspective to give you a better view of the track or put you in the driver's seat for a more realistic feel. These transitions can be done at any time and are scaled in and out as smooth as the arcade game. Just be careful not to change perspectives during a hairpin turn!

Here it comes! The racing game that sent the arcade scene into a frenzy has finally come home. Virtua Racing uses polygon technology and Sega's exclusive SVP (Sega Virtua Processor) to make the game as smooth and fast as the arcade version.

You can tear up three tracks against computer-controlled opponents, or have a friend join in for two-player split-screen action with no slowdown whatsoever! What made the arcade game so original was the fact that you could change your driving perspective. On the Genesis, it's included as well. A real cool feature is the Instant Replay Option. After finishing in a top position, you get to watch the entire race over again from multiple camera perspectives. Considering the fact the races take a couple of minutes, it's an awful lot to remember. Pretty impressive.

Sega pulls a rabbit out of their hat by delivering a solid racing game filled with enough special features and fast action to win any racing fan's heart. Now, about that price...



If you've finished in a top position on any of the tracks, you can view an instant replay of the entire race in multiple angles.

THE GOOD

The speed, fun, excitement, and originality is faithfully reproduced in this cart.

THE BAD

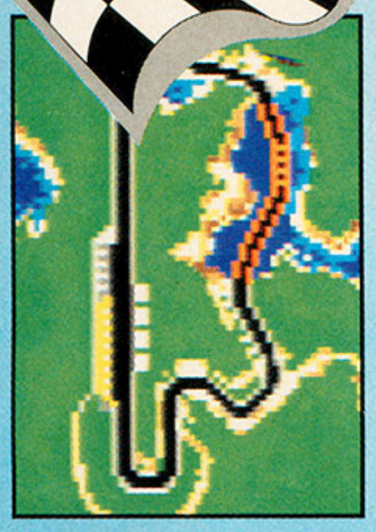
Unfortunately, the three tracks don't offer much of a challenge after playing for a while.

THE UGLY

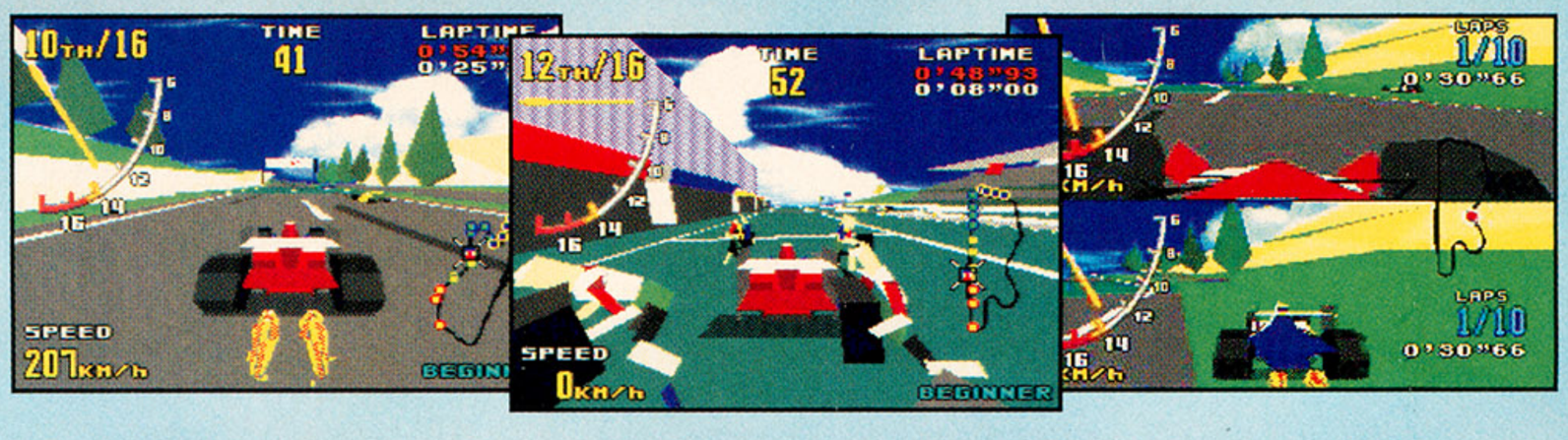
The flat-surfaced tires look like something out of a caveman movie. Must be a rough ride.

Virtua Racing

BIG FOREST

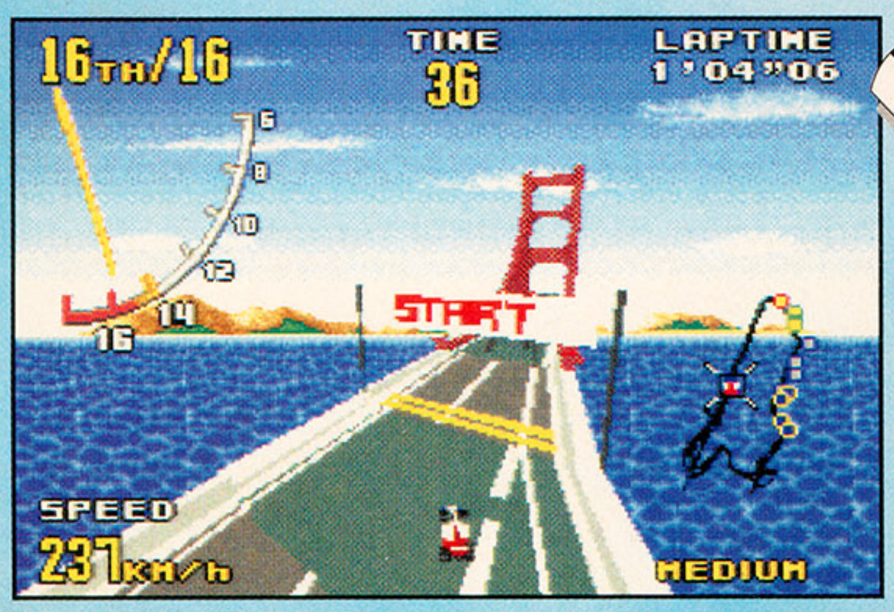


The beginner track called Big Forest is the best place to start out. There's a nice straightaway to build up speed and the corners aren't too sharp. Begin the race in the pit which gives you a fair chance at getting in the middle of the pack, instead of starting at the very end of the field. Overall, this course is very forgiving and gives you a chance to get a feel for the way the car handles during all types of situations. If you look closely on the final turn by the amusement park, you will see some horses grazing in the pasture. It's a nice touch.

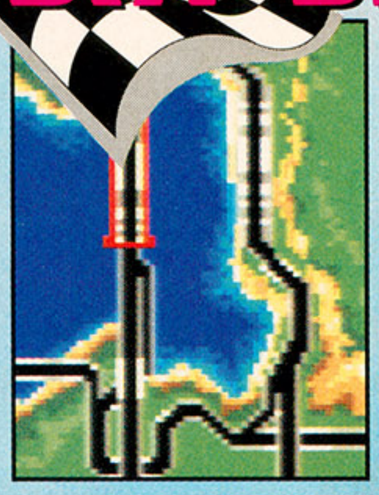


Blaze through the checkpoints to earn extra time and keep racing.

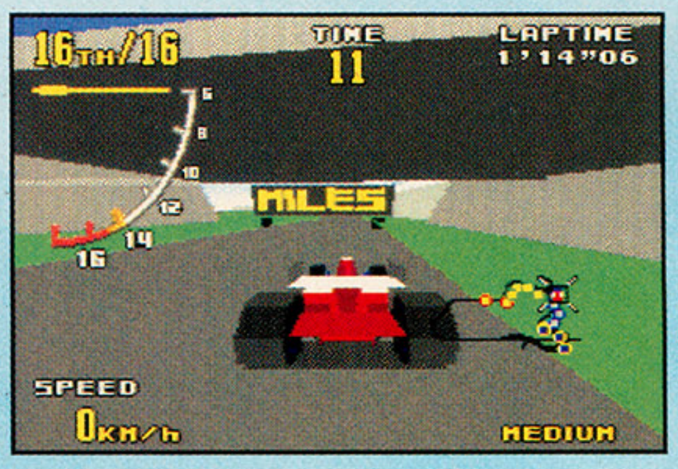
Sorry kiddies, the amusement rides in the background are stationary.

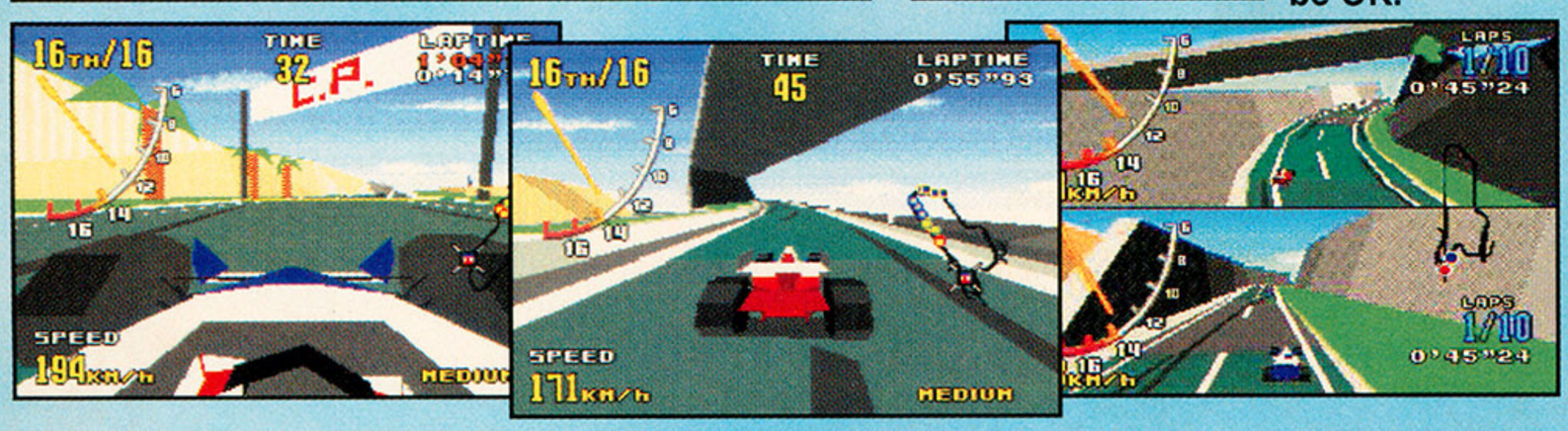


BAY BRIDGE

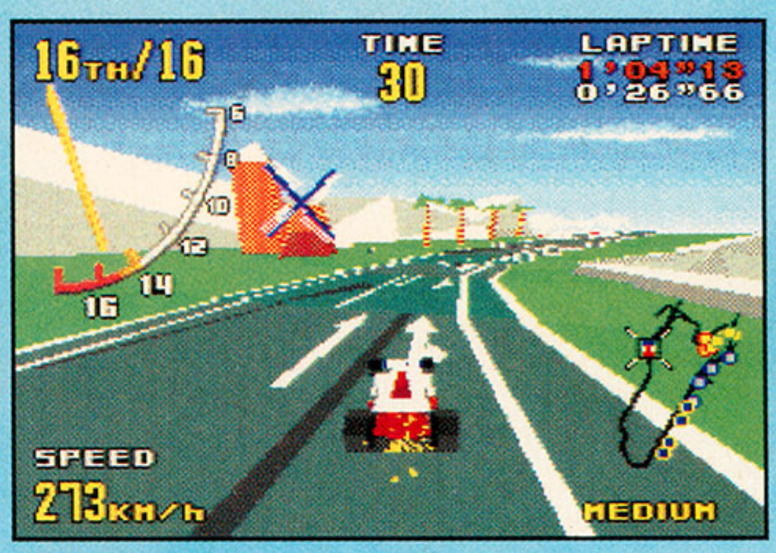


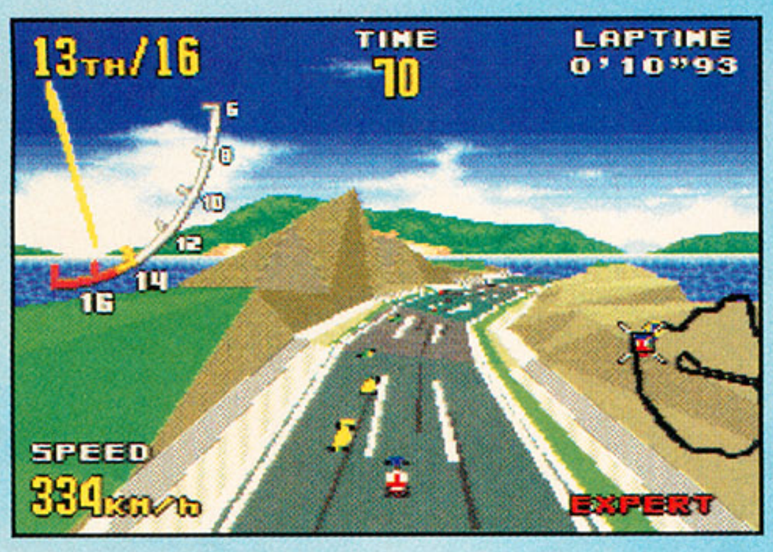
Up next is the Bay Bridge. This track is rough since many of the roads are blocked off by barricades, requiring you to detour to other roads. None of the turns are too sharp but the computer opponents are much smarter now. Just keep your eyes on the road for this track and you'll be OK.



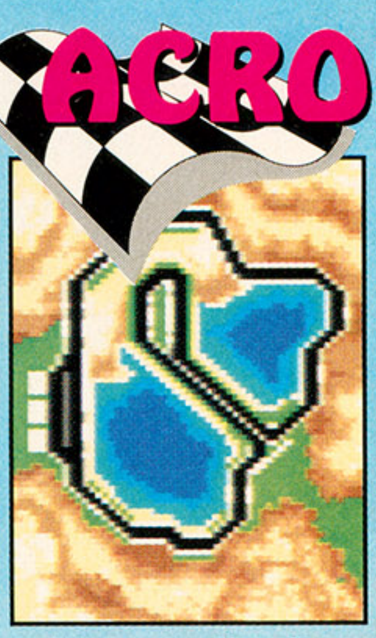


The Bay Bridge offers many twists and is quite grueling when two players compete. The tracks cross over and under one another and can really throw off your perception at times.

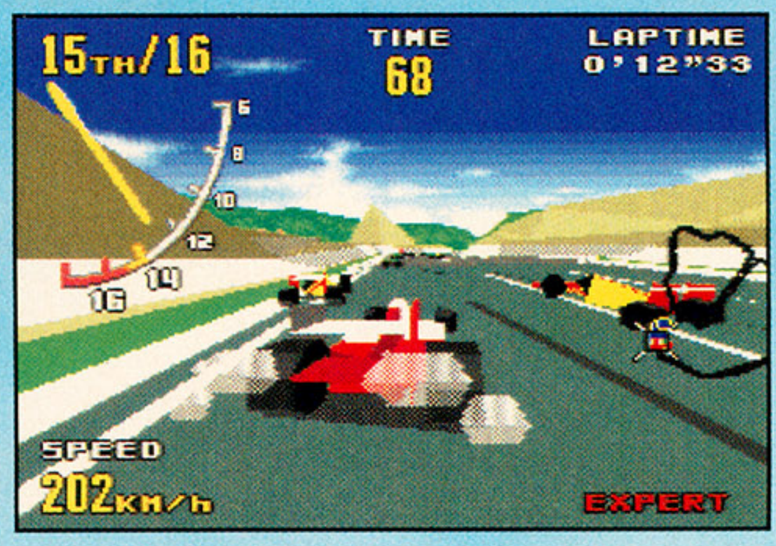




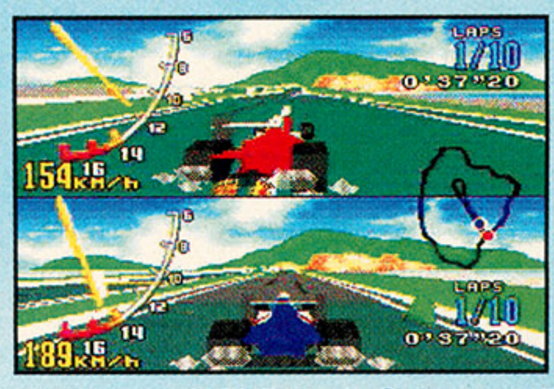
ACROPOLIS



Welcome to the most challenging track in the game, Acropolis. This course is filled with tight twists through mountain passes and blistering speeds past a serene lake filled with sailboats. The computer drivers really give you a run for your money and some actually run you off the road! Having the highest view of the track helps for all the hairpin turns. When racing around, see if you can spot the somewhat hidden goat in this level.



Hold onto that wheel Spunky! This is one tough race you got goin' on!



With two players racing, the action starts burning up the road.

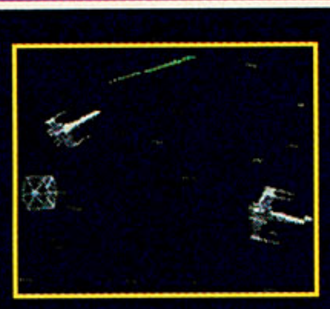
The *Star Wars* trilogy is one of the best sci-fi films ever seen and now it can be played on the Sega CD. Footage from the trilogy and the technology of the Sega CD combine to give you an arcade-like shooter with an incredible soundtrack and fantastic digitized graphics that will surely attract *Star War* fans. The game is based on the series which delivers the true settings and narration from the blockbuster movie. In the game, you will able to fly the T16 Skyhopper, X-Wing Starfighter, the Snowspeeder, and the A-WIng Starfighter against the Empire's arsenal. It would be a good idea to train first to improve your flying and shooting skills before taking on the Empire. You will encounter many enemies with this challenging addition to the CD-ROM. May the Force be with you.

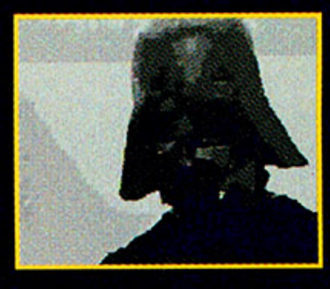
STAR WARS® REBEL ASSAULT™

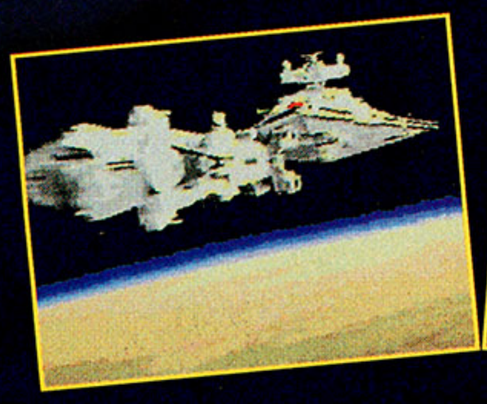
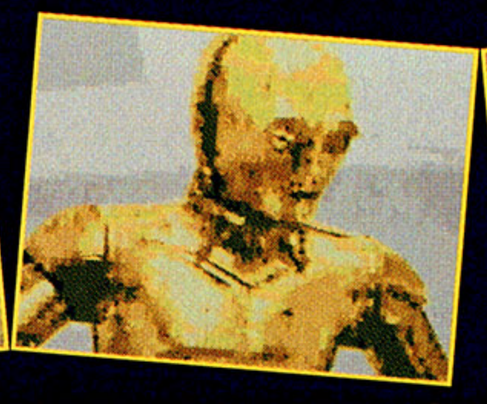
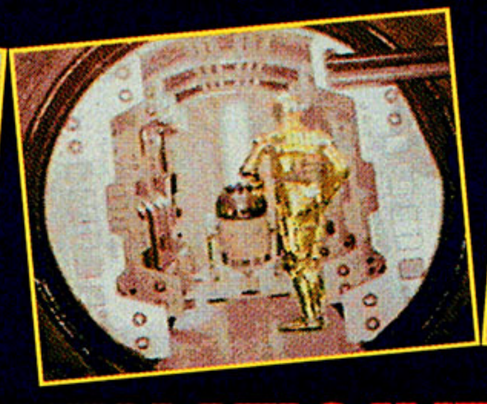
REBEL ASSAULT

FACT FILE
STAR WARS REBEL ASSAULT

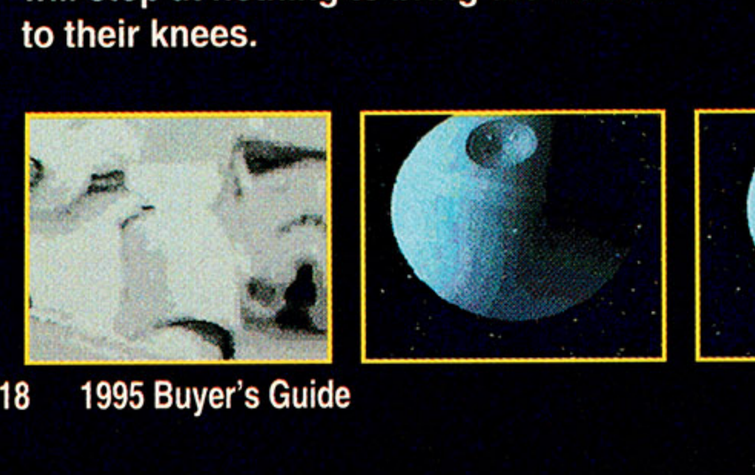
MANUFACTURER	# OF PLAYERS
JVC	1
DIFFICULTY	**AVAILABLE**
HARD	JULY
CARTRIDGE SIZE	**NUMBER OF LEVELS**
CD-ROM	15
THEME	**% COMPLETE**
ACTION/SIMULATION	100%





AWESOME CINEMATIC INTERMISSIONS



Darth Vader, commander of the Empire, will stop at nothing to bring the Rebels to their knees.

One of the Rebel ships has been captured. The secret plans have been kept with R2 to prevent the Empire from finding it. Make off in the escape pod!

THE GOOD

Awesome soundtrack and cinemas! It's just like watching the big-screen movie.

THE BAD

The game is somewhat difficult and very frustrating. I'd prefer a joystick for this one.

THE UGLY

Seeing the cinema crashes is very cool, but I wonder how it feels to be in them. Um .... yea.

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CHAPTER 1
FLIGHT TRAINING

As a rookie, you must prove that you can fight against the Empire. First, train to enhance your flying ability as well as your firing accuracy.

Watch for the sharp turns in the canyons.

A terrific cinema of the surrounding canyon.

Here, you will have to gun down the droids.

CHAPTER 2
ASTEROID FIELD TRAINING

Second phase of your training—this time in space. Listen to your flight commander to guide you through the asteroid belt. Good luck, rookie!

Your flight commander will be your advisor.

Watch for incoming asteroids. Shoot them!

Maneuver through the asteroid belt with patience.

CHAPTER 3
PLANET KOLAADOR

Finally, the last phase of your training. You will fly the A-Wing through the canyons of Kolaador. Be advised, it takes precise flying to get through this one.

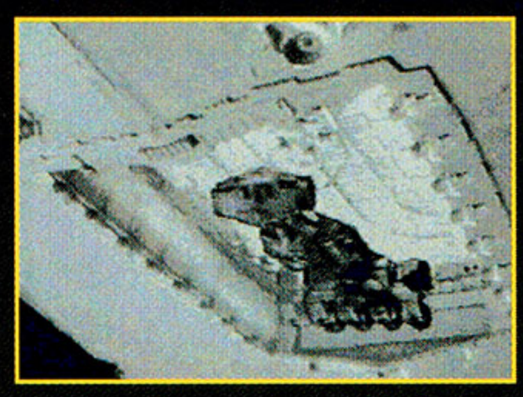
The welcoming cinema to the Planet Kolaador.

The A-Wing's agility is very quick; use it wisely.

Follow your leader so you don't stray from the path.

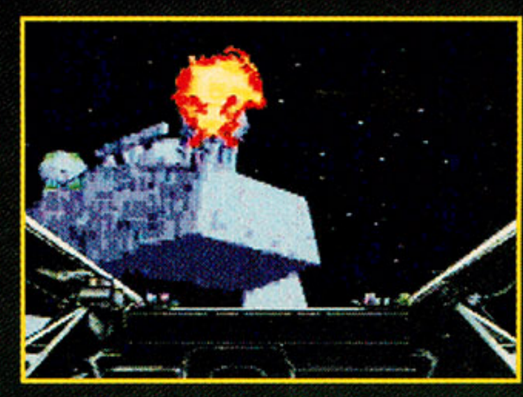
CHAPTER 4
STAR DESTROYER ATTACK

This will be your first mission in deep space against the Empire. You have been ordered to attack and annihilate the Star Destroyer nearby.



Free the captured Rebel ship from the Empire.

Fire at the Star Destroyer's turrets first.



Weaken the Destroyer, demolish the towers.

CHAPTER 5
TATOOINE ATTACK

The Empire retaliates by attacking one of the Rebel bases. You must aid your fellow rebels to get the Empire troops off of your planet.

A surprise attack has hit your home base!

Destroy the Tie Fighters before they can escape.

Destroy all enemy troops on the ground.

CHAPTER 6
ASTEROID FIELD CHASE

After the attack on your base, you've been chased by several Tie Fighters. Maneuver through the asteroid belt and lose the enemy fighters.

Don't forget to shoot incoming asteroids.

Shoot down fighters while you avoid their fire.

Watch out for enemy fighters on your back.

Lethal Enforcers was an excellent shooting game set in present times. Now LE2 is out and "Gun Fighters" as it's called is set in the Old West. There are plenty of additions to the sequel. There are plenty of weapons, from dual six shooters to a cannon. Without the light gun, you are still able to play with the standard controller, but it is very hard to move the cursor to shoot everything. It is also a very pixellated game, with hardly any solid objects at all. The access time is bad as well, but it is still a fun game to play.

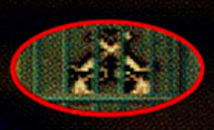
There are many different ranks you can achieve, from a member of a posse to a sheriff! Accuracy counts!

There are extra animations, too, like shooting barrels, holes in walls, shooting signs, and vases leading to hidden weapons.

Weapons

Rifle This gun is no more powerful than your present six shooter, but it does carry more bullets.

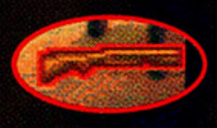
Dual Leads This gun is great for hitting more than one enemy and for enemies that take multiple hits.



Cannon This is a very powerful gun. It can blow away almost anything, but can't be reloaded.

Gattling Gun This gun fires very quickly, and is great for tight situations with a lot of bad guys.

Shotgun This shotgun fires like a real one, in that it sprays ball bearings in a large radius.



Power Gun This rifle is a lot better than the other one, since it has even more bullets and is stronger.

FACT FILE
LETHAL ENFORCERS II

MANUFACTURER	# OF PLAYERS
KONAMI	1 OR 2
DIFFICULTY	**AVAILABLE**
HARD	OCTOBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
CD-ROM	5
THEME	**% COMPLETE**
SHOOTING	100%

THE GOOD

I love shooting games, and this definitely qualifies. With the light gun, it's almost like the arcade game!

THE BAD

Those darn pixels. This game is mostly still scenes, with two-dimensional people. Too hard to render?

THE UGLY

The enemies on the far right and left. The gun won't shoot them, and the controller can't get them in time!

TONS OF VICTIMS

A lot of stupid innocents stick their heads out left and right. Some of them are not quite as stupid, like police officers trying to help you step right in the line of fire.

LETHAL ENFORCERS II Gun Fighters

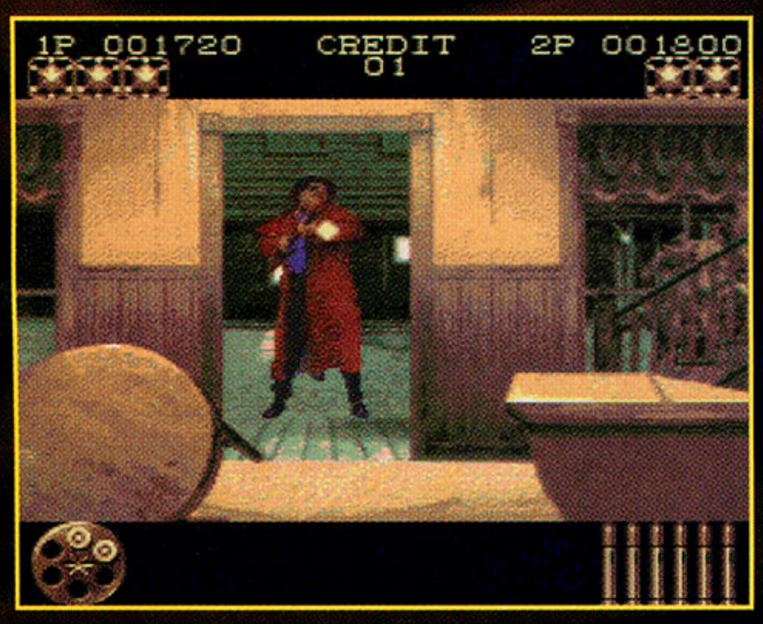
Level 1 : The Bank Robbery

You have four areas to conquer in this first level, as you try to thwart a gang of bank robbers. There are four weapons to be obtained here as you follow them through both levels of the bank, and out the back. The Boss is easy—shoot the cannon balls, then him.

Level 2 : The Stage Holdup

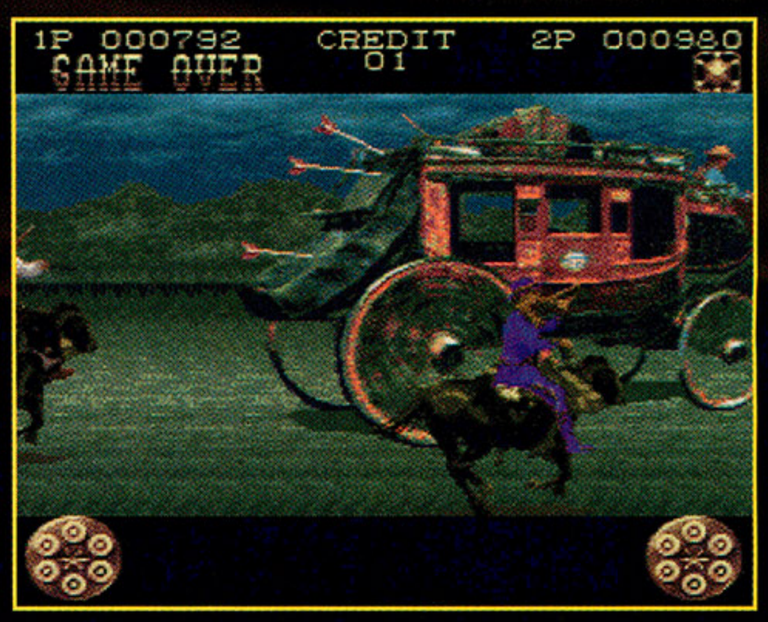
Stage Three is very difficult. There are Indians and cowboys everywhere, on horses and the most difficult, on top of the stage you're trying to save. There are also a lot of innocents sticking their heads out of the stage and sometimes, the cavalry on horses. The cavalry is very hard to distinguish, that is, until they blow their horns.

This guy's a real pain in the rear. He can take four or five shots, and will most likely hit you twice in the process.



Not only will you have to deal with far-away enemies hiding in the shadows, but these guys aren't shy, they'll jump right up!

The Boss on this level throws barrels at you Donkey Kong style. Blast the barrels, and then him.



You can never tell who your friends are. This guy looks almost exactly like all the others, except for the horn.

Level 3 : Saloon Shootout

Level Three is the longest so far, and the most difficult. There are six or seven different parts of the level you'll have to go through here. Don't forget to shoot everything such as the saloon sign. The Boss here are six gunmen. Do not fire at them until they say you can, or else it will hurt you.

THE KING OF FIGHTERS '94

"OK!" "Hora Hora!" "Goochie gochie!" Those familiar sounding taunts from the memorable Neo•Geo games are all in the same game cartridge! The King of the Fighters '94 has finally arrived, and it takes fighters from old games (Art of Fighting and Fatal Fury) and adds them to a gigantic stew of other fighting toughies! Add brand-new stages, killer music, tons of hidden and special moves, and you have what could possibly be called the greatest fighting game ever made! Not only that, but all the graphics on the fighters have been redone and look more lifelike than ever before! Try it and find out!

Completely Redone Characters With New Graphics:

Art of Fighting 2

The King of Fighters '94

All the veteran fighters have been graphically redone! You'll never look at the Art of Fighting and Fatal Fury games the same again!

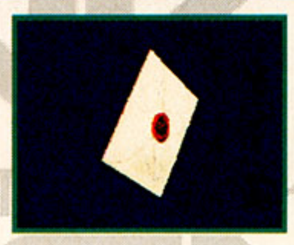
All the moves, all the sounds, and all the looks of a winning fighting game are here! You can even choose a One-on-One Mode without the fighting teams! Go for it!

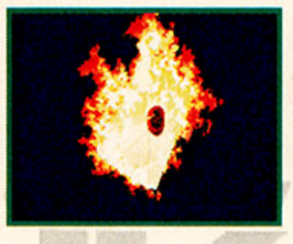
Trash and Taunts, Neo True to Form:

Lose a match and you're in for some trash! Taunting opponents will hinder their Power Meter charging ability as well. Press C at a distance!

Not the First Time This Has Happened—At Least Not Directly!

This isn't the first time separate game fighters have faced one another—remember the trick in Fatal Fury Special where the Bogards could fight Ryo Sakazaki (win every match 2-0)? Well this time no tricks are needed in any shape whatsoever! Nothing but the most intense fighting in recent gaming memory!





FACT FILE
THE KING OF FIGHTERS '94

MANUFACTURER	# OF PLAYERS
SNK	1 OR 2
DIFFICULTY	**AVAILABLE**
MODERATE	NOW
CARTRIDGE SIZE	**NUMBER OF LEVELS**
194 MEG	9
THEME	**% COMPLETE**
FIGHTING	100%

Eight Teams With Three Fighters on Each:

24 Fighters

And How Many Fighters Do The Other Games Have...

Mortal Kombat II:

12 "Fighters"

Super Street Fighter II Turbo:

16 Fighters

Fighting Cast:

Here they are! The 24 fighters ready to slug it out to determine who is king! Fight as a team or one-on-one!

Three Ways to Get Maxed-Out and Pull Off a Finishing Move!

1) The 3-Button Method:

Hold Down the A, B & C Buttons Together Until POW Meter is MAXIMUM.

2) The Gradual Method:

As you exchange blows, the POW Meter will gradually go up.

3) The Last-Ditch Method:

When your Life Meter is flashing red, you can do the move.

Don't Block It, Duck It: Press A & B Together

Keep the little fireball freaks in line with the Ducking move! This allows you to avoid projectiles and enemies entirely! However, timing is essential with this maneuver as you are invulnerable for a very brief period of time.

The Laws of the Double Knockout:

When the teams really get going, sometimes a double Knockout will result. When this happens, it is a lost round for both fighters. However, if this occurs on the last fighter from each team, they will fight the match over, each with fully replenished Life Meters. This gives you an opportunity to start fresh.

Button Configuration:

Weak Punch: A

Weak Kick: B

Strong Punch: C

Strong Kick: D

All the moves shown on the following pages are done as if facing right. Taunt your opponent by pressing C at a distance.

"Help, I'm Being Pulverized!"

If you are being smashed to a pulp by an enemy and you are near your corner, your partners will jump in and save you. However, they will do no damage to your opponents, and defeated partners cannot help you.

With Partner On-Screen, ▼ + A & B & C Together

THE GOOD

The ultimate fighting game! Nuff said! Oh, and, of course, Mai! Me bouncy!!!

THE BAD

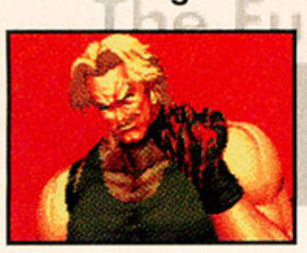
Not being able to mix and match fighters from one team with another!

THE UGLY

Having Choi Bounge jump on your head and slash away!

The Ultimate Fighter: Meet Rugal B.

The final battle takes place on an aircraft carrier where you will meet the sponsor of the tournament! This guy wants to make statues of the world's finest fighters.



How Can This Be?

Rugal has the powers of Fatal Fury and Art of Fighting 2 Boss characters Wolfgang Krauser (Top Left) and Geese Howard (Bottom Left)! That's just for starters! Get ready for this one!

Rugal also has the powers of every single fighter in the game. The first round against him is easy; he will use no special moves. However, the second round will push your limits to the maximum as he will use every nasty move in the book to defeat you!

Art of Fighting

ORIGINS: Art of Fighting, Art of Fighting 2, Fatal Fury Special (Ryo)
FIGHTERS: Robert Garcia, Ryo Sakazaki, Takuma Sakazaki
FIGHTING METHODS: Kyokugenryu Karate

The three bad boys from Southtown are back with karate master Takuma Sakazaki to show who really rules!

Robert Garcia

Dragon Kick

(Jump) ↓↘→ + B/D

Dragon Blast

↓↙← + A or C

Ryuga

→↓↘ + A or C

Lightning Legs

← (Hold) → + B/D

Hao-Ken

→↘↓↙← + A or C

Geneikyaku

←↙↓↘→ + B/D

Super Power Attack:

Drawing on all his skills, Robert unleashes fury!

←↙↓↘→←↙ + C

Ryo Sakazaki

Tiger Flame

↓↙← + A or C

Koho

→↓↘ + A or C

Jumping Tiger Flame

(Jump) ↓↙← + A/C

Lightning Legs

← (Hold) → + B/D

Hao-Ken

→↘↓↙← + A or C

Zanretsu-Ken

←↙↓↘→ + A/C

Super Power Attack:

Ryo uses every move in his arsenal of ouch!

←↙↓↘→←↙ + C

Takuma Sakazaki

Tiger Flame

↓↙← + A or C

Zanretsu-Ken

→↓↘ + A/C

Lightning Legs

← (Hold) → + B/D

Shoran Kyaku*

←↙↓↘→ + B/D

Hao-Ken

→↘↓↙← + A or C

Super Power Attack:

A big fury attack with a Super Fireball finish!

←↙↓↘→ + A&C

About Takuma...

Once a henchman for the evil Geese Howard, Takuma came to his senses after being defeated by Robert and Ryo. Yuri and Ryo are his two children.

The Psychic Fighters

ORIGIN: The farmlands of China
FIGHTERS: Chin Gentsai, Atena Asamiya, Sie Kensou
FIGHTING METHODS: Kutotsuken

Using fighting methods handed down from generation to generation, The Psychic Fighters use different, but effective methods from the others in the tournament. Chin, however, fights under the influence of Sake.

Atena Asamiya

The Giddy, Lovabale Leader of the Team

Phoenix's Arrow

Roll up into a ball and score many hits.

Jump ↓↘→ + A/C

Psycho Ball

Atena can launch a fireball at her foes.

↓↘→ + A or C

Reflector

Bounce projectiles back at enemies.

+ B or D Button

Finishing

An energy shield for protection.

+ B&C Together

Chin Gentsai

An Aged Fighter Battling Under the Influence

Gourd Attack

Chin throws a jug with a string.

↓↘→ + A or C

Oniyoizake

A handy vertical defense, spit liquid!

←↓↘ + A or C

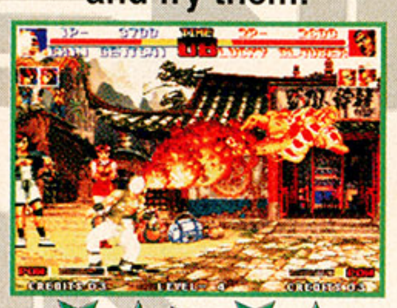
Kutotsuken

Roll under fireballs and smack enemies.

+ B or D Button

Finishing

Spit fire on enemies and fry them!



+ C Button Only

Sie Kensou

Lightning Fast Moves Are His Specialty

Super Bullet

A nasty projectile just like Atena's.

↓↘→ + A or C

Dragon Upper

A scissor kick move that smashes foes!

→↓↘ + B or D

Dragon Fang

A deadly multi-hit combo attack.

+ A or C Button

Finishing

The ultimate combo attack is used!

+ D Button Only

RAGING SOLDIERS

ORIGINS: IKARI WARRIORS, UNKNOWN
FIGHTERS: CLARK, JEIDERN, RALF
FIGHTING METHODS: COMMANDO

From deep in the jungles of Brazil, this commando team has some truly nasty moves. The leader, Jeidern, is grieving over the loss of his wife and child and is constantly seeking revenge against the scum who killed them.

CLARK

VULCAN PUNCH

A rapid punch that drains enemies quickly of energy.

Press A or C Rapidly

GUTTERING

An extremely deadly multi-hit punching combo attack.

◀ (Hold) ▶ + A/C

BACK BREAKER*

Grab an enemy and throw them up for a bad landing.

◀ ◢ ▼ ◣ ▶
+ D Button Only

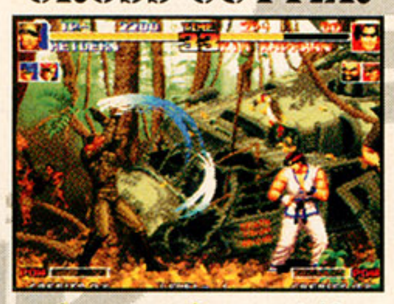
FINISHING*

This is the Back Breaker done three times in a row!

▶ ◢ ▼ ◣ ◀ x2
+ C Button Only

JEIDERN

CROSS CUTTER



◀ (Hold) ▶ + A/C

MOON SLASH

▼ (Hold) ▲ + A/C

NECK ROLLING

▼ (Hold) ▲ + B/D

LIFE DRAIN*

▶ ◢ ▼ ◣ ◀ + C

FINISHING

Screaming "Go to hell!" this is the ultimate life drain!

◀ (Hold) ▶ ▼ ▲
+ B&C Together

RALF

VULCAN PUNCH

A rapid punch, that flames enemies with many hits.

Press A or C Rapidly

GUTTERING

Another deadly multi-hit punching combo attack.

◀ (Hold) ▶ + A/C

BACK BREAKER*

Throw an enemy up in the air for a truly nasty landing.

◀ ◢ ▼ ◣ ▶
+ D Button Only

FINISHING

Every trick in Ralf's book is used for the ultimate combo!

▶ (Hold) ◀ ▶
+ C Button Only

Fatal Fury

ORIGINS: *Fatal Fury, Fatal Fury 2, Fatal Fury Special*
FIGHTERS: *Andy Bogard, Terry Bogard, Joe Higashi*
FIGHTING METHODS: *Koppo, Street Fighting, Kickboxing*

After avenging the death of their father, Jeff Bogard, Andy and Terry (with friend Joe Higashi) join the tournament in hopes of proving themselves against the very best of fighters!

Terry Bogard

Power Wave

▼ ◣ ▶ + A or C

Crack Shoot

▼ ▶ ◀ ▶ + B/D

Burning Knuckles

▼ ▶ ◀ + A or C

Rising Tackle

▼ (Hold) ▲ + A/C

Secret Special Attack

Terry's Power Kaiser will destroy anyone who is close to it!

▶ ◀ ▶ ▶ + B&C Together

Joe Higashi

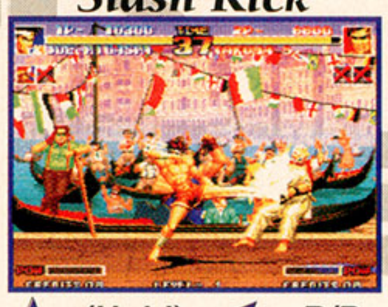
Bakuretsu Ken

Press A or C Rapidly

Hurricane Uppercut

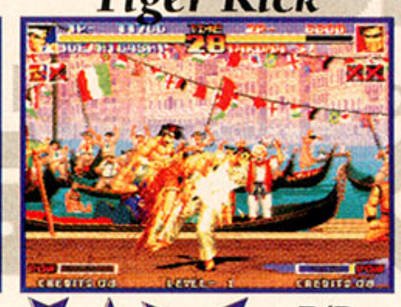
◀ ◢ ▼ ◣ ▶ + A/C

Slash Kick



▶ (Hold) ◀ + B/D

Tiger Kick



▼ ◣ ▶ ◢ + B/D

Secret Special Attack

The Screw Punch! However, this is only effective if enemy is near you!

▶ ◀ ◢ ▼ ◣ + B&C

Andy Bogard

Zan Ei Ken

▶ (Hold) ▶ + A/C

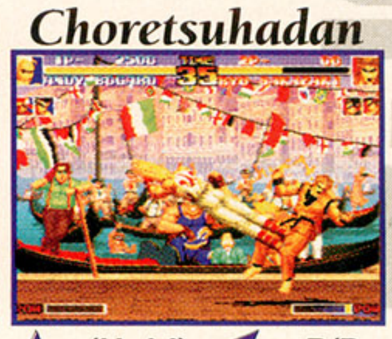
Syo Ryu Dan

▼ ◣ ▶ + A or C

Hisho Ken

▼ ▶ ◀ + A or C

Choretsuhadan



▶ (Hold) ◀ + B/D

Secret Special Attack

A flaming Shoigun Kick where you fly across the screen! Burn foes!

▼ (Hold) ◢ ◣ + B&D

*You must be close to your opponent when doing this move.

The Princesses of Punch

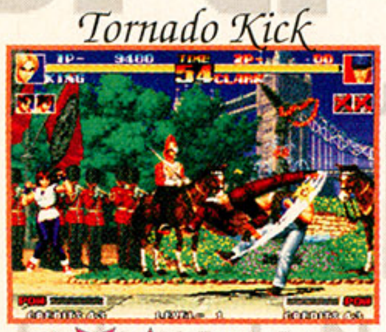
ORIGINS: Art of Fighting, AOF 2, Fatal Fury 2, FFS
FIGHTERS: King, Yuri Sakazaki, Mai Shiranui
FIGHTING METHODS: Street Fighting, Kyokugenryu, Ninjitsu

The only all-female fighting team in the game, but don't underestimate this trio! This brings together Mai Shiranui from the Fatal Fury games and Yuri Sakazaki and King from Art of Fighting and its sequel.

King

A former bouncer at a restaurant run by the infamous Mr. Big, King has changed her ways since those dreary Southtown days. She's added some moves to her arsenal.

Tornado Kick



+ B or D

Moushukyaku

+ B or D

Venom Strike

+ B or D

Trap Shot

+ B or D

Double Strike

+ B or D Button

Super Power Attack

+ B&D Together

Yuri Sakazaki

Ryo's kid sister, Yuri has learned the methods of Kyokugenryu at a record pace from her father Takuma, and wants to show her stuff and show her family what she's made of!

Tiger Flame Punch

+ A or C

Raioh-Ken

+ B or D

Saiha

+ A or C

*Slipstream Slap**

+ A or C

Hao-Ken

+ A or C Button

Super Power Attack

+ B&C Together

Mai Shiranui

Not one to be left out of the fight, here's Mai! Trained in the ways of the Ninja, Mai is incredibly fast and attacks with deadly precision. She's a friend of the Bogards.

Kachosen

+ A or C

Ruy En Ru

+ A or C

Musasabi No Mai

(Hold) + A/C

Shinobi Bati

+ B or D Button

Secret Special Attack

+ B&C Together

About Mai...

A very close friend of Andy Bogard, her grandfather was Andy's teacher. Mai has trained in the ways of the Ninja since a child.

The Super Stars

ORIGIN: The City Streets
FIGHTERS: Lucky Glauber, Heavy D., Brian Battler
FIGHTING METHODS: Street Brawling

The Super Stars use very crude methods of street fighting on their home turf in the good 'ol U S of A! Some team members are slow (like Brian), but overall, they present a challenge to any who oppose them!

Lucky Glauber

Death Bound

Who needs a fireball - use a basketball!

+ A or C

Cyclone Break

A very wide scissor-split kick.

+ B/D

Lucky Vision

This is simply a teleport move.

+ B or D Button

Finishing

Do this when close to your enemy!

+ B&C Together

Heavy D.

R.S.D.

A very nasty power punch on enemies.

+ A or C

Brast Upper

A quick vertical power wave.

+ B/D

Soul Flower

A blast that looks like a flower.

+ A or C Button

Finishing

A nasty multi-hit combo assault!

+ C Button Only

Brian Battler

Screw Bodypress

Spin and score several hits.

Jump + B/D

Brian Tornado

Launch your body like a torpedo.

+ A or C

Hyper Tackle

A spastic dash to flatten enemies.

+ A or C Button

Finishing

Dash back across the screen!

+ C Button Only

The Geniuses of Fisticuffs

ORIGIN: The Streets of Japan
FIGHTERS: Benimaru Nikaido, Kyo Kusanagi, Goro Daimon
FIGHTING METHODS: Street Brawling, Judo Wrestling

A bunch of new fighters, these guys from Japan are a force to be reckoned with! Fighting on the bombed-out streets, these guys are ready to rumble with the best of them!

Benimaru Nikaido

A fighter with lightning-fast reflexes.

Lightning Fist

A nasty shocking punch that temporarily fries foes!

+ A or C

Aido Kick

A nasty quick knee applied right to an opponent's face!

+ B or D

Shinku Katategoma

Spin around very rapidly and knock opponents away.

+ B or D Button

Finishing Move

A very highly-charged Lightning Fist attack!

+ C Button Only

Kyo Kusanagi

Another fast one with painful moves.

Yamibarai

A flame that moves on the ground before hitting.

+ A or C

Oniyaki

A quick hop and spin that will flame an opponent.

+ A or C

Oboroguruma

An incredibly nasty multi-hit spinning kick attack!

+ B or D Button

Finishing Move

Burn opponents to a crisp with this dashing inferno!

+ C Button Only

Goro Daimon

Super Ohotogari*

+ D

Super Ukemi

+ B or D

Grand Slam*

+ C

Minelayer

+ A or C

Finishing Move*

Smash opponents to a bloody pulp with this slam session that seems to last forever!

+ C

The Korean Team

ORIGINS: Unknown, Fatal Fury 2, FFS
FIGHTERS: Choi Bounge, Kim Kaphwan, Chang Koehan
FIGHTING METHODS: Claw, Taikwando, Big Ball

This is the strangest team in the game! However, it has just about everything needed to win: Brute force (Cheng), swift, quick precision (Choi), and balanced fighting abilities (Kim). Give 'em a chance and see!

Kim Kaphwan

The Taikwando master from Fatal Fury!

Half-Moon Kick

A quick horizontal flash kick with a fast charge time.

+ B or D

Flying Slash

Another quick flash kick with an equally fast charge time.

(Hold) + B/D

Hishokyaku

The annoying multiple kicks from above are here.

Jump UP, then + B or D Button

Secret Attack

A nasty fury attack with all the moves for a real finish!

+ B&D Together

Choi Bounge

The smallest fighter in the game packs a punch!

Hisho Kuretsuzan

Jump up in the air and drill enemies on the head.

(Hold) + B/D

Hurricane Cutter

Spin on a vertical whirlwind and slash away at enemies.

(Hold) + A/C

Kaiten Hienzan

Roll into a ball and roll painfully right up a foe.

◄ (Hold) ► + A or C Button

Finishing

A slashing whirlwind that moves across the entire screen!

◄ (Hold) ► + B&C Together

Chang Koehan

Armed only with his iron ball, Chang is very slow, but his moves inflict massive damage! Whatever you do, don't let him grab you - he has several devistating slams! He doesn't need much technique.

Breaking Iron Ball

Propel the huge metal ball forward for a whack!

◄ (Hold) ► + A/C

Spinning Iron Ball

Spin the Ball around rapidly and deflect projectiles.

A or C Button Rapidly

Finishing

One of his more akward moves, Chang trots forward and uses a fury attack to smash foes to a literal pulp!

+ C Button Only

*You must be close to your opponent when doing this move.

TEAM EGM

MANUFACTURER
UBI SOFT

CARTRIDGE SIZE
8 MEG

RELEASE DATE
NOVEMBER

OF PLAYERS
1 TO 4

STREET RACER

LET THE ENGINES ROAR. VROOM ... VROOM

As you compete in the championship, all racers will be fighting for first place.

Have you played Super Mario Kart and couldn't get enough of it, or played Road Rash for the Genesis and had the time of your life? Mix the two together, combine their most exciting elements, and you'll come up with Street Racers. This game has something for everybody. Members of your entire family will want to saddle up with this game. The person with the best killer attitude, combined with the fastest hands on the control pad, will win in this cool game of on-the-road action.

Don't forget to punch or use your weapon to slow the other riders down.

You have eight cars to choose from and as many drivers. You and three of your pals can play against each other in the Four-player Mode, but you must have a four-player adaptor.

The catch here is that each driver has his own strengths, weaknesses, and special weapons. The object of the game is to finish first and in one piece. It's as much fun as you can have with your cowboy boots on. If you enjoy punishing your competition, this game is for you.

In the Rumble Mode, you'll have to knock all the other drivers off the barricaded ring.

Let the engines roar as you blast your super-powered nitros to get ahead.

THE STREET RACERS

Meet the street racers you can choose from. Each racer has a unique weapon that he/she can use on the other drivers. As for the power and performance of the vehicles they drive, it varies in speed, handling, acceleration, attack, and defense. Pick one that suits you to carry you through the crazy races and toward the championships.

As a treat, your vehicle comes equipped with a special weapon.

VARIABLE SKILL LEVELS AND MUCH, MUCH MORE!

If you are playing against a competitor less skilled than you, you can go into the Options Mode and turn ON all of their options and

turn OFF yours, in order to make it more fair. You can choose from one to 24 tracks

and customize the order in which they appear.

Results are posted at the end of each race and bonus points awarded for the fastest lap, number of stars collected, punches executed, and a perfect bonus for finishing a race without sustaining any damage. In the Cup Select Menu choose the level of difficulty for the entire season of races.

After finishing the races, check out the finishing times to see how well you did on your total time throughout the race.

The easiest is Bronze, with a six track season, followed by Silver with 10 tracks, and Gold with14 tracks. You can even practice the Soccer Match Mode or the Rumble Arena. The Practice Mode is a good place to start. This allows you to determine the strengths and weaknesses of each character. You've never played bumper cars like this or this unique brand of soccer before my fellow buckaroos!

Don't get too far behind everybody or you'll have some very serious problems catching up with the rest of the field.

The Points Table will show you how you did in the race. Look for bonus points.

BIG-TIME BUMPER CARS!

You use your car to speed around the field, trying to get the ball to score. The automatic goal keeper doesn't look like much, but he's worth his weight in scrap metal. He's quicker than a greased pig on the run inside the slaughter house.

In the Rumble Arena, it's an all-out free-for-all, with the last car on all fours being named winner. The way to put the boots to the other drivers is to crash into them and knock them out of the arena. Each character has his/her own special weapons or tactics. Hodja will use his Ottoman dagger swipe, Frank uses his Monster Bash, Suzulu uses his Voodoo Stick Poke, Biff uses his baseball bat, and Raphael uses her quick jab.

At the end of each race—Rumble or Soccer—you can replay the action.

To repair your car, run over the yellow squares with a wrench on it. Pick up blue squares to get Turbo, and yellow squares with a red star for bonus points. Watch out for road hazards, including green and orange mines. This game is a hoot!

Take time from the championships and play a little bit of soccer on the side.

TEAM EGM

MANUFACTURER
ELECTRONIC ARTS

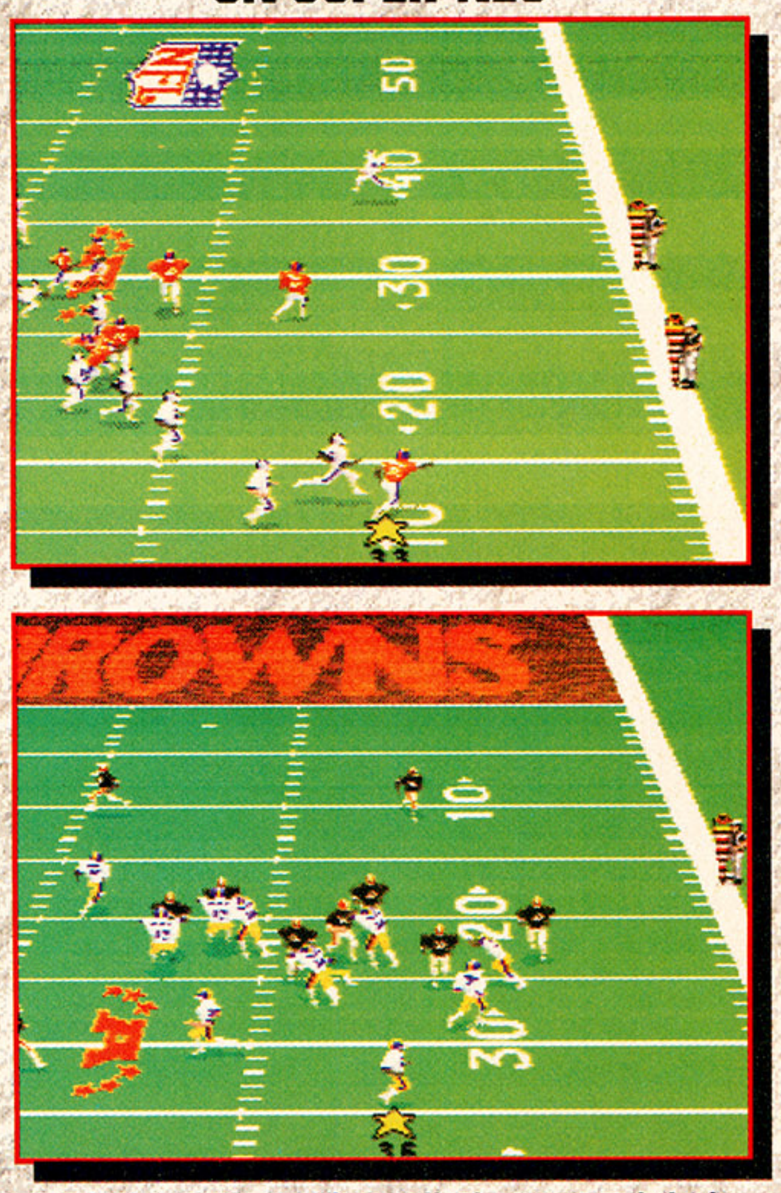
CARTRIDGE SIZE
8 MEG

RELEASE DATE
NOVEMBER

OF PLAYERS
1 TO 4

MADDEN 95

MADDEN RULES SUPREME ON SUPER NES



In this year's version, all players and their animations have been redrawn.

Time to hurt somebody in my favorite sport of all time! That's right—football.

Put your helmets on and check your shoulder pads at the door! We're going to get into some heavy hitting with EA Sports, a gaming dynasty in their own right, much like the Dallas Cowboys and the San Francisco 49ers.

John Madden Football '95 from Electronic Arts rules. The game was totally redone after last year's version.

Everything from the artwork to the play calling was reworked. Among the changes is the 48-man expanded roster.

PLAY A SINGLE GAME OR PLAY THE ENTIRE SEASON

You can bring in your back-ups and change your personnel depending on the situations this year.

The passing windows can be retained through an option. Play an entire season with the computer, keeping statistics on each team and individual players' accomplishments. This year John Madden himself designed a host of new defenses and had input on the way they were placed in the game. The defenses are tougher, and included in this version are classic NFL defensive alignments from the NFL's best teams.

On offense each team has its own specific play calling module that the computer accesses. On third and short Buffalo will call a different play than the Dallas Cowboys. The actual style and play calling trends of each team are built in. This year the computer is much tougher. The two-point conversion, along with kick-offs from the 30-yard line with lower kicking tees are in this year's version.

If a receiver goes for a touchdown and no one is near him, he will stop at the goal line, turn around, and fall backward into the endzone doing "The Plunge."

In the passing sequence, you'll be able to see your receivers heading down field. You can then choose which one to pass to.

One of the many features that change the game play is that you now have the option to convert two points after the TD.

MADDEN '95 BY ELECTRONIC ARTS

Graphics	★★★★	Playability	★★★★
Sound	★★★	Realism	★★★★

It's another year of football for Madden fans. I've played every single Madden game and this one definitely grabbed my attention. Every year it gets better and better with newer animations and sounds. The action on the field is intense on both the defensive and offensive sides. Hearing the trash from Video Cowboy, he must be on the payroll at Electronics Arts!

85% Iceman

Graphics	★★★★	Playability	★★★★★
Sound	★★★★	Realism	★★★★

This game rules with new and bigger player and touchdown animations, new defenses, and all the new rules. Kick-offs from the 30 yard line and two point conversions make this game rule on the gaming gridiron. I had fun from the time I plugged in this game and broke every world record in it. This game kicks major butt. If you love football like I do, you'll love it.

90% Video Cowboy

TEAM EGM

MANUFACTURER
ELECTRONIC ARTS

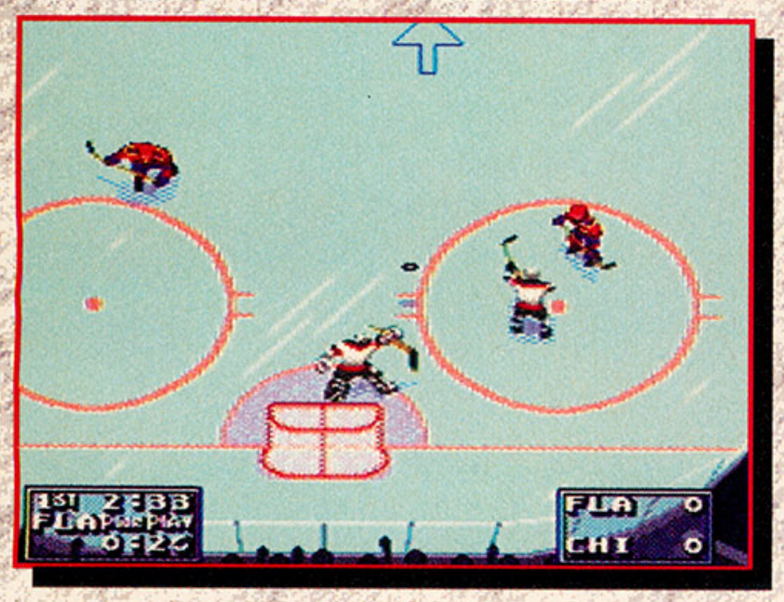
CARTRIDGE SIZE
16 MEG

RELEASE DATE
SEPTEMBER

OF PLAYERS
1 TO 4

NHL '95

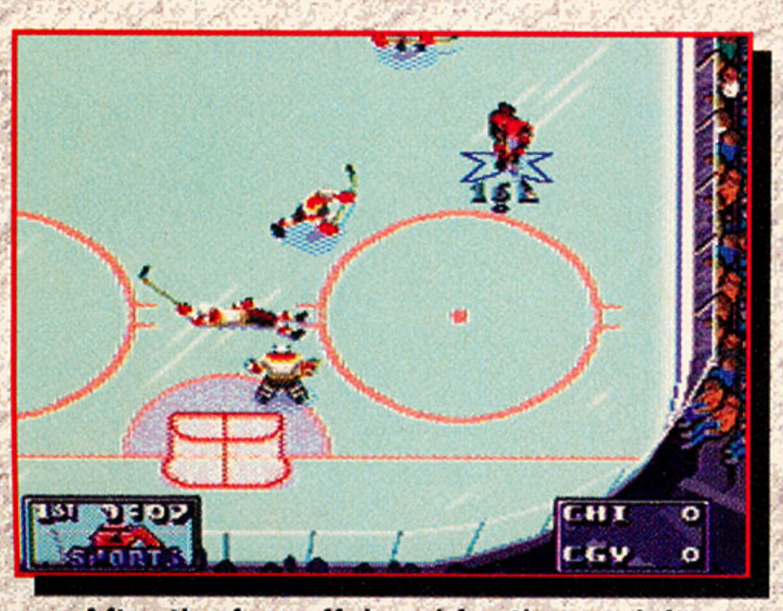
SHOOTING, SCORING, AND MORE ONE TIMING



Surpassing even last year's spectacular version, EA Sports NHL '95 rocks!

The bad boys of the National Hockey League are about to hit the ice for another exciting season of hard-hitting hockey action.

The team at EA Sports spent the off-season making an entirely new and exciting version of NHL Hockey '95. Gamers will find this game the best one yet. It's a new season, not the same old game with a new name. The action is quicker, the defenses are tougher, and this game skates circles around the competition.



After the faceoff, head for the goal. It will take some serious strategy to score.

NHL HOCKEY–A CUT ABOVE THE REST

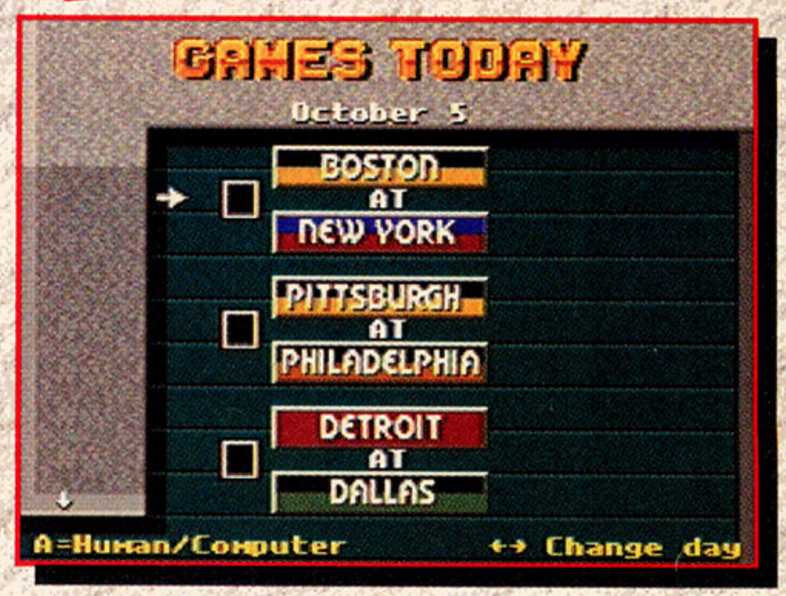
Tie up your gaming skates and come with me for a quick skate through the hottest hockey cart to date. This year goals will be harder to come by, and the goalies are harder to beat for good reason. This year the programmers at EA Sports made the goal area smaller and the goalies smarter. They increased the goalies' artificial intelligence (AI). In past years when you tried the wrap-around or that special deak, you could count on a sure goal. Even the move where you moved your star center or winger into the corner of the opposition's goal, and skated back through the crease, and flipped the puck up and over the goalies' shoulder, only works three out of 10 times.

The action is nonstop! Increased goalie AI makes getting goals an exciting challenge.

All of your favorite teams are back with their accompanying player rosters, but this year you can play an entire season. The game also has new schedules and complete player rosters.

The goaltenders aren't the only changes that make the game more challenging this year.

EA SPORTS™
ELECTRONIC ARTS



All of your favorite teams and their complete rosters are at your disposal.

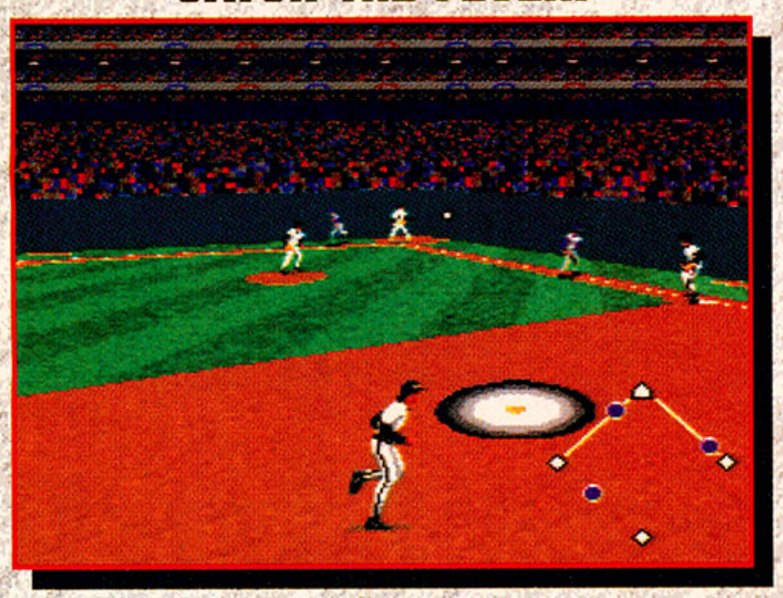
The computer is even harder to beat when playing by yourself using your favorite team. The computerized defense didn't just eat its Wheaties, the programmers at EA Sports improved on last year's game. The one-timers are in, and the Iceman and I have to buy new controllers; our old ones are still smoking from working on this preview. This game rules and I am currently the NHL Hockey champion of the office.

This game is so realistic you'll feel every crunch of every hit, and wish you could be sent to the penalty box to take a rest.

TECMO Super Baseball

MANUFACTURER
TECMO
CARTRIDGE SIZE
12 MEG
RELEASE DATE
AUGUST
OF PLAYERS
1 OR 2

CATCH THE FEVER!



Watch where the guide will show up on the field, because that's where the ball will land.

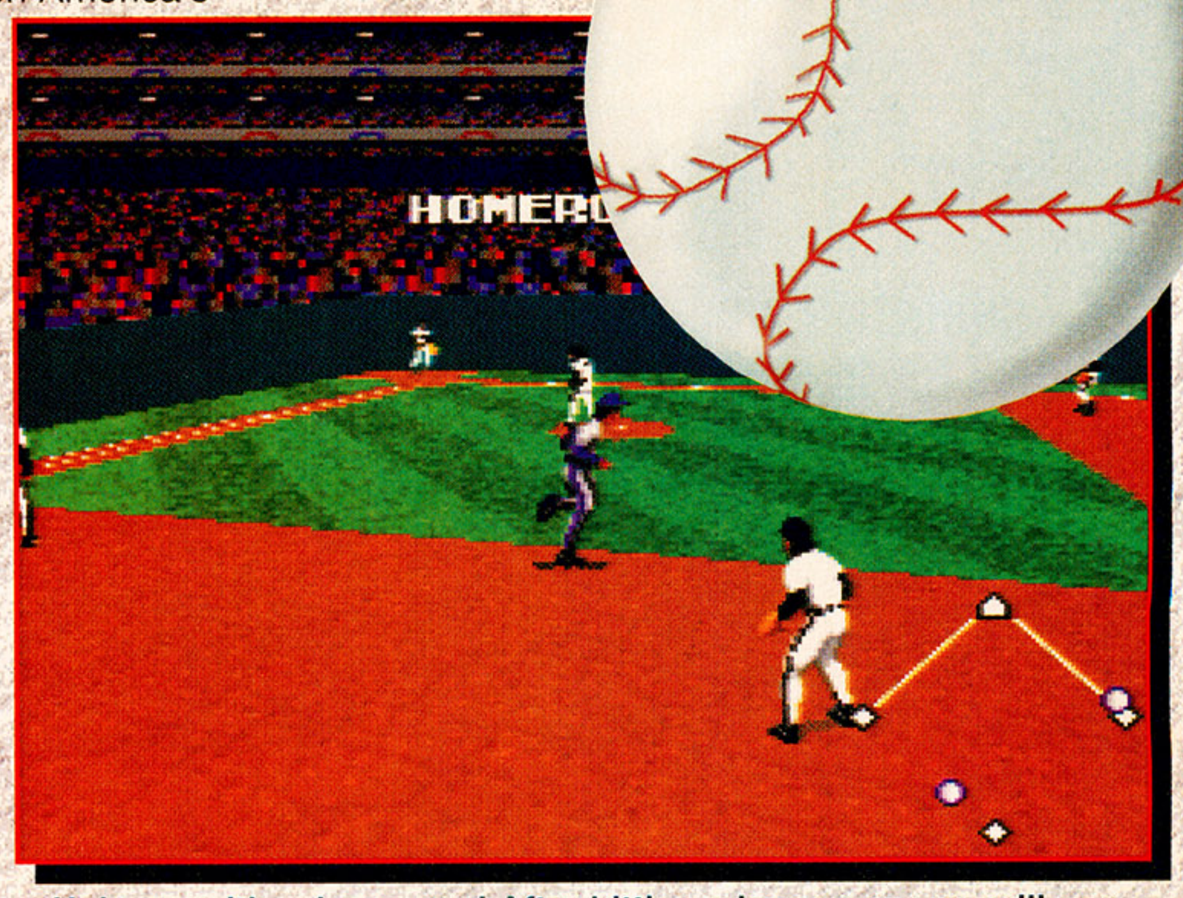
Rookie and I have been waiting for this one to come in so we could have an in-depth look at it. Especially while the baseball fever is on, we can't get enough of baseball games.

Hey baseball fans, get a load of the special effects that Tecmo has developed for Tecmo Super Baseball. This game packages features that I have never seen in a sports game before. The rotation and scaling of the field is incredible. The other feature that is great about this game is that you can pick either batting or the pitching perspective. This is a plus for baseball fans. Tecmo has taken America's pastime to a higher level. Gather your gear and let's play ball!

Batting and pitching perspectives—you can pick which one you'd like to use.

BUY ME SOME PEANUTS AND CRACKER JACKS...

Going ... going ... going ... GONE! As the runner touches the bases after hitting a home run, the crowd roars with excitement. Tecmo Super Baseball details every moment as close to the real thing as it gets. The digitized speech of the commentator adds the final touch to the sound effects on the field. Also, listen to the calls of the umps on the pitches and at the bases. Not only are the graphics incredible, but so are the sounds Tecmo has developed. Below are more features that you may recognize from a real baseball game.



Holy cow, it's a home run! After hitting a home run, you will see the player round the bases, and hear the crowd roar.

MLBPA SPONSORED

Being MLBPA sponsored, you get to see all of the players from the baseball league, with all of their current stats in hand. Look through their individual stats and find out how they are doing in the league. You can also check out all of the league leaders: pitching, batting, ERA, and so forth. MLBPA has brought realism in baseball games home.

Stats like there's no tomorrow. View individual stats and evaluate their skills.

A FEW OF THE MANY FEATURES:

- PRESEASON PLAY
- FULL SEASON GAME
- SUPER STARS
- MLBPA SPONSORED
- REAL PLAYERS, REAL STATS
- LEAGUE STANDINGS
- STATS LEADERS
- DIGITIZED SPEECH
- BENCH, INJURIES, AND MORE

TECMO SUPER BASEBALL BY TECMO

Iceman

Graphics ★★★★ Playability ★★
Sound ★★★ Realism ★★★★

I have to say, I've never seen anything like this before in a sports game. The rotation and scaling are excellent, especially when you hit one out of the field. Control is the one thing that will take some time to get used to as it switches depending on the view. Cool special effects of the field really add to the realism of the game.

89%

The Rookie

Graphics ★★★ Playability ★★★
Sound ★★★ Realism ★★★★

Wow, I can't believe I have a lower score than Iceman. Anyway, the way the field turns when the ball flies or gets hit is amazing. The controls take time to master because of how the field is shown from the fielder's perspective, which is a neat new feature that will influence other companies. Tecmo Super Baseball is the best to date!

85%

ESPN BASEBALL TONIGHT

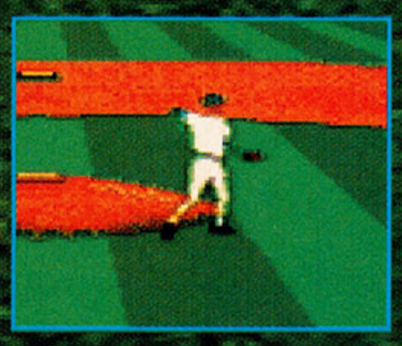
GENUINE MERCHANDISE

Sony Imagesoft and ESPN, Inc. have teamed up to produce one incredible baseball game that you will surely enjoy for your Sega Genesis.

ESPN Baseball Tonight is very unique compared to other baseball games because of its features. One that should be mentioned is the animations of the players. Sequences of players pitching, batting, catching, and other actions have been filmed and digitized for a realistic perspective. Sounds bring life to the stadium. Awesome! Furthermore, compete in the Playoff or Exhibition Mode with a friend or against the computer. The famous "Chris Berman" will be your commentator and sportsman in this game.

Batting will take some time. The game isn't hard to play, but there are three ways to hit the ball—low, med. and high positions. Which one you use will determine where the ball will go. Of course, bunting is a standard. Practice hitting in the Practice Mode.

LIFELIKE ANIMATIONS



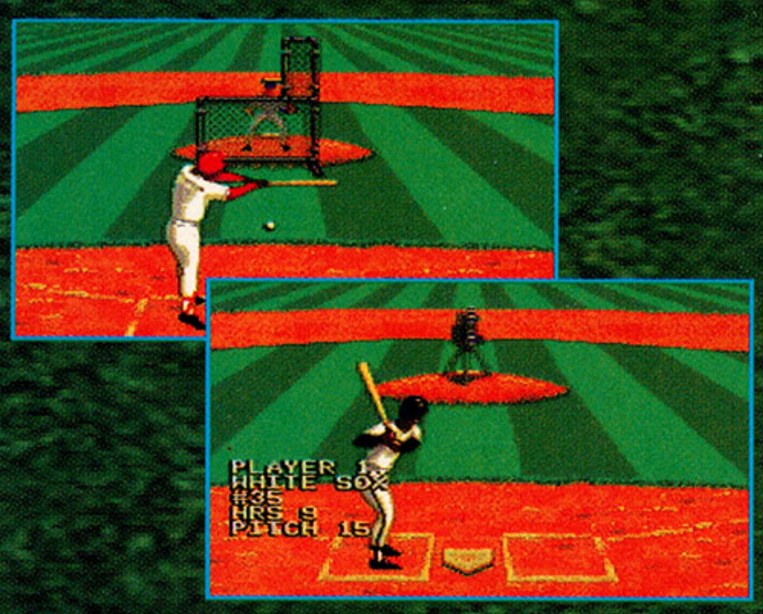
Animations of players are incredible! The graphics are so realistic that you think you're watching a real baseball game on TV. Awesome pitching and batting!

REAL TEAMS N' LOGOS

This game features real teams and their logos. It includes all of the West, East and Central Divisions from the American and National League. Can't get better than this!

ONE, TWO, THREE STRIKES...AND WEEP

The red arrow shows where you should be in order to catch the ball. An option lets you turn on or off the Assisted Fielding.



Take time to practice your batting and pitching skills, or slug it out with some friends in the Home Run Derby.

CHRIS BERMAN

"...back, back, back, back, back—it's gone!"

Chris Berman, ESPN's sportsman, will be the commentator for the game. He'll keep track of what's going on—especially HRs.

Star Control II

Take heed all you sci-fi fans, Star Control II is here and there's never been anything quite like it! Combining the incredible fun of an RPG and the all-out action of a shooter, SCII is a blast from beginning to end.

Based on the wildly successful PC version, this one employs a full-motion, silicon graphics rendered intro featuring the ship in the game and the whole story of what happened.

Basically, your mission is to seek out the answer to removing the slave shield put around Earth by the Ur-Quan, an evil race that believes all inferior life forms should either be enslaved or join the ranks of the Ur-Quan forces.

This game is no walk in the park. Major exploration of hundreds of star systems must be searched for minerals and clues leading to the Ur-Quan homeworld. Alien races that you stumble upon will often help out, but others aren't exactly friendly neighbors.

Loaded with actual voices, incredible music, and a story that will take weeks to solve adds up to one heck of a winner. This game is exactly what the 3DO needed and Crystal Dynamics came through in a big way. You don't want to miss the adventure of a lifetime.

The Alien Races

Throughout the game, you will encounter many alien races, some friendly, some hostile. The races shown are just a small portion of the total number you'll meet. Remember to speak nicely and watch out behind you at all times.

Color Key
- Can be Allied
- Neutral
- Hostile

Arilou

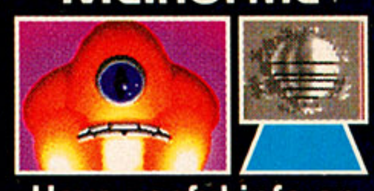
The Arilou are eager to help out humans.

Druuge

Race of traders; lives only for profit.

Ilwrath

Can't be befriended. Hates humans!

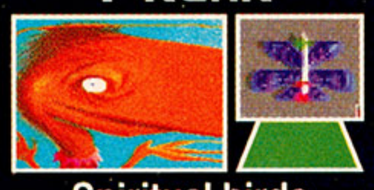
Melnorme

Have useful info on biological life forms.

Mycon

Feel they must cleanse the universe.

Orz

The Orz race speak in confusing riddles.

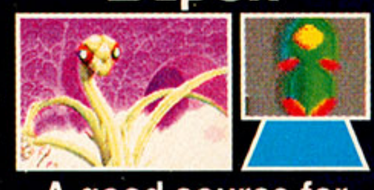
Pkunk

Spiritual birds related to the Yehat.

Shofixti

Mean little rodents who love war!

Spathi

Cowardly but good allies.

Supox

A good source for getting information.

Syreen

Related to humans in almost every way.

Umgah

They're under control of the Ur-Quan.

Utwig

They're intelligent forms of humans.

Vux

Feel humans are ugly and hate them.

Yehat

Has a queen who hates humans.

Zoq-Fot-Pik

Three species living in harmony.

Super Melee Combat

To break up the tension of the Normal Game, there's the Super Melee Mode. Here, one or two players get to fly the ships that the alien races possess during the Normal Game. With 25 ships at your disposal, this mode can be played forever! As an added bonus, you get to utilize all the special attacks that each ship has.

At the Selection Screen, each team can choose a fleet of 12 ships for battle. There are two windows on the right side of the combat screen that show the status of your crew, which act as hit points, and a power meter which shows the battery charge of the ship. Simply fly around and try to blast each other while avoiding pesky planets and asteroids that get in your way.

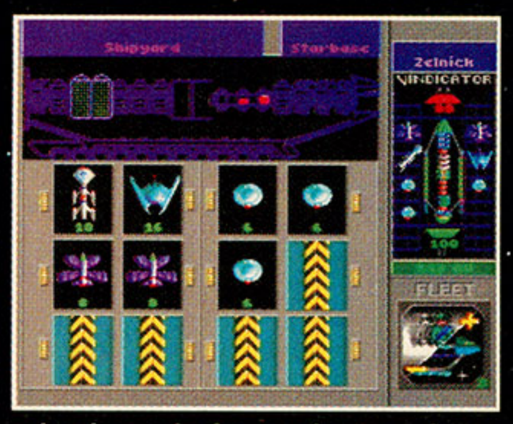
At the Selection Screen, choose your fleet of 12 ships to engage in battle.

In the Combat Screen, you fly around and try to blast your enemy with heavy weaponry.

Normal Game

The Normal Game is the RPG section where you must try to free the Earth from its slave shield put there by the Ur-Quan forces. Piloting a Precursor starship, you must seek out allies who wish to aid you on your quest. Of course, there are other races completely faithful to the Ur-Quan and will resist you. You'll explore hundreds of star systems in search of minerals, life forms, and information needed to defeat the Ur-Quan hierarchy.

At the Starbase



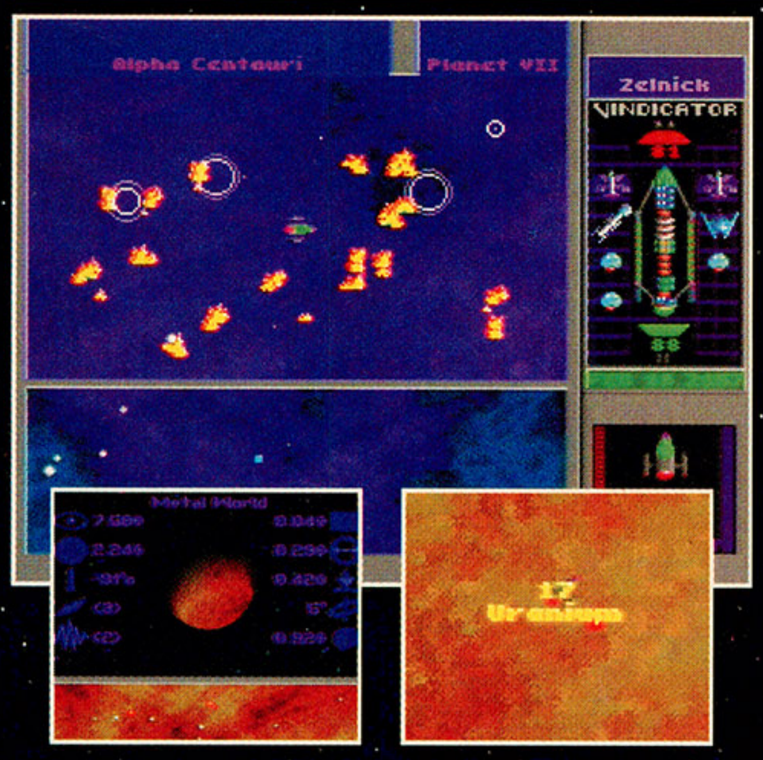
At the Starbase, you can unload minerals in exchange for credits to outfit your starship with stronger weaponry.

FACT FILE

STAR CONTROL II

MANUFACTURER	# OF PLAYERS
CRYSTAL DYNAMICS	1 OR 2
DIFFICULTY	**AVAILABLE**
HARD	AUGUST
CARTRIDGE SIZE	**NUMBER OF LEVELS**
CD-ROM	N/A
THEME	**% COMPLETE**
RPG/SHOOTER	100%

On the Surface



The surface is where you'll mine for minerals to lug back to the Starbase. When you enter a star system, you can scan the planet and get information such as seismic activity and scan for mineral, energy, or biological life. You can then land on the surface and rake up the riches.

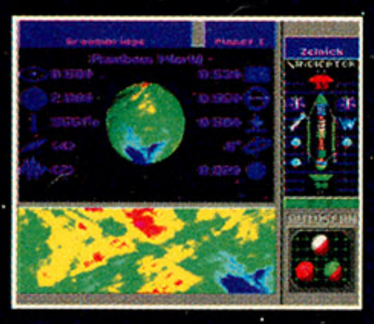
Encountering Races

It is inevitable that you meet alien life forms in space. Each race has a unique story and can either be allied with you or try to blow you out of the stars, depending on how you talk to them. Some races, like the Melnorme, are very helpful at giving information in exchange for alien life forms you pick up from the surface. Be a good negotiator and you might just succeed.

Every time you encounter a race, you take part in a series of question and answers. Say the wrong words and you could be eating space dust.

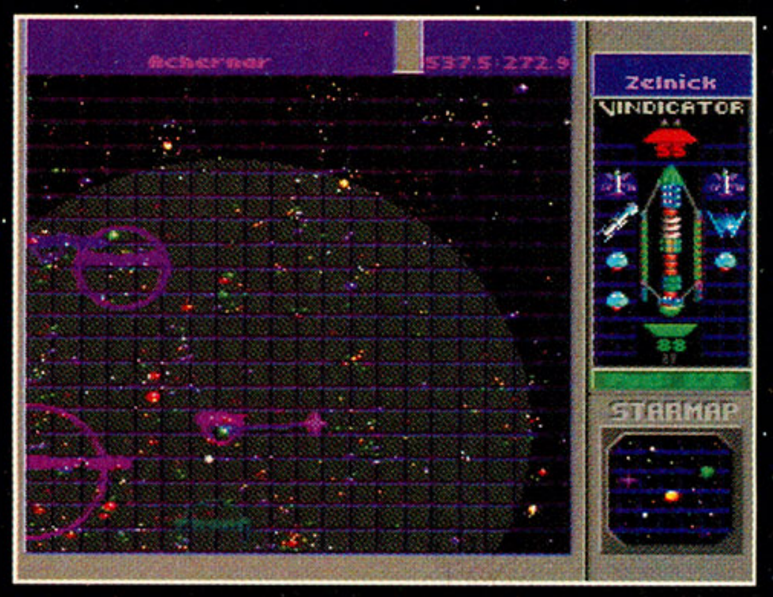
Solve Mysteries

There are many little twists and turns in the plot to keep you involved through your entire trek. Mysteries such as the Rainbow Worlds, the Spathi slave shielding, and the fearsome Dnyarri race are just a small part of what you'll come up against.

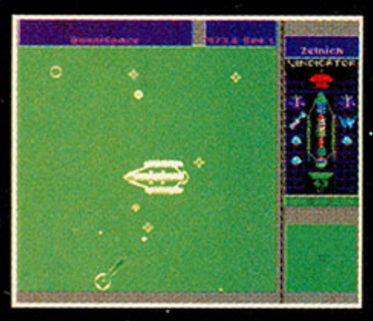


Hyperspace

Using Hyperspace is the only way to get around the galaxy. Use the StarMap to locate a star system you wish to explore. Out in Hyperspace, you will run into the many life forms and often battles ensue when you enter unknown territory. Travelling in Hyperspace uses a lot of fuel.



Use the Star Map to locate new alien worlds and travel among the stars at high speeds.



In Hyperspace, the skies are a bright orange. They are green in Quasispace.

THE GOOD

What isn't? The plot is fantastic, the music is awesome, and the game is simply too much fun!

THE BAD

Um ... okay, the voices of some of the aliens are a little difficult to understand.

THE UGLY

The entire Pkunk race looks like distant relatives of Toucan Sam. How about some Froot Loops?

JURASSIC PARK

TM & © 1992 UNIVERSAL CITY STUDIOS, INC. & AMBLIN ENTERTAINMENT INC.

FACT FILE

JURASSIC PARK

MANUFACTURER	# OF PLAYERS
UNIVERSAL INTERACTIVE STUDIOS	1
DIFFICULTY	**AVAILABLE**
MODERATE	MAY
CARTRIDGE SIZE	**NUMBER OF LEVELS**
CD-ROM	N/A
THEME	**% COMPLETE**
ACTION/PUZZLE	100%

IN THE PARK

The computer shows you where the dinosaurs are inside in the park.

Beware the Velociraptor!

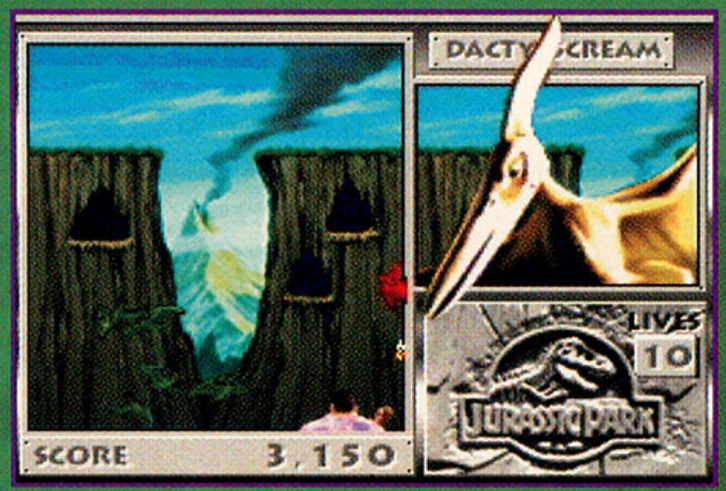
You look over your shoulder and see a Raptor breathing down your neck. Run and hope you can get away. After running through a door, you close it quickly behind you, and hear a thump and a high pitched screech. Success—you have gotten away this time. That is what it is like on this level, where you must trap the Raptor and get out of the building.

Watch out for the Deadly Dilophosaurus Spit!

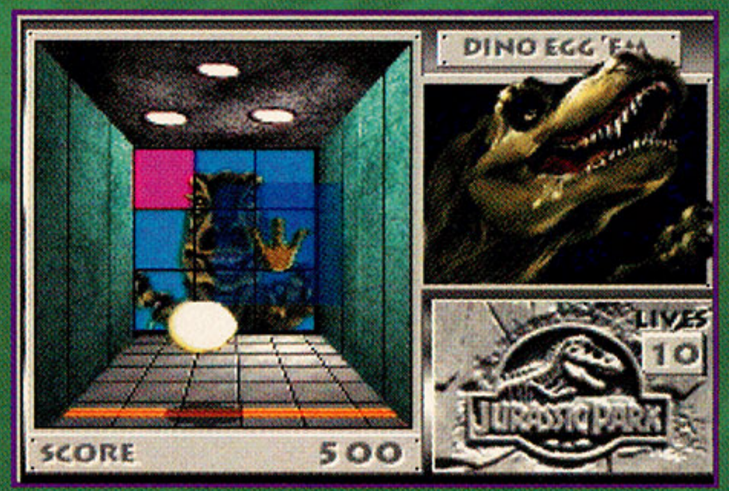
Man, those dilophosaurus are creepy! Their little shrieks and whistles send chills up and down your spine. Then, they spit this gloppy green goo at you and it hurts. Not only does it hurt, but you seem to lose more and more of your sight every time you get hit with it. All you have is a Tazer, but if you get rid of them all before you go totally blind from the deadly venom, you move on. Watch out or more will pop out. Just remember, they should all be destroyed.

Nedry's Foul Security System Block

Level 1: This is a space invaders-type game. You must shoot all the guys floating on the screen. In order to move to the next level, score 20,000 points.

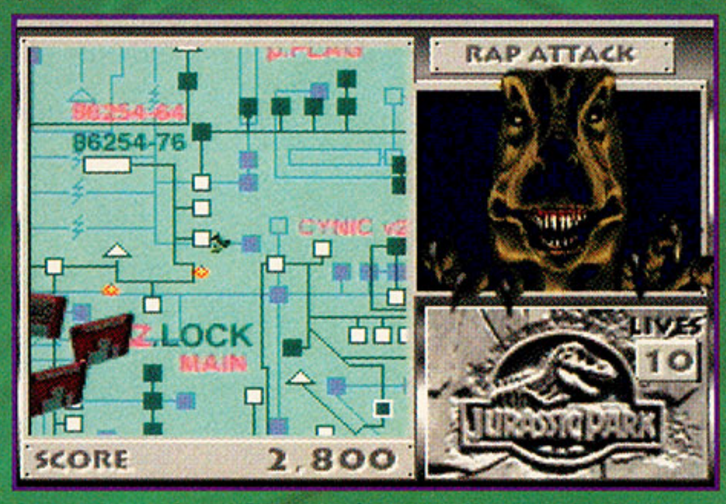


Level 2: This game is like the classic game Galaxian. Shoot all the guys on the screen and score yet another 20,000 points to advance.



Level 3: Dino Egg'em is like a type of 3-D Breakout. The ball bounces at you and you must bounce it back. Score 20,000 points and move on to the next level.

Level 4: Tricera-stomp is like the old game Tank Assault, where you must drive around and blow up lots of attacking Triceratops.

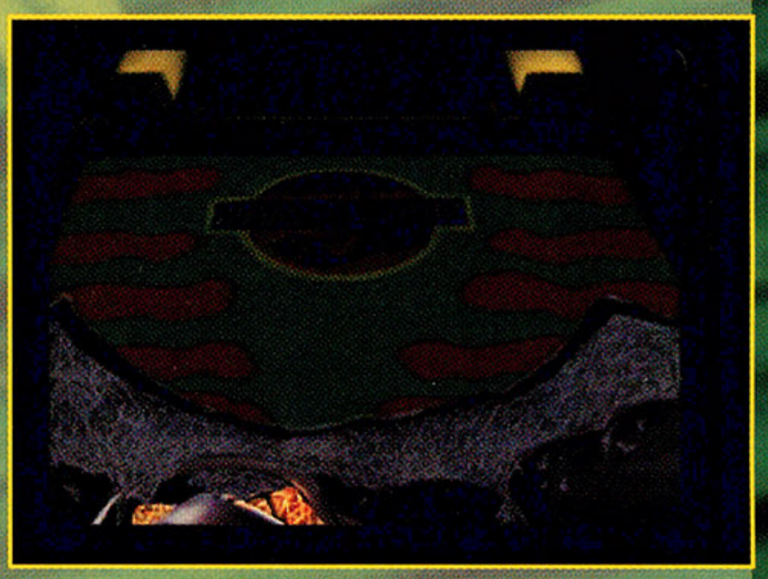


Level 5: Here is a twist on the classic Asteroids. Fly around and destroy floppy disks. To pass this last level, score 20,000 points and fly into the fan.

THE PLAN:

Dennis Nedry decided to be a pain in everyone's behind and disable the security program. Not only did he disable the security, but he also encoded everything so no one else could enable them for a while. As one of two parts of your objective, you must get rid of Nedry's security block by playing his little games and moving up levels in security. Once you do that, your goal has been reached and you can continue on.

Speed away in your jeep—the T-Rex is right on your tail! If that isn't enough, you must dodge hazardous objects in the road. Try to drive a certain amount of miles to outdistance the T-Rex or you're dead meat!



If and when the T-Rex should capture you, here is what you'll see. So this doesn't happen to you, steer clear of all obstacles and only brake when absolutely necessary.

Jurassic Park is just as frightening to play as it was to watch. This game boasts incredible graphics, sound, and game play. Jurassic Park's head computer wiz Dennis Nedry, in his infinite wisdom, decided that John Hammond wasn't paying him enough money. So Nedry was hired by another company to smuggle viable embryos off the island. In his attempt, an unpredictable storm messed up his plans and left the island completely off-line. You must get through Nedry's security system and reboot the computer. Plus, save the five people that are trapped throughout the island by taking each one individually to the helipad. Prepare yourself for an incredible visual treat—the dinosaur models that were used in the movie are also used in the making of this game. Can you save everybody in time? If not, they're all dead—even you!

THE GOOD

The graphics are some of the best I've ever seen, and it's Jurassic Park. Need I say more?

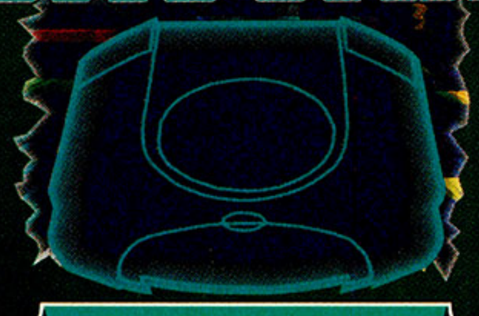
THE BAD

The only bad thing about this game is that I now have to go out and buy a 3DO. This game is that good!

THE UGLY

Looking at your car after the T-Rex gets a hold of it. What a pile of junk!

JAGUAR



FACT FILE

ALIEN VS. PREDATOR

BY ATARI

THEME	ACTION
MEGABITS	32
% COMPLETE	90%
AVAILABLE	OCTOBER
# PLAYERS	1
# LEVELS	15
CHALLENGE	MODERATE

OPTIONS CHECKLIST

- Difficulty Settings ❑
- # of Lives ❑
- # of Continues ❑
- Button Configuration ❑
- Sound/BGM Test ❑
- Password ❑
- Battery Back-Up ❑

Notes: Many of these options will be intact in the finished version.

LET THE HUNT BEGIN!

AVP for the Atari Jaguar is a first-person perspective action game where you can play as either the Alien, the Predator, or the Marine. The game play is very much like Wolfenstein, but more intense! One of the best features about this game is that each character has a different story line. It's almost like three games in one. Check out the next two pages for all the latest info on this hot new game.

- Mark LeFebvre

ONE OF A KIND

The arcade version of AVP may have the same title, but there is no similarity at all between the two games. First person vs. side-scrolling. Check it out.

ALIEN VS PREDATOR

ALIEN

MISSION OBJECTIVES:

The Alien ship is docked underneath the Marine's craft, and its only goal is to rescue the Alien queen who is being held captive by the Predators. The Predator's ship is also docked with the Marine craft but on the opposite end. Take out anything in your way!

MARINE

MISSION OBJECTIVES:

After waking from your 90-day cryo-sentence, you realize your crew has been slaughtered by some sort of Alien creature. To make it out alive, you must search all three ships for the security cards and maybe, just maybe, you will make it out of this nightmare alive!

PREDATOR

MISSION OBJECTIVES:

This is not just another ordinary hunt for this killing machine! Your main goal as the Predator is to locate the Queen Alien, and then make your way back to your ship with the biggest trophy ever—her skull! The Marines should be no match for your sophisticated weaponry!

The following is a portion of the transcript of operations for the Third Colonial Marines Recon Training Squad under the command of Sergeant Davis Hollander, upon said unit's return from an extended training exercise, during which interval the Golgotha renomorph encounter occurred.

UNITED STATES COLONIAL MARINE CORPS FIELD OPERATIONS TRANSCRIPT

Camp Golgatha 3rd Colonial Marines, 3rd Recon. Mission Time 97:43:35

Hollander: [SGT] Okay Ladies, we have perimeter, wake 'em and shake 'em. Combat seating optional, I'm lifting transceiver silence and switching to base frequency, sound off.
Patten: Base frequency, over.
Mortera: Repeat, firebase echo this is third recon patrol shrike n.c. Four-oh-two-niner on approach Cygnus side. Weapons powered down and secured, request marker and permission to dock.
Officer at dock: Recon three! Recon three! Negative on that secure status, get back here! We've got an emergency situation here!
Mortera: What do you call that?
Hollander: I call that a docked ship, Lieutenant. And at a guess, I call that the source of our little situation.
Nishida: That ... That's not one of ours, Sarge.
Hudak: That's not one of anybody's.
Mortera: Twenty seconds to dock.
Nishida: Were going to crash! Everybody hold on!
Mortera: Were latched. I think we nailed our portside maneuvering thrusters!
Hollander: Mayfield, cut the hatch! Color, Hudak, I want you left and right. Nishida, When that iris goes boom, you go through and take the point! Wilson, Los Banos, pattern, I want you at the first hatch! Look sharp, marines!
Hollander: Keep it movin', people. Mayfield, take the next hatch. Wilson, take point in the corridor.
Hollander: Report.
Nishida: Ah ... Look, we've got bodies in here...Lots of bodies...
Hollander: Report, Marine!
Nishida: Ah, Ah, affirmative. Um, it looks like ... Oh hell ... Like, Ah, most of the personnel for this level, maybe 50 or 60—
Hollander: How many dead?
Nishida: They're all dead, Sir. Sir, all of them are dead, They're all ... Looks like they emptied everything they had ... body armor seems like it's been eaten by acid or something ... and this green stuff...
Hudak: Sarge, the Com-Com terminal says there's a live body in the brig 90-day cryosentence for striking an officer, up tommorow at oh-800.
Mortera: Sarge, at oh-eight-hundred the brig autos are gonna roll open his cell door, we cant leave him there...
Los Banos: We got movement! Multiple signals! Forty-two meters...
Los Banos: I can't fix it...Damn echoes screwing everything up ... signals in front and behind ... 40 meters and closing ... no wait, 30 meters now...
Nishida: That's in the corridor! you're reading it wrong, nobody moves that fast!
Los Banos: Im telling you, I read 30—No, 20 meters and closing!
Hollander: Shida pull out! Flame every corridor first on your way back, we're clear! Mayfield, Wilson, go to infrared!
Hudak: Yo, look, look it!
Los Banos: Oh God please, no what is that...
Nishida: Sarge, Los Banos is down! Look out, Get out of the way! Get out!
Hollander: Shida copy!
Nishida: They're coming out of the walls...
Hollander: Wilson, pull back! Repeat, pull back!
Wilson: Gaaa, get it off of me! Sarge, get em off!
Mortera: Sergeant, get back here! Sergeant? Sergeant? Sergeant! Patten? Patten, copy! anybody, combat frequency, copy!co...

FIELD OPERATIONS TRANSCRIPT ENDS.

LOCK AND LOAD!

BODY ARMOR

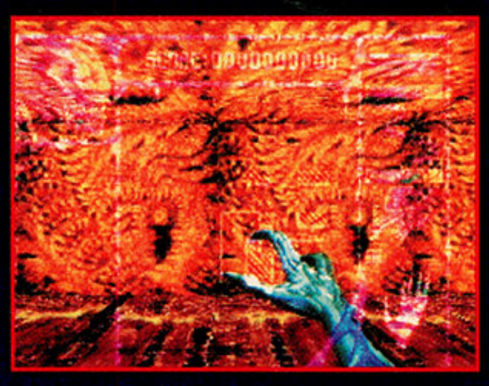
SHOTGUN

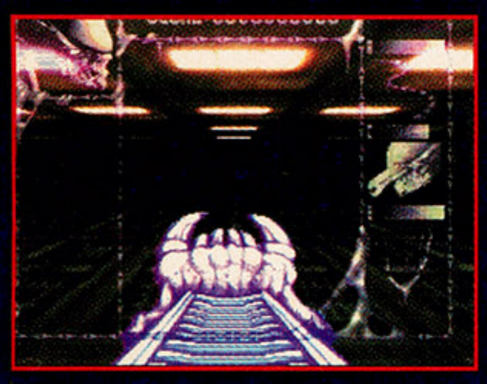
PULSE RIFLE

FLAMETHROWER

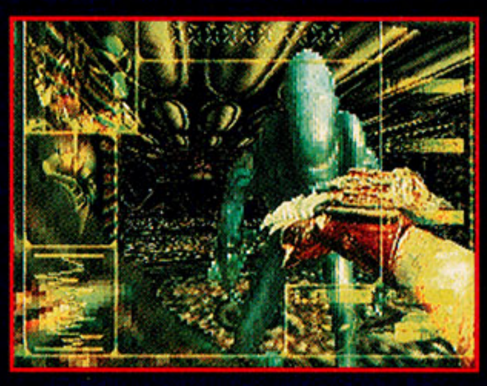
SMART GUN

The Marine can arm himself with five high-powered weapons and can also protect himself with body armor. The weapons are located in the armory. First you will need to determine which level the weapons are on, and then you will need to search for the correct security cards before you will be able to access them. Don't waste any time, and remember, always watch your back!

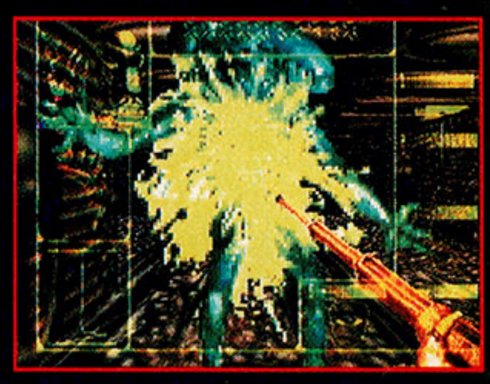




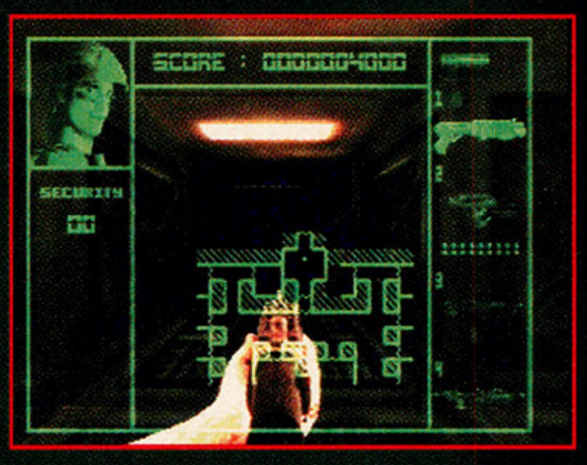
The Alien has three ways to attack. It has a very deadly tail attack, a razor sharp claw attack, and a bite attack, which will stop any enemy dead in its tracks! It also has the ability to cocoon its enemies by combining the claw and tail attack.



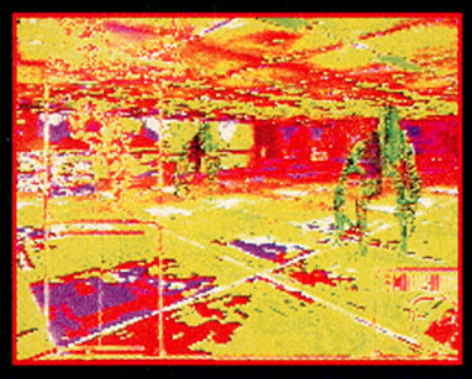
The Predator is very stealthy, and can attack in many different ways. Here are three of them: the claw attack, the Conbi stick, and the Smart disk. The Conbi stick and Smart disk can only be obtained after a certain number of points are reached.

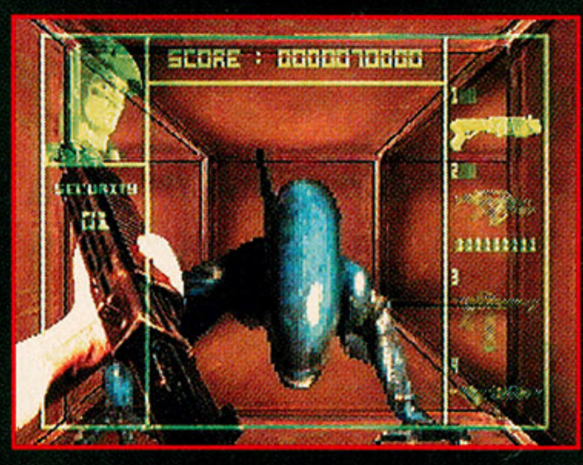


With each character, you have the ability to toggle between your Heads Up Display and a map of the level you're currently in.

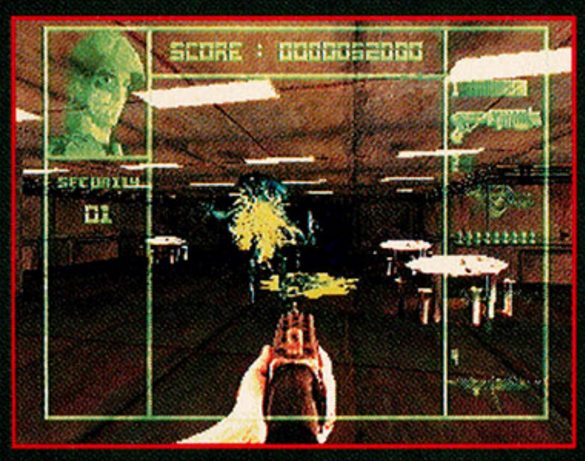


The Predator has the ability to switch between three different types of vision: Normal, Ultraviolet, and Infrared.

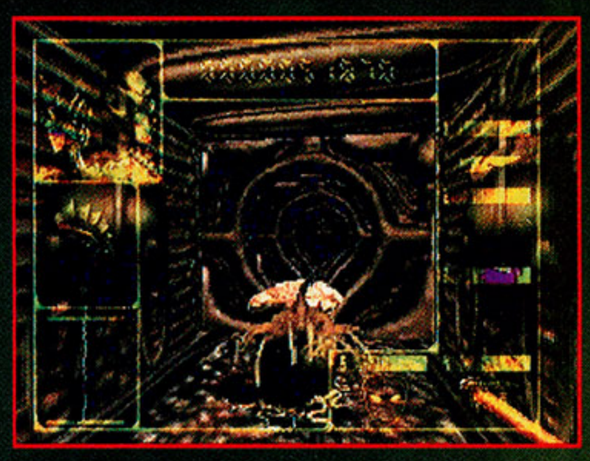




Use the Airducts to reach certain rooms that aren't accessible by foot. If the doors are jammed, maybe there are Marine survivors

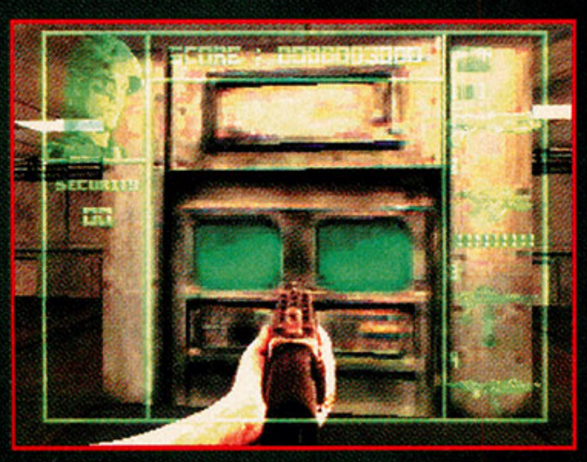


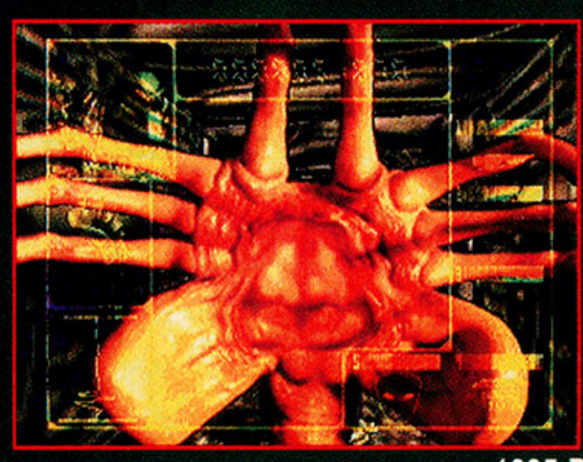
When hunting the Aliens with the Marine, try to lure them out of the corridors, because the acid will harm you if you walk over it.



When making your way to the Queen Alien's lair, make sure you destroy all the eggs before they hatch into more killing machines.

There are computers that you can access with the Marine giving you pertinent information about your mission and the crew.





Keep your eye on the ground when making your way through the Alien ship or you might just get a nice hug!

LEVEL 3

Here's a map of the Starting Level when playing the game as the Marine. You start the level at area One. When you go through the first doorway, there's a dead Marine laying on the ground. Grab his shotgun, because it's the only weapon in the whole level. Some of the rooms can be only accessed via the airducts.

WALLS

HALLWAY

BARRACKS

MEETING ROOMS

LIBRARY

BRIEFING ROOM

BRIG

??????????

CANTEEN

AIRLOCK

KITCHEN

PETTY OFF. BARRACKS

SECURITY CARD

MEDI-KIT

AIR-DUCT

FOOD

ELEVATOR

SHOTGUN ROUNDS

COMPUTER TERMINAL

PULSE RIFLE ROUNDS

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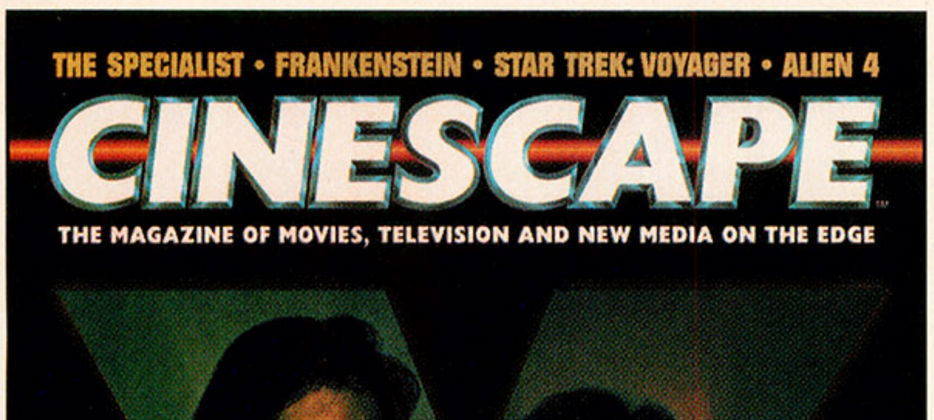

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HEMM9

CD-I

Burn Cycle

FACT FILE

BURN CYCLE
BY PHILIPS

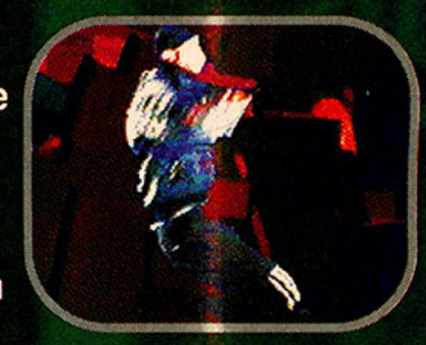
THEME	ADVENTURE
MEGABITS	CD-ROM
% COMPLETE	90%
AVAILABLE	OCTOBER
# PLAYERS	1
# LEVELS	N/A
CHALLENGE	HARD

OPTIONS CHECKLIST

- Difficulty Settings ☐
- # of Lives ☐
- # of Continues ☐
- Button Configuration ☐
- Sound/BGM Test ☐
- Password ☑
- Battery Back-Up ☐

Notes: Features lots of full-motion video.

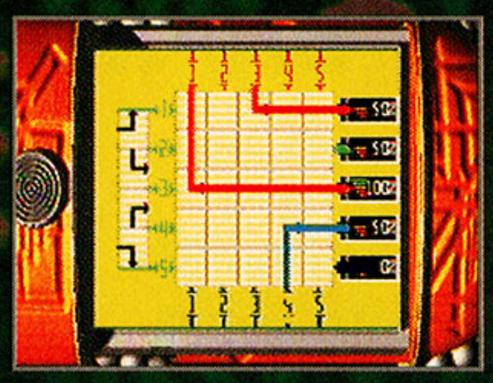
The future is an exciting place to live, but two hours is a short time to live it in! That's all the time you get to figure out who set you up, why, and how you're ever going to get out of this mess in one piece. You are Sol Cutter, a data thief who makes his living by jacking into the high-tech computer systems and downloading as much stolen software as possible. The job at Softech was no different than any other data heist. The Mega corporations were smart, but not smart enough for Sol Cutter, or were they? As your vision slowly comes into focus, your memory is a twisted blur of what once was the man Sol Cutter. What went wrong? How long were you knocked unconscious? Why can't you remember anything?



THE MANY DIFFERENT VIEWS OF BURN CYCLE

FIRST PERSON

PUZZLE



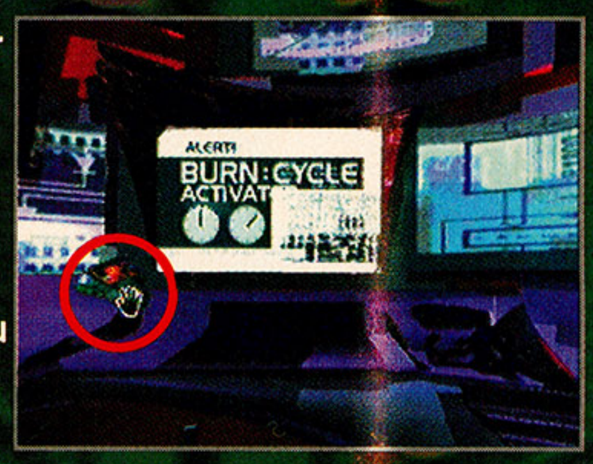
MOVIE

LEARN OR BURN

Every once in a while, a game comes out that is so unique it stands above the rest. That game is Burn Cycle! The reason Burn Cycle is so different from other games is that it uses both first- and third-person perspectives. When you are in the first-person perspective, control your character by moving around the different areas collecting as much information and as many items as you can. In the third-person perspective, the action sequence splits to show you a small movie of you and what's going on around your character. Don't worry though; all of the third-person scenes aren't just cinemas that you sit back and watch. Sometimes you're required to make a decision and act upon it quickly. The game has such an interesting story line, and you will be pulled into the role of Sol Cutter. Intense game play, crystal-clear audio, and a full cast of live-action actors make Burn Cycle one of the hottest games on the shelves!

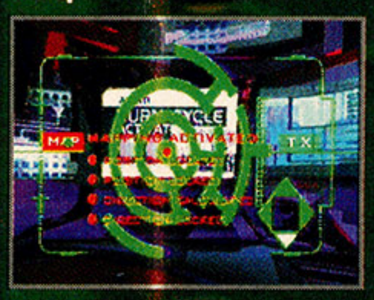
- Mark LeFebvre

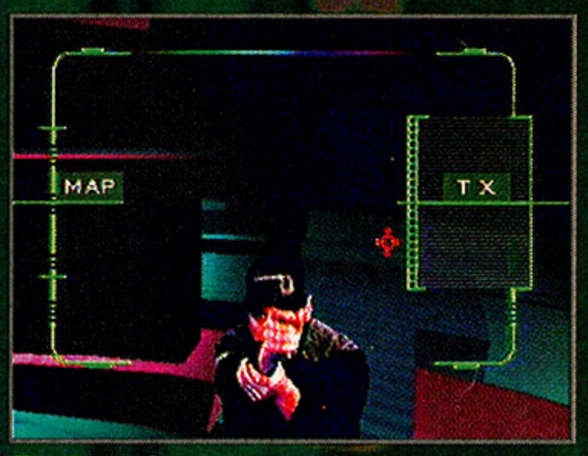
After the power surge, the computer activated some sort of Burn Cycle. Does the sharp pain in your head have anything to do with it? There's no time to waste! Grab the video-link and find out where your partner is. When the video-link boots up, you can access two controls: the TX video and the map. Check out both!



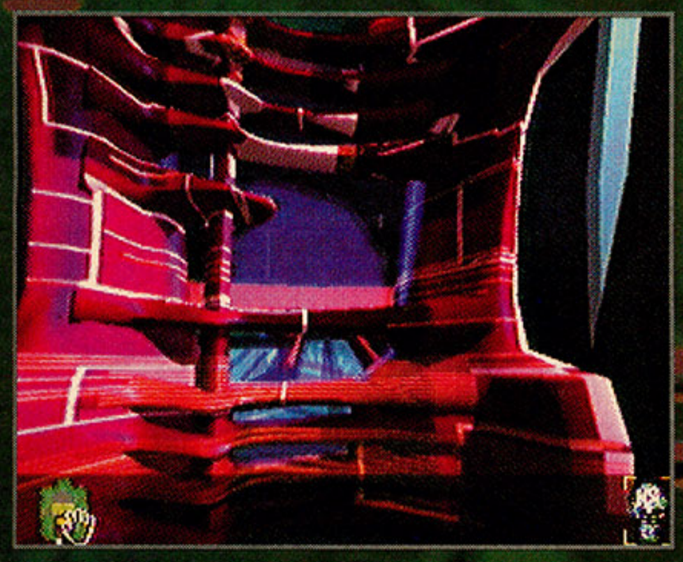
The TX video link will allow you to keep in close contact with Kris on the roof. Listen carefully to her, she's your only hope of getting out alive!

If you're having problems finding your way to the roof, you can access a map of the area with the video-link. you can also track any enemy movement.



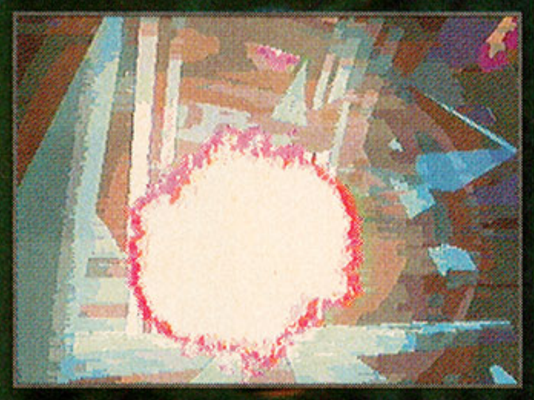


By keeping track of the map, you can take out the guards at Softech before they'll ever know what hit them! When you finally make it to the rooftop you quickly realize that something has gone wrong! Kris is in serious trouble and there's no way you can reach her in time. Who would want to frag Kris? And why?



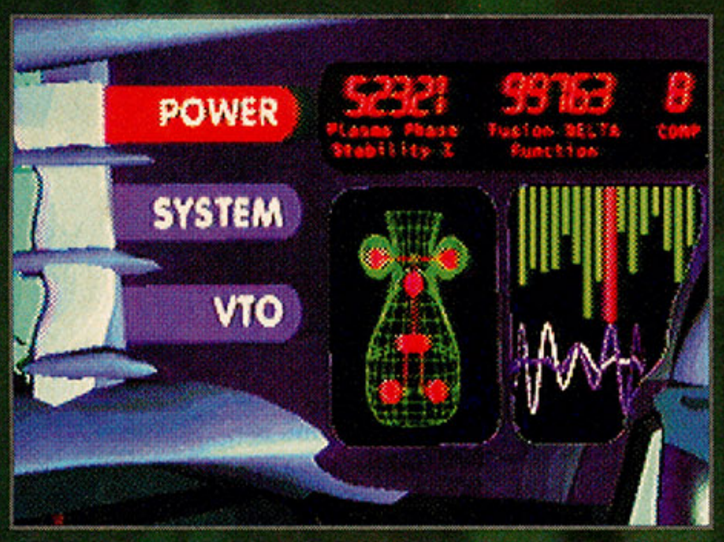
After Kris gets fragged, you have to find a way to get through the electronically sealed door. Your items are in a menu at the bottom of the screen. If you place the detonator on the door, you can gain access. Make sure to stay a safe distance away while it goes off.

When you reach the landing pad on the rooftop, you have a clear shot at making it to the lifter. If you plan on going anywhere, you'll have to search the entire area for the special key-card to open the door. Kris may be dead, but she can still be helpful.

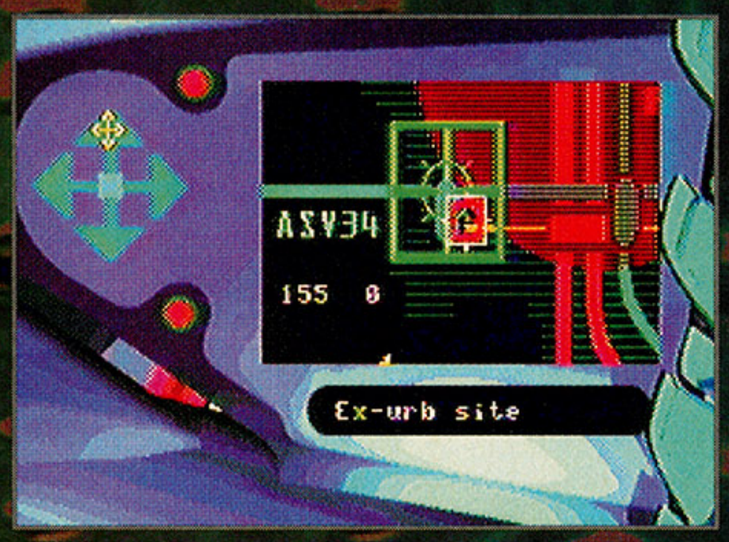


CONTROLLING THE LIFTER

Once inside the lifter, you are required to figure out a puzzle. There are three main components you will have to run checks on before you can get this puppy off the ground: the power, the system, and the VTO. Once the checks are completed, you will be able to launch the lifter. Upon liftoff, you will need to engage the weapons system in order to disarm the heat-seeking missiles that are being launched at you from the ground. One direct hit, and it's all over!



The main controls will let you operate all three of the lifter's main functions.



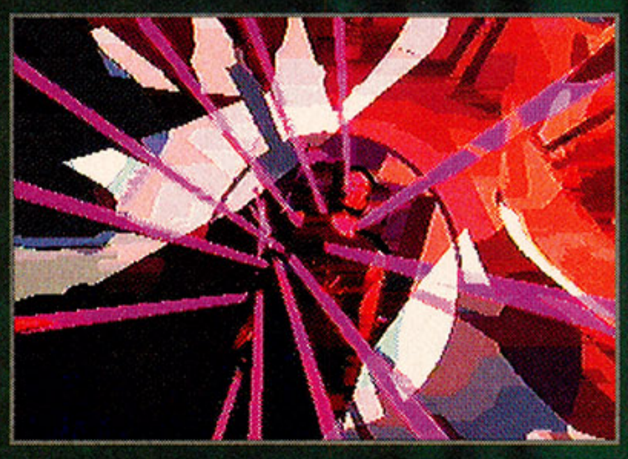
Before you can go anywhere, you have to set the Auto-Destination on the Lifter.

The Lifter is equipped with a high-power weaponry system. Lock and load!

When you touch down at Urban Central, the system reports damage to the main engines. Grab the fuse, and see if you can find anyone that can help you out with the parts. Remember, you only have two hours!

You are diagnosed with Burn Cycle, a computer virus implanted into your brain by Softech Corporation. The virus takes two hours to run its course, and will corrode through your brain like battery acid!

If you can figure out how to get a hold of some sort of currency, it would be a good idea to head over to the bar. Some very important people can be found there, and maybe some services as well!

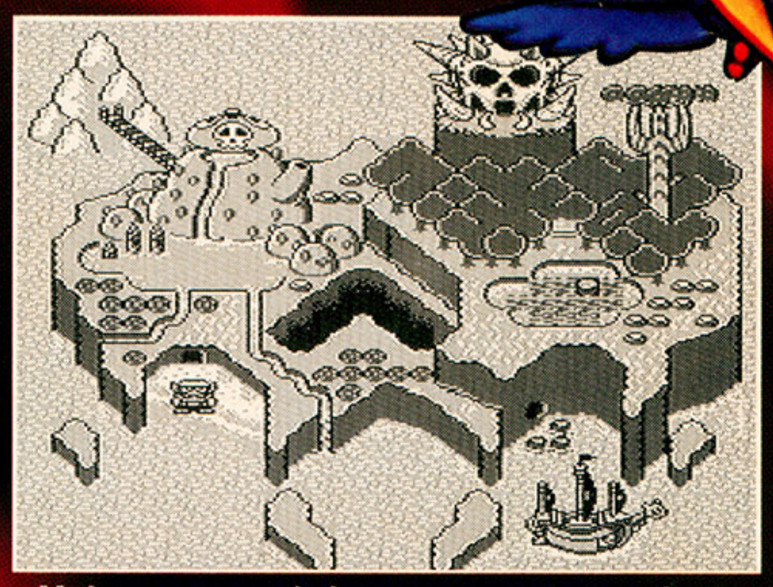


With only minutes left until the Burn Cycle rips through your cranium, you have no other choice but to put your life in a complete stranger's hands. Is this the end? Or just the beginning?

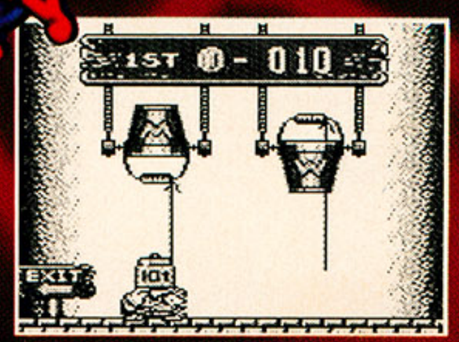
GAMEBOY

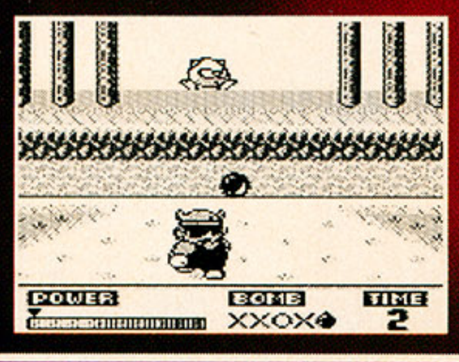
WARIO LAND™

Listen up GameBoy fans, Wario is back in a brand new adventure which will take you through a world loaded with action-packed levels and plenty of dangerous villains to keep you on your toes! Three power-up suits are hidden throughout each of the levels which transform normal Wario into different characters, each with his own special attacks and maneuvers. Huge levels, loads of enemies, and tons of power-ups make Wario Land an excellent choice for all you die-hard GameBoy freaks out there. Make sure you keep some new batteries on hand for this one!

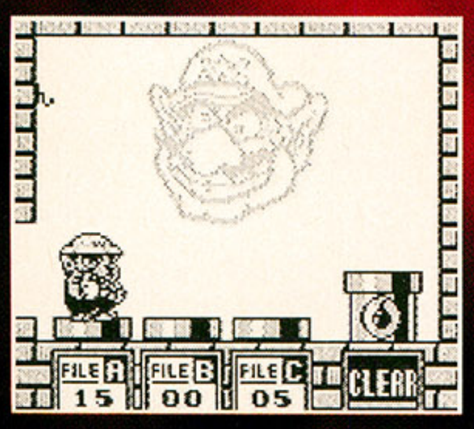


Make sure you bring your compass along on this one—you're in for a big adventure!



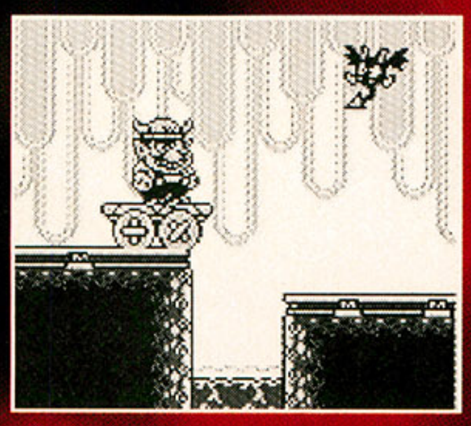


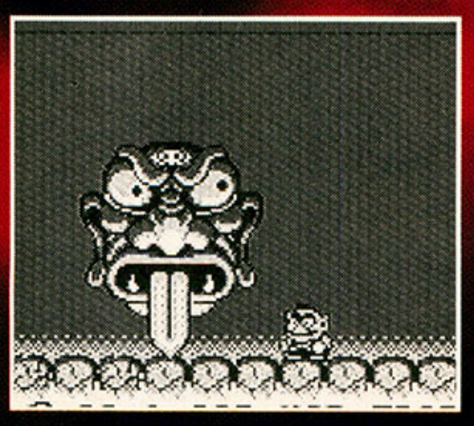
There are two bonus stages which can be played depending on how many coins you collect. You can either try your luck at the bucket stage, or you can test your skill at the bomb tossing game. Good luck!



Wario Land comes with a battery back-up which allows you to save up to three games at one time. Thumbs up!

Take a wild ride on an abandoned mining car over bubbling pits of lava! Keep your eyes out for the vampire bats!





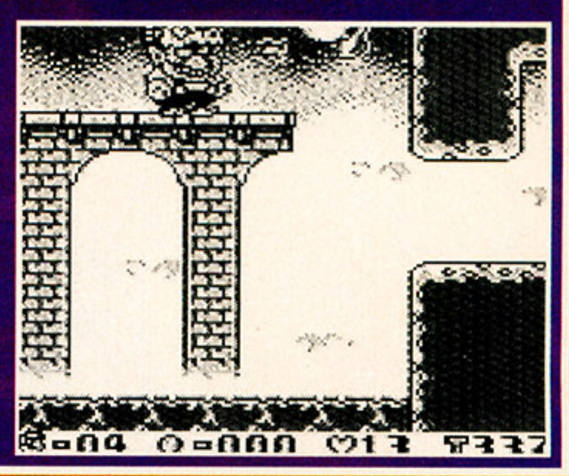
Not all the Bosses can be defeated by jumping on them. Can you figure out the secret of the stone Boss?

BULL WARIO

When transformed into Bull Wario, you can take out enemies by dashing at them with a shoulder block, knocking them silly with a super jump, or, if all else fails, using your horns to just hang around.

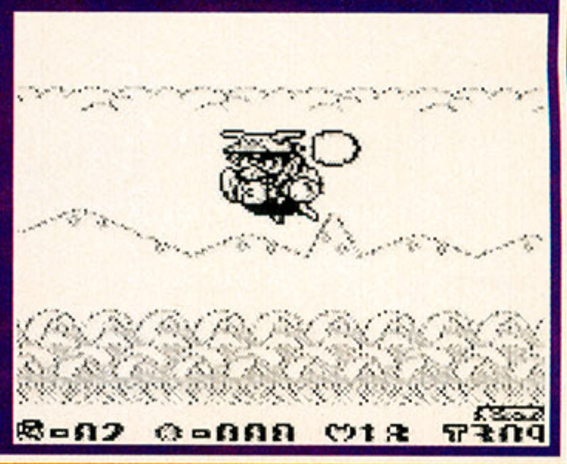
DRAGON WARIO

When Wario loses his temper, he can become quite the hot-head, and turn into Dragon Wario. This fire-breathing suit is excellent when taking on the enemies and does an even better job on the Bosses!



JET WARIO

There are a lot of areas in Wario Land that can only be reached by grabbing the jetpack power-up. Jet Wario is faster than a speeding bullet!? Not quite, but he does come in handy over water.



THE GOOD

The graphics on Wario Land make the GameBoy shine and the control was great. It's a lot of fun to play!

THE BAD

The sound can get very annoying after playing for a while.

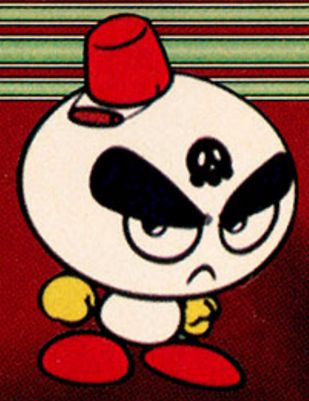
THE UGLY

The Bosses are cute animals, penguins and ducks—no ugly here.

™ Nintendo 1994.

FACT FILE
WARIO LAND

MANUFACTURER	# OF PLAYERS
NINTENDO	1
DIFFICULTY	**AVAILABLE**
MODERATE	NOW
CARTRIDGE SIZE	**NUMBER OF LEVELS**
4 MEG	40+
THEME	**% COMPLETE**
ADVENTURE	100%



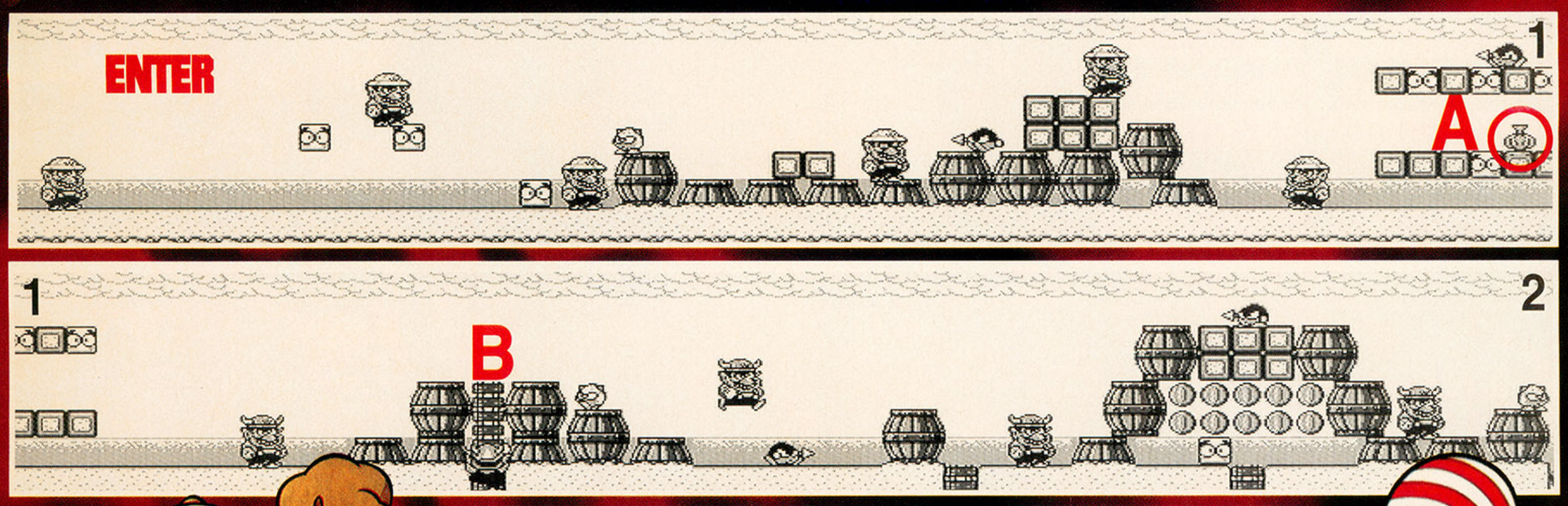
RICE LAKE

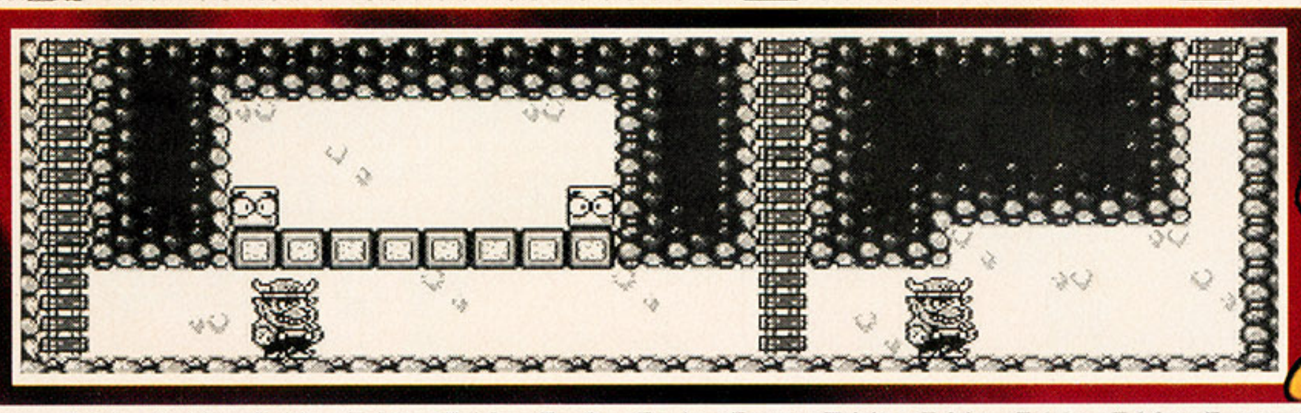
A Break as many blocks as you can. You will find coins, and sometimes, (as in this case) the Bull Wario power-up.

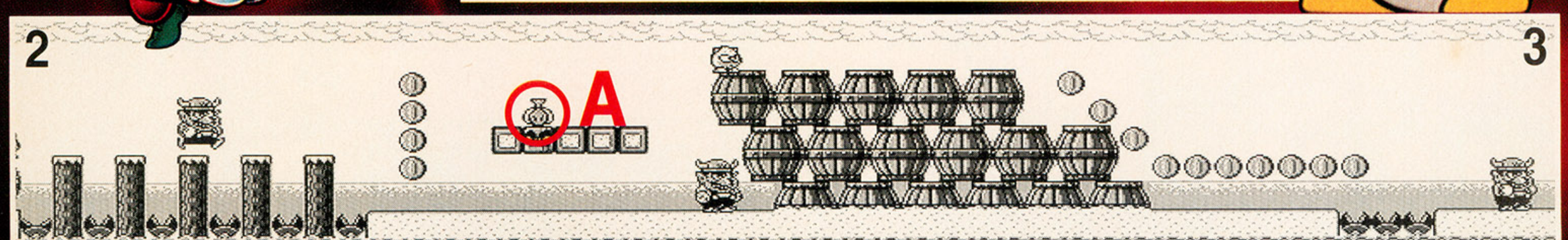
B Many secrets are hidden throughout the levels. Take the ladder down and you will find an underground cavern.

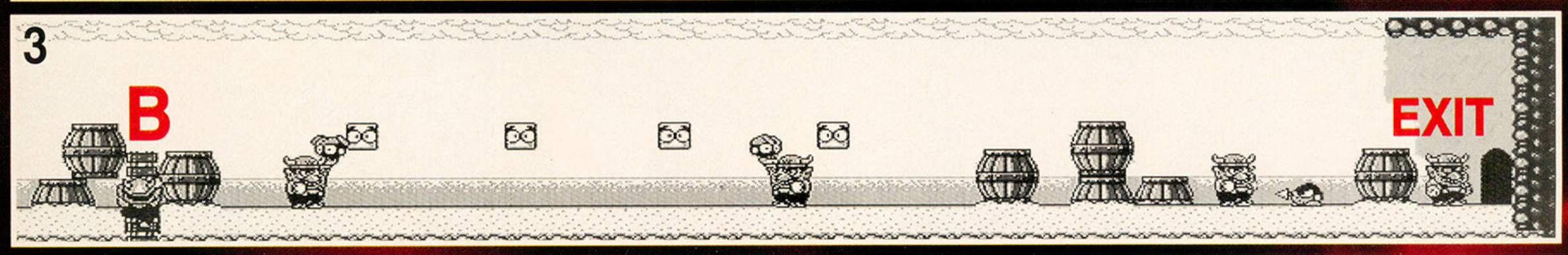
C Grab the Dragon Wario power-up and use the flame to break through the blocks from the side.

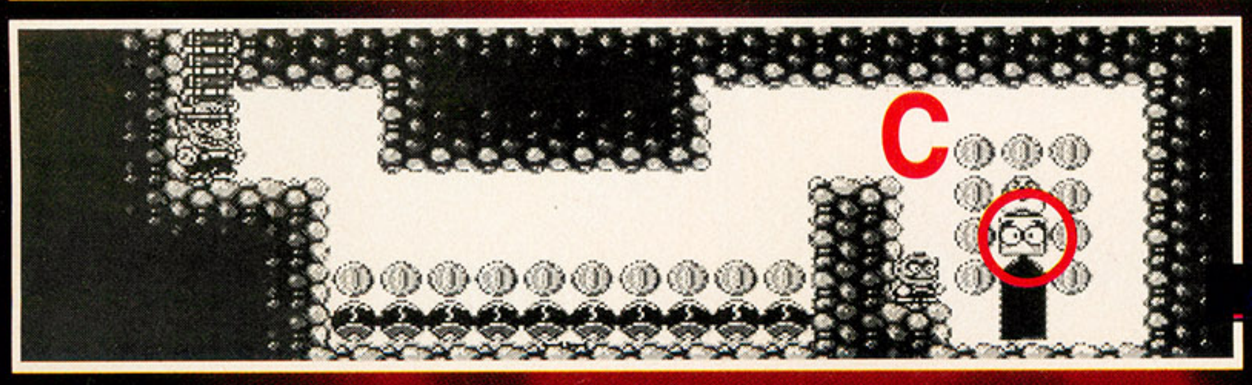
D If you search hard enough you may be able to find a big heart worth three free guys! Excellent!

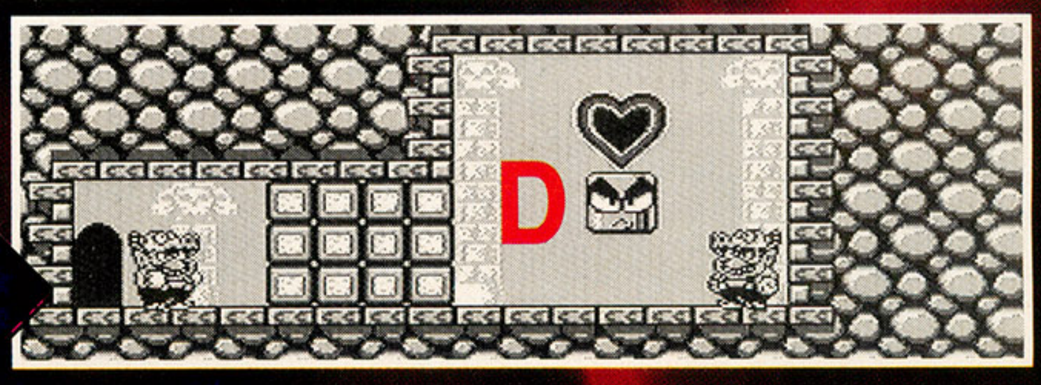












GAME GEAR

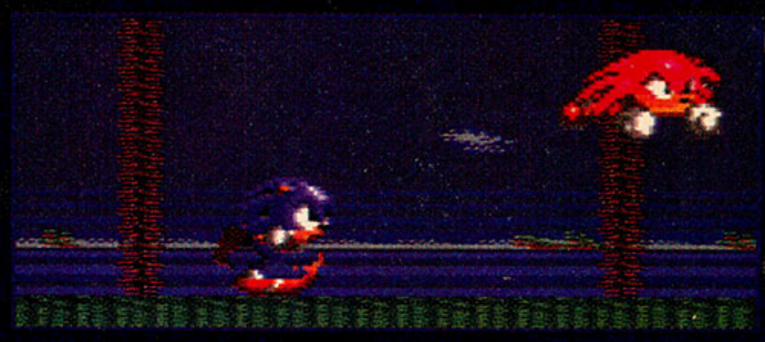
FACT FILE

SONIC: TRIPLE TROUBLE

MANUFACTURER	# OF PLAYERS
SEGA	1
DIFFICULTY	**AVAILABLE**
MODERATE	OCTOBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
4 MEG	11
THEME	**% COMPLETE**
ACTION	80%

SONIC THE HEDGEHOG TRIPLE TROUBLE

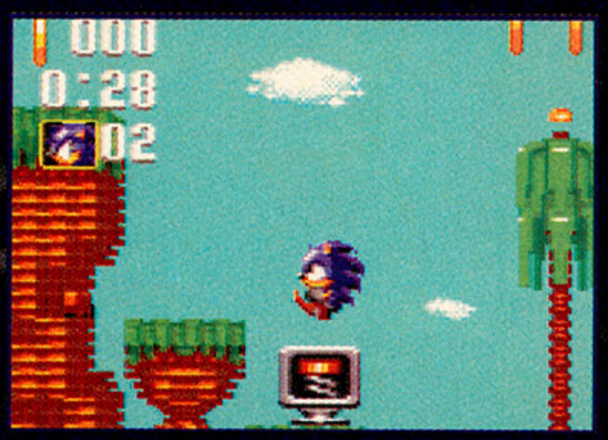
Sonic and Tails are back! The evil Robotnik has once again caused a royal mess for the high-speed team to clean up. Tricking Knuckles into thinking that Sonic and Tails are troublesome and have plans to steal the Chaos Emeralds, Robotnik pits him against Sonic and Tails! It's a showdown of the speed demons!



The chase is on! The nasty Knuckles has taken the Chaos Emeralds!

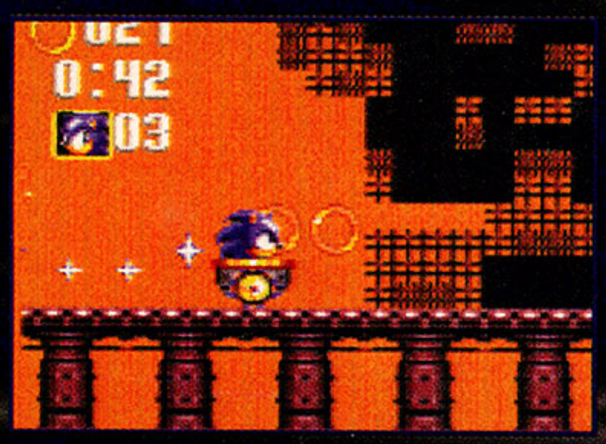
GREAT TURQUOISE

Bounce off the trees and collect the scattered coins.



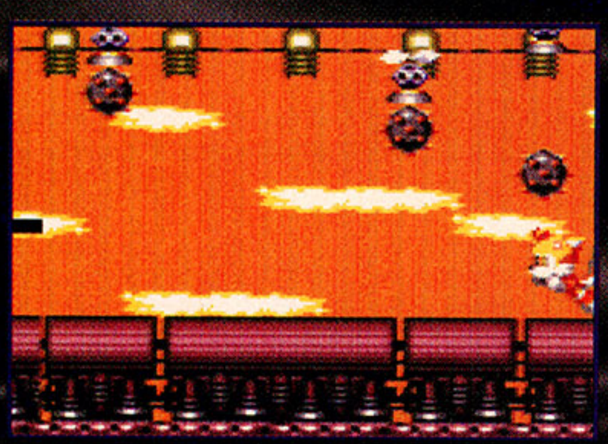
Certain useful items can be collected along the way.

Keep propelling yourself at the underbelly of this Boss!



Hop into a cart and let loose with some speed.

Avoid the annoying fan blades—they interfere with your jumps.

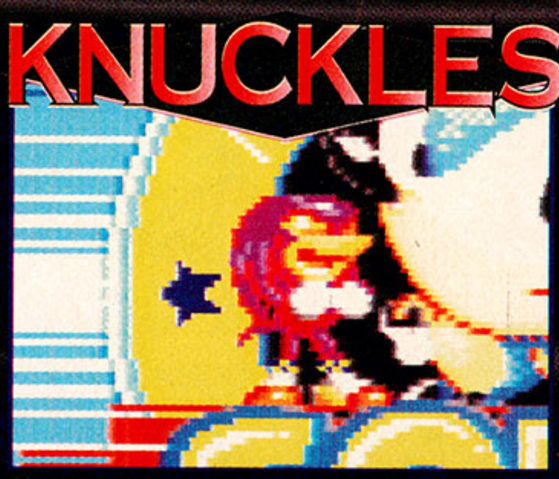


To beat this level, you must destroy some bombing foes.

SUNSET PARK

The heroic hedgehog returns with all kinds of speed!

The fox spins back into action to aid Sonic against Robotnik.



Has Sonic met his match? Knuckles challenges the hyper duo with his abilities.

THE GOOD

Once again, another truly good cart for the Game Gear. Fantastic translation of the Sonic game.

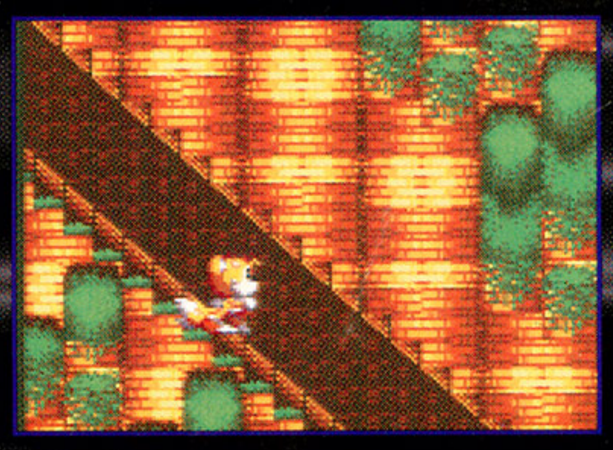
THE BAD

The Bad? Hmm ... I can't find much bad to say for this one. It's a well done game.

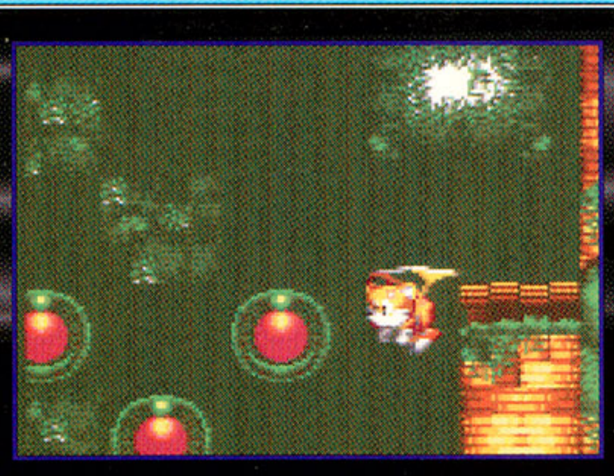
THE UGLY

With the Game Gear screen, some of the levels get pretty tweakin' if you spend too much time playing.

Meta Jungle



Explore the large system of jungle tunnels.

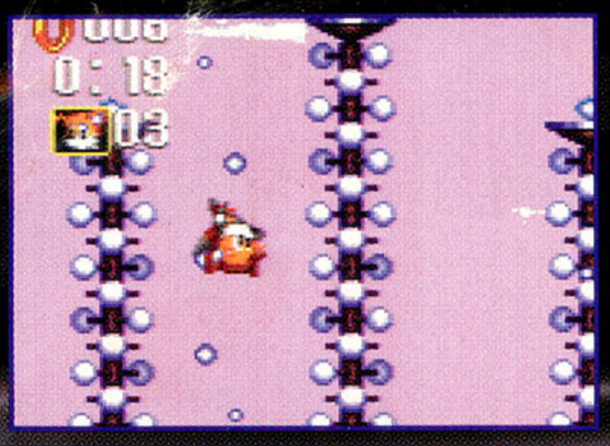


Rebound into the strange obstacles to clear your path.

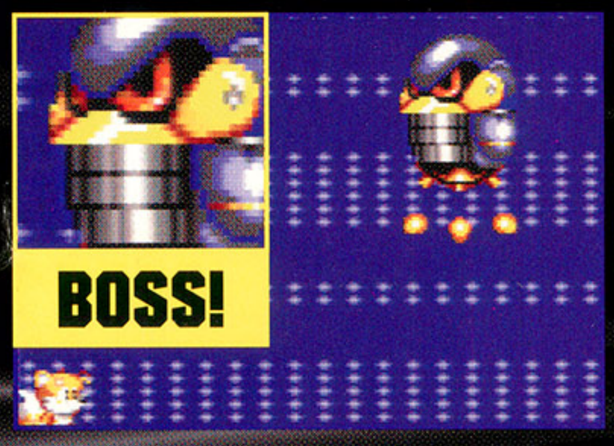
Again, keep rolling into this guy low. Watch out for his reach!

Robotic Winter

Try not to sink into the quicksand-like snow pits.

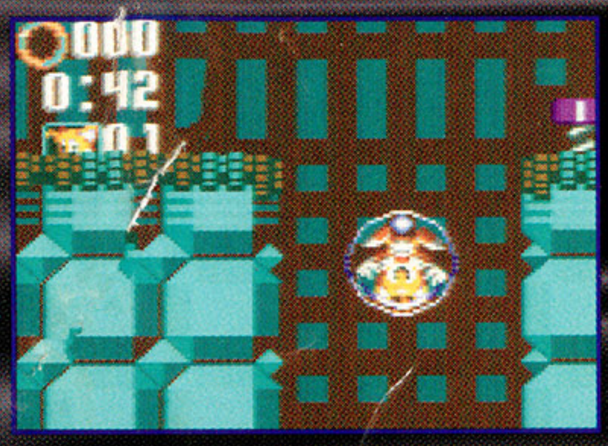


Watch out for the strong winter winds. They'll blow you away.



This thing spits ugly little nasties at you. Avoid and attack!

Tidal Plant

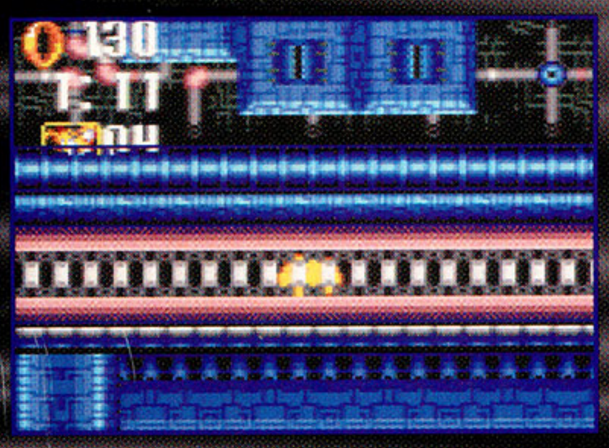


Explore underwater caverns. Be sure to ride in a bubble for air.

You can't hold your breath forever. Watch out for the timer!

It's Knuckles! You'll need skill for this high-speed showdown.

Atomic Destroyer



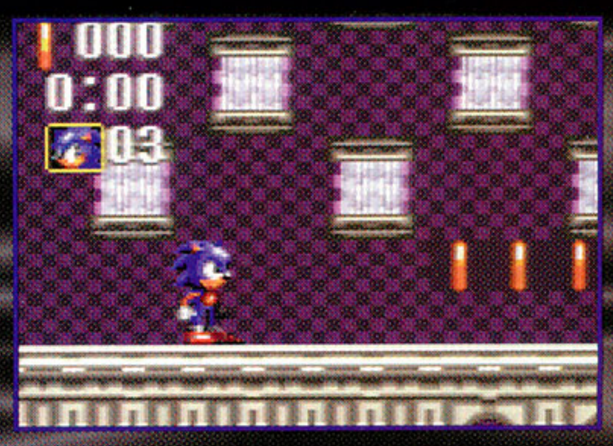
Navigate the complex warp tunnels of the atomic structure.

Avoid some of the switches. Flip them and say hello to trouble!

It's attack of the Sonic wanna-be Mechasonic. He's fast!

Awesome Bonus Stages

If you can find the stages with secret warp icons, you can be teleported to special areas where you can collect up to 120 rings. (Without being bothered by enemies!)



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RAW™

IS WAR

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AND THE FIELD GOAL KICK!

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