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March, 1994

Volume 7, Issue 3



# MORTAL KOMBAT II

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# EGM!



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# EGM!

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Volume 7, Issue 3

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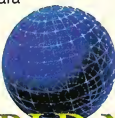
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# INSERT COIN

## SEGA SETS THE PACE FOR 1994!

This is going to be a very good year for Sega. Why? Because they dominated the Winter CES! Not only did they have a whole slew of great games ready for the first six months of the year, but they also were talking about a lot of great projects they have in store for the future like Saturn, modular cartridges and a whole new generation of CD software. And their archival Nintendo? Promises, promises and more promises. I have to give the Big N credit, though—Super Metroid was the game of the show, but beyond that, Nintendo really didn't have much that was really exceptional.

Here's my read on the ongoing Sega vs. Nintendo battle that continued at this CES:

New machines: Sega's Saturn wasn't at the show. Sega did run a video tape that talked about Saturn and showed a few of the work-in-progress game screens. What we could see were near-perfect arcade clones of Daytona, Virtua Racing and Virtua Fighters. It looked very impressive! Nintendo had monitors set up that ran demonstrations of unbelievably realistic 3-D polygon scenes. They easily blew away what Sega was showing. The only problem was that these images were being generated by a jillion dollar CG work station underneath the table skirts (see pix in Interface column). Oops!

Systems sold to date: There has always been an ongoing battle between Nintendo and Sega as to who was number one. Each company would publish different numbers and there was no way to find out who was correct. That was, until now. There is a tracking service called TRSTS (Toy Retail Sales Tracking Service) and they provide a nationwide unbiased accounting of sales in the video game industry. During the all-important Christmas shopping month of November, TRSTS reports that Sega sold 63 percent of all the 16-Bit video game systems.

Consumer Friendliness: For lack of a better name, Sega is aware that games are getting very expensive. Now that FX and SVP chips are being added to carts, 16-Bit games will soon approach the \$100 mark. Sega is doing something about it. It's all very simple; sell a mini-cart with the SVP chip on it and the new games on plug-in boards. Smart, very smart. Not only for the consumer, but also for the third-party licensees who don't have to raise the game costs to cover the special chips. Taking notes Nintendo?

There's more, like the game ratings. Looks like Sega read my January editorial about making their game ratings more visible. And boy were they! Every game at CES and each piece of literature had their game rating prominently displayed. Good job, Sega. Now if only we can get the other game mags to do the same.

Now, about Saturn? How about showing it at June CES and bringing it out in November?

**Ed Semrad**  
Editor

# EGM!

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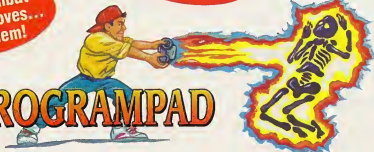
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# EGM!

MARCH / 1994 / VOLUME 7 / NUMBER 3 / ISSUE 56

**58** **SEGA LAUNCHES US INTO THE NEXT LEVEL WITH THEIR NEW 32-BIT SATURN GAME SYSTEM!**

Straight from the 1994 Winter CES comes our complete coverage of Sega's latest entry into the 32-Bit market. Sega unveiled their new Saturn game system with an impressive showing, boasting more colors and faster processing speeds than its competition. A great lineup of games includes Virtua Fighters and Daytona.



**102** **MAKE IT SO! THE STAR TREK SAGA CONTINUES WITH SEVERAL NEW TITLES COMING YOUR WAY.**

Trekkies take note: Three new Star Trek games have landed—on the homefront. Playmates brings us Deep Space Nine, Interplay hops on board with Starfleet



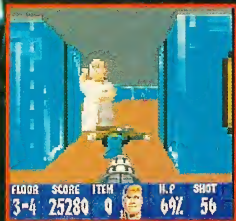
Academy, and Spectrum HoloByte and Sega both take Star Trek: The Next Generation to new levels on the Super Nintendo, Genesis and 3DO!

**112** **THE HOTTEST FIGHTING SEQUEL MAKES ITS DEBUT AT THE ARCADES AND EGM WAS THERE!**

Yes, it's here. Midway brings us the fighting sequel you (and Congress) couldn't wait to see! You'll get an up-close preview of Mortal Kombat 2, only from the folks that bring it to you first, EGM. Take a peek at more hidden characters, friendships and babalities as our editors uncover all the secrets of this smash arcade hit! Learn new moves for your favorite characters and head to the arcades—you won't be able to stop playing this one!



# Wolfenstein 3-D



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VIDEO GAMES MAGAZINE-Jan. 1994

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# CONTENTS

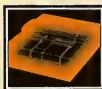
## GAMES DIRECTORY

ActRaiser 2	96	Military Madness 2	80
Aladdin	160	Mobile Police Pattabur	82
Alfred Chickin	42	Monster Maulers	66
Alien vs. Predator	152-153	Moto x	126
Belle's Quest	36	Mutual League Hockey	142
Brutal	148	NFL Hard Yardage	64
Bubba & Stix	140	Pink Goes To Hollywood	96
Bubble & Squeak	38,132-133	Pirates/Darkwater	34,118-119
Caesar's Boting	42	Pocky & Rocky 2	72
Castlevania:Bloodlines	94	Prince of Persia	38,134-135
Claymates	36	Pro Moves Soccer	36
Crayon Shin-chan	78	Ragnacent	80
Cybermorph	92	Raiden	38
Desert Strike	42	Ranma 1/2	94
Dino Dudes	42	Ranma 1/2: SB	76
Dragon's Revenge	38	Riddick Bowe	34
Dune CD	42	Ren & Stimpy	96
Escape M. Manor	38,150-151	Roar of the Beast	38
Eternal Champions	92,94	Sengoku	34
F117A	36	Skitchin'	36
Fatal Fury 2	98,130-131	Shuto Express. Battle	76
Fire Striker	120-121	Sonic 3	30
Flashback	34	Space Ace	156
Grid Stormer	138	Stunt Race FX	124
Ground Zero, Texas	98	Super Battletank 2	34
Hotel Mario	158	Super Bomberman 2	78
Jurassic Park	36, 94	Super Metroid	122
Kether	38	Super Off Road	164
Lawnmower Man	136	Super Pinball	34,128
Legend	36	Super Putty	98
Lemmings	42	Taz-Mania	94
Lotus 2	36	TMNT: TF	90
Mailbu Volleyball	42	Tomcat Alley	144-145
Metal Combat	34,96	Warrior's Forest	82
Micro Machines	42,162	Winter Extreme	34
Microcosm	38	World Heroes 2 Jet	68

## DEPARTMENTS

<b>INTRO TO EGM!</b>	<b>4,5</b>
<b>INSERT COIN</b>	<b>6</b>
<b>CONTESTS</b>	<b>14,24,109,146</b>
<b>INTERFACE: LETTERS TO THE EDITOR</b>	<b>16-26</b>
<b>REVIEW CREW</b>	<b>30-42</b>
<b>EGM'S HOT TOP TENS</b>	<b>46,48</b>
<b>GAMING GOSSIP</b>	<b>52</b>
<b>PRESS START</b>	<b>56-60</b>
<b>ARCADE ACTION</b>	<b>64-68</b>
<b>INTERNATIONAL OUTLOOK</b>	<b>72-87</b>
<b>TRICKS OF THE TRADE</b>	<b>90-98</b>
<b>SPECIAL FEATURE</b>	<b>102-115</b>
<b>LIFESTYLES</b>	<b>168-171</b>
<b>AD INDEX</b>	<b>176</b>

## FACT FILES



### SUPER NES TIMES

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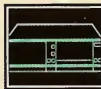
**118-128**



### JAGUAR DOMAIN

Spring into action with Alien vs. Predator.

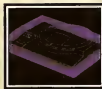
**152-153**



### CD-I

Rescue the princess in Space Ace!

**156-158**



### OUTPOST SEGA

Work yourself into a Fatal Fury 2!

**130-148**



### SUPER GEAR

Let Game Gear show you the world—Aladdin.

**160-162**



### PLANET 3DO

Conquer evil in Escape from Monster Manor.

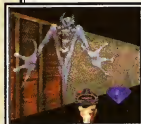
**150-151**



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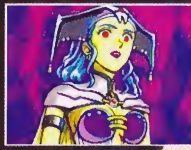
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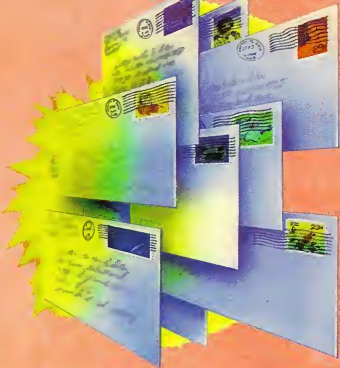
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# INTERFACE

## LETTERS TO THE EDITOR

This is the section where you can open up your mind and let the rest of electronic gaming know what you have to say! If we like what you write, we'll put it inside the pages of this magazine and try to spell your name right. If we don't like it, chances are we'll wad it up and hurl (the paper, not us). Remember that anything you write and send to us can be used in the mag whether you like it or not. Remember that you have the right to remain silent and that anything you say could be used against you in a court of law. And if you think we're going to answer every letter that comes to our mailbox then you must be nuts...

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## LETTER OF THE MONTH!

### 3DO UPDATE

I have been thinking about buying a 3DO system, but it is just too hard to rationalize shelling out \$700 for the system. Has there been any more news about the Sanyo and AT&T versions of the system? Perhaps with a little competition, the price may drop to a reasonable level.

David Shane  
Phoenix, AZ



Sanyo U.S. states that it's 3DO has been put on hold until sales pick up!

(Ed. Well Dave, there seems to be several different opinions as to the status of the Sanyo and AT&T systems. After we ran the article in last month's column about Sanyo and AT&T backing off on producing their own systems, people at Panasonic and 3DO were quick to say that it wasn't true and they asked for a retraction. In fact Mr. Patrick Barrett of

Panasonic's Midwest Office even sent us photocopies of the articles that ran in some of the techie publications. These articles, it should be noted, just regurgitated Trip Hawkins flowery "State of the Union" speech that he made about the 3DO at the Winter CES.

First of all, we have to say that our information came from articles that appeared in some of the major Japanese newspapers and trade journals. While the Japanese and American markets are indeed different, many of the worldwide policy decisions from the Japanese based companies come from Japan rather than the U.S.

In addition, something seems rotten in Denmark. Before CES Sanyo (Japan) and AT&T said they were seriously considering not making their own version of the 3DO.

At CES Trip Hawkins announced that both companies were going ahead with their versions of the systems.

Now, only one month later, our foreign correspondent in Japan faxed us this new article:

"Sanyo made it clear that it will freeze its plans to develop and manufacture its proprietary 3DO format player. Having exhibited a prototype of a 3DO format player at this year's Winter CES, it was believed certain that Sanyo would launch its own hardware. However its plans have now been shelved.

Sanyo claims that because of the pricing of hardware, it would be difficult to hope for

rapid proliferation of 3DO.

In fact, America's AT&T, which was also expected to manufacture and sell its own 3DO format player, has abandoned development in-house and switched to OEM sales of Matsushita Electric hardware. [i.e. Matsushita's product will be sold under the AT&T brand name.]

Sanyo claims that if it appears 3DO's market will expand, it will again consider sales of its own [3DO] products."

The above article was run in the Japanese magazine—Denkegi Super Famicom, Issue No. 2.

Who do you believe? Trip Hawkins who says everything is cool, or the Japanese who apparently have cold feet about 3DO.

Was our last month's article wrong? No. The Japanese are very careful about where they invest their time and money and Sanyo's most recent announcement confirms their pre-CES "wait and see" attitude.

In checking the accuracy of our correspondent's information we called both Sanyo and AT&T to check up on Trip's statement.

Sanyo sent us a copy of the press release they issued on January 6, 1994 (the first day of CES) that states "...[Sanyo is] continuing to study [the] potential for the product in the U.S." Hmmmm. Not quite as definite as Trip's statement. Looks like the system is still on hold.

AT&T's Steve Rand confirmed that "AT&T is still negotiating its sourcing arrangements for a 3DO Interactive Multiplayer." That is, AT&T will not make their own system but instead, they will put their name on someone else's (who else but Matsushita/Panasonic?) system.

That's the story. Bottom line, Sanyo is on indefinite hold and AT&T is not going to do their own system. Of course, like anything else in this industry, this information could change tomorrow. We'll keep you posted as to any updates.)

## WIN A PAIR OF ACCLAIM JOYSTICKS!

The best letter submitted each month will win his/her choice of either the Super NES or Genesis version of Acclaim's hot, new Dual Turbo Wireless Remote System.







**64** EXPLODING BITS  
OF RAW **POWER.**



**16.7** MILLION  
**BRAIN BURNING** COLORS.

AND **3-D** GRAPHICS REAL ENOUGH TO  
MAKE YOU **BLOW CHUNKS.**

**YOU'VE BEEN  
WARNED.**



# THE JAGUAR 64-BIT SYSTEM.

You want power? How about 100 times more power than 16-bit systems.

Color graphics? You think 16.7 million colors will hold you?

Maybe you're looking for fast, real-world animation? Tell you what. You better have a strong stomach.

Cuz this is Jaguar." And this ain't no toy.

We're talking 64 bits of power and 3-D animation. As in three dimensions. As in this stuff is real. You're not just pretending to fly a plane. You are in the cockpit. You are dodging bullets and bombs and mountains and bridges. And you are sweating.

You've also got CD-quality sound to deal with, and arcade-quality games that are so multi-layered and deep you may never find your

way out. Not to mention the 17-button controller that gives you so many ways to annihilate your enemies, you'll never have to kill one the same way twice.

Jaguar 64-bit. Power. Speed. Control. Sweat.



"Game of the Month"  
—Diehard Game Fan

## THE GALACTIC WAR HAS BEGUN.

Do you know where your pods are?

### CYBERMORPH™

The evil Pernitia Empire has the ultimate weapon: robotic technologies that can rebuild themselves. The good news is your forces had new weapons designed. The bad news is your scientists were seized by the enemy and sealed into pods along with vital supplies and information.

As pilot of Cybermorph Transmogrifon, a prototype morphing attack craft, you must recover the pods so the resistance fighters can halt the Pernitia Empire's sinister march toward galactic domination.

Cybermorph is packed in every Jaguar 64-bit system and packed with intense 3-D texture-mapped graphics, CD-quality sound and real-time, real-world action that'll help you explore 50 separate worlds of canyons, valleys, vortex towers, force fields, power stations and fast-flying hostile enemies aiming to blow you away.



FIRE GOOD.  
LOSING BAD.

### EVOLUTION: DINO DUDES™

You're the proud leader of the Dino Dudes, and it's up to you to guide a hairy gang of Cro-Magnons to the top of the food chain.

On your prehistoric journey you'll discover fire, weapons, and The Wheel. You'll battle dinosaurs and rival tribesmen, and do everything you can to avoid becoming an endangered species.

Evolve or die, dude.



# JAGUAR™ 64-BIT.

THE MOST POWERFUL,  
HOME VIDEO GAME SYSTEM  
EVER INVENTED.

"Perfect"  
—Electronic Gaming Monthly

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You can't live with 'em.  
You can't play without 'em.

### RAIDEN®

Mother Earth has fallen to deranged, militant aliens. As pilot of the Raiden Supersonic Attack Fighter, it's up to you and you alone to mount a daring counter attack.

Rip through enemy lines, torch Gatling units with your homing missiles, blast ammo-laden cargo trains with nuclear-powered bombs, and teach these galactic pirates why nobody messes with your planet.

With brilliant sound, exceptional speed and shoot 'em up motion that showcases Jaguar's 64-bit capabilities, Raiden is the ultimate arcade conversion for one or two players.

THE NAME IS  
McFUR.  
TREVOR McFUR.

### TREVOR McFUR IN THE CRESCENT GALAXY™

The Crescent Galaxy has fallen and it's up to you, Corporal Trevor McFur, to return the planet Cosmolite to its citizens.

With your trusty sidekick, Cutter, you'll blast through five worlds filled with monster asteroids, killer Starbots, deadly Gundinos, savage Cyber Cherubs, and bosses that confront you on the screen.

Rapid 3-D renderings and a variety of special weapons will make this interplanetary struggle one of the most formidable space adventures this side of the universe.



# JAGUAR™

6 4 - B I T

## GET BIT.

INTERACTIVE MULTIMEDIA SYSTEM

# COMING SOON FOR JAGUAR.

## CHECKERED FLAG II™

Jaguar hits its peak with real-time, 3-D action in this sweaty palms racing game. With true sound, realistic crashes and speed bumped up 100 percent thanks to Jaguar 64-bit technology, you just might feel the wind in your hair.



## ALIEN VS. PREDATOR™

This 3-D tunnel/maze game has texture-mapped walls and heart-stopping digitized renderings of the star monsters. In this Jaguar 64-bit showcase game you can choose to play as the tail-whipping Alien, the Predator, with sophisticated weaponry and infrared night vision; or the Marine Corporal armed with piles of ammo and superior military combat computer skills.



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You've never experienced racing like this. No guard rails here. You can drive anywhere, including 70 square miles of San Francisco, the miles of San Francisco, the frontier towns of the Old West or some innocent bystander's living room as you chase down your opponent in a fast-paced, real-time, 64-bit game of tag.



"CES Game of the Show"  
—Electronic Games

## TEMPEST 2000™

Jaguar takes the best of the 1981 arcade classic and adds 1994 64-bit intensity. You can choose between two modes: Tempest Classic, the same ultra-challenging game that used to eat your quarters; and 2000, a souped-up, 64-bit version with 3-D graphics, awesome power ups, and hostile enemies. For one or two players.



## AND MORE!

Keep your eye out for way more Jaguar titles, including a full range of heart-stopping, 64-bit sports games. Basketball, baseball, and football have never been played like this.

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# LETTER OF THE MONTH!

If you think you have what it takes to contribute to society, go write to Newsweek. If, however, you have a thought or opinion that fellow gamers would particularly find crazy, we'd love to immortalize you with a special edition EGM T-shirt proclaiming your fondness of and psychosis to video games!

Dear EGM:

My name is Big Rex.  
I am a vicious dinosaur.  
I am green and yellow.  
I live in a spaceship.  
I think I am related to Barney because we both sell for about \$30.00. Anyway, I really like peanut butter. What's your favorite kind of chair?

So long, (Grrrrr!)

Big Rex

P.S. I LOVE YOU!

P.P.S. I personally like chair number D.



Ha-ha Big Rex, we know you're Really Robin McGowen. (It's on the envelope!) Thanks for the letter, we got a few laughs. Personally we pick chair G (the lamp). Anyway, you qualify as a true psycho. Give my regards to Barney.

## A FIGHTER'S FANTASY...

# ARKANOID

...is missing from the market, or it was damaged before it was manufactured.

Steven Dieringer  
North Canton, OH



With more characters and moves, World Heroes 2 Jet is on the way.

I was wondering if there are any more Neo-Geo fighting carts on the way? After all, it is the 'fighting game' system. How about a World Heroes 3? Or how about a new Fatal Fury? Let's not forget Shodown either! I already know about Art of Fighting 2, but I want more.

David Spencer  
Springfield, IL

*(Ed. SNK's latest fighting games have really gained popularity, especially Samurai Shodown. That's why we're happy to announce that Takara will be releasing Samurai Shodown for the Super NES. While no release date was set, you can bet we'll be looking forward to this one. As for World Heroes 2, no one has officially picked this title up for a 16-Bit release, (though WH 2 has come out for the Super CD-ROM in Japan.) But anything is possible, especially if all you fighting gurus have your way. Also, you might want to check out the Arcade Action section for a first glimpse at World Heroes 2 Jet. It's the latest fighting cart in the series. It's done similarly to Fatal Fury Special. As to another Samurai Shodown ... only time will tell but they are certainly in our favor.)*

## INTERFACE LETTERS TO THE EDITOR

### NEW GAMES ARE NO FUN

What's the deal in video game land? Everyone in the industry is hung up on the capabilities and special tricks of systems while the development of games is ignored. At home, between my brothers and me, we have a Genesis, a Sega CD, two Super NESes, two NESes, two GameBoys, a Lynx and a TurboGrafx 16. At college, I was only allowed to bring my NES, since by brothers own all the other systems. My point is, I have more fun playing my old Slalom and Super Mario games here at college than I do with all the sophisticated equipment at home. When I do go home, I make a break for the GameBoy and play the new Zelda, Metroid and Final Fantasy games. When I go to the malls and see the 3DO and CD-i on display, I am impressed by the capabilities, but not the games. They are simply not as fun to play as they are to watch. I am almost looking forward to another market collapse so that another system like the NES will appear and remain simple and play games that are just plain fun. Improved graphics, sound and capabilities are important and exciting. But if overall quality and capability are sacrificed, what's the point?

Jonathan Muszynski  
Marlboro, VT

Have any of you out there felt that your games are more work than fun? It might just be me, but I long for the days of the old Atari 2600. Back then games were fun to play. We weren't concerned with 'beating' a game. We played to see how long we could last or how many points we could score. You just don't see that any more. Graphics are a nice touch, but they don't make a game. A good example is with the full-motion video. It just doesn't have the interaction that I like. It may be fine for some, but I think we should try getting back to the basics.

Andrew Stavens  
Orlando, FL

*(Ed. Your point may be a bit one-sided about games not being much fun anymore. Role-playing games still offer the best bang-for-the-buck since many cannot be beaten in two sittings. Shooters, on the other hand, have become quite boring except for a few nifty ideas thrown in to spice the game up like R-Type III.)*

**MK 2 ON JAGUAR?**

I think fighting games have the best replay value and also are the most fun games to play. My question refers to the Jaguar. Are there any fighting games for it besides Kasumi Ninja? Also, does Atari or any of its licensees plan to gain the right to make Mortal Kombat and/or Mortal Kombat 2 and Super Street Fighter 2 for the Jaguar? Just imagine a perfect translation of Mortal Kombat 2 for less than 100 bucks. Just make sure all the gore is intact. Let me tell you. If I could play any of those games at home just like the arcades for a considerable less amount of money, I would be the first in line to buy a Jaguar system and I'm sure so would any other normal human being who has played any of those games at the arcades.

Yuan Jiang  
Muncie, IL

*(Ed. Any more fighting games for the Jaguar? Sorry, but Kasumi Ninja is the only one so far. It looks pretty impressive, but it isn't finished yet. The characters you see in the pictures are only placeholder graphics. The finished version will have digitized graphics similar to Mortal Kombat. And yes, there will be blood in this cart as well. As for MK 2, it seems highly unlikely, unless Acclaim becomes an Atari licensee, since Acclaim has first right of refusal for all Midway games.)*

**SCALING ON GENESIS?**

When I heard Wolfenstein 3-D was coming home to the SNES, I was overjoyed. Then I found out that is was changed from the PC. Is it Nintendo's influence? It must be. My question is: Is it coming to the Genesis? Would it be intact?

Tommy Finn  
Seattle, WA

*(Ed. Good news! Imagineer has announced that they are doing a Wolfenstein 3-D for the Genesis, and it's supposed to be just like the computer version! It's going to be roughly 10-16 Meg, with everything intact.)*



Wolfenstein 3-D is already on the SNES, and on its way to the Genesis.

**POSTCARD PARANOIA!**

The next time your parents drag you to some lame roadside attraction, be sure to pick up some of the tackiest postcards and send 'em in.

To take the sting out of springing real money for an ugly postcard, Sega has volunteered to give the winners one of their new six-button controllers and a Game Gear Carry-All case! Keep your eyes open as ugly can now pay off!



This month's winners are some real dogs. If you think you've got what it takes to top these winners, then break a pen and send your postcards addressed to Interface: Letters to the Editor.

**TRONOMA**

page is missing from the ma  
it was either missing from  
ed, or it was damaged beyo

A sick joke, but then again, we're sick people. Congrats go out to Jeremy Hoffert of Spokane, WA.



Troy Halowell of Salt Lake City, Utah, is the weirdo who sent us this twisted photo of the Pres and her man. Ha ha.

**WHAT IF!**

Ever had a revelation? Okay, how about something really strange about the video game industry? If you've got some strange combination you feel everyone should know about, send it in!

**WHAT IF...**

...CyberBoy was 21.....?

...Microcosm was used in training proctologists?

...You could take the Art of Fighting in school?

...Sonic hit Guile's Sonic Boom?

...Ha-Hork was really a word?

...You tried shooting a base into the alien's bloodstream?

...All kids liked spiked bat?

...Elvis was a hidden character in Mortal Kombat 2?

...Mega Man built himself a girlfriend?

...CyberBoy did the same?

...Tails had 2 other parts?  
Triton Chmil, Casa Grande, AZ

...Pandas could talk?

...The Princess finally wised up and took self-defense classes?

...We're really in virtual reality right now? (paranoia sets in...)

...Pong made a comeback?

...Godzilla took up breakdancing?

...Sushi X took his mask off? (It's gotta be Barney. I know it!)

Send your 'What If's' to:  
EGM What If's  
1920 Highland Ave. Suite 222  
Lombard, IL 60148  
Or include your 'What If's' as a P.S. on a letter or postcard you're sending in.



TM

# YOUNG MERLIN FOR THE SUPER NES



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## BEHIND THE SCREENS...

In your September issue (Volume 6, Issue 9) there was a Behind the Screens article that was an interview with Masaya Hashimoto and Yuzo Koshiro and their efforts in the making of Enix's new title, ActRaiser 2. First of all, let me say that I love these interviews with the programmers because it gives us all an insight that we would not have without you guys. I really would love to see more of these articles explaining the inner workings of games. It is especially interesting to me because I wish to go into the field of game programming and design and particularly music/sound composition. That's why I enjoyed the interview with Koshiro, who I believe is one of the finest music programmers in the industry. I would really appreciate it if you could explain what goes into the musical score of a game. How do you get music saved on a keyboard to a SNES game? I need to know.

Colin Day  
Englewood, CO

(Ed. Behind the Screens interviews with famous players in the industry are always fun to do, but are also a lot of work as well. For instance, when setting up the interview with Yuzo Koshiro and Masaya Hashimoto, we had to go through a translator which then went to Yuzo and Masaya over the phone! Lately on my many trips to California, I've been visiting the companies for interviews which became Special Features. In the future, we'll try to focus more on these subjects. As to your question on transferring keyboard music to cartridge, it would be best if we left the answer to the experts. But that's a subject for another issue...)

## NINTENDO PULLS A FAST ONE!

What is the latest scoop on Nintendo's 64-Bit Project Reality? Although it sounds like a dream, there has to be more news on what they are doing. Was there a unit running at CES? Is anybody developing for it yet? What did Nintendo say about it at CES? Can they get it out by the Fall of 1995? Will it be a CD or cart machine? How does it compare with the Jag, or Saturn or Sony's machine? Finally, can Nintendo really sell it for \$250?

Bill Knotts  
St. Louis, MO

(Ed. Lots of questions there Bill! Unfortunately there aren't any definite answers yet. Here's our best guess. It appears to be real hard to believe that anybody can bring out a CD machine for \$250 so for that price it has to be cart only. They still claim that Fall of 95 is a real date but we'll see if they have a system at the Nintendo show. As to CES. Nintendo had some pretty impressive demos running. The 3-D polygon graphics blew away anything we've seen to date. Unfortunately when we lifted the table skirt and saw a million dollar SG system secretly running the demos we weren't quite as impressed. The Project ...ality (there is nothing Real yet) is just all smoke at the present time. They wouldn't even talk about it at the press meeting!)



We lifted up the table skirt to see what was driving the cool demos... an SG workstation!

# WIN A TRIP TO THE MONACO GRAND PRIX IN EUROPE!

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That's right, here's a chance for you to take a friend (or mom or dad) on a 5 day vacation to Monaco!

HERE'S WHAT YOU HAVE TO DO:

1. PLAY UBI SOFT'S F1 POLE POSITION FOR THE SUPER NINTENDO.
2. GO TO THE OPTION SCREEN AND SELECT THE CIRCUIT DE MONACO TRACK
3. PRACTICE, PRACTICE, PRACTICE!
4. TAKE A PICTURE OF YOUR BEST LAP TIME.

The winner will be the person with the best lap time.

The Official Rules and Entry Form will appear in next month's EGM! Good luck!



RACING ACTION!







**THE  
HOTTEST  
SEQUEL OF  
THE SUMMER  
WON'T BE A  
MOVIE...**

## A DISGRUNTLED SEGA FAN...

I just want to start out by saying your magazine is the best. However, I have to disagree with your ratings for the Genesis and Sega CD. You gave the Genesis 8,8,7,8 and the Sega CD 6,7,7,6. I don't think that is fair of you. Why? Well you gave the SNES all 9's and that machine (in my opinion) definitely isn't the best. Just because the SNES has more available colors and more on-screen colors available than the Genesis doesn't mean a damn thing. Everyone is always praising the Genesis for its spectacular speed. And with games like Aladdin and Mortal Kombat (and many others), the system has really taken off this year. I personally think the Genesis is a better machine.

Lastly, all this bureaucratic crap the government is doing with "sexual" and violent (bloody) games has gotten out of hand. I think all the publicity these games are getting (Night Trap and Mortal Kombat) will only drive more people to buy them to satisfy their curiosity. If that's what the government wants to do then fine, but let the 'mature' adolescent decide what games to play. I read somewhere that parents are worried their kids will attempt to do Fatality Moves. Then it is the parents' fault for teaching their children the difference between real and make believe.

**Kyle Heon  
Acton, NE**

*(Ed. We all are entitled to our opinions Kyle. We respect yours, but our Review Crew felt that the SNES had a better year overall. When compared side-to-side, games like NBA Jam, and Street Fighter 2 appeared better on the SNES than their Genesis counterparts, and ... just as fast. Sure, a few games have a little slow-down, but doesn't the Genesis as well? We are not saying the Genesis is not a good system, but we felt it was not the best. Our feelings on the Sega CD were based on the games we had seen at the time. Still in its first generation, we didn't see any really good "knock-your-socks-off" titles. Now that Sonic CD has appeared, plus Tomcat Alley, Jurassic Park and Ground Zero, Texas, the system has become more viable. At the time of the reviews, we were not impressed by the full-motion video games, where we had limited interaction. Now, Sega and its licensees are breaking down the barriers with their next generation softs.*

*As for the government—I don't really like the idea of government attention. Word has it that Night Trap is going to be pulled from store shelves, and replaced by a milder version. I guess even mighty Sega is buckling under the pressure. More on this another time...*

# EGM ENVELOPE ART!



**Zalad Aryanpure  
Dublin, CA**



**Greg Colton  
Deerfield, IL**



**Max Eicholz  
Soquel, CA**



**Albert Llew  
Glendale, CA**



**Jeremy Drew  
Elkwood, VA**



**Mike Hackett  
Cartersville, IL**



**Stacy Pasley  
Roanoke, VA**



**Chad Lacher  
Alliance, Ohio**



**Kenny Liu  
Temple City, CA**



## WIN A BIG STICK! FIRST PRIZE - FIRE STICK

The first place prize is a Fire Stick from G & C Joystick Manufacturing. For product info write P.O. Box 848, Paramount, CA 90723 or call (800-JOYSTICK).

# **EGM<sup>2</sup>**

**ELECTRONIC GAMING MONTHLY**

**MORE INFO!  
MORE PREVIEWS!  
MORE NEWS!  
MORE EGM!**

**THE HOTTEST VIDEO GAME MAG IN THE WORLD  
HITS TWICE A MONTH BEGINNING IN JUNE...**

*(more to come next month)*



**As much excitement as you can  
get from a wall socket  
without that funny burning smell.**

Why just play games, when you can live them? Forget those digitized cartoons, Sega TruVideo™ games use real video footage. Meaning the action in the games is real. So's the rush of adrenaline you get while playing them. These aren't video games as you understand them. They're more like Hollywood movies, only you control the plots. And they have CD quality sound effects and music tracks, adding to the realism. So, when someone screams, it sounds

**DOUBLE SWITCH™**— You find yourself in a turn-of-the-century mansion full of surveillance cameras, traps, shady characters and unexpected secrets. It's rumored there's treasure buried somewhere, but no one knows for sure. You control the plot as the mystery of this mansion unravels.



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**PRIZE FIGHTER™**— This interactive movie game is played entirely from your point of view. Land a punch and watch as your opponent reels. Take a punch, your screen rocks. Take too many punches, you're flat on your back—looking up at the ref as he gives you the count. Don't forget your mouthpiece because this is classic interactive boxing at its best.



**GROUND ZERO, TEXAS™**— Aliens disguised as humans are ready to exterminate the entire human race. It's up to you to stop them. Uncover their plot, figure out how to kill them (man-made weapons only stun them) and annihilate their forces before it's too late. But be careful. Screw up and you'll be reduced to subatomic particles of radioactive fallout.

like you're in the room with them. Which, in a way, you are. What does all this TruVideo™ stuff mean? It means your optic nerves are in for a workout.

It means you should go try these games. It means you may soon be wearing your hair differently. It means these games are indeed the next level. It means 110 volts never felt so good.

**SEGA CD™**  
WELCOME TO THE NEXT LEVEL™

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# REVIEW CREW

## 33 GAMES REVIEWED!!!

Sonic 3, Super Battletank 2, Super Pinball, Sengoku, Winter Extreme, Riddick Bowe Boxing, Metal Combat, Pirates of Dark Water, Flashback, Claymates, Legend, F-117A: Night Storms, Lotus 2, Skitchin', Pro Moves Soccer, Belle's Quest, Jurassic Park, Bubble and Squeak, Roar of the Beast, Dragon's Revenge, Prince of Persia, Microosm, Monster Manor, Raiden, Kether, Dune CD, Dino Dudes, Caesar's World of Boxing, Lemmings, Malibu Bikini Volleyball, Micro Machines, Alfred Chicken, Desert Strike

## MEET THE REVIEW CREW!



### ED SEMRAD

Ed's feet are rosey red since he spanned the WCES talking to everyone. We're pretty sure now that his legs are cybernetically enhanced to survive the shows.

#### Current Favorite Games:

**Sonic 3; Super Metroid; Virtua Racing**



### DANYON CARPENTER

Danno's just about dead. After wandering about CES, he had the strangest deja vu by seeing a girl who looked almost exactly like his sister at a nude bar.

#### Current Favorite Games:

**Dragon Ball Z 2, NBA Jam SNES, Sonic 3**



### AL MANUEL

This little bugger has his hands full now that he's picked up Mega Man X. We've had to use dura-strength titanium wires to keep him fastened to his chair.

#### Current Favorite Games:

**Mega Man X; NBA Jam SNES; Sonic 3.**



### SUSHI-X

This rarely seen ninja has popped in to the CES to see if there were any new fighting carts to be had. It's rumored that he's tired of his mask... Hmmmm.

#### Current Favorite Games:

**MK II, Pocky and Rocky 2, NBA Jam**



### MIKE WEIGAND

Al and Dindo got Major Mike addicted to Anime, so he pretty much has his hands full. Mike's also been looking for ways to keep warm during the recent cold spell.

#### Current Favorite Games:

**Mega Man X; Samurai Shodown; Dracula X.**

## GAME OF THE MONTH

Genesis

Sega

### Sonic 3

Action

Release: Now

Levels: N/A

N/A Meg



### ED SEMRAD

Sonic 3 is simply the perfect Sonic game. It beats out all the previous Sonics with outstanding graphics, more hidden items and new items like the many types of shields. While the music is not as good as the CD version (I'm not expecting it to be...) it's still really well done. The bonus rounds give the average player a fair chance this time, unlike those "tunnels" of part 2. It seems unlikely that Sega will be able to top this one.

### AL MANUEL

I actually like this game better than the CD version. The game seems to be a bit better in many areas. There are tons of awesome new zones filled with incredible colors I don't know were possible with the Genesis. The added abilities of power-up shields make the game a total blast. Even though this isn't a CD game, the graphics and music are outstanding. This is the greatest Sonic adventure yet!

### DANYON CARPENTER

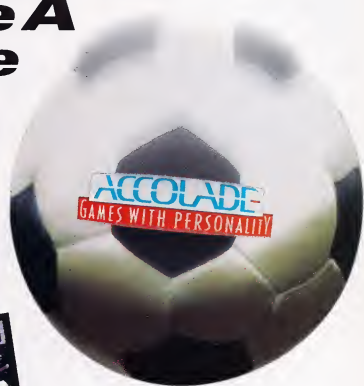
Sonic 3 completely blows away everything you've ever seen in an action game. This game improves upon the original (enfold!) The different shields that can be used as weapons is a great touch and having an extra attack while jumping is wild. Of course, there are tons of secret passageways, excellent background detail, great music and a welcome game save feature. Can Sega do any better? It doesn't seem possible.

### SUSHI-X

This one definitely tops any of the previous Sonic versions. The levels are as huge as always and there's still tons of hidden stuff. What makes this a bit better was the cool bonus rounds, the new weapons and the five new split screen zones. This game is fun with a friend and has a ton of replay value. Great graphics and good sounds are Sonic's trademark and this cart packs all the old pizzas and more.

# "I Was Thinking Of All The Ways To Make A Soccer Game Seem Real.

## Then It Hit Me."



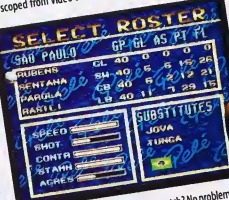
What makes Pelé Soccer for the Sega™ Genesis™ the best? It's not only designed by a game expert, it's designed by the world's greatest soccer expert. Pelé. With special features like a 30°-35° slanted field perspective, designed to give you the truest sense of how enormous a real soccer field is. Team Logic, which makes players move toward passes. Plus, extra-large images that are actually rotoscoped from video of international players. Fix player



attributes like ball control, shot accuracy, stamina, speed and aggressiveness. Sharpen your skills in goalie or shootout mode. Master moves like bicycle kicks, sliding tackles, headers, traps and dives. Then play world-class soccer in either tournament play or a 40-



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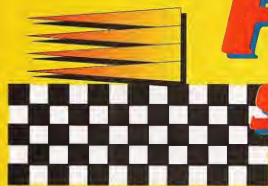
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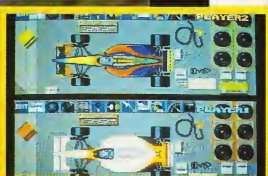


PLAYER 1		PLAYER 2	
TEAM: <b>McLAREN</b>	DRIVER: <b>W. BRUNO</b>	TEAM: <b>McLAREN</b>	DRIVER: <b>U. MATAYAMA</b>
ENGINE: <b>1.6</b>	ENGINE: <b>1.6</b>	ENGINE: <b>1.6</b>	ENGINE: <b>1.6</b>
LAUNCH: <b>0.8</b>	LAUNCH: <b>0.8</b>	LAUNCH: <b>0.8</b>	LAUNCH: <b>0.8</b>
COL: <b>100</b>	COL: <b>100</b>	COL: <b>100</b>	COL: <b>100</b>
SP: <b>100</b>	SP: <b>100</b>	SP: <b>100</b>	SP: <b>100</b>
ACC: <b>100</b>	ACC: <b>100</b>	ACC: <b>100</b>	ACC: <b>100</b>
BRK: <b>100</b>	BRK: <b>100</b>	BRK: <b>100</b>	BRK: <b>100</b>
STAB: <b>100</b>	STAB: <b>100</b>	STAB: <b>100</b>	STAB: <b>100</b>
TOTAL: <b>1000</b>	TOTAL: <b>1000</b>	TOTAL: <b>1000</b>	TOTAL: <b>1000</b>

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3.326 km	
COURSE: <b>6</b>	CONDITION: <b>DRY</b>
TROUBLE: <b>OFF</b>	EXIT: <b>3</b>

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**OUTSTANDING!** So what are you waiting for? Get in the driver's seat with **F-1 Pole Position** for the SNES...NOW! **ELECTRONIC GAMING MONTHLY**

## MAJOR MIKE'S GAME ROUNDUP

### Super Battletank 2 Absolute / Super NES

This is an excellent sequel to Super Battletank, and comes at you with more of everything: more combat views, more weapons and a dynamite air strike/smart bomb weapon! Fans of the first must check this out.

**8** **7** **6** **7** **8**  
ED DANO AL SUSHI MIKE

### Super Pinball American Technos / Super NES

Super Pinball is probably the best looking home pinball game out there, but that's about it. The game play gets very repetitious and boring as things progress. Pinball fans, however, will want to take a look at it.

**8** **6** **6** **6** **6**  
ED DANO AL SUSHI MIKE

### Sengoku Data East / Super NES

This game has an interesting concept as you can change into different types of fighters, yet it just doesn't come together. The two-player simultaneous play is a plus, but the unintentional laughs (like the rooster noises) derail it.

**5** **4** **4** **4** **5**  
ED DANO AL SUSHI MIKE

### Winter Extreme Electrobrain / Super NES

An interesting attempt at showing a different type of sport. Get ready to test your reflexes with this perspective-type skiing game. Incredible Mode 7 and challenging play are the true stars of this one.

**8** **7** **7** **7** **7**  
ED DANO AL SUSHI MIKE

### Riddick Bowe Boxing Extreme / Super NES

Quite simply, this is the best boxing game for the SNES out there. The punches of your player are incredibly easy to do, and it controls like a dream. Perhaps the highlights are the "Come on and fight" taunts that drain opponents.

**9** **6** **7** **7** **7**  
ED DANO AL SUSHI MIKE

Super NES	Nintendo
<b>Metal Combat</b>	
Shooter	Release: Now
Levels: N/A	N/A Meg



Nintendo has done it again. When they take their time, the games turn out very good. Metal Combat is no exception. This is Super Scope game (believes it or not) has technique and strategy. No longer can you just shoot at your enemy, you must find weakness and use all sorts of shields and bombs. The graphics are good, and the two-player mode is a welcome feature. Wait till you see the last guy!

I've never really liked the Super Scope games, but this one comes pretty well. The game controls OK, but being precise with the Super Scope just isn't so easy. The difficulty isn't hard enough until the later levels where it becomes extremely frustrating. The enemies may be cool but the whole concept gets old quickly. Nintendo usually doesn't disappoint me with their games, this one just isn't my favorite.

Nintendo never ceases to amaze. Like most of their games, Metal Combat comes through loaded with some incredible graphics and colorful backgrounds and characters. Above all the cool mech designs that fight against you. There are tons more options. The best feature of the game is the Two-Player Mode where one player can actually use any of the on-screen enemies and fire at the Super Scope user. Great shooter!

The best thing about this game is the incredible Two-player Mode where one player can become the enemy. The graphics and backgrounds are very colorful and the mech designs are great. I'm not a big fan of guns including the Scope. I'd rather use a controller for more precise feel; however, for a Super Scope game this is one of the best. Loaded with action and lots of options, it will keep you playing for a while.

Super NES	Sunssoft
<b>Pirates of Dark Water</b>	
Action	Release: March
Levels: 8	8 Meg



Though the controls of this game are outstanding, a number of instant hit enemies constantly appear, like those weird dogs and this is very annoying. There's not enough diversity in the enemies, also. What makes this game good is the size and challenge to it. The shooter-mini-level is a nice touch. The graphics are good, and the ending is long. This game works well as a two-player game. Most impressive Sunssoft.

If side-scrolling beat-'em-ups are your type of games, then Pirates of Dark Water will keep you happy. The three characters have a lot of secret attacks to bash heads and the blocking ability comes in handy at times. The levels have good variety to them with items to interact with in the background. The game also plays fast so you won't get bored quickly. Decent tunes help to round out this very fun and playable game.

The part I noticed first was the exceptional control the game has. Although each character possesses some devastating moves, most of their fighting tactics are nothing new. The graphics are average and the music can get a bit annoying. My big beef is the cheap hits you get from dogs and certain enemies that fly across the screen so fast, you can't help but get hit. Still, it's a decent game for fighting fans.

This is basically a Final Fight type of game with a pirate twist. There are some cool traps at enemies to keep it interesting through the levels. The graphics are decent but not excellent. I'd prefer to see the characters a little larger and a few original type of play elements. The game controls great and there are plenty of levels to keep you playing. A good game but it needs some new techniques to score higher.

Super NES	U.S. Gold
<b>Flashback</b>	
Action	Release: 1st Qtr. '94
Levels: 6	16 Meg



This is a great action/adventure cart unlike anything else. It has the same smooth animation that made the Genesis version so cool. The graphics appear to have been touched up a bit. While it moves a bit slow at times, the awesome plot more than makes up for it. My only peeve deals with the game being vague in what you're trying to do at times. If you like cyberpunk stuff, this is for you.

Flashback may be an old game, for Genesis owners anyway, but it's still fantastic nonetheless. Incredibly realistic animation and superb sound effects really draw you into the game. Even though there is a hint of slowdown at times, Flashback is a fast-paced game. The music is drastically improved over the Genesis version, too. The one drawback is that once you beat it, you always know how to beat it again.

Flashback is one incredible adventure game. This is everything the Genesis version is and more. The graphics are rich in color with some beautifully drawn backgrounds. Why do the cinematics slow down, anyway? While the pace can be slow at times, the tasks that you must accomplish turn this into a very involving action/adventure. I totally dig the smooth animation of the main guy. A must buy!

You have to check out the rich color and intense graphics of this game. Finally this game shows what the Genesis can really do graphically. Also the animation is near perfect. Some people may get bored with the adventure aspect but if you're into it, the game is interesting throughout. There are lots of tough puzzles to solve and excellent backgrounds at every scene. Even you're into the other genres I'd still get it.

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## MAJOR MIKE'S GAME ROUNDUP

### Claymates

#### Interplay / Super NES

Finally, after a long time in development, it's here. Claymates is a cute side-scrolling action game that excels in graphics and having tons of hidden items is a real treat. Also, the many characters you can change into are a plus.

8 7 6 7 7  
ED DAND AL SUSHI MIKE

### Legend

#### Seika / Super NES

A good Golden Axe-ish sword-and-sorcery game with very long levels and thousands of enemies. However, there is really not too much diversity which is important in games like this. Nice Bosses, though, especially the dragon.

8 7 6 6 7  
ED DAND AL SUSHI MIKE

#### GA F-117A Night Storm Electronic Arts / Genesis

Ugh! F-117A has a great idea, but is cursed with a fatal flaw: The actual flying and combat are too choppy, resulting in delayed action. The cinemas and other sections are well done, but the heart of the game just isn't there.

7 6 5 5 5  
ED DAND AL SUSHI MIKE

#### GA Lotus 2 Electronic Arts / Genesis

Lotus 2 is more of the same of the first Lotus game. One of the really nice features is the option to actually create your own race track. Otherwise, it is a standard racing game, with two-player head-to-head racing.

6 6 4 5 6  
ED DAND AL SUSHI MIKE

#### MA13 Skitchin' Electronic Arts / Genesis

Skitchin' has a theme similar to Road Rash in that you fight and battle at high speeds. The graphics are nice and the game has tons of options (like the nice Two-Player Mode), but play it once and you get the idea.

7 5 6 5 6  
ED DAND AL SUSHI MIKE

Genesis	Ascii
<b>Pro Moves Soccer</b>	
Sports	Release: Now
Levels: N/A	4 Meg



This is a good game of soccer. It's easy to learn and the voices are above average for the system. It would have been better if you could name your players as well as your team. The graphics are crisp and clear, but I found the players a tad too small. Pro Moves Soccer would be a good cart to pick up if you like soccer. There are lots of options, and plenty of ways to score. Overall I recommend it.

Soccer games are usually bland but Pro Moves Soccer was a riot. The play control, although a bit awkward at first, became much more natural feeling. The graphics are very clean and the sound is decent, but the voices sound a bit grungy. The computer offers a solid challenge, but it's much better against another player, since the computer likes to cheat at times. Overall, this is one of the best soccer games out.

Please understand that I am not a big fan of sports video games. So, I pretty much won't like this one. On the plus side, I think the graphics are done well, although they are a bit grainy. I also thought the voices were done very well with the calls for many moves in the game. The game played fairly well. I just didn't like the low-scoring game. The game is pretty slow and boring. Soccer fans should look into this, though.

The overhead view is kind of refreshing for a change but the game just doesn't look sharp. The characters are also small and it's hard to make out some of the important action. I'm not a big fan of sports games and this one doesn't lure me in. The voices are surprisingly good, but the graphics need to be a bit more intense for my taste. However, the control works rather well and soccer fans will find it fun.

Genesis	Sunsoft
<b>Belle's Quest</b>	
RPG	Release: Now
Levels: 5	8 Meg



Belle's Quest is going to be a great game for young girls. It might also be a good RPG for young boys or inexperienced players. It has good graphics, especially in the backgrounds. The story is like a fairy tale, and its nice looking cinematic displays help round out this cart. The control of Belle surprised me as using a button is not what anyone would expect. Still, it wasn't hard to get used to. Not bad!

OK, role-playing games are what I truly enjoy and Belle's Quest isn't a bad effort. The storyline is cool and the graphics are really top-notch. Belle's animation when she walks is some of the best yet, even though she does move agonizingly slow. But what's with these 'temporary' setbacks? Can't Belle die anyway, it's a decent RPG for the younger crowd. Both boys and girls will enjoy it.

Although I like the animated movie, I guess you could say that I'm a little disappointed with Belle's Quest the video game. Yes, the graphics are very nice as is the sound, but the part about the game I didn't like the most was the awkward control of Belle. Using a button to duck may confuse some people. As a game for young girls add a couple of points to the rating. For average players, this doesn't cut it.

Nobody better call me a sissy but I really enjoyed the animated film. The game follows the movie in a more cinematic manner than action. Basically it plays like an adventure game with puzzles and mazes. The animation and graphics are good plus the music is decent and right out of the movie. I think kids can get into it with the fun and simple bonus rounds. Hardcore players may dog it but it's got an audience.

Sega CD	Sega
<b>Jurassic Park</b>	
Action	Release: Now
Levels: N/A	CD-ROM



Jurassic Park makes good use of the CD's capabilities, but the effects of running down the road and through the cave look awfully cheesy. The backgrounds of the actual game are really good looking, with little touches in the background to add to the effect. The sound effects are really top notch, and enhance the effect of being there. The puzzles are good, but I wish there was more to interact with. It's a good game.

I just can't seem to get into this one. The idea is nice but the execution comes off more poorly than anticipated. The point and click interface is OK and the little educational scenes aren't bad either. The problem comes in that the game is simply way too easy. The soundtrack however, is very good and really helps to set the mood through the game. JP offers some good thrills, but the fun wears off after a while.

This is one of those point and click games that I don't get into very much. I think those games should stay for the computer. Although there are some action sequences, I just found the pace of the game too slow. I do like the excellent mood-setting CD soundtrack. I also like the many areas in the park where players can get a small education on the various dinosaurs. A very nice touch to a decent game.

The point and click mode make it more of an adventure game, but the puzzles aren't very complex and the movements is a bit choppy. Its strong point is the video footage of the Jurassic Park complex and especially the dinosaurs. Fans of the movie will enjoy it a lot, but the average player may find it boring. The graphics are a bit grainy for video footage, but the sounds and sights are good for a CD game.

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## MAJOR MIKE'S GAME ROUNDUP

GA

### Bubble and Squeak Sunsoft / Genesis

This is a game geared more toward younger players. B&S requires more than just jumping and killing enemies—there is also teamwork and strategy involved. The graphics are also very nice including the multi-scrolling.

7 7 6 7 6  
ED DAND AL SUSHI MIKE

GA

### Roar of the Beast Sunsoft / Genesis

The second of the two Beauty and the Beast games. This one is geared for young boys but even considering the age group, it just doesn't control as well as it should. The graphics are above average and eye appealing.

7 5 4 5 4  
ED DAND AL SUSHI MIKE

MA-13

### Dragon's Revenge Tengen / Genesis

"I live!" This sequel to Dragon's Fury offers a completely different pinball board, and lots of new bonus rounds. Some of the graphics (of beautiful women) are also very well done. If you like pinball games, then...

8 8 6 6 6  
ED DAND AL SUSHI MIKE

MA-13

### Prince of Persia Tengen / Genesis

An excellent conversion of the classic action game. This one is a little grisklier than the other home versions (remember, this is Genesis). Lots of strategy and technique will keep one playing for hours.

8 8 8 8 7  
ED DAND AL SUSHI MIKE

MA-13

### Microcosm Psygnosis / Sega CD

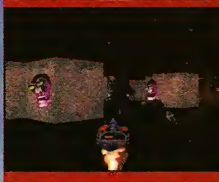
This game's plot seems to be right out of the movie *Fantastic Voyage*. You battle it out inside someone's veins. This is a cool idea, but the game gets repetitious and boring. Sifting through the weapons is difficult.

6 5 6 5 5  
ED DAND AL SUSHI MIKE

300 Electronic Arts

### Monster Manor

Action	Release: Now
Levels: 12	CD-ROM



This is one of those games you either like or hate. I like this game. Its first-person perspective is rendered really well. The ghosts and spitting things really gave me the creeps. I wish there could have been more furniture in the house and that perhaps some of the levels could have been less maze-like. It would add to the realism. It plays quite well (except for the occasional instant death). Overall, pretty good.

Monster Manor is a very cool 3DO game. While it bears a striking resemblance to many other first-person games, Monster Manor takes on a different flair. The scrolling is very smooth and the graphics aren't overly blocky up close. The music is truly spectacular and really gives you the creeps, especially the screams! The enemies are beautifully drawn and add to the creepiness only Monster Manor can deliver.

I thought this game would be a bore. Well, what do you know? This isn't bad at all. The graphics are great with all the dark detail of a horror film and the music is frightening as well. I loved the occasional screams. They sent chills down my spine. I just wish there was a way to run or move through the house a little faster. Turning your guy around is also a bit slow. A good buy to add to your collection.

If you like the Wolfenstein 3-D maze type of games, then you'll like this one. The ghosts and ghosts give you a creepy feel. The dark look and eerie sounds add to the haunting mayhem. It can get a bit redundant since there isn't a lot of items in the house, except monsters. The game play could use a little more control of the character, but the graphics and sounds will make this a pleasant haunting.

Jaguar Atari

### Raiden

Shooter	Release: Now
Levels: 8	N/A Meg



Raiden is one of the most intense arcade shooters around. While it has been done on every format, this is the best to date. Everything is here and this game just screams technical. Average players beware! Lightning-quick reflexes are required otherwise you will die quickly. While not the best example of the Jag's capabilities, it is a major improvement over Trevor and overall an outstanding shooter.

Despite what my comrades say about this game, I think Raiden is an above average shooter. While it never got much attention from me in the arcades, Raiden does offer plenty of excitement, especially in the later levels. The music really shows what the Jaguar can do if given enough time. Plenty of power-ups, nice bombs and big Bosses add up to a fun time. Now, if we can only see more games like this.

I expected a lot more from a 64-Bit system. Although this is virtually identical to the arcade, I can't really say that I am crazy about it. Your ship moves around the screen too slowly, making it tough to dodge ships and their bullets. That's another thing! At times the bullets are hard to see, so you would get hit easily. About the only thing I did like was the sound and the different level music. Arcade fans should be pleased.

The good part is that this version is almost identical to the arcade game. The bad part is that it just isn't that good. The problem is the tons of bullets that cover the screen and their color that blend into the background. This gets very frustrating at times and takes away from the enjoyment. Also the ship moves too slow to do any major maneuvering. It looks decent but even the graphics could be better for a 64-Bit.

CD-I Philips

### Kether

Action	Release: Now
Levels: N/A	CD-ROM



Kether is a strange title indeed. It has a number of different games in it. The flying sequence controls was interesting, and the 'Simon says' puzzle sequence was a surprise. The mazes are pretty neat though. This game's graphics look great, especially while flying. The storyline is interesting, and it's non-linear leading to longer game play. If you have a CD-I, this game will interest you. It's that good.

Well ... it's different alright. Kether is one of those bizarre titles you won't forget after playing. The shooter sequences are the most breathtaking, with fantastic background visuals. The 3-D maze game is OK, but the concentration-type game really grates you after awhile. However, the combination of all these games is a neat idea. The CD-I hasn't had its day yet but games like this make it a standout.

I really don't know what to make of this game. Just what kind of game is Kether, anyway? It's a shooter. It's a puzzle game. It's a role-playing game. It's many different things. It's good from a variety of standpoints. But I just wished it stayed in only one category! I feel the graphics are probably the best I have ever seen and the sound and music are top-notch, but the pace was too slow. It's just OK.

This game has many different aspects to it. At first it looks like a flight simulator, then it has a game of concentration, followed by a 3-D maze game. It's a rather weird combination, but I enjoyed the variety. Each game in itself isn't great, but the collection keeps your interest even if it's to see what's next. It may seem a bit odd but the individual parts are fun to play. If you have a CD-I this may be your bag.

EDITORS' CHOICE GOLD

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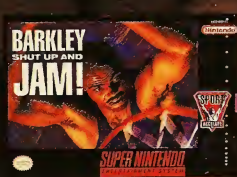
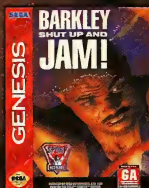
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about getting **hacked,**

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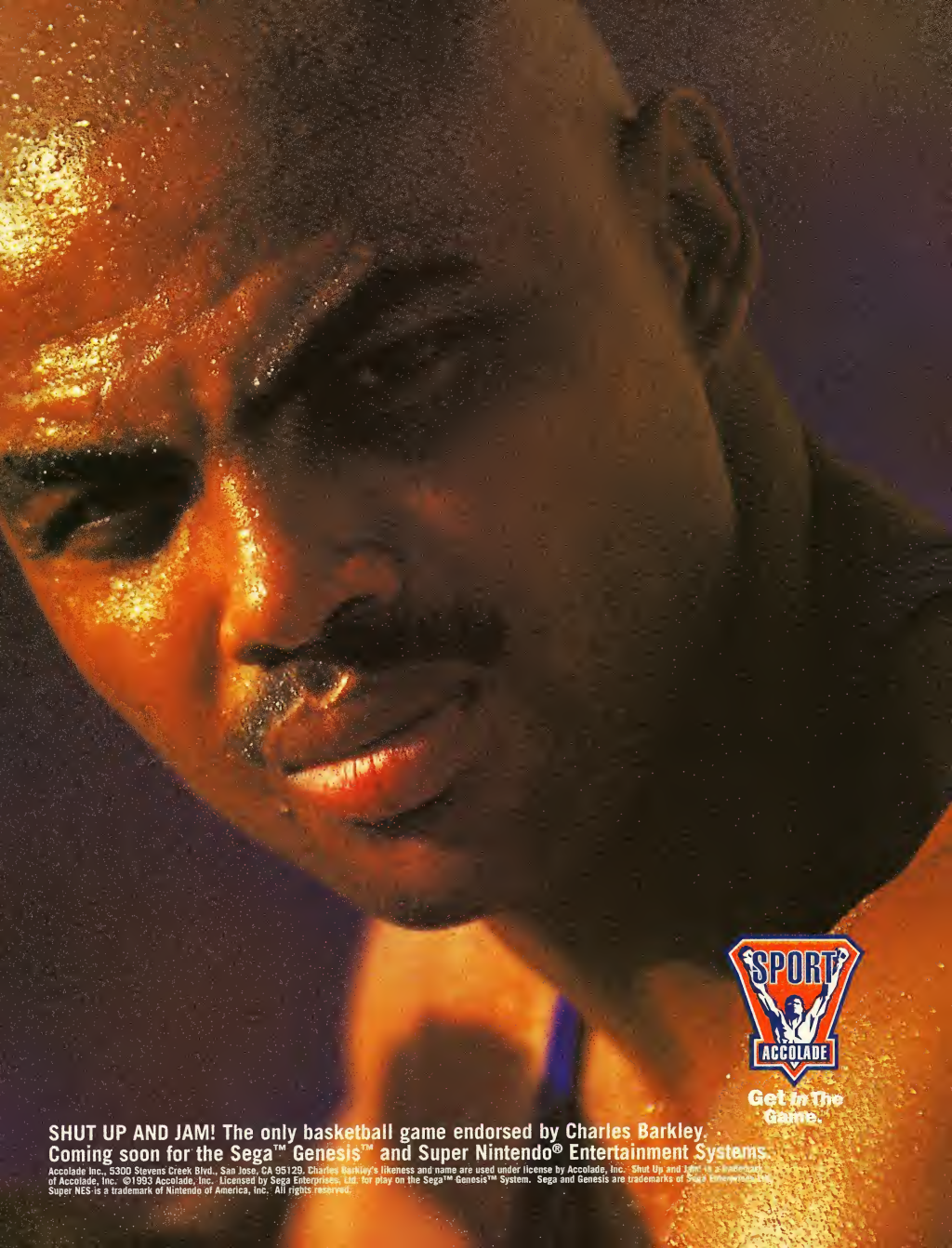
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## MAJOR MIKE'S GAME ROUNDUP



### Dune CD Virgin / Sega CD

This is a pretty involving game, with some incredible digitized graphics taken right out of the movie. RPG fans will love this one, and the flying sequences are very well done. One of the better Sega CD games.

**9** **8** **8** **8** **7**  
ED DANO AL SUSHI MIKE

### Dino Dudes Atari / Jaguar

Dino Dudes is, essentially, Lemmings and Humans for the Jaguar. If you like strategy games of that type, then you'll probably find it of interest. The graphics are pretty good and the control is adequate. An OK game.

**7** **7** **6** **6** **6**  
ED DANO AL SUSHI MIKE

### Caesar's World of Boxing Philips / Philips CD-i

Like most Philips CD-i games, CWOB has superb graphics. But in terms of an actual boxing match, it is better to call it a simulation where strategy is more important than punching speed. Easily the best boxing game yet!

**9** **7** **7** **7** **8**  
ED DANO AL SUSHI MIKE

### Lemmings Atari / Lynx

Lemmings has always been a good strategy game, and the Lynx version continues the tradition. Some of the levels are huge, and there are lots of options like turning the music on and off and an essential Password feature.

**7** **7** **6** **7** **7**  
ED DANO AL SUSHI MIKE

### Malibu Bikini Volleyball Atari / Lynx

MBV has very good graphics, but its main failing is its game play. Trying to hit the ball is quite a task, and you will probably end up missing it most of the time. There are plenty of options, including a Four-player Mode.

**6** **5** **4** **4** **5**  
ED DANO AL SUSHI MIKE

EDITORS' CHOICE GOLD

NES	Soft. Toolworks
<b>Alfred Chicken</b>	
Action	Release: Now
Levels: 21	1 Meg



Alfred Chicken is the typical NES game. It has OK sound and graphics but neither are spectacular. The way the backgrounds are laid out, it's hard to tell where you can step and what's a pit. This got annoying. On the positive side, I liked the large levels. For the younger player (the one who still plays the NES) this is an OK cart. With so few new NES carts, you'd better get this one quick!

Alfred Chicken was OK on the Super NES, but the noticeable lack of quality graphics and sounds really hurt the score. The levels are still huge and have lots of places to find and explore, some hidden while some are right in front of you. The control is also pretty good as far as action games are concerned, but Alfred Chicken can and will grow old once you've explored every hidden area.

I just got into video games when 16-Bit systems were introduced. So it's very hard for me to be impressed with an 8-Bit game. Alfred Chicken has some OK graphics. I guess with lots of places to go and explore. I also like the decent play control, something I tend to place much emphasis on. I can't say I'm crazy about the sound which I found to be a bit annoying. If you're happy with your 8-Bit, this is pretty good.

The 8-Bit is just about as dead as the GameBoy should be. There are some good games out there, but they are the exception rather than the rule. Alfred Chicken isn't a bad game, but on this platform it doesn't stand out from the rest. The graphics and sounds are decent for its system though. If you have to have a new NES cart, this one does have decent control and lots to explore but it's not my type.

Game Gear	Codemasters
<b>Micro Machines</b>	
Driving	Release: Now
Levels: 27	2 Meg



Most people will probably skip over this cart, thinking that it's a loser. It's not. It is a fast-paced racer that has a lot of different tracks, vehicles and drivers. You can keep playing this cart over and over, it even has parallax in some of the tracks like on the table. This game is above all fun. It suffers from a bit of blurring sometimes, but not too much. This game is colorful and controls very well.

Fun, fun fun. Those are the three best words to describe Micro Machines. This game was good on the NES, Genesis and yes, it's good on the Game Gear. The idea is so simple: Race a little car around the track against computer or human controlled opponents. The tracks are all unique with cute settings like table tops, garage floors and pool tables. If you're looking for a great game on the go, look no further.

This is one of the most entertaining portable games around. I love the humorous and cute theme of the game. The graphics are above average and the sound is good, even though it's 8-Bit. The best part is you can choose from a large assortment of drivers and also choose them to be your opponents, if you like. The many different cars and tracks are welcome. It gets a bit frustrating in some courses. A good game.

Like its 16-Bit counterpart, this game is an exceptional racing game with lots of humorous pieces. I don't normally like racers, but this is one fun game. The different tracks really make this a good racing game. Also the control is precise and there are lots of drivers and vehicles to choose from. With good graphics, decent sounds and interesting backgrounds, it is one racer that you will want to keep on playing.

Lynx	Atari
<b>Desert Strike</b>	
Action	Release: Now
Levels: N/A	N/A Meg



Desert Strike is a good game in itself. But when played on the small screen, it loses some of its effect. Your bullets are almost invisible, and telling exactly what the enemies are is pretty difficult. It controls well and the animation of the helicopter is good. Another down side is the lack of on-screen colors. They were too dark for me. At least it is something new, and Atari is on the right track with this popular title.

I must say that I was really looking forward to this one. Unfortunately, my hopes were let down. Although the Lynx screen is large, everything was so small it's hard to tell what you're shooting at. Going in a dark room helps, though. The controls needed tightening up as it was too easy to fight the chopper instead of maneuvering it. The missions had variety to them and that adds up to some good fun.

I just couldn't get into this game. I found the controls awkward and hard to get used to. The graphics were unimpressive and to top it off, your assault on the enemy is hindered because it was very difficult to see your shots. I will say that the helicopter animation is very smooth and the sound is OK if you can handle portable sound. The many missions are nice, prolonging its play value. Otherwise, this just isn't my thing.

This game is just too hard to see and play on the smaller screens. As a 16-Bit version there wasters of game play and strategy but it loses its impact on the small screen. However the animation and graphics are good enough to get by. The best point is that there are lots of missions to keep you busy as a portable game. It will take some time to get used to the controls but fans of the helicopter game can get into it.

# CLAYMATES™

## Meet Coopy the Cuppy



**Name:** Coopy the Cuppy  
**Astrological Sign:** Pisces  
**Favorite Book:** Moby Dick  
**Favorite Musician:** Muddy Waters  
**Hobbies:** Sucking algae off the bottom of barges  
**My idea of a perfect mate is:** A flounder with really big scales  
**Turn Offs:** When people use anchovies for bait, & prefer pepperoni.

**C**oopy the Cuppy is one mega-cool fish that swims with ease and spits air bubbles at enemies with deadly accuracy. Join Coopy and the other four amazing Claymates in their action-packed adventure. Transform yourself into the different characters to climb trees, burrow into caverns, flap out of danger or turbo-speed out of trouble. So cool, it's won the Game Players Nintendo Sega Special Achievement Award 1993 for Excellence in Sound--and it comes in a great collectible box. Be sure to look for it at your local video game retailer. Claymates™ From the people who brought you Clay Fighter™

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**Goopy  
the Guppy**



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# The Month



*Coopy the  
Cuppy*



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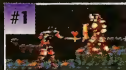
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# EGM'S HOT TOP TENS

## TOP TEN GAMES THAT MOST DESERVE TO HAVE A SEQUEL

Major Mike again takes you into the realm of Top Ten with another exciting category! There are a lot of great games out there, but where are their sequels? ActRaiser recently had a sequel, and it was definitely up to expectations. Below are 10 games that scream for a follow-up. Hopefully we will see some sequels to some of these games soon!



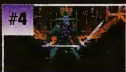
#1 **CASTLEVANIA IV**  
SNES / KONAMI



#2 **CONTRA III**  
SNES / KONAMI



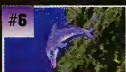
#3 **SPACE MEGAFORCE**  
SNES / TOHO



#4 **CHAKAN**  
GENESIS / SEGA



#5 **GLOBAL GLADIATORS**  
GENESIS / VIRGIN



#6 **ECCO**  
GENESIS / SEGA



#7 **SUPER GHOULS N' GHOSTS**  
SNES / CAPCOM



#8 **LEGEND OF ZELDA**  
SNES / NINTENDO



#9 **SUPER MARIO WORLD**  
SNES / NINTENDO



#10 **STREET FIGHTER II**  
SNES / CAPCOM

## EDITORS' TOP TEN



The old widescreen arcade game is given new life with three fighters who will blow you away!



#1 **THE NINJA WARRIORS AGAIN / TAITO**  
SF 5 Months ▲

#2 **SAMURAI SHODOWN / SNK**  
NEO 7 Months ▲

#3 **ORACULA-X / KONAMI**  
DUO 5 Months ▼

#4 **MEGA MAN X / CAPCOM**  
SNES 5 Months ▼

#5 **POCKY & ROCKY II / NATSUME**  
SNES 1 Month -

#6 **ACTRAISER 2 / ENIX**  
SNES 6 Months ▲

#7 **FATAL FURY 2 / SNES**  
SNES 1 Month -

#8 **PUTT-PUTT GOES TO THE MOON / HUMONGOUS**  
3DO 1 Month -

#9 **CASTLEVANIA BLOODLINES / KONAMI**  
GEN 2 Months -

#10 **NBA JAM / ACCLAIM**  
SNES 2 Months ▼

## READER'S TOP TEN

What? No Street Fighter games on our Reader's Poll? Mortal Kombat dominating the charts? Call my congressman quick! Mortal Kombat for Sega CD is on everyone's mind and on the top of our charts this month!

#1 **MORTAL KOMBAT / SEGA-CD**



The CD-ROM version shoots all the way to number 1!

#2 **MORTAL KOMBAT / GENESIS**



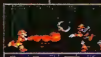
The bloody Genesis version is back at number 2.

#2 **MORTAL KOMBAT / SNES**



Tied with the Genesis version at slot number 2.

#4 **MEGA MAN X / SNES**



The little guy is back in the first 16-Bit entry.

#5 **SAMURAI SHODOWN / NEO**



The NEO smash finally makes it on the charts.

#6 **SUPER EMPIRE STRIKES BACK / SNES**



Get ready for Super Return of the Jedi, guys!

#6 **SUPER MARIO ALL-STARS / SNES**



The compilation of the Mario games is back on the charts.

#6 **ETERNAL CHAMPIONS / GENESIS**



The big fighting game by Sega holds its own.

#6 **JURASSIC PARK / GENESIS**



The dinosaurs and Dr. Grant are still hanging around.

#6 **SONIC CD / SEGA CD**



The little blue guy is back again. Look for Sonic 3!

# WELCOME TO THE JUNGLE



Lester's not a bad kid, he just seems to end up in a lot of awkward situations. This time he's been stranded on a jungle island being taken over by pirates. With your help he should be able to make it back home.

The only problem is Lester's personality. His survival instincts are a little weak. Plus, he always panics the first time he meets a new challenge.

Just don't panic along with him...



Guide Lester wisely and he might just come through in the clutch.



Who wouldn't panic at the sight of a mutant seagull?

## FEATURES

8 MEG GAME PAK

20+ LEVELS

ROTOSCOPED ANIMATION

JANUARY 1994

Nintendo

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# Babbage's

America's Software Headquarters

The Top Ten information below is provided by Babbage's and is current as of January 14, 1994

NINTENDO	
#1	TETRIS 2 / NINTENDO 4 Months -
#2	KIRBY'S ADVENTURE / NINTENDO 8 Months -
#3	CONTRA FORCE / KONAMI 1 Month -
#4	CHAMPIONSHIP POOL / MINDSCAPE 1 Month -
#5	ALIEN 3 / ACCLAIM 1 Month -
#6	MIGHTY FINAL FIGHT / CAPCOM 1 Month -
#7	NIGEL MANSELL / GAMETEK 2 Months Δ
#8	BATTLESHIP / MINDSCAPE 1 Month -
#9	CAPTAIN PLANET / MINDSCAPE 1 Month -
#10	JURASSIC PARK / OCEAN 5 Months ∇

SUPER NES	
#1	MORTAL KOMBAT / ACCLAIM 5 Months Δ
#2	NHL HOCKEY '94 / EA SPORTS 3 Months Δ
#3	MADDEN NFL '94 / EA SPORTS 3 Months ∇
#4	TECMO SUPER BOWL / TECMO 3 Months Δ
#5	LUFIA: FORTRESS OF DOOM / TAITO 1 Month -
#6	ROMANCE OF THE THREE KINGDOMS / KDEI 1 Month -
#7	DISNEY'S ALADDIN / CAPCOM 3 Months ∇
#8	STREET FIGHTER II - TURBO / CAPCOM 4 Months -
#9	NHL STANLEY CUP HOCKEY / NINTENDO 2 Months -
#10	NBA SHOWDOWN / EA SPORTS 3 Months ∇

GENESIS	
#1	MORTAL KOMBAT / ACCLAIM 5 Months Δ
#2	NFL FOOTBALL '94 STARRING JOE MONTANA / SEGA 3 Months -
#3	MADDEN NFL '94 / EA SPORTS 3 Months ∇
#4	NHL HOCKEY '94 / EA SPORTS 4 Months -
#5	ETERNAL CHAMPIONS / SEGA 1 Month -
#6	SONIC SPINBALL / SEGA 2 Months ∇
#7	M.S. PACMAN / TENGEN 3 Months Δ
#8	TECMO SUPER NBA BASKETBALL / TECMO 1 Month -
#9	BILL WALSH COLLEGE FOOTBALL / EA SPORTS 5 Months -
#10	STREET FIGHTER II CE / CAPCOM 5 Months ∇

SEGA CD	
#1	GROUND ZERO, TEXAS / SONY IMAGESOFT 2 Months Δ
#2	JURASSIC PARK / SEGA 1 Month -
#3	MICROCOSM / SONY 1 Month -
#4	LETHAL ENFORCERS / KONAMI 3 Months ∇
#5	BILL WALSH COLLEGE FOOTBALL / ELECTRONIC ARTS 1 Month -
#6	WWF RAGE IN THE CAGE / ACCLAIM 1 Month -
#7	DRACULA UNLEASHED / SEGA 1 Month -
#8	NIGHT TRAP / SEGA 11 Months -
#9	STELLAR FIRE / SIERRA 2 Months Δ
#10	SONIC CD / SEGA 2 Months ∇

GAMEBOY	
#1	TETRIS 2 / NINTENDO 1 Month -
#2	SUPER MARIO LAND 2 / NINTENDO 14 Months Δ
#3	KIRBY'S PINBALL LAND / NINTENDO 2 Months Δ
#4	MORTAL KOMBAT / ACCLAIM 4 Months ∇
#5	SUPER MARIO LAND / NINTENDO 17 Months ∇
#6	LEGEND OF ZELDA: LINK'S AWAKENING / NINTENDO 6 Months ∇
#7	JURASSIC PARK / OCEAN 3 Months -
#8	TETRIS / NINTENDO 10 Months ∇
#9	CASTLEVANIA II / KONAMI 1 Month -
#10	YOSHI / NINTENDO 2 Months ∇

GAME GEAR	
#1	SONIC CHAOS / SEGA 2 Months Δ
#2	MORTAL KOMBAT / ACCLAIM 5 Months ∇
#3	WINTER OLYMPICS / U.S. GOLD 1 Month -
#4	STAR WARS / U.S. GOLD 3 Months Δ
#5	ROAD RUNNER DESERT SPEEDTRAP / SEGA 1 Month -
#6	DESERT STRIKE / ELECTRONIC ARTS 1 Month -
#7	PDA TOUR GOLF / TENGEN 1 Month -
#8	WORLD CUP SOCCER / TENGEN 1 Month -
#9	LAND OF ILLUSION / SEGA 7 Months -
#10	FORMULA ONE / TENGEN 1 Month -



# EGM'S HOT TOP TENS

## REGISTER YOUR VOTE

Let the whole world know what your favorite games are and voice your video game vote! Call the special EGM Top Tens Hotline and register your own awards! Simply call the number below, select your favorite games from the listing and power on! Then turn to next month's EGM's Top Tens to get the results! It's that easy! CALL TODAY!

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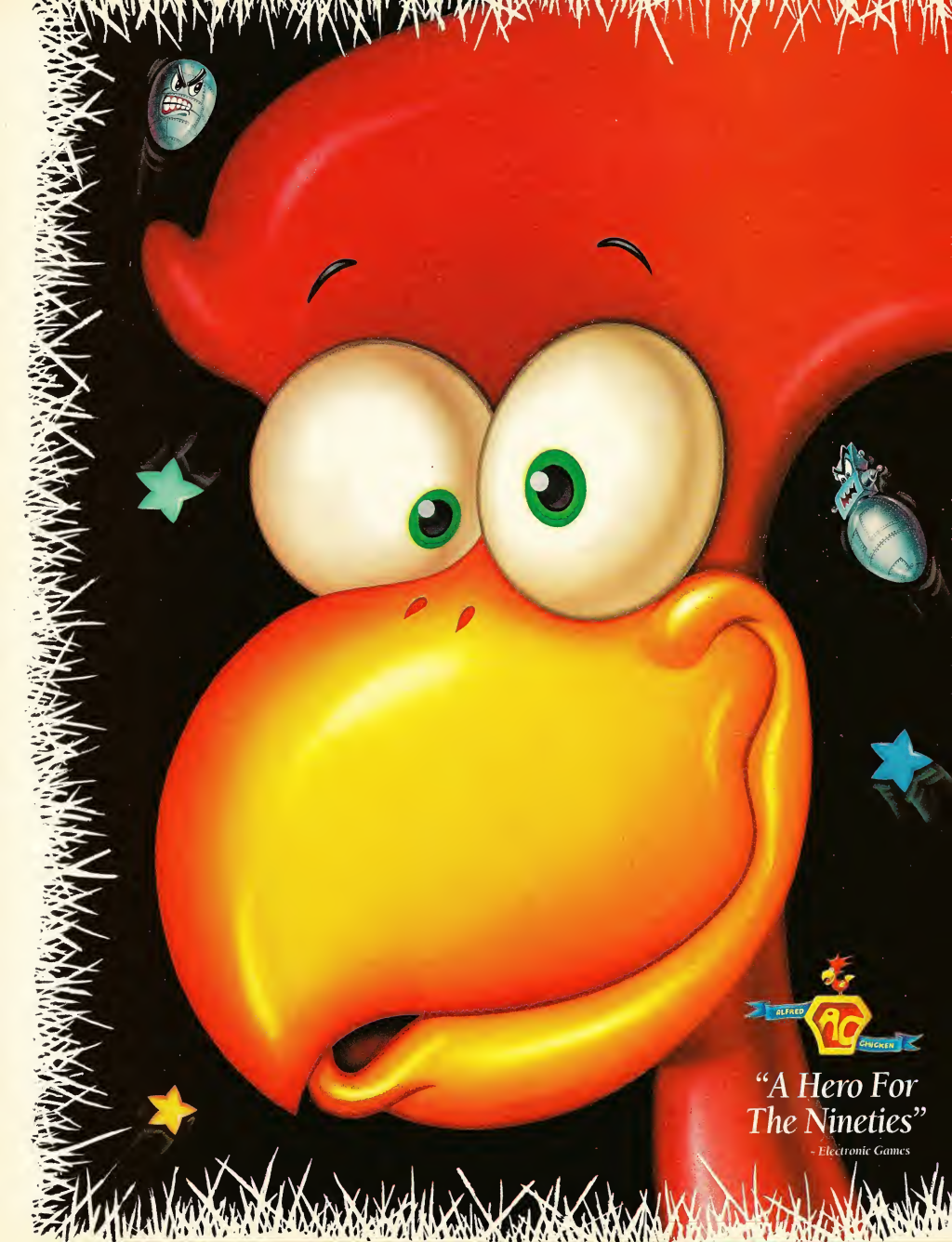
After calling the Hotline, follow the prompts and enter the number corresponding to your favorite games below. Also listen to the latest and greatest gossip!

1. SNES / SUPER EMPIRE STRIKES BACK
2. SNES / STREET FIGHTER 2 CE TURBO
3. SNES / SUPER MARIO ALL-STARS
4. SNES / STREET FIGHTER 2
5. SNES / SUPER STAR WARS
6. SNES / STUNT RACE FX
7. SNES / ACTRAISER 2
8. SNES / SUPER METROID
9. SNES / YOSHI'S SAFARI
10. SNES / FINAL FIGHT 2
11. SNES / MORTAL KOMBAT
12. SNES / STARFOX
13. SNES / AERO THE ACRO-BAT
14. SNES / SUPER TECMO BOWL
15. SNES / CLAYMATES
16. SNES / CLAY FIGHTER

17. SNES / TMNT: TOURNAMENT FIGHTERS
18. GENESIS / SONIC THE HEDGEHOG 2
19. GENESIS / SONIC THE HEDGEHOG 3
20. GENESIS / ETERNAL CHAMPIONS
21. GENESIS / STREET FIGHTER 2 CE
22. GENESIS / JURASSIC PARK
23. GENESIS / MORTAL KOMBAT
24. GENESIS / SONIC SPINBALL
25. GENESIS / ROBOCOP VS. THE TERMINATOR
26. GENESIS / BLOODLINES
27. GENESIS / ALADDIN
28. GENESIS / ZOMBIES ATE MY NEIGHBORS
29. GENESIS / STREETS OF RAGE 2
30. SEGA CD / CD SONIC
31. SEGA CD / SILPHEED
32. SEGA CD / GROUND ZERO

33. SEGA CD / MORTAL KOMBAT
34. SEGA CD / MONTANA FOOTBALL CD
35. PC ENGINE / DRACULA-X
36. DUO / STREET FIGHTER 2 CE
37. 3DO / CRASH 'N BURN
38. NEO-GEO / SAMURAI SHODOWN
39. NEO-GEO / WORLD HEROES 2
40. NEO-GEO / FATAL FURY SPECIAL
41. NES / KIRBY'S ADVENTURE
42. NES / SUPER MARIO 3
43. NES / MEGA MAN 6
44. GAMEBOY / ZELDA
45. GAME GEAR / JURASSIC PARK
46. GAME GEAR / SONIC CHAOS
47. ARCADE / SUPER STREET FIGHTER II
48. ARCADE / MORTAL KOMBAT II

Top Ten nominations change each month with all-new favorites! **New entries in red.** These nominations are good through March 30.



"A Hero For  
The Nineties"

- Electronic Games

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# GAMING GOSSIP

3DO EXPLORING THE PC ROUTE  
BEAVIS AND BUTT-HEAD INVADE GAMING  
NEW STREET FIGHTER GAME READIED  
MEGA MAN 6 COURTESY OF NINTENDO  
SONY'S PS-X MAKES EARLY GAINS  
SGI DEVELOPER SHORTAGE  
SCULPTURED TO DO MORTAL KOMBAT 2  
PRIME BREAKS THRU TH-Q

...Open the blast doors, my loyal Q-followers, for the straight scoop from behind the lines of the recent CES! This report is quake-proof gamers, and is guaranteed to make you play smarter or your pizza's free! It was a glorious show my Q-friends, with yours truly making the rounds, hitting the parties, and getting the scoops on the hottest softs and gamewares headed for store shelves. While you can turn to the CES preview guide in this issue of EGM for the straight scoop on what scorched the show floor and what fell flat. Only on this page can you get the behind-the-scenes info on what was really popping at the greatest show on Earth...We start at the 3DO booth, where the Tripster was dodging criticism of his mega machine dream and the mixed results it was greeted with during the holiday season. The world's white shirt in the spotlight met his detractors head-on with the announcement that 3DO will likely go ahead with a PC version of their powerful game board. Alright, alright, I know I told you this about a year ago, but the Q is behind this move 100%. Although it takes it out of the video game realm, the PC market is probably the last hope this super system has for finding financial nirvana...Look for Beavis and Butt-head to make their way to a gaming platform near you. The Q-Mann has learned that Viacom is positioning their dysfunctional duo as the flagship license for their fledgling entree into the world of interactive media. Being interactive is cool, heh, heh, heh...

...Capcom is going for the Quartermann record for most procrastinating company on the face of the planet. How many Street Fighter 2 games are you guys going to make before you release Street Fighter 3? Are you stopped up or what? The Q-Minor has learned from sources inside Capcom that yet another version of SF2 will hit shores at the ACME coin-op show out in the windy city headquarters of EGM! At least the big-wigs gave it a creative name: Super Street Fighter 2 Turbo - whoopie! Don't even try the update path on this one guys, we want to see a *new* game! Just pass the Ex-Lax and get on with it!...When you think of Capcom, what game pops to mind? OK, besides SF2. Well, if you said Mega Man then you're no longer correct, since beginning with chapter six of this on-going saga the U.S. marketing will come to store shelves courtesy of Nintendo...Best fanzine? You guys are a riot...One thing the CES wasn't short on was big name pop culture stars making guest appearances. In addition to movie making powerhouse Steven Spielberg, nearly every comic company had reps peddling their titles for possible immortalization in pixels...

...Look for the Sony PS-X to make a bigger splash than anyone thought it might, courtesy of 3DO! Seems the honchos at Sony central in Japan were pleased with the results of their R&D dough, but were concerned that the market wouldn't be ready for a device that could do more than just play games. Now that 3DO has softened us consumers up, Sony feels that their product is superior and can easily move in for the kill!...First word of warning on the Nintendo/SGI partnership - the game developers are dying! Sure the SGI (even the stripped down Nintendo version will eventually sell) can produce some killer graphics, but there's only a handful of graphics gurus capable of pushing the machines to the limit. Why not hire them, you ask? Because they all work for SGI! Seriously, SGI and other independent outfits are trying to bring game developers up to speed, but the complexity of the development systems are leaving most people scrambling to get something on the screen by the time the hardware hits next year...It's official: Sculptured Software will be doing the honors for the Super NES version of Mortal Kombat 2 for Acclaim. Get ready to be propelled into a world of sweat...

...Seems 20th Century Fox can't make up their minds when it comes to whether or not to take the plunge into the gaming arena. The Q overheard some of the Fox execs mulling over the plans during some fine CES dining of six buck dogs. As Al Pacino would say, "When in doubt..."...The question I want answered is exactly how many paisley sweaters does this guy actually have?...Another company looking to delve deeper into the world of self-publishing their characters is Marvel Entertainment. Although they're quite content with their current arrangements, Marvel's chief is looking for ways to expand the reach of their super heroes. It also doesn't hurt that James Cameron is laboring on a Spider-Man movie as we speak...Speaking of comic characters coming to life on video screens, it looks like TH-Q and Malibu are parting ways. Even though the early revs of the Prime video game adaptation are truly hot, and the game is nearly done, the big boys of TH-Q have nixed their deal to concentrate on other projects...That just about wraps it up for this ish, my Quarter-friends. Remember to turn to the Q for all your gaming info, kiddies, because this is the only place the gossip stays crunchy - even in milk!...

- QUARTERMANN

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**SEGA CD**

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As super-agent Conrad Hart, you must battle your way through six worlds, seven levels and scores of futuristic foes to save Earth from alien infestation. With its unbelievable sound and visuals, you'll swear Flashback is real. At this rate, who needs CD-ROM?



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**NEW WASHINGTON:** You found your memory. Now if only you could loose those mutants...

**PARADISE CLUB:** Funny, for a nightclub it looks a lot like a prison. And where's your gun when you need it?



**PLANET TITAN:** Outwit traps. Outgun mutants. And keep your eyes open; it's a jungle out there.



**RUN, ROLL AND SHOOT**



**RUN AND JUMP**



**LEAP, READY MODE**



**CYBER TOWER:** The game show where you compete with violent replicants for the grand-prize — your life.

**PLANET MORPH:** On this planet of oozing, form-changing aliens enemies come in all shapes and sizes.

**RUN, JUMP AND CLIMB**



# PRESS START

## SEGA INTROS MODULAR FX CART!

Sources at Sega have informed EGM that they are going to be bringing out a new 'modular' cartridge this June. This new cartridge configuration will be done in order to reduce the 'sticker shock' that is typical of cartridges that contain special effects chips. In this instance, the new modular cart will be used specifically for Sega's new line of SVP (Sega's version of Nintendo's FX chip) games.

An example of 'sticker shock' is the \$99.95 suggested retail price of their heavy memory plus SVP chip game—Virtua Racing.

What the consumer will do is purchase a mini-cartridge for \$40. This mini-cart will contain Sega's SVP chip. As new SVP chip games become available, players will only have to purchase the new 'plug-in' game cartridges.

These 'plug-in' cartridges will then be inserted into the previously purchased SVP mini-cartridge and the combined unit will then plug into the Genesis.

Note: Virtua Racing, since it is coming out this spring, will not be made in a mini-cart format.

The obvious advantage is that game players will only have to purchase the SVP chip cart once. Instead of SVP carts costing about \$100 for every game, the cost will be reduced to about \$50.

A secondary advantage is that you'll quickly see tons of SVP games. Since Sega's third-party licensees will not have to absorb the heavy cost of the specialty chip, they all are eager to start producing polygon games.

Starting to feel the heat Nintendo?

## GAME GENIE 2 SLATED FOR 1995!

Ever since EGM broke the news about a Game Genie 2 being in development back in the November issue, one of the hottest topics of discussion was this top secret sequel cheat cart.

During CES our editors again did some investigative reporting and came back with an update to the earlier story.

In a breakfast meeting with the wizards at Codemasters, EGM learned that the Game Genie 2 is "almost finished" and that negotiations with Galoob (the company that will market and distribute the Game Genie 2 here in America) are already underway. Final debugging of the unit will take place this summer and should be available this fall.

Next our sleuths talked to the officials at Galoob who were also at the Winter CES. The story, from the Galoob side, was a bit different. Yes, Galoob did have discussions with Codemasters about the Game Genie 2; however, Galoob was not as optimistic about a finished product being available to them by summer. At best, Galoob stated that they hoped to see something late in 1994 and if that was the case, the Game Genie 2 would have its debut sometime in 1995.

The Game Genie 2 will be different from the original Game Genie in the fact that players will be able to obtain their own codes by entering certain introductory parameters and then just playing the game.

Codemasters also confirmed that a Sega CD Game Genie is nearing completion and could be available late in 1994.

## TRIAIX TO RELEASE 3-D CONTROLLER!

Triax introduces a joystick that promises to be a new generation in joysticks with the new "Multi-Function" Controller. This peripheral can move on-screen objects at variable speeds in any direction, from the background to foreground and create 3-D action.

For example, in a football game a running back can move in literally unlimited directions, not just the standard eight, cutting at any angle he wants. The variable speed control also allows an on-screen character to run slower or faster than other players and literally run rings around them.

Several companies are already supporting the capabilities of the new controller including: U.S. Gold, Ocean, Electronic Arts, SunSoft, Virgin, Tengen, Interplay, Namco and others.

In addition, the joystick is fully programmable and is equipped with a multi-function turbo. It is also Genesis and Super NES compatible.

The joystick costs \$49.95. For more information, write to Triax Technologies, 11 Computer Drive, West Albany, NY, 12205.



The new Triax controller can move screen objects at various speeds.



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**WINTER**  
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NINTENDO POWER, February, 1994



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# PRESS START

## THE SEGA SATURN SYSTEM SHOWN AT THE 1994 WINTER CES!

### SATURN



A glimpse of the finished product: the 32-Bit Sega Saturn system as shown at the 1994 Consumer Electronics Show...

Sega is slowly going to the next level with its latest home game system peripheral—the 32-Bit Saturn system. Named the “Saturn” by Sega of America’s President, Tom Kalinske, this system will sport superior graphics and will hopefully set a new standard for the home video game industry.

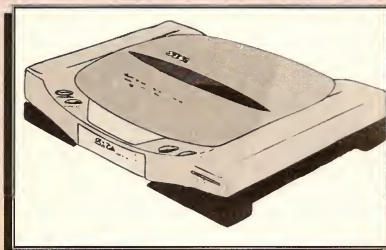
Some of the games previewed for the system at the 1994 Consumer

Electronics Show were *Virtua Fighters* and the racing game *Daytona* along with quick clips of other virtual reality type games. The Saturn runs rings around the competition with a total of either 1,024 or 2,048 colors. Other major home systems hardly compare. The Super Nintendo and DUO systems each have 256 colors. The Sega Genesis and Sega CD systems each have 64 colors on screen.

The main processor of the Saturn is a customized 68030 unit developed by Sega and Hitachi and can work from 18 to 24MHz and can rip through the 32-Bit hardware.

In terms of speed, the Saturn will have a clock speed somewhere between 18 to 24 MHz, whereas the competing systems have somewhat slower speeds. The Super NES System has 3.58 MHz, the Sega Genesis 7.6 MHz, the Sega CD 12.7 MHz and even

### THE 32-BIT SATURN HOME GAME SYSTEM



...and the rough sketch of the system as it appeared in EGM months ago. Pretty close, huh?

the powerful NEO•GEO system falls behind with 14MHz!

One of the biggest questions about the Saturn is will it be compatible with the previous Genesis and Sega CD systems? As of now, this question is unanswered; but in order to do so, the Saturn would have to use a series of

### SATURN



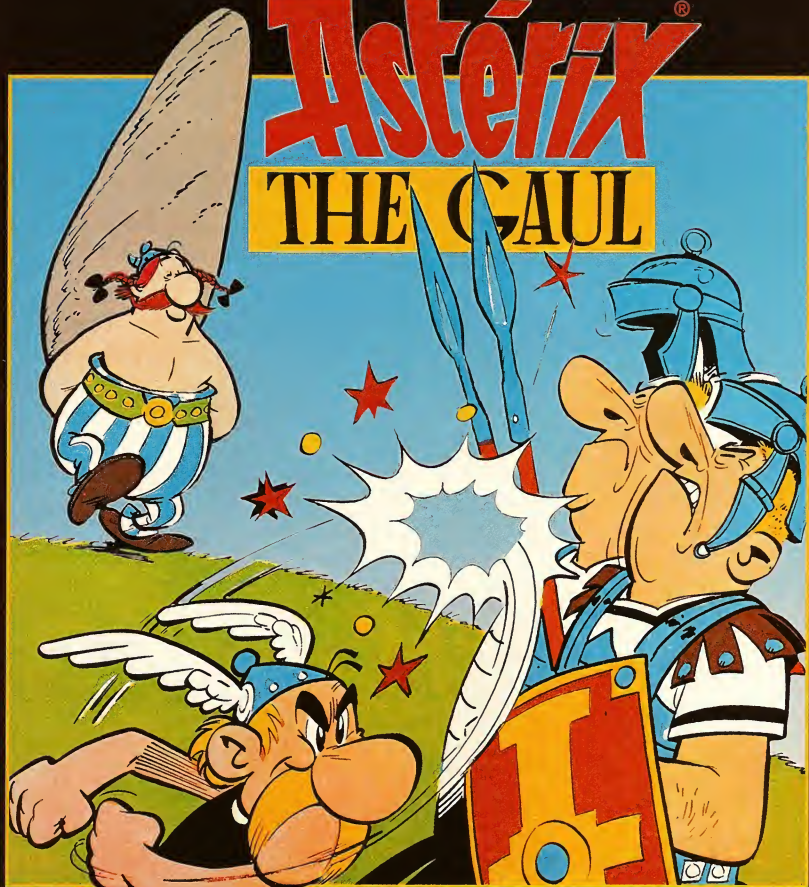
A glimpse of what the new Sega system may offer to gamers.



The intense racing game *Daytona* will be one of the games for the new Saturn system.

# Astérix<sup>®</sup>

## THE GAUL



### THE BARBARIANS ARE AT THE GATE!

The powerful Roman armies have captured the heroic Obelix and Asterix must travel through the snow packed Alps, the Egyptian Pyramids, the Acropolis of Greece, doing battle with the Roman armies, pirates, wild beasts and more. The future of Gaul lies in your hands!



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# PRESS START

## MORE INFORMATION ON THE SEGA SATURN AND NEW RELEASES!

new chips specially constructed for the peripheral. However, the drawback is such chips would probably affect the price of the system which already is rumored to be in the range of ¥50,000 (about \$430 here in the States).

However, the system may be compatible with several other systems under development, such as a CD-ROM drive!

There is no release date for the Saturn as of now, but the peripheral will probably be cartridge-based with the option for a CD-ROM system. Will the Sega Saturn be the next level for Sega? Stay tuned to EGM for more information on this innovative system in the months ahead.

CPU:	Main:	Two Hitachi SH2 32-Bit RISC processors
	Sound:	68EC000
	CD-ROM control chip:	Hitachi SH1 32-Bit RISC
DSP:		24-Bit DSP
Memory:	Work RAM:	16 Megabits
	Video RAM:	12 Megabits
	Sound RAM:	4 Megabits
	CD buffer RAM:	4 Megabits
	IPL ROM:	4 Megabits
Graphics:	Colors:	Over 16 million colors
	Palette colors:	2,048 or 1,024 colors
CG:	Polygons:	900,000/sec.
	Effects:	Flat shading, glow shading, texture mapping, translucency
Sprites:		Scaling, rotation, deformation
Scrolling:	Layers:	Max. 5 layers
	XY scroll:	4 layers
	Horizontal line scroll:	4 layers
	Vertical cell scroll:	2 or 4 layers
	Rotation:	2 layers
	Scaling:	2 layers
Windows:		2 layers
Sound:	PCM:	32-Channel
	FM:	8-Channel
Price:	Japan:	¥50,000 or less (\$430)

ACTUAL  
SATURN  
SCREENS!



NOTE: These pictures were taken under adverse conditions at the CES off of Sega's multiscreen video wall.

# And the #1 reason to play Clay Fighter™ is...



**The #1 reason for playing Clay Fighters:**  
It will make you laugh out loud until you need to change your underwear.

(by Jared Shapiro)  
Summerville, SC

For a little cash you get a lot of "dough".

DENNIS C. McMILLAN  
Pendleton, Oregon

#1 It beats playing Candyland with Aunt Edna.

JAMES HAULER  
FAIRFAX, VA.

CUZ' CLAY IS THE WAY,  
AND IT'S HERE TO STAY!



THE NUMBER ONE REASON TO PLAY CLAY FIGHTER IS:

BECAUSE HELGA SINGS BETTER THAN ANYONE ON THE GLEE CLUB.

Hey! These Aint No Wimpy Rainins!

Bad Mr. Frosty is really cool. He makes all the girls stare and drool.

Brandon Harding  
Clinton Supp, MI

Reid Wilson  
N, Arizona

Blue Suede Goo is having a killer hair day.

JOEY ARNDT  
Philadelphia, Pa.

...has a bigger mouth than Hillary Clinton

We asked you why Clay Fighter™ sheds the rest, and you answered big-time—with hundreds of reasons why these cool characters burn up your SNES hotter than those other lame blood n' guts fighting games. And these are the reasons that had us laughing hard enough to squirt milk out of our nose. Thanks for the killer comments, and for telling everyone why Clay Fighter has 'em beat in the streets!

**First Prize**  
(New 27-inch stereo RCA Color Track television, three Interplay SNES games, Clay Fighter baseball cap, poster and temporary tattoos)  
— Jared Shapiro, Summerville, SC

**Second Prize**  
(Three Interplay SNES games, Clay Fighter baseball cap, poster and temporary tattoos)  
— Dennis McMILLAN, Pendleton, OR

**Third Prize**  
(One Interplay SNES game, Clay Fighter baseball cap, poster and temporary tattoos)  
— James Hauler, Fairfax, VA

**Honorable Mentions**  
(Clay Fighter baseball cap, poster and temporary tattoos)  
— Phillip Monenberg, Smith Wilkinson, Reid Wilson, Joey Arndt, Zachary Shaw, Paul Albin, Brandon Harding



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Interplay Productions, Inc.  
1722 Fitch Avenue  
 Irvine, CA 92714  
(714) 553-6655

# A NEW BREED OF PARK... A



MCA UNIVERSAL  
ENTERTAINMENT

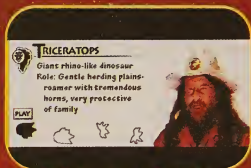


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# DIFFERENT KIND OF ADVENTURE!



QSound™ and 360° excitement means there is danger around you no matter which way you turn!



Paleontologist Dr. Robert T. Bakker knows his dinosaurs, and if you pay attention, you will too.



Your night-vision goggles let you see all...including the raging raptor!

**ONLY JURASSIC PARK™ ON SEGA CD™ LETS YOU TAKE OVER WHERE THE MOVIE LEAVES OFF!**

THE THOUGHT-PROVOKING ADVENTURE AND JOURNEY INTO THE UNKNOWN CONTINUE AS YOU MAKE YOUR WAY THROUGH FULL-MOTION VIDEO USING CINEPAK™ FOR SEGA. IT'S A SEEK-AND-SEARCH MISSION TO UNLOCK THE MYSTERIES OF THE PREHISTORIC GIANTS—AND SALVAGE THEIR PRICELESS DINOSAUR EGGS! UP TO NOW, YOU'VE BEEN ABLE TO EXPERIENCE JURASSIC PARK FROM A SAFE DISTANCE...

**WITH SEGA CD™, YOU'LL BE THERE... AND YOU WON'T BE ALONE!**



The high-tech computer room is the nerve-center for your journey...and your lifeline!



What could be more valuable than real dinosaur eggs... [except your life?]



This could be the last thing you see...

Page is missing from the book. It was either missing from the original, or it was damaged.

**SEGA™**

WELCOME TO THE NEXT LEVEL.™



# ARCADE ACTION

## NFL HARD YARDAGE by Strata

If you're a football fan, you're really going to love this! Hold onto your seats, because here comes Strata's NFL Hard Yardage! Using digitized players, actual NFL Films™ footage and some of the most realistic game play this side of the Super Bowl, NFL Hard Yardage should appeal to a broad spectrum of gamers.

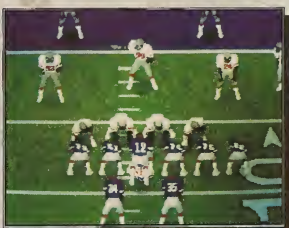
Pick and choose between all 28 NFL teams! There's also a vast arsenal of offensive and defensive plays (over 90 in all) to use. Anywhere from one to four players can hit the gridiron at any time! And to top it off, there's even

special joystick moves and hidden events for players to uncover. This is something that is seldom (if ever) seen in an arcade sports game!

Sound quality for NFL Hard Yardage promises to be second to none. The bone-crunching sound effects will further be highlighted by the play-by-play commentary of renowned Chicago Bears announcer Wayne Larrivee!

Strata will obviously have a big hit on their hands when NFL Hard Yardage hits the arcades. HIKE!!!

### THE NFL HARD YARDAGE DEVELOPMENT TEAM



NFL Hard Yardage uses digitized NFL film footage to achieve a realistic feel.

### EGM HOT ARCADE TRICK!

**SECRET EXPLOSION CODE-** Just before the ball is snapped, while the **DOWN/ YARDS TO GO** display is on the screen, the defensive player must press the **PASS/ JUMP** button eight times. Then after the play starts, all the defensive player has to do is press the **Select** button once and **KABOOM!** the player with the ball is blown to smithereens! This move is best used on third and long to set-up a punt situation and can be done only once per quarter!



Check out the trick above to find out how to make your quarterback explode!



TM

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AMERICAN AMUSEMENT  
MACHINE ASSOCIATION



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was either missing from  
or it was damaged by



ReadySoft Incorporated & Epicenter Interactive Presents

# DRAGON'S LAIR®



## This Knight's having a bad day...

Daphne's missing, the Mud Men trashed your armor, the Shape Shifter's in your face, the Lizard King's a jerk and the dragon's all over you!

Now you're in control of Dirk the Daring, armed with a sword and an attitude. Slash your way through the castle of the dark wizard and rescue Princess Daphne from the clutches of Singe the Evil Dragon!

Awesome animation, explosive sound... it's all here directly from laser disc to Sega CD!

Lead on brave adventurer... your quest awaits.



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**SEGA CD**

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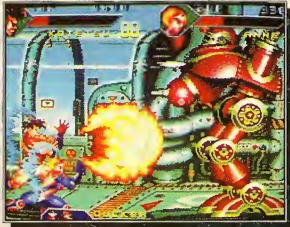
## MONSTER MAULERS by Konami



Get ready to rock—literally! This stone Boss can be one tough cookie to beat!

Get ready for the arcade experience of a lifetime! Konami's Monster Maulers will undoubtedly be one of the most popular games of '94. This side-scrolling action/adventure game is a feast for the senses, and then some!

One of the first things you'll notice about Monster Maulers is the absolutely phenomenal graphics. Being that this game is made by a company like Konami, this is no big surprise. However, when you see the exciting (and sometimes awe-inspiring) array of enemies, you're going to flip your wig! Let's see, there's a huge stone giant, a nasty Centaur, ugly dragons who



Use each character's special move at the right time to do the most damage.

are more than willing to have you for lunch and a disembodied brain that really keeps its eye on you! This motley ensemble of beasts is really something to see!

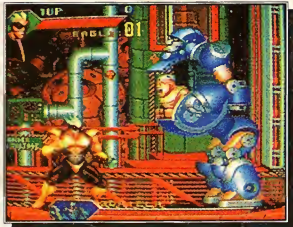
There are three characters to choose from each with unique abilities and special powers. Players can choose to play either a one- or two-player game. In the Two-

Player Mode, the odds are stacked in your favor, especially if you learn to work as a team. Believe me, any chances of improving your ability to survive will be very welcome!

If it's been a long time since you've really enjoyed a game, give Konami's Monster Maulers a couple of quarters—it's a guaranteed mind-blower!



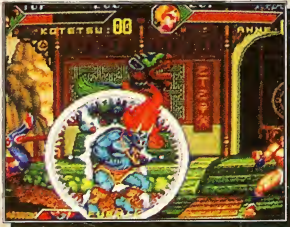
Try to use a lot of teamwork in the Two-Player Mode to finish each stage.



Top-notch graphics and imaginative enemies make Monster Maulers fun!



The hideous Brain Golem shoots a beam of high intensity energy from its eye.



Each consecutive area offers new and entirely unique enemies to battle.



You have only your speed and playing skills to save your life. Good luck!!

UNCOVER THE

16 MEGS OF ACTION AND ADVENTURE

MORE BOSSES & ENEMIES TO WAGE

BATTLE AGAINST A SOPHISTICATED

MODE 7 EFFECTS & SEAMLESS FLIGHT

ANIMATION & LONG GAME PLAY

SIMULTANEOUS 3-PLAYER CAPABILITY

"Get ready for the ride of your life!"

Nintendo Power, May 1993

"A visual and audio tour de force."

EGM, April 1993

"A spectacular 16-bit blend of action  
and role playing all in one."

Buyers Guide, May 1993

Brought to you from the makers of the Final Fantasy series.

SECRET

of

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SQUARE SOFT



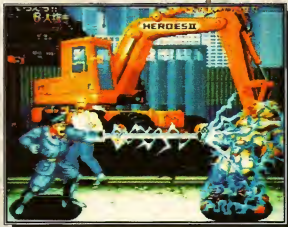
SUPER NINTENDO  
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## WORLD HEROES 2 JET by SNK

Hanzo, Fuuma, M. Power and the rest of the gang are back for more in SNK's World Heroes 2 Jet. This 100+ Meg monster should hit the United States with the force of a tidal wave!

Included in the third installment in the World Heroes series are two brand new characters. Also of special mention is the fact that each of the characters has a set of brand new moves! For example, Brocken has a new mechanical arm which extends to give the victim a mega-volt shock! Cool! Sources indicate that there is a



Brocken has a brand new extendible electric arm move which will shock you.



Janne has a firebird attack that flies across the screen and fries you.



Rasputin also has a set of new moves. Here, he turns to stone to avoid Janne.

possibility that World Heroes 2 Jet may also have increased speed like Fatal Fury Special. If this holds true, expect World Heroes 2 Jet to be among the contenders for best arcade fighting game! It is uncertain at this point, however, if this is really the case (Keep your fingers crossed).

What is certain, however, is the

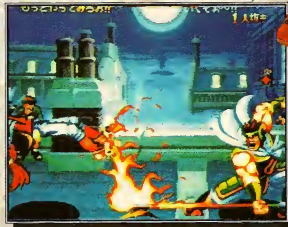


Don't get too close to this new character. He'll really burn you up!

increased replay value of the game because of the improved graphics, new characters and new moves for each of the standard World Heroes characters. These factors will all contribute to make this game more challenging and fun for players. If you have been a fan of the World Heroes series, this is one game that you don't want to miss!



Two completely new characters have been added to this 100+ Meg wonder.



The play control is everything that you've come to expect from SNK.



K. Dragon's lightning-fast kicks are as devastating as ever. Look out!

# PARTS IS PARTS



Franky thought only knights were supposed to fight dragons!



Move too slow and you'll be shocked at what you see!



Don't get excited! They're only flying skulls.

## FEATURES

8 MEG

20 HUGE LEVELS

1 OR 2 PLAYER

DECEMBER 1993

FRANKY AND BITSY ARE TAKING A VACATION FROM THEIR TRANSYLVANIA CASTLE. BUT BITSY FORGOT TO GET A PASSPORT! OUR SPARE PARTS HERO CAME UP WITH A PLAN, THOUGH. HE DISMANTLED BITSY, PACKAGED UP HER PARTS, AND MAILED THEM TO THEIR VACATION DESTINATION - NEW YORK CITY.

THE COMBINATION OF FRANKY'S LACK OF BRAIN CELLS AND THE INCOMPETENCE OF THE TRANSYLVANIAN POSTAL SERVICE HAS SCATTERED BITSY ACROSS THE GLOBE.

FRANKY MUST NOW EMBARK ON A GLOBAL JOURNEY TO RETRIEVE THE MISSING PARCELS AND RESTORE BITSY TO HIS SIDE.

Nintendo





# SKATIN'.



# HIT



## WARNING

DON'T EVEN THINK ABOUT SKITCHIN' FOR REAL. EVEN THE RADDEST BLADER DOESN'T WANT TO END UP AS ROAD KILL. ENJOY A LONG LIFE, DON'T RISK IT.





# CHIN!



## BITCHIN'!



# SKITCHIN'™

REMEMBER ROAD RASH?! THE BAD BOYS WHO MADE RASH ARE BACK TO THRASH IN SKITCHIN'!

GRAB YOUR SKATES, STEAL A RIDE ON A CAR BUMPER, AND YER OFF. PICK UP WEAPONS, BASH YOUR OPPONENTS, EARN MONEY, REPLACE YOUR EQUIPMENT, TAKE A JUMP AND PICK A TRICK FOR BONUS CASH. EVEN SKITCH THE COP CARS IF YER FEELIN' LUCKY. SKATIN' & HITCHIN' - SKITCHIN'. IT'S BITCHIN'!



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT THIS PRODUCT MEETS THE HIGHEST QUALITY STANDARDS OF SEGA™. BUY GAMES AND ACCESSORIES WITH THIS SEAL TO BE SURE THAT THEY ARE COMPATIBLE WITH THE SEGA™ GENESIS™ SKITCHIN'. THE VIDEOGAME RATING COUNCIL, ITS RATING METHOD, SYMBOLS AND WORDS ARE TRADEMARKS OF SEGA OF AMERICA, INC. ©1993 SEGA.

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# INTERNATIONAL OUTLOOK

**9 GAMES PREVIEWED!!!**

**Pocky & Rocky 2, Shuto Expressway Battle, Ranma 1/2 3, Crayon Shin-Chan, Super Bomberman 2, Ragnacenti, Military Madness 2, Wario's Forest, Mobile Police Patlabor**

## INTERNATIONAL NEWS

Howdy! It's Terri Aki here with a load of news for you. I recently flew in to the States for the WCES to check up on what games actually made it to the U.S. I was pleasantly surprised by what I saw. Sonic Blastman 2 (shown a few issues back) was announced to be on its way, as was Super Bomberman 2 (more on it a couple pages from here). Some of the best news was that Kikikaikai 2 (Pocky & Rocky 2) was announced to reach the States. You can be sure of seeing these in the Next Wave section really soon.

Anyway, back in Japan, the new Super Street Fighter 2 CD came out, so you can now rock to the four new stages—along with variations of the original tunes. The latest Godzilla flick also came out. Entitled *Godzilla vs. Mecha-Godzilla*, the special effects are great. These rubber monsters look better than ever. Even Rodan makes a guest appearance. As you could probably guess, a whole line of toys are making it to the shelves based on this film.

Things have gotten pretty quiet on the Mega Drive front for some reason. Perhaps the Saturn is closer than we think. Oh well, I'm babbling, so I'd better stop while I'm ahead.



**WORLD NET**

### Natsume of Japan

## Pocky & Rocky 2

Super Famicom



Shooter

April/May

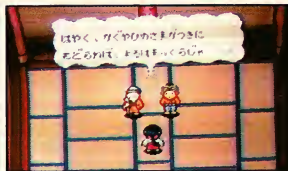
Unknown

Known in Japan as Kikikaikai 2, Pocky & Rocky 2 is the sequel to the great shooter that appeared last year. Unlike the first game, Sayo (Pocky) is accompanied by another character who serves as an option. At the start, Sayo can choose one of three characters as options: a raccoon (Rocky), a girl ninja or a powerful priest. Later, she can pick up four more optional characters including a scarecrow, a mole and even a robot. In Single Player Mode, the option runs on its own, shooting enemies and dodging shots automatically. Sayo can link up with an option for added powers, or even throw the option at the enemies. In the Two-Player Mode, the second person controls the option, but must stay close to Sayo.

Carrying on the original's wacky Oriental setting and unique game system that allows you to block enemy shots, this one is as fun as the first. Another winner by Natsume, it seems. It should come out here soon!



The world you adventure in is even bigger this time around.



One of your allies is a scarecrow who is talented in combat.



Like before, players can block enemy shots with their fans and tails.



There is a whole new cast to join the original two heroes.



Cao Cao

Nobunaga

Genghis Khan

It took 1400 years,  
but we finally  
got them together!

Picture this, three of history's most ruthless and ambitious leaders all in one room. Now, throw in the fact that all three are looking towards world domination with massive armies following their every command. Sounds interesting, doesn't it. This winter, Koei's bringing Genghis Khan, Nobunaga and Cao Cao together to a store near you, and it's going to be exciting. After all, Genghis Khan is out to lead his

Mongol hordes victoriously across Asia and Europe in **GENGHIS KHAN II: CLAN OF THE GRAY WOLF**; Nobunaga is seizing control of Japan in **NOBUNAGA'S AMBITION** and Cao Cao's devising new ways to reunite China after the collapse of the Second Han Dynasty in **ROMANCE OF THE THREE KINGDOMS III: DRAGON OF DESTINY**. The contest for world domination is about to begin!

## Genghis Khan II



## Nobunaga's Ambition



## Romance III of the Three Kingdoms

DRAGON OF DESTINY



Sega Genesis screens shown

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**It all began when**

I pushed the start button on my new **asciiPad SG-6**. There

was this gigantic flash, and suddenly, I was floating in space. Just then, hundreds of

vicious alligators solar-surfed past me, heading towards Earth. If you've never seen an alligator with an attitude, trust me, they're scary. Lots of teeth, and they're not vegetarians.

"We're sick of our swamp planet," they snarled. "We're taking Nebraska!" I live in California, so I'm

thinking, "So what?"—but then I remembered my buddy Travis, from Omaha\*. Besides, sooner or later, I knew they'd add Los Angeles to

the menu. So, the fate of the World was in my hands. Actually, a Fighter Stick

was in my hands—so I flicked on the slow motion control to buy some time. Just then, a spy satellite flew past, with —get this—a laser cannon. I plugged the cord in, switched on turbo fire and blasted those lizards at over 30 shots per second.



**Power Clutch** (Genesis) The joystick that revolutionized the Sega



**Super Advantage** (SNES) As close as you can get to an arcade joystick—but they don't have cool features like Turbo-Fire, Auto-Turbo, and Slow-Mo.



**asciiPad SG** (Genesis) Turbo-Fire, Auto-Turbo, and Slow-Mo. All this and cool looks, too.



asciPad (SNES) Turbo, Auto-Turbo and Slow-Mo have made this the world's most popular enhanced pad.



# HOW I SAVED THE WORLD FROM THE ALLIGATOR PEOPLE FROM

Fighter Stick SC-8  
*Does not really hurt, but it has kind of features one barely street legal*



Fighter Stick SN (SNES)  
*The heavyweight of fight controllers. Increases amount of control.*

asciPad SC-6 (Genesis)  
*Six buttons, and killer styling. Back to back cool pad buttons. Best pad in the world.*



Soon, I had 'em all rounded up, and boy, were they faced. I showed them the secret weapon.

"This is a Fighter Stick!" I shouted. "Everyone on Earth has one," I said, fibbing a little, "so give up your attack, or else!" Before you could say, "later, gator" they were half-way home. This time, we were lucky. But until everyone on Earth has an Asciiware enhanced controller, we'll never truly be safe.



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# INTERNATIONAL NEWS

Last year, Sega introduced the Lock On series of infrared pistols and head mount sensors for playing war games safely. The gun would shoot harmless infrared beams that travel a relatively long distance (enough to play in a school gym, for instance). When a beam strikes a sensor, it emits a sound and vibrates to inform the wearer he's been hit; therefore, according to game rules—dead. The system is less expensive and much safer than paint pellet guns which are commonly used for war games. Not only are paint pellets costly, but they hurt like the blazes when you get hit. The Lock-On system is clean and it also looks really cool.

The original Lock-On system quickly gained a strong following, especially in Hong Kong and South Korea where magazines began devoting whole sections on customizing guns for greater distance and accuracy. Taking note of the burgeoning craze, Sega has newly introduced the Lock-On Bazooka, a hefty unit that looks somewhat like the seemingly forgotten Menacer. The unit is compatible with the original system and provides a wider scope of shooting so it can take out several enemies with one shot. Can the Lock-On tank be all that far behind?



**WORLD NET**

**Bullet-Proof Software of Japan**

## Shuto Expressway Battle

<b>Super Famicom</b>	
<b>Driving</b>	
<b>May '94</b>	
	<b>Unknown</b>

A cool new racing game is thundering down the road from BPS. Instead of the usual F1 games, Shuto Expressway Battle is about street racing on some of Japan's best known highways using power machines like the Mazda RX-7, Toyota Supra and Nissan 180SX.

In One-Player Mode, the screen is split and provides two separate views that can be altered to suit your racing needs. There's also a Two-Player Mode that really kicks.

The racing settings are very realistic, and you can set up your own slalom course for a major challenge. It's a great cart for racing fans.



Shuto Expressway Battle uses real roads as the racetracks.



You can select a perspective for the screen you aren't using.

**Shogakukan of Japan**

## Ranma 1/2 Super Battle

<b>Super Famicom</b>	
<b>Fighting</b>	
<b>April '94</b>	
	<b>¥9,900</b>

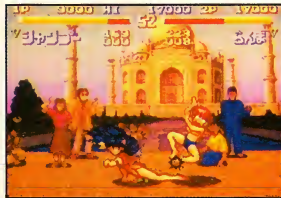
Here it is, the third in the superb series of fighting games starring Rumiko Takahashi's manga and anime characters. Characters like Ranma (both male and female versions), Akane, Ryoga, Ykyo and Genma from earlier games are joined by several new characters like Herb and Hinako Ninomiya. In total, there are 13 fighters available.

New power moves have been added for all the characters, most of them very comical just like the original manga. It's claimed that its variety of

moves will be greater than those offered by other top name fighting games. Another added feature is the Tag Mode, where a player can select two fighters and alternate during the battle. This cart has top-notch graphics, tons of digitized speech and excellent game play. This should please Ranma fans everywhere.



There are a lot of fighters to choose from. All of them are from the show.



Favorites like Shampoo and Ranma have all new moves in this version.



Ykyo twirls her spatula of death, ready to strike Shampoo down.

# DRAGON'S REVENGE

## PLAY THE ULTIMATE PINBALL GAME!

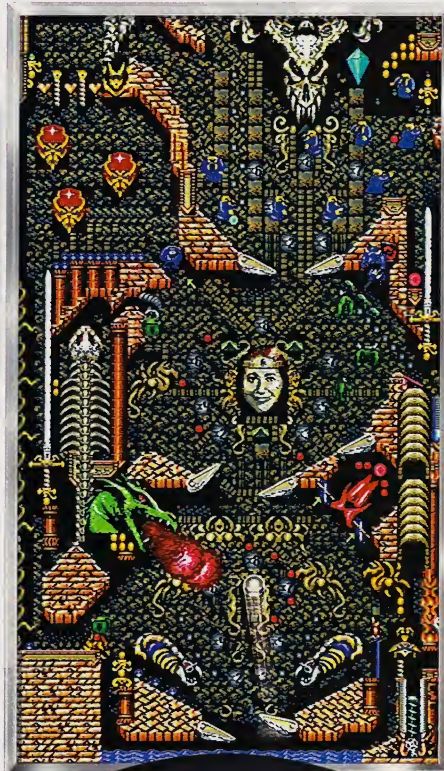
*It's a fantasy  
adventure that'll  
blow your mind!*



**I**ncredible graphics!  
Pulse-pounding  
action! Play  
*DRAGON'S REVENGE* and  
you'll be convinced that  
you're playing the  
latest, greatest pinball  
game in the arcades!

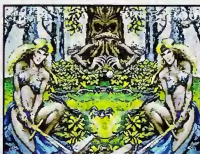
But *DRAGON'S REVENGE*  
goes beyond that.  
A gleaming chrome ball  
is your only weapon  
in a perilous quest filled  
with black magic,  
dragons, and other  
hideous monsters!

The digitized voice  
of Darzel, the evil  
Sorceress, taunts  
you mercilessly  
as you



guide your pinball  
to destroy never-ending  
waves of creatures.  
Survive lethal bonus  
rounds and score points  
beyond belief.

But in the end, will you  
defeat Darzel... or will  
the mighty Dragon  
have his revenge?



*Can you survive eight  
deadly bonus  
rounds such  
as these?*



# TENGEN

675 Sycamore Drive, Milpitas, CA 95035 (408) 473-9400

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Sega Enterprises, Ltd.



**INTERNATIONAL  
NEWS**

A British department store came out with easily the world's most expensive Game Gear for the '93 Christmas season. A pricey sum of £55,000 (about \$75,000) gets you a standard Game Gear unit that comes in an outrageous diamond-encrusted 18K gold case. The gold alone weighs 800 grams, well on the way to two full pounds. The case is fitted with 46 carats of diamonds on the cross key and other accents. Made by a company called David Morris International, this piece of lunacy is touted as "the ultimate present for the children of the super rich." Despite the ridiculous price tag, the unit doesn't come with any games, although batteries are supplied. Start saving your pennies now kids, you could be the envy of thieves and kidnapers everywhere! Geesh, what next?

This Game Gear will even be rarer than the elusive White Game Gear that appeared for a limited amount of time. Will anyone get it?



Though it's a bit steep in price, this beauty looks really nice.



**Ma-Ba of Japan**

**Crayon Shin-chan**

<b>Mega Drive</b>	
<b>Action</b>	
<b>1994</b>	<b>Unknown</b>

Shin-chan is a kindergarten brat who stars in one of Japan's hottest TV anime series (it consistently scores viewer ratings of at least 20 percent). In a way he's a lot like Dennis the Menace, but with a lot more bite. For instance, his imitation of an elephant involves him dropping his shorts and drawing "eyes" about three inches below his belly button.

He's bringing his twisted humor to the Mega Drive in weird action stages. Unlike a lot of poor translations from hit cartoons, this one promises to capture all the charms of Shin-chan with plenty of cinemas and digitized speech. It's weird, but way cool.



Shin-chan's adventures start off pretty straightforward, but soon...



See what havoc you can create by blowing bubbles during recess.

**Hudson of Japan**

**Super Bomberman 2**

<b>Super Famicom</b>	
<b>Action</b>	
<b>April/May '94</b>	<b>Unknown</b>

Hudson's super hot blastathon's back for more over-the-top competition. Like the first SFC version, up to four players can tap in for intense free-for-all bouts that leave only one b-man standing. Don't worry! If you can't get four people together, the computer can provide up to three opponents for competition. New items like rubberized bombs that bounce off blocks and walls have been added to crank up the heat. There are 12 different playing fields for competition, including one with slippery floors.



Like before, the Bosses get fairly large, not to mention deadly.

The Single Player Story Mode has been redone entirely with new maps like large multi-screen stages and two-level maps where floors can be destroyed to get around. B-man's job is to take on five evil b-men who will try to blow you to smithereens with giant Boss mechs. Watch for this to hit the U.S. later this year!



Some of the levels will have two or more floors to add to the strategy.



Pieces of the floor can drop out, if you bomb the wrong spaces.

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# INTERNATIONAL NEWS

The nuclear lizard king's adversary from last year's *Godzilla Vs. Mothra* movie will soon be available in Japan as a mondo disgusting radio controlled toy. Instead of the grown-up Mothra, this puppy will be the repulsive larva stage (a huge caterpillar, ugh!). Being fully motorized, the larva will inch itself forward in a realistic wobbly fashion, twitching its body from side to side. (That alone should be enough to guarantee your mom staying well clear of your room.) Even better, it can spray silk from its mouth just like in the movies. You can bet this won't be cheap—the two foot tall radio controlled Godzilla from Tokyo Marui in the same series clocks in at well over five hundred dollars. Of course, it might be a cheap investment considering the kinds of pranks you should be able to pull off using this truly repugnant toy. (How can you tell that I'm scared witless of all things gross and slimy?)

Hopefully there will be MechaGodzilla as well. Who knows? If Mothra shoots silk, will Mechagodzilla have lasers? I think this Godzilla stuff's getting out of hand. Onto the next subject...



How'd you like to have a remote controlled maggot? It even spits silk!



**WORLD NET**

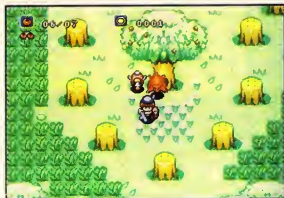
## Sega of Japan

### Ragnacenti

Mega Drive	
Act/RPG	
June '94	Unknown

Gaw, the programming team responsible for the coolest Ranger X, is preparing this fantastic action RPG. The hero is a young warrior who must defeat a terrifying force of evil that plans to bring chaos and ruin to a world nearing its end. On his epic journey, the warrior is joined by animals that help him with magic spells and provide transportation to get by obstacles.

With a huge world of swords and sorcery, it's a mystical story to explore in the classic Zelda style. This is the kind of game the Mega drive has needed for a long time. Let's hope Sega will bring it out here.



Animals will help you throughout the adventure with magic and other spells.



Once you start out on your quest there's no turning back. Are you ready?

## Hudson of Japan

### Military Madness 2

Super CD-ROM	
Simulation	
Unknown	Unknown

Actually called Neo Nectaris in Japan, I'm giving the Americanized title so you wouldn't pass over this great game. Most of you remember Military Madness as one of the best war sims around. Well, this isn't a pure sequel. It's actually the original game plus some new maps at the end. In total, there are 24 field maps, 16 from the original and 8 new maps that are scorchingly tough. Once you've cleared all the maps, you can try again at a greater difficulty. Of course being on CD, Hudson has



Great looking cinemas have been added to this American sequel.

added some wild stuff with stage cinemas and cool tunes. Besides the armored troops and mechs featured in the original, eight new units have been added to enhance a whole new level of strategy to your game. You'll need them to rid your enemies from the moon. Pray this comes to the Duo. It's worth playing at all costs.



Some of the battles might be familiar, but special features have been added.



Like before, careful management of the terrain is crucial to success.



# GO HAIRWIRE WITH YOUR SNES



**H**e's quicker than a greased hairball. Tighter than a hairpin turn. He's got hair with an attitude. And the fastest can of hairspray in the west. He's trouble in the fast lane. Tricks in a can. Cars, trucks and uncool dudes pull over. He's good road—from Irem. Move hair fast to your nearest video store for **Rocky Rodent!**



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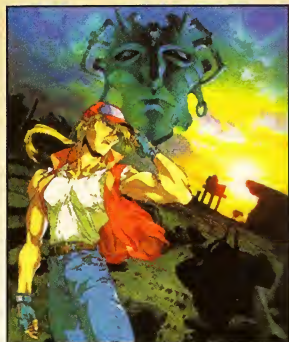
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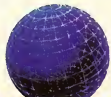


# INTERNATIONAL NEWS

After turning up two popular anime programs in Japan, the Bogard boys and company will be making their big screen debut this summer. Like the original Fatal Fury and FF2 games, the movie version will have an entirely new story. (Of course, the plot will be designed to neatly dovetail with the earlier TV shows.) Although no details were given, bet on all the characters from FF Special to make cameo appearances at the very least. The movie version will be produced by the same director and character designer who made the TV anime specials, so the same level of quality is assured. The movie will be released in Japan in the summer of '94, just in time to go head-to-head against the *Super Street Fighter 2* movie and anime. To put it another way, the two fighting carts will be battling it out at the arcades and at the movies. I can hardly wait for this film.



The Bogard boys and company make their debut on the big screen soon!



## WORLD NET

### Nintendo of Japan

## Wario's Forest

Super Famicom	 FAMICOM FAMILY
Puzzle	
Feb. 19, '94	¥4,900

Wario, Mario's new nemesis, stars in this action puzzler that's in the vein of Tetris, Yoshi's Cookies and other similar titles. The object is simple, just line up monsters and bombs that drop out of the sky in lines of three to make them disappear. Instead of manipulating these objects as they fall, the trick is to move them around once they've reached the bottom. Whole rows or single objects can be moved as needed. It's even possible to kick unwanted pieces away. Monsters come in a variety of styles from easy to kill ones or ones that need to be hit twice. The best part about WF is that you can take on a friend to see who's better.



Wario's Forest is comparable to Tetris and is just as addicting!



The Two-Player Mode is a real treat with both players battling it out.

### BEC of Japan

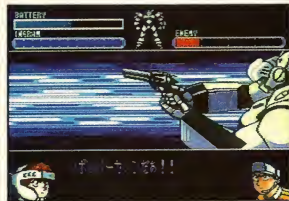
## Mobile Police Patlabor

Super Famicom	 SUPER FAMICOM
Simulation	
March '94	¥9,800

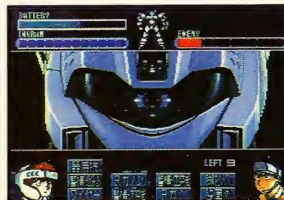
Patlabor, the awesome heavy mech anime series with over a million laser disks and videos sold is under preparation as a hot new simulation game. Play as a team of armored police squad with two Ingram mechs who are targeted by a sinister multi-national corporation bent on creating havoc in Tokyo.

There are over 30 scenarios that the Ingrams must solve including rescue missions and awesome combat against enemy mechs. All the fighting is done using text commands, with

wild cinemas to show what's happening. Through operations, the Ingrams can be powered up with new weapons, more speed and other attributes. This is a unique type of game. Why don't we get carts like this in America? After all, it is one of the most popular animes here in the States.



Intense cinemas act out the dramatic sequences. They're very dramatic.



Your Ingram mech is quite powerful, but can you fight the evil corp?



Mode 7 effects will also be used during the cinema scenes.

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it's either  
them or you.

# SOLDIERS OF FORTUNE



You're a mercenary mowing down every diamond-splitting toad and back-flipping lizard freak in your path.

The gold you earn pumps up your character's speed, skill and weapon power.



Around every corner lurks another sleazeball with a bad attitude.

You'll need a partner to watch your butt. Recruit a friend or let the computer back you up.



Set up crossfires and ambushes, because teamwork is the only way to survive.

Do you have what it takes to face the Chaos Engine without being reduced to a charred pile of gristle?

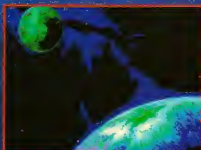


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# The Adventure Continues



It has been over 1000 years since Dark Force and the Mother Brain attempted to control Algo with its weather control system. Since then, a new threat is growing on the planet Motavia. Bio-Monsters, which normally stay outside the cities, are appearing within the Motavia Academy in Plata.

You begin as a character named Rudy with the help of Leila. She will aid you in your adventure as well as others who you have to find in order to join your party. You and your party will explore many planets in order to destroy the evil that has plagued the lands. Masses of monsters will try to destroy your destiny.



Leila

Leila is the very first person you will meet. She will help you start your adventure by giving you advice. Rely on her to give you guidance in the beginning and end.

Compared to the other *Phantasy Star* games, this sequel has newer options and items that you can utilize.

View your party's strengths by bringing up the stats screen.



Getting low on strength? Get some sleep at the local inns to restore your health.

Find treasure chests to reveal items that you may need later on in the game.



## Intriguing Storyline



Convince Han to join your party.

Help the mayor out with his problem.



What's everybody mad at?



# PHANTASY STAR

The end of the millennium



Buy weapons and items in the stores to make your adventure a bit easier.

Talking to the townfolk may be useful for obtaining important information.



### THE GOOD

Great animations of enemies and characters is a plus. Good sound-track, too.

### THE BAD

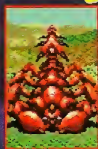
Many hours will be played on this game and you might lose some sleep because of it.

### THE UGLY

The background on some levels gave me a headache.

## Fight Against Deadly Enemies

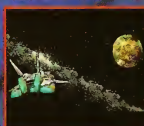
Destroy the more powerful enemies first, then the weak. Use your main weapons.



Some enemies may only be hit by certain weapons. Find their weaknesses first.



During battles, use protective magic on your party to increase your survival.



Travel to other distant planets to unveil ancient legends.



Explore abandoned caves and structures where only evil lurks.

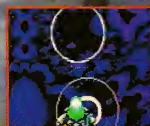
Explore Many Towns



## Use Magic Against Your Foes



## Awesome Attacks



You can increase your attack strengths by using magic to enhance your power.



### FACT FILE PHANTASY STAR IV

MANUFACTURER

SEGA OF JAPAN

# OF PLAYERS

1

DIFFICULTY

MODERATE

AVAILABLE

NOW - JAPAN

CARTRIDGE SIZE

24 MEG

NUMBER OF LEVELS

N/A

THEME

RPB

% COMPLETE

100%

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Amazing video  
game action hitting  
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FEB '94**



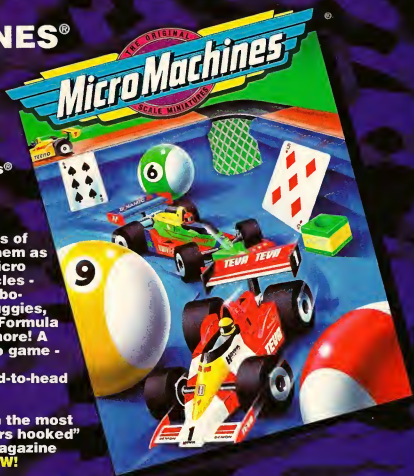
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"Will keep even the most hardcore gamers hooked"  
VideoGames magazine  
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SOON!**



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**COMING  
SOON!**



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Outer-space in your face! Here's Cosmic - the first alien tourist - in a mad dash through the universe! Join him through 32 action areas and solve the wildest puzzles in the arcade adventure areas. Interact with the oddest bunch of characters in over 300 screens of bizarre and freaky locations! It's cosmically out of this world!  
"Brilliantly original, challenging and great fun - don't miss it!"  
**AVAILABLE NOW!**



**COSMIC SPACEHEAD™**

This official assurance that the highest quality Sega™ game with this seal compatible with Sega™ Game Gear™



## FANTASTIC DIZZY™



**FANTASY DIZZY**

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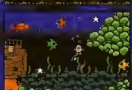
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# U PLAYING AT?



**DINO BASHER**  
Starring Bignose the Caveman

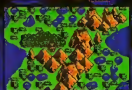
Dino Basher!™ Join Bignose the Caveman in Dino Basher! a mad, prehistoric platform race to catch his fast-moving dinner! Bash and club your way through hordes of dinosaurs across four huge islands, collecting bones and rocks to increase your strength and rock power! Pterodactyls, huge scorpions, saber-toothed tigers and more - let's go clubbing! "Great cartoon graphics, brilliant music and, most importantly, excellent fun!" AVAILABLE FEB '94



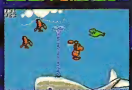
GAME GEAR



GAME GEAR



GAME GEAR



GAME GEAR



GAME GEAR

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# TRICKS OF THE TRADE

## TRICKMAN TERRY THAWS OUT!

Our beloved Trickman has to glue his ears back on after they froze off when trying to get a jump for his unreliable white vehicle known as "The Boat." The Chicagoland suburbs recently felt temperatures that were below the average of the North Pole! Since the Trickmeister's battery froze in the horrible weather, he decided to make the best of it and start a fire with the bogus codes and tips that didn't work throughout the month. Make sure you test your codes for accuracy and send them to this address:

*Tricks of the Trade, Sendai, 1920 Highland Ave, Suite 222, Lombard, IL 60148.*

If your code is tried, tested and works, you will make the Trickman very happy! He'll then print your trick and you'll get your name in the magazine! (You'll also help Terry be able to buy the special glue for his ears.) As a special bonus, you will receive a free game for the system\* of your choice from the mag that gives the prizes, EGM!

Risks that we put in this print to keep our readers happy and our magazine running. Sendai Publishing Group, who is not responsible for the submission of similar or identical tricks, and is not obligated to award the game code to those people who submit information that has already been printed or was previously located by the staff of the magazine or any affiliated publication or media source. In the case of two identical tricks being submitted, the first trick received will be chosen as the winner. Limit one game per person per issue. You must print your name and address on the actual letter for us to give you credit. Final selection of prizes is up to us. \*The allowable game systems are: NES, GameBoy, GameBoy Advance, Sega CD, Sega Saturn, Game Gear, and Super NES. Void where prohibited by law.

### T.M.N.T. Tournament Fighters

Super NES Konami

3rd Speed, 10 Credits, Story Mode Power Gauge, Boss Stages

At the Title Screen, you can enter any one of the codes below with controller two for many different results.



These tricks will give you access to a third speed setting, 10 credits, a Story Mode Power Gauge and two more stages in which to fight. At the Title Screen, take the second controller and do this trick: UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A. You will hear Aska's voice, confirming that the trick worked. In the Options Screen, you will see that you now have an extra Hi-Speed of 3. To get 10 credits, take controller 2 at the Title Screen and put in this code: B, B, B, A, A, X, X, X, X, X, X. In the Options Screen, you can now put your credits at 10.

To access an extra Power Gauge in Story Battle, go to the Title Screen and put in this code with the second controller: UP, LEFT, DOWN, RIGHT, X, Y, B, A, X, Y, B, A, X. This will give you the lower green bar that you can build up to use your special move when it is full; just like the Tournament Mode. If you would like to fight in two stages that you would not normally be able to access, put in this code with the second controller at



Using the second controller, enter any one of these tricks.



Get ready for the quickest fight of the century on Hi-Speed 3!

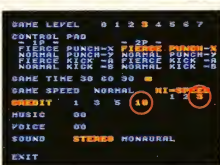


Another code will allow you to play in the Bosses' stages.



Do the trick at the title for a Power Gauge in Story Mode.

the Title Screen: L button, R button, L button, R button, L button, R button, A. The code will give you access to the



By doing separate codes, you can get 10 credits and speed 3.



You will see the increase in credits when you continue.



You now have access to two more stages in which to fight!



The gauges will appear allowing you to use your special!

Metro Train stage and the Studio 6 stage in the Versus Mode.

## SEND TIPS

If you've found a cool new trick, listen up! Write your tips and send them to: *Tricks of the Trade, 1920 Highland Ave, Suite 222, Lombard, IL 60148*. Check into the continuing saga of Trickman Terry for more details or get an American Sack in the chops!

## WIN GAMES!

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in The Main Event™! Make no excuses,  
tangle with all 9 wrestlers on Game Boy today!



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# CHEAT SHEET

## Cybermorph Atari / Jaguar

### Level Codes

Level 1: 1008

Level 2: 1328

Level 3: 9325

Level 4: 9226

Level 5: 3444

Erik Piiler  
Modesto, CA

## Cybermorph Atari / Jaguar

### Hidden Levels

In Cybermorph, you can access four hidden levels. To do this, go to the Access Code/Planet Selection Screen and put in this code: 6009. This will get you to four planets that look like Saturn. Go to the one on the lower right-hand corner. This one is a treasure planet that consists of many points and power-ups! You must escape the other three planets. But when you do, you can go back into the regular game with all of your newly acquired weapons!

## Cybermorph Atari / Jaguar

### Rotate Logo

To accomplish this trick, just simultaneously press the pause and option buttons on the opening screen when the Jaguar and Atari logos are shown, just before the cube appears. Once the cube shows up, you can control it by pressing the directional pad. You can make it rotate slower or faster by pressing LEFT or RIGHT. To make the logo scale in and out of the screen, just press UP or DOWN on the pad.

Cory Bestgen  
Tipton, MO

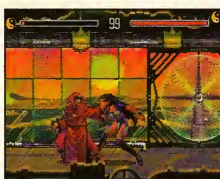
## Eternal Champions

Genesis

Sega

### The Overkills

Do your best to make your opponent land in the approximate positions designated by the red arrows.



At this approximate distance, throw your opponent.



If he/she lands about here, he/she will bounce into the fan!



In Shadow's stage, throw her past the second letter.



Depending on your distance, throw your opponent right.



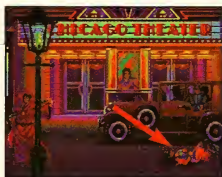
Landing your opponents here will make them fall in the hole!



If she lands in this approximate vicinity, she'll fry!



Using Xavier and standing here, throw Shadow.



If she lands here, she will get wasted by a drive-by shooting!



In Slash's stage, get her down to one hit. Punch her so ...



With your foot just touching the dirt, throw her to the left.



If she lands here, the helicopter will unleash a surprise!



... she flies head-first off the left of the screen. It's difficult!



On Rax's stage, get to the left of this statue and throw her.



If your opponent lands right here, she will be disintegrated.

These overkills are the finishing moves you can do on each of the players' stages. To do them, make sure you

are on the last round of your fight. Get your opponent down in energy until they can be defeated with one hit. Punch,

kick or throw your foe. Your opponent must land where the red arrows show for each stage. (continued on 94) ...

# Meet Our Soul Survivor.



Our guy looks like he made it through MANSION OF HIDDEN SOULS with hardly a scratch. His wired jaw works pretty well and his new dentures are shiny white. The large bald spot on the back of his head doesn't seem to bother him. All of his organs, as far as we know, are original and still in the same places. And we don't hear him complain about the hair that won't stay down or the hands that won't close. Of course, we don't know anything about his mental state.



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# CHEAT SHEET

## Taz-Mania Sunsoft / Super NES

### Stage Select

If you're having difficulty with some of these levels, do this trick. When the Title Screen appears, press the SELECT button. An Options Menu will appear. Now, press these buttons in this order: A, Y, A, Y, X, Y, B, A, R button, L button. The screen will shake and a level select option will appear at the bottom of the screen. Now, you may choose the stage in which you want to start.

### 20 Continues

To gain a maximum of 20 continues, just go to the Title Screen and press the SELECT button. When the Options Screen appears, press these buttons in this order: Y, X, B, X, A, X, L button, R button, B, A, Y, A, X, A. The screen will shake and a message will appear that says, "20 Continues!"

## Jurassic Park Sega / Genesis

### Stage Select and Sound Test

First, highlight the Options and press START. Press START again to exit the Options. Highlight "Password" and press START. Put in this password: NYUKNYUK. Now highlight either the << or the >> arrows. Press and hold A, B, C and START one button at a time. A "Second Controller Enabled" message appears. Highlight "Exit," press any button and then start the game. The Stage Select and Sound Test will now appear!

## Eternal Champions (cont.)

Genesis      Sega

### The Overkills

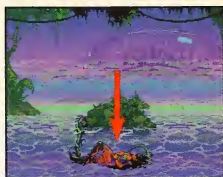
Do your best to make your opponent land in the approximate positions designated by the red arrows.



Some stages are easier to do than others. Most of the overkills require precision in where your opponent lands. (Some are difficult and picky.) The pictures show Xavier doing the overkills to Shadow in every stage. The distance of the throws, kicks and punches vary between each character. The real key to these is to just keep trying.



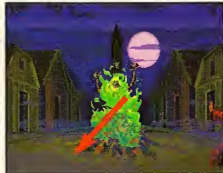
On Trident's stage, position yourself here, on the right side.



Throw your opponents so they land parallel to this rock.



When you're at the face of the barn, throw her toward the fire.



If your opponents land about here, they'll burn baby, burn!

## Ranma 1/2

Super NES      GTMC

### Secret Option Mode

When a screen appears that shows your chosen character vs. another character, press X, A and L button simultaneously.



This trick will allow you to access a Secret Option Mode in which you can choose many things, including the ability to play a hidden character, Happa Sai. Just choose a one-player game, pick your character and when it shows a picture of your character vs. another, press X, A, and the L button simultaneously.

GAME LEVEL	NORMAL
STAGE	60SUMRUGI
CHARACTER	HAPPASAI
PLAYER	HUMAN
MOVE RATE	80
JUMP RATE	60
ATTACK RATE	60
DEFENSE RATE	45
SPECIAL RATE	45
CHARACTER	60SUMRUGI
PLAYER	COMPUTER
MOVE RATE	80
JUMP RATE	60
ATTACK RATE	60
DEFENSE RATE	60
SPECIAL RATE	45

Press X, A, and the L button to access this Option Mode.

## Castlevania Bloodlines

Genesis      Konami

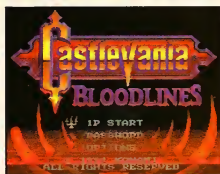
### Expert Level

At the Title Screen, do the famous Konami code: UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A.



When you see the Title Screen with the options, just do that ever popular Konami code: UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A. Now, move to the Options Screen. Press START to enter it. You can now change your game level to "Expert."

(Note: The trick was done on a pre-production copy of the game. The trick may not be in the final copy)



At the Title Screen, do that famous Konami code.



You will hear a noise. Move to Options and go into it.



In the Options Screen, you can now pick "Expert" game level.



You will encounter many smart enemies in this mode.



## Really. What Could Happen On The World's Greatest Cruise Ship?

Well, it could set sail with lifeboats for only half the passengers aboard. A huge storm could send tsunami tidal waves crashing down against its hull. Lightning could strike and set off several fires on its deck. Its wireless operator's desperate taps of **SOS** could be ignored completely. Worse yet, you could actually be on board!

But hey, keep your head above water; you've got 45,000 tons of ocean liner, not to mention 2,300 people who look to you to keep them from sinking.



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**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

# CHEAT SHEET

## MOST WANTED TRICK ANSWERS

The quest to find the infamous Nimbus Terrafaux in the Genesis version of Mortal Kombat has taken a new turn. One reader claims to have found him! To prove it he sent us a pic of this character's existence on an IBM disk. These pictures look too good to be true. Are they? Or is this a very clever deception? It has been said that this is the method to find Nimbus. At the screen when Reptile gives the clue, "Look to La Luna," enter the following code: RIGHT, DOWN, RIGHT, A, C, B, B, A, RIGHT, DOWN, RIGHT, C, B, START. If done correctly, the game resets and you can play as Nimbus. Thanks go to Tom Grace of Wernersville, PA, for the pictures. Is this real? Or is this a good artist who has the ability to modify game screens? Let us know!



### Pink Goes To Hollywood

Super NES Tecmagik

#### Level! Skip

In the middle of any level, press and hold the **START** button. Then press **SELECT** and you will go to the next level.



If you're having trouble getting through the levels in this game and want to access the next, just do this trick. In the middle of any level, press and hold the **START** button. Now, press the **SELECT** button after that. You will warp to the next level! However, you cannot warp to the last level.

(Note: The trick was done on a pre-production cartridge. The trick may not work on the final copy.)



Hold **START** to pause and then press **SELECT** to skip levels.

### The Ren & Stimpy Show: Veediots!

Super NES T-NQ

#### Level Select

At the Title Screen (before the "Veediots" logo fades in), press **L, R, A, L, R, L, B, R**, and the **X** button.



This trick allows you access to any level of the game.

When the Title Screen appears, wait until the word, "Veediots" starts to form. As it does, take pad one and press the **L** button, **R** button, **A**, **L** button, **R** button, **L** button, **B**, **R** button, and **X**. A set of numbers will appear. Now, choose your stage.



If you did it correctly, you will see numbers at the bottom!

### Metal Combat: Falcon's Revenge

Super NES Nintendo

#### Change Your Name

At the Title Screen, press **L** button, **A, B, L** button on the first controller to get a name entry screen. Put in any name.



If you don't want your combat companion to call you "Partner" anymore, you can personalize the game to your liking with this code. On the Title Screen, press these buttons in this order with the first controller: **L** button, **A, B, L** button. The screen will fade out and then the Name Entry Screen will appear.



Access this screen from the Title Screen. Enter any name.

### ActRaiser 2

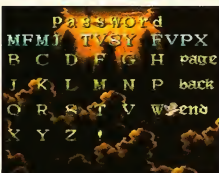
Super NES Enix

#### 38 Lives

Enter the code shown below at the Password Screen. This will give you 38 lives and a trip to the last, most difficult level.



Move down to the password option on the Title Screen.



Enter this code on the Password Screen and choose 'end.'

This strange code will allow you to have 38 lives when beginning the last stage with all of the Bosses. To do this, access the Password Screen and enter:

**MFMJ TVSY FVPX**

When you begin, you will have 38 lives. You will need them to defeat all of the Bosses ahead!



You will be on the hard last level, but you have 38 lives!



You will need 38 lives when facing these difficult Bosses!



# Golf's just a couple of simple steps!

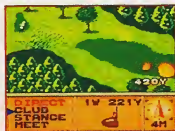


# Yeah right!

So simple you've taken three swings at the ball and it hasn't left the tee yet. So simple you've dug a hole five feet deep trying to get out of the sand trap. So simple you've landed smack behind a huge tree you didn't see before. And so simple you're up to your knees in water trying to pull a ball out of the lake you thought you overshot.

Scratch Golf, simply an awesome experience!

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# CHEAT SHEET

## MOST WANTED TRICK

This month's most wanted trick is for Teenage Mutant Ninja Turtles: Tournament Fighters for the Super NES. It has been confirmed that there is a code to play as the Bosses, Rat King and Karai. So far, there have been many more tricks to this game using the second controller on the Title Screen. The Boss code may be along the same lines. Many people have sent in Game Genie codes (that don't work) to try to do this. Can you find the real Boss code? If you find it before we do, send it in! You'll get a free game of the (allowable) system of your choice!



The trick might be done here with the second controller.



To play with more than these characters, find the code!

### McDonald's Treasure Land Adventure

Genesis	Sega
Stage Select	

Take the first controller and do this code at the Title Screen: LEFT, RIGHT, A, B, C. Now, press the START button.



To select from any stage and action sequence in this game, just go to the Title Screen and do this code with the first controller: LEFT, RIGHT, A, B, C. You will hear a sound confirming that the trick worked. Press START and the Stage Select Screen will appear. Choose any stage and action from here.



Do the trick at the Title Screen and press START to get this.

### Super Putty

Super NES	U.S. Gold
Unlimited Lives	

This "RALLY" code will give you unlimited lives. On any stage, pause and press R button, A, L button, L button, Y.



To get an unlimited amount of lives in this game, just do this easy trick. Choose any stage and while playing, press START to pause the game. Now, take controller 1 and press the R button, A, L button, L button, Y. The whole screen will shift, confirming that the trick worked. You now have unlimited lives!



Pause the game and do the code. You have unlimited lives!

### Ground Zero, Texas

Sega CD	Sony
Secret Scene	

When the credits roll in the game, slide in one quick motion C, B, and A. Then press the START button.



Here is an easy code that you can do in Ground Zero, Texas that will enable you to view a secret scene. To do this, you must purposely make yourself lose the game. When the credits roll, press buttons C, then B, then A in one quick motion. Then press the START button.



By doing this trick, you will be able to see a secret scene!

Adam Turla; Grosse Pointe Shores, MI

### Fatal Fury 2

Super NES	Takara
Play as the Bosses	

At the Takara logo, press B, A, X, Y, UP, LEFT, DOWN, RIGHT, L button, R button. Do this before the logo fades out.



At the Takara logo, do the code before it fades away.



Choose any match combination and press START.

To play as the Bosses in this game, enter this code when the Takara logo appears (before it fades): B, A, X, Y, UP, LEFT, DOWN, RIGHT, L button, R button. You will hear Terry Bogard say "OK." Now, choose from all 12 fighters in a one- or two-player match-up!

(Note: This trick was done on a pre-production game. The trick may not work on the final version)



You can match up Boss vs. Boss for one or two players.



Learn the new characters' special moves and you're set!

# COLUMNS™



## NOW FIVE OF YOU CAN PLAY COLUMNS.

If you've ever played Columns, then you know it's as hard to put down as a box of chocolates. But up until now it's been a fairly private habit. Not anymore. We've made Columns a free-for-all for you and four of your closest friends. Of course, if you prefer those private moments, you can still go solo. In the meantime, we'll tell your buddies that **Columns III** plays for five.



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# "THERE'S A FACE-



HOCKEY WITH AN ATTITUDE STARRING BONES JACKSON,



Bones Jackson and Maim Zitzky are prepared to kill for the puck. Do you have what it takes to crush your opponents?



More fighting than any hockey game ever. Control Ma Puke's every slammin' punch.



All the intense action of regular hockey with twice the gore. There are demon nets, ice sharks and a killer Zombani!

# - OFF AT CENTER ICE!"



MO & SPEW PUKE, COACH BRICKA AND COACH McWHIMPLE.

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**SPECIAL  
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BOLDLY GOING WHERE NO STAR TREK HAS GONE BEFORE! TO THE SUPER NINTENDO SYSTEM!

# STAR TREK THE NEXT GENERATION

**MANY GENERATIONS FOR ALL VIDEO GAME SYSTEMS!**

It can easily be said that the Star Trek universe is the most popular among all of the other sci-fi titles. Gene Roddenbery's creation has within it four different series—Star Trek, Star Trek: TNG, Deep Space Nine and the upcoming Voyager series. There have also been numerous movies made, all of which have attracted fans from near and far. Now this exciting universe is hitting the video game platform on many of the major systems, including the Super NES, Genesis and the 3DO. First off, Spectrum HoloByte will be producing their long-awaited version of Star Trek: TNG "Future's Past" utilizing popular themes of RPG, action and shooters to combine them within the Star Trek realm! The story behind this is the mystery to uncover the powerful device called the Derandomizer.

However, the Romulans and Chodak species are already hunting down this ancient artifact. Sega of America will also be bringing this version over to the Genesis system, providing their user base with plenty of Star Trek to keep Trekkies happy. Spectrum HoloByte is also going to have a computer-generated title of Star Trek:TNG "A World For All Seasons" on the 3DO. Utilizing many different polygon 3-D effects, this title really looks hot. There have also been recent announcements of Star Trek: Deep Space Nine being released for the Sega Genesis and the Super Nintendo. Following in the footsteps of the immense success of the latest in the Star Trek series, this will also combine many previously seen genres into a world where strategy and logic will help prevent the fall of the United Federation of Planets! Also, be prepared for Interplay's Star Fleet Academy, The Starship Bridge Simulator. You must graduate at the top of your class, and master the Kobayashi Maru scenario involving a newly-involved Klingon planet.



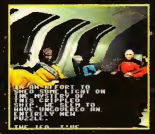
**KNOW WHAT YOUR SHIP IS CAPABLE OF!**  
The Enterprise is capable of several functions—ranging anywhere from intense combat capabilities to other technical aspects.



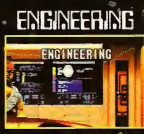
You can either communicate to anyone hailing or you can plot your warp course.



Use this for obtaining statistics of Federation knowledge and a password.



This room is where your best options are presented to you.



This is where you should go if you need any major repairs done immediately.



Should you encounter something new, scan it to find out any valuable info.



Pick your away team from regulars or expendable ensigns!



The vulcan T'Lirus will ask for assistance from harassing Romulan forces!

## MISSION TWO

When warping to Orentis, you will encounter a derelict spacecraft. Decide if you should enter it or go on with your mission!



## MISSION ONE

T'Lirus, a Vulcan scientist, is being harassed by Romulans.

Rush to her aid so that her scientific experiments do not get tampered with!



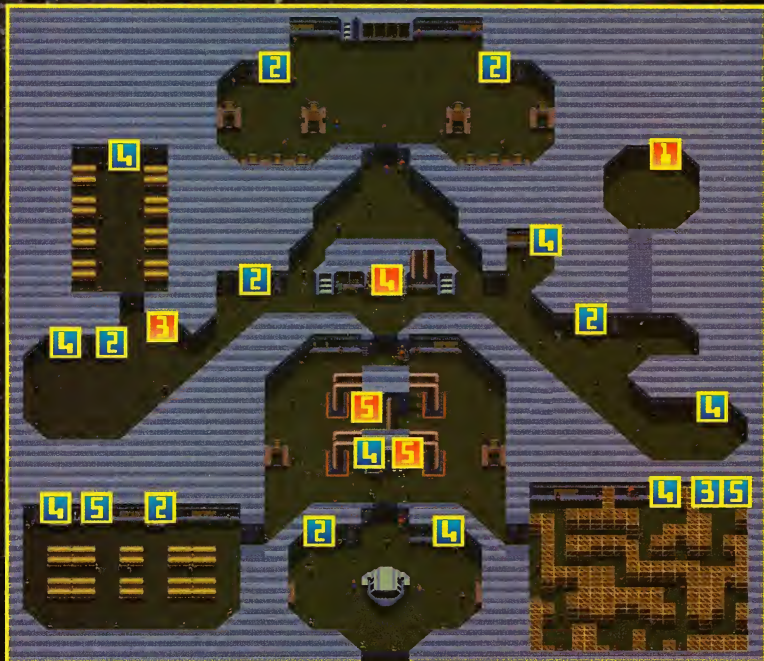
Even though it is a short trip, plenty of Romulans will stop you in your tracks!



All of the ship's power is dead! Fortunately Jordi can see in the dark!



Heavy security is everywhere. Use your tricorder to disable the replicators.



**1** Blast through a wall to get to the security room and disable all the robots!

**2** Try deactivating them by scanning local security systems.

**3** You'll need this to open a door with a precious circuit board behind it.



**4** Look for these circuits to repair the mainframe.

**5** Find two fuel tanks and match them up with the right pumps.

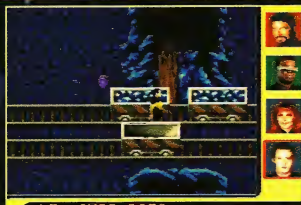
# MISSION THREE

Enter Orentis Gamma III B, a mining satellite

that is in grave peril! Several creatures are cocooning the miners down there, and you must guide the away team to help out the poor souls. Make sure to have Data along, because air is very scarce and he doesn't have to breathe.



Deadly mole creatures lurk everywhere, firing at you while you dodge mine cars!

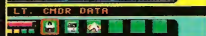


The best strategy for the mine cars is standing between the two tracks.

## FREE THE MINERS!



Dotted about are miners trapped in a spider-like cocoon!



## FREE THE MINERS!



Use the elevators to move between mine levels! Some may be hidden very well.



Make sure that you turn on the oxygen fans via this switch, or all your humans will suffocate!



Certain rock formations and wooden walls can be blasted open to reveal passageways!



Make sure that you find all of the miners trapped within these cocoons or they will die for sure!



This bridge will lead to the other side of a vast chasm. Make sure you use this to cross it!



MINE LEVEL 2





MINE LEVEL 2



MINE LEVEL 3



**EXPLORE THE GALAXY!**  
 There is a vast galaxy out there! What we presented here should give you a list of how the game is handled. Hopefully, you can solve the mystery of the Derandomizer!





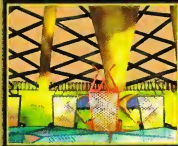
# STAR TREK THE NEXT GENERATION



## A World For All Seasons

FEDERATION ADVENTURE FOR THE 3DO SYSTEM!

If most of you out there are wondering just what the 3DO is fully capable of, then this is your ticket to see the highlights! Spectrum HoloByte has created an original title that utilizes incredible computer rendering capabilities! A World For All Seasons looks very much like an interactive movie, though the game is played more like a choose-your-own-adventure type game, giving you many different options to use which can lead to many other clues (or even deadly traps). All of the cinematic displays are computer rendered and are marvelously done—providing a somewhat mosaic but still extremely beautiful game. Not to mention the feeling of actually participating in a Star Trek: TNG episode! Stay tuned for more!



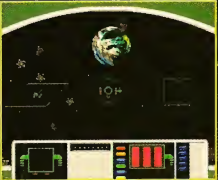
## ENTER THE ENTERPRISE!

All of the major sets used for the Enterprise were computer rendered, as well as the whole cast! Here are some preliminary shots of what to expect on board.



## OUTER SPACE COMBAT WITH INCREDIBLE DETAIL!

Should your ship be under attack, you will have to go into a pseudo Wing Commander type view to defeat the enemy!

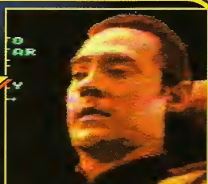




# STAR TREK THE NEXT GENERATION

MAKE IT SO!

ST:TNG FOR THE SEGA GENESIS SYSTEM AS WELL!



Sega will soon be bringing out their own version of Star Trek: TNG! While still similar to the Super NES version, there are quite a few differences ranging from watching the actual transport of the away team to a lot more enemies on-screen! Stay tuned for more.



Beam down an away team to investigate unusual phenomenon and problems!

Rescue several victims of circumstance as tension increases with the Romulans!

There are several modes of combat, on the away team or even in the middle of space!

Interplay has just jumped in on the Star Trek voyage into the 16-Bit and 32-Bit realms with their unique approach to being part of the Federation with Starfleet Academy: The Starship Bridge Simulator. Here, you can pilot several different starships, from science vessels to constitution-class heavy cruisers, on a variety of missions ranging from scientific research to diplomacy, to all-out space battles! You are also able to play as a Klingon Captain or Romulan Commander to test the might of the Federation's starfleet! Several spine-tingling cinematic intermissions enhance the feel of the game as you skillfully pilot your way through the

# STARFLEET ACADEMY

THE STARSHIP BRIDGE SIMULATOR  
FOR THE SUPER NES!

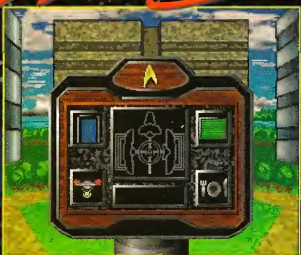
dozens of different missions! The whole game is polygon oriented in terms of ship contact, and the rest will be graphic aids ranging anywhere from a damage display of your ship to actual advice given to you from Captain James T. Kirk himself!



Fantastic visual sights will greet you when learning your commanding skills!



Practice makes perfect! Use the simulators to provide a true feeling of emergencies!



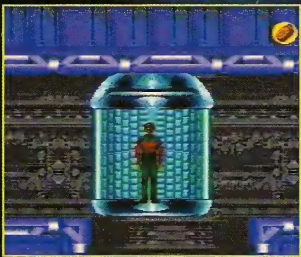
There are several options that allows you to adjust different types of simulations!

# STAR TREK

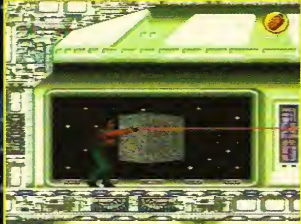
## DEEP SPACE NINE

**THE LATEST FRONTIER FOR THE SUPER NES!**

It's about time! Coming soon from Playmates, the latest series in the Star Trek saga is about to hit the home video game market! You must go through several events—old and new, ranging from Sisko's horrible encounter with the Borg, to dealing with Quark and extremely hostile Cardassians, all while trying to protect the nearby wormhole! Set up somewhat like Flashback, this title looks impressive!



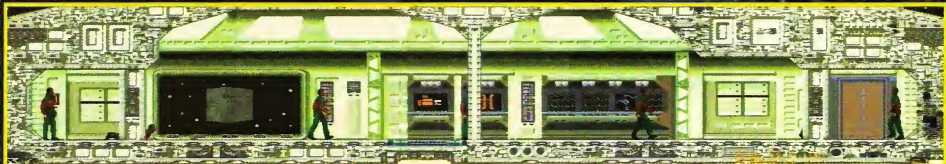
**FEDERATION EMERGENCY!**



Halls stretch on for a long, long time.



Make sure to check doors along the way.



# STAR TREK

## DEEP SPACE NINE

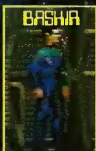
**THE LATEST FRONTIER IS ALSO ON THE GENESIS!**

Also coming from Playmates, this version is very close to the Super NES version, except this title is much farther along as far as completion goes than its Super NES counterpart. More interactivity has been added and even several of the extra characters can be accessed for use in specific levels. As previously mentioned above, this game plays in the same way that Flashback did, but with larger graphics and plenty of color!

**BWARE OF THE BORG!**



**CONTROL THE CAST**



There are several members of the cast that you can play as—all have unique abilities!



Check all doorways for hidden corridors.



Certain computers can give you aid.

In the beginning, control the captain and his horrible experience with the Borg from years ago.



You are going to have one hell of a time trying to deal with the Borg threat. They will try to short-out the ship's power.

# BEAM ME UP!

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**10 FIRST PRIZES:** A Star Trek: TNG denim jacket.

**20 SECOND PRIZES:** A Star Trek: TNG game cartridge for the Super Nintendo Entertainment System.

**20 THIRD PRIZES:** A One-year subscriptions to EGM.

Contest Rules: All entries must be postmarked by midnight May 1, 1994. Senda Publishing Group, Inc. or Spectrum HoloByte are not liable for lost or misdirected mail. One entry per person. No purchase necessary to enter. A random drawing of all eligible entries will be conducted to award the prizes, and the winners will be notified by June 1, 1994. Prizes are not transferable. Illegible or incomplete entries are ineligible. All incremental expenses including meals and transportation are the responsibility of the winners. All administrative costs, if any, are the responsibility of the individual winners. All judges' decisions are final. All prizes will be awarded. Void where prohibited or restricted by law. All Federal, State and local laws and regulations apply. Employees of Senda Publishing Group, Inc. or Spectrum HoloByte and their affiliates are ineligible to enter. Spectrum HoloByte and Senda Publishing Group, Inc. reserve the right to cancel this promotion at any time with appropriate notice. For a list of major prize winners, available after June 15, 1994, send a self-addressed, stamped envelope to Star Trek: TNG Contest Winners, 1920 Highland Avenue, Suite 285, Lombard, IL 60148. Winners' names, likeness and prize information may be used by Spectrum HoloByte or Senda Publishing Group, Inc. for any promotional or advertising purposes without further compensation. © & © 1994 Paramount Pictures. All Rights Reserved. STAR TREK: THE NEXT GENERATION is a registered trademark of Paramount Pictures.

# You won't find in any

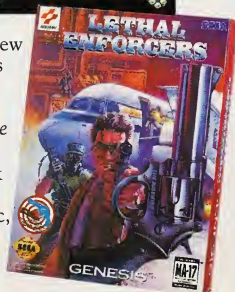


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## KONAMI<sup>®</sup>

# SPECIAL FEATURE!



# MORTAL KOMBAT II



**F**irst off, we at EGM must give a big thank you to all the people who sent in letters, faxes, etc. in response to Trickman's most wanted tricks. There are no real winners because we discover the tricks before the mail arrives each day. However, don't give up! There are plenty of new things to find out in the new versions and tons of rumors to sort through. If you think you have anything we can use, let us know. Some of the first guys to get in their stuff—Jin, Mario, Gary and Ivan—managed to find a few things we didn't know yet. While we're on the subject of secret, you'll notice that most of all

the fatalities, babalities and friendship pictures are shown, but they aren't all given away. Most people already know how to do just about everything thanks to the "NET." Those who don't would be better off learning things one at a time. Also, with all the upgrades, they may change things around by the time this is printed. So all you Mortal maniacs keep flooding in those tricks and secrets and let us know how you feel about MK II and what you'd like to see covered next time. Stay tuned to EGM and you can be sure to see all the future coverage as the awesome Mortal Kombat II continues to evolve!

## NEW MOVES & FEATURES SINCE Version 1.1



Babalities, Friendships, Pits and the rest of the fatalities

Long pause tie for projectiles (i.e., Mileena's sais)



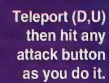
Jump, press D and HK to dive.



Press block in the air for a back crack.



B,B,D,HK to perform Mileena's low roll attack.



Teleport (D,U) then hit any attack button as you do it.



Just like Sub Zero's slide, BLK,LP,LK together.



## UPGRADES



Removed cheap play mechanics

Sound effects were improved like Sub Zero's Ice Blast.

Secret characters like Smoke and Jade were added.

### BADDER BOSSES



### WOOPIE MAN



### BOSS IN BACKGROUND





# FATALITY



D,F,B,B-HK



HLD LK,F,F,D,F-RELEASE LK



HLD LP,F,F,F-RELEASE LP



B,F,D,F-HP

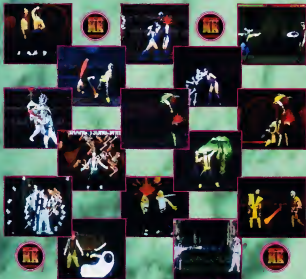


D,D,F,F-LP



B-B-D-LP

## THE BEST OF THE REST...



# TOP 10

## RUMORS

From the first time anyone saw this game, the rumors have been rolling through arcades across the country. Here's some of the funniest, most believable, most unbelievable and down right strange.

- 10.** Morph into Goro, Sonya, Elvis, Popeye etc...
- 9.** Animalities, Hyper Fatalities, Nudalities, etc.
- 8.** Enter the tree's knothole and fight the Keebler elves.
- 7.** 13 fatalities for each character (5 reg. 4 pits, baballty, friendship).
- 6.** Get double flawless to the end to fight the American Gladiators.
- 5.** Sashi-X is one of the new hidden characters.
- 4.** The final version will be out sometime before MK III.
- 3.** Baraka is really Kana?
- 2.** Find Ermac...yeah right!
- 1.** MK III- Involving a bizarre love triangle between Sonya, Kano and Goro.

# BABALITY

If you get tired of goring your foe to death you can turn them into babies for a cute finishing move—the Babality.

## BABY PICTURES

BARAKA

J. CAGE



K. LAO

L. KANG



REPTILE

SCORPION



## BABY PICTURES

JAX

KITANA



MILEENA

RAIDEN



S. TSUNG

S. ZERO



## F.F.F-HK

An easy one to do, with Baraka grinning happily.



## BBB-HK

Also a simple maneuver by the movie star man.



The key to performing any Babality or Friendship is that you must fight using only kick buttons. Notice that all the movements (of either type) are done with kicks. Maybe other methods like one button or punches only give another type of "result."

# FRIENDSHIP

As another alternative to dismembering your foes you can perform a friendly finishing move—Friendship. This leaves them unharmed and is a good alternative for youngsters even if they want the blood!



**D,D,D-HK** to receive an autographed picture of yours truly.

**B,B,D-HK** to give your enemy their own Scorpion doll.



# SECRET CHARACTERS & THE PITS!!!

So far two hidden characters have been found. They both have ways to find them, but both will meet you in the Earth Realm. Use these clues to help find them and be prepared for a tough battle.

**TIP**

Both hidden characters can't be harmed by special attacks. Use jump kicks to take them out from a distance.



YOU MUST BATTLE WITH AN UNDISCOVERED WEAPON FROM DOCTAL SCOBAT ONE.  
DISAPPEAR YOURSELF!  
TO RETURN TO GODD'S LAW



The "Woopie Man" is the sign to get to Smoke. However, you must do the motion on the correct stage.

To find Jade you must do something special or not so special on the round right before the question mark.



So far, there are two "Pits" as they are called. One is taken from the original and is performed on The Pit II. The other is done on The Kombat Zone. Both pits have the same motions, but each character has their own combinations for getting them there. Above are two of the simplest ways to get you started. Both pits count as a fatality.

Moves: L=Low Kick, RK=High Kick, H=Low Punch, HP=High Punch, BLK=Block, D=Down, U=Up, B=Back, F=Forward, FOR Y2.1 ONLY

# WHAT'S NEXT

## DISABLES THROWS



Have both players push down and press HP on this type of screen.

As this article is being written, new versions of 3.0 are being seen on test. There are more bug fixes and a few new features to add to the list. Who knows if it will end or what will be next for MK II.

- Even more sounds and blood have been added.
- The other "pits" are now present like the Dead Pool.
- Morph into Kano! And a new character, Noobsaibot, is REAL!

## RANDOM CHARS.



At the character select screen push up and LP for a random character choice.



2ND ANNUAL!

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<i>William-Messner Loeb</i>	<i>John Romita Jr.</i>
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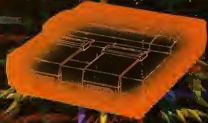
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# The Pirates of Dark Water

## Level 1



### FACT FILE THE PIRATES OF DARK WATER

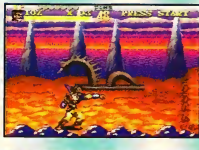
MANUFACTURER	# OF PLAYERS
SUNSOFT	1 OR 2
DIFFICULTY	AVAILABLE
MODERATE	MARCH
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MEG	8
THEME	% COMPLETE
FIGHTING	100%



Energy and point bags plus 1-Ups are found by breaking apart these statues.



Learn to use all your attacks in the early parts of the game.



If you're not careful, these rocks will ruin your day.



Try to block his swing and go for the kill.



You're treated to a preview of the Level 2 Boss.



The battle really heats up in Level 2 as more enemies come out and fight.

## Level 2

This is Konk, the Boss of this level, who is the same person you fought in Level 1—only with more energy and a little stronger. He is extremely quick and will kill you if you don't constantly watch him. Watch out for his bite!



Wow! Look out for the big guy. He's got some secret fighting techniques.

## LEVEL 3-2



# Bosses



This guy uses a whip to grab you and do damage before you have time to respond.



These twin brothers will double team and throw you before you know it.



This is the coolest looking Boss and the best way to beat him is to stick and move.

## THE GOOD

The ability to use swords instead of just your hands. The Bosses are really cool, too.

## THE BAD

The enemies get repetitive after the first couple of levels.

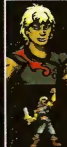
## THE UGLY

The screams and moans of the dying enemies who have lost their lives at your hands.

# Character Profiles

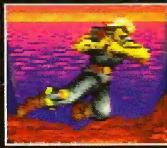


## Ren

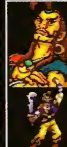


Ren fights with his fists and with a broken sword that was his father's, King Praxus.

Ren is a good all-around player. With medium strength and agility, he is a good choice for beginners. He attacks with his fists and his sword.



## Ioz



Ioz fights with his fists. He is very powerful, and can battle with the nearest of men. His only drawback is that he is a very slow mover.

Ioz is the strongest of the three. He does more damage than anyone, but he is very slow. Once you become familiar with his ways, he is a deadly ally.



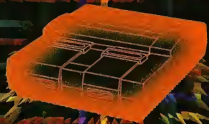
## Tula



Tula fights with her fists and knife. She is somewhat weak, but makes up for it with her blinding speed and her agility.

Tula is a lot of fun to use. She is very quick and can destroy most enemies with the blink of an eye. Her agility more than makes up for her lack of pure strength.





# FIRE STRIKER

## VERSUS

Along with the regular game, there is a Versus Mode for up to four players.

**T**here are four kingdoms in the world: Earth, Wind, Water and Fire. There was a huge war among them. Wind won and brought peace to the world. But some are not happy with peace and seek to destroy it. Wald is out to destroy that peace by sending monsters with the ability to turn enemies into stone. Only one hero has not been captured and you must take him all over the world to free the others and restore peace to the land.

There is also a Versus Mode where up to four people can play. It resembles soccer in that you have to use the ball to score goals against your opponent.



### FACT FILE

#### FIRE STRIKER

<b>MANUFACTURER</b>	<b># OF PLAYERS</b>
<b>OTMC</b>	<b>1 TO 4</b>
<b>DIFFICULTY</b>	<b>AVAILABLE</b>
<b>MODERATE</b>	<b>APRIL</b>
<b>CARTRIDGE SIZE</b>	<b>NUMBER OF LEVELS</b>
<b>8 MEB</b>	<b>14</b>
<b>THEME</b>	<b>% COMPLETE</b>
<b>ACTION</b>	<b>85%</b>



There is a cool little celebration at the end of each match!



You cannot cross the middle in this field, which makes it really tough to score a goal!



In this field, all four players are trapped until freed by the ball that starts in the center.

### ICON POWER



The blinking hearts will restore health.



The ball of power is your weapon.



These give you a super hard shot!



This field is full of obstacles but has the same soccer-type feel.



## PLAYERS

Throughout the game you will save three heroes who will then join you.

### THE GOOD

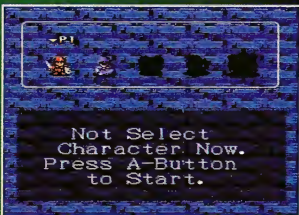
The Versus Mode is a lot of fast-paced fun (especially with four players!)

### THE BAD

The Game Mode is easy and is really too short to keep you playing for very long.

### THE UGLY

All of the Bosses in this game are really hideous, but then so are some of the players!



Defeat the slimy scorpions to free the big robot, Garum.

After he joins the team, you can use him in times of need!





Try not to free any of the monsters while finding the exit.



Avoid the crossfire in this room while destroying the monsters.



Use the ball to bust through the blocks and get to the other side of the wall.



Bust through the chests in order to get hidden icons.



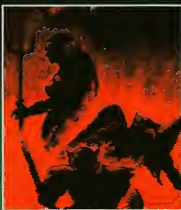
Earth is the next world kingdom that you should visit. Here you will free another of the two heroes who will join you on your quest. You will need him to get any farther in the game.

The adventure begins in the land of Wind.

From here you will fight through two levels before facing the Boss monster, a double-headed tiger-type animal! Defeat him to move on.



# EARTH



# WIND



# FIRE



The Fire Level is where you free your friend Ino. He will also join you on your quest, lending his superior speed to the group. The Boss of this level is a huge bird that throws fire!

In the first stage of the Water Level, free the last of your friends. Use him on the Boss because he can breathe under water. The Boss is a dragon that'll dive bomb you!



# WATER



In this room, you have to destroy all of the torches.



Destroy the skull that spits fire to reach the exit.



Destroy the vampire lips to get out of this place.



These rocks roll around the screen attempting to kill you.

# SUPER NES

# SUPER METROID



FACT FILE	
SUPER METROID	
MANUFACTURER	# OF PLAYERS
NINTENDO	1
DIFFICULTY	AVAILABLE
MODERATE	APRIL
CARTRIDGE SIZE	NUMBER OF LEVELS
24 MEG	6
THEME	% COMPLETE
ADVENTURE	80%

**S**amus is back in action with the new long-awaited sequel to the original smash hit Metroid. Most of the original theme and game play will be kept intact in this 24-Meg cart, along with some new features that are sure to blow away all the hardcore metroid fanatics everywhere. One of the major new features is the ability to save your game using a battery backup. When you check

out the size and complexity of the levels, the battery backup will be a well utilized feature. There are six huge areas to explore, with all the familiar power-up weapons from the first Metroid. If you're a fan of the games that require a lot more thinking than just walking around and blasting enemies, then Super Metroid is definitely the challenge you've been looking for.

Enter the subfloor and take the elevator down to hunt for power-ups.

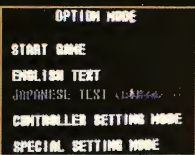


You can easily be confused by the many different tunnels to explore.

You will encounter many strange creatures in your quest. Be careful!



Begin the game outside in the frozen tundra.



The Option Mode allows you to set many features.



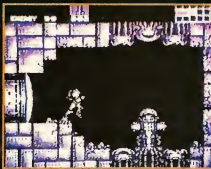
Keep track of your items in the equipment screen.



The Maru-Mari power-up will allow you to roll into a ball and enter many secret areas.

The bombs will enable you to blow through walls which will take you to new levels.

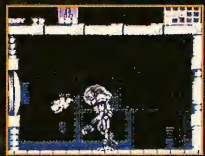
Missile power-ups should be obtained before attempting to battle any Bosses.



If you're having problems finding your way around the tunnels, find the map data room as quickly as possible. You'll then be able to locate many areas easily.



## SUPER BOSSES!



### THE GOOD

This game was excellent on the NES and can only be better on the Super NES.

### THE BAD

This game should've been released along with the Super NES. They made us wait too long!

### THE UGLY

I wish I had more time to play this game ... oh well, I guess I'll have to wait until it hits the store shelves.

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

LICENSED BY

**Nintendo**



Based on the super-hot NEO-GEO coin-op, Ryo and his friend Robert need all their strength and skills in South Town to rescue Ryo's kidnapped sister. They must battle and defeat the toughest villains ever assembled. All these fighters are big, powerful, strong - each with special skills you'll love to use.

### ARCADE SMASH HIT!

- Huge graphics plus blazing-fast animation
- Cinematic zoom-ins and zoom-outs
- Big cast of characters - 2 heroes and 8 others
- Dozens of secret moves to discover and master
- Extended stereo sound effects
- For 1 or 2 players



# \$5 REBATE!

Now for a limited time, you can purchase Art of Fighting and get \$5.00 back from Takara. Just buy the game from any retailer, fill out the coupon with your name and address, and mail it along with your receipt and the UPC symbol from the game box to Takara at the address below. You'll receive your \$5.00 rebate within 4-6 weeks of receipt of your coupon.



**TAKARA**  
Video Game Division

230 Fifth Avenue, Suite 1201-6, New York, NY 10001  
Tel: 212 689-1212

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Send to: Takara Rebate Offer,  
230 5th Ave., Suite 1201-6  
NY, NY 10001

Only one rebate coupon per Art of Fighting game may be redeemed. Completed rebate coupon, store receipt and UPC symbol must be originals - no copies will be accepted. Offer expires March 31, 1994. EGM



**A**fter the incredible success of last year's smash hit StarFox, Nintendo has unveiled their latest

FX Chip masterpiece. Stunt Race FX is the next step in a technological progression toward unparalleled realism in home video games.

Driven by a new and vastly improved chip called the FX2, Stunt Race FX is a sight to behold. The FX2 chip handles the graphic challenges presented to it by using the latest RISC technology. This architecture allows the chip to enhance the graphical definition of the game in a way that, until recently, was unheard of.

There are four different modes of play: Free, Stunt, Battle and Speed. Each of these modes presents a set of new objectives for the players. In addition, for the first time in an FX, game players are able to play two-players simultaneously! This is a tremendously cool option which always improves the replay value of any and all games.

Keep your eyes peeled for this one folks! Stunt Race FX promises to be one of the most anticipated games of '94!



Keep an eye on your instrument panel to determine your position and speed.



You'll be treated to various viewpoints of your car during the course of each race.



Be careful while racing around so you don't lose time crashing into things!



## GAME SELECTION

**SPEED TRAX**  
**STUNT TRAX**  
**BATTLE TRAX**  
**FREE TRAX**

There are four different modes of play, each with its own unique challenges!

## CAR SELECTION



Select your car wisely! Each car has different attributes which makes it special.

# Stunt Race FX



The Super FX chip has certainly come of age in the last year! In Stunt Race FX, a new chip, the Super FX2, nearly doubles the speed and power of the chip found in StarFox! The results are quite dramatic, to say the least.

Aside from the boost in speed, the FX2 chip also enhances overall graphic definition by using advanced RISC (Reduced Instruction Set Computer) technology. Hopefully Nintendo will continue producing these fantastic FX carts!



## FACT FILE

### STUNT RACE FX

MANUFACTURER	# OF PLAYERS
NINTENDO	1 OR 2
DIFFICULTY	AVAILABLE
AVERAGE	2ND QTR. '94
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MEG	N/A
THEME	% COMPLETE
RACING	60%

## THE GOOD

Outstanding graphics and game play make this cart hot! Also cool is the two-player simultaneous racing!

## THE BAD

Well, it's about time! C'mon Nintendo, let's see more of these FX games—and quick!

## THE UGLY

The controls are very touchy! It becomes easy to oversteer your car. This is a minor gripe, though.



# GOING, GOING, GONE.

You want big league power? Then take your cuts with the likes of Bonds, Puckett, McGriff, Galarraga, Grace, Gonzalez, Baerga and Dykstra. Just some of the 650 MLBPA superstars you'll muscle up with in *HardBall III™* for the Super NES™. You'll get 28 big league teams playing a 162 game big league season in 28 authentically rendered ballparks. And to truly separate the slap hitters from the sluggers there's even a Home Run Derby. *HardBall III* for the Super NES. Take one out of the yard. To order, visit your favorite video retailer or call 1-800-245-7744.



GET IN THE GAME.™



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**R**emember ExciteBike for the NES from way back? Think of that game pumped with steroids and you get this new, awesome motorcross game called Moto X. You will race in many countries to compete against the meanest competitors around. Surfaces of the courses will have snow, sand or dirt depending on where you are racing. You can even practice in an indoor racetrack where you can test your ability to jump off the ramps. Collect money by jumping off the high ramps. The higher the jump, the more money you get. Use your funds to fix your bike in the workshop.

# Moto X

**GRANDPAPA THE LOOPER**  
 GRANDPAPA THE LOOPER IS THE OLDEST KING OF THE RAMP JUMP. HE PLACES HIS BIKES ON THE LOOPERS.

**JEFF THE BOOSTER CRACKOVICH**  
 A LOVELY BOY WHO IS CONVINCED HE IS THE BEST RIDER ON THE CIRCUIT.

**DARWIN "THE BEAST" ROADSHOW**  
 THE MOST PHYSICAL OF BODIES. SPECIALIST FOR KICKING OTHER COMPETITORS.

**JEAN HAY-RALE**  
 TECHNICALITY PROBLEMS. SPECIALIST'S SUBJECT OF RIDES OF BAD FEWER.

**CELESTINE "M'RAVE"**  
 A GOOD RAMP RIDER OF AMPPLING TO WIN.

**RYAN THE MAD ROOSTERY**  
 THE LOUDEST RIDER ON THE CIRCUIT. SKILLED BUT TIRING.

## RIDE THE CAMPS AND GET AIRBORNE!



**KICK LEFT**

Having problems passing riders? Get rid of other competitors by kicking their bikes and causing them to crash and fall behind. Be careful—they might do the same to you.



**KICK RIGHT**



**MOTO X RAMP STANDINGS**

1. JEFF	2. DAVE	3. JIM
4. BOB	5. MIKE	6. RYAN
7. CELESTINE	8. JEAN	9. DARWIN
10. GRANDPAPA	11. RYAN	12. JEFF

Buy special parts to improve your bike's performance.



There will be many items on the course for you to pick up. All these items are made to slow down the other riders. Some are thrown ahead of you and others behind you.

The Standings Screen will show your rank according to points.



You will race around the world against many riders to become number one.

## AWESOME BONUS STAGES!



### FACT FILE

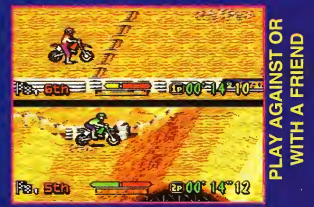
#### MOTO X

<b>MANUFACTURER</b>	<b># OF PLAYERS</b>
TRIMARK	1 OR 2
<b>DIFFICULTY</b>	<b>AVAILABLE</b>
HARD	3RD QTR. '94
<b>CARTRIDGE SIZE</b>	<b>NUMBER OF LEVELS</b>
8 MEG	6
<b>THEME</b>	<b>% COMPLETE</b>
RACING	75%

**THE GOOD**  
 You can really catch some air time when you take off from the ramps. Totally cool racing!

**THE BAD**  
 It is really hard not to overheat your bike while trying to keep up with the competition.

**THE UGLY**  
 Jumping over five buses in the Bonus Stage and landing on the fourth bus really hurts.



To make it more fun, race against your friend rather than the computer. Or team up to get rid of riders that are on your buddy's back.

**PLAY AGAINST OR WITH A FRIEND**

# INSTANT PARTY

## JUST

## ADD

## BOMBS!

Now you and three of your friends can play the hottest game for Super NES at **THE SAME TIME!** The Super

Bomberman Party Pak features the

mega-popular Super Bomberman game and the Super Multitap accessory!

Hook up four players for nonstop, bomb blasting action in the Battle Mode!

Or go on a two player adventure through 48 levels of monsters and robotic traps designed to blow you off the screen!

- Super Multitap accessory included with the video game!
- Super Multitap compatible with every multiple player game.
- Choose from a dozen wicked backgrounds in the Battle Mode.
- Compete against friends or computer rivals in action-packed rounds!



EXTRA SUPER NES CONTROLLERS SOLD SEPARATELY



**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

HUDSON GROUP  
**HUDSON SOFT**®

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# SUPER PINBALL BEHIND THE MASK

## SUPER PINBALL



BEHIND THE MASK  
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## FACT FILE

**SUPER PINBALL  
BEHIND THE MASK**

<b>MANUFACTURER</b>	<b># OF PLAYERS</b>
<b>AMER. TECHNS</b>	<b>1 TO 4</b>
<b>DIFFICULTY</b>	<b>AVAILABLE</b>
<b>MODERATE</b>	<b>MARCH</b>
<b>CARTRIDGE SIZE</b>	<b>NUMBER OF LEVELS</b>
<b>8 MEG</b>	<b>3</b>
<b>THEME</b>	<b>% COMPLETE</b>
<b>SIMULATION</b>	<b>100%</b>

## THE GOOD

Great game play along with awesome graphics and music.

## THE BAD

If you're not a true fan of pinball, you might be a little disappointed.

## THE UGLY

Some of the flashing lights in the game are almost hypnotic.

## GAME ACTION



During multi-ball play, shoot at the mystery jackpot. A countdown will start.

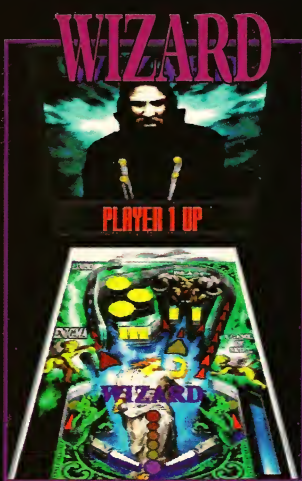


Racking up some major points will help you get to the next stage.

**S**uper Pinball-Behind The Mask brings old fashion pinball action to your Super Nintendo. Play through three different playfields while trying to defeat the evil Wizard. There are two different game modes to choose from. Competition Mode, where one to four players compete against each other in alternate play, or Conquest Mode, where

one player challenges all three playfields. The objective in the Conquest Mode is for the player to get a set number of points on each level. Once you reach that set number, the forbidden door will open. You will then have 30 seconds to shoot your ball into the mystery pit. If you achieve this goal, you can advance to the next stage.

## THREE DIFFERENT PLAYFIELDS TO CHOOSE FROM





# BATTLE CARS

## BATTLE CARS™

for the Super Nintendo

Entertainment System only has two speeds: fast and way fast.

Check it out, if you're up to it!



High speed side swipes!



Run 'em off the road!



Blow away traffic jams!



Two player split screen Mode 7 head-to-head action!

- ★ One Player Mode with 9 levels and password support.
- ★ Two player head-to-head mode.
- ★ Tournament mode tracks up to 8 players stats.
- ★ 9 grueling tracks!
- ★ Brutal high-tech weapons!



High speed thrills!



**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

# FATAL FURY 2

## FACT FILE FATAL FURY 2



MANUFACTURER	# OF PLAYERS
TAKARA	1 OR 2
DIFFICULTY	AVAILABLE
MODERATE	MAY
CARTRIDGE SIZE	NUMBER OF LEVELS
24 MEG	N/A
THEME	% COMPLETE
FIGHTING	90%

**F**ighters with new combating skills and different motives for participating now gather in South Town. Some fighters want to discover the truth behind the tournament, some want to become the strongest fighter in the world, and others want to win honor and glory. But there's one thing they all want—to win the tournament. Who has the power to beat all the others and earn the title of "the strongest fighter in the world?"

This great sequel brings back the original cast and five new fighters to go up against four new Bosses. All the cool moves, unique background depth changes and the tough characters are here to make this a top fighting game. You can play by yourself, against a friend or stage a tournament with the Survival Mode. This is sure to give Mortal Kombat and Street Fighter a run for their money. Great job Takara!

## FANTASTIC FATAL FURY BACKGROUNDS EFFECTS



Jump between background and foreground.

Swap to avoid attacks and regroup.



The backgrounds come alive—like these bulls that can impale you when you fall.



Start Round One in the morning sun.

The next round takes place at dusk.



THE ORIGINAL THREE ARE BACK ON A MISSION TO STOP KRAUSER!

## MAI SHIMIZU



Master of the ninja arts, she is always ready to fight. Her grandfather was Andy's Koppo teacher.

## JUPEI YABUDA



Entered the tournament in hopes of winning it and the affection of female fans. He is a legendary Judo fighter.

## BIG BROTHER



The big wrestler "Raider" has returned from the outback where he was training. He has increased strength from before.

## KIM KAPUWAN



He believes Taikwondo is the best fighting art. He has rapid attacks and can defend simultaneously to wipe out enemies.

## Four new BOSSES!!!



He traveled to England and trained alone after Geese's death. His aim is to overthrow the Bogard brothers.

## CHENG SHIZHAN



A money-loving fighter whose unique body makes him a strong adversary. He hopes to win and open a rich dojo.

## AVEL HAWK



Originally a first-class heavy-weight champion, he is one of the boxing greats.

## WOLFGANG KRAUS



The sponsor of the tournament who wants to control the world.

## LAWRENCE BLOOD



A cold and ruthless bull fighter who is no gentleman.



# BUBBLE AND SAVED!



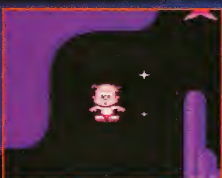
You begin your journey in the starstuff caverns—alone!



You may not be strong, but you sure can throw those stars!



Many hidden treasures await you on your mystical journey.



Bubble has one problem—he's not a very good swimmer!

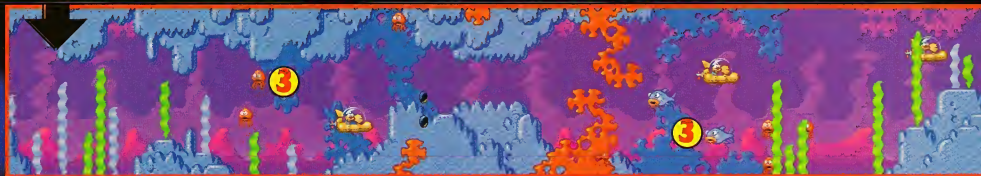
Watch out for the submarine power-up; it's the only vehicle able to reach the evil Kat of Nine tails.



Adjust the config. to suit your own style of playing in the Options.



If you plan on getting anywhere, it's going to require a lot of effort and teamwork. Good luck!



**1** Shoot the purple blocks as soon as you see them or you'll be in trouble!

**2** A maze of coral blocks the caverns, so aim for the middle!

**3** You will encounter many different creatures—use extreme caution!





If you can't reach a tall area, just give old Squeak a whistle and he'll help you.

If standing on your buddy's head isn't enough, just have him give you a toss!



Sometimes Squeak needs a helping hand. He'll wait for you.

Run up the hill, flip the switch and wait while Squeak takes a quick elevator ride.



You might be surprised at what happens when you give Squeak a swift kick!

The distant planet of Grool was once a peaceful land filled with wonderful coins and valuable gems. Now the evil Kat of Nine Tails has come up with a sinister plan to make sure nobody gets in his way of being the supreme ruler of Grool. That's where you come in! You're Bubble, a little boy with a big attitude. Don't worry though, you won't be alone on your quest. You will have the help of your fearless buddy Squeak, who has a constant craving for the sweet taste of bubblegum, and has even known to perform some unusual stunts from time to time. Remember what they say—two heads are better than one!



## FACT FILE

### BUBBLE AND SQUEAK

<b>MANUFACTURER</b>	<b># OF PLAYERS</b>
SUNSOFT	1
<b>DIFFICULTY</b>	<b>AVAILABLE</b>
MODERATE	MARCH
<b>CARTRIDGE SIZE</b>	<b>NUMBER OF LEVELS</b>
4 MEG	45
<b>THEME</b>	<b>% COMPLETE</b>
ACTION	100%



One of Squeak's favorite things to do is chew bubblegum. I wonder why?



Experiment with the bubblegum. You can make cool things with it!

## THE GOOD

There are plenty of different techniques, which allow for good replay value. Very challenging!

## THE BAD

The shooter levels are too easy, even for its targeted audience—the younger players.

## THE UGLY

This game falls into the category of being so cute that the Boss doesn't even appear to be ugly.



**4** Some of the power-ups are hidden, but they are well worth going after.

**5** The pipes can be very dangerous. They are leaking radioactive waste!

**6** Finally, you've made it to the lair of the evil Kat of Nine Tails. Good luck!



GENESIS



# PRINCE of PERSIA



**Y**ou are an adventurer from a foreign land who has won the heart of the Sultan's daughter. Knowing you are a threat to his plans, the Grand Vizier has imprisoned you and you must escape the dungeons before he takes the throne.

Like the CD, this version contains all the elements and graphics that made the game a hit. There are plenty of dungeons loaded with guards and dozens of traps. Each level is like a puzzle that has to be solved in order to escape.

The graphics, although already good, are enhanced with some incredible character animations. The movements of the hero as he runs, jumps, climbs and fights are very impressive.



## Level 2

The guards in this dungeon are more skilled than in the previous one.



Make sure not to run through the spikes and to walk slowly past them. There are plenty of new areas to discover.



## Sword Fights



The prince is a sword master who must defeat the guards throughout the dungeon.

## Gruesome Deaths



There are many pitfalls like spikes you can fall onto.

This guy didn't time his jump well enough.



You live by the sword, you die by the sword.



## THE GOOD

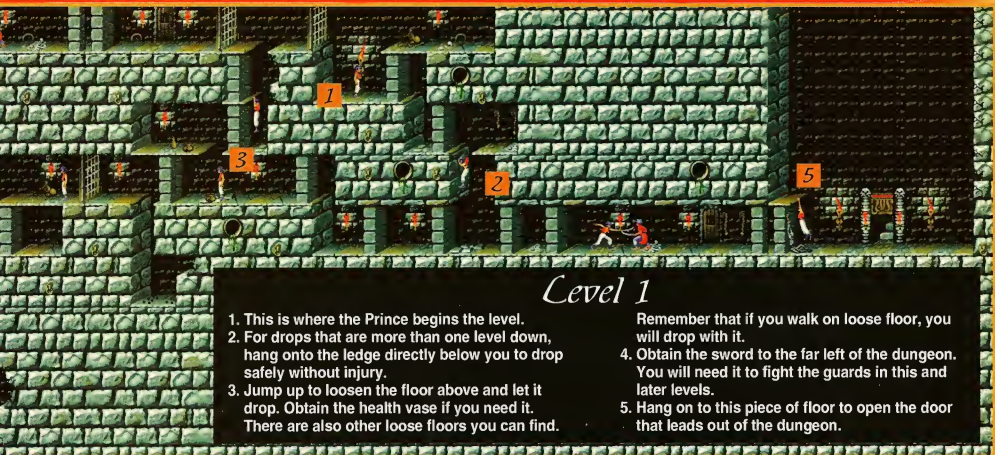
The character animation is very smooth and the overall adventure will keep you playing.

## THE BAD

The sword fighting can be frustrating because there is a bit of a delay in the action.

## THE UGLY

There are plenty of graphically horrifying death scenes that the Prince can get into.



## Level 1

1. This is where the Prince begins the level.
2. For drops that are more than one level down, hang onto the ledge directly below you to drop safely without injury.
3. Jump up to loosen the floor above and let it drop. Obtain the health vase if you need it. There are also other loose floors you can find.

4. Obtain the sword to the far left of the dungeon. You will need it to fight the guards in this and later levels.
5. Hang on to this piece of floor to open the door that leads out of the dungeon.

## Level 3

There is more emphasis on your jumping and climbing skills here.

Beware of the skeleton guard near the end of the level. You must back it off into a pit. There are more cutters as well.

## FACT FILE

### PRINCE OF PERSIA



MANUFACTURER	# OF PLAYERS
TENGEN	1
DIFFICULTY	AVAILABLE
MODERATE	FEBRUARY
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MEG	12
THEME	% COMPLETE
ACTION	100%

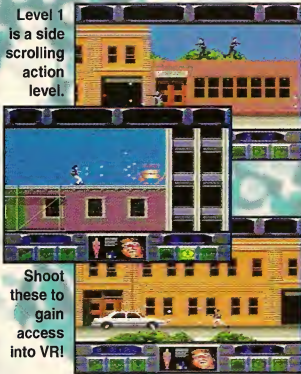
## THE LAWNMOWER MAN

### FACT FILE THE LAWNMOWER MAN

**MANUFACTURER**
**TENGEN**
**# OF PLAYERS**
**1 OR 2**
**DIFFICULTY**
**MODERATE**
**AVAILABLE**
**SEPTEMBER**
**CARTRIDGE SIZE**
**8 MEG**
**NUMBER OF LEVELS**
**6+**
**THEME**
**ACTION**
**% COMPLETE**
**60%**

## LEVEL 1

Level 1 is a side scrolling action level.



Shoot these to gain access into VR!

### THE GOOD

This game has a cool story along with neat concepts like the virtual levels.

### THE BAD

The virtual levels become a little tiring after a while.

### THE UGLY

The way you feel after flying through all the virtual tunnels!

## VIRTUAL 1

In this level, fly through a war zone where you target and destroy enemies. One of the arms on your suit is a gun that can be used for just that purpose!



Produced and Developed by



# THE LAWNMOWER MAN

**T**he Lawnmower Man is an exciting new game which was taken from the blockbuster hit of the same name. You are Dr. Angelo and you are trying to overcome the minion of the dreaded Shop. The game has several different styles of game play which include several different virtual reality levels that are sure to blow your mind! Fly in your Cyber Suit

through levels that pit you against some of the badest creatures of the virtual reality frame. Good luck to you as you race through this mind-chilling adventure!

## VIRTUAL 2

This level is a real test of your flying skills as you race through the tunnels. Enemies are everywhere, so attack by shooting. Sometimes by just being in the way can stop them.





# J.R.R. TOLKIEN'S EPIC SAGA



## COMING SUMMER '94

PUT YOUR STRENGTH, ENDURANCE AND WILLPOWER TO THE TEST AS YOU JOIN THE FELLOWSHIP ON ITS EPIC QUEST TO DESTROY THE ONE RING THAT HAS THE POWER TO END MIDDLE EARTH.

BUT FIRST, YOU'LL HAVE TO OUTSMART THE EVIL LORD SAURON AND HIS MIGHTY FORCES, SO BE PREPARED TO ENGAGE IN FIERCE COMBAT, TALK YOUR WAY OUT OF PERILOUS SITUATIONS, OR CAST A MAGIC SPELL IF YOU MUST.

LORD OF THE RINGS IS THE ULTIMATE FANTASY ADVENTURE ROLE-PLAYING GAME FOR THE SUPER NINTENDO ENTERTAINMENT SYSTEM. THERE'S NOTHING LIKE IT ON MIDDLE EARTH!



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

# GRIND STORMER



## FACT FILE

### GRIND STORMER

#### MANUFACTURER

TENGEN

#### # OF PLAYERS

1

#### DIFFICULTY

MODERATE

#### AVAILABLE

APRIL

#### CARTRIDGE SIZE

8 MEG

#### NUMBER OF LEVELS

6

#### THEME

SHOOTER

#### % COMPLETE

99%

**B**last your way through never-ending waves of the nastiest aliens in this super arcade smash hit! Choose the best weapon for the job. Stunning backgrounds, hordes of unearthly creatures and one simple mission—kill or be killed!

The game features over 65 stereo sounds, multi-layer scrolling backgrounds and an almost endless stream of alien tanks, space ships and other enemies. Blast everything in sight, but use your bombs wisely as you only have a limited number. Fight your way through levels of increasingly more powerful foes.

## THE GOOD

This game has plenty of colorful graphics and decent background music to accompany the action.

## THE BAD

The many weapons in the game aren't anything great and look a lot like weapons in other shooters.

## THE UGLY

The side bar for the scores and bombs should have been left out. It makes the game seem like Truxton.

## AWESOME WEAPONRY



### FORWARD

Direct a blast of energy to the front.



### SPECIAL

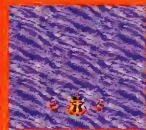
Extra wide shots kill most enemies.



### BOMB

Last ditch effort to destroy enemies.

## POD CONFIGURATIONS



### WIDE

Sets your ship for a wider attack.



### FOLLOW

Your pods follow your ship's flight.



### SEARCH

Lets your pods seek out enemies.



These alien tanks are slow and make easy targets.

Dodge the blue ship and its relentless firepower.



Make your ship powerful enough to destroy this fortress.



Use the pod's Follow Mode to destroy this ship.



Weave your way around these huge floating islands

These cylindrical enemies take a lot of hits to destroy.

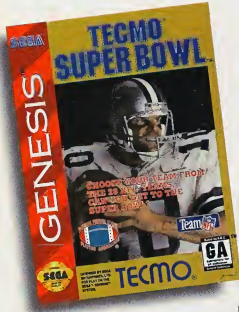


Get your pods in Search Mode to destroy these ships.



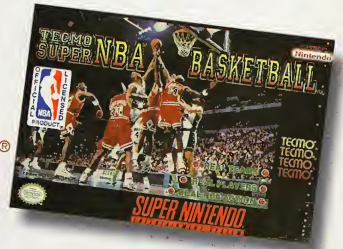
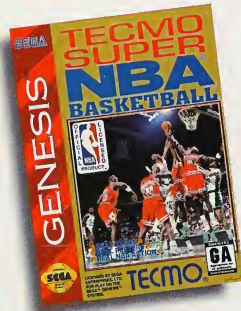
Keep a watchful eye on these turrets and avoid their shots.

# TECMO® SPORTS™



## TECMO® SUPER BOWL™

# THE GREATEST SPORTS GAMES ARE FROM TECMO



## TECMO® SUPER NBA® BASKETBALL™



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# BUBBA 'N' STIX

## THE GOOD

This game has really cool graphics and mind-bending puzzles that are sure to challenge everyone!

## THE BAD

The only bad thing about this game is how slow the stick comes to you when you whistle.

## THE UGLY

The thing that follows you around on Level Two.

## LEVEL 1



Level One starts in the forest where trees will follow you when you're not looking!



In this level, you can take time to learn the basic control of Stix. Solve the first few problems of the game—most of which are pretty simple.



Knock the rock onto the monster so it will bounce back to you.

Throw Stix at these aliens to get past the wall.

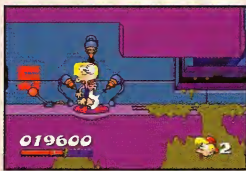


Now that you've passed the forest, it's on to the ship where the puzzles get more difficult.

## LEVEL 2



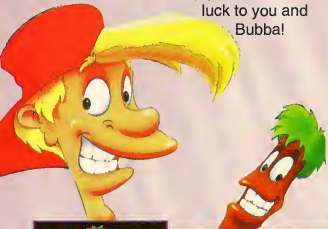
There are four walls you have to get through in order to reach the exit. The switches to open the doors are all over the ship. This one is really tough!



Try to use this little guy to bounce out of you in the first puzzle!

The transporters will zap you to different levels of the ship.

**B**ubba has crash-landed on a weird planet after being kidnapped by an alien spaceship. In order to get back to Earth, Bubba needs your help using the friendly alien stick named Stix. You will have to figure out many mind-bending puzzles using Stix in many different ways. You can throw him, place him in a hole to use him as a ladder, or in a combination of moves that will get you out of a tight spot. Also foil the comical attempts by the aliens to kidnap you back. Good luck to you and Bubba!



## FACT FILE BUBBA 'N' STIX

MANUFACTURER	# OF PLAYERS
CORE	1
DIFFICULTY	AVAILABLE
HARD	MARCH
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MEG	5
THEME	% COMPLETE
PUZZLE	90%

# ALIENS HAVE COME TO TEXAS TO ENJOY BARBECUED RIBS. YOURS.



THE BLOOD-THIRSTIEST ALIENS IN THE UNIVERSE

HAVE LANDED AND YOUR JOB IS TO STOP THEM IN THEIR SIX-TOED TRACKS. (IN TEXAS PARLANCE, THAT'S KICK SOME ALIEN BUTT.) IT WON'T BE EASY. YOU'LL HAVE TO BLAST THEM WITH THEIR OWN ARTILLERY.

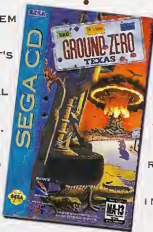
BUT BEFORE ANY SHOOTING BEGINS IN TEXAS, WE HAD TO DO A LITTLE SHOOTING OF OUR OWN — IN HOLLYWOOD. FOR THE FIRST TIME EVER,



AN ENTIRE MOVIE WAS SHOT FOR THE SOLE PURPOSE OF

COMMENCE 5 LEVELS OF EXTRATERRESTRIAL-BASHING. IT'S ALL LIVE ACTION WITH LIVE ACTORS. AT LEAST THEY'RE ALIVE WHEN YOU START.

VIEW ACTION THROUGH BATTLECAM'S ARMED WITH PLASMA DISRUPTER PARTICLE BEAMS. MESSY BUT EFFECTIVE.



MAKING THE ULTIMATE INTERACTIVE GAME. THEN WE DIGITIZED

THE WHOLE THING. THE RESULT IS A GAME WHERE EVERY DECISION YOU MAKE CHANGES



THE ACTION EVERY TIME YOU PLAY. GROUND ZERO, TEXAS IS SO REALISTIC THAT IT WILL PROBABLY REVOLUTIONIZE THE WAY GAMES ARE MADE IN THE FUTURE. IF THERE IS A FUTURE.

THAT'S UP TO YOU, PARTNER.



AVAILABLE FOR SEGA CD.

CLUES LEAD YOU TO THE INVADER'S ARSENAL CAREFUL, ACE. ONE WRONG MOVE AND YOU'LL BLOW IT...AND THE WHOLE TOWN!



AGENT DISALVO CLUES YOU IN TO THE WHEREABOUTS OF A LASER CANNON. FIND IT, VAPORIZE THE MOTHERSHIP AND SAVE THE HUMAN RACE FROM BECOMING SUSHI.



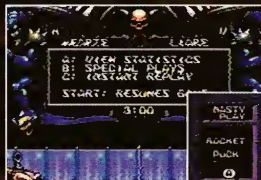
(sure, it's just a game.)



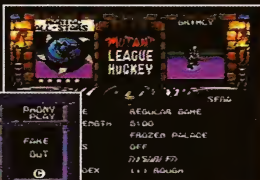
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## KILLER OPTIONS!

This game has a lot of hilarious and deadly options you only dream of!



Choose play options like bribing the referee!



### FACT FILE

## MUTANT LEAGUE HOCKEY

<b>MANUFACTURER</b>	<b># OF PLAYERS</b>
<b>ELECTRONIC ARTS</b>	<b>1 TO 4</b>
<b>DIFFICULTY</b>	<b>AVAILABLE</b>
<b>MODERATE</b>	<b>MARCH</b>
<b>CARTRIDGE SIZE</b>	<b>NUMBER OF LEVELS</b>
<b>16 MEG</b>	<b>N/A</b>
<b>THEME</b>	<b>% COMPLETE</b>
<b>SPORTS</b>	<b>65%</b>

During the game you can view your stats, watch the instant replay or do some special plays!



All the teams in this game have cool names and are dying to win—if they're not dead already!

## THE FACEOFF!

During this game anything can happen—and it usually does!



Try to use your slap shot to put a goal through their goalie! Maybe you can sneak it in!



### THE GOOD

This game has a lot of really cool options that have never been seen before, which adds to the game!

### THE BAD

The bad thing about this game is when the ice breaks open and your star player falls in!

### THE UGLY

Everything in this game is pretty ugly, but this is what makes the game such a blast!

There are many different stadiums you can play in. All of them have a different feel and look to them. All are fun!



After a goal, the players boast about how good they are! But don't worry you'll get them next time around! And then you can brag!



Check out the spiked net and the hole in the ice. Don't let your guys fall in!



Hockey will never be the same once Mutant League Hockey hits the shelves! This game takes the best of the game of hockey and adds a mutant twist! Your players are all really ugly mutant dead guys that are out to smash the other team! The teams all have really cool names and there are a lot of different stadiums to play in. Nothing in this game is normal, even the nets come complete with nasty spikes in the back! And when the other team says that they're out to kill you, they mean it! Options in this game include being able to knock out the referee or even bribe him! Plenty of gruesome options make the game a sight to see! Be sure to check this one out as soon as you can!

# MUTANT LEAGUE HOCKEY

$$E=MC^2$$



"Cogito Ergo Sum"

## INTRODUCING THE ULTIMATE BRAIN GAME

Okay, so you aced the pop quiz on the meaning of existence, showed your shop teacher a thing or two about birdhouse construction and scored big points with your essay "Beavis, Butt-Head and Buddy Themes in Western Thought." Now, isn't it about time you gave yourself a real challenge? With Gear Works, the most addictive puzzle game since Tetris™. It takes seconds to learn but a lifetime to master.

**GEAR WORKS. THE PUZZLE GAME THAT'LL STRAIN YOUR BRAIN.**



SONY



IMAGESOFT

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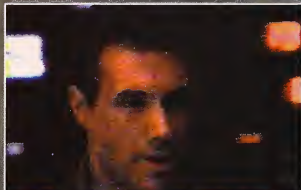
**Y**ou are a pilot on a top secret mission with two other pilots to stop a shipment of chemicals from getting to the enemy. If these chemicals are released into the atmosphere, it could destroy the entire Western Hemisphere. You must stop that plane from carrying out its mission at all costs. The fate of the world is in your hands. This game is visually stunning and the cinemas are excellent. When the characters talk, you feel like you're sitting right next to them. The flying and dog-fighting sequences are top of the line. Watching the missiles seek and destroy is simply breathtaking.



# Cinemas help tell the story...

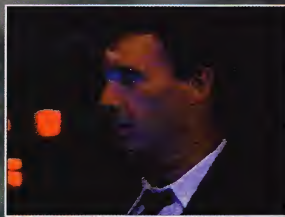
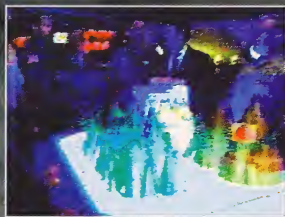
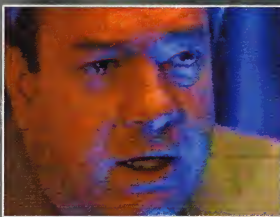
## The cast

The opening cinema gives us the scoop on our main characters. There is a heavy-duty storyline, with a little romance between our Tom Cruise-like hero (you) and the heroine. The old guy is your team leader and tells you about each mission.



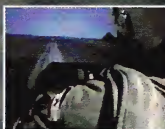
## Learn the objectives

It's in the briefing room that you'll discover what each of your mission objectives are. Every mission is different from the previous ones so you'd better listen closely. Full screen full-motion video really shines on scenes like these.



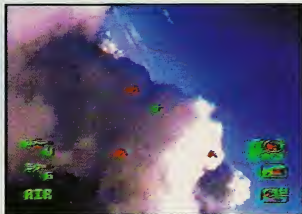
## Take to the skies

After the mission briefing, it's time to head into the skies. Get familiar with the plane by studying the cockpit closely. So hop in the cockpit and get ready to do your country proud by blasting the enemy scum from the friendly skies. Watch the cinemas and get set for serious action!





# Engage in combat!



This is your main view through the cockpit. Use the cursor to point at and activate objects such as the chaff, guns and targeting missiles.



Once the enemy is in your sights, fire a few rounds and watch the magic happen.

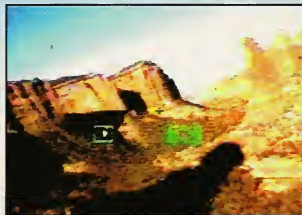


Watch the cinemas as you push the Launch button...

... view the flying missile ...



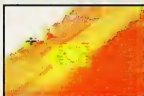
...target the enemy and KABOOM! one dead enemy.



Check out some of the beautiful scenery while you are flying.



When this flashes on your screen, a bogey is following close on your tail.



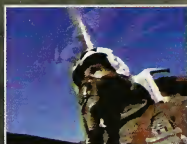
## Fiery death awaits!

Shooting down enemy planes is a blast. What's even more fun is watching them

go up in fiery flames! Various angles and pictures help bring the action to life.



The greatest part about all these explosions is that you never see the same one over and over again. With at least five different views of each one, it doesn't get old!



### THE GOOD

The cinemas and the feeling of being in the cockpit are the strongest points in this game.

### THE BAD

The pixilation of the pictures gets annoying, but the game still isn't finished yet.

### THE UGLY

Knowing what the poor Joe in the other cockpit looks like as he is burning away in his plane.

### FACT FILE TOMCAT ALLEY



MANUFACTURER

SEGA

# OF PLAYERS

1

DIFFICULTY

MODERATE

AVAILABLE

MARCH

CARTRIDGE SIZE

CD-ROM

NUMBER OF LEVELS

N/A

THEME

SIMULATION

% COMPLETE

40%

# Electronic Gaming Monthly & Konami Tempt You with a Castlevania Bloodlines Contest!

## Castlevania BLOODLINES

### HOW TO ENTER:

Send a postcard with your name,  
address and phone number to:  
Castlevania Bloodlines Contest (EGM)  
1920 Highland Avenue, Suite 285  
Lombard, IL 60148

### CONTEST PRIZES!

#### 1 GRAND PRIZE:

A complete library of the  
Castlevania Adventure legacy  
in NES, Game Boy, Super NES  
and SEGA Genesis. SEVEN  
GAMES IN ALL!

#### 10 FIRST PRIZES:

Castlevania Bloodlines  
SEGA Genesis Game

#### 10 SECOND PRIZES:

Castlevania IV Super NES Game

#### 15 THIRD PRIZES:

An EGM T-Shirt

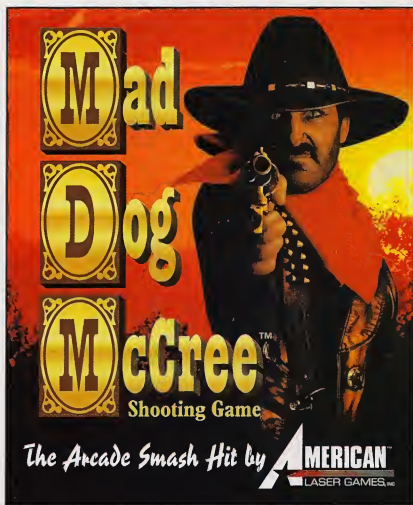
**ELECTRONIC  
GAMING  
MONTHLY**

**KONAMI**®

Contest Rules: All entries must be received by the publisher, EGM or Konami, no later than the date specified here. One entry per person. No purchase necessary. A random drawing of all eligible entries will be conducted to award the prizes, and the winners will be notified by May 1, 1994. Prizes will not be awarded to winners whose addresses are illegible. All winners are responsible for their own taxes. All prizes will be awarded. Void where prohibited or restricted by law. All Federal, State and local laws and regulations apply. Electronic Gaming Monthly Group, Inc. and Konami Publishing, Inc. reserves the right to cancel the promotion at any time with appropriate notice. For a list of major prize winners, available after the May 1994 issue, all winners will be notified by postcard. All prizes are subject to change without notice. All rights reserved. SEGA, Super NES and Game Boy are registered trademarks of Nintendo of America Inc. ©1993 Nintendo of America Inc. SEGA and Castlevania are trademarks of Konami (America) Inc. All rights reserved. NES, Super NES and Game Boy are registered trademarks of Nintendo of America Inc. ©1993 Nintendo of America Inc. SEGA and Castlevania are trademarks of Konami (America) Inc. All rights reserved.

# LIVE MOTION PICTURE ACTION

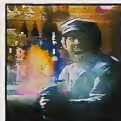
MOTION  
PICTURE



Outlaw Mad Dog McCree and his henchmen have taken over a wild west frontier town, locked the sheriff in his own jail, and kidnapped the mayor and his daughter. Sharp shooting is a must in this arcade classic where the player must save the town, rescue the mayor and his daughter, and triumph in a final showdown against Mad Dog himself.



It's the Rollicking '30s and someone has killed popular singer Johnny Rock in this action-packed gangster whodunit. The player will need to navigate the back streets, gaming halls, funeral parlors and the dirty sections of this city to get at the clues held by a number of shady characters and solve this murder mystery. Bad guys with machine guns provide a high level of challenge.



SEGA CD™

PC CD-ROM

IBM/Compatible

3DO™

Introducing the world's first interactive live motion picture games, for CD home entertainment systems. Now available at your favorite retailer.

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**AMERICAN™**  
LASER GAMES, INC.

LIVE MOTION PICTURE ACTION

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Playable with the **GAMEGUN** Coming March 30, 1994 for your Sega CD or 3DO system

SEGA CD



# BRUTAL

ACROSS THE GLOBE INVITATIONS WERE DELIVERED...



COOL  
CINEMAS!

The Deli Lama is hosting a tournament and sending out private invitations to each of the participants. Every character has his/her own unique motives for entering and trying to win.

Cute characters with loads of adorable animations fill this new fighting game. Look for tons of special moves and strategy involving the accumulation of Karma. Each character actually becomes a better fighter as he/she continues to win. You will start with a white belt. And if you continue beating other opponents, you will receive a higher ranking belt. Fight against the best in the world for the title.

MANY STAGES!



## THE GOOD

Many characters to pick from and awesome cinemas really got my attention.

## THE BAD

Gee, where's the blood? Hey Congressman, this one's for you.

## THE UGLY

What would happen if they made a chicken fighter? Hmm ... Sumo Chicken...



KUNG-FU BUNNY



TAI CHEETAH



KENDO COYOTE



FOXY ROXY



IVAN



LEON



## FACT FILE BRUTAL

MANUFACTURER	# OF PLAYERS
GAMETEK	1 OR 2
DIFFICULTY	AVAILABLE
MODERATE	2ND QTR '94
CARTRIDGE SIZE	NUMBER OF LEVELS
CO-ROM	10
THEME	% COMPLETE
FIGHTING	50%



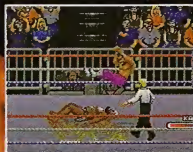
PANTHA



RHEI RAT



ONLY ONE WILL SURVIVE!

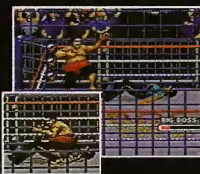


DEVASTATING AERIAL ATTACKS!

# THE SEGA CD RAGE!



NEVER "WRITE OFF" MR. PERFECT™!



Beware the BANZAI DROP!



LIVE-ACTION VIDEO OF EACH SUPERSTAR!



PUNISHING PILEDRIVERS!



**BRACE YOURSELF!** A supercharged lineup of 20 Superstars collide in the ultimate World Wrestling Federation® slugfest! Ballistic Tournament battles, "No-Holds-Barred" brawls, thrashing in and out of the ring action, brutal fight-to-the-finish Steel Cage matchups...and more!

Do **you** have what it takes to escape this ring of steel? It's time to unleash the Rage in the Cage™!



**KOMING SOON MORTAL KOMBAT® ON SEGA CD™!**



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3D0



**B**ool Fans of the 3D0 system now have a Castle Wolfenstein-type game they can play: *Escape From Monster Manor*! This is a first-person perspective game where you are armed with a handgun and must battle from top to bottom of a haunted mansion! On each floor, there is a piece of the Talisman you must assemble. On each floor, there is a series of monsters and enemies you must destroy in order to get your Talisman piece. With creepy sound effects and graphics, play at your own risk—*Escape of Monster Manor*!

### THE GOOD

Great graphics and sound effects with huge levels to explore. The best release for the 3D0 yet!

### THE BAD

The Floating Heads and the way they can kill you when you don't even see them!

### THE UGLY

The corpse hanging from the roof and close-ups of the Floating Heads!

## OPTION SCREEN: How to access your Statistics and Map: Use the C and A Buttons.



Your health, weapon, points and other information are not shown on screen as you are playing the game. You can access this information by pressing the C button for your stats, then A for the floor map. The map will draw itself as you move on a floor.

## HELPFUL ITEMS:

### Coins and Diamonds:



5,000 pts.

1,000 pts.

2,000 pts.

### The Talisman:



### Put the Talisman Together!



Coins and Diamonds exist solely to give you points. If you collect 500,000 points, you will receive an extra life and yell "Yipee!"



On each floor is a piece of the Talisman. You cannot leave a floor until you have found a piece of it. On some floors, the piece is heavily guarded. Beware!

### Keys & 1-Ups:



### Keys

Keys will open any of the closed doors. To use a key, face the closed door and press the B button. You can also shut a door you have opened by pressing B again. You will not be able to use a key to re-open a door you have closed. Hearts are extremely rare, but they will give you an extra life.

### Hearts

### Power-Ups & First Aid:



**+20  
UNITS**

### Gun Power-Up

### Health Power-Up

Gun power-ups will give your weapon 20 additional units of gun power (you will start each floor with a maximum of 100 units). Each shot uses five units of power. Health power-ups will give 20 units of life. Like your gun, you will also start each floor with 100 units. Your life meter is diminished with each hit you take.

Escape from  
Monster  
Manor

## FACT FILE ESCAPE FROM MONSTER MANOR

MANUFACTURER	# OF PLAYERS
ELECTRONIC ARTS	1
DIFFICULTY	AVAILABLE
MODERATE	NOW
CARTRIDGE SIZE	NUMBER OF LEVELS
CD-ROM	12
THEME	% COMPLETE
ACTION	100%

# ESCAPE FROM M

You can also use your hand on the screen as a Life Meter! With each hit you take from the many enemies, your hand holding the gun will get more and more decrepit. Be careful when using your hand as a Life Meter, though, because it is difficult to tell exactly how many hits you can still take!



100 Health



80 Health



60 Health



40 Health



20 Health



2 Health

## Twelve Floors of Terror and Monsters Await: Find the Talisman Pieces!

### Beastly Belfry:

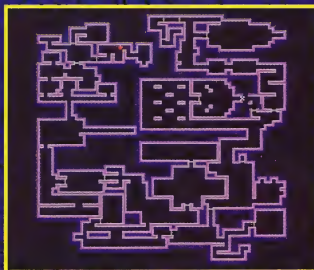
This is the top floor of the Manor and the simplest floor. The Grim Reapers are the primary enemies here. There are some illusions like ghosts that appear momentarily and then disappear. They will do you no harm. Also keep an eye open for the Floating Heads. These will cause a lot of trouble on the later levels as they spit deadly green goo! They can take away a whole life.



### Evil Attic:

The next floor down is the attic. The enemies are the same as the preceding floors, except they are greater in number. Some rooms will have armies of Grim Reapers, and the floating heads spit more of their goo at you and move at faster speeds. Shoot the green goo to keep it from hitting you.

Take caution here and slowly enter each room by peeking around corners.



### Rooms of Gloom:

A few floors down lie the Rooms of Gloom. There are new enemies this time, including ghosts. These spirits will rush you with knives. Once they pick up your trail, they will keep coming after you. Deter them by closing doors behind you as you move around. The Floating Heads are also on this floor and are at their deadliest! Look at the statues on this floor.



# MONSTER MANOR

# JAGUAR



# ALIEN VERSUS PREDATOR

## THE GOOD

Nice graphics plus a variety of weapons and strategy will keep the gamer playing this cart for hours.

## THE BAD

The graphics get a bit pixelated when you get very close to certain objects.

## THE UGLY

The Alien and Predator when you see them up close—UGLY!



## FACT FILE

### ALIEN VS. PREDATOR

#### MANUFACTURER

ATARI

#### # OF PLAYERS

1

#### DIFFICULTY

AVAILABLE

#### MODERATE

APRIL

#### CARTRIDGE SIZE

N/A

#### NUMBER OF LEVELS

9

#### THEME

% COMPLETE

ACTION

45%

## ICONS, OTHER ITEMS AND ACTIONS TO PERFORM:

### FUEL AND AMMO:

As the Colonial Marine, you must pick up extra ammunition and fuel for the weapons you will use throughout the game.



### OPEN DOORS:

There are several elevators and rooms you will need to use to inspect for items. Be careful when opening doors!

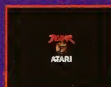
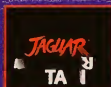
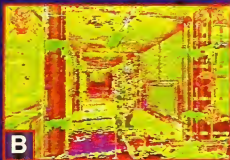


## PLUG INTO THE COMPUTER AND FIGHT IT OUT:

The deadliest alien life forms in the galaxy are thrown together into the same space station and must fight it out to survive. Also thrown into the mix is a Colonial Marine! Alien vs. Predator is hitting the Jaguar and it offers a new perspective to the theme: A first-person view where one can play as either of the little characters, or go at it as a Colonial Marine. Each of the characters has his/her own weapon systems and strengths/weaknesses. For example, the Alien is very fast, but does not have the complex and powerful weapon systems of the other two fighters. The Colonial Marine must find ammunition for his weapons, but he can plug into any of the computer terminals located around the station. And the Predator has probably the most complex weapon systems of all in addition to heat-seeking vision.

### SURVIVAL:

The Colonial Marine must use the computer terminal to get updates on the station's situation from time to time (A). Use the Predator's infrared vision to spot enemies (B). Blast the Predator before he cloaks himself (C). In the dark corners of the station, you will find the Alien's eggs (D). Ugh, facehuggers!





## THE ALIEN:



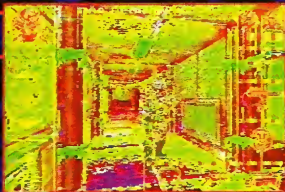
The deadly Alien is the fastest moving of the three characters in the game. It has three weapons of attack: a long tail to snap at enemies; smaller extendible jaws for lightning strikes to use on enemies at a distance; and its deadly claws with long nails to slice. The Alien has to keep watch for the Colonial Marine, and more importantly, its archenemy—the Predator! The Alien sees things in normal view and has the selection of only the three aforementioned weapons. The Alien has the advantage of not having to find extra ammo.



## PREDATOR:



The Predator has some of the most complex weapons in the game! It has several weapon systems including: a razor-sharp throwable disc, a retractable hand knife, a guided shoulder laser and his power-fist. It also has several lines of sight including thermal heat-seeking vision, where anything living will show up in bright red. Its archenemy is the Alien, but the Colonial Marine is an almost equal match. In addition, it has a voice sampler to listen to its enemies' dialects as well as the ability to make itself invisible with a cloaking device.



## COLONIAL MARINE:



The last warrior is the Colonial Marine, who, like the Predator, has a variety of weapons and items he needs to use. He also has computer skills which are incredibly useful on the many computer terminals located around the station. He is armed with a Pulse Rifle, Flame Thrower, Pistol and Knife. His enemies are the equally hated Predator and Alien, with the added menace of facehuggers pitted against him, too. He must constantly find ammunition located around the base to replenish his supply.



# LAST CHANCE AT THIS PRICE!

Due to its high level of violence and mature themes, these issues are not recommended for the weak of heart.

Capcom is limiting the on sale time of these comics

Consider this: There will be fewer copies of the comic than of the video game!

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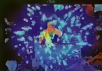
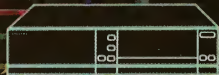

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# SPACE ACE



## FACT FILE

### SPACE ACE

MANUFACTURER	# OF PLAYERS
PHILIPS	1
DIFFICULTY	AVAILABLE
EASY	MARCH
CARTRIDGE SIZE	NUMBER OF LEVELS
CD-ROM	N/A
THEME	% COMPLETE
ACTION	95%

## INFANTO RAY



Borf has zapped Space Ace with the Infanto Ray, transforming him into the young and weak Dexter. Find a way to return Space Ace to his original form.

## HINTS



Directions and items will flash, giving you a clue as to what you must do to make it out alive.



INFANTO-RAY WEAPON TO RENDER EARTHINGS HELPLESS



**B**orf, a local and hostile blue alien, has decided earthlings are fit to be enslaved. Using the powers of the Infanto Ray, he plots to zap all earthlings into helpless infants. But before putting his plans into action, he runs into our hero Space Ace who means to put an end to Borf's evil scheme. As Ace races to save the human race from slavery, Borf hits him with a dose of the Infanto Ray and kidnaps his girl Kimberly. Space Ace is too much man to be turned into a baby. Instead, he turns into his younger counterpart, Dexter, who must now rescue his girlfriend and stop Borf's attack.

## KIMBERLY



Throughout your quest you will get messages from Kimberly demanding rescue from the clutches of Borf. It is up to you to foil Borf's plans and save Kimberly.



## ENERGIZE

Your watch will occasionally alert you to let you know when you can transform into Space Ace for a short while. You can either change to Space Ace or make it through the scene as Dexter.



## THE GOOD

This game is almost identical to its arcade counterpart.

## THE BAD

Once you map the game's moves, it is easy to finish, leaving little for replay.

## THE UGLY

Borf ... the ugliest baby I have EVER seen!



**WOLVERINE™**  
ADAMANTIUM CLAWS  
TEAR THRU TROUBLE!



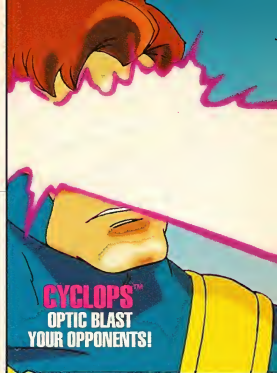
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**GAMBIT™**  
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RAGIN'  
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## SPIDER-MAN® AND THE X-MEN™ TEAM UP IN ARCADE™'S REVENGE



# SPIDER-MAN® X-MEN™

# TAKE REVENGE WITH YOU!



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# HOTEL MARIO



## FACT FILE

### HOTEL MARIO

#### MANUFACTURER

PHILIPS

#### # OF PLAYERS

1 OR 2

#### DIFFICULTY

MODERATE

#### AVAILABLE

MAY

#### CARTRIDGE SIZE

CD-ROM

#### NUMBER OF LEVELS

80

#### THEME

ACTION

#### % COMPLETE

90%

In Hotel Mario from Philips Fantasy Factory, jump, stomp and romp through the Mushroom Kingdom with Nintendo favorites Mario and Luigi.

Attempt to rescue their friend Princess Toadstool from the clutches of Bowser, King of the evil Koopaling clan.

Bowser and his Koopaling children have taken over each of the seven hotels in the kingdom. It's up to Mario and Luigi to outsmart the Koopaling's clever traps laid out for them along the way and get to the princess in time!

An original CD-quality soundtrack, animated sequences of Mario and Luigi, plus incredible graphics make Hotel Mario a truly unique game.

## LOOK FOR THESE ICONS TO HELP MARIO AND LUIGI THROUGH EACH LEVEL



### MUSHROOM

Allows Mario to take one hit.



### STAR

Turns Mario and Luigi invincible.



### FLOWER

Lets Mario shoot bouncing fireballs.



## PLUMBER HATERS

These are the bad guys.



## THE GOOD

Aside from the CD music, the sound effects are very impressive, especially when hooked to your stereo.

## THE BAD

The levels get repetitive at times, but the increasing difficulty and different stages make the game fun.

## THE UGLY

Some of the levels can play pretty cheap with enemies that just keep coming at you.

## OTHER ICONS FOR THE PLUMBERS



### GOLD COIN

Get as many coins as possible. Collect 30 for an extra guy.



### BEACH BALL

Worth 10 coins, these make it easier to get an extra guy.

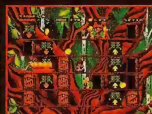
## Morton's WoodDooz Hysteria HOTEL

## LEVEL ONE

Close all the doors in the tree hotel and climb up toward the top.



Practice moves in the first stage.



Koopas make their appearance here.



There are tons of caterpillars here.

## MORTON'S TREEHOUSE O' PAIN

It takes two bounces on Morton's head to temporarily knock him off screen. Be careful not to meet him in an elevator or he'll eat you up.

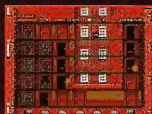


## LEVEL TWO

Closing doors becomes tougher because the enemies are tougher.



The elevators are spread out more.



The lights will dim, disrupting your view.



Watch out for the parabombs!

## ROY'S ROWDY ROOFTOP

Like Morton, you must bounce on Roy's head twice. Make sure to keep from being directly on top or below him or he'll punch you out.



# SUPER PINBALL

## *Behind the Mask™*

### The First and Only Pinball Game for the Super NES!

Experience the look, sounds, and feel of real arcade pinball action. Thumper bumpers, multi-ball play, skill shots, huge bonuses, jackpots – all of the things you love about pinball, without adding quarters!



If you're a pinball wizard, just try to master this one!

- 1 to 4 player alternating play
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- Awesome graphics, music, and sound effects
- Special "TILT" feature
- 2 different gameplay modes: Alternate play – straight competition;  
Conquest mode – reach the forbidden door

**"Serious pinball for serious pinball players."**

– Game Players Sega/Nintendo Magazine



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**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



# Aladdin

**A** laddin is a street rat who has no home or money. He lives day to day with his monkey Abu. One day the palace guards catch Aladdin and put him in the dungeon. He escapes and finds a magic lamp with a genie inside. This begins the tale of Aladdin. Aladdin is for the Game Gear and is based on the smash hit movie by Disney. The levels are comprised of scenes straight from the movie. The chase sequences are neat and the rug ride is spectacular. This is one game to watch for this year!

## Level 1: Escape the guards



In the first level you must run from the guards while dodging objects thrown at you. Save Jasmine at the end of the level.



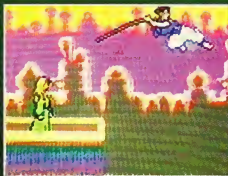
## Level 2: Roof jumping with Jasmine



To finish this extremely cool level, jump from roof to roof.



Make sure you jump with caution over the barrels on the roof.



Beat the level and you will be treated to a cinema from the movie.

### THE GOOD

The graphics are top-notch and the game runs so smooth you forget you're playing a video game.

### THE BAD

The game moves very fast and is sometimes a little difficult.

### THE UGLY

Just knowing what Aladdin looks like after he takes a plunge off of the rooftops over Agrabah.

## Jafar strikes!



This is Jafar the snake. Let's see if you can even get to him, let alone beat him. Try jumping over the fire he spits at you and go in for the attack.

*Aladdin*

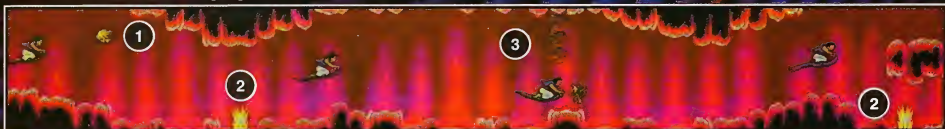
### FACT FILE

**ALADDIN**

MANUFACTURER	# OF PLAYERS
SEGA	1
DIFFICULTY	AVAILABLE
MODERATE	MAY
CARTRIDGE SIZE	NUMBER OF LEVELS
4 MEG	7
THEME	% COMPLETE
ACTION	90%

## The Rug Ride

Join Aladdin for a harrowing rug ride!



This is the Rug Riding Level in this version of Aladdin. It is a graphic feast and is a treat to play, too. Obstacles come from nowhere and try to strike you from your rug. This level is probably the most intense level in the game.

1) Watch out for the rocks. 2) Look for these flame pillars and avoid them. 3) Watch for this stone gate and fly underneath.



# BART SIMPSON UNPLUGGED™

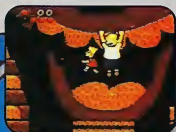
ON GAME BOY® AND GAME GEAR™



Math Games



BART VS. THE WORLD



BARTMAN MEETS RADIOACTIVE MAN



BARTMAN MEETS RADIOACTIVE MAN



Check it out, man! Bart's takin' it on the road with his hot new portable hits! He's "on lead," live, dangerous and touring the world in three chart-topping Simpson™ smashes! So grab your GEAR and get ready to jam with the BOYS! Nobody plays like the legendary Bart Simpson™...uncut, uncanny and TOTALLY UNPLUGGED!

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# MICRO MACHINES

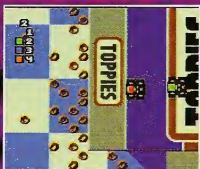


## FACT FILE MICRO MACHINES

<b>MANUFACTURER</b>	<b># OF PLAYERS</b>
<b>CODEMASTERS</b>	<b>1 TO 2</b>
<b>DIFFICULTY</b>	<b>AVAILABLE</b>
<b>MODERATE</b>	<b>FEBRUARY</b>
<b>CARTRIDGE SIZE</b>	<b>NUMBER OF LEVELS</b>
<b>2 MEG</b>	<b>27</b>
<b>THEME</b>	<b>% COMPLETE</b>
<b>RACING</b>	<b>95%</b>

**T**his game does not look very good at first glance. But once you play it, you'll be hooked. It is intense! The levels are great and the constant changing of cars adds to the increased difficulty. There are about 10 cars to choose from, including a monster truck which you get to drive on the Bonus Levels. The look and feel of each car is quite unique. The sports car is quick, but it is difficult to handle tight corners. The 4x4 is slow, but allows for much more control. The Two-Player Option is great when your buddy is around. You can also choose from 11 different characters. Rev it up!

Go in the corner pocket and come out the side.



On the breakfast table, drive over a cereal box.

Dodge the dunes—they slow you down.



Here choose to play a one- or two-player game.



Bash heads with the system and try to stay on top.



Fall from the table and you will die.

You need to qualify in each race to move on.

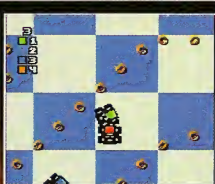


Stay out of the water or else you will be delayed.



If you fail to win the game, it is over during the Qualifying Round.

This challenging level is on the breakfast table. Bon appetit!



If you come in first on every level, you get to try this Bonus Level for a free life.

## AWESOME LEVELS!



This driveway has many oil spills, bolts and screws.

Play an unusual game of pool here. Watch your speed.



### THE GOOD

This game is addictive. I found myself not wanting to put it down to write this article.

### THE BAD

The screen is very small (being a GG) and moves too quickly. My eyes hurt when I was done.

### THE UGLY

Watching your poor car fall off the table and the terrible sensation you get when you're about to lose.



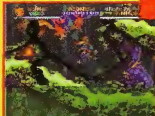
# Will You Accept the Challenge of a Jedi Knight?



Teach a gresome ice beast a few moves as only a Jedi Knight can!



Battle menacing probe droids and Imperial Walkers on the ice planet Hoth!



Learn the secrets of the Force as you train in the hostile world of Dagobah with the Jedi Master Yoda.

Pursued across the galaxy, you and your Rebel Forces now marshal new strength on the remote ice world of Hoth. Although tracked by probe droids, attacked by ice monsters, and confronted by an army of gigantic Imperial Walkers, you must not give in. You are the Alliance's only hope. Learn the ways of the Force, then test your skills in this fast-paced, action packed sequel to the hit game, Super Star Wars.

Alternate between sideways scrolling, dizzying Mode 7 light sequences and first person cockpit views. Experience the richness of a 12-megabit, interactive Star Wars universe, loaded with new enemies, exciting dialogue, movie sound effects, cool vehicles, and intense 3-D space battles. Join Luke Skywalker, Han Solo and Chewbacca in a continuation of their epic action/adventure in Super Empire Strikes Back.

LICENSED BY  
**Nintendo**

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



**LYNX**



# SUPER OFF ROAD

**T**his is a really good translation of the arcade classic. Super Off Road is graphically fantastic and just plain fun to play. The purpose of the game is to try and place first in as many races as possible. While racing, you earn money to better your 4x4. Between races, you are given the option to buy items such as: nitros, engine (make the truck go faster), Accelerator box (make the car start from a dead stop quicker), tires (make tighter turns) and shocks (keep the truck from bouncing as much). The more of these items you have on your truck, the better it will run allowing for more speed.

## ICONS

**NITRO**



Use the nitro to launch yourself away from the pack.

**MONEY**



These are nitro boosters and money bags. Nitro is good for getting out of tight situations and blasting your way to victory. Money bags are bonuses you get after each race to buy enhancements and power-ups for your racing trucks.

### THE GOOD

The graphics in this game are exceptional. I also like the options to better your car.

### THE BAD

The screen moves very slowly and it is sometimes hard to control the car properly.

### THE UGLY

Having to start over from the beginning because you lost too many races.



Nitros are great for a big boost ahead of the pack.



Buy parts here to improve your car's performance.



Keep out of the water or you will lose!



**TRACK 5**

This is a map of Track 5, Fandango. It is easy to place first here.



This is where you start. The better accelerator box you have, the quicker the start you'll get.

## FACT FILE SUPER OFF ROAD



MANUFACTURER	# OF PLAYERS
TELEGAMES	1 TO 4
DIFFICULTY	AVAILABLE
HARD	MARCH
CARTRIDGE SIZE	NUMBER OF LEVELS
2 MEG	32
THEME	% COMPLETE
RACING	100%

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Code Number 3





## CD Projects' Storage System Makes Sense

**W**ith their patented two-pocket double sleeves—one for the CD, one for the liner notes—and the ability to be used in either a home unit or a traveling case, CD

Projects' Roladisc system was the most ingenious CD storage unit at WCES.

Each CD has its own designated sleeve. The sleeve is fit with clasps on the bottom that enable it to be placed in a clipfile for easy access at home. In an instant, a CD can be popped out of the Roladisc, and placed in one of CD Projects' carrying cases, which vary in size from a 20 CD storage capacity to 100. The cases come in soft or hard shells.



## LOG Glitters at WCES

Sure it looks like an ordinary log, and it is. Nonetheless, it was the rage of WCES—and the Las Vegas strip.

From Mario's Metropolis to Sonic's City, log was evident everywhere. A number of seminars extolled the virtues of log, while nine out of 10 conversations centered on log. When people weren't talking about it, body language

made it clear log wasn't far from their minds.

The log phenomenon sparked industry observer Frank Kurtz to say, "Kids just love log. It's good to see that technology companies are finally recognizing the merits of said tree portion."

But with the coming age of the electronic superhighway, will log be rendered obsolete? "Gosh, no!" shouted Kurtz, "Because when you stop and think about it, you can't beat log for overall versatility."

Regardless of what the future holds for log, one thing is clear: it was a bona fide multimedia smash at the 1994 WCES.

## A Flatter World of TV

**P**anasonic brought the possibility of the hang-on-your-wall-TV one step closer when it debuted Flat Vision TV at WCES. The 14 inch diagonal TV measures less than four inches deep.

Unlike other flat screen TVs that use LCD or plasma display technology, the new Flat Vision TV employs innovative new "active beam matrix" technology to deliver a picture with bright, vivid colors and image definition normally associated with conventional CRT sets. It also yields a wider viewing angle and is less susceptible to wash out in bright light.

Active beam matrix technology is similar in principle to the cathode ray tube used in most of today's

TVs. In the new Flat Vision set, the picture is created through illumination of screen phosphors by electrons fired from a beam source. However, unlike a CRT, Flat Vision divides the screen into a matrix of



10,000 unit screens. A separate electron beam is used for each segment.

## Playmates Goes Video

**P**laymates Toys Inc., maker of toy action figures, announced at WCES they are entering the video game business.

Perennial king of the action figure category with its Teenage Mutant Ninja Turtles and Star Trek: The Next Generation lines, Playmates previewed its first game titles for both the Super Nintendo and Genesis at WCES.

The company showcased two cartridge-based games scheduled for fall 1994

releases: Star Trek: Deep Space Nine and Exo-Squad, based on the Universal Cartoon Network syndicated series.

"Our expertise is marketing quality products to boys, as evidenced by our successes with the Teenage Mutant Ninja Turtles, Star Trek and Exo Squad action figure lines," noted Richard Sallis, president of Playmates Toys. "We believe many of the toy properties we acquire will also make excellent video game properties."

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What rolls down stairs,  
#None or in pairs...  
Rolls over your neighbor's door.  
What's great for a snack,  
And fits on your back?  
It's Loaf! Loaf! Loaf!



# CULTURE SOURCE FOR EGM READERS

## AT&T Edge 16 has Potential

**A**s a sign of growing support, five major video game developers are demonstrating video games for the Edge 16 product by AT&T that will let remote users of Sega Genesis systems play games together while simultaneously talking to each other over standard phone lines.

GameTek, The Imagination Network, PF Magic, Sega and U.S. Gold are the first developers to show games that take advantage of the Edge 16 modem device, which plugs into the Genesis game slot and offers simultaneous voice and data capabilities made possible by AT&T's VoiceSpan technology. "Soon, everyone will be

playing games by phone—it's inevitable," said John Bermingham, AT&T Consumer Products vice president for the Advanced Communications Technologies Group. "The fun of having a conversation while playing a game together, regardless of distance, is now a reality. We expect a large number of leading third-party developers to take advantage of this technology before it hits store shelves."

More than a dozen entertainment companies have announced their support for the Edge 16 product,

and are evaluating opportunities to produce compatible versions of their games. These companies include Acclaim, Crystal Dynamics, EA Sports, Microprose, Spectrum Holobyte, etc.



## Ratings a Hot Topic at Show

**A**s hot as any new game introduced at WCES was the topic of a rating system for video games.

After three separate meetings with the Better Business Bureau, the Software Publishers Association and the Motion Pictures Association of America, several video game hardware and software companies convened in an effort to come up with a feasible rating system for games. The group hopes to hammer out an agreement before the U.S. government intervenes and imposes its own designations.

Jack Heistand, Electronic Arts senior VP of Marketing is chairman of the committee which includes representatives from Acclaim, Atari, Nintendo, Philips, Sega and 3DO.

## Interactive...Vest!?!?

**A**s the race for a piece of the virtual reality intensifies, Aura Systems staked its claim by introducing one of the first VR peripherals designed specifically for the video game industry. The Interactor virtual vest is worn over the upper torso and adds a sensation of feeling to the sight and sounds of video games.

"It's a revolutionary video game accessory," said Aura Systems senior vice president Larry Shultz. "Players can feel everything from the boom

of a hard-driving soundtrack to the thump of an upcutter to the jaw."

Interactor works by "listening" to any game system's audio output, triggering an Aura magnetic actuator within the vest's core, which in turn creates body-pulsing vibrations keyed to the on-screen action. Controls allow the output to be fine-tuned from a feather to intense pound-

ing.

Interactor is expected in retail outlets later this year with a suggested retail price under \$90.



## It just ain't right...

Nobody's too sure who this character is, but he was spotted near the MicroSoft booth reading the biggest and best video game mag. We think he might be a reincarnation of the dragon Grendel from the old Atari 2600 "Adventure" cartridge.



# Not a Splendid Spring for Spidey

**T**hat's right, Spider-Fans, Spidey might be looking at a bumper summer after he learns in next month's *Amazing Spider-Man* #388 about the truth behind his parent's murderers.

Hellbent on revenge, Spidey takes on more of a cave-skull-in-first-ask-questions-later persona. The Web-Slinger's deep seeded rage touches off a four-part miniseries appropriately entitled *Pursuit*, in which he hunts down the people who killed his parents.

If a meaner, nastier Spider-Man is what you're looking for, don't miss this 64 page Marvel mega-book.

## Batman & Spawn to Team Up!!!

An all-time favorite teams up with comics' most popular contemporary hero when DC Comics Batman and Todd McFarlane's Spawn team up in *Batman-Spawn: War Devil*.

The special Prestige Format one-shot follows Spawn's visit to Gotham City, where he hopes to exercise the ghosts of his former life. The Caped Crusader, alarmed by the uninvited, undead guest, decides to look into this strange phenomenon. As the body counts rise, the Dark Knight's pursuit intensifies. But will the confrontation between Spawn and the Dark Knight result in the cataclysmic Devils War? Or will the two vigilantes reconcile their differences to save Spawn's soul and Batman's city.

## Extreme Presses Fast Forward

The month of May heralds a bold, innovative move by Image Comics

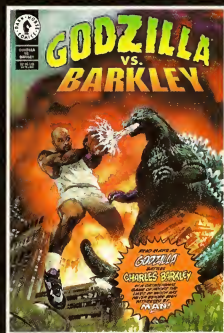
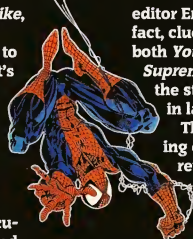
when *Bloodstrike*, *Brigade* and *Supreme* jump to issue #25. That's right, the books will fast forward to issue #25.

"We [at Image] are big fans of future books. No speculation is involved here—this is precisely where these books will be at this point in the future, all the way down to the letters' pages and the advertisements," says Extreme

editor Eric Stephenson. "In fact, clues were planted in both *Youngblood* #0 and *Supreme* #7 that initiated the story which unfolds in late '95."

The regular sequencing of these books will return to normal in June and will skip issue #25 when the appropriate time comes.

Battlestone a leader of *Youngblood*? An evil *Supreme*? If this sounds wild to you, check out these upcoming Image books.



## This month in HERO

Turn to issue nine of HERO for the latest and greatest comics news. The intensity begins with the wickedly cool Pitt cover by Keown. Inside, read all about comics legend Grant Morrison, find out if Valiant Comics has lost its soul, and check out the killer fact files featuring Wolverine, Captain Marvel and the Savage Dragon.

## This month in CARDS

Fleer's first major comic card release, Ultra X-Men, is featured in CARDS ILLUSTRATED #3. There's a look at the history of X-Men cards and Marvel promo cards. Each issue is poly-bagged with three cards from an exclusive nine-card set from Extreme Studios, featuring some of the comic company's new characters.

# Disney to Crank Up Animation Output

**I**n an announcement that is good news for just about everybody, Buena Vista Television is cranking up its "Disney Afternoon" animated block for the fall 1994 season.

The \$50 million dollar investment will bring "Disney's Aladdin" to the small screen in a 65 episode series as well as two new program showcases—"Monday Mania" and "Action Friday." "With these two new creative arenas," said Gary Krisel, President, Walt Disney Television, Animation "we will present a fast-paced kick-off to start the week on Monday and an exciting, action-filled half-hour to end the week on Friday."

*The Shnookums & Meat Funny Cartoon Show* is the first series to debut under the "Monday Mania" umbrella, presenting a collection of three irreverent cartoon shorts in each weekly, half-four episode.

Premiering in September on "The Disney Afternoon" is *Disney's Aladdin* a new, Monday through Friday series that will re-create the wonder and adventure of Disney's 1992 box office blockbuster.

Young viewers will take a daily magic carpet ride to adventure with the brave and resourceful Aladdin, his spirited fiance' Jasmine, the zany, metamorphosing Genie of the Lamp and the obnoxious parrot Iago. *Aladdin* is produced by Tad Stones and Alan Zaslove, who also worked on *Darkwing Duck* and features the voices of Scott Weinger (Aladdin), Linda Larkin (Jasmine), Dan Castellaneta—who is also the voice of Homer Simpson (Genie), and

Gilbert Gottfried reprises his role as the monkey Iago.

The most intriguing of the new series will debut on "Action Friday" just prior to Halloween, 1994. *Gargoyles* is Walt Disney Television's first dramatic series and will employ new animation technologies, special effects and high quality art. The saga unfolds each Friday afternoon over an initial 13 episodes, within the half-hour preceding *Disney's Aladdin*.

Weaving together mystery, drama and suspense, *Gargoyles* introduces the audience to characters based on the grotesque, stone sentinels which adorn European castles and cathedrals.

In the series, *Gargoyles* were once powerful creatures who came alive at sunset as the vigilant protectors of a medieval Scottish fortress. Led by Gargoyles Goliath, these fantastic creatures defeated all attackers until they were betrayed and placed under a sorcerer's spell.

Condemned to sleep through night and day for a millennium, the *Gargoyles* lay frozen in stone through the centuries, undisturbed even when shipped across the ocean and reinstated high atop one of New York's imposing skyscrapers.

In modern-day Manhattan, no one gives these menacing statues a passing glance ... until the spell is broken. The *Gargoyles* still sleep, stone statues by day. But when the sun goes down, they awaken—powerful, majestic heroes of the night, dedicated to protecting New York City from modern-day barbarians.

"*Gargoyles* is produced by



Frank Paur, and features a vocal cast that includes Keith David, Ed Asner, Marina Sirtis and Bill Fagerbakke.



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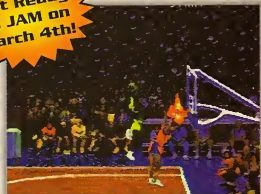


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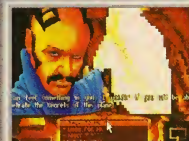
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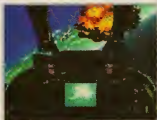
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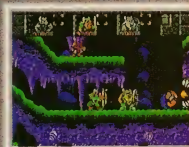
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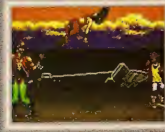
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## ADVERTISER PAGE

Acclaim	7,53,149,157,161
Accolade	31,40-41,125
American Laser	147
American Technos	159
Ascii	74-75,180
Atari	17-20
BRE Software	173
Chips & Bits	177
Codemaster	88-89
Culture Brain	83
Data East	35,37
DTMC	47,69
Electrobrain	57,59
Electronic Arts	70-71,100-101
FCI	91
Funco	166-167
Game Dude	178
Gamestuff	172
Hudson Soft	127
Imagineer	11
Interplay	43-45,61,137
Irem	81
Japan Video	175
Koei	73
Konami	2,3,110-111
Lucasarts	163
Malibu Comics	154-155
Naki Industries	13
Namco	129
Quickshot	39
Readysoft	65
Sega	28-29,62-63
Software Toolworks	50-51
Sony Imagesoft	141,143
Spectrum Hobbyte	84-85
Square	67
STD Entertainment	8-9
Sunsoft	179
Takara	123
Tecmo	139
Tengen	77,79
Tommo	171
TSR	165
United Amer Video	172
Ubi Soft	32-33
U.S. Gold	54-55
Vic Tokai	93,95,97,99
Virgin Games	23
Working Designs	15

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**Grand Prize:**  
Matthew Bryan: Orlando, FL

**First Prize:**  
Sean Bazemore: Fort Sill, OK  
Lo Vongphakdy: Wausau, WI  
James Duffy: Orange, CA  
Jamie Clarke: Russell, KY  
Noah Pollaczek: Rosenberg, OR  
Gaspar Langomar: Bronx, NY  
Arturo Flores: Chula Vista, CA  
Gus Ceglia: Phoenix, AZ  
Razim Qureshi: Chino, CA  
Ferrell Williams: Philadelphia, PA

**Second Prize:**  
Bryan Howe: Hercules, CA  
Luke Payne: Oboro, KY  
Khary Hudson: Baltimore, MD  
Ray Kwan: Rosemead, CA  
Prime Time Video: Minong, WI  
Blake Hartenstein: Ojai, CA  
Kafui Tourner: Los Angeles, CA  
Eric Caldera: Newman, CA  
Kwanghie Chung: Stamford, CT  
Dan Laehr: Grosse Pointe Woods, MI  
Paul Fasshauer: Schamburg, IL  
Brain Roach: Pearland, TX  
Chris Young: Fairfax Station, VA  
Derek Dinsmore: Muncie, IL  
Billy Showalter: Des Plaines, IL  
Christopher Woods: Hollywood, CA  
Chris Williams: Atlanta, GA  
Kenneth Thomas Jr.: New York, NY  
J.R. Bell Jr.: Philadelphia, PA  
Renaldy Zamora: Miami, FL  
Kristian Siqueiros: El Centro, CA  
Dan Cerco: Homewood, IL  
Chris Best: Salt Lake City, UT  
Teazia DeSilla: New York, NY  
Andrew Koenigsberg: Brooklyn, NY  
Michael McCurdy: Ft. Meyers, FL  
Robby Dimarcantonio: Waukesha, WI

Rob Schaus: Naperville, IL  
Tim Malinovsky: Orlando, FL  
Glen Royelton: Susanville, CA  
Brent O'Hagan: Fonthill, Ontario, CANADA

Matt Thompson: Columbus, OH  
Richie Boewer: Lexington, TN  
Twan Lam: Honolulu, HI  
Lewis Ruffin: Philadelphia, PA  
Ben Martin: New York Mills, MN  
Piyawit Wiriyarat: Arcadia, CA  
Hsiang Meng: New York, NY  
Lamont Venning: Wando, SC  
Ronnie Rusnak: Oceanside, NY  
Kyle Novak: Marion, IN  
Kenneth Thomas: Bronx, NY  
Jared Snow: Pipestem, WV  
Brandon Hypse: Peoria, AZ  
Phillip Cabrera: El Monte, CA

Kareem Burke: Bronx, NY  
Joe Chatham: Yazoo City, MS  
Dana Rezaie: Indianapolis, IN  
Scott Patterson: Harriman, TN  
Danny Smolyar: Thornhill, Ontario, CANADA

**Third Prize:**  
Barry Geller: Clark, NJ  
Jason Cox: Wilson, VA  
Monty Hathaway: Tacoma, WA  
Brian Jones: San Gabriel, CA  
Chad Pilkinton: Melissa, TX  
Ron Chell: Marshfield, MA  
Anthony Tanno: San Francisco, CA  
Geary Wong: San Francisco, CA  
Alvin Kurniadi: Haywood, CA  
Eric Wong: Fallston, MD

**Fourth Prize:**  
Kenji Bliss: Mansfield, OH  
Edmund Valencia: Barrigado, GUAM  
James Sweeney Jr.: Middletown, NY  
Andy Cruz: Paterson, NJ  
Jeremy Black: Evanston, IL  
Zain Husain: Chatsworth, CA  
Kellie Murphy: Provo, UT  
Michael Medlam: Namaimo, BC, CANADA

Ted Hunkisz: Tampa, FL  
Dustin Howie: Elkhart, IN  
Andrew Lee: San Francisco, CA  
Derek O'Farrow: New York, NY  
Randy Chong: Bremerton, WA  
Patrick Jack: Duarte, CA  
Joel Nelson: Rush City, MN  
Kellyn Ballard: Puyallup, WA  
Diogenes Cunha: Concord, CA  
Michael Briseno: Irvine, CA  
Michael Vogeluang: Grange, CA  
Houshang Rezaie: Rochester, MN  
Samuel Howard Jr.: Compton, CA  
Marc Tinio: San Jose, CA  
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Stephan Gerall: Littleton, CO  
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Kevin Ware: Baxley, GA  
Jesal Popat: Orlando, FL  
Han Chul Keum: Chicago, IL  
Mitchell Chatel: Corona, NY  
Joe Patierno: Coral Springs, FL  
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Seth Brookshire: Libby, MT

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Anthony Smith: Radcliff, KY  
David Fasshauer: Hollywood, FL  
Sam Root: Mounds View, MN  
Phil Lambert: Rome, GA  
Anh Tran: Houston, TX  
Alexander Ahlund: Winter Park, FL  
Curtis Wells: Loma, CO  
Michael Patronella: Luling, LA  
Jesse Clooten: Olsmarck, ND  
Brandon Barnett: Wurtland, KY  
Presten Lee: Pheonix, AZ  
Eric Parks: Murfreesboro, IN  
Nathan Cook: Indianapolis, IN  
Andy Friedman: Chapel Hill, NC  
Kyle Carriedo: Chula Vista, CA  
Clifford Brown: Brooklyn, NY  
Kevin Edmonds: Crestwood, IL  
Jason Liu: Fremont, CA  
Brandon Lee: Eaton Rapids, MI  
Casey Cooke: Clayton, NC  
Eric Wieladel: Rutherford, NJ  
Gary Perkins: Fremont, OH  
Jonathan Halliday: Humble, TX

The winners of the  
Rocket Knight  
Adventures contest  
which ran in the  
September issue of  
EGM are:

**Grand Prize:**  
Mike Bernard: Annandale, VA

**First Prize:**  
Eric Arocha: Hialeah, FL  
Torin McCray: Clearwater, FL  
Zak Pence: Ballard, WV  
Tony Contrats: San Francisco, CA  
Jason Andrews: New Orleans, LA

**Second Prize:**  
Dante Briggs: Brooklyn, NY  
Adam Moore: Republic, MO  
Robert Estevez: Staten Island, NY  
Bill Kilpatrick: Thorald, Ontario, CANADA

Brent Chapman: Lockport, NY  
Isaac Flores: North Highland, CA  
Jonathan Hallil: Paly City, CA  
Jason Schor: Lindenhurst, NY  
Vicky Mitchell: Ceres, CA  
Carlos Hattou: Brooklyn, NY

**Third Prize:**  
Piara Dhaliwal: Toronto, Ontario, CANADA  
Adrian Alvarado: New York, NY  
Scott Vang: Westminster, CA  
Jeff Sanford: Southboro, MA  
Matt Jones: Danville, CA  
Robert Trevino: Converse, TX  
Jeremy Cowles: Fremont, MI  
John Langford: Cookeville, TN  
Timothy Simpson: Orange Park, FL  
Ian Austin: St. John's, NF, CANADA



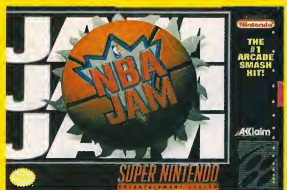
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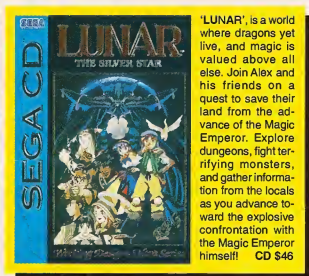
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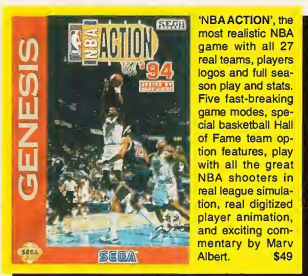
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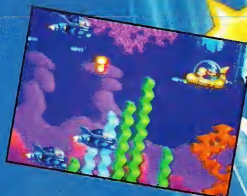


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